

Vista 3 R1 Release Notes

Build No.
3.0.19088

Introduction

After receiving extensive user feedback, Vista 3 has been developed to dramatically enhance existing functionality and introduce an array of intelligent new features that appeal to both existing and new users.

Build number: 3.0.19088

Release date: September 11th 2018

A complete list of new features, enhancements and bug fixes can be found on page 23.

This release supersedes:

- Vista 2.3 public build 18361 released on the 1st March 2018.
- All previous Vista 3 public beta builds.

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
- Mac OSX

Installation instructions are provided at the bottom of this document.

Linux Platform

Significant changes in the Vista software architecture were required to support the new features found in Vista 3, some of which include, an enhanced GUI and many new display types. Linux does not support these changes and consequently Linux updates will not be issued for the L5, I3, T4 and T2 consoles.

To take advantage of Vista 3 and future software updates Windows 10 Pro can be installed on the L5 and I3 consoles allowing them to run the Vista Windows application. Users will need to purchase and install a licenced copy of Windows 10 Pro prior to installing the Vista 3 software. Chroma-Q will provide you with step by step instructions for installing Windows 10 on your L5 or I3 consoles on request.

The final software release for Vista T4 and T2 consoles is v2.3.18361.

New features and improvements in Vista 3 R1

Chooser & Timeline

- Fixture arrangements. Selected fixtures can be arranged in a circle or arc. To do this: select the fixtures, right-click, and select an option from the popup menu. Circular arrangements have size and rotation handles. Arc arrangements have spread, size and rotation handles.
- Arrange in grid now includes spacing options.
- The arrangements of elements in a multi- element fixture can be customised and saved to file. To do this select the fixture and choose the 'Fixture arrangement editor' option from the Patch menu. This option is also available on the right-click popup menu within the fixture chooser.
- "Arrange in grid" now takes into account item zoom and rotation.
- Cuelists can now be also selected via the command line or by changing the open tab. Selecting a cuelist that is open in the editor will bring that tab into focus. Selecting a cuelist that is not open will go to the live tab.
- Cue tiles display split timing if the fade out time is not the same as fade in.
- Chooser shows fixture IDs when holding down the yellow modifier when fixtures aren't otherwise displaying them, for instance, when they are in a Matrix.
- Chooser icons can optionally display intensity as text. To do this select 'Layout options' from the Chooser menu and tick 'Show Intensity values'.
- Colours selected from the HSV picker now include calculated values for White, Amber, Lime, UV, Indigo, RedOrange, Cyan, GreenCyan, UV and Lime LEDs where applicable. Adjusting the custom controls for these colours will in reverse, affect the HSV values.
- Amber and White sliders added to the colour feature palettes. User preference added to show or hide with HSV pickers.
- All Palette HSV colour picker Value slider replaced with more useful Saturation slider.
- Amber, white, cyan, indigo, UV and lime are now visualised on fixture icons.
- Feature Timing Bars now resize in real time using skewing widget.
- Default Timing Bars now show time. Individual event bars show timing as semi-transparent if they are following the default timing.
- Added ability to preview element IDs when yellow modifier is pressed, or the Layout property "Show element ids" is set.
- Set event timing dialogue now defaults focus to time

- Within the fixture chooser, : 'user id' and 'fixture name' switch colours based on layout background colour. Userid colour is no longer themeable.
- Now display small values between 0.1% and 1% in the timeline rather than rounding to zero or one. Changed the MoveInBlack cutoff value for intensity to 0.1% so that if the timeline display of fixture intensity is 'Off' the MoveInBlack will take place.
- Added 'Restore background colour to Default' option in chooser Background context sub-menu.
- Default live timing has been changed from 2 seconds to 0 seconds.

Snapshots

- A new option 'Window workspace' allows the arrangement and location of Vista windows to be stored in a snapshot for both the main application and external windows. This includes the configuration and sizing of quick pickers.
- 'Workspace state' (v2.3) is renamed 'Console workspace'.
- Snapshots can now recall live timing.
- Snapshots can now clear live.
- Snapshots can now recall FX master settings.

Show files

- Vista 3 introduces a new Show File/Folder structure. This new structure allows for a simplified show file and eliminates the need for importing/exporting show files. As such, the File/Import/Export menu option has been removed.
- New file extensions; shows are now saved as .v3s. The ability to open old .jv2 and .jvz shows is possible File/Open menu. Other filename changes are as follows; Fixtures: v3f, Effects: .vfx, Themes: .v3t.
- New Show Resources Folder has been added. This folder contains all audio, images, icons, and video(FX) items that can be shared across all shows. Any new resource that is added to a show will be automatically copied to the appropriate folder.
- "Save Copy As" file option has been added. This action will create a copy of the show, in conjunction with the current show being edited / saved and give the user the option to include the show resources (Audio/Video FX/Images).
- Added the ability to import parts of a show into a current show. To do this select "File/Merge" Items that can be merged include; Cuelists, Fixtures, Groups, Layouts, Presets, Snapshots, User Preferences, Softkey Arrangements, Window and Quick Picker layouts.
- Users can now export cuelist data as a CSV. To do this select "File/Export Show Summary". Cuelists can be exported with only timing information or add fixture intensity information.
- New "Autorun on Show Load" option for cuelists, this is found within "Cuelists Properties".

- New copy-protection policy: entire network channel count will remain untouched in the event of the failover so long as the secondary consoles have at least half the channel count of the highest dongle on the network.
- Auto Save and Auto Backup processes have been improved. Vista will now create a single AutoSave file, updated every 5 minutes. Additionally, after a user selected interval, Vista will create an Auto Backup file in the location of the user's choosing. By default this location is in the Shows/_Backups folder. The Auto Backup setting can be found in File/User Preferences under the Autosave tab. The maximum number of backups can be set up to 100.
- Double clicking on show file now opens in running instance of Vista

Patching

- Fixture files can now be directly imported into and exported out of Vista without opening the Fixture Type Editor. This can be done in the "Patch/Import Fixture Files" Window. Multiple fixtures can be imported at one time via multiple selection.
- The library in the patch window will now more reliably update without reloading Vista.
- The fixture library now shows the channel count of the profile adjacent to the fixture name in the library.
- Added "Clone fixtures" to fixture pool and patch list right-click menus.
- Fixture name now aligned left under the start dmx address in the patch table. Makes it easier to find fixture names and start addresses.

SmartFX

- FX masters added as a new show component. These can be masters for both size and/or rate for all linked effects. Two effect masters are available with a new show with more able to be created via the pickers, components views or via the FX masters assignment drop downs in the SmartFX editor. To assign a master, select it from the drop down list beside Rate and Size in the SmartFX editor. That rate or size (or both) will now always follow the FX Master. Adjusting the rate of an effect using a Master will affect all other effects using the same master. To control the size and rate of an FX master on a fader, simply assign it from the quick picker in the console window as you would for a cuelist or group. Faders and buttons can be associated to different actions via the 'FX Master Buttons' and 'FX Master Faders' assignment section. Options include Rate, Size, Rate & Size, Tap Rate, Reset Rate and Restart. Current FX master settings can be saved into a Snapshot for easy recalling during a show.
- Added 'Stop Effect' button to SmartFX editor The button will stop the selected effect in the list
- Added a big Tap button in the Smartfx editor. Much improved tap syncing of effects and effect masters. 4 sequential taps are required to learn a new rate.
- Improved fx transitions, especially noticeable for long crossfades.
- Improvements to the active effects list. Should display active effects more reliably now and reduce duplicate effects being created.
- Added user ID numbers to all factory standard FX.

- Added some new Factory FX.
- Improved crossfading phases of effects
- Implemented optional saving of FX master states in snapshots

Command Line

- The command line interface has been re-written and extended. For more details see the V3 command line document.
- Command line: Changed shortcut for cue action: 'Insert at Playhead' (ALT+I to CTRL+ALT+I) due to conflict with command line
- “Autohide command line” option is now part of the user preferences. The default setting for a new show can be set via the User Prefs dialog.

Extracts

- Extracts now work correctly when creating and playing back with correct timing.
- New 'combined' dialogue to provide more clarity and flexibility in what is being stored.
- Transport control pause buttons in gui now behave like console pause buttons
- Extracts now copy tracked events.
- Default timing in extract is now always applied to destination cue, regardless of whether the extract contained events with default timing.
- Rules for cutting and copying cues and events now more consistent with each other.
- Allow users to filter parameters when applying extracts
- Added edit and edit blind buttons to the extract window.

Editing & Playback

- Added a Group properties dialog box with options to adjust settings for group submasters. To do this right-click on a Group in the Sidebar or a Quick Picker and select the 'Properties' option. Settings include: Ignore Snapshots; Ignore Release All; and Exclude from Store.
- Added 'exclude from store' option to cuelist properties.
- Added new store defaults to the user preferences, defaults tab. Options include the default 'Store Source' and default 'Store (fixture) selection'
- Added a user preference to allow spacebar to act as go for currently selected cuelist (denoted in the bottom left of the command line). The only exception to this rule is if a user clicks on a different list in any

of the playback windows, then spacebar will act as go on that. CTRL+Spacebar is pause/play backwards. Shift+Spacebar is release cue list. CTRL/CMD+ALT+Spacebar is skip backwards.

- Highlight and Solo now two independent states that can be combined to get Highlight+Solo.
- Implemented Paste Special behaviour for softkey Paste action when Red modifier is pressed
- When stealth mode is activated, the live tab is now automatically selected and switched away from a cue list edit.
- Manage timing dialog (for live times): hid the 'delay' column, feature bars can be resized but not moved, ensures all delays are set to 0.

User Interface

- Scaling is much improved and now readable on high resolution / DPI displays.
- Support for high resolution displays on Windows 10.
- Added extra columns to the playback window for intensity out and all other parameters. To show or hide columns right-click in the Cue list title bar and select from the popup list.
- Pickers can now display labels as icons which are more friendly to touch. Colour presets have a corner flag to indicate colour stored within them. The component number is noted at the bottom of the icon. This picker style is the default for new shows.
- New external window allows the user to call up multiple copies of most dockable windows.
- Patch window - the number of channels used by a fixture is shown (in brackets) beside the fixture name.
- All new components that are created from the pickers or command line can now be stored straight away to console playbacks by double tapping a playback key once the dialog is open.
- 'Insert at Playhead' keyboard shortcut changed from ALT+I to CTRL+ALT+I.
- Cut/paste: Cut cue is now CTRL+SHIFT+X, copy cue is now CTRL+SHIFT+C. Other changes: CTRL+C and CTRL+X changed to never cut or copy cues.
- Add dock and undock option to right click menu of virtual consoles.
- Allow dragging and dropping items directly onto floating virtual consoles
- Added dockable "clone" virtual LCD displays for the EX, MV and M1. To apply this option press the dropdown menu at the top right of the virtual console and select "virtual console display"
- Dock widgets: added 'Unlock All Dockable Windows' option to View menu.
- Added "compact mode" for all quickpickers. This can be found within the dropdown menu of the component.
- New default theme 'Artusa' available in two shades. To select a theme choose the 'Window themes' option from the View menu. Then click the Load factory theme button to select a theme.

- Fixture chooser now supports pinch to zoom on multi-touch displays.
- Fan/Sort/Group icons now cleaner, in addition to a new custom sorts window. Odd/Evens has been added as a factory default sort.
- New Icon set for many of the menu items / softkeys and console actions.
- Added a dockable real time clock.
- Added an option in the installer for windows version to run in a protected console mode which runs Vista 3 in full screen and limits access to windows features and explorer. Console mode includes a simpler update function in the file menu. Simply put the windows update file in the root of a usb stick and run this function.
Console mode also disables automatic Windows updates when using Windows 10 Pro.
- Superblocking is now displayed with a red block icon.
- Users can now interact with the timeline while insert commands dialogue is open.
- Place inserted commands at the top of the timeline instead of the bottom. Commands per cue have been increased from 20 to 100.
- Playback window: autoscroll now centres current cue.
- Grand Master reading in title bar now blinks red if under 100%.
- Learn Timing dialog: is now dockable and has some new operational buttons. Other changes include disabling if the live tab is selected or if console lock is enabled. LTC is paused when 'Stop Learning' or 'Discard' is clicked.
- Search fields now match any part of text.
- A new live time display box is simpler for text input and accepts split timing (i.e. 2/3) and shows both the scaled and set time if the Live time fader is below 100%
- Organised cuelist properties into tabs. Changes are now made straight away and you can interact with the application below the dialogue. Hitting cancel will revert changes.
- Changes to the implicit 'selected list' should be more apparent now and consistent when changing the selected list. Open cuelists in the editor will be focused on. If the cuelist is not open when selecting the list, select the live tab.
- Removed timing bar from live, replaced 'save' button in 'Manage Timings' dialog with an ok button.
- If user has previously chosen a network interface, but that interface has become "invalid"(ie. network interface no longer exists), the user will be asked to choose again. Previously, it was up to the user to realise that they needed to choose another interface.
- Removed rarely used themes; Dangerous, Mr T, Grey Budgies.
- Fixture output window table colours now themeable.
- Timeline text now themeable.
- Selected cuelist is now visualized by drawing border around cuelist tab if open.

- Added "Show Full Screen" option to the View menu in the GUI.
- New External window buttons added. Context menu added to external window toolbar.
- Added "Compact Mode" for quick picker widgets.
- Adding a virtual console via "Console/Add Console..." menu will now switch to the console workspace top level view.
- Changed shortcut used to release cuelists in quickpickers to Ctrl+Alt/Blue due to conflict with command line Alt key shortcut
- Presets: quickpicker context menu options for highlight/lowlight/home now the same as in the main window's Edit menu.
- Renamed "Sync FX" and "Sync Chase" Console Button items
- Touch screens/touch pads: Implemented two finger scrolling on all list views, ie. quick pickers,console workspace, fixture chooser, output view, playback window
- Fixture output window: added option "show active fixtures only".
- MacOS application now uses native menu bar. This fixes broken OSC shortcuts
- Store Dialog: fixtures and source groups are independently checkable
- Store Dialog: rearranged fixtures and source buttons into 'Contents' group with a 'save as defaults' button.
- Quick pickers: 'Touch Screen' preset now adjusts number of rows/columns to window size.
- Store/Update: rearranged 'Preview' table columns

Hardware

- New EX and MV hardware added and fully supported in V3.
- USB consoles and UD512 are now detected upon connection. Rescan for USB devices should no longer be necessary.
- Implemented setting: EX and MV keycaps backlight level via user preferences. Also moved desklight preferences to user preferences.
- Implemented "Safely Remove USB" menu item for Windows consoles.
- Update to S1 firmware to improve noisy faders
- Added another user preference for specifying the fader action threshold at the top of the fader range in order to cater for console hardware faders that don't reach 100% at the top of their travel.
- The left hand fader pair of the Super-Playback no longer controls live intensity.

Bug fixes:

FX:

- Tweaks to get more consistent behaviour when editing effects. Of particular note is that when users attempt to modify effects when no fixtures are selected, the global fixture selection will be updated to include the fixtures that are being controlled by the effect.
- Implemented a new scheme to handle duplication of effects when editing effects in a different cue from where they originated. SmartFx editor does a better job of listing effects that affect selected fixtures.
- Copying and pasting of effects to fixtures which already had programming (but no effect) works now. Fixed inadvertent duplication of effects when pasting to fixtures where some already had an effect and others didn't.
- Fixed the "Don't Sync" option for effects.
- Fixed bug 7419: position size field in the SmartFX editor doesn't do anything.
- Fixed glitch in UI when editing beats for swing effects. Displaying beats in floating point format so users can tell it is possible to use fractional beat values
- Fixed multiple bugs in swing effects: Beats now correspond to bpm, and the beat field corresponds to the correct swing point. Zero phase corresponds to first swing point. Old swing effects will continue to behave as they previously did if they had customised beat timing. Improved the viewing of the swing effects waveform in the advanced tab.
- Fixed a potential crash when applying old factory swing effects
- Fixed bug 7431: synchronising effects spread across multiple universes. This fixes the known issue of effects getting out of sync when they are being calculated on different universes/playback nodes, where fixtures on different universes (and thus potentially different playback nodes) are crossfading into a new effect from different effects.
- Fixed bug 7238: Effect still listed when all is cleared and release if you delete a fixture from the patch.
- Fixed bug 4501: Active effects list does not refresh when cues are played that cause effects to start/stop.
- Fixed bug 5151: effects get stuck listed in FX window after clear and release even when loading new show.
- Fixed bug 5934: active effects list updates at end of cycle when highlight mode is turned off.
- Fixed crossfading between effects when they are in "per fixture" rate mode.
- Fixed some bugs when editing Swing Effects. Allow a new effect to be generated in the current cue if the original effect was in a different cue and do so when selecting the 'stop' button in the editor. Also, fixed a bug that has been in swing effects from the beginning which meant that editing the value for any of the swing points of a newly created effect in the new cue would also cause that value to be assigned to the original effect.
- Fixed bug 7376: Effect overlap incorrect using Fan from Centre.

- Fixed fx syncing issues when rate multipliers are used
- Don't resync effects to zero when they are newly created. This allows copying and pasting of effects to preserve the same phase.
- Removed confusing 'inverted' fan from effect editor. Switched 'Fan From Centre' and 'Fan From Ends' icons, and replaced 'Linear' icon to better reflect the behaviour.
- Rotated fan icons so that they are easier to understand.
- Fixed effect sync issues.
- Fixed bug 7415: Effects stop working after using an effect template and then discarding changes.
- Removed "stop position" effect
- Quick Picker: Fixed bug where effect templates stored in the show were not appearing in the favourites list on show load
- Fixed bug where templates saved to the User Library were disabled on show reload.

User preferences:

- Fixed crash when user selects "choose" in the network preferences tab and there are no available interfaces. Also changed the networking tab to display the current interface along with its IP and status.

Audio tracks:

- Added error detection and reporting for when audio tracks are not found in expected location
- Eliminated expensive and futile repositioning of audio track which caused the application to freeze for long periods of time when using link to navigate around a cuelist with assigned audio.

Patch:

- Fixed broken redrawing in patch table when size is increased vertically.
- Fixture Pool no longer "snaps" closed when resizing vertically.
- Fixed bug 7468: Changing fixture type of fixtures leaves incompatible custom gobos and colours. Also repairs show files with fixtures having incompatible types resulting from fixture type changes.
- Fixed bug where multi-part fixtures were duplicating during a patch operation.
- Patch Widget: Selecting a new fixture always updates the name field.
- When cloning a fixture, also copy any values from the home preset
- Fixed bug 3830: Channels tab in patch sidebar should not show row numbers, and should sort by "Fixture" column
- Fixed bug 7255: shift selecting in patch pool always selects from first fixture.
- Fixed bug 7427: Fixture editor only works with factory gobo images. Now any time a user selects a gobo image that is not in the factory fixture library, it will be copied to the user fixture library.

- Fixed bug 7386: Fixture transform check boxes required 3 clicks to toggle on/off.

Parked fixtures:

- Parked fixtures dialog now updates upon show load.

Console surfaces:

- Fixed some encoder HOME and FULL buttons do not respect live timing

Fixture chooser:

- Fixture chooser icons are no longer pixelated
- Fixed low resolution gobo and colour wheels
- Fixed fixture icon text not following theme
- Fixed restoration of rotation of fixtures in layouts on show load.
- Fixed bug 4228: when rotating fixture icons, do not rotate fixture labels.
- Custom fixture arrangements now saved with show
- Fixed bug 5616: Selecting elements in rotated multi element fixtures incorrect.
- Fixed bug 7393: Arrange in Circle doesn't follow selection order of fixtures
- Fixed bug where the boundary when using the arrange in circle/arc tool was actually a square. This fixes the issue where clicking outside the circle would not close the rubber band.
- Allow fixtures with just tilt (or just pan) to be controlled by the position panel, and allow position transforms (e.g., invert tilt) to be used.
- Fix bug 7372: Second instance of fixture chooser stops updating.
- Copy and paste now properly respects q-view.

Highlight:

- Fixed bug 6630: Highlite solo shouldn't low light unselected fixtures.

Playback & editing:

- Fixed bug 6900: Cuelists getting heldover even when released).
- Fixed crash when discarding a cuelist with no cues in it.
- Fixed a bug in playback refresh where jumping to a zero second cue over live time did not cause any refreshes to occur during the live time crossfading.
- Fixed bug 6836: Stealth not previewing correctly. Stealth now shows combined output from console and live.
- Fixed bug 7490: Cuelist chase doesn't release on releasing flash key.

- Fixed bug: the selected step after a Cue Deletion command should be the step just before the deleted ones.
- Fixed bug 7464: Alias cues incorrectly created when discarding changes to cuelist.
- Fixed bug 7465: Rename cuelist fader action 'rate' to 'chase rate'
- Fixed bug 6663: Inserted commands not playing back correctly with tracking and jumping, plus some other issues with zero second cues containing inserted commands. This also fixes a bug where pressing play while a cue is partially played would execute an inserted command a second time.
- Fixed bug 7453: Add large buttons for 'timecode' and 'start' to the tile start action pop up
- Fixed Bug 18814: When fixtures are reallocated, don't wipe out all playback state, just remove playback state for fixtures that have been removed. This prevents fixtures from snapping to a default output state every time any change is made to patching info.
- Fixed a serialisation/synchronisation issue that arises when copying cues with effects in them. The symptoms of this problem was feature palettes being disabled when selecting fixtures in the copied cue.
- Fixed a bug where the duration of a cue wasn't being updated after an undo operation was performed (and fixed some other duration update errors too)
- Fixed bug 7336: Skewing / resize border now drawn around all relevant parameters in the timeline when a fixture is selected
- Fix a bug in copying and pasting cues where the look of the copied step did not consider earlier blocked cues.
- Fixed bug 7279: link mode turns off when deleting cues.
- Allow Matrix with multiple fixture types to still have colour mix control if all of the fixtures contained within it have colour mix.
- Fixed sporadic crash when deleting show items with a quick picker of that type open.
- Made it easier in the timeline to tell the difference between selected event bars, new events and unselected events.
- Inserted commands don't work in looping cuelists or autofollow cues if at start of cue.
- Store All: "Browse Cuelist and Cues" dialog no longer opens behind the parent dialog.
- Fixed bug 6318: Unable to clear a cuelist property such as HTP and inhibited in the playback window after setting
- Fixed bug 5561: Inhibited cuelists are not marked as such in the playback window.
- Fixed some copy paste bugs. Most changes related to special handling of effects to allow for correct unblocking.
- Don't save grand master level with shows: causes confusion.
- Fixed manual crossfading of cuelists with an even number of steps.

- Fixed bogus warnings about Auto Move in Black cues being too short.
- Fixed bug 7409: Inserted command should play when jumping to a cue
- Fixed bug 741: Opening and closing a newly created cuelist without making any changes deletes it from the show
- Fixed bug 7387: Pressing left button on intensity slider while holding Alt allows intensity to go less than zero.
- Various fixes to the custom timings dialogue
- Custom sorts and Custom timings dialogs: Can edit multiple simultaneously. Replaced Ok/Cancel buttons with Close button.

Date & Time Events:

- Test now button in date and time events now works correctly.

Midi

- Fixed: Midi notes fired rapidly or multiple keys simultaneously don't fire every time. Works if pressed no faster than a second apart.

User Interface

- Use more appropriate size for "update" and "active" state icons in quick pickers so that text isn't obscured
- Stop the following windows and dialogues from appearing on a virtual desktop on MacOS: Date/Time, Learn Timing, Choose Network Interface, Store, Update, Tracking backup alert.
- Fix for splash screen hiding network configuration dialogue on MacOS at startup if there are multiple interfaces to choose from.
- Fixed Bug 7446: Icon text in "Label as Icon" mode respects the Text Size slider bar. Label as icon now shows preset colour on icon.
- Dock widgets: minor adjustments to spaces around close and menu button, reduced border size.
- Fixed bug where palette, components and fx dock widgets were not updating their check state correctly.
- Fixed resizing bug which caused the main window to be stretched out past the edges of the monitor when multiple consoles are added to a show.
- Multi-Quick Picker is compactable, new format for QP and MQP compact text.
- Fixed bug in touch event handling that made it impossible to perform multiple additive fixture drag selections.
- Significantly reduced lag when moving large numbers of fixtures.
- Fixed bug 5708: Right-click and rename / renumber broken if fixture is not first selected.
- Fixed bug 7479: Workspaces don't remember alignment on external screens

- Updated minimum side panel width so feature palette can't appear squashed.
- The 'View/Recover Dockable Windows' menu option now recovers missing console widgets.
- Fixed bug 7236: quick picker refresh issue with components being greyed out in choosers when they shouldn't be.
- Created "Revision History" dialog. Accessible through the Help menu.
- About Dialog: display show information.
- Added icons to the console action list widgets (Cuelist Buttons, Cuelist Faders, Group Buttons, etc).
- Updated some icons Specifically: Help, Edit, Components, Timecode Disarmed, Timecode Locked.
- Fixed bug 7438: Snapshot checkboxes need to remember last setting.
- Fixed bug 6765: Groups tab of components window broken.
- Fixture Output window: Fixed issue in 'source mode' where cells with both icons and text had unreadable text colour.
- Fixed bug 7283; dockable and external 'playback window' missing options.
- Fixed bug 7313: Many windows get hidden behind the main window on MacOS.
- Fixed bug 6588: Ctrl+1 , 2 , 3 sidebar shortcuts stop working if user clicks over to external window
- Fixed bug 7329: selection order blue dot ends up microscopic when fixture zoomed large.
- Fixed bug 7398: Search cues in playback window doesn't work
- Fixed MacOS drag and drop bug on playback lcd displays.
- Fixture output window: fixed several bugs, including: Table not appearing at top upon show load, selected text size was incorrect for Position and Wheel columns, removed "%" sign from intensity column, alternate cell backgrounds not propagating across delegates, intensity text colour hard to see when on grey background, performance improvements."
- Fixture output window: for fixtures with a preset applied to them: source mode now displays source cue instead of preset, values mode now displays the preset instead of the value.
- Fixture output window: replaced Graphic and Text modes with "Values Mode".
- Fixed bug 7345: fixed cues disappearing in layout view when dragging the horizontal scroll bar.
- Console widgets: Added "Undock in LCD Mode" option to supported consoles in console workspace.
- Fixed bug 7285: External window frames remember configuration but get squashed down.
- Fixed bug 6617: Allow searching straight away from open cuelist dialog
- Fixed bug 7418: ctrl-z /y / x don't work after focus is pulled to external window
- Default Timing bars now show duration instead of end time.

- Label fan shapes in the custom sort dialogue.
- Store dialog rearranged to clean up.
- Feature timing bars render the timing on the bars.
- Timeline events following default timing now render their times slightly transparent.
- Fixed bug 6004: Floating windows were not correctly restoring when workspace state checked
- Fixed bugs 4615, 6069: Docking any floating windows no longer causes the main window to resize.
- When adding a background image to a layout, center it on the position where the context menu popup was clicked.

Console Window:

- Stop items getting latched on and stuck when dragging onto console LCD's
- Fix for crash sometimes when using the 'switch assigned device' feature
- Fixed bug 7454: Add inhibit text to the group fader actions in the console window.

Presets:

- Fixed bug 7120: Misc channels should never get placed into the home preset as 'Global Values'.
- Fixed editing a preset and only leaving fixture type value causes icon to go black.
- Fixed an issue where after finishing editing a preset via timeline, the preset's global and fixture type pseudo fixtures are left selected in the editor.

Extracts:

- Fixed timing bug regarding events with default timing.
- Fixed bug 4162: Creating extracts by selecting cues without selecting events = all events in cues
- Extracts: fixed several bugs relating to creation of extracts from live clip:- feature filter in "Create Extract" dialog now selects features from "console output" instead of just the live contents,- active data now appears in extracts created from live .Active data now ignored when creating extract from non-live cue.
- Fixed bug where fixture selection is stored in random order in an extract.
- Fixed a crash when applying extract
- Performance improvement when applying extracts.

Tracking Backup & Networking

- Fixed bug 7481: Background Vista processes keep running in tracking backup scenario on the slave console.
- Repair Artnet unicast. Unicast ports should appear more reliably now.

Installing Vista 3 on Windows:

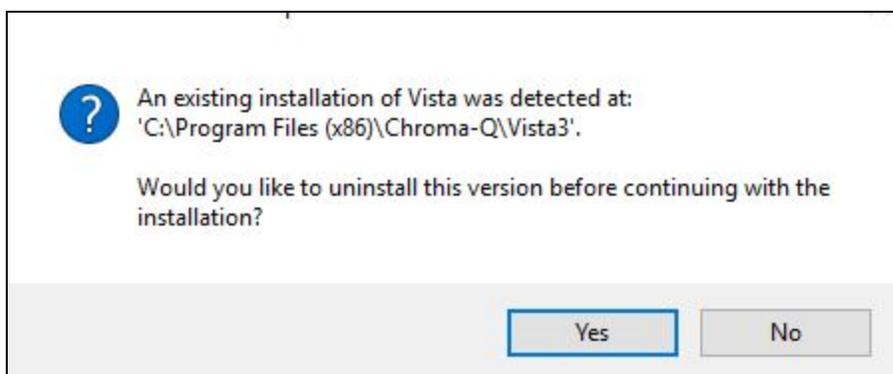
These instructions outline the procedure for installing Vista 3 on a Windows PC.

Windows System Requirements:

- Windows 10 operating system (Pro recommended).
Windows operating systems prior to Windows 10 are not supported.
- Intel® processor i3 (i5 or better recommended).
- 4GB of RAM (8GB or higher recommended).
- 4GB of available hard disk space.

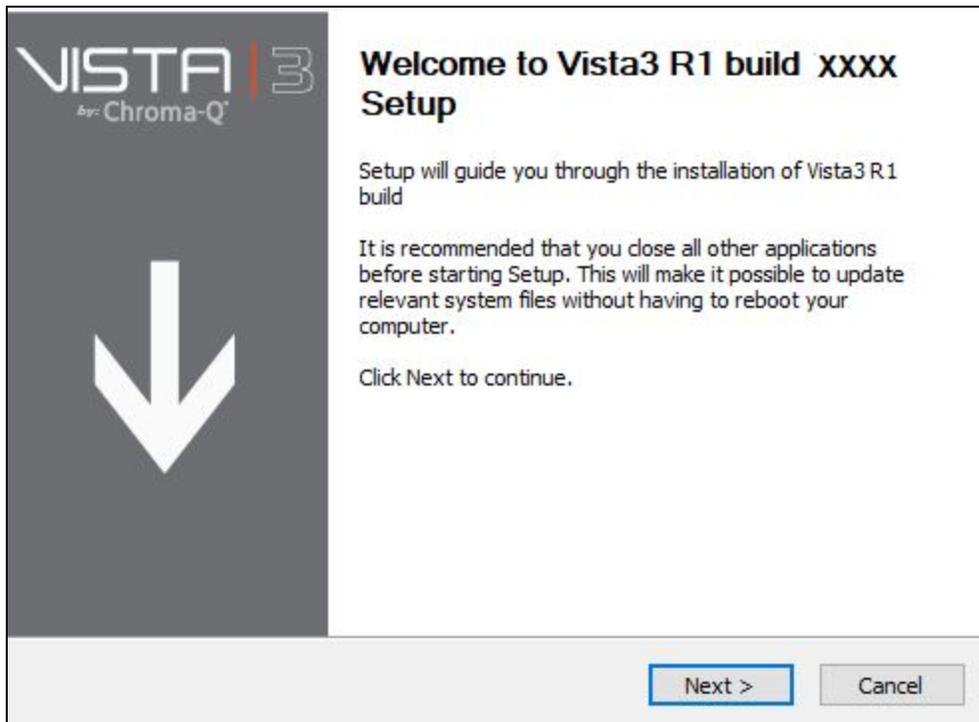
Windows Installation instructions:

1. Download the latest Vista software by visiting <http://vistabychroma.com/download>
2. Close all open applications.
3. Disconnect / switch off all Vista USB devices.
4. Launch the Vista 3 Windows installer file by double clicking on the Vista installer .EXE
5. If a previous version of Vista 3 already exists on your system you can choose whether to uninstall this existing version before continuing with your current new installation.



Note: Choosing the uninstall option will not delete your existing user data. These files will be preserved.

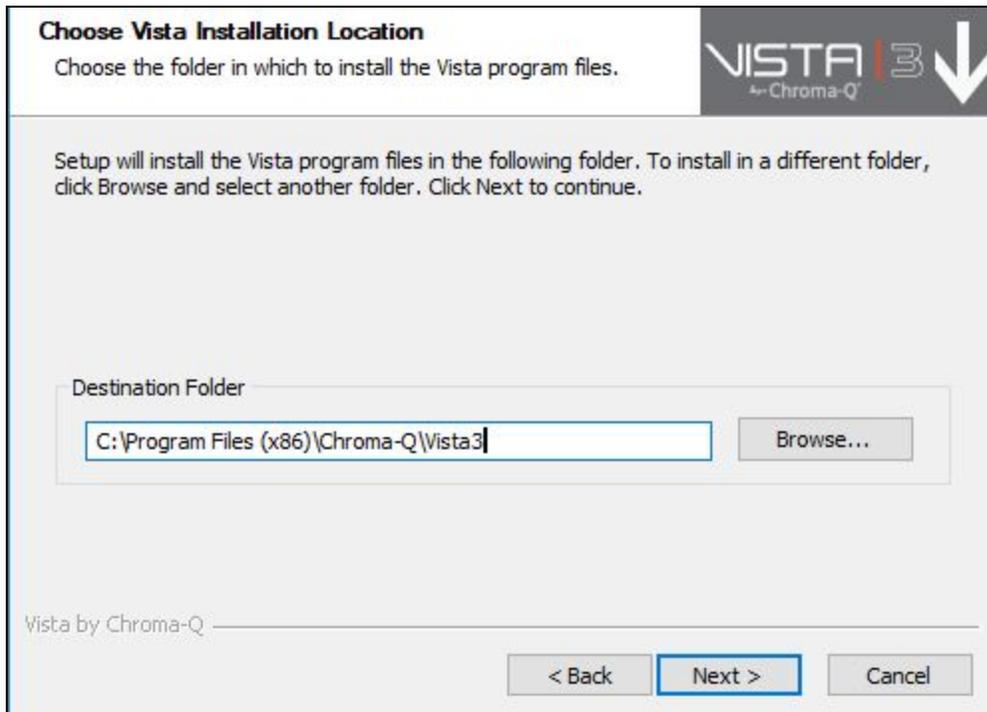
6. Press "next"



7. Read Vista 3's software agreement. Once you are happy with the conditions press "I agree":

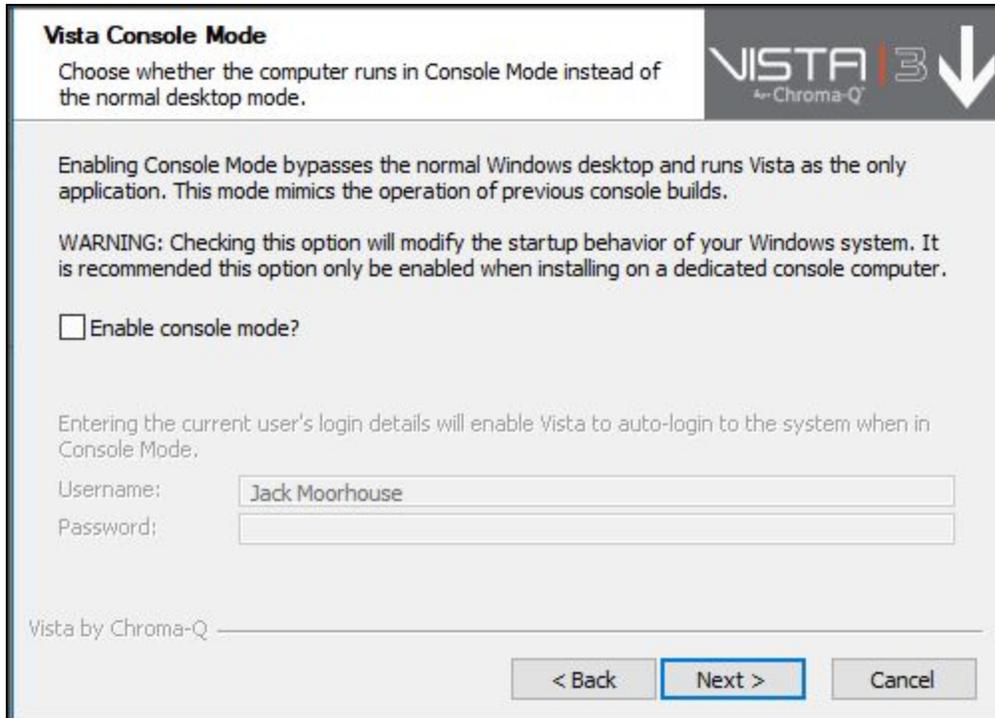


8. Choose a destination installation path where you would like Vista 3 to be installed.



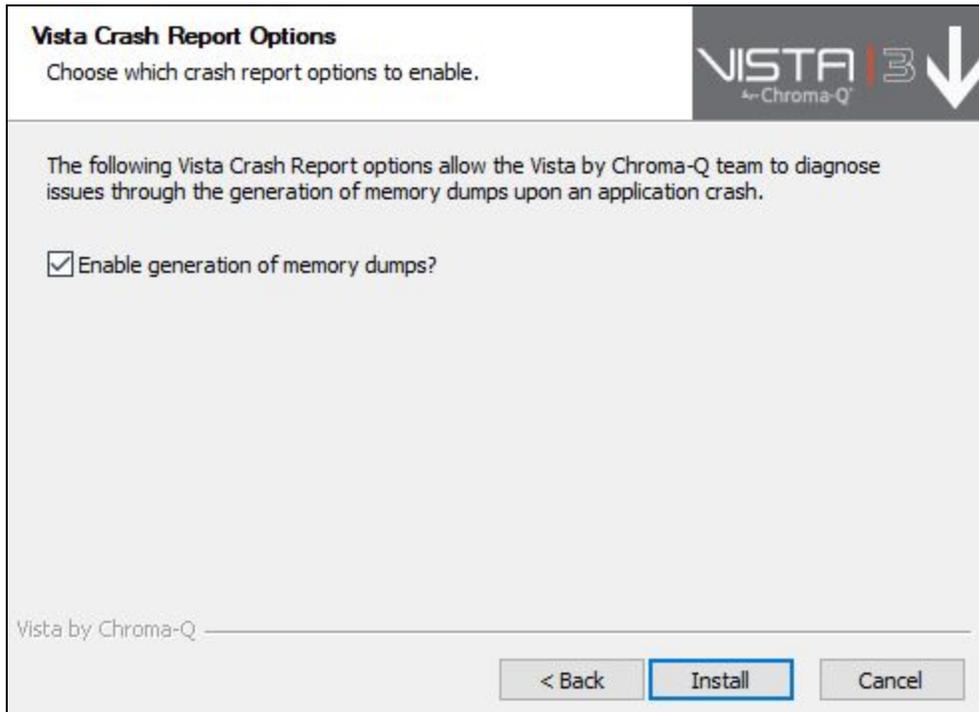
The default installation location is "C:\Program Files (x86)\Chroma-Q\Vista3". If you are happy with this location, press "Next".

9. Decide whether you would like to enable "console mode". By default this option is not enabled. To enable it, tick the box. Once confirmed press "next".

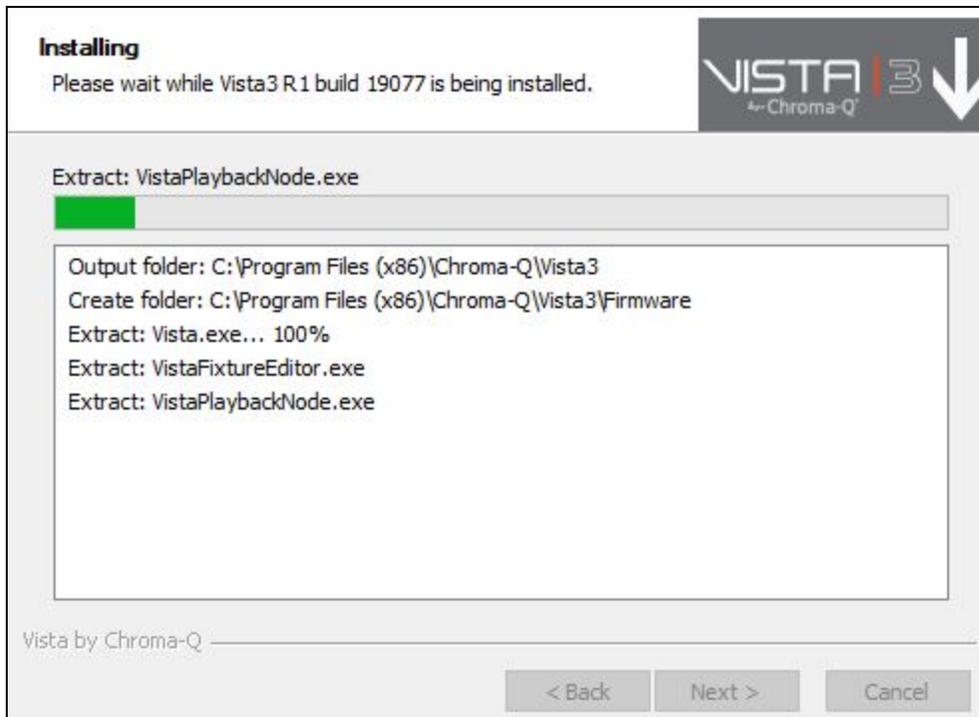


Note: Console mode, running Vista as the only application, will work on both Windows 10 Home and Professional editions. However, additional console mode features, such as automatically disabling Windows updates, will only be applied on the Windows 10 Pro systems. Users can still manually disable these sorts of features in "desktop mode" on the Home editions.

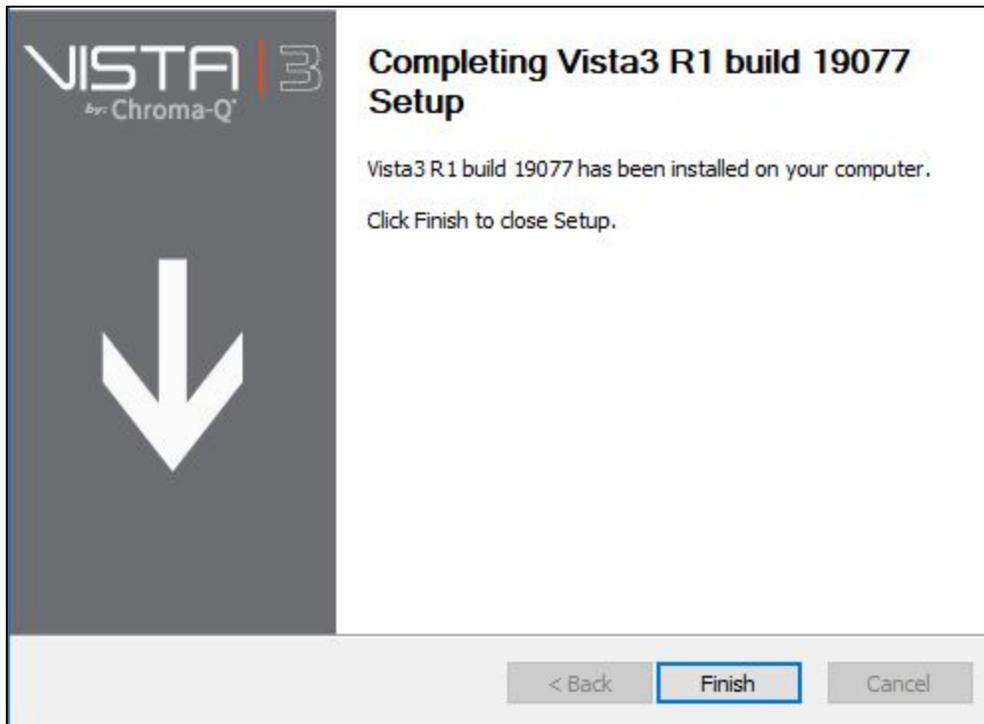
10. Choose whether you want to allow Vista to automatically generate Windows memory dumps. These files help the developers diagnose potential issues. By default this option is enabled by default.



11. Press "install" to start the Vista installation process.



12. Click “finish” to complete the installation process.

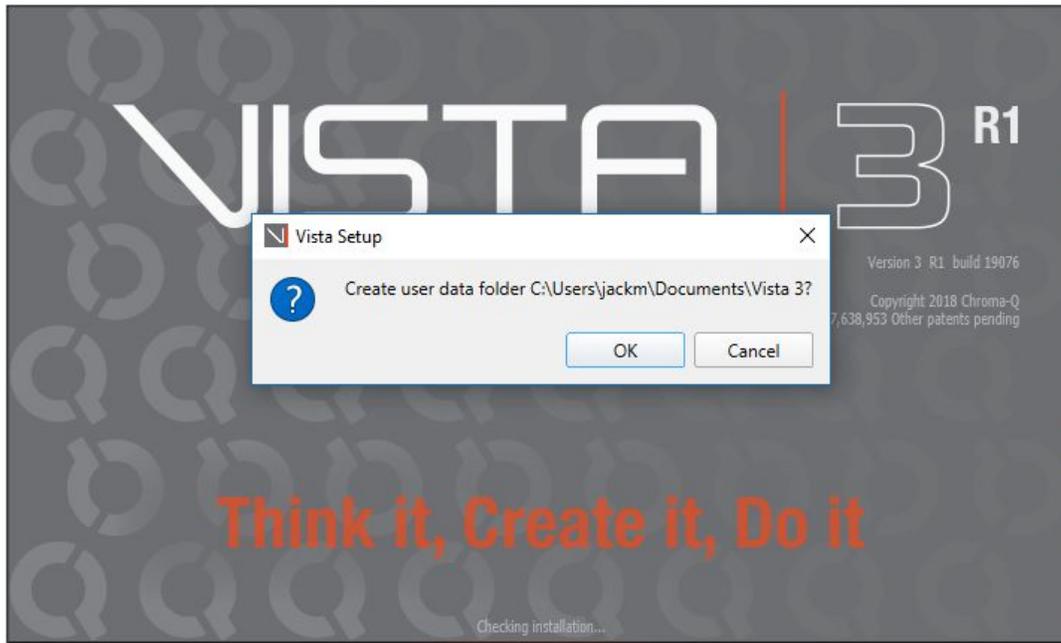


If this is your first time launching Vista 3 on Windows:

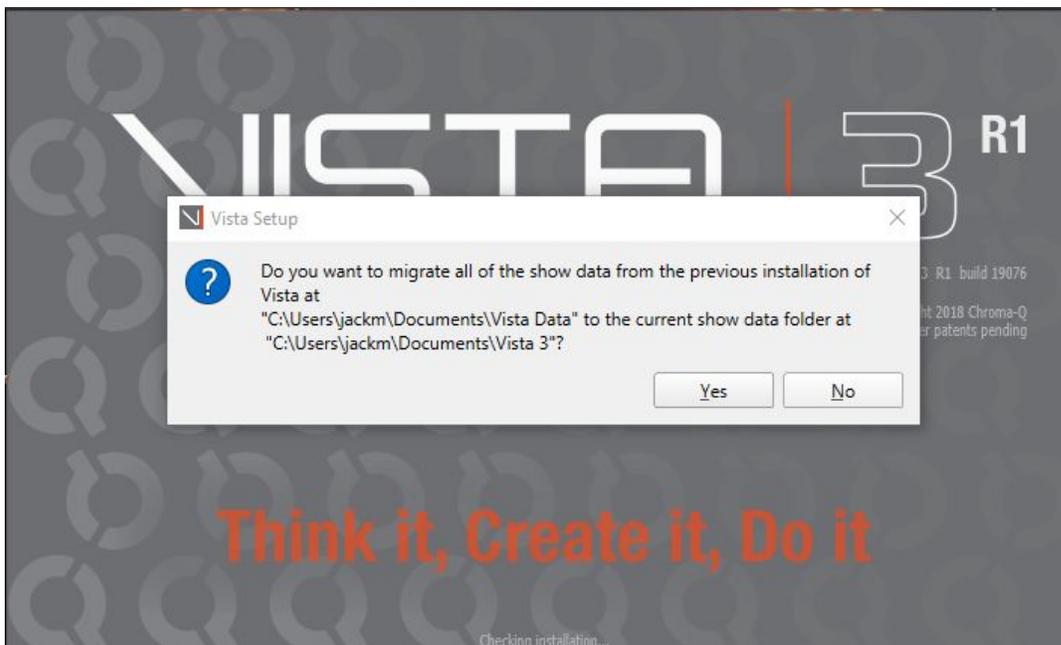
When launching Vista 3 for the first time on a machine that has previously had Vista V2 (or any of the Vista 3 public betas) installed on it you will be asked if you would like to migrate your existing user data to a new showfile & folder structure.

The aim of the new file / folder structure is to simplify showfile management. For full details please refer to the “new features and improvements” section of the release notes.

1. Click “ok” to create your “Vista 3” folder in Documents.
This is where all of your new V3 showfiles and resources will be saved.

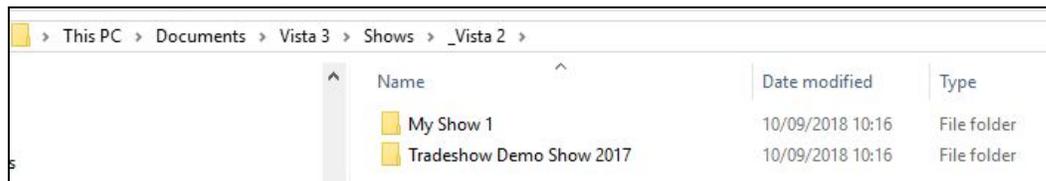


2. Decide whether you would like to migrate all of your legacy Vista 2 (or V3 public beta) showfiles into the new “Vista 3” folder



If you click “yes” copies of your V2 shows will be generated in a “_Vista 2” folder within your new “Vista 3 > Shows” folder.

These shows can be “opened” from within Vista 3.



Note: When saving these legacy showfiles in V3 they will be saved in the new .V3s format and will be stored in your “shows” folder.

3. Depending on your current configuration you may also be asked to select a network interface. This network is what all Ethernet protocols will use to transmit lighting data.

Installing Vista 3 on OSX

These instructions outline the procedure for installing Vista 3 on a OSX computer

OSX System Requirements:

- Mac OSX High Sierra (version 10.13) and Sierra (version 10.12). OS prior to OSX Sierra are not supported
- Intel® processor i3 (i5 or better recommended).
- 4GB of RAM (8GB or higher recommended).
- 4GB of available hard disk space.

Installation Overview

Vista 3 contains a new file system. It is strongly recommended that you backup your shows BEFORE updating to Vista 3.

Installing Vista for Mac requires the following:

- The Vista Application
- Installing the Sentinel Runtime package
 - Required if you have purchased a Vista channel dongle

Note: A channel dongle is required for uninterrupted data output

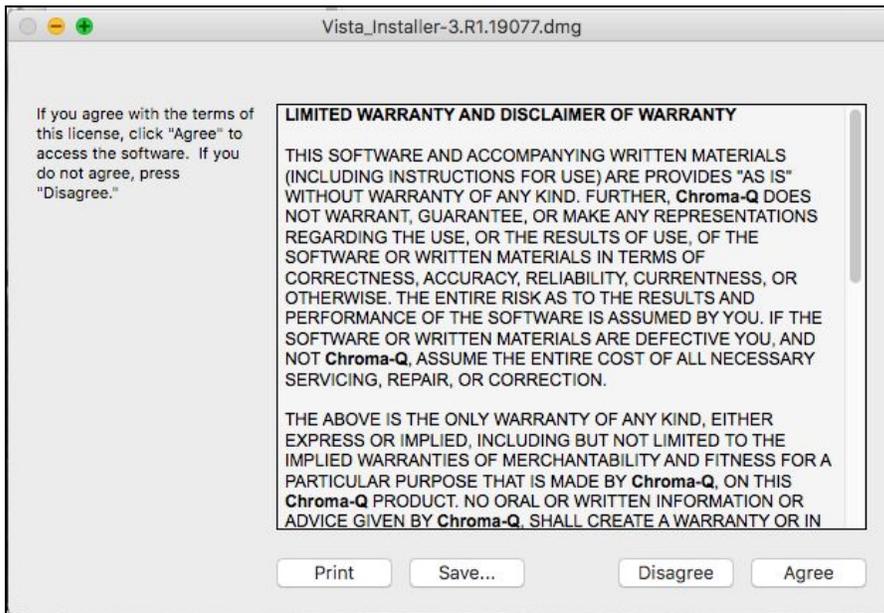
- Installing the UD512 Driver
 - Required only if you have purchased a UD512 for a single DMX output

OSX Installation instructions:

1. Download the latest Vista software by visiting <http://vistabychroma.com/download>
2. Close all open applications.
3. Disconnect / switch off all Vista USB devices.
4. Open the Vista_Installer-3.R1.XXXX DMG file.



5. Read Vista's software usage terms and conditions, if you agree to them press "agree".



6. Drag the Vista 3 icon to the applications folder to install it.

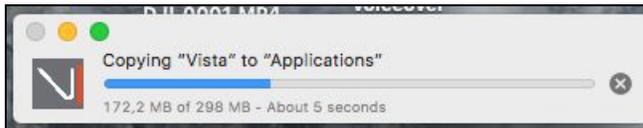


7. If you have a previous installation of Vista V3 already installed you will be asked if you would like to replace or keep both installations. Press “replace”.



Note: it is recommended to uninstall previous V2 versions of Vista before installing V3

8. Vista will then install on your machine



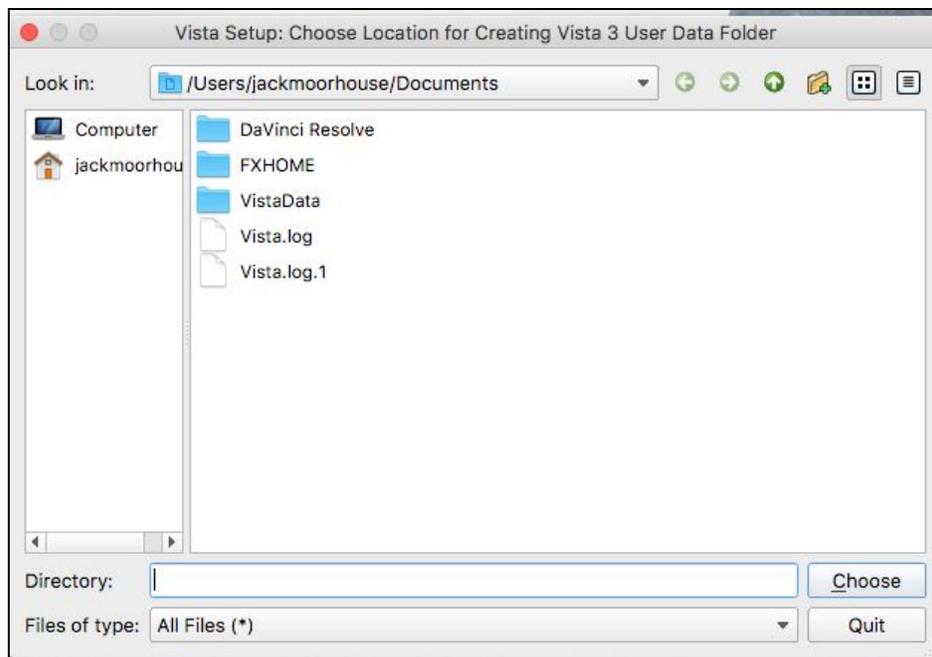
If this is your first time launching Vista 3 on OSX:

When launching Vista 3 for the first time on a machine that has previously had Vista V2 (or any of the Vista 3 public betas) installed on it you will be asked if you would like to migrate your existing user data to a new showfile & folder structure.

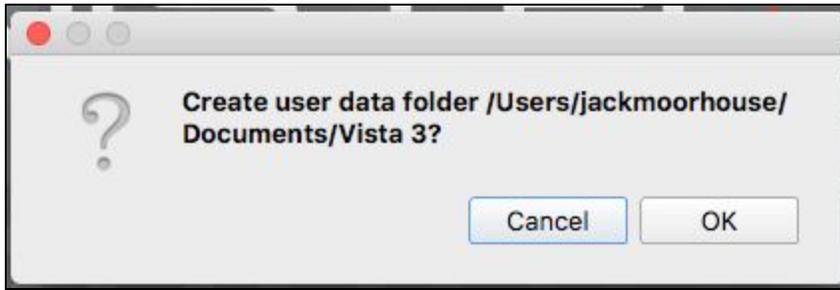
The aim of the new file / folder structure is to simplify showfile management. For full details please refer to the “new features and improvements” section of the release notes.

Note: It is recommended to allow Vista to create the folder in the suggested location: (Users/username/Documents/Vista3).

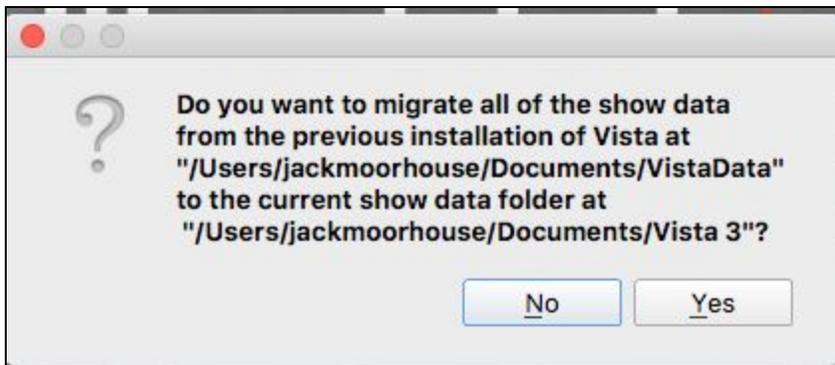
1. Click on the Vista Application icon in your Applications folder to start Vista 3.
2. Click “Choose” to create your “Vista 3” folder in Documents.
This is where all of your new V3 showfiles and resources will be saved.



3. Click OK to confirm the creation of your Vista 3 folder.



4. Decide whether you would like to migrate all of your legacy Vista 2 (or V3 public beta) showfiles into the new "Vista 3" folder.



If you click "yes" copies of your V2 shows will be generated in a "_Vista 2" folder within your new "Vista 3 > Shows" folder.

These shows can be "opened" from within Vista 3.

Note: When saving these legacy showfiles in V3 they will be saved in the new .V3s format and will be stored in your "shows" folder.

5. Depending on your current configuration you may also be asked to select a network interface. This network is what all Ethernet protocols will use to transmit lighting data.

Installing the Vista USB channel dongle driver in OSX:

You will be required to install the Vista USB dongle driver. Not doing this will result in the software operating in demo mode whereby the DMX output will periodically black out.

Once the Vista installation is complete:

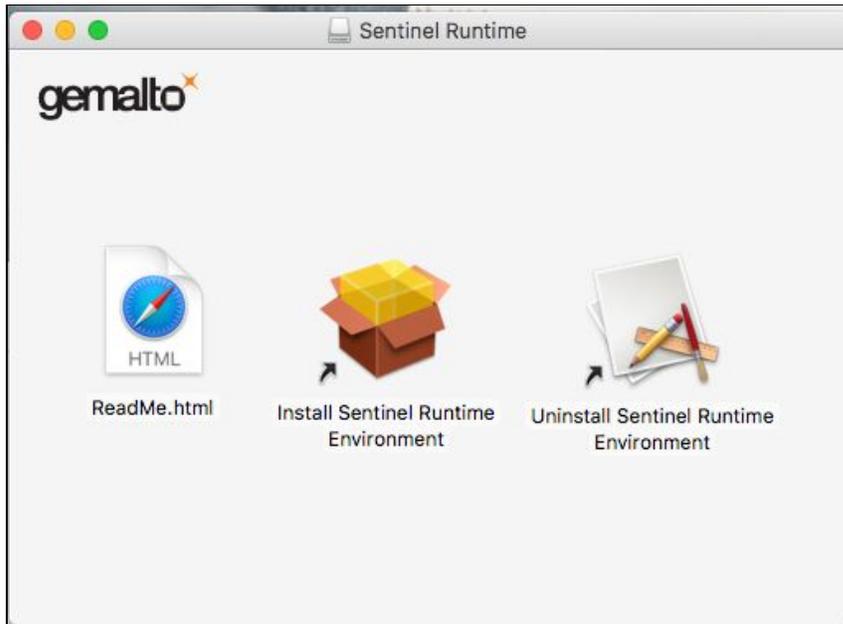
1. Open the “Extras” folder.



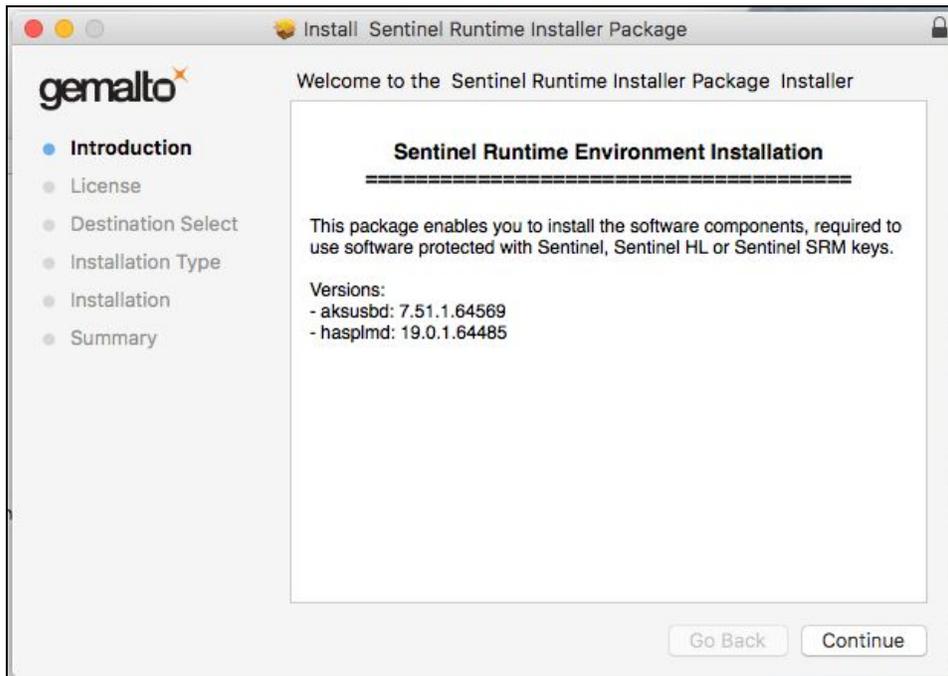
2. Double click on the “sentinel runtime.dmg”



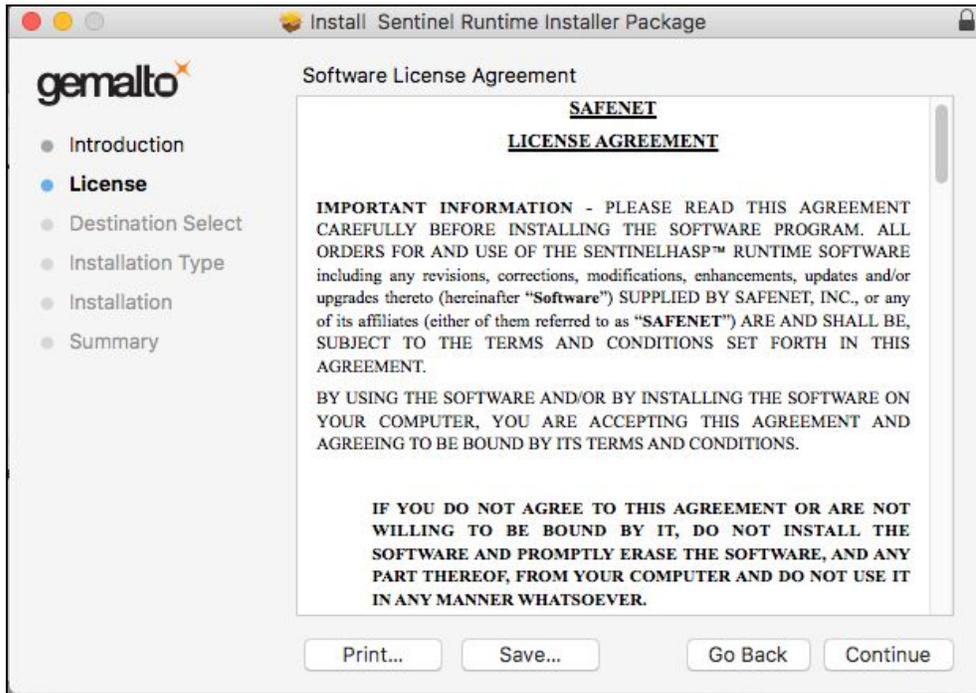
3. Double click on the "Install sentinel runtime environment



4. Press "continue"



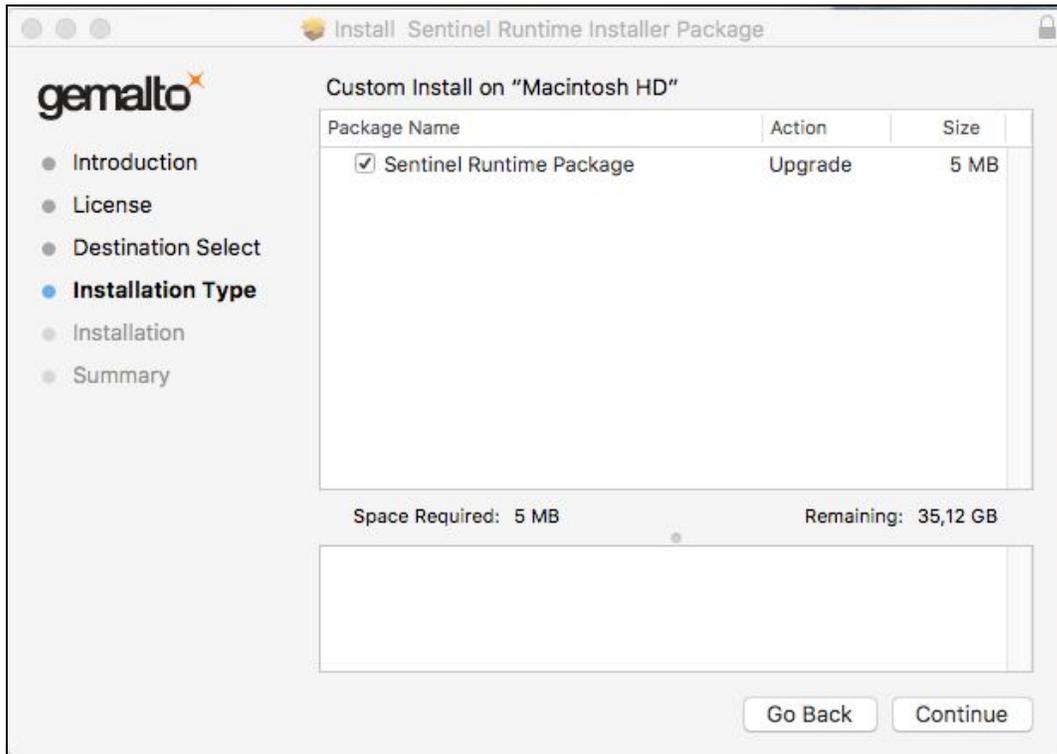
5. Read the Safenet license agreement and press "continue"



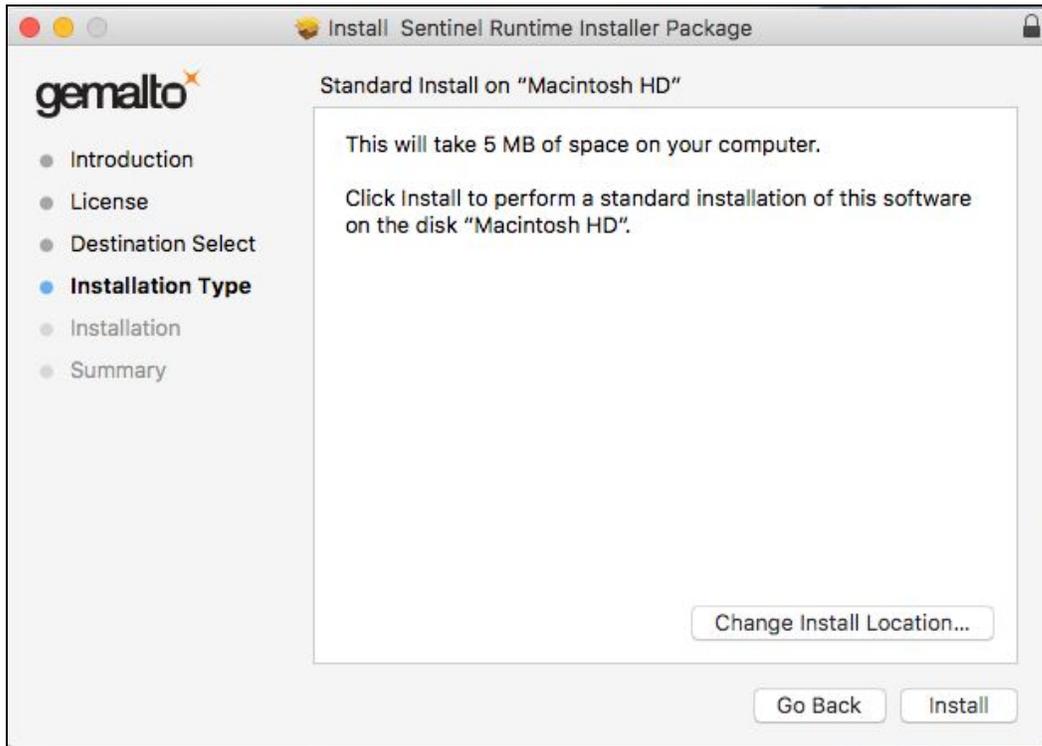
6. Confirm that you agree to the terms and conditions of the agreement by pressing "Agree".



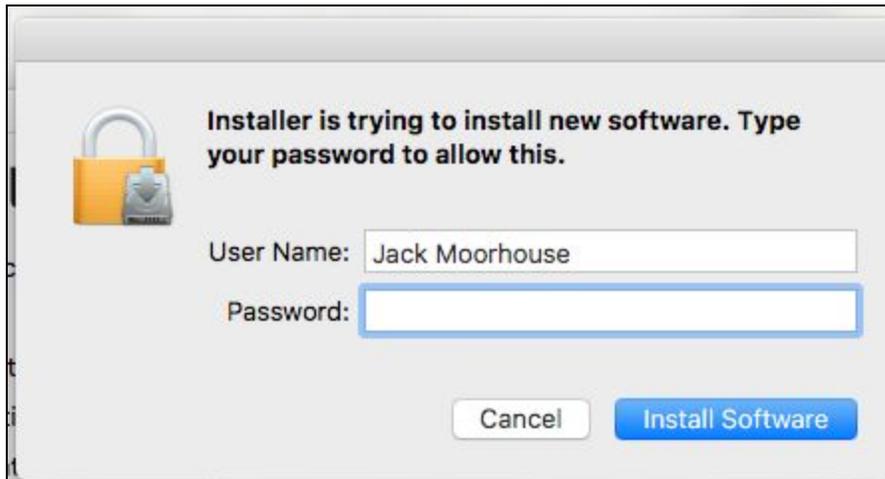
7. Press “continue”



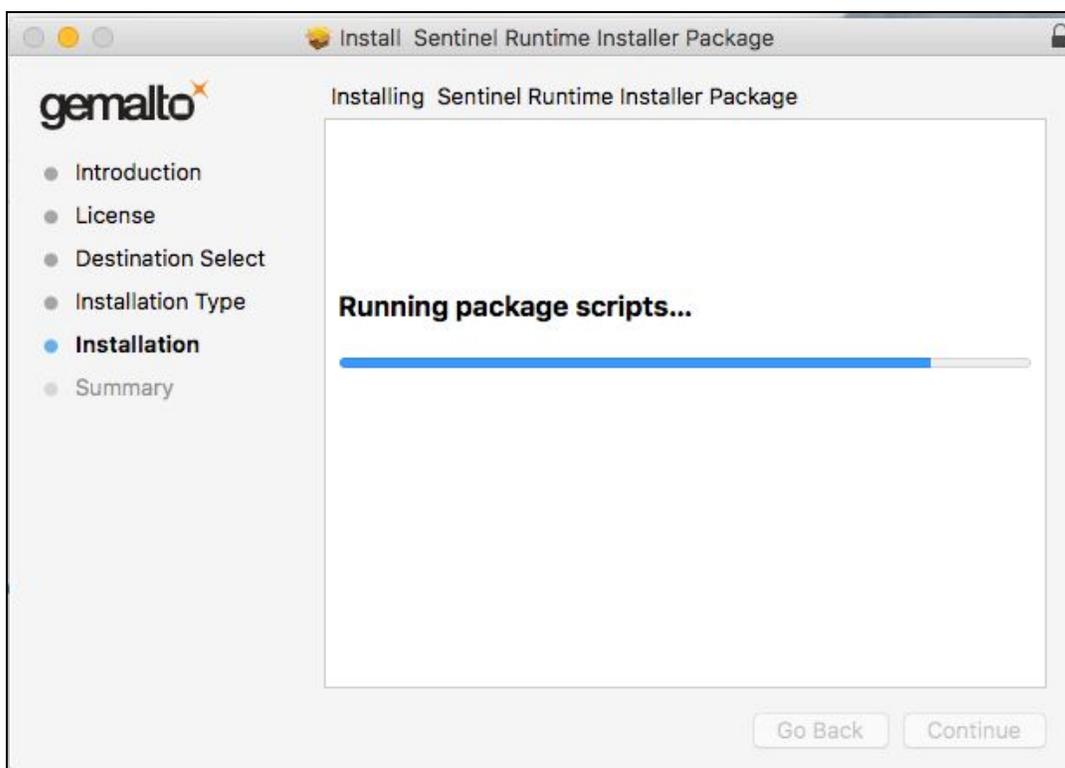
8. Press "install" to begin the installation.



9. Insert your user account password and press “install software”



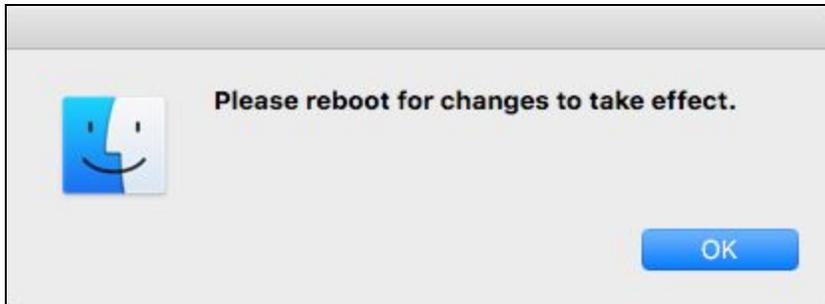
10. The driver will install:



11. Press “Close” to finish the installation process.

Installing the UD512 Device Driver In OSX:

1. Open the “Extras” folder found in the Vista installer dmg.
2. Double click on the “InstallUD512Driver” app. When installation is finished the following window will appear:



3. *Note: When starting Vista for the first time, keep the UD512 disconnected from the machine until after you have started or opened an existing show file.*