



USER MANUAL

Vibe Manual

Compulite Systems (2000) Ltd

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1 Introduction

This chapter discusses getting started with your Compulite Vibe console.

The following is covered in this chapter:

- [1.1. Unboxing](#)
- [1.2. Getting Started](#)
- [1.3. Guide Conventions](#)
- [1.4. Important Terms](#)
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1.1 Unboxing

TBA.

1.2 Getting Started

Power requirements:

- Vibe uses a power supply that supports 90-264V at 47-63 Hz.
- Approximately 3.2 amps at 230V.
- Input uses a Neutrik powerCON connector ended with the appropriate male connector for the destination country.

Desk Light:

- Insert the goose neck desk light into the 3 pin XLR on the rear of the console.
- Desk light intensity is controlled in the {System Settings} {Hardware} tab.

Monitor intensity:

- Monitor intensity is controlled in the {System Settings} {Hardware} tab.

Power up the console:

- Insert the supplied powerCON male connector into the female connector located on the rear of the console. Align the guide slots and turn clockwise until the connector locks.
- Turn on the power supply switch above the powerCON connector.
- Press the Power button located at the upper right corner of the monitor panel above the USB connectors.
- The operating system will boot and the Vibe console software will automatically launch.

Power down the console:

- Tap the {Vibe} menu key beside the command line on the main display - The Vibe Menu will open.
- Tap {Exit} - The {Exit Vibe} Pop-up will appear.
- Tap {Yes} or {No}.
- The Vibe application will shutdown and a screen will appear with the following options:
 - {Shut Down the Console} - System will power off.
 - {Restart Vibe} - Vibe console application will restart.
 - {Open Offline Tool} - the Vibe utilities app will open. Hardware and software updates are preformed in the Offline Tools app.
- Choose Shut Down the Console - The console will safely power off.

1.3 Guide Conventions

- [XXXX] - Physical key
- {XXXX} - Soft key
- [] { } - Example
- **Press** - Action applied to a physical key
- **Tap** - Action applied to softkey or virtual key
- **Toggle** - Action that activates and deactivates with alternating taps or presses

- **Key** - Any physical or virtual key that is NOT used for controller activation
- **Button** - Any virtual or physical key that is used to activate a controller
- **Keypad** - Embedded numeric keypad
- **Keyboard** - Console's pull-out ASCII keyboard or any external keyboard
- **SK** - Object softkeys (Libraries, Groups, Snap, Macros, etc.)
-  - Hint or suggestion
- **RED** - Important information or Caution
- **[Here]** - Short form for Press an appropriate destination softkey or controller button to complete the command

1.4 Important Terms

- **DMX 512 Output/Input Port** - One of the 8 physical 5 pin XLR connectors on the back of the console. Although the gender is female, any connector may be configured as an input but must use a turnaround adapter.
- **DMX 512 Universe** - Virtual DMX outputs 0 → 256 that may be routed to the 8 physical outputs and/or any of the three supported DMX over Ethernet protocols.
 - Compulite VC protocol
 - w Art-Net 3 w
 - sACN
- **SET** = Fixture numbering system
 - 0 = Fixtures, (Default, includes all sets)

- 1 = Channels (Conventional fixtures)
 - 2 = Spots (Automated heads and mirrors)
 - 3 = Matrix (LED pixel-based fixtures)
 - 4 = Servers (Video servers)
 - 5 → 1000 = User defined sets
- **Parameter** - An individual feature of a fixture such as dimmer, pan, tilt, color wheel, gobo.
- **Controllers** - Any physical or virtual control that executes or plays back system objects such as cues, scenes, macros, and snapshots.
- **Submaster** - A special type of Scene where stored fixtures inhibit their dimmer values proportionate to their assigned slider controller value.
- **Master Controller** - Playback section of the console with large [GO], [BACK], [HOLD] keys.
- **Slider** - Slide potentiometer often referred to as a **Fader**.
- **Qkey** - A single button Controller.
- **Assert** - Takes back control of parameters that have been “robbed” by other controllers.
- **HTP (Highest-Takes-Precidence)** - When values from two or more controllers are summed, The highest value will output to the stage. Used mainly for dimmer values in theater applications.
- **LTP (Latest-Takes-Precidence)** - When similar parameters are on two or more controllers, the last asserted parameter will output it's values to the stage no matter what the value.
- **[SELECT]** - Multi-use key, mainly used to assign any controller as the Master Controller. Commands not specifying a Qlist destination will be applied directly to the [SELECT] Master Controller.
- **Qlist** - A Folder containing cues. Each Qlist has its own unique numbering system from 0.001 to 999.999.

- **Cue** - A look (record) contained within a QList. Cues contain stored parameter values **and** properties such as text label and time values.
- **Scene** - A look that exists independent of a QList.
- **Library** - Container of frequently used fixture parameter values (Bank Library) or system objects (Object Library). Bank Libraries may be created as referenced or unreferenced. The default for most libraries is referenced.
- **Options** - Used to modify object properties “on the fly”.
- **Settings** - Used to modify object properties and behaviors **after** an object has been created.
- **Cue Zero** - The starting point at the top of a QList. Release may or may not return to the top of a QList depending on QList Properties. Cue Zero will always return to the top of the QList. The command Cue 0 GOTO is valid.

☞ For the sake of this guide, **Channel, Spot, Matrix, and Server Sets** will be referred to as **Fixture** because the Fixture Set can reference all the other sets

☞ Some keys have two functions when used with the [VIBE] key (shift key). In this case, the key label on the bottom is the default, and top label is the shifted function.

1.5 Releases

1.5.1 R.3.0

- Release Date: **06/09/2020**
- DB version: **R_3.0**
- Desktop version: **R_3.0**
- LPU version: **R_3.0**
- HAL version: **R_3.0**
- Device Pack version: **DP_3.0**

1.5.1.1 Version Highlights

Version R_3.0 brings new and updated features as listed below:

Settings

- **Controller Default Actions-** It is now possible to set a default controller action for each object type on each controller type.
- **Exit Button Location -** The location for the button to exit the system or close a window was moved
- **Clear Device IP History-** Added this option to clear the cache under the system settings.
- **Show/Hide View Headers-** Added an option to show or hide view headers in order to make room on screen.
- **Softkeys Size Improvements-** It is now possible to make the softkey view very compact
- **Unicast Option for Art-Net And VC-** It is now possible to set specific IPs to send the output to
- **Defaults Changes-** There are some new defaults for: Update popup – new values to master pb Bottom Button on submasters – flash Pan & Tilt Effect default size

Patch

- **Edit Sets-** There is an option to edit user-sets on the Sets view

Workflow

- **Media Bank-** There is a new bank called Media on the Small Screen
- **Toggle Between Banks-** The combination of SHIFT+#+ on the keypad will switch a bank on the small screen
- **Cell Time Fan-** It is now possible to fan cell times via the keypad

- **Parameter Profile-** It is now possible to set a profile for parameters to change their fade behavior

Timeline

- **Grid View Filters-** It is now possible to filter timelines on the grid view
- **Time Format-** It is now possible to decide the time format on the Timeline View
- **Moving Events-** It is now possible to move events on the Timeline with the wheels
- **Events Selection-** It is now possible to select events by creating a rectangle of selection
- **State Machine Support-** It is now possible to trigger Timeline commands from the keypad + toolbar commands

Popups

- **New “Loading” Popup-** There is a new popup for continuous loading
- **Remove Function-** On the effects popup, it is now possible to remove an added function
- **CITP Popup-** There is a new popup for CITP configuration and commands

General

- **Auto Patch from Capture-** Using CITP protocol, it is now possible to retrieve patch information from Capture

Fixture Builder

- **Option to edit Shutter Picker commands-** It is now possible to create/edit commands for the Shutter picker

- **Option to edit Frost Picker commands-** It now possible to create/edit commands for the Frost picker
- **Option to edit Iris Picker commands-** It now possible to create/edit commands for the Iris picker
- **Option to edit Zoom Picker commands-** It now possible to create/edit commands for the Zoom picker
- **Option to edit Blade Picker commands-** It now possible to create/edit commands for the Blade picker
- **Option to edit Focus Picker commands-** It now possible to create/edit commands for the Focus picker
- **New Parameter Types-** Added new parameter types to Vibe

Offline Tool

- **Panel Test-** New Panel test mode to check the hardware
- **Midi / SMPTE Test-** New Midi / SMPTE test mode
- **Update Firmware Options-** There are new possibilities to update the console firmware

1.5.1.2 Bug Fixes

- Fixed a crash when removing a point from the Function editor
- Fixed a crash when searching Exam View and pressing SHIFT+RESET
- Fixed a potential crash on startup
- Fixed a potential crash on Undo popup
- Fixed potential crash on HAL
- Fixed a crash when pressing Actions on the Timeline view
- Fixed a crash when pressing apply on the Link Cue popup

- Fixed a crash on LPU when deleting a cue that is next on a PB and its values are active as Look Ahead
- Fixed a crash on LPU when releasing a playback during loop could cause it on some cases
- Fixed a crash on filters popup when deleting the last parameter from the list
- Fixed a crash when deleting a device that had no fixtures in the show
- Loading a big show could cause the system to get stuck
- Rem Dim could cause errors on DB
- Grab Active Master PB could cause errors on DB
- Live View - When parameter jumping is on its should works all the cases
- Performance fixes in specific sequences as well as general system speed
- Fixture selection was slow and caused many updates to small screen, especially when selecting with ‘+’
- When fixture has values, entering to Blind editor where the values there are at home, will make a graphic flick
- “Exclude from Snap” and “Exclude from Override” did not work correctly **Snaps stored with these options need to be rebuilt!**
- It was not possible to select/deselect a cell on the first column in Cell Time popup
- Exam of a new device did not show the info on Exam View
- Exam view did not refresh after deleting a Qlist
- Wheel picker sometimes was not accurate and selected the wrong step

- Address test delta value was showing wrong value
- Changes to Address properties did not output unless applying the popup
- Fixtures with more than 1 color layer could make the HIS picker stuck
- Data on the status view was not always refreshed
- Filters popup – changes were not saved if user switched between filters
- Activate a snap after deleting Qlists loaded them in a ghost mode
- Deleting Libraries, Macros, Scenes did not remove them from the snaps they were stored in
- Deleting Snaps did not clear the data correctly
- Master PB did not change according to the data stored in the Snap
- Fixture selection numbers did not cut to the actual maximum number on echoline
- When Lib stored, echoline looks strange
- Sometimes [Transpose](#) doesn't ordering the fixtures correctly
- Park on parked parameters did not work correctly with Grand Master
- A/B Slider behavior was wrong for manual fade.
- Faders kept sending data even though the value did not change
- Cue time units on popup did not change
- SHIFT+GRAB took a lot of time
- Delete a cue took a lot of time

- Updating cues caused an error on DB and sometimes caused wrong values to be stored
- Release value from Cue did not work correctly
- Updating a copied cue/scene did not update it
- Update cue values from the Tracksheet view did not always work
- Load track data to cue did not load from a block cue
- When updating a cue that after it there is a cue with virtual params stored, the params are changed
- When Lib is stored as block, update the previous cue will make track to the block
- After releasing a parameter from a cue, values look like they ‘Block’ even though they are tracked
- After remove a reference from a Lib, all cues that are using any Libs will lose their reference
- When updating a Hard value using a referenced Lib it should select the source cue in the update popup
- Updating a Virtual Color Cue to Physical Color via update pop-up will track to the next cue if stored with Virtual Color
- Cannot release a param so it will be tracked again from a Lib
- Release Virtual color to physical color, vice versa, will release to Home
- Release a Virtual Lib to Virtual hard value or Physical Lib to Physical hard value, keeps the notation of the Lib in the Live view
- When storing a Lib, the Library notation and reference in Live is being applied only on the selected fixtures
- Virtual and Physical params are acting weird when “maintain last value” is active

- Can't delete Highlight or Lowlight cues
- Link Cue popup showed error when opened from the toolbar
- If a cue had time-in, time-out and follow in CUT, it was skipping the cue
- Color values are jumping when Qlist is tracking off and follow time is CUT
- Release at bottom took the Qlist release time instead of working in CUT
- Clear editor on master Go, clears the editor in any go
- Color icon is not changing when in Blind mode
- If param is selected, and then you change to 'Parameter Steps' view, it does not show the steps of the param
- Small screen effects showed wrong parameters
- When Randomize fixtures in the effect, and more than 1 pattern is selected, it should shuffle them in the same way
- Randomize an existing effect that has 2 params on the same row via small effect engine after selecting the params is wrong
- Randomize fixtures should randomize only the order of the fixtures
- When Pan effect was running, pressing the Tilt made a jump to 0
- Rate window is flickering with the cues fades
- Context view got back to idle after selecting a library
- Context did not display Filter SK
- The name of context view when its tabbed is wrong
- SMPTE FPS value was wrong

- Group Select/Deselect/Release did not work on Qlists and Scenes
- ‘Group Release’ button stuck the params it releases
- [Shift]+Master [Go][Back] should make a Goon master in Cut time
- RDM settings are not stored in show file
- Edit control - caret remains visible after focusing out
- Fixture Builder:
 - Errors on edit factory devices with overlapping steps
 - Editing a show device could cause it to be cloned infinite times
 - Parameter Step tab did not update the navigation buttons
 - Edit boxes in Parameter Steps table did not work
 - Memory leaks fixes
- Vector show conversion bugs

2 General Specification

This chapter covers basic specifications.

The following is covered in this chapter:

- [2.1. Controls](#)
- [2.2. I/O](#)
- [2.3. Capacity](#)

2.1 Controls

- 4 large backlit push encoder wheels.
- 4 small interactive backlit push encoder wheels.
- Backlit trackball.
- Dedicated dimmer encoder wheel.
- 15 **Motorized Faders**.
- 20 **Qkey** controller keys.
- 20 Multi-use **Auxiliary Qkeys** .
- 5 general purpose non-motorized **Global Faders**.

2.2 I/O

- 8 Physical DMX 512 input/output ports (RDM supported).
- Standard 64 DMX over Ethernet universes. 96, 128, 256, DMX universes optional via license.
- Support for Compulite VC, Art-Net 3, and sACN protocols. RDM is currently supported locally and over Compulite VC networks.

(Art-Net and sACN in the near future)

- MIDI In/Out.
- SMPTE In.
- 1 Ethernet data network with 2 etherCON ports.
- 2 Ethernet networks for accessories and additional devices such as NAS storage.
- 4 USB 3 ports on the back panel.
- 2 USB 2 ports on the front panel.
- 3.5mm audio line in/out.
- 3.5mm Mic in.
- 3.5mm Speaker out.
- 2 DisplayPort video outputs.

2.3 Capacity

- 100 physical/virtual motorized fader controllers.
- 100 physical/virtual Qkey single button controllers.
- 100 physical/virtual Auxiliary Qkey single button controllers.
- 5 global multi-purpose non-motorized Slider controllers.
- 30 individual pages for motorized Sliders, Qkeys, and Auxiliary Qkeys.
- 9000 total physical/virtual controllers.
- 1000 Qlists.
- Virtually unlimited cues.

- 1000 Scenes.
- 1000 fixture Groups.
- 1000 Libraries per bank type.
- 1000 Effects.
- 1000 Snapshots.
- 1000 Macros.

3 Vibe Hardware

This chapter provides an overview of Vibe hardware.

The following is covered in this chapter:

- [3.1. Console](#)
- [3.2. Editor Controls](#)
- [3.3. Motorized Sliders and Qkeys](#)
- [3.4. Master Controller and Control Keys](#)
- [3.5. Aux Qkeys, Grand Master, and Global Controllers](#)

3.1 Console



Front Panel View



Rear Panel View

3.2 Editor Controls



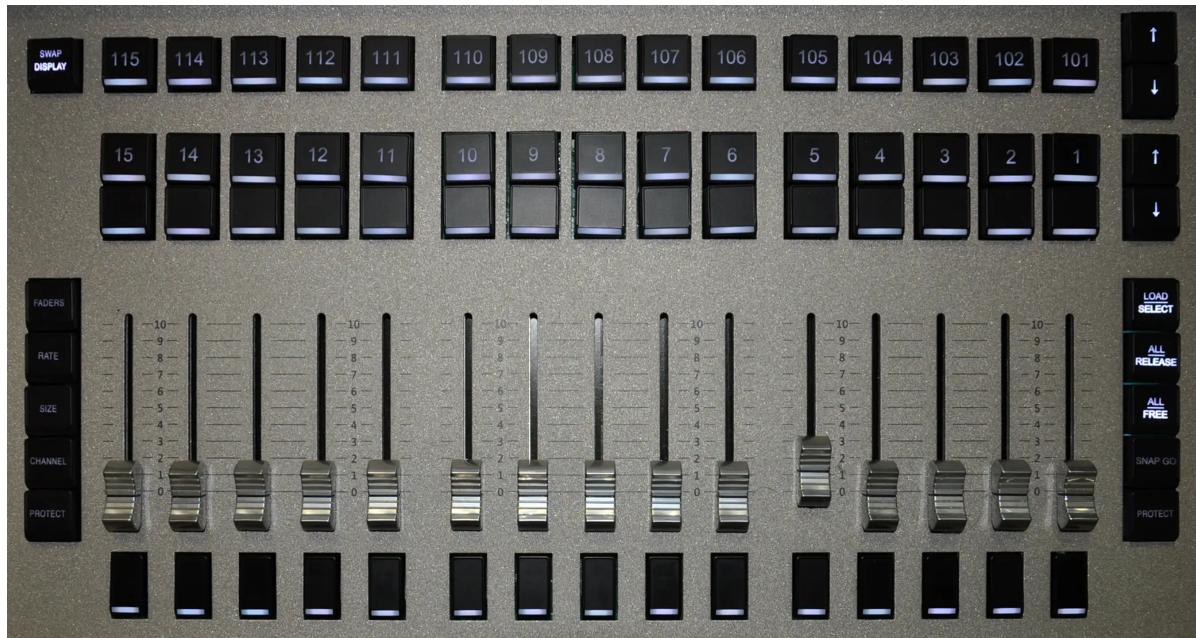
Editor Controls

Editor Controls are used to program and edit parameter values for all fixtures as well as create and edit objects such as cues and libraries.

- [Vibe] Key (Shift Key)
- Numeric Key Pad § 4 Main encoder push wheels
- Trackball
- [Next]/[Prev] Keys
- XYZ lock keys
- [Res] Wheel resolution key
- Dedicated dimmer wheel
- Command select keys

- Object select keys
- Navigation keys

3.3 Motorized Sliders and Qkeys



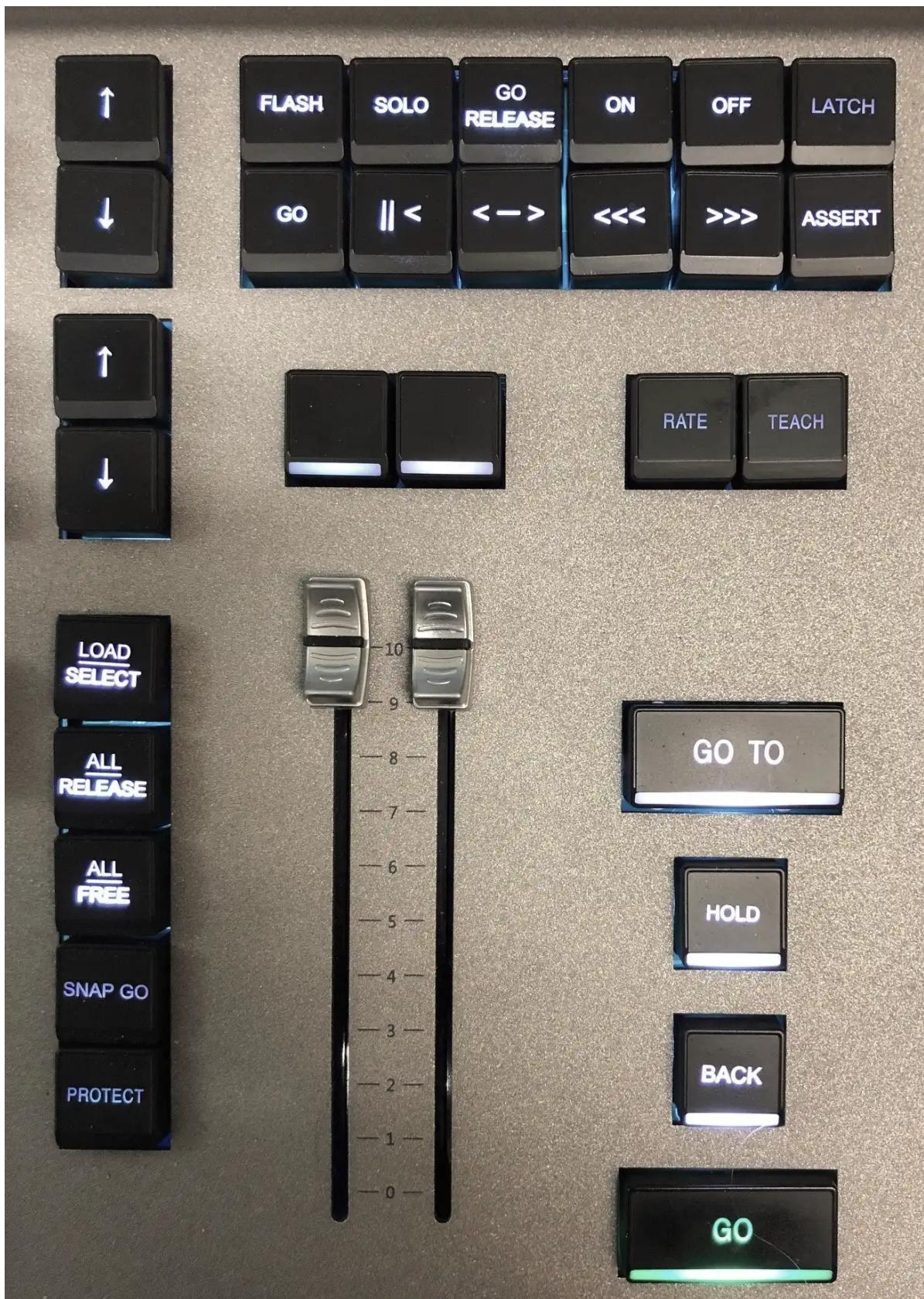
Motorized Slider and Qkey Controllers

15 individually paging 60mm Motorized slider potentiometers and 15 individually paging Qkey single button controllers, used to execute and control objects such as:

- Qlist Cues
- Scenes
- Effects Rate and Size
- Group selects
- Group Masters (Submasters)
- Libraries
- Macros

- Snap

3.4 Master Controller and Control Keys

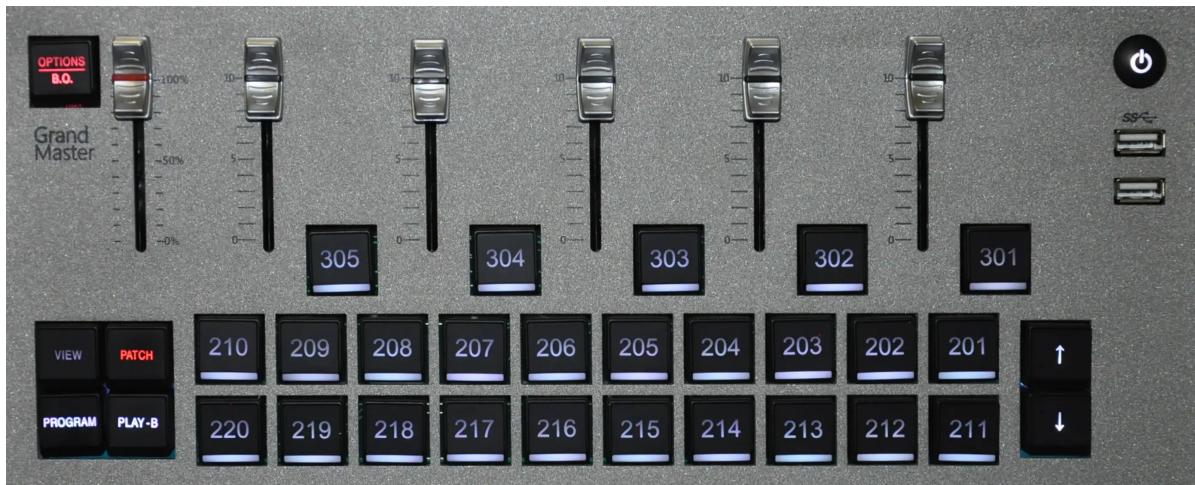


Master Controller and Control Keys

- Non-motorized 100mm Sliders, used for Theatrical playback of cues

- Large **[GO/BACK/HOLD]** Keys for executing cues on the Master Controller
- Master Controller **[SELECT]** key
- Controller **[RELEASE]** Key
- **[LOAD]** key to pre-load a controller for execution
- Controller **[FREE]** Key (unload)
- **12 [Controller Keys]** to provide additional or missing functions to controllers.
- **[RATE]** for overall or individual rate override of controllers
- **[TEACH]** for BBM tap time

3.5 Aux Qkeys, Grand Master, and Global Controllers {#Aux-Qkeys-Grand Master-and-Global-Controllers-3.5}



Aux Qkeys, Grand Master, Blackout, and General Sliders

- 20 individually paging Auxiliary **Qkey Controllers** for single button execution of Cues, Scenes, Group Selects, Snaps and Macros.

- 5 Non-motorized single button Sliders for execution and control of Scenes, Cues, Group Masters (Submasters), Rate Masters, and Flash Masters.
- Grand Master Slider.
- **[BO]** Blackout key with blackout option.



- **PATCH** [PROGRAM] and [PLAY-B] Workspace Template keys available for accessing display pages.
- [View], stores or executes display snapshots.

4 Graphical User Interface (GUI)

This chapter provides an overview of Vibe's Graphical User Interface (GUI).

The following is covered in this chapter:

- [4.1. Introduction](#)
- [4.2. {VIBE} Menu](#)
- [4.3 Configuring WorkSpaces](#)
- [4.4. Layouts](#)
- [4.5. Smart Screen](#)
- [4.6. Toolbars](#)
- [4.7. Live Display](#)
- [4.8. Live Parameter Display](#)

4.1 Introduction

Vibe uses a Multi-touch based interface with simple familiar gestures for navigation.

- Supported gestures:
 - Two fingers for swipe and scrolling.
 - One finger select.
 - Multi-selection via $\nearrow \searrow$ shaped gestures.
 - Multi-selection via window.
- Vibe directly supports up to 4 monitors, two embedded and two external. (Additional monitors may be added using DisplayPort 1.2 or higher MST splitter for a total of 4 external monitors at 1920 x 1080 resolution). The large 21" embedded screen is general-purpose like the external monitors.

- The smaller 11.6" **Smart Screen** is dedicated to displaying context sensitive interactive parameter information such as color pickers and gobo pickers.
- Each monitor, (excluding the **Smart Screen**) can contain one Window Frame.
- Window frames can contain one of three **Workspace Templates**.
- Each Template has a dedicated display in the lower area. This area will have different fixed options and information depending on the selected Workspace Template.
- The remainder of the template may be freely customized by the user.
- Each Template can contain up to 4 **Pages** that can be toggling using the **WorkSpace Template Keys** or by tapping the yellow **{VIBE}** Menu key at the bottom left of each Workspace Template and tapping the **{PAGES}** key to the right of the **{VIBE}** key to open the page's display.
- Each Monitor (excluding the **Smart Screen**) can contain its own independent set of **WorkSpace Templates**.
- Workspace Templates are organized into three familiar categories, each with a dedicated display key. These keys are found above the top left corner of the **Smart Screen**:
 - **PATCH**
 - **[PROG]** - (Program)
 - **[PLAY-B]** - (Playback Controllers)
- The Workspace Template Keys are specific to the monitor that has focus (last touched or selected via a mouse).
- **The Patch Template** by default has a fixed command line and patch tool bar at the bottom, and a pre-built patch display on page 1. Except for the bottom toolbar, the patch display may be freely customized via the **{VIBE}** Menu.

- **The Program Template** contains a command line and fixed display of the 15 motorized Slider controllers. Everything above this fixed display is user customizable via the **{VIBE}** Menu. The controller display may be toggled to display the Qkey controller display using the **[SWAP DISPLAY]** key at the top left corner of the controller panel.
- **The Playback Template** contains a command line and a fixed display of both the 15 motorized fader controllers and the 15 Qkey controllers at the same time. Everything above this fixed display is user customizable via the **{VIBE}** Menu. The controller displays may be swapped to display the Qkey controllers on the bottom row via the **[SWAP DISPLAY]** key at the top left corner of the controller panel.

4.2 VIBE Menu

The **{VIBE}** Menu is a hierarchical menu containing logically grouped sub-menus. It is used to access common system functions such as **Save** and **System Settings** as well as configure **Workspace Template** displays.



Main Menu



Vibe Key with Menu



Program Views/Editing /Soft keys



Program Views/Editing /Soft keys/Library

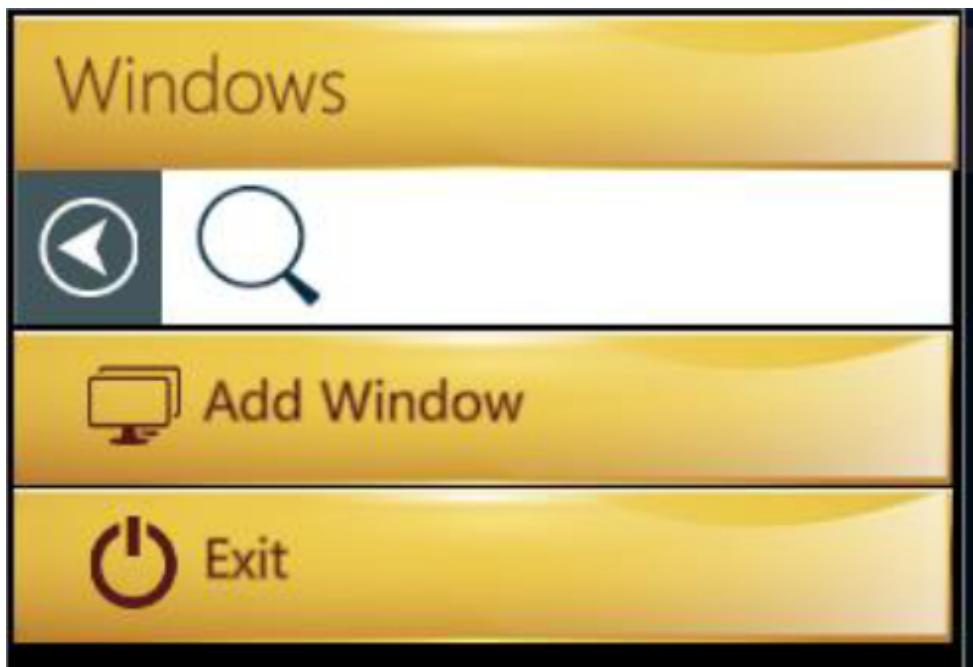


4.2.1 Exit Button

The Exit and Close buttons are located in the Windows sub-menu.

To exit Vibe or close a window

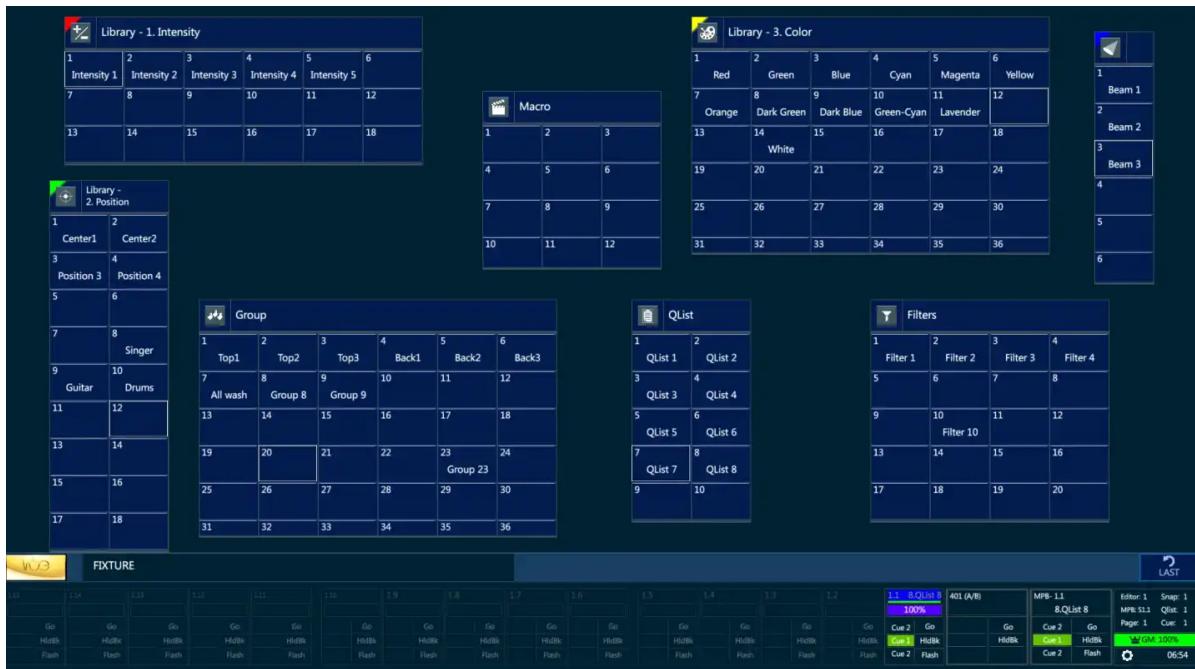
1. Open Vibe menu from the Vibe button
2. Tap Windows
3. Tap Exit/Close



4.3 Configuring WorkSpaces

4.3.1 Basics

- When configuring workspaces, any object at the end of the hierarchical sub-menu can be tapped to open its object on a blank portion of the current workspace or dragged and dropped to the workspace surface. Once on the surface it may be moved or sized freely, space permitting.
- If an object is dragged on top of another both will turn green and become one **tabbed** object.
- To edit the placement of objects, the **{Lock}** icon beside the **{VIBE}** menu key must be toggled to unlock the workspace display. After changes are made, it must be toggled again to lock the display and allow normal usage.

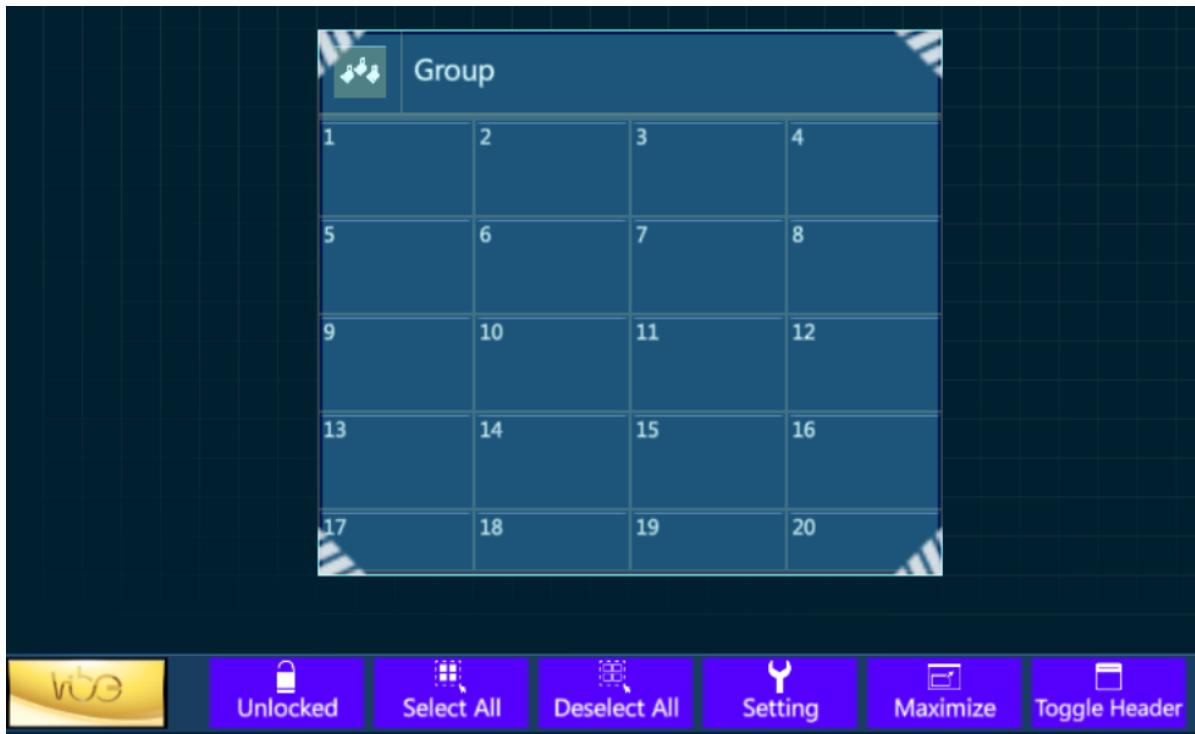


4.3.2 Show/Hide View Headers

This option is valid when the layout is unlocked and the view is selected. Showing or hiding a view's header is saved in the layout once layout is saved. Loading old layouts will load view with their headers as they were stored before.

To Show/Hide View Header:

1. Go to edit mode by tapping the Vibe button and unlocking the layout
2. Select the view you want to toggle its header on or off
3. Tap the Toggle Header button



4.4 Layouts

Layouts:

- After all workspaces and associated pages are configured, the display configurations of the workspaces can be saved to a **Layout** by tapping the {VIBE} Menu and then the {LAYOUT} key.

A Sub-menu will open with options to {SAVE LAYOUT}, {LOAD LAYOUT}.

- After configuring external monitors, a layout should be saved to preserve the external monitor layout on reboot.
- Layouts remember the configuration of external monitors and a warning message will appear if the system is booted without the expected external monitor.

4.5 Smart Screen

The 11.6" multi-touch monitor embedded in the upper section of the Vibe console is referred to as the **Smart Screen**. The **Smart Screen** is

dedicated to displaying context sensitive interactive bank, wheel, and parameter information.

For more detail see:

[9.3.4. Smart Screen](#)

4.6 Toolbars

The Editor Toolbar contains is a set of interactive Softkeys that are used to access less common commands:

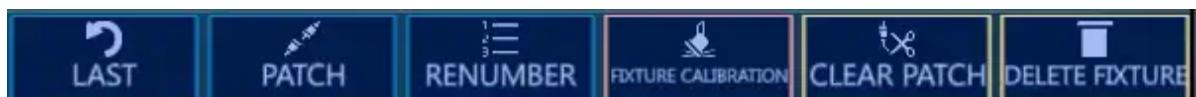


The Patch Toolbar contains two pages of options:

- Idle state toolbar



- Fixture selection state toolbar



4.7 Live Display

Vibe has two ways to display parameter data:

1. **Live Display** - Displays cue and editor data as a spreadsheet.
2. **Live Parameter Display** - shows values in a table format instead of spreadsheet format.

Live Display

Fixture	Name	I	Dimmer	Shutter	P	Pan	Tilt	C	Cyan	Yellow	Magenta	AW1	CW1	CW2	GW1	GW2	GW3	PW1	PW2	MovementSpeed	Red	Green	Blue	Options:
101	Blade_1	●	100%	Open	.	17%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
102	Blade_2	●	100%	Open	.	27%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
103	Blade_3	●	100%	Open	.	38%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
104	Blade_4	●	100%	Open	.	48%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
105	Blade_5	●	100%	Open	.	59%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
106	Blade_6	●	100%	Open	.	69%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
107	Blade_7	●	100%	Open	.	80%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
108	Blade_8	●	100%	Open	.	90%	53%	●	100%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
201	WashBeam_9	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
202	WashBeam_10	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
203	WashBeam_11	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
204	WashBeam_12	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
205	WashBeam_13	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
206	WashBeam_14	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
301	Wash FX_15	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
302	Wash FX_16	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
303	Wash FX_17	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
304	Wash FX_18	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
305	Wash FX_19	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
306	Wash FX_20	●	Open	.	50%	50%	.	●	0%	0%	0%	●	●	●	●	●	●	●	●	Position @FL				
401	DL7_21	●	100%	Open	.	20%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	
402	DL7_22	●	100%	Open	.	29%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	
403	DL7_23	●	100%	Open	.	37%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	
404	DL7_24	●	100%	Open	.	46%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	
405	DL7_25	●	100%	Open	.	54%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	
406	DL7_26	●	100%	Open	.	63%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	
407	DL7_27	●	100%	Open	.	71%	50%	●	50%	50%	50%	●	●	●	●	●	●	●	●	Position @FL	100%	0%	100%	

The Live Display has a number of options that may be set under the Options field:

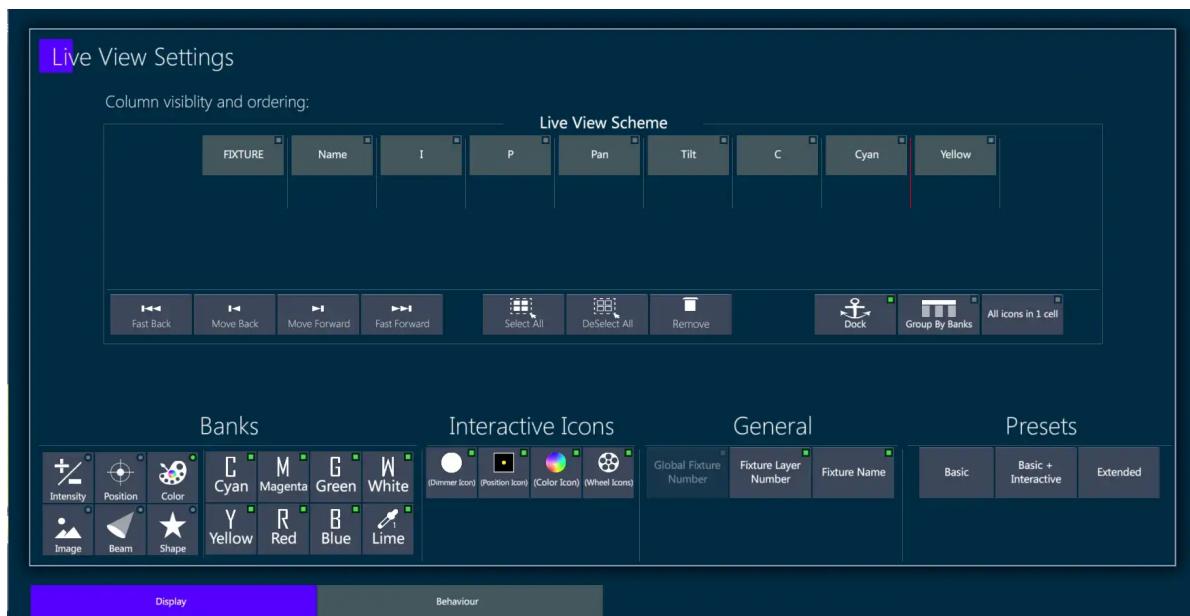
-  - Opens Live View Settings. (See [4.6.1.Live View Settings](#).)
- Fit - Opens column width options.
 - Fit to Window
 - Fit to Value
 - Fix by Text
 - Default
- Active on Stage - Only parameter columns that are selected in the editor or have values derived from the active stage look are shown. All others are hidden.

Fixture	Name	I	Dimmer	Shutter	P	Pan	Tilt	C	AW1	CW1	CW2	GW1	GW2	GW3	PW1	PW2	GoboWheel	VHue	VSaturation	VIntensity	Options:
101	Blade_1	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
102	Blade_2	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
103	Blade_3	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
104	Blade_4	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
105	Blade_5	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
106	Blade_6	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
107	Blade_7	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	
108	Blade_8	●	100%	Stroke Lower Step Show	.	50%	50%	●	●	●	●	●	●	●	●	●	Pick Up Sticks 2	89%	100%	100%	

- **Sets** - Select which of the fixture sets to display.
 - Fixture's Channel
 - Spot's Matrix
 - Media Server
 - Other custom Sets if created
- **Format** - Controls what format the data is displayed in.
 - % - Values in percentage
 - Decimal - DMX values 0 → 255
 - Text - Parameter step text
 - Text + Percentage

4.7.1 Live View Settings

Live View Settings pop-up - Display Tab.



Live View Scheme - Parameter columns may be freely added, removed, moved in using the Live View Scheme.

Move columns:

1. Tap a parameter column heading or multiple parameter column headings - the green indicator light will turn on.
2. Use the $\{|<\}$ or $\{|>\}$ keys to move the parameter column forward or backwards.

Move columns to the first or last column position:

1. Tap a parameter column heading or multiple parameter column headings - the green indicator light will turn on.
2. Use the $\{|<<\}$ or $\{|>>|\}$ keys to move the parameter column first position or last position.

Remove columns:

1. Tap a parameter column heading or multiple parameter column headings - the green indicator light will turn on.
2. Tap the {Remove} key.

Dock - Locks the column scroll at the end of the parameter column that is docked. A red line will show on the live display to show the dock position. (Group By Banks and All icons in 1 cell are not implemented yet)

Add Columns - Columns are added using the **Banks** section of the pop-up.

1. Select a bank - All parameters for the bank will appear in the box adjacent to the banks.
2. Select the parameter or parameters to add to the live display.  Swipe in the the parameter box to browse hidden parameters.
3. Tap a parameter that is not already selected in green and it will be added to the end of the column list.

☞ Parameter keys are toggles so if the indicator light is on, touching the parameter will remove it. Tapping again will put it back at the end of the columns. .

4. Use the {<} or {>|} {<<} or {>>|} to position the column.

Interactive Icons:

- Adds or removes the icon columns.

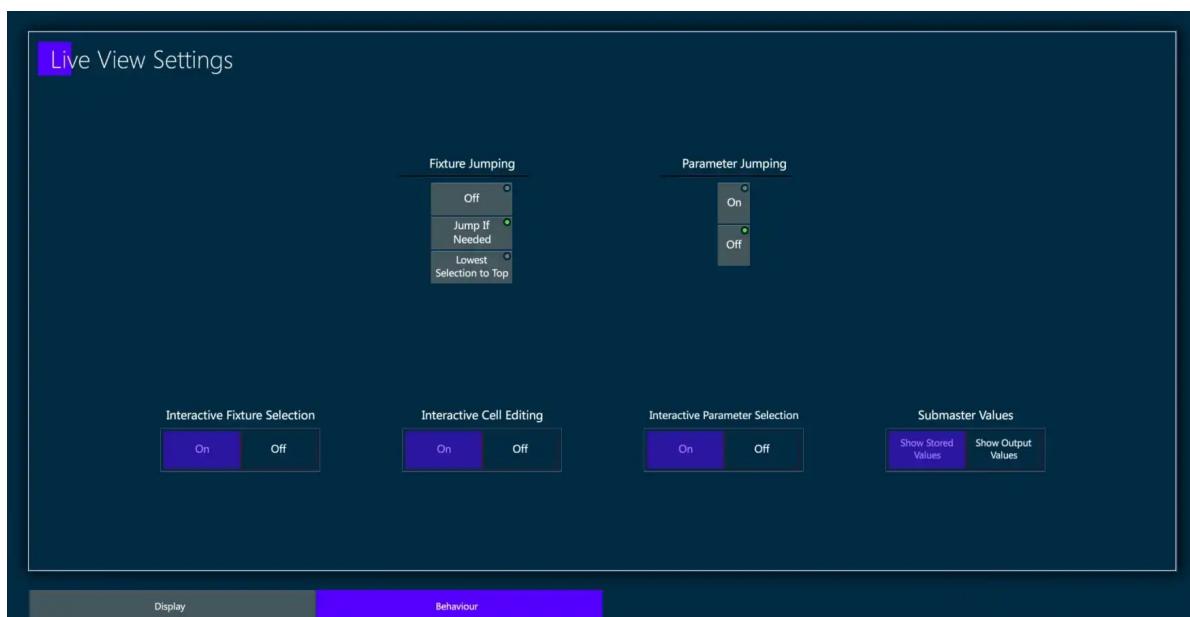
☞ Interactive Icon keys are toggles so if the indicator light is on, touching an icon key will remove it. Tapping again will put it back at the end of the columns..

General:

- Global Fixture Number - Fixture's hidden unique system number.
- Fixture Layer Number - Adds or removes Fixture Number column.
- Fixture Name - Adds or removes Fixture Name column.

☞ Fixture # and Fixture Name are toggles so if the indicator light is on, touching an icon key will remove it. Tapping again will put it back at the end of the columns.

Live View Settings pop-up - Behavior Tab



Fixture Jumping:

- Off
- Jump if needed - live display pages the display to show the selected fixtures if they are not shown on the current live page.
- Lowest Selection to Top - Jumps the lowest fixture number of the selection to the top of the live display.

Parameter Jumping:

- Jumps the parameter's column and related bank parameters to the end of the dock position. (First scrollable column).

Interactive Fixture Selection:

- Turns on the ability to make fixture selections from the live display grids.

Interactive Cell Editing:

- Turns on the ability to directly edit cells in the live display grid.

Interactive Header selection - Currently implemented but may not be turned off.

- Enables parameters to be directly selected from the live display headers.

Submaster Values:

- Show Stored Values - Dimmer parameters under the control of Group Submasters will continue to show their stored values and the  icon will also be shown to indicate when the parameter is inhibited.

Show Output Values - When the Submaster is pulled down, the actual dimmer output values will be shown in the live display dimmer column.

4.8 Live Parameter Display

The Live Parameter Display shows values in a table format instead of spreadsheet format.

There are three Live Parameter Modes:

- Live Parameters
- Live Banks
- Live Fixtures

Live Parameter Mode is mainly used to display single parameter fixtures similar to theatrical consoles but is far more versatile.

The screenshot shows a software interface for a lighting console. On the left is a large grid of 24 parameters, each consisting of a red value cell and a grey control cell below it. The parameters are labeled as follows:

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	5. Ch-H_5	6. Ch-H_6	7. Ch-H_7	8. Ch-H_8	9. Ch-H_9	10. Ch-H_10	11. Ch-H_11	12. Ch-H_12	13. Ch-H_13	14. Ch-H_14	15. Ch-H_15	16. Ch-H_16	17. Ch-H_17	18. Ch-H_18	19. Ch-H_19
87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%	87%
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer
20. Ch-H_20	21. Ch-H_21	22. Ch-H_22	23. Ch-H_23	24. Ch-H_24													
87%	87%	87%	87%	87%													
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer													

On the right side of the interface is a vertical sidebar titled "Options:" which contains three buttons: "Live Parameter" (selected), "Live Banks", and "Live Fixture".

4.8.1 Parameter Mode

Unlike most theatrical consoles, parameters other than dimmer may be shown in Live Parameter Mode.

This screenshot shows the same software interface as above, but with a different set of parameters displayed in the grid. The parameters are labeled as follows:

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	5. Ch-H_5	6. Ch-H_6	51. So_4	51. So_4	51. So_4	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	101. Blade_1	
100%	100%	100%	100%	100%	S4 White	S4 White	S4 White	100%	100%	100%	100%	100%	100%	100%	100%	No Frost	No Iris	50%
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Red	Green	Blue	Dimmer	Pan	Tilt	Cyan	Magenta	Yellow	ColorTemperature	Frost	Iris	Zoom	
101. Blade_1	102. Blade_2	102. Blade_2	102. Blade_2	102. Blade_2	102. Blade_2	102. Blade_2	102. Blade_2	102. Blade_2										
50%	24%	83%	100%	100%	Blade Band	Blade Band	Blade Band	Blade Band	Blade Band	Blade Band	Blade Band	Blade Band	Blade Band					
Focus	Dimmer	VHue	VSaturation	VIntensity	Pan	Tilt	Cyan	Magenta	Yellow	ColorTemperature	Frost	Iris	Zoom	Focus	Dimmer	VHue	VSaturation	

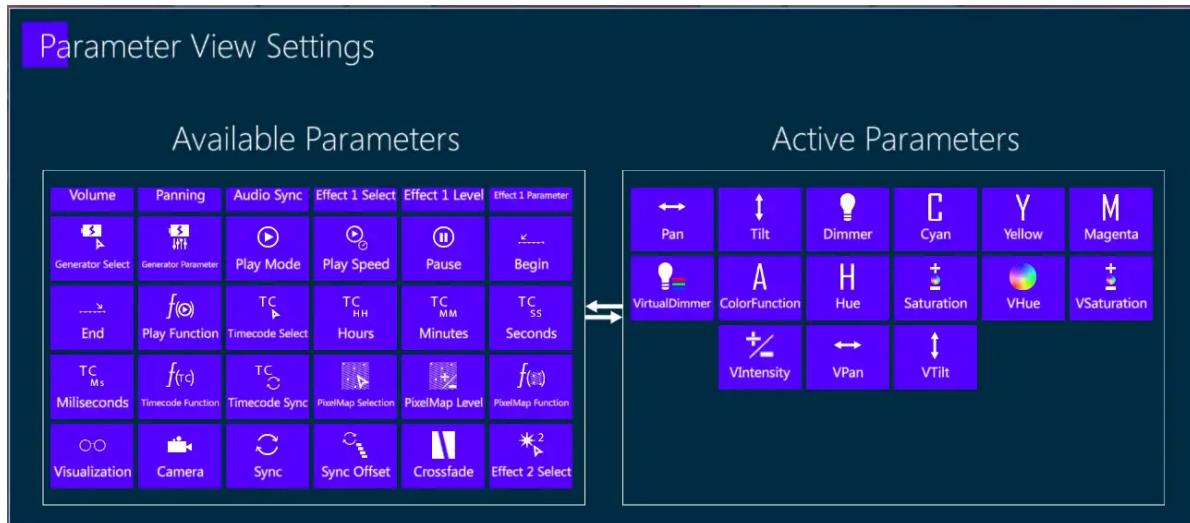
Parameters visible in Live Parameter Mode are filtered using the Parameter View Settings Pop-up.

Filter Parameters:

1. Tap the  icon - The Parameter View Settings pop-up will open.

2. Tap parameters on either side to move them from one box to the other.

3. Close the pop-up using [ENTER] or 



4.8.2 Bank Mode

Fixtures may also be graphically displayed by banks.

Currently, three banks can be graphically viewed: Image will be implemented soon.

- **Intensity** - In the form of an illuminated disk.
- **Position** - In the form of a cursor that moves in a black rectangle representing the stage.
- **Color** - In the form of a circular color swatch - Color wheels are not currently supported.

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	5. Ch-H_5	6. Ch-H_6	101. Blade_1	101. Blade_1	101. Blade_1	102. Blade_2	102. Blade_2	102. Blade_2
Intensity	Intensity	Intensity	Intensity	Intensity	Intensity	Position	Color	Intensity	Position	Color

4.8.3 Fixture Mode

Graphically Displays Intensity, Position, and Color parameter icons as a single “tombstone” fixture

1. Ch-H_1	101. Blade_1	102. Blade_2	103. Blade_3	104. Blade_4	105. Blade_5	106. Blade_6	107. Blade_7	108. Blade_8
.	100%	100%	100%	100%	100%	100%	100%	100%

5 File Management

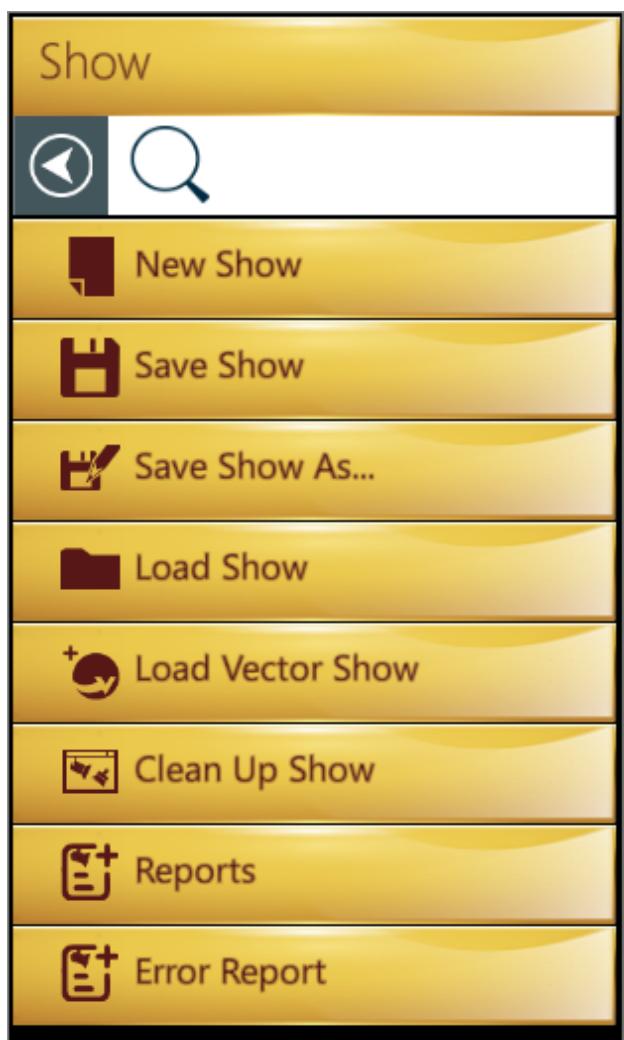
This chapter deals with saving and loading Vibe show files as well as the importing of Compulite Vector show files.

The following is covered in this chapter:

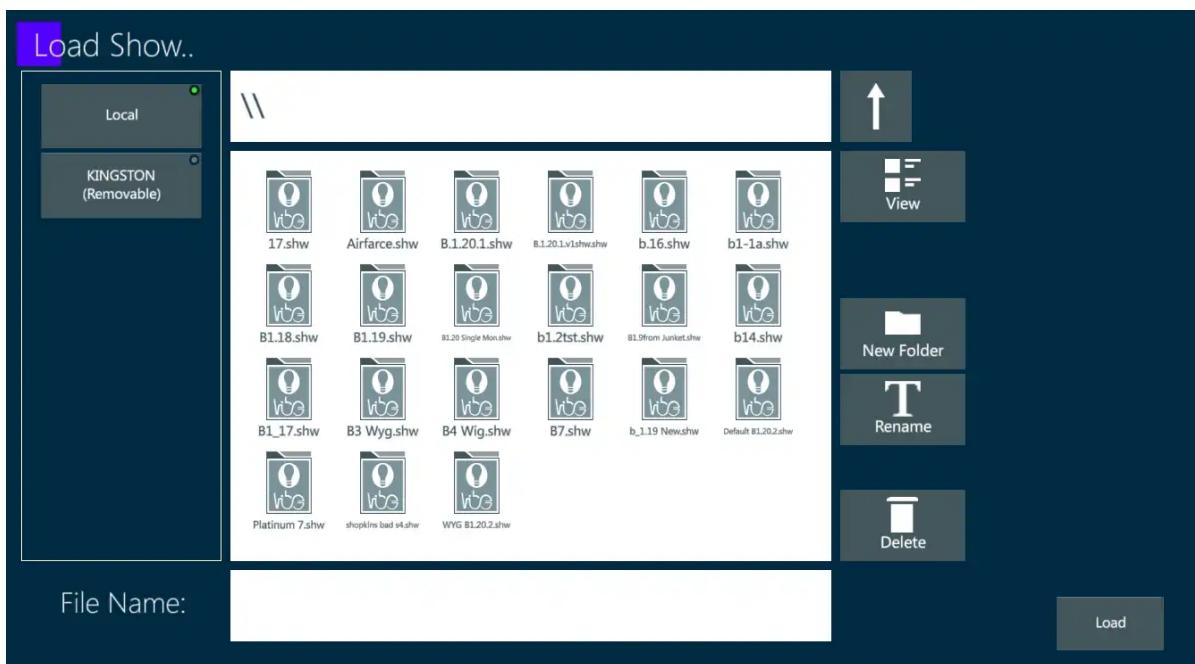
- [5.1 Show Menu](#)
- [5.2 Load Vector Show](#)

5.1 Show Menu

The Show menu is the first item of the {VIBE} Menu. It contains 5 sub menus:



1. **{New Show}** - Opens the **New Show** pop-up with options for {Cancel} {Don't Save} {Save}.
2. **{Save Show}** - Directly updates the current show file. A Save Progress pop-up will open and automatically close on completion of the save.
3. **{Save Show As...}** - Opens the Save Show/Load Show Browser. New show files may be created or existing files may be overwritten.
4. **{Load Show}** - Opens Save Show/Load Show Browser. Shows may be viewed as folders or lists.



Save Show/Load Show Browser

5. **{Load Vector Show}** - ([5.2 Load Vector Show](#)).

5.2 Load Vector Show

Vector Shows may be loaded with the following limitations:

Devices:

- If a matching device exists in Vibe that device will be used. Modes will be matched.

- If a similar device exists, it will be used. Modes will try to be matched.
- If no match or close match is found, a generic device will be created.

Patch:

- Vector device parameter DMX will be mapped to Vibe parameter DMX.

Qlists:

- Qlists will be matched.

Cues and Cue Values:

- Matching Cues will be created with Vector cue parameter values matched to Vibe cue parameter values.

Temp Cues:

- Temp Cues are converted to Vibe Scenes.

Vector Submasters:

- Submasters are converted to Vibe Scene Submasters.

Groups:

- Groups will be matched.

Snaps:

- Snaps will be mapped with Vector physical playbacks being mapped to Vibe virtual

controllers when the number of Vector Playbacks exceeds the amount of Vibe Controllers.

Macros:

- Currently not supported.

Effects:

- Currently not supported but under development.

Vector Playbacks → Vibe Controllers:

- Paging is matched and all button functions common to Vector and Vibe are matched.

6 Patch

This chapter deals with creating and patching fixtures.

The following is covered in this chapter:

- [6.1. Fixture Sets](#)
- [6.2. Import Devices](#)
- [6.3. Advanced Search](#)
- [6.4. Create and Patch imported fixtures](#)
- [6.5. Configuring Physical DMX 1/0](#)
- [6.6. Patching Inputs](#)
- [6.7. Parking Addresses and Fixtures](#)

6.1 Fixture Sets

Like other lighting consoles, Vibe contains an extensive **Device Library** with DMX parameter mapping for fixtures, media servers, and common miscellaneous devices like smoke machines. Before a device can be programmed it must be imported and patched to DMX addresses. Vibe has an advanced numbering system that allows devices to be grouped into five familiar categories called **SETS**. Custom **SETS** may also be created. Numbering in all sets may be freely changed if there are no overlapping numbers. Each Set has a unique ID.

Set ID numbers:

- 0 = **[Fixture]** is a special global numbering set that must also reference one of the other sets. All devices must be assigned a Fixture number and one of the other set numbers.
- 1 = **[Channel]** is a numbering set that would normally be used for conventional single parameter devices.
- 2 = **[SPOT]** is a numbering set that would mainly be used for multi-parameter devices like moving lights.
- 3 = **[MATRIX]** is a numbering set that would mainly be used for RGB or other non-moving LED fixtures. (also useful in pixel mapping devices)
- 4 = **[SERVER]** is a numbering system used for media servers.

Each **SET** may have Fixtures numbered from 1 → 999999 To patch a device, you must first move focus to the main monitor and press the [PATCH](#)

Workspace Template key. By default, the first page will contain all the displays needed for patching.

6.1.1 Edit Sets

There is an option to edit a user-created set. This is done via the Sets browser view.

To Edit a Set

1. Add a Sets browser view :
 - a. Open *Vibe* menu
 - b. Tap Patch
 - c. Tap Sets
2. On the Sets browser view select a user-created set
3. Tap Edit



6.2 Import Devices

Once the Patch Workspace is open:

1. Make sure the {Imported Devices} tab just above the white FIXTURE selection display area at the bottom left of the workspace is selected.
2. Tap {Import}, the Manufacturers picker list will appear.
3. Flick or drag along the list to browse to the desired manufacturer then tap the manufacturer's name.
4. A new list and search window will open. If the exact device name is known, type it in the search window, if not flick or drag to browse the list until the desired device is found.



5. The < key may be pressed at any time to return to the Imported Devices list.

Imported Devices		Exam	Import
Generic - Channel HTP :: Standard		X23	
Generic - Channel LTP :: Standard		X0	
Chroma-Q - Chroma-Q Color Block 2 :: RGB Mode 9		X400	
Robe - Robin BMFL Blade :: Mode 2		X8	
Robe - Robin BMFL Wash XF :: Mode 2		X6	
Robe - Robin BMFL WashBeam :: Mode 2		X7	
Robe - Robin DL4F Wash :: RGB Mode 1		X24	
Robe - Robin DL7S Profile :: Mode 3		X8	
Robe - Robin Pointe :: Mode 2		X6	
5Star Systems - Spica 250M :: 16-Bit Mode		X0	

Imported Devices Fixtures

Please select fixture(s)

The screenshot shows a user interface for searching manufacturers. At the top left is a logo of a plug with a checkmark. Next to it is the text "Manufacturers". To the right is a button labeled "Advanced Search...". Below this is a search bar containing a back arrow icon and a magnifying glass icon. The main area lists manufacturers in a scrollable list:

- 5Star Systems
- A&O
- A.C. Lighting
- AAdynTech
- Abstract
- Acclaim Lighting
- ACD Lighting
- Aceda Lighting
- Acer
- Acme
- ADB
- Aiweidy

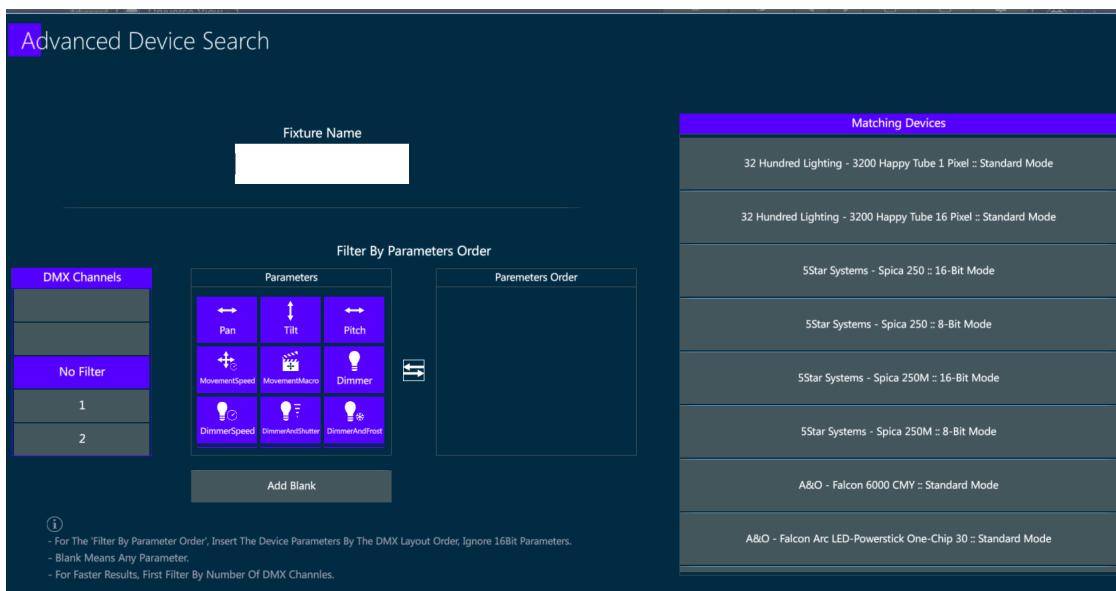
At the bottom of the interface are two buttons: "Imported Devices" (highlighted in purple) and "Fixtures".

6.3 Advanced Search

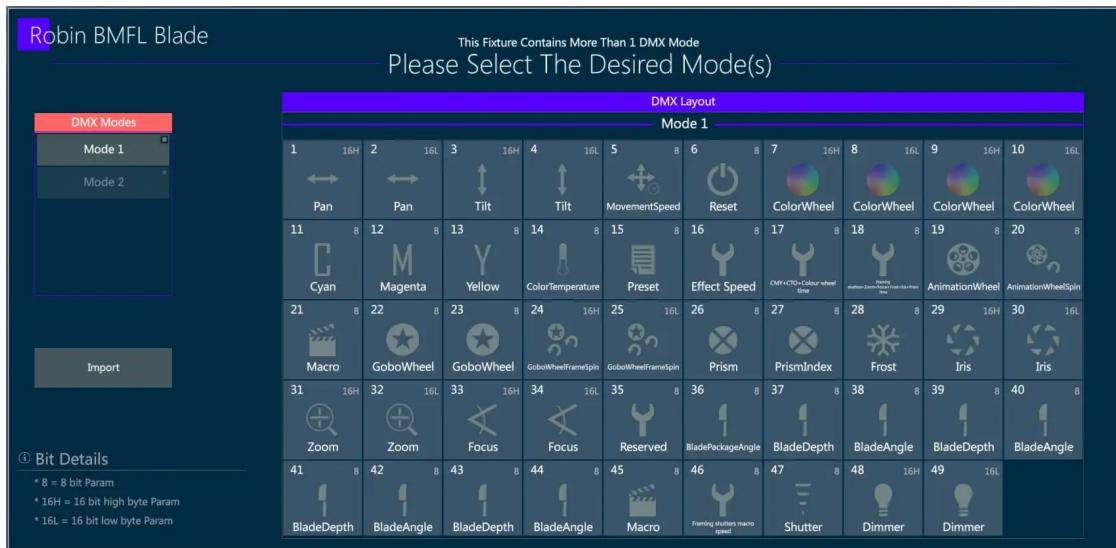
Fixtures may be searched directly by name using the Advanced Device Search. Searches may also be filtered by parameter order and DMX Channel Count to limit the search. The filters are very helpful in finding close matches for fixtures that are not currently in the device library.

To access Advanced Search:

1. Tap {Import} from the main page - The tab will now read {Advanced Search}.
2. Tap {Advanced Search} - The Advanced Search Pop-up will appear.
3. Type the fixture's name in the Fixture Name box or Set the filters to limit the selection.
4. Select the fixture from under the Matching Devices header.

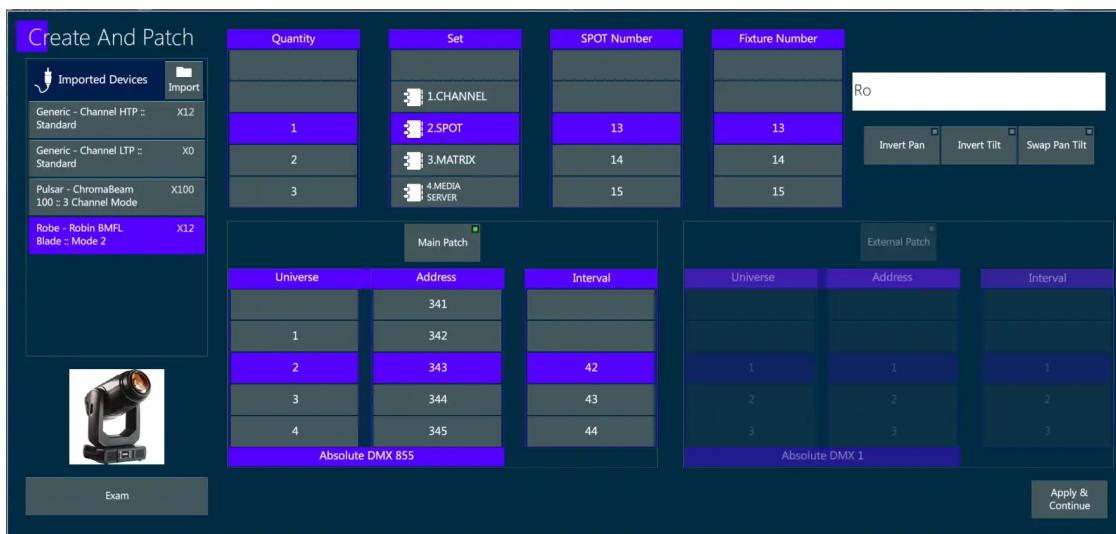


5. The DMX Modes pop-up will open.
6. Review the DMX implementation and select the desired mode.
7. Tap or press [ENTER] to close the pop-up and add the fixture to the Imported Devices list.



6.4 Create and Patch imported fixtures

1. Import the desired device. (See [6.2. Import Devices](#)).
2. The device will now be in the list below the Imported Devices header.
3. Tap the device you wish to patch and the Create and Patch Fixtures popup will appear.



1. In the **Create and Patch** fixtures pop-up, type the quantity in the red highlighted field via the keypad or flick/drag to browse the list until the desired quantity number is found then tap the number.
2. If the **Quantity** number is not highlighted in Red, tap the field to make it active.

3. Press the → key on the keypad to tab to the next field, or tap in the {SET} field. The appropriate SET for the selected fixture should automatically be selected, but as some fixtures don't always cleanly fit into standard categories, check that the correct Set is selected. If not, flick/drag to browse to the correct SET then tap it. You may also type the Set number (0-5).
4. Press the → key on the keypad to tab to the {Set Number} field.
5. Set the Channel, Spot, Matrix, or Server number for the fixture in the red highlighted field using the keypad or scroll to browse the list until the desired start number is found, then tap the number. ↗ By default, the first available number for the selected SET is pre-assigned.
6. Press the → key on the keypad to tab to the next field, or tap any box in the Fixture Number field to select it.
7. By default, the same number as the SET Number will appear as the Fixture Number. Many users like to group Fixtures by 10's or 100's so it is common to type 101 for the start of one type of fixture, 201 for a second type and so on. The SET number and Fixture number do not have to be the same.
8. Next to the Fixture Number field is a data entry box that displays the fixture's default short name. This may be edited at any time while in this pop-up. The name will be updated when the fixtures are created upon closing the pop-up.
9. In the second section of the pop-up, fixtures that were selected for creation can be patched via the DMX patch wizard. Press the → key on the keypad to tab to the next field, or tap a number in the UNIVERSE field. If the desired universe is not visible, flick/drag to browse to the correct universe number then tap it.
10. Press the → key on the keypad to tab to the next field, or tap any number in the **ADDRESS** field.

↗ By default, the interval between fixtures of the same type is fixed. Using the **INTERVAL** field, a custom interval may be set.
11. To complete **CREATE** and **PATCH** tap the **{APPLY & CONTINUE}** key in the bottom **right corner of the pop-up**, Press **[ENTER]**, or tap  to close the pop-up and return to the patch workspace.

Theatrical Multi-Patching can also be done manually using keypad syntax:

- Toggle off the **{MAIN PATCH}** key at the top of the DMX patch wizard before closing the pop-up. The fixtures will be created but will remain unpatched.

To Patch fixtures using traditional keypad syntax:

- [Fixture] [#] [ADDRESS] [#].[#] (☞ By default, the first available DMX address of the selected Universe will be shown in the **ADDRESS** field. If the default start address is not appropriate, type or scroll the list to the desired start address and tap it. `Universe.Address`), [STORE]. **Or**
- [ADDRESS] [#].[#] +/ - → [#].[#] [Fixture] [#] [STORE].

☞ Addresses may also be typed in absolute format: 1 → 32,768 (64U universes standard). The system will automatically assign the correct universe.

☞ When starting from a {New Show} only {Physical DMX outputs} are enabled. Network universes must be enabled in **PATCH** {DMX Settings}

6.4.1 Drag and Drop Patch

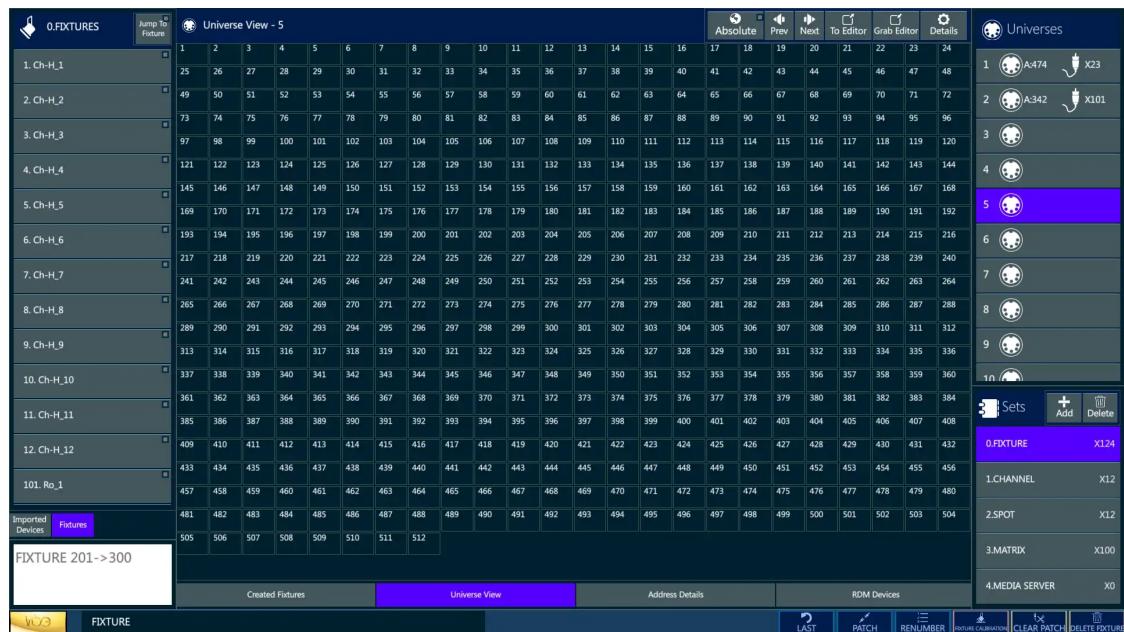
Drag and Drop Patch - If {Main Patch} is toggled off in the Create and Patch pop-up, fixtures can be created but not patched. Created fixtures may then be dragged and dropped onto the Universe View.

Drag and Drop from the Fixtures tab:

1. Create fixtures - (See: [6.4. Create and patch imported fixtures](#)).
2. Select the **Fixture Set** you wish to patch from in the lower right of the main patch workspace.
3. Select the **Fixtures** tab on the left side of the main patch workspace directly above the white FIXTURE selection box. A list of created fixtures will appear.

4. Make sure the **Universes View** tab at the bottom of the main patch workspace is selected.
5. Select a destination Universe from the **Universes** list in the top right of the main patch workspace. - Scroll the list to browse for hidden universes.
6. **Press and Hold** a fixture, it will turn into a floating icon of the fixture.
7. Drag the fixture icon from the Fixtures list onto the Universe View grid. All associated DMX addresses for the fixture will turn green. Drop the fixture icon on the desired DMX start address for the fixture. - The fixture is now patched.

 Multiple fixtures may be selected by swiping ↗ or ↘ in the Fixtures list.



The screenshot shows the Patch software interface. On the left is the **Fixtures** list, which includes sections for Imported Devices and a white selection box labeled "Fixture 201->300". The main area is the **Universe View - 5** grid, showing a 16x24 grid of DMX addresses. To the right is the **Universes** list, showing a scrollable list of universes with their start addresses (e.g., A474, A342) and patch counts (e.g., X23, X101). At the bottom are various control buttons like **LAST**, **PATCH**, **RENUMBER**, **UNIVERSE CALIBRATION**, **CLEAR PATCH**, and **DELETE FIXTURE**.

Make multiple selections of fixtures using the keypad:

1. Type a range of fixtures using the keypad - the fixture selection will be displayed numerically in the white fixture selection box.
2. **Press and Hold** anywhere in the white fixture selection box - a fixture icon will appear.
3. Drag the icon to the Universe View grid and drop it at the destination start address - the range of fixtures is now patched.

Multi-Patch using Drag and Drop:

1. Drag and drop the same fixture to multiple DMX offsets.

☞ All types of fixtures may be multi-patched but caution should be used when multi-patching multi-parameter fixtures.

Unpatch fixtures using drag and drop:

1. **Press and Hold** any patched DMX offset - The DMX addresses for the fixtures patched to it will turn green and a fixture icon will be shown.
2. Drag the selected block of fixtures towards the bottom of the screen - a waste basket icon will appear at the bottom of the workspace.
3. Drag the block until the fixture icon is over the waste basket and release the fixture - the fixture will now be unpatched.

6.4.2 Modify Patch

Once patched fixtures can be modified using keypad syntax or using the two Patch Toolbars in the Patch Workspace.

Toolbar with no fixture selection:



- {CLEAR PATCH} - Opens up Clear Patch pop-up.
- {RENUMBER} - Opens up RENUMBER: FIXTURE pop-up.
- {ADD FIXTURE} - Opens the Create And Patch pop-up.
- {DELETE FIXTURE} - Opens up Delete Fixtures pop-up.

Toolbar with fixture selection:



- [FIXTURE] [#] {PATCH} - Opens up Patch Fixture pop-up.

- [Fixture] [#] {RENUMBER} - Opens up RENumber: FIXTURE pop-up with fixture already selected.
- [Fixture] [#] {Fixture CALIBRATION} - Opens up Fixture Calibration pop-up with the fixture selected.

See: [20. XYZ Fixture Calibration](#)

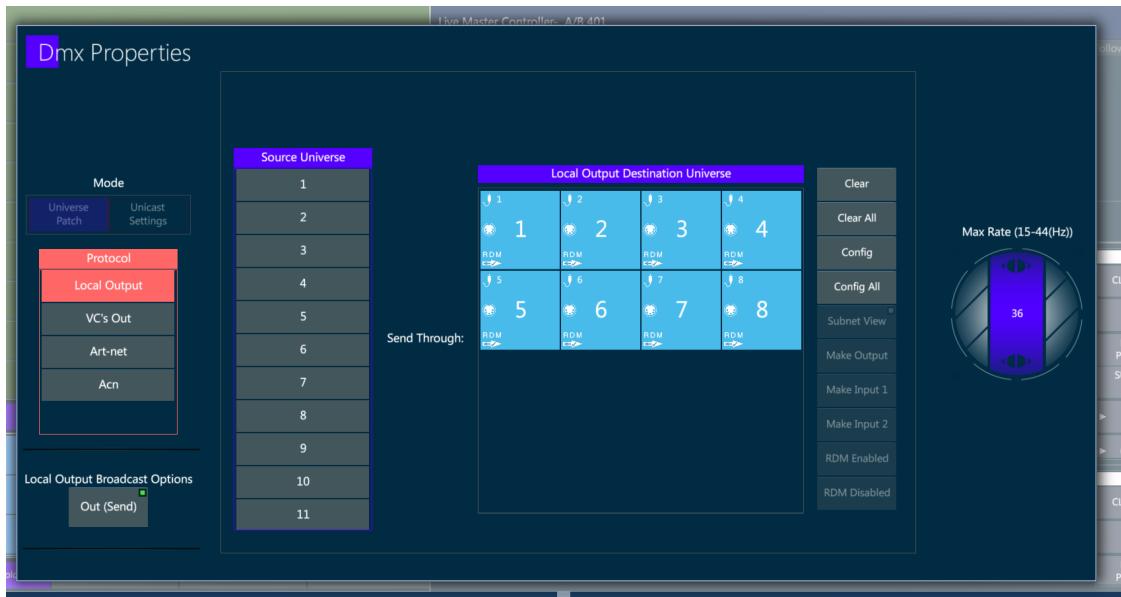
- [Fixture] [#] {CLEAR PATCH} - Opens the Clear Patch confirmation popup
- [Fixture] [#] {DELETE FIXTURE} - Opens the Delete Fixture confirmation pop-up

Modify the patch using keypad syntax:

- [Fixture] [#] {CLEAR PATCH} - From the Editor toolbar.
- [Fixture] [#] [DELETE] - Only works in the Patch Workspace.

6.5 Configuring Physical DMX 1/0

By default, DMX is mapped to the physical ports on a 1:1 basis. DMX is always transmitted but can be remapped to anyone of the supported 256 DMX universes.



Remap Physical outputs:

1. With no fixtures selected, tap {DMX SETTINGS} on the patch toolbar - The DMX Properties pop-up will open.
2. In the Protocol column, Tap {Physical output}.
3. Under the Source Universe heading, tap the desired source universe number or once red type the universe number you wish to be the source.
4. Under the Physical output Destination Universe heading, tap one of the 8 displayed physical outputs - the source Universe will now be patched to the output.

Change output to input - Currently, Vibe supports 2 inputs but multiple connectors may be assigned to the same input.

1. Tap a patched output - Two additional options will appear below the Output Destination Universe box.
 - {Make Input 1} - Makes the selected outputs into Input 1. The Physical connector display will turn white to indicate it is now an input.
 - {Make Input 2} - Makes the selected outputs into Input 2. The Physical connector display will turn white to indicate it is now an input.

Change input back to output:

1. Tap a patched input - an additional Make Output option will appear below the Output Destination Universe box.
2. Tap {Make Output} - The Connector will now output DMX.

Change DMX refresh rate:

- Vibe will always transmit DMX at the fastest refresh rate it can (38 - 44Hz). Sometimes older equipment cannot handle the high refresh rate, so it may be reduced using the DMX Max Rate wheel. It is not recommended to go below 28Hz as some jitter may be observed.

6.6 Patching Inputs

The following objects may be mapped to DMX inputs:

- DMX input mapped directly to the console's DMX outputs
- DMX input mapped to Macros
- DMX input mapped to Controllers
- DMX input mapped to fixtures

Map a DMX output to a DMX input:

1. Press [ADDRESS] [#]
2. Tap {INPUT PATCH TO} on the toolbar - Command line will say INPUT PATCH TO
3. Press [ADDRESS] [#]
4. Press [STORE]

E.g. [ADDRERSS] [1] {INPUT PATCH TO} [ADDRESS] [1] [STORE]
 - When DMX 1 is received from an external source like a console, DMX 1 will directly output to the Vibes DMX output. No values will be shown in the live display as no actual parameters are involved.

Map a range of DMX outputs to a range of DMX inputs:

1. Press [ADDRESS] [#] → [#]

2. Tap {INPUT PATCH TO} on the toolbar - Command line will say INPUT PATCH TO.
3. Press [ADDRESS] [#] → [#]
4. Press [STORE]

Map a Macro to a DMX input - Macro will trigger at 50%

1. Press [ADDRESS] [#].[#]
2. Tap {INPUT PATCH TO} on the toolbar - Command line will say INPUT PATCH TO.
3. Press [MACRO] [#]
4. Press [STORE]

Map a controller to a DMX input:

1. Press [ADDRESS] [#]
2. Tap {INPUT PATCH TO} on the toolbar - Command line will say INPUT PATCH TO.
3. Press [PLAY-B] (Controller) - The Controller Selection pop-up will appear.
4. Choose the Controller Type, Page Number, and Controller number from the pop-up.
5. Press ENTER, or tap  to close the pop-up and complete the patch.



Map a Fixture to a DMX input:

1. Press [ADDRESS] [#]
2. Tap {INPUT PATCH TO} on the toolbar - command line will say INPUT PATCH TO
3. Press [Fixture] [#]
4. Press [STORE]

DMX inputs will automatically be mapped to all the fixtures parameters starting at the specified address. [ADDRESS] [1] [Fixture] [1] (A fixture with 42 parameters) [STORE] will automatically match the 42 parameters to input addresses 1 → 42. The next fixture would have to be mapped starting at address 43.

Delete a DMX Input patch assignment:

1. Press [ADDRESS] [#]
2. Tap {INPUT PATCH TO} on the toolbar - Command line will say INPUT PATCH TO
3. Press [DELETE]

6.7 Parking Addresses and Fixtures

Park an Address:

1. [ADDRESS] [#] {PARK} - The Park pop-up will appear.
2. Set a DMX level from 0 → 255 using the virtual slider.
3. Tap  or press [ENTER] to close the pop-up and park the address.

Unpark and address:

1. [ADDRESS] [#] {PARK} - The Park pop-up will appear.
2. Tap {Clear Park}.
3. Tap  or press [ENTER] to close the pop-up and unpark the address.

Park a fixture:

1. [Fixture] [#] - Set parameter values in the editor.
2. Tap {PARK} on the editor toolbar.
3. Press [STORE] - Fixture will now be parked at the editor values.

Unpark a fixture:

1. [Fixture] [#] {PARK} [DELETE]

View parked fixtures and address:

(See: [18.2. Patch Exam](#))

> The Grandmaster does not affect parked addresses and fixtures. The [B.O.] key **will** blackout parked addresses and fixtures.

7 System Default Settings

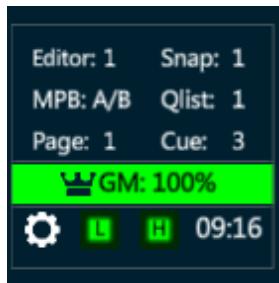
This chapter deals with customizing system settings to suit programming styles.

The following is covered in this chapter:

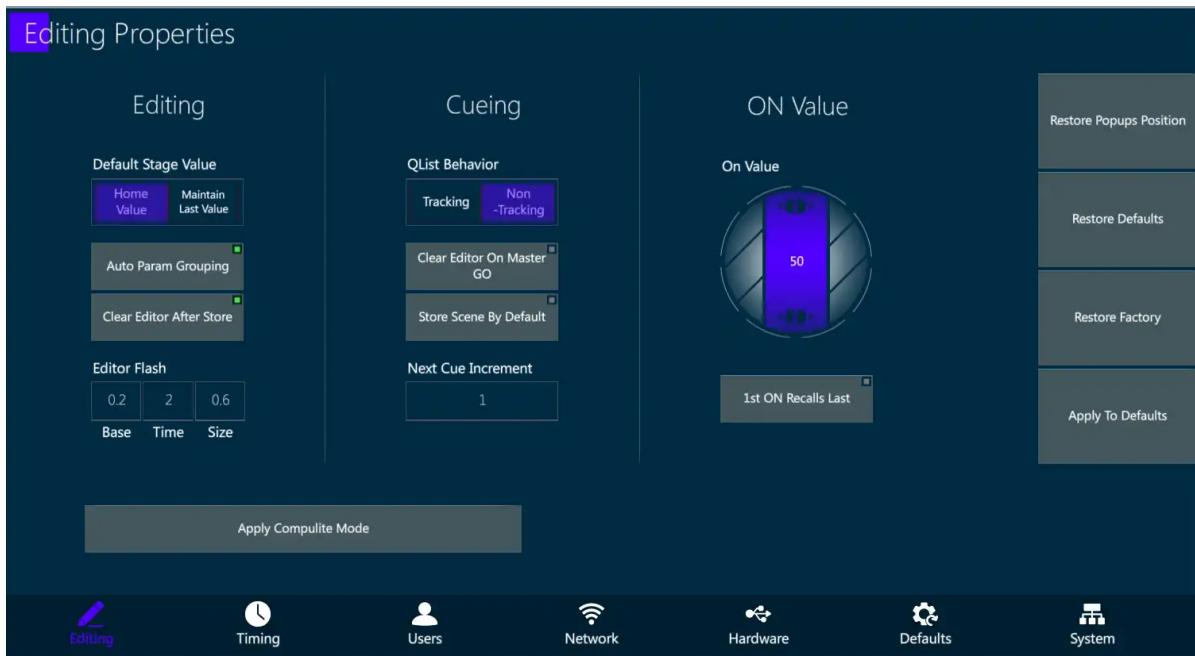
- [7.1. Editing](#)
- [7.2. Timing](#)
- [7.3. Network](#)
- [7.4. Hardware](#)
- [7.5. Defaults](#)
- [7.6. System](#)

7.1 Editing

System Settings defaults are accessed by selecting {System Settings} from the {Vibe} menu or by tapping the {System Status} area at the far right side of the controller displays.



Editing Properties - Editing Section



Default Stage Value:

- Home Value - When released, fixtures parameters will return to their home values as specified in the device's definition or user **Home Scene**.
- Maintain Last Value - When released, fixture parameters will remain at their current position but dimmer will go out.

Auto Parameter Grouping:

- When on, parameters are grouped as follows:

Bank	Parameters	Grouping Status
Intensity		Not grouped
Position	Pan, Tilt	Grouped
	Virtual X/Y/Z	Grouped
Color	All LEDs, Color	Grouped
	CMY, Color	Grouped
	Color wheels, color correction, and misc	Not grouped
Beam		Not grouped
Image		Not grouped
Shape	Blade Depth, Blade Angle, Rotation - Per Blade	Grouped

Clear Editor After Store:

- Default editor behaviour when in Compulite Mode - After storing a cue, values remain in the editor until [RESET] or [VIBE]+[RESET] is pressed.

Editor Flash:

- Sets default values for toolbar {FLASH} feature.
- {Base} = Start point (low value) {Time} = Flash duration {Size} = Amplitude (high values)
- Defaults - {Base} 0.2 (20%) {Time} 2 seconds {Size} 0.6 (80%)

Apply Compulite Mode: - Sets a number of defaults to emulate traditional nontracking Compulite Mode.

- Default Stage Values = {Maintain Last Value}
- {Clear Editor After Store} = Off

- {Advance To Cue After Store} = Off
 - Qlist Behavior = {Non-Tracking}
-

Editing Properties: - Cueing Section

Tracking - Non-Tracking:

- Tracking On:
 - Values track forward. The stage look is made up of a combination of hard and tracked values.
- Non-Tracking:
 - Only hard values are recorded and zero dimmer values is treated as a hard zero.

In Non-Tracking mode, parameter values that are not given values will still output to the stage where they were last left. This can accidentally lead to mistakes where when played back, the cue does not look the same as it did when it was recorded. It is suggested that the **Store Options** {All Parameters if Active} or {All Parameters if Selected} are used whenever possible to avoid errors.

Clear Editor on Master GO:

- The editor will be reset when **GO** on the **Master Controller** is pressed.

Store Scene by Default:

- By default [STORE] [HERE] (press any controller button) will create and assign the first available Scene to the controller instead of a Qlist and Cue.
- Qlists may then be stored by using the syntax [STORE] [CUE] [HERE] (press any controller button).

Next Cue Increment:

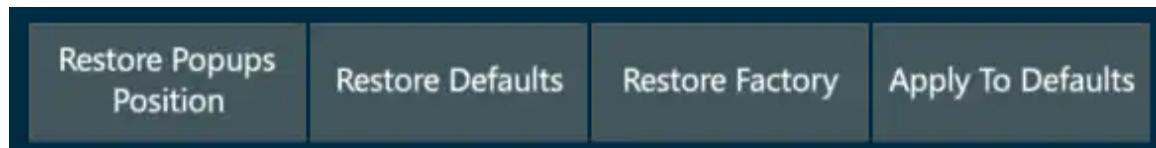
- When [Store] [Here], [STORE] [STORE], or [STORE] [ENTER] are used to append a new cue to the end of a Qlist, the specified spacing will be used.

E.g. If the increment is 1 and the last cue is 10, the new cue would be 11. If the increment is 10, then the new cue would be 20.

Editing Properties: - ON Value

- Virtual wheel sets the default editor value for the dimmer parameter when the [ON] key is pressed.
- {First ON Recalls Last} - Pressing [ON] the first time will copy the last dimmer value set for a fixture into the next selected fixture. Pressing again will set the dimmer value to the ON default.

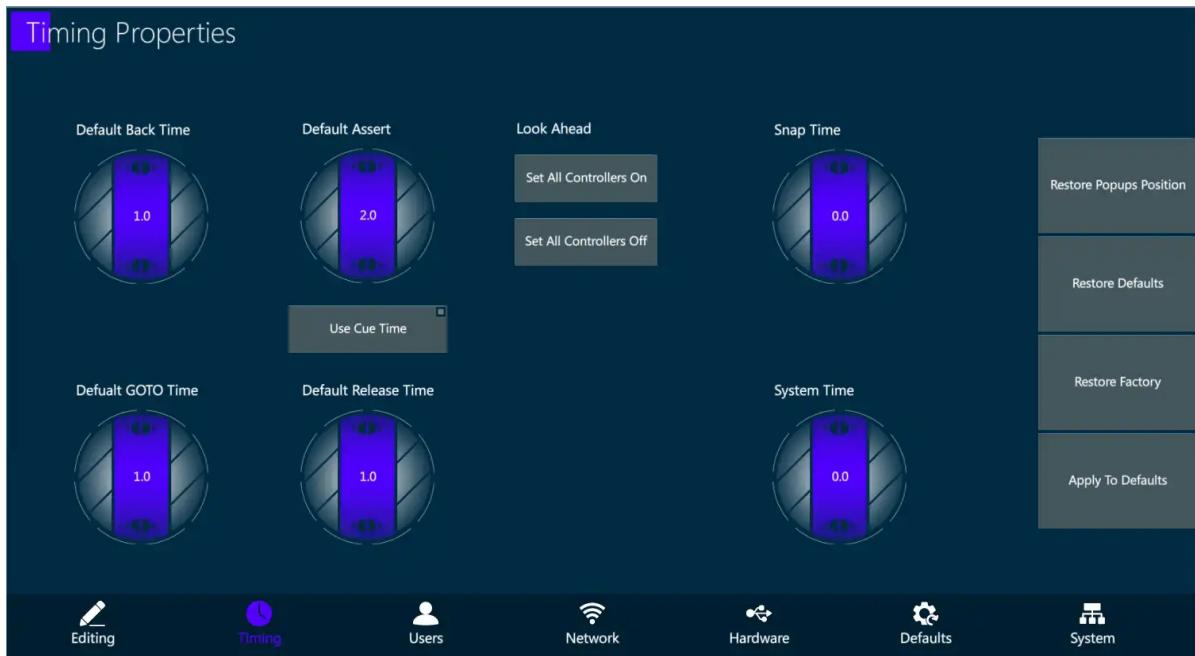
Restore and Save Defaults:



- {Restore Popup Positions} - Currently redundant.
- {Restore Defaults} - Restores settings changes to the last time {Apply to Defaults} was set.
- {Restore Factory} - Restores console to “read only” defaults.
- {Apply to Defaults} -Updates system setting changes to show specific defaults without exiting the pop-up.

7.2 Timing

Timing Properties - Cue Section



Default Back Time:

- Timing is used when the [Back] or [Hold Back] Buttons are pressed.

Default Assert:

- Timing is used when a controller's parameters are reasserted with the [ASSERT] [HERE] command.
- Use Cue Time - As the Assert command is basically a GOTO command to the same cue that is active, the cue time for the cue being reasserted may be used instead of the Default Assert time.

Default GOTO Time:

- Default timing when the GOTO command is used. GOTO time can be overridden using command [GOTO] [CUE] [#] [TIME] [Value]Press or [ENTER].

Default Release Time:

- Default Fade out time for parameters being released from the editor using the [RESET], parameter [RELEASE] keys, or Controllers being released from the stage (turned off) using the controller [RELEASE] button.

Look Ahead Section:

- Set all controllers on will enable the Look Ahead function for all controllers.
- Set all controllers off will disable the Look Ahead function for all controllers.

Once all is set on, individual controllers may disable Look Ahead at any time. Once all off, individual controllers may be enabled Look Ahead at any time.

Timing Properties - Snap Section:

- Default fade time for all controllers being initiated by the Snap.

Timing Properties - System Time Section:

- System Time (Editor Time) is applied to values being introduced into the editor and other miscellaneous features that do not otherwise have their own timing settings.

7.3 Network

Network Properties - Local

The screenshot shows the 'Network Properties - Local' interface. On the left, the 'Local' section contains fields for 'Console IP Address' (90.10.55.1) and 'Console Name' (Vibe), both with lock icons. Below these are 'Console State' sections for 'Device Priority' (Stand Alone - Default) and 'User ID'. A 'Start Session' button is at the bottom. On the right, the 'Online IP Devices' section lists a single device: '90.10.66.1' (Vibe), 'Missing -1'. It includes buttons for 'Delete Selected' and 'Clear IP Devices'. Below this is the 'Online Peripheral Devices' section, which is currently empty. To the right of the main sections are several buttons: 'Restore Popups Position', 'Restore Defaults', 'Restore Factory', and 'Apply To Defaults'. At the bottom is a navigation bar with icons for Editing, Timing, Users, Network (highlighted in purple), Hardware, Defaults, and System.

Local:

- Option to set the local information of the console such as IP and name.

Console State:

- There are 2 possible individual states:
 - Stand Alone (Default) – Console is not in a session but networking for outputs, remotes and external connections is active.
 - Local (Offline) – Same as Stand Alone but disables the DMX over ethernet.

User ID:

- Not yet implemented.

Start Session:

- The console becomes a Master console, meaning it's hosting a session. Later on this in the Master-Slave and Multiuser chapters.

Online IP Devices:

- Displays all Valid IP based devices active on the network.

Delete Selected / Clear Device IP History

- Can either select a device to remove from the list or clear the whole list.

To clear Device IP History

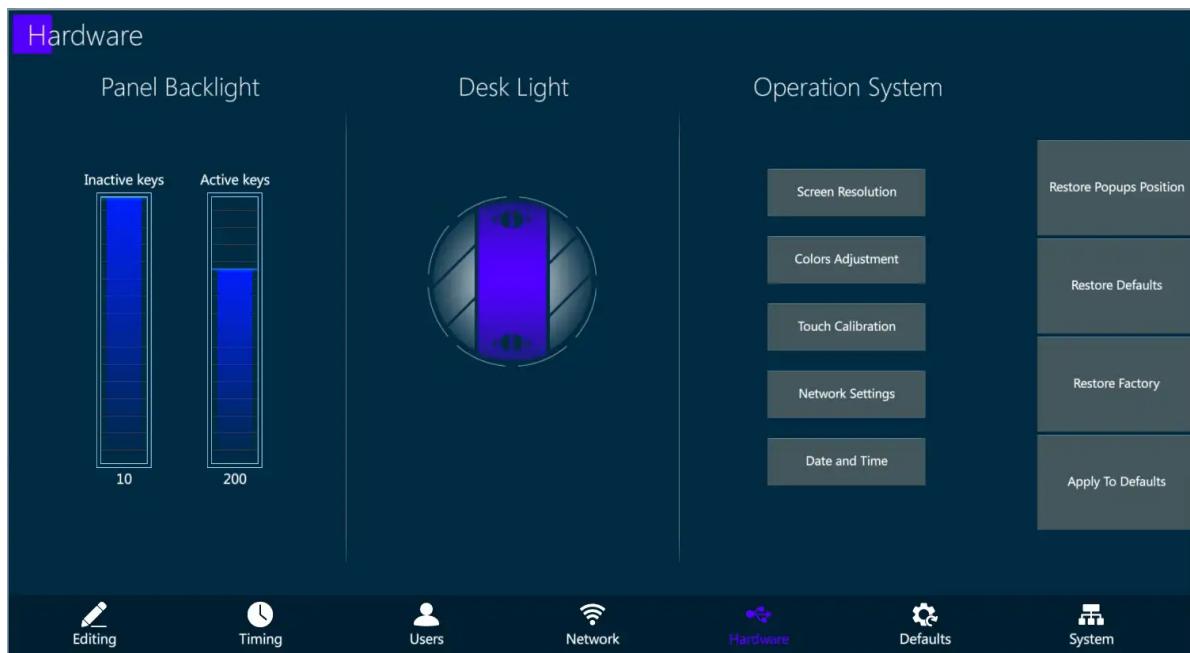
1. Open System Settings.
2. Go to Network tab.
3. Tap *Clear IP Devices*.

Connect As ... / Disconnect:

- Related to starting or ending a session with a master console. Later on this in the Master-Slave and Multiuser chapters.

7.4 Hardware

Hardware Properties - Panel Backlight



Inactive keys:

- Adjusts the LED backlight level of keys that are not valid in the current operational state.
- Adjusts the LED backlight level of controllers that are unassigned.

Active Keys:

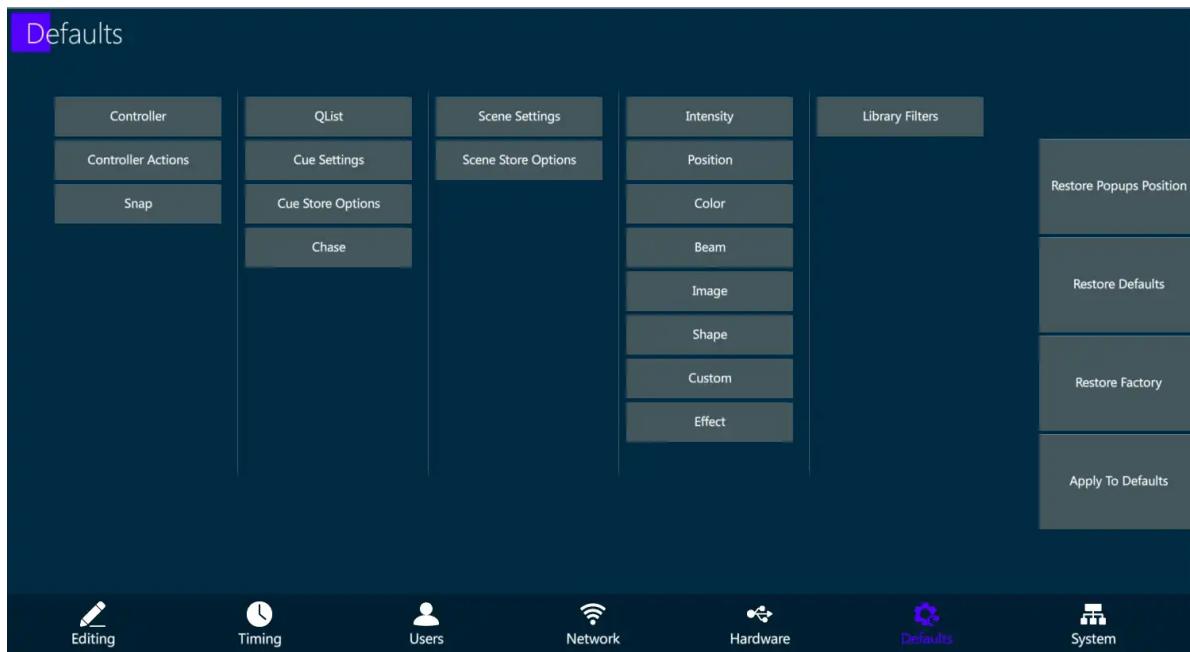
- Adjusts the LED backlight level of keys that may be used in the current operational state.
- Adjusts the LED backlight level of controllers that are assigned objects.

Operation System:

- Opens relevant Windows setting screen.

7.5 Defaults

Defaults - Initial settings for most system objects.

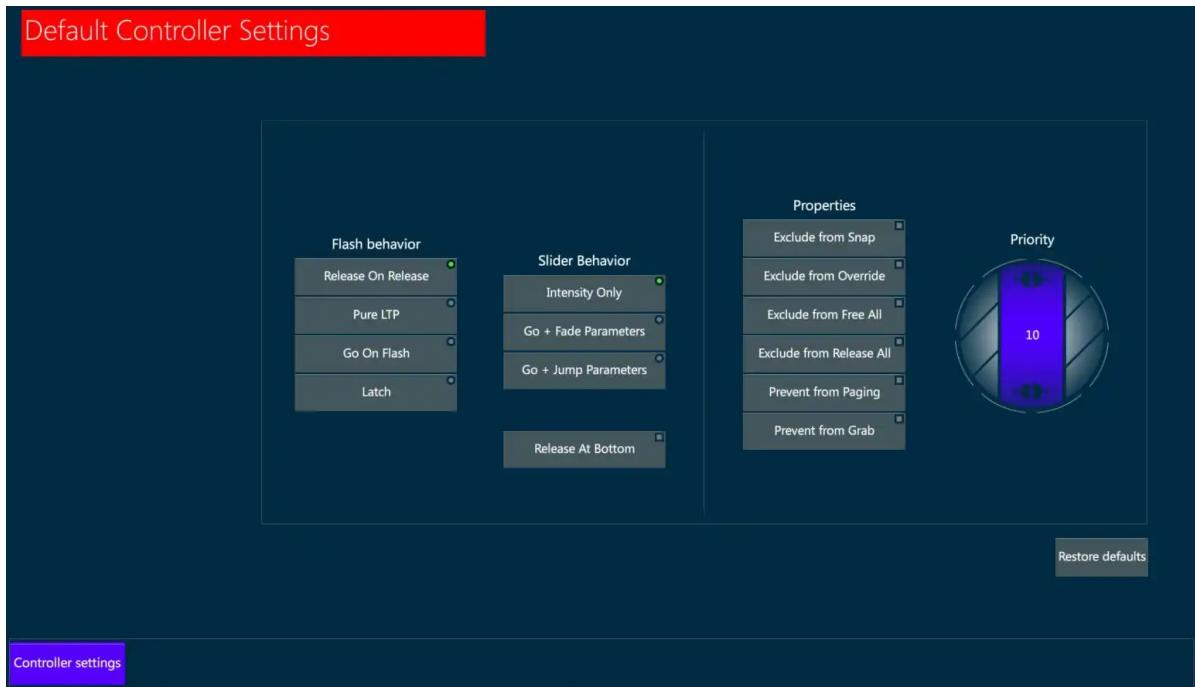


See:

- [7.5.1. Controller Settings](#)
- [7.5.2. Controller Actions](#)
- [7.5.3. QList Properties](#)
- [7.5.4. Chaser Properties](#)
- [7.5.5. Cue Settings](#)
- [7.5.6. Cue Store Options](#)
- [7.5.7. Scene Settings](#)
- [7.5.8. Scene Store Options](#)
- [7.5.9. Bank Library Options](#)
- [7.5.10. Snap Settings](#)
- [7.5.11. Effects](#)

7.5.1 Controller Settings

Defaults - Controller Settings



Flash behaviour:

- **Release On Release** - While a Flash button is depressed, the controller will assert its values, when released the controller will be released from affecting the stage.
- **Pure LTP** - Pressing a Flash key reasserts overridden LTP values from another controller but does not release them when the flash key is released.
- **Go On Flash** - If a slider is down it will flash the intensity to full **and** advance the Qlist in cue time with every press of the Flash key.
- **Latch** - Flash key toggles ON/OFF.

Slider Behaviour:

- **Intensity Only** - Slider only controls the intensity.
- **Go + Fade Parameters** - Moving the slider off zero will initiate a GO command. All parameters **except** intensity will fade to their recorded values using cue time. Intensity will remain under the control of the slider.

- **Go + Jump Parameters** - Parameters Jump to their values as soon as the slider moves off zero. Intensity will remain under the control of the slider.
- **Release At Bottom** - The controller will be released from affecting the stage when the slider reaches zero. Default System Release Time or Qlist Release Time will be used.

Defaults - Controller Settings: Properties

- **Exclude from Snap** - The controller will not be recorded in Snapshots.
- **Exclude from (Snap) Override** - Snap commands will be ignored even if the controller was initially recorded in a snap.
- **Exclude from Free All** - The controller will not be unloaded with a global [VIBE]+[FREE] command. It may only be unloaded with [FREE] [HERE].
- **Exclude from Release All** - The controller will not be released with a global [VIBE]+[RELEASE] command. It may only be unloaded with [RELEASE] [HERE].
- **Prevent from Paging** - Locks a Qlist or Scene to the current page. Paging ↗ or ↘ will not affect the Qlist or Scene on the controller.
- **Prevent from Grab** - The **Grab** command will not capture the controller's active parameters.

Defaults - Controller Settings: Priority

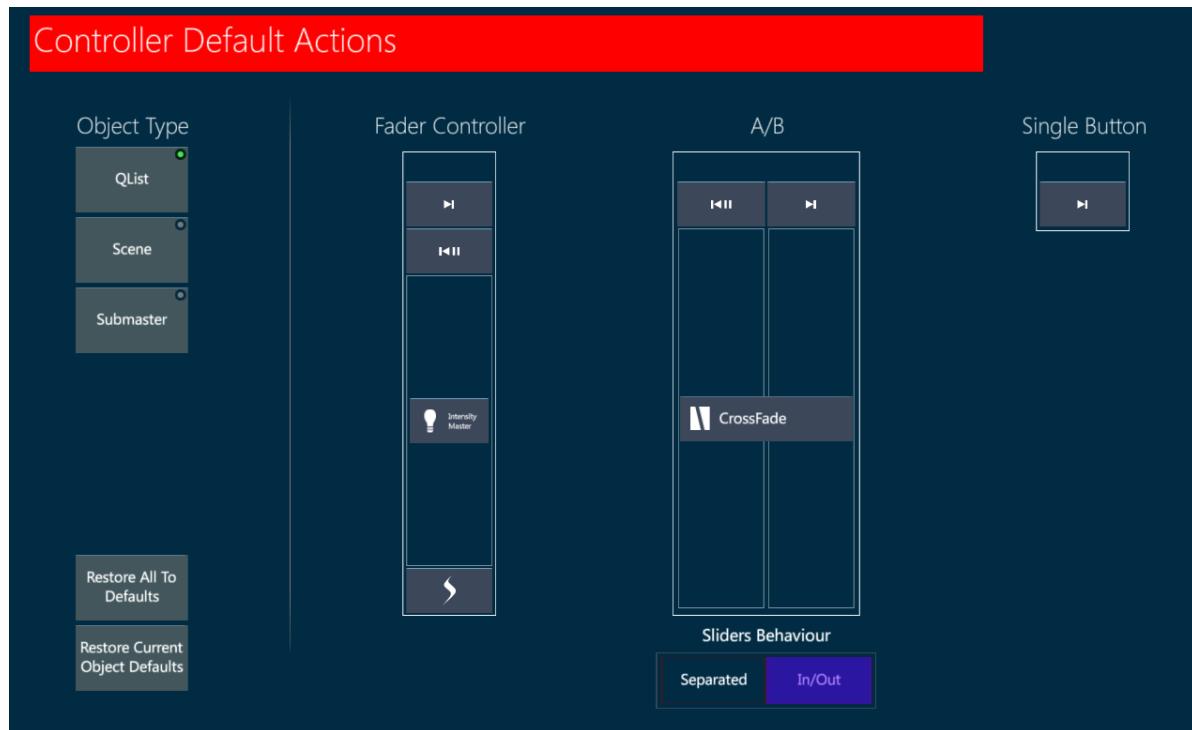
- **Virtual Priority Wheel** - Sets the controller's LTP group number. Controllers assigned higher numbers cannot be overridden by lower numbers. Controllers assigned the same number will be LTP among themselves. Values may be entered using the virtual wheel or directly by tapping the middle of the centre area of the wheel and typing a value from the keypad.

Defaults - Controller Settings: Restore defaults

- **Restores settings** - Resets Controller settings to their last stored configuration.

7.5.2 Controller Actions

Defaults - Controller Default Actions

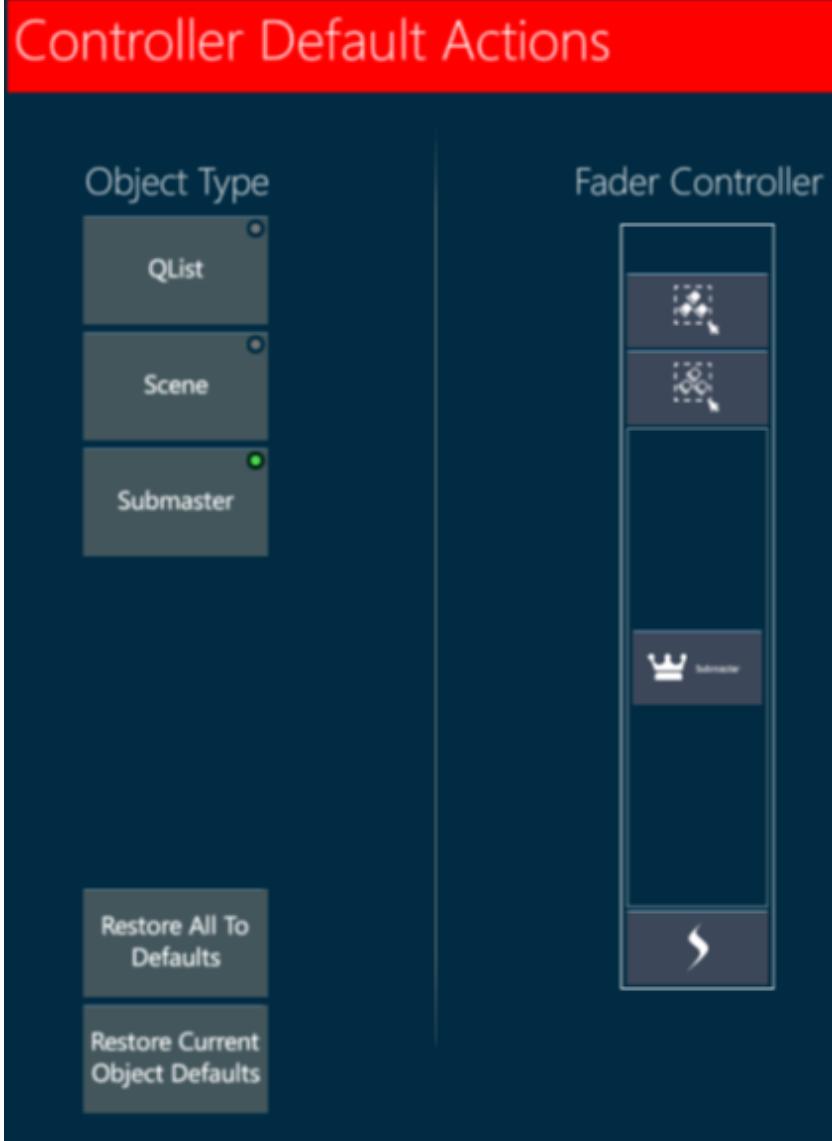


Qlists and Scenes:

- The Default button assignments when a Qlist or Scene is assigned to a controller (See: [14.5. Configuring Controllers](#))

Bottom Controller Button for Submaster

The default behavior for submaster's assignment on the bottom button is *Flash*



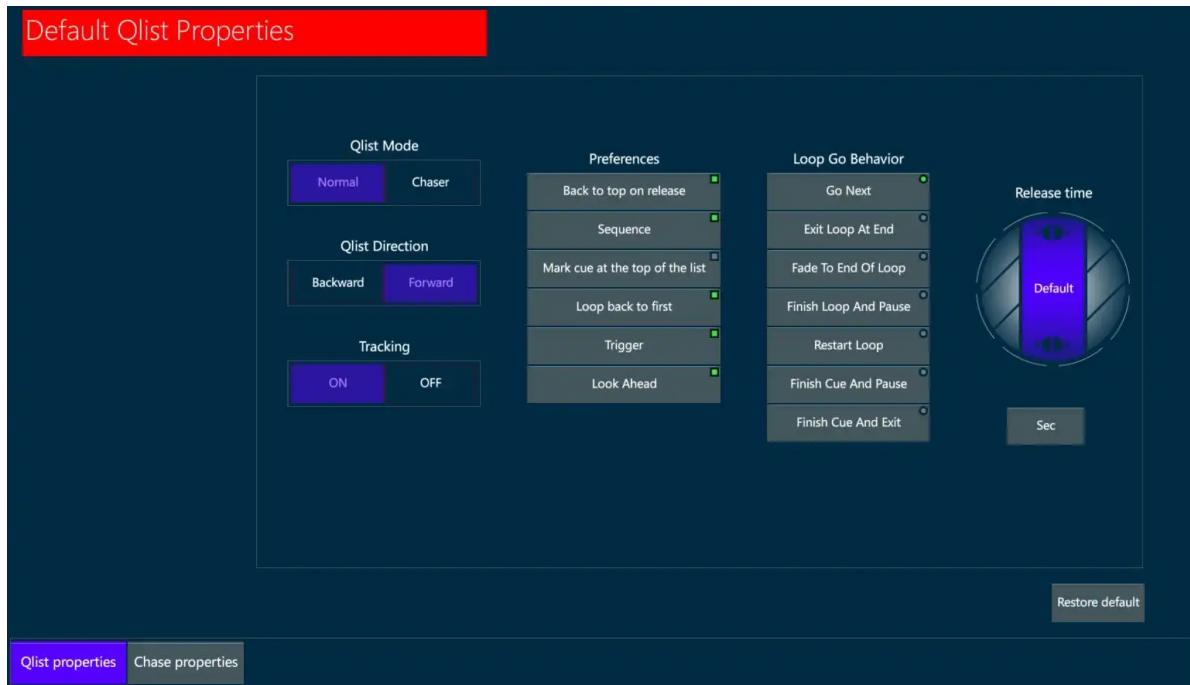
Submasters (Group Submasters) - When a Scene is configured as a Submaster it has a unique set of functions and button options.

Choose Control	
W- Blackout	- Flashes to zero the contents of the controller if the Submaster Slider is up.
⚡ Flash	- Flashes the contents of the controller to Full if the Submaster Slider is down.
☒ Group Deselect	- De-selects fixtures based on the content of the Submaster.
☒ Group Release	- Releases the dimmer parameter based on the content of the Submaster.
☒ Group Select	- Selects fixtures based on the content of the Submaster (Groups may be assigned directly (Submasters).
✗ None	- None

7.5.3 QList Properties

7.5.3. QList Properties

Defaults - Qlist Properties



Qlist Mode:

- **Normal** - Cues do not auto loop and all normal time functions are calculated.
- **Chaser** - Cues auto-loop from one to another. Only In-Time, and Delay-In Time are calculated. Parameter time is still valid.

Qlist Direction:

- **Backward** - Chasers and Qlists transition highest to lowest.
- **Forward** - Chases and Qlists transition lowest to highest.

Tracking (Default):

- ON - Normal tracking logic will be used.
- OFF (**NOT QONLY**) - Tracking is not calculated and dimmer at zero is treated as a hard zero (Compulite Mode).

Defaults - Qlist Properties: Preferences

- **Back to top on release** - After a controller is released, it will reset to the first cue in the Qlist.
 - **Sequence** - If toggled on, pressing GO will advance the Qlist.
 - **Mark cue at top of the list.**
 - **Loop back to first** - If toggled on, a Qlist will loop from the end of the list to the beginning of the list when GO is pressed.
 - **Trigger** - Toggles on/off the execution of Macros and Snaps that are attached to cues.
 - **Look Ahead** - Enable/Disable the Look Ahead function.
-

Defaults - Qlist Properties: Loop GO Behavior

Behavior	Function
Go Next This is default	Pressing GO immediately fades to the next cue in the loop. The loop continues running.
Exit Loop At End	GO immediately stops current transition and fades to the first cue AFTER the loop.
Fade To End Of Loop	GO immediately stops current transition and fades to the last cue in the loop. Loop count is ignored.
Finish Loop And Pause	The current loop completes and stops at the END of the loop. Pressing GO will restart the loop. Loop count will be taken into consideration and at the end of the loop count the next GO will exit the loop.
Restart Loop	Immediately Stops the cue transition and faders to the first cue in the loop and the loop continues running.
Finish Cue And Pause	The current cue completes its transition and pauses. Pressing GO again will resume the loop.
Finish cue and exit	The current cue completes its transition and stops. Next Press of GO will fade to first cue after the loop.

Defaults - Release time

- **Virtual Wheel:**

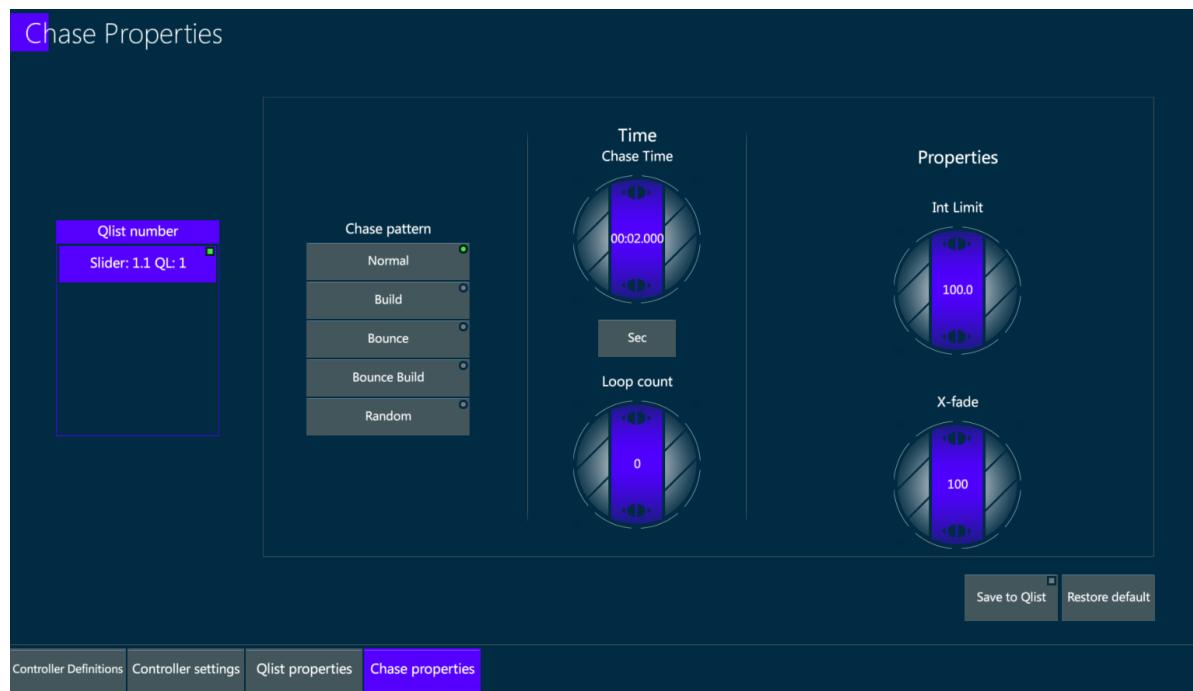
- Wheel at Default - System Default Release time is referenced.
- Using virtual wheel - Rotate the wheel to set a Qlist specific time that a controller references to fade to off.
- Using keypad - Tap the inside of the virtual wheel until it turns red. Set a release value from the keypad.
- **Button under wheel:** Toggles between Milliseconds, Seconds, Minutes, Hours.

Defaults - Qlist Properties:

Restore default - Resets Qlist properties to their last stored configuration.

7.5.4 Chaser Properties

Defaults - Chase Properties



Chase pattern:

- **Normal** - Cues loop from one to another in order.
- **Build** - Cues are added on to each other until the end of the Qlist and then the build is repeated. (Normal tracking behaviour).

- **Bounce** - Cues transition from lowest cue number to highest, then reverse and transition from highest to lowest.
- **Bounce Build** - Cues are added on to each other lowest to highest are added to each other highest to lowest.
- **Random** - Cue Order is randomized.

Time:

- **Chase Time:** Independence in-time for dimmer when a chase is started.
- **Units Button** - Sets the units for time settings.
- **Loop count:** Repeats the chase loop the specified count and stops on the last cue.

Properties:

- **Int Limit:** Proportionately limits the intensity output of the cues assigned to a controller.
 - **X-fade:** Proportionately adjusts the crossfade curve of a chase from full crossfade to jump.
-

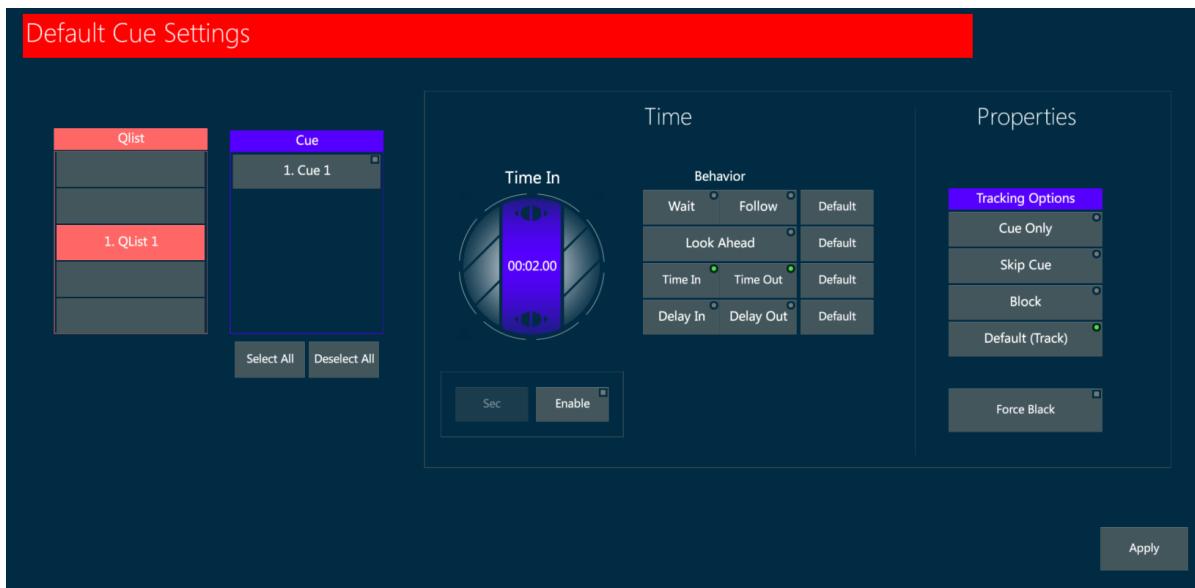
Defaults - Properties:

Restore default:

- **Restores default** - Resets Chase properties to their last stored configuration.

7.5.5 Cue Settings

Default - Cue Settings

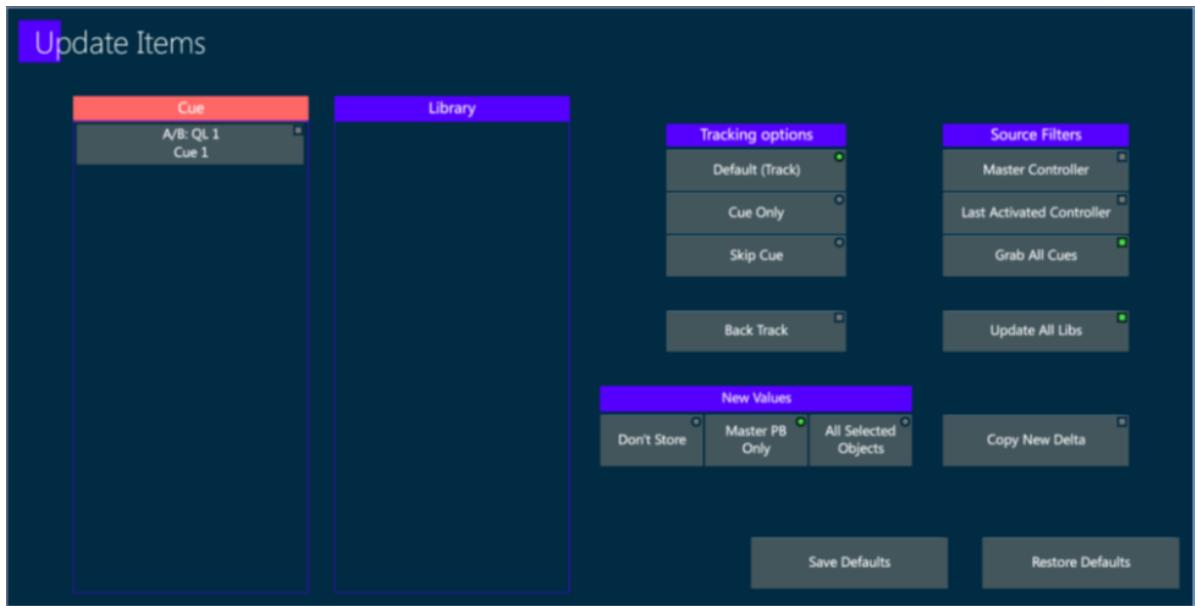


See:

- **Time:**
 - [10.11.1. Assigning Cue Time](#)
 - [10.11.2. Wait and Follow Times](#)
- **Properties:**
 - [10.12.3. Tracking Options](#)

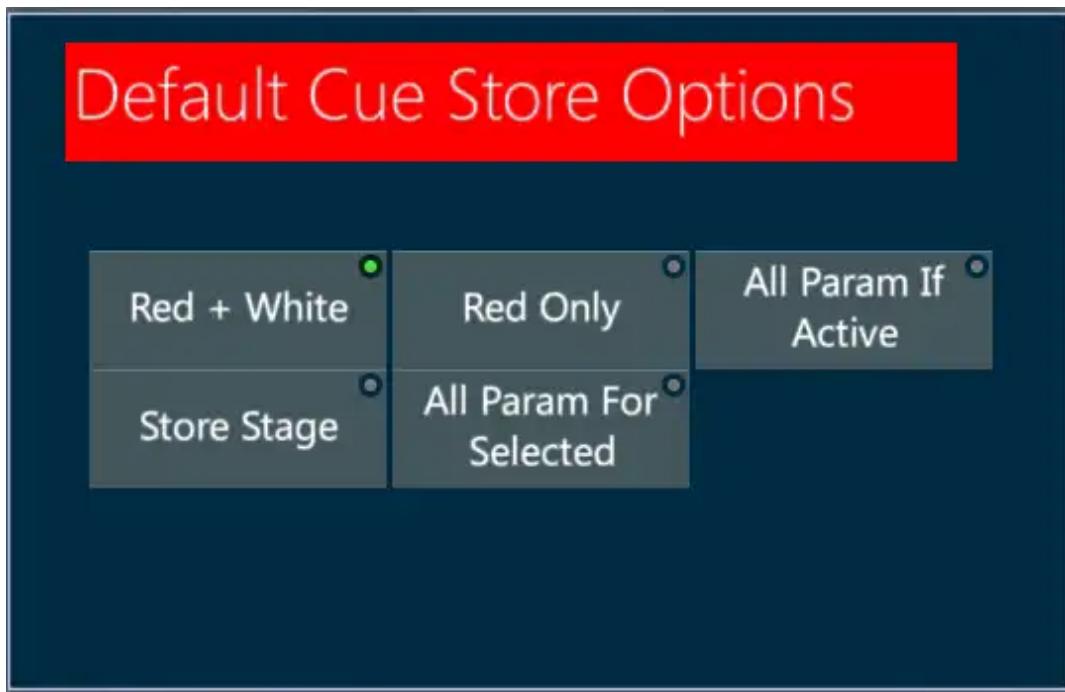
Update Popup

The default for the *New Values* is *Master PB Only*



7.5.6 Cue Store Options

Default - Cue Store Options



See: [10.7. Cue Store Options](#)

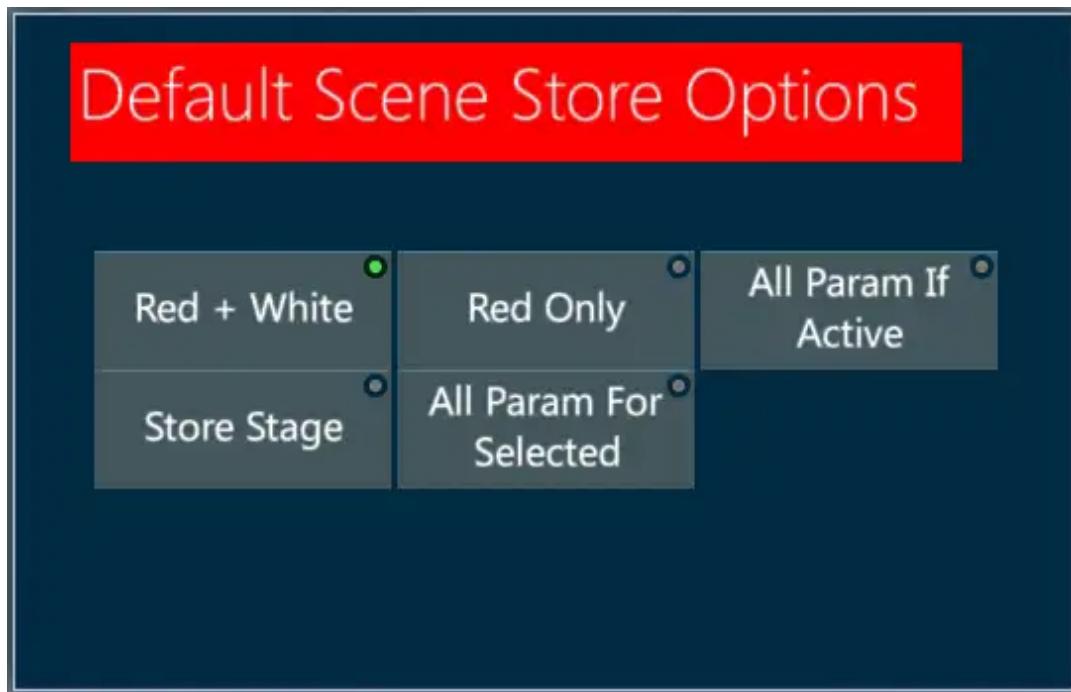
7.5.7 Scene Settings

Defaults - Scene Settings

- **Time In** - Sets the default in-time for Scenes. The default value may be changed using:
 - Virtual wheel
 - Tapping in the centre of the wheel until it turns red then entering a value using the keypad
- **Units Button** - Sets the time units (H/M/S/Mil)

7.5.8 Scene Store Options

Default - Cue Store Options



Similar to Cue Store Options. See: [10.7. Cue Store Options](#)

7.5.9 Bank Library Options

Default - Lib Options

Default Intensity Settings



Options are the same for the following:

- Intensity
- Position
- Color
- Beam
- Image
- Shape

See:

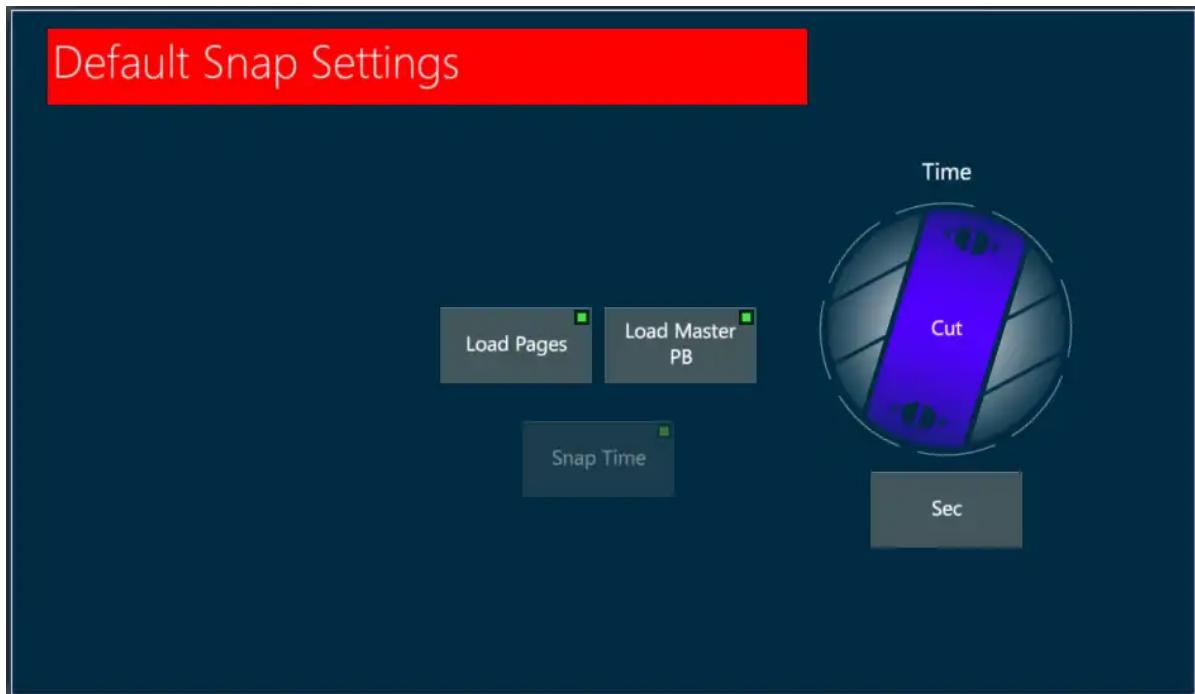
[12.2. Store and Modify Bank Libraries](#)

Options for Effect include an additional option:

- Include Base - If toggled on, the start points of parameters will be stored with the Effect making them “Absolute Effects”.

7.5.10 Snap Settings

Default - Snap Settings



Load Pages:

- Snap will change the current page to the page the Snap was stored in.

Load Master Controller:

- Snap will change the [Select] to to the controller that was Master Controller at the time of the Snap.

Snap Time:

- Default fade time for all controllers being initiated by the Snap.

Units Button:

- Sets the time units. (H/M/S/Mil)

See: [17. Snaps](#)

7.5.11 Effects

When using pre-built effects on Pan & Tilt parameters, the default size of the effect is 20%.



7.6 System

Default - System

Auto Save

Enabled

Auto Save Interval (Minutes)

- 10 Min
- 15 Min
- 30 Min
- 60 Min
- 90 Min
- 120 Min

Auto Recover

GUI

LPU

HAL

Recover LPU Recover HAL

System Units

Stage Measurement

- Metric
- Imperial

Lock Screen

Load Image Clear Image

System

- Restore Popups Position
- Restore Defaults
- Restore Factory
- Apply To Defaults

Editing Timing Users Network Hardware Defaults System

Vibe is made up of four modules:

1. GUI - Desktop Graphical Interface application.

2. **LPU** (Light Processing Unit) - Calculates core “real time” calculations.
3. **SQL DataBase** - Data management. (There is no option to Auto Recover the database as it is always up to date)
4. **HAL** - Hardware Access Layer.

Auto Recover:

- In the case of an unexpected halt, the toggled on modules will attempt a restart.

8 Programming Concepts

This chapter deals with Vibe programming philosophy, command line behavior, and syntax conventions.

The following is covered in this chapter:

- [8.1. Operational Philosophy](#)
- [8.2. Command Syntax](#)
- [8.3. Command Line](#)

8.1 Operational Philosophy

The Vibe is an advanced lighting control system designed to simplify programming in all styles of Entertainment lighting.

Abstraction:

- To simplify programming, Vibe uses an abstract layer that allows fixtures of different hardware types to be presented to the user in a universal way.
- The dedicated graphical “Smart Screen” presents global pickers for most parameters including:
 - HSV color picker (Hue, Saturation, Intensity)
 - P/T XYZ Trackpad
 - Blade picker
 - Beam picker for Iris, Zoom, Focus and Frost effects
 - General slider picker for GOBO, Color, Prism, and Animation wheels
 - Intensity picker for common intensity values and strobe effects

Real World Units:

- Where possible picker values are displayed in “Real World” units
 - XYZ P/T in degrees
 - Strobe in HZ
 - Color in HSV 0-360 degrees
 - Zoom in degrees

Virtual Parameters:

- To make it easier to work with fixtures using different color systems and XYZ tracking systems, Vibe creates virtual parameters that may not exist in the physical fixture. Examples would be:
 - HSV - As a common denominator for CMY, RGB, and Multi color LED fixtures such as RGBA, ETC Seven color, RGBW.
 - Virtual Intensity - For controlling LED fixtures that do not have a dimmer parameter.
 - XYZ - for calibration of fixtures that only have a physical Pan/Tilt

Tracking:

- Vibe by default is a **Tracking** console and follows the conventions of modern theatrical consoles. Vibe also has a special track feature called **SKIP**. If cues are modified using **SKIP**, instead of **Qonly**, the relationship with the original hard value is maintained, and changes to the original value “**Skip**” over the modification and preserve the track.

Qonly Mode: Not implemented globally

- Modifications, insertions and deletions will be done Qonly by default
- Move fades will still be valid

Non - Tracking Compulite Mode - Defaults are changed to:

- Tracking turned off.
- The Editor is not cleared after a Store.
- After Reset, Editor values remain at their last position instead of returning to home values. (Compulite Gray tracking)
- Controllers do not advance after a Store.

Color spaces:

- The Vibe can work in three color spaces:
 - HSV - Color for all types of fixtures can be set using the Color picker or the HSV parameter wheels. HSV virtual parameters are stored in Cues and Libraries just like physical parameters. Automatically CMY or RGB values (depending on the fixture type) will be displayed but not directly referenced in cues using HSV.
 - RGB - If color values are set using the physical RGB parameters, those values are stored in the cue and HSV values will be displayed but not directly referenced .
 - CMY - If color values are set using the CMY parameters, those values are stored in the cue and HSV values will be displayed but not directly referenced.

Color crossfading:

- Currently, color crossfading is done using the physical color parameters. In future release it will be possible to crossfade HSV using predefined vectors

Maintain Selection:

- To avoid constantly reselecting fixtures after a STORE command, Vibe maintains its selection on reset of the editor.
- To clear the editor and selection, [VIBE] (Shift) + [RESET] must be pressed.

8.2 Command Syntax

Vibe uses a hybrid command syntax.

When dealing with keypad command line driven operations, the logic is:

- Source Objects → Filters → Options → Command Completes.
(Action Completes Mode)

e.g. [Group 1] [Full] [Library 2 (Position) 1] [Enter] [Cue 1] [Store Options] {Red + White} [Store]

For softkeys and controllers where touching the object completes the sequence, the logic is:

- Source Object, Filter, Command, Options, Destination Object Completes (Here Mode) Completes

{GROUP} [1][Full], [LIBRARY] {Position} [3] [Store] [Store Options]
{Red Only} [Press any [Button] on Slider Controller 1].

Common Objects or Object Properties	Common Action Completes Commands
<ul style="list-style-type: none">▪ Fixtures▪ Cues▪ Scenes▪ Groups▪ Libraries▪ Time▪ Time Line▪ Effects▪ Selection Tools▪ Macros▪ Snaps	<ul style="list-style-type: none">▪ Store▪ Delete▪ Copy▪ Paste▪ Cut/Move▪ Edit▪ Undo▪ Release▪ Grab

8.3 Command Line

The **Command Line** is the area where commands appear as they are entered. When in Live it is bounded in grey on the big monitor and blue on the small monitor. When in BLIND, both command lines are bounded in yellow. Commands may be backspaced using the Clear Entry [CE] key, The command line can be clear back to the beginning using the [CLEAR] key ([VIBE]+[CE]) Command are also augmented with the interactive toolbar beside the command line on the big screen.



9 Programming Basics

This chapter deals with the fundamentals of building stage looks in the editor.

The following is covered in this chapter:

- [9.1. Editor](#)
- [9.2. Editor Tools](#)
- [9.3. Working with Fixtures](#)
- [9.4. Groups](#)

9.1 Editor

Editor Basics:

- [9.1.1. What is the Editor](#)
- [9.1.2. Blind Editor](#)

9.1.1 What is the Editor

All manual parameter modification occurs in the **EDITOR**. (Programmer in some other consoles). The **Live Displays** show all values from **both** Controller outputs (Playbacks or Executors on some consoles) and fixtures in the Editor. Color coding is used to distinguish between values coming from the controllers and values in the **EDITOR**.

Editor Color Coding:

- Selected Fixtures = 1
- Fixture under **active** control in the Editor = %100
- Fixture inactive in the Editor = %100
- Home Values = %100

Home a fixture in the Editor:

- [Fixture] [#] [Home]

Home a fixture parameter in the Editor:

- [Fixture] [#] {Bank} {Parameter} [Home]

Release a fixture in the Editor:

- [Fixture] [#] Release]

Release a fixture parameter in the Editor:

- [Fixture] [#] {Bank} {Parameter} [Release]

Reset (Clear) the Editor:

- Press [Reset] key

Reset (Clear) the Editor and clear the selection:

- Press [Vibe] + [Reset]

See also: [9.3.10. Release and Home Sequences](#)

9.1.2 Blind Editor

The Blind Editor is used to create or modify objects without outputting values to the stage

Vibe has two Blind Editor behaviours:

1. Blind acts as a discrete editor separate from the live editor
2. Blind emulates the behaviour of single editor consoles where the main editors output is just disabled

To build a new cue in the Blind Editor:

1. Press [Blind] key flashes **yellow** and the Command Line turns **yellow**.

2. Program values using the Live Display for reference - no values will be outputted to the stage
3. Store objects as usual - See also:
 - 9.4. Creating and Applying Groups
 - 10.3. Storing Cues and Scenes Directly to Controllers
 - 10.5. Storing Cues to the Master Controller
 - 10.6. Storing Qlist Cues to any Controller
 - 12.2. Store and Modify Bank Libraries

To edit a cue in the Blind Editor:

1. Press [Blind] - key flashes **yellow** and the Command Line turns **yellow**.
2. Press [QLIST] [#] [CUE] [#] [EDIT] - [UPDATE] flashes **red**.
3. Make modifications to the cue
4. Press [UPDATE] to complete the sequence

To emulate single editor blind:

1. Press [VIBE]+[BLIND] - Copies the Live Editor contents to the Blind Editor
2. Toggle [VIBE]+[BLIND] - Copies the contents of the Blind Editor to the Live Editor (The original contents stay in the Blind Editor)

9.2 Editor Tools

Editor Tools:

- [9.2.1. Selections Tools](#)
- [9.2.2. Transpose](#)
- [9.2.3. Pattern](#)
- [9.2.4. Fan Mode](#)

- [9.2.5. Highlight Mode](#)
- [9.2.6. Lowlight Mode](#)
- [9.2.7. Remainder Dim {Rem Dim}](#)
- [9.2.8 Home Scene](#)

9.2.1 Selections Tools

Currently, Vibe has basic Selection Tools. Advanced tools are under development.



- {ODDS} - Absolute odd number in the range
- {Evens} - Absolute even numbers in the range
- {2/1} - Grouping of 2 starting at the first fixture of the range (Relative odd numbers)
- {2/2} - Grouping of 2 starting at the second fixture of the range (relative even numbers)
- {3/1} - Grouping of 3 starting at the first fixture of the range
- {4/1} - Grouping of 4 starting at the first fixture of the range
- {/} - Used as a separator. **Groupings of #/# Start fixture of the grouping**
- E.g. - [Fixture] [1] [→] [14] {Section Tools} [3] {/} [1] - would select fixtures 1,4,7,10,13 (as soon as the{/} is pressed **EVERY 3/1 will be displayed on the command line**).

[Fixture] [1] [→] [14] {Section Tools} [3] {/} [2] - would select fixtures 2,5,8,11,14 (as soon as the{/} is pressed **EVERY 3/2 will be displayed on the command line**).

9.2.2 Transpose

Transpose is accessed from the Editor Toolbar. It is used to reorder fixture selection based on a specified offset. This is particularly useful in creating interesting effects and fanning.

E.g. 1:

- *Fixture* 1 → 12 {Transpose} 2 [ENTER] =
1+3+5+7+9+11+2+4+6+8+10+12

E.g. 2:

- *Fixture* 1 → 12 {Transpose} 3 [ENTER] =
1+4+7+10+2+5+8+11+3+6+9+12

E.g. 3:

- *Fixture* 1 → 12 {Transpose} 4 [ENTER] =
1+5+9+2+6+10+3+7+11+4+8+12

9.2.3 Pattern

Is accessed from the Editor Toolbar. It can be used prior to entering the Advanced Effects editor to create more complex block patterns that are available using the basic {Block Of} and {Sub-Block Of} key in the effects editor.

To set a pattern:

1. Make a fixture selection
2. Tap {Pattern} on the Editor Toolbar - The Pattern pop-up will open.
 **This is not an effect even though it is a dynamic display.**
3. Tap the indicator at the top of the displayed fixtures. - it should turn white.
4. Select a number under the Block Size header.
5. Tap the {Spread} icon. The fixture columns will expand to show the new fixture order.

6. If desired make further order changes under the Offset Header and tap {offset} icon.
7. Make further modifications or reset the selection with the {Reset} {Invert} {transpose} and {Invert Columns} keys.
8. Once finished, exit the pop-up by pressing  or [ENTER].
9. Open the Advanced Effects editor and program the desired effect.
 - See: [13.3. Advanced Effects Editor](#)

Simple Block and Sub Block groupings may be created within both Effects Editors. The pattern is for advanced blocks and groupings

9.2.4 Fan Mode

Vibe has two methods to fan fixture parameters:



1. Using the [Fan] key and interface.
2. Using keypad syntax.

See: [9.3.7. Fixture Selection \(Detailed\)](#)

Using [Fan] Mode:

1. Select the range of fixtures to be fanned.
2. Press [FAN] to enter Fan Mode.

3. Select a Function from the sliding picker.
4. Turn the encoder wheel of the parameter requiring fanning.
5. Toggle [FAN] to turn off Fan Mode.

Selecting a different parameter will also turn Fan mode off.

Common Fan Functions are :

- {Fade In} / = lowest to highest
- {Fade Out} = highest to lowest
- {Diagonal} -/- = Standard PAN Fan
- {Saw Tooth} / = Mirror lowest on ends to highest in middle
- {Mirror} / = Highest on ends to lowest in middle

Function types may be freely changes while in Fan Mode to “audition” various results.

Any Function created in the Function Editor of the Advanced Effect Editor may be applied to Fan

Block of and Sub Blocks:

1. Select the range of fixtures to be fanned.
2. Press [FAN] to enter Fan Mode.
3. Select a Function from the sliding picker.
4. Select **Blocks of {#}**
5. Select **Sub Blocks {#}**
6. Turn the encoder wheel of the parameter requiring fanning.
7. Toggle [FAN] to turn off Fan Mode.

Examples of Blocks and Sub Blocks:

- {Fade In} - Blocks of 1 and no Sub Block

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	4. Ch-H_4	5. Ch-H_5	6. Ch-H_6	7. Ch-H_7	8. Ch-H_8	9. Ch-H_9	10. Ch-H_10	11. Ch-H_11	12. Ch-H_12	13. Ch-H_13	14. Ch-H_14	15. Ch-H_15	16. Ch-H_16	17. Ch-H_17	18. Ch-H_18
0%	4%	9%	13%	17%	22%	26%	31%	35%	39%	44%	48%	52%	57%	61%	65%	70%	74%
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer
19. Ch-H_19	20. Ch-H_20	21. Ch-H_21	22. Ch-H_22	23. Ch-H_23	24. Ch-H_24												
78%	83%	87%	91%	96%	100%												
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer												

- {Fade In} - Blocks of 4 no Sub Blocks

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	4. Ch-H_4	5. Ch-H_5	6. Ch-H_6	7. Ch-H_7	8. Ch-H_8	9. Ch-H_9	10. Ch-H_10	11. Ch-H_11	12. Ch-H_12	13. Ch-H_13	14. Ch-H_14	15. Ch-H_15	16. Ch-H_16	17. Ch-H_17	18. Ch-H_18
0%	0%	0%	0%	20%	20%	20%	20%	40%	40%	40%	40%	60%	60%	60%	80%	80%	80%
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer
19. Ch-H_19	20. Ch-H_20	21. Ch-H_21	22. Ch-H_22	23. Ch-H_23	24. Ch-H_24												
80%	80%	100%	100%	100%	100%	100%											
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer											

- {Fade In} - Blocks of 6, Sub Blocks of 2

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	4. Ch-H_4	5. Ch-H_5	6. Ch-H_6	7. Ch-H_7	8. Ch-H_8	9. Ch-H_9	10. Ch-H_10	11. Ch-H_11	12. Ch-H_12	13. Ch-H_13	14. Ch-H_14	15. Ch-H_15	16. Ch-H_16	17. Ch-H_17	18. Ch-H_18
0%	0%	50%	50%	100%	100%	0%	0%	50%	50%	100%	100%	0%	0%	50%	50%	100%	100%
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer
19. Ch-H_19	20. Ch-H_20	21. Ch-H_21	22. Ch-H_22	23. Ch-H_23	24. Ch-H_24												
0%	0%	50%	50%	100%	100%	100%											
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer											

- {Saw Tooth} - (Low-High Mirror) Blocks of 12, Sub Blocks 2

1. Ch-H_1	2. Ch-H_2	3. Ch-H_3	4. Ch-H_4	5. Ch-H_5	6. Ch-H_6	7. Ch-H_7	8. Ch-H_8	9. Ch-H_9	10. Ch-H_10	11. Ch-H_11	12. Ch-H_12	13. Ch-H_13	14. Ch-H_14	15. Ch-H_15	16. Ch-H_16	17. Ch-H_17	18. Ch-H_18
0%	0%	40%	40%	80%	80%	80%	80%	40%	40%	0%	0%	0%	0%	40%	40%	80%	80%
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer
19. Ch-H_19	20. Ch-H_20	21. Ch-H_21	22. Ch-H_22	23. Ch-H_23	24. Ch-H_24												
80%	80%	40%	40%	0%	0%												
Dimmer	Dimmer	Dimmer	Dimmer	Dimmer	Dimmer												

- Moving Light Fixture with {Fade In} Dimmer and Color Fan, and {Diagonal} Pan Fan

Fixture	Name	I	Dimmer	P	Pan	Tilt	C	AW1	CW1	CW2	GW1
101	Blade_101		0%	.	42%	65%	Red				
102	Blade_102		14%	.	44%	65%	Yellow				
103	Blade_103		29%	.	46%	65%	Green				
104	Blade_104		43%	.	49%	65%	Blue				
105	Blade_105		57%	.	51%	65%	Magenta				
106	Blade_106		71%	.	54%	65%	Cyan				
107	Blade_107		86%	.	56%	65%					
108	Blade_108		100%	.	59%	65%	Black				

Instead of fanning Blocks based on the selection, fixture **Groups** may also be used as Blocks.

To Fan Blocks By Groups:

- Using the Group SKs or using the keypad, select the Groups to be fanned
- Tap {Blocks By Group}
- Use any of the above methods to fan parameters by Group Parameters may also be fanned using keypad syntax.
- [Fixture Selection \(Detailed\)](#)

9.2.5 Highlight Mode

Highlight and Lowlight modes are used to help identify the positions of fixtures so that they may be edited more easily.

Highlight Mode affects parameters and banks in the following way:

- Dimmer - Full
- Other Intensity parameters - home values and masked
- Position - unchanged and editable
- Color - home values and masked
- Beam - home values and masked
- Image - home values and masked
- Shape - home values and masked

To Highlight fixtures or Groups:

1. Select fixtures using keypad or using Groups.
2. Press [H.LIGHT] - The key will flash in red to indicate the mode is active.

All fixtures of the selection will be set as specified above.

3. Press [NEXT] - The first fixture will remain “highlighted” and all other fixtures will return to their editor or stage values.
4. Adjust Pan/Tilt as required and press [NEXT] to move to the next fixture.
5. Continue through the fixture selection using [NEXT] [PREV] until all fixtures are focused.
6. Press [H.LIGHT] again to turn off Highlight Mode. The red light will go out and fixtures will return to their current editor or stage values.

Highlight/Lowlight may be entered before a selection is made. Press [ENTER] to Highlight the selection

To swap new fixtures into Highlight:

- Select new fixtures or Groups and press [ENTER] while still in Highlight Mode - the Highlight selection will be swapped.

Until [NEXT] [PREV] is pressed Groups will be appended to make up a larger Highlight selection.

Highlight may be customized when the default home values are too generic. Users may want to tighten the zoom or use a specific iris as a fixtures default.

To create a custom Highlight Scene:

1. Set the values in the Editor similar to creating a Cue or a Scene
2. Press [SCENE] [H.LIGHT] [STORE]

The Highlight Scene only affects the active fixture.

To Delete the Highlight Scene:

- Press [SCENE] [H.LIGHT] [DELETE]

9.2.6 Lowlight Mode

Lowlight mode is used when many fixtures are lit up and therefore Highlight is not helpful. **Lowlight Mode affects parameters and banks in the following way:**

- Dimmer - 30% all fixtures **except** active fixture which will be at 100%
- Other Intensity parameters - home values and masked.
- Position - unchanged and editable
- Color - home values and masked
- Beam - home values and masked
- Image - home values and masked
- Shape - home values and masked Unlike Highlight, Lowlight maintains a value of 30% for dimmers while active.

To “Lowlight” fixtures or Groups:

1. Select fixtures using the keypad or using Groups.
2. Press [L.LIGHT] - All dimmer parameters will go to 30%. [L.LIGHT] will flash in red to indicate the mode is active. All other fixtures of the selection will be set as specified above.
3. Press [NEXT] - The first fixture will go to a dimmer value of 100% and all other fixtures dimmer values will remain at 30%. Other parameters will return to their editor or stage values.
4. Adjust Pan/Tilt as required and press [NEXT] to move to the next fixture.
5. Continue through the fixture selection using [NEXT] [PREV] until all fixtures are focused.
6. Press [L.LIGHT] again to turn off Highlight Mode. The red light will go out and fixtures will return to their current editor or stage values.

Highlight/Lowlight may be entered before a selection is made. Press [ENTER] to Highlight the selection.

To swap new fixtures into Lowlight:

- Select new fixtures or Groups and press [ENTER] while still in Highlight

Mode - the Highlight selection will be swapped. >Until [NEXT] [PREV] is pressed Groups will be appended to make up a larger Highlight selection.

Lowlight may be customized when the default home values are too generic. Frequently users set the Lowlight dimmer to Zero instead of the default 30% to create a solo effect.

To create a custom Lowlight Scene:

1. Set the values in the Editor similar to creating a Cue or a Scene.
2. Press [SCENE] [L.LIGHT] [STORE]

To Delete the Highlight Scene:

- Press [SCENE] [L.LIGHT] [DELETE]

9.2.7 Remainder Dim {Rem Dim}

REM DIM is an Editor Tool commonly used in theatr environments but can be useful in many other situations.

- **{REM DIM}** Toggles all dimmer values to 0 except those that are selected. If no value is given in the editor, the selected fixtures will maintain their current values and not create a hard move.
- While in **{REM DIM}**, [Next]/[Prev] will swap the Rem Dim fixture forwards or backwards.
- If a selection of multiple fixtures is made followed by **{REM DIM}** all unselected fixtures will go to 0. The selected fixtures will not be changed or entered into the editor.

- If a selection of multiple fixtures is made, [Next]/[Prev] will force all but the first fixture in the selection to 0. The next press of [Next]/[Prev] will force the first fixture to 0 and release the next fixture. Fixtures in the selection will continue to swap from 0 to release with each press of [Next]/[Prev].
- Pressing REM DIM again toggles the feature off and restores the stage look.
- Cues may be stored with {REM DIM} on but once stored, {REM DIM} is turned off.

9.2.8 Home Scene

By default released fixtures return to their home values as defined by the device's fixture profile. The device profile is usually based on the manufacturer's suggested defaults, but sometimes the defaults are not appropriate. Vibe allows users to customize Home Values by building a Home Scene. When a fixture is programmed in a Home Scene it will take preference over its home values in the device profile.

Create a Home Scene:

1. Program fixtures in the editor to values that will work best as home values.
2. Press [SCENE] [HOME] [STORE] - When released fixtures will now use the Home Scene as a reference.

Delete a Home Scene:

1. Press [SCENE] [HOME] [DELETE] - Home values will return to the device profile's home values.

9.3 Working with Fixtures

Working with Fixtures:

- [9.3.1. Fixture Selection basics](#)
- [9.3.2. What are Parameters](#)

- [9.3.3. Virtual Parameters](#)
- [9.3.4. Smart Screen](#)
- [9.3.5. Adjusting Parameters using the Wheel Picker](#)
- [9.3.6. Grab](#)
- [9.3.7. Fixture Selection \(Detailed\)](#)
- [9.3.8. Setting Parameters using Main Encoder Wheels](#)
- [9.3.9. Setting Parameters using Interactive Encoder Wheels](#)
- [9.3.10. Release and Home Sequences](#)

9.3.1 Fixture Selection basics

Fixtures are selected using the **[Fixture]** key on the keypad. They also may be stored and recalled using the **[Group]** key. Fixtures may also be interactively selected via the Live Display or Live Parameter Display.

- **[+]** **[-]** → keys are valid with Fixture selections and Groups.
- **[Fixture] ▶ (period)** - Reselects the last selection.
- **[Fixture] → -** Reselects all fixtures in the Editor.
- **[CE]** - Backspaces the command line one character at a time but currently will not go back one command at a time.
- **[VIBE]+[CE/CLEAR]** - Clears the command line to the beginning and ideal tee system.
- **[RELEASE]:**
 - First press releases the active parameters (last adjusted) for selected fixtures.
 - Second press releases all remaining parameters for selected fixtures from the Editor.

- **[DE SEL]** - Deselects all fixtures but maintains values in the Editor. This function is usually used to protect the operator from accidentally adjusting parameters in the Editor when they are temporarily captured. It may also be used to “idle” the command line to allow [TEXT] {SK} function while fixtures are still in the Editor.
- **[RESET]** - Releases all parameters from the Editor.
- **[VIBE]+[RESET]** - Releases all parameters from the Editor and releases all selected fixtures.
- **[NEXT]/ [PREV]** - Increments or decrements fixtures in a selection. When used with a Group, will be confined to the fixtures in the Group.
- **Trackball [X LOCK] / [Y LOCK]** - Locks the X or Y axis of the trackball.
- **[RES]** - Sets global encoder resolution. **Blue** = Low 8 bit, **Green** = Medium 10 bit (Default) **red** = High 16 bit.

Holding the [VIBE] key down while turning an encoder temporarily sets the encoder to high resolution 16 bit.

Vibe uses a precision algorithm for encoders. Based on the starting resolution, the slower an encoder is turned, the more resolution it has.

9.3.2 What are Parameters

Parameters are any features of a device that may be manipulated and stored in an object. Examples of parameters would be:

- Dimmer
- Pan/Tilt
- Cyan/Yellow/Magenta
- Zoom
- Gobo 1

- Blade Rotate

In Vibe parameters are organized under six standard **Banks** and one special Bank:

1. Intensity
2. Position
3. Color
4. Beam
5. Image
6. Shape
7. Control - A special bank as its parameters are not stored in cues.
Instead it sends “real time” messages to fixtures control functions.
8. Media

The switch between banks can be done either from the touch screen or through the combination SHIFT + # where the # represents the bank number.

Parameter values may be set using either Vibe’s intuitive **Smart Screen** picker system or conventional parameter wheels and keypad method.

9.3.3 Virtual Parameters

See:

- [8.1. Virtual Parameters](#)

9.3.4 Smart Screen

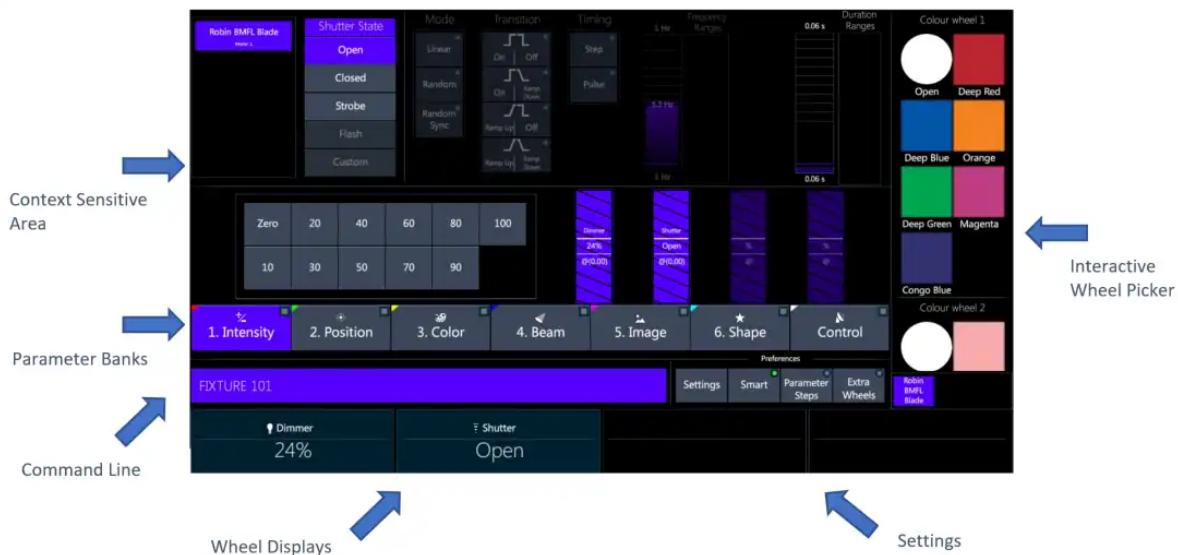
The 11.6” multi-touch monitor directly above the 4 encoder wheels is referred to as the **Smart Screen**.

The **Smart Screen** is dedicated to displaying:

- Context sensitive interactive bank, and parameter information.
- Encoder wheel displays.
- Playback information for the controllers that are directly above it.
- Special pop-ups for Libraries, Store options and Grab functions.
- A simplified Effects editor.
- Displays for Fan feature.

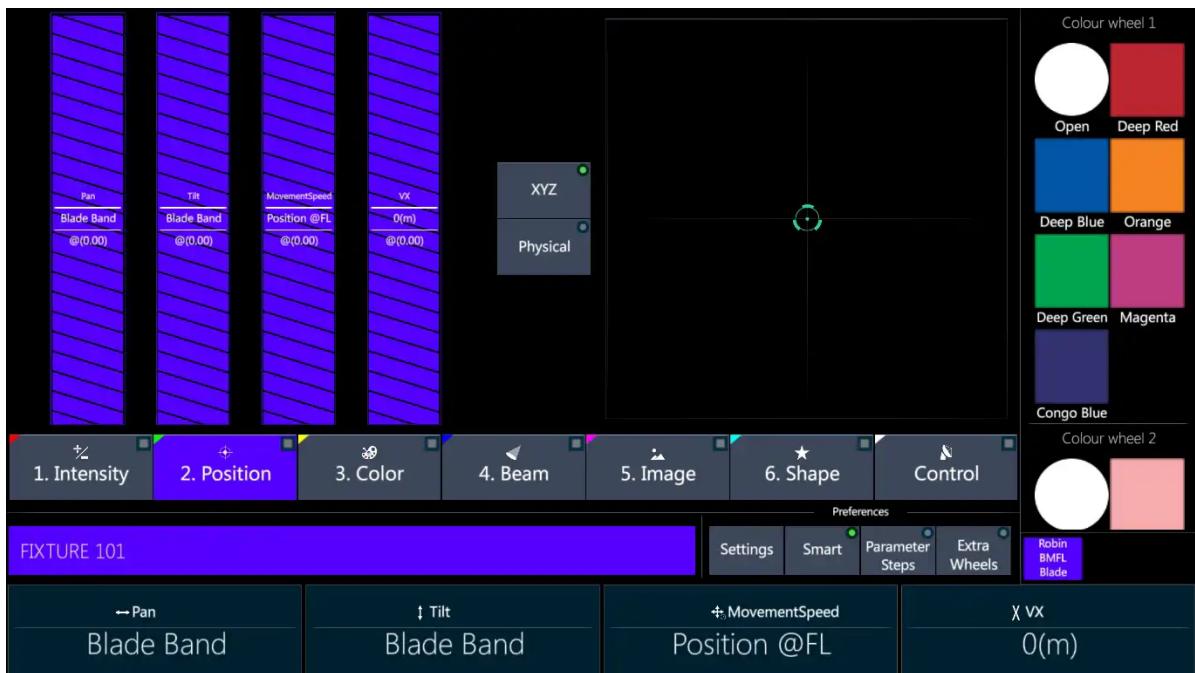
The Smart Screen is divided into six sections:

Smart Screen - Intensity Bank

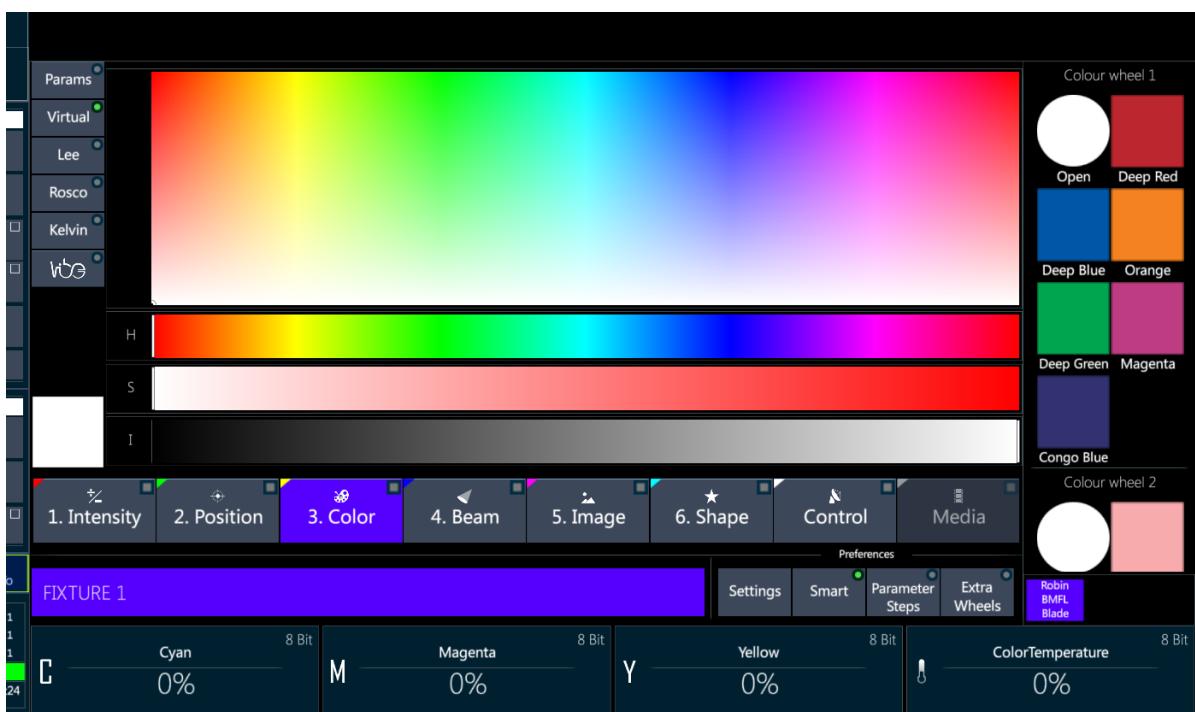


The Context sensitive area changes depending on the bank and fixture type. Where possible, similar parameters from different fixture types will be presented to the user using Vibe's universal fixture model. This means that is not necessary to memorize the manufacturer's specification of each fixture, as all fixtures are programmed in a similar consistent way.

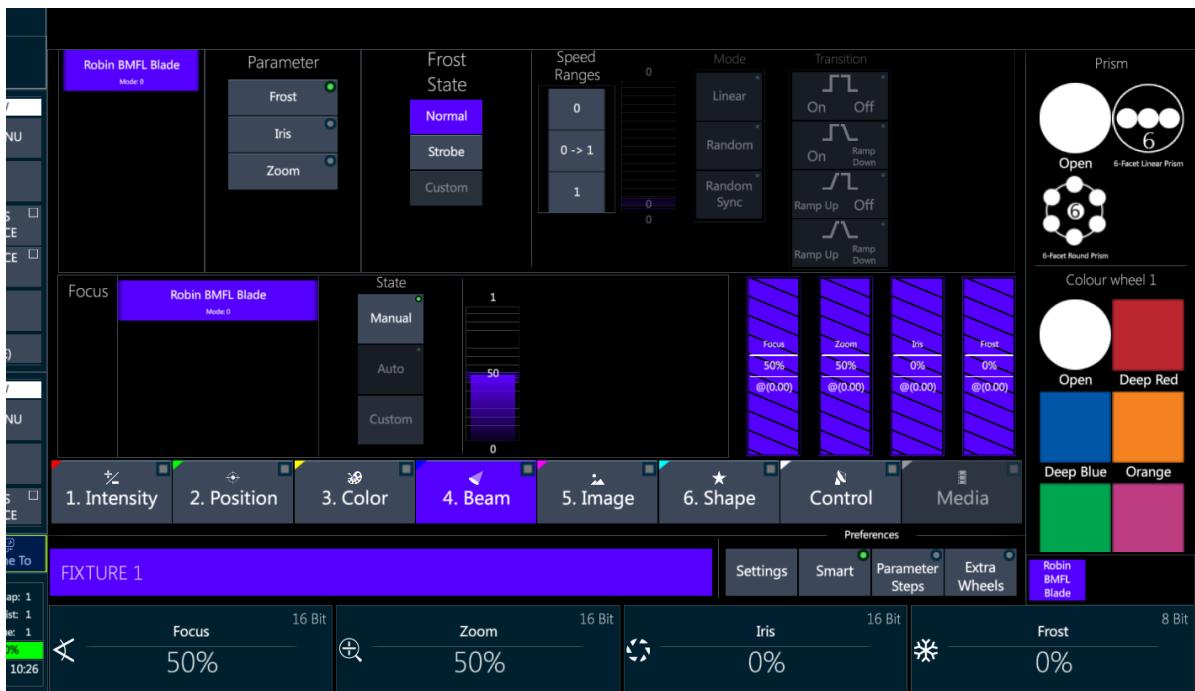
Smart Screen - Position Bank



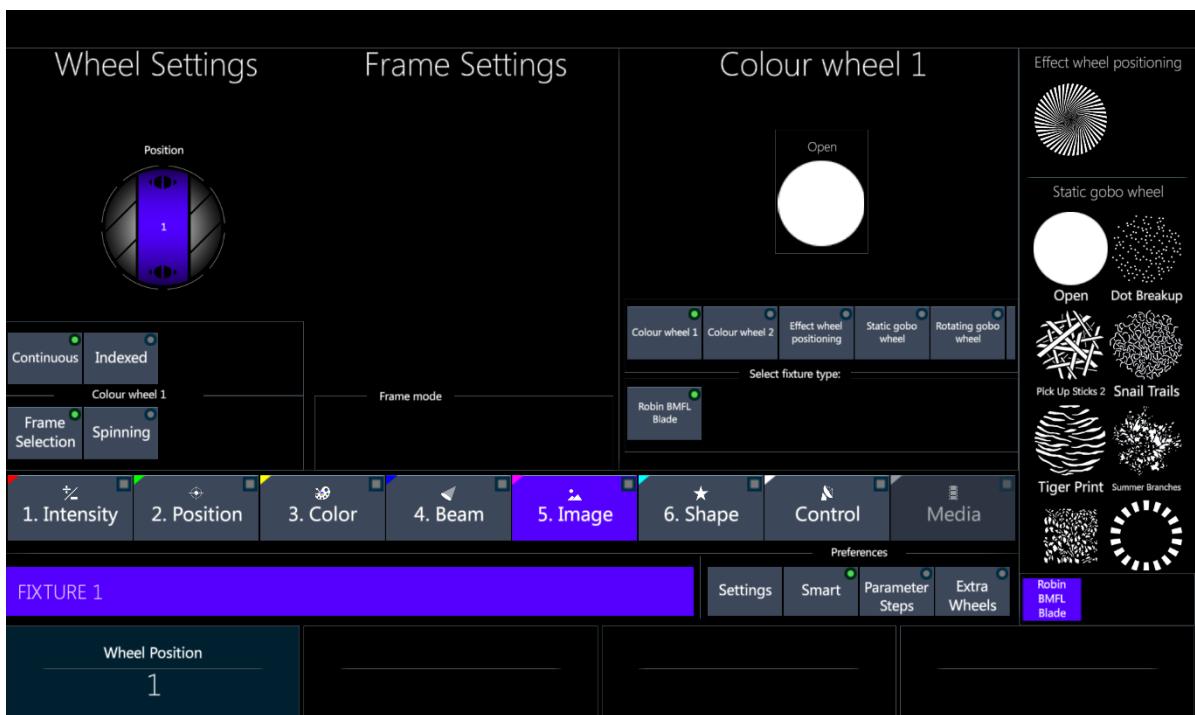
Smart Screen - Color Bank



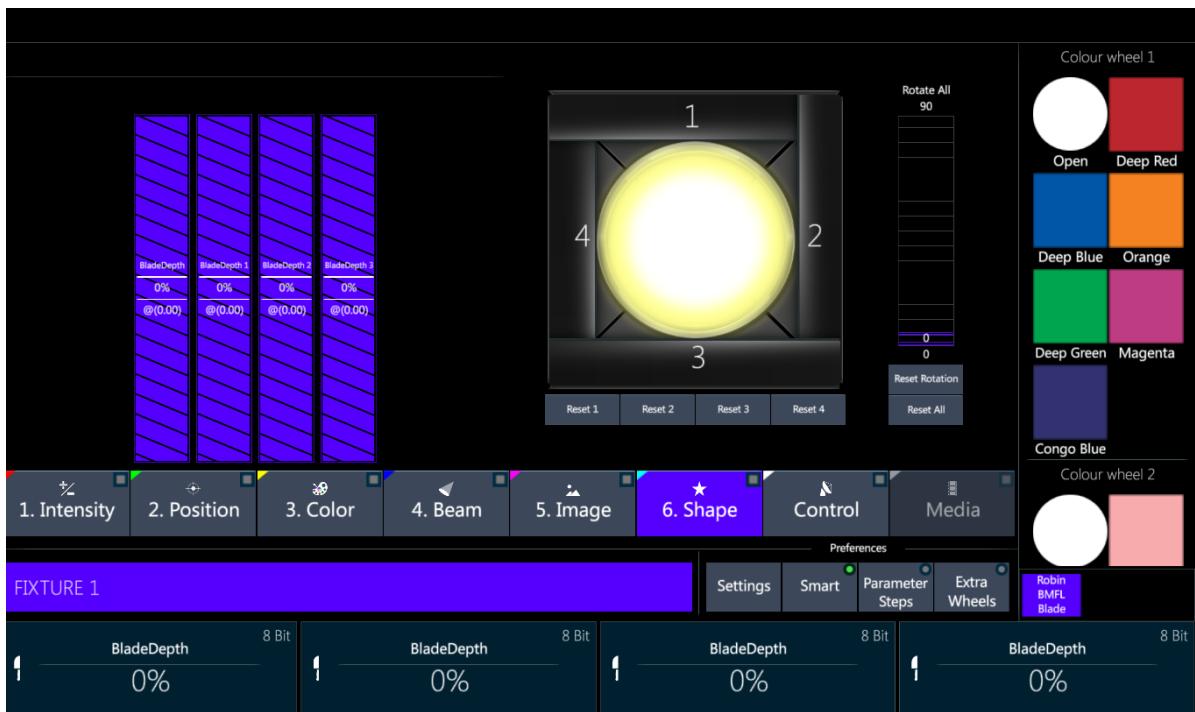
Smart Screen - Beam Bank



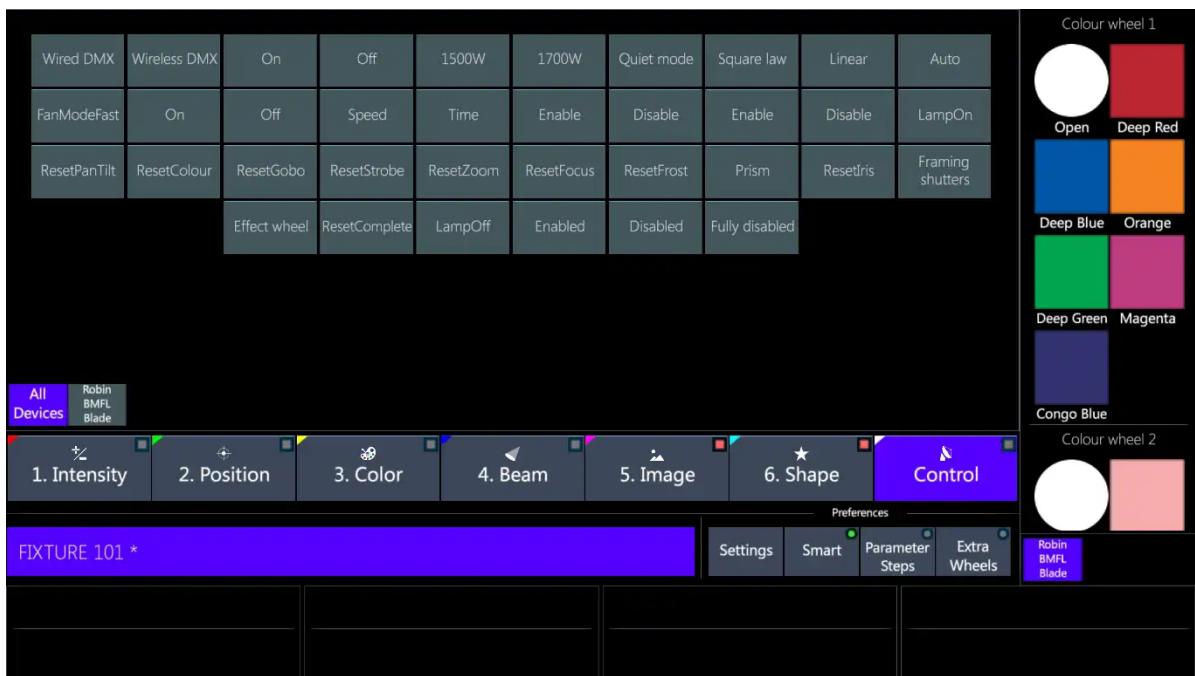
Smart Screen - Image Bank



Smart Screen - Shape Bank



Smart Screen - Control



Smart Screen Preferences:

- **Settings:**
 - Home - Returns menus to Settings level.

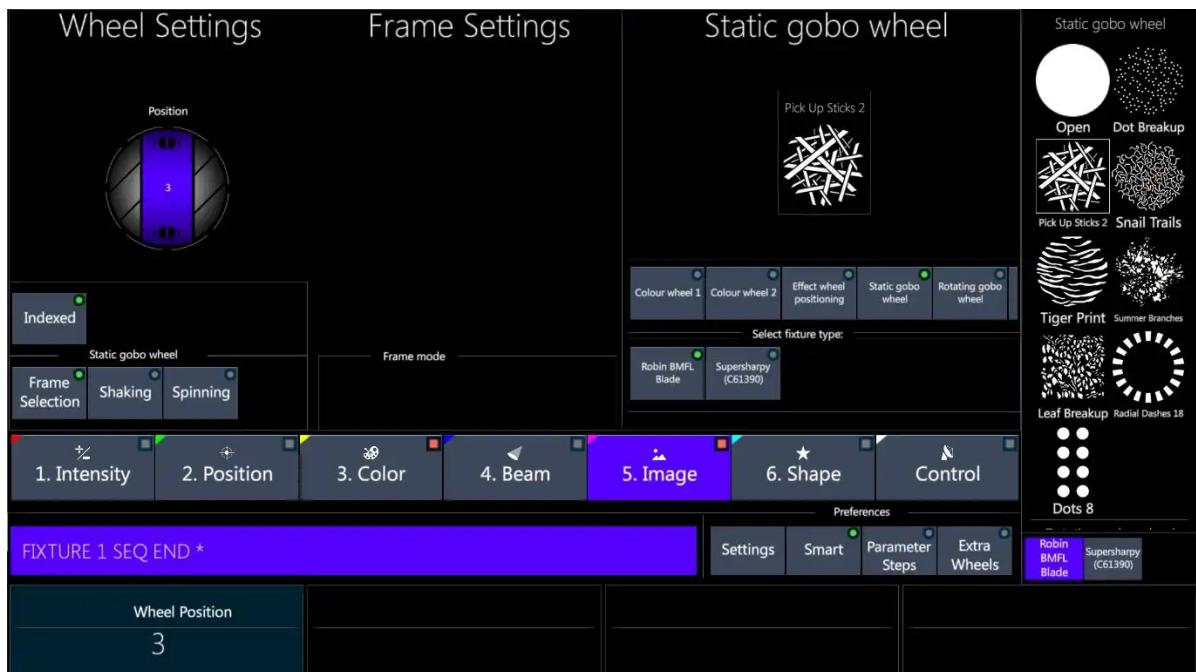
- Format - Sets the view format for wheel displays.
 - Percent
 - Decimal
 - Text
 - Text + Percent
- Resolution - Sets the Global wheel resolution. This may also be set by toggling the [Res] key over the trackball
 - 8 bit - Blue on [Res] Key
 - 10 bit - Green on [Res] key
 - 12 bit - Red on [Res] key
 - 16 bit - Yellow on [Res] key
 - 24 bit - Magenta on [Res] key
- View - Sets behaviour of smart screen views.
 - Auto - Shows programming display when there are fixtures in the editor, and shows the controller displays for Aux Qkeys and Global Sliders when the editor is cleared.
 - Programming - Maintains the programming display even with the editor released.
 - Playbacks - Maintains the playback controller display even with fixtures in the editor. Wheels and wheel displays remain accessible.
- Wheel Picker Display Modes:
 - Smart - All wheels for the selected fixture are shown in the interactive wheel picker area.
 - Parameter Steps - Pressing a parameter wheel or tapping the wheel display above it will display a picker list of all

feature steps for the selected fixture.

- Extra Wheels - Displays wheel information for the additional context sensitive encoder wheels

Smart Screen Effects Editor - See: [13.2. Smart Screen Effects Editor](#)

9.3.5 Adjusting Parameters using the Wheel Picker



Smart Screen Picker Programming

To adjust fixture wheel parameter values: (Interactive Wheel Picker method)

1. Select the fixtures to program
2. Swipe or Drag the **Wheel Picker** on the right-hand side of the **Smart Screen** and browse to the wheel and slot you want to program. Common wheels are:
 - Color Wheel
 - Static Gobo Wheel
 - Rotating Gobo Wheel

- Animation Wheel
 - Prism Wheel
3. Tap the wheel slot you wish to program and the context sensitive area or the **Smart Screen** will open with the appropriate picker.
 4. Adjust the virtual controls as needed.

Most virtual controls are also mapped to the 4 physical wheels

To adjust parameter values: (standard programming method)

1. Select the fixtures to program.
2. Tap the **{BANK}** key of the parameter you wish to adjust.
3. Banks may contain more than 4 wheels of parameters. Tapping the desired **{BANK}** key again, pages to the next set of 4 parameter wheels.
4. The Assigned parameter wheel function is displayed on the **Wheel Display** at the bottom of the Smart Screen directly above the wheels.
5. Rotate the large push wheel encoder of the parameter you wish to adjust.
6. Values may be added directly from the keypad by:
 - Pushing a parameter wheel downward to select the parameter.
 - AT will appear on the command line
 - Type a value from Zero → Full.

@ is only used for the dimmer parameter.

A Parameter value must be entered in 2 digits or one digit and the **[Enter]** key for whole numbers. E.g. 05, 50, 5 **[ENTER]** =50.

9.3.6 Grab

Grab is a powerful tool for selecting fixtures that meet a number of conditions. By default **GRAB** selects all fixtures with intensity or virtual intensity values above Zero Pressing **GRAB** without a selection opens up a pop-up on the Smart Screen. It contains the following options:

- **{Filters}:**

- {Stage} - Select anything that is live on the stage and meets the conditions below.
- {Editor} -Select anything that is in the Editor and meets the conditions below.
- {Master Controller} (Playback) - Selects only fixtures on the Master Controller that meet the conditions.

- **{Conditions}:**

- {All Fixtures} - Selects all fixtures that have any changes via the editor.
- {Active} - fixture has intensity value over zero.
- {Invisible} - recorded “hard” parameter values for fixtures that do NOT have an intensity value over zero.
- {Inactive} (fixtures that have NO recorded values).

- **{Parameter Selection}:**

- {All for Selected} Grabs all parameters for selected fixtures (shortcut is [VIBE]+**GRAB**)
 - {Active (ENTER)} Select all “Active” fixtures and enters them into the Editor. (Shortcut is **GRAB** + [ENTER])
 - {Search & Replace}.
- [SET] **GRAB** selects all active fixtures filtered by set (Fixture/Channel/Spot/Matrix/Server/Custom)

To Selectively Grab a Controller:

1. Press **GRAB** - Grab Options pop-up will open
2. Press **any Slider/Qkey/Aux Qkey controller button** - All fixtures that are in the Controller's active cue and have dimmer levels above Zero (or meet the Grab conditions selected in the pop-up), will be selected.

Pressing ENTER will put the selection in the EDITOR.

Grab Fixtures in a cue based on a {Library} SK selection:

1. Press **GRAB** tap a {Library} SK - All fixtures with matching libraries will be selected
2. Tap another {Library} SK - The Library will be swapped to the new library

This is especially useful for quickly swapping colors in cues containing libraries

Select all parameters for a fixture selection:

1. Select the fixtures
2. Press [VIBE]+**GRAB**

Select all Parameters with hard and tracked values outputting to the stage:

1. Press **GRAB** [ENTER]

9.3.7 Fixture Selection (Detailed)

In this guide, FIXTURE will be the default SET but any SET (Channel, Spot, Matrix, Server, User) should also be applicable.

Default SET is changed by double pressing the appropriate SET key

Dimmer is implied, but parameter would normally be specified after [+ → -] and before value.

[CE] will backspace the command line one character at a time. If more than one state is involved, the state will backspace right up until the idle state.

[Shift CE] will clear the command line to the beginning and put the system in an idle state.

- [Fixture] # [+ → -] [[Full]/[Zero]] (@100 and @00 are valid if % or text display format).
- Fixture] # [+ → -] [@] enter value. Two digits are required to complete value entry.
- [Fixture] # [+ → -] [@] [@] will set values to Full.
- [Fixture] # [+ → -] [@] single value, [ENTER]. E.g. [Fixture] [1 → 6] [@] [5] [ENTER] will set a value of 50%. [@] [7] [ENTER] would set a value of 70%.
- Pressing [ENTER] at the end of value input is optional and does not affect the sequence. In most cases, it will simply terminate the command line.
- [Fixture] # will jump the **live display** screen to the specified fixture if the fixture is not visible on the screen. (Fixture Jumping must be enabled in the **Live Display**, **{Tools}** (Wrench icon)Pop-up under the **Behavior** Tab
- [Fixture] # [+ → -] [@] [+] [value] or [@] [-] [value] will make a **relative** change to the stage value. E.g. {If the stage value is 50, @ + 10 will set the value to 60. @ - 30 would set the value to 20}. The rules for single digit plus Enter will also apply.
- [Fixture] # [→] #, Parameter, [@] {value} [→] [value] will **fan** the range. (if no parameter is specified, dimmer/intensity will be fanned) 0, and 100% are also valid as well as [Zero] and [Full].
- [Fixture] # [→] # Parameter, [@] [value] [→][→] [value] will **mirror** fan the range. {1 → → 100 would produce 0, 10, 20, 30, 40, 50, 40, 30, 20, 10, 0}

- Fixture **Dot** = Restore last. Will have a toolbar equivalent.
- Fixture → = Reelect Editor. Will have a toolbar equivalent.
- Fixtures and Parameters may be deselected using [RELEASE/DE SEL] Key. This leaves values in the editor but not under the control of the wheels.
- [GROUP] # selects all fixtures that are recorded into the group. *The typed fixture order is preserved in a recorded group.
- With groups, parameters may be fanned via syntax as above, but their recorded order will be considered.
- Control without having to press Shift, Reset, which clears the values in the Editor.
- {LIBRARY}, {LIBRARY}, will select and enter values from a library into the Editor. This is especially useful when using position libraries as groups with positions.

9.3.8 Setting Parameters using Main Encoder Wheels

Vibe features the **Smart Window** to simplify programming. Programming may also be done traditionally using {Bank} keys and the 4 large push wheels:

Using parameter wheels:

1. Fixture # [+ → -] Tap {Parameter Bank} on the Smart Screen.
2. If the required parameter is not shown on the encoder wheel display, tap the {parameter Bank} to scroll through all available parameter pages.
3. Turn the encoder wheel of the desired parameter to adjust values.

Parameters other than dimmer do not use the @ key.

Direct entry of absolute values:

1. Fixture # [+ → -] Tap {Parameter Bank} on Smart Screen.

2. Tap the {Wheel Display} directly above the physical parameter wheel you wish to enter a value for. The wheel display turns red.
3. Enter a value using the keypad.

Direct entry of values using push wheels:

1. Fixture # [+ → -], Tap {Parameter Bank} on Smart Screen.
2. Press physical wheel - Wheel display over the physical wheel turns red.
3. Enter value via keypad.

Select multiple parameters at the same time:

1. Fixture # [+ → -] Tap {Parameter Bank} on the Smart Screen.
2. Toggle multiple parameters ON/OFF by tapping {parameter Keys}, pressing physical wheel, or toggling desired live display headers.
Select all relevant fixture parameters in a parameter bank:

Select all relevant fixture parameters in a parameter bank:

- Select Fixture # [+ → -], Hold [Vibe Key] and tap a {Parameter Bank Key}.

Pressing and holding a {Parameter Bank} will pop-up three options: {HOME}, {ALL PARAMETERS}, {RELEASE ALL} {HOME} - Set the selected parameters to “Home values”. {All} - Selects all relevant parameters in the parameter bank. {RELEASE ALL} - Releases the selected parameter from the Editor.

9.3.9 Setting Parameters using Interactive Encoder Wheels

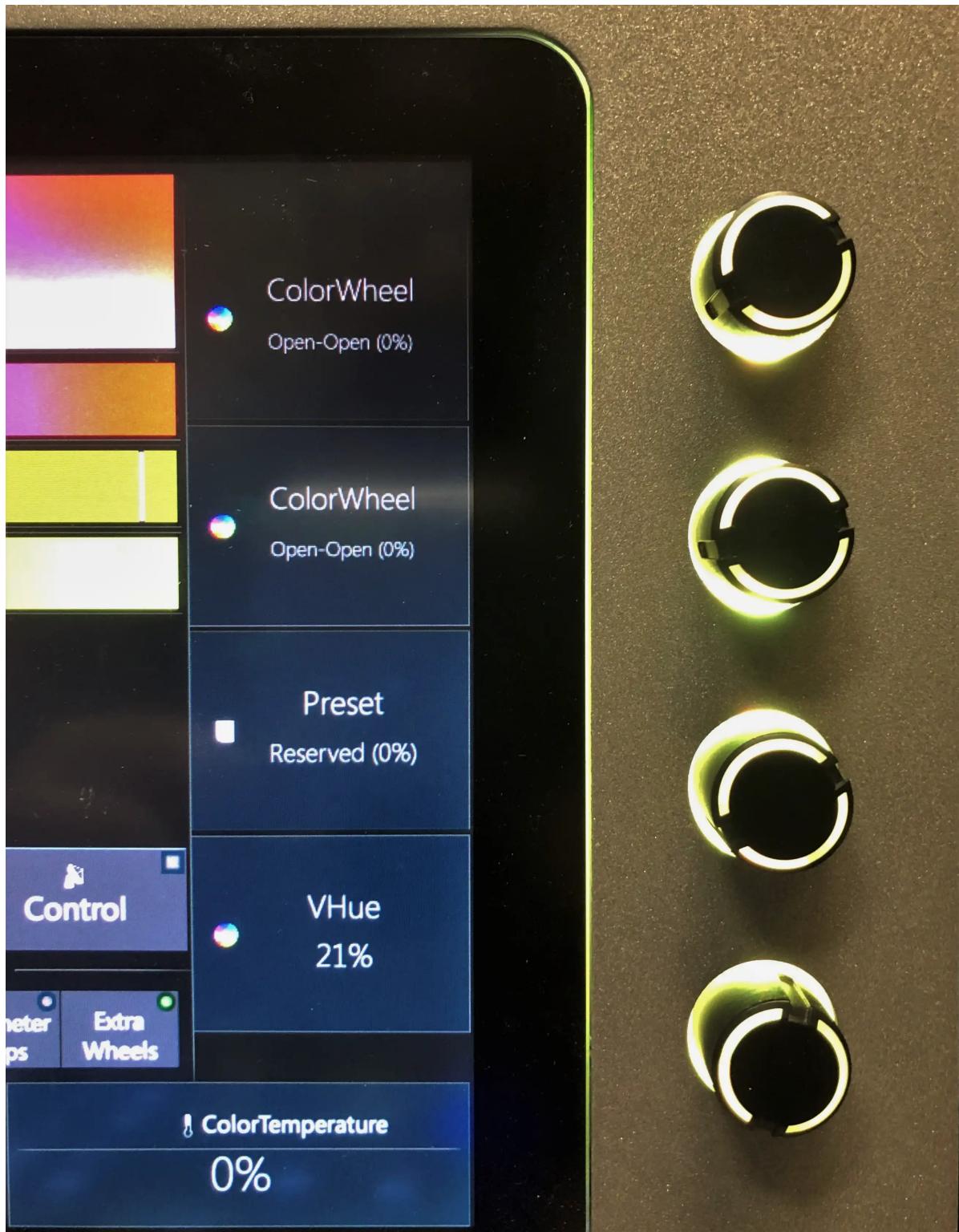
Vibe has 4 additional interactive push encoder wheels along the right hand side of the smart screen. The parameters assigned to the wheels are dependent on the bank and selected fixture type:

E.g:

- Image assigns Focus and Zoom to the interactive wheels

- Color Mix assigns Color Wheel 1+2 to the interactive wheels
- Beam assigns Prism and Prism Rotate to the interactive wheels
- Shape assigns Focus and Zoom to the interactive wheels In future releases it will be possible for users to customize the defaults.

In future releases it will be possible for users to customize the defaults.



9.3.10 Release and Home Sequences

Release - Removes fixtures or fixture parameter values from the editor

Release all active fixtures:

- Press {RELEASE} key

Release fixtures:

- Fixture # [+ → -] [RELEASE]

Release a parameter:

- Fixture # [+ → -] tap {Bank} select {Parameter}, [RELEASE]

Release a Parameter Bank:

- Fixture # [+ → -] [VIBE] {Bank} [RELEASE]

If a fixture is selected and then is made active (Red), the first press of release, releases the parameter and then the second press releases the whole fixture.

All devices are assigned home values for parameters based on the manufacturer's DMX chart. By default, these home values are used to tell the system where fixture parameters should be when they are not in use. Vibe has two options for home values. They can be set in the System Settings pop-up in the {Editing Properties} tab under the Default Stage Values header. System settings is accessed via the Vibe Menu or by tapping on the {*} icon in the lower right corner of the main monitor controller display.

1. {Use Home values} -Released parameters will be shown in grey and at their default home values.
2. {Maintain Last Value} - Released parameters will be at the last value they were at before being released.

Selected fixtures and/or parameters may be sent to their defaults using the [HOME] key. **Home** - Sets parameter values to home values as defined by the manufacturer or to custom values defined by the user **Home Scene**.

Home works similar to Release:

- First press “homes” the current parameter.
- Second press “homes” all parameters for the selected fixtures.

It is also possible to set a custom “Home Scene” that overrides the default Home:

1. Set the values in the Editor similar to creating a Cue or a Scene.
2. Press [SCENE] [HOME] [STORE]

To Delete a Home Scene:

- Press [SCENE] [HOME] [DELETE]

9.4 Groups

The order that fixtures are typed is stored with a group.

Storing Groups to SKs:

- [Fixture] [#] [+ → -] [STORE] tap desired {Group Softkey} - it does not matter if levels are set, they will be ignored.

Labelling SK Groups:

- Directly after storing a group, while the focus is still on the group SK, start typing from the keyboard and a Text Entry pop-up will open.
- At any time, pressing the [TEXT] key followed by tapping the SK will open the Text Entry pop-up.

Storing Groups via keypad syntax:

- [Fixture] [#] [+ → -] [#] [GROUP] [#] [STORE].
- Pressing the [TEXT] key after any Group store will open the Text Entry popup.

Modify Groups using Group Settings pop-up:

- Using keypad - press [GROUP] [#] [Settings] - the Group Settings pop-up will open. Range text labelling may be done via this method.

- Using SKs - Tap the source {GROUP} SK and then press [Settings] key



Group Settings Pop-up

A new Group may be created from existing Groups by selecting multiple Groups using Group SKs or via keypad. Press [STORE] then tap destination {Group} SK or Press [Group] [#] [STORE] to create the new Group. The new Group will not be linked to the original Groups.

Groups may be used to release fixtures:

- With keypad - [GROUP] [#] [RELEASE] (Currently only works if ENTER is pressed after group selection)
- With SKs, {Group #}, [Release]

Release a fixture from a Group Method 1:

- With softkeys: Fixture # [+ → -], [STORE], tap {Group SK}, Group Efietel pop-up appears, select {Release}
- With keypad: Fixture # [+ → -], press [GROUP], #, [STORE], Group Efietel pop-up, appears, select {Release}

Release a fixture from a Group Method 2:

- [GROUP [#] [EDIT] - [UPDATE] key flashes red ([EDIT] tap {GROUP SK} is also valid)
- [Fixture] [#] [RELEASE]
- Press [UPDATE] to complete the sequence

To Delete a Group:

- [GROUP] # [DELETE]
- Tap {GROUP} [#] [DELETE]

10 Programming Cues, and Scenes

This chapter deals with storing and editing Editor values.

The following is covered in this chapter:

- [10.1. What Are Qlists, Cues, Scenes, and Submasters?](#)
- [10.2. Tracking Principals](#)
- [10.3. Storing Cues and Scenes Directly to Controllers](#)
- [10.4. Master Controller](#)
- [10.5. Storing Cues to the Master Controller](#)
- [10.6. Storing Qlist Cues to any Controller](#)
- [10.7. Cue Store Options](#)
- [10.8. Assigning Text Labels](#)
- [10.9. Modifying Cues and Scenes](#)
- [10.10. Creating New Cues from Existing Cue Data](#)
- [10.11. Cue Time Properties](#)
- [10.12. Additional Cue Properties](#)
- [10.13. Parameter Time](#)
- [10.14. Parameter Profile](#)
- [10.15. Group Submasters](#)

10.1 What Are Qlists, Cues, Scenes, and Submasters? {WhatAreQlists-Cues-Scenes-andSubmasters-10.1.}

Qlists:

- Qlists are containers that hold cues. They might metaphorically be thought of as file folders.
- Each Qlist has its own unique Cue numbering system.
- Qlists currently may contain up to 8,000 cues.
- Qlists containing Cues must be assigned to Controllers before they can be output to the stage.

Cues:

- Cues are stored containers of editor values. They might metaphorically be thought of as files or records.
- Cue may only exist within Qlists.
- Cues may be numbered from 0.001 → 999.999
- Cues cannot be stored without a Qlist destination.
- **Cues may be assigned:**
 - In Time
 - Out Time
 - Delay In Time
 - Delay Out Time
 - Text Label

Scenes:

- Scenes are essentially a QList and a Cue combined.
- Scenes may only contain a single “Look” of editor values.
- **Scenes assigned to Slider Controllers are given the default settings of:**
 - {GO + Jump Parameters}
 - {Release At Bottom}
- Scenes may only be assigned In-TIme.
- Scenes may be given Text Labels

Submasters: - A special type of Scene where stored fixtures **inhibit** their dimmer values proportionate to their assigned slider controller’s value. All other parameter values are ignored.

- Groups may directly be assigned to controllers to create Group Submasters. **Group Submasters** reference the original Groups and update automatically if the Groups are modified.

10.2 Tracking Principles

Vibe uses the **Tracking/Move Fade** philosophy common in most current lighting consoles. In tracking consoles, “Hard Values” (parameter values with stored information) track forward from cue to cue until new hard values are encountered.

If we think of cues and values as a spreadsheet, basic tracking systems have two kinds of parameter value cells:

- “Hard Value” Cells
- “Tracking Cells” get their values by “seeing above” to the original hard values. They are basically transparent and only hard values are stored for a Cue. This is more efficient.

Storing Cue information on a cell basis has other advantages:

- Each parameter cell can have its own individual time which overrides overall cue time. This allows, for example, Pan/Tilt to have a separate transition time or Color Wheels to snap to their values instead of using overall cue time.
- As Vibe’s default behaviour for parameters it **LTP** (The last action takes precedent), a cell assigned its own time will continue to run its time until either the stored time runs out or it encounters a new hard value.

Some traditional theatre consoles call “Hard Values” “Move Instructions” and cells that are in transition, “Move Fades”.

- Another advantage of tracking is that if you have values that are tracking through a number of cues, all you have to do is change the original hard values and that information will change down to the next hard value. You do not have to copy the change to each cue.

An issue with tracking is that making a modification to values in one of the cues in the tracked range will change the values in all the cues following it. To solve this problem, Vibe offers two options:

1. **Qonly**

- **{Qonly}** - Used in any case where **cue modification, cue insertion, or cue deletion** must affect “**This Cue Only**”.

- The look of the cue following any of the above operations will maintain the appearance it had before the operation. This is done by automatically copying the hard values that made up the original look (stage state) and pasting them into the cue following the modification. The downside is that there is no longer a tracking link from the original hard values even though the values match the original values.

2. Skip Track

- {Skip}** - Stores modified values as a special kind of cell that acts like a normal **Tracking Cell** until the **Skip Cell** is reached. The **Skip Cell** then behaves as if it has hard values and outputs its value to the stage. When the Qlist is advanced past a cue with the **Skip Cells**, they again behave as tracking cells, thus restoring the link to the original hard values.
- Storing a Cue modification using **Skip**, has the same apparent result as storing **Qonly**. The main difference is that with **Qonly**, the link to the original hard values is lost, and with **Skip**, the link is preserved.
- To make it easier for users to identify cues with **Skip Cells**, the parameter value with the **Skip** will be displayed in **Magenta**.

Tracking examples:

Blue = Hard Value Upward, Green = Hard Value Downward, Purple = Tracking, Red = Redundant
Hard Value

Cue	Fixture 1	Fixture 2	Fixture 3	Fixture 4	Fixture 5	Fixture 6
1	FL	FL	FL	FL	FL	FL
2	FL - Track	FL - Track	FL - Track	50	50	50
3	25	25	FL - Track	50 - Track	50 - Track	75
4	25 - Track	25 - Track	FL - Track	50 - Redundant	50 - Redundant	75 - Track

Basic Tracking

Cue	Fixture 1	Fixture 2	Fixture 3	Fixture 4	Fixture 5	Fixture 6
1	FL	FL	FL	FL	FL	FL
2 - Change	FL - Track	FL - Track	80 - Change	50	60 - Change	50
3	25	25	80 - Track	50 - Track	60 - Track	75
4	25 - Track	25 - Track	80 - Track	50 - Redundant	50	75 - Track

Cue	Fixture 1	Fixture 2	Fixture 3	Fixture 4	Fixture 5	Fixture 6
1	FL	FL	FL	FL	FL	FL
2 - Change	FL - Track	FL - Track	80 - Change	50	60 - Change	50
3	25	25	80 - Track	50 - Track	60 - Track	75
4	25 - Track	25 - Track	80 - Track	50 - Redundant	50	75 - Track

Basic Tracking Modification Without Qonly At Cue 2

Cue	Fixture 1	Fixture 2	Fixture 3	Fixture 4	Fixture 5	Fixture 6
1	FL	FL	FL	FL	FL	FL
2 - Qonly	FL - Track	FL - Track	80 - Change	50	60 - Change	50
3	25	25	FL - Hard	50 - Track	50 - Hard	75
4	25 - Track	25 - Track	FL - Track	50 - Redundant	50 - Redundant	75 - Track

Basic Tracking Modification With Qonly At Cue 2 Color

10.3 Storing Cues and Scenes Directly to Controllers

Cues and Scenes may be stored:

- Directly to the Master Controller using command line syntax.
- Directly to a specified Qlist and Cue using syntax.
- Directly to a controller.

To store the first cue directly to a controller:

- Set parameter levels in the Editor then press [STORE] [HERE] (to **any** of the buttons of a controller). The first available Qlist will be assigned to the controller and Cue 1 will be created.
- Alternately a Cue # may be specified in advance: [STORE] [CUE] [3] [HERE] (press **any** of the buttons of the destination controller).
- A Qlist # may also be specified in advance: [STORE] [QLIST] [3] [CUE] [1] [HERE] (press **any** of the buttons of the destination controller).

To append additional cues to a controller:

- Set parameter values in the Editor then press the [STORE] [HERE] (press **any** of the buttons of a controller that already has cues stored on it). A cue will be appended to the first available whole number of the Qlist

To Store a Scene to a controller:

- Set parameter levels in the Editor then press [STORE] [SCENE] [HERE] (press **any** of the buttons of the destination controller). The first available Scene # will be assigned to the controller. No Qlist will be assigned.
- Alternately a Scene # may be specified in advance. [STORE] [SCENE] [3] [HERE] (press **any** of the buttons of the destination controller).

To convert a Scene to a Qlist:

1. Press [STORE] [HERE] to an existing Scene.

2. The Store to Controller pop-up will appear. Tap {Create a new Qlist} the Scene will be assigned the first available Qlist with the Scene's look being converted to Cue 1.

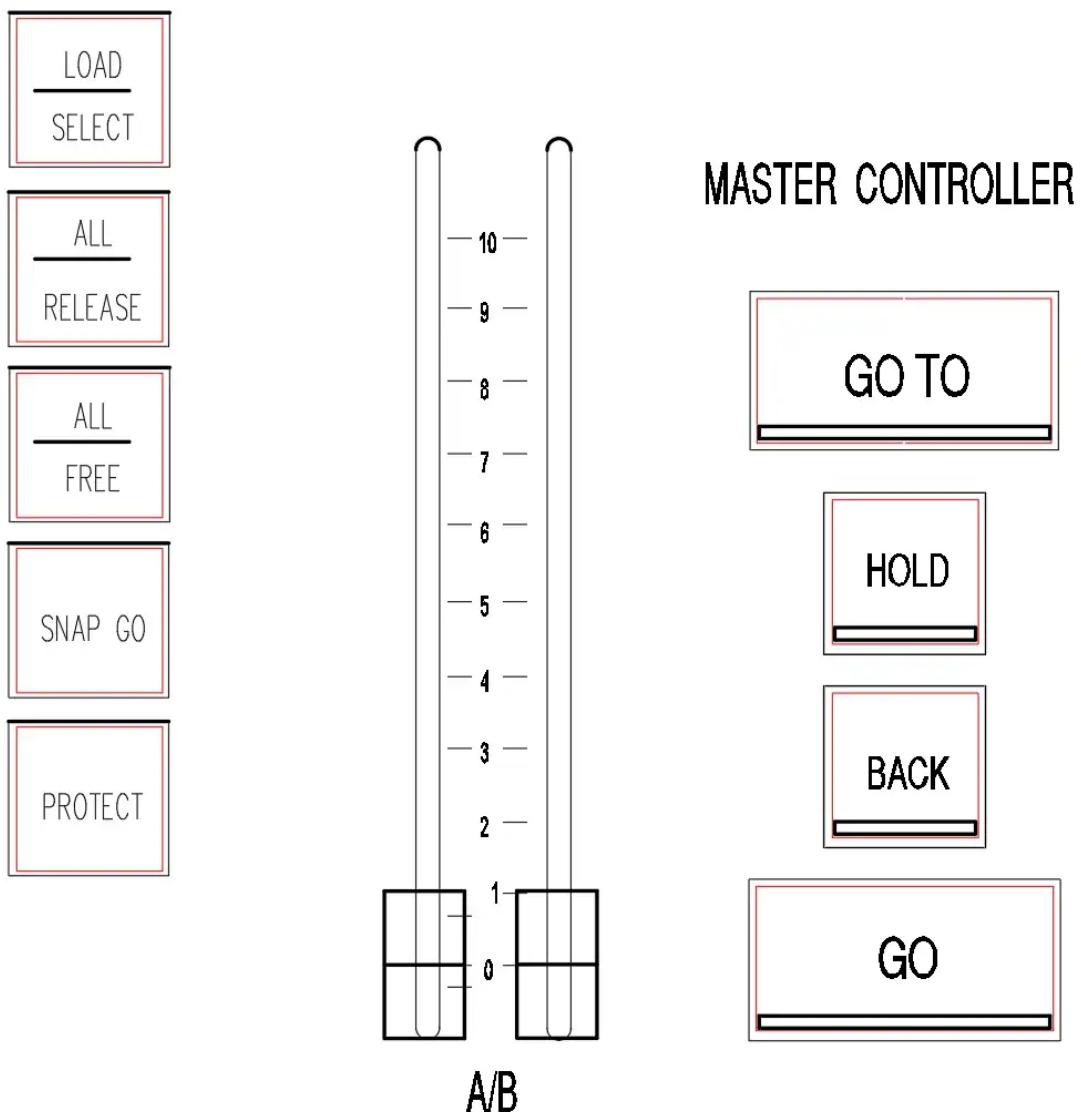


10.4 Master Controller

In Vibe, at least one controller must be assigned as the [SELECT] controller. This controller will now be linked to the Master Controller.

The Master Controller has 4 large buttons associated with it:

1. [GO] - Initiates a forward timed fade between cues in the selected Qlist.
2. [BACK] - Backs up one cue at a time using system timing properties' **Back Time**.
3. [HOLD] - Pauses the progress of a fade
4. [GOTO] - Advances to the specified cue in system timing properties' **GOTO Time**.



Associated with but not limited to the controller assigned as the [SELECT] Controller are the following 3 buttons:

1. [Load] - Preloads a controller with a specified cue # but does not advance to the cue. Pressing [GO] will advance to the preloaded cue using cue time.
2. [Release] - Releases the destination controller from affecting the stage (Turns it off).
3. [Free] - Unloads the controller.

[Load] [Release] and [Free] do not work with the big Master Controller buttons, only with any button on the controller that is associated with it as the [SELECT] controller.

By default cues that do not have a Qlist or Controller specified in their destination will be stored to the controller selected as the Master Controller.

10.5 Storing Cues to the Master Controller

A Qlist must be assigned to the [SELECT] controller before cues can be stored using theatre style keypad syntax

A Qlist does not have to contain cues to be assigned to a controller

To assign a Qlist to a controller and make it the Master Controller:

1. Press [QLIST] [#] [HERE] (press **any** of the buttons of the destination controller) - The Qlist will be assigned to the controller.
2. Press [SELECT] [HERE] (press any of the buttons of the destination controller) - The destination controller will now be the Master Controller and the [Second Button] of the “Selected” controller will turn dark blue to indicate that it is now assigned to the Master Controller. The top header of the Controller Display on the main monitor above the controller will also turn **dark blue**.

To Store a cue to the Master Controller:

1. Set Parameter levels in the Editor the press [CUE] [#] [STORE]. The cue will be added to the Master Controller’s assigned Qlist.
2. Valid Cue numbers per Qlist = 000.001 → 999.999
3. Additional cues may be stored via keypad syntax or the Direct Store method.
4. Pressing [STORE] [STORE] or [STORE] [ENTER] will store editor values to the next whole number cue at the end of a Qlist. (Next spacing can be customized in system settings).

Vibe uses the “Clear Editor After Store” behaviour common in most theatre consoles. **The Controller will by default advance to the stored cue and clear the Editor.** This behaviour may be disabled in System Settings.

10.6 Storing Qlist Cues to any Controller

The destination Qlist must be assigned to a controller in advance or after storing the first Cue, the destination Qlist will bump the current cue on the Master Controller out and replace it..

To store a Cue to a Qlist that is already assigned to a Controller: (Usually not the Master Controller)

1. Press [Qlist] [#] [HERE] to any button of the destination controller. The Qlist will be assigned to the controller
2. Set parameter levels in the Editor
3. Press [Qlist] [#] [CUE] [#] [STORE]
4. Valid Cue numbers per Qlist = 000.001 → 999.999
5. Addition cues may be stored via keypad syntax specifying the Qlist # in advance or [10.3. Storing Cues and Scenes Directly to Controllers](#)

10.7 Cue Store Options

In the process of storing a cue, a number of filters and settings are available.

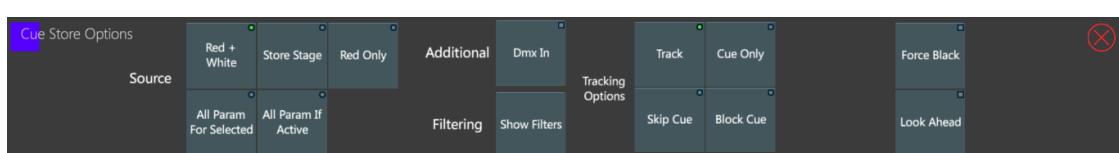
To open the Store Options pop-up, two methods are available:

- **Store cues using keypad syntax:**

1. Set values in the Editor.
2. [CUE] [#] [OPTIONS] Cue Store Options pop-up opens. Make selections and press [STORE].

- **Store directly to a Qlist on a Controller:**

1. Set Values in the Editor.
2. Press [STORE] [OPTIONS] **Cue Options** pop-up opens. Make selections and press [HERE] to any button on the destination controller.



Cue Store Options Pop-up

Options are:

- Editor as Source:
 - {Red + Grey} Editor Values in **100%** **90%** will be stored.
 - {Store Stage} All fixtures outputting ANY DMX from the console will be stored. This includes tracked values, home values and dimmer values at zero.
 - {Red Only} Only Editor values in **Red** will be stored. This can be a useful way to filter parameters.
 - {All Param For Selected} All parameters from the fixture selection will be turned red and stored in the cue.
 - {All Param If Active} All parameters of all fixtures in the editor will be stored if the dimmer parameter is greater than zero (WYSIWYG).
- Additional:
 - {DMX In} Takes a snapshot of incoming DMX and attaches it to the cue.
 - {Force Black} When it is not desirable to see values move from one cue state to another, Force Black may be used to save programming time. In a cue tagged as Force Black, the dimmer parameter is first “forced” to Black Out, parameters they move in black, then the dimmer parameter is faded up again. The total speed of a Force Black operation is relative to the overall cue time.
- Filtering:
 - {Show Filters} Opens user prebuilt filters in the pop-up.
- Source behaviour when stored:
 - {Track} Normal system behaviour
 - {Skip Cue} - Tags a cue as a skip cue in the case of inserting a new cue. In the case of updating a cue by storing to an existing cue, only the values being updated will be made into Skip cells. .
 - {Qonly} **Inserted cues will not affect the look of cues following them**
- Look Ahead: (sometimes referred to as Mark Cue) [See: 15.3. Force Black](#)
 - Unlike having to Look Ahead automatically preposition all dark parameters for all cues in a Qlist, a cue tagged in **Cue Store Options** as {Look Ahead} will preposition dark parameters for just the tagged cue.
- Force Black - See: [15.1. Look Ahead \(Move in Dark\)](#)
 - Tagged a cue as {Force Black} in Cue Store Options, is the same as setting the cue as {Force Black} in {Cue settings}.

10.8 Assigning Text Labels

Assign a Text Label to a Qlist:

- Method 1 - [QLIST] [#] [TEXT] opens the Text Entry pop-up.
- Method 2 - [QLIST [#] [SETTINGS] opens the Qlist Properties tab or Qlist popup.
- Method 3 - Press the Qlist header above a loaded Controller, The Qlist Properties pop-up opens - Enter Qlist Text in the white box.



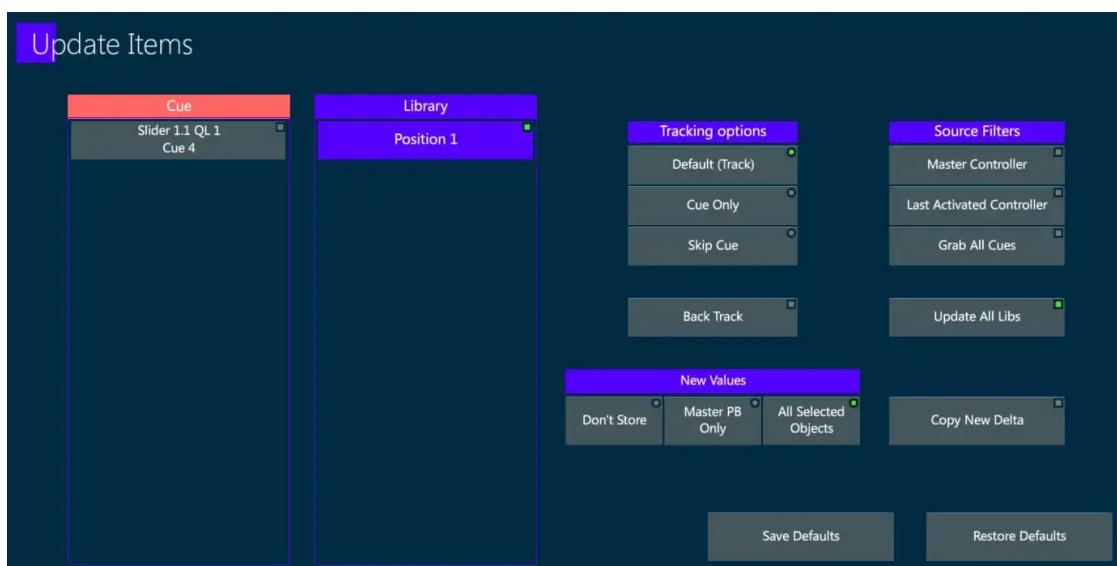
To assign a Text Label to a Cue:

- Method 1 - [QLIST] [#] [CUE] [#][TEXT] opens Text Entry pop-up.
- Method 2 - If assigned to the Master Controller, [CUE] [#] [TEXT] Opens Text Entry pop-up.
- Method 3 - [CUE] [#] [SETTINGS] opens {Cue Properties} tab of Cue Settings pop-up. Enter Qlist text in the Text Box.
- Method 4 - [TEXT] [HERE] press any button on the destination controller.
- Method 5 -
 1. Press {Cue label} area of the display above the Controller - The Cue Properties pop-up opens.
 2. Select the desired cue.
 3. Enter cue text in the text box.
 4. Optionally notes may also be entered for the selected cue.

10.9 Modifying Cues and Scenes

Modify a Cue or Scene using [UPDATE]:

1. Make a change to parameter values already outputting to the stage from an **active** cue or scene.
2. Press the [UPDATE] and the **Update pop-up** will open. Two columns will appear. The left column shows **Cues** available for updating and the right column shows **Libraries** available for updating. If affected values are not referencing a library, the Cue column will indicate the **source** cue that the modifications will be updated to.
3. If the Editor parameter values are **new** to all active cues, destination cue. Will be dependent on the **New Values** setting:
 - If {All Selected Objects} is selected, a list of all possible active cues will appear in the Cue column.
 - If {Master PB Only} (controller) is selected, new values will be only be updated to the Qlist assigned as Master Controller.
 - If {Don't Store} is selected, no new parameter values will be updated.
4. Selected cues may be freely deselected in the Update pop-up.
5. Set **Tracking Options** as required.
6. Set **Source Filters** as required.
7. Press  or press [ENTER] to close the pop-up and complete the Update.



UPDATE Source Filters:

- {Master Controller} - Updates will only be made to the active cue on the controller assigned to the Master Controller.
- {Last Activated Controller} - Updates will be made to the last controller that asserted priority.
- {Grab All} - All Active Controllers will be shown in a list and the user must select the destination of the updates.

UPDATE Tracking Options:

- {Default (Track)} - Changes will track forward to the next cue if it does not have a hard value.
- {Cue Only} - Changes will be made to “This Cue Only” preserving the look of the next cue (Hard values will be added to next cue).
- {Skip Cue} - Changes will be made to the current cue but the changes will be “skipped over” preserving the link to the original hard values.
- {Back Track} - Updates the changes to the **original** hard value that made the stage look.

Update directly to a Controller:

1. Make a change to parameter value outputting to the stage.
2. Press [UPDATE] - The Update pop-up will open.
3. Make option changes if needed.
4. Press [HERE] to any button on a destination Controller - the Editor values will be updated into the active cue on the destination Controller.

Update values to a cue or range of cues using keypad syntax:

1. Make a change to parameter value outputting to the stage.
2. Type [Qlist] [#] (if destination cue/cues are not on the Master Controller) [CUE] [+ → -] [CUE] [#] [UPDATE] - Modifications will now be updated to the destination cue selection.

Cues may alternately be modified using the universal syntax below:

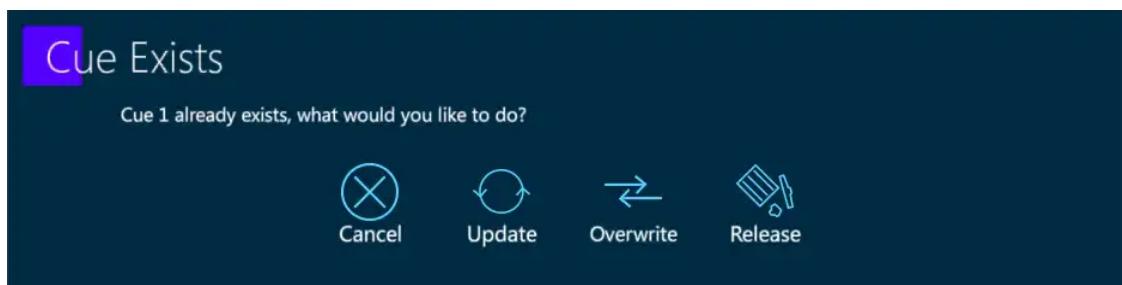
Modify cues using EDIT:

1. [QLIST] [#] [CUE] [#] [EDIT] - Cue values will be placed in the Editor and the [UPDATE] key will flash red.
2. Modify the parameters in the Editor as required.
3. Press [UPDATE] to complete the edit and restore control to the source controller.

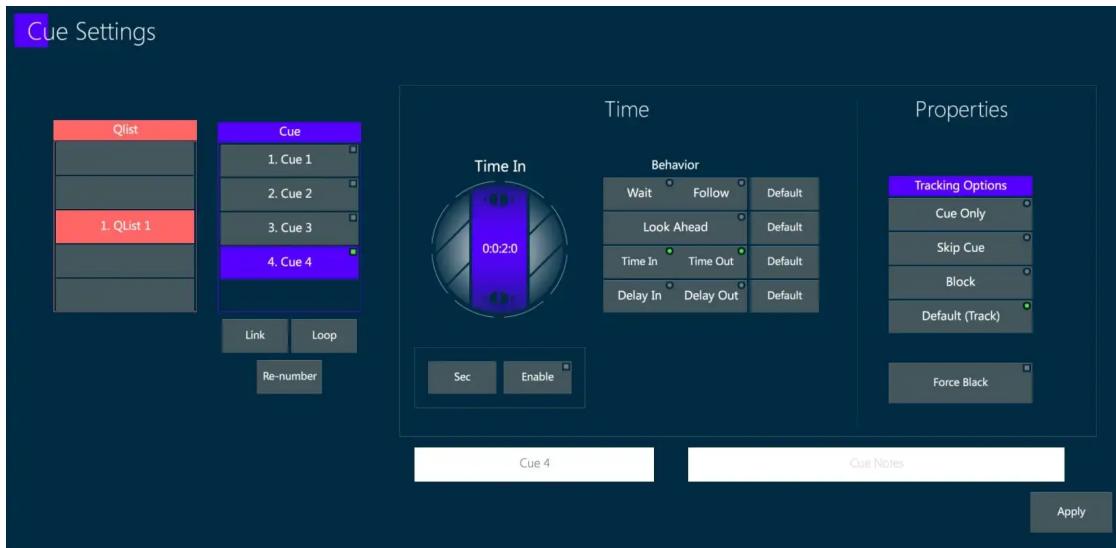
This method may be used in [BLIND] and unlike live, fixtures may be released from the source cue. Effects may also be edited

Modifying cues using {Overwrite}, {Update}, or {Release} keys - (Traditional method common to most consoles)

1. Make a change to parameter value outputting to the stage.
2. Press [QLIST] (in not not on the Master Controller) [CUE] [#] [STORE].
3. If the cue exists, the Cue Exists pop-up will appear with options for {Cancel, Update, Overwrite, Release}.
 - Tap {Overwrite} to replace all fixtures with those in the Editor.
 - Tap {Update} to merge the Editor into the selected cue.
 - Tap {Release} to remove the selected fixtures from the cue.



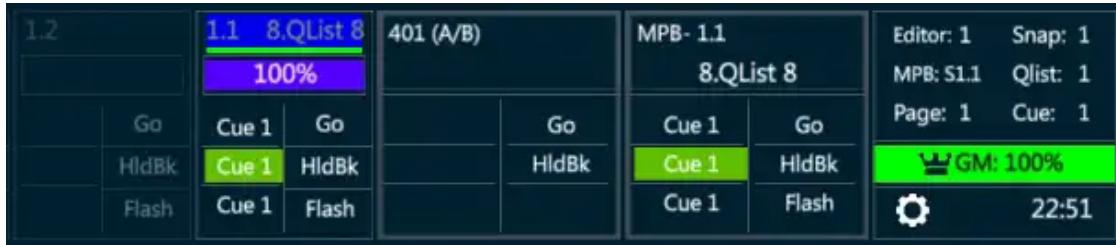
Cue Exists pop-up



Cue Settings pop-up

Cue Settings for Text Label, Cue Time, Cue Linking and Looping, Cue Re-numbering and Cue Tracking options may be changed at any time after they are created using the Cue Settings pop-up:

- Press [CUE] [#] [SETTINGS] - The Cue Settings pop-up will appear.
- Alternately tapping the {Cue # } area of the source Controllers' display, will open the Cue Settings pop-Up.



Controller Display (Sliders, A/B, Master Controller (MPB), System Settings)

To Delete a Cue:

- [Qlist] [#] (Optional if [SELECT] controller) [CUE [#] [DELETE]]

10.10 Creating New Cues from Existing Cue Data

To Copy a Cue to a new Cue:

1. [CUE] [#] [COPY]

2. The **Copy Cue** Pop-up will open
3. Three Options are available:
 - {Actual Cue} - Copies cue properties as well as stored parameter values
 - {State} - Copies all of the hard values and tracked values that make up the source cue's "End State" (Stage look)
 - {Values Only} - Copies only the hard values that are stored in the source cue
4. [CUE] [#] [PASTE] - The **Cue Only** Pop-up will open
5. Three Options are available::
 - {Paste} {Cue Only}
 - {Paste} {Skip}
 - {OK}
 - {Cancel}
6. Choose an option and the operation will be completed

To create a new cue using values from an existing cue, use one of the following two menu commands:

- [CUE] [#] {LOAD} - Loads the cue's **actual** hard values into the Editor. Tracked values are ignored. **Or**
- [CUE] [#] {LOAD STATE} - Loads the cue's hard values **and** current **tracked** values (Stage State) into the Editor.
- Continue modifications and store as a new cue.

10.11 Cue Time Properties

Cue Time Properties:

- [10.11.1. Assigning Cue Time](#)
- [10.11.2. Wait and Follow Times](#)

10.11.1 Assigning Cue Time

Cues may be assigned the following time properties:

- Time
- Time In
- Time Out
- Delay In
- Delay Out
- Follow Time
- Wait Time



Time Pop-up

Assign a simple in/out time to the current cue:

1. Press [CUE] [#]

2. Press [TIME], the Time pop-up will appear
3. Enter a value with the keypad. The default unit of time will be seconds.
4. Press [ENTER] or  to exit the pop-up and assign the cue time.

Assign a separate {Time In} {Time Out}, and/or {Delay In} {Delay Out} times to the current cue:

1. Press [CUE] [#]
2. Press [TIME], the Time pop-up will appear.
3. Press [TIME] again and the display will advance to {Time In}.
4. Press [TIME] again and the display will advance to {Time Out}.
5. Press [TIME] again and the display will advance to {Delay}.
6. Press [TIME] again and the display will advance to {Delay In}.
7. Press [TIME] again and the display will advance to {Delay Out}.

Alternately times can be randomly entering by tapping the desired time field and making a keypad entry or turning the virtual wheel.

When typing any time value, the time indicator of the virtual wheel will turn green for approximately 4 seconds. While it is **green** time values may be entered in the format of: **Hour.Minute.Second.Millisecond**

If the {Enable} key is pressed, the user may manually toggle between time units using the {Units} key to the left of it.

Out times only apply to dimmer parameters.

10.11.2 Wait and Follow Times

There are two ways to make a cue automatically follow another:

1. Wait Time - Starts counting down from the [GO] press before the next cue is executed.
2. Follow Time - Advances to the next cue upon completion of the cue time and all of its individual parameter times.

Set a Wait Time:

1. Select the cue you want the Wait to be executed from.
2. Press [TIME] - the Time Pop-up will appear.
3. Tap {Wait} and either type in the Wait Time or use the virtual time wheel to set the Wait Time.

To clear a Wait Time, turn the physical Wait Wheel until its display and the {Wait} display say N/A , Press [ENTER]

Set a Follow Time:

1. Select the cue you want the Follow from.
2. Press [TIME] - the Time pop-up will appear.
3. Tap {Follow} and either type in the Follow Time or use the virtual time wheel to set the Follow Time.

To clear a Follow, turn the physical Follow Wheel until its display and the {Follow} display say N/A Press [ENTER]

10.12 Additional Cue Properties

Additional Cue Properties:

- [10.12.1. Link](#)
- [10.12.2. Loop](#)
- [10.12.3. Tracking Options](#)

10.12.1 Link

Cues may be linked out of sequence using any of the following three methods:

Using keypad and Toolbar:

1. Source [CUE] [#] {LINK} on the Editor Toolbar - The Link pop-up will appear.
2. Type link destination [#] (Do not press [CUE]).

3. Press Enter or  to complete the operation.

Using Cue Setting pop-Up:

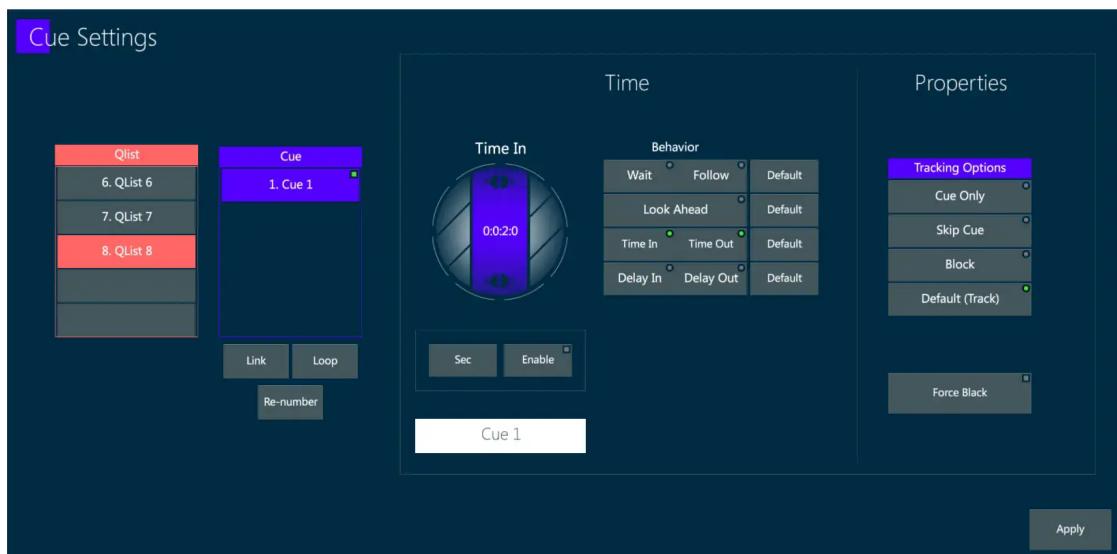
1. Source [CUE] [#] [SETTINGS] - Cue Settings pop-up will open.

2. Tap {Link} - The Link pop-up will appear.

3. Type, scroll or drag to the desired destination cue.

4. Press Enter or  to complete the operation.

5. Press Enter or  again to close the Settings pop-up.



Direct using the cue sheet:

1. Tap in the Link field of the source cue in the **Live Master Controller Cue Sheet**

2. The Link pop-up will appear.

3. Type, scroll or drag to the desired destination cue.

4. Press Enter or  again to close the Settings pop-up.

To remove a Link:

1. Select the source cue and open the Link pop-up by any of the above methods.

2. If the proper source cue has been selected, the {Unlink} key will appear.

3. Tap {Unlink} key to remove the Link.

Alternate method:

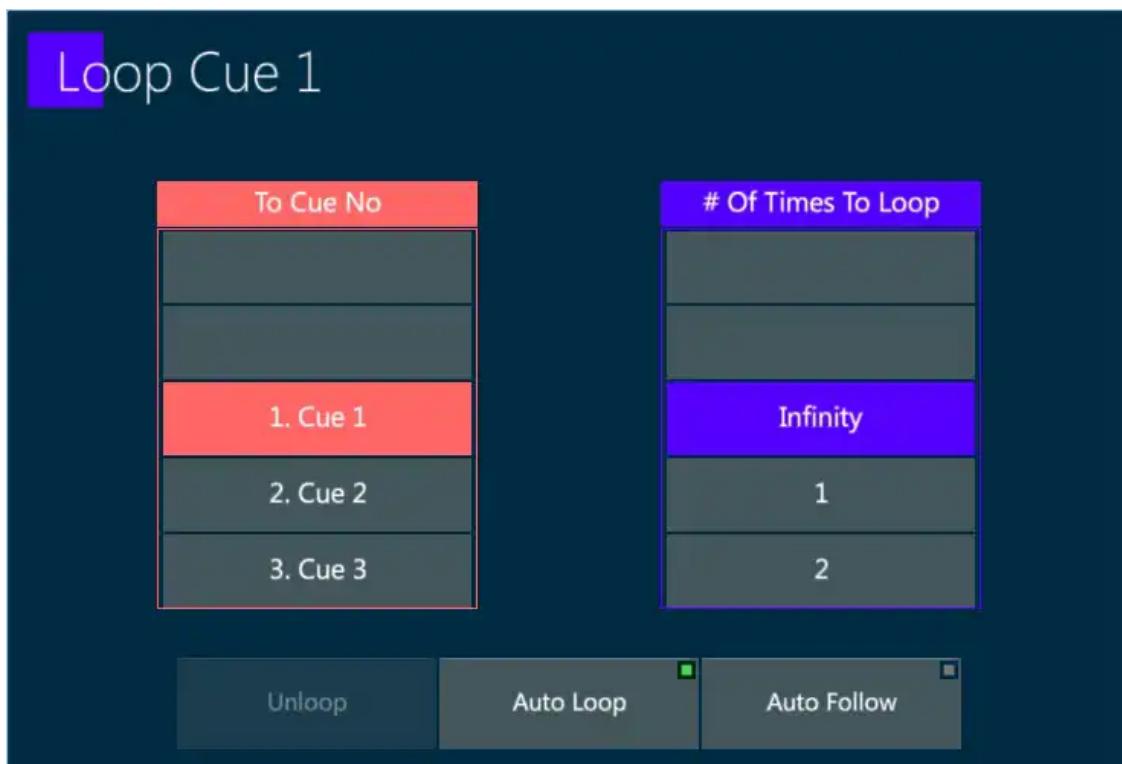
1. Select the source [CUE] [#] and tap {Link} on the Editor Toolbar, the Link pop-up will appear.

2. Press [RELEASE] to remove the link.

If the source cue is forgotten, check the **Link #** field in the Live Master Controller Cue Sheet.

10.12.2 Loop

In many consoles, the only way to create a loop is to create a link from the end of a range of cues back to the beginning. Follow time must then be assigned to all of the cues. In Vibe this is also possible but a shorter more efficient method is also provided. **LOOP** is a function similar to **LINK**. It is assigned in the Loop pop-up or via the Cue Settings pop-up.



Loop Pop-up

To assign a Loop:

Using keypad and Editor Toolbar:

1. Start [CUE] [#] tap {LOOP} on the Editor Toolbar - The Loop pop-up will appear.
2. Type end [#] or use {To Cue No} field list to select the end cue.
3. Press Enter or  to complete the operation.

Using Cue Setting Pop-Up:

1. Start [CUE] [#] [SETTINGS] - Cue Settings pop-up will open.
2. Tap {Loop} - Loop pop-up will appear.
3. Type end Cue [3] or scroll the value picker to the desired end cue [#].
4. Press Enter or  to complete the operation.
5. Press Enter or  again to close the Settings pop-up.

Direct via the cue sheet:

1. Tap in the Loop # field of the start cue in the Live Master Controller Cue Sheet - The Loop pop-up will appear.
2. Type, scroll or drag to the desired end cue.
3. Press Enter or  to complete the operation.

To assign a Loop Count - A Loop Count may be assigned using any of the above methods to open the Loop pop-up.

1. Make sure {Auto Loop} is selected.
2. Under the {# Of Time To Loop} field, Type loop count number, or scroll the value picker to the desired loop count number.
3. Press Enter or  to complete the operation.

To enable {Auto Follow} - Auto Follow loops advance to the cue following the loop, after completion of the loop count.

- Toggle {Auto Follow} - On/Off as required.

To set a Loop as Manual Loop (Does not advance automatically)

- Toggle {Auto Loop} - Off

To remove a Loop: (Qlist must be released first)

1. Select the start cue and open the Loop pop-up by any of the above methods.
2. If the proper start cue has been selected, the {Unloop} key will appear.
3. Tap the {Unloop} key to remove the Link.
4. Press Enter or  to complete the operation.

Alternate method: (Qlist must be released first)

- Select the start {CUE} [#] and tap {LOOP} on the Editor Toolbar - The Loop pop-up will appear.
- Press [RELEASE] to remove the loop.

10.12.3 Tracking Options

Individual cues may be tagged with one of four Tracking Options:

1. Cue Only - Removes tracked values from asserting to the stage and sets them at home values (Not to be confused with Cue Only when used with {UPDATE} which works a cell basis).
2. Skip Cue - All cells in the cue will behave like Skip Cells. Values will still “skip around” a Skip Cue, even if the values in the Skip Cue are modified.
3. Block Cue - All cue parameter values whether tracked or hard will be made to act like hard values. Any new values added to cues above the Blocked cue will not track past a cue tagged a Block.
4. Track - The systems default behaviour.

There are two additional properties a cue can be tagged with:

1. Force Black - When it is not desirable to see values move from one cue state to another, Force Black may be used to save programming time. In a cue tagged as Force Black, the dimmer parameter is first “forced” to Black Out, parameters then move in black, then the dimmer parameter is faded up again. The total speed of a Force Black operation is relative to the overall cue time.
2. Look Ahead cue - When Look Ahead is disabled for a Qlist, Individual cues with dark values may be tagged to perform Look Ahead pre-positioning.

10.13 Parameter Time

Parameter Time:

- [10.13.1. Assign Parameter Time During Cue Creation](#)
- [10.13.2. Adding or Modifying Parameter Time after Cue Creation](#)
- [10.13.3. Fanning Parameter Time](#)

10.13.1 Assign Parameter Time During Cue Creation

1. Set fixture parameter values in the Editor.
2. Select the fixtures requiring Parameter Time.
3. Press [TIME] - The Parameter Time pop-up will appear.
4. Toggle on/off the parameters requiring Parameter Time
 - Parameter view may be filtered by banks.
 - Fixtures may be selected and deselected freely in the pop-up.
 - Toggling the parameter header will select/deselect all fixtures.
5. Set the parameter time for the selected fixtures directly using the keypad, or by using the virtual or physical time wheels.
6. Press [Enter] or tap  to close the pop-up.
7. Selected fixtures will now show a clock icon in the Live Display.

8. Store the Cue using any of the methods described under:

- [10.3. Storing Cues and Scenes Directly to Controllers](#)
- [10.5. Storing Cues to the Master Controller](#)
- [10.6. Storing Qlist Cues to any Controller](#)



Parameter Time pop-up

10.13.2 Adding or Modifying Parameter Time after Cue Creation

Method 1:

1. Select fixtures that are active on the stage - Specific parameters may be selected before pressing [TIME].
2. Press [TIME] - The Time pop-up will open.
3. Toggle on/of the parameters that require Parameter Time.
 - Parameter view may be filtered by banks.
 - Fixtures may be selected and detected freely in the pop-up.
 - Toggling the parameter header will select reselect all fixtures.
4. Set the parameter time for the selected fixtures directly using the keypad, or by using the virtual or physical time wheels.
5. Press [Enter] or tap to close the pop-up.

6. Selected fixtures will now show a clock icon in the Live Display.

7. Press [UPDATE].

See Also: [10.9. Modifying Cues and Scenes](#)

Method 2:

1. Press [CUE] [#] [EDIT] - Update will flash red and the cue will be placed in the Editor.
2. Select the fixtures that need parameter time editing.
3. Press [TIME] - The Time pop-up will open.
4. Toggle on/of the parameters that require Parameter Time.
 - Parameter view may be filtered by banks.
 - Fixtures may be selected and detected freely in the pop-up.
 - Toggling the parameter header will select reselect all fixtures.
5. Set the parameter time for the selected fixtures directly using the keypad, or by using the virtual or physical time wheels.
6. Press the [UPDATE] again to complete the modification. The Update light will stop flashing.

Remove a parameter time:

1. Press [CUE] [#] [EDIT] - Update will flash red and the cue will be placed in the Editor.
2. Select the fixtures to release time from - Specific parameters may be selected before pressing [TIME].
3. Press [TIME] - The Time pop-up opens.
4. If they were not already selected, toggle on/of the parameters that require Parameter Time to be released.
 - Parameter view may be filtered by banks.
 - Fixtures may be selected and detected freely in the pop-up.

- Toggling the parameter header will select reselect fixtures.
5. Press either the {Release} key over the Time-In wheel or the {Release} over the Delay-In wheel.
 6. Press the [UPDATE] again to complete the modification. The Update light will stop flashing and the parameters will be released back to cue time.

10.13.3 Fanning Parameter Time

Method 1:

1. Select fixtures that are active on the stage - Specific parameters may be selected before pressing [TIME].
2. Press [TIME] - The Time pop-up will open.
3. Toggle on/of the parameters that require parameter or delay time.
 - Parameter view may be filtered by banks.
 - Fixtures may be selected and detected freely in the pop-up.
 - Toggling the parameter header will select reselect all fixtures.
4. Tap the Time-In or Delay-In virtual wheel.
5. Tap {Fan}.
6. Toggle the desired fan direction key.
7. Rotate the appropriate virtual wheel to fan the In-Time or Delay-Time.
8. Press [Enter] or tap  to close the Parameter Time pop-up.
9. Press [UPDATE] - Check that the correct cue is selected.
10. Press [Enter] or tap  to close the Update pop-up.

The above sequence will also work with [CUE] [#] [EDIT] but step 10 is redundant.

Method 2:

1. Select fixtures that are active on the stage - Specific parameters may be selected before pressing [TIME].
2. Press [TIME] - The Time pop-up will open.
3. Toggle on/of the parameters that require parameter or delay time.
 - Parameter view may be filtered by banks.
 - Fixtures may be selected and detected freely in the pop-up.
 - Toggling the parameter header will select reselect all fixtures.
4. Tap the Time-In or Delay-In virtual wheel.
5. Type a time or delay range. E.g. to evenly fan delay-in time for tilt in a selection of 8 fixtures, Tap {Delay-In} wheel and then 0 → 8 seconds on the keypad.
6. Press [Enter] or tap  to close the Parameter Time pop-up.
7. Press [UPDATE] - Check that the correct cue is selected.
8. Press [Enter] or tap  to close the Update pop-up.

The above sequence will also work with [CUE] [#] [EDIT] but step 8 is redundant.

Remove a fanned parameter time:

See: [10.13.2. Adding or Modifying Parameter Time after Cue Creation](#)

Cell Time Fan

The following command combination enables a cell time fan without the need to touch the screen and set the time with the wheel.

To Set Fan Cell Time:

1. Select Fixtures
2. Give values to a parameter
3. Press Time

4. Popup opens

5. Press #→# and *ENTER* The first number is the base for the fan and the second number is the end value of the fan. In the picture below there is a fan between 2 and 6 seconds.

Fixtures FIXTURE 11->20						
Fixture #	↔ Pan	↑ Tilt	MovementSpeed	X VX	Y VY	Z VZ
Fixture 11 Time In		00:00:02.00				
Fixture 11 Delay In						
Fixture 12 Time In		00:00:02.44				
Fixture 12 Delay In						
Fixture 13 Time In		00:00:02.88				
Fixture 13 Delay In						
Fixture 14 Time In		00:00:03.33				
Fixture 14 Delay In						
Fixture 15 Time In		00:00:03.77				
Fixture 15 Delay In						
Fixture 16 Time In		00:00:04.22				
Fixture 16 Delay In						
Fixture 17 Time In		00:00:04.66				
Fixture 17 Delay In						
Fixture 18 Time In		00:00:05.11				
Fixture 18 Delay In						
Fixture 19 Time In		00:00:05.55				
Fixture 19 Delay In						

10.14 Parameter Profile

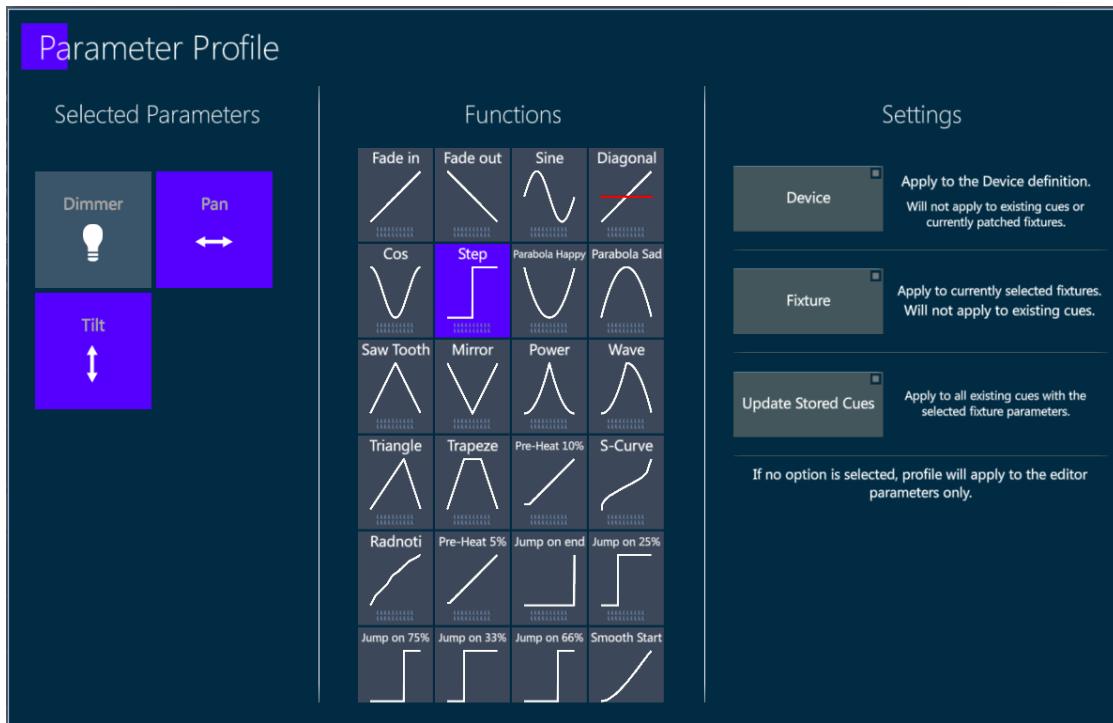
Profile determine a parameter's behavior during a fade. Profiles are always relative to the fade time. Profile options are available in a popup that is triggered from a button on the toolbar named Profile. This button is valid once there is a valid parameter selection.

Profile examples:

- Linear (default) – on go, the parameter fades in cue time to its new level
- Jump on Start (One) – on go, the parameter jumps to its level
- Jump on End – when the fade is complete, the parameter jumps to its new level
- Jump on 50% (Step) – when the fade reaches 50% of the cue time, the

parameter jumps to its new level Any function from the system functions can be applied as a profile.

To Set a Parameter Profile 1. Select fixtures 2. Select parameter(s) 3. On the Editor Toolbar tap Profile 4. Popup opens



Popup Options

On the left side, there is a list of active parameters in the editor. Colored are the parameters that the settings will be applied to. User can switch a parameter on or off.

In the middle, there is a list of functions. User may select the desired function as the profile for the parameters.

On the right side, there are options that can be changed and explained in the table below.

User may apply the popup with nothing selected on the options or with all the options active.

Option	Description
Default	Will set the function to the desired parameter(s) on the current editor. Next store/update will consider this change and set the parameter back to its default.
Device	Will set the function to the desired parameter(s) on the show device definition. It will be shown on new fixtures created from this device type. It will not affect already created fixtures.
Fixture	Will set the function to the desired parameter(s) of the currently selected fixtures. From this point and on, these fixture parameters will have this function set unless user changes it.
Update Stored Cues	Will set the function to the desired parameter(s) of the currently selected fixtures on all stored cues of the system. It will not affect the device or fixture definition.

10.15 Group Submasters

Group Submasters:

- [10.15.1. Convert a Scene into a Group Submaster](#)
- [10.15.2. Assign a Group Submater directly to a Slider Controller](#)
- [10.15.3. Assign a Group Submaster using existing Groups](#)

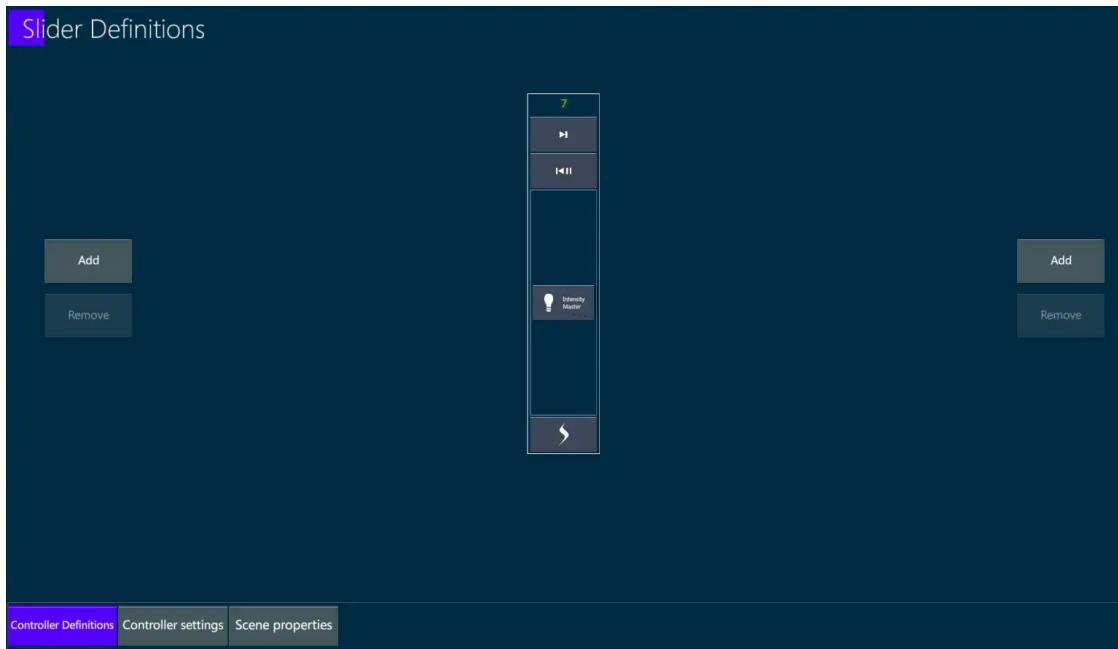
10.15.1 Convert a Scene into a Group Submaster

Any Scene can be easily converted into a Group **Submaster** (Known in some consoles as Inhibitive Submasters or Group Masters).

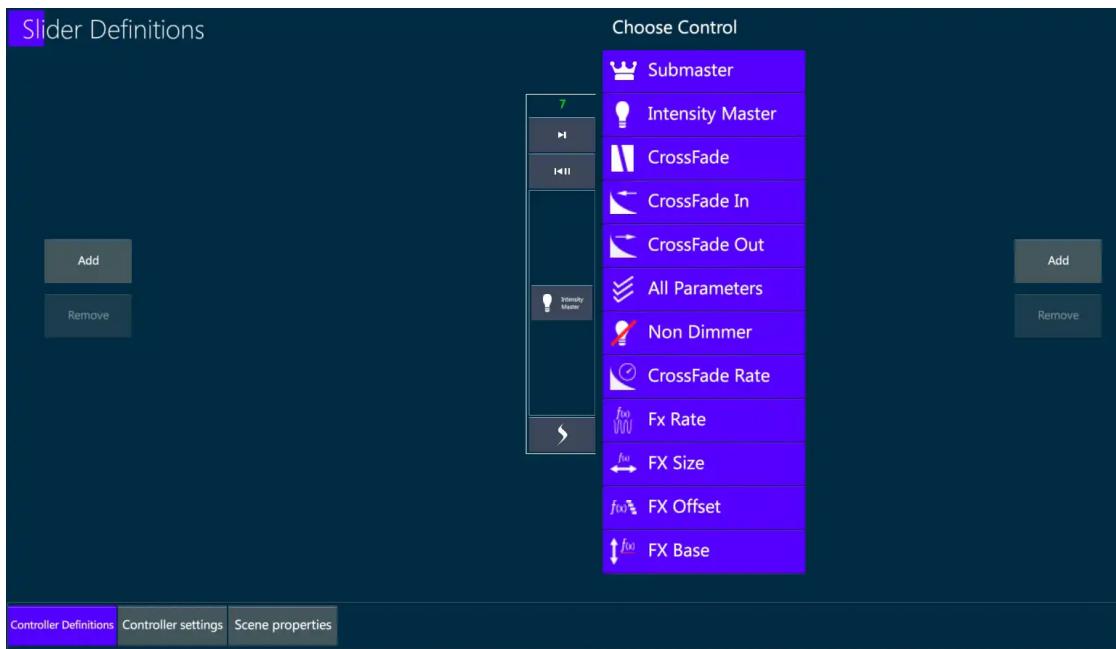
1. Press [SETTINGS] [HERE] to any button of a controller that has a Scene assigned to it.

Alternatively, tap any of the controller {function labels} on the controller display on the main monitor above the Scene Slider.

2. The **Slider Definitions** pop-up will appear with the {Controller Definitions} tab selected.



3. Tap the middle {Button label}. By default, it should say {Intensity Master}. The **Choose Control** drop-down menu will appear.
4. Select the {Submaster} option with the Crown in front of it.
5. The middle button mimic should now say {Submaster}.
6. Close the pop-up by pressing [Enter] or tap .
All fixtures in the Scene will now act as Group Submasters. Scene fixture values will be ignored.



10.15.2 Assign a Group Submaster directly to a Slider Controller

1. Specify a fixture selection but **do not** assign editor values.
2. Press [STORE] [SCENE] [HERE] to any button of the destination controller. [Fixture] [1] → [6] [STORE] [SCENE] press the [TOP Buton] of Fader Controller # 1
3. The [Top Controller Button] will now turn **light blue** to indicate that it is now a Group Submaster.

When the slider handle is down, the [Top Button] will flash to indicate that levels are being inhibited. When it is at full, the button's blue backlight will go steady.

10.15.3 Assign a Group Submaster using existing Groups

Assign a Group to a Slider Controller using keypad syntax:

1. Press [GROUP] [#] [HERE] - To any button of the destination slider controller.
2. The top controller button will turn light blue to indicate that it is now a Group Submaster.

Assign a Group to a Slider Controller using Group softkeys:

1. Press a {GROUP} softkey.
2. Press [HERE] to any button of the destination slider controller.
3. The [Top Controller Button] will now turn light blue to indicate that it is now a Group Submaster.

When the slider handle is down, the [Top Button] will flash to indicate that levels are being inhibited. When it is at full, the button's blue back light will go steady.

11 Filters

This chapter deals with filtering Editor parameters when storing objects and setting Bank Library default filters.

The following is covered in this chapter:

- [11.1. On the Fly Filters](#)
- [11.2. General Filters Tab](#)
- [11.3 Library Defaults Tab](#)

11.1 On the Fly Filters

11.1. On the Fly Filters

On the Fly Filters are used to filter editor parameters when storing cues and scenes.



Green indicates parameters that will be included in the cue or scene.

Store a cue or scene using On The Fly Filters:

1. Set or load values into the Editor. CUE] [#] [EDIT] is also valid.
2. Press [FILTERS](#) key.
3. The On The Fly Filter pop-up will open.

4. De-select banks and parameters that need to be filtered from the cue.
5. Press [ENTER] or  to apply the filter and close the pop-up.
6. Store cue or scene. Deselected banks and parameters will not be included.

Options:

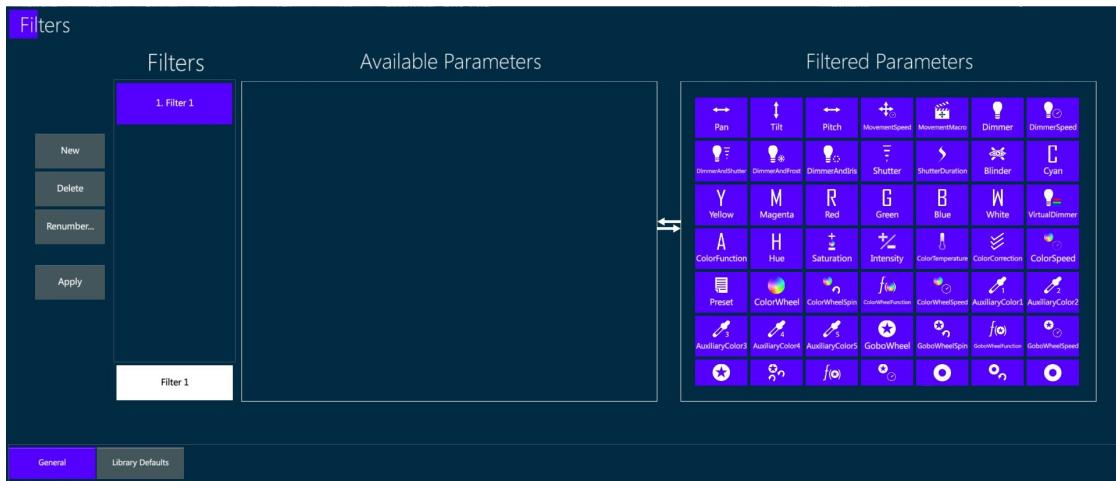
- {Select All} - Selects all banks and parameters
- {Deselect All} - Deselects all banks and parameters
- {Save as Default} - To be removed
- {Keep Filter till Reset} - Not implemented.
- {Save Filter and Apply} - Not yet implemented.

11.2 General Filters Tab

Filters may be created “blind” without a fixture and parameter selection. They may be “Include” or “Exclude” depending on how the filters are created. Filters are automatically saved in the **Filters Library**.

Create “Include” Filter - Only the parameters in the **Filtered Parameters** box will be in the cue:

1. Press [VIBE]+[FILTERS](#) to open the Filters pop-up.
2. Make sure the **General Tab** in the lower left corner of the pop-up is selected.
3. Press {New} - A new filter will be created with the name {1. Filter 1}.
4. Accept the name or type a new name in the white data entry box at the bottom of the Filter’s column.
5. Tap the parameters you want to be in the “include” filter - The parameter will move from the Available Parameters box to the Filtered Parameters box.
6. Press the {Apply} softkey to apply the filter and stay in the pop-up or press [ENTER] or  to apply the filter and close the pop-up.



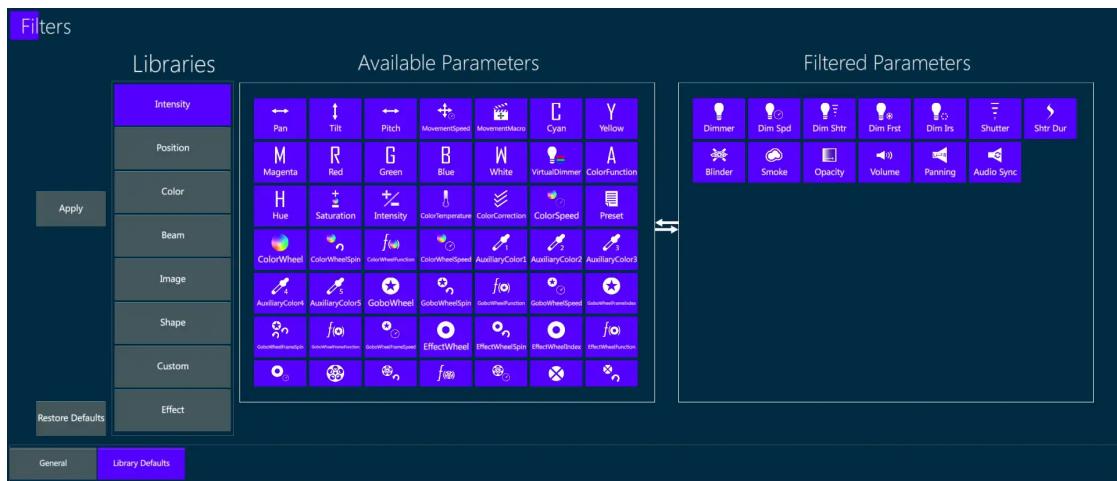
Create “Exclude” Filter - Only the parameters in the Available Parameters box will be used - The result is similar to On The Fly Filters.

1. Press [VIBE] + FILTERS to open the Blind Filters pop-up.
2. Make sure the **General Tab** in the lower left corner of the pop-up is selected.
3. Press {New} - A new filter will be created with the name {1.Filter 1}.
4. Accept the name or type a new name in the white data entry box at the bottom of the Filter's column.
5. Tap all of the parameters **except** the ones you want to be excluded from recording to move them to the **Filtered Parameters box** - This is the inverse of “Include Filters”.
6. Press the {Apply} softkey to apply the filter and stay in the pop-up or press [ENTER] or to apply the filter and close the pop-up.



11.3 Library Defaults Tab

When storing Bank Libraries, filters are used to exclude parameters from unrelated banks. The Library filter defaults are set under the **Filters** pop-up, **Library Defaults** tab.



Change Library Filter Defaults:

1. Press [VIBE]+[FILTERS](#) to open the Filters pop-up.
2. Make sure the **Library Defaults** tab in the lower left corner of the pop-up is selected.
3. Tap the {Library Bank} to be edited.
4. Tap a parameter in the **Available Parameters** box to move it to the **Filtered Parameters** box.
5. Press the {Apply} softkey to apply the filter and stay in the pop-up or press [ENTER] or to apply the filter and close the pop-up.

Restore Defaults: - Taping {Restore Defaults} will reset Bank Libraries to their system defaults.

12 Libraries

This chapter deals with creating and editing Libraries.

The following is covered in this chapter:

- [12.1. What are Libraries](#)
- [12.2. Store and Modify Bank Libraries](#)
- [12.3. Object Libraries](#)

12.1 What are Libraries

Vibe has two types of Libraries, Bank Libraries and Object Libraries:

1. Bank Libraries - Store commonly used parameter values for Intensity, Position, Color, Beam, Image, Shapers, and Video content. They correspond to the parameter banks. Libraries are essentially filtered cues that are referenced by recorded objects such as Scenes and Cues. There are also two special bank libraries, Custom, and Effects.
 - Custom libraries are unfiltered and record whatever parameters are in the Editor. The system [FILTERS](#) key function or user defined Filter object libraries may be used to limit which parameters are stored in Custom libraries.
 - Effect libraries store effects parameters from the Editor so that they do not have to be manually rebuilt every time they are required.
2. Object Libraries - Pools of system object types.
 - Common Object Libraries are:
 - Group
 - Qlist

- Scenes – Single non-Qliet “Looks”(Submasters on some consoles)
- Snaps – Snapshot controller states. Sometimes referred to as Snap Shots
- Filters – Pool of user defined filters
- Macro

Scenes are like Submasters or Group Masters on other consoles. They may be set as additive or subtractive.

12.2 Store and Modify Bank Libraries

12.2. Store and Modify Bank Libraries

Compulite Libraries are similar to Presets or Palettes on other consoles.

Automatic Parameter Grouping:

- Vibe uses the concept of “Auto Parameter Grouping” parameters when storing libraries. All parameters in Position, Color, and Shaper parameter banks will always be recorded into a library to guarantee that what was viewed on the stage is the same as what is recorded in the library.
- Filters may be applied to modify what is stored in a Library.

Libraries can be assigned one of six behaviours:

1. **Fixture Specific** – Values only applied only to specific stored fixtures.
2. **Parameter Specific** – Values will be applied to all matching parameter types.
3. **Pattern** – Values will be applied to all matching parameter types and will keep the pattern of the values.

4. **Device + Fixture** – the first fixture will be used as a reference for all other similar fixture types. If values are changed for specific fixtures they will be stored in the library as if they were fixture specific. If a fixture other than the first fixture is released from the library, its values will again be referenced from the first fixture. If the first fixture is released, the next fixture will become the reference.
5. **Device and Parameter** – Values will be applied to fixtures of the same device type and the same parameter type.
6. **Device and pattern** – Values will be applied to fixtures of the same device type and keep the pattern of values.

Library Bank SKs have default filters and behaviours based on the way they are commonly used.

Store directly to a Bank SK Library:

1. [Fixture] [#] [+ → -] Select parameter {Bank} on Smart Screen.
2. Use keypad, Smart Screen pickers, and/or adjust parameter wheels, to set values.
3. Press [STORE] - The Library {Store Options} tab will appear on top right corner of SKs.
4. Use the Library {Store Options} pop-up at the bottom on the Smart Screen to make option changes.
5. Tap destination Library SK.

If no option changes are required just directly tap the appropriate Library SK without tapping the Library {Store Options}.

Store a Library using keypad syntax:

1. Press [Fixture] [#] [+ → -] - Select parameter {Bank } on Smart Screen.
2. Use Smart Screen pickers, and/or adjust parameter wheels, or type value to set values.
3. Press [LIBRARY] - Library {Store Options} pop-up will open at the bottom of the Smart Screen and {Banks} will appear on the Editor Toolbar.



4. Tap a parameter {Bank} key on the Editor Toolbar.



5. Enter the destination library number via the keypad.

6. Make {Library Store Options} changes as required.

7. Press [STORE] to complete the sequence.

A shortcut for Bank selection is to specify a number directly after pressing [LIBRARY] key:

1 = Intensity bank

2 = Position bank

3 = Color bank

4 = Beam bank

5 = Image

6 = Shape

7 = Custom

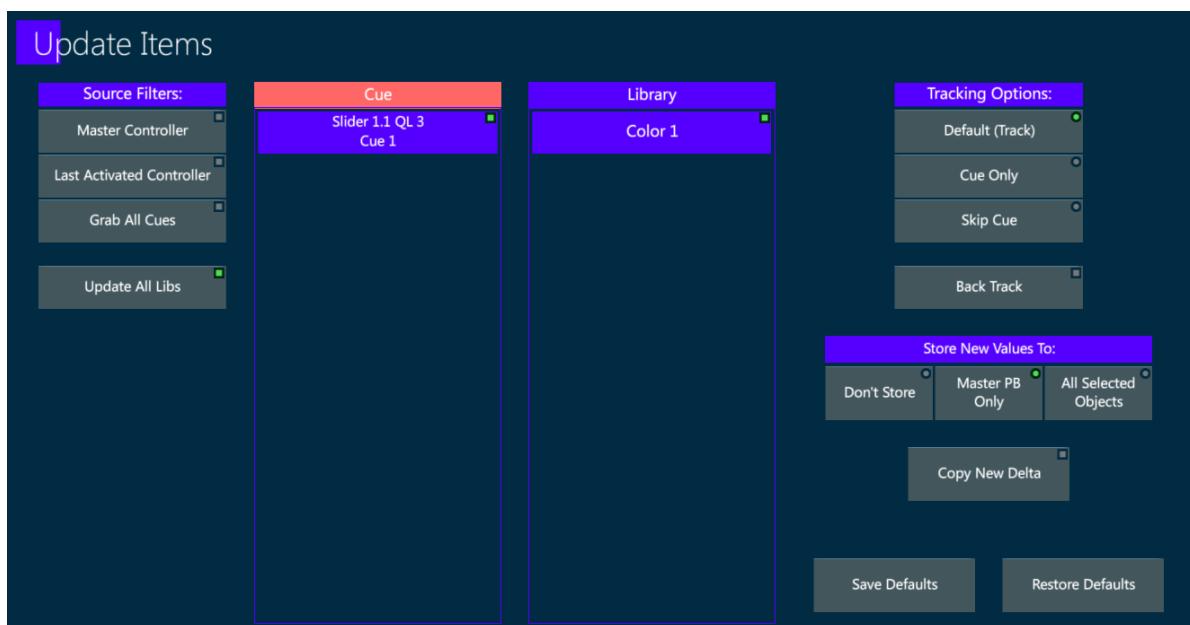
8 = Effect

After typing the first number, the bank name will appear on the command line. The next number typed will be the library number.

Modify a Library using [UPDATE]:

1. Make a change to parameter value outputting to the stage from a library referenced in an active cue or scene.

2. Press the [UPDATE] - The Update pop-up will open. Two columns will appear. The left column shows **Cues** available for updating and the right column shows Libraries available for updating. The source library or **libraries** should be selected.
3. Selected libraries may be freely deselected in the Update pop-up. If all Libraries are deselected, updates will become “hard” values in the source cue instead of the source libraries being updated.
4. Press  or press [ENTER] to close the pop-up and complete the update.



Update pop-up

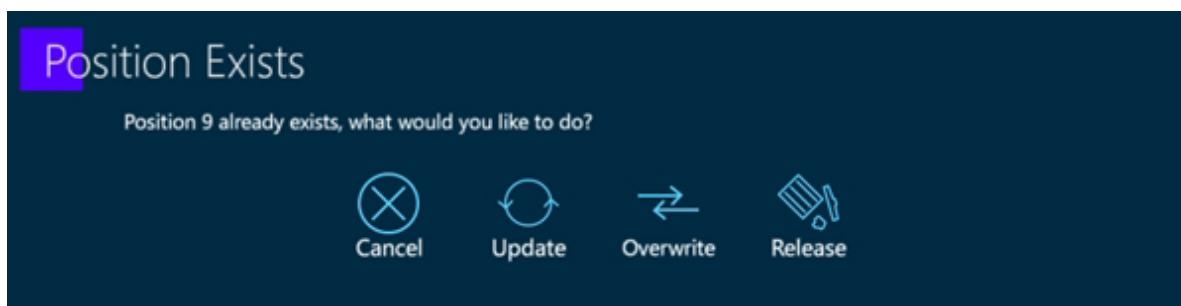
Overwrite, Update, or Release fixtures in Libraries via Softkey syntax:

1. Make a change to parameter value outputting to the stage from a library referenced in an active cue or scene.
2. Press [STORE] and tap source {Library SK}.
3. The {Cancel, Update, Overwrite, Release} pop-up will appear on the large screen.

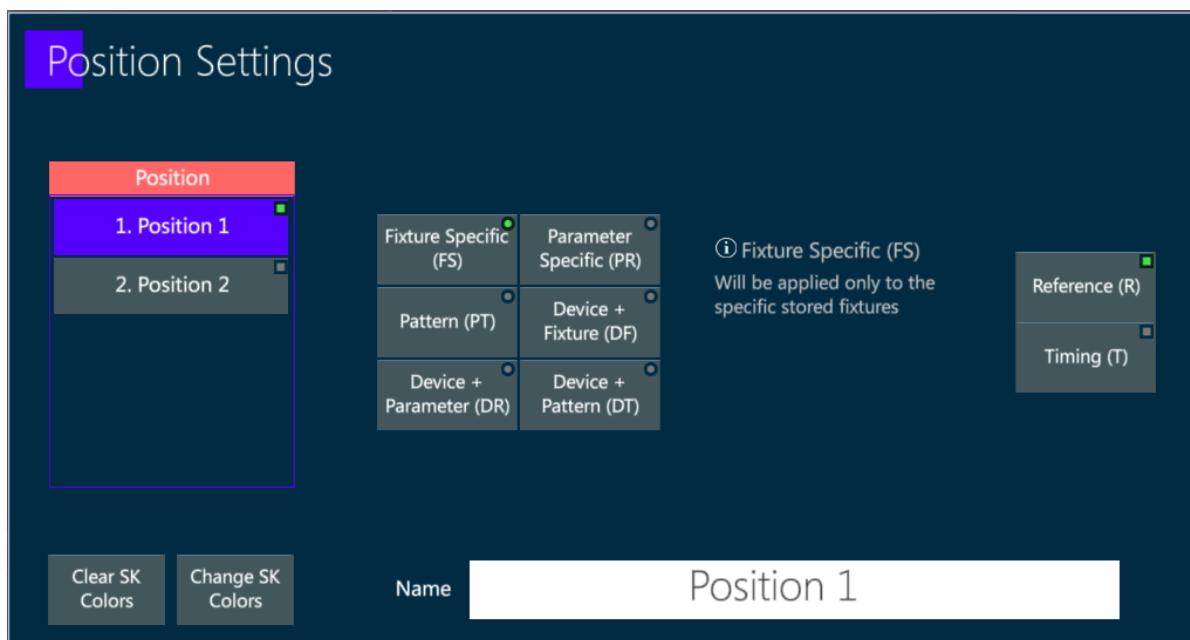
4. Tap {Overwrite} to replace all fixtures with those in the Editor, {Update} to merge the editor into the library, or {Release} to remove the selected fixtures from the Library.

Releasing fixtures is only valid if the library is **Fixture Specific** or **Device + Fixture** in the case where specific fixtures have modified recorded values.

Alternately the sequence [LIBRARY] {Bank} from the Editor Toolbar [#] [STORE] to an existing library will work the same as above.



Object Exists pop-up



Library Settings pop-up

Library Settings may be changed at any time after they are created using the Library Settings pop-up.

There are two ways to do this:

- Tap the Library {SK} you wish to modify and press [SETTINGS]. (This is invalid with Snaps and Macros as it will trigger them) Or
- Press [Library] tap {Bank} on the Editor Toolbar Press [#] [SETTINGS] - The Settings pop-up will also open.
 - If Reference is selected, modifying the library will modify the values of ALL cues that reference it.
 - If Timing is selected, any parameter cell times in the Editor will be stored with the library.

Text labels may be assigned at any time there is NOT an active selection in the Editor. Any of the following methods are valid:

- For Library Softkeys, Tap a Library {SK} - Start typing on the pull-out keyboard. The Text Entry pop-up will appear.
- Tap a Library {SK} press [TEXT] - The Text Entry pop-up will appear.
- Press [TEXT] tap a Library {SK} - The Text Entry pop-up will appear.
- Press [Library] tap {Bank} on the Editor Toolbar Press [#] [TEXT] - The Library Text pop-up will open.
- Directly after storing a Library, press [TEXT] - Library text pop-up will open.

Delete a library:

- Method 1: Tap the Libraries' {SK} then press [DELETE]
- Method 2: Keypad sequence for Bank Libraries: [LIBRARY] tap {Bank} on the Editor Toolbar [#] [DELETE]
- Method 3: Keypad sequence for deleting Object Libraries: [Object] [#] [DELETE]

For most Delete functions, pressing [DELETE] [DELETE] will do the same as pressing [ENTER] or  to complete the operation.

12.3 Object Libraries

See:

- [9.4. Groups](#)
- [10.1. What Are Qlists, Cues, Scenes, and Submasters?](#)
- [11.2. General Filters Tab](#)
- [16.1. Creating Macros](#)
- [17.1. Storing Snaps](#)

13 Effects

This chapter discusses Vibe's two effect editors.

The following is covered in this chapter:

- [13.1. Effect Basics](#)
- [13.2. Smart Screen Effects Editor](#)
- [13.3. Advanced Effects Editor](#)

13.1 Effect Basics

All Screen captures below are from the Advanced Effects Editor.

Vibe **Effects** are made up of **Effect Events** running along horizontal **Effect Tracks**.

Each Event Track must have:

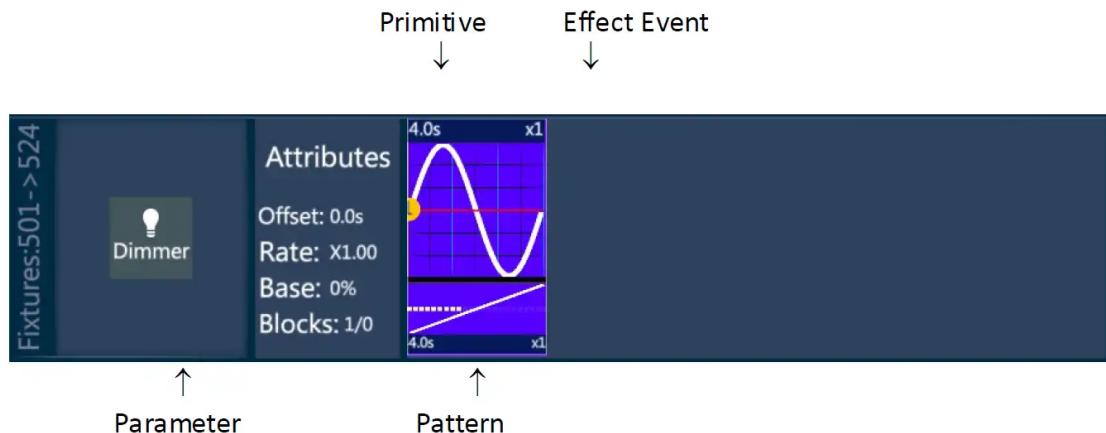
- At least one parameter assigned in the far left column. Additional parameters may be added but they will respond simultaneously to the Effect.
- One Effect Event. Additional Effect Events may be added to the track each with its own time base or Effects may be merged and share a time base.

Multi-track effects:

- Effects requiring more than one parameter may be stacked on separate Effects Tracks.
- Examples of Multi-track effects would be:
 - CMY and RGB color effects
 - Pan/Tilt Circles
 - Blade effects

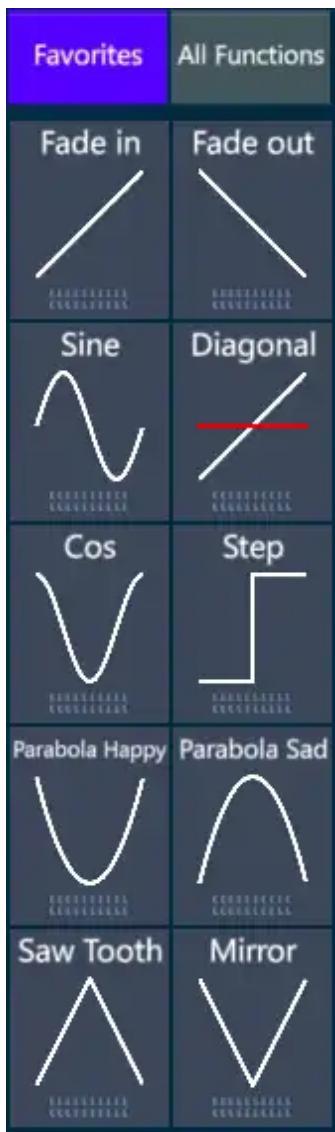
All Effect Events are built from the following components:

- Functions
- Primitives
- Patterns



Functions:

- Are the basic building blocks of effects. They may be assigned to Primitives and Patterns.



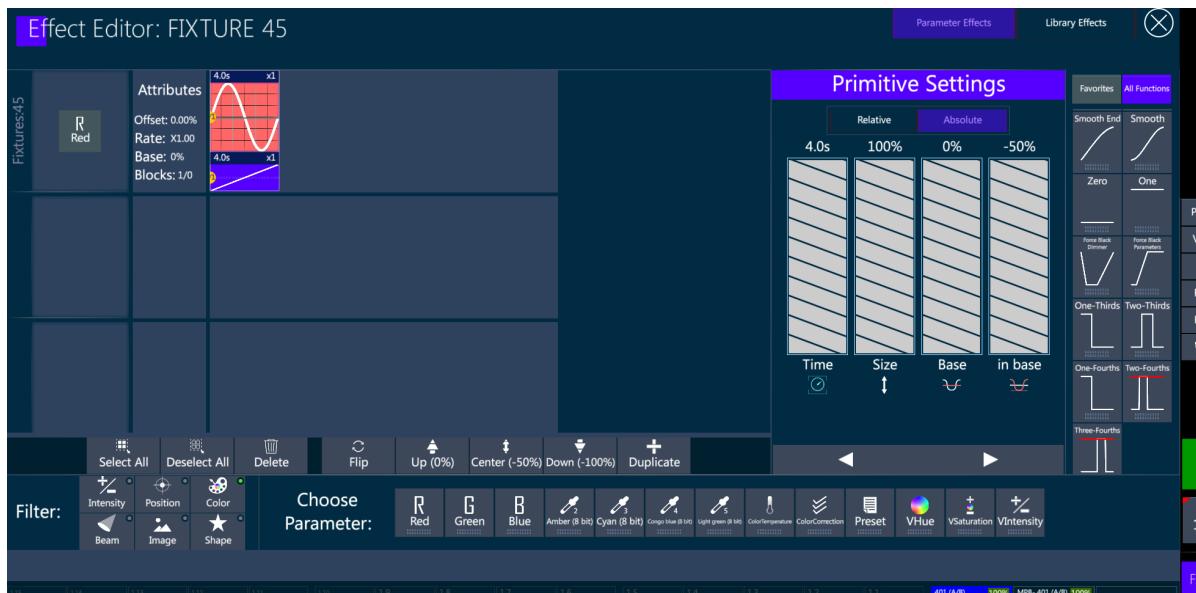
Vibe uses functions as the raw building blocks for three features of the console:

1. Primitives - Main element of Effects
2. Profiles - Used for cue transitions
3. Curves - Used for dimmer behavior

Vibe ships with a number of “read only” Functions. They may not be edited. Users may create their own functions in the Advanced Effect’s **Function Editor**.

Primitives:

- When Functions are linked to parameters on an Effect Track, they are called **Primitives**.
- Primitives modulate parameter values based on their assigned **Functions**.
- Primitives may be modified by a number of **Primitive settings**.



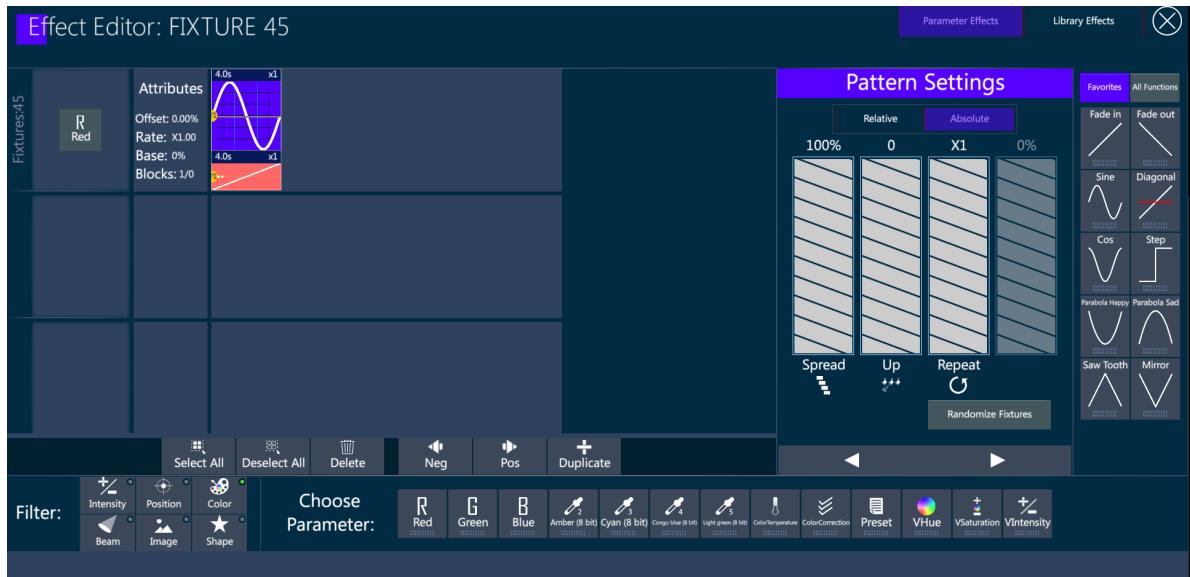
Primitive Settings:

- Time - The duration of time it takes each fixture to complete one cycle across the Primitive.
- Size - The amplitude of the Primitive's function.
- Base - The Y axis of start of the Primitive's function when each fixture crosses it.
- In Base - Adjusts the direction from the parameters start point (Base) it is linked to the Swing {Up} [Center] {Down} keys.

E.g. If the Base value of tilt is 50% (0°) and the **In Base** is **Center (-50%)**, tilt would split center with a sine wave primitive assigned to it. **Up (0%)** would send the tilt from strait down to full out into the audience. **Down (-100%)** would send the tilt from strait down to full up upstage.

Pattern:

- Sets the behavior of fixture selection as it transitions across the Primitive.



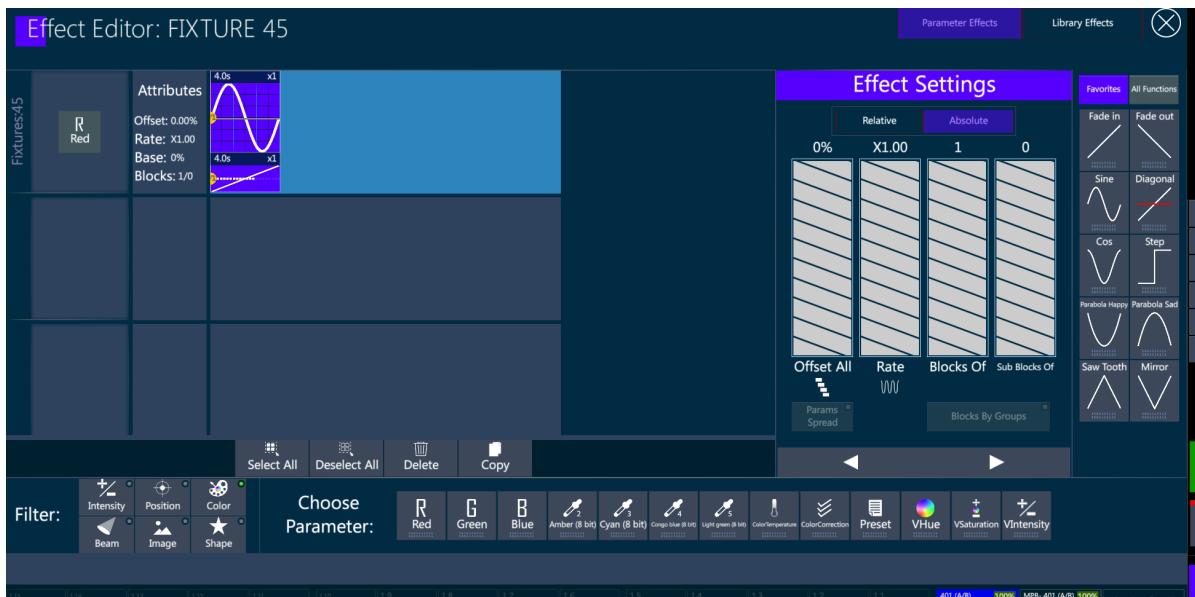
Pattern Settings:

- Spread (Offset) - Sets the percentage of offset between each fixture in a selection. 100% would evenly divide up the selection's transition across the Primitive. A Spread of 0% would have all fixtures transitioning across the Primitive in unison.
- UP - Based on the UP group #, Each UP grouping will complete a full cycle across the primitive before the next UP group can start.

e.g. A selection of 8 fixtures assigned to a primitive with a sine wave function and a spread of 100%, UP is set to 1, Fixture 1 will have to complete its full cycle across the Primitive before fixture 2 will begin. If the UP # is set to 2 fixture 1 and 2 will have split the cycle before the next two fixtures start.

Effects:

- The combination of Parameters, Primitives, and Patterns.



Effects Settings:

- Settings that affect both Primitives and Patterns (Effect Event) are called Effect settings.
- Effect setting are integrated into the Smart Screen Editor and are available by tapping the empty space beside the Effect Event in the Advanced Editor.
- Offset All - Moves the start time of the Effect Event along the X axis of the Effect Track.
- Params Spread - Is a toggle button that enables the proportional offsetting of the start times of multiple Effect Tracks at the same time.

{Params Spread} is a quick way to make CMY or RGB effects where colors need to spread apart so as not to mix to black or white.

Effects Libraries:

- Once effects have been created then may be directly stored in cues and scenes or saved in Effects Libraries for future use.
- Effect Libraries are stored similar to normal Libraries [Store and Modify Bank Libraries](#).

- Effects libraries have one additional option to allow users to include the base values. This is useful when effects must start from an absolute value.

13.2 Smart Screen Effects Editor

The Smart Screen Effects Editor allows users to quickly build effects within the normal work flow of the console while still having access to the main live displays. **Effect Tracks** are created for every selected parameter but they are hidden to remove screen clutter. Some advance operations are removed to speed up programming of simple effects.

Two pages are available in the Smart Screen Editor:

- **Attributes** - Used for building Effect Events.
- **Grouping** - Used for setting fixture **Blocks Of** (Fixture Grouping in Vector) and **Sub Blocks Of** (Blocks on some console).



Smart Screen Attribute page

13.2.1 Building Effects Using the Small Screen Editor

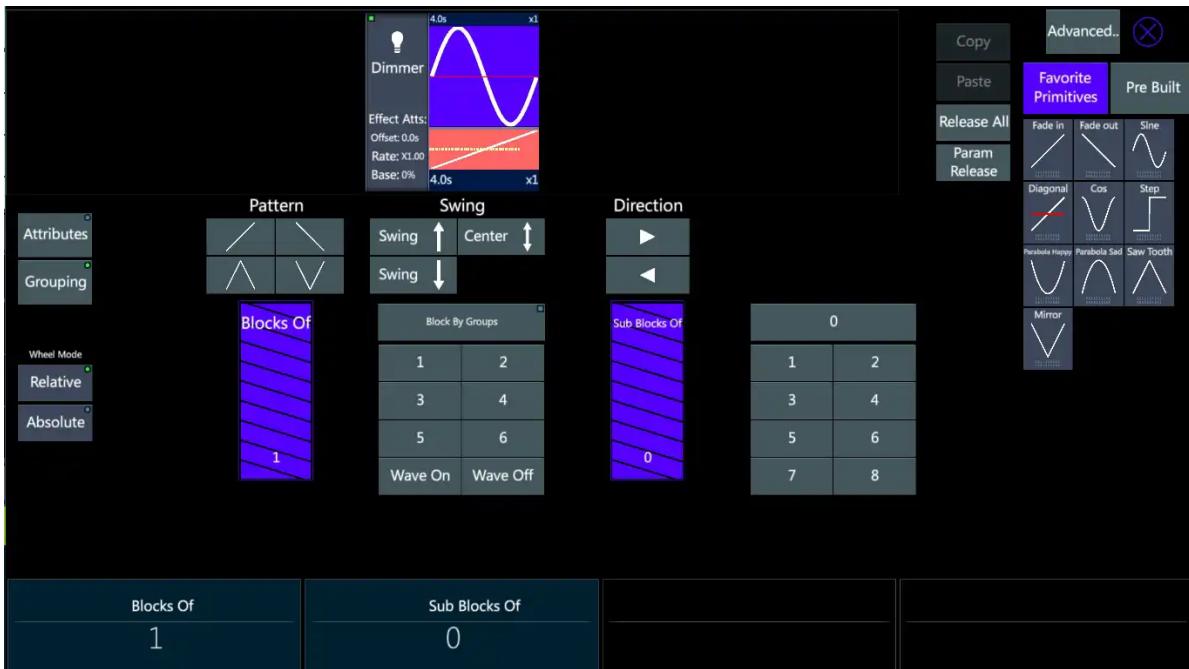
To build an Effect in the Smart Screen Effects Editor:

1. Select the fixtures to be used in the Effect.
2. Select the **parameter/parameters** to be in the Effect [9.4.2. What are Parameters](#)
3. Press [EFFECT] - The Smart Screen Effect Editor will open in the {Attributes} display with a blank Effect Event.
4. Tap the Pre Built tab and make a selection.

Or

5. Tap the Favorite Primitive tab and select a Primitive - the Function shown on the Primitive will be loaded with a default linear Pattern.
6. The Pattern may be changed by tapping any of the following:
 - / Fixtures move in a positive direction across the selection.
 - Fixture move in a negative direction across the selection.
 - / Fixture mirror in a positive direction.
 - / Fixture mirror in a negative direction.
7. Set the Offset {Pattern Spread} - Default is 100%.
 - 100% = Selection is divided 100% transitioning across the Primitive.
 - 0% = all fixtures transition in unison.
8. Set Swing (In Base) as needed [13.1. Effects Basics](#)
9. Adjust Size and Base to set the Low and High ranges of the values
10. Set the Rate - x.xx Rate is a multiplier of the time value. Default Effect Time is 4 seconds to complete the cycle

Similar results to inverting the pattern functions may be achieved by reversing the selection direction with the {← Negative}, {Positive → } keys



Smart Screen

Grouping:

For Grouping to be noticeable there must be an Pattern Offset Spread above 0%.

1. Tap the {Grouping} key - The Grouping page will open.
2. If the Offset Pattern Spread is not above 0%, tap the {Wave On} key. The Spread will be changes to 100%.
3. Set the {Blocks Of} [#] - This interleaves the Pattern into Groupings.
 - The Default for **Blocks** and **Sub Block** is 1/0 - No Groupings.
 - When {Blocks Of} is set to 1 or above, the Sub Blocks will move to 1 and Interleave Groups will be possible.
 - e.g. 2/1 would interleave a selection into Odds/Evens.
 - e.g. 3/1 would interleave a selection of 12 fixtures into [1+4+7+10] - [2+5+8+11] - [3+6+9+12]
4. Set the {Sub Blocks Of} - Combines fixture in a selection, to act like single fixtures.

- e.g. 12/2 would combine [1+2] - [3+4] - [5+6] - [7+8] - [9+10] - [11+12]

As a shortcut, Setting {Sub Block Of} back to 0 allows {Blocks Of} to combine fixtures instead of interleaving - 2/0 would combine [1+2] - [3+4] - [5+6] - [7+8] - [9+10] - [11+12]

The Advanced Effects Editor may be opened at any time by pressing [Vibe] [Effects](#). All Effects running in the Smart Screen Effects Editor will be synchronized with the Advanced Editor

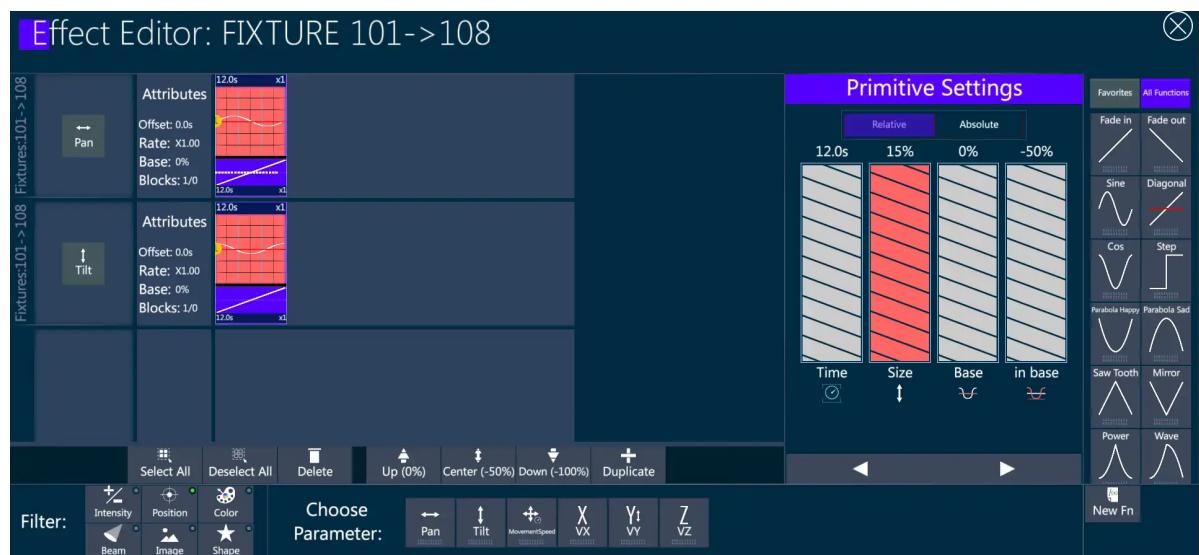
After programming an Effect, Close the editor using the  in the upper right corner.

13.3 Advanced Effects Editor

Both Effect Editors write to the same Effect Engine. Either or both may be used to create effects. Whichever is opened at the time will be synchronized to the Effects Engine, but only **one** Effect Editor may open at a time.

Selecting multiple columns and rows:

- It is possible to make simultaneous changes to Primitive, Pattern, and Effect settings by toggling them on/off.



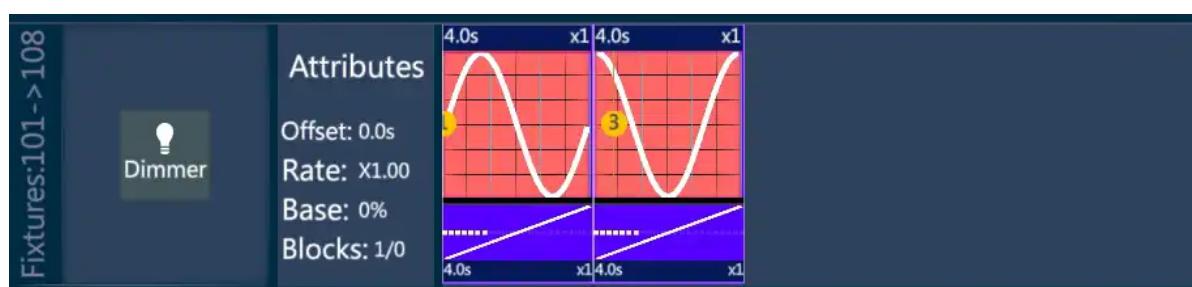
Advanced Effect Editor

The Advanced Effects Editor differs from the Smart Screen Effects Editor in the following ways:

- Parameter selection is made in the Effects Editor not before entering it.
- Effect Tracks are shown.
- Multiple Parameters may be assigned to the same Effect Track.

Fixtures:101->108 	Attributes Offset: 0.0s Rate: x1.00 Base: 0% Blocks: 1/0	
Fixtures:101->108 	Attributes Offset: 0.0s Rate: x1.00 Base: 0% Blocks: 1/0	

- Multiple Effects Events may be assigned to the same Effect Track.



- Effect sharing the same Effect Track can uses separate patterns or share patterns.
- Pattern Size, Rate, and Base may be spread to create randomized looking effects.

- Repeat - The number of times each Effect Event repeats before moving on to the next Effects Event, when they are sharing an Effects Track.

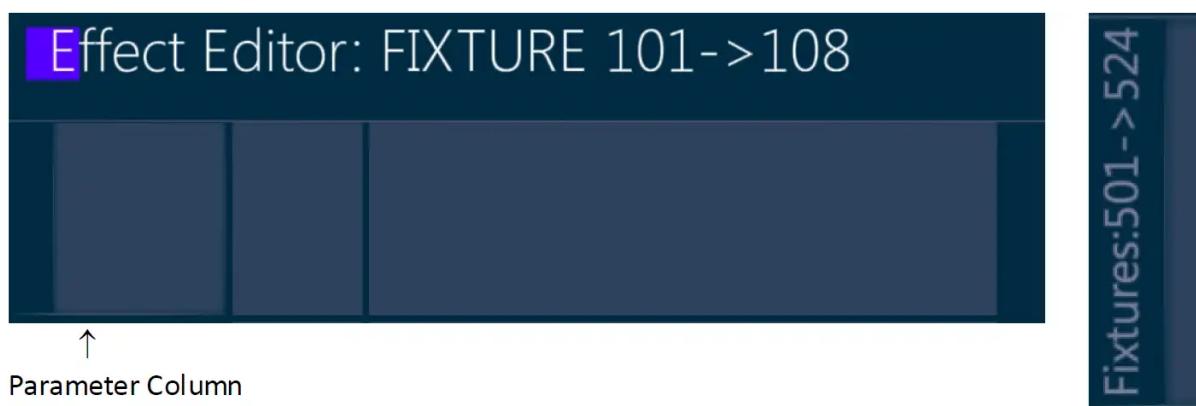
Building Effects in the Advanced Editor differs from the Smart Screen Editor in that only a fixture selection is needed before entering the editor. Parameters are selected using the {Filters} and {Choose Parameter}. This takes a bit longer but is more flexible.



13.3.1 Build a basic Effect in the Advanced Effects Editor

Build a basic Effect in the Advanced Effects Editor:

1. Select the fixtures to be used in the Effect.
2. Press [VIBE]+[EFFECT] to open the Advanced Effect Editor.
3. Tap a parameter bank in the **Filters** area.
4. Tap a parameter in the **Choose Parameter** area - the parameter background will turn purple.
5. Tap a blank space in the Parameter Column of an unassigned Effect Track
 - the parameter will be assigned and the **Attributes Column**.



6. Tap a **Function** from the Favorites tab or All Functions tab - The Function background will turn purple.



7. Tap a blank space in the **Effect Event Column** - an Effect Event will be created with a Primitive and Pattern .
8. Adjust Pattern and Primitive settings - See [13.1. Effects Basics](#)

9. Close the Advanced editor using the in the upper right corner.

10. Store final Effect directly to a cue/scene or to the Effects Library.

Grouping: See [13.2.1. Building Effects Using the Small Screen Editor](#)

Blocks by Groups: Groups may be substituted for individual fixtures using this option.

1. Select Groups in the order you wish the effect to use.
2. Build an effect as listed above.
3. Tap in the blank space beside the Effect Event, the blank space will highlight in blue and the **Effect Settings** will appear.
4. Toggle {Blocks By Groups on} - Make sure {Sub Blocks Of} is set to 0 or the groups will act as interleave instead of blocks.

Combining Parameters:

1. Tap a parameter bank in the Fliters area.
2. Tap a parameter in the Choose Parameter area - the parameter background will turn purple.

3. Tap a space in the Parameter Column already containing a parameter - the parameter will be merged into the parameter column - All Primitives and Patterns will affect both parameters.

Stacking Effects Events:

1. Tap a Function from the Favorites tab or All Functions tab - The Function background will turn purple.
2. Tap the space to the right of an existing Effect Event - A new Effect Event will be stacked beside the existing one.
 - Each Stacked Effect Event can have its own Primitive and Pattern.

Combining Effects Events:

1. Drag and drop the primitive of an Effect Event over an adjacent primitive
 - the primitives will now be combined but will **share** the pattern settings.

Duplicate an Effects Event:

1. Tap either the pattern or primitive are of an Effect Event - The background of the pattern or primitive will turn red and the Effects Toolbar will open under the Effects Tracks.
2. Tap {+ Duplicate} - A duplicate of the Effect Event will be added to the right of the source Effect Event.

Copy an Effect Track: Copies Effect Event settings to a new parameter (synchronize).

1. Tap a parameter bank in the **Fliters** area.
2. Tap a parameter in the **Choose Parameter** area - the parameter background will turn purple.
3. Tap a blank space in the Parameter Column below an assigned Effect Track - the parameter will be assigned.

4. Press the empty area to the right of the source Effect Event - The blank area will turn light blue and the Effects Toolbar will open under the Effects Tracks.
5. Tap {Copy} - The source Effect Event's settings will be copied.
6. Tap in the blank area to the right of the new parameter - The area will turn blue and the Effects Toolbar will open under the Effects Tracks.
7. Tap {Paste} - The source Effect Event settings will be pasted to the new parameter.

Delete an Effect Event:

1. Tap either the pattern or primitive of the event to be deleted - the background will turn red.
2. Tap {Delete} on the Effects Toolbar below the Effect Tracks.

Release a parameter from an effect: Effect Parameters may be released using Edit Cue or Update pop-up.

- **Using Edit Cue:**

Cue must be active on a controller or it will be loaded to the Master Controller and bump its current Qlist out.

1. [QLIST] [#] [CUE] [#] [EDIT] - Cue values will be placed in the Editor and the [UPDATE] key will flash red.
2. Press [VIBE]+[EFFECT] - The Advanced Effect Editor will open.
3. Select the fixtures requiring parameters to be released.
4. Tap the parameter or parameters in the parameter column to select the parameters - the parameters will turn purple.
5. Tap {Release} on the Effects Toolbar - Parameters will disappear from the Effect Editor - stage values will be returned to their recorded base values or home values if they had no programmed base values.

6. Press [UPDATE] to complete the edit and restore control to the source controller.
- **Using Update pop-up:** Cue being edited must be active on a controller.
 1. Select the fixtures requiring parameters to be released.
 2. Press the parameter's push wheel, or tap the wheel display above the wheel, to select the parameter.
 3. Press [VIBE]+[EFFECT] - opens Advanced Editor.
 4. Tap the parameter or parameters in the parameter column to select the parameters - the parameters will turn purple.
 5. Tap {Release} on the Effects Toolbar - Parameters will disappear from the Effect Editor - Stage values will be returned to their recorded base values or home values if they had no programmed base values.
 6. Press [UPDATE] - The Update pop-up will open.
 7. Make sure the proper cue is selected in the Cue column.
 8. Tap  or press [ENTER] - Completes the update operation.

13.3.2 Building Effects Using the Advanced Effects Editor

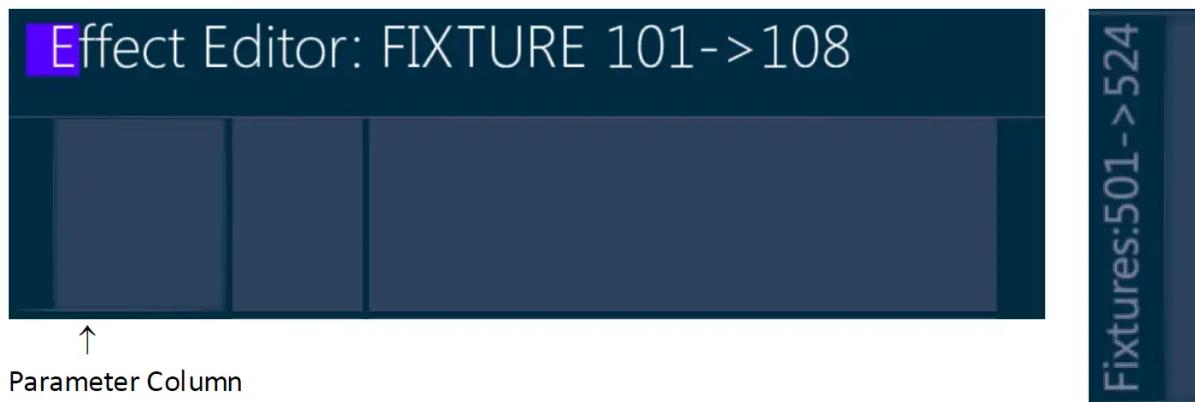
13.3.1. Building Effects Using the Advanced Effects Editor

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6. Tap a Function from the Favorites tab or All Functions tab - The Function background will turn purple.



7. Tap a blank space in the Effect Event Column - an Effect Event will be created with a Primitive and Pattern .

8. Adjust Pattern and Primitive settings - See 13.1. Effects Basics

9. Close the Advanced editor using the in the upper right corner.

10 Store final Effect directly to a cue/scene or to the Effects Library.

Grouping:

See [13.2.1. Building Effects Using the Small Screen Editor](#)

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3. Tap in the blank space beside the Effect Event, the blank space will highlight in blue and the **Effect Settings** will appear.
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Stacking Effects Events:

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2. Tap the space to the right of an existing Effect Even - A new Effect Event will be stacked beside the existing one.
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2. Tap {+ Duplicate} - A duplicate of the Effect Event will be added to the right of the source Effect Event.

Copy an Effect Track: Copies Effect Event settings to a new parameter (synchronize).

1. Tap a parameter bank in the **Fliters** area.
2. Tap a parameter in the **Choose Parameter** area - the parameter background will turn purple.
3. Tap a blank space in the Parameter Column below an assigned Effect Track - the parameter will be assigned.
4. Press the empty area to the right of the source Effect Event - The blank area will turn light blue and the Effects Toolbar will open under the Effects Tracks.
5. Tap {Copy} - The source Effect Event's settings will be copied.
6. Tap in the blank area to the right of the new parameter - The area will turn blue and the Effects Toolbar will open under the Effects Tracks.
7. Tap {Paste} - The source Effect Event settings will be pasted to the new parameter.

Delete an Effect Event:

1. Tap either the pattern or primitive of the event to be deleted - the background will turn red.
2. Tap {Delete} on the Effects Toolbar below the Effect Tracks.

Release a parameter from an effect: Effect Parameters may be released using Edit Cue or Update pop-up.

- **Using Edit Cue:**

Cue must be active on a controller or it will be loaded to the Master Controller and bump its current Qlist out.

1. [QLIST] [#] [CUE] [#] [EDIT] - Cue values will be placed in the Editor and the [UPDATE] key will flash red.
2. Press [VIBE]+[EFFECT] - The Advanced Effect Editor will open.
3. Select the fixtures requiring parameters to be released.
4. Tap the parameter or parameters in the parameter column to select the parameters - the parameters will turn purple.
5. Tap {Release} on the Effects Toolbar - Parameters will disappear from the Effect Editor - stage values will be returned to their recorded base values or home values if they had no programmed base values.
6. Press [UPDATE] to complete the edit and restore control to the source controller.

- **Using Update pop-up:** Cue being edited must be active on a controller.

1. Select the fixtures requiring parameters to be released.
2. Press the the parameter's push wheel, or tap the wheel display above the wheel, to select the parameter.
3. Press [VIBE]+[EFFECT] - opens Advanced Editor.
4. Tap the parameter or parameters in the parameter column to select the parameters - the parameters will turn purple.
5. Tap {Release} on the Effects Toolbar - Parameters will disappear from the Effect Editor - Stage values will be returned to their recorded base values or home values if they had no programmed base values.
6. Press [UPDATE] - The Update pop-up will open.

7. Make sure the proper cue is selected in the Cue column.
8. Tap  or press [ENTER] - Completes the update operation.

14 Playback Controllers

Cues and Scenes are played back using the 15 **Motorized Slider Controllers**, non-motorized A/B Dipless Crossfader , 15 **Qkey Controllers**, 20 **Auxiliary Qkey Controllers**, and 5 non-motorized **Global Slider Controllers**.

The following is covered in this chapter:

- [14.1. Controller Priority Logic](#)
- [14.2. Controller Overview](#)
- [14.3. Master Controller](#)
- [14.4. GOTO and LOAD](#)
- [14.5. Configuring Controllers](#)
- [14.6. Controller Color Codes](#)
- [14.7. Working With controllers](#)
- [14.8. Controller Release and Free](#)
- [14.9. Controller Qlist Properties](#)
- [14.10. Controller Modes](#)
- [14.11. Rate and Teach Keys](#)

14.1 Controller Priority Logic

Controller Priority:

- Vibe keeps an LTP priority list of which controllers own parameters and the order in which they were asserted. Every time a controller is turned on, its parameters are asserted and the controller moves to the top of the list. Parameters that are still on active controllers but are currently overridden are said to be “robbed”. When the controller that owns the parameter is released from the stage, the last active controller to own the robbed parameter is now moved back to the top of the list and reasserted the parameter to the stage.
- This feature is very useful for “On the Fly” programming where a main Qlist may be temporarily overridden by Qkeys or Controllers and quickly restored when they are released.

The Editor is always the highest propriety and will override any values from controllers until they are released or The Editor is reset.

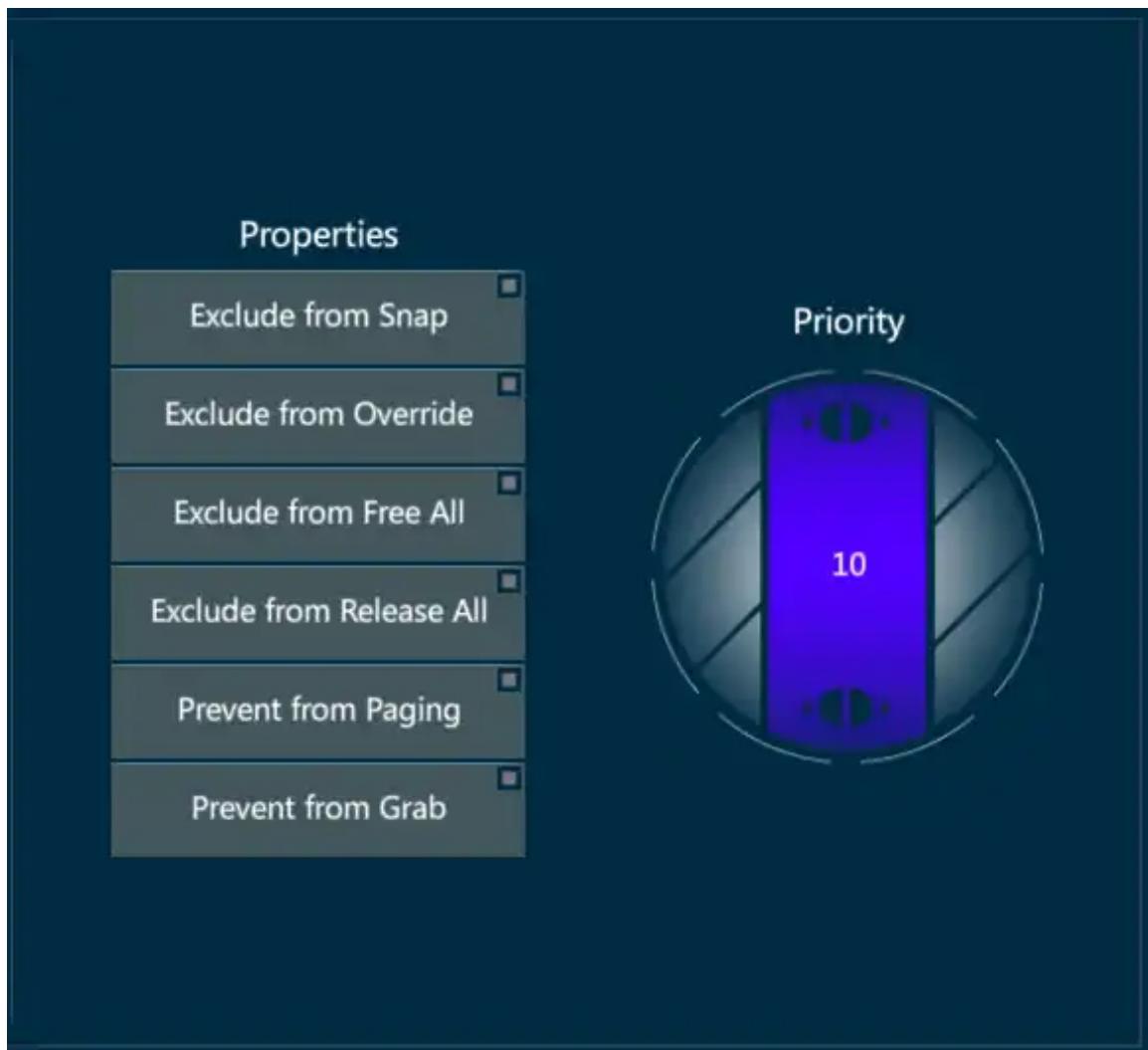
Priority Groups:

- Controllers assigned the same Priority Group number will be LTP amongst themselves.
- Controllers assigned higher Proprietary Group numbers cannot be overridden (“robbed”) by controllers with lower numbers.

Assigning Controllers to priority Groups: 1. Tap the top area of a controller display, the Settings pop-up will open. 2. Select the {Controller Settings} Tab.

OR

1. Press [SETTINGS] [HERE] to any controller button, the Settings pop-up will open.
2. Select the {Controller Settings} Tab.
3. Rotate the virtual wheel to the desired Priority Group number or tap the center of the wheel until it turns red and type a Priority Group number from 0 - 999.



14.2 Controller Overview

Controllers are used to playback or execute a number of objects:

- Cues
- Scenes
- Group Submasters
- Libraries
- Macros
- Snaps

Vibe has five controller types:

1. Three button Motorized Slider Controllers
2. Single button Qkey Controllers
3. Single Auxiliary Qkey Controllers
4. Non-Motorized Global Slider Controllers
5. A/B “theatre style” A/B dipless crossfader pair

Vibe software makes **no** distinction between physical and virtual controllers. This allows the system hardware to be scaled. Below is a list of total quantities of physical and virtual controllers that are supported.

Controller quantities and numbering: Physical and Virtual

- 30 pages of 100 Motorized Sliders - Numbered 1.1 → 30.100
- 30 pages of 100 Qkeys - Numbered 1.101 → 30.200
- 30 pages of 100 Auxiliary Qkeys - Numbered 1.201 → 30.300
- 100 Non-motorized Global Sliders - Numbered 301 → 400
- 1 Non-motorized A/B dipless crossfader - Numbered 401

Controllers are numbered from right to left to facilitate continuous numbering with physical and virtual controller wings.

Compound Controllers:

- **Controllers may be extended in width to make larger compound controllers.** This is useful in creating additional crossfader pairs or adding controls for rate and effects. There is no limit as to how wide a controller may be, but for practical purposes, a limit of 6 wide is suggested.



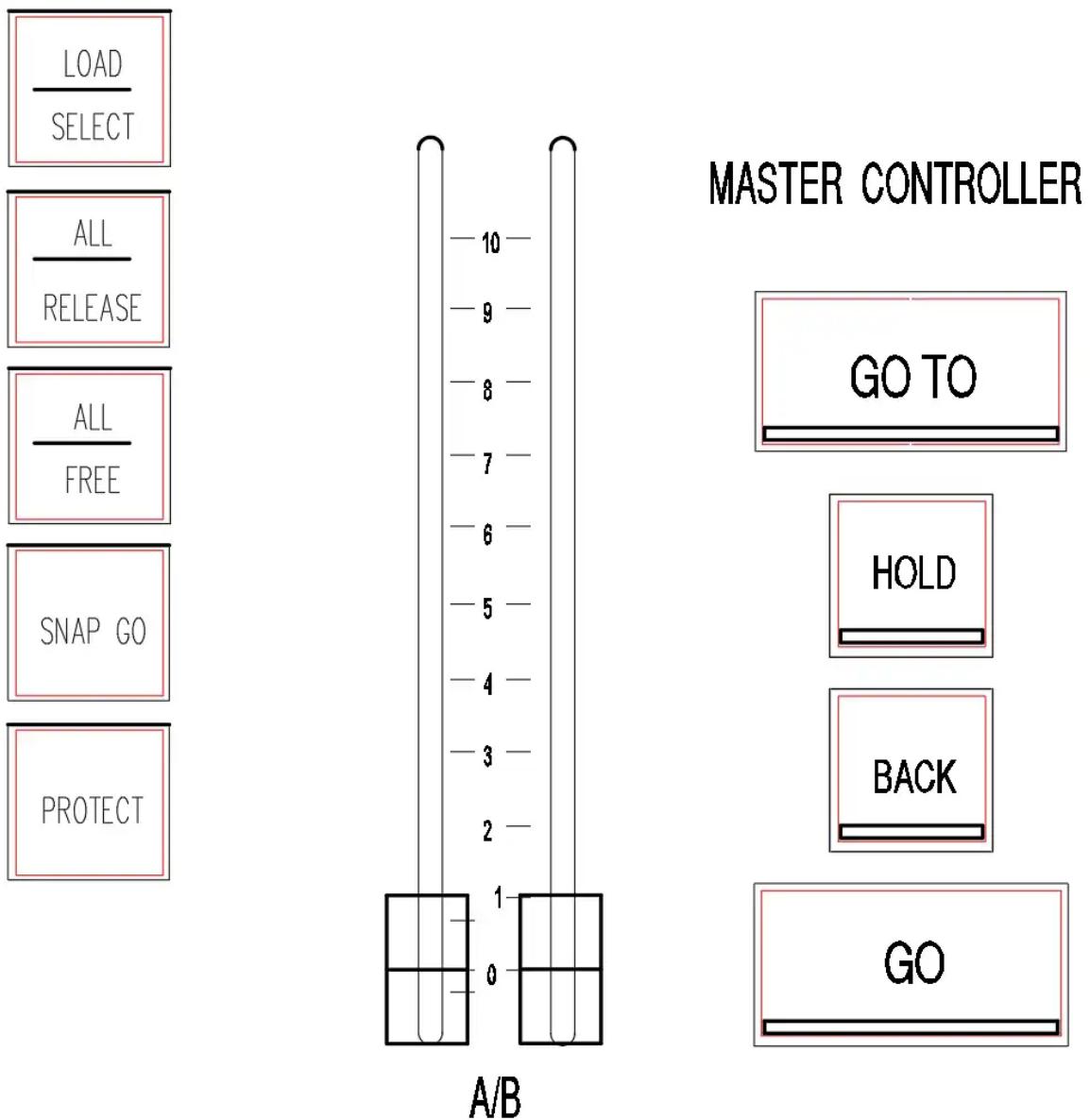
A/B Cross Faders:

- An A/B Cross Fader Pair is provided for manual “Theater Style” playback of cues.
- By default, the fader on the left will control dimmer parameters fading **in**.
- By default, the fader on the right will control all other values including the dimmer that is fading **out**.
- Parameter values that match will not dip even if the A and B are at different levels.

14.3 Master Controller

Master Controller:

- Any single Controller may be linked to the Master Controller by Pressing [SELECT] [HERE] to any of the buttons of the controller.



- [GO] - Initiates a forward transition from one cue to another using **Cue Time**.
- [BACK] - Initiates a transition to the previous cue using system **Default Back Time**.
- [HOLD] - Pauses a cue in transition. Pressing [HOLD] again resumes the transition. Pressing [GO] will resume the transition as well. Pressing [BACK] will fade to the previous cue.

The A/B is only linked to the Master Controller if the [SELECT] is assigned to A/B..

14.4 GOTO and LOAD {GOTOandLOAD-14.4.}

GOTO and LOAD are used to crossfade to cues out of sequence. By default, GOTO immediately transitions to the specified cue in the system **GOTO Time**. LOAD preloads controllers. The next [GO] will transition to the preloaded cue in **Cue Time**.

GOTO Commands: GOTO a cue on the Master Controller using system GOTO Time:

- [CUE] [#] [GOTO]

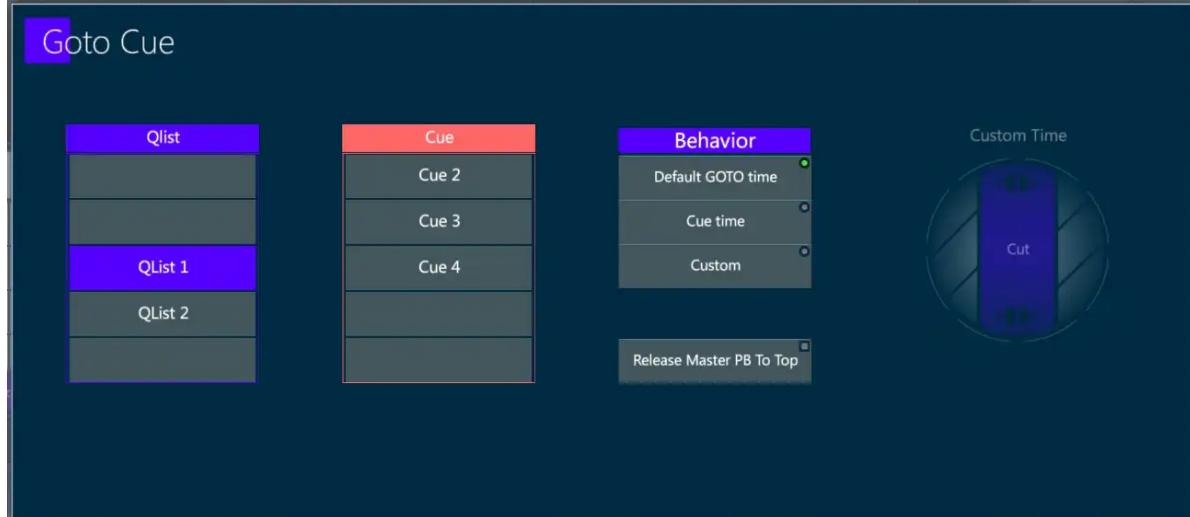
GOTO a cue on the Master Controller using a specified Time:

- [CUE] [#] [TIME] - Enter time value [GOTO]

GOTO a cue on the Master Controller using system Cue Time:

- [CUE] [#] [TIME] [GOTO]

GOTO a cue on the Master Controller using Goto Cue pop-up:



1. Press [GOTO] - Goto Cue pop-up will open.
2. Select {Qlist} if not the current Qlist on the Master Controller.

3. Select the {Cue}.
4. Select behaviour.
 - {Default GOTO time} - Uses system default GOTO Time.
 - {Cue Time} - Uses Cue's recorded time.
 - {Custom} - Set GOTO time using the Custom Time wheel or tap centre of the wheel until it turns red and set time value from the keypad.
 - {Release Master PB on Top} - Releases the Master Controller.

1. Press the  or press [ENTER] to close the pop-up and execute the GOTO.

If a Qlist other than the one that is currently on the Master Controller is selected, that Qlist will replace the current one..

GOTO a cue NOT on the Master Controller:

- [QLIST] [#] [CUE] [#] [GO] (Controller must have a GO button assigned).

GOTO Cue Zero - Cue Zero is essential {Release Master PB to Top}.

- [CUE] [0] [GOTO] **It is also possible to go out of sequence directly to a Cue on the Master Controller (in cue time):**
- [CUE] [#] [GO]

Load Commands: Load a cue on the Master Controller - Method 1.

1. [CUE] [#] [LOAD] [HERE] - To Controller assigned as [SELECT]
2. Press [GO] - On Controller assigned as [SELECT]

Load a cue on the Master Controller - Method 2.

1. [CUE] [#] [LOAD] [LOAD]

2. Press [GO] - Using Master Controller GO or GO of controller assigned as [SELECT]

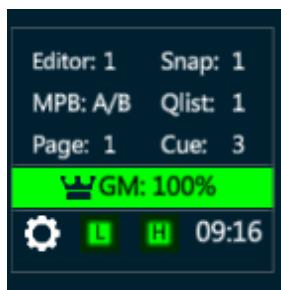
LOAD a cue NOT on the Master Controller:

1. [QLIST] [#] [CUE] [#] [LOAD] [HERE] - Qlist and Cue will be preloaded.
2. Press [GO] - Controller will execute loaded cue.

If a Qlist other than the one that is currently on the Controller is specified, that Qlist will replace the current one with the specified cue pending.

14.5 Configuring Controllers

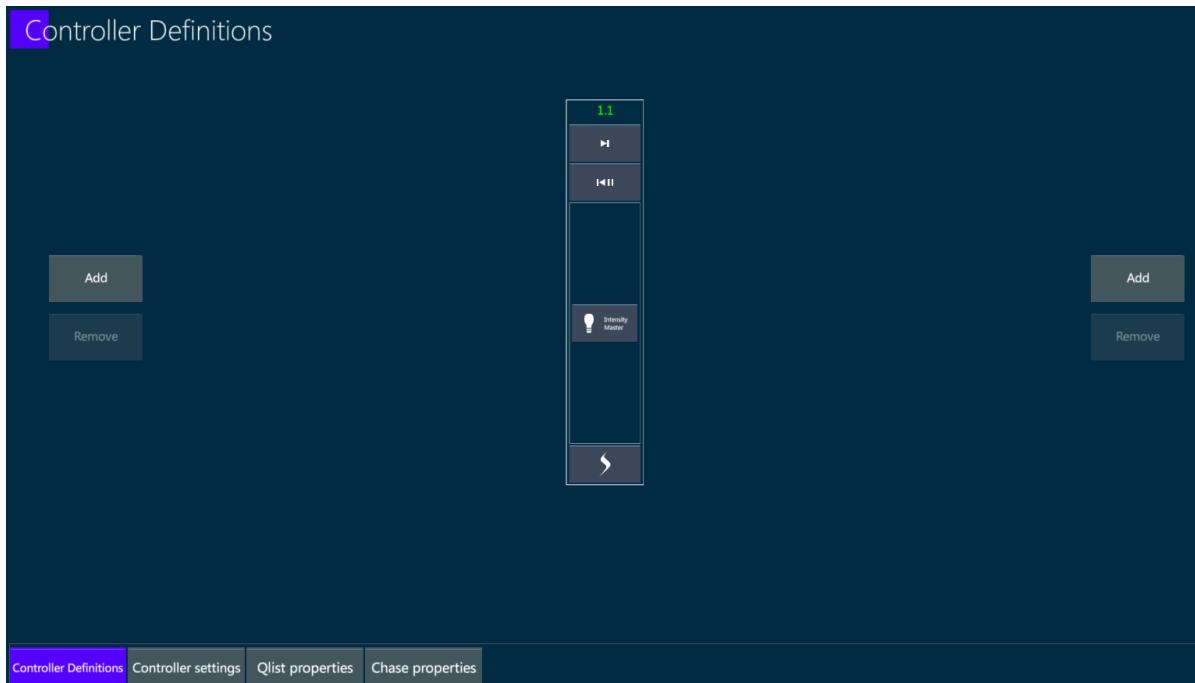
Controller buttons and sliders may be customized to allow maximum flexibility. When Qlists and Scenes are initially assigned to Controllers, the buttons are configured as per the **System Settings defaults** for Controller and Controller Action. Defaults are accessed by tapping the System Status area at the far right side of the controller display.



Assigning Buttons and Slider Behavior:

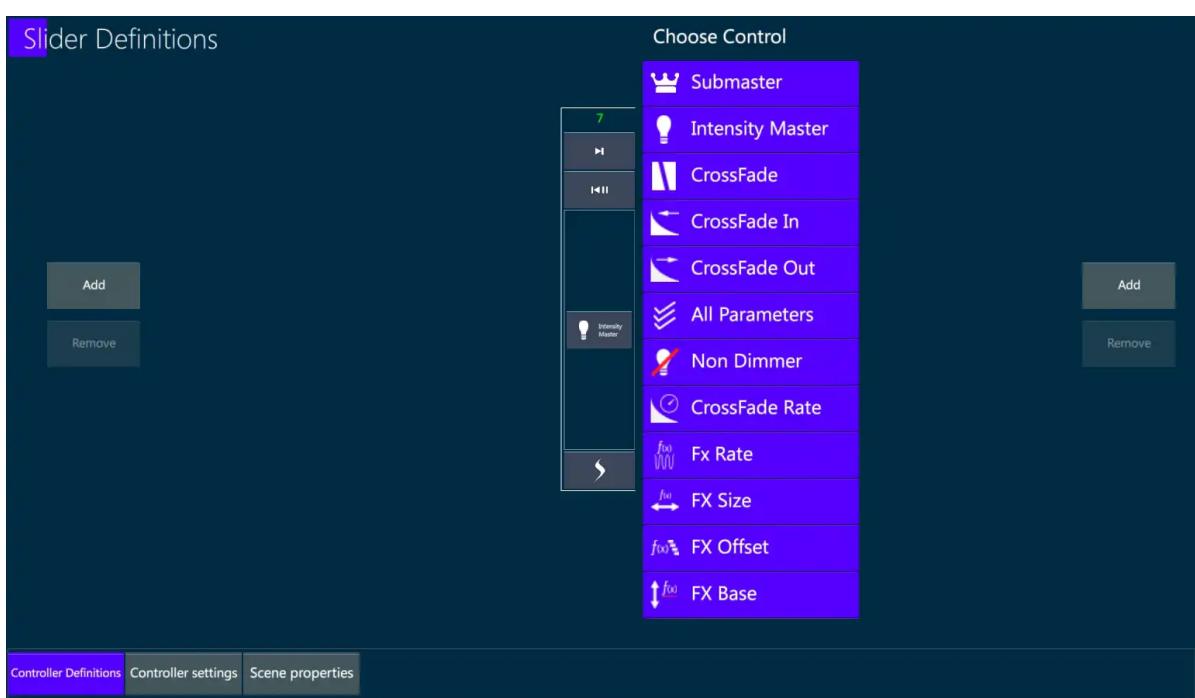
1. Press [SETTINGS] [HERE] to any button of the controller that has an object assigned to it - The **Slider Definitions** pop-up will appear with the **{Controller Definitions}** tab selected.

Alternatively, tap any of the controller {function labels} on the controller display on the monitor above the Scene Slider.



If a Qlist other than the one that is currently on the Master Controller is selected, that Qlist will replace the current one.

2. Tap one of the three assignable {Buttons} or the {Slider} button in the centre - A context sensitive drop down menu based on the object assigned and the specific button selected will appear.
3. Choose a Control behaviour from the menu.



Assignable Button Behavior:

Button	Purpose	Notes
{None}	Disables the button.	
{Go}	Initiates a GO forward transition of a Cue or Scene.	Uses cue time or parameter time
{Back}	Initiates a BACK to the previous cue or into a Cue Zero release.	Uses default back time
{GO Reverse}	Initiates a GO BACK to the previous cue.	Uses previous cue's time
{Hold Back}	If a cue is in transition, a HOLD	Uses default back time
	command will be initiated and pause the transition. If the transition is complete, a Back command will be initiated.	for the back command
{Hold}	Toggles a pause of a cue transition - Pressing {Hold} or {GO} again will resume the transition	Is a toggle function - On Slider Controllers the second button will flash yellow when paused
{Flash}	Momentarily turns ON a controller when pressed. See: 7.5.1. Controller Settings for options	If the controller is released, all parameters will be jumped to the pending cue's values
{Blackout}	Flashes intensity to zero	Only applies to the specific controller not to output like system BO
{On}	Initiates an GO with 100 millisecond time	
{Off}	Initiates a Release in cut time	
{On OFF}	Toggles between an On and Off commands	
{GO OFF}	Toggles between an GO and Off commands (not working)	Cue time is used for the GO
{Step Forward}	Steps forward from cue to cue in cut time	
{Step Back}	Steps backwards from cue to cue in cut time	
{Release}	Deactivates the controller	Uses system default Release time or Release time specified in Qlist Properties
{Solo}	Flashes the intensity of all active controllers excluding the source controller to zero.	
{GO Release}	Toggles between an GO and Release commands	Uses cue time and release time

Assignable Slider Behavior:

Button	Purpose	Notes
{None}	Disables the Slider	
{Intensity}	Controls the dimmer or virtual dimmer	
Master}	output values	
{CrossFade}	Configures the Slider as a single handle cross fader	
{CrossFade In}	Configures the Slider as the in-fade half of a dipless cross fader pair	
{CrossFade Out}	Configures the Slider as the out-fade half of a dipless cross fader pair	
{All Parameters}	All parameters in the cue or scene will be under control of the slider	Parameters will proportionally change when the slider is moved off 0 and release when returned to 0
{Non Dimmer}	All parameters minus the dimmer parameter in the cue or scene will be under control of the slider	
{CrossFade Rate}	Proportionally adjusts the cross fade rate of cue transitions	Slider defaults to #5 on the slider scale as 100% rate - Cannot go higher than 100%
{FX Rate}	Proportionally adjusts the cross fade rate of Effects running on the controller	Cannot go higher than 100%
{FX Size}	Proportionally adjusts the primitive amplitude of Effects running on the controller	Cannot go higher than 100%
{FX Offset}	Proportionally adjusts the pattern offset of Effects running on the controller	Cannot go higher than 100%
{FX Base}	Proportionally adjusts the parameter base of Effects running on the controller	Cannot go higher than 100%

Default settings for controllers assigned Qlists, Scenes, and Submasters may be set in the Defaults section of the System Settings

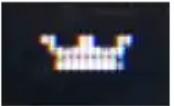
Pop-up. See [7.5.1. Controller Settings](#).

14.6 Controller Color Codes

Controller Live Display color coding If [SELECT] Master
Controller:

- **Blue** = Initial Hard Value
- **Blue** = Hard value changing upward
- **Green** = Hard value changing downward
- **Purple** = Tracked Value
- **Red** = Redundant block that can be released with {UNBLOCK}
- **Magenta** = Skip value

If from a non-[Select] Controller:

- **Yellow** = Output from a Qlist Cue or Scene
- Group Master (Submaster) = 

Controller Display and Backlit Controller Key's color coding:

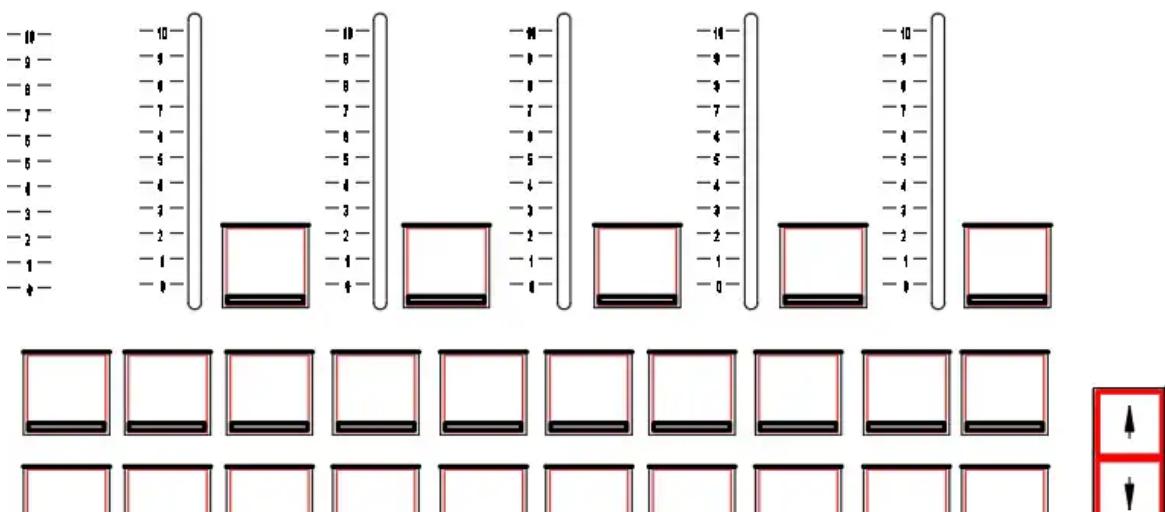
- Top Button
 - Dim White = Unloaded
 - Bright White = Loaded
 - **Green** = Qlist Cue active
 - **Red** = Qlist in Chaser Mode and active
 - **Yellow** = Scene active
 - **Blue** = Group Master (Submaster) @ FL
 - Any of the above flashing = In progress
- Middle Button:
 - Dim White = Unloaded
 - Bright White = Loaded
 - **Dark Blue** = [SELECT] (Master Controller)
 - **Flashing Red** = Back
 - **Flashing Yellow** = Pause
- Bottom Buttons:
 - Dim White = Unloaded
 - Bright White = Loaded
 - **Dark Blue** = [SELECT] (Master Controller)

14.7 Working With controllers

Controller types: - Detailed

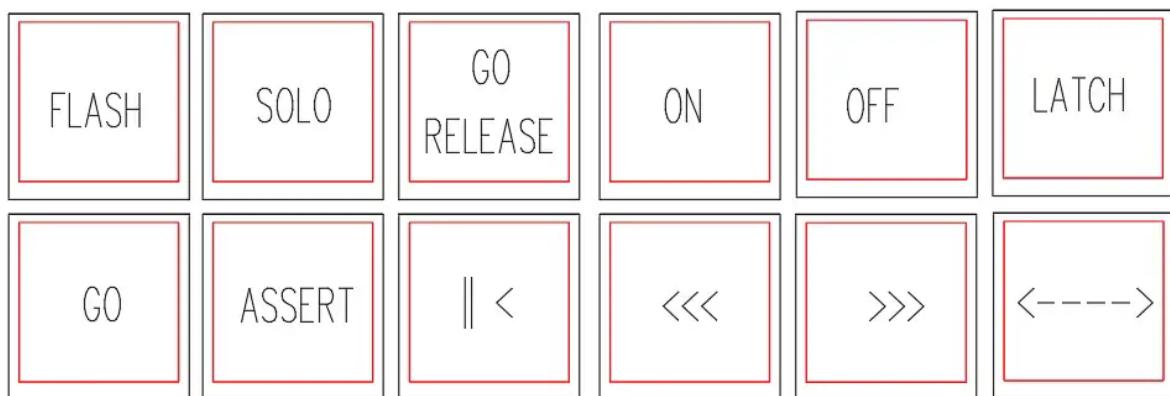
Controller Type	Total Virtual and physical	Pages	Number of Sliders	Slider Type	Number of Buttons	System Button Default Top Middle Bottom	Assignable Objects
Slider Controllers	100	30	1 - 70mm	Motorized	3	GO Hold/Back Flash	Cues, Scenes, Group Submasters, Libraries, Macros, Snaps
Qkey Controllers	100	30	N/A	N/A	1	GO	Cues, Scenes, Libraries, Macros, Snaps
Aux Qkey Controllers	100	30	N/A	N/A	1	GO/Release	Cues, Scenes, Libraries, Macros, Snaps
Global Control	100	1	1 - 50mm	None	1	GO	Cues, Scenes, Group Submasters, Libraries,
				Motor			Macros, Snaps
A/B	1 A/B Pair	1	2 - 100mm	None Motor	2	L - Hold/Back R - GO	Cues

GLOBAL CONTROLLERS



Aux Qkey Controllers

CONTROL KEYS



Control Keys: Provide “On the Fly” access to button functions not directly assigned to controllers. Apply a Controller Key:

1. Press a {Control Key}
2. Press any destination [Controller Button] to apply the Control Key’s function

In most cases, double press of the Control Keys locks them on until pressed again.

Control Key Functions:

- **FLASH** - Momentarily turns on a Controller.
☞ Most useful when locked on with double press.
- **Solo** - Turns off intensity parameters on all controllers excluding the destination controller.
- **GO/RELEASE** - First press initiates a GO, second press initiates a RELEASE.

☞ Most useful when locked on with double press.

- **ON** - Instantly turns on a controller.
- **OFF** - Instantly turns off a controller.
- **Latch** - Currently unimplemented.

- **GO** - Initiates a GO command.
- **ASSERT** - Takes back control of parameters that have been “robbed” by other controllers.
- **HOLD/BACK** - If a controller is running, pause the controller. If a controller is static, initiate a BACK command.
- **<<< (Step Back)** - Steps backwards through a Qlist ignoring time
↳ [VIBE]
• + [BACK] will also step backwards through the list.
- **>>> (Step Forward)** - Steps forward through a Qlist ignoring time
↳ [VIBE] + [GO] will also step forward through the list.
- **<<<->>>** - Reverses sequence direction (mainly used with loops and chasers).

Assign a Qlist to a Controller:

1. [QLIST] [#]
2. [HERE] to any button of the controller that will be the start point of the range.

Blank Qlists may be assigned to any controller.

Assign a range of Qlist:

1. [QLIST] [#] → [QLIST] [#]
2. [HERE] to any button of the controller that will be the start point of the range.

Assign a Cue to a controller:

1. [QLIST] [#]
2. [CUE] [#]

3. [HERE] Press any of the controller's buttons - The Qlist and Cue will be assigned to the Controller and default controller configuration and settings will be applied. See: [7.5.2. Controller Actions](#)

Release and unload Controllers:

- See: [14.8. Controller Release and Free](#)

14.8 Controller Release and Free

Vibe has two types of release functions, Editor Release and Controller Release. The following deals with Controller Release.

Off - Instantly turns off a controller

- [OFF] [HERE] to any controller button.

Release - Turns off a controller using release time.

- [RELEASE] [HERE] to any controller button.

Release All - Turns off all controllers using release time.

- [VIBE] + [RELEASE]

Release Time -

- By default controllers use the Default Release Time set in System Settings Timing. See: [7.2. Timing](#)
- Release time may also be set on a Qlist basis using the Qlist Properties Pop-up. See: [7.5.3. Qlist Properties](#)

Free - Unloads a controller. It does not delete the loaded object.

- [FREE] [HERE] to any controller button.

Free All - Unloads all controllers.

- [VIBE] + [FREE]

14.9 Controller Qlist Properties

By default, the first incident of a Qlist being assigned to a controller will take its Qlist properties from the user default Qlist Properties. **For Qlist Properties details, see: [7.5.3. Qlist Properties](#)**

- Each new incident of assigning the same Qlist to additional controllers will initially copy the Qlist properties from the first assignment.
- If changes are made to individual controller Qlist properties, those changes stay with the controller and are not copied or updated to other controller Qlist properties.
- If it is desirable to update what will be copied to future assignments of the Qlist, toggle {Save to Qlist} On. Changes made to the current Qlist properties will now be passed along.
- Qlist properties may be restored to their user defaults by tapping the {Restore Defaults} key.

14.10 Controller Modes

The Controller Mode keys are located at the far left of the console beside the motorized faders. The motorized faders may be assigned to any one of 4 modes. These modes allow for a quick modification to various rate and effect parameters. Controller modes are outside of the editor and are designed for “On the Fly” usage.

Controller Modes allow the following to be adjusted:

- [FADERS] - Normal behaviour for the fader as assigned in Controller Definitions
- [RATE] - The Rate of the fades, loops, effects, and chasers on the controller will be proportionally adjusted. Motorized faders will move to an optimized position of 32% allowing for proportional adjustment of a controller’s rate.

- [SIZE] - Proportionally adjusts the size of effects running on the controller.
- [OFFSET] - Adjusts the spread of the fixtures in running effects
- [PROTECT] - When implemented, must be held down before any of the fader modes may be changed.

14.11 Rate and Teach Keys

The Rate function allows users to adjust controller rates or effects parameters in “real time”. This is very helpful in fine tuning chases and effects to synchronize with music, or to improvise performances “on the fly”. The Rate Screen operates outside of the editor and is non destructive. Changes made in the Rate Screen may not be stored in cues but may be stored and recalled in [Snaps].



Using the Rate Screen:

Large encoder wheels:

1. Press the [Rate Key] - When opened, all loaded controllers will appear in the “Selected Controllers” section of the display. Initially

all loaded controllers will be **globally** affected by the wheels and features in the Rate Screen.

2. Pressing any [Key] of a controller will deselect all other controllers except the controller that was selected. Additional controllers may be toggled on or off as desired and they will appear in the Selected Controllers display.
 - {Select All} will reselect all loaded controllers for rate control.
 - {Deselect All} will release all selected controllers from rate control
 - {Show Active} will release all controllers in the “Selected Controllers” section that are not currently under the control of the rate wheels.
3. Wheel 1 - {Controller Rate} speeds up or slows down the cross fade rate of the controller. This may be used for cue transitions, chases, or effects. Range: 0% (Stopped) → 3000% (effectively cut time)
4. Wheel 2 - {X Fade %} adjusts the “fade vs jump percent of a chaser. Range: 0% (full jump) → 100% (full cross fade)
5. Wheel 3 - {Intensity Limit} proportionally limits the intensity output of a controller. Range 0% (no intensity output) → 100% {Intensity controller full}
6. Wheel 4 - {Library Editor Rate} currently unimplemented (adjusts the speed that Libraries are faded into the editor) Small encoder wheels: (top to bottom)

Small encoder wheels: (top to bottom)

1. Small Wheel 1 - {FX Rate} adjusts the rate of effects that are running on the selected controllers.
2. Small Wheel 2 - {FX Size} adjusts the size of effects that are running on the selected controllers.
3. Small Wheel 3 - {FX Offset} adjusts the offset (Spread) of effects that are running on the selected controllers.

4. Small Wheel 3 - {FX Base} adjusts the base values (start point) of parameters that are in running effects on the selected controllers.

Reset keys:

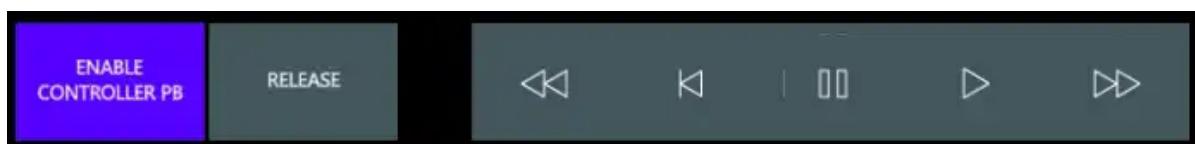
1. {Reset Ctrl Rate} - Sets all controller rates back to their default of 100%
2. {Reset FX Rate} - Sets controlled FX rates back to their stored values.
3. {Reset FX Size} - Resets controlled size of effects back to their stored values.
4. {Reset FX Offset} - Resets controlled offsets of effects back to their stored values.
5. {Reset FX Base} - Resets controlled effects base values back to their stored values.

Freeze toggle keys:

1. {Freeze All} - Pauses all running chases and effects until the {Freeze All} key is toggled again.
2. {Freeze Chase} - Pauses all running chases until the {Freeze Chase} key is toggled again.
3. {Freeze Effect} - Pauses all running effects until the {Freeze Effect} key is toggled again.

Freeze only effects chases and effects at the playback level. To permanently release an effect from a cue see: [13.3.1. Building Effects Using the Advanced Effects Editor](#)

Transport Bar:



When actively in the Rate Screen, physical controller keys are mapped to the rate interface and may not be used to activate Qlists, cues, or scenes. As an alternative, the transport bar may be used. To use the transport bar:

1. Tap {Enable Controller PB} to activate the Transport Bar.
2. Select the controllers to control with the bar by toggling any of the controller's physical control keys
3. Use the transport Bar buttons to:
 - {<<} Step Back
 - {<} Back
 - {||} Hold (Pause)
 - {>} GO
 - {>>} Step Forward
4. {Release} may be tapped at any time to deactivate the selected controllers using release time.

Teach keys: Currently unimplemented

1. {Teach Enabled} - Enables the [Teach Key] for sampling and adjusting tap rate of chasers and effects in “real time”.
2. {Tap X} keys set the sample rate for the teach function (number of presses to be averaged).
3. When implemented, Teach time may also be set from the Rate Screen using the transport bar buttons.

15 Dark Parameter Positioning

There are three features that allow you to preset parameter values when a fixture's dimmer is dark, thus avoiding visible parameter movement:

The following is covered in this chapter:

- [15.1. Look Ahead \(Move in Dark\)](#)
- [15.2. Look Ahead Cue \(Mark\)](#)
- [15.3. Force Black](#)

15.1 Look Ahead (Move in Dark)

The Look Ahead feature is used for automatic pre-positioning of selected parameters when the fixture's dimmer is dark, thus avoiding visible parameter movement. For Look Ahead to work, the fixture's dimmer must be at ZR, and there must be a parameter move from one cue to the next cue. Look Ahead fades can be set for a specified default time or user time, which is different than the cue's default fade time. Before using Look Ahead, you must create a Look Ahead mask. The Look Ahead mask tells Vibe which spots, spot parameters, or scrollers are affected by the Look Ahead feature. If you have not specified parameters in the Look Ahead mask, all parameters will be affected. The Look Ahead mask can contain more than one parameter. Currently, the Look Ahead pre-positioning will happen at the **last** available opportunity before the dimmer turns on.

If in specific cues you want to prevent applying the Look Ahead mask, give dimmers a value of 1%.

LED fixtures without physical dimmer parameters should not be included in the Look Ahead Mask.

Enable or Disable Look Ahead on all controllers:

1. Open System Settings from the Vibe Menu or tap the status area of the main monitor - The System Settings pop-up will open.

2. Tap the {Timing} tab to open the Timing Properties pop-up.
3. Under the **Look Ahead** header enable or disable all controllers using {Set All Controllers ON} or {Set All Controllers OFF}.
4. There is no confirmation of On/Off as these buttons basically toggle {Look Ahead} in **all** Qlist Properties pop-ups.
5. If Look Ahead is globally turned off it may still be enabled on a per Qlist basis in the Qlist Properties pop-up.

Look Ahead status for individual controllers may be viewed in the controller's Qlist Properties.

Create the Look Ahead Mask:

1. Select the fixtures to be in the Mask.
2. Optionally select the parameters to be included in the Mask - If no parameters are selected, all parameters will be included.
3. Tap {LOOK AHEAD MASK} on the Editor Toolbar.
4. Press [STORE].

Delete the Look Ahead Mask:

1. Select the fixtures to be deleted from the Mask.
2. Tap {LOOK AHEAD MASK} on the Editor Toolbar.
3. Press [DELETE].

A Look Ahead cue is a cue that automatically pre-positions parameters when the dimmer is off. Currently only time can be set for a Look Ahead cue.

Set individual Look Ahead Time - Speed at which fixtures move in dark.

1. CUE] [#] [Time] - The Time pop-up will open.

2. Tap {Look Ahead} - The indicator will turn green and Look Ahead will appear over the virtual time wheel.
3. Set the time value using the virtual wheel or type the value directly on the keypad.
4. Press [Enter] or tap  to close the pop-up and store the Look Ahead time.

Look Ahead time can also be changed using the [CUE] [#] [SETTINGS] command. Default Look Ahead time can be set in System Settings/Defaults/Cue Settings.

Enable or Disable Look Ahead on individual controllers:

1. Press [SETTINGS] [HERE] to any controller button of the controller you wish to enable or disable Look Ahead on - The Settings pop-up will open.
2. Tap the {Qlist properties} tab - The Qlist Properties pop-up will open.
3. Toggle Look Ahead on or off.
4. Press [Enter] or tap  to close the pop-up.

15.2 Look Ahead Cue (Mark)

Unimplemented

- Look Ahead: (sometimes referred to a Mark Cue)
 - Unlike having Look Ahead automatically preposition all dark parameters for all cues in a Qlist, a cue tagged in Cue Store Options as {Look Ahead} will preposition dark parameters for just the tagged cue.

15.3 Force Black

When it is not desirable to see parameter values move from one cue state to another, Force Black may be used to save programing time. In a cue flagged as Force Black, the dimmer parameter is first “forced” to Black Out, parameters them move in black, then the dimmer parameter is faded up again. The total speed of a Force Black operation is relative to the overall cue time.

To flag a cue as a Force Black Cue:

1. [QLIST [#] (if not on Master Controller) [CUE] [#] [SETTINGS].
2. Toggle {Force Black} On - The indicator will turn green and the cue will be flagged as a Force Black cue.
3. Press [Enter] or tap  to close the pop-up.

To remove a Force Black flag:

1. [QLIST [#] (if not on Master Controller) [CUE] [#] [SETTINGS].
2. Toggle {Force Black} Off - The indicator will turn off and the cue will no longer act as a Force Black cue.
3. Press [Enter] or tap  to close the pop-up.

16 Macros

This chapter deals with creating and triggering Macros.

The following is covered in this chapter:

- [16.1. Creating Macros](#)
- [16.2. Triggering Macros](#)
- [16.3. Attaching Macros](#)

16.1 Creating Macros

Current Macros can only be created using the **Teach Macro** recorder. In future releases this will expand to include manually created macros. Macro time is automatically recorded with macros and the user may decide whether to enable time or ignore it.

Record a Macro:

1. Press [TEACH] - Vibe will enter Teach Macro record mode and the [TEACH] key will flash red.
2. Press editor keys or controller buttons as required.
3. Press [TEACH] again to terminate the recording - the [TEACH] key will stop flashing and the key presses are now stored in the Macro clipboard.
4. Press [STORE] [HERE] to a Macro Softkey.

OR

5. Press [MACRO] [#] [STORE] - The Macro is now stored.
6. Press [TEXT] to open the Text Pop-up and label the Macro - this is only valid directly after storing the Macro. Alternately [Macro] [#] [TEXT] may be used at any time to label the Macro.

Record a Macro including timing: Unimplemented.

1. Use steps 1 → 3 to store the macro to the Macro clipboard.
2. Press [MACRO] [#] [TIME][STORE] - The Macro is now stored including it's timing.

Macros may be viewed by adding the EXAM display to any of the **Workspace Template** pages.

Macro	Index	Time(s)	State	Command
1	0	0	DOWN	SHIFT
1	1	0.171	UP	SHIFT
1	2	0.171	DOWN	SHIFT
1	3	0.171	UP	SHIFT
1	4	2.074	DOWN	QKEY 1.101
1	5	2.184	UP	QKEY 1.101
1	6	3.01	DOWN	SHIFT
1	7	3.151	UP	SHIFT

16.2 Triggrering Macros

Macros may be directly triggered using the keypad or Macro Softkeys.

Trigger a Macro using the keypad:

- [MACRO] [#] [ENTER]

Trigger a Macro using Macro Softkeys:

- Tap the required {Macro} Softkey.

Trigger a Macro from a Qkey: Currently Unimplemented - Assign the Macro to the Qkey by pressing [MACRO] [#] [HERE] to any Qkey button.

- Press the Qkey button to activate.

16.3 Attaching Macros

Macros may be attached and triggered from Qlist Cues.

Attach a Macro to a Cue:

- [CUE] [#] [MACRO] [#] [STORE]

Release a specific Macro from a Cue:

- [CUE] [#] [MACRO] [#] [RELEASE]

Release all Macros from a Cue:

- [CUE] [#] [MACRO] [RELEASE]

Macros are triggered when:

- The Qlist is advanced to the cue with the trigger.
- [GOTO] commands are used.
- [CUE] [#] [GO] is used.

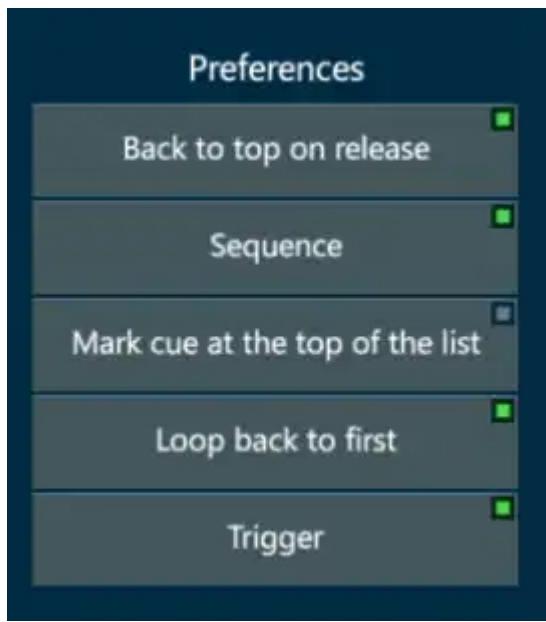
Back commands will not trigger Macros or Snap.

Temporarily disable triggers:

1. Tap the controller display header for the Qlist that contains Macro or Snap triggers - The Qlist Properties pop-up will appear.

OR

1. [SETTINGS] [HERE] to any controller button and select the Qlist Properties tab.
2. Deselect the {Trigger} button - Triggering will be disabled for the incident of the Qlist assigned to that **specific** controller.



17 Snaps (Snapshots)

This chapter deals with creating and triggering Snapshots.

The following is covered in this chapter:

- [17.1. Storing Snaps](#)
- [17.2. Triggering Snap](#)
- [17.3. Attaching Snaps](#)

17.1 Storing Snaps

Snaps (Snapshots) - Capture and record the current state of all controllers including:

- Loaded Qlist
- Current Page - Optional
- Current Master Controller - Optional
- Current active cue
- Slider (Fader) position
- Priority list (stack) at the time of the snapshot
- Controller Priority Group number
- Controller slider and button assignments
- Linked controllers (Combined)
- Rate overrides
- Effect Size overrides
- Effect Offset overrides

- Effect Base overrides

Store a Snapshot:

1. Make sure that all controllers on **all** pages are setup, loaded, and activated exactly as you want them to be restored.
2. Press [STORE] [HERE] to any available {Snap} softkey.

Or

2. Press [SNAP] [#] [STORE].
3. Press [TEXT] to open the Text Pop-up and label the Snap - this is only valid directly after storing the Snap. Alternately [SNAP] [#] [TEXT] may be used at any time to label the Snap.

17.2 Triggering Snap

Snaps may be directly triggered using the keypad or Snap Softkeys.

Trigger a Snap using the keypad:

- [SNAP] [#] [ENTER]

Trigger a Snap using Snap softkeys:

- Tap the required {SNAP} softkey.

Trigger a Snap from a Qkey: Currently Unimplemented.

- Assign the Snap to the Qkey by pressing [SNAP] [#] [HERE] to any Qkey button.
- Press the Qkey button to activate.

Snaps on Vibe are currently **absolute** - All controllers are replaced with new loaded objects and controllers without new loaded objects are cleared. Future releases will have an option for “Page Holdover” where active objects will not be replaced until the controller is released.

Snaps may be assigned a time to “smooth” out their transitions.

Setting Snap Time:

1. Press [SNAP] [#] [SETTINGS] - The Snap Settings pop-up will appear.
2. Toggle the {Snap Time} key On.
3. Adjust the Snap Time with the Virtual Time Wheel.
4. Close the pop-up using [ENTER] or .

Additional Snap Settings:

- Snap Label - Enter text label for Snap into the white text box.
- Load Pages - Restores the controllers to the page they were on when the Snap was recorded.
- Load Master PB (Controller) - Restores assignment of the Master Controller to the controller it was assigned to when the Snap was recorded.

Controller Settings Properties that affect Snap:

- Exclude from Snap - Controller will not be included when Snaps are recorded.
- Exclude from Override - Even if recorded in a Snap, the controller will ignore Snap activation instructions.

17.3 Attaching Snaps

Snaps may be attached and triggered from Qlist Cues.

Attach a Snap to a Cue:

- [CUE] [#] [SNAP] [#] [STORE]

Release a specific Snap from a Cue:

- [CUE] [#] [SNAP] [#] [RELEASE]

Release all Macros from a Cue:

- [CUE] [#] [SNAP] [RELEASE]

Snaps are triggered when:

- The Qlist is advanced to the cue with the Snap trigger.
- [GOTO] commands are used.
- [CUE] [#] [GO] is used.

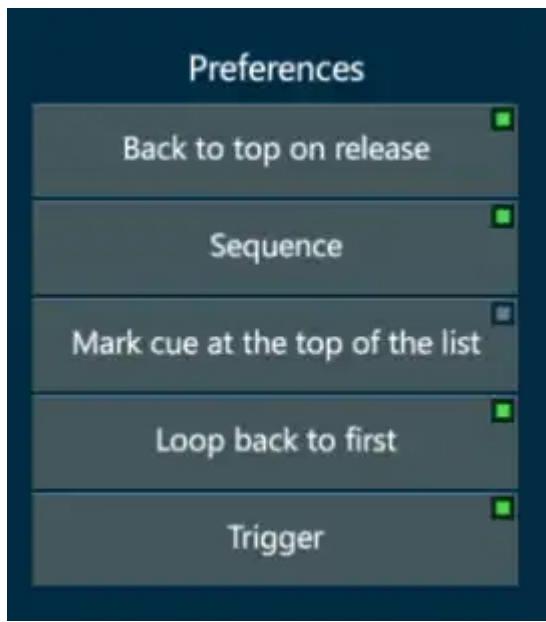
Back commands will not trigger Macros or Snap.

Temporarily disable triggers:

1. Tap the controller display header for the Qlist that contains Macro or Snap triggers - The Qlist Properties pop-up will appear.

OR

1. [SETTINGS] [HERE] to any controller button and select the Qlist Properties tab.
2. Deselect the {Trigger} button - Triggering will be disabled for the incident of the Qlist assigned to that **specific** controller.



18 Exam show data

Virtually all Vibe show data can be viewed using the **Exam** display. The Exam display can be added to any Workspace Template using the Vibe Menu.

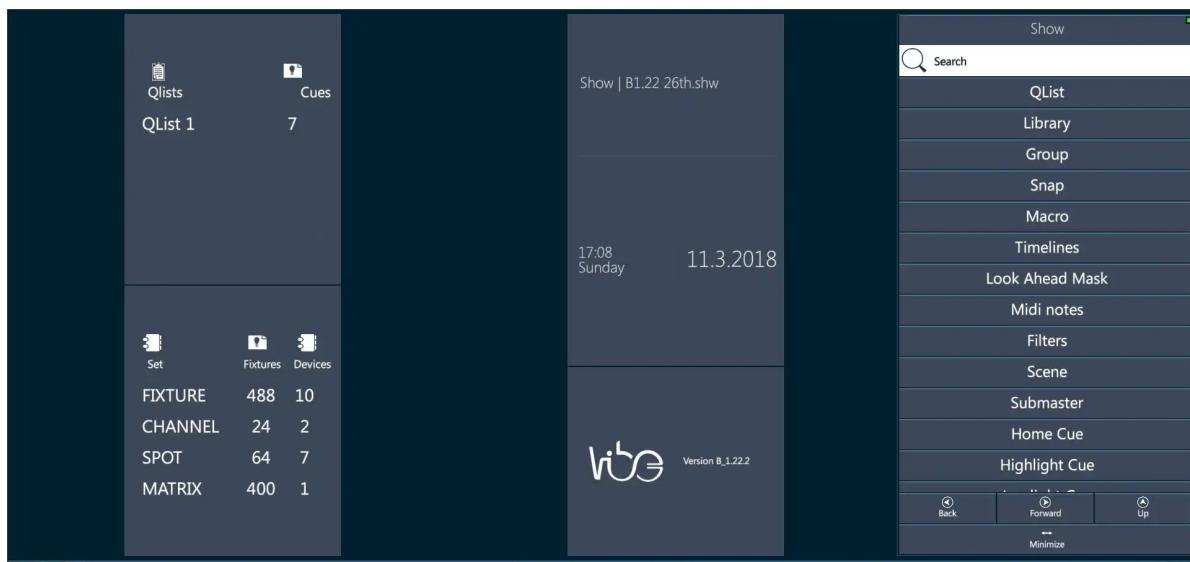
Path: {Vibe}/{Display objects}/{Exam}. It can also be opened as a pop-up using the [EXAM] key. The root menu is divided into two main sub menus, {Show} and {Patch}. This chapter deals with viewing show and patch data.

The following is covered in this chapter:

- [18.1. Show Exam](#)
- [18.2. Patch Exam](#)

18.1 Show Exam

The Show Exam Menu has 14 items:



1. **Qlist Exam** - List of all show Qlists.

- Qlist # Exam - Displays a Cue Sheet view for all cues in the Qlist.

- Cue Exam - Displays a track sheet for the selected cue. Fixtures may be filtered using the **Sets Tabs** at the bottom of the screen.
- Fixture - Displays the selected fixture's information organized by **Patch, Sets, Cues, and Libraries** tabs at the bottom of the display.

2. **Libraries Exam** -Lists all stored Libraries by type.

- Library Type Exam - Displays all libraries for the selected library type.
 - Library Fixtures Exam - Displays values for the fixtures stored in the library. Fixtures may be filtered using the **Sets Tabs** at the bottom of the screen.
 - Fixture - Displays the selected fixture's information organized by **Patch, Sets, Cues, and Libraries** tabs at the bottom of the display.

3. **Group Exam** -Lists all stored groups.

- Group # Exam - Displays all the fixtures in the group and their recorded selection order.
 - Individual group fixtures - N/A.

4. **Snaps Exam** - Lists all recorded Snapshots.

- Snap # Exam - Graphically displays what controllers and their status are recorded in the the Snap.

5. **Macro Exam** - Lists all stored Macros.

- Macro # Exam - Opens a display of all macro steps, time (if enabled), macro state, and macro command (This will be editable in future versions).

6. Time Lines - Not implemented yet.

7. **Look Ahead Mask Exam** - Displays which fixtures will be enabled for the Look Ahead feature. (Move in Black) .

8. **MIDI Notes** - Shows patched midi notes (currently unimplemented use patch {I/O Settings} as an alternative.)
9. **Filters** - Not Implemented.

10. **Scene Exam** - Lists all stored Scenes.

- **Scene # Exam** - Displays a track sheet for the selected Scene. Fixtures may be filtered using the **Sets Tabs** at the bottom of the screen.
 - **Fixture** - Displays the selected fixture's information organized by **Patch, Sets, Cues, and Libraries** tabs at the bottom of the display.

11. **Submaster Exam** - Lists all stored Scenes that have been converted to Group Submasters.

- **Submaster # Exam** - Displays a track sheet for the selected Group Submaster. Fixtures may be filtered using the **Sets Tabs** at the bottom of the screen.

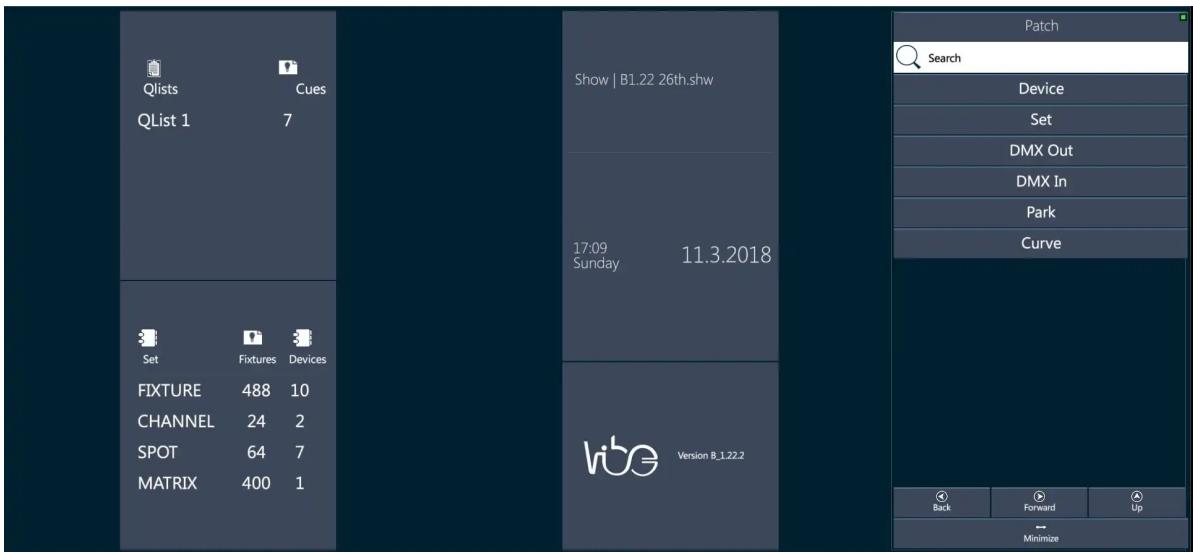
12. **Home Scene Exam** - Displays values for all fixtures stored in the user defined Home Scene.

13. **Highlight Scene Exam** - Displays values for all fixtures stored in the user defined Highlight Scene.

14. **Lowlight Scene Exam** - Displays values for all fixtures stored in the user defined Lowlight Scene.

18.2 Patch Exam

The Patch Exam Menu has 6 items:



1. **Devices Exam** - Shows a list of all imported devices and their properties.
 - Individual Device Exam - Graphically Displays DMX parameter allocation for the current device and mode.

2. **Sets Exam** - Displays the ID of each set type and the number of fixtures patched to it.
 - Individual Set Exam - Shows a list of all fixtures patched to the set with columns for **Fixture Name**, **Fixture #** (in this case unique system ID # not actual fixture #), **Set ID #**, **# in Set**, (User defined number in the set) , and **Device Name**.

3. **DMX Out Exam** - Displays a list of all DMX universes that have fixtures patched to them. A table is provided with columns for **Universe # (Port)**, Patched Fixture Count, and the **Number of Used DMX Address** out of 512.
 - Individual Universe Exam - Displays a table of patched fixtures and their DMX properties.

4. **DMX In Exam** - Displays a table of how many DMX inputs are used on each of the two available DMX inputs.
 - Individual Input Exam - Displays a table of DMX input assignments.

5. **Park Exam** - Displays a table of the number of parked fixtures and addresses.
 - View Park by Dimmer (Address) or Fixture - Displays a list of all parked fixtures or dimmers and their parked dimmer values.
6. **Curves Exam (Functions)** - Displays a graphical list of all read only and user created Functions. It also displays which functions are included in the favorites list.

19 Topo Topographical Display

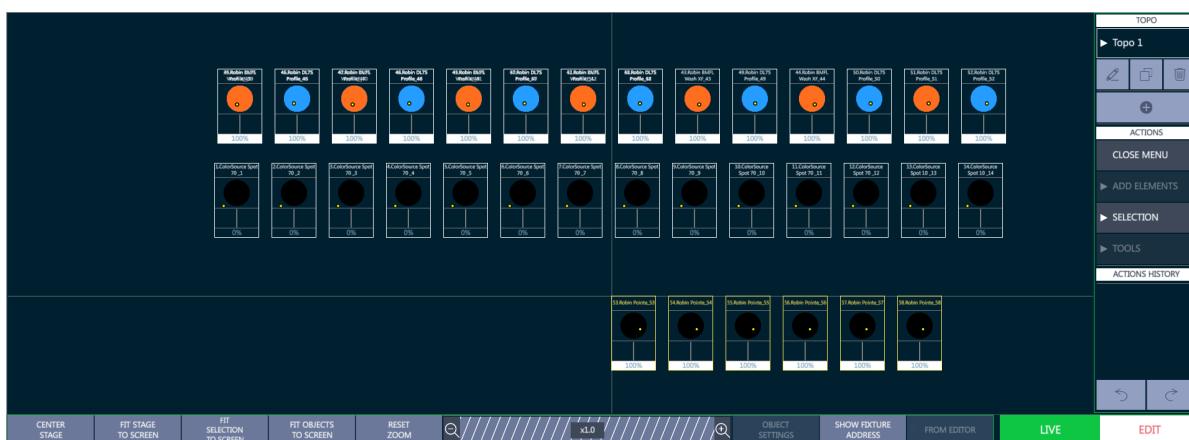
It is sometimes useful to organize fixture selection in a graphical manner instead of numerical lists. In Vibe this is referred to as the TOPO (Topographical) map display. Other console may refer to this feature as “Layouts”, “Magic Sheets”, or “Rig” Schematics”.

The following is covered in this chapter:

- [19.1. Creating a Topo View](#)
- [19.2. Topo Menu](#)
- [19.3. Creating a Topo](#)
- [19.4. Adding fixtures to a Topo](#)
- [19.5. Adding Pixel Maps](#)
- [19.6. Adding text and background elements](#)

19.1 Creating a Topo View

When starting a new show any Topo views stored in Layouts will be empty until the system is patched and fixtures are assigned to a Topo. If no layout contains a Topo view, a Topo view must be added to a blank page. Virtually unlimited Topos may be created and displayed in a Topo view. Fixtures may be shared by Topos.



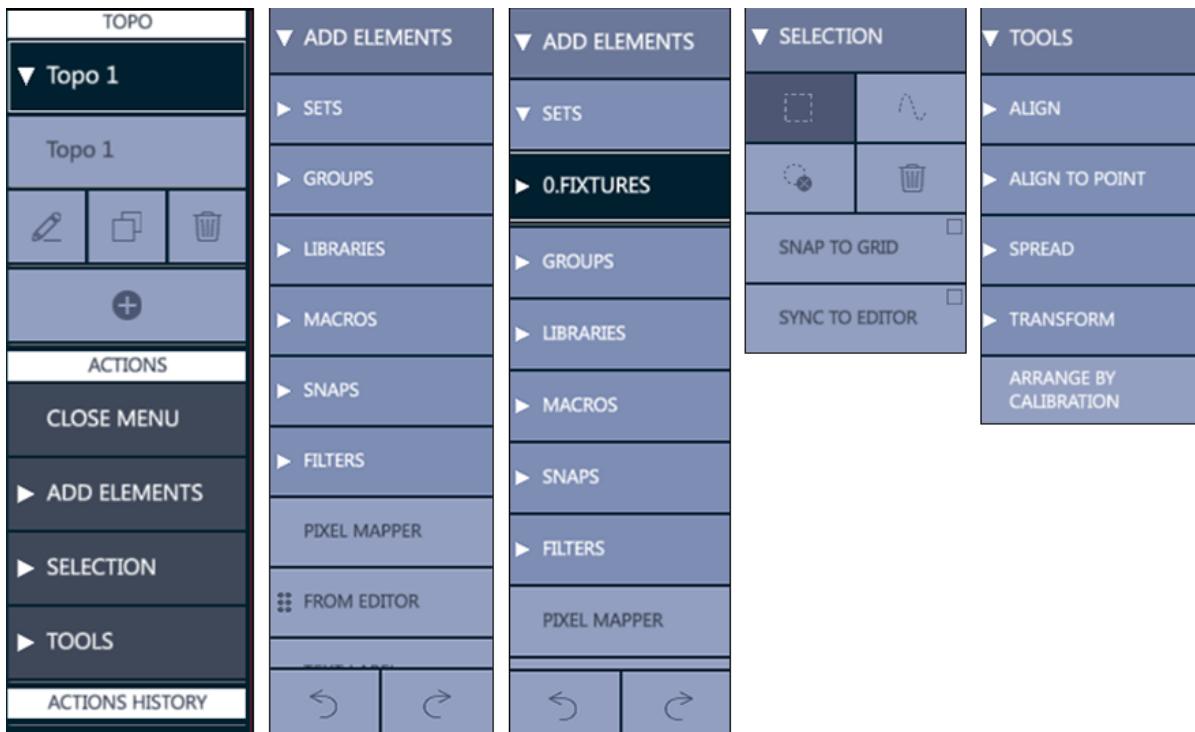
Topo View in {LIVE} mode displaying the “Movers” Topo

To add a Topo view to a page:

1. Tap {Vibe} on the monitor that will display the Topo - Vibe menu will open.
2. Tap {Pages} - Page display will open.
3. Add a blank page from either the {Programming} or {Playback} work space templates - A blank workspace will open.
4. On the screen with the blank workspace, open the {Vibe} menu again and select}
 - {Display Objects}
 - {Topo View} - A blank Topo view will appear on the workspace.
5. Size and drag the Topo display as required then tap {unlock/lock} icon to lock the Topo from further adjustment - Topo display is now ready to add fixtures to.
6. Select the desired Topo number, and give the Topo a unique name.
7. Enter the size of the Stage surface. The stage dimensions may be in be in Imperial or Metric. This default is set in the System Settings pop-up.
8. Select the stage point of view. The default is Top view.
9. Tap  or press [ENTER] - This closes the pop-up, enters Topo {Edit} mode, and the grid will be displayed.

19.2 Topo Menu

The Topo Menu is a hierarchical menu that provides the tools for creating and editing Topos. To Edit objects, the {EDIT} mode button in the bottom right area of the Topo view must be enabled.



The root menu provides the following sub-menus:

1. Topo:

- lists of existing Topos.**
- Edit Topo properties.**
- Copy Topo.**
- Delete Topo.**
- Add new Topo.**

2. Actions:

- a. {Add Elements} - accesses the following:

1. {Sets} Opens drop down of all available fixture sets, Global fixture set, Channels, Spots, Matrix, Servers, and users created sets. [6.1. Fixture Sets.](#) , [19.4. Adding fixtures to a Topo.](#)

2. {Pixel Mapper} - Adds a User definable Pixel Map matrix to the Topo surface 19.5. Adding Pixel Maps

b. {Selection} - May be used in Live mode or Edit mode.

Selections must start out side of the fixture.

1. Select by creating a rectangular lasso. - Dragging from left to right or right to left to create a rectangle around or through the objects.

2. Select by creating a free-form path, dragging through objects.

3. De-select all.

4. Delete selected (only valid in Edit Mode).

5. Snap to grid - Fixtures and object will snap to the nearest grid node.

6. Sync to Editor - In edit mode, fixtures can be selected using the embedded keypad.

c. {Tools}:

1. {Align}:

2. Left

3. Center

4. Right

5. Top

6. Middle

7. Bottom

8. Circular - When selected, a set of modifier horizontal virtual wheels will be available for the following:

- fixture location on the circumference

- Radius

- End point

8. Point to Point

9. {Align to Point} - A base point must be specified on the Topo surface as a starting reference. The options are the same as Align except there is no point to point.

10. {Spread} (Fan) - When Spread is selected, a horizontal virtual modifier wheel will appear. The following spread options are available:

11. Spread horizontally from left

12. Spread horizontally from center

13. Spread horizontally from right

14. spread vertically from top

15. Spread vertically from middle

16. Spread vertically from bottom

17. {Transform} - Used to modify size and rotation of Topo objects. Horizontal virtual wheels will appear for the following:

18. Scale

19. Rotate

20. Presets are supplied for:

- Rotate 45° counterclockwise
- Rotate 45° clockwise
- Reset

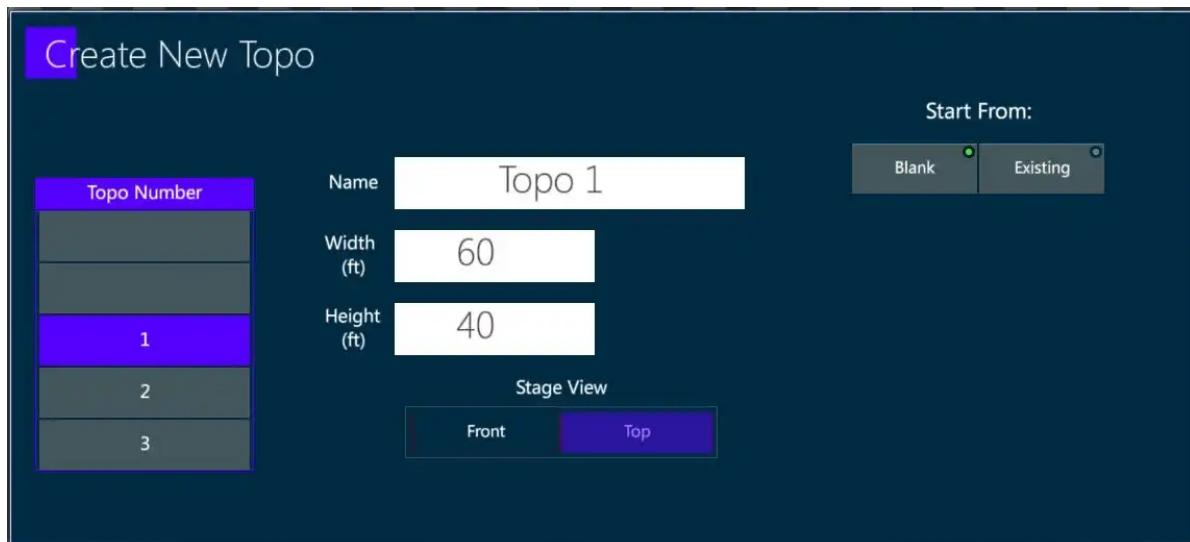
21. {Arrange Calibration} - When tapped, selected Topo fixtures get their positions from the XYZ calibration. [20. XYZ Fixture Calibration.](#)

19.3 Creating a Topo

To create a new Topo:

Navigate to a Topo view

1. Tap the $\{\oplus\}$ key in the Topo Menu at the right hand side of the Topo view display - The “Create New Topo” pop-up will appear



2. Select the desired Topo number, and give the Topo a unique name.
3. Enter the size of the Stage surface. The stage dimensions may be in be in Imperial or Metric. This default is set in the System Settings pop-up.
4. Select the stage point of view. The default is Top view.
5. Tap \checkmark aor press [ENTER] - This closes the pop-up, enters Topo {Edit} mode, and the grid will be displayed.

19.4 Adding fixtures to a Topo

There are two ways to add fixtures to a Topo

Using keypad selection:

1. Press zoom option {FIT STAGE TO SCREEN} on the toolbar at the bottom of the Topo View to see the whole stage area.
2. Select the fixtures using the keypad or a group.
3. Tap {FROM EDITOR} on the toolbar at the bottom of the Topo View.
4. Selected fixtures will now appear in the top right section of the Topo.
5. initially, the fixtures will be selected (outlined in red), and can be dragged freely into place.
6. Double tap in a clear space on the TOPO to deselect.

If the {From Editor} key is selected with a long press (held for a few seconds) the fixtures may be directly dragged from the {From Editor} area. Only a maximum of 5 fixture icons will be shown but the whole selection will actually be there. Drag the fixtures to a location on the Topo view and release. The actual fixtures will now appear on the Topo surface. **The reference point for dropping is the fixtures is the top left corner of the dragged fixture icons.**

Using {ADD ELEMENTS} from the Topo menu:

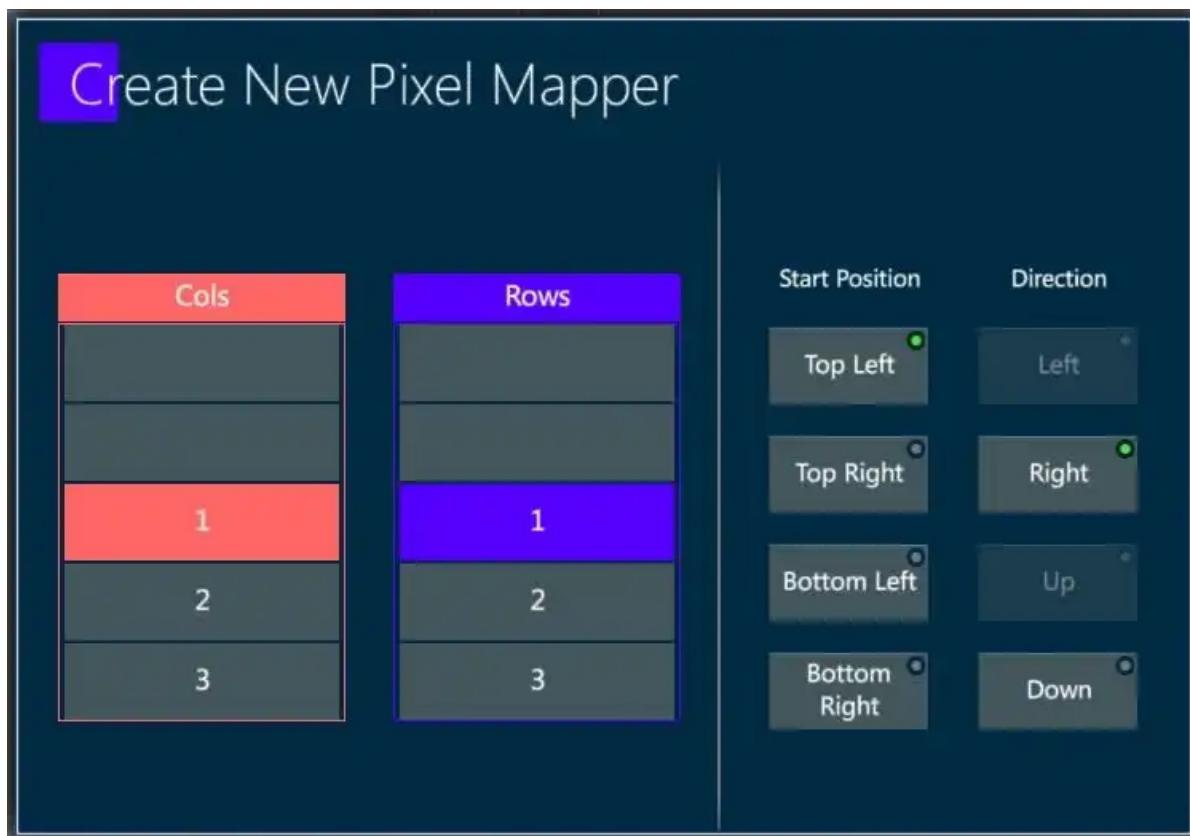
1. Create the Topo
2. From the Topo menu tap {ADD ELEMENTS}
3. From the drop down, tap {SETS}
4. From the next drop down, select a fixture set - A list of the fixture in the set will drop down.
5. From the fixture list, select the fixtures to drag onto the Topo.
6. Press, hold and drag the fixtures onto the Topo surface.
7. Double tap in a blank area of the Topo to deselect the fixtures. Topo tools are provided to edit topo fixture placement and appearance.[19.2. Topo Menu.](#)

19.5 Adding Pixel Maps

The pixel mapper creates a matrix of fixtures. The aspect ratio of the pixel map is controlled by the number of columns and rows that are created. Matrix fixtures may be selected by blocks using the rectangle lasso selection tool, or free-form path tool.

To create a new pixel mapper:

1. From the Topo Actions menu, tap {Add Elements}
2. From the {Add Elements} drop down, tap {Pixel Mapper} - The Create New Pixel Mapper pop-up will appear.



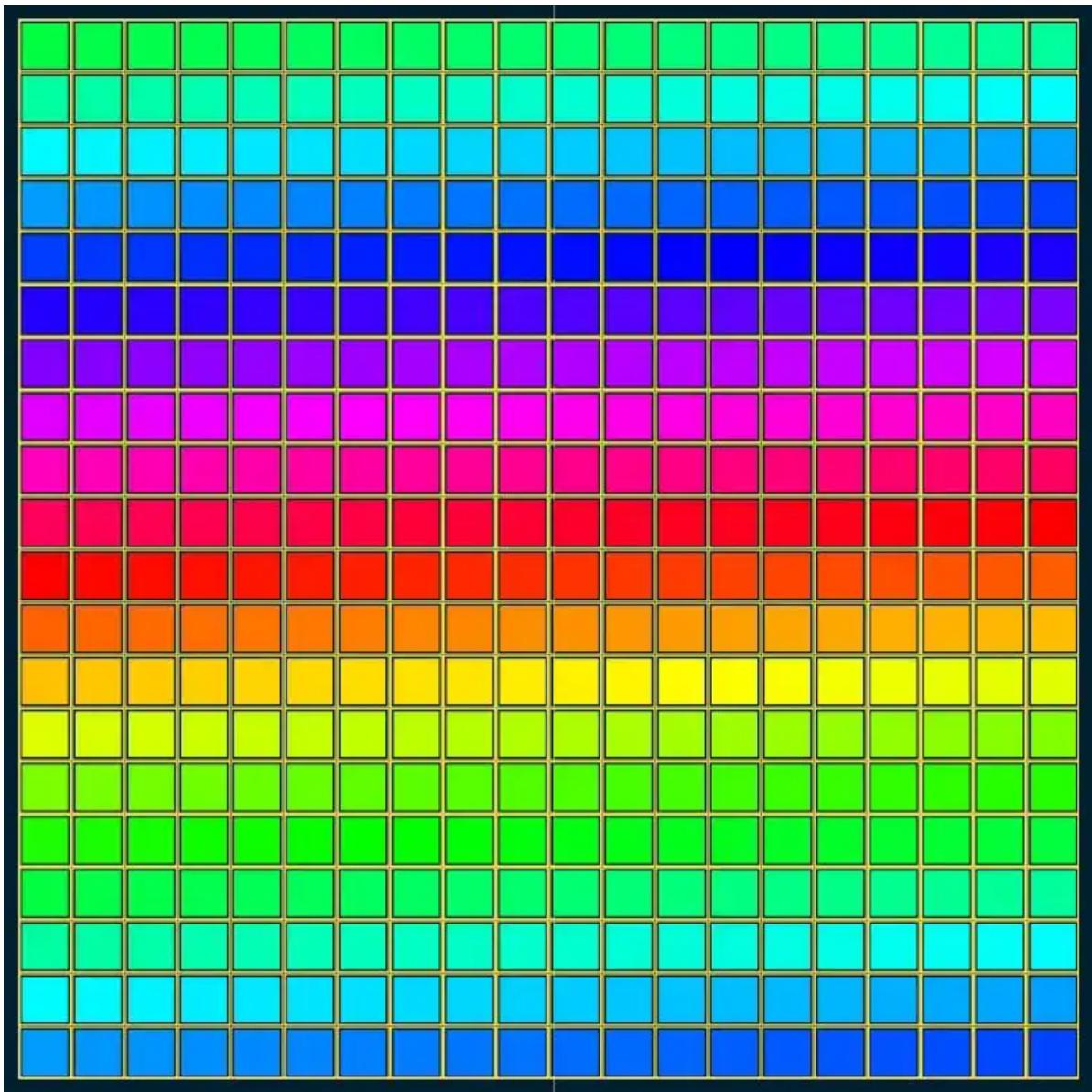
3. Fill in the number of columns and rows and set the start position and direction.
4. Press [Enter] or tap to close the pop-up and create the blank pixel map.

5. ↗ Currently, the pixel map will appear in the top right corner and in some cases, a zoom out will be needed to find the pixel map and drag it back to the desired location..
6. Using the same methods for adding fixtures to the Topo, drag the fixtures into the pixel map matrix. Usually, this will be to the top left corner. [19.4. Adding fixtures to a Topo](#)
7. Release the fixtures and they will populate the pixel map.

☞ The number of fixtures must not exceed the number of pixel mapper cells..

5. The populated matrix in {Edit} Mode will display the fixture numbers in each cell. In {Live} Mode, the fixture's color mix will be shown. CMY, RGB, and HSV color spaces are supported.

F: 601 F: 602 F: 603 F: 604 F: 605 F: 606 F: 607 F: 608 F: 609 F: 610 F: 611 F: 612 F: 613 F: 614 F: 615 F: 616 F: 617 F: 618 F: 619 F: 620
F: 621 F: 622 F: 623 F: 624 F: 625 F: 626 F: 627 F: 628 F: 629 F: 630 F: 631 F: 632 F: 633 F: 634 F: 635 F: 636 F: 637 F: 638 F: 639 F: 640
F: 641 F: 642 F: 643 F: 644 F: 645 F: 646 F: 647 F: 648 F: 649 F: 650 F: 651 F: 652 F: 653 F: 654 F: 655 F: 656 F: 657 F: 658 F: 659 F: 660
F: 661 F: 662 F: 663 F: 664 F: 665 F: 666 F: 667 F: 668 F: 669 F: 670 F: 671 F: 672 F: 673 F: 674 F: 675 F: 676 F: 677 F: 678 F: 679 F: 680
F: 681 F: 682 F: 683 F: 684 F: 685 F: 686 F: 687 F: 688 F: 689 F: 690 F: 691 F: 692 F: 693 F: 694 F: 695 F: 696 F: 697 F: 698 F: 699 F: 700
F: 701 F: 702 F: 703 F: 704 F: 705 F: 706 F: 707 F: 708 F: 709 F: 710 F: 711 F: 712 F: 713 F: 714 F: 715 F: 716 F: 717 F: 718 F: 719 F: 720
F: 721 F: 722 F: 723 F: 724 F: 725 F: 726 F: 727 F: 728 F: 729 F: 730 F: 731 F: 732 F: 733 F: 734 F: 735 F: 736 F: 737 F: 738 F: 739 F: 740
F: 741 F: 742 F: 743 F: 744 F: 745 F: 746 F: 747 F: 748 F: 749 F: 750 F: 751 F: 752 F: 753 F: 754 F: 755 F: 756 F: 757 F: 758 F: 759 F: 760
F: 761 F: 762 F: 763 F: 764 F: 765 F: 766 F: 767 F: 768 F: 769 F: 770 F: 771 F: 772 F: 773 F: 774 F: 775 F: 776 F: 777 F: 778 F: 779 F: 780
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F: 821 F: 822 F: 823 F: 824 F: 825 F: 826 F: 827 F: 828 F: 829 F: 830 F: 831 F: 832 F: 833 F: 834 F: 835 F: 836 F: 837 F: 838 F: 839 F: 840
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F: 861 F: 862 F: 863 F: 864 F: 865 F: 866 F: 867 F: 868 F: 869 F: 870 F: 871 F: 872 F: 873 F: 874 F: 875 F: 876 F: 877 F: 878 F: 879 F: 880
F: 881 F: 882 F: 883 F: 884 F: 885 F: 886 F: 887 F: 888 F: 889 F: 890 F: 891 F: 892 F: 893 F: 894 F: 895 F: 896 F: 897 F: 898 F: 899 F: 900
F: 901 F: 902 F: 903 F: 904 F: 905 F: 906 F: 907 F: 908 F: 909 F: 910 F: 911 F: 912 F: 913 F: 914 F: 915 F: 916 F: 917 F: 918 F: 919 F: 920
F: 921 F: 922 F: 923 F: 924 F: 925 F: 926 F: 927 F: 928 F: 929 F: 930 F: 931 F: 932 F: 933 F: 934 F: 935 F: 936 F: 937 F: 938 F: 939 F: 940
F: 941 F: 942 F: 943 F: 944 F: 945 F: 946 F: 947 F: 948 F: 949 F: 950 F: 951 F: 952 F: 953 F: 954 F: 955 F: 956 F: 957 F: 958 F: 959 F: 960
F: 961 F: 962 F: 963 F: 964 F: 965 F: 966 F: 967 F: 968 F: 969 F: 970 F: 971 F: 972 F: 973 F: 974 F: 975 F: 976 F: 977 F: 978 F: 979 F: 980
F: 981 F: 982 F: 983 F: 984 F: 985 F: 986 F: 987 F: 988 F: 989 F: 990 F: 991 F: 992 F: 993 F: 994 F: 995 F: 996 F: 997 F: 998 F: 999 F: 1000



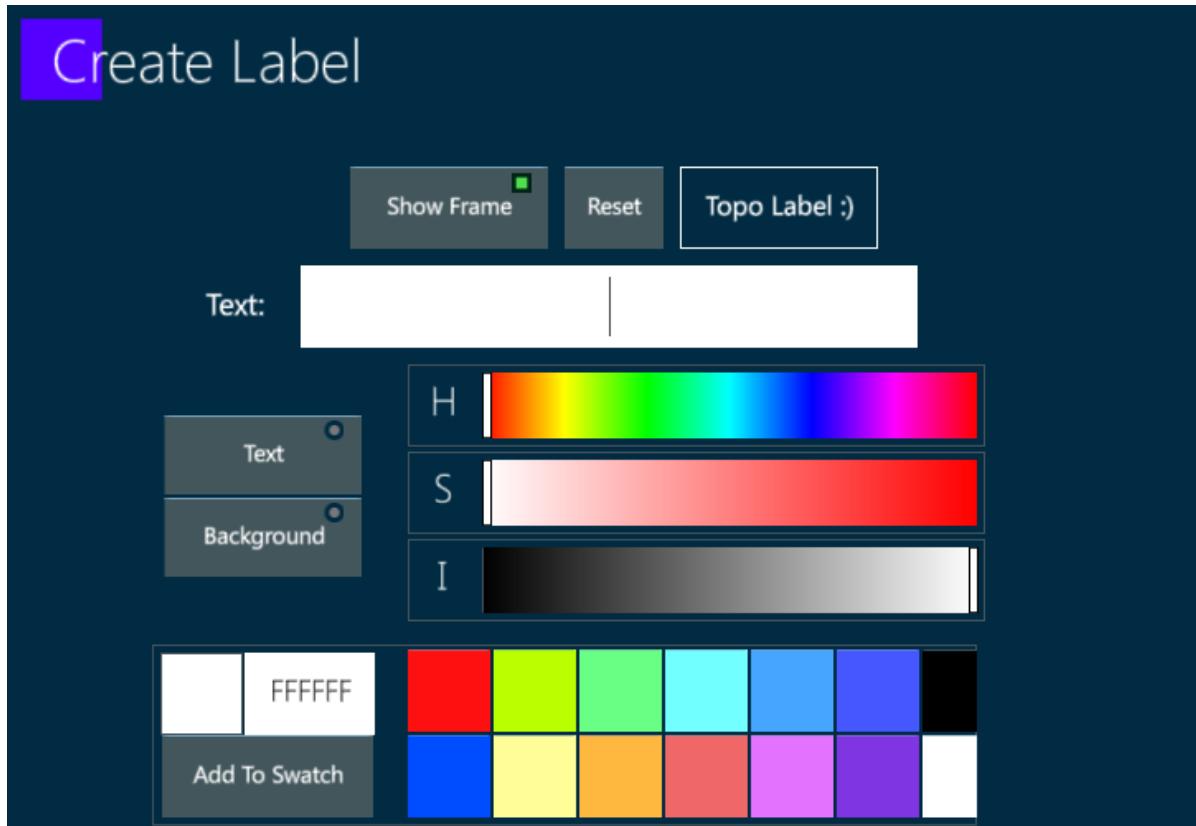
1. Multiple pixel mappers may be added to the same Topo along with other objects.
2. ↗ The current Pixel Mapper is for the selection of fixtures and displaying of live output but future versions will add the ability to map content to individual pixel maps.

19.6 Adding text and background elements

Additional elements may be added to a Topo. Currently available are {Text Label} and {Add Background} To add

Text labels:

1. From the Topo Actions menu, tap {Add Elements}
2. From the drop down, tap {Text Label} - The Create Label pop-up will appear.



3. Close the pop-up and the test label will appear on the Topo surface.
4. Drag the label to the desired location.
5. Transpose tools may be used to size and rotate the label.

Backgrounds such as studio layouts and rig elements may be added to the Topo.

To add a Background to a Topo:

1. Prepare a USB stick with a JPEG, BMP, or PNG piece of content.
2. Insert the USB stick into one of the Vibe's USB ports.
3. From the Topo Actions menu, tap {Add Elements}.

4. Tap {Add Background} - A browser pop-up will appear.
5. Select the USB stick and click on the desired content - Once imported, the content may be found in the default local directory on the hard-drive under D:
6. Tap {Load}, [Enter] or tap  to close the pop-up and place the content as a background to the Topo.
7. To remove the background tap {Remove Background}

20 XYZ Fixture Calibration

Fixtures can be calibrated easily using XYZ values of the Visualizer. When fixtures are calibrated, you can specify a point of the stage in Vibe, and all fixtures will point to it. There are few things that need to be done in order to calibrate the fixtures, and it depends on which visualizer you use.

The following is covered in this chapter:

- [20.1. Calibration in WYSIWYG](#)
- [20.2. Calibration in Capture](#)

20.1 Calibration in WYSIWYG

Calibrate using WYSIWYG

1. On Vibe, go to [PATCH](#) page and tap on {FIXTURE CALIBRATION}
2. Tap on {Stage} button and set the stage dimensions.
3. Specify the drawing origin point at the center of the stage. For this, it will be necessary to work in the CAD tab using the TOP view. Press on the top left corner (that connects the vertical ruler and the horizontal ruler – (see [Blue Frame](#)), and select the option of 'Mover Ruler (Set View Origin)'.
4. Select the center of your stage (see [Red Arrow](#) in the Picture)



5. Go to ‘Data tab’.
6. When in the Data tab, press on Option (in the toolbar) → Document Options → Draw Defaults - and change the units to metric.
- 7.

After that copy the XYZ values from the table in Data view (manually), to the fixture calibration table in Vibe.

Copy the column X to the column X
the column Y to the column Y
the column Z to the column Z

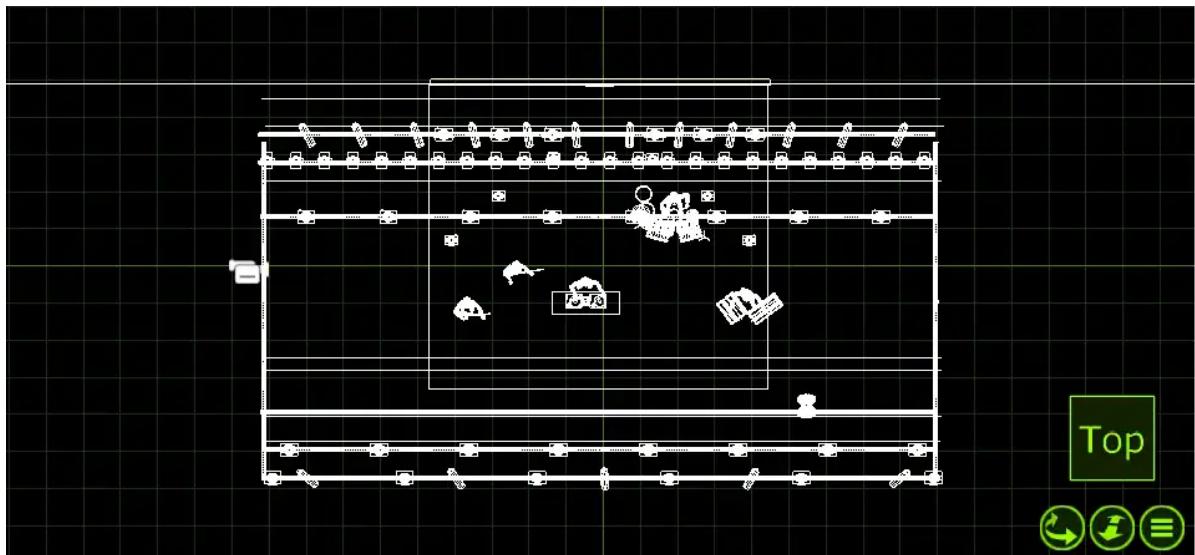
After all values are in the Vibe fixture calibration table, select the X column (by tapping the header) and press [-].

Patch	Type	X	Y	Z
1	LaserBlade Parallel	1.17m	10.00m	11.56m
2	M-Carre	5.12m	7.35m	16.30m
3	1.1	-8.67m	3.01m	14.47m
4	1.31	-8.67m	3.01m	12.89m
5	1.61	-8.70m	3.01m	11.22m
6	1.91	-8.69m	3.01m	9.00m
7	1.121	-8.67m	3.01m	8.01m
8	1.151	-8.69m	3.01m	6.35m
9	1.181	-0.11m	9.53m	14.50m
10	1.211	-0.09m	9.53m	12.91m
11	1.241	-0.12m	9.53m	11.24m
12	1.271	-0.11m	9.53m	9.62m
13	1.301	-0.09m	9.53m	8.03m
14	1.331	-0.11m	9.53m	6.37m
15	1.361	1.39m	9.53m	14.50m
16	1.391	1.40m	9.53m	12.91m
17	1.421	1.37m	9.53m	11.24m

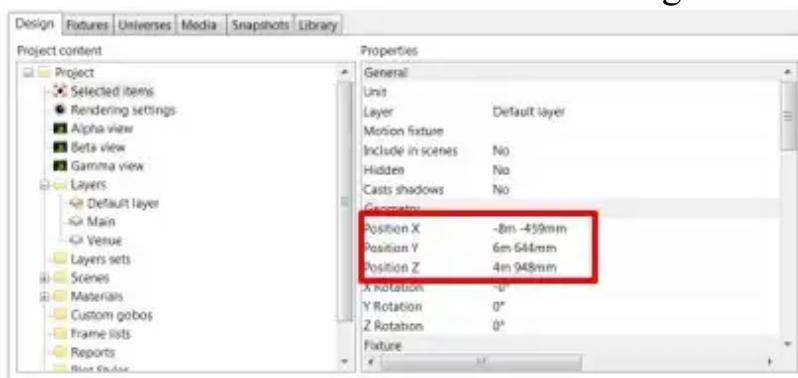
20.2 Calibration in Capture

Calibrate using Capture

1. On Vibe, go to patch and tap on ‘Fixture Calibration’.
2. Tap on ‘Stage’ button and set the stage dimensions.
3. Place your center of the stage in the intersect point of the 2 Bold Axis (when the CAD displays a view from the Top).



4. Go to Tools → Options and change the measurements to metric.
5. Select a fixture in the Capture, and you will see the XYZ coordinates when the table is showing 'Selected Items'.



6. Copy these values (manually) to the Fixture calibration table in Vibe.
7. Copy the column X to the column X the column Y to the column Z the column Z to the column Y
8. After all values are in the Vibe fixture calibration table, select the X column (by tapping the header) and press [-], and select the Y column and press [-]. Fixtures should now be calibrated.

21 Time Code

Time code is used to synchronize Vibe events with the internal timeline or external SMPTE linear timecode (LTC) or MIDI timecode.

This feature is under development and this section is preliminary.

The following is covered in this section:

- [21.1. Timecode and Timeline basics](#)
- [21.2. Create a Timeline View](#)
- [21.3. Configuring Timecode](#)
- [21.4. Recording Timeline Tracks](#)
- [21.5. Executing and Editing Events](#)
- [21.6. Markers](#)
- [21.7. Time Format](#)

21.1 Timecode and Timeline basics

Vibe uses a philosophy of Timeline Tracks. There is no practice limit to the number of Timeline Tracks that may be recorded in a show but graphic performance may suffer with more than 16 Timeline Tracks. Each timeline may have its own timecode source.

Vibe can read the following sources:

- Virtual Local - Internally generated timecode.
- Physical Local - SMPTE or MIDI timecode received at the SMPTE audio input or via the DIN 5 pin MIDI connector on the back of the console.
- USB MIDI class compliant timecode.

- MIDI over Ethernet via Compulite VC protocol.
- Input sources from remote multi-User consoles and devices

Unlike some consoles, Vibe can record data from multiple controllers simultaneously. Additional timeline subtracks will be created on a per controller basis. There is no need to create event lists. Vibe also supports fader automation on timeline tracks.

<p>The following commands may be recorded in "real time" to a Timeline Track:</p> <ul style="list-style-type: none"> ▪ GO ▪ Hold ▪ Hold/Back ▪ Flash on ▪ Flash off ▪ Release ▪ Free ▪ Go All ▪ Go Release All ▪ On ▪ Off ▪ On All ▪ Off All ▪ Step Forward ▪ Step Backward ▪ Step Forward ALL ▪ Step Backward All ▪ Assert ▪ Go Reverse ▪ ON/Off ▪ GO/Off ▪ Blackout ▪ Blackout Off ▪ Solo ▪ Solo/Off ▪ Solo All Single ▪ Solo All Additive 	<p>The following Fader Events may be recorded in "real time" to a Timeline Track:</p> <ul style="list-style-type: none"> ▪ Empty PB Fader ▪ Move ▪ Intensity Master ▪ Fader Move ▪ Cross Fader Move ▪ Cross Fade In Move ▪ Cross Fade Out ▪ Move ▪ All Parameter Fader ▪ Move ▪ NonDimmer Fader ▪ Move ▪ Cross Fade Rate ▪ Move ▪ FX Rate Fader ▪ Move ▪ FX Size Fader Move ▪ FX Offset Fader ▪ Move ▪ FX Base Fader ▪ Move ▪ Submaster Fader ▪ Move
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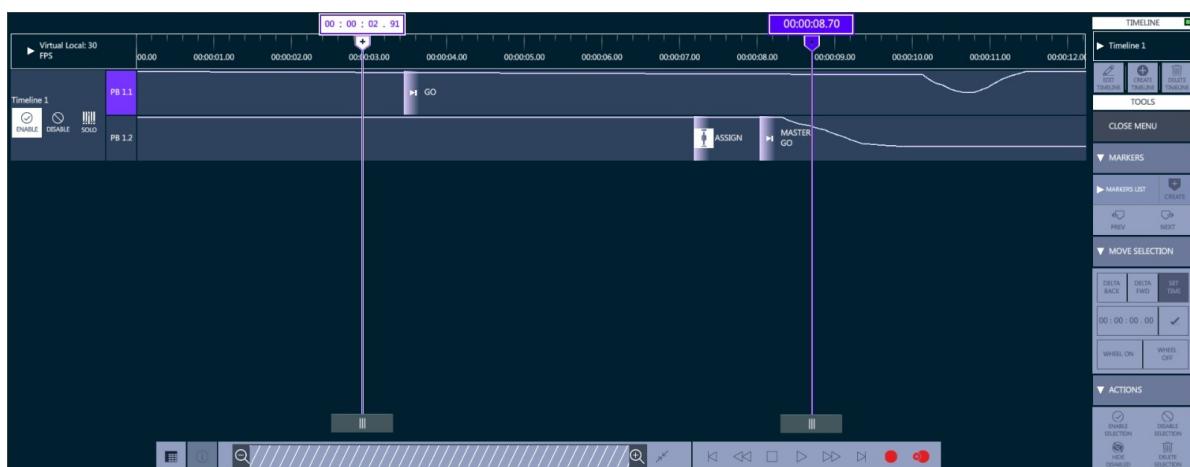
Vibe automatically matches frame rates to the incoming source.

Supported frame rates are:

- 24 FPS
- 25 FPS
- 29.97 FPS drop-frame
- 30 FPS

21.2 Create a Timeline View

When starting a new show any Timeline views stored in Layouts will be empty and no timecode devices will be connected to the Timeline View. If no layout contains a Timeline view, a view must be added to a blank page. Virtually unlimited timecode views may be created but they will all be synchronized and show the same tracks and options.



Timeline view with two timeline tracks, the cursor, and a marker

To add a Timeline view to a page:

1. Tap {Vibe} on the monitor that will display the Timeline - Vibe menu will open.
2. Tap {Pages} - Page display will open.
3. Add a blank page from either the {Programming} or {Playback} work space templates - A blank workspace will open.
4. Tap the Lock/Unlock icon to enable adding a new view.

5. On the screen with the blank workspace, open the {Vibe} menu again and select}

→ {Display Objects} → {Timeline View} - A blank timeline view will appear on the workspace.

6. Size and drag the Timeline view as required then tap {unlock/lock} icon to lock the Topo from further adjustment - The Timeline view is now ready to add tracks to.

21.3 Configuring Timecode

Vibe has Timecode connectors for the following:

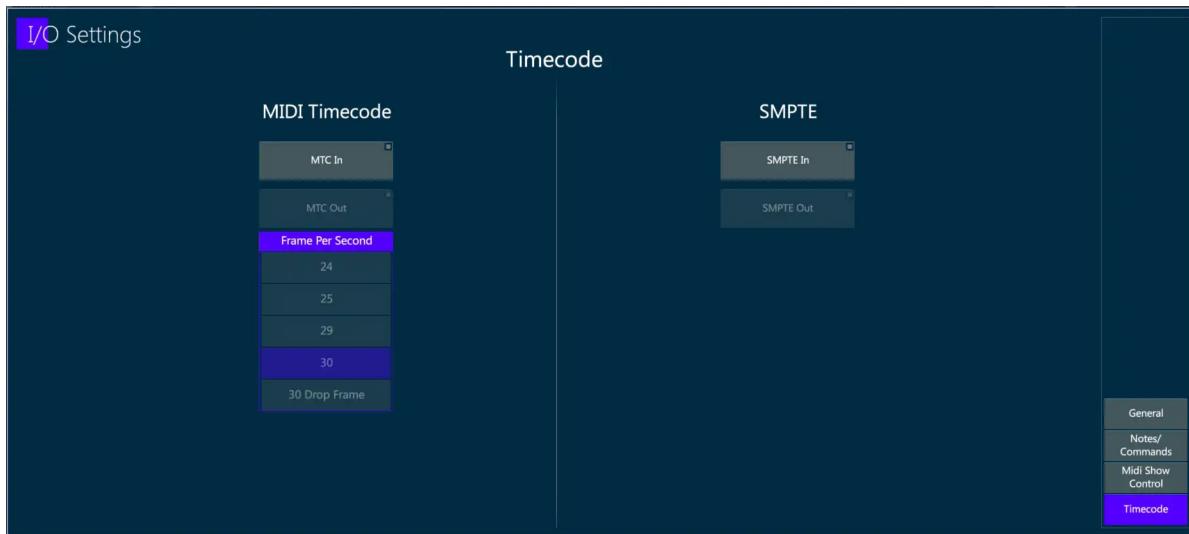
- Audio input Combi Jack with:
 - Female unbalanced line level input on 1/4" Phone jack
 - Female 3 pin XLR balanced line level input.
- 5 Pin DIN connector for MIDI and MIDI timecode input.

Additionally, the following general purpose ports may be used for Timecode:

- USB 2 and USB 3 ports can be used for USB class compliant MIDI over USB.
- Compulite devices that support MIDI over Ethernet can also be used.

Recommended quality and level for SMPTE:

- SMPTE is very sensitive to distortion and also requires adequate gain. A clean audio signal with a gain ranging between 0db to +5db is recommended.
- As the console SMPTE input is high impedance, If long runs are to be used, it is recommended to send a 150 - 600 ohm balancing line level feed to a transformer close to the console and convert to high impedance.



1/O Settings Pop-up in Timecode Tab

Enable Timecode:

1. From the patch toolbar tap {I/O Settings}
2. For Tap {General} tab and select:
 - {Local MIDI} to enable the DIN connector MIDI.
 - {External MIDI} to enable USB MIDI or MIDI over Ethernet.
3. Tap the {Timecode} tab, the Timecode pop-up will appear.
4. Enable {MTC In} to enable any type of MIDI timecode input.
5. Enable {SMPTE In} to receive LTC audio timecode. (Frames are automatically matched to the incoming frame rate)
6. Currently, Vibe is only capable of being a timecode Slave but will be able to be the MIDI timecode Master in future releases.

21.4 Recording Timeline Tracks

After a Timeline View has been created, timeline tracks may be recorded. Currently, timeline events are recorded in “real time” and then edited.

To create a timeline track:



1. Open a Time Line View.
2. Tap { \oplus } - The “Create New Timeline” pop-up will open.
3. Select a timeline number and name.
4. Choose Start from {Blank} Timeline as an option.
5. Tap the {Select Clock} drop down in the top left corner and select the timecode source.
 - o Virtual Local - Use internal timecode clock.
 - o Physical Local - Use the SMPTE or MTC timecode inputs on the console.
 - o Additional options will populate the list depending on the interfaced timecode device.
6. Enable the red {Record} button or the {+ Record} button.



- o Record overwrites existing events.
- o (+) Record adds events to existing events.
7. If using internal TC, press Play.
8. If using external TC start the timecode source.
9. The timeline will start to move and all controller presses and motorized fader moves will now be recorded on sub-tracks, one for each controller’s events.

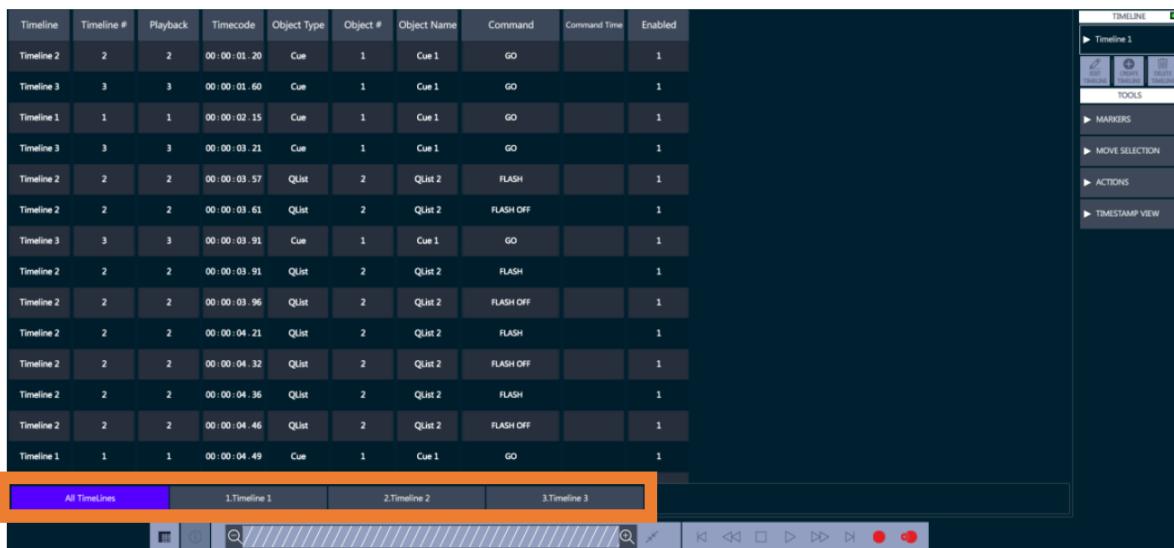
10. When all recording is done, either stop the external timecode source or press the Stop button if the clock source is internal.
11.  **Disable the Record button to prevent accidental overwrite of events.**

Timeline Features

To trigger Timeline commands via the panel and Editor Toolbar there is an “Active Timeline View” indicator:

Grid View Filters

In the grid view of the Timeline, it is now possible to see all events from all timelines (as before) and in addition to filter events by Timeline and see only its own events.



Timeline	Timeline #	Playback	Timecode	Object Type	Object #	Object Name	Command	Command Time	Enabled
Timeline 2	2	2	00:00:01.20	Cue	1	Cue 1	GO		1
Timeline 3	3	3	00:00:01.60	Cue	1	Cue 1	GO		1
Timeline 1	1	1	00:00:02.15	Cue	1	Cue 1	GO		1
Timeline 3	3	3	00:00:03.21	Cue	1	Cue 1	GO		1
Timeline 2	2	2	00:00:03.57	QList	2	QList 2	FLASH		1
Timeline 2	2	2	00:00:03.61	QList	2	QList 2	FLASH OFF		1
Timeline 3	3	3	00:00:03.91	Cue	1	Cue 1	GO		1
Timeline 2	2	2	00:00:03.91	QList	2	QList 2	FLASH		1
Timeline 2	2	2	00:00:03.96	QList	2	QList 2	FLASH OFF		1
Timeline 2	2	2	00:00:04.21	QList	2	QList 2	FLASH		1
Timeline 2	2	2	00:00:04.32	QList	2	QList 2	FLASH OFF		1
Timeline 2	2	2	00:00:04.36	QList	2	QList 2	FLASH		1
Timeline 2	2	2	00:00:04.46	QList	2	QList 2	FLASH OFF		1
Timeline 1	1	1	00:00:04.49	Cue	1	Cue 1	GO		1

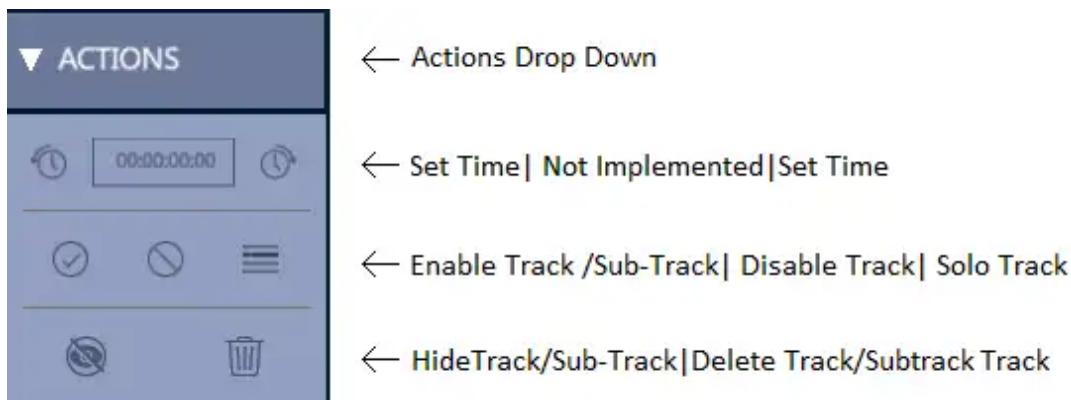
The screenshot shows a software interface for managing timelines. At the top is a menu bar with 'File', 'Edit', 'View', 'Tools', 'Help', and a 'Timeline' dropdown set to 'Timeline 1'. Below the menu is a toolbar with icons for Undo, Redo, Cut, Copy, Paste, Delete, Find, and others. The main area contains a grid table with columns for Timeline, Timeline #, Playback, Timecode, Object Type, Object #, Object Name, Command, Command Time, and Enabled. The table lists events from three timelines. A horizontal bar at the bottom allows filtering by 'All Timelines', 'Timeline 1', 'Timeline 2', or 'Timeline 3'. To the right of the grid is a sidebar titled 'TIMELINE' with sections for 'MARKERS', 'MOVE SELECTION', 'ACTIONS', and 'TIMESTAMP VIEW'. The bottom of the screen features a timeline bar with playhead markers and transport controls for play, stop, and frame navigation.

21.5 Executing and Editing Events

To Execute timeline events:

- If the source is external MIDI or SMPTE timecode, press [Play] on the timecode source. The events will synchronize to the source timecode.
- If the source is internal, tap {Play} on the timecode view’s control bar. The internal timecode will start and events will execute.

- The control bar may be used to stop and rewind events when the source is internal Editing timecode events
- Record may be enabled and disabled “on the fly” to overwrite sections of a timeline track.
- Events may also be moved forwards and backward using the Set Delta pop-up in the Actions drop down.



Moving Events

It is possible to change selected event times via the physical wheels.

There are 2 new buttons to assign the delta time for the selected events to the physical wheel and then move it.

This option is available under the *Move Selection* sub-menu of the Timeline view (*Wheel On, Wheel Off*).



Then there will be 2 physical wheels that are available for use:



The left one is for moving the selected events.

The right one is to change the time resolution for the current time movement.

Events Selection

To Select timeline events:

- Tap on a single event – toggles the event selection
- Tap on a playback box – toggles the playback selection
- Tap on a marker – toggles the marker selection
- Rectangle draw using touch and drag – toggles all the events inside the rectangle
- Double-tap an empty area – clear the selection
- Double tap on the time bar – sets the current time to the selected time
- Long click an event and drag – moves the position of all the selected events
- Double finger vertical scroll on the view – will scroll the Timelines
- Double finger horizontal scroll on the time bar – will scroll the time bar

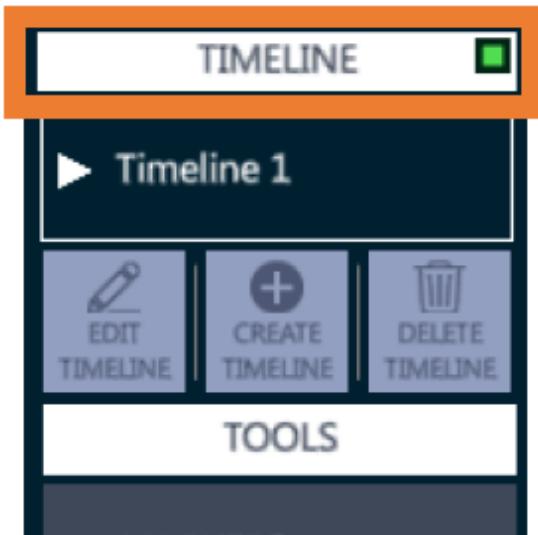
Important!

Selecting one object type (i.e. Playback, Event, Marker...) will clear all other objects selection.

Selection can have only one type of objects at a time.

State Machine Support

To trigger Timeline commands via the panel and Editor Toolbar there is an “Active Timeline View” indicator:



If there are more than 1 Timeline Views on the layout, only 1 of them can be the “Active” one.

Tapping the white header of the view will select the current view as the “Active” and will remove the Active sign from the other views.

Important!

Each Timeline View has an active clock. All Timeline Views that have the same clock will be automatically synced.

The available commands from the panel or the Editor Toolbar are split into 2 levels:

Commands for the View

These commands will affect the Active Timeline View.

1. Go to idle state
2. Press *Timeline* from the panel

3. You see on the Editor Toolbar the available commands:

Option	Description
Jump To Start	Will jump to the beginning of the time
Rewind	Will run the time backwards
Stop	Will stop the clock if running
Play/Pause	Will play the time if paused or pause the time if in play
Restart	Will move the cursor to the start and play
Forward	Will run the time forward
Jump To End	Will jump to the last event on this view
Timestamp	Will open a sub-menu to select the time format of the view

Commands for Timelines

These commands will affect the selected timelines in the sequence. Some sequences will affect the selected timelines regardless of their current view and some will affect them on the “Active Timeline View”.

1. Go to idle state
2. Press Timeline # (+#, →#, etc.)
3. You see on the Editor Toolbar the available commands:

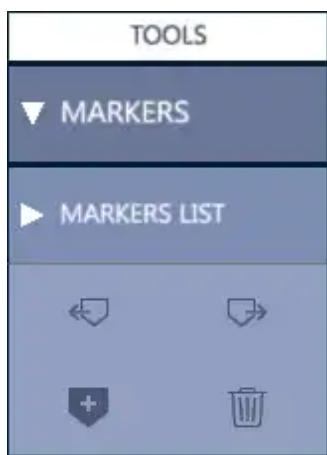
Option	Description
Select/Unselect	Will add/remove the selected timelines to the active view
Enable	Will enable the selected timelines in the active view
Disable	Will disable the selected timelines in the active view
Solo	Will solo the selected timeline in the active view. This option is valid only when selecting 1 timeline
Teach Overwrite	Will enable teach + overwrite on this timeline in the active view
Teach	Will enable teach on this timeline in the active view

4. Sequence may also end with:

- a. Store – will create the timelines if they are not already created
- b. Delete – will delete the timelines if they exist
- c. Text – will open text box to give a name to the selected timelines
- d. Copy – will add the timelines to the clipboard
- e. Paste – will paste the copied timelines from the clipboard

21.6 Markers

To aid in timeline navigation, Markers may be inserted.



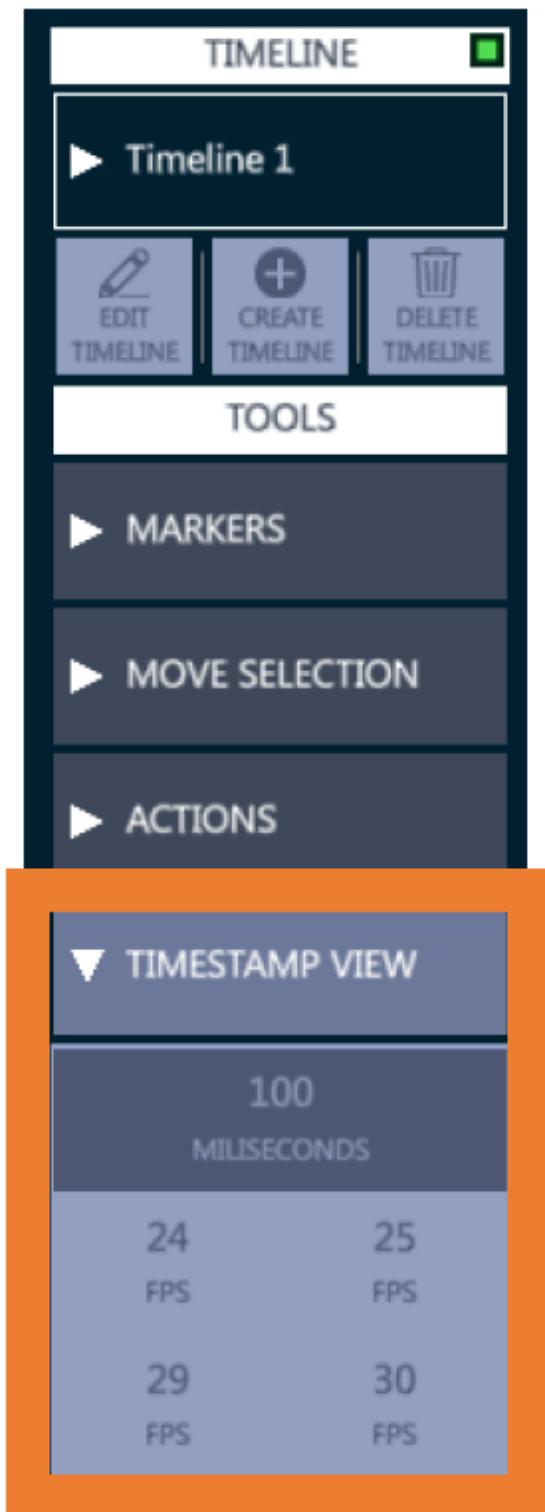
To insert a marker:

- Press the + at the desired location when the timeline is running. A marker will be inserted.
- Press ← to move backwards through the markers.
- Press → to move forwards through the markers.
- Press to delete a marker

21.7 Time Format

It is possible to view the timeline and events data in different time formats.

The default time format is milliseconds, but it is also possible to use FPS format. The time format selection is possible via the view's menu.



22 MIDI

This chapter deals with configuring and assigning MIDI

The following is covered in this chapter:

- [22.1. What is MIDI](#)
- [22.2. General MIDI Configuration](#)
- [22.3 Configuring MIDI Notes and Commands](#)
- [22.4. MIDI Show Control](#)
- [22.5 MIDI Time Code](#)

22.1 What is MIDI

MIDI (Musical Instrument Digital Interface) is a protocol that was originally developed by the music industry to allow multiple MIDI sound devices to be triggered from just one source, usually a master keyboard or synthesizer. It is a control protocol and does not transmit audio. Over the years the MIDI protocol has evolved to also be a popular way to synchronize and “Play” lighting equipment. MIDI is based around a 7-bit architecture and therefore has a theoretical 127 possible notes for a keyboard. (Most pianos use 88 notes and synthesizers use even less)

In the basic MIDI implementation it is possible to have:

- 16 independent MIDI channels - The channels systems listen on.
- 127 Note ONs - Pressing down on a keyboard.
- 127 Note OFFs - Lifting off a keyboard.
- Note On Velocity of 1 → 127 - How hard the key is struck.
- After Touch pressure of 0 → 127 - How much pressure is applied after the key reaches the bottom.
- 127 controllers each with a range of 0 → 127 - Encoder wheels or faders.

- Patch changes from 0 → 127 - change from one instrument to another.
- Pitch bend wheel that has a 14-bit resolution.
- A section for MIDI time code, and other manufacturer's "System Exclusive" information. In lighting, we often assign matching notes and controllers to common keys and wheels to synchronize playback.

E.g. A GO Button on console A is configured to send Note #46, and a GO button on console B is configured to receive note #46. Pressing GO on console A console will press the GO on console B. In EDM shows, DJ's frequently control lighting via MIDI touchpad controllers.

MIDI Show Control or MSC - Not yet implemented

- is a significant Real Time System Exclusive extension of the international Musical Instrument Digital Interface (MIDI) standard. MSC enables all types of entertainment equipment to easily communicate with each other through the process of show control.
- The MIDI Show Control protocol is an industry standard ratified by the MIDI Manufacturers Association in 1991 which allows all types of entertainment control devices to talk with each other and with computers to perform show control functions in live and canned entertainment applications. Just like musical MIDI, MSC does not transmit the actual show media - it simply transmits digital information about a multimedia performance.. * Courtesy Wikipedia

MIDI Time Code - Not yet implemented

- MIDI time code is similar to the SMPTE time code and is used to synchronize audio, video, and lighting equipment. Unlike SMPTE it does not use an audio signal.
- MIDI time code is available in the following frame rates:
 - 24 frame/s (standard rate for film work)
 - 25 frame/s (standard rate for PAL video)

- 29.97 frame/s (drop-frame timecode for NTSC video)
- 30 frame/s (non-drop timecode for NTSC video)

Vibe can receive MIDI time code but does not generate MIDI time code.

Local MIDI:

- MIDI is generated and received from the 5 pin DIN connectors on the back of the console.

MIDI over USB:

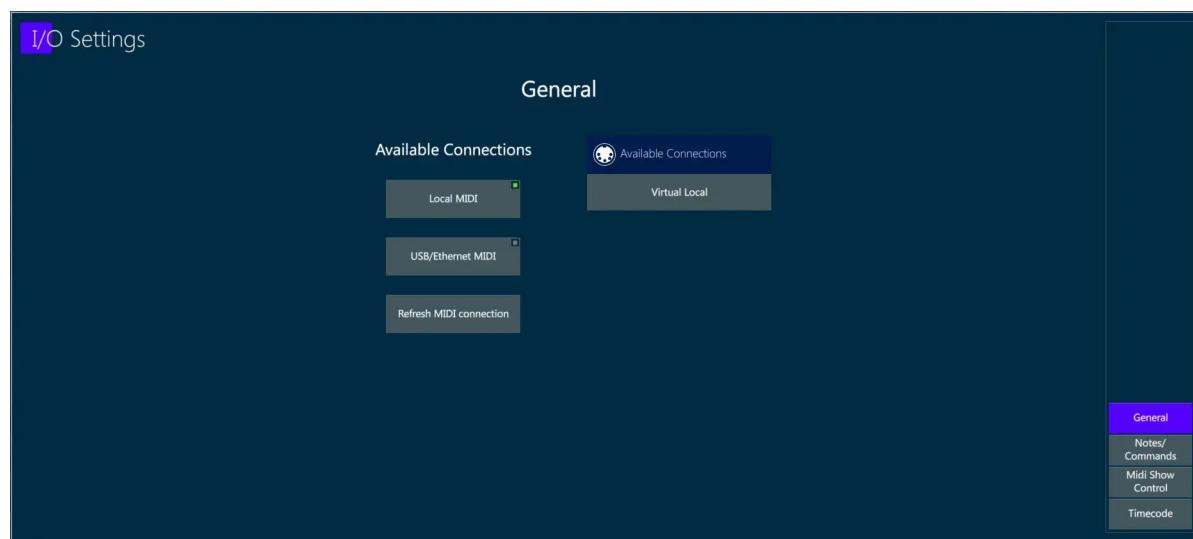
- Transmits and receives MIDI over standard USB connectors. The device must be MIDI over USB class compliant to work with Windows without a driver. If the device has a Windows driver available it is recommended to install the driver for optimal results.

MIDI over Ethernet:

- Windows class compliant MIDI over Ethernet is supported. Compulite VC MIDI over Ethernet is also supported.

22.2 General MIDI Configuration

I/O General:



General configuring Vibe MIDI:

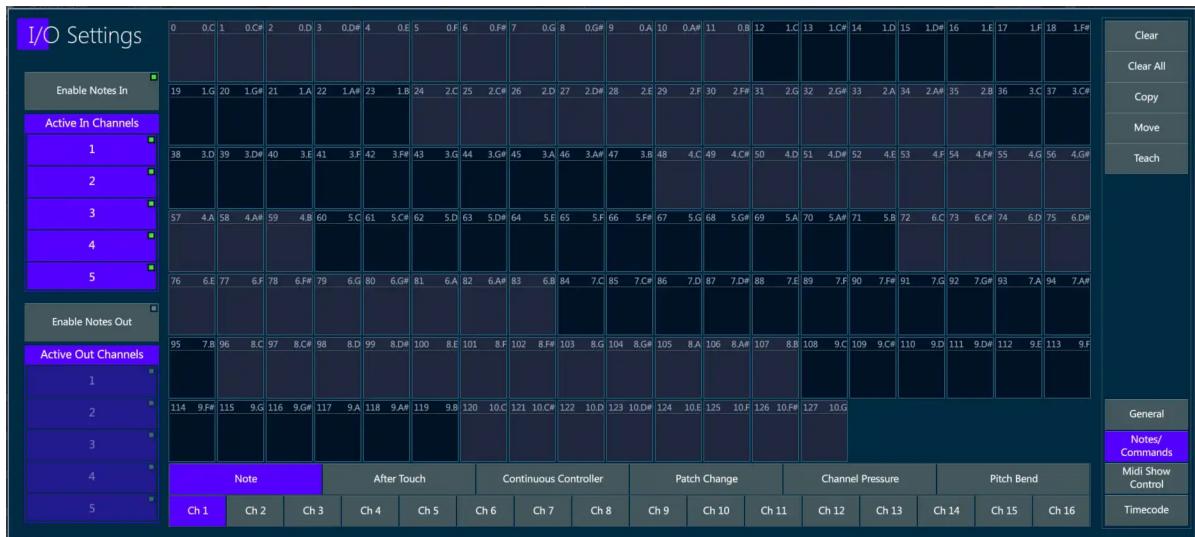
1. Connect all appropriate MIDI devices and power them on.
2. Toggle a MIDI Connection source
 - Local MIDI.
 - MIDI over USB/MIDI over Ethernet.
 - Refresh looks for new connections if devices are added later.
3. Press Apply to stay in I/O settings or Press the  or press [ENTER] to close the pop-up.

22.3 Configuring MIDI Notes and Commands

MIDI Notes and Commands:

- The numbers 0 → 127 on the MIDI grid represent 10 3/4 octaves of notes from C-0 → G-10.
- Tabs at the bottom filter the type of MIDI message to be received.
- Channel # may also be selected to filter just messages being received on the selected channel.

The MIDI grid is used to select any of the 127 values available for the MIDI message types selected with the tabs.



Assign MIDI Notes to Controllers:

1. Enable Notes in or Notes out.
2. By default, all 16 available channels will be selected. Deselect as needed.
3. Select the tab for the type of MIDI message to be received. In this case **Note** (Note ON = press down on controller key, Note off = release of controller key).
4. Tap {Teach} - The Teach key will turn purple.
5. Tap the desired note box in the MIDI grid - The box will turn purple.
6. Press any one of the controller keys - The location and button function of the controller will appear in the box.
7. Tap the {Teach} key again to toggle it off.
8. Press the or press [ENTER] to close the pop-up.

Assign MIDI Continuous Controller to Vibe Controller:

1. Select the channel that the MIDI message will be received on.
2. Select the tab for the type of MIDI message to be received. In this case **Continuous Controller**.

3. Tap {Teach} - The Teach key will turn purple.
 4. Tap in the desired continuous controller # in the MIDI grid - The box will turn purple.
 5. Move any of the Vibe slider faders - The location and controller type will appear in the box.
 6. Tap the {Teach} key again to toggle it off.
7. Press the  or press [ENTER] to close the pop-up.

Assign Macros to a MIDI note:

1. Select the channel that the MIDI message will be received on.
 2. Select the tab for the type of MIDI message to be received. In this case **Note**.
 3. Tap {Teach} - The Teach key will turn purple.
 4. Tap the desired note box in the MIDI grid - The box will turn purple.
 5. Press [MACRO] - The Macro selector pop-up will appear.
 6. Select or type a previously recorded {Macro #} - the Macro # will appear in the box.
 7. Tap the {Teach} key again to toggle it off.
8. Press the  or press [ENTER] to close the pop-up.

Additional functions:

- Tap {Clear} followed by a MIDI grid box to clear its assignment.
- Tap {Clear All} to clear all MIDI assignments.
- Tap {Copy} followed by the source MIDI assignment and then the destination MIDI assignment to copy from one note to another.

- Tap {Move} followed by the source MIDI assignment and then the destination MIDI assignment to move the assignment from one note to another.

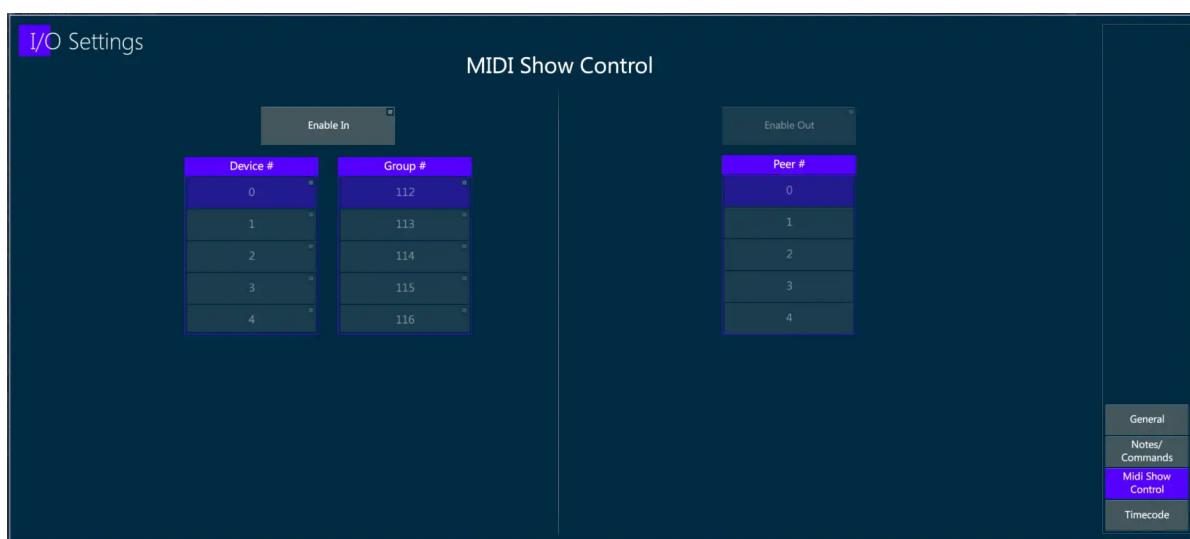
22.4 MIDI Show Control

Midi Show Control was developed as a simple standard method of triggering basic commands on dissimilar devices. Basic MSC commands are:

- Go
- Stop
- Fire - Generally used for macros

Also supported on **receive** are:

- All fixtures
- General lights
- Moving lights



To receive MSC:

1. Tap {Enable In}

2. Match the {Device #} to number of the peer that will be sending the control commands.
3. If the Peer # is above 111, select a Group # that matches and all devices set to that Group # will receive MSC packets.
4. If the Peer # is 127 (Broadcast Mode) packets will be received on all devices regardless of their Device or Group numbers.

To Transmit MSC: This function is currently under development.

Recommended reading:
http://jac.michaeldrolet.net/SCS_10_Help/scs_options_mid_msc.htm

22.5 MIDI Time Code

See: [21.3. Configuring Timecode](#)

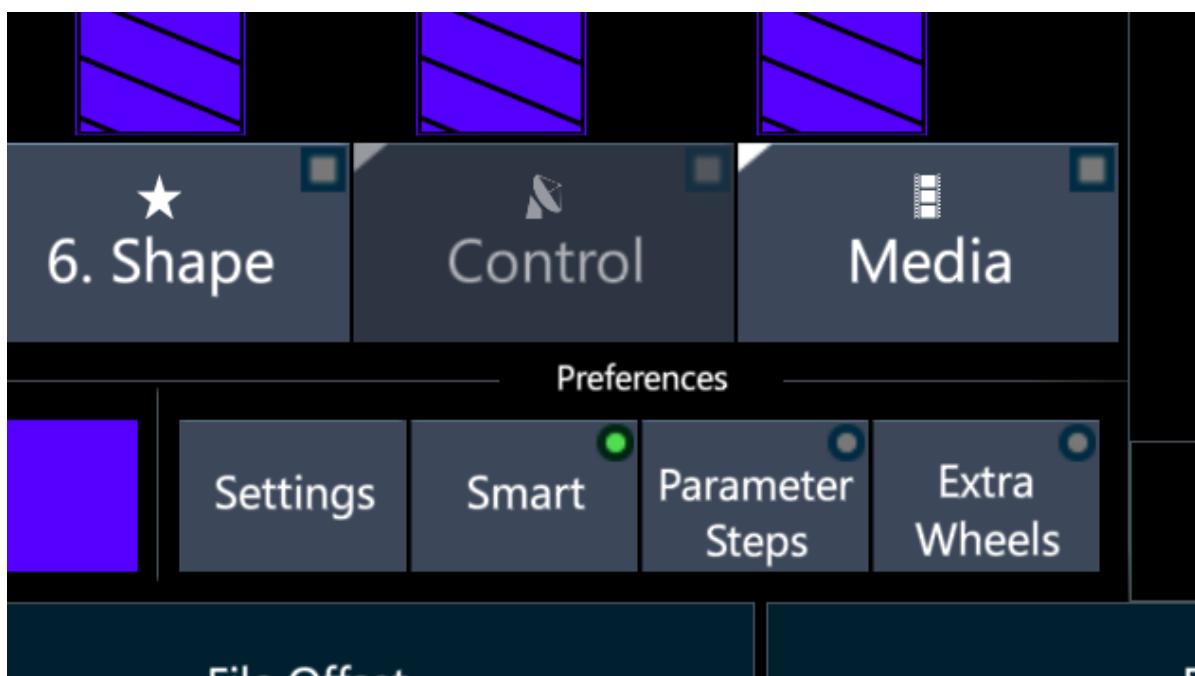
23 Media Servers

The following is covered in this chapter:

- [23.1 - Media Bank](#)

23.1 Media Bank

There is a bank on the Small Screen Called Media. This bank was created to be able to handle media servers in a smart and easy way. In order to see content in this bank, users will need to create Media Server devices such as Green Hippo's Hippotizer. All virtual controls are also mapped to the physical wheels for easy use.

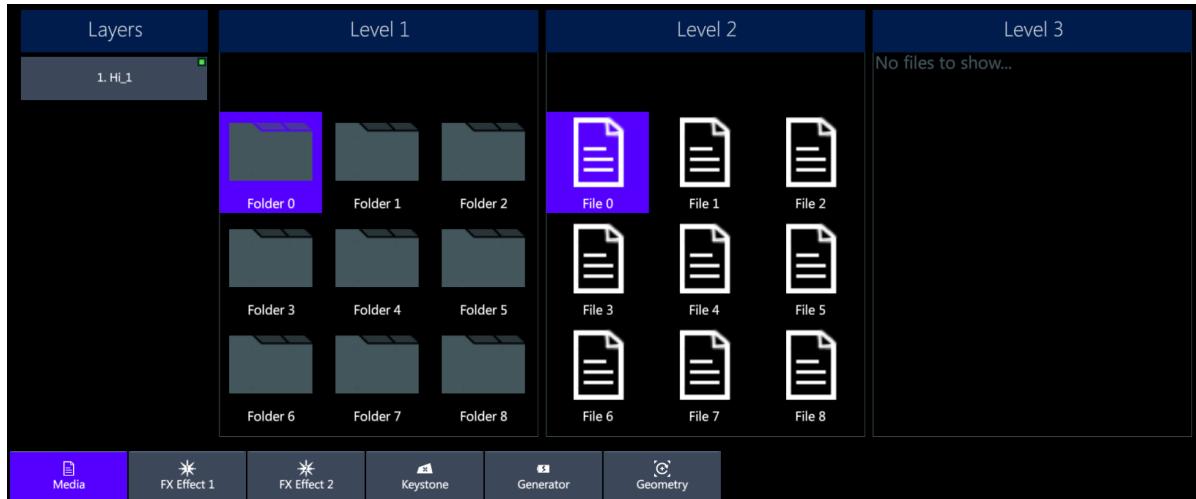


This bank has 5 types of sub-banks:

Media – Media Bank

This sub-bank includes a quick way to trigger media files from the media server. It shows all the folders and files inside the server and lets the user decide which one to play. By default, all the folders and subfolders are

visible, but once synchronizing the data with the media server through CITP (see: [CITP Popup](#)) then thumbnails will be shown.



Media – FX (Effect) Bank

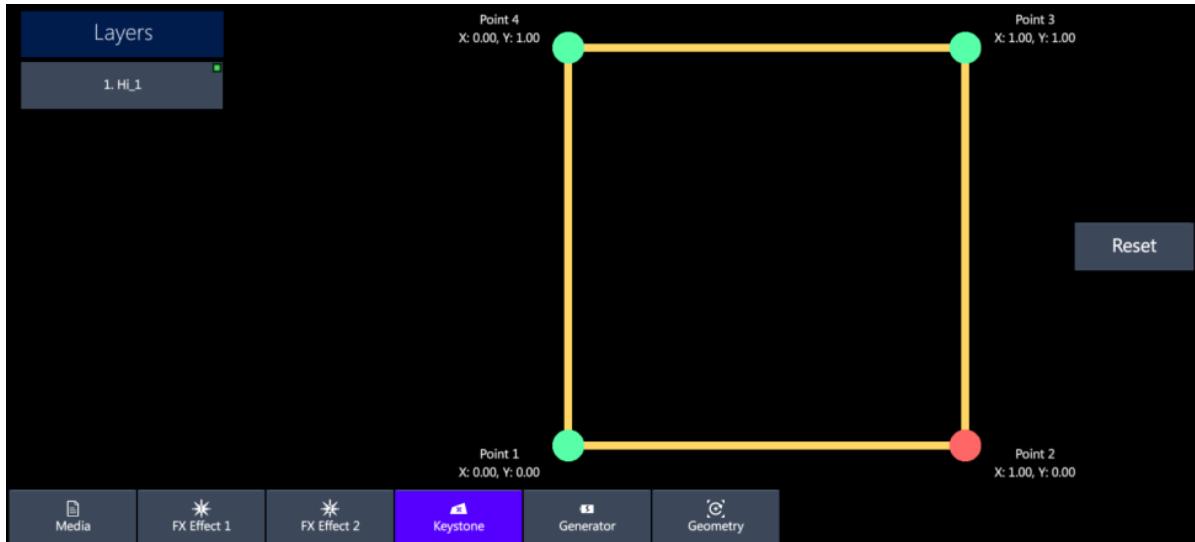
This sub-bank includes the effects available on the media server. There are media servers with more than 1 effect engine (layer) and for each effect, there will be a numbered FX Bank button created. The FX Bank includes a list of effects that are possible to trigger on the server and a list of parameters to control the effect. The parameters will be dynamically changed according to the selected effect.



Media – Keystone Bank

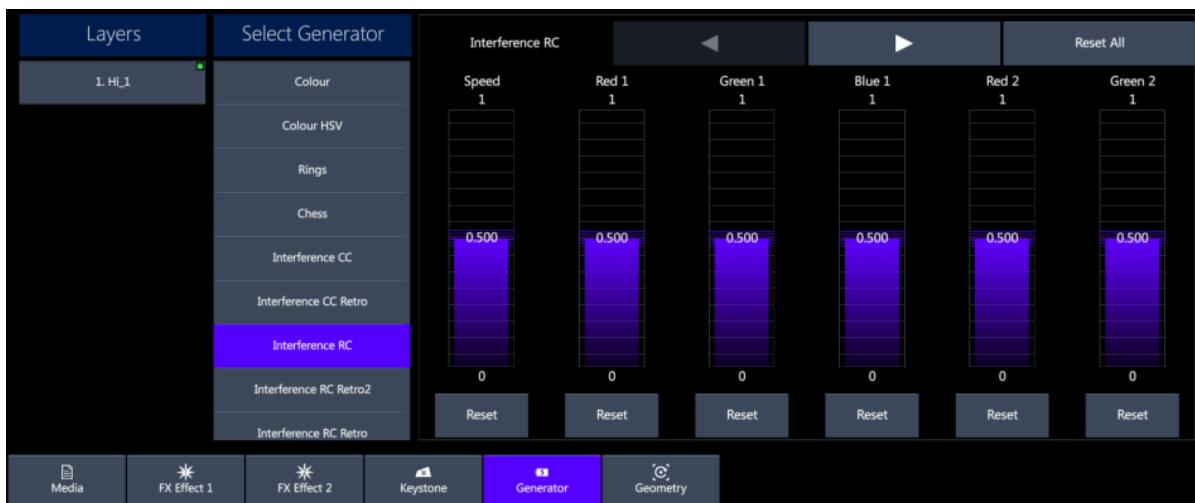
This sub-bank includes a graphic interface to control the keystoneing of the server. There are 4 points available for movement in order to control

the position of each corner of the keystone control. The selected point that is assigned to the physical wheels is marked in red.



Media – Generator Bank

This sub- bank is specifically made for Hippotizer. On this bank, users can control the picture that is sent from the server's layer on the Generator engine. The bank acts the same as the Media FX bank by selecting the Generator from the Generators list and then moving the Generator's parameters accordingly.

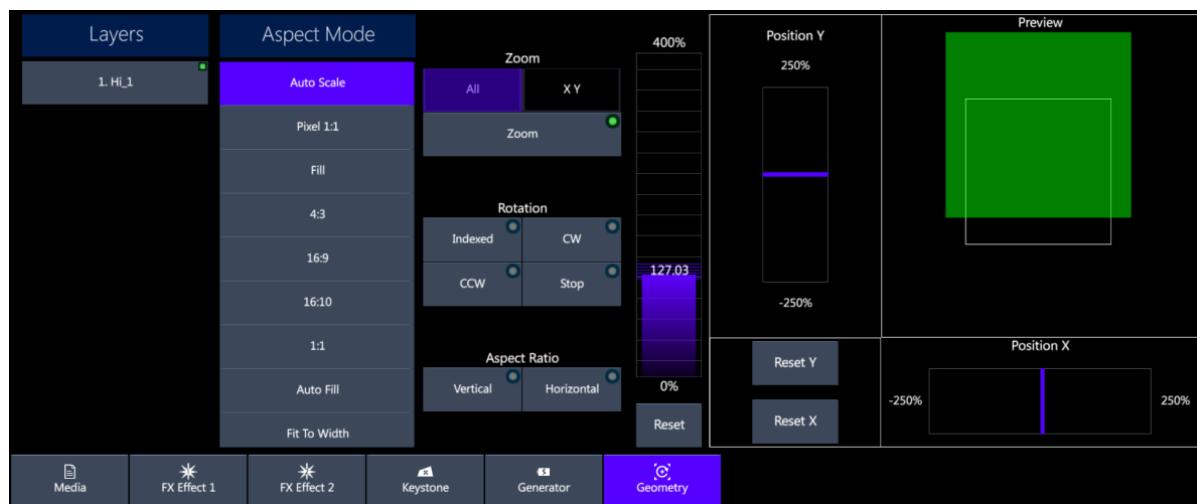


Media – Geometry Bank

This sub-bank includes an interface to control most of the geometric functions of the media server. There are options to control:

- Aspect Mode of the layer.
- Zoom
- Rotation, Indexed or Rotating with speed control
- Aspect Ratio
- Positioning, both X and Y

In addition there is a graphic preview to show the approximate result of the geometric parameters.



24 Network

This chapter deals with configuring, transmitting and receiving DMX over Ethernet.

The following is covered in this chapter:

- [24.1. Network Basics](#)
- [24.2. Connecting to Compulite ePorts](#)
- [24.3. Connecting to Art-Net and sACN Nodes](#)
- [24.4. RDM](#)
- [24.5. CITP](#)

24.1 Network Basics

24.1. Network Basics

Vibe has two user accessible Ethernet networks:

- Data Network - Accessible via the two etherCON connectors on the rear panel.
 - Used for Art-Net, sACN, Compulite VC protocol nodes and Master/Slave backup.
- General Networks - Accessible via the two RJ45 connectors on the rear panel.
 - Used for Network storage of show files and remote diagnostics.

Each network device must have its own unique static IP address in the form of four triplets xxx.xxx.xxx.xxx, to identify it on the network. In Vibe, this can be set in the System Settings pop-up. It is not necessary to have three digits in each segment of the IP but there must be at least one digit in each segment. Vibe ships with a default Subnet Mask of 255.0.0.0 which means that it is only important that the first triplets of the IP, (the start address), must match on all devices in the network. Devices on the same network must **not** have identical IP addresses.

Common Start addresses are:

- 10.x.x.x - Default for most ETC networks and alternate for Art-Net network IP.
- 2.x.x.x - Default for Art-Net networks.
- 192.x.x.x -Default for most MA consoles.

Subnet Mask - Identifies the network itself and in conjunction with the IP address can be used to properly route network devices.

- 255.0.0.0. - Compulite Default. Only the first triplet must match.
- 255.255.0.0 - Also common.

Compulite uses the third triplet as a console identifier in some of the products.

The Vibe can be used in networks using a DHCP server but cannot act as a DHCP server.

In all cases, the first triplets must match for devices to communicate with one another..

Switches:

- Vibe has two internal switches so single direct device to device connections are possible without a cross cable.
- When more than one device must be connected to the Vibe a good quality gigabit switch should be used.

Many a system has gone down due to bad Ethernet cabling and cheap switches. It is recommended that etherCON connectors be used where possible in conjunction with professional grade switches designed for lighting and audio applications..

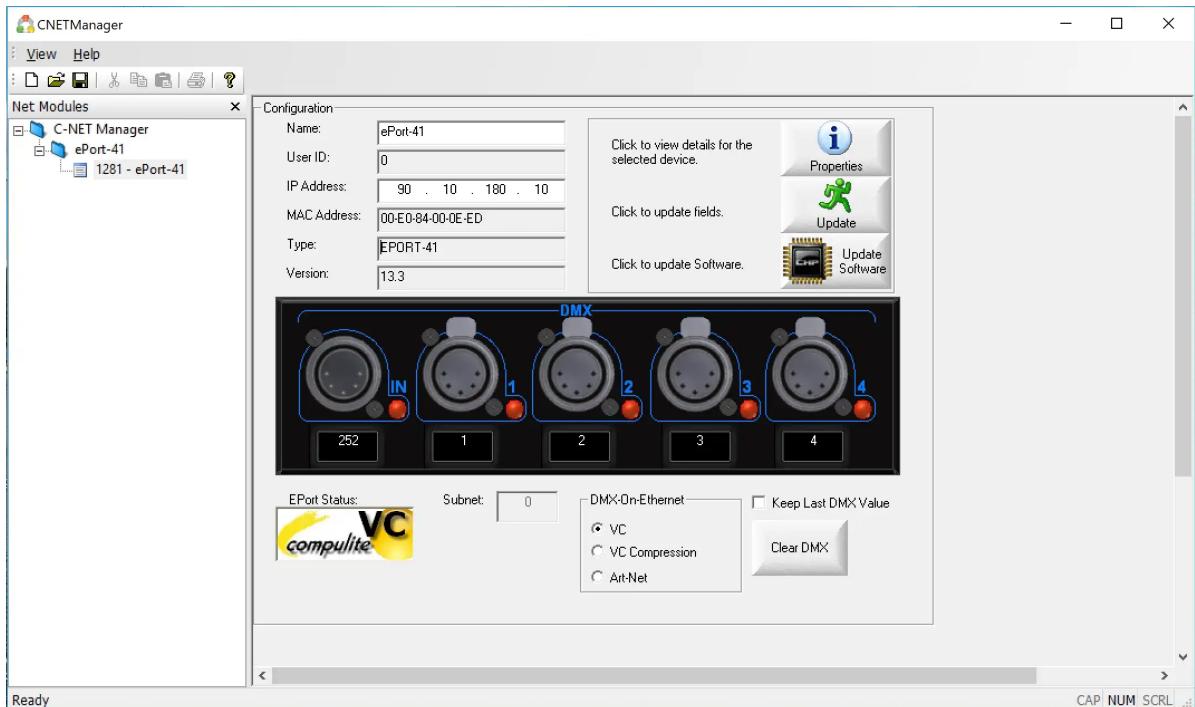
24.2 Connecting to Compulite ePorts

Compulite manufactures the **ePort** brand of DMX over Ethernet nodes.

Supported Protocols:

- ePort 41 - Prior to Sept 2016 (check serial number with Compulite to confirm)
 - Compulite VC protocol
 - Art-Net v2
- ePort-41 - Current
 - sACN pre-release and release versions
 - Art-Net 3
 - Compulite VC protocol
- ePort-8 and ePort-2
 - sACN pre-release and release versions
 - Art-Net 3
 - Compulite VC protocol For more product information, See: ePort Documents

Before an ePort can be connected it should be configured using the CNET Manager software, available at the above link.



Configuring ePorts:

1. Make sure that the Vibe IP and the ePort IP are in the same range.
2. Assign universes to each physical port by typing the universe number in the box below the icon of the physical connector.
3. Select the DMX- ON-Ethernet protocol in the protocol list below the graphical display of the ePort.

If the ePort is a newer model, sACN will also appear in the list. If Art-Net is selected make sure the Art-Net Subnet is also set. In most cases this will be set to 0 which allows the first 16 universes. It must be incremented by one with each new range of 16 universes

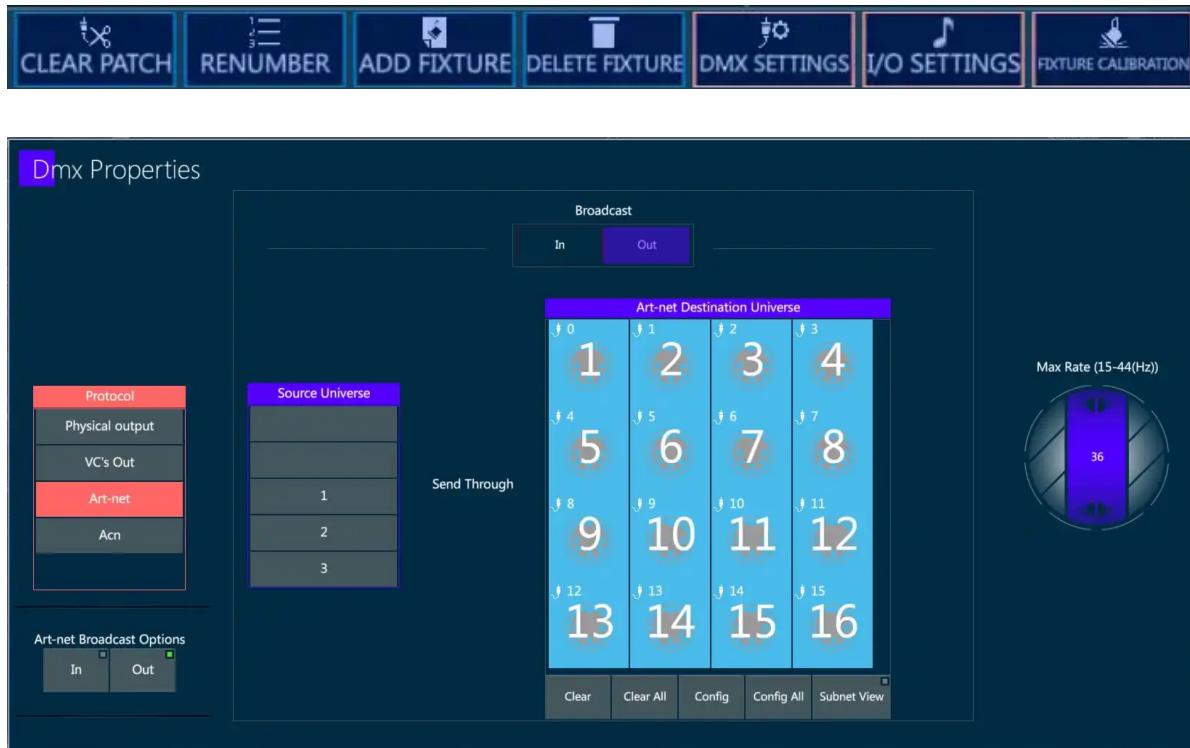
4. Tap {Update} to apply all changes.

24.3 Connecting to Art-Net and sACN Nodes

Vibe currently supports transmission of 256 universes of DMX over Ethernet using the industry standards of Art-Net versions 1 → 3, and sACN (ANSI E1.31-2016 standard).

Enable Art-Net or sACN output:

- Tap {DMX SETTINGS} in the patch toolbar found at the bottom of the Patch Workspace Template. The DMX Properties Pop-up will open.



1. Under the Protocol heading, Tap {Art-Net} or {sACN} - The selection will turn red.
2. Under Broadcast Options (VC, Art-Net, sACN) tap {Out} - The status indicator light will turn green. The console will now be outputting the selected protocol on the etherCON Data ports.

The Vibe is capable of transmitting more than one protocol at a time. To save bandwidth it is also possible to enable only the universes for each protocol that are required. Vibe has separate universe patches for VCs, Art-Net, and sACN. By default, universes are patched 1 to 1 for each protocol. It is possible to reroute universe output destinations. Normally fixtures patched to console source universe 1 would be transmitted on Ethernet destination universe 1 but sometimes when multiple consoles are on line it is desirable to reroute universes to avoid conflicts. Source universe 1 for example could be rerouted to destination universe 101.

The Vibe is licensed for 64, 96, 128, or 255 console source universes but these universes may be freely rerouted to any destination

universe from 0 → 256 providing the total amount of universes does not exceed the purchased license.

Reroute Console Universes:

1. Under the **Source Universe** header, scroll the list to the source console universe number you wish to route **from**. Once tapped, the selection will turn red. A universe number may also be typed from the keypad.
2. Under the **Destination Universe** header, tap one of the cells in the destination universe grid. The source universe number will now be routed through the destination universe number.

Additional functions:

- Clear a destination universe - Tap {Universe #} in the destination grid. Tap {Clear}.
- Clear all destination universes - Select the protocol to clear. Tap {Clear All}.
- Reset default route for a single destination universe - Tap {Universe #} Tap {Config}.
- Reset all defaults for the selected protocol - Tap {Config All}.

Art-Net Subnet View:

- Art-Net is designed in blocks of 16 universes. The blocks starts at subnet 0 and increments by 1 every 16 universes. The Subnet number and fixture number in the subnet may be viewed by toggling {Subnet View}.

Unicast Option for Art-Net and VC

It is possible to set specific IPs to send the output to. If there is a port configured to a specific IP it will not be sent broadcast. Ports that are not defined as unicast will be still sent as broadcast. Each port can be configured to multiple IPs. Few ports can be sent to the same IP.

To configure Unicast send

1. Tap Vibe menu button
2. Tap Settings button
3. Tap *DMX Settings* button
4. Go to *VC's Out or Art-Net*
5. Change the toggle to *Unicast Settings*
6. Tap Add to add a new configuration line

Unicast Settings						
IP must begin with: 172.X.X.X						
From Port	To Port	IP				
1	5	172	.	16	.	10
5	5	172	.	16	.	10
6	10	172	.	16	.	10
						.12
					Add	
					Delete	

On the first line – ports 1 → 5 will be sent to IP 172.16.10.10

On the second line – port 5 will be sent also to IP 172.16.10.11

On the third line – ports 6 → 10 will be sent to IP 172.16.10.12

24.4 RDM

Currently, RDM is fully supported on the 8 physical DMX output ports and Compulite VC protocol. **View RDM information:**

1. Open Patch Workspace.

2. Tap the RDM tab in the lower right corner of the workspace.
3. Tap {Get Devices} - The system will scan and display RDM compliant devices.
4. If new devices are added, press {Re Scan}. Full RDM management will be available in future releases.

24.5 CITP

CITP Popup

This popup gathers all the CITP capabilities of the Vibe together.

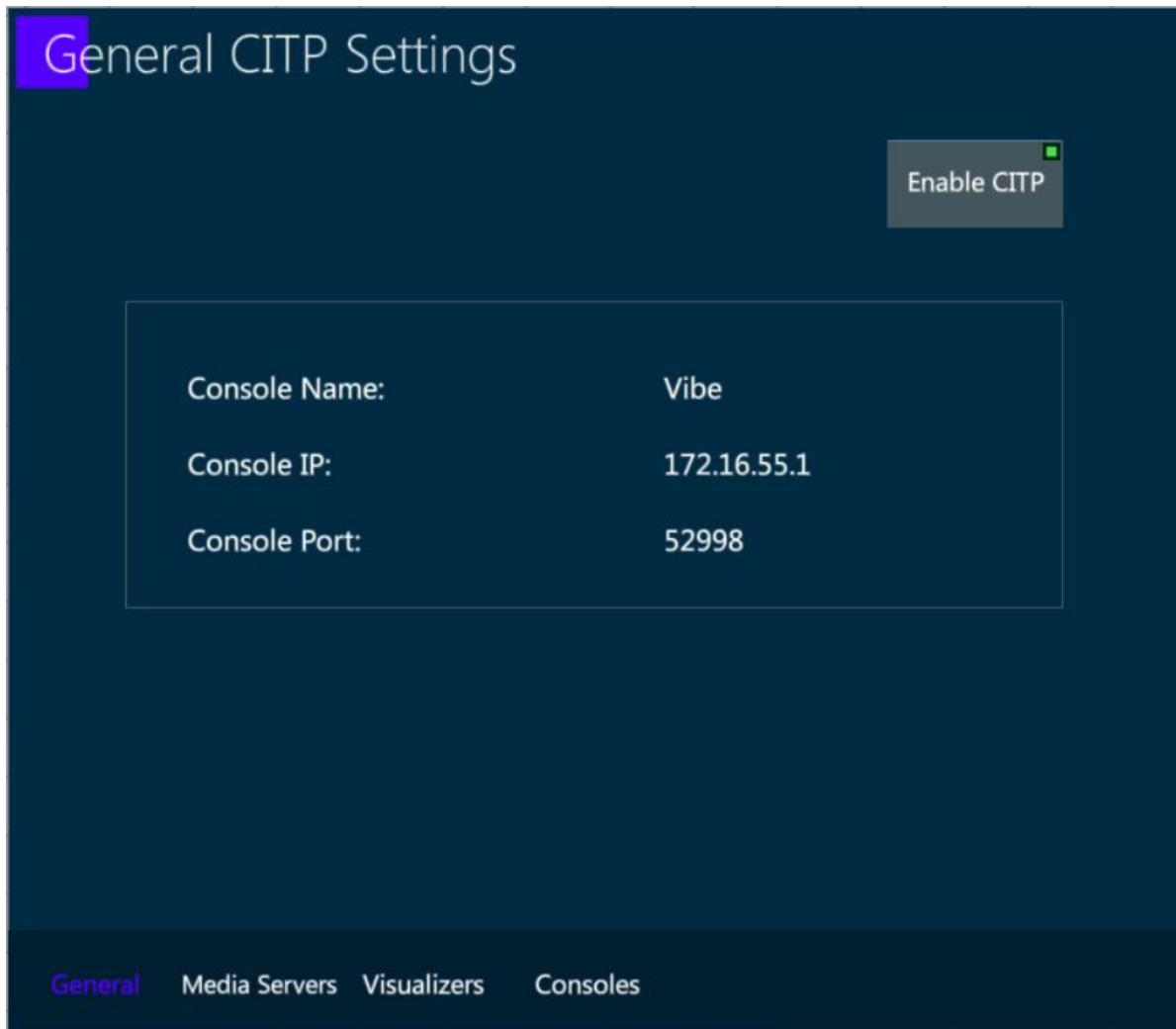
To open the CITP Popup

1. Tap Vibe menu button
2. In Settings, Tap CITP Settings

In the popup there are 4 tabs:

General CITP Settings

This tab shows the general information about the console and gives the option to enable/disable CITP communication from/to this console.



Media Servers

This tab shows a list of the detected Media Servers on the network. In order to connect to a media server and start a session, select a media server from the list and press *Connect*.

In order to link a media server to a specific fixture, select a connected media server from the list and tap *Configure*. A popup will appear where you can choose which fixtures you want to link.

In order to get all the available data from a media server, select a connected and linked media server from the list, and tap *Get Data*. All available data such as thumbnails, effects etc. will be synced from the media server to the fixtures on your show.

The screenshot shows the 'Media Servers' tab selected in a software application. At the top, there is a purple header bar with the text 'Media Servers'. Below this, the main area is titled 'Available Media Servers'. A table is displayed with columns for IP, Port, Name, and State. There are currently no entries in the table. At the bottom of the table area are three buttons: 'Connect', 'Configure', and 'Get Data'. At the very bottom of the screen, there is a dark blue footer bar with tabs for 'General', 'Media Servers' (which is highlighted in blue), 'Visualizers', and 'Consoles'.

Visualizers This tab shows a list of the detected Visualizers on the network. In order to connect to a visualizer and start a session, select it from the list and tap Connect. In order to get the patch from a connected visualizer, select it from the list and tap Get Show. This action will clear the current show, get the devices, fixtures, numbers, patch, XYZ information from the visualizer and automatically create it on your show.

Visualizers

Available Visualizers

IP	Port	Name	State
172.16.1.29	49369	Capture @ DESKTOP-1KM9KD1 (90.10.90.90)	Not Connected

Connect

Get Show

General Media Servers Visualizers Consoles

Consoles

This tab shows a list of the detected consoles on the network that are using CITP and their state.

The screenshot shows a dark-themed user interface for managing network consoles. At the top, a purple header bar contains the title "Consoles". Below this, a section titled "Available Consoles" displays a table with four columns: IP, Port, Name, and State. The table is currently empty. At the bottom of the main content area, there is a navigation bar with tabs: General, Media Servers, Visualizers, and Consoles. The "Consoles" tab is highlighted with a purple background, indicating it is the active tab.

Auto Patch from Capture

It is possible to sync the show from Capture. In order to do that you need to set the Capture CITP settings to use Standard Multicast and select the relevant IP address.

Options

X

General Connectivity

Global

Support FTDI devices	Yes
ArtNet	
IP address	Automatic
BlackTrax	
IP address	Automatic
Multicast IP address	238.210.10.1
Multicast port number	24002
CITP	

IP address	General Network2 (90.10.90.90)
Multicast IP address	Standard
Video format	360p JPEG
Compulite VC	

IP address	Automatic
ETC Eos	
Console IP address	0.0.0.0
sACN start	1
Art-Net start	0

IP address	Automatic
HippoMap	
IP address	Automatic
Preview width	1024
Preview height	768

IP address	Automatic
Multicast IP address	239.195.0.1
LanBox	
IP address	Automatic
LasergraphDSP	

IP address	Automatic

Close

In addition, make sure Vibe and Capture are on the same subnet. After finishing preparing the show on Capture, go to Vibe, open the CITP

popup, enable the CITP and connect to the Capture from the Visualizers tab. Then *Get Data* from Capture and you should be ready to go.