

**Jands Vista**  
**Level 1 Training**  
V19

Provided by AC Lighting  
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Created by: Steve Irwin

# Section 1

## Console Startup

- Console Overview
- Power
- Turn On
- Button Layout



# Console Front Panel

- Setting up the console
  - Power
  - Connect the Vista to any mains supply between 100 and 240vAC.
  - External displays
- You can attach two external displays to the Vista using standard VGA connectors.

Main AC Line In



- The screen resolution is 1024x768.
- Desk Lights
- You can attach two Littlelite or equivalent desklights to the Vista.

# Power Up

- A standby power switch is on the top of the console
- There is a main power button on the rear of the console

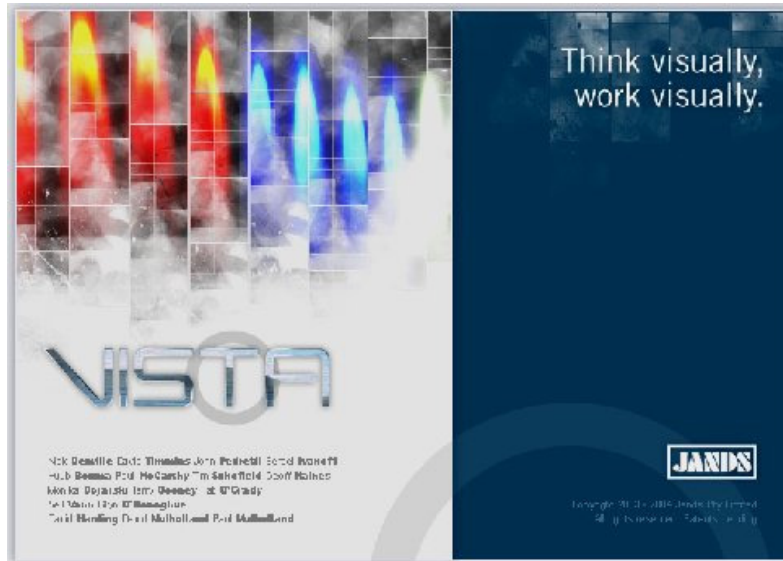
Stand By Power



Main Power Button



# Console Layout And Startup



Splash Screen

# Blank Canvas



This screen is a blank canvas, waiting for you to create a new show. To get started you use the buttons on the toolbar at the bottom of the screen

# Vista Button Bar

We will begin with these buttons

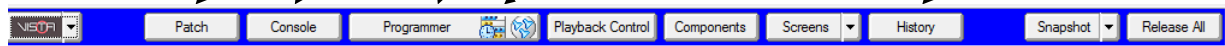
**Patch**  
Used for giving fixtures their Addresses and patch information

**Console**  
Used for placing clips on faders and playbacks

**Programmer**  
Used for selecting lights and making looks

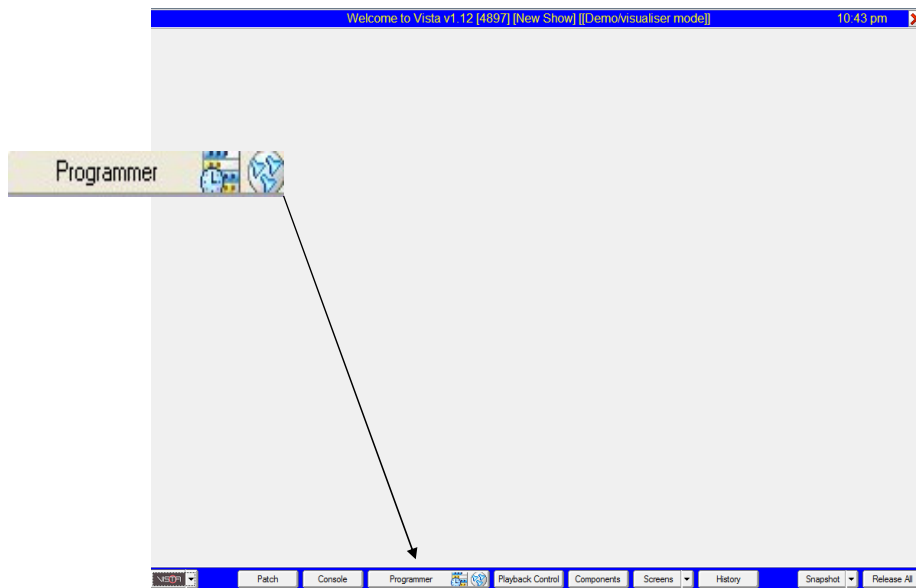
Toggle between the fixture layout and timeline with these two buttons on the programmer button

We will discuss these buttons later



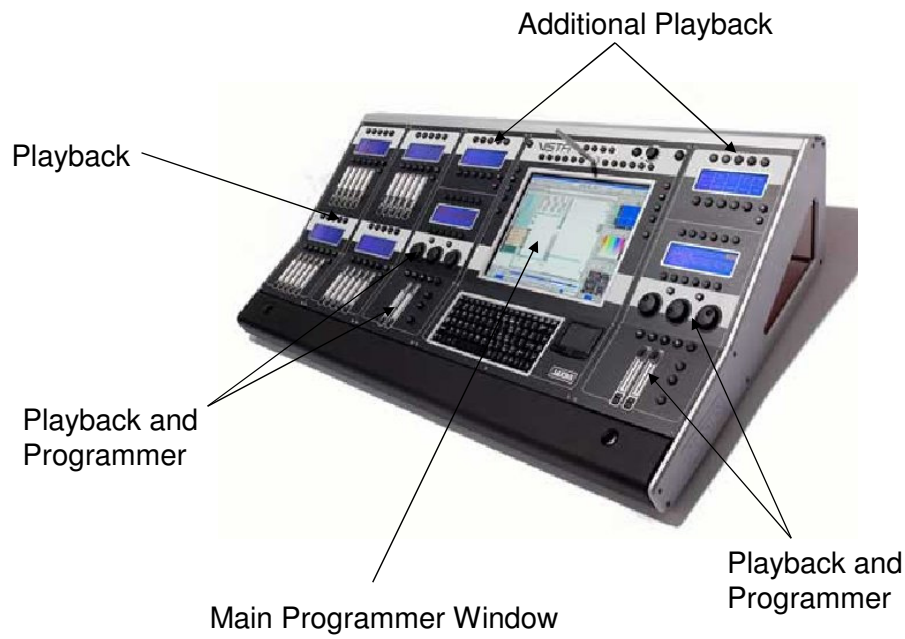
# Console Layout And Startup

Begin by pressing the programmer button and this will open the fixture layout window





# Surface Areas



# Modifier Buttons

## •Modifier Buttons

**Red (Shift):**  
For making fine adjustments

**Yellow (Ctrl):**  
For editing and fanning

**Green (Alt):**  
Release



Two right click buttons



Trackpad is always available

# What is a Clip?

## What is a clip?

**A clip** is similar to a cue stack or a cue list

In clips you have steps

**A step** is similar to a cue or the actual static look

# Playback Buttons

## •Playback Buttons

Select/Choose (Asterisks):  
Used to choose the playback  
and an alternate go button

Go (Arrow):  
Begins the progress of clip

Faders:  
Controls HTP intensity

Bump:  
Momentary control over HTP intensity



# Softkey Buttons

## •Softkey Buttons

Examples of various functions that you might find useful to assign to a Softkey include:

- Show the Presets window
- Show fixture chooser
- Clear programmer
- Select a workspace
- Release all
- Save show



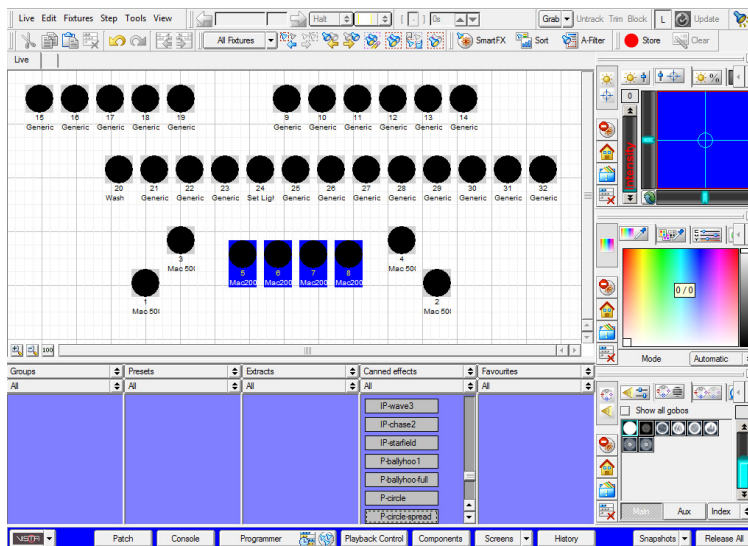
# Section 2

## Basic Programming

- Creating a look with fixtures
- Creating clips
- Playback in programmer
- Editing, Updating and Storing

# Create a Look

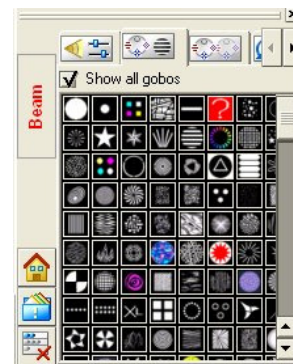
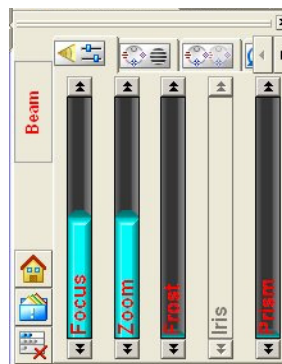
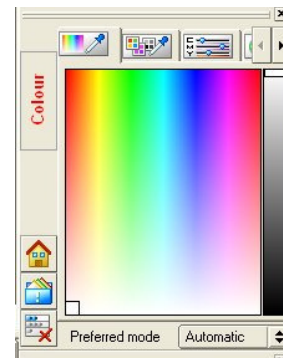
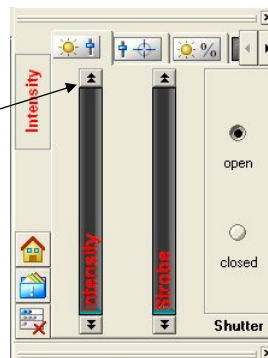
- Let's begin by making a "look" on the console
- Take the pen and select some lights on your fixture screen by drawing a box around the icon and notice that they now turn blue



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# Control Panel Options

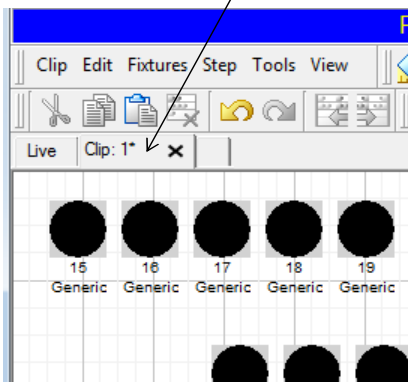
- Use the pen to touch the intensity parameter. Touch the arrows to bring the lights to full
- Now touch the color and gobo control panels to create your look. Use the tabs to choose more options in each of the pallet windows
- Please spend a few minutes each to create your own look





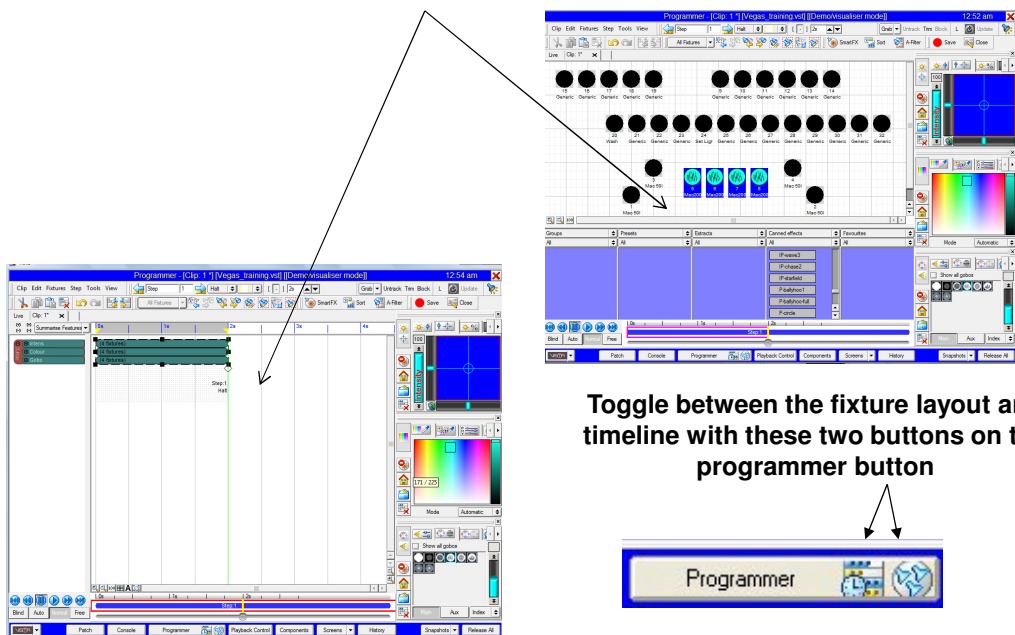
# Record Using the Yellow Modifier

- Once we have created our “look” press the YELLOW modifier button and then press the select (asterisk) button over a fader. This will “export” the look from our Live tab and begin a new Clip with this look



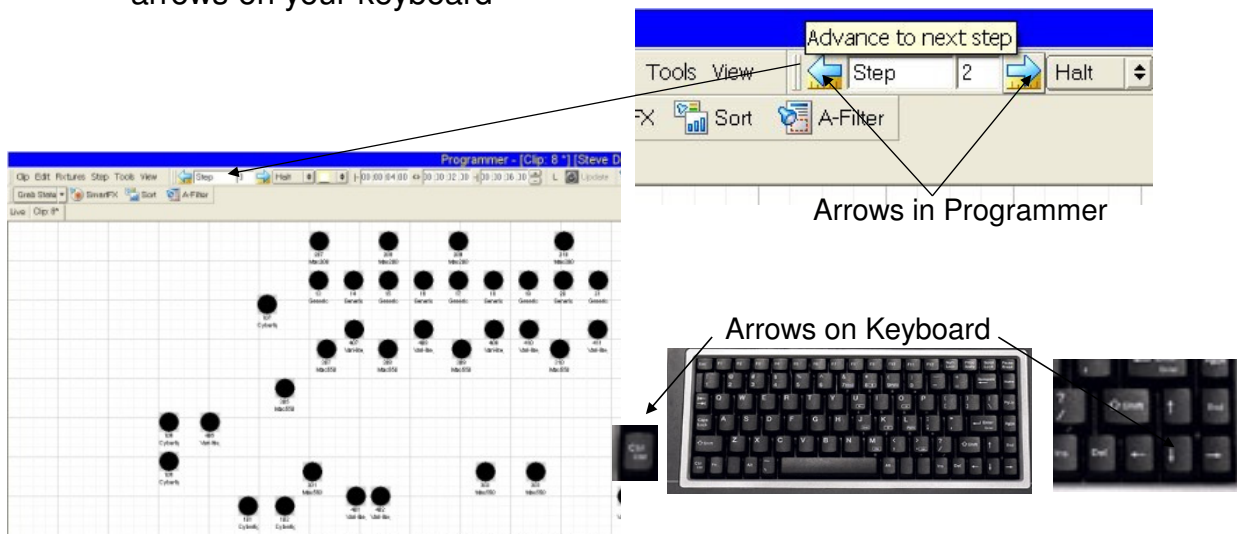
# We now have a Clip

- Once a clip is opened in the programmer, we now have access to both a timeline view and a fixture/icon view



# Create a Second Step

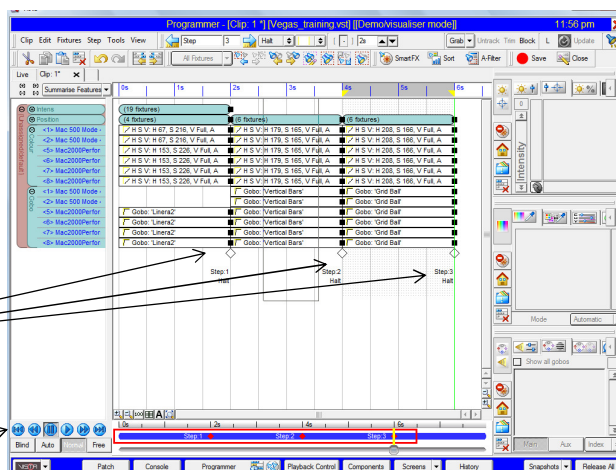
- Continue with your next step by pressing the right arrow buttons at the top of the programmer. You can also use ctrl and the right/left navigation arrows on your keyboard



# Programming

- Now that we have a 2<sup>nd</sup> step, change your color then create your 3<sup>rd</sup> step
- Finish by changing their position and fan the lights using the yellow modifier button

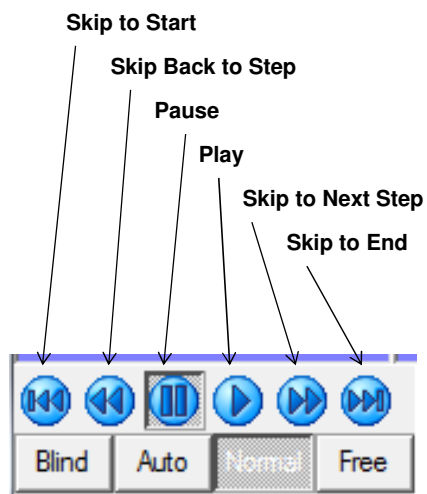
Please note the unique fact that on the Vista we are able to see and work on multiple steps (cues). On most consoles we can only work on one cue at a time.



Just as powerful is that we can even easily playback our looks while we are creating our stacks.

# Playback while programming

## Playback buttons used while programming



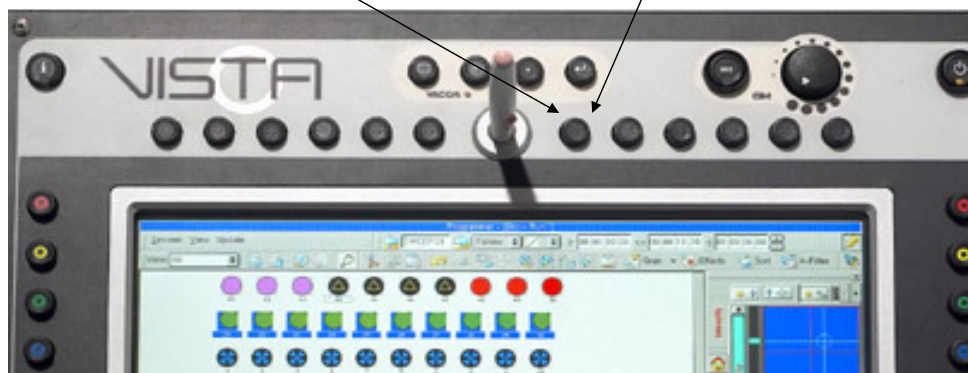
Intensity fader for the programmer

# Close and Save our Clip

- **Finish by pressing Clear**

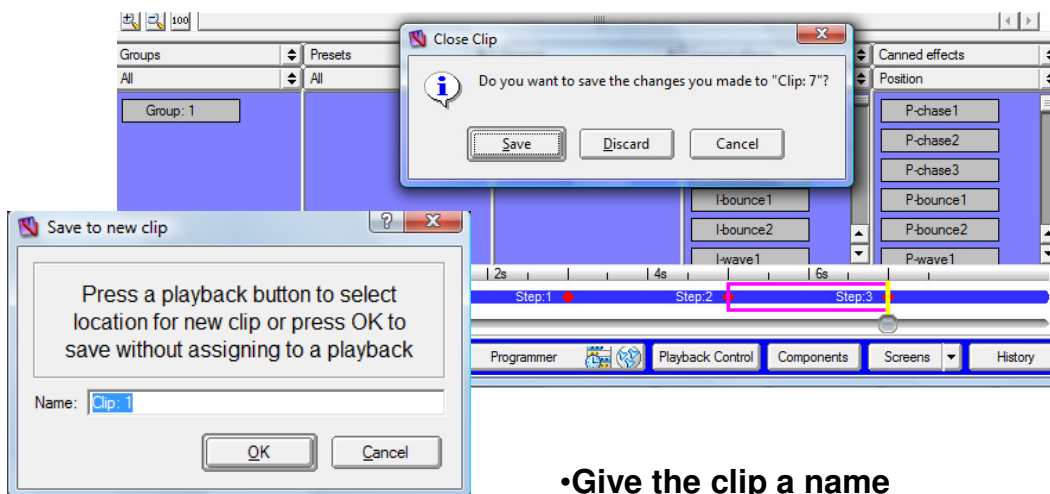
After you have finished your clip, use this function button for clearing the programmer. The default “clear” button is located here

Clear Programmer Button



# Programming

- Save, Discard or Cancel



- Give the clip a name

# Playback our Clip

## Clip playback

1. Bring the fader to full and press the GO button

To release the active clip, press at the same time the green modifier button and the asterisks button above the playback



GO



To deactivate all running clips press the Release All button



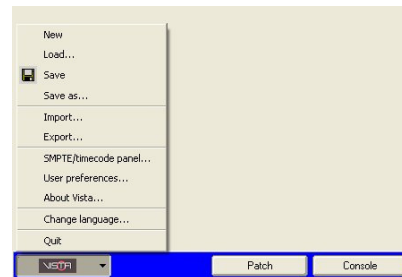


# Save Your Show Now

## Saving shows

Choose the Save or Save As option from the Vista menu

As with any computer, it's a good idea to save regularly in case of power failure.



Default save on function buttons



# Programming Round 2

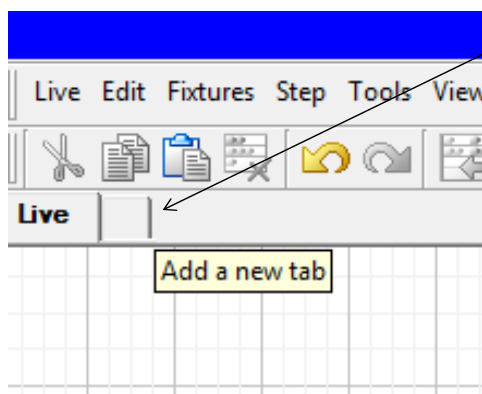


- Start this lesson by “Clearing” our programmer

Also press the “Release All” button

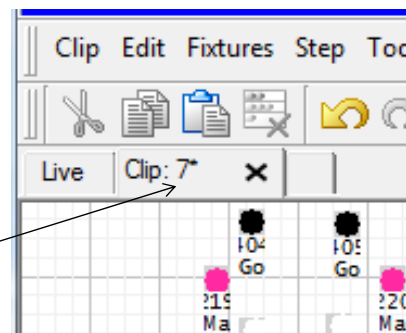


# New Tab for New Clips



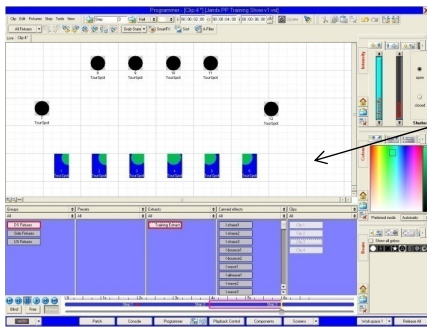
We will begin a blank new clip by using the “New Tab” option

Now we have a new clip tab with an empty step 1 waiting for us to fill in the blanks



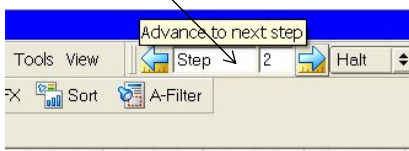
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# Programming



- Now fill in the blanks by making our step 1 look

Then when finished create your next steps (cues) by using the step box or by using the keyboard (Ctrl + right arrow)

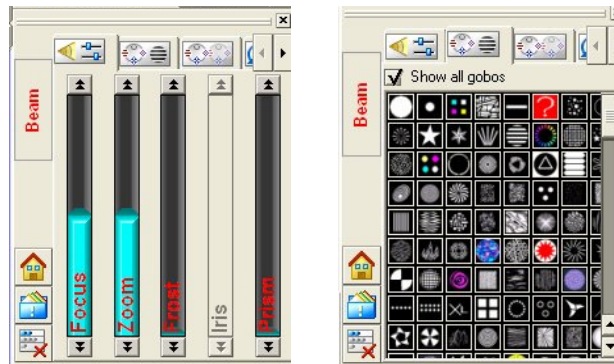
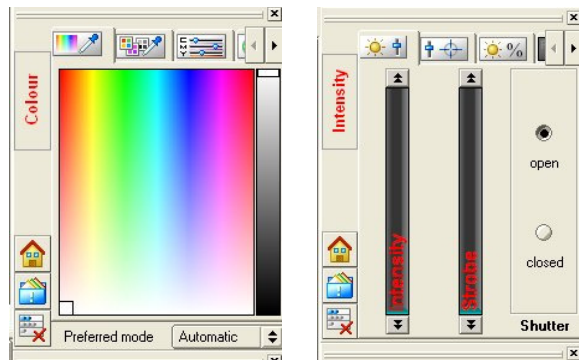


# Programming

While you work on your clip, I will explain various programming options

# Control Panel Options

- Using Pallet Windows
- Pallet Features (Top Tabs, Home, Component, Clear Buttons, Right Arrow)
- Slider Bars (Tap Top, Tap Black, Tap Blue) (Tap with Shift for 1% increments)



# Max / Min Buttons

## Minimum and Maximum Buttons

- There are two buttons above each encoder. When the left button is pressed, you get a value of zero. If you press the right you get 100% and press both buttons at once and you get a value of 50%.
- This works for all parameters and is most useful with intensity for at full and at zero
- There is a cross hatch for adjusting position in the intensity control panel but the encoders wheels can be convenient for pan/tilt functions
- You can also use the encoder wheels at anytime for control over IPCB parameters

You can use these buttons for intensity



# Next and Back

These are the next and back buttons

They work specifically with your fixture selections

You can use these buttons for choosing each light in a group of lights for quicker individual adjustments





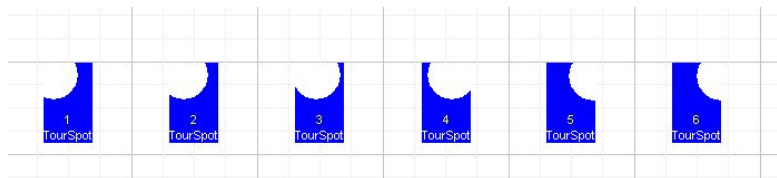
# Fanning

- Fanning



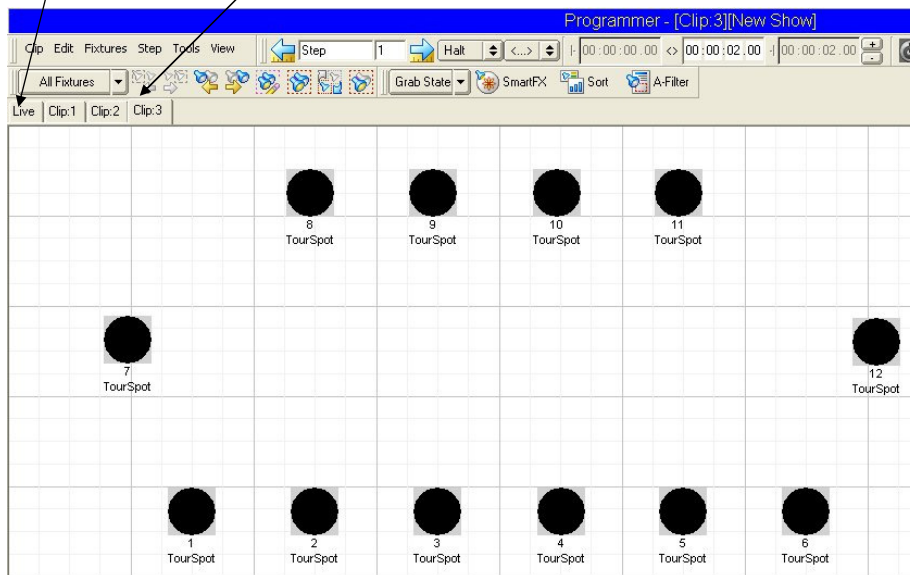
To Fan, hold the Yellow modifier button while adjusting a parameter such as pan

Fan results



# Live and Clip Tabs

- Live and Clip Tabs

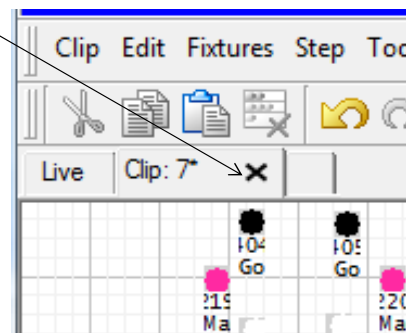
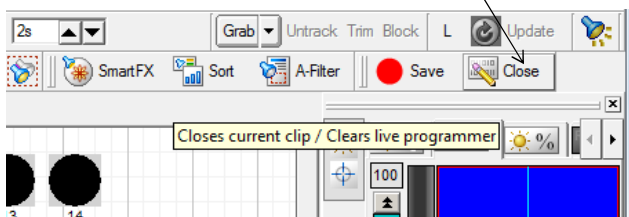


# Close and Save our Clip

- Finish by pressing Clear

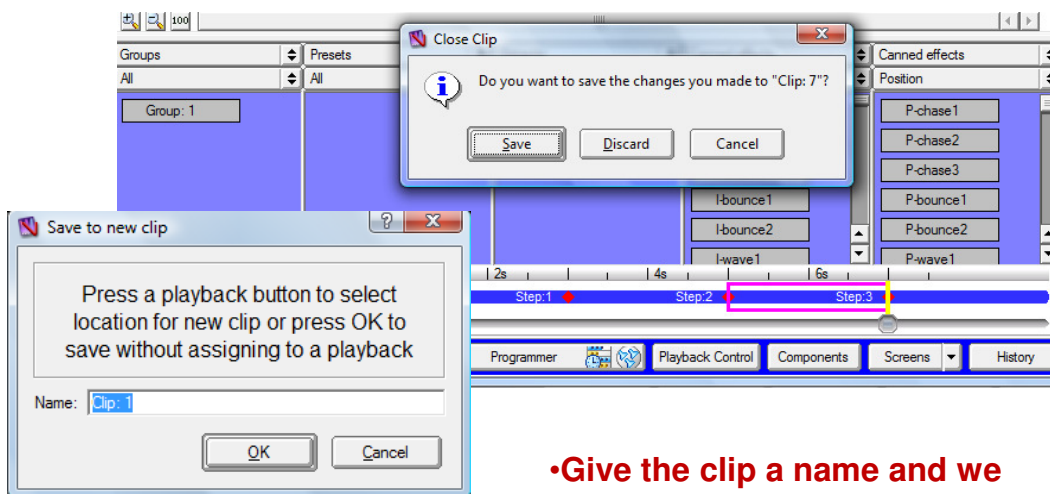
After you have finished your clip, use this function button for clearing the programmer. The default “clear” button is located here

Clear Programmer Button



# Programming

- Save, Discard or Cancel



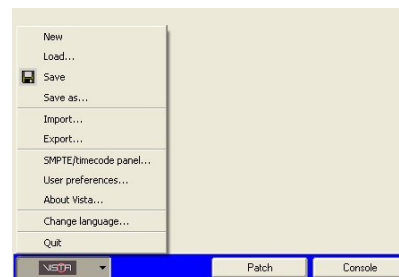
•Give the clip a name and we need to place the clip by pressing a select button above a playback

# Save Your Show Now

## Saving shows

Choose the Save or Save As option from the Vista menu

As with any computer, it's a good idea to save regularly in case of power failure.



Default save on function buttons



# **Making Changes to our Clips**

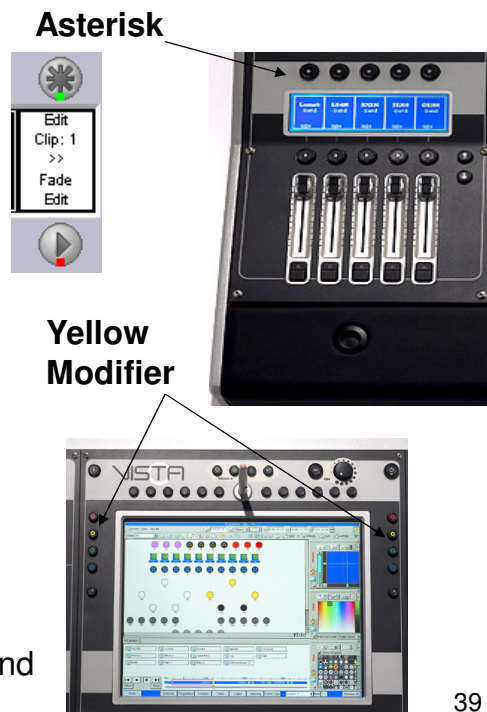
We will now learn how to make edits, updates and changes to the clips we have been making

# Editing a Clip

## Editing Clips

1. To edit a clip that resides on a fader press and hold the YELLOW modifier. Notice that it now says EDIT in the playback windows
2. Press the ASTERISK button for the clip to be edited
3. The clip will now be loaded in to the programmer showing you either the fixture layout window or the timeline
4. Select your lights and make some adjustments
5. Finish by clearing the programmer and choose to save or discard your changes

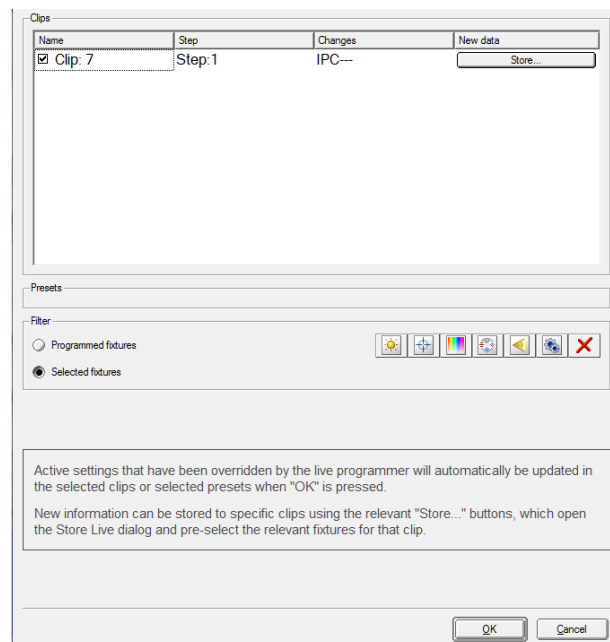
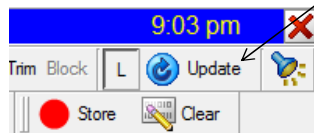
Use YELLOW and RED together to open in Blind



# Update Button

## Update

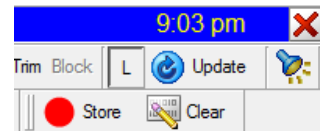
- While a clip or clips are playing, Make changes to parameters and choose the “update” button
- Now activate clips that use presets, Make changes to parameters and choose the “update” button and select either clips or preset to be updated





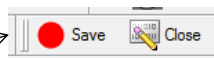
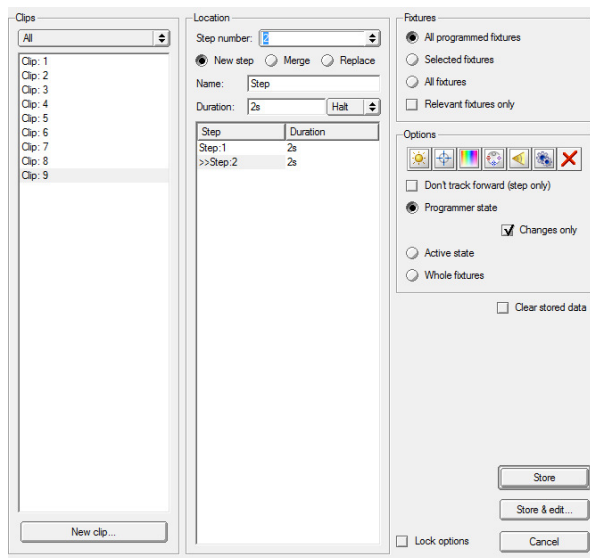
# Store Programmer

## Quick Store



- When you create a look in the programmer, you can use the “Quick Store” window to record your look

- Please notice the useful options for tracking and for choosing which fixtures get stored
- This window can be accessed by pressing the “enter” button on the keyboard
- The Clip Store option is also able to be placed on a softkey



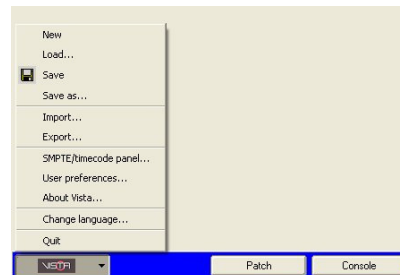
- Note that when a clip is open, the store button is now shown as the “Save” button

# Save Your Show Now

## Saving shows

Choose the Save or Save As option from the Vista menu

As with any computer, it's a good idea to save regularly in case of power failure.



Default save on function buttons



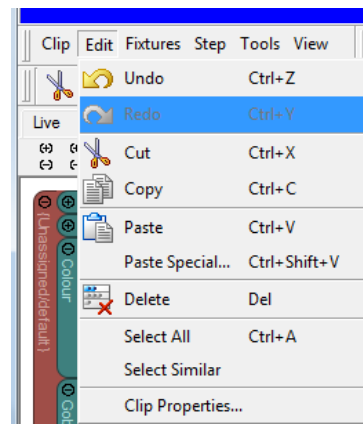
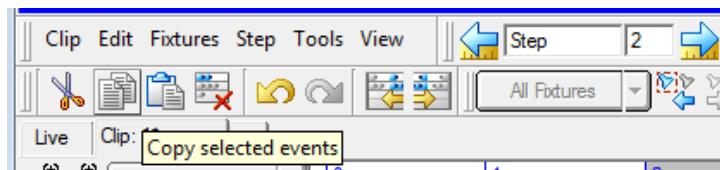
# **Section 3**

## **More Programming**

- Keyboard Commands
- Groups
- Presets

# Programming

- Keyboard Commands
- Ctrl + C (Copy)
- Ctrl + V (Paste)
- Ctrl + Z (Undo)
- Ctrl + Y (Redo)
- Ctrl + A (All)

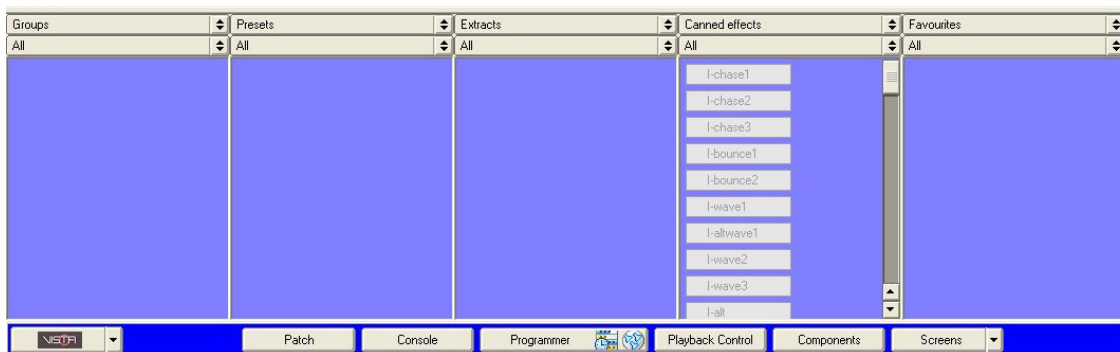


And many more combinations are available



# Groups

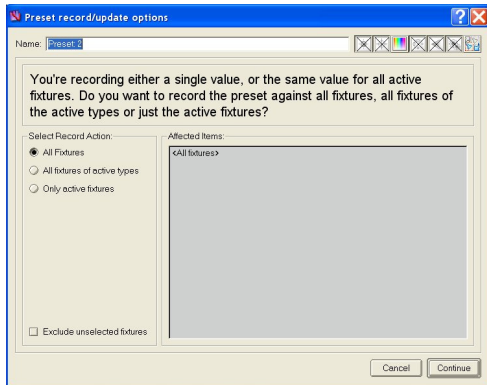
- Create Groups
  - Update Groups
1. Select Lights with the pen
  2. In the Groups window, press Create
  3. Or Right Click in any Groups window and Choose Create New Item



- To update, select a new group of lights, right click on the Group and choose Update

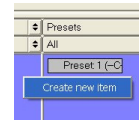
# Presets

- Creating Presets



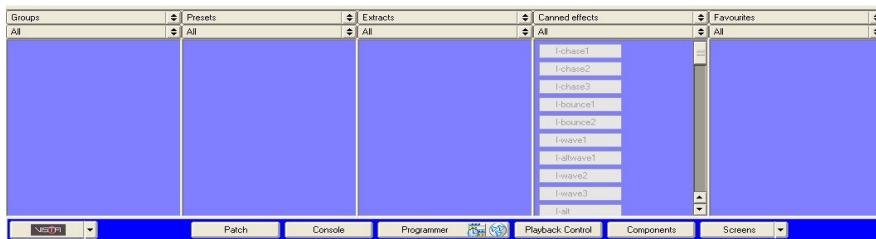
1. Select Lights with the pen and use pallets to choose parameters

2. Right click in the correct Preset window and choose Create New Item



3. You will then see the record box like the one shown here to the left

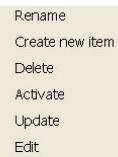
4. In this window you can name the preset, choose any masking you might need and choose which fixtures the preset applies to



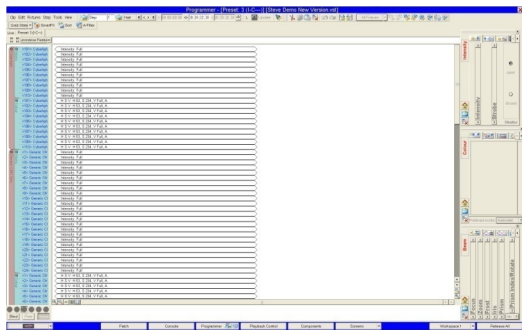
# Presets

- Editing Presets

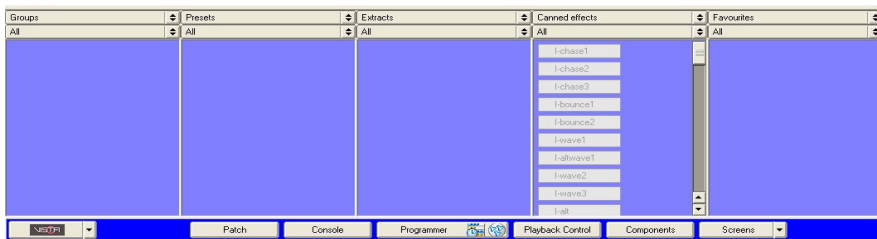
1. Right Click on the preset and choose Edit



2. This opens the preset in the timeline allowing you to add or remove any parameter, finish by pressing clear

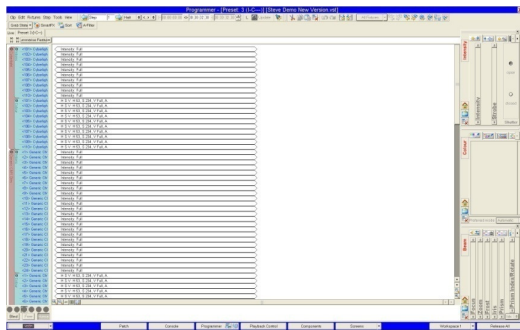


Toggle between the fixture layout and timeline with these two buttons on the programmer button



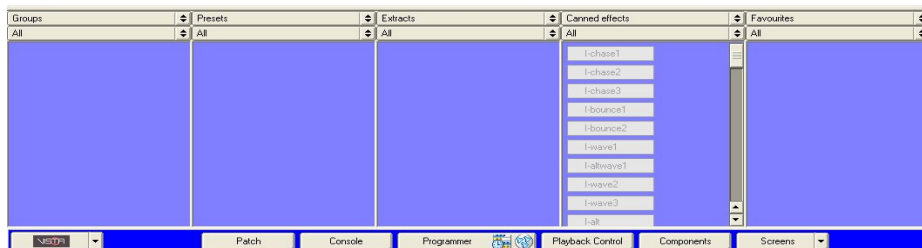
# Presets

- Lets Create a Preset



1. Begin by selecting some lights and adding parameters to them
2. Now choose one of the Quick Picker windows to be a Preset All
3. Right click in the preset window and choose to Create New Item

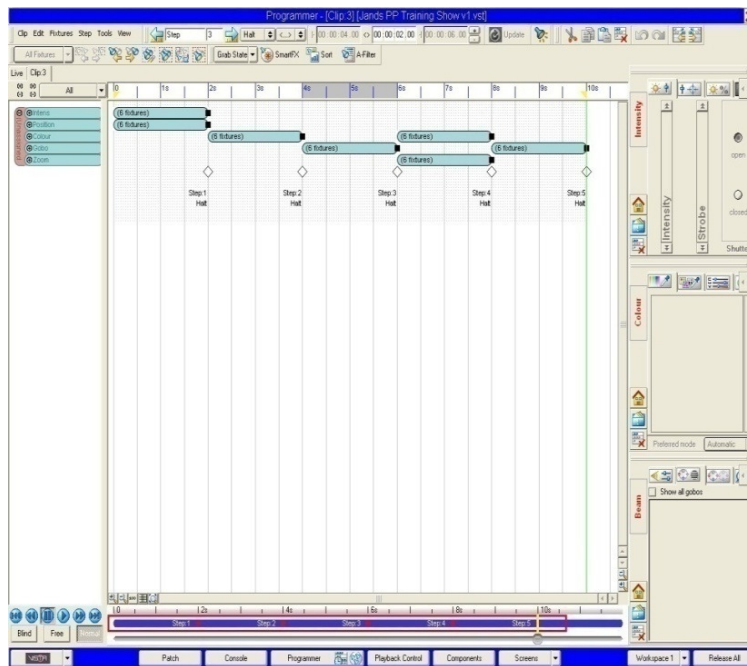
Also practice the edit process for presets



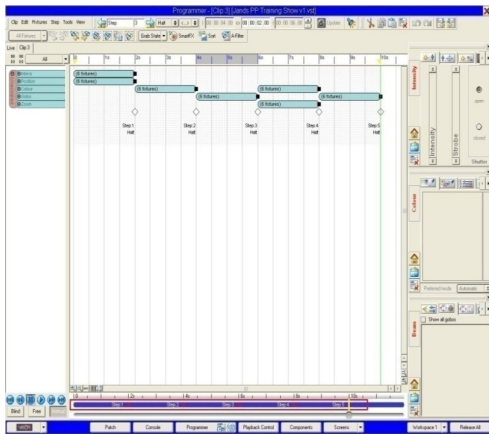


# Section 4

## More Programming and Timeline



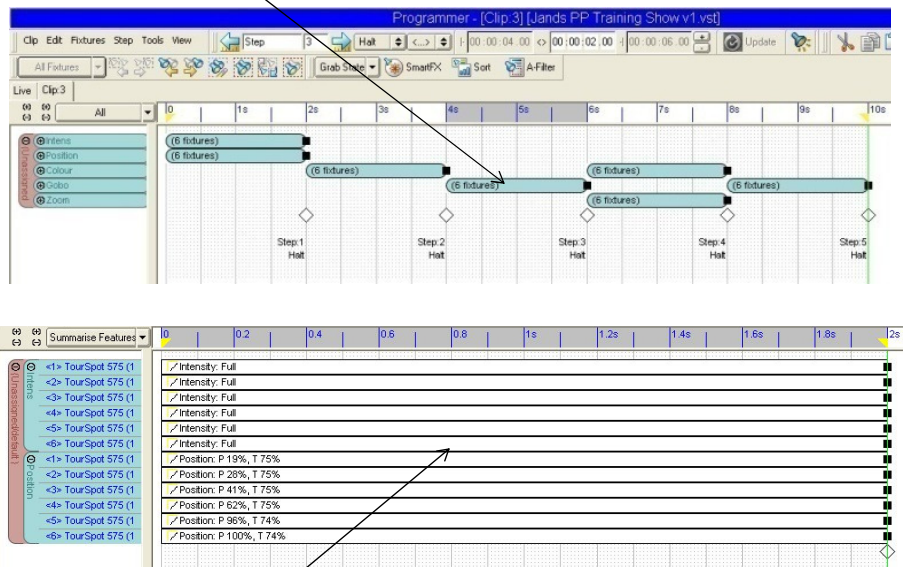
# Open a Clip



To see a timeline, we need to either create or open (edit) a clip

# Event Groups

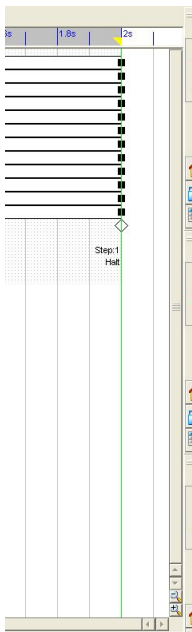
- Event Groups



- Event Bars (parameters and length of time to see an effect)

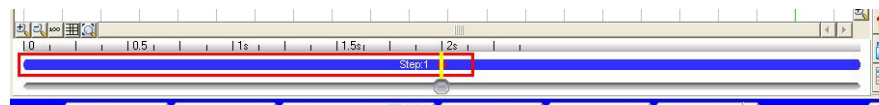
# Playhead

## Progress indicator



- Greenline (Playhead line) Shows position on timeline and allows precise adjustments to be made. Zoom level can make the yellow and green playheads so they do not match




- Yellow progress bar (Shows where you're at in a clip)



# Zoom Buttons

- Zoom

In / Out / 100 / Selected / Active / Fit

| This icon...  | does this...   |
|---|--|
|   | zooms in on the area selected by the focus box.  |
|  | zooms out, increasing the length of the focus box.   |
| 100   | zooms to the normal scale - about 2 seconds visible.   |
|  | zooms to fit the selected objects.   |
| <b>A</b>  | Zooms to the 'Active' region of the current step. This region shows all event in the step but excludes blank areas at the start or end of the step |



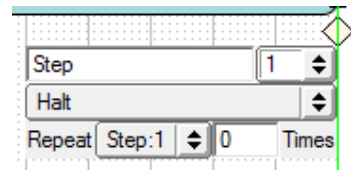
Red box at bottom shows zoom area



# Steps (Cues)

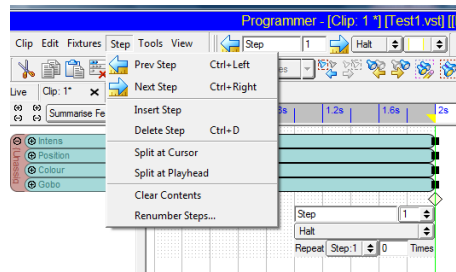
## Step marker options:

- **Halt:** Reaches end point and stops
- **Follow:** Reaches the end of the step and proceeds to next step
- **Drag** the Step diamond to add time to the step
- **Yellow** events length triangles on time ruler (place these and added events fall in between this range)



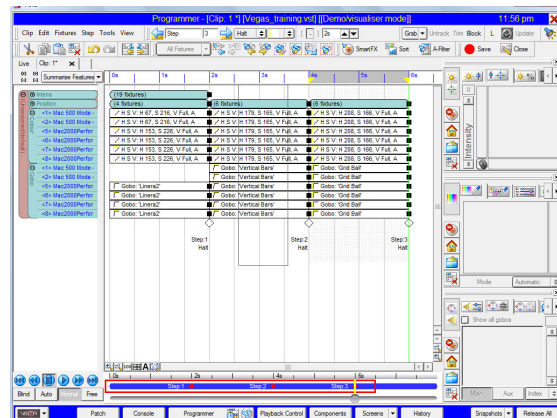
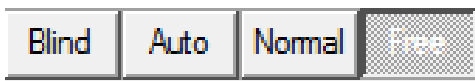
## Toolbar step options:

- Insert Step (step/insert step)
- Delete step
- Clear contents
- Next/Previous step



# Normal and Free

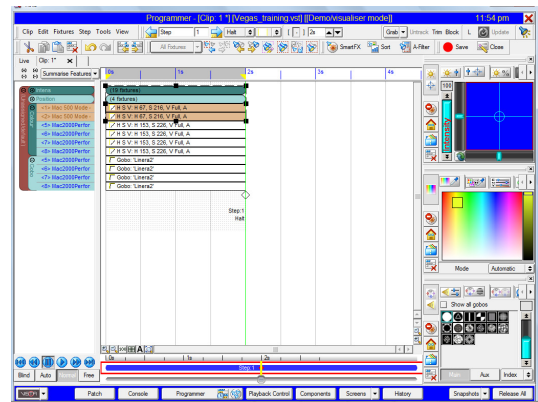
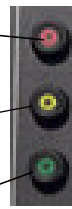
- **Blind** (Cuts DMX Output for making looks without triggering fixtures)
- **Auto** (Defines what happens when you change between clip tabs)
- **Free** (Make changes to events on timeline without playhead jumping to the position)
- **Normal** (Playback follows event selection)



# Steps

## Modifier Buttons

- Red: Fine control
- Yellow: Reduce and increase size of step (events move proportionately)
- Green: Moves events past step boundaries (past last step/new one is created)

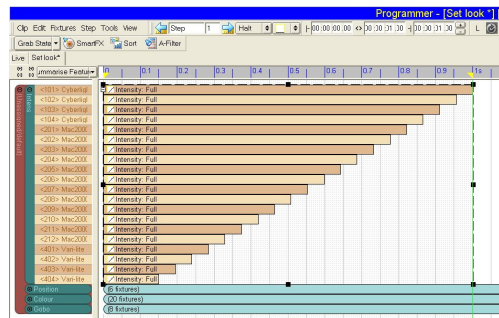
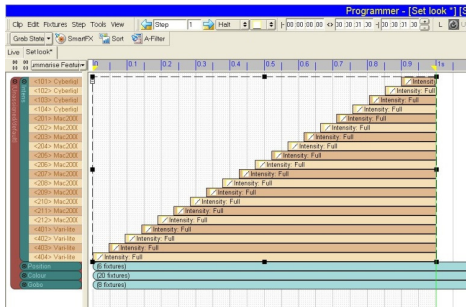
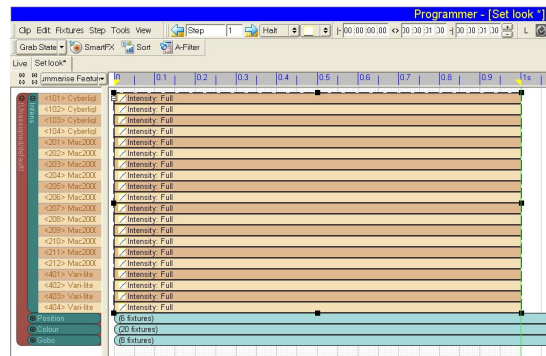


- Diamond (shows the end of the step/determines what happens halt/follow)
- Red and Green diamonds in progress bar (quick reference of the main points in a clip)
- Changing step length (left click and drag diamond to right or left to change length, events stay the same size)
- Yellow modifier: Proportionally resize events to left/right by dragging step marker
- Green modifier: Step markers can be moved freely across boundaries



# Skewing

- Skewing
- Selection handles
- Drag size (middle sides), Skew (corners), Offset (middle bottom) (tools/chain)
- Manipulate separate events (intensity, position and color)



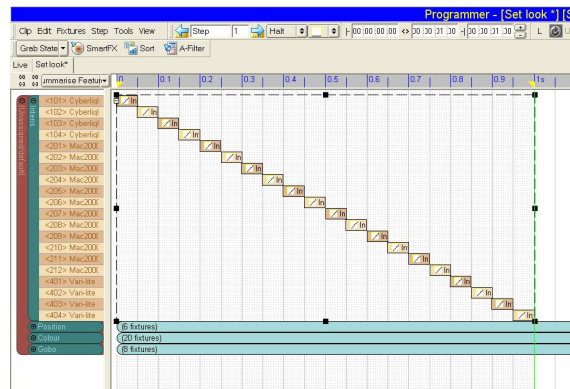
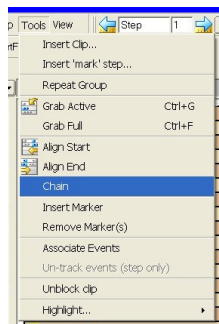
57

# More Timeline

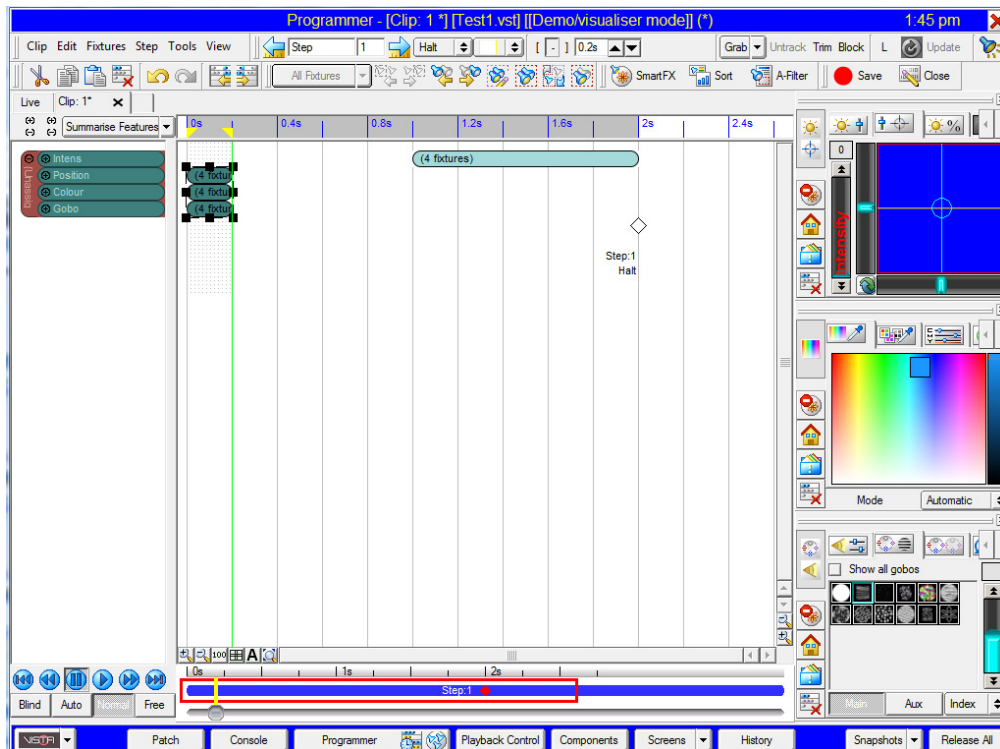
- To reset your events, use these buttons that align the start and end points



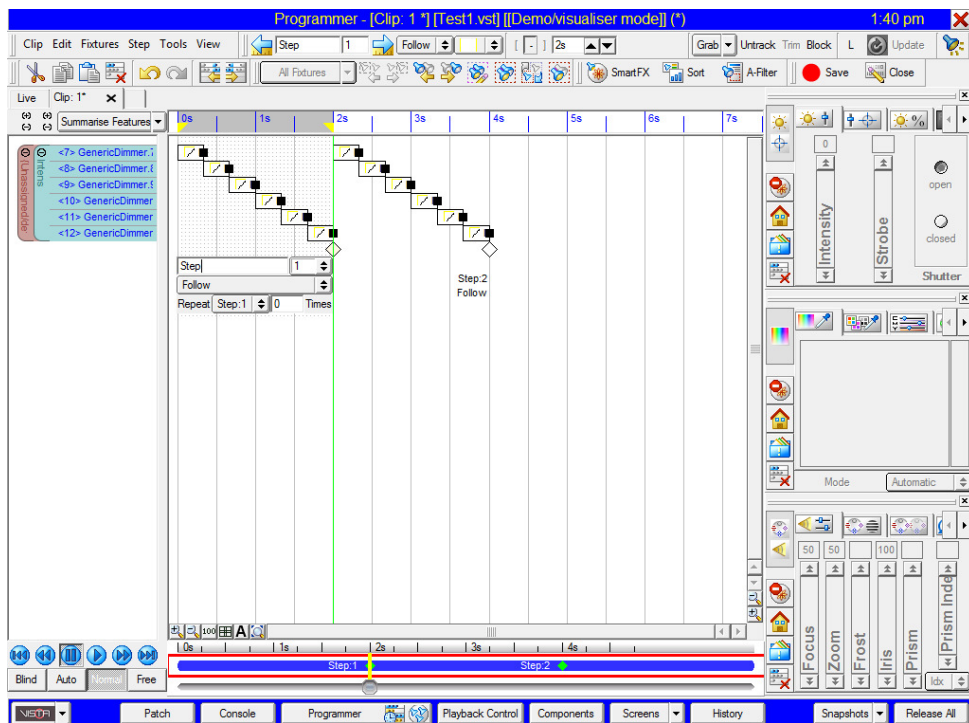
- To offset events, use the Chain function under tools



# Move in Black



# Creating a Chase

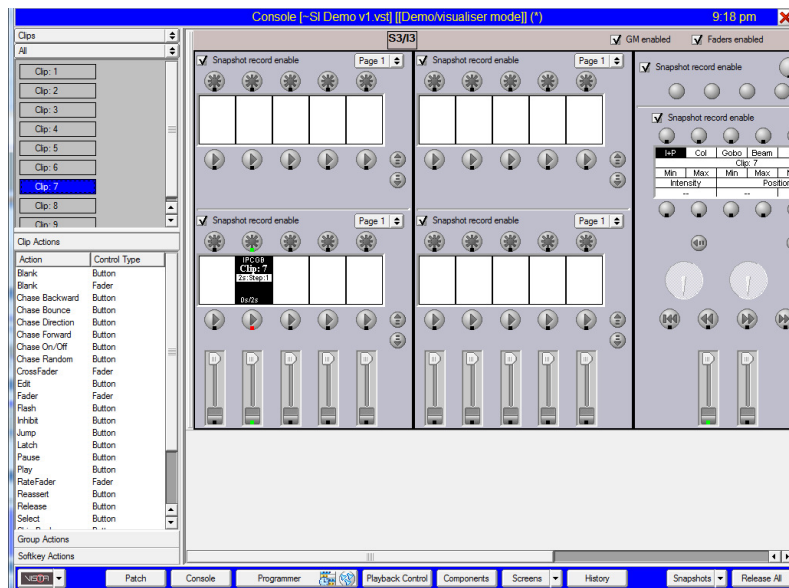


60

# **Section 5 Console Layout**

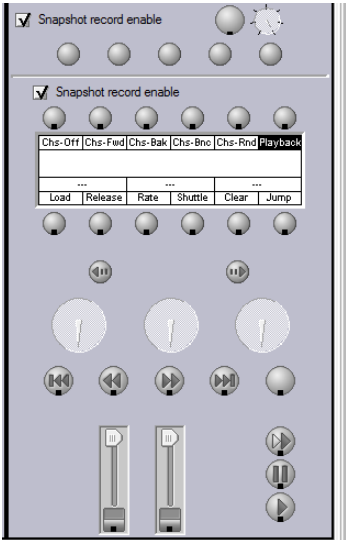
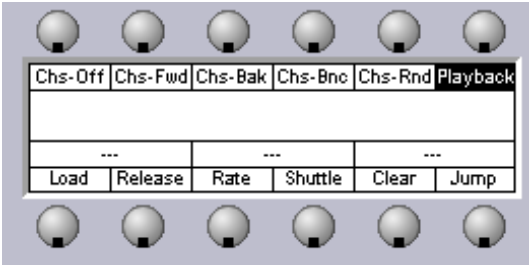
# Console Layout

- Buttons
- Modifiers
- Configuring Playbacks
- Clip Actions
- Group Actions
- Softkey Actions



# Console Layout

## Super Playback

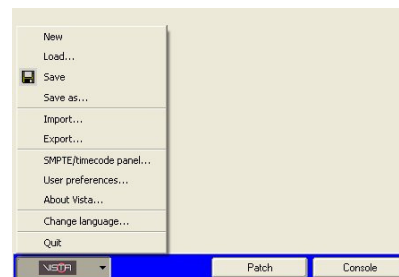


# Save Your Show Now

## Saving shows

Choose the Save or Save As option from the Vista menu

As with any computer, it's a good idea to save regularly in case of power failure.



Default save on function buttons



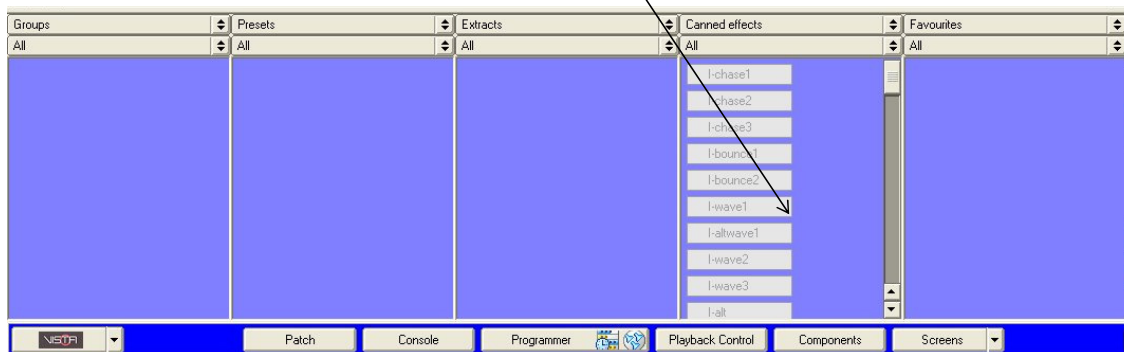


# **Section 6**

## **Smart FX**

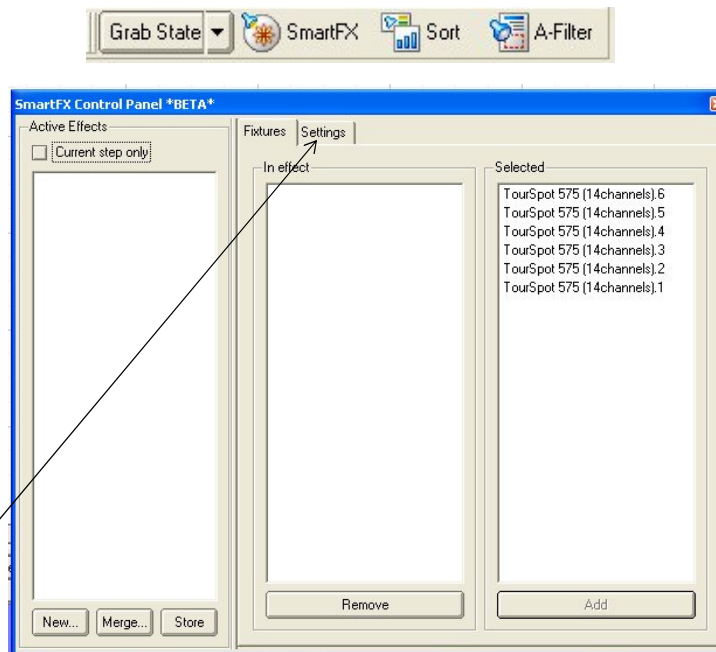
# SmartFX

- Let's select some fixtures and then apply a canned effect from the list in the Quick Picker



# SmartFX

- Now we will press the SmartFX button to make adjustments to our canned effect
- The fixture tab shows what lights are included in our effect
- We will make our adjustments by using the settings tab



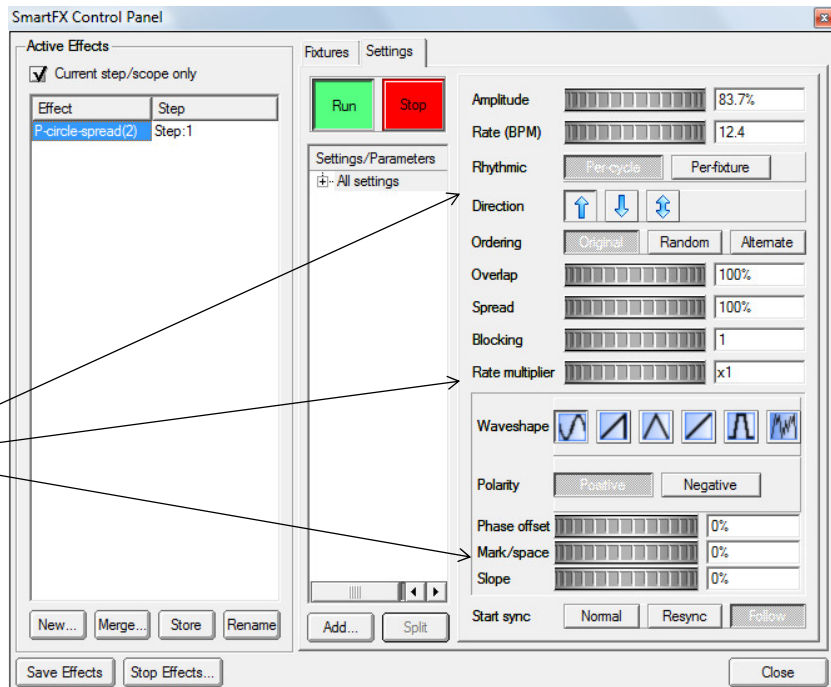
67

# SmartFX

## Settings Tab

There are several ways to use effects

Here we will discuss the settings available for adjusting our effect



# SmartFX

## Effect controls

The SmartFX Control Panel contains the following controls:

| This option... | does this...  |
|----------------|---|
| Amplitude      | <p>For modulated SmartFX each setting parameter can be assigned its own values for Amplitude.</p> <p>For swing effects then there is only a single set of parameter controls (since there is only one waveform being generated):</p> <ul style="list-style-type: none"><li>• For modulated - affects how much of the waveform is added to the relevant parameter.</li><li>• For swing - affects the extent of the swing centred between the A &amp; B endpoints, i.e. only a value of 100% would reach the endpoints.</li></ul> |

# SmartFX

|           |  |
|-----------|--|
| Rate      | This is the base rate at which the effect runs, expressed in beats-per-minute (BPM). The resultant rate achieved over the targeted fixtures depends on the <i>Rhythmic</i> control (below).  |
| Rhythmic  | <p>This control affects whether the <i>Rate</i> is based on cycles-per-minute or fixtures-per-minute:</p> <ul style="list-style-type: none"><li>• Per-cycle - if the effect is an intensity chase at a <i>Rate</i> of 20BPM <i>Per-cycle</i>, then the whole sequence will repeat 20 times each minute.</li><li>• Per-fixture - if the chase is at a <i>Rate</i> of 80BPM <i>Per-fixture</i>, then the chase will cover 80 fixtures each minute. The loop time of a <i>Per-fixture</i> effect varies with the quantity of fixtures used, and is slower with more fixtures.</li></ul> <p>Note that the fixture-to-fixture rate (e.g. a flash rate) will be constant no matter how many fixtures are used.</p> |
| Direction | Mainly useful for chasing effects, this controls whether fixtures are sequenced in ascending (down), ascending (up) or both directions (bounce).   |

# SmartFX

|          |   |
|----------|---|
| Ordering | <p>Controls how fixtures are ordered when calculating waveforms and can either be or:</p> <ul style="list-style-type: none"><li>• Original - fixtures are treated in selection order.</li><li>• Random -the order of fixtures is re-shuffled each time the effect loops</li><li>• Alternate - fixtures are in original order but alternating fixtures have inverted modulation - e.g. can can</li></ul>   |
| Overlap  | <p>This is one of the fundamental SmartFX controls and affects how much each fixture overlaps the next when executing the effect:</p> <ul style="list-style-type: none"><li>• Overlap = 0% Each fixture executes the effect sequentially</li><li>• Overlap = 100%) Each fixture executes the effect simultaneously.</li></ul> <p>This control works in conjunction with Spread to achieve synchronized chases &amp; wave effects (see below).</p> |

# SmartFX

|          |  |
|----------|--|
| Spread   | <p>SmartFX dynamically calculate a waveform offset value for each fixture depending upon this control:</p> <ul style="list-style-type: none"><li>• Spread = 0% - all fixtures have a uniform offset</li><li>• Spread = 100% each fixture has a unique offset ranging from 0% to 100%.</li><li>• Normally this control would be left at 100% if the Overlap control is anything except 100%, otherwise there will be periods where all fixtures will appear to be 'at rest'.</li></ul> <p>See below for a simple SmartFX tutorial using Overlap &amp; Spread..</p>  |
| Blocking | <p>This control affects how the set of fixtures is grouped together. Normally this would be left at 1 to indicate that each fixture is calculated individually.</p> <p>This control either represents a fixed number of fixtures that are ganged together or it represents a proportion of the total fixtures for the block size.</p> <p>For example:</p> <ul style="list-style-type: none"><li>• when set to 2 - pairs of fixtures will be ganged together (whatever the total number of fixtures used).</li><li>• when set to 25% - the total number of fixtures is divided into 4 groups (each block is 25% of the total count) - for a set of 12 fixtures then they'd be ganged in threes.</li></ul> |



# SmartFX

|                 |   |
|-----------------|---|
| Rate Multiplier | <p>To maintain synchronization between the parameters of a modulated effect, instead of specifying independent <i>Rate</i> values you can scale each parameters rate as a multiple of the base rate.</p> <p>If you need to achieve slower rates then set the base rate to lower value (e.g. <math>\frac{1}{2}</math> or <math>\frac{1}{4}</math> of required rate) then set each parameter's rate multiplier accordingly.</p> |
|-----------------|---|

# SmartFX

## Waveshape

There are 6 basic waveshapes available that can be combined with the *Polarity* and *Phase offset* controls to achieve many different waveforms.



The 6 basic waveshapes are:

- **Sinusoidal**  
Use a *Phase offset* of 0% to get an actual sine wave or a *Phase offset* of 25% to achieve a cosine wave.
- **Ramp**  
The output value linearly ramps up to the end value then snaps back down to the start value.
- **Pyramid**  
The output value linearly ramps from the start value to the end value and back down to the start value.
- **Ramp-remain**  
Similar to *Ramp*, but the output value remains at the end value until the waveshape restarts (i.e. only effective for non-overlapped SmartFX).
- **Rhomboid**  
This is a special-case waveshape that involves a couple of extra waveshape controls: *Mark/space ratio* and *Slope*, explained below.
- **Ballyhoo**  
This is an extra-special waveshape that is dedicated to the production of ballyhoo position effects. It is designed to achieve a pseudo-random movement on two parameters while similarly ensuring that at least one of the parameters moves by a significant degree (since purely random waveforms can easily move between two very similar values and not appear to move).

# SmartFX

There are two common controls that affect all waveshapes:

| This option... | does this...  |
|----------------|---|
| Polarity       | Affects whether the resultant waveform is normal or inverted (e.g. a normal <i>Ramp</i> would ramp up & an inverted <i>Ramp</i> would ramp down). |

|              |  |
|--------------|--|
| Phase Offset | This, in effect, 'rolls' the waveshape within its own window - e.g. a 0% Phase offset for a sinusoidal waveshape would start and end at the midpoint while a 25% Phase offset would have the sinusoid start & end at the high point. |
|--------------|--|

# SmartFX

The following two controls only affect the Rhomboid waveshape and can vary it between a rhombus, a square and a pyramid:

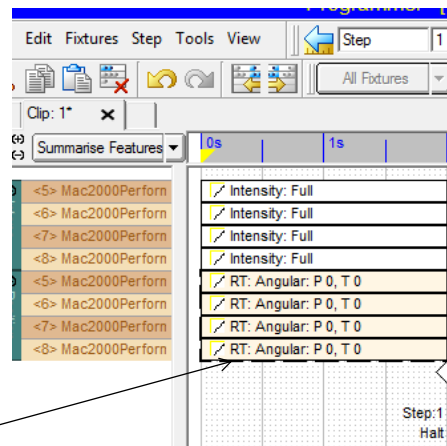
| This option...                           | does this...   |
|--|--|
| Mark/Space<br>Rhomboid<br>waveshape only | This controls how much of the waveshape is spent on (high) versus off (low). Useful for strobe chases to affect the duration of each flash.  |
| Slope<br>Rhomboid<br>waveshape only      | This controls the slope between the off and on levels. A <i>slope</i> of 0% results in a snap change between low & high and a <i>slope</i> of 100% results in a linear change.<br><br>Note that the duration of the linear change is limited by the <i>mark/space ratio</i> : if this ratio is not 50% then the linear slope is shortened (e.g. above 50% means more time is spend on than off and there will always be a resting period at the high level). |

# SmartFX

Using effects

There are several ways to use effects

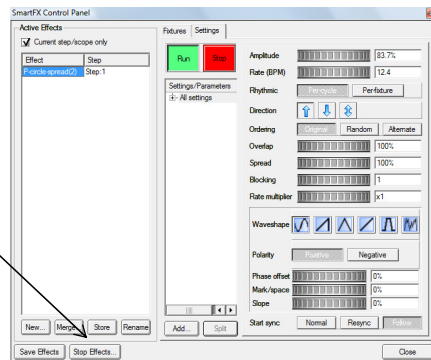
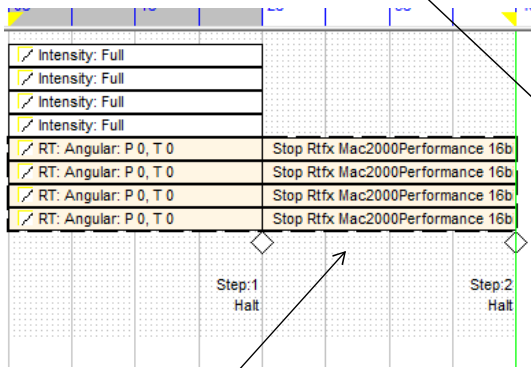
We will use the YELLOW modifier button  
To record the FX look into a clip



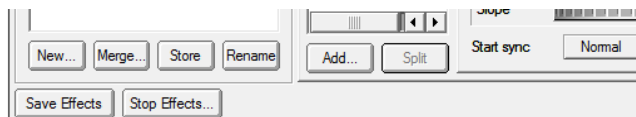
You can see here that the clip has an effect running because of the "RT"

# SmartFX

To quit an effect in a clip, use the “STOP EFFECTS” Button



See the “STOP” command here

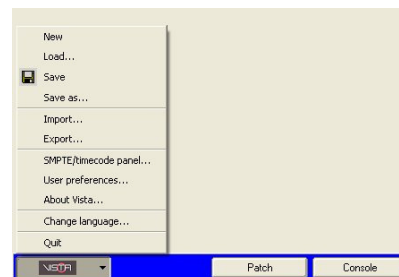


# Save Your Show Now

## Saving shows

Choose the Save or Save As option from the Vista menu

As with any computer, it's a good idea to save regularly in case of power failure.

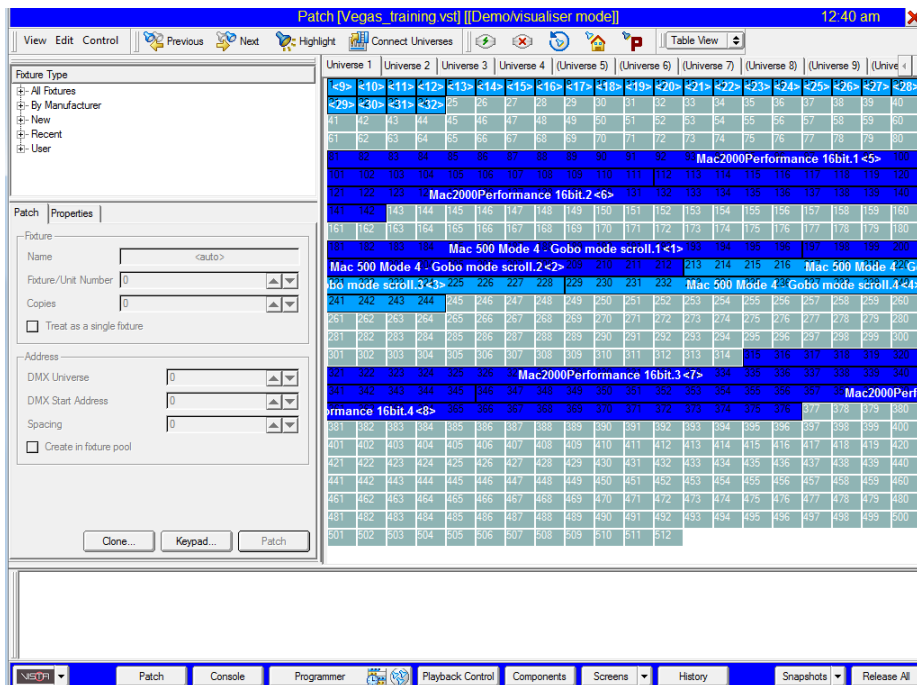


Default save on function buttons



# Section 7

## Patching and Layout

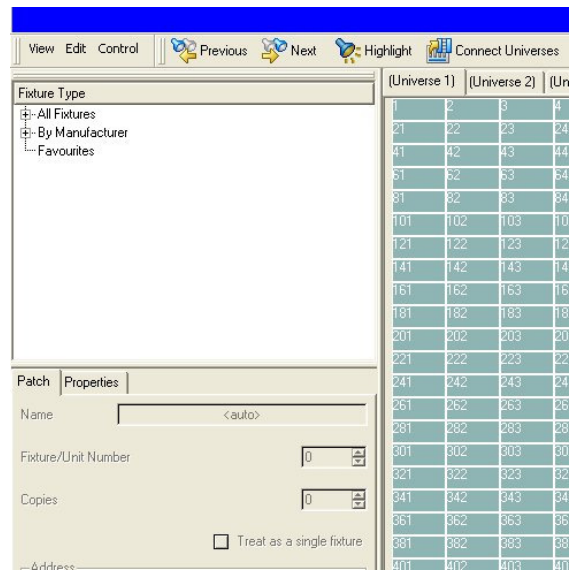
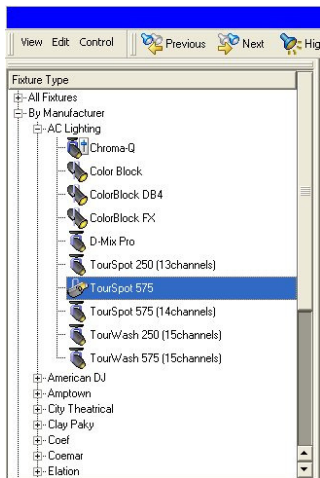


80



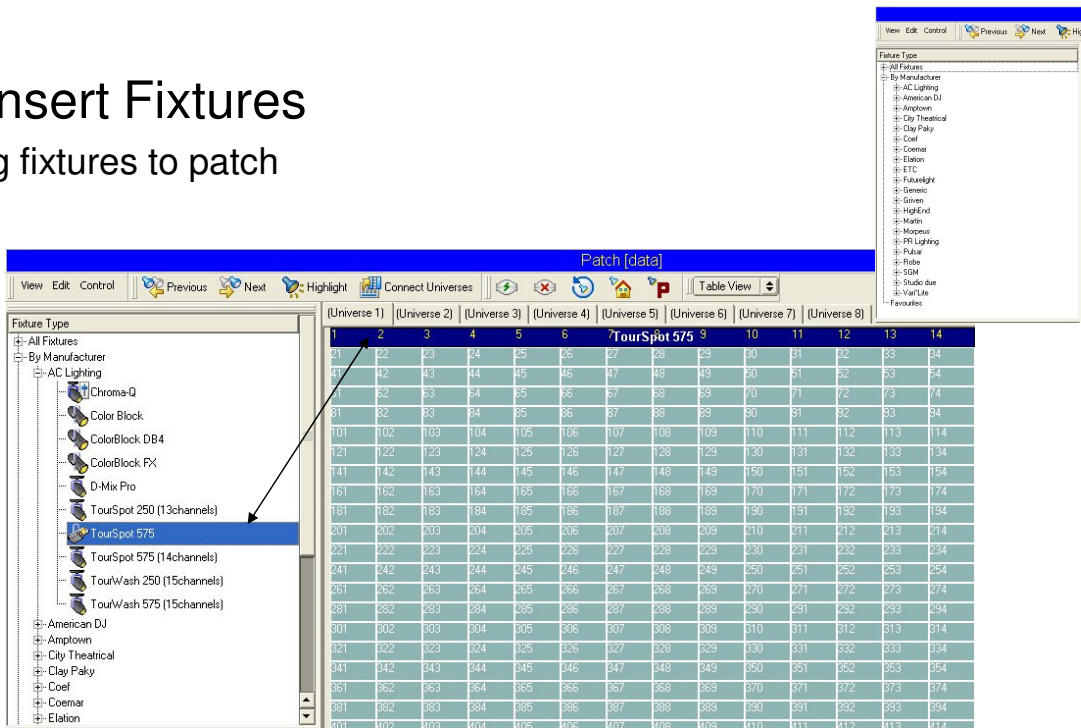
# Patch Window

- Insert Fixtures  
Patch Fixture Type



# Patch Window

- Insert Fixtures
- Drag fixtures to patch



# Patch Window

- Insert Fixtures  
Patch multiple fixtures

Patch Properties

Name: <auto>

Fixture/Unit Number: 11

Copies: 10

Treat as a single fixture

Address

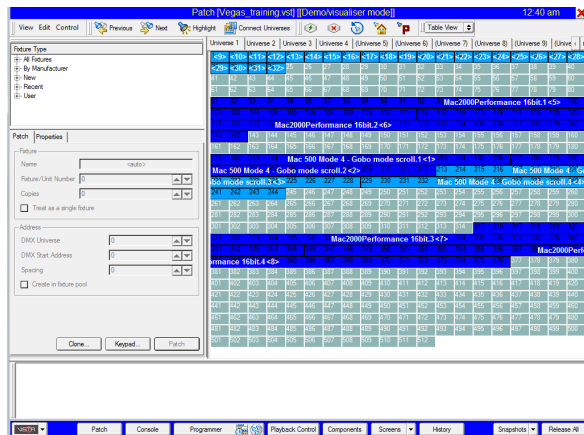
DMX Universe: 1

DMX Start Address: 141

Spacing: 14

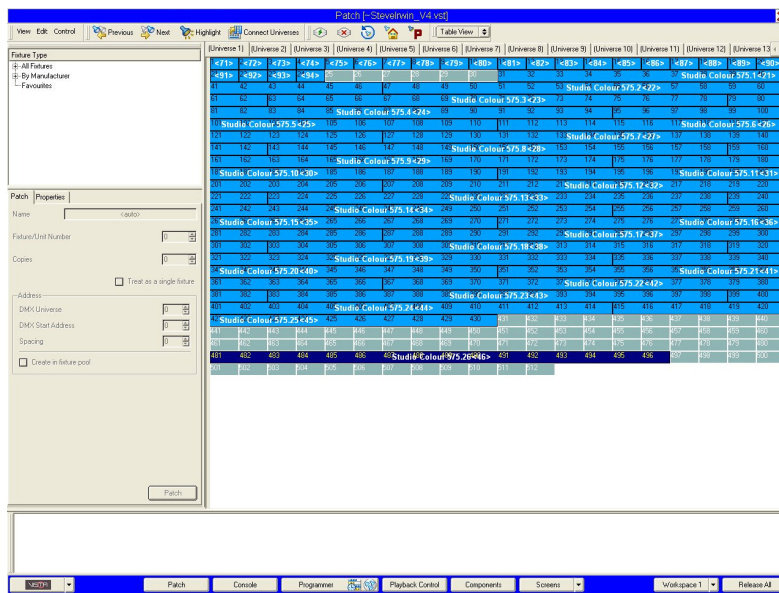
Create in fixture pool

Patch

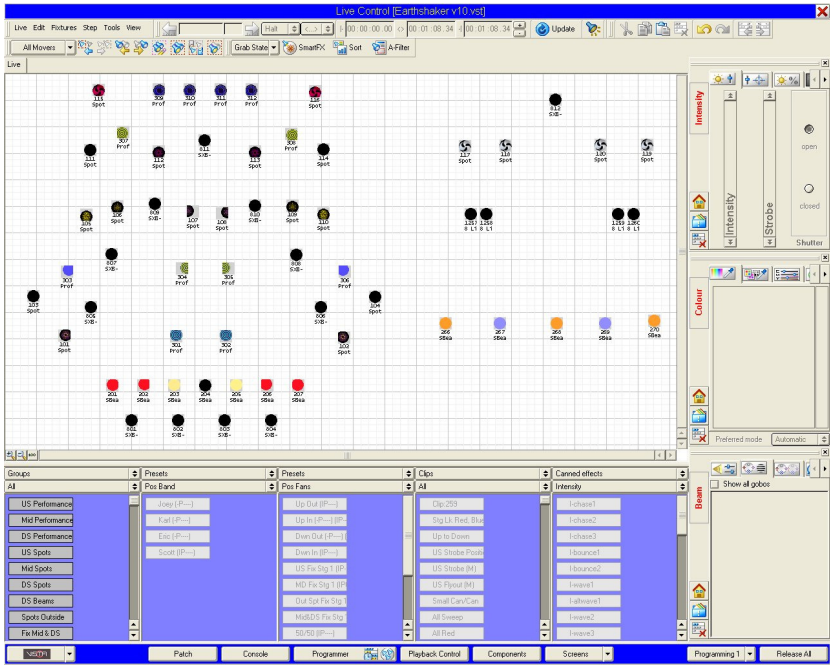


# Patch Window

- Rearrange Fixtures



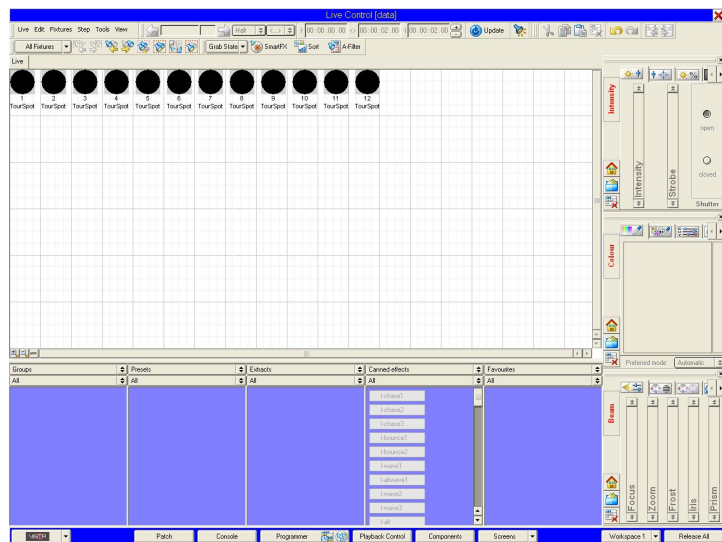
# Layouts



# Layouts

- Fixture Setup

Once patched, all fixtures appear in the layout window lined up awaiting arrangement

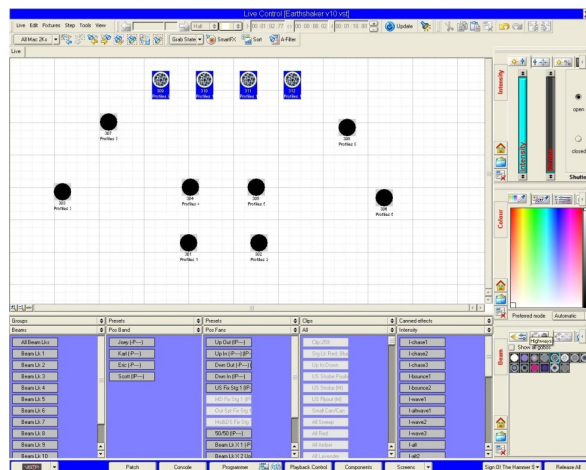


# Layouts

- Fixture Arrangement

You can now arrange your fixtures in any order you choose. This example shows a rig schematic

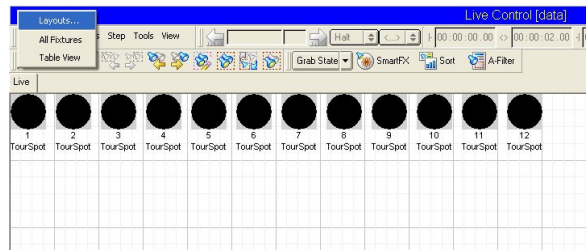
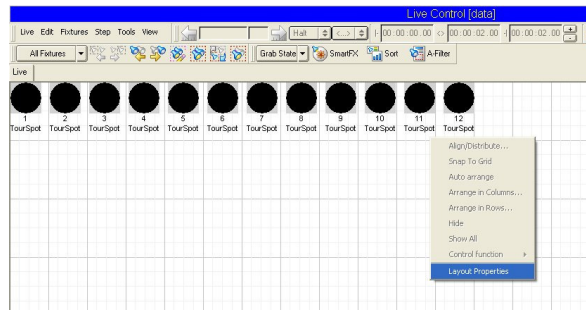
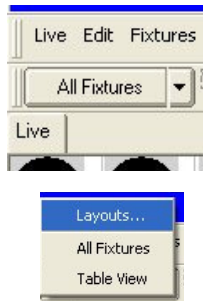
Let's first look at the layout properties to learn how we can adjust our fixtures



# Layouts

- Layout Properties

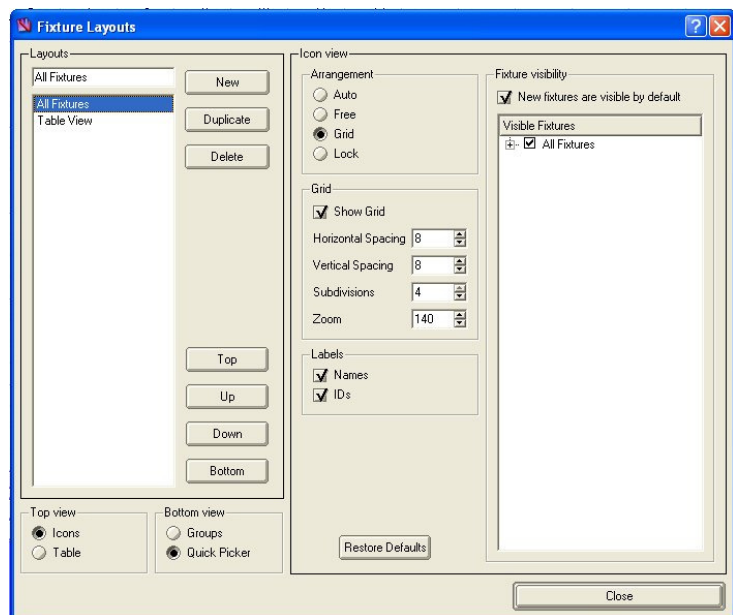
You can access the properties window for your layout by either right clicking in the fixture window, or choosing the layout drop down menu and select layout





# Layouts

- Layout Properties
  - Layouts
  - Arrangement
  - Grid
  - Labels
  - Fixture Visibility
  - Top View
  - Bottom View

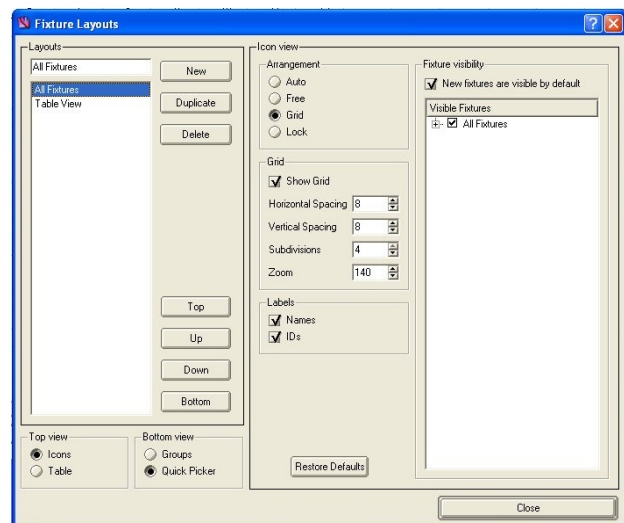


# Layouts

- **Layout Properties**  
We will begin by choosing Grid or Free under arrangements

Lets also adjust the grid spacing making horizontal set to 50

Let's also discuss the remaining options

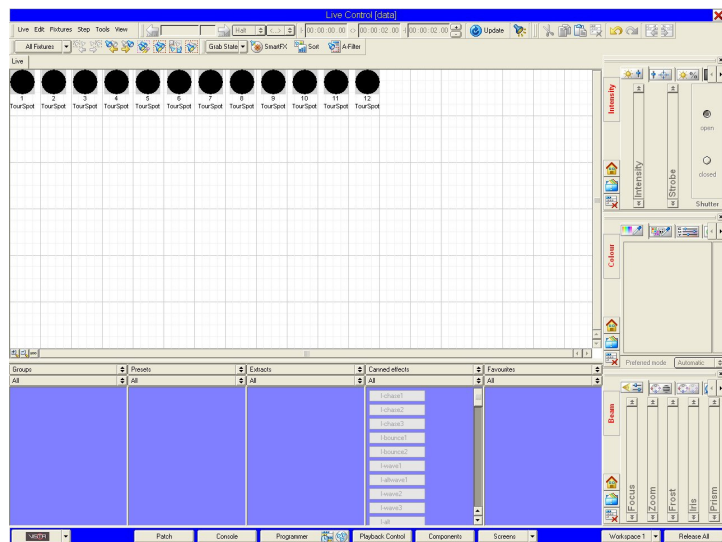


# Layouts

- Fixture Arrangement

Now when we select an icon, it can be moved by either dragging it in to place, or you can also use the navigation arrows on the keyboard

Once the icons are in a rough arrangement, we can select the icons, right click and choose auto arrange

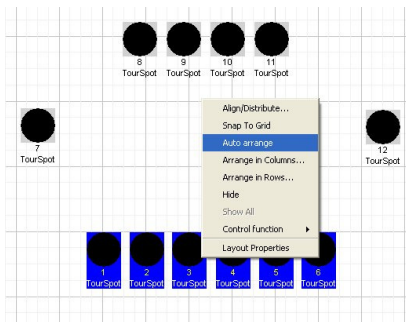
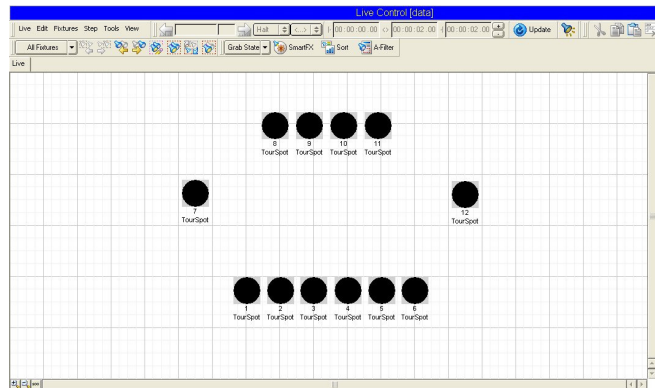


# Layouts

- Fixture Arrangement

This shows the fixtures laid out in a rough configuration

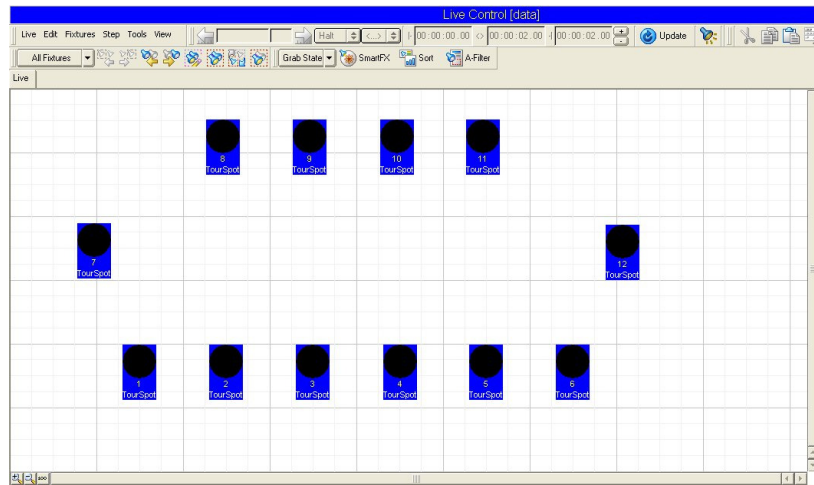
We will now use Auto Arrange from our right click menu to add some space to each icon



# Layouts

- Fixture Arrangement

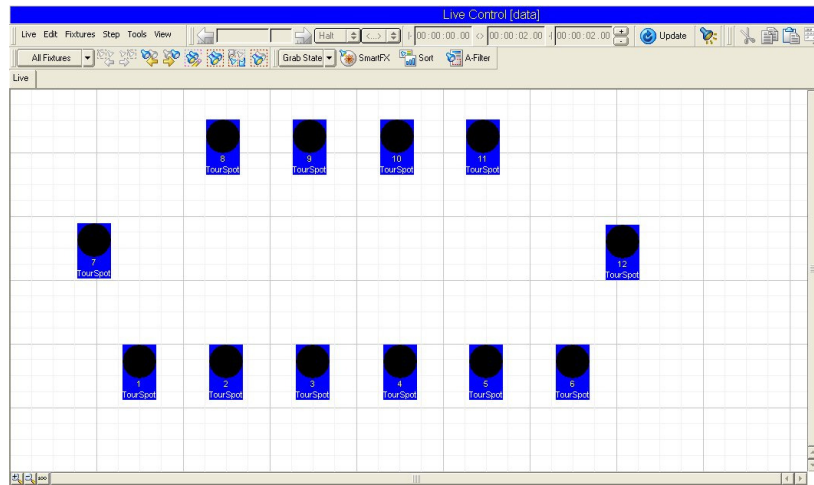
This shows the fixtures icon with space between them and it is now much easier to work with



# Layouts

- Fixture Arrangement

Now lets make some duplicate layouts of this arrangement

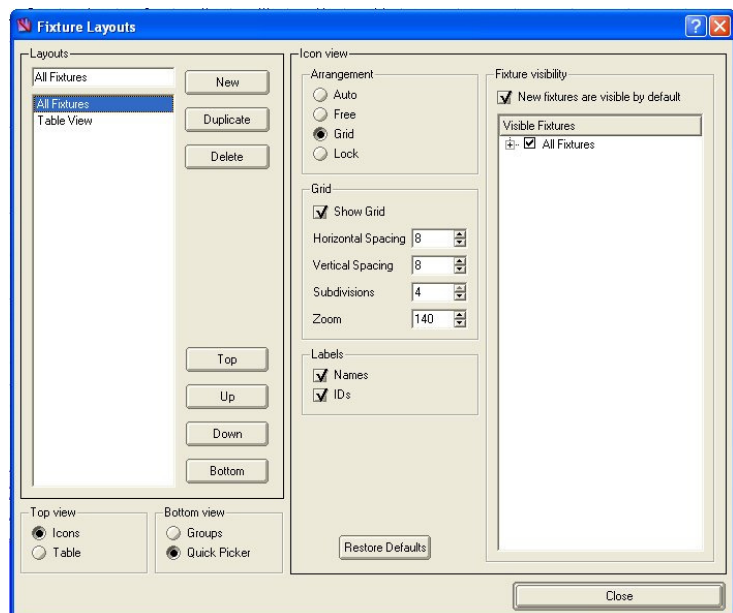


# Layouts

- Layout Properties  
New and Duplicate

Select “all fixtures”  
and choose duplicate

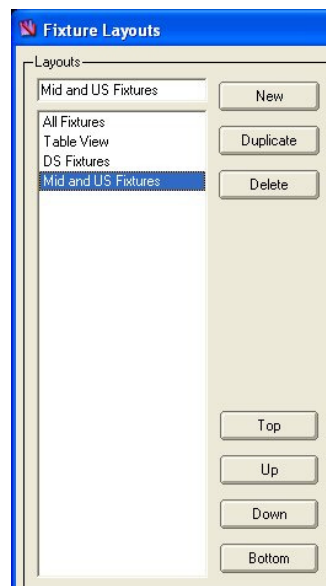
This now makes a copy  
for that layout and will  
allow us to hide fixtures  
we don't want in that  
layout



# Layouts

- Layout Properties  
Duplicate

Notice our duplicate views that have been renamed as DS Fixtures and Mid and US Fixtures

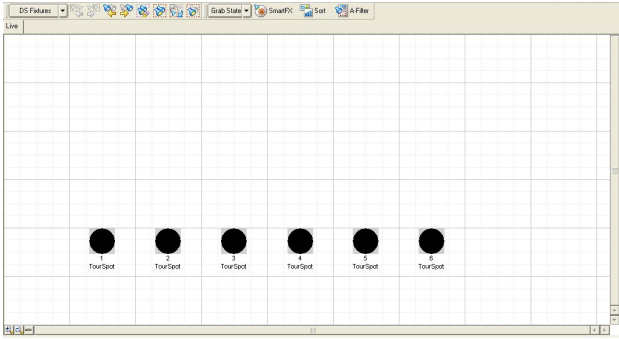
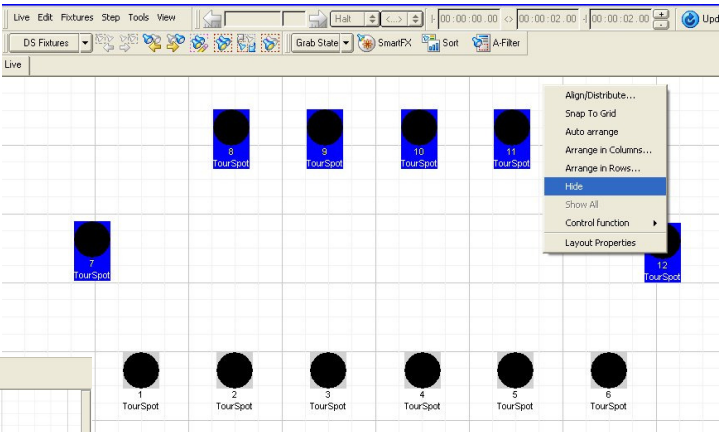




# Layouts

- Layout Properties  
Hide and Un-Hide

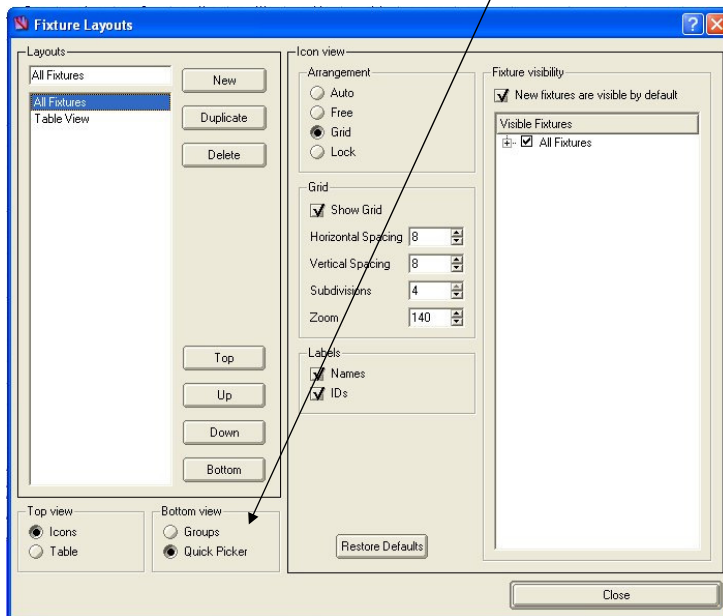
Right click to choose  
hide



Results after hiding

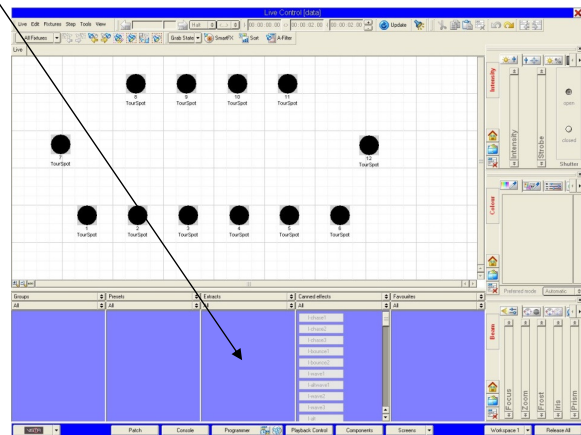
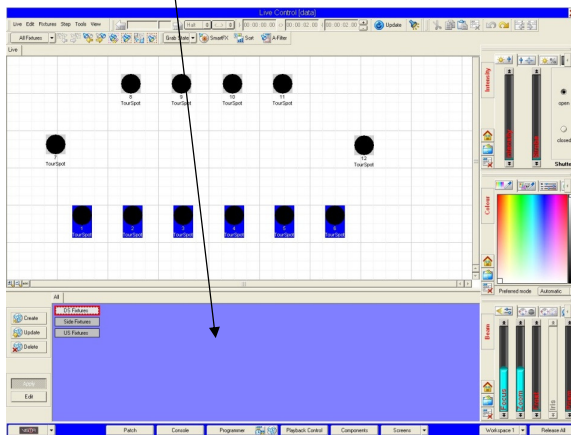
# Layouts

- Groups and Quick Picker



# Layouts

- Groups and Quick Picker

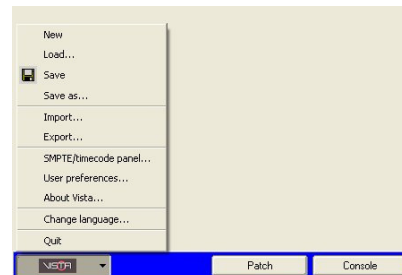


# Save Your Show Now

## Saving shows

Choose the Save or Save As option from the Vista menu

As with any computer, it's a good idea to save regularly in case of power failure.



Default save on function buttons



# **Jands Vista**

## **Completion of Level 1 Training Support and Contact Information**

**Australia**  
**Jands Pty Ltd**  
Locked Bag 15,  
40 Kent Road  
Mascot, NSW 2020  
Australia  
Phone 61 2 9582 0909  
Fax 61 2 9582 0999

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Bucks HP12 4HQ  
United Kingdom  
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Fax 44 1494 461024

**USA & Canada**  
**A.C. Lighting**  
435 Horner Ave, Unit 1  
Toronto, Ontario  
Canada  
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Phone +1 (416) 255-9494  
Fax +1 (416) 255 3514

**Provided by AC Lighting**

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Created by Steve Irwin

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# Section 6

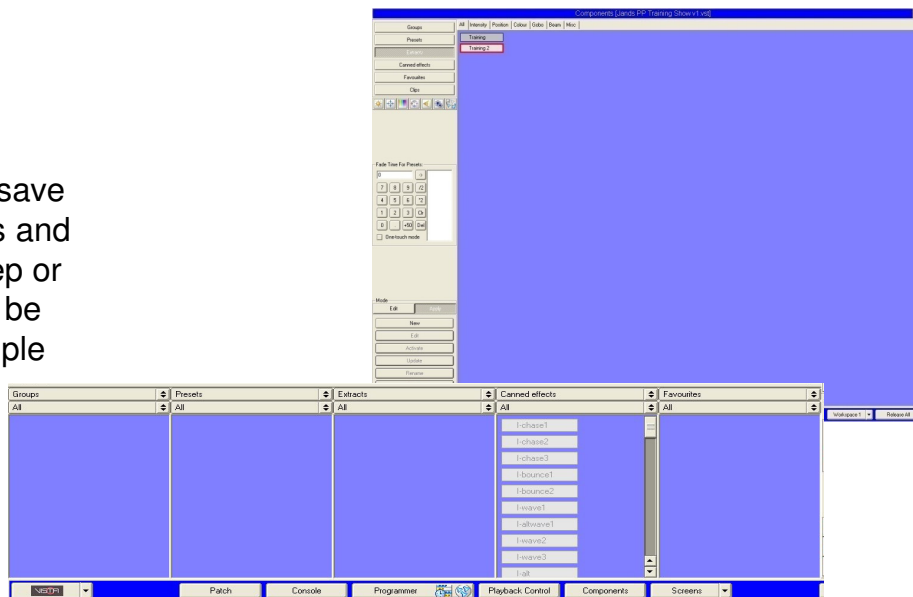
## Extra Stuff

- Step List
- Split Steps
- Sort
- Assign Audio
- Learn Timing
- Paste Special
- Insert Commands
- Grabbing Console Output
- A-Filter
- Insert “Mark” Step
- Playback Control Screen
- Output and DMX Screens

# Extracts

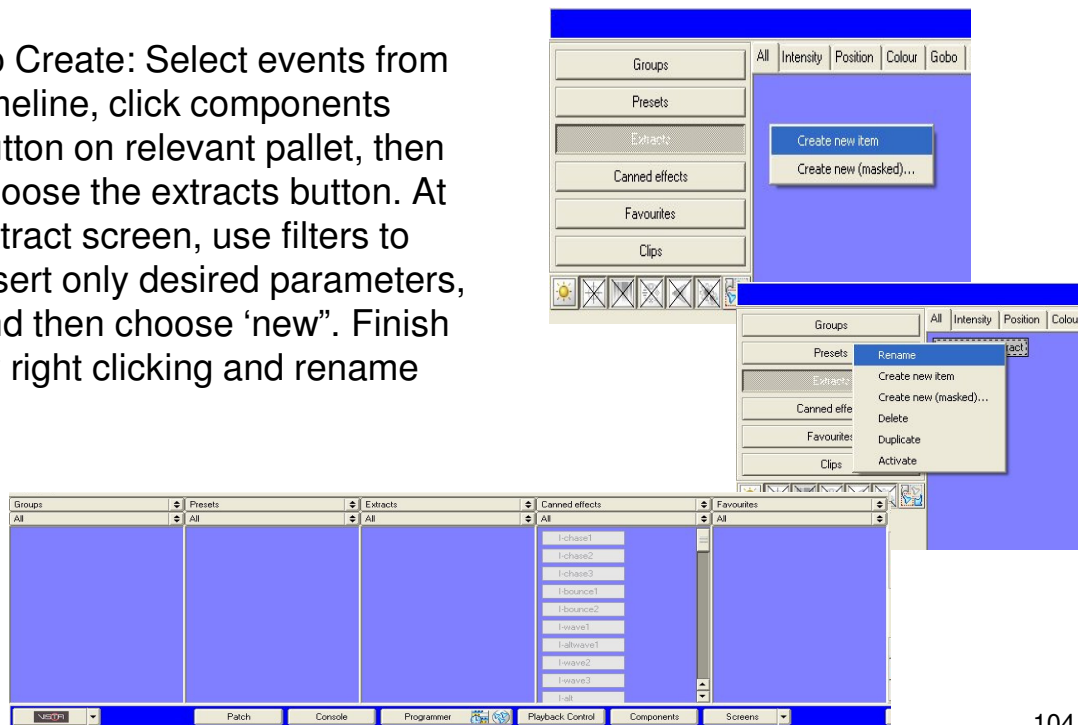
- These are programming templates and can contain any defined attributes such as I, C, B, P and timing

Use these to save certain events and timing in a step or this can even be done for multiple steps



# Extracts

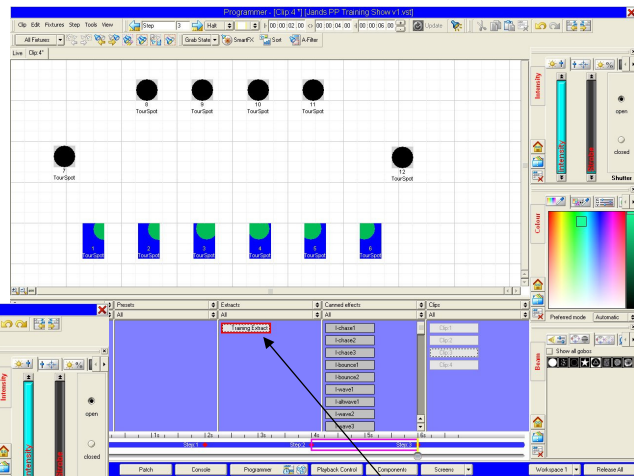
- To Create: Select events from timeline, click components button on relevant pallet, then choose the extracts button. At extract screen, use filters to insert only desired parameters, and then choose 'new'. Finish by right clicking and rename



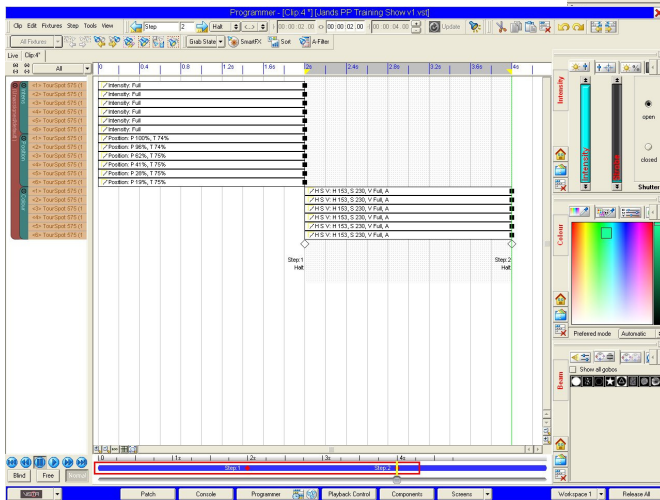


# Extracts

- Applying Extracts: Create new clip, select fixtures, tap proper extract button in the components window and set filters as needed

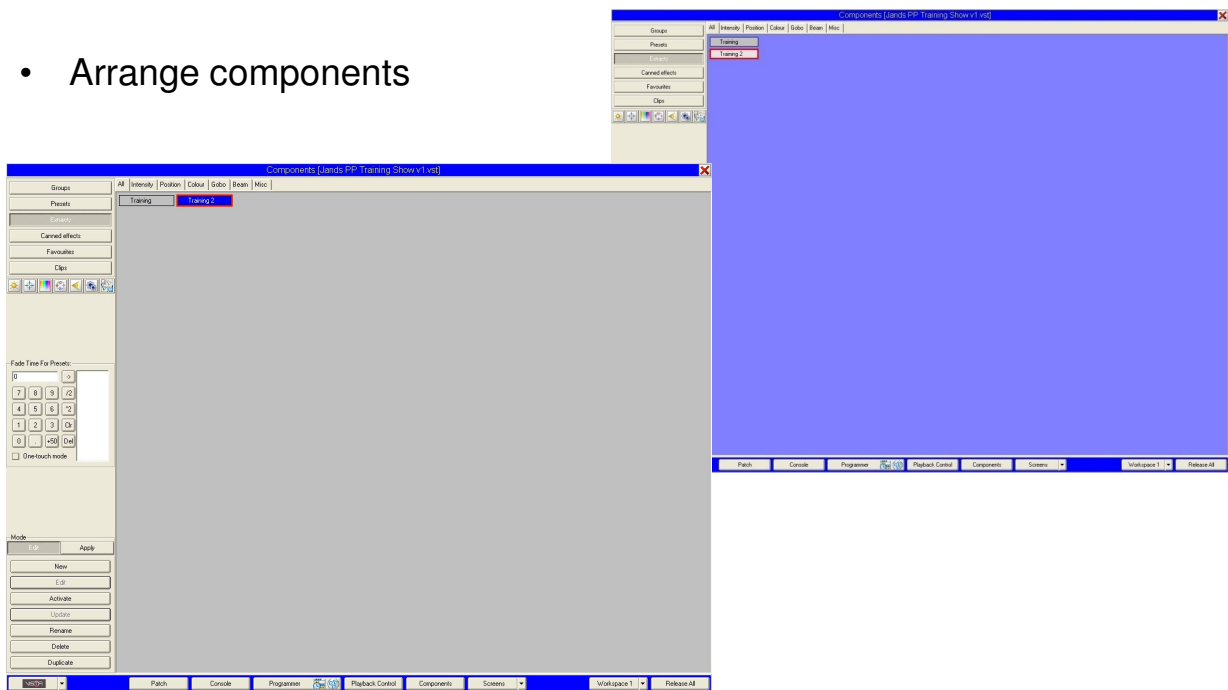


You can also apply extracts from the quick picker window



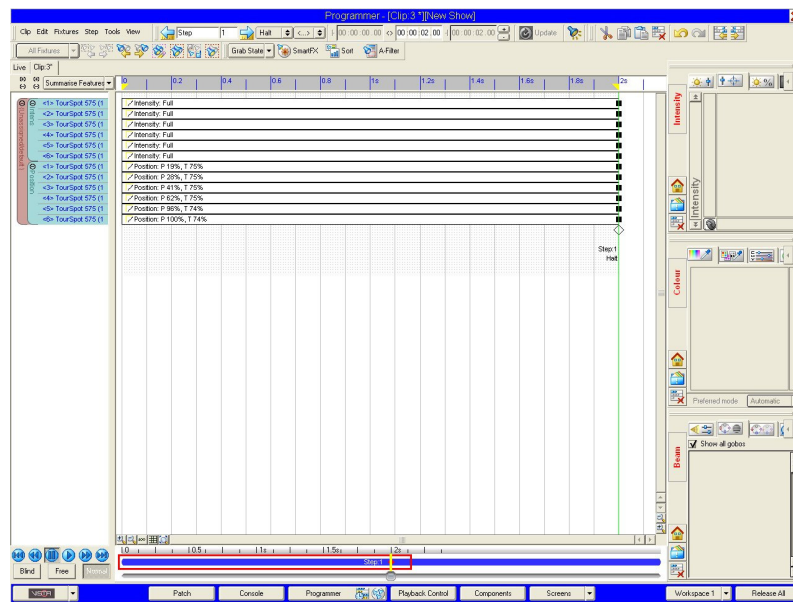
# Extracts

- Arrange components



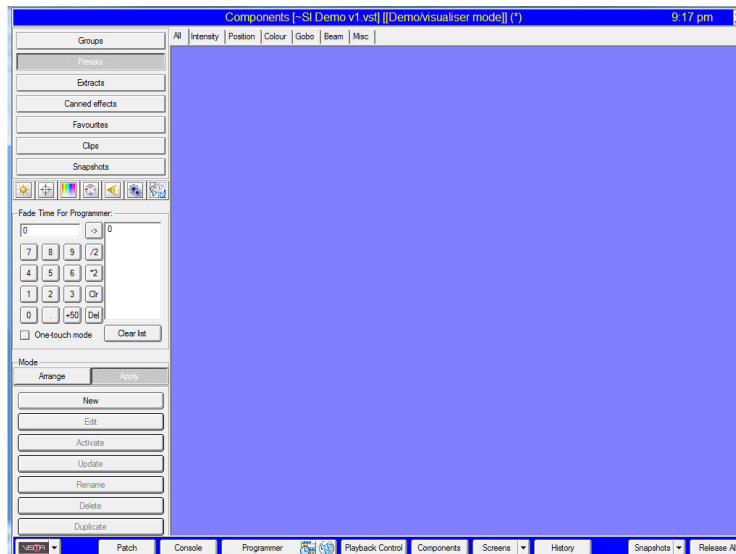
# Timeline

- Time bar, Play Head, Green Line, Yellow Line, Cursors



# Components

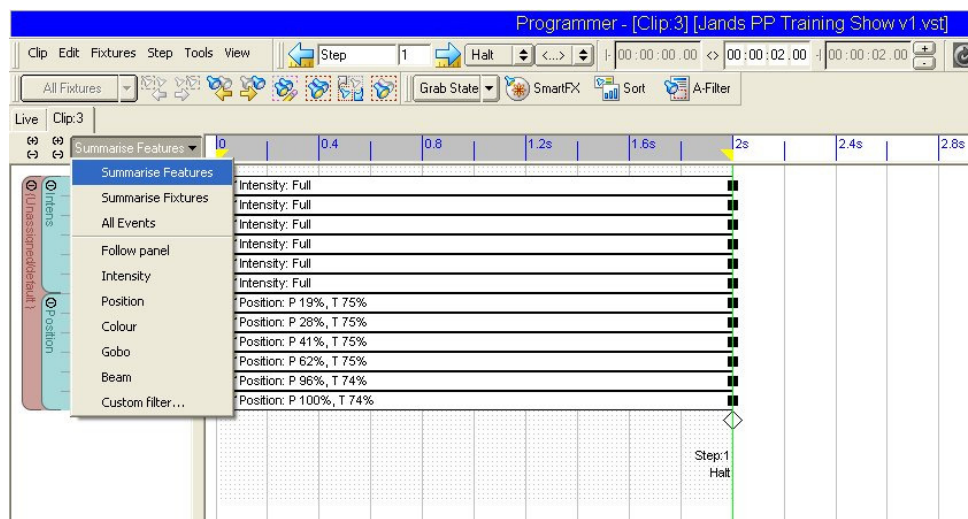
- Components Window
- Arrange Components/Make Tabs (Pages)
- Use Parameters Filters to Create Presets



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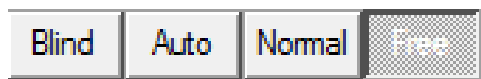
# Summarize Views

- Summary Views (Feature, Fixture, All Events, Filtered)



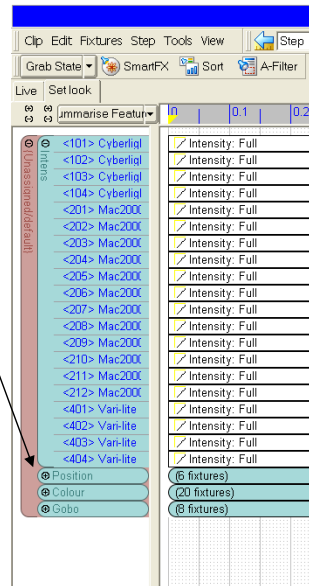
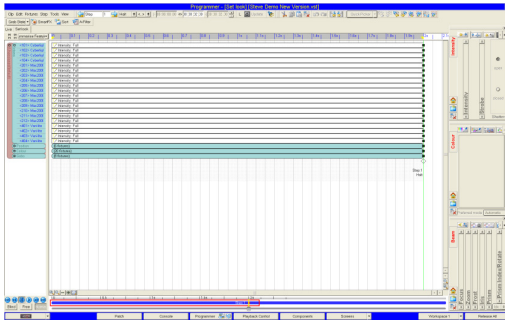
# Normal and Free

- **Blind** (Cuts DMX Output for making looks without triggering fixtures)
- **Auto** (Defines what happens when you change between clip tabs)
- **Free** (Make changes to events on timeline without playhead jumping to the position)
- **Normal** (Playback follows event selection)



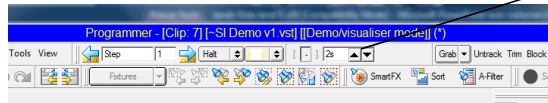
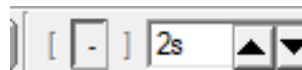
# More Timeline

- In the timeline press the plus (+) sign to expose the individual events for each parameter
- Now you can use the pen to select a single event or multiple events at once



# Exact Timing

- Precise time adjustments (time fields) (touch, tab and +/-)

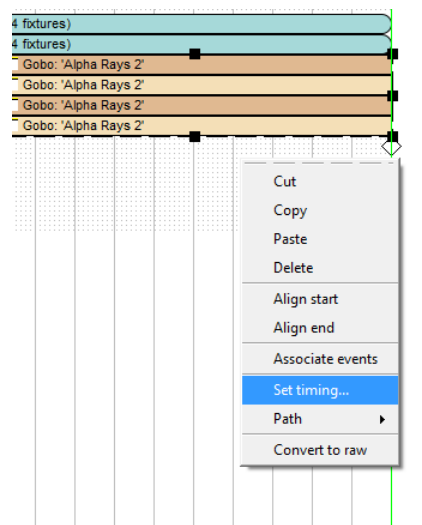
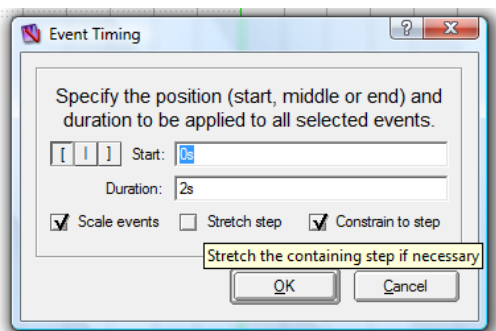


- Align start and end points



# Set Timing









- Right click in the timeline and choose “set timing”

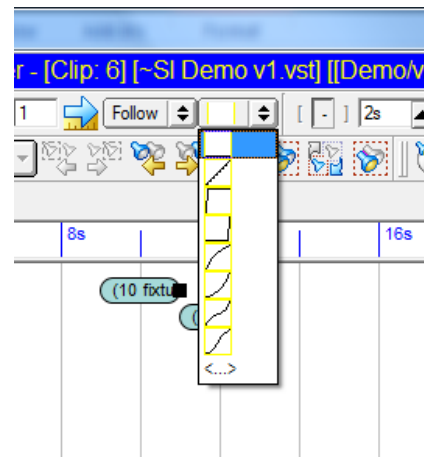


# Path


- Setting path

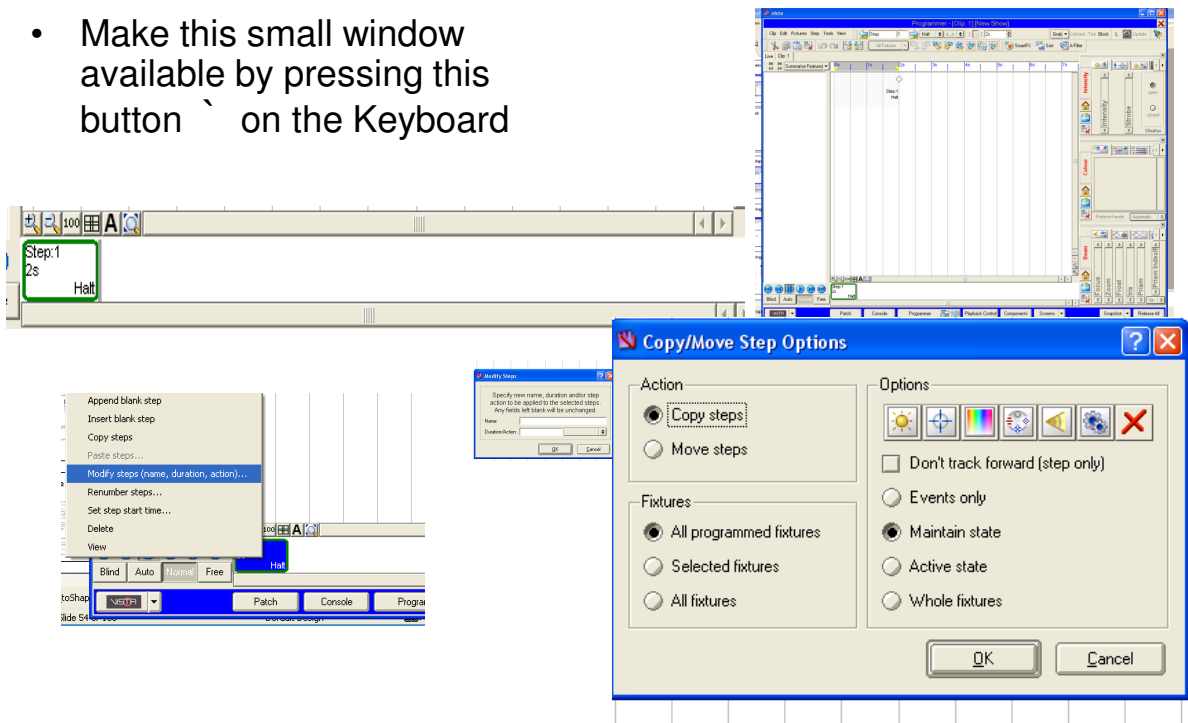
The shapes in this menu depict the fade paths you can choose:

| This shape...   | means this...  |
|---|--|
|    | Automatic. Uses the default path for the event type. i.e. Intensity events fade, colour/gobo wheels snap |
|  | Standard linear fade, going to the final state over the duration of the event.                           |
|  | Snap at start - go to state very quickly.  |
|  | Snap at end - go to state at the end of the event.   |
|  | Delay, then slide up to the state.   |
|  | Reach the final state approximately halfway through the event.   |
|  | Fast start and end with slow fade time in between  |
|  | Slow start and end with quick fade time in between   |
| <...>   | Displayed when you have multiple fixtures with different fade paths selected.                            |



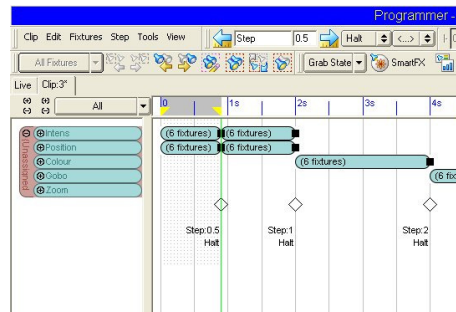
# Step List

- Make this small window available by pressing this button  on the Keyboard

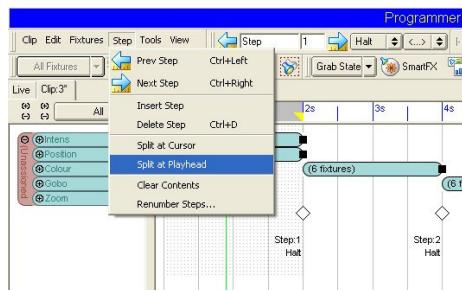
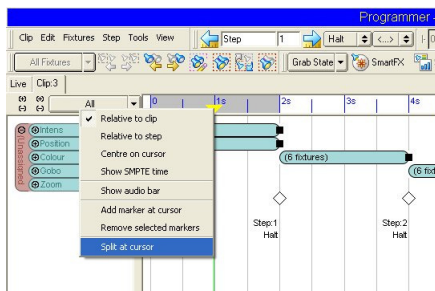


# Splitting Steps

- Tap on timescale or ruler at the point you want to split then use the “step menu” and choose split at cursor
- Or move the green playhead line to the point for splitting, choose “step menu” and select split at play head

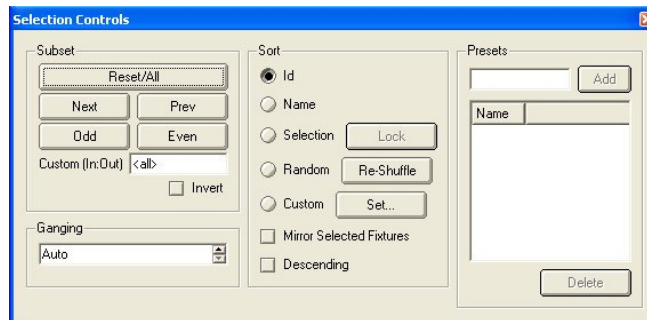


Result after splitting



# Sort

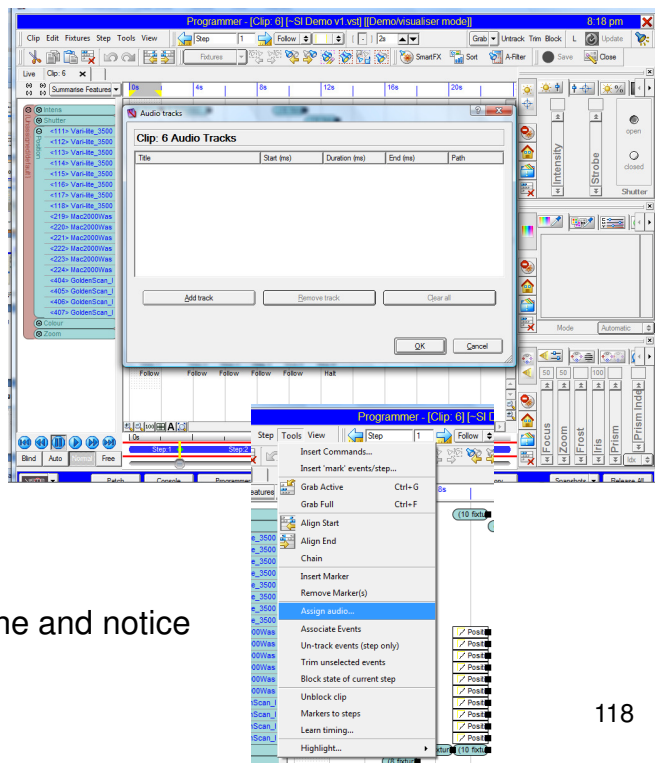
- Next, Previous, Odd, Even, Reset/All, Custom (1:2 = Select 1 + skip 2+3), Ganging, Invert
- Sorting fixtures: ID, Name, Selection order, Random
- Lock: define current selection, Set: displays custom sort window (left pane defines selection order; right pane shows order of selection)
- Mirror: mirror image of defined selection (1-10 becomes 1+10, 2+9, 3+8, 4+7 and 5+6)



- Descending: Sorts the selection in descending order based on order of defined selection
- Save sort methods: Click preset name field, enter name, click add button. Delete by selecting sort method name and clicking delete button
- Apply sort methods: Select fixtures, select sort, click save tab, select sort name, and click apply

# Assign Audio

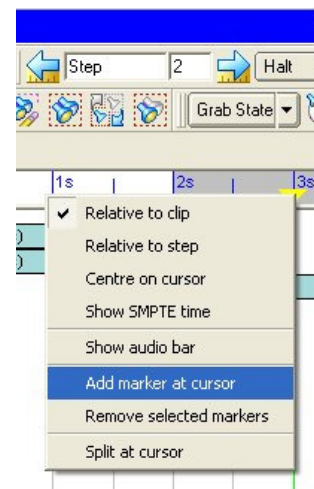
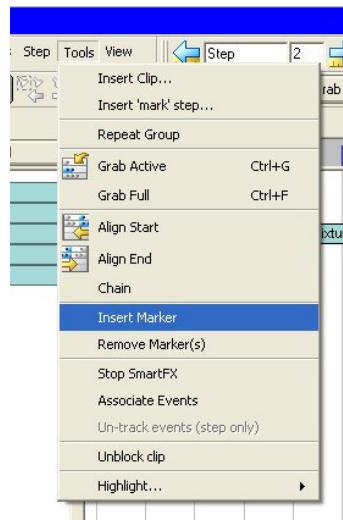
- In the timeline, choose tools and then assign audio. Vista displays the assign audio window. Click “add” to create a playlist, enter name. Now click “add” and choose an MP3 from file window (first import MP3 to Vista, IE; music folder) select track then choose open. Repeat for each track needed in playlist. Choose where the track will begin in the clip by typing in start field.



Now return to the clip in the timeline and notice that the song is inserted

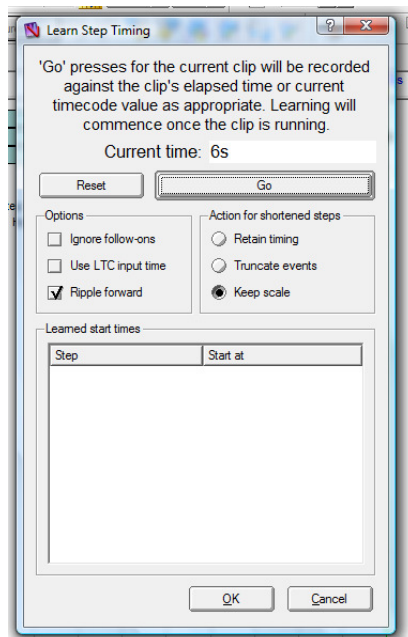
# Markers

- To add marker, tap timescale ruler and right click choose “add marker @ cursor”
- Vista now adds a green arrow indicating the marker
- Also use alt + M while clip is playing



Delete markers by selecting them, then right click and choose “remove markers”. This option is also found under tools

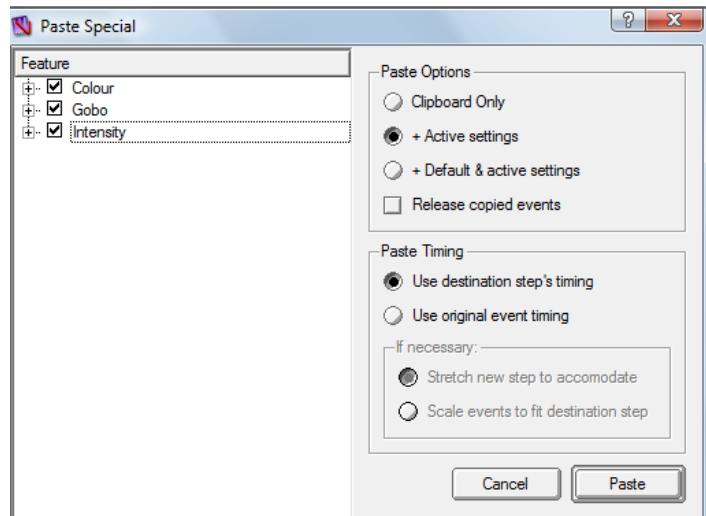
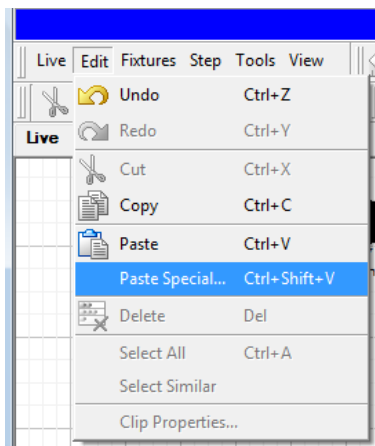
# Learn Timing



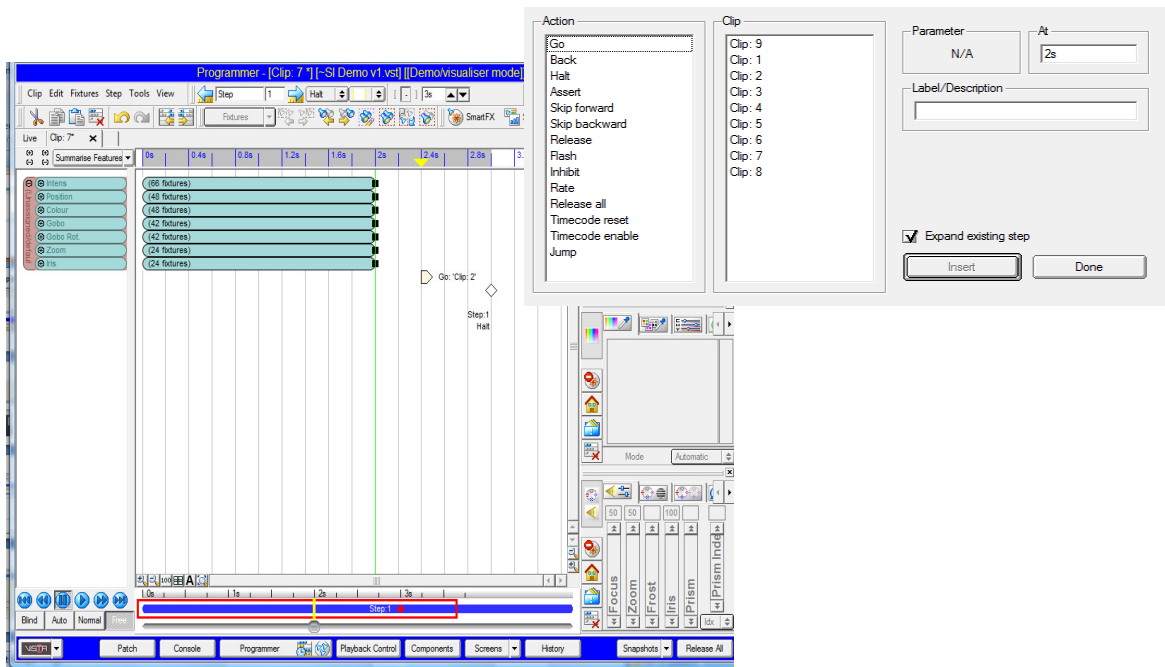


# Programming

- Paste Special  
Ctrl + Shift + V

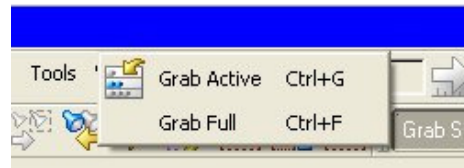
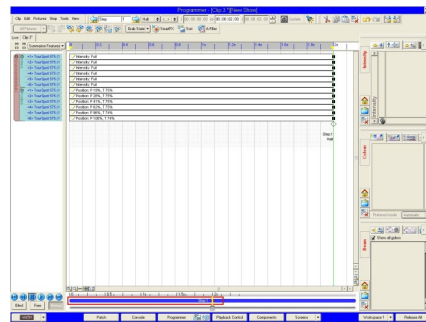


# Insert Command



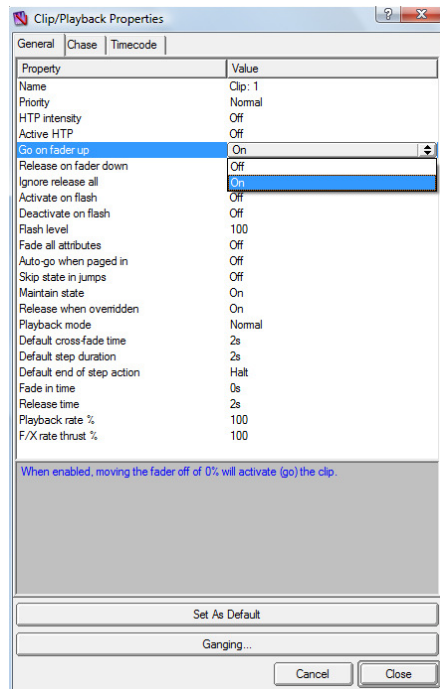
# Grabbing Console Output

- While clips are playing, open new or existing clip, select fixtures to grab from, if none are selected Vista grabs all fixtures, switch to timeline and choose the grab icon.
- Grab Active: Grabs whatever attributes that are active (playing) at that moment and then pastes them in to timeline
- Grab Full: Captures the full state of selected fixture parameters (example: if no color is present, grab full inserts open white in timeline)



# Clip Properties

- Clip properties are an important set of options that are used often during programming



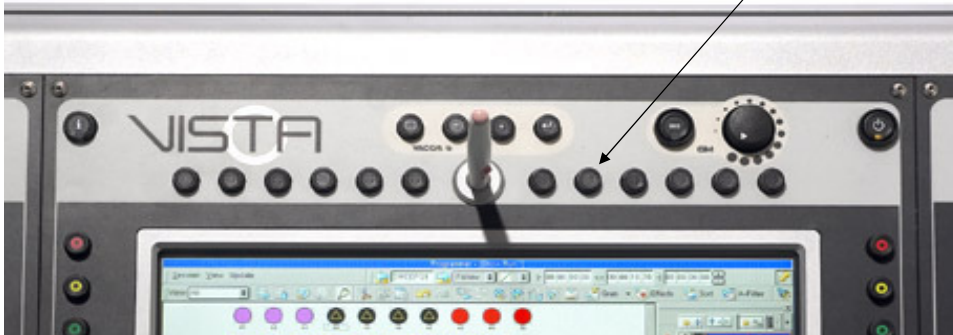
# Save Show Now

## Saving shows

To save a show at any time, choose the Save option from the Show menu. As with any computer, it's a good idea to save regularly in case of power failure.

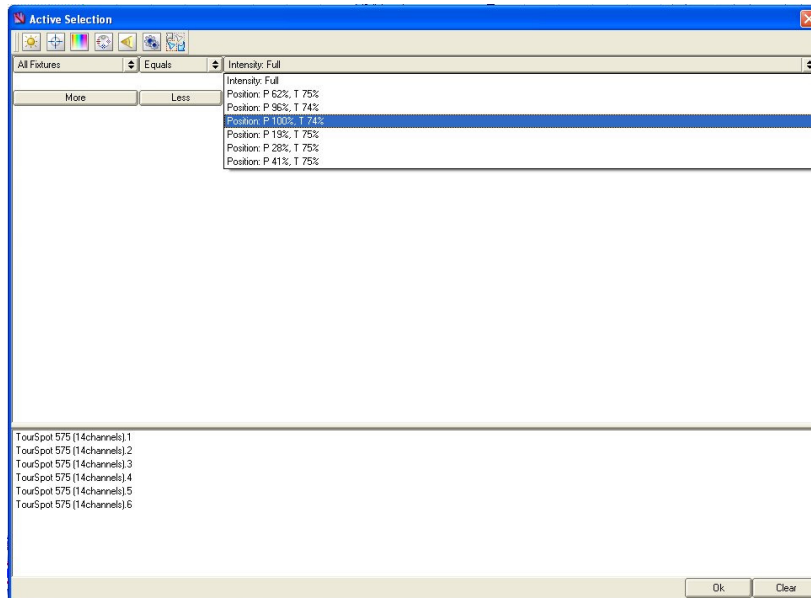
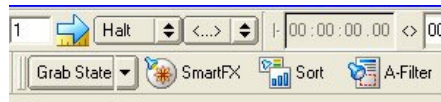


Default save on function buttons



# Active Selection

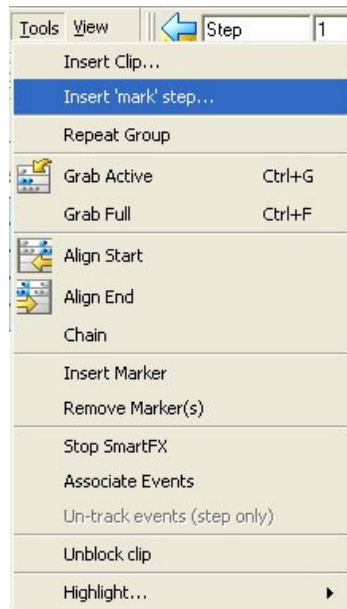
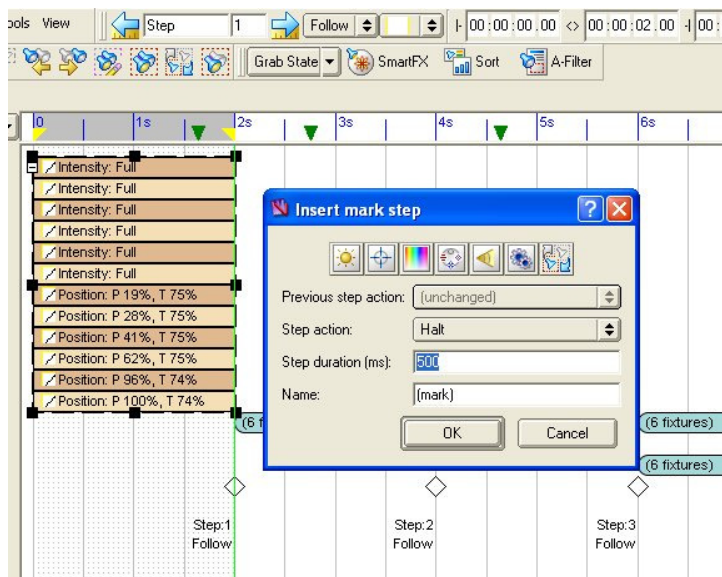
- Quick selection by attribute



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# Insert Mark Step

- Move in dark, setup parameters in black



# Playback Control Window

- Playback Control

The screenshot displays the Playback Control Window interface. On the left, a table lists clips and their steps. On the right, a detailed view for 'Clip: 6' shows its progress and timing. The bottom of the window contains playback controls and checkboxes.

| Clip Name | Current Step | Release Time | Notes |
|-----------|--------------|--------------|-------|
| Clip: 1   | Step:1       | 2s           |       |
| Clip: 10  | Step:1       | 2s           |       |
| Clip: 2   | Step:1       | 2s           |       |
| Clip: 3   | Step:1       | 2s           |       |
| Clip: 4   | Step:1       | 2s           |       |
| Clip: 5   | Step:1       | 2s           |       |
| Clip: 6   | Step:1       | 2s           |       |
| Clip: 7   | Step:1       | 2s           |       |
| Clip: 8   | Step:1       | 2s           |       |
| Clip: 9   | Step:1       | 2s           |       |

| Step | Name | Progress | Time | At End | Notes |
|------|------|----------|------|--------|-------|
| 1    | Step |          | 2.0s | Follow |       |
| 2    | Step |          | 3.0s | Follow |       |
| 3    | Step |          | 2.0s | Follow |       |
| 4    | Step |          | 2.0s | Follow |       |
| 5    | Step |          | 2.0s | Follow |       |
| 6    | Step |          | 2.0s | Halt   |       |

Clip: 6 SMPTE: Inactive  
Position: 0s of 13.0s ( 13.0s remaining ) [step 0 of 6]

Show Active Clips Only  Follow Clips On Select  Follow Clips On Go  Follow Steps  Draggable Playhead

Properties Edit Select [Playhead icons] Release Inhibit



# Output Window

- Output Window

The screenshot shows a software window titled "Output" with a menu bar (Sort, Current Selection, Lock, View, Icons) and a toolbar (Rate, Selected Clip, Programmer). The main area contains two tables.

**Table 1: TourSpot 575 (1)**

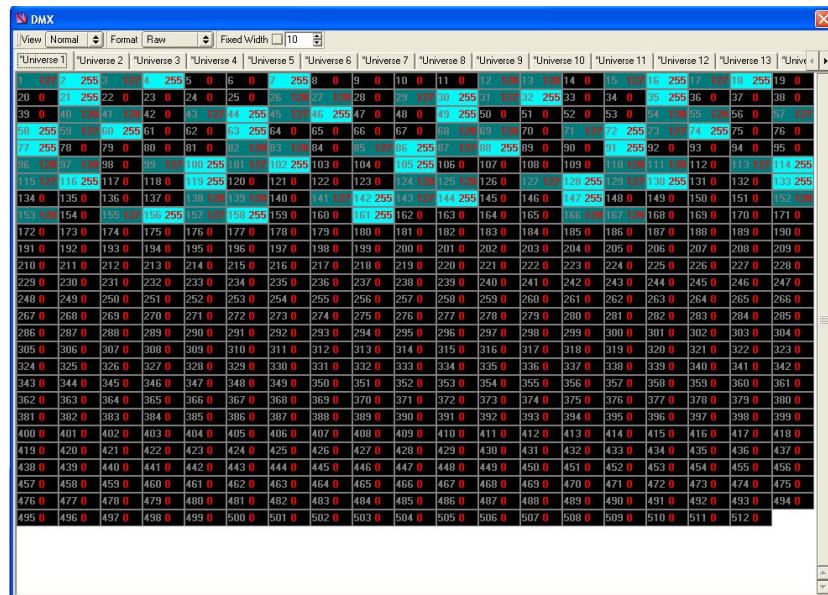
| Id | Name             | Inter                    | Shut | Text   | Icon | Gobd | Prism | Prism | Focu | Zoon | Frost | Ins | Fram | Fram | Misc | Spee |
|----|------------------|--------------------------|------|--------|------|------|-------|-------|------|------|-------|-----|------|------|------|------|
| 1  | TourSpot 575 (1) | <input type="checkbox"/> | Open | Source | ★    | 0.0  | 0     | 0     | 50   | 99   | 1     |     |      |      |      |      |
| 2  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 99   | 1     |     |      |      |      |      |
| 3  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 99   | 1     |     |      |      |      |      |
| 4  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 99   | 1     |     |      |      |      |      |
| 5  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 99   | 1     |     |      |      |      |      |
| 6  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 99   | 1     |     |      |      |      |      |
| 7  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 50   | 1     |     |      |      |      |      |
| 8  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 50   | 1     |     |      |      |      |      |
| 9  | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 50   | 1     |     |      |      |      |      |
| 10 | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 50   | 1     |     |      |      |      |      |
| 11 | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 50   | 1     |     |      |      |      |      |
| 12 | TourSpot 575 (1) | <input type="checkbox"/> | Open | ★      | ★    | 0.0  | 0     | 0     | 50   | 50   | 1     |     |      |      |      |      |

**Table 2: GenericDimmer**

| Id  | Name             | Inter                    | Id  | Name             | Inter                    | Id  | Name             | Inter                    | Id  | Name             | Inter                    | Id  | Name             | Inter                    |
|-----|------------------|--------------------------|-----|------------------|--------------------------|-----|------------------|--------------------------|-----|------------------|--------------------------|-----|------------------|--------------------------|
| 201 | GenericDimmer.1  | <input type="checkbox"/> | 202 | GenericDimmer.2  | <input type="checkbox"/> | 203 | GenericDimmer.3  | <input type="checkbox"/> | 204 | GenericDimmer.4  | <input type="checkbox"/> | 205 | GenericDimmer.5  | <input type="checkbox"/> |
| 206 | GenericDimmer.6  | <input type="checkbox"/> | 207 | GenericDimmer.7  | <input type="checkbox"/> | 208 | GenericDimmer.8  | <input type="checkbox"/> | 209 | GenericDimmer.9  | <input type="checkbox"/> | 210 | GenericDimmer.10 | <input type="checkbox"/> |
| 211 | GenericDimmer.11 | <input type="checkbox"/> | 212 | GenericDimmer.12 | <input type="checkbox"/> | 213 | GenericDimmer.13 | <input type="checkbox"/> | 214 | GenericDimmer.14 | <input type="checkbox"/> | 215 | GenericDimmer.15 | <input type="checkbox"/> |
| 216 | GenericDimmer.16 | <input type="checkbox"/> | 217 | GenericDimmer.17 | <input type="checkbox"/> | 218 | GenericDimmer.18 | <input type="checkbox"/> | 219 | GenericDimmer.19 | <input type="checkbox"/> | 220 | GenericDimmer.20 | <input type="checkbox"/> |
| 221 | GenericDimmer.21 | <input type="checkbox"/> | 222 | GenericDimmer.22 | <input type="checkbox"/> | 223 | GenericDimmer.23 | <input type="checkbox"/> | 224 | GenericDimmer.24 | <input type="checkbox"/> |     |                  |                          |

# DMX Window

- DMX Window



# Section Advanced FX

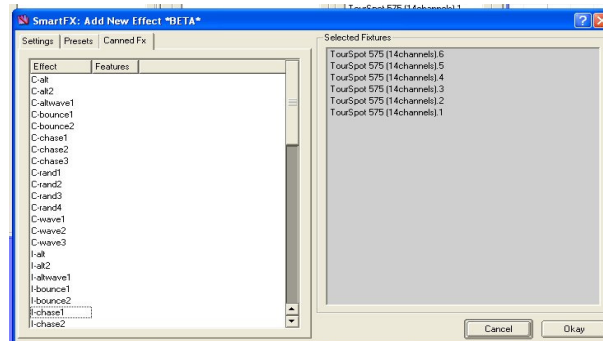
- Patch Window
- Swap Fixtures
- Connect Universe
- Clone
- Layouts

# SmartFX

Applying a single stored (canned) effect

4. Click the Stored (Canned) FX tab. Vista displays the list of available stored (canned) effects

The first few letters of each effect title tells you what parameters are in this effect (e.g. I-Intensity, P-Position, C-Colour, etc)



5. To apply an effect, click on the effect you want and click the OK button. Vista displays the Smart Effects window showing the effect you've chosen

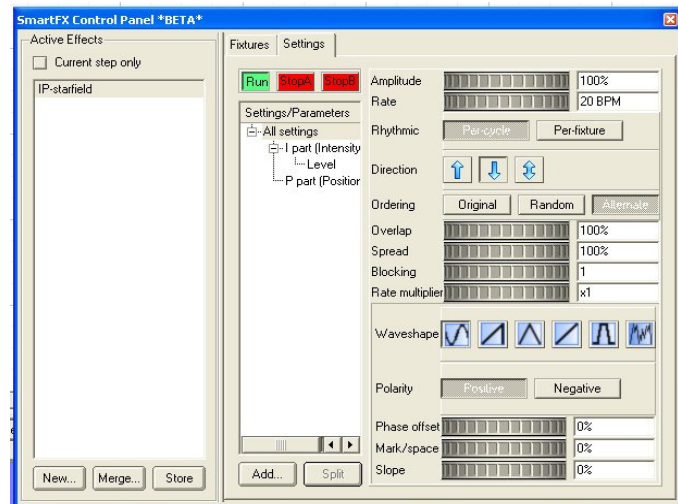
6. To add a second effect that is synchronized with the first one, click the Settings tab to display the SmartFX Control Panel

# SmartFX

## Applying a single stored (canned) effect

7. Click the Add button, choose another effect and click OK. Vista adds this effect to the list in the Settings/Parameters box

8. To adjust the parameters of an effect, click on it in the Settings/Parameters box and use the controls to adjust it (see *X101HEffect controlsX*)



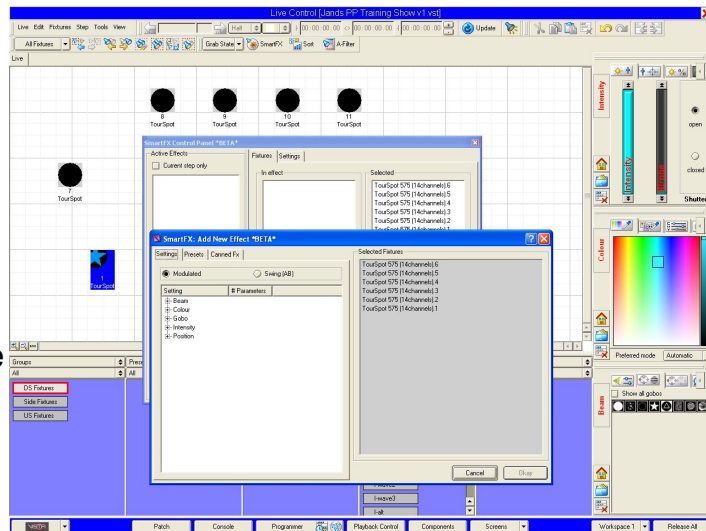
9. To see the effect, click the green Run button. To stop if, click the red Stop button – a swing effect has two stop buttons

# SmartFX

## Creating an effect from scratch

To create your own effect:

1. In the Programmer Fixture window, select the fixtures you want.
2. Click the SmartFX button on the toolbar. Vista displays the Smart Effects window



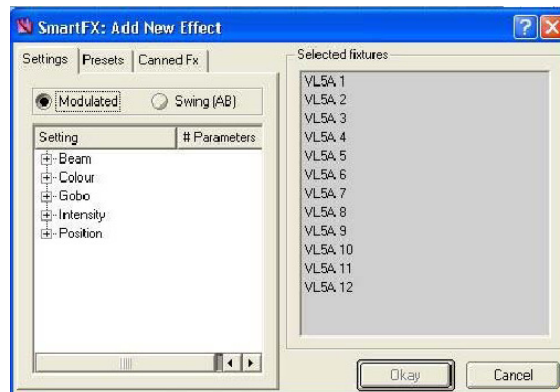
3. Click the New button to display the Add New Effect window and click the Settings tab

# SmartFX

Creating an effect from scratch

4. Choose the parameter you want to put an effect on (e.g. position) and click either the Modulated or Swinging button at the top of the window to determine the type of effect you are going to create. 'Swing' creates an effect that transitions from one setting to another, while 'Modulate' varies the attributes of one setting (e.g. creating a circle or figure of eight around a single position)

5. Click OK display the selected parameter in the Settings/Parameters box



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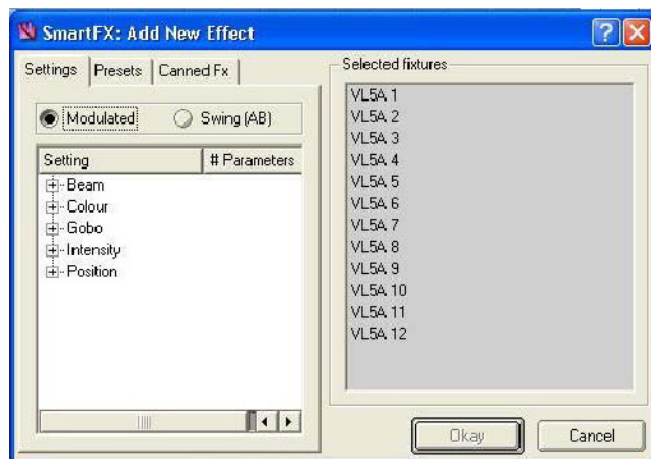
# SmartFX

Stored (Canned) effects that modulate or swing

Stored (Canned) effects are pre-set to either swing or modulate.

Swinging means the fixtures move between two sets of attributes determined by the effect (e.g. moving from left to right)

Effects that are preset to modulate will apply their own varying attributes about a particular setting (e.g. creating a circle around a position).





# SmartFX

## Making your effect swing

If you chose the 'Swing' button in the Settings tab, you have to define the end points of the effect (i.e. where it starts and where it finishes)

In this case, when you click OK, Vista adds 'Stop A' and 'Stop B' buttons at the top of the Settings/Parameters box:

To define the two end points:

1. Click the 'Stop A' button.
2. Use either the palettes or the controls to define a setting.
3. Click the 'Stop B' button and define its settings in the same way.
4. Click the 'Run' button to start the effect swinging.

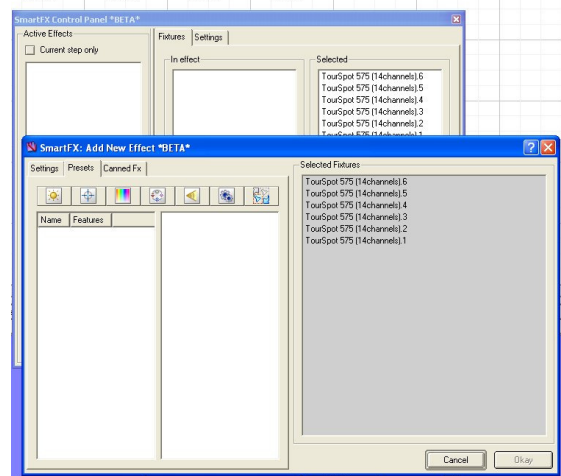
# SmartFX

Swinging between two of your own presets

Once you've created a couple of presets you can use the Effects window to swing between them

To swing between two presets

1. In the Programmer Fixture window, select the fixtures you want
2. Click the SmartFX button on the toolbar. Vista displays the Smart Effects window
3. Click the New button to display the Add New Effect window and click the Presets tab

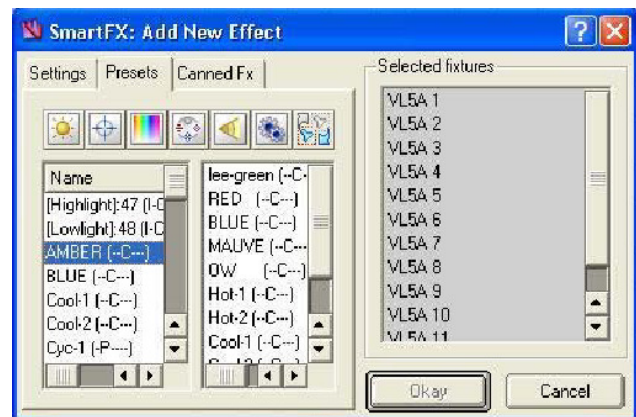


# SmartFX

## Swinging between two of your own presets

You can use the buttons along the top of the window to filter out the various types of preset (e.g. to display only the colour presets). To do this click the 'X' button to turn off all of them, then click the icon for the preset type you want to display.

4. Select a preset from the list on the left (the 'A' preset), then choose one from the list on the right (the 'B' preset) and click OK to start swinging between the two presets. You can then adjust the settings of the overall effect using the controls (e.g. speed it up, spread it across, etc)



# SmartFX

## Saving your effect

To save an effect you've created, click the Save Effects Button. Vista displays a small window asking for a name for the effect. Type a name for the effect and hit the Enter key on the keyboard. Vista adds you effect to the list of stored (canned) effects. Next time you click the Stored (Canned) FX tab on the Effects window, your effect will be in the list.

## Modifying effects

To add or change the features of an effect, click the Add button below the Settings/Parameters box and choose the additional effect you want from the list. Vista adds it to the list of attributes in the Settings/Parameters box. You can then select any of these and adjust them using the controls

## Splitting out effects

Once you've added several effects you may want to take or more of them out and make them separate effects in their own right. To do this, click on the effect you want in the list in the Settings/Parameters box and click the Split button. Vista removes that effect from the Settings/Parameters box and adds it to the effects list on the left-hand side of the screen. It's now a separate effect that applies to the same set of fixtures.

# SmartFX

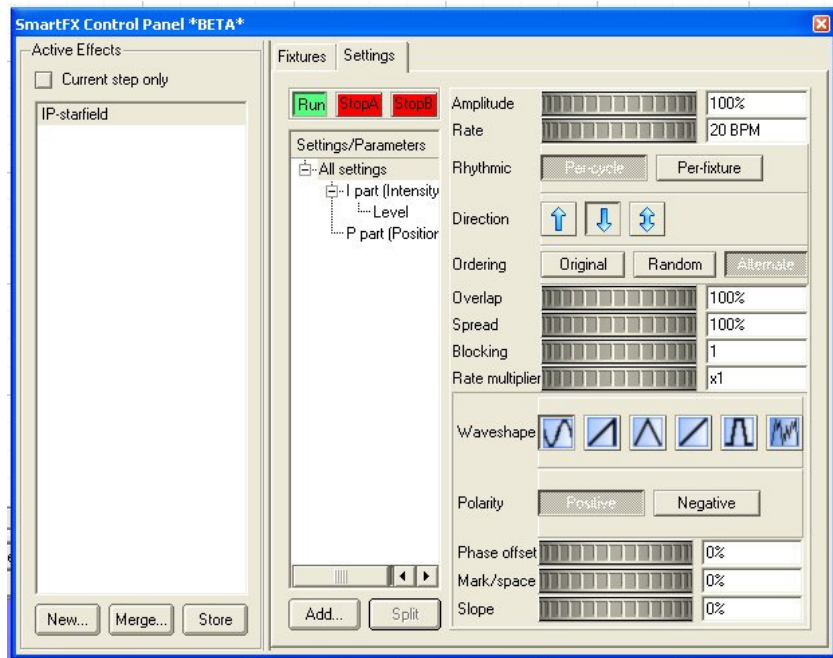
## Stopping an Effect

To stop an effect and have the fixtures revert to their original or default values for the parameters that were running the effect you do this:

1. Edit the clip in the programmer.
2. Select the Step where you want to stop the effect, or create a new step
3. Select the fixtures and open up the SmartFX Control Panel (SmartFX toolbutton)
4. Click the Stop Effects button. The Select Effects to Stop window opens.
5. Select the Effect(s) you want to stop. The selected fixtures are shown on the right hand side (to confirm what will be affected).
6. Click the Stop button. Stop RTFX events will be added to the timeline.



# SmartFX

- Smart FX Settings



# Console Layout Turning On



| This button...  | does this...   |
|---|--|
| VISTA   | Displays the Vista menu where you can load and save shows, set user preferences, import and export shows and close down or restart the console.  |
| Patch   | Displays the Patch window so you can configure your DMX settings   |
| Console   | Displays the Console hardware simulation window  |
| Programmer  | Displays the Programmer window in either Live or Clip edit mode. The three icons select the programmer mode as follows:  |
|  | displays the Programmer Timeline view, which is only available if you're editing a clip. If you're in Live mode, click the Store button or choose Save from the File menu to enable this mode. |
|  | displays the Fixtures window so you can set up your lights and make selections for Live control or Programming   |

| This button...   | does this...   |
|------------------|--|
| Playback Control | When you have one or more clips running, this button displays the Playback control window so you can see them all at a glance. This window can also be used to control playback. |
| Components       | Once you've saved some Groups, Presets clips, etc this button displays the Components window where you can select, modify, duplicate and organize these components.              |
| Screens          | Allows you to select one of the following overlay screens - normally for display on the external monitors:   |
| Output           | displays the Output window that shows DMX output values channel by channel.  |
| Tracking         | displays the Tracking window that shows you what each fixture is doing.  |
| Workspace        | Displays the current workspace. You can create and delete workspaces using the <i>Workspaces...</i> option. Each workspace contains its own set of pages and assignments.        |
| Release all      | Clicking this button at any time releases all the fixtures from their current settings as determined by the clips that are running and returns them to their default state.      |

Use these buttons to begin your show

# Section 8

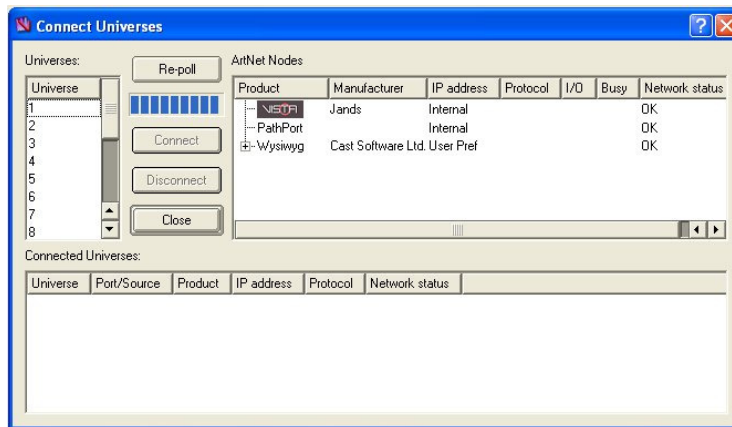
## Layout and Patch

- Patch Window
- Swap Fixtures
- Connect Universe
- Clone
- Layouts



# Patch Window

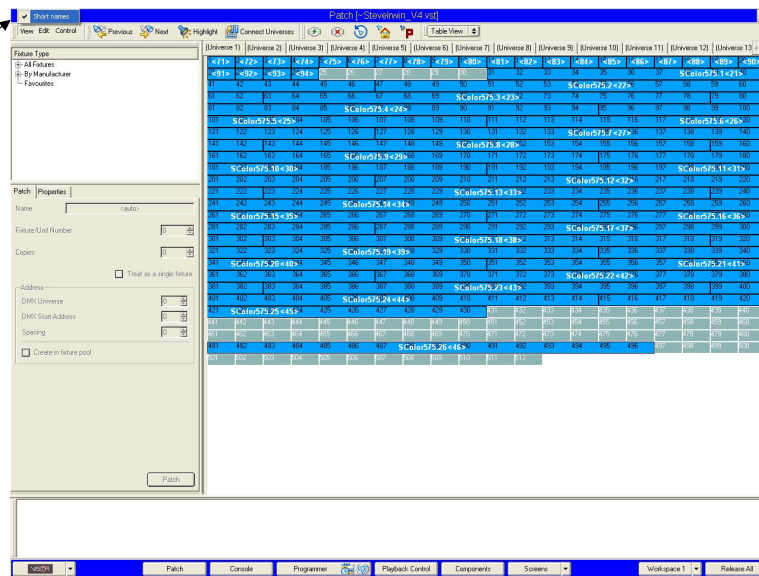
- Universes and Connect



# Patch Window

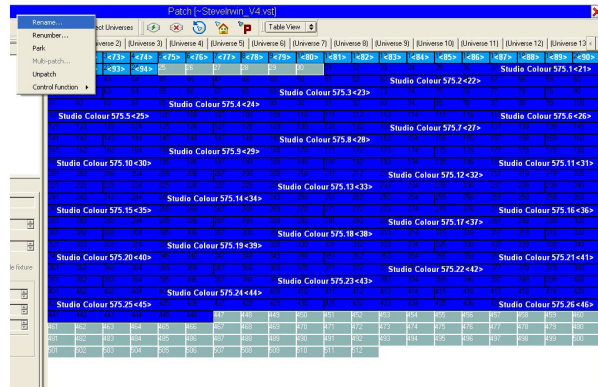
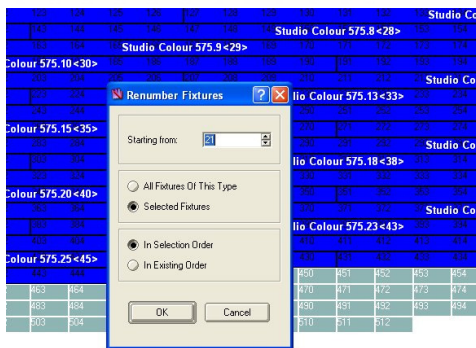
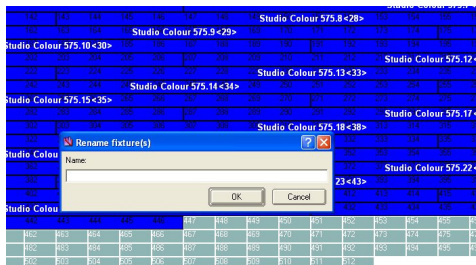
- Display Fixture Short Names

View drop down menu



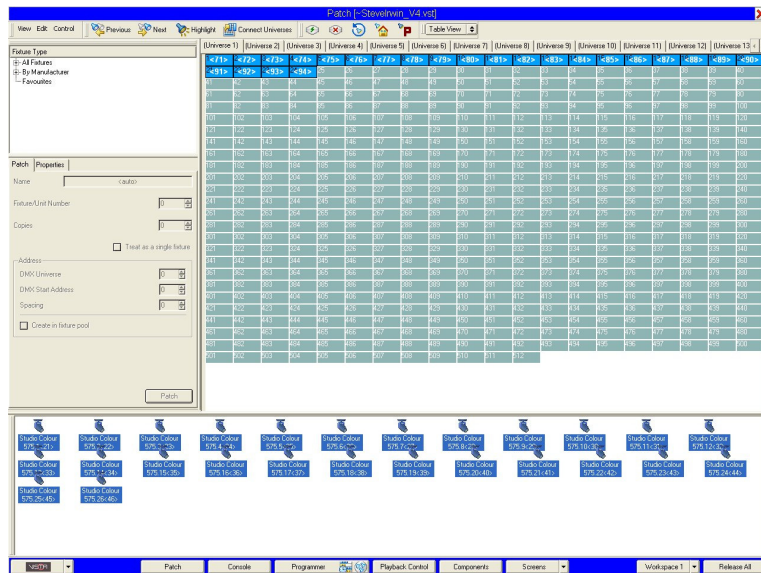
# Patch Window

- Renaming and Renumbering



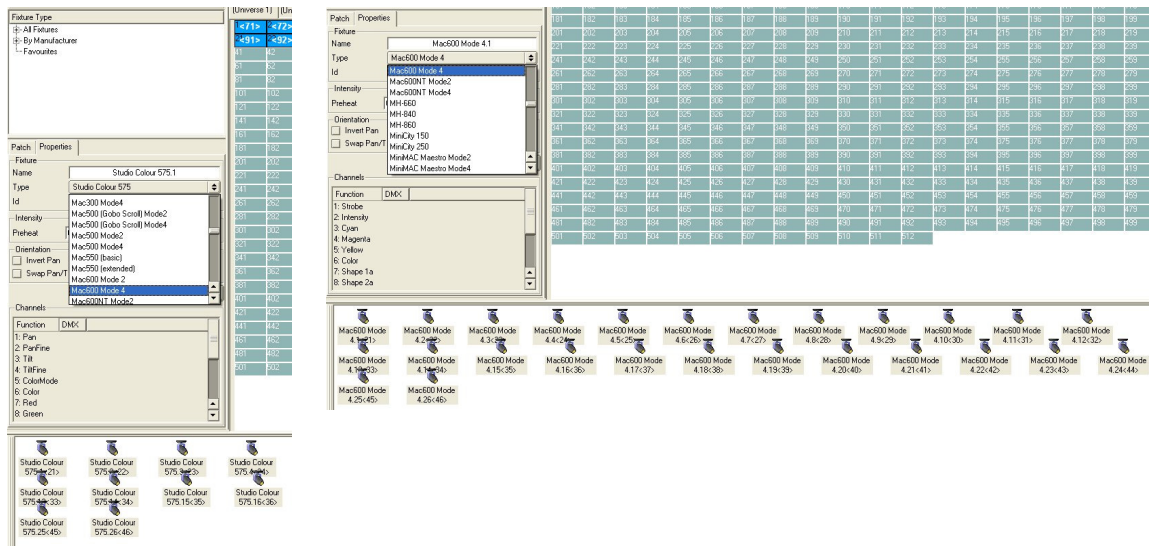
# Patch Window

- Fixture Pool



# Patch Window

- Swapping Fixture Types



# Generic Fixture Model

This is the heart of the Jands Vista offering the most in-depth definitions for intelligent and other unique lights found today.

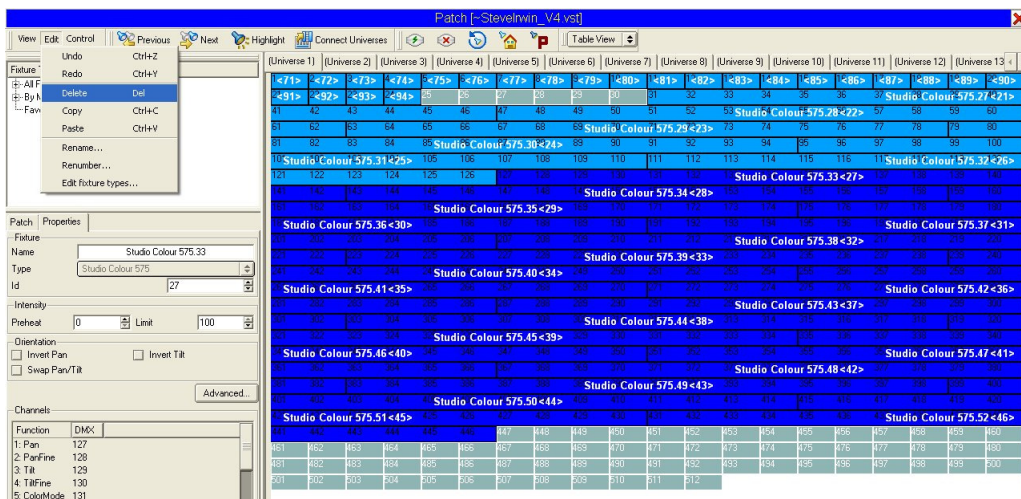
The fixture models are created in a way that allow a user to easily swap fixtures and automatically update programming. When swapping fixtures, the console will compare features on up to 32 levels comparing parameters to accomplish the best match possible. It also allows the ability to simultaneously control fixtures that have differing features such as color mixing and color wheels

This powerful option offers seamless programming between multiple fixture types.



# Patch Window

- Deleting Fixture Types



# Patch Window

- Fixture Properties

The screenshot shows the 'Fixture Properties' dialog box for a patch. It is divided into several sections:

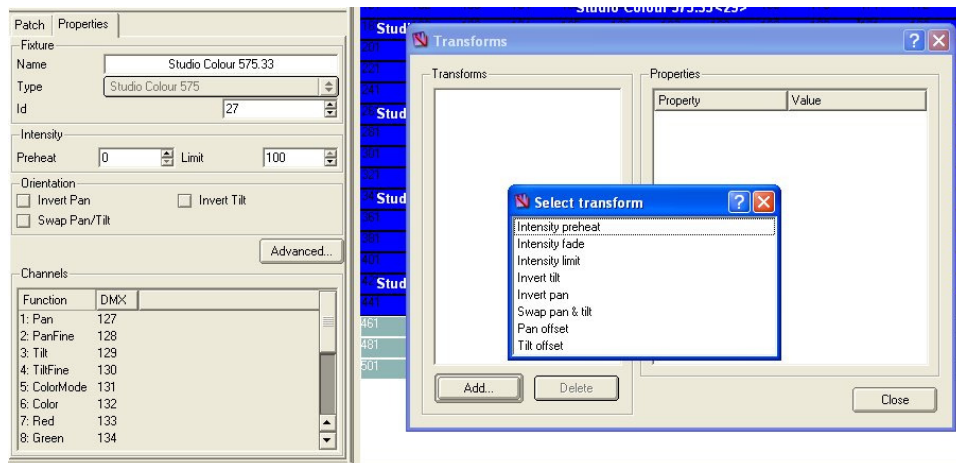
- Fixture:** Contains fields for Name (Studio Colour 575.33), Type (Studio Colour 575), and Id (27).
- Intensity:** Contains Preheat (0) and Limit (100) fields.
- Orientation:** Contains checkboxes for Invert Pan, Invert Tilt, and Swap Pan/Tilt.
- Advanced...:** A button to access advanced settings.
- Channels:** A table listing functions and their corresponding DMX values.

| Function     | DMX |
|--------------|-----|
| 1: Pan       | 127 |
| 2: PanFine   | 128 |
| 3: Tilt      | 129 |
| 4: TiltFine  | 130 |
| 5: ColorMode | 131 |
| 6: Color     | 132 |
| 7: Red       | 133 |
| 8: Green     | 134 |



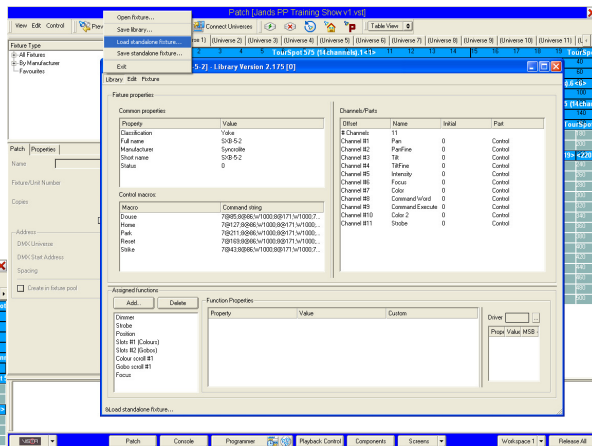
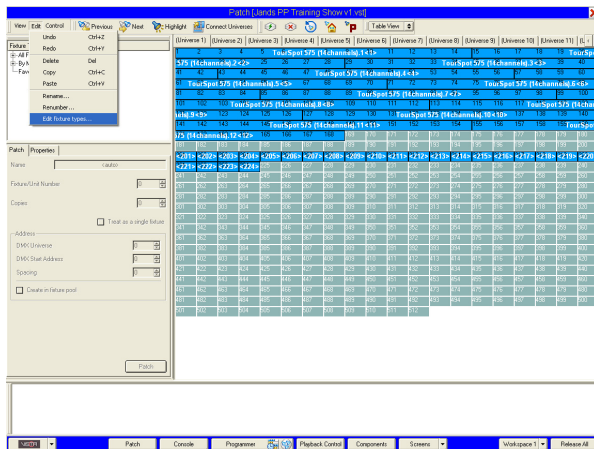
# Patch Window

- Advanced Fixture Properties/Transformers



# Patch Window

- **Edit Fixtures**  
 Select this option by clicking on edit and choose edit fixtures types. Then choose either open fixture or load stand alone fixture








# Patch Window

- **Fixture Control**

The Patch screen has five buttons at the top that give you control over whatever fixtures are currently selected on the Patch panel



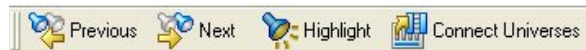
Note that only some fixture types support these functions; refer to the user guide for your fixture types

| This button...  | does this...  |
|---|---|
|  Strike | Ignites the lamps in the selected fixtures.   |
|  Douse | Switches off the lamps in the selected fixtures off.  |
|  Reset | Resets the selected fixtures to their factory default settings. This is useful if a fixture has a control problem and you need to get it 'back to normal'.  |
|  Home  | Puts the fixture back to its home position.   |
|  Park  | Parks the fixture permanently in whatever setting it's currently in. Useful for providing permanent lighting for backstage and so on. Once you've parked a fixture it will ignore any further instructions. |


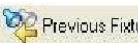

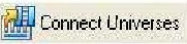
**Tip:** These five commands are also available through the Control menu and by right-clicking on the fixture icons in the Programmer.

# Patch Window

- Highlight and Next/Previous

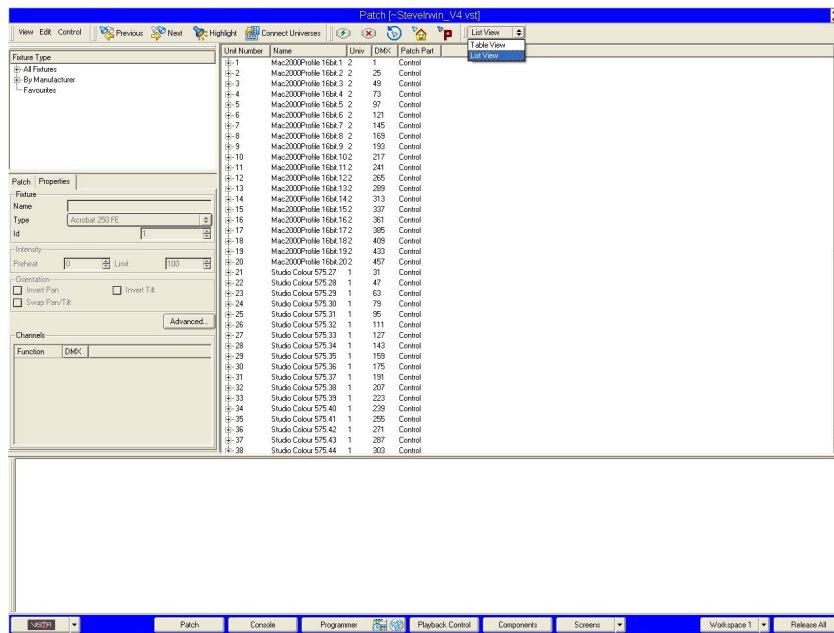


There are four other buttons on the toolbar at the top of the screen:

| This button...  | does this...   |
|---|--|
|  Next Fixture      | De-selects whatever is selected and Selects the next fixture in this universe.   |
|  Previous Fixture  | Selects the previous fixture in this universe.   |
|  Highlight         | Switches the selected fixture on. This is a toggle switch - while it's selected, Vista switches on fixtures as you select them.                                      |
|  Connect Universes | Displays the Connect Universes screen so you can attach external Ethernet-DMX interface boxes. See <i>Configuring external Ethernet-DMX interfaces (universes)</i> . |

# Patch Window

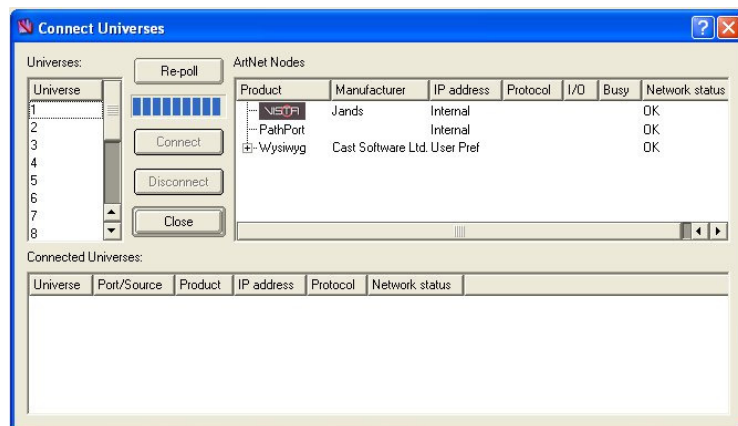
- Views



# Patch Window

- Connecting External Ethernet Boxes

Vista provides four internal 512-channel DMX outputs (or universes) through the desk's internal Ethernet connection. You can add up to four more by connecting your own external ArtNet or PathPort boxes to the Ethernet port.



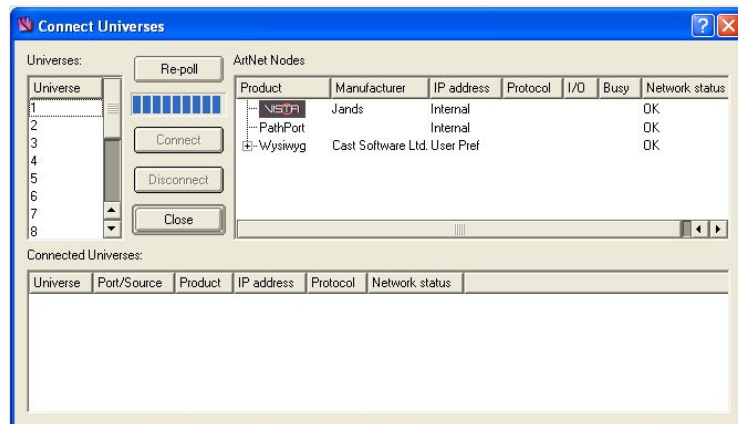
This screen shows the ArtNet nodes connected to the Ethernet output of the console, and the connection details of universe. You use it to set up the DMX connections for each of your universes and to check that they are working correctly.

**Tip:** If you're only using four Vista's internal universes you don't need to use this screen.

# Patch Window

- Connecting External Ethernet Boxes

The *ArtNet nodes* box on this screen lists all the Ethernet-DMX connection interface boxes attached to the Vista:



In this example you can see two entries: one is the Vista logo, representing the internal Ethernet connection; the other is 'Pathport', which is an external interface box attached to the back of the console.

You can have up to four external interface boxes connected, which, when added to the four internal ones, gives you a total of eight universes.

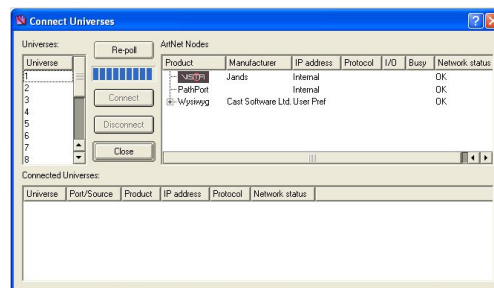
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# Patch Window

- Connecting External Ethernet Boxes

To connect an external interface box:

1. Select the universe you want to run through a particular box from the Universes list in the left hand side of the screen.
2. Click on the box title in the ArtNet nodes list to select it, then click the Connect button. Depending on the type of interface box you are using Vista will either connect automatically, or display the Enter External DMX source window:



3. Click on the arrows beside the Source field and choose the number of the universe in the box you've connected to. For example, if you've set up a PathPort box to handle universes 7 and 8, you'd choose one of those numbers on this window.

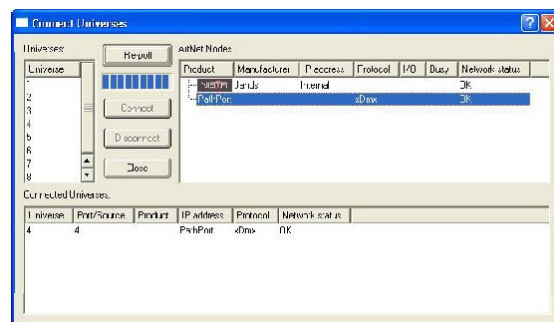


# Patch Window

- Connecting External Ethernet Boxes

Vista polls the box to check that the connection is working, and displays the details of the connection in the Connected Universes box. It also greys-out the number of the universe you've connected to in the Universes list

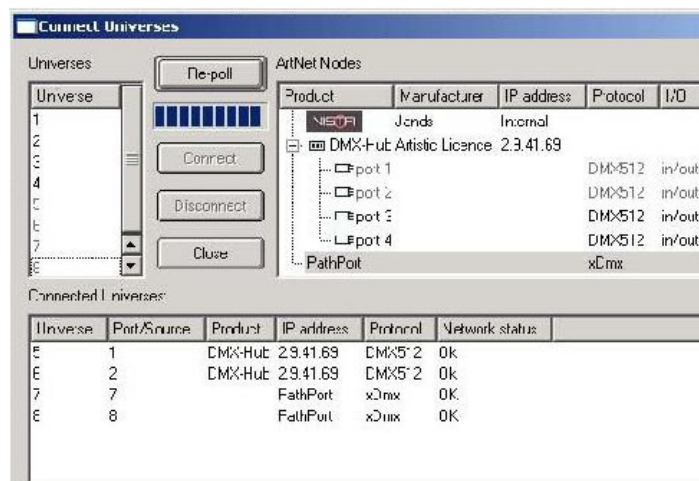
You can check this connection at any time by clicking the Re-Poll button



# Patch Window

- Connecting External Ethernet Boxes

This example shows a Vista with an Artistic Licence DMX Hub with four ports and a PathPort with two ports connected:



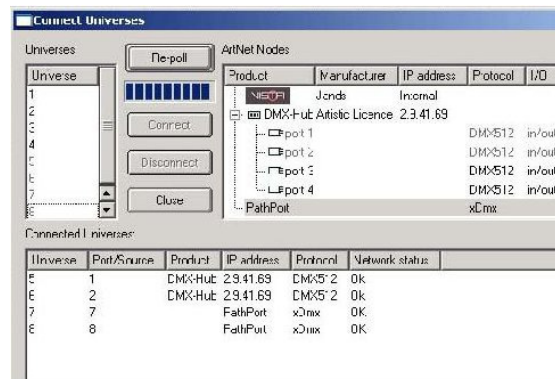
Note that in this example, universes 1 to 4 have been left as Vista internal universes, and the external boxes have been connected to universes 5 to 8.

# Patch Window

- Disconnecting External Ethernet Boxes

To disconnect an interface box:

1. Click on the title of the interface box in the ArtNet nodes section of the screen.
2. In the Connected Universes section of the screen, click on the connection you want to remove.
3. Click the Disconnect button.  
Note that when you disconnect an interface, the universe it was connected to becomes available once more in the Universes list.



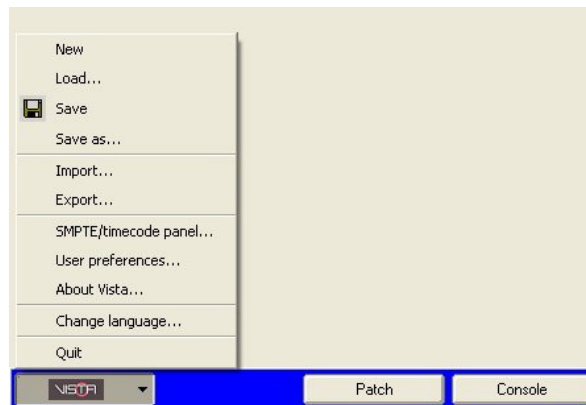
**Tip:** To change the settings of an interface box you have to disconnect it and re-connect it with the new settings.

# Console Layout And Startup

## Creating and Loading Shows

### Creating a show

To create a new show at any time, choose the New option from the Vista Button menu

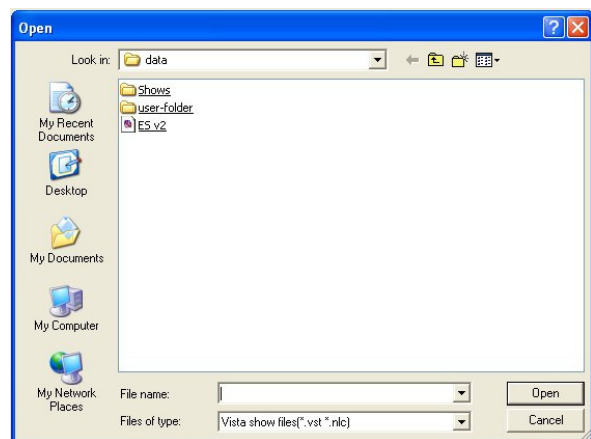


# Console Layout And Startup Creating and Loading Shows

## Loading existing shows

To load a show you've already created, choose the Load option from the Show menu. Vista displays the Open window

To load a show you've previously saved (or loaded into the console using the import function), find the directory containing it, then click on the file name to select it and hit the Open button to load it.

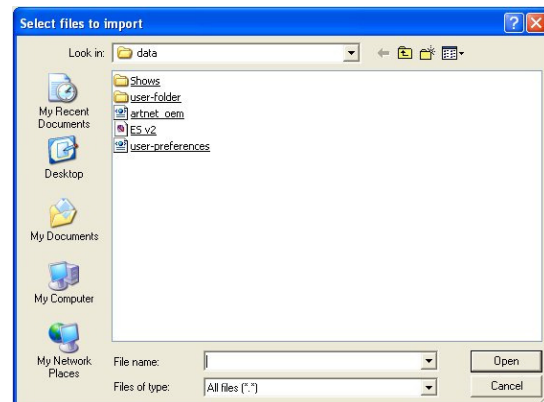


# Console Layout And Startup

## Creating and Loading Shows

### Importing shows

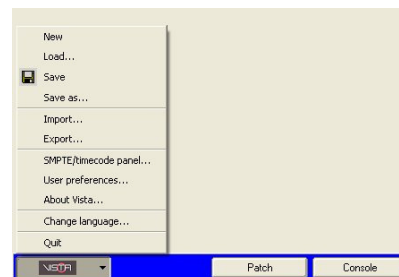
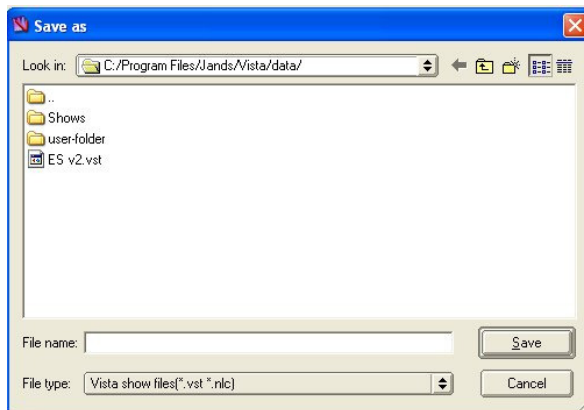
You can load shows you've created on a PC or another console onto the Vista. The shows must be on a CD or any kind of storage device that connects to the Universal Serial Bus (USB) port (such as a memory stick). To load a show, attach the USB device or put the CD in the CD drive and choose the Import option from the Show menu. Choose either the CD or USB option from the pop-up menu to display an Open screen, then choose the show file you want to load. Once you've loaded the show you should use the Save option from the Show menu to save it onto the Vista hard drive immediately.



# Console Layout And Startup Creating and Loading Shows

## Saving shows

To save a show at any time, choose the Save option from the Show menu,. As with any computer, it's a good idea to save regularly in case of power failure.



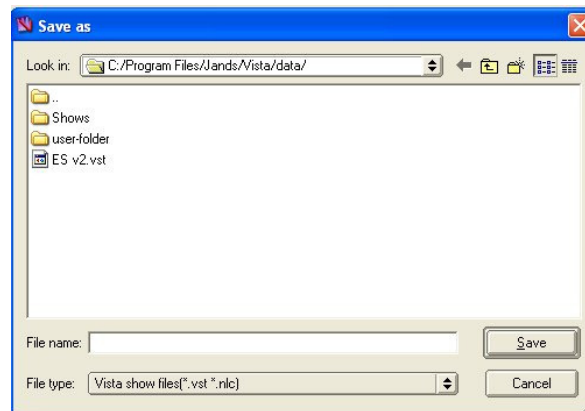
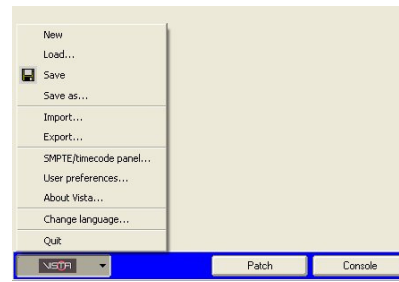
Type a name for the file and choose the directory in which you want to save it, then click the Save button. Once you've named the file, each time you choose the Save option from then on, Vista overwrites that file with the new details without displaying this window.

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# Console Layout And Startup Creating and Loading Shows

## Saving copies of shows

To save a separate version of a show with a different name, choose the Save As... option from the Show menu. You can then give the file another name and save it in another directory if you like.



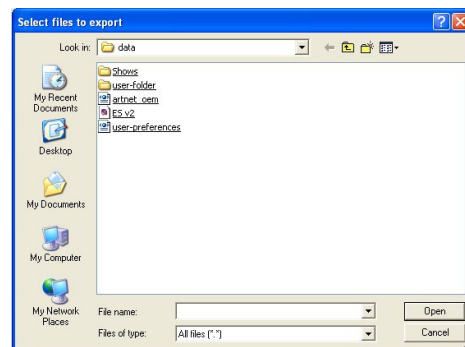


# Console Layout And Startup Creating and Loading Shows

## Exporting shows

It's extremely important to make backup copies of your shows. Like any other computer, the Vista stores your shows on a hard drive, and although it's extremely unlikely, if this drive were to fail (e.g. if the console was dropped) you could lose all the show files stored on it.

For this reason we recommend that you make regular backups of your work, either onto CD or onto a storage device that you can connect through the USB port. The Vista includes a CD burner so you can burn backup copies of your show files onto CD at any time.



To copy shows onto CD or an external storage device:

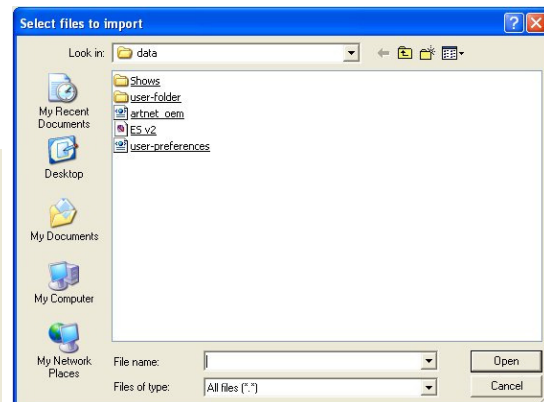
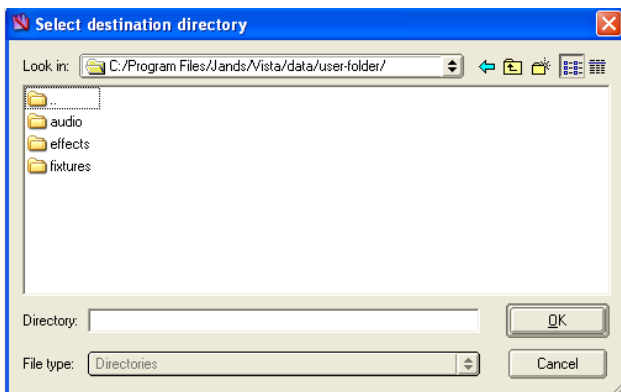
1. Put a blank CD into the CD drive or connect the device to the USB port.
2. Choose the Export option from the Show menu.
3. Choose either the CD or USB option from the pop-up menu to display the Save As... window.
4. Name the file, choose a directory on the CD or storage device and hit the Save button.

# Console Layout And Startup

## Importing Fixtures

### Importing Fixtures

It is easy to add new fixture profiles. Start by importing the new file into the fixture folder. The fixture folder is found inside the user folder.

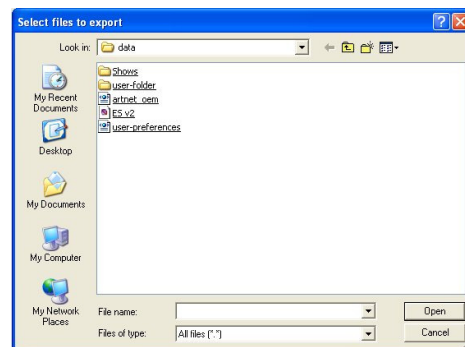


# Console Layout And Startup Creating and Loading Shows

## Exporting shows

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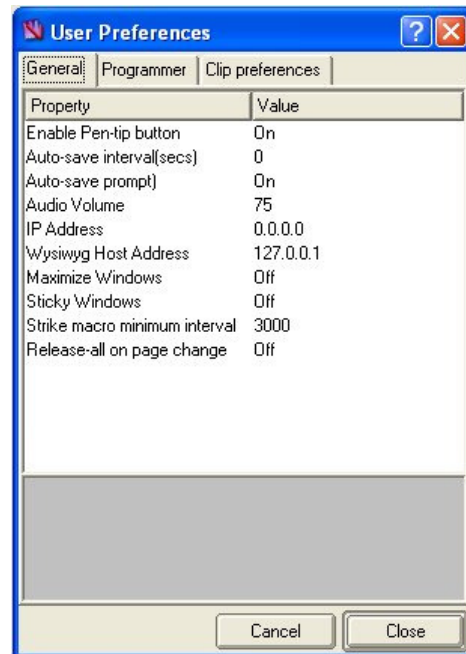


To copy shows onto CD or an external storage device:

1. Put a blank CD into the CD drive or connect the device to the USB port.
2. Choose the Export option from the Show menu.
3. Choose either the CD or USB option from the pop-up menu to display the Save As... window.
4. Name the file, choose a directory on the CD or storage device and hit the Save button.

# Console Layout And Startup User Preferences

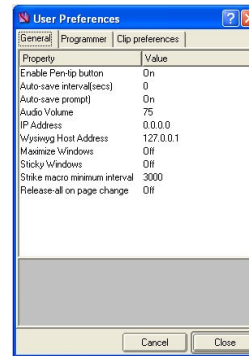
There are a number of system settings that determine how the Vista operates that you can change if you like. To set these preferences, choose the user preferences option from the Show menu. Vista displays the User Preferences screen with the 'General' tab selected



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# Console Layout And Startup User Preferences

| This option...        | does this...  |
|-----------------------|---|
| Enable Pen-tip button | Switches on or off the button on the pen that you use to display the 'right-click' pop-up menu.   |
| Auto-save interval    | Sets the number of seconds that will pass between each automatic save of your current show. For instance, if you set this to 60, Vista will do an auto-save every sixty seconds.<br><br>If you set this to zero, Vista does not do automatic saves. |
| Auto-save prompt      | Sets whether or not Vista displays a prompt asking you if you want to do an automatic save. If this is off, Vista will automatically save in the background at the interval specified in the Auto-save interval field.                              |
| Audio Volume          | Sets the Audio output level   |
| IP Address            | Sets the IP address of the Vista console, e.g. 192.168.0.65   |
| WYSIWYG host address  | Sets the address where Vista will try to find a WYSIWYG host. Should be on the same subnet as the console, e.g. 192.168.0.10  |
| Maximise windows      | Sets the behaviour of the overlay windows (Tracking, Output etc). With maximise set to  |

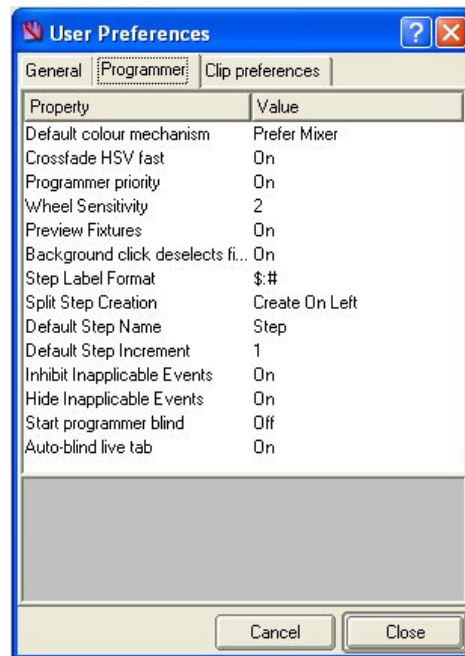


|                               |   |
|-------------------------------|---|
|                               | 'on' the windows open full-screen.  |
| Sticky windows                | Sets the behaviour of the buttons located above the tablet when they are used to open the Components, DMX and Output windows. If Off the button must be held down to keep the window open. . If On the button toggles the window open and closed. |
| Strike Macro Minimum interval | Sets the minimum interval, in milliseconds, between fixtures being struck. When multiple fixtures are selected this setting creates a delay between each fixture striking.  |

# Console Layout And Startup User Preferences

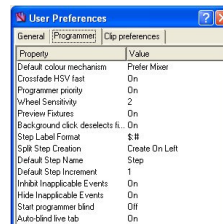
## Programmer preferences

To set the editor preferences click the Programmer tab on the User



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# Console Layout And Startup User Preferences



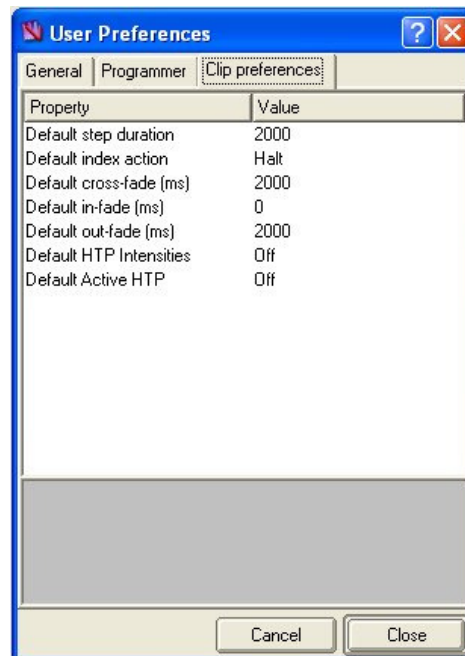
| This option...           | does this...  |
|--------------------------|---|
| Default colour mechanism | <p>Sets the default colour mechanism Vista uses when managing lights with colour wheels and colour mixers:</p> <ul style="list-style-type: none"> <li>Automatic - uses the colour wheel for Lee colours and mixing for HSV</li> <li>Prefer Mixer - uses colour mixing unless a colour wheel frame or colour is selected</li> <li>Prefer fixed - uses the fixture's colour wheel whenever possible.</li> </ul> |
| Crossfade HSV fast       | Determines whether or not a crossfade goes through the intervening hues (off) or jumps directly to the specified colour (on).   |
| Programmer priority      | Determines whether clips loaded in the programmer have high or normal priority. When set to 'high', any changes you make in the programmer while a clip is playing will override the normal playback.   |
| Wheel Sensitivity        | Specifies the number of turns of encoder wheels needed to cover the full range of the assigned parameter (a larger number results in finer control) Normally set to 2   |

|                                     |   |
|-------------------------------------|---|
| Background click deselects fixtures | When this is set to 'on', tapping on a blank space in the Programmer Fixture window de-selects all fixtures.  |
| Step Label Format                   | Specifies the format of step labels in the programmer. The "\$" symbol is replaced by the step name, and the "#" symbol is replaced by the step number, e.g., given a step named "Sunrise", and numbered "1.1", the format "[#] \$" will result in a the label, ": [1.1] Sunrise" |
| Default Step Name                   | Specifies the default name for steps created in the programmer.   |
| Default Step Increment              | Specifies the default increment between step numbers. Normally set to 1   |
| Inhibit Inapplicable Events         | If enabled, events will not be created which cannot be performed by selected fixtures. Inapplicable controls will be disabled.  |

# Console Layout And Startup User Preferences

## Clip preferences

To set the clip preferences click the clip tab on the User

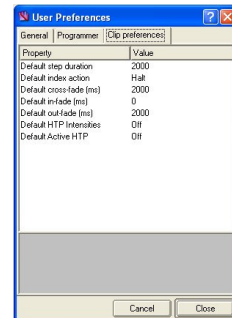


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# Console Layout And Startup User Preferences

| This option...              | does this...  |
|-----------------------------|---|
| Default Step Duration       | Determines the default time (in milli-seconds) for new steps. Normally set to 2000ms.   |
| Default Index (Step) Action | Determines the default end-of-fade action for new steps. Options are Halt or Follow. Normally set to Halt.  |
| Default Crossfade (Time)    | Determines the default time for Jumps and Overrides. Normally set to 2000ms.  |
| Default in-fade             | Determines the over-riding in-fade time for a clip. Useful for easing in a Clip - for example if you wanted to fade in a fast intensity chase. Normally set to 0. |



|                         |  |
|-------------------------|--|
| Default out-fade        | Sets the default time taken for fixtures to be let go when a clip is released. This setting can be overridden by settings in each clip.  |
| Default HTP intensities | Sets the default playback method for Intensity. When set to 'on', the clip that has the highest intensity setting determines fixture intensity. When set to 'off' the clip that has been most recently activated determines fixture intensity. |
| Default Active HTP      | Determines whether you have to press the Go button on a fader to switch the fader on. When set to 'on' the clip's intensity will activate as soon as you move the fader.   |

# Console History

The Jands Vista was first conceived in the year 2003 by Jands.

In looking for a better way to control lights, Jands looked at other established software programs that utilize timeline and similar features. They found by implementing these types of options considerably speeded up programming and creation of intricate lighting transitions. The entire project was nearly scraped when they found typical touchscreen technologies were not working until they came across the Waycom pen tablet.

This option gave the exact kind of precision and control that was needed to interact with the graphical control options the Vista offers.



# **Jands Vista**

## **Completion of Level 2 Training Support and Contact Information**

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**Provided by AC Lighting**

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Created by Steve Irwin

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