



Vx76 Software Version 3.0

The Vx76 software application, used with PRG V676™ and V476™ Control Consoles, provides a fully integrated 3D programming environment which includes powerful features such as real-time status and off-line editing. Vx76 is the ideal programming tool for any size lighting system, including those with digital lighting media servers.

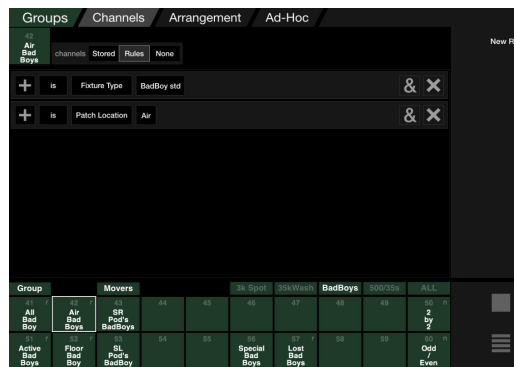
VERSION 3.0

The 3.0 version of the Vx76 software application includes new features which extend and enhance its capabilities.

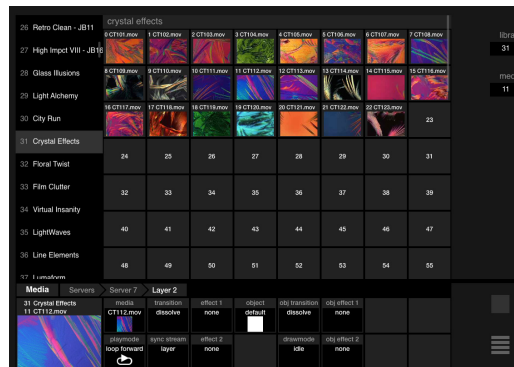
Powerful 3.0 features include the significantly expanded Group capabilities, a new media server control interface, several new Plan View features, an improved off-line Visionary mode to run the software without a front panel, and more.

Refer to the V676/V476 Control Console User Manual 3.0 for more detailed instructions on using these features.

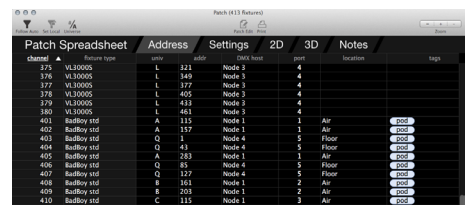
Group Super Palette



Media Palette



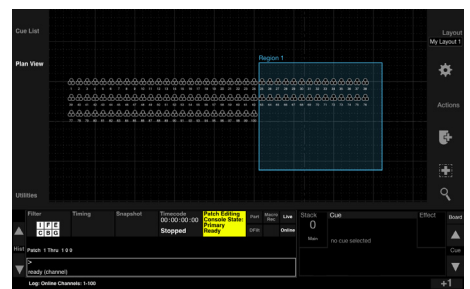
Patch Spreadsheet



Visionary HUDs



Plan View Regions and Layouts



Features

New Features:

- GROUP SUPER PALETTE
- MEDIA PALETTE
- C1TP SUPPORT
- IMPROVED MEDIA SETUP DISPLAY
- NEW PATCH SPREADSHEET
- PLAN VIEW CUSTOM LAYOUTS
- PLAN VIEW REGIONS
- PLAN VIEW REPEATED NUDGE
- OFF-LINE MODE (VISIONARY)
- RE-SYNC SUBMASTER
- ENCODER POP-OVER LOCK
- MANUAL DATA UNDO TO RECORDED STATE
- MULTI-CHANNEL COPY
- COPY/MOVE SUBMASTER
- SUBMASTER CHANNEL FILTER TO CURRENT SELECTION
- SELECT ALL ACTIVE CHANNELS FROM COMMAND LINE
- BOARD CUE GO/BACK AS SUBMASTER 1 GO/BACK
- MOVE PRESET WITH LINKS

Enhancements:

- EXPANSION TO 4000 CHANNELS
- PALETTE TARGETING IMPROVEMENTS
- SHOWFILE MANAGER FILE SORTING
- ONE-STEP UNARCHIVE AND LAUNCH
- SYSTEM CONFIGURATION SCREEN IMPROVEMENTS

Vx76 3.0 Specifications

New Features

Group Super Palette - The Group feature has been expanded with several new capabilities.

- A new Group super palette offers options for the arrangement and construction of groups well beyond what was available with previous versions of Vx76 software.
- Groups now consist of Channels and Arrangement.
- Channels can be loaded explicitly (as before) or come from rules (similar to a “smart playlist”).
- Arrangements define ordering and groupings.
- A group can also be an Arrangement with no stored channels. This allows an “arrangement” to be pre-defined and then applied to a selected group of channels at a later time.

Media Palette - A new media server control interface has been integrated into the palette displays.

- Patched media servers can be accessed from any of the standard palettes. A Media super palette window is also available for further control of media servers.
- The media palette retrieves content thumbnails from servers and provides live streaming status for servers and layers via CFTP.
- Server information can be edited using the new Media Server Setup window.
- A special lock feature allows the view to be locked so that the palette can be used as a visual channel select.

New Patch Spreadsheet - The Patch spreadsheet window has been revised.

- Data can now be viewed in different categories using the various tabs located at the top of the window.
- Tags can be added to channels using the Tags column. This can be useful to label floor lights, specials, etc.
- The Settings tab indicates which fixtures are assigned to specific media servers.
- Two filtering options are available using the “Follow Auto” and “Set Local” filter buttons.

Plan View Custom Layouts - It is now possible to add custom layouts to the Plan View beyond the included 2D and 3D layouts.

- Each custom layout can have its own settings.
- Fixtures may be hidden from custom layouts as desired.

Plan View Regions - Rectangular areas can now be drawn on the Plan View for use as organizational tools. The region contains meta data for the included fixtures so that they can easily be added to groups, presets, cues, etc. based on their location.

- Regions can be labeled, edited, and deleted.
- Fixtures can be easily selected by touching within the region.

Off-Line Mode (Visionary) - The Vx76 software can be run off-line without the need for a console front panel. This mode, referred to as Visionary, allows show files to be programmed without a console.

- In Visionary mode, the panel displays (desk touchscreens) show up in a special tabbed window. The tabs can be moved and are detachable from the main window (similar to a browser).

- To interact with Visionary, three new Heads Up Display windows (HUDs) have been added: Command, Encoders, and Submasters. These are available from the Operation menu.

Plan View Repeated Nudge - Selected fixtures can be repeatedly “nudged” in the Plan View by holding down the nudge arrows displayed at the bottom of the layout when fixtures are selected.

Re-Sync Submaster - When the cue selection is synchronized to a submaster and another cue is manually selected, the cue selection can be re-synced to the submaster by pressing the Cue Forward and Cue Backwards arrows together at the same time, or touching the “Resync to sub #” label.

Encoder Popover Lock - Encoder popovers can be locked open by tapping the lock in the top-right of the menu. Popovers will not close on value selections while locked open.

Manual Data Undo to Recorded State - When in a cue, with selected fixtures that have manual changes, press [Undo] [Channel] [Enter] to send the channels back to their cue state.

Multi-Channel Copy - It is now possible to copy parameters from multiple channels to multiple channels, where previously only a single channel could be copied. Groups can also be used as a copy source.

Copy/Move Submaster - The contents of a submaster can be copied or moved to a different submaster. This can be accomplished via the command-line or control key combinations.

Submaster Channel Filter to Current Selection - [Chan] + submaster choose will make the submaster's channel filter the current selection.

Select All Active Channels on Command Line - [Chan] [Enter] will select all active channels.

Board Cue Go/Back as Submaster 1 Go/Back - If no board cue is pending (by selecting a board cue via the command line or the board cue window), then the board cue [Go] and [Back] buttons are mapped to Submaster 1 Go and Back. If a board cue is pending, then the board cue Go/Back will perform normal board cue controls.

Move Preset with Links - Moving channel data for a preset will now update any cues for that channel which reference that preset so they point to the new location.

Additional Enhancements

Expansion to 4000 Control Channels - The console's channel range has been expanded to 4000.

Palette Targeting Improvements - The touch target area of the Page/Bank buttons has been increased so it's easier to change pages without accidental palette activation.

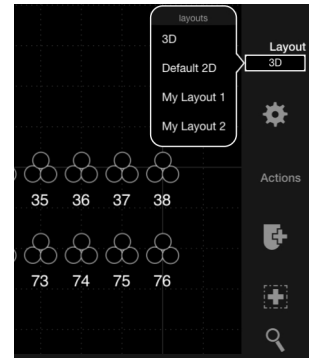
Showfile Manager Changes - The Showfile Manager can now sort show files by name or date. Also, show files can now be unarchived and launched in one step.

System Configuration Improvements - The System Configuration screens have been redesigned. Operation is still the same as in previous software versions, however, the display looks slightly different.

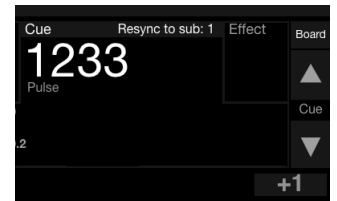
This Console Primary Ready	Node 1	Node 999
consoles 1	Node 2	
nodes 5	Node 3	
	Node 4	

System Configuration

Plan View Custom Layouts



Re-Sync Submaster



- TOKYO
- SHANGHAI
- MELBOURNE
- SYDNEY
- ADELAIDE
- LONDON
- BIRMINGHAM
- MAIDSTONE
- HAMBURG
- COLOGNE
- FRANKFURT
- MUNICH
- BERLIN
- DUSSELDORF
- BRUSSELS
- PARIS
- UTRECHT
- MADRID
- ZURICH
- CAPE TOWN
- BUENOS AIRES
- NEW YORK
- NEW JERSEY
- WASHINGTON DC
- TORONTO
- DETROIT
- CHICAGO
- NASHVILLE
- ATLANTA
- ORLANDO
- DALLAS
- DENVER
- LAS VEGAS
- LOS ANGELES

WWW.PRG.COM

ALL BRAND OR PRODUCT NAMES MENTIONED IN THIS DOCUMENT ARE TRADEMARKS OR REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.

©2012 PRODUCTION RESOURCE GROUP, LLC. ALL RIGHTS RESERVED. SPECIFICATIONS ARE SUBJECT TO CHANGE WITHOUT NOTICE. VERSION: FEB 2012