



Vista 3 R3 Release Notes

Official release

Introduction:

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

Release: 3

Build number: 21712

Release date: 19th November 2020

Technical support queries:

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

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



Installation packages:

Application installation packages for this software release are available for:

- Windows PC
- Mac OS

Catalina & Big Sur supported:

The MacOS installer has undergone a number of changes:

- The “extras” folder has been removed. There is no longer a requirement to install the UD512 driver manually. Vista now uses the native MacOS USB driver.
- The DMX dongle (Sentinel) driver is automatically checked and installed, if necessary, upon start up.

Windows console mode:

PLEASE NOTE: If you are a Windows “Console mode” user you will need to “File > reboot to desktop” and install the R3 .exe from there. The R2 automatic “File > software update” window will not discover the update file on the USB stick. The reason for this is we have changed the naming convention of the file, for consistency and clarity. This is the only time you will need to “reboot to desktop” to apply an update. Once you are running R3, all future updates will once again be accessible from the “File > software update” window.

New features and improvements in Vista 3 R3

“Default Cuelist” & “Editor Cuelist”:

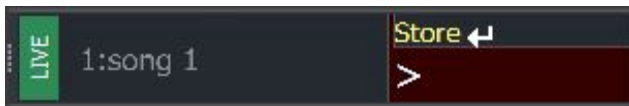
R3 introduces some new cuelist terminology, namely “Default Cuelist” and “Editor Cuelist”, in addition to enhancing some rules for the store destination, the command line target, and superplayback cuelist transport controls. All of these working together makes the use of R3 incredibly predictable, therefore further speeding up workflow.

Default Cuelist:

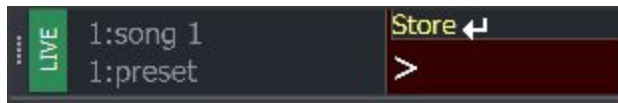
Without explicitly specifying otherwise:

- The “Default Cuelist” is always the target destination for “store all” and “store part” operations.
- The store behavior is to always create a new cue at the end of the cuelist.

There is a new prefix panel to the left of the command line. The “Default Cuelist” will be shown here.



If a cue within the cuelist is active, it will be shown underneath the cuelist name.



The green header bar indicates that you are in the “live” tab.

- All command line actions will target the “Default Cuelist”
For example, you could use “label enter” to label the current cue or “properties enter” to open the cuelist properties, all without having to specify the cuelist or cue number.

The first cuelist created within a new showfile will automatically become the “Default Cuelist”.

You can still explicitly specify other store destinations, or command line actions, should you wish. For example, “store cuelist 2” would create cuelist 2 cue 1. If you pressed “store” again the console will have returned to wanting to store to the “Default Cuelist” (which is cuelist 1 in the above example).

There is only one “Default Cuelist” at any moment in time.

You can change the “Default Cuelist” by:

- Pressing the “Select” button on a console playback
- Using the command line. (For example “cuelist 2 enter”)
- Using an inserted command “set default cuelist” action.
- Using the GUI (dashed square) “set default cuelist” button within a cuelist edit tab, or cuelist right click contextual menu.



Editor Cuelist:

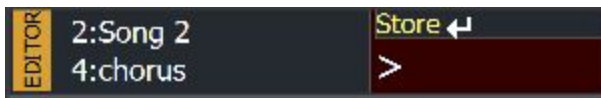
The “Editor Cuelist” is any cuelist that is open within an editor tab.

You can edit a cuelist by:

- Pressing “Edit” within the function key toolbar or “Components > Edit Cuelist”
- Using the command line (for example “edit cuelist 2 enter”)
- Pressing an edit playback button

The “Editor Cuelist” will temporarily become the target for “store all” and “store part” operations, plus the command line focus.

The command line prefix will change to represent this.



The orange header bar indicates that you are in the “editor” tab.

Whenever you close the “Editor Cuelist” you will always return to the “live” tab and the “Default Cuelist” will once again become the default target for store and command line operations.

There is only ever one “Editor Cuelist”, if you have multiple cuelist editor tabs open you will notice that the “Editor Cuelist” automatically follows your selection.

If the “Default Cuelist” is also open in a cuelist editor tab this will be indicated by a green and white cuelist icon.



Superplayback cuelist transport controls:

“Play” mode:

Unlocked, the “Play” mode superplayback cuelist controls will always follow the “Default Cuelist”



Pressing “lock” locks the cuelist controls to that specific cuelist. It does NOT prevent a new “Default Cuelist” from being defined.



The “load” button can be used to load a different cuelist into the superplayback by pressing “load” and then pressing a cuelist playback button. The “load” function does NOT set the “Default Cuelist”.

“IPCG” mode:

Historically, the superplayback cuelist transport controls, when working in “IPCG” mode have only controlled the cuelist that is open for editing. We have now changed the rules so that you can continue to control a cuelist with these master controls whilst working in the “live” tab and “IPCG” mode.



The cuelist playback rules are as follows:

- When in “IPCG” mode, the cuelist transport controls will:
 - Control the “default cuelist” if in the “live tab”
 - Control the “editor cuelist” if working in an open editor tab.
- When in “play” mode, the cuelist transport controls will:
 - Automatically follow and control the “default cuelist” if the playback is “unlocked”.
 - Control whatever cuelist is explicitly “loaded” or “locked” to the playback.

There will be a green ID tab called “live” to indicate when you are in the live tab.

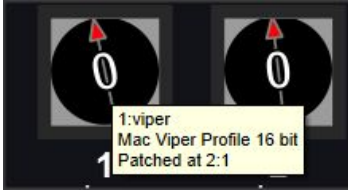


The tab will disappear and the cuelist/cue text will turn orange when you are in an editor tab.

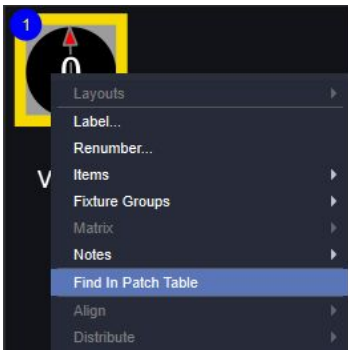


Fixture Chooser:

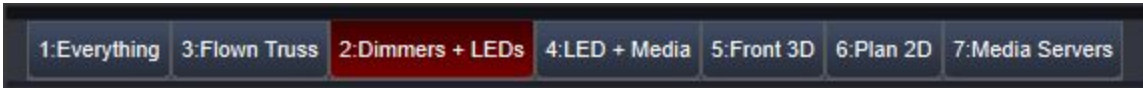
- When hovering over a fixture, Vista will now show you where this fixture is patched. The number before the colon is the universe, the number after is the DMX address.



- When right clicking on a fixture you can press “find in patch table” to immediately locate this fixture within the Patch window.

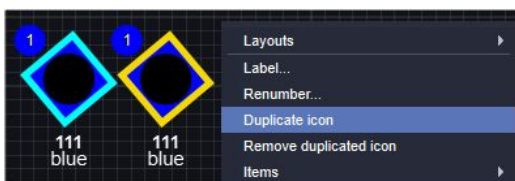


- Fixture chooser layout tabs have been made larger and clearer.



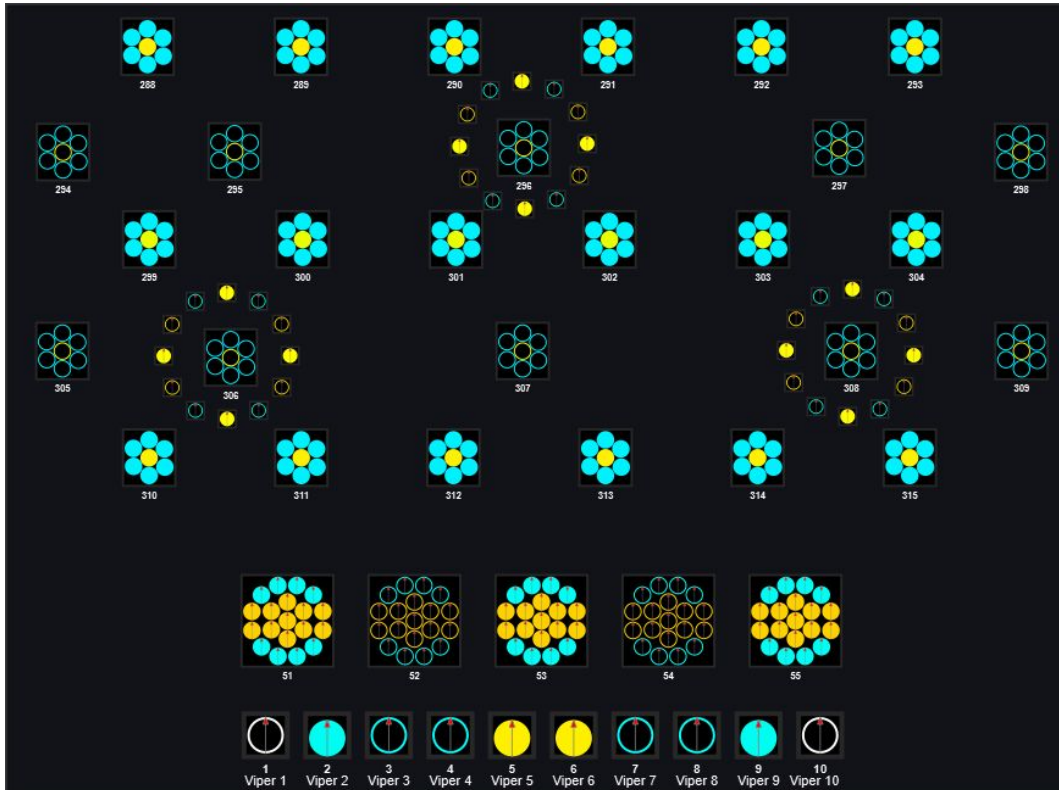
- “Delete note” has been added to the notes section of the right click contextual menu.
- Users can now duplicate fixture and group icons within the chooser. Right click on a fixture and select “duplicate icon”. This is useful if you have a single dimmer channel that is hard patched to two physical fixtures, for example.

To remove a duplicate, right click the icon you would like to remove and press “remove duplicated icon”.





- If a fixture can change color the fixture icon element halo will now dynamically display the programmed color. This allows you to see what colors are currently programmed, even for fixtures with zero intensity. For fixtures that can not change color (such as dimmers) their element halo is linked to “customize gel color” now found in the main right click contextual menu.



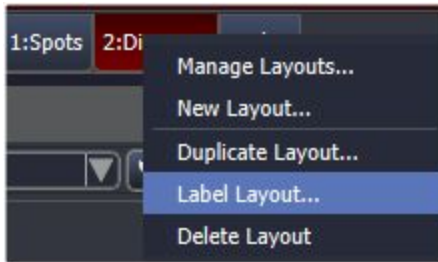
This feature supersedes the “false intensity” feature that was previously found within the “Chooser > layout options” dropdown menu. “False intensity” has therefore been removed from the application.

Additionally, if a fixture has an active gobo, 6 black dots will be drawn in the element halo. This allows you to visually identify which fixtures have active gobos at low, or zero, intensity.



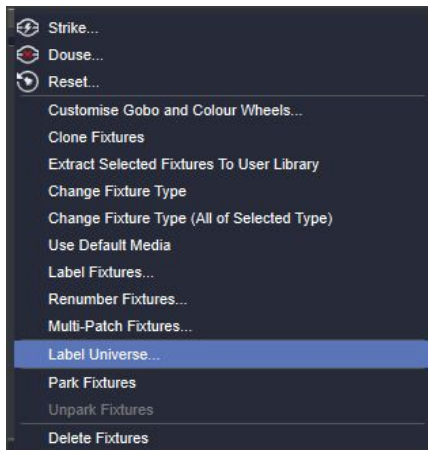


- Fixture chooser icon intensity value no longer rotates with the position of a moving fixture.
- You can now move around the fixture chooser by holding the green modifier or ALT/OPT key on a keyboard. When doing so a little hand will appear and you can click and drag to move around the chooser. You can also the mouse scroll wheel button.
- The modifier to temporarily view multi element ID numbers has changed from yellow to blue. The reason for this change was so that you can still see intensity readouts on multi element fixtures when fanning.
- A right click contextual menu has been added to the layout tabs within the fixture chooser



Patch & Connect Universes:

- Vista universe tabs can now be labelled. To do this right click in the patch screen and select “label universe”



- Ethernet based data output can be enabled and disabled per protocol. This is done by enabling or disabling the “output enabled” column within the connect universes window. DMX outputs from Vista control surfaces can not be disabled.

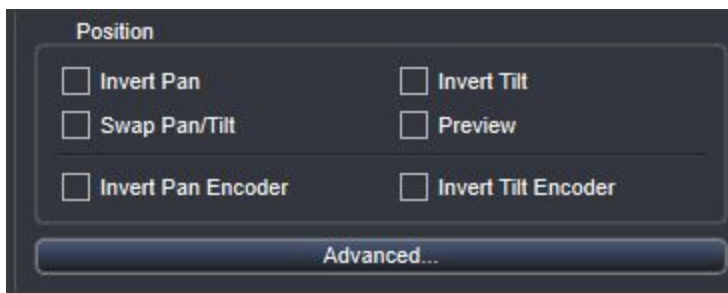


Connect Universes

Please select from the Vista Universe column to assign a Vista Universe to an output port.

Name	Port#	Connected	Device Info	Port Info	Vista Universe	Output Enabled
Art-Net Broadcast	N/A	✓	N/A	Sub:0, Uni:0	1	<input type="checkbox"/>
Art-Net Broadcast	N/A	✓	N/A	Sub:0, Uni:1	2	<input checked="" type="checkbox"/>
Streaming ACN	N/A	✓	Connected	Universe:1, Priority:100	3	<input checked="" type="checkbox"/>
Pathport	N/A	✓	Connected	xDMX offset: 0 channels: 512	Not Assigned	<input checked="" type="checkbox"/>

- Pan and Tilt encoders can be inverted on a per fixture basis. This is separate to the fixture invert Pan & Tilt features.



- The “DMX View” is now clearer. The leftmost number is the “DMX channel number” and the rightmost number is the “DMX output” in bit form.



User Interface:

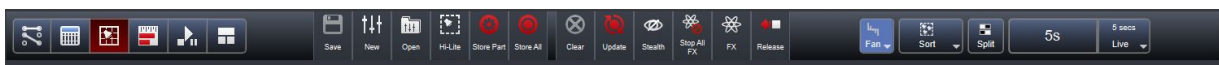
- Vista now has a “User Configurable Window” that is customizable within the main application. This window takes the place of “output”. Output can still be accessed through the user window.



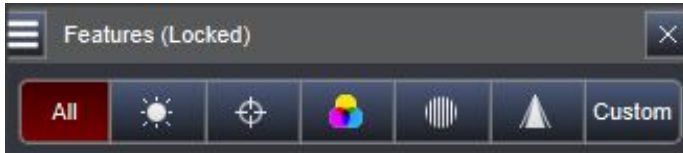
- All Components can now be given a user definable “border color” to be more identifiable on screen. To set, right click on a component and select “change border color”.



- The user softkey toolbar can now be docked at the top or bottom of the application. By default, the softkey toolbar will be at the bottom of new showfiles.



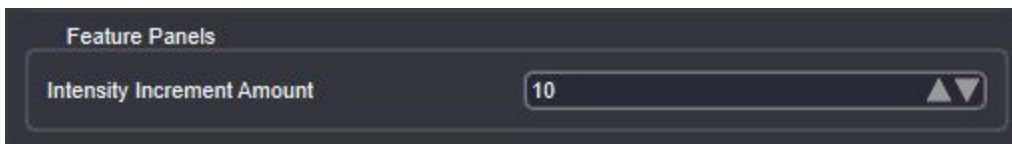
- Matrix gridline colors are now themeable.
- The main feature browser buttons have been enlarged to be more touchscreen friendly



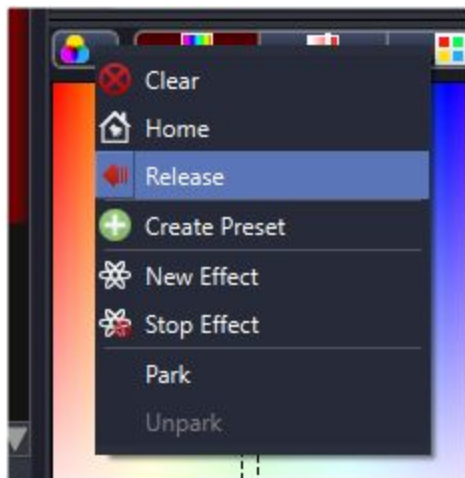
- Larger more friendly percentage buttons have been added to the “Intensity” feature.



The “Intensity increment amount” can be specified in “user preferences > editing”



- Tilt and Pan only control sliders have been added to the “All” feature palette.
- “Favs” (Favourites) has been removed from the “All” feature palette within the “position” class.
- The “focus” tab is now the default when you click into the beam feature.
- A dedicated “release event” has been added to the feature drop down menu and “custom” DMX right click menu. This means that you no longer have to program dummy events before converting them to release events.

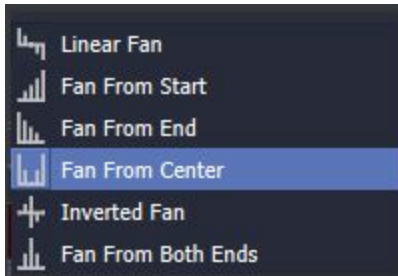


- Application wide font size controls have been added to “View > increase/decrease font size”. The keyboard shortcuts for this are Cntrl/Command + “+” / “-”

We wanted to provide a solution to the user request to increase the font size in the playback view. Changing the font size affects the current top level view, or any floating window which has focus. I.e., if you change the font in the timeline, the playback control window is not affected, and vice versa.

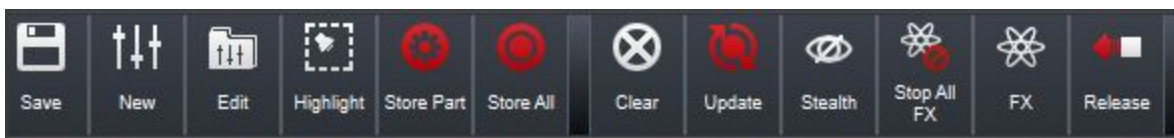
For this release font size changes are not saved with the showfile or session.

- “Fan from center” and “fan from both ends” GUI icons have been switched for consistency and accuracy. (Please note that programming, new or previous, is unaffected)



- The visibility of disabled, inactive, components (such as presets) has been improved.
- The “live time” window has been removed from the application. The shortcut for this window used to be on Function key 10. This has been replaced with “stop all FX”

In addition, the “stop all” command no longer requires a fixture selection to be made. If no fixtures are selected then all effects will stop. If a fixture selection is active then the effects will only stop on those fixtures.



Timeline:

- Cue dividers are now more defined, also including the top timing ruler.



- Event Fade curves have been added back to the right click contextual menu. These can also now be assigned to F keys.

Editing:

- Cues can now be “unblocked” even if they are not explicitly blocked. This will act as a “remove redundant” events in that cue, which could be a useful tool to clean up your cues as you program.

Audio:

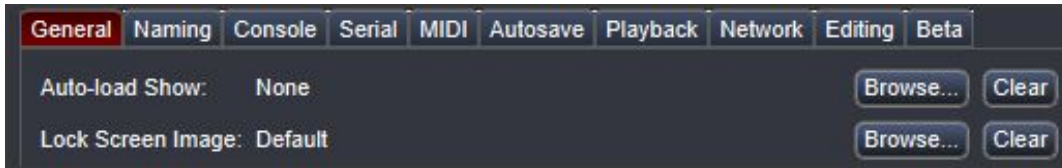
- MP3 Audio frequency is now automatically detected. This means that MP3s no longer have to be explicitly encoded at 44.1Khz.

General:

- In the interest of consistency with the command line, all menu options of “rename” have been changed to “label”.
- Windows login credentials are now forgotten on an uninstall of Vista. The credentials are saved and autofilled if you are performing a console mode upgrade.
- Lots of windows in the software have been renamed to make more sense. Most noticeably:
 - “File > Networking” has been renamed “Tracking backup”
 - “Master” and “Slave” within tracking backup have been renamed “Main” and “Auxiliary”
 - “Open” cuelist has been renamed “edit” cuelist.
 - “Follow time” has been renamed “follow mode”
 - Some instances of “cue length” has been renamed “total time”
 - “Strike” has been renamed “lamp on”
 - “Douse” has been renamed “lamp off”.
 - “Live properties” priorities have been renamed “programer” and “normal” for consistency with the priority labels found within “cuelist properties”



- Users can now define a custom lock screen image. This is done within the “File > user preferences > general tab”

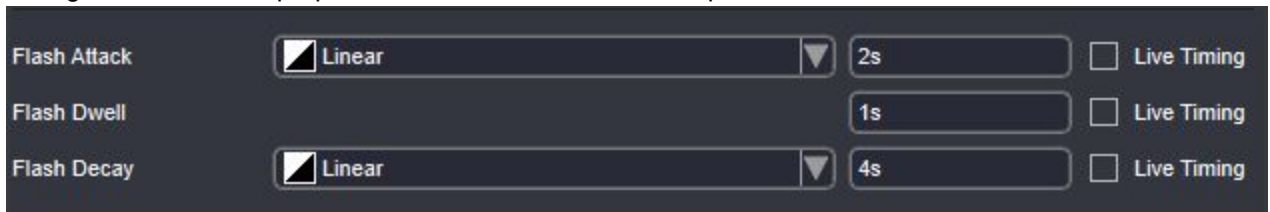


- Selection tools and sort orders are now saved with the showfile.
- New start-up splash screens and application icons.
- The right click contextual menu that appeared within the “open cuelist” pop up window has been removed. The reason for this was it exhibited inconsistent behavior with the rest of the application.
- Vista now supports 18 LED colors in its color mixing algorithms. These colors are: Red, Green, Blue, Amber, White, Cyan, Congo blue, Light green, Mint, Lime, Orange, Royal blue, Indigo, Red orange, Deep red, UV, Purple and Green Cyan.
- “Autohide command line” has been removed from the “User preferences”.
- The “status” column of the playback window has been removed.
- “update preset selection” preference has been removed from the quickpicker settings. The ability to update a preset by holding Yellow and pressing a preset is enabled by default and can not be turned off.
- “Help > about fixture editor” has been added to the fixture editor.

- “About Vista” has been made to look more visually appealing.
- Additional show items have been added to the “Vista statistics” window. Namely, audio, video and image resource numbers.
- The “tools” and softkey toolbar versions of “stop all FX”, including the feature filtered variants, no longer require a fixture selection to be made. If no fixtures are selected then then all effects will stop. If a fixture is selected then the stop FX command will only affect those fixtures.

Cuelist properties:

- Fader intensity mode has been renamed to “Fader intensity time”, with the options of “manual” and “programmed”. “Manual” behaves exactly the same as the previous “submaster” setting. They have been renamed to provide more clarity.
- Property rules have been improved. Setting “fader intensity time” to “manual” will automatically set “auto play & release” and vice versa. The reason for this change was to achieve more consistent flash actions.
- Intensity Flash “Attack” (Fade up), “Dwell (hold) and “Decay” (Fade down) times can now be set within the “timings” tab of “cuelist properties”. “Live time” can also be specified.



Within the virtual LCD view you will see a blue countdown for the Attack time, an orange countdown for the Dwell time and a green countdown for the Decay time



Using an Attack time of 2s, a Dwell time of 1s and a Decay time of 4s as an example:

- Quickly pressing the flash key will always complete the attack, dwell and decay sequence - if you quickly pressed the flash key for 0.5s you would still see the 2s attack before continuing with the 1s dwell and 4s decay.



- Holding the flash key down for longer than the sum of the attack and dwell time will manually hold the flash until released - if you held the flash key for 5 seconds you would see a 2s attack and a 3s dwell. Upon releasing the key you would then see the specified decay time of 4s.
 - Pressing the flash key during a decay will trigger an attack time proportionate to where you were in the decay - if you pressed the flash button half way through the decay you would see a 1s attack.
 - Pressing the flash key during an attack will trigger a decay time proportionate to where you were in the attack- if you pressed the flash button again halfway through the attack you would see a 2s decay.
- New “Flash autoplay” within the “options” tab.
When “auto play next cue after a flash” is set, upon the completion of the decay the cuelist will advance to the next cue.



Inserted commands:

- New actions:
 - “load super playbacks” - This action will immediately load the target cuelist into all console superplaybacks.
 - “Set default cuelist” - Selects and sets the default cuelist - This is useful if, for example, you are using “follow on select” within the playback window
 - “Jump in live time” - Jumps to the specified cuelist and cue in live time.
- Improved actions:
 - “Flash” - New options now exist:
 - “Flash and hold” - This will flash the target cuelist using its “attack” time and will then hold the flash indefinitely.
 - “Release flash” - This is designed to be used with “Flash and hold” and will trigger the target cuelist’s “decay” sequence.
 - “Quick flash” - This is the equivalent of a 1ms physical flash key press. Use this option if you would like the command to complete the full attack, dwell and decay sequence.
- New target:
 - “This cuelist” - sets the target to be whatever cuelist the command is placed within. This is useful if you duplicate a lot of cuelist with commands.

Console playback:

- Virtual console sliders now immediately go to the touched point when using a touch screen.
- Lock and holdover indicators have been enlarged. Text has also been added. “HD” = Holdover. “LK” = Lock



- When a store window is open and you press a console playback button a new “store destination” message will appear in the LCD, of Vista 3 consoles, to indicate the current destination target.



For legacy consoles the “destination” message that appears has had its hold time increased to 2s.

- New cuelist fader action - “chase crossfade %”
- Added new “FX Master” button actions
 - quadruple rate
 - double rate
 - half rate
 - zero rate
 - temporary quadruple rate
 - temporary double rate
 - temporary half rate
 - temporary zero rate
 - temporary zero size
 - temporary zero rate and size



The maximum rate when using these features is capped at 1200 BPM. (FX rate multipliers can still be used on top of this).

“zero rate” acts like a toggle, i.e., pressed once it sets the rate multiplier to zero; pressed again, it resets the rate multiplier to 1.0 (tapped rate).

- New playback button actions
 - “Smart flash” - If an intensity cuelist fader is above 95% and the flash button is pressed. The output will flash “decay” to 0%. Anything below 95% will flash “attack” as normal. Flash attack and decay times will be inverted if the fader is above 95%
 - “Play/Release” - This acts as a “temporary Play”. When the button is held the cue will play in cue time and when let go the cuelist will release in release time.
- All Components (Such as cuelists, presets and groups) can now be added to undocked, floating “virtual console displays”.
- New keyboard shortcuts have been added.
 - ctrl / CMD + K = “Release all”
 - ctrl /CMD ALT + C = “Clear”
 - Shift Alt/OPT +S = “Stealth”
 - Shift + left arrow = “skip to start of mian cuelist”
 - Shift + right arrow = “skip to end of mian cuelist”
- Existing keyboard shortcuts (for the default cuelist) have been improved:
 - ctrl/CMD + left arrow = “skip back” (previously this was “select previous cue”)
 - ctrl/CMD + right arrow = “skip forward” (previously this was “select next cue”)These two shortcuts now also work outside of a cuelist edit.
- Vista EX superplayback buttons now change their LED backlight state to help visually represent which “IPCG” mode you are in.
- Vista EX group encoders within the virtual LCD now visually display whether their intensity level is toggled on(green) or off (grey).



- FX master snapshots now fade in and out using live timing.
- “Group properties” has been added to the right click contextual console LCD menu.
- New Cuelist quickpicker playback settings (what do you want the cuelist icon to do when you click, touch or hold it?) which provides greater playback possibilities from external or user configurable windows. The setting that you choose is per quick picker page.
 - “No action” - Does absolutely nothing !

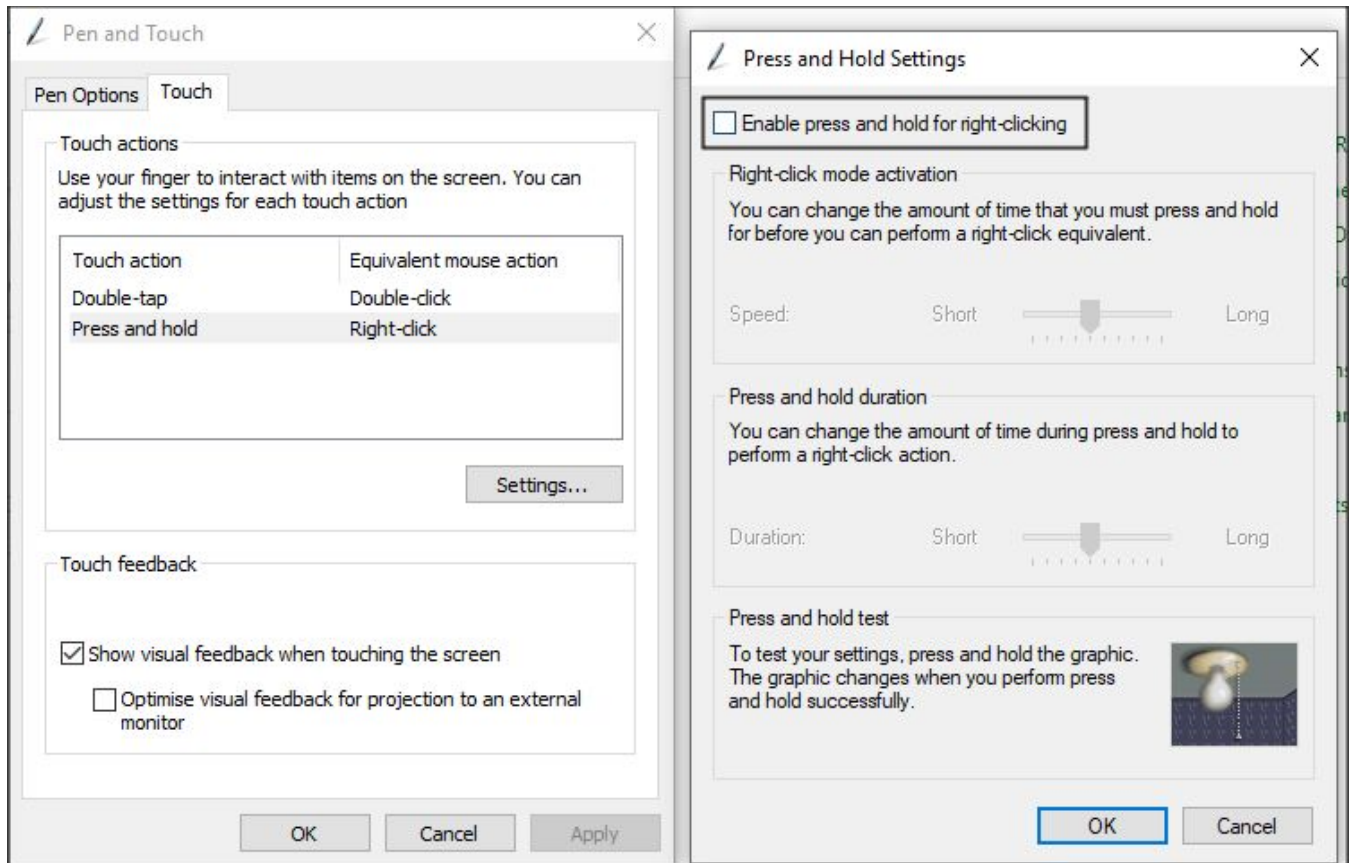


- “Set default cueлист” - Sets the cueлист as the “Default Cueлист”
- “Play” - Plays the cueлист when pressed
- “Play / Release” - Plays the cueлист when held and releases when let go.
- “Flash” - Flashes cueлист then pressed.



- A long touch screen press on a virtual console will now open the right click contextual menu.

PLEASE NOTE: If using a touch screen you may need to disable the operating system feature of “press and hold” for right click.



PLEASE NOTE: Vista uses a cuelist intensity output level of 100% for cuelists that are not assigned to fader playbacks. Therefore, if you wish to make use of the “flash” feature you may need to assign your cuelist to a physical or virtual fader playback.

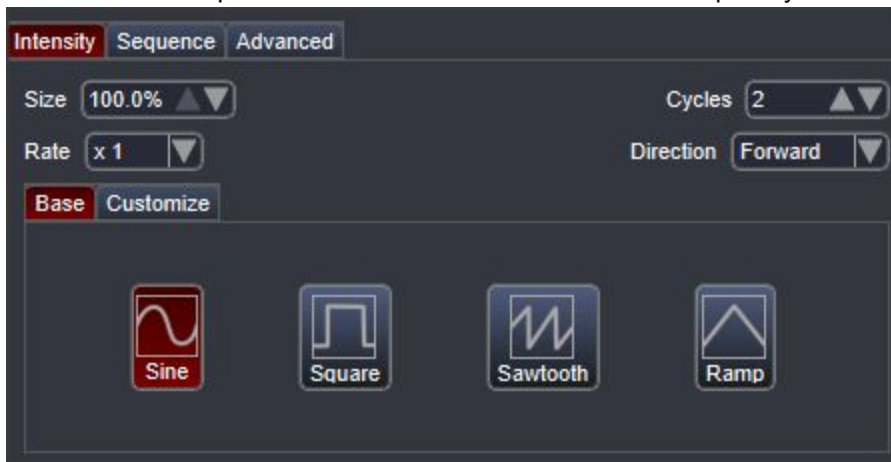
Command line:

- Fixture ID input has now been increased to support 5 digits.
- Specifying feature filters in the command line no longer updates the timeline event selection.
- The keyboard “,” key now acts as “properties” so you don’t have to hold down “ALT + .” for this common action anymore.

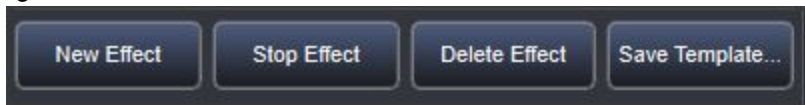
- MIB Mark target works outside of a cuelist edit.
- Keyboard shortcut changes:
 - M = M.I.B. (previously Snapshot)
 - N = Snapshot

Effects Engine:

- You can now define how many times you would like an effect to run. This is defined in the “cycle” box. In the below example the effect would run twice and then stop. A cycle of 1 would be a “one shot effect”.



- Default sizes for individual “pan” and “tilt” effects have been reduced, making them more useful from the beginning.
- A “delete effect” button has been added to the FX editor. This button performs the same action as the right click contextual menu “remove effect”.

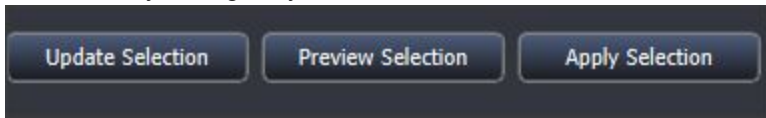


- When selecting effects within the SmartFX window, the fixture selection will now also temporarily preview the current FX selection order.

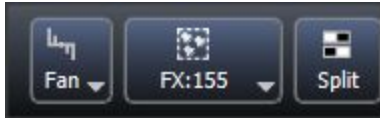




- A “apply selection” button has been added. When pressing this button your current selection will become that of what you originally used in the FX.



The sort toolbar will change to reflect this. It will show you the FX ID number the current sort is referencing. You will need to manually change back to your previous sort, as and when required.



- A “do not show again” tick box has been added to the message that pops up when creating swing FX.
- Rate multiplier box within the smartFX window has been increased so that you can read it properly (4977)
- Smart FX templates are now automatically focussed on within the SmartFX window when applied.

Fixture library:

- Carallon library release 16.4 has been added to Vista’s factory library.

Console Firmware:

- Vista now provides visual percentage feedback that a firmware upgrade (or downgrade) is taking place. (See firmware notes for a list of firmware improvements)

PLEASE NOTE: If you own multiple Vista devices please connect them one at a time for their firmware to be updated the first time you use them with R3.

Bug Fixes:

Copy & Paste:

- Copy and pasting position events now works on multi-element fixtures (4546)
- Copy and paste now works when copying stage looks coming from any source (4519)
- Improved copy/paste responsiveness when working with very large cuelists (4658)
- copy and pasting between multi element fixtures now respects sort ganging (4594)
- Copying and pasting looks in the fixture chooser no longer skips fixtures that had no intensity value programmed. This was previously intentional. (4855)

Showfiles & log files:

- Showfiles now correctly save when “disable saving” has been once again deactivated (4496)
- Fixed a bug whereby on some occasions log files were not being saved if running console mode (4535)
- Vista now prompts showsave if changing network adaptor (5002)
- Autosave recovery now works even if the showfile has not been saved once (5021)
- Vista now warns you if external USB storage media is unreachable and you attempt to press “save” (4635)

Effects:

- Fixed an issue whereby modifying an individual feature of an advanced FX would cause a crash. (4517)
- FX templates would not save to the user library if a special character was used within the name. For example “Red / Blue snap” (4531)
- Stop effect events now correctly have a “stop FX” event visual.
- Numerous FX transition improvements.



- Fixed an issue where release events could cause FX to go out of sync (4841)
- FX master “reset rate” now works (4643)
- Smart FX “descending” now works with “from center” and “from ends” (4925)
- Fixed an issue with effect out and in sync which could cause FX preview issues and in some cases high CPU usage (3368)
- Some factory FX have had their rate multipliers fixed (Rnd Wave S, Rnd Wave M, Twinkle, Rainbow wave) (4976)
- Fixed an issue that would cause playback nodes to crash when a cuelist was fading out and an effect was also releasing (4970)
- Fixed a crash when adding fixtures to an empty matrix that previously had a video effect applied to it (4965)
- Editing a cuelist and modifying an effect now registers as a cuelist edit (2055)

Playback:

- Fixed an issue whereby sometimes effects running across multiple playback nodes don't stay in sync (4564).
- Fixed a crash when a cue would transition from a colormix to colorwheel FX(4534)
- Fixed a crash caused by releasing a completely empty cuelist (4493)
- Fixed a crash caused by flashing an empty cuelist (4516)
- Fixed a crash caused by arming an empty cuelist.
- Fixed a bug where flashing group HTP faders on top of a running cue or effect would cause the fixtures to jitter. (3032)
- Fixed a bug where playing the next step of an already playing cuelist could sometimes cause inserted commands to trigger twice (4763)



- Fashing group (htp) fixtures that are midway through playing in a cue cause no longer cause them to get stuck on.

Patch:

- Fixed a bug whereby duplicating a generic profile caused all generics to be unable to be patched (4533)
- Missing custom gobos added to the installer. (Pointe)
- Added Prolights RA 2000 (custom profile) 44 ch to factory library (5006)
- Fixed a bug that would not allow you to re-patch fixtures on a tracking backup slave.
- Fixed a bug that caused the “fixture updater” pop up window to always appear, even when selecting “do not show again” (4878)

Presets:

- Collapsed timeline preset events now don't render “NA” (4972)
- Fixed an issue where custom colors (such as lime or amber) were not being recalled correctly when used as part of a “home preset” (4609)
- Presets no longer renumbered to 0 when editing and discarding changes (4956)
- Fixed an issue where store part cue only would not work if using presets (4500)

MIB:

- MIB and auto MIB now correctly work if the MIB insertion is also a blocked cue. (2707)
- MIB cue incorrectly uses a follow cue for the first cue in a cuelist (4604)



Storing & updating:

- Fixed a crash caused when pressing the update button in certain scenarios. (4607 & 4502)
- Pressing “append cue” within the “Store part” window will now correctly change the store mode to “add” (4754)

General:

- ‘Default Cue Follow Mode’ function in the timing tab of cuelist properties is now working (4482)
- Custom fixture sorts are now correctly labelled when opening different showfiles (4568)
- Jump commands break if the target cuelist is edited and changes discarded (4596)
- Timeline event curves can now be assigned to an F key (3330)
- The Vista application installer now correctly reverts any system changes that were made during a console mode installation (4681)
- Snapshots now correctly save and apply FX master values (4494)
- Inserted commands can now be cut, copied and pasted (4057)
- Group HTP faders now correctly show 0% values in their virtual LCDs if released using “release all”. (4778)
- Fixture times and delays specified in live now correctly apply to all features. (4807)
- Sort order and cue only editing status are now saved with the showfile (4483)

Fixture chooser and GUI:

- Color picker no longer flashes when transitioning cues (4912)
- Can not select notes if “notes ignore zoom” was checked within the layout preferences (4865)
- Fixture chooser “text color” is now saved with the user theme (4608)

- All playback window feature columns are enabled by default (4601)
- Right clicking on a fixture now correctly selects it so that it can be worked with (4659)
- Icon zoom levels are fixed when the layout is “locked”
- Switching between “DMX” and “Units” within the feature browser no longer causes the channel value to change (2704)
- “update fixture group” has been removed from the “components menu” (4672)
- The “chooser menu > layout options > show selection order” now has a tick box associated with it to indicate when the option is active or not (4781)
- Layout options “fixtures show intensity value” and “elements show IDs” no longer mix when both are active. “fixtures show intensity value” has priority. (4715)

Commandline:

- When dragging components into “favorites” the item is no longer sucked into the command line (4859)
- Commandline display conventions for Cuelist | Cue have been improved (4759)
- Command line actions now always reference the default cuelist when in live (4735)

Network:

- Tracking backup network status column now shows correct state (4674)
- Eliminated spurious popup messages saying tracking backup communication lost (4846)

Hardware:

- Vista EX and MV devices are now correctly identified in the connect universes window, even when not connected (4615)
- UD512s would not show up if you manually deleted them from the connect universes and then reconnected the USB. (4884)



Virtual consoles:

- You can now drag a cuelist onto a locked superplayback (4756)
- Components actions can now be dragged to a “virtual console display (4484)
- Right clicking an EX “direct” encoder no longer activates it (4704)



Firmware changes:

- DMX signal now automatically stops when the Vista application is shutdown.
- EX / MV fader and button responsiveness has been improved.
- Fixed an issue that would cause MVs to not connect if using some external USB hubs.
- Fixed an issue where MVs would sometimes not connect on computer restart if the USB connection wasn't unplugged.
- Fixed an issue that would cause USB disconnects on some computer hardware.
- Automatic USB Vista device detection and stability improved.

PLEASE NOTE: If you own multiple Vista devices please connect them one at a time for their firmware to be updated the first time you use them with R3.