ZerOS Software Release (Public Release)			
Released Version:	7.8.4	Release Date:	5th August 2015
Previous Version	7.8.3	Release Date:	22nd June 2015

ZerOS 7.8.4 Software Release

Introduction

Release 7.8.4 of ZerOS is a minor new software release recommended for all FLX lighting consoles. These release notes describe the new features and bug fixes that have been implemented between versions 7.8.3 and 7.8.4.

This software will not install on any other ZerOS console apart from FLX.

Products Affected

✓ FLX

Compatibility

No compatibility issues known from 7.8.3.
FLX show files will not currently load onto other ZerOS consoles. Show files from other ZerOS consoles will load successfully onto FLX.

Update Instructions

Please familiarise yourself with these update instructions before proceeding. Instructions must be followed accurately and in order. Deviations or omissions could render the desk unusable and require it to be returned to the factory for recovery.

If any difficulties are encountered at any point, or you are in doubt on any of the instructions below, then do not proceed any further with the update and contact Zero 88 for assistance.

The software installation process completely removes all data on the console, including any current show files. If the current show file is still required, **please ensure that <u>backups</u> are taken before proceeding with the update.** After completing the update you may re-load your show if required.

When performing a software update it is important to ensure that the power supply to your desk is stable and reliable. Power loss during a software update can render your desk unusable.

To perform the update:

- Download the software from the Zero 88 website (zero88.com/software/zeros)
- Unzip the download and save the .exe file onto a USB stick (don't put it inside any folders)
- Plug the USB stick into your console
- Press SETUP to enter the console's setup screen and choose "Load file" on the monitor
- Select the file from the list displayed on screen and follow the onscreen instructions
- Once the update is complete, remove the USB Memory Stick and reboot the desk

Once all the software is up to date, you can get on with enjoying the new features in the desk software. Zero 88 recommend printing these Release Notes and having them with you when operating the desk, as some functionality may have changed which is explained in these notes.

New Features

ZOS-5832   **Flash button options**

The "General" tab of the Playback Setup window (accessible by holding SETUP and pressing a playback flash button) has been redesigned, making it simpler and quicker to use via a touch screen.
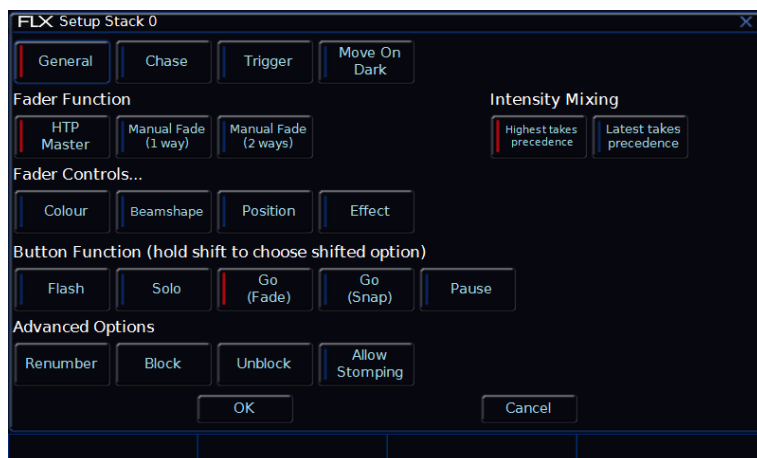
"Button Function" has been added, bringing "Flash", "Solo", "Go (Fade)", "Go (Snap)", "Pause" and "TapTempo" functionality to each of the playback buttons.

A secondary "shifted" option can be chosen whilst holding down the SHIFT key on the console.

The default option changes dependant on the "status" of the playback. However, once this setting has been changed by the user it will not change again automatically, even if the playback "status" changes.

- For a playback with a single cue, the default is *Flash* (shifted default: *Solo*).
- For a playback with multiple cues, the default is *GO (Fade)* (shifted default: *GO (Snap)*)
- For a playback which is set to a chase, the default is Tap Tempo (shifted default: *GO (Snap)*)

To change the timecode displayed in the cue list window, just tap the time displayed along the bottom of the window to cycle through the available options (on FLX there's "Real time" and "MIDI Time Code").

ZOS-6225   **Blind mode**

A blind mode is now available on FLX, allowing values to be updated and recorded without affecting the live output of the console.

To enter blind mode, hold SHIFT and press the 'Z' button. The Output Window and Command Bar turn grey, and the "Z" button will flash, to indicate blind mode is active.

Changing intensities and fixture parameters within blind mode (and then recording or updating this into a cue) is exactly the same as normal operation, except it won't change the lighting state on stage.

Pressing GO on a playback will continue to work like normal, even though blind mode is active.

To exit blind mode, just press the 'Z' button again (no need to hold shift). Any programmer data which hasn't been saved or cleared will be recalled when you next enter Blind Mode.

ZOS-6226   **Goto cue**

Goto cue allows the operator to jump to a specific cue. On FLX, simply hold down the playback's GO button, type the cue number to jump to, and then release the playback's GO button.

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ZOS-6231 **Chase options**

The "Chase" tab of the Playback Setup window (accessible by holding SETUP and pressing a playback flash button) has been redesigned, making it simpler and quicker to use via a touch screen. The "Chase" tab is now automatically selected if the playback is already a chase.

Intensities in a chase can now "Cross Fade", "Ramp Up" or "Ramp Down".

"Ramp Up" will fade up the intensity, and then snap it off, whereas "Ramp Down" will snap on the intensity, and then fade it down.

Individual fade percentages can now be set for each attribute.

Assuming the chase speed is set to 12 Beats Per Minute (meaning 1 step every 5 seconds), a fade percentage of 20% means that attribute will fade for 1 seconds (20% of 5 seconds), and then remain on for the other 4 seconds (80% of 5 seconds).

A fade percentage of 0% is equivalent of a snap, and a fade percentage of 100% is the equivalent of a cross fade.

"Chase Speed" and "Shots" have been made clearer and now offer an onscreen display to type the value in.

"Tap Tempo" (previously "Beat") is now available under "Button Function" in the General Tap on any playback which is a chase.

ZOS-6363 **Central encoder button now displays parameter options**

On parameters with discrete values (such as colour, gobo, shutter, macro, control etc), these values can now be displayed on the internal touch screen by pressing the central encoder button. For parameters involved in colour mixing (Red, Green, Blue etc) the central button opens the colour picker page. For parameters involved in position (Pan and Tilt) the central button opens the position grid page.

ZOS-6364 **New wheel behaviours added**

The Attribute Settings window (accessible by holding SETUP and pressing one of the attribute buttons) has been redesigned, making it simpler and quicker to use via a touch screen.

A new "Wheel Behaviour" option has been added, allowing a choice between "Proportional" (uses an exponential algorithm to control attributes based on the speed of the encoder wheel movement) and "Course" / "Fine" (using a linear algorithm to control attributes, with two different sensitivities).

A secondary "shifted" option can be chosen whilst holding down the SHIFT key on the console.

The "Keep Parameters Separate" option from SETUP has now been moved into this attribute settings window.

ZOS-6372 **Touch scrolling**

All windows can now be scrolled through using either touch or a mouse by simply dragging over a window or list, rather than having to use the scroll bars.

Enhancements and Bug Fixes

ZOS-4952	Auto Triggers can now be taken from the GO of the previous cue as well as the completion of the previous cue
ZOS-5865	Master Playback (Playback 0) is now selected by default
ZOS-6102	Pressing VIEW + Playback Button together now always switches to the Playback's cue list too
ZOS-6117	Playback 0 no longer displays prompt when recording a second cue
ZOS-6232	Intensity can now be locked onto the first encoder via an option within SETUP > System Settings
ZOS-6233	"Wheel Groups" from the Zero 88 fixture library are now ignored
ZOS-6269	Crash fixed when using the "Save Show" option within the 'Z' button
ZOS-6304	Fixture names are now displayed in the Output Window. Names can be changed within Setup > Edit Fixtures
ZOS-6348	Internal Backlight now set to 50% by default. Minimum brightness option is now still readable
ZOS-6354	Window buttons (along the bottom) are now working correctly when connecting via Windows Remote Monitor
ZOS-6356	"In Setup, See Console for Details" screen removed when connecting by Remote Monitor
ZOS-6358	Various visual inputs across ZerOS either enlarged or removed to ease operation via a touch screen
ZOS-6359	Channel levels in the Output Window, when viewed on the internal monitor, now refresher quicker
ZOS-6360	"Update Enter" syntax now works correctly on stacks which are not currently active
ZOS-6361	Updating colour palettes via syntax now refreshes the colour preview on the palette button
ZOS-6362	Groups can now be updated via syntax or touch
ZOS-6365	Pressing CLEAR + FADER FUNCT together now releases playbacks 1 – 240 (but not playback 0 or UDKs)
ZOS-6367	Pan & Tilt and Red/Green/Blue cells in the Output Window are now combined.
ZOS-6368	Parameters that are referencing a palette now show the palette's name, rather than the value, in the Output Window
ZOS-6369	Horizontal scrollbar now available when displaying fixtures in the Output Window
ZOS-6370	Scrollbars have now been reduced in size, due to touch scrolling (ZOS-6372)
ZOS-6371	Orange border (on selected channels) now draws correctly when "overlapping" a white divider in the Output Window
ZOS-6373	Master Playback from Solution / Leap Frog 48 & 96 now maps to Playback 0 on FLX
ZOS-6378	Blank Cue (Cue 0) is now available by default and accessed using Goto Cue 0 or navigating above Cue 1
ZOS-6380	The Attribute Settings Window is now available within SETUP > System Settings
ZOS-6384	When using Windows Remote Monitor, holding SHIFT now accesses the "shifted option" for encoders, buttons, etc
ZOS-6385	When scrolling through cues, the current cue is now kept visible correctly, wherever the wheel is scrolled to
ZOS-6390	Scrollbars have now been darkened to make them less prominent, and the arrows at either end have been removed
ZOS-6391	Pressing "copy" now brings up a dialog box to allow copying cues with the currently viewed stack
ZOS-6400	The Output Window now scrolls with the current channel page
ZOS-6401	Fixtures with values currently in the programmer are now always shown along the bottom of the Output Window
ZOS-6408	"Double touching" on a touch screen now works the same as double clicking – opening up cells, dropdowns etc
ZOS-6414	Issue fixed where fixture parameters weren't shown in the Output Window when selected using THRU syntax
ZOS-6416	MIDI Show Control (MSC) now controls Playback 0 (Master Playback) rather than Playback 1
ZOS-6417	Intensity Wheel now makes "relative" adjustments, rather than "absolute" adjustments
ZOS-6424	"Cancel" button added within the Macro / Trigger / Release windows of Cue Setup
ZOS-6425	Auto Triggers now takes control of all programmed channels (as per manual GO)
	Record/update in non-tracking/smart-tag will no longer record the effect parameters when the intensity is at 0%
ZOS-6426	Using the arrow keys within the cue stack window will now "loop" from the top to the bottom and vice versa
ZOS-6428	Potential issue causing console to lockup fixed
ZOS-6430	Potential issue causing console to lockup fixed
ZOS-6432	ASCII Showfiles now load onto the Master Playback rather than Playback 0
ZOS-6433	ASCII Showfiles now load even when the "SET CHANNELS" command is missing from the file
ZOS-6435	When recording cues, the blue selected cell no longer jumps to the first cue

Known issues

No known issues.

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