
Vista 3 R5.0 Release Notes

OFFICIAL RELEASE

Introduction:

Vista 3 continues to be improved based on user comments and feedback. We are pleased to be able to officially release the next version of Vista 3 - Release 5.0.

Release name: R5.0 OFFICIAL RELEASE

Build number: 1715

Release date: 2nd March 2026

Technical support queries:

Please direct any technical queries to vistasupport@chroma-q.com. Please include as much detail as possible in your email, such as:

- The full software build number and platform you were using.
- An exported copy of the showfile you were using.
- Crash logs or diagnostic reports if available. On PC and OSX these are accessed under the "Help", "Export Logs" option. Follow the onscreen instructions to export the files and send them to us for examination.
- Detailed information about the problem you were seeing. If possible, try to recreate the problem and tell us the steps to recreate it. The three questions that help us help you are:
 - What did you do?
 - What did you expect to happen?
 - What actually happened?
- A video or screen capture of the problem is an excellent way of showing us the bug.

Installation packages:

Application installation packages for this software release are available for:

- Windows PC
- MacOS

Current supported MacOS operating systems are 12.X (Monterey) to 26.x (Tahoe).

NDI:

Since the launch of Vista 3 Release 4 we have included a successful NDI implementation.

NDI's parent company have since changed their licensing agreements.

These changes make NDI support unviable at the current time of writing. Therefore, to not cause further delay to the release of R5, we have taken the decision to remove NDI from our current product offering.

We are open to reimplementing NDI again in the future if feasible.

Now to the good stuff ... Please enjoy Vista 3 Release 5!

New features and improvements:

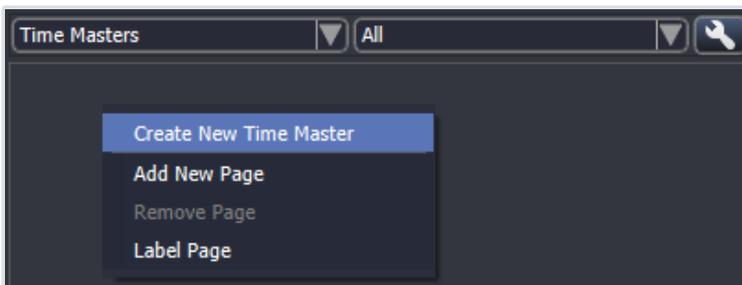
Time masters:

A new component has been added to Vista - time masters!

Time masters affect timing and act in a similar way to FX masters. You can create as many as you like and apply them to cuelists, "live time" and playbacks.

To create a new time master:

1. Right click in a time masters component and press "create new time master"



2. The create time master window is split up into a number of sections:



- a. Label - names the time master
- b. Enabled features - selects which features will have their times affected, wherever this time master is used

- c. Locked features - Stops this feature from being updated with another time value
 - d. Allows references - allows individual features to reference back to other time masters (more on this below)
 - e. Feature time
 - f. Feature delay
 - g. Feature fade curve
- (Feature time and delay can also be adjusted graphically).
3. Press OK to create the time master.

In the above example we have created a 6s "spots" time master.

To apply a time master to a cue:

1. Create, or edit, a cue within the editor.
2. Time masters are applied in the cue timing drop down menu



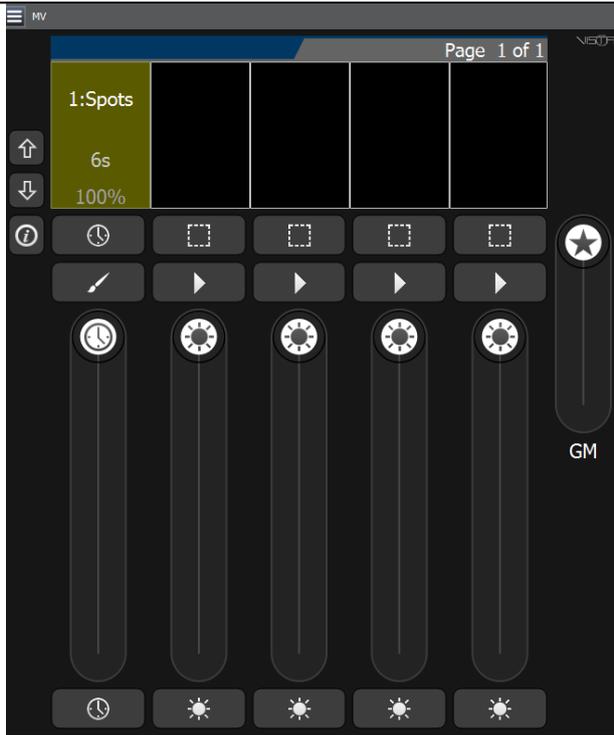
3. A green cue time will indicate that this value is referencing a time master.

(You can select multiple cues at once and assign a single time master to all of them in a single action.)

A time master can be applied to a cue lists "release" time within "cue list properties". Therefore it is also now possible to have individual release times per feature.

To assign a time master to a playback:

1. Open the virtual console view
2. Select time masters from the quickpicker dropdown
3. Drag and drop to a playback



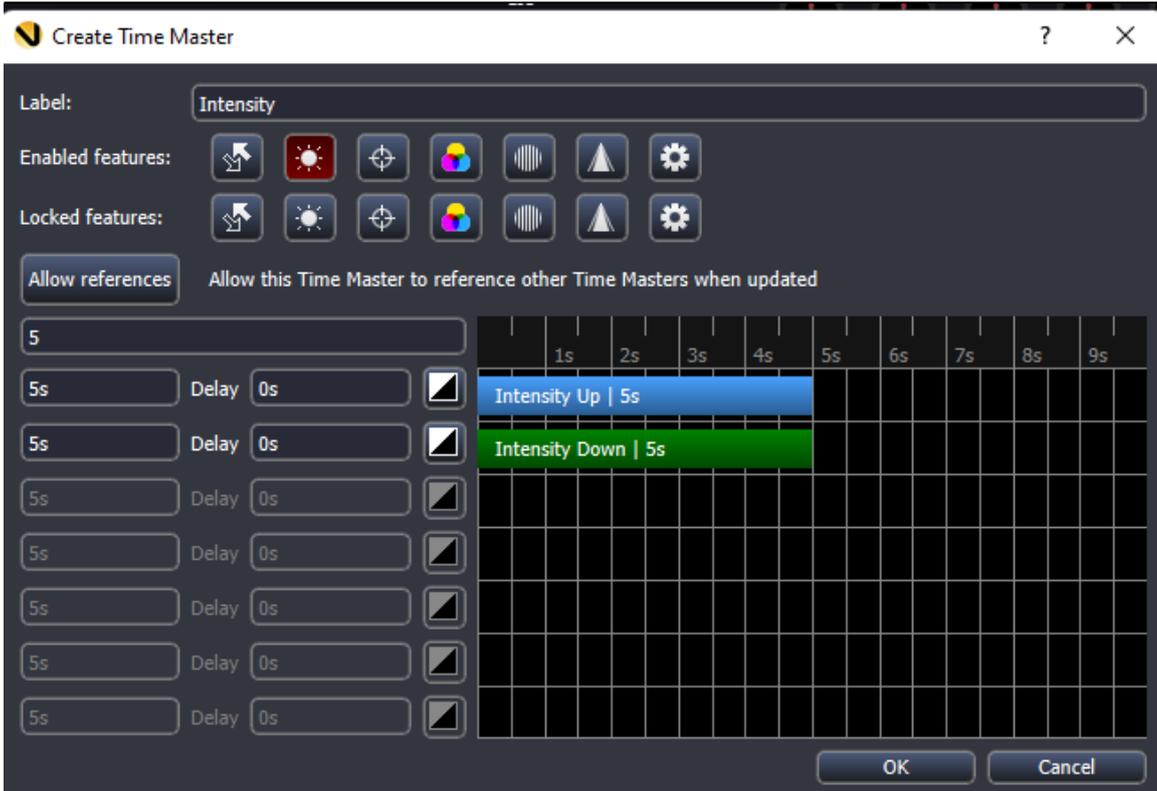
Time masters can also be assigned to the 5 little EX encoders:



With the fader at 100% the time value will be that of what was set in the time master. The time value will then scale to 0s with a fader movement to 0%. For example, a 6s time master will be 3s with the fader at 50%.

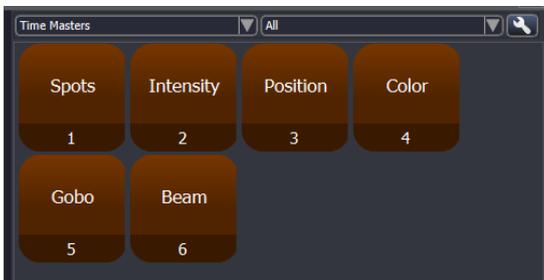
Referenced time masters:

Imagine you create an individual time master for "intensity", "position", "color", "gobo" and "beam".

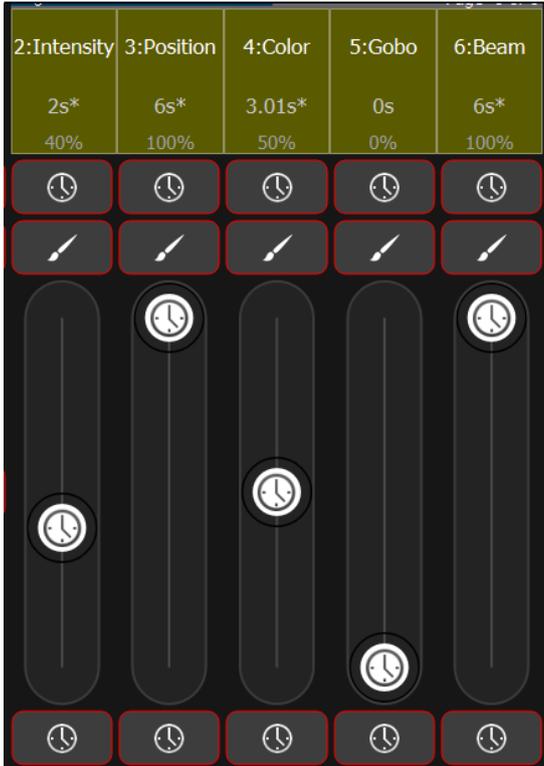


(Tip - Disable all other features per type).

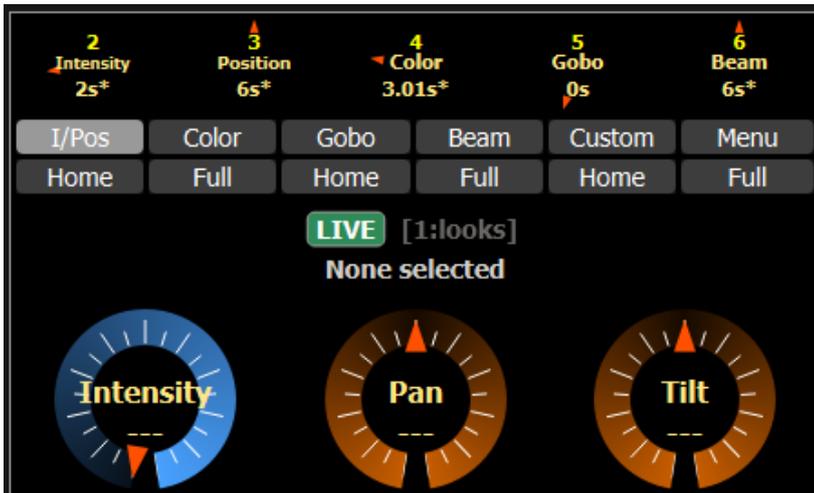
The result would be:



Which could then be assigned to playback faders:



Or encoders:

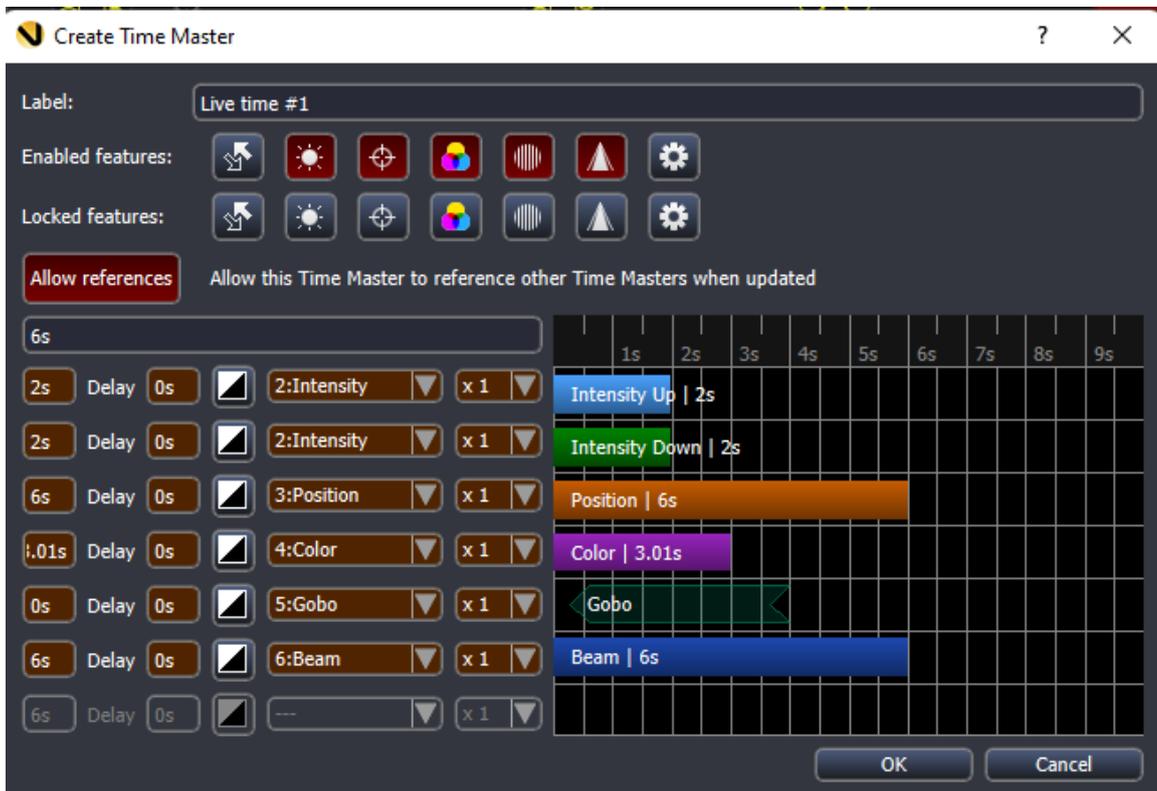


These time masters values can then be referenced in other time masters. For example, when creating a new time master (Called "live time #1" below) press the "allow references" button



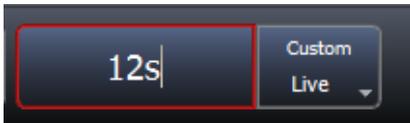
A new dropdown, and time multiplier, appears for each feature.

In the below example "live time #1" is now referring back to time master 2 through 6.



Applying a time master to become "live time":

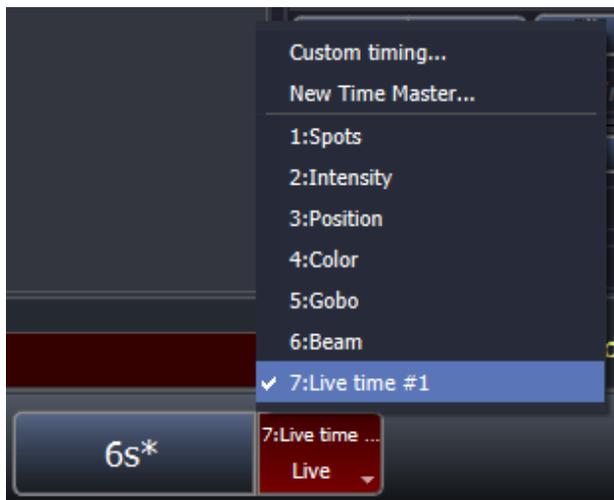
A "custom" live time can still be set by entering a numeric value in the live time combo box:



This will be identified by "custom".

To apply a time master to live time:

1. Press the live time dropdown menu
2. Select your time master



The combo box will now indicate which time master is currently set as live time:

The live time fader still operates in the same way as previous versions of Vista. However in the above example we now have individual fader/encoder control of each of the features - all of which can be scaled by the live time fader.

Time masters can also be applied in the following ways:

1. Click / apply a time master from a quickpicker
 - a. (or right click > apply)
2. Press an "apply" time master button action from a virtual or physical console playback



Updating and editing a time master:

To edit a time master:

1. Right click on a time master and press "edit".
2. Change your values and settings
3. Press OK to confirm

Time masters can also be updated using the "update" virtual or physical console playback button action. When using the "update" function the values will be updated with whatever the current live time values are for each feature.

Time master playback button actions:

The time master playback button actions are:

- Min - sets the time master value to be 0s
- Max - sets the time master value to be that of what is defined within the time master settings
- Apply - sets the time master to become the current live time.
- Update - have its values updated with whatever the current live time values are for each feature.

With the changeover to time masters there has also been a small UI change to "Store all":



Split intensity up/down times can still be applied numerically using a "/":



For any other timings/delays, please create and apply a time master from the dropdown.

Allowing cues to scale to a time master:

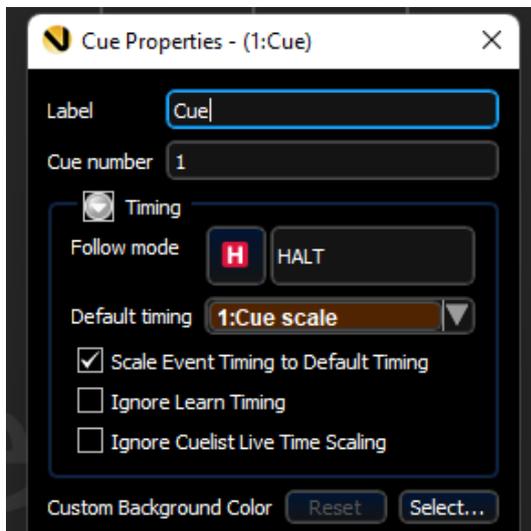
A cue time can be scaled using a time master:

1. Create your time master and assign it to the cue:



You can repeat this step for other cues.

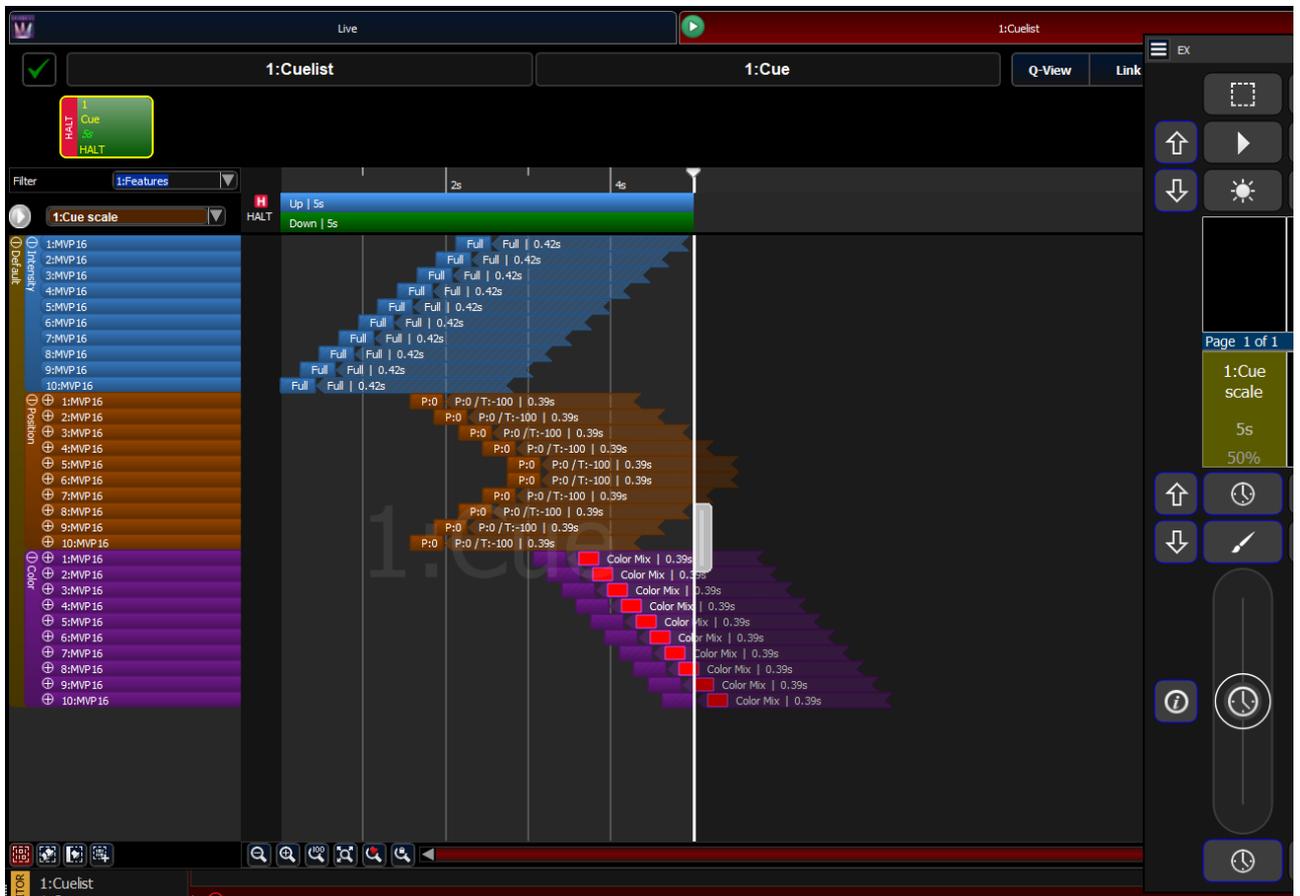
2. Each cue has a new cue property to enable it to scale to it's set master. Enable "scale event timing to default timing".



At 10s the result would be:



At 5s the result would be:



Action grids:

A new, extremely powerful, dockable window has been added to Vista - Action grids!

These windows are highly customizable and can be used for both programming and show playback. Behind the scenes Vista inelegantly recognises component type and can auto populate GUIs instantly, without the need for external scripts or macros.



To add an action grid window:

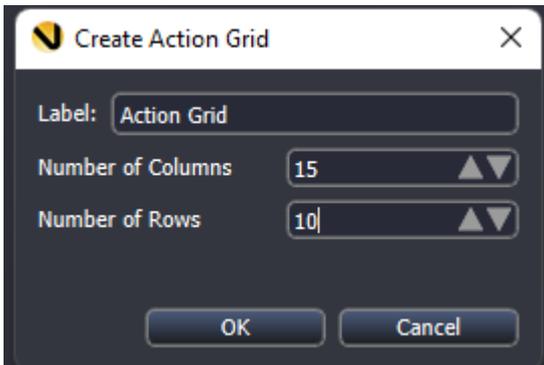
Press "View>add dockable window>action grid".

Alternatively, press the "action grid" shortcut from within the user configurable window or external screens.



If no action grids currently exist in your showfile you will be presented with the "create action grid" pop up window. (If action grids already exist this button will open the dockable action grid window).

Provide a label and define the starting number of columns and rows:



A new action grid will be created upon pressing "ok".

The action grid is comprised of 3 main components:

1. "Column headers" - Indicated by the red box below.
2. "Row headers" - indicated by the green box
3. "Intersecting cells" - indicated by the blue box

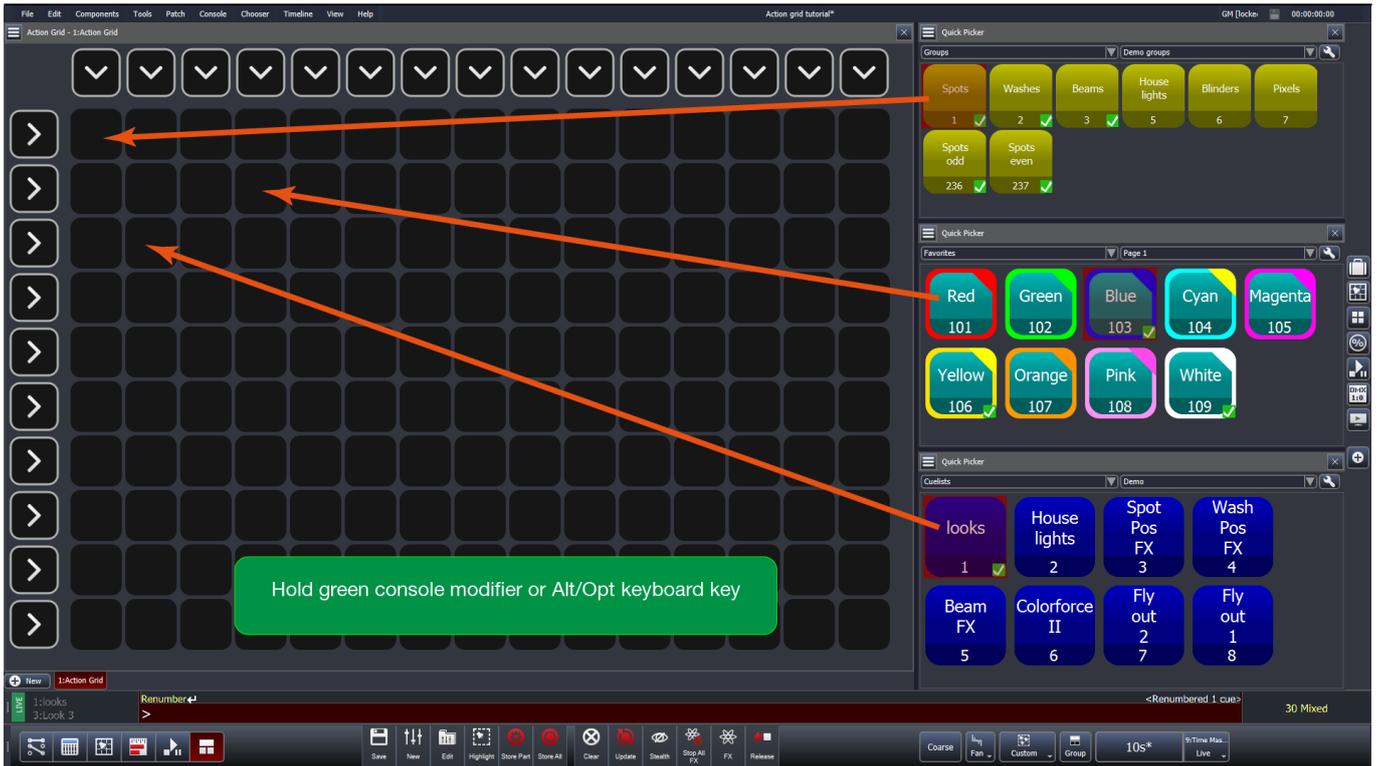


Assigning components to the action grid:

Any show component (Groups, Presets, FX templates, Cuelists, Cues, Extracts, Snapshots, FX Masters & Time Masters) can be assigned to the grid. There are two ways to do this:

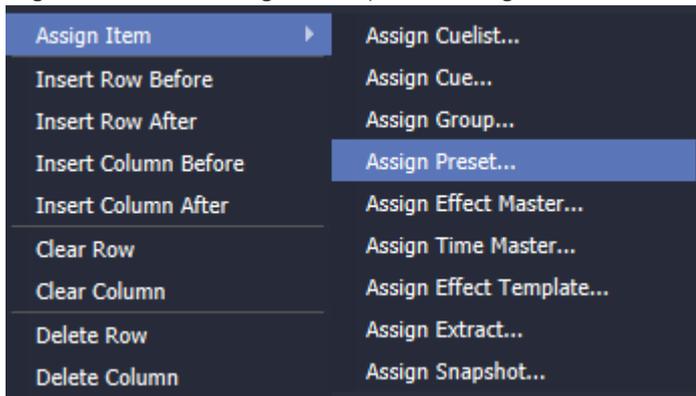
1) Drag and drop

Open a component quick picker, hold the green console modifier (or Alt/Opt key on a keyboard) and drag the component into the grid (intersecting cells).

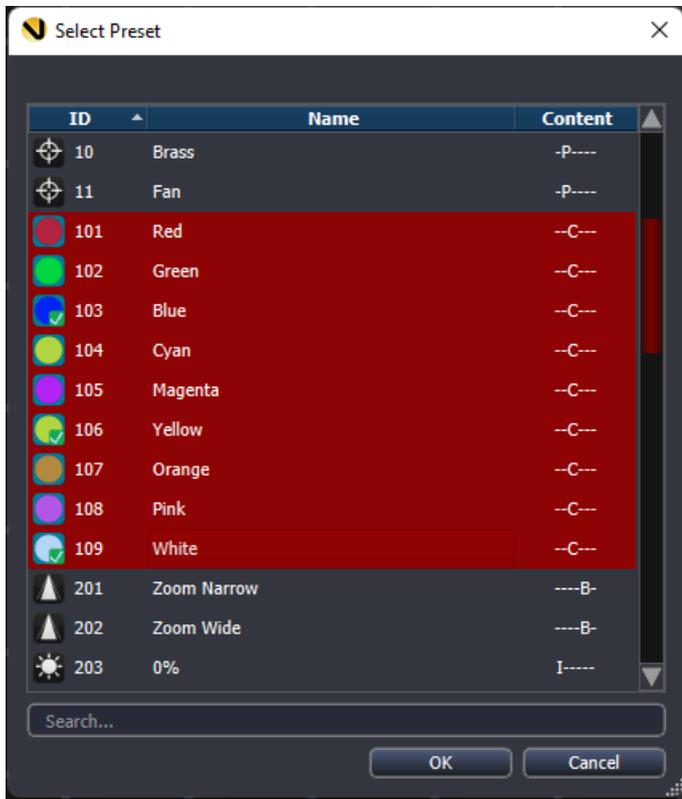


2) Right click menu

Right click within the grid and press "Assign item" and select your desired component from the sub menu.



A pop up selection window will appear. (Note that you can select multiple items at the same time by using the keyboard Cntrl and Shift keys)

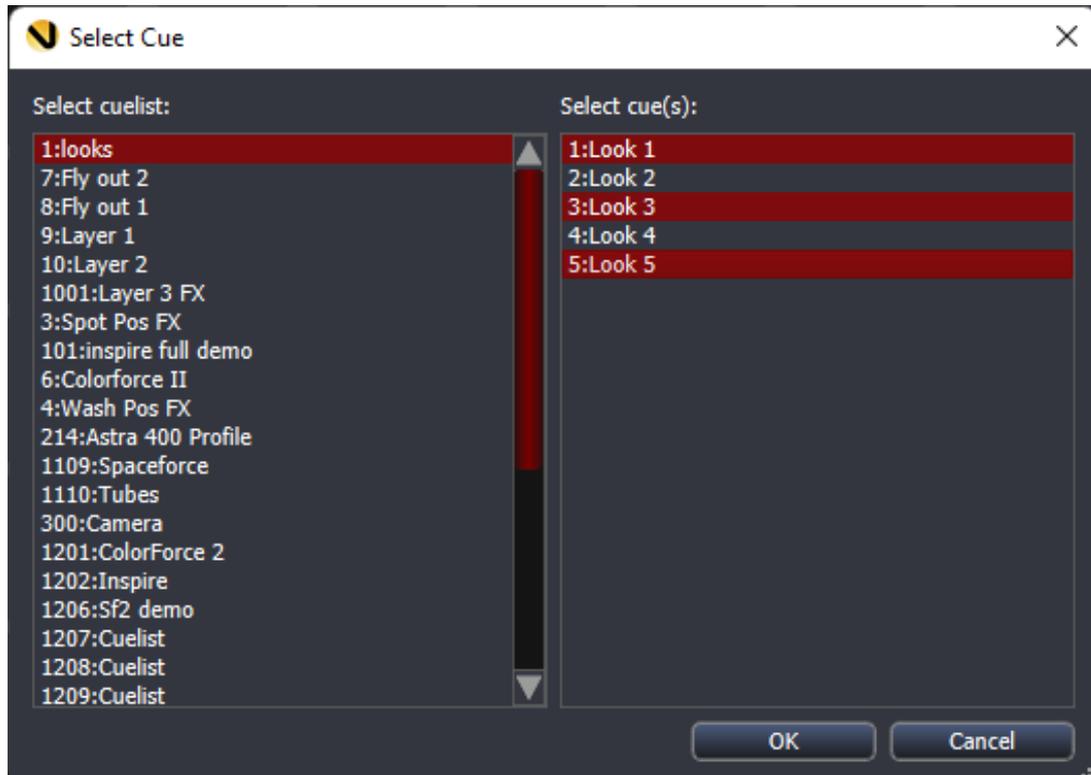


All selected items will be added to the grid, auto filling the row from the cell where you right clicked. For example:



Individual cues can also be added from the right click menu option.

Within this window you select your target cuelist in the left column and the selected cues on the right.



Using this method it's possible to hide cues (for example auto follow cues) or perhaps split a long cuelist over multiple rows.

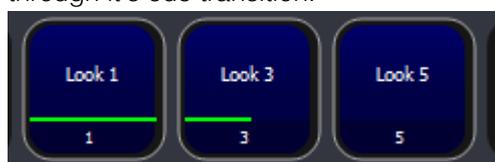


Playback & action:

When pressing components within the grid they act like they would in a normal quickpicker.

When pressing a cue the cuelist will immediately play that cue, without the need for any "Jump" windows or inserted commands.

You will notice a green bar that represents cuelist playback position. In the below example cue 3 is mid way through it's cue transition.



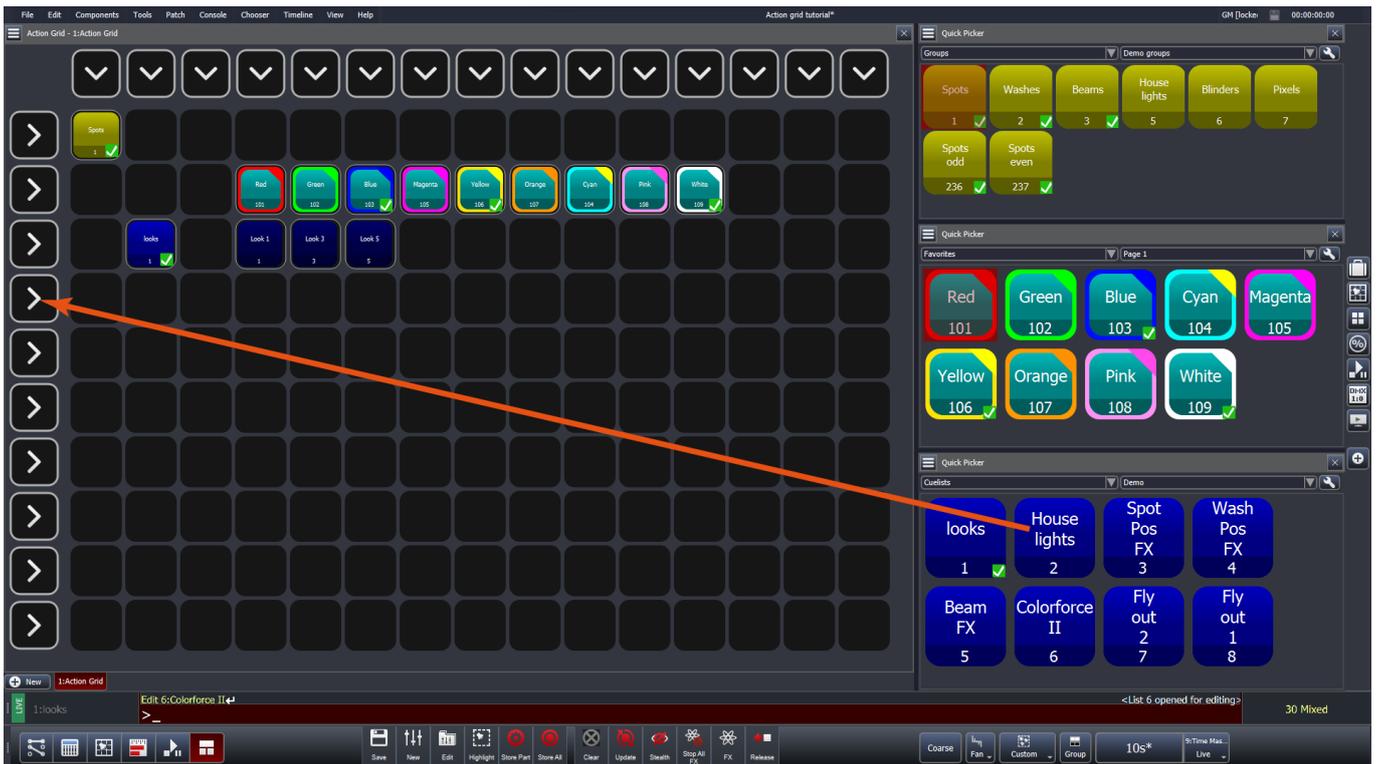
A red bar indicates a cue release (backwards) transition.



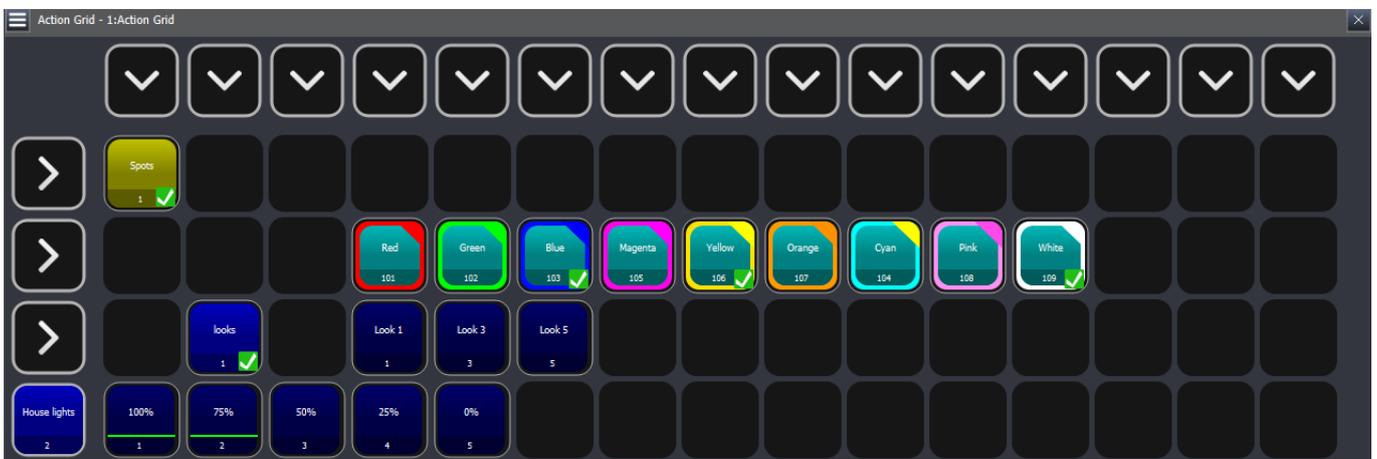
Assigning components to column and row headers:

Assigning components to row and column headers is where the power of the action grids starts to kick in.

If you you assign a cuelist to a row header



The cuelist will auto expand and populate the row with a cell per cue.



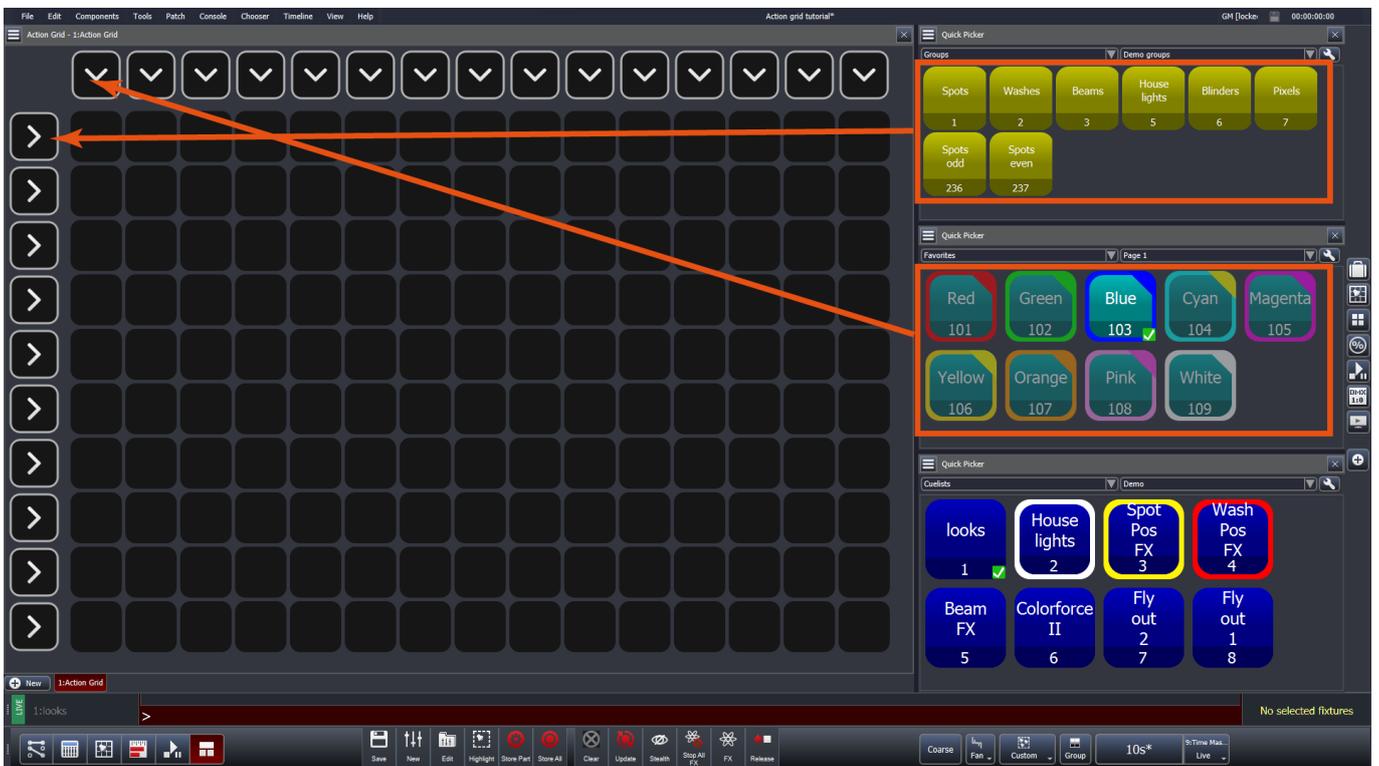
The default cue cell color is blue.

The action grid will however represent the cue background color (which can be set in cue properties or the playback window "tag" column). It is therefore possible to color code your cues to your personal preference. For example:

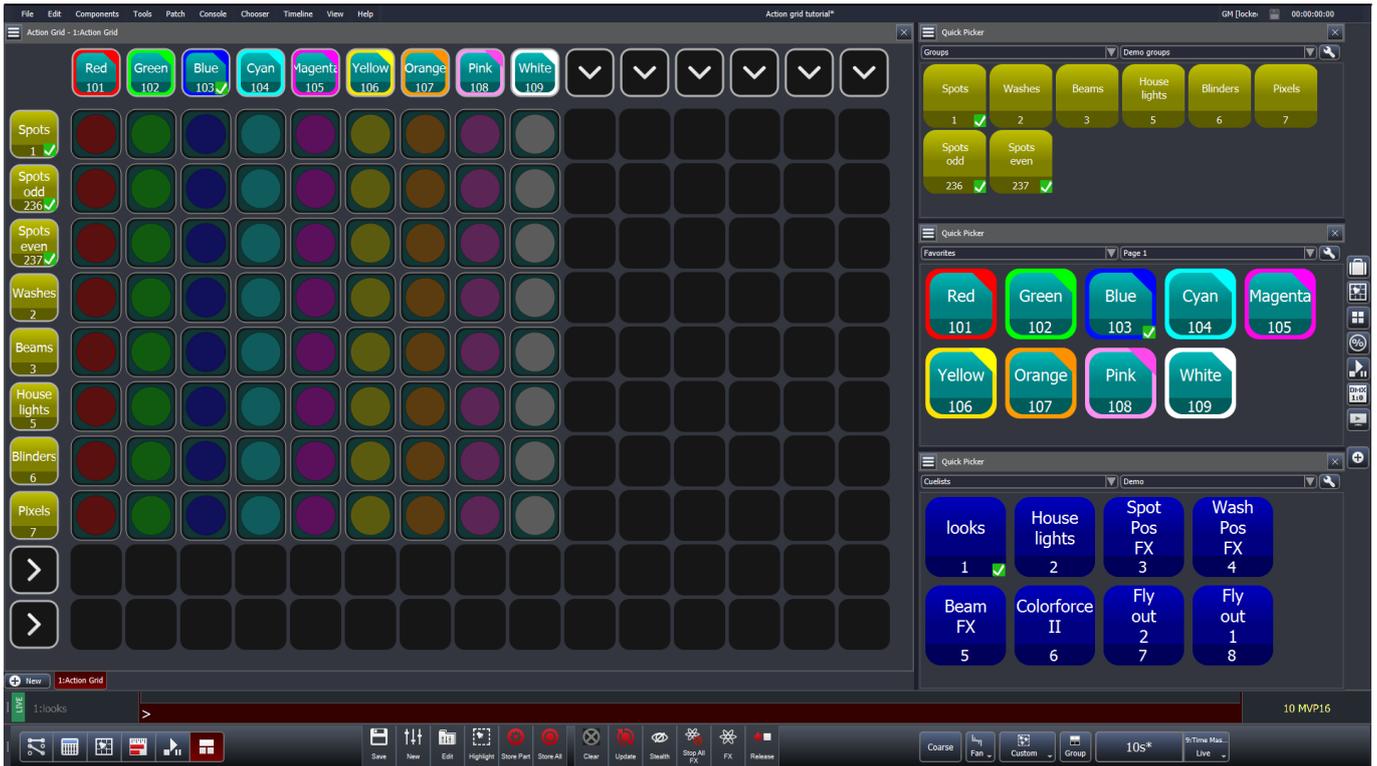


Intersecting cells will auto-populate if you drag certain components to the column and row headers. For example, presets and groups.

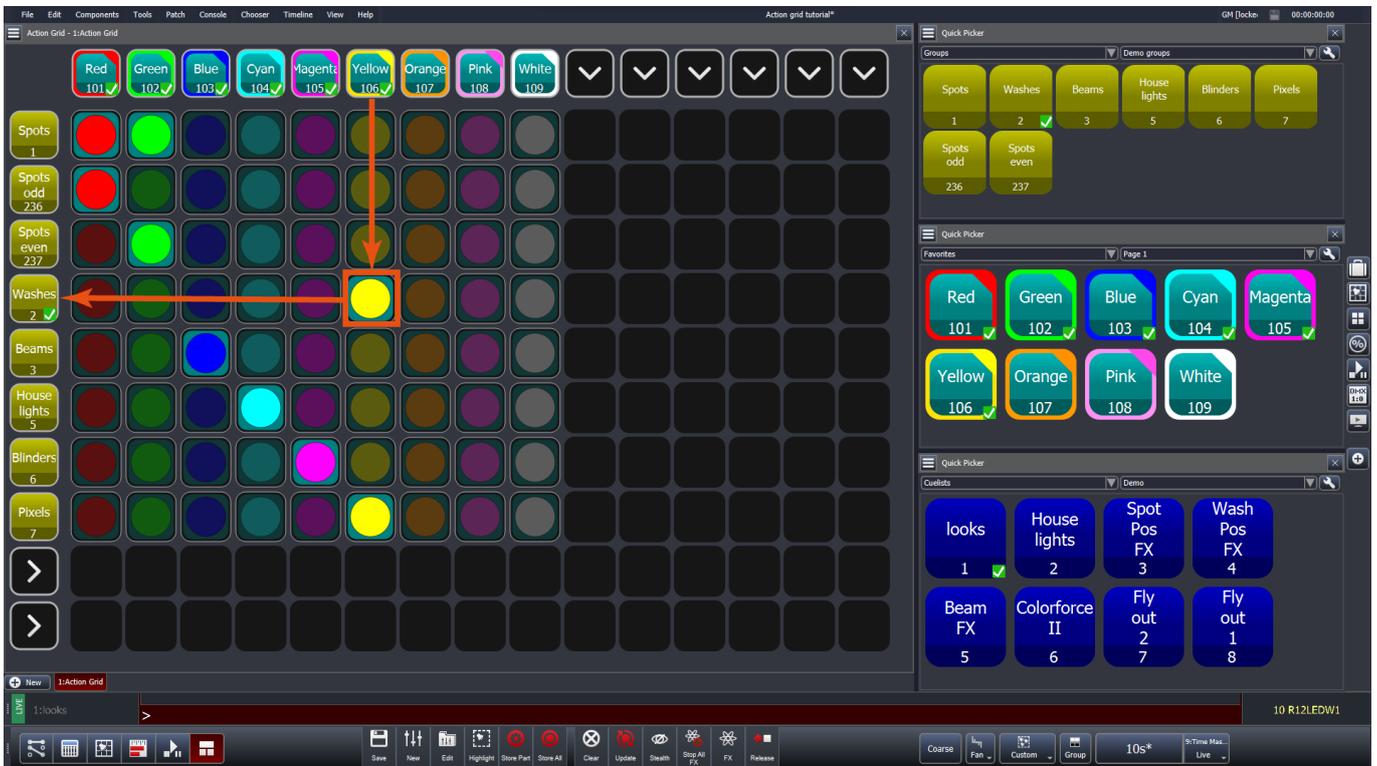
(Note that you can select multiple items in quickpickers and drag and drop in a single action).



Results in:



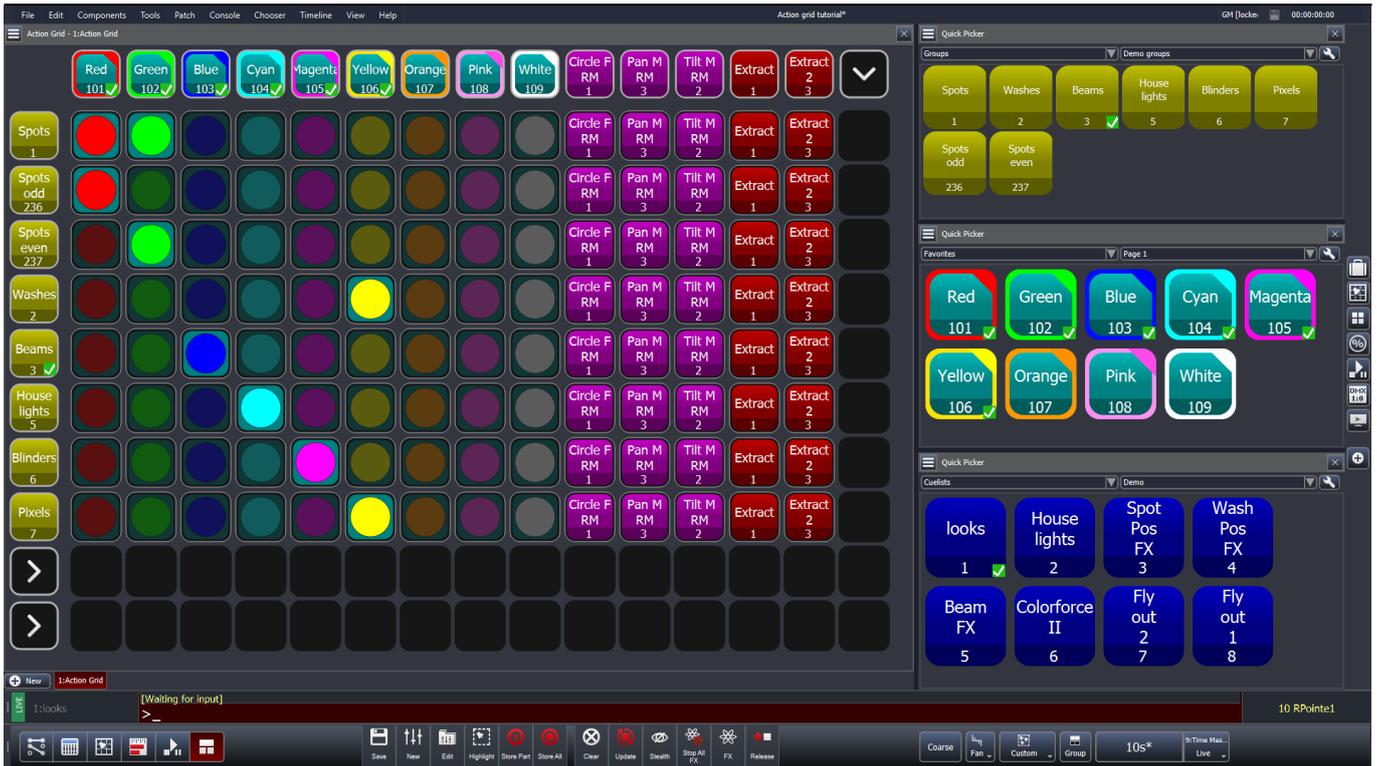
Pressing an intersecting cell applies what's in the column header (source) to the row header (destination). For example, pressing the intersecting cell highlighted below will apply the Yellow preset to the Wash group.



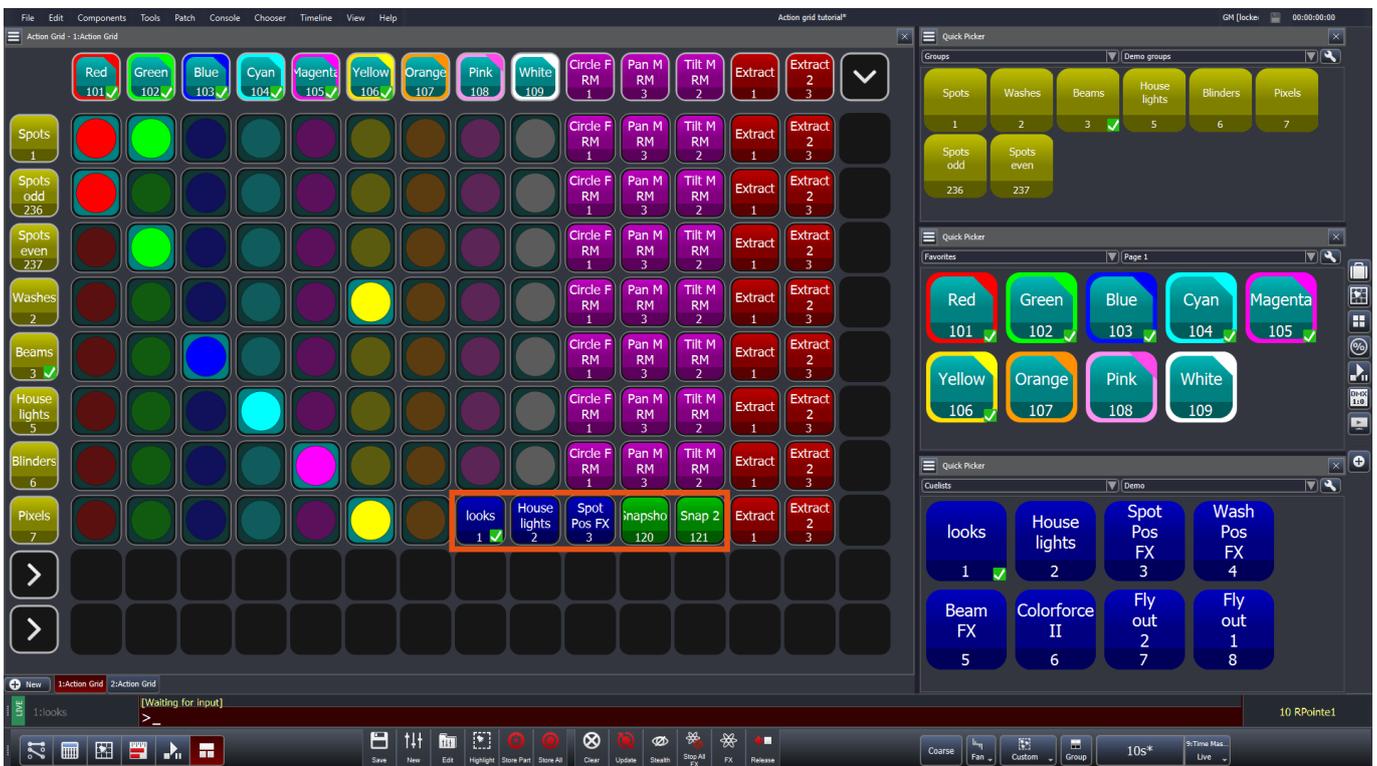
The result of this is one touch operation. Fixtures or groups no longer have to be selected before applying a show component.

Please note that current fixture selection does not change when working in this method.

FX templates and Extracts can be applied to groups in the same way.



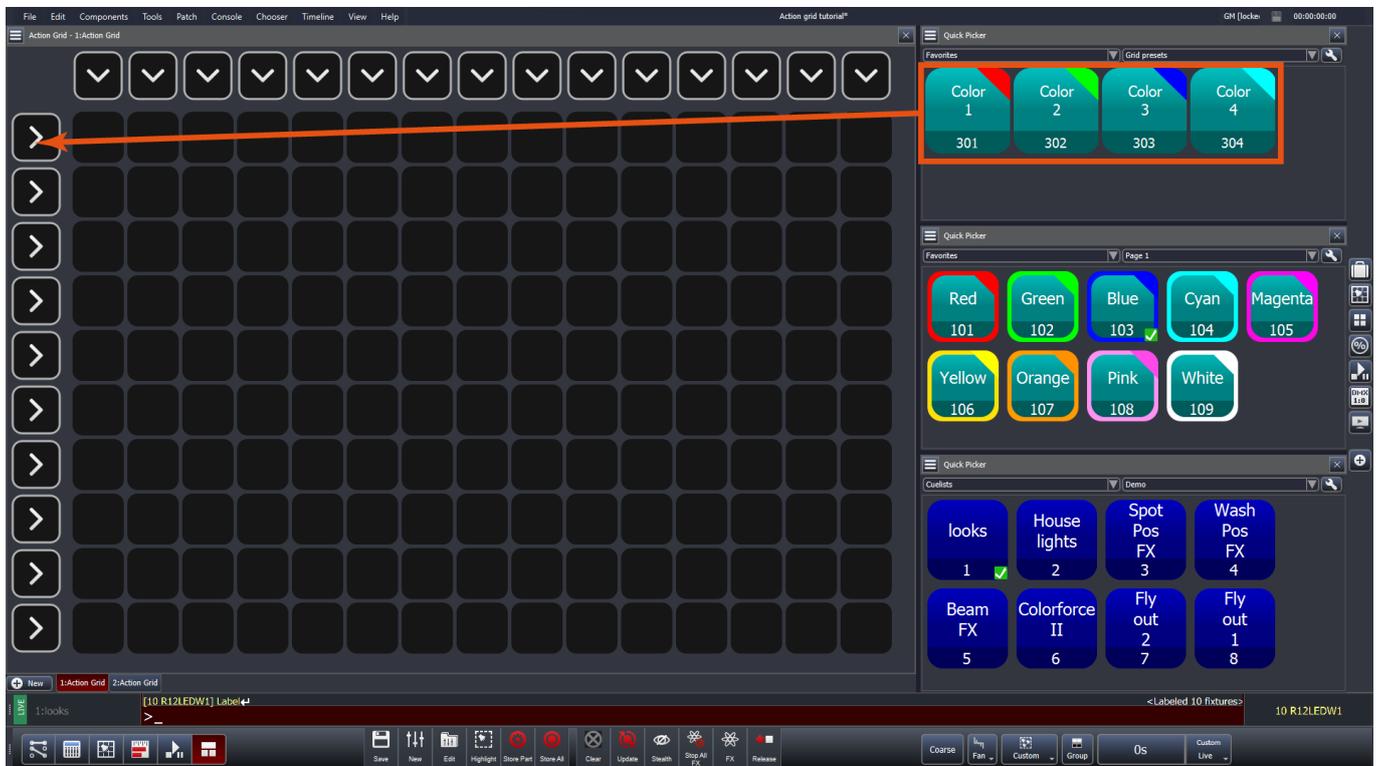
Auto-populated cells (as above) can have their contents overridden by explicitly placing another component in the cell:



Presets can be placed in both the column headers and row headers. In this next example we have created an additional 4 color presets 301 through 304.

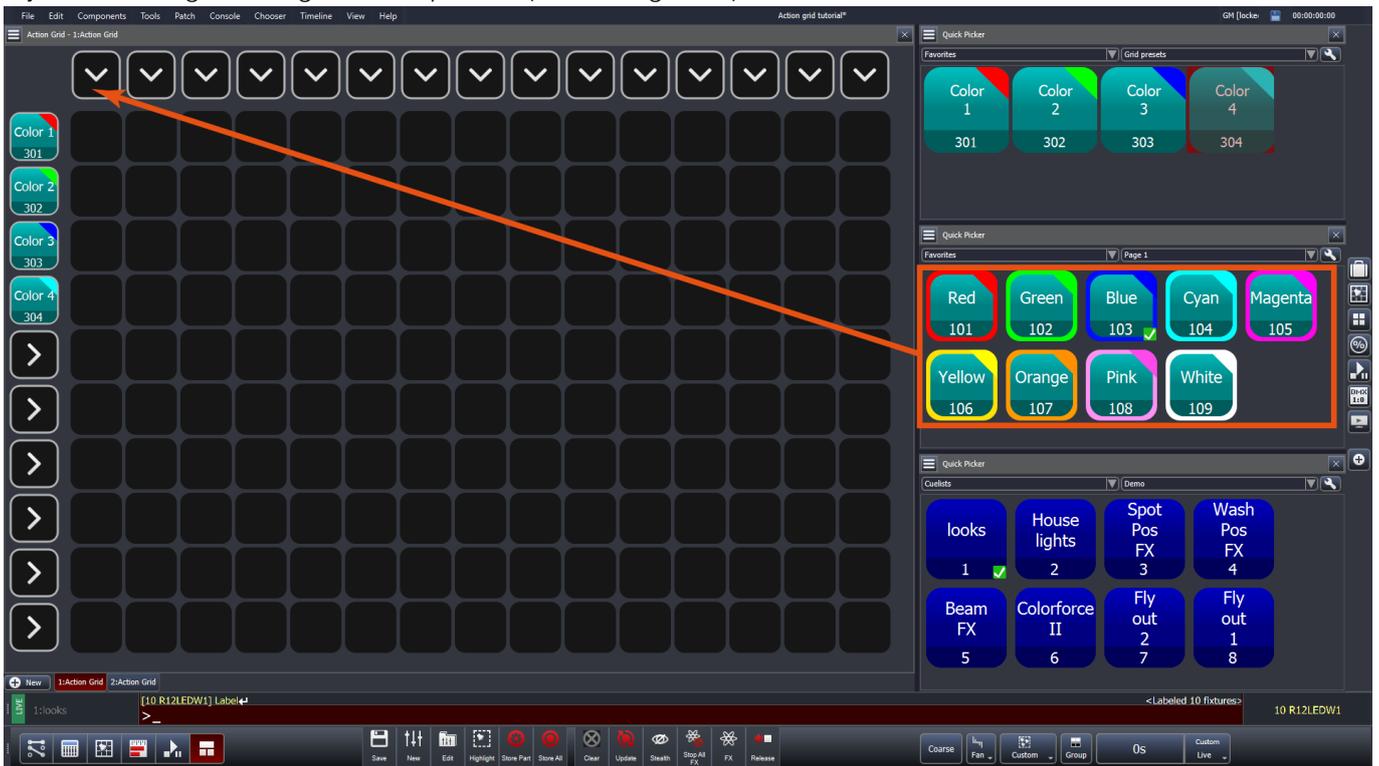


These can be assigned to the row headers:





If you then assign the original color presets (101 through 109) to the column headers:



You will see that the action grid intersecting cells still auto populate:

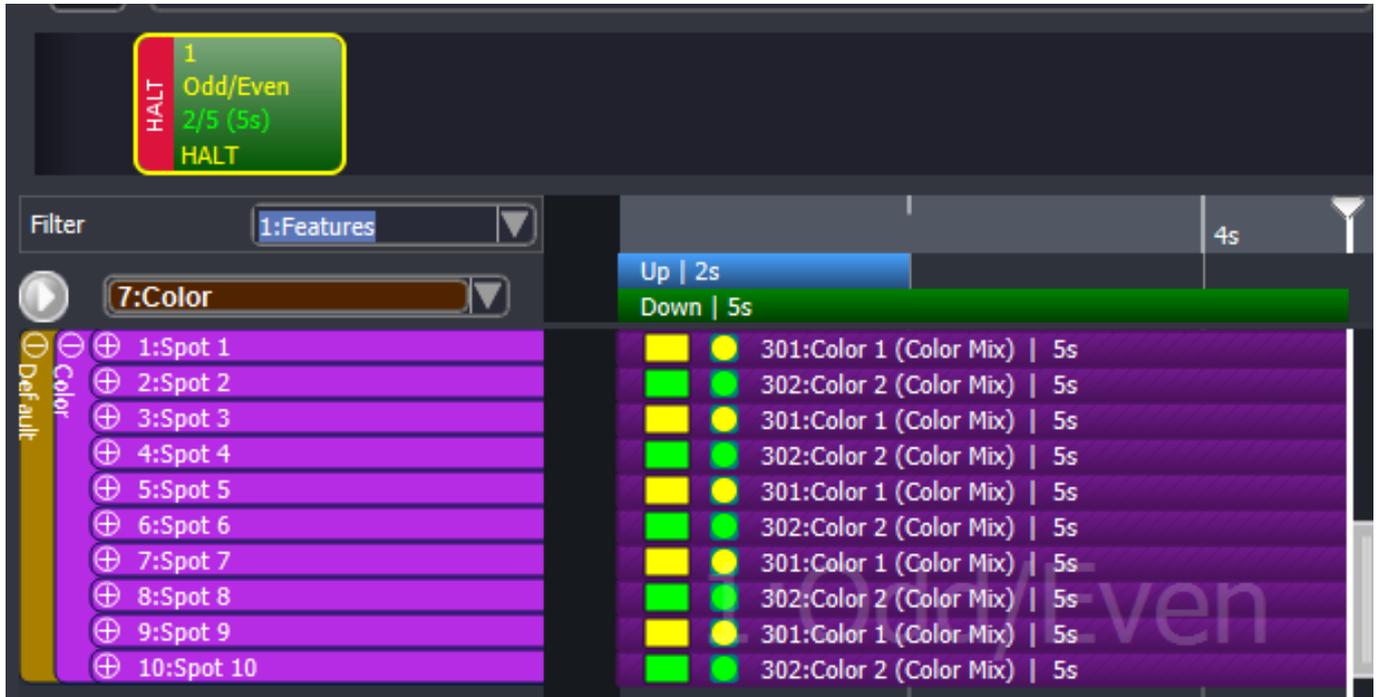
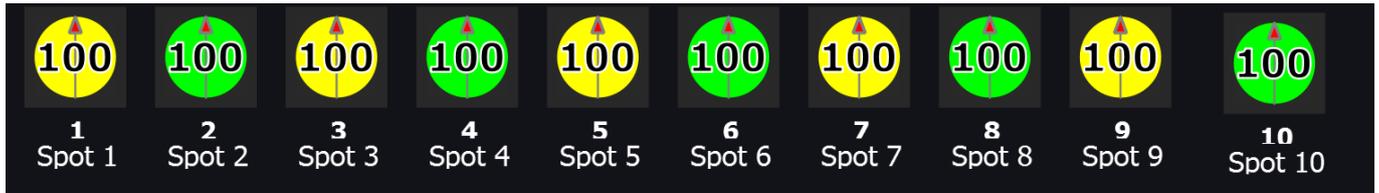


Pressing an intersecting cell will now update the contents of the presets in the row headers with the contents of the column headers, depending on which intersecting cell is pressed. For example: As above, preset 301: Color 1 is currently red. If you press the below intersecting cell preset 301 will become yellow.



The preset update and DMX output will smoothly transition & fade over the current live time or time master value. Therefore the action grid now becomes an ultra powerful tool in live show environments.

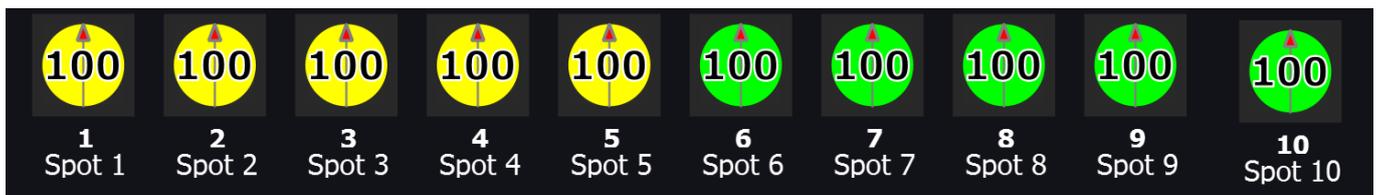
Imagine you have programmed an odd and even color look using preset 301:color 1 and preset 302: color 2.



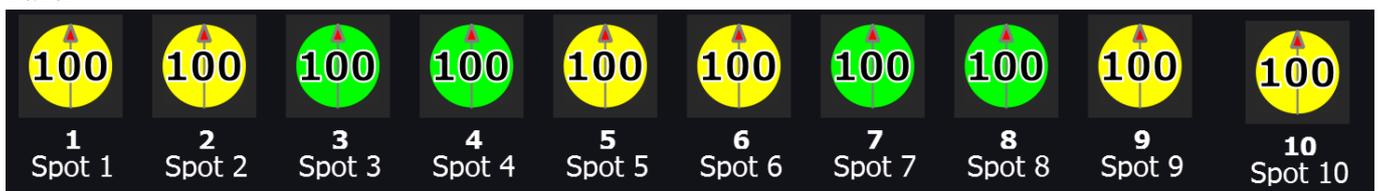
The result is that you now only have to program a single odd/even cue but can have almost infinite color choice by selecting colors within the action grid.

You could expand this idea into multiple types of looks, one per cue, because you now have the time and freedom to do so. For example:

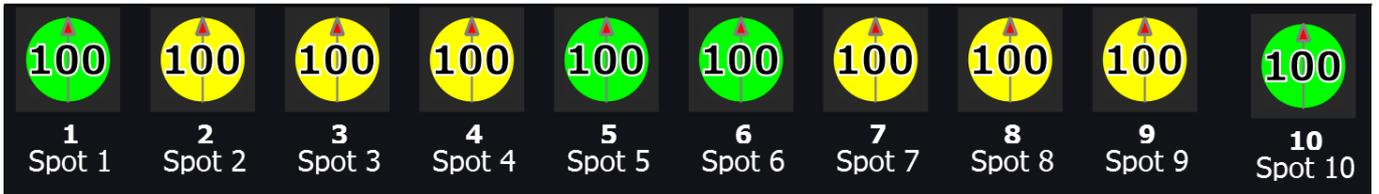
Half and half:



Pairs:



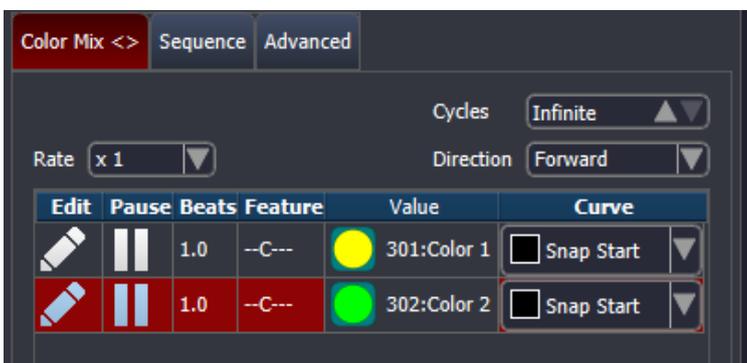
Ends + centre:



If you were to drag this cuelist into a row header you'd have powerful color controls at your finger tips.



It's possible to apply these same presets to effects. In the below example you could once again change the color of the swing points by pressing an action grid cell



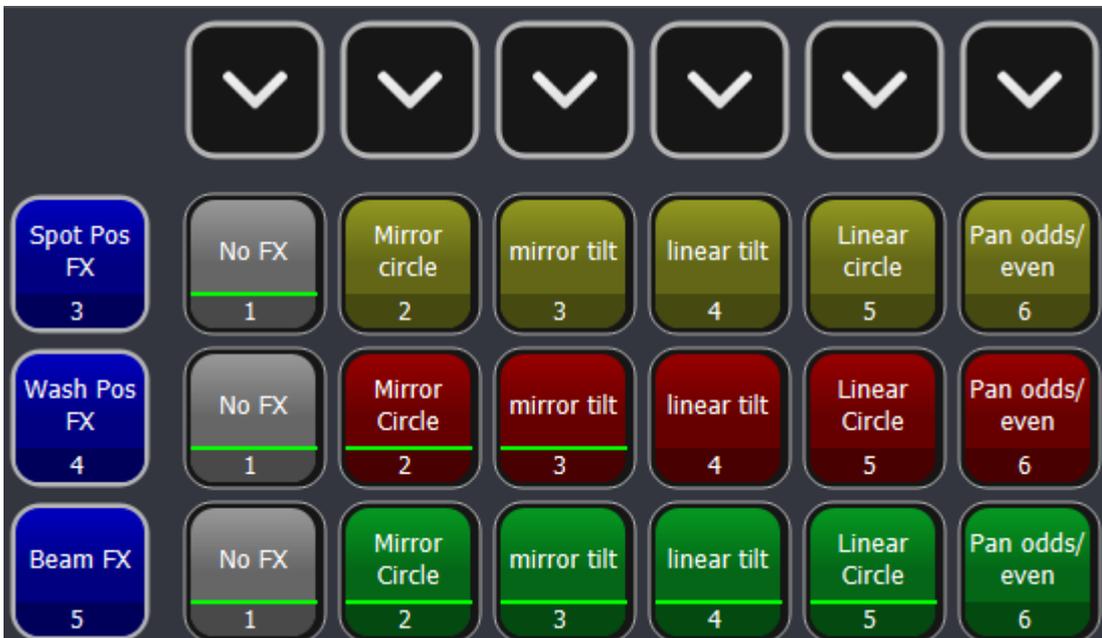
The above principles can be applied to all types of presets. You may, for example, wish to have a "fly out" cuelist.



If you program your "fly out" cues using preset 225: Position 1 you will be able to change the resulting end position by pressing an intersecting grid cell.

Cuelist playback:

As detailed above, pressing a cuelist cell will immediately play that cue.

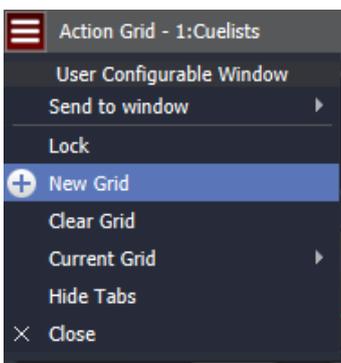


Pressing the column header will trigger all rows, resulting in the same cue number firing in all cuelists within the grid.



Action grid menu:

Within the menu of each action grid, the options are:



- New grid - Creates a new action grid tab

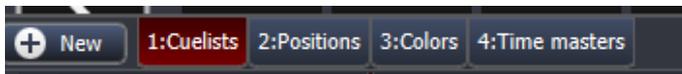
- This action can also be performed by pressing the



button found towards the left of the action grid tabs.

- Clear grid - removes all assigned components to the action grid.
- Current grid:
 - Renumber
 - Label
 - Delete
 - Duplicate
 - Properties

- Hide tabs - hides the tabs



found at the bottom of each action grid.

Action grid properties:

Each action grid has it's own individual settings:

Actions:



- Action modifiers - allow you to define the touch / click action
 - None
 - Apply
 - Edit
 - Update
 - Quick Update (see programming section below for a more detailed explanation)
 - Label

- Renumber
- Release

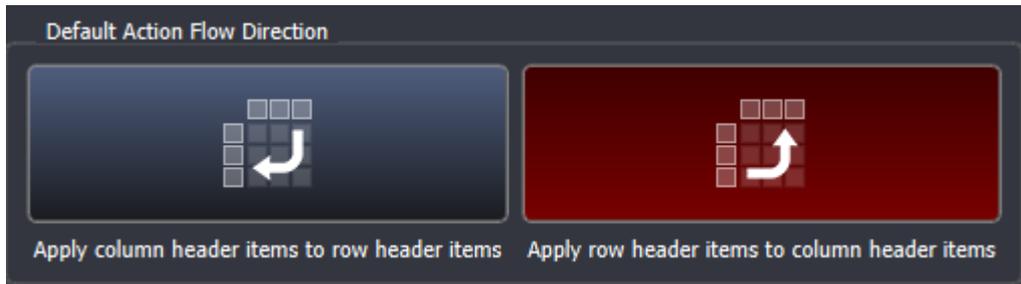
For example, you may have two action grids with some playback snapshots in them:



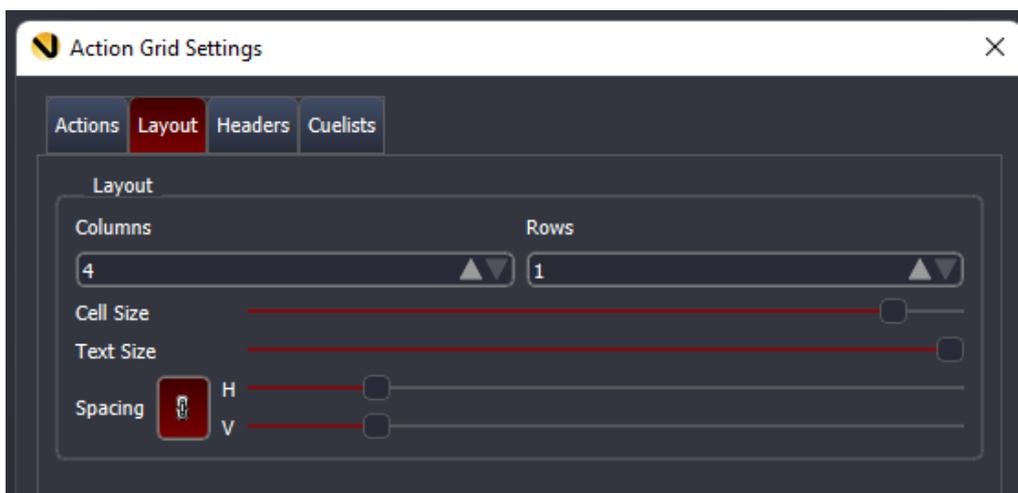
- Actiongrid modifier defaults:
 - Yellow = Quick update
 - Green = Release

By changing the default action you would be able to one touch update the snapshots on the left and one touch replay them on the right.

- Flow direction. - In all of the above examples the source has been in the column headers and the destination in the row headers. If you would like the row headers to apply to the column headers you can flip the flow here:



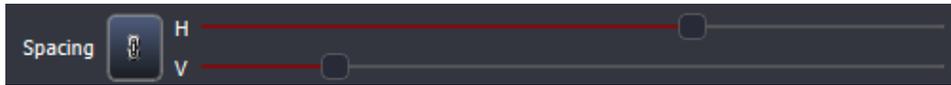
Layout:



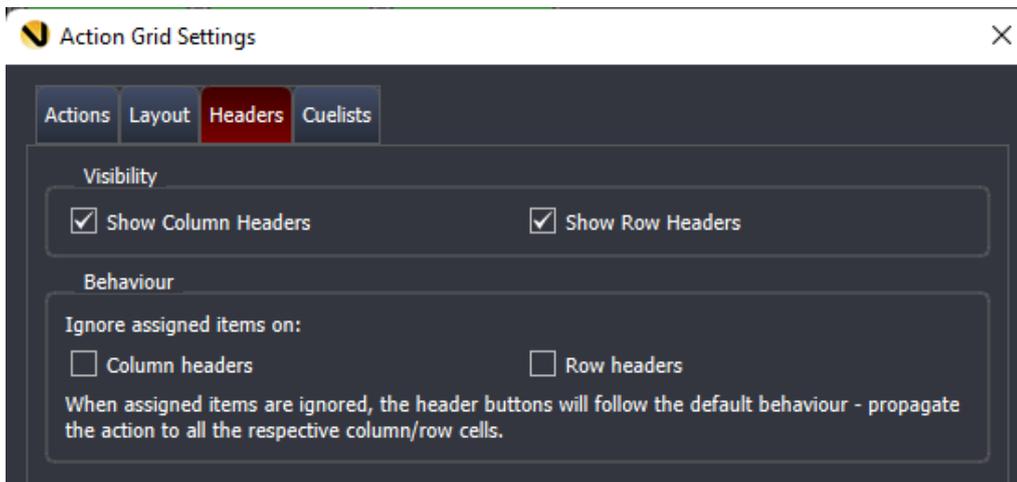
Allows you to define:

- Rows and columns

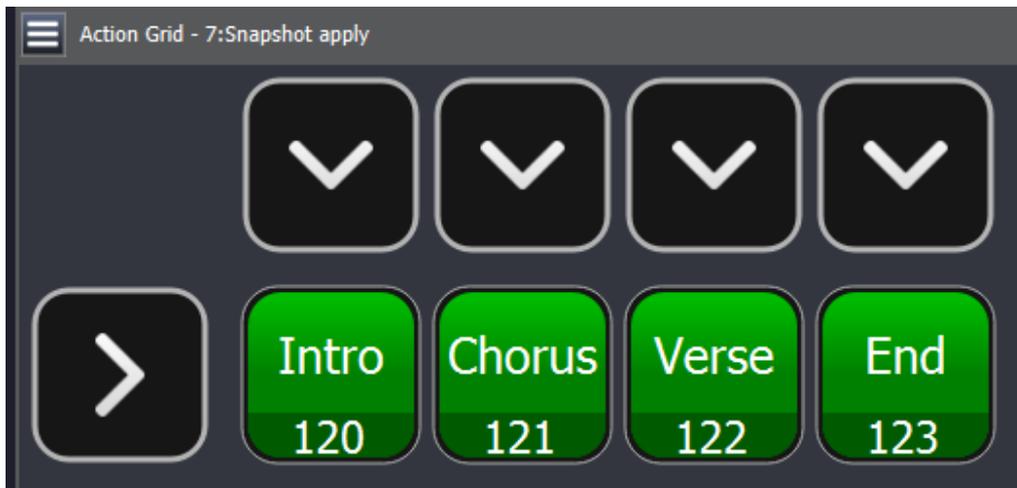
- Cell size
- Text size
- Spacing
 - Disabling the spacing lock allows you to adjust horizontal and vertical spacing independently of each other.

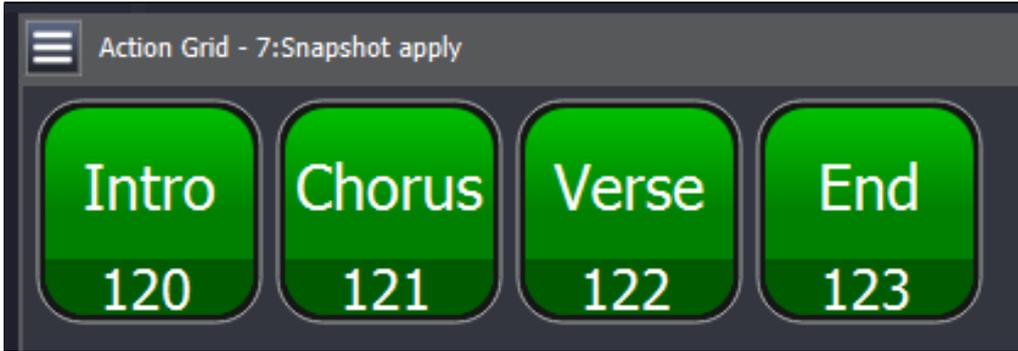


Headers:



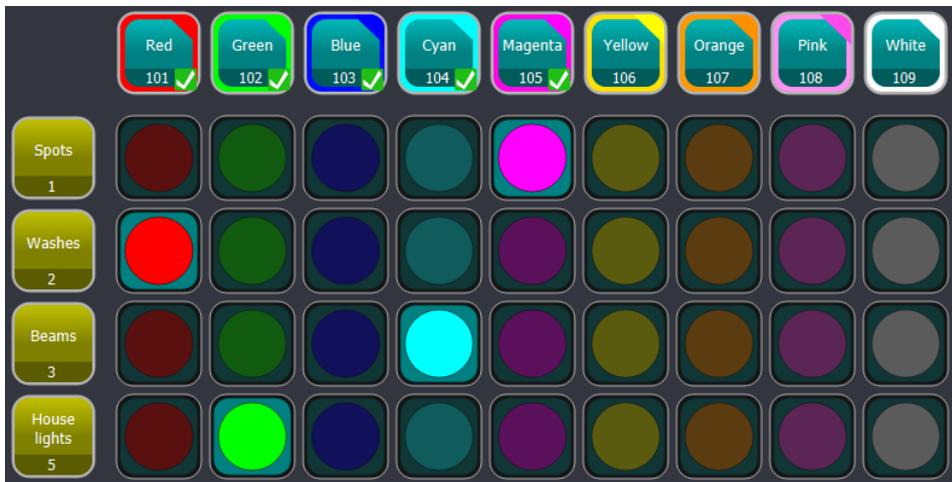
- Visibility - allows you to hide the column and row headers.





- Behavior - When assigned items are ignored, the header buttons will propagate the action to the entire column or row.

For example: with the option disabled



Pressing preset 106: yellow in the column header would apply the preset just like it would if you applied it from a normal quick picker.

If the ignore option was enabled, all rows would be set to preset 106: yellow.

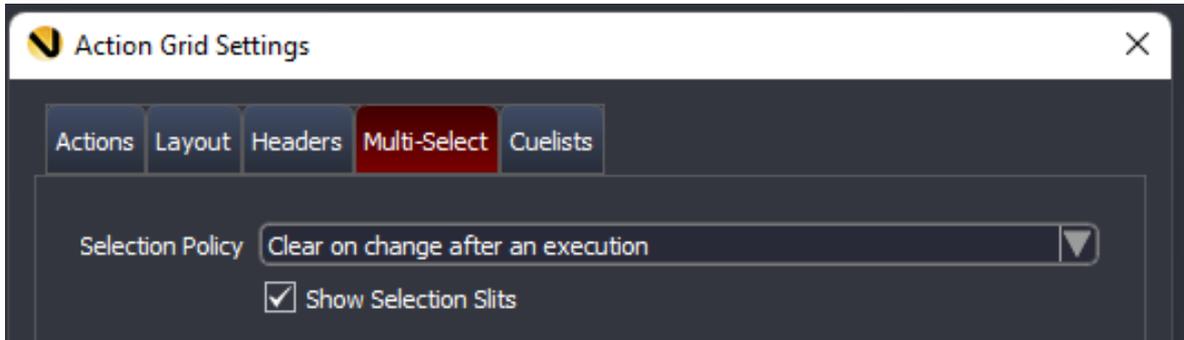
The ignore option is checked by default.



Multi select:

Selection policy:

- Keep current selection
- Clear on change after an execution
- Clear immediately after an execution

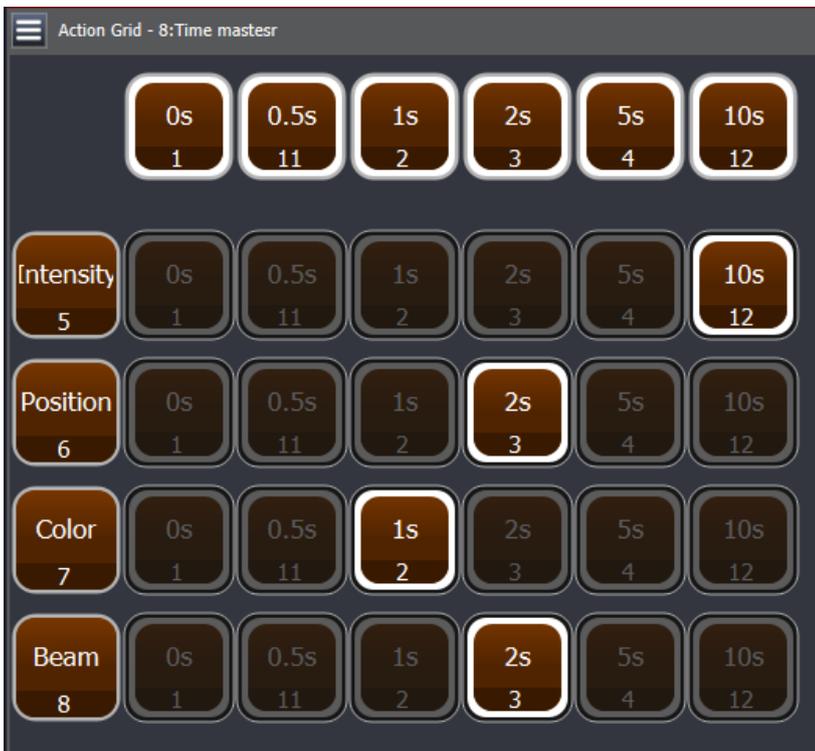


“show selection slits” = enable or disable the multi select visual aids



Using time masters:

Time masters can be applied to both column and row headers. For example:



This can free up playback fader slots.

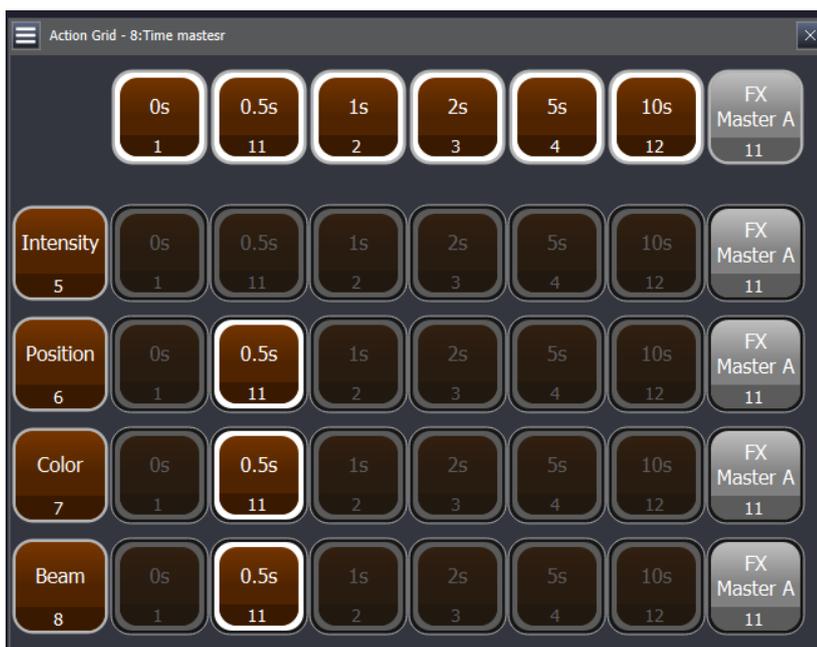
In the above example you can adjust the individual feature time masters by pressing an intersecting cell. Enabling "ignore assigned items on column headers" would allow you to update each time master value individually, or all together by pressing the time in the header column.



Using FX masters with time masters:

Pressing a FX master to time master intersecting cell will update the time master value to be that of 1 beats worth of time.

For example, if the fx master value is 60bpm and you update a time master, that value will become 1s. If the FX master is 120bpm the time master value would become 0.5s



Using FX masters with FX masters:

FX masters can be populated in both the column and row headers. (5713) For example:



Pressing an intersecting cell will update the destination FX master with the value of the source time master

Multi-selects:

Actiongrids have been added as a new show component. It's therefore possible to assign an actiongrid to a playback and change your button actions in the usual way.



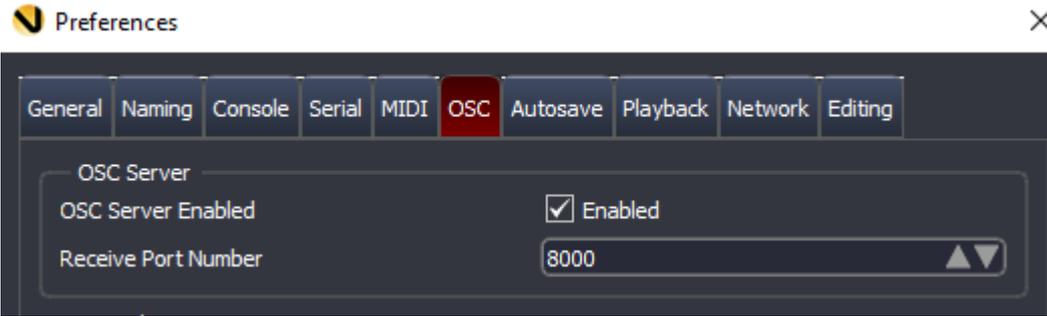
There are four multi-selects to choose from. A multi-select is a memory of what actiongrid cells are triggered. For example you could use the four selects for "intro/outro", "verse", "chorus" and "break"

OSC (Open Sound Control):

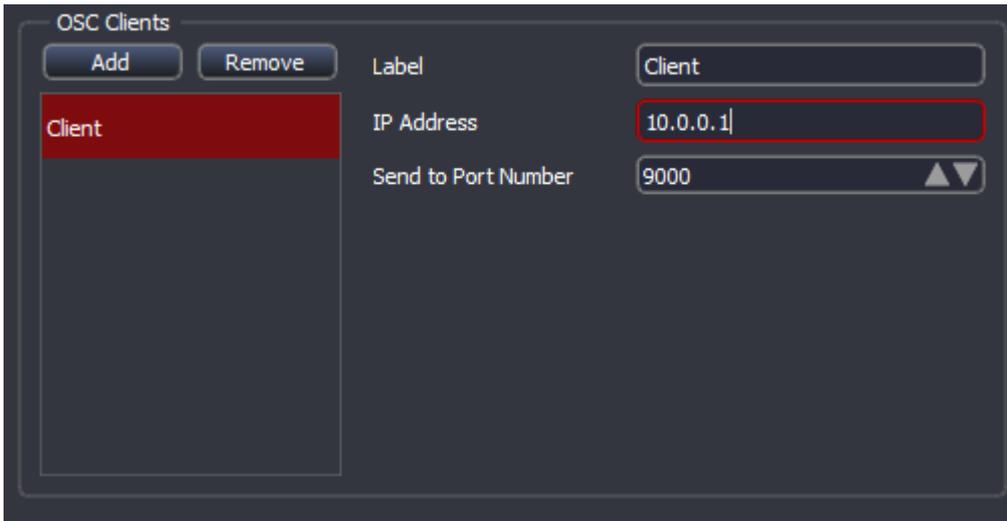
OSC Control:

An "OSC" tab has been added to "file > preferences".

Enable OSC and define the receive port number.



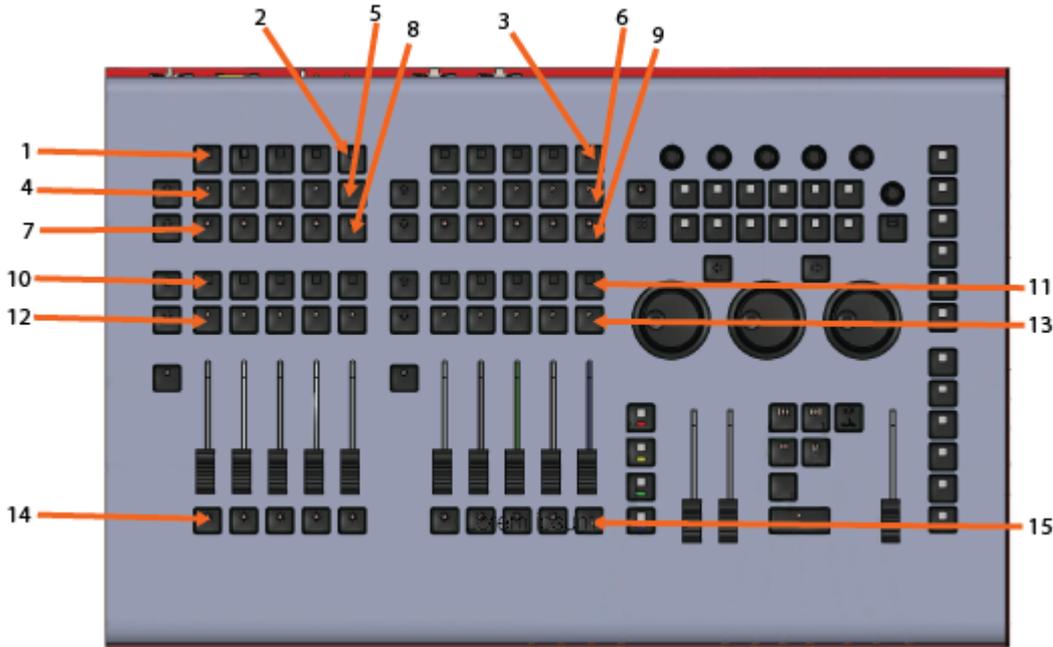
To send OSC communication back to the OSC controller add an OSC client and define the appropriate details:



It's possible to map virtual EX faders and buttons to OSC (of which you can assign show components to the playbacks as normal)



Playback buttons:

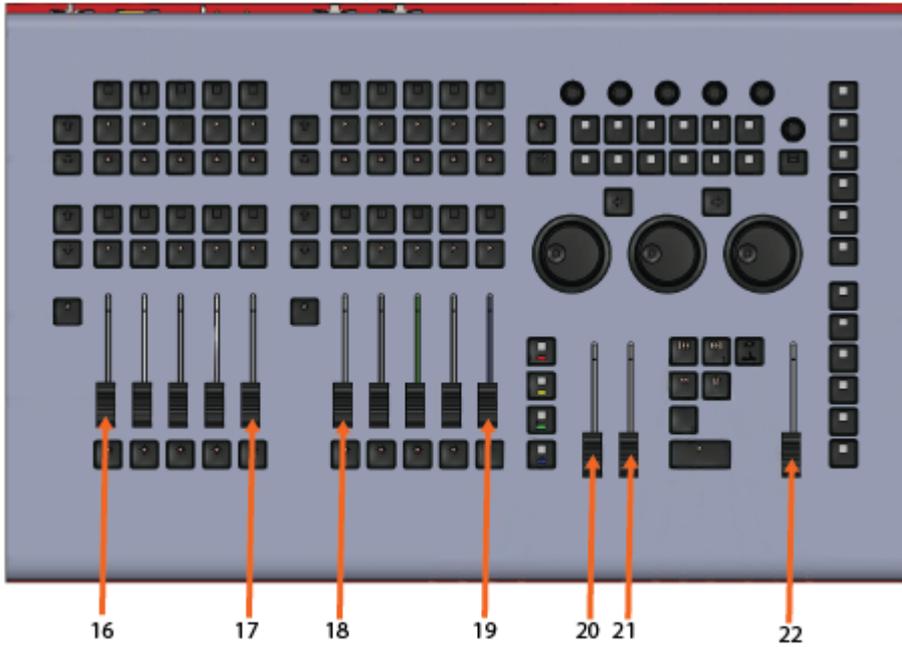


Item:	OSC Message - ON State	OSC Message - OFF State
1	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/0/col/0 1	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/0/col/0 0
2	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/0/col/4 1	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/0/col/4 0
3	/V3/console/EX/1/playbackButton/panel/1/bank/1/row/0/col/4 1	/V3/console/EX/1/playbackButton/panel/1/bank/1/row/0/col/4 0
4	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/1/col/0 1	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/1/col/0 0
5	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/1/col/4 1	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/1/col/4 0
6	/V3/console/EX/1/playbackButton/panel/1/bank/1/row/1/col/4 1	/V3/console/EX/1/playbackButton/panel/1/bank/1/row/1/col/4 0
7	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/2/col/0 1	/V3/console/EX/1/playbackButton/panel/0/bank/1/row/2/col/0 0



Item:	OSC Message - ON State	OSC Message - OFF State
8	/N3/console/EX/1/playbackButton/panel/0/bank/1/row/2/col/4 1	/N3/console/EX/1/playbackButton/panel/0/bank/1/row/2/col/4 0
9	/N3/console/EX/1/playbackButton/panel/1/bank/1/row/2/col/4 1	/N3/console/EX/1/playbackButton/panel/1/bank/1/row/2/col/4 0
10	/N3/console/EX/1/playbackButton/panel/0/bank/0/row/0/col/0 1	/N3/console/EX/1/playbackButton/panel/0/bank/0/row/0/col/0 0
11	/N3/console/EX/1/playbackButton/panel/1/bank/0/row/0/col/4 1	/N3/console/EX/1/playbackButton/panel/1/bank/0/row/0/col/4 0
12	/N3/console/EX/1/playbackButton/panel/0/bank/0/row/1/col/0 1	/N3/console/EX/1/playbackButton/panel/0/bank/0/row/1/col/0 0
13	/N3/console/EX/1/playbackButton/panel/1/bank/0/row/1/col/4 1	/N3/console/EX/1/playbackButton/panel/1/bank/0/row/1/col/4 0
14	/N3/console/EX/1/playbackButton/panel/0/bank/0/row/2/col/0 1	/N3/console/EX/1/playbackButton/panel/0/bank/0/row/2/col/0 0
15	/N3/console/EX/1/playbackButton/panel/1/bank/0/row/2/col/4 1	/N3/console/EX/1/playbackButton/panel/1/bank/0/row/2/col/4 0

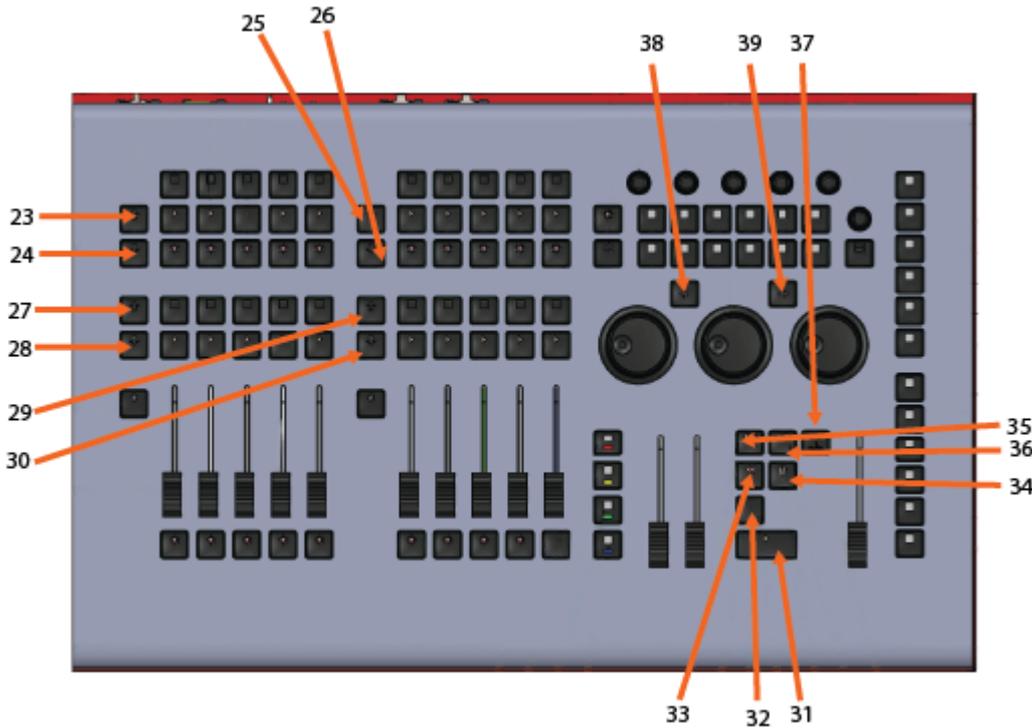
Playback buttons:



Item:	OSC Message - Change State	
16	/V3/console/EX/1/playbackFader/panel/0/col/0 \$1	
17	/V3/console/EX/1/playbackFader/panel/0/col/4 \$1	
18	/V3/console/EX/1/playbackFader/panel/1/col/0 \$1	
19	/V3/console/EX/1/playbackFader/panel/1/col/4 \$1	
20	/V3/console/EX/1/spbFader/id/0 \$1	
21	/V3/console/EX/1/spbFader/id/1 \$1	
22	/V3/console/EX/1/gmFader	



Page and SuperPlayback buttons:



Item:	OSC Message - ON State	OSC Message - OFF State
23	/N3/console/EX/1/pageUp/panel/0/bank/1 1	/N3/console/EX/1/pageUp/panel/0/bank/1 0
24	/N3/console/EX/1/pageDown/panel/0/bank/1 1	/N3/console/EX/1/pageDown/panel/0/bank/1 0
25	/N3/console/EX/1/pageUp/panel/1/bank/1 1	/N3/console/EX/1/pageUp/panel/1/bank/1 0
26	/N3/console/EX/1/pageDown/panel/1/bank/1 1	/N3/console/EX/1/pageDown/panel/1/bank/1 0
27	/N3/console/EX/1/pageUp/panel/0/bank/0 1	/N3/console/EX/1/pageUp/panel/0/bank/0 0
28	/N3/console/EX/1/pageDown/panel/0/bank/0 1	/N3/console/EX/1/pageDown/panel/0/bank/0 0
29	/N3/console/EX/1/pageUp/panel/1/bank/0 1	/N3/console/EX/1/pageUp/panel/1/bank/0 0
30	/N3/console/EX/1/pageDown/panel/1/bank/0 1	/N3/console/EX/1/pageDown/panel/1/bank/0 0
31	/N3/console/EX/1/spbPlay 1	/N3/console/EX/1/spbPlay 0



Item:	OSC Message - ON State	OSC Message - OFF State
32	/N3/console/EX/1/spbPauseBack 1	/N3/console/EX/1/spbPauseBack 0
33	/N3/console/EX/1/spbSkipBack 1	/N3/console/EX/1/spbSkipBack 0
34	/N3/console/EX/1/spbSkipForward 1	/N3/console/EX/1/spbSkipForward 0
35	/N3/console/EX/1/spbSkipToStart 1	/N3/console/EX/1/spbSkipToStart 0
36	/N3/console/EX/1/spbSkipToEnd 1	/N3/console/EX/1/spbSkipToEnd 0
37	/N3/console/EX/1/spbStealth 0	/N3/console/EX/1/spbStealth 1
38	/N3/console/EX/1/spbPrev 1	/N3/console/EX/1/spbPrev 0
39	/N3/console/EX/1/spbNext 1	/N3/console/EX/1/spbNext 0

The value after "EX/" is the ID of the virtual console, based on the order that the virtual EXs were added to your showfile. For example, if you added a second EX the above OSC messages would become:
"/N3/console/EX/2/..."

In addition to EX OSC control the below features are also implemented.



Feature controls:

Feature:	OSC Message - ON State	OSC Message - Change State
Intensity slider		/V3/feature/intensity/intensity \$1
Intensity nudge down	- /V3/feature/intensity/intRel -0.05	
Intensity nudge up	- /V3/feature/intensity/intRel 0.05	
Intensity - 0%	/V3/feature/intensity/intensity 0	
Intensity 50%	- /V3/feature/intensity/intensity 0.5	
Intensity 100%	- /V3/feature/intensity/intensity 1.0	
Intensity Home	- /V3/feature/intensity/home 1	
Intensity Clear	- /V3/feature/intensity/clear 1	
Intensity Release	- /V3/feature/intensity/release 1	
Pan slider		/V3/feature/position/pan \$x
Tilt slider		/V3/feature/position/tilt \$y
Position Home	- /V3/feature/position/home 1	
Position Clear	- /V3/feature/position/clear 1	



Feature:	OSC Message - ON State	OSC Message - Change State
Position - Release	/N3/feature/position/release 1	
Focus slider		/N3/feature/beam/focus \$1
Focus- nudge down	/N3/feature/beam/focusRel -0.05	
Focus- nudge up	/N3/feature/beam/focusRel 0.05	
Focus- 0%	/N3/feature/beam/focus 0	
Focus- 50%	/N3/feature/beam/focus 0.5	
Focus- 100%	/N3/feature/beam/focus 1.0	
Zoom slider		/N3/feature/beam/zoom \$1
Zoom - nudge down	/N3/feature/beam/zoomRel -0.05	
Zoom - nudge up	/N3/feature/beam/zoomRel 0.05	
Zoom - 0%	/N3/feature/beam/zoom 0	
Zoom - 50%	/N3/feature/beam/zoom 0.5	
Zoom - 100%	/N3/feature/beam/zoom 1.0	
Iris slider		/N3/feature/beam/iris \$1
Iris - nudge down	/N3/feature/beam/irisRel -0.05	
Iris - nudge up	/N3/feature/beam/irisRel 0.05	



Feature:	OSC Message - ON State	OSC Message - Change State
Iris - 0%	/N3/feature/beam/iris 0	
Iris - 50%	/N3/feature/beam/iris 0.5	
Iris - 100%	/N3/feature/beam/iris 1.0	
Frost slider		/N3/feature/beam/frost \$1
Frost - nudge down	/N3/feature/beam/frostRel -0.05	
Frost - nudge up	/N3/feature/beam/frostRel 0.05	
Frost - 0%	/N3/feature/beam/frost 0	
Frost - 50%	/N3/feature/beam/frost 0.5	
Frost - 100%	/N3/feature/beam/frost 1.0	
Beam- Home	/N3/feature/beam/home 1	
Beam- Clear	/N3/feature/beam/clear 1	
Beam- Release	/N3/feature/beam/release 1	

Action grids:

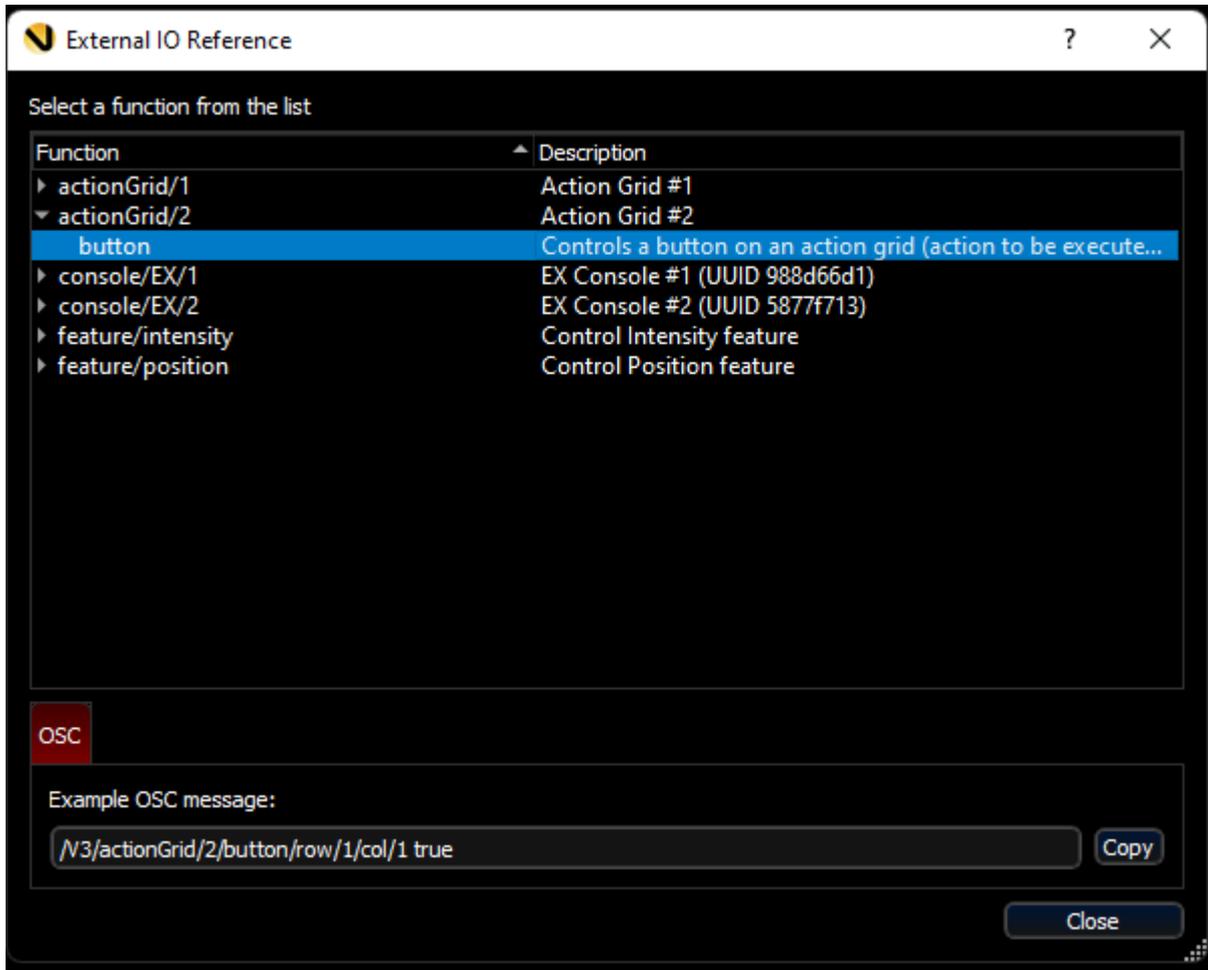
Actiongrid cells can be triggered based on cell row and column ID, for example:

Feature:	OSC Message - ON State	OSC Message - OFF State
Column header 1	/N3/actionGrid/1/button/row/0/col/1 1	/N3/actionGrid/1/button/row/0/col/1 0
Column header 3	/N3/actionGrid/1/button/row/0/col/3 1	/N3/actionGrid/1/button/row/0/col/3 0
Row header 1	/N3/actionGrid/1/button/row/1/col/0 1	/N3/actionGrid/1/button/row/1/col/0 0
Row header 2	/N3/actionGrid/1/button/row/2/col/0 1	/N3/actionGrid/1/button/row/2/col/0 0
Column 2 Row 1 Cell	/N3/actionGrid/1/button/row/1/col/2 1	/N3/actionGrid/1/button/row/1/col/2 0
Column 3 Row 2 Cell	/N3/actionGrid/1/button/row/2/col/3 1	/N3/actionGrid/1/button/row/2/col/3 0
.... and so on		

The value after "actiongrid/" is the ID of the Actiongrid.

External I/O Reference:

To assist you with the above commands, "Help > External I/O Reference" has been added to the main toolbar. This pop up window is contextual and will provide example OSC messages (that you can copy to your clipboard), based on the components and elements that you have in your showfile.

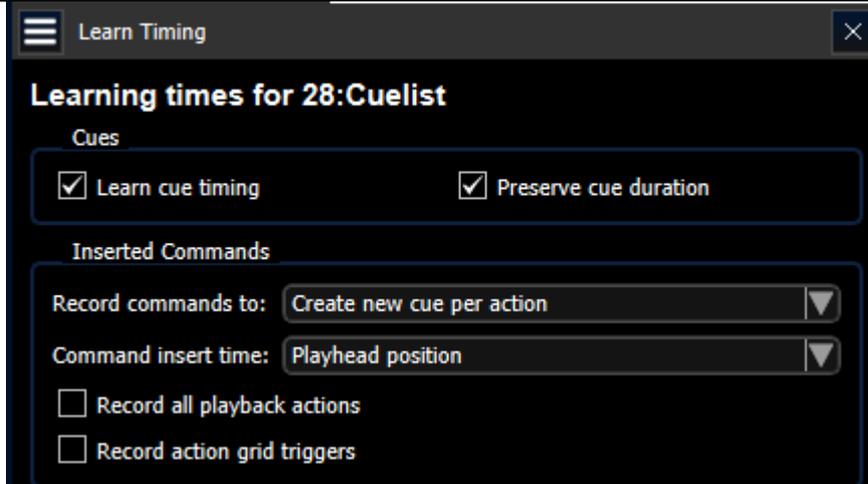


Merge:

- Added "Action grids" as a component within the showfile merge feature. (5784)

Timecode & learn timing:

- Auto detected framerate is now shown in the timecode dock window (5511).
- There have been significant improvements to the Learn Timing functionality. It is now possible to record playback button and action grid actions.



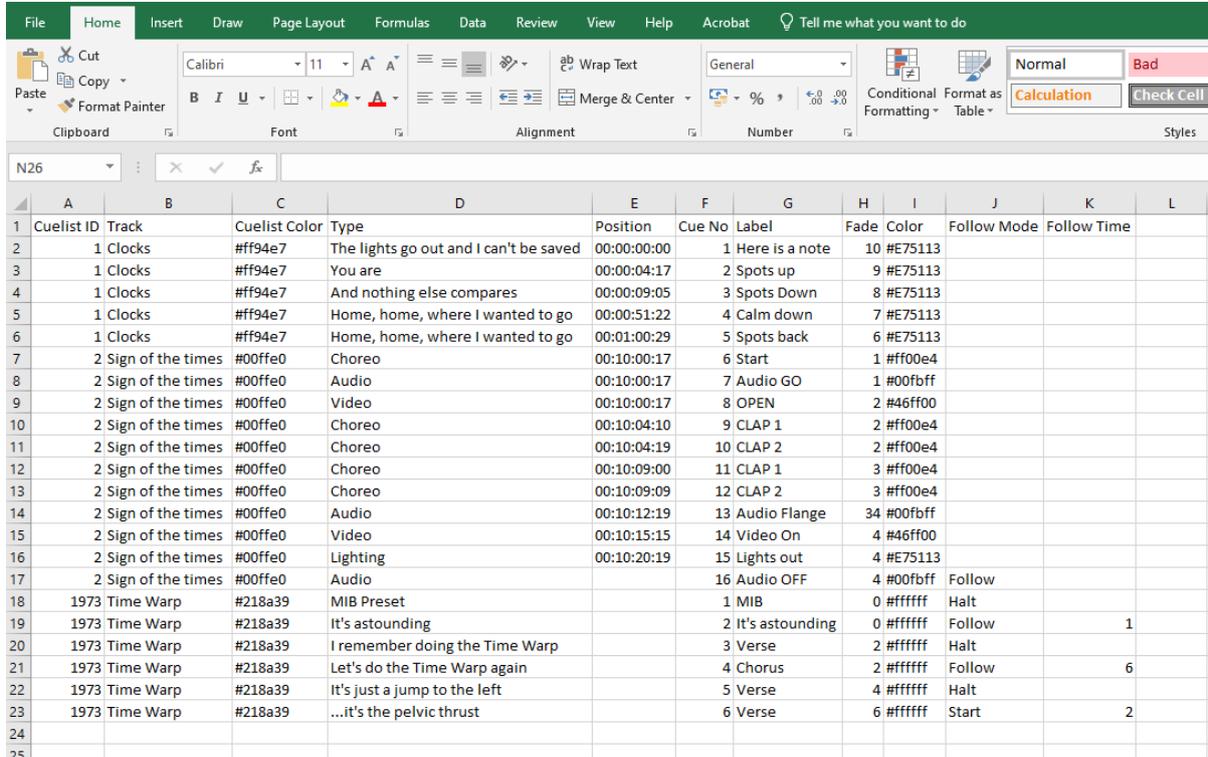
- "Learn cue timing" - will record the timing between cues. This would result in "follow" cues with the appropriate follow time. When unchecked the result would always be "halt" cues
- "Preserve cue duration" - will not change the current cue timing. When unchecked the result would be that the cue time will lengthen or shorten as a result of the learn timing.
- "Record all playback actions" - When active Vista will automatically stamp cuelist "Play", "Release", "Flash" and "flash release" commands into the cuelist.
- "Record action grid triggers" - When active will record the action grid ID and cell reference presses (including "update" and "release").

There are also some additional options as to how you would like to record these new commands:

- "Record commands to":
 - "Create new cue per action" - Inserts a new cue per action. "Flash hold" would be one cue. "Flash release" would be a second cue.
 - "Add action to current cue" - no new cues are created. The learnt actions are inserted into the currently playing cue.
 - "Merge" - adds the first command to the current cue. The cuelist will then automatically advance and the next command will be inserted into the next cue... and so on.
- "Command insert time":
 - "Beginning of cue" - always inserts the commands at the start of the current cue.
 - "Playhead position" - inserts the command at the current playhead position. With this method it's possible to learn the delay timing of actions within a single cue.

Import cuelists from CSV:

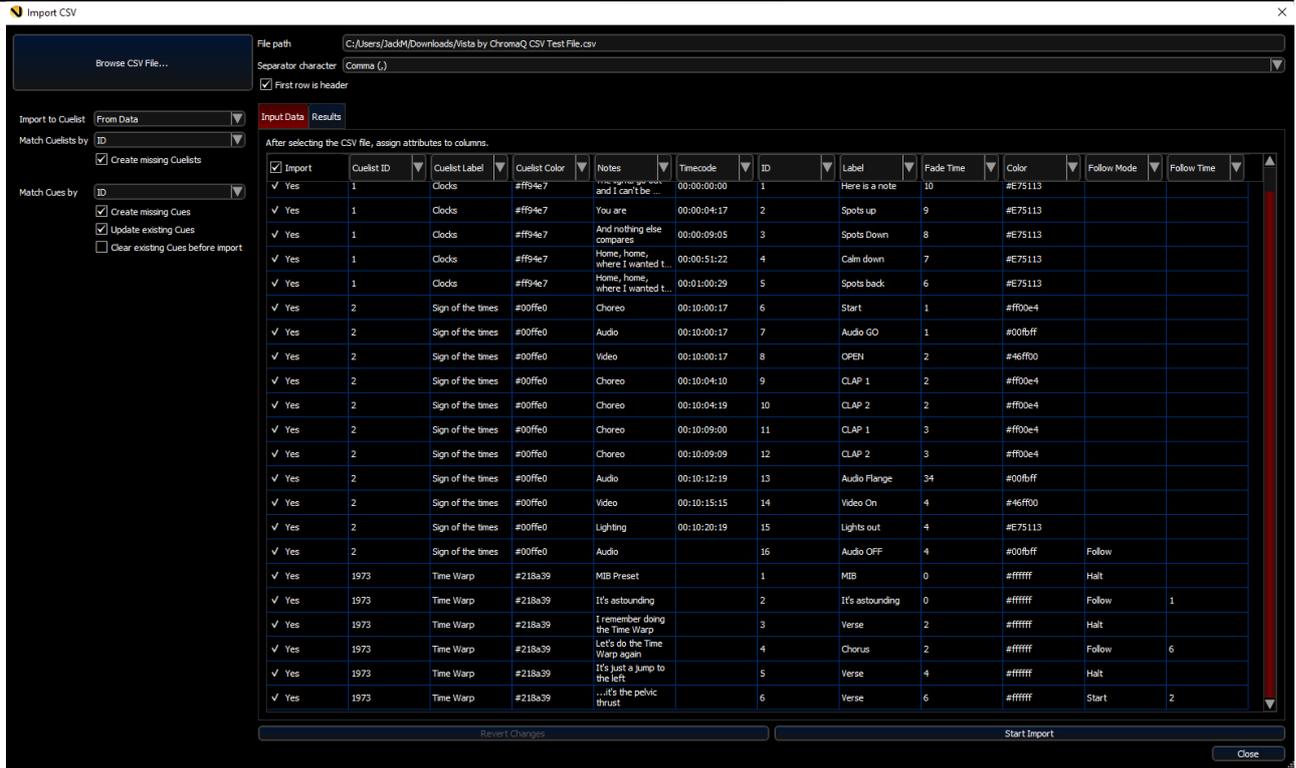
- “File > Import > import cues from CSV” allows you to import cue structure from external applications. Two commonly used examples are “Cuepoints” and “Reaper”. These types of workflow allow you to mark out tracks or a rehearsal, add timecode and cue information and then export as a CSV. For example:



	A	B	C	D	E	F	G	H	I	J	K	L
1	CueID	Track	CueList Color	Type	Position	Cue No	Label	Fade	Color	Follow Mode	Follow Time	
2	1	Clocks	#ff94e7	The lights go out and I can't be saved	00:00:00:00	1	Here is a note	10	#E75113			
3	1	Clocks	#ff94e7	You are	00:00:04:17	2	Spots up	9	#E75113			
4	1	Clocks	#ff94e7	And nothing else compares	00:00:09:05	3	Spots Down	8	#E75113			
5	1	Clocks	#ff94e7	Home, home, where I wanted to go	00:00:51:22	4	Calm down	7	#E75113			
6	1	Clocks	#ff94e7	Home, home, where I wanted to go	00:01:00:29	5	Spots back	6	#E75113			
7	2	Sign of the times	#00ffe0	Choreo	00:10:00:17	6	Start	1	#ff00e4			
8	2	Sign of the times	#00ffe0	Audio	00:10:00:17	7	Audio GO	1	#00fbff			
9	2	Sign of the times	#00ffe0	Video	00:10:00:17	8	OPEN	2	#46ff00			
10	2	Sign of the times	#00ffe0	Choreo	00:10:04:10	9	CLAP 1	2	#ff00e4			
11	2	Sign of the times	#00ffe0	Choreo	00:10:04:19	10	CLAP 2	2	#ff00e4			
12	2	Sign of the times	#00ffe0	Choreo	00:10:09:00	11	CLAP 1	3	#ff00e4			
13	2	Sign of the times	#00ffe0	Choreo	00:10:09:09	12	CLAP 2	3	#ff00e4			
14	2	Sign of the times	#00ffe0	Audio	00:10:12:19	13	Audio Flange	34	#00fbff			
15	2	Sign of the times	#00ffe0	Video	00:10:15:15	14	Video On	4	#46ff00			
16	2	Sign of the times	#00ffe0	Lighting	00:10:20:19	15	Lights out	4	#E75113			
17	2	Sign of the times	#00ffe0	Audio		16	Audio OFF	4	#00fbff	Follow		
18	1973	Time Warp	#218a39	MIB Preset		1	MIB	0	ffffff	Halt		
19	1973	Time Warp	#218a39	It's astounding		2	It's astounding	0	ffffff	Follow		1
20	1973	Time Warp	#218a39	I remember doing the Time Warp		3	Verse	2	ffffff	Halt		
21	1973	Time Warp	#218a39	Let's do the Time Warp again		4	Chorus	2	ffffff	Follow		6
22	1973	Time Warp	#218a39	It's just a jump to the left		5	Verse	4	ffffff	Halt		
23	1973	Time Warp	#218a39	...it's the pelvic thrust		6	Verse	6	ffffff	Start		2
24												
25												

Within the “import cues from CSV” window press “Browse CSV file” and select your desired file from the file explorer.

A preview of the CSV data will be visible in the “input data” tab:



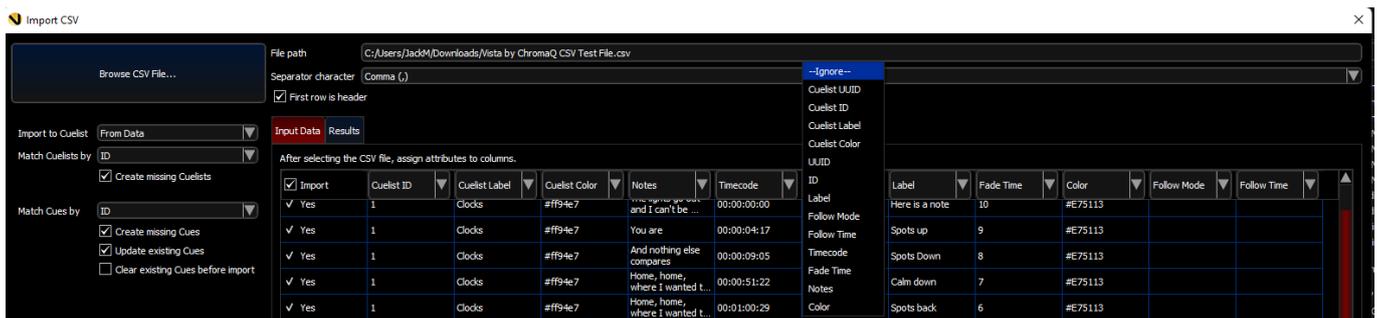
On the left hand side you can choose to match cuelists and cues by:

- External UUID
- ID
- Label
- ID + Label

Since the import process can be run multiple times, as the show or cuelists evolve, there are additional options to:

- Create missing cuelists
- Create missing cues
- Update existing cues
- Clear existing cues before import.

We do automatically map Cuepoints and Reaper column headers (as named in their own CSV exports) to Vista features, should you wish to remap a certain column, or ignore it from the import, this can be achieved by selecting the appropriate item from each columns dropdown header:



Press “start import” when ready.
You will be presented with a log of the results:



“Revert changes” acts as an “undo” action.
Press “close” when you are happy the export is complete.
In the above example:
3 cuelists have been created



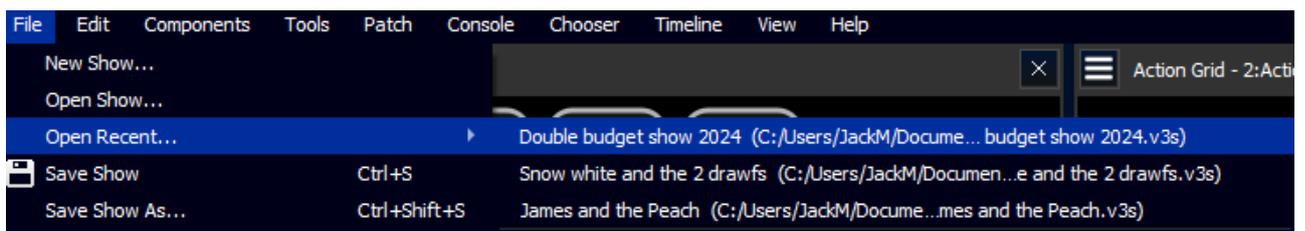
With the appropriate cues, timings, labels and cue modes, as defined in the CSV.



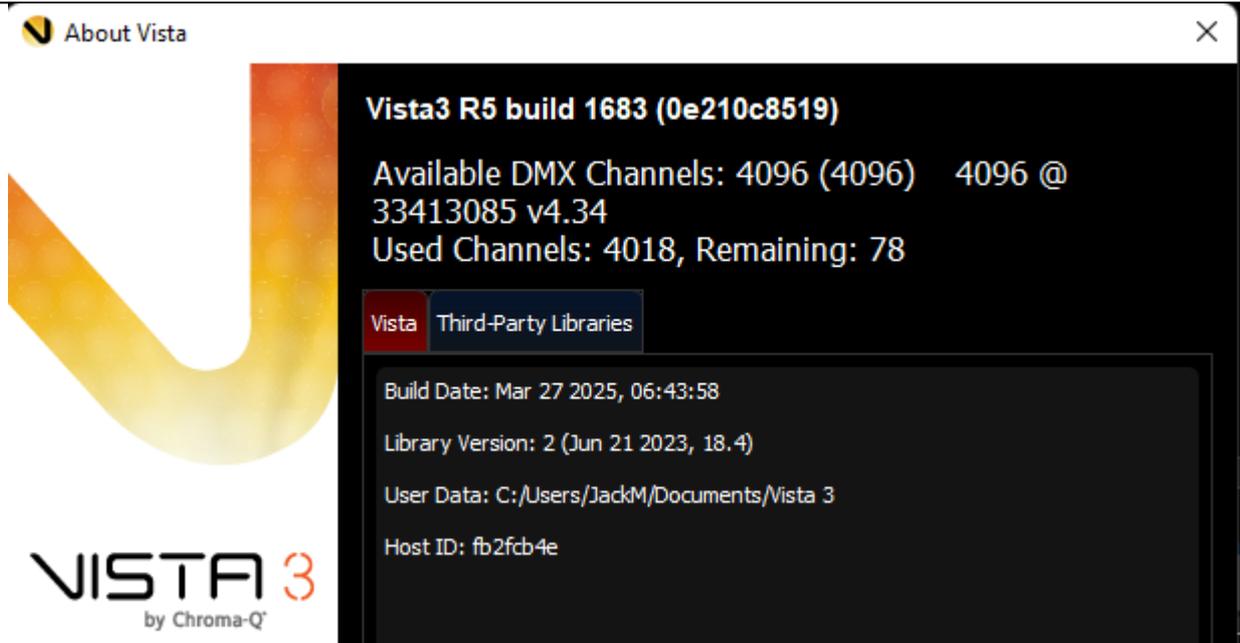
...If importing from CuePoints - we would recommend to export to the "Vista" format and to match cues within Vista by "external UUID".

General:

- Updated splash screen copyright information. (5636)
- Made "help > support > manual firmware upgrade" available as a menu action without the need for the "VistaSupport" computer environment variable.
- Added new Windows runtime DLL to the Vista installer.
- "save as" and "save copy as" now remember different last saved locations. For example, if you always "save as" to your Shows folder and also always "save as" to an external USB drive. Vista will now remember this, so you don't have to manually update the location of the store every time you press a different save action. (5602)
- Added functionality to prevent the creation of duplicate events, and added the removal of duplicate events to the show cleanup routines.
- No dongle pop up message has been moved to after a showfile has been loaded. (5796)
- Recently opened shows has been added to "File > open recent"



- "Encoder acceleration" (File > preferences > console) is now enabled as a factory default setting. (5665)
- Changed "preferences > playback > force refresh" to default to "always". (5877)
- Optimizations that help with very large, complex, showfiles - the result is more responsive UI.
- Added a clear indication of license "used channels" and "remaining channels" to the "about Vista" window (2379): fsd

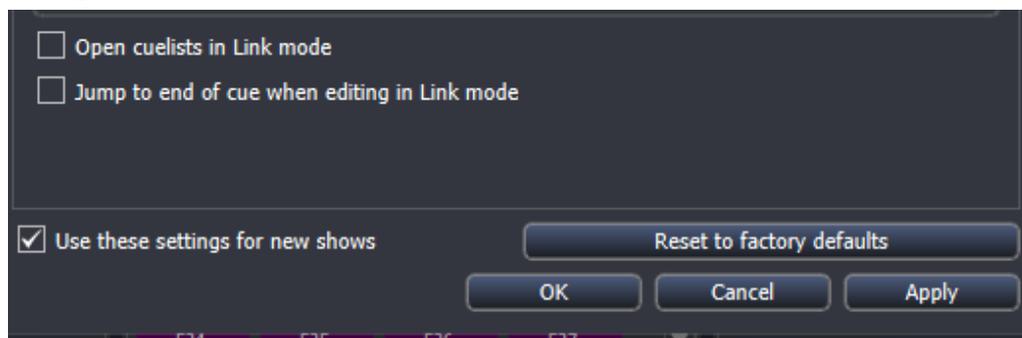


GUI:

- Pop up windows (for example, "create preset") will now be created on the screen where you initiated the action. Previously these windows would always pop up on the primary Vista display.
- The maximum size of quickpicker component tiles has been increased. Useful if using a ultra high definition screens. (5747)

Programming:

- In all previous versions of Vista, if when editing a cuelist, with "Link" enabled, if you made a change in a currently transitioning (playing) cue the output would snap to the end of the cue transition. We are of the opinion that it shouldn't do that and that the none edited fixtures should continue to complete their cue transition. This is the way that Vista now functions. If you would , for unknown reasons to us, like to revert to the old behavior, we have added a new "user preference > editing tab" to "Jump to the end of a cue when editing in Link mode." (5657).



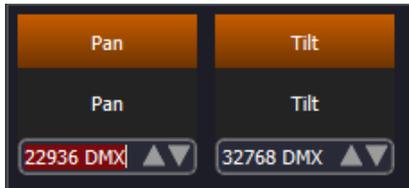
- Improvements to timecode values input. Vista will now accept incomplete strings. For example "3:25" would be 3 minutes and 25s. Previously Vista would have been looking for a "00:03:25:00" complete string. There

have also been a number of other improvements to be able to enter h (hours) m (minutes) s (seconds) and f (frames).

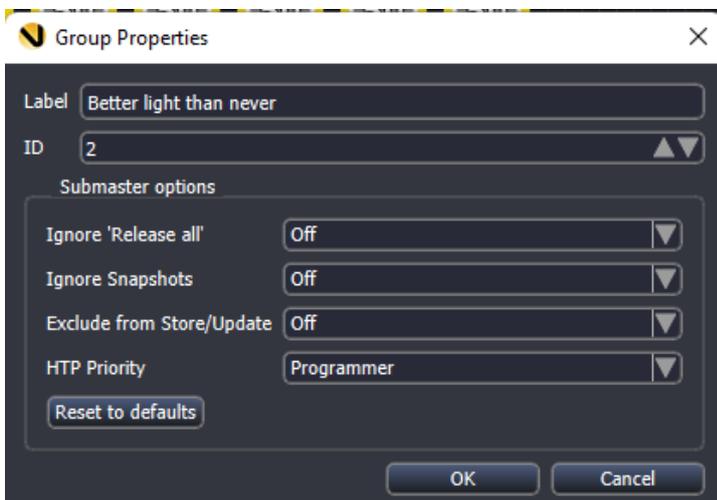
- Implemented a dedicated fine mode button to globally set the course/fine/superfine modes of all sliders, spin boxes and encoders.



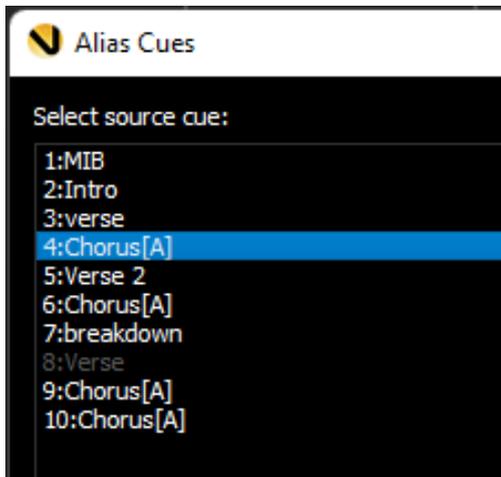
- Holding the fine button will active fine mode temporarily, just like holding the red console modifier.
 - Single pressing the button will toggle between "course" and "fine" control. When working in this way the fine mode will latch and remain on until toggled off again.
 - Double pressing the button will toggle to "superfine" mode.
- Improvements to clicking and dragging custom DMX values when working with 16 bit channels - these now move at much more sensible values.



- Mouse scroll wheel, keyboard up/down and GUI up/down buttons have also been synchronized with regards to DMX bit changes:
 - 16bit:
 - Course = 2560 bits
 - Fine= 256 bits
 - Superfine = 3 bits
- Groups can now have their HTP intensity priority set within their properties: (5729)



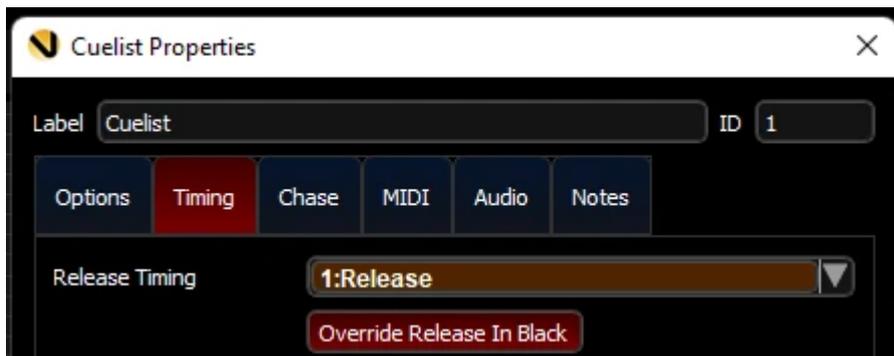
- Previously they were always "normal" priority. You may, for example, wish to change the priority of group HTP faders to "programmer" if you wish for the fader to remain functional when there are intensity values in the "live" programmer.
- Cues can now be deleted whilst learn timing is still active (5773)
- The Store Part window size has been increased on MacOS. This now allows you to read cue names more clearly. (4799)
- Improvements to the "Alias Cue" window (5844)
 - If creating an Alias cue for the first time, the cue preceding the current cue will be selected.
 - If you are working in a cuelist that already has an Alias cue, the most recently chosen Alias will be automatically selected
 - The currently selected cue is disabled as a viable Alias.
 - The Alias option is only enabled if there are at least two cues within the cuelist.



- Cuelists now respect custom release timings (with delays) via time masters. (3022)



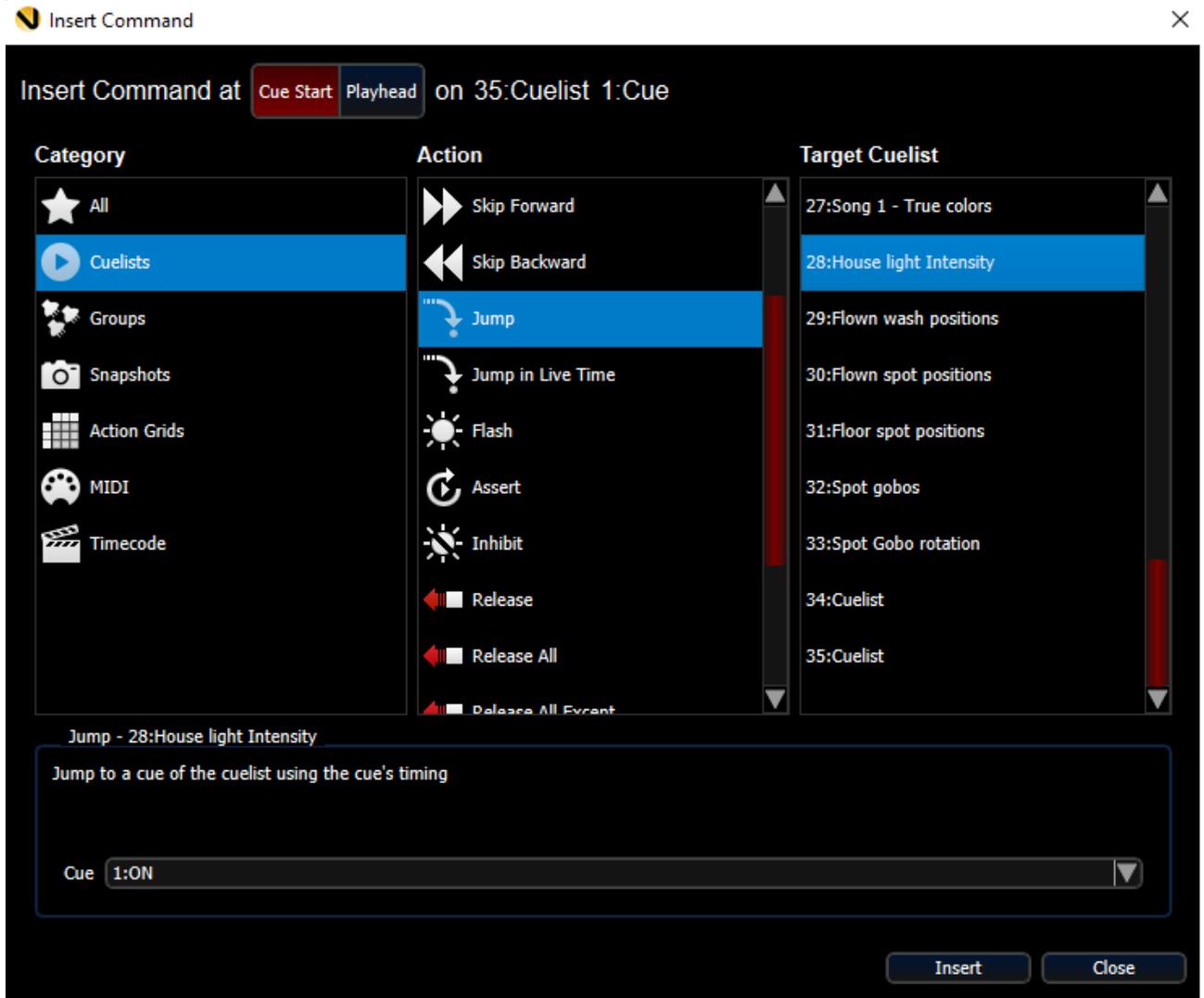
One of the primary reasons why this has historically not worked, is that these timings were often overridden by the "release in black" feature. Therefore a "override release in black" option has been added to the timing tab.



- We have implemented a new update tool - "quick update". If you imagine how we have historically updated fixture groups (with no pop up or confirmation) - this is a "quick update". Presets in quickpickers have been changed from "update" to "quick update" when holding the yellow modifier and single pressing. The historical window can still be accessed up by selecting "update" as normal. (5894)
Furthermore "Tools > quick update" has been added. This works in a similar way, with no visual pop up, but for the main "update" function. This tool would be useful if building your own OSC focus remotes for example.

Inserted commands:

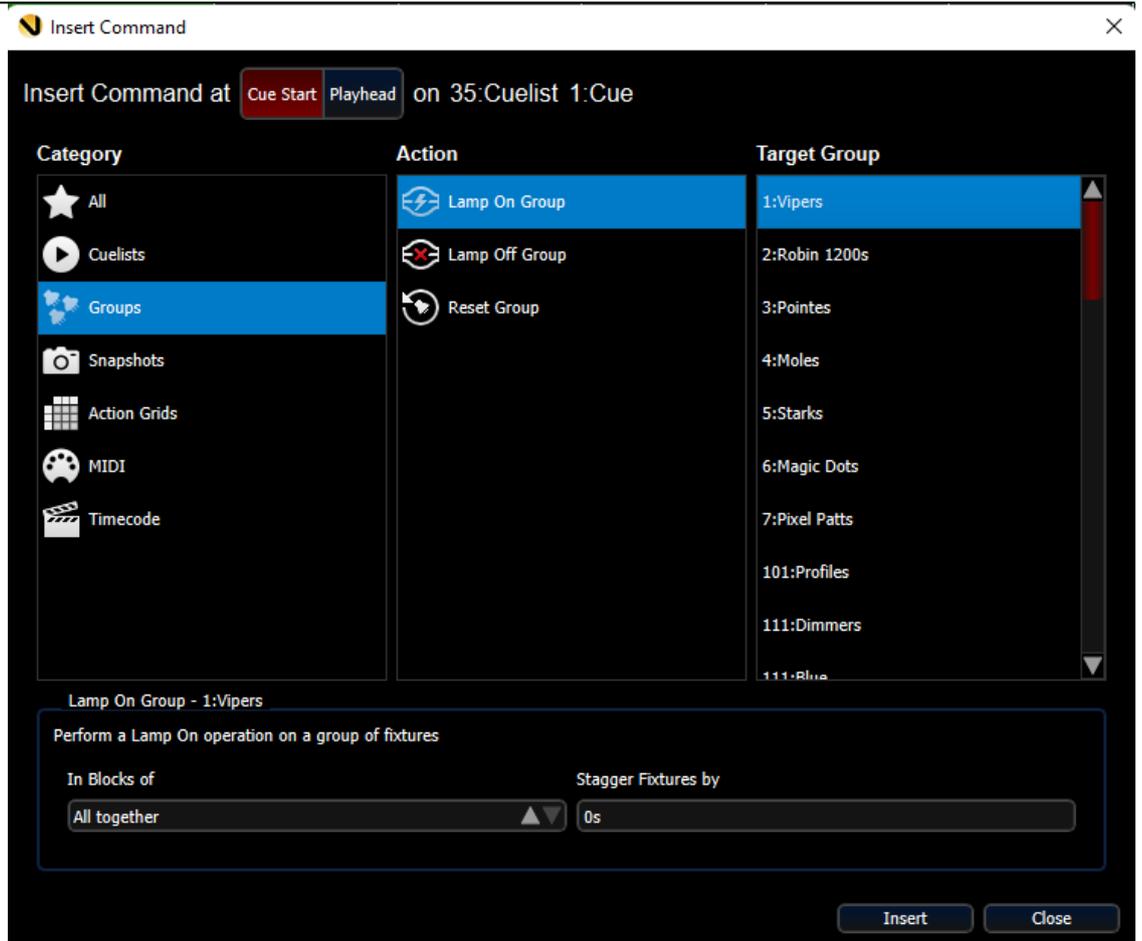
- We have made a lot of changes to the "insert command" feature:



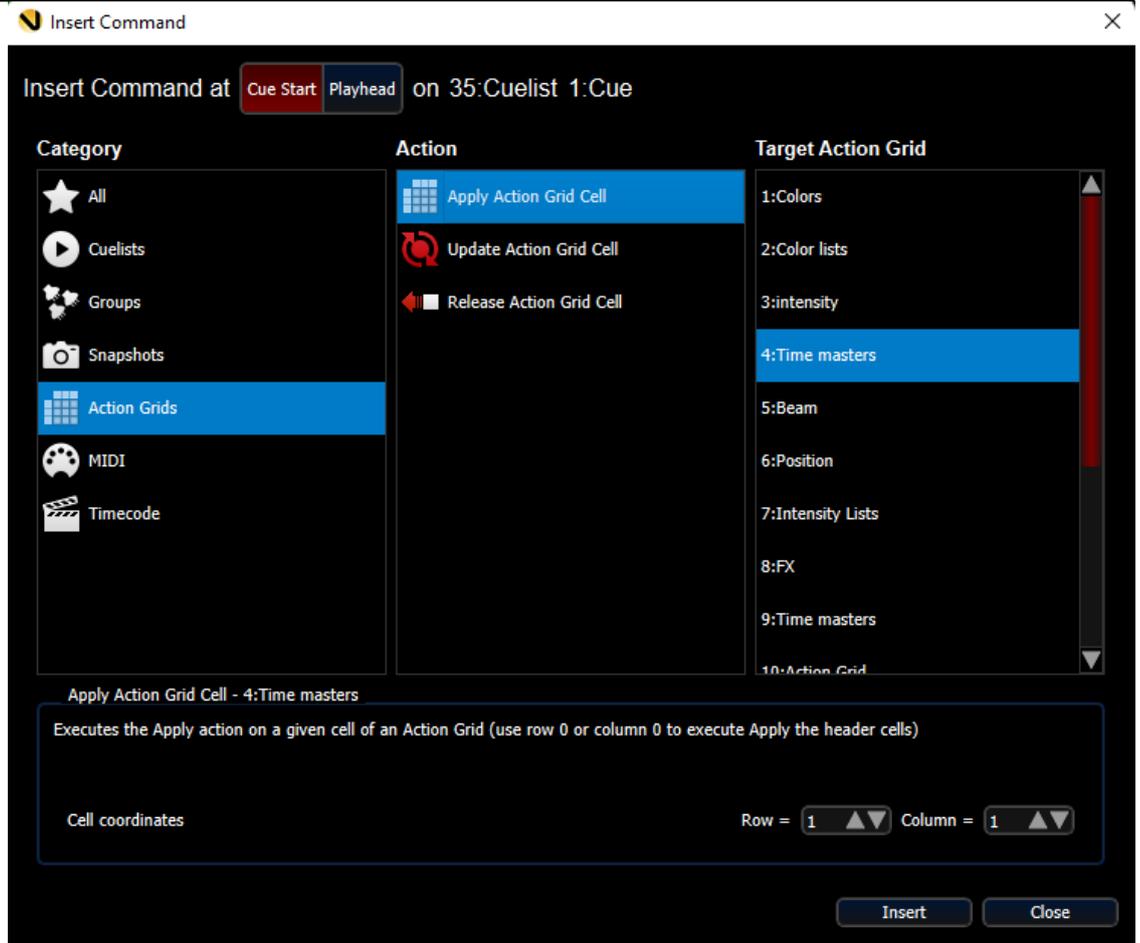
- The items have been made more touch friendly and split into “Category”, “Action” and “target”. This makes finding what you need much easier.

The actions and targets are filtered depending on the selected category.

- New functionality:
 - “Groups” - from within this category it’s possible to insert a command to “lamp on”, “lamp off” or “reset” a specific group of fixtures.
 - Macro blocking and stagger timing can be defined at the bottom of the window.



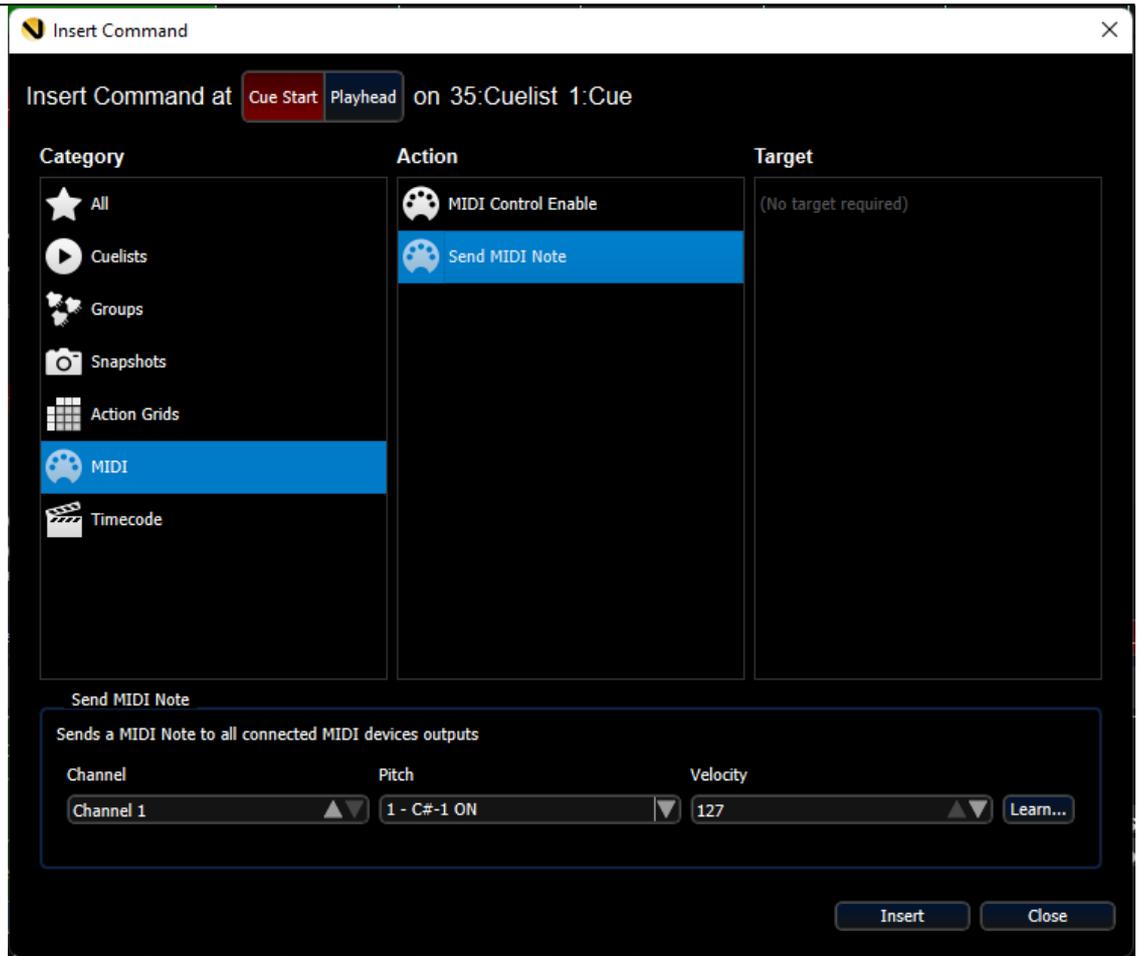
- "Action grids" - "Apply", "update" or "release" a component assigned to an Action Grid cell.



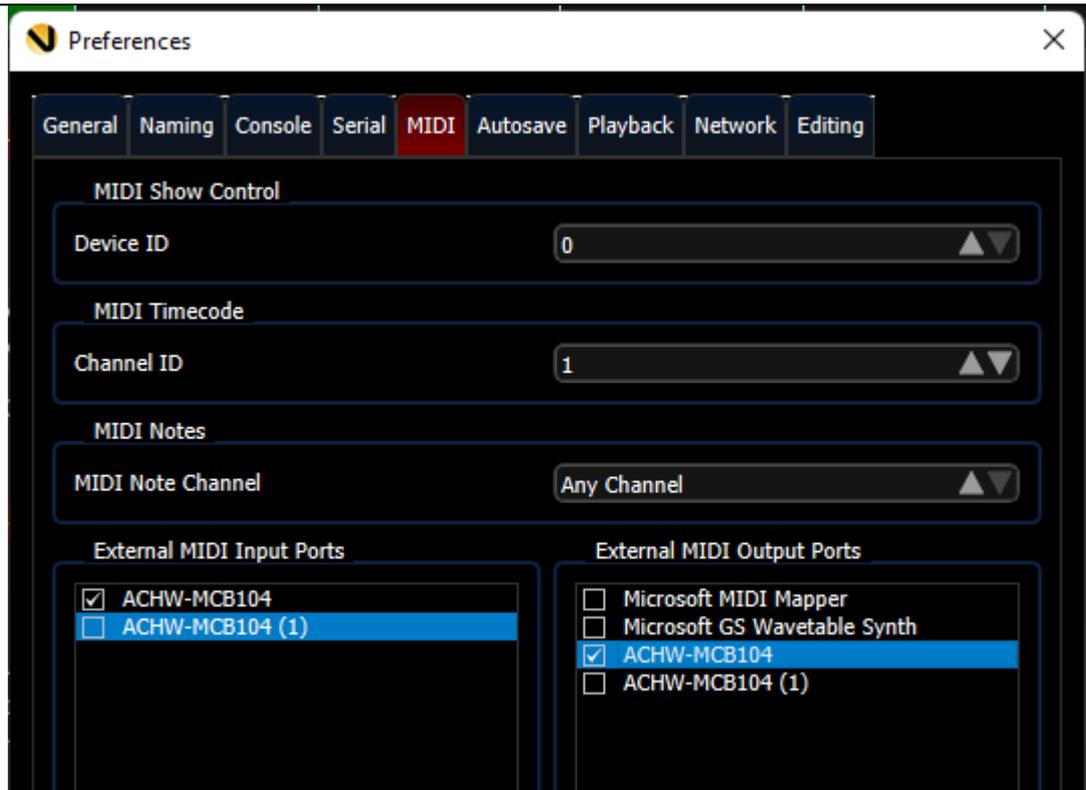
Within the "target" specify your action grid ID number and then define the cell coordinate that you would like to trigger.

(Please note, that if you wish to program lots of action grid triggers you may prefer to do this with the new learn timing functionality.)

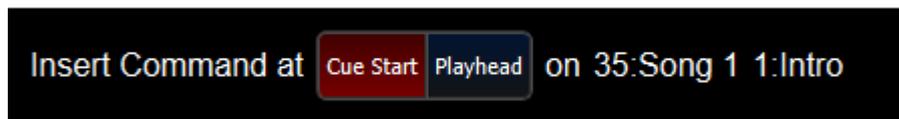
- "MIDI" - It is now possible for Vista to send a MIDI note to external third party devices. Select "send MIDI note" and define your "channel", "pitch" and "velocity" at the bottom of the window.



To facilitate the sending of MIDI an “external MIDI output ports” column has been added to “preferences > MIDI”. Please ensure you have the relevant devices active.



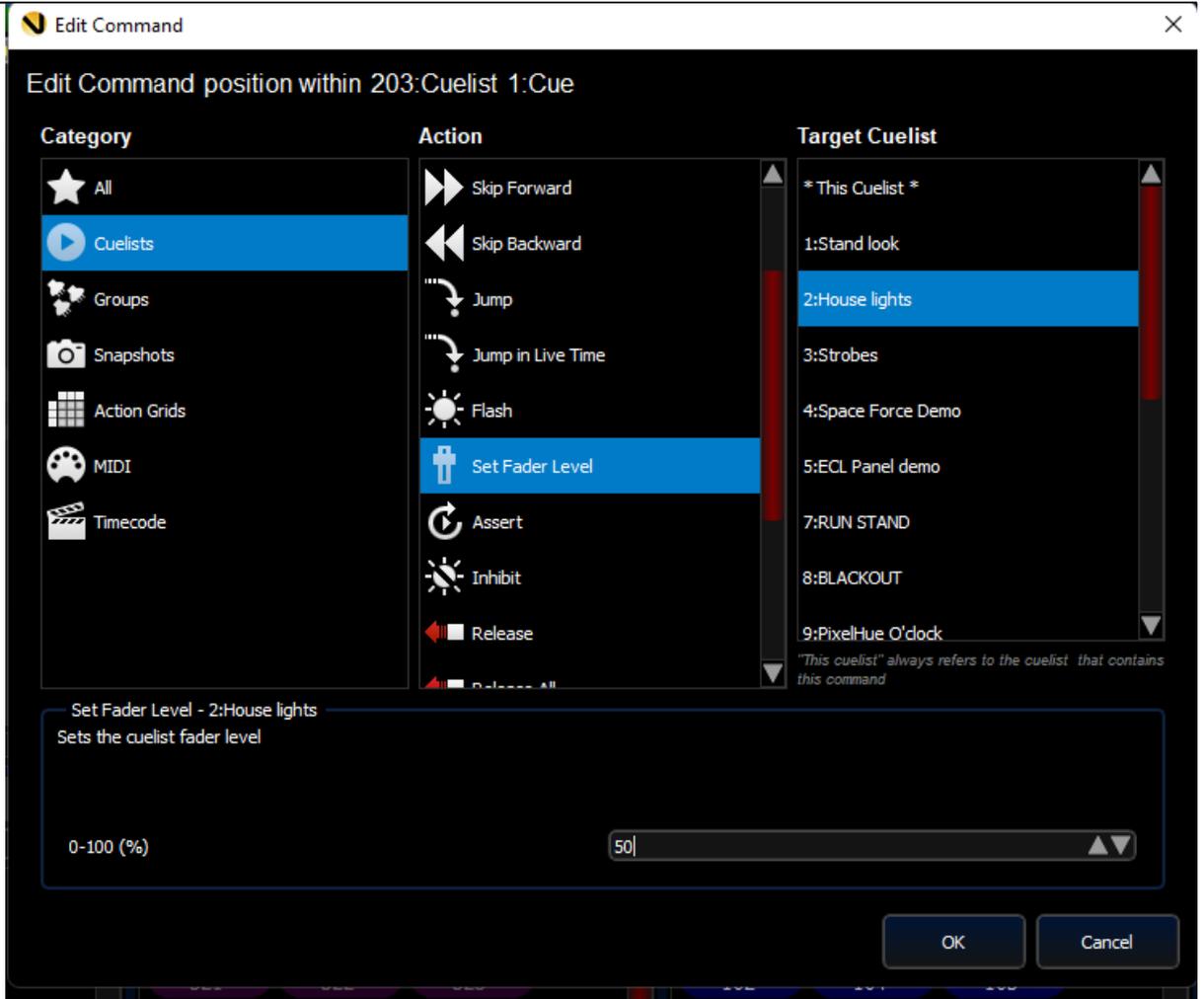
- Added the ability to define where you would like the command to be inserted. Please select your desired insertion point using the toggle at the top of the window.



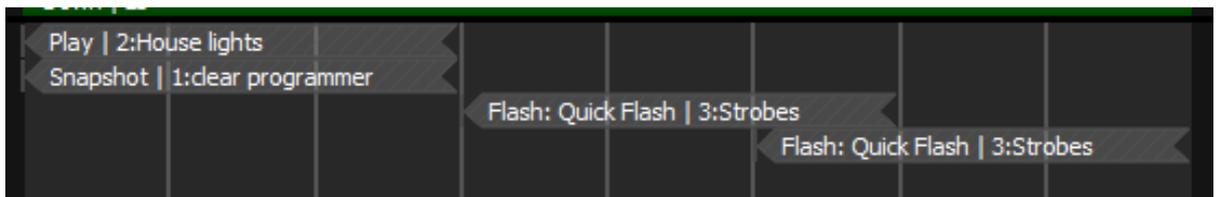
“Cue start” - inserts the command to the start of the cue.

”Playhead” - inserts the command at the current playhead position.

- The insert command window is now contextually aware if you are inserting a command for the first time or editing a previously inserted command .
- Double clicking a command in the timeline window now opens the “edit inserted command” window. Previously this opened the “edit timing” window. (5791)
- Added a new keyboard shortcut to open the "inserted commands" window - "ALT+I" or "OPT +I".
- Added new inserted command - "set cuelist fader level" (5843). This behaves in the exact same way as moving a physical or virtual fader.



- Improved the display of inserted commands within the timeline. We have added more detail and removed the (useless) time display.



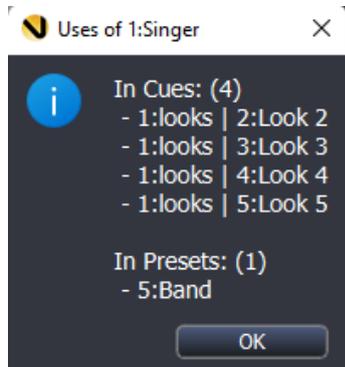
Command line:

- Decimal times can now be entered into the CMD without the leading zero. For example “0.5s” can now also be entered as “.5s”. (5754)

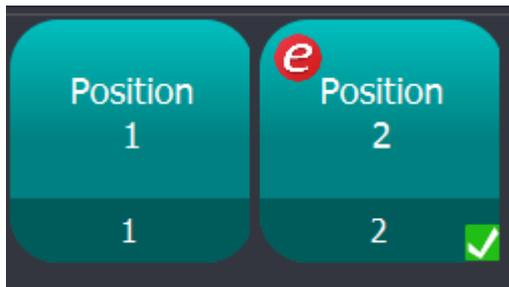
Presets:

- Presets that contain references to other presets, which no longer provide a value for a given fixture feature, are removed when a show is loaded or cleaned up. (5680) (5677)

- As simple preset usage report has been added. This will show you 1) which cues the preset is used in and also, 2) which other presets reference back to this one. To view this information: right click a preset and press "Usage report".



- Removed custom features from global color presets.
- Presets that contain embedded references back to other presets are now identified with an "e" in the top left of the component. (5674)



- Added the ability to remove fixtures from presets:
 - Select the fixtures that you would like to remove
 - Right click a preset and press "erase data for selected fixtures"
 - Press "yes" to confirm"

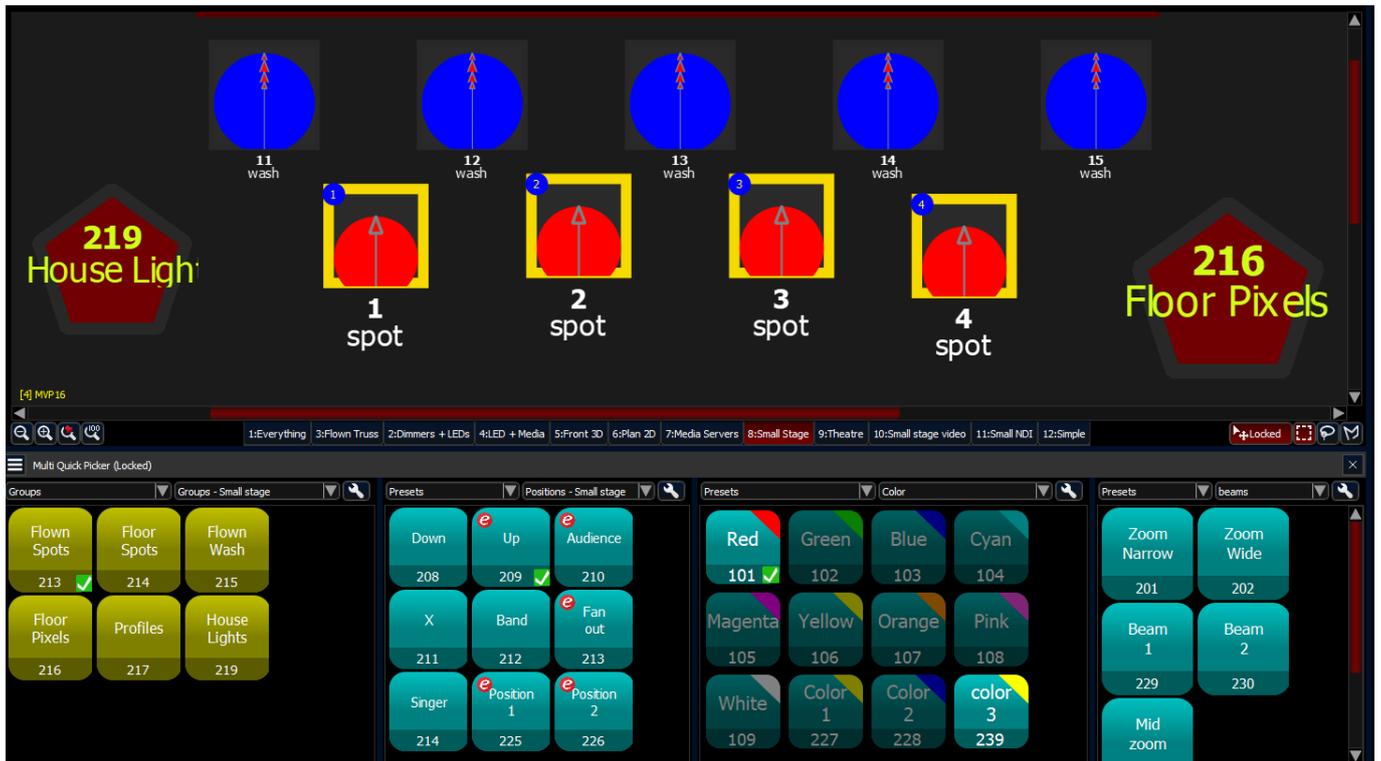
Note: you can select multiple presets at the same time and erase data for all of them in a single action.

We would recommend doing this if you wish to work with updating embedded presets within the actiongrid. You will gain increased performance. IE work with only "global" or "fixture type" events within presets if you can.

- Preset green ticks will now show you what presets are active, based on selection. (4231)
For example, with no fixtures selected this represents that the "down", "up", "red" and "blue" preset are contributing to the stage output

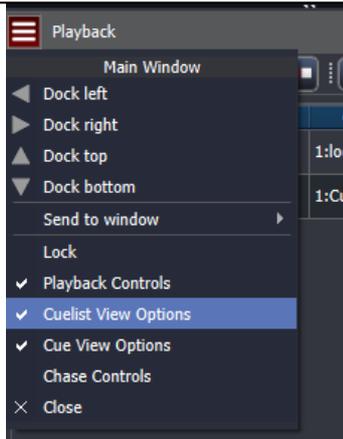


With just the spots selected, the presets will update accordingly:



Playback Window:

- Playback view options have now been added to the (hamburger) menu of dockable playback windows. (5604)



- A "Tag" color column has been added to the playback window. This tag follows the cue color, as set within "Cue properties"

3: Joseph and the Amazing Technicolor Cuelist

Position: :22.0 of :22.0 (:00.0 remaining)

Tag	ID	Label	ramr	Play	rogr	Skip	al T	Up	Down	Position	Color	Gobo	Misc	Follow Mode	Notes
1	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
2	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
3	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
4	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
5	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
6	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
7	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
8	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
9	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
10	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	
11	Cue	-... ▶	100%	▶▶	2s	2s	2s	2s	2s	2s	2s	2s	H	HALT	

The cue color can be set from within the playback window - right click the tag and select "set cue color" from the contextual menu. (5663).

Output Window:

- There have been many improvements to the output window view filters. (5838) The filters have been consolidated to:
 - "Show all fixtures"
 - "Follow the global fixture selection"
 - "Show active fixtures" (non-zero intensity)

Additionally, there is a separate option to lock the currently visible fixtures, which applies to all of the



options above. If you want to select some specific fixtures to view, set the view option to follow the global selection, select the relevant fixtures, and then lock the visible fixtures.

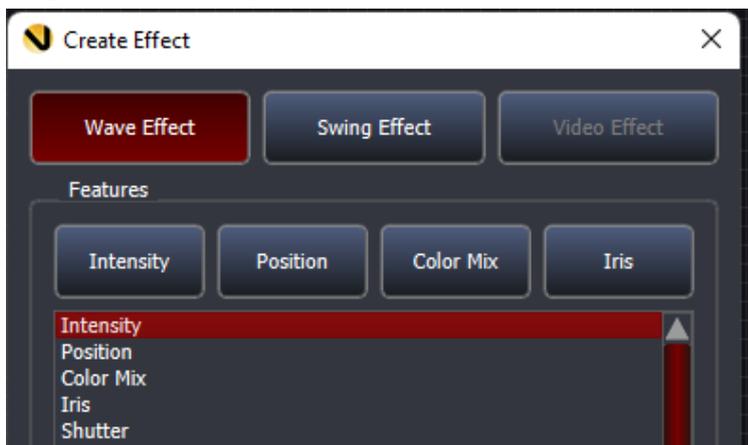
All of the hidden context menus have been added to the dock window 'hamburger' menu.

Fixture ID ^	Fixture Label	Intensity	Color Mix	Intensity 2	Shutter	Strobe	Position
1	Viper 1	Off	C:100 / M:100 / Y:100		Open	0%	P:0 / T:0
2	Viper 2	70	C:100 / M:100 / Y:100		Open	0%	P:-13 / T:-9
3	Viper 3	Off	C:0 / M:0 / Y:0		Open	0%	P:0 / T:-16
4	Viper 4	Off	C:0 / M:0 / Y:0		Open	0%	P:0 / T:0
5	Viper 5	13	Home				1:Singer
6	Viper 6	13	Home				1:Singer
7	Viper 7	Off	C:0 / M:0 / Y:0				/ T:0
8	Viper 8	Off	C:0 / M:0 / Y:0				3 / T:-17
9	Viper 9	70	C:100 / M:100 / Y:100				/ T:-7
10	Viper 10	Off	C:100 / M:100 / Y:100				/ T:0

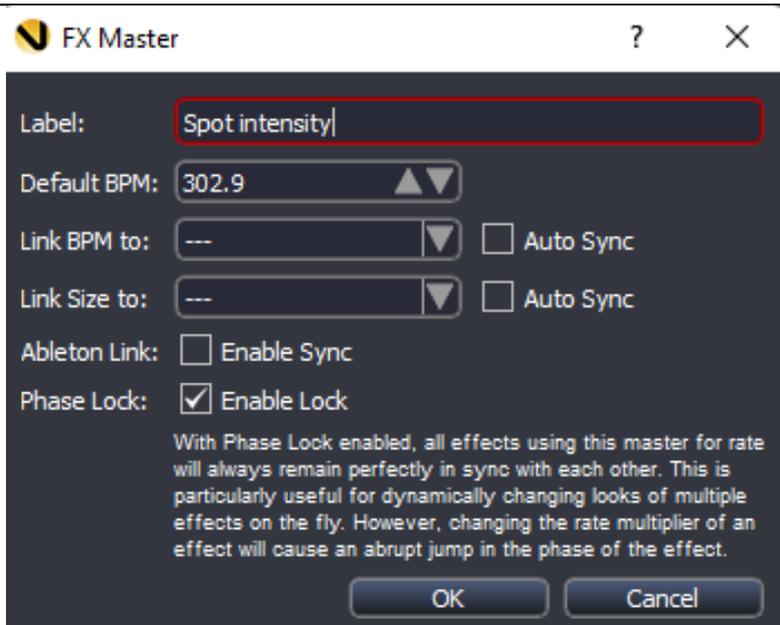
- The above filters also now correctly save and recall with showfiles and workspace snapshots.

Effects:

- Larger, touch friendly, shortcuts have been added to the "create effect" popup window: (5613)



- A new property has been added to FX Masters - "Phase lock":



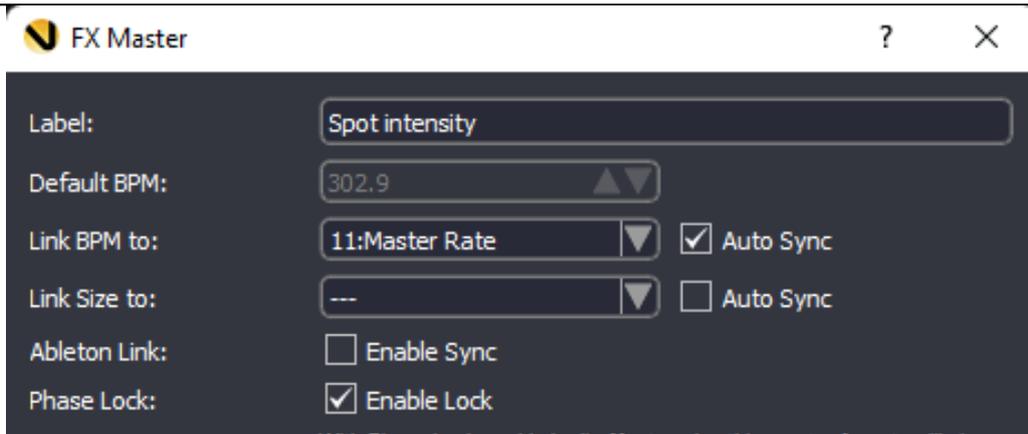
When enabled, multiple effects that use the same FX master (potentially across multiple cuelists) will always play back in sync with each other (phase locked), no matter when they were triggered. We would recommend turning this function on when working in this manner.

- Added "tap selected effect rate" to the "Tools" menu - This means that you can now assign this action to a physical F key. This feature acts as a physical alternative to the "tap effect rate" software GUI button within the effects editor.

One minor distinction between this new action and the GUI button, is that it operates on the most recently selected effect, not the 'current' effect in the editor. In other words, when an effect is selected in the editor, but subsequently there is no selected effect in the editor, the menu/F-key action will still operate on the previously selected effect, whereas the GUI button in the editor will do nothing.

- Within Smart FX, the numeric values that can be input into "blocking" and "repeat" have been increased from 3 digits (999) to 6 digits (999999). (5958).
- The "black level" for Video effects has been increased ever so slightly. This results in much better stage looks when running video effects over fixtures such as the Prolights Halupix Duo. (5960)
- Added the ability to link FX masters to other FX masters - this provides the ability to have a "master" FX master, so that you only have to tap tempo one thing.

To link a FX mater to another one, open the properties and assign your main master in the "link BPM to" dropdown box:



Four new FX master button actions have been added to the virtual console window:

- Reset to Master
- Resync to Master
- Reset all linked
- Resync all linked

The behavior works as follows (with auto sync off):

With a “reset” and “resynced” master, any change on the main master will automatically push to all linked masters. For example, tapping a tempo, or moving the fader, to 60 BPM on “master rate” would equal:

4:Wash intensity	1:Spot intensity	3:Master Rate
60 BPM*	60 BPM*	60 BPM
Size: 100*	Size: 100*	Size: 79
Rate: 60*	Rate: 60*	Rate: 60
Reset Rate	Reset Rate	Reset All Linked
1/2	x2	Resync All Linked

Changing the rate to 50bpm on “master rate” would equal:



The multipliers on your linked masters can still be pressed. For example, if you pressed “half rate” on the “wash intensity” and “double rate” on the “spot intensity” the result would be:

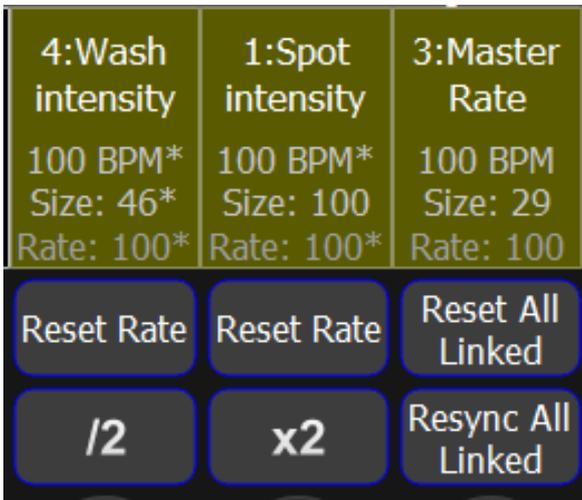


(When using a multiplier in this way the LCD screen will change to primarily tell you the multiplication rate.)

In this example the linked masters are still “reset” and linked. If you tap a new tempo, or move the fader, on your main master your previously set multipliers would still be respected. For example if you changed the main tempo to become 100BPM the “wash” BPM would equal 50 and the “spot” BPM would equal 200:



Pressing “resync to master” on “wash intensity”/“spot intensity” master or “resync all linked” on the “master rate” master will return their rate to that of the master rate.



If you change the fader BPM, or tap a new tempo, on a linked master - that FX master will behave as it historically has done and will be in “standalone mode” at this moment in time. For example, if you tap a new rate of 75BPM on “spot intensity” this rate will be set as such. The thread to the linked master will be temporarily broken:



(“Wash intensity” would remain linked to “master rate.”)

If you pressed “double rate” on “spot intensity” the result would be 150BPM



4:Wash intensity	1:Spot intensity	3:Master Rate
100 BPM*	x2	100 BPM
Size: 46*	Size: 100	Size: 29
Rate: 100*	Rate: 150	Rate: 100

If you pressed “reset rate” on “spot intensity” it would return to the base rate of itself = 75BPM.

If you pressed “double rate” again you would be back at 150BPM.

If you pressed “reset to master” you would be relinked to “master rate” but your multiplier would still be active. The result would therefore be 200BPM in this example:

4:Wash intensity	1:Spot intensity	3:Master Rate
100 BPM*	x2*	100 BPM
Size: 46*	Size: 100	Size: 29
Rate: 100*	Rate: 200*	Rate: 100

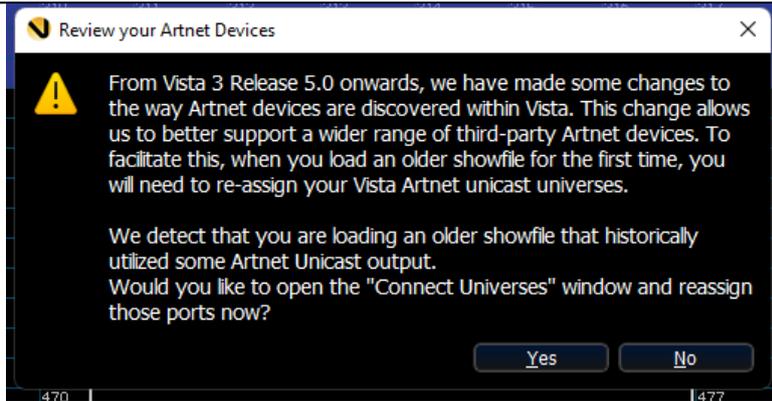
If you pressed “reset to master” the link is reinstated and any multipliers previously applied are cleared.

4:Wash intensity	1:Spot intensity	3:Master Rate
100 BPM*	100 BPM*	100 BPM
Size: 46*	Size: 100	Size: 29
Rate: 100*	Rate: 100*	Rate: 100

With the “auto sync” option checked within the FX master properties, any time you change the value of the linked master - they will be automatically resynced.

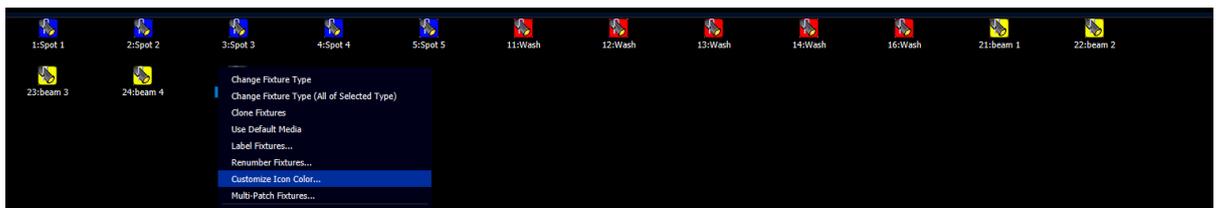
Patch:

- We have made some changes to the way Artnet devices are discovered in Vista. This allows us to better support a wider range of third-party nodes when using Artnet Unicast. If we detect that you are loading an old showfile that utilized Artnet Unicast you will be presented with the below message:



You will need to open the “connect universes” window and manually reassign your Vista universes to the correct unicast output. Once you save your showfile you won’t need to do this again. This also does not affect Artnet Broadcast or sACN, it only concerns the use of the reply Artpoll packet from the node.

- We have removed PathPort as an option within "Connect Universes". We recommend the use of Art-Net or sACN. Historically, our users have had far less issues when using Arnet or sACN. Therefore the removal of PathPort is intended to guide users to another protocol.
- The default "lamp on" macro "Stagger" time has been reduced to 0.2s. The results of this enable faster strike times on an entire rig.
- Increased the number of characters visible on fixtures within the fixture pool. (5764)
- The fixture pool icon background will now reflect the fixture chooser icon color. This makes it easier to identify certain fixtures within the fixture pool. (5736)
 - A “customize icon color” has been added to the right click contextual menu.



- Added the ability to disable the output of a universe. To do this, right click on a universe tab and select “disable output in this universe”. (5786)

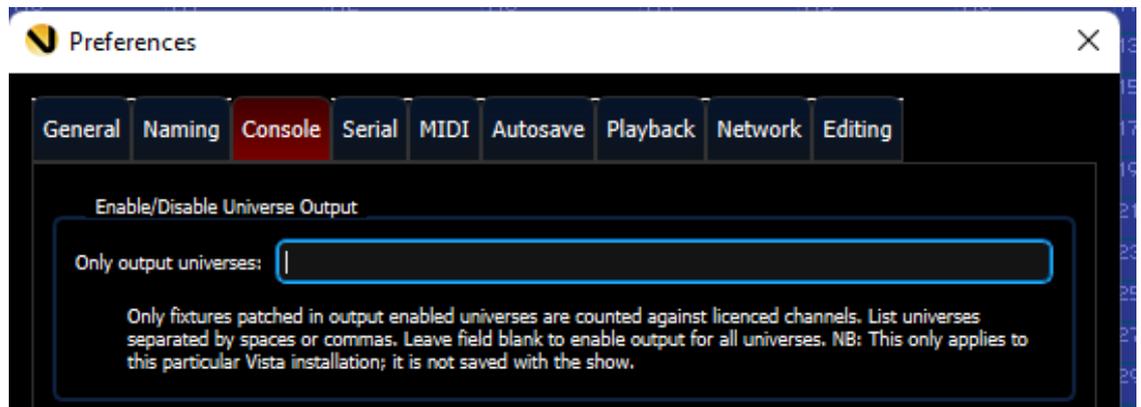


A “X” will appear in the left of disabled universe tabs,



- When a universe is disabled:
 - Obviously - no DMX output will come from this universe.
 - Their patched fixtures will NOT count towards DMX channel license limits. Therefore, you could leave fixtures patched and not have them take up licensing slots. A difference however, when comparing to dragging fixtures to the pool, is that even though these fixtures will not contribute to license counts, if they are used in cuelists they will still be processed behind the scenes as if they are active.

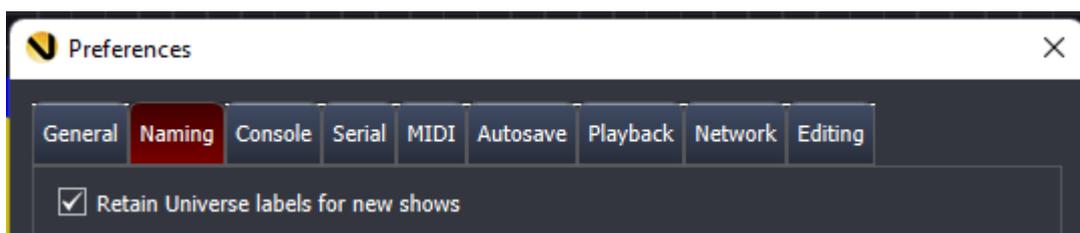
An alternative way to disable universes is within “File>Preferences> console”



- Using this method you specify the universe numbers that you DO want to output and have count towards the DMX channel license.
- List universes separated by spaces or commas. Leave the field blank to enable output for all universes.
- Universes enabled/disabled here takes priority over any individual universes you may have enabled/disabled within the patch tabs.

This preference only applies to this specific Vista installation and machine. This setting is not saved with the showfile.

- Universe labels are now correctly cleared when creating a new show. (5319). If you would like to retain the current universe labels in new showfiles a new checkbox has been added to “file > preferenes > naming” - “Retain universe labels for new shows”



- Updated factory library to Carallon version 19.11 (5891).

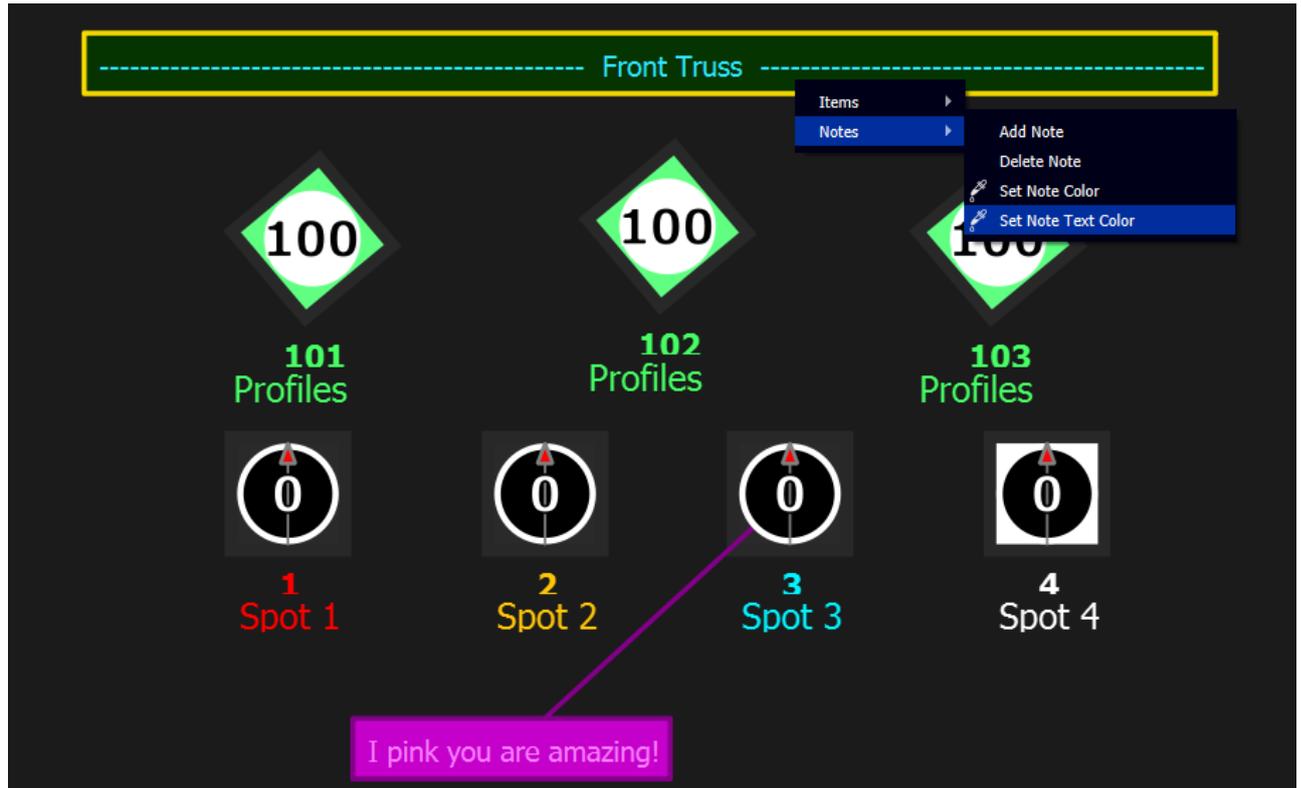
- Significantly increased the performance and wait times when cloning multi element fixtures. (5851)

Fixture chooser:

- Fixtures, groups and notes can now have their own text color. (5700)

Notes = Notes > set not text color.

Fixtures & Groups = Item > text color.

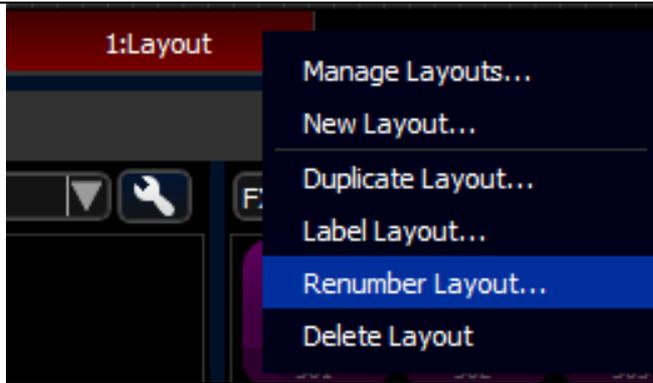


Holding “shift” / the red console modifier and selecting a single cell of a multi element fixture will now select all cells within that fixture. (5776)

Previously shift + click was “deselect”, which we suspect most people rarely use, “Deselect” is now CTRL Shift + click”

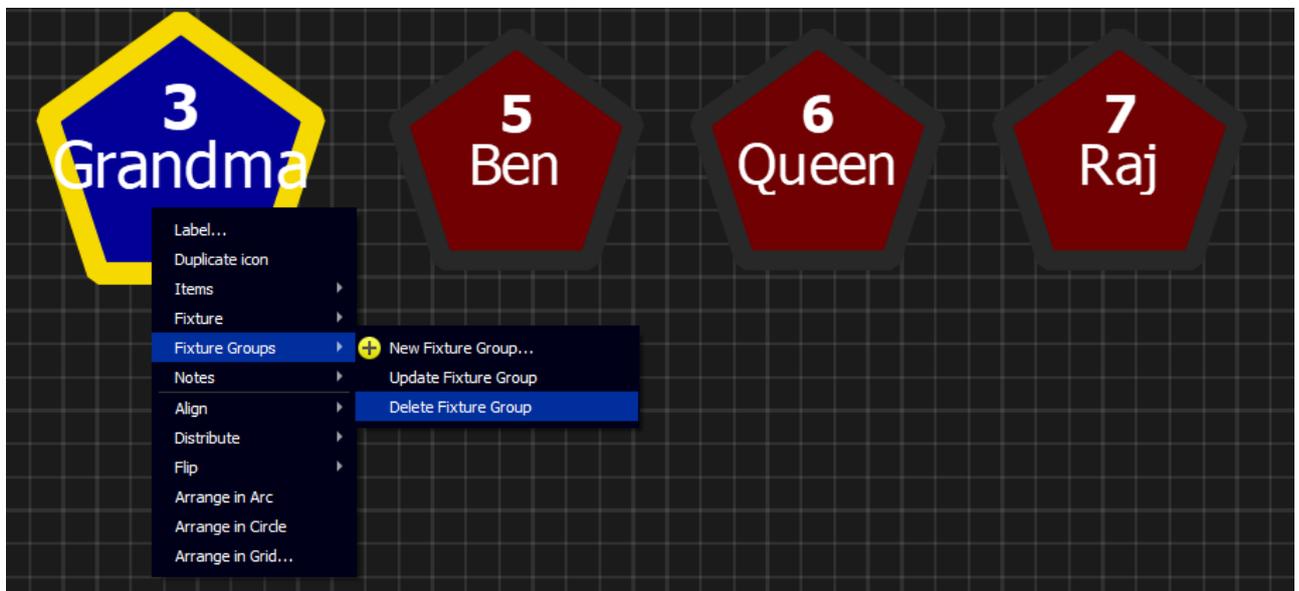
ALT+Click remains move/pan fixture chooser.

- Fixture chooser layout IDs can now be renumbered. (5807)



- New factory default layout property:
 - Labels ignore zoom = True / checked.
- Added the option to delete a group from within the right click contextual menu within the fixture chooser.

"Fixture groups>Delete Fixture Group". (970)



Playback:

- "Reassert" will now replay X shot effects. (5424)

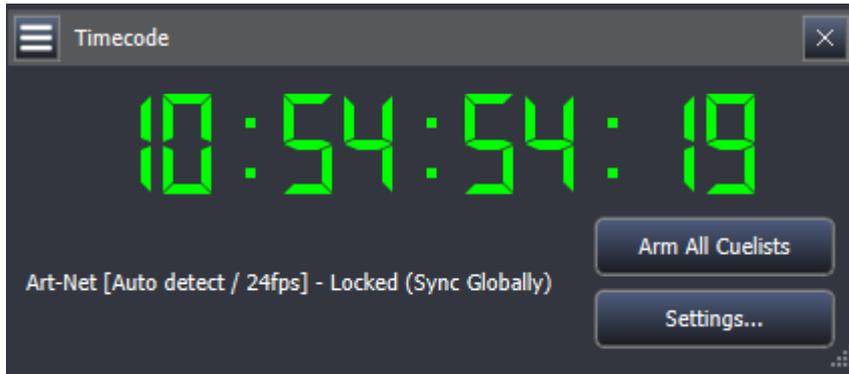
MIDI:

- MIDI notes can now be sent via an inserted command (5095).
- Added MIDI output ports to "file > preferences > Midi"
(Please see "inserted command section above for full details")
- Now that we support both MIDI in and out we have made some changes for consistency purposes: (
 - The "tools" MSC toggle has been renamed "Enable MIDI I/O"
 - The Inserted command toggle has been renamed "MIDI control enable"

- When both of the above options are disabled MIDI notes and MIDI show control both IN and OUT are disabled. (5788)

Timecode:

- Timecode automatically detected framerate is now displayed to the user within the timecode window (5311):



Fixture editor:

- Added some keyboard shortcuts for the fixture editor: (5809)

<u>Class</u>	<u>Shortcut</u>
Intensity	Shift + I
Strobe	Shift + S
Shutter	Shift + D
Position	Shift + P
Colormix	Shift + C
Gobo wheel	Shift + G
Color Wheel	Shift + W
Beam	Shift + B
Frame	Shift + F

Media	Shift + M
Custom intensity	Alt + I
Custom position	Alt + P
Custom Color	Shift Alt + C
Custom colormix	Alt + C
Custom gobo wheel	Alt + G
Custom beam	Alt + B
Custom Frame	Alt + F
Custom misc	Alt + M
PLUS range	Cntrl + "+"
Set tab focus to "name"	Cntrl + L
Set tab focus to parent channel	Cntrl + P

Bug Fixes:

Effects:

- Video effect templates contain unwanted fixture data - When saving a video effect as a template, all of the fixtures that are in the associated matrix are unintentionally being stored inside the template file, resulting in potential unexpected behaviour (like crashing) when they are subsequently loaded. (5624)
- Legacy effects (created before Vista 3 R3.2) won't load. (5625).

General:

- Fixed an ultra rare crash caused by duplicate UUIDs. (5594).
- Fixed a crash caused by a mismatch between a custom fixture arrangement and then subsequently editing that fixture and adding more elements at a later date. (5670).
- Changing system clock in console mode causes an application crash. (5328)
- Fixed spurious dongle disconnection messages.
- Incorrect tooltip for "Cuelist properties > timing > flash timings". (5817)
- Improved the handling of cancelling "tap and hold" touch screen functionality when a drag is detected. The gesture is cancelled as soon as the drag is detected, not when the touch is released.
This fixes a report that a virtual console playback label gets stuck in a red highlighted state (5839)
- Fixed an app crash when deselecting components in "export show summary". (5830)
- Fixed an issue whereby the "tools > clean up show > repair invalid events" could incorrectly flag events as invalid if using a custom feature tab. (5875)
- Fixture chooser zoom level no longer changes when creating a group. (5192)
- Deleting a show component now correctly clears the virtual console LCD displays (5864).
- Rare older showfiles with damaged programmers are now automatically repaired on show load. (5846)
- ShowCleanupResult is not cleared between show loads (5934)
- Some legacy show files - created in R3 - contain duplicated uuids (seemingly exclusively related to effect templates) which fail to load in R4.1. (5937)

Effects:

- Fixed a bug whereby swing effects don't reference global presets correctly if you have manually deleted the fixture events from them. (5842)
- When using the FX editor "tap FX rate" button the effect selection is highlighted confusingly. (5836)
- SmartFX editor effects list filters for active and selected fixtures work inconsistently (5858)
- FX "group elements together" stop working when swapping to a multi element from single element (5883)
- Fixed some show load issues due to conflicting UUIDs in effect templates. (5901)

Playback:

- Preset label on console playbacks does not indicate holdover. (5672)
- Fixed an issue when group masters are contributing to output - selecting a fixture from the group would initialise the value to 100% because that is the event value for group master clips. Improved so that it only uses events to initialize feature palettes when the current event in the output cache is the current editor clip
- Cuelist "flash dwell" now works correctly when set to live time. (5731)
- Moving a crossfader cuelist without a cuelist assigned causes a crash (5992)

Timecode:

- Improved ArtNet Timecode alternating between Sync and Free-wheeling. (5710)
- Fixed size of buttons so that they dont keep changing size with the label.
- Improved some sluggish response when playing timecoded cuelists with large numbers of cues using "sync global". (5832)

Programming:

Within the cue timing window, 0s feature times are not visible. These events are now correctly displayed with the arrow grab handle:



- Fixed various bugs with fine mode and feature palette controls. (5746)
- Up and down arrows don't function in cue timing fields. (5775)
- "store part" console Fkey does not allow you to select a destination playback. (5749).
- CTRL/CMD + C should only copy fixture looks and not copy cues. (5649).
- "Clear" option within feature palettes now clears all selected fixtures, regardless of cue playback position. (5802).
- New factory default cuelist properties:
 - Fader autoplay = "Autoplay and release"
 - Release in black = "On"
- Creation of alias cue jumps backwards in some scenarios (5450)

- Console intensity "full" button does not work if "highlight" is active. (4455)
- Timeline summary pane doesn't update when cues are added or removed. (5964)
- App crash if selecting "MIB" via a touchscreen Fkey in live (5975)

Timeline:

- Timeline fixture labels do not refresh correctly until an app restart. (5768)

Patch:

- When pressing "enter", when specifying a transform value, clears the value instead of applies it. (5596)
- Custom fixture for Elation Fuze Profile CMY added to factory library.
- Invert Pan/Tilt encoder transform do not work. (5778)
- Universe labels are now correctly cleared when creating a new show. (5319)
- "Connect universes" "add Artnet Broadcast" connection now allows you to enter a numeric value above 15 in the "net" section (5974)

Fixture editor:

- Deleting "Compatibility ID" does not break links between duplicated fixtures. (5736)
- Fixed an app crash caused by creating a fixture that has a color wheel but no slots defined. (5828)

Known issues:

- FX masters disappear from saved FX templates when reloading the showfile (5966) - Already fixed in R5.1
- Small issue with how the “preview” section displays within Store part (6077) - Already fixed in R5.1
- Quick pickers not displaying the effect templates from the factory libraries (6078) - Already fixed in R5.1
- Can’t drag and drop components to a “favorites” picker. - Already fixed in R5.1 - Already fixed in R5.1
- When looping, inserted commands in the first step get played twice. (6083) - Already fixed in R5.1
- Park window not working correctly (this is actually to do with a new feature we have implemented in R5.1) therefore - Already fixed in R5.1

If you are experiencing any issues with the above issues, please send an email vistasupport@chroma-q.com. and we will get you up and running 😊