

Logitek Electronic Systems

vTools Reference Manual



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Document Revisions

Date	Revision	Author	Notes
August 2005	1.0	Paul Dengate Ben Hietbrink	First release of vTools manual
May 2009	3.5	Ben Hietbrink	Updated for v3.5 versions of all vTools
July 2009	3.6	Ben Hietbrink	Updated for v3.6 versions of all vTools
August 2009	3.6	Ben Hietbrink	Updated for v3.6.2.0 versions of vButton, vMix, vScreenDesigner, vScreenPlayer and vTranslator
May, 2013	3.6.1	John Davis	Updated for vMix+ rebranding and new features.

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1 Introduction

About this Manual

This manual describes the installation and operation of the **Logitek vTools** application suite.

Intended Audience

This manual is aimed at Engineers and Technical Operators responsible for installing, configuring and supporting a **Logitek Console Router System** utilizing the *Supervisor* and *vTools* applications.

This manual also includes information for users of the *vTools* applications.

In the context of a system installation, or to become familiar with the entire **Logitek Console Router System**, the reader should also reference:

- Audio Engine Reference Manual
- AEConfig Reference Manual
- Supervisor Reference Manual
- CommandBuilder Reference Manual

Manual Conventions

The following conventions are used in this manual:

This text indicates a menu choice to be made, with an arrow separating a multi-level selection, eg Control Panel ➤ Users & Passwords. This can be a menu choice in a Logitek application, or within Windows.

↪ *Indicates a “see-also” section in this manual, or another Logitek manual.*



The exclamation symbol signifies an important note or critical information.

This text represents a command, script block example, instruction to be typed, or directory path.

 **TIP:** A useful tip from our knowledge base!

About vTools

vTools are “virtual surface” software applications written by *Logitek* to interface with your **Console Router System**. *vTools* allow you to perform tasks not possible on analogue consoles or conventional routers. In addition, you can operate *vTools* in place of, or in conjunction with physical surfaces and use wide-area networks or the Internet to control your system remotely via IP links.

MatrixIP

Provides routing, EQ, Dynamics and input alias assignment. Designed for use in an MCR environment, particularly with *SharcAttack* DSP cards. An additional license from **Logitek** is required to run *MatrixIP*.

vButton

Emulates a physical button panel or provides additional virtual buttons. Flexible profile setup allows it to mimic many different button panel types.

vChange

Mimics the *Artisan/Mosaic*'s LCD screens onto a PC, to allow a larger display for easier operation.

vDelay

Controls up to 8 Talk Delays on *SharcAttack* DSP cards. Can be used for control, or for diagnostics/monitoring purposes.

vManager

Monitors the current status of the *Supervisor* application and automatically re-starts *Supervisor* in the event of a lockup or crash.

vMix

Emulates a physical surface, or can be setup to provide a virtual surface (subject to available DSP resources). The layout includes bridge buttons, and some screen space. An additional license from **Logitek** is required to run *vMix*.

vRoute

Emulates a physical Route 3 panel, or can provide a virtual router. Stackable to display up to 12 routes in one instance.

vScreen suite (vScreenDesigner / vScreenPlayer / vScreenDesignerUpdate)

Designed to complement a **Logitek Control Surface** in an on-air studio, providing additional button, routing, metering and other system control, this powerful tool includes a screen designer to allow the use of your own customized screen displays. An additional license from **Logitek** is required to run *vScreen*.

vSnapshot

Allows you to store and recall settings from a **Logitek Control Surface**. The screen interface is PC based and the store and recall function can be executed from both the PC and the **Logitek Control Surface** via Triggers.

vTranslator

Allows third-party applications to communicate with *Supervisor* by the sending of text strings via UDP and/or serial COM ports.

System Requirements

The current *vTools* suite is designed to run on Microsoft Windows NT based operating systems, including Windows 2000, Windows XP and Windows Vista 32bit. Non-NT based systems (such as Windows 95, 98 and ME) are no longer considered appropriate for broadcast systems and are not supported.



Windows Vista 64bit has been tested with *vTools 3.6*. Whilst *vTools 3.6* will run under *Windows Vista 64bit*, it must be noted that due to it running in the WOW64 environment, certain Registry entries become embedded at the user level. Therefore when logging in as a different user, certain features will have to be setup again. **Logitek** recommends that if running in a *Windows Vista 64bit* environment, only one user is used to logon to the PC. This avoids confusion and duplication of setup parameters.

Recommended PC Specification

Any PC that is suitable to run Windows 2000, XP or later, should be sufficient for *vTools*. The applications will write a small amount of data to their directory. If running in limited user accounts, write permissions will be required to the directory the executables are stored in.

Screen size depends on the *vTool* application. Generally 1024x768 is recommended, however, some tools do not require this much space.

Compatibility

The *vTools v3.6* suite is designed for *Supervisor 3.6* and **Logitek Audio Engine 3.x**. *vTools* interface to the system via a TCP/IP connection to *Supervisor*. *Supervisor* then handles the data exchange between each **Audio Engine**, as required.

16 Character Compatibility

All *vTools v3.6* applications support both 8 and 16 character **Device Name** systems.

Network Requirements

vTools are designed to talk to *Supervisor* via a TCP connection. You will require TCP/IP connectivity from the client computer to the *Supervisor* machine(s). *vTools* communicate on TCP ports between 10200 and 10212, although this can be customized in *Supervisor*.

The amount of data transferred is usually quite small, making *vTools* suitable for low-speed WANs, internet VPNs and even dial-up connections. This combination of broadcast and IT makes **Logitek vTools** very powerful.

The only real issue for network speed when using *vTools* for broadcast is latency. If your network infrastructure supports prioritization, you may wish to give TCP ports 10200 to 10212 priority over other traffic.

2 Installing vTools

This chapter describes both the first time and upgrade installation of all *vTools*.

Software Installation

The **Logitek** *vTools* software will be supplied via Email or download from the **Logitek** website.

Logitek software is developed without reliance on components that are not standard in Windows. Upon first execution, the *vTool* will setup default registry keys and make configuration files in the program directory.

It is possible to use the software without running an installer package. However, an installer package, `Setup3.6.exe` will do all the installation tasks for you.

To upgrade or install using Setup3.6.exe

1. Create a new folder on your PC, such as `C:\Temp`.
2. Download all of the new applications to that folder, including **Setup 3.6**.
3. Launch **Setup 3.6**.
4. Select the option that fits your situation. The first option when you are installing the apps for the first time. Use the second option when you are upgrading a previous installation where *Supervisor* is a version before 3.5 (This **will not** copy profile data and Registry entries). Use the third option when you are upgrading a previous installation where *Supervisor* is version 3.5 (This **will** copy profile data and Registry entries). Use the fourth option when you are upgrading a previous installation where *Supervisor* is version 3.6 (This **will not** copy profile data and Registry entries).
5. The setup program will prompt you for the location of your existing **Logitek** files. Point it to the existing folder (usually, this is `c:\Logitek`).
6. The setup program will prompt you for the location of the new files. The default is `c:\Logitek3.6`. Adjust this if you use a different folder or drive letter.
7. The setup program will also give you a choice of, setting up a folder called **Logitek Programs** in the *Windows* Start menu, and creating Desktop shortcuts.
8. Launch **AEConfig 3.6**, read each config file (.aec or .a16) and save it without making any changes to ensure that any new formatting is correctly done.
9. Launch **Supervisor 3.6** and set up the COM ports for the engines if necessary. In **Supervisor 3.6** you can change COM port assignments without having to restart the program.
10. Launch **CommandBuilder 3.6**, read your trigger table from `c:\Logitek3.6`, save it, and upload it to *Supervisor*.
11. Configure and launch any other PC applications that you use at your facility. Do not try using older versions of our software with version 3.6 as they are not compatible.

The setup program will copy the required files to the program directory, establish a folder called **Logitek Programs** in the Windows Start menu (if ticked), and create desktop shortcuts (if ticked). These tasks can also be done manually by copying the program file to an appropriate directory.

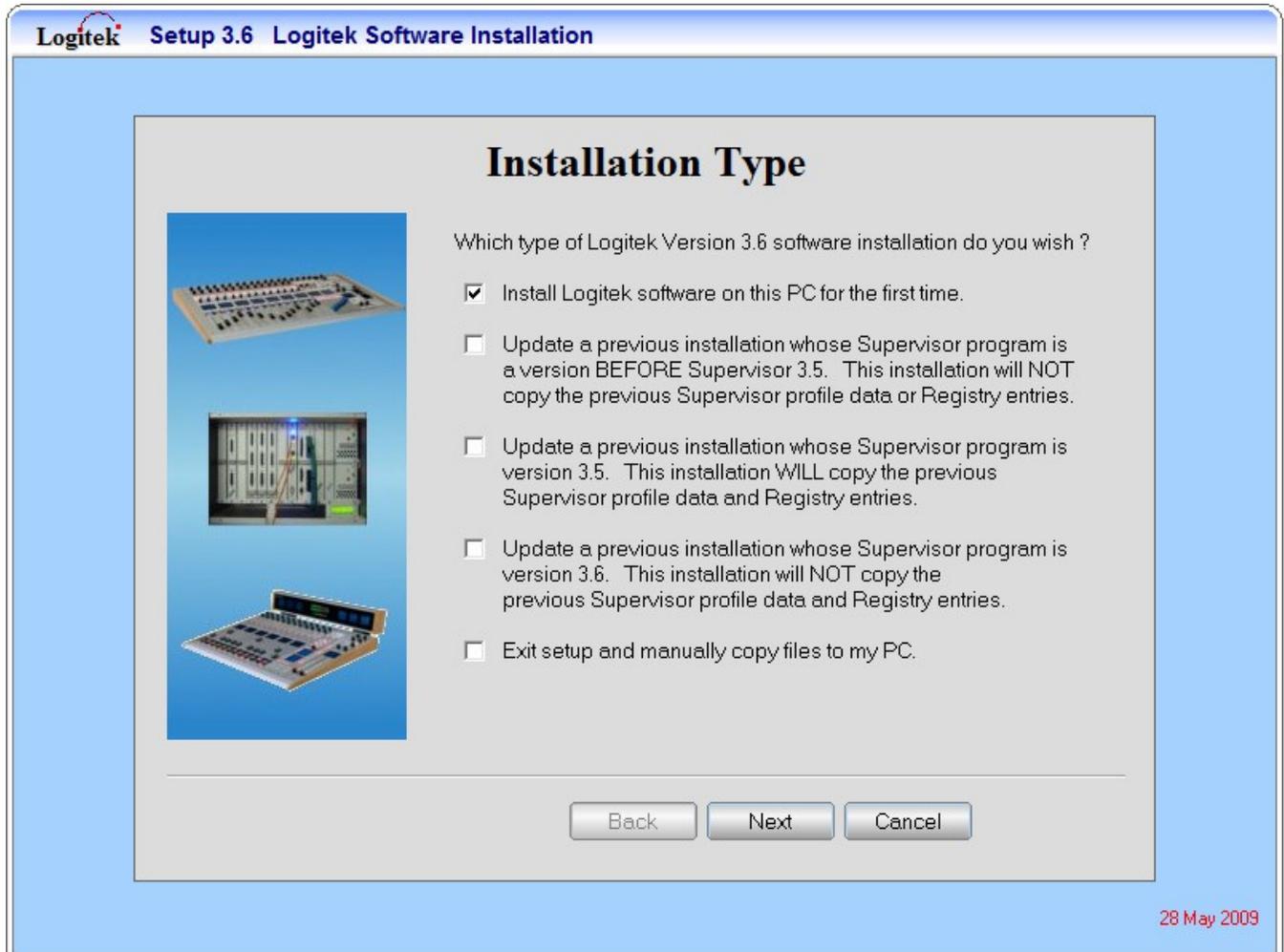


Figure 1 - Setup3.6 Installation Type Choice

Files required for operation

When initially installed, the *vTools* do not require any auxiliary files. When run for the first time each of the *vTools* create their own operational files that are required to run.

Running from Network Share

It is possible to execute the applications from a network share; however this may cause problems with the writing of config files. This is not recommended if multiple instances will be run simultaneously on different machines.

Executable Name

The *vTool* executable name determines the base for config files and registry settings. Do not rename the executable unless you want to test or use different settings.

3 General vTools Notes

This chapter covers some general operation notes on the *vTools* suite. The following chapters go into more detail on each of the individual tools.

Supervisor Profile Setup

Each of the *vTools* has their own profiles which allow you to have separate instances of a particular *vTools* application, and for those instances to relate to different surfaces.

Up to 16 different profiles can be set for each *vTool*. The profile used is determined by the username entered when connecting. A username can only be assigned one profile for each different *vTool*.

➔ *For more information on profile setup, see the Supervisor User's Manual.*

Addressing

Profiles generally require the **Audio Engine**, **Device Numbers** and **Bus Numbers** for devices you wish to control. These can be determined by referring to:

- *Supervisor's* Audio Engine State page (see the Supervisor User Manual)
- Surface manuals
- Device reference tables
- Site specific addressing drawings or documentations

Addressing will also depend on whether the *vTool* is controlling existing physical hardware, or is operating as a virtual surface. The latter requires the allocation of addresses that do not conflict with existing surfaces, and where suitable **Audio Engine** resources are available.

Please contact **Logitek Electronic Systems** or your reseller for assistance with determining addressing.

Startup

Open the *vTool* application from the directory on disk, or a shortcut. Upon the first startup on a machine, the application will write some settings to the registry. The application can be run from a local drive or a network share (see Chapter 2 for a cautionary note on running from a network).

These settings are saved to the `HKEY_LOCAL_MACHINE` section of the registry, and therefore are machine specific. All *vTools* also save a `.CFG` file into their directory (and need write access to that location).



When running *Windows Vista 64bit* certain registry entries are stored in the current user section. **Logitek** recommends only logging in under one user to avoid confusion and duplication of setup parameters.



vScreenDesigner also places information in the HKEY_CURRENT_USER section of the registry.

Setting Network parameters

- Click on the **Network** button on the top right of the *vTool* screen.
- The **Network Configuration** window will open.
- Enter the IP Address or computer name of the *Supervisor* PC in the **Network Host 1 section**.
- Enter the IP Server Port as **10200**, unless your *Supervisor* is configured with a different port.
- Click **OK**.

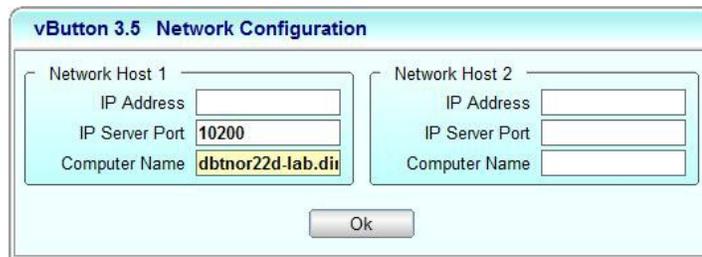


Figure 2 - Network Configuration window

- TIP:** You can enter either an IP address, or a computer name, to locate *Supervisor*. If using a computer name, a NetBIOS name is expected. All *vTools* will also allow a "." to support a DNS hostname. When resolving by computer name and not IP address, ensure you have a reliable WINS and/or DNS infrastructure.

Dual Supervisor operation

For Dual Supervisor, also enter the IP Address or computer name of the 2nd Supervisor PC in the **Network Host 2** section. This ensures both Supervisors receive status updates.

Logging In

- Click on the **On Line** button to the left of the **Network** button.
- Enter the **User Name** and the **Password** then click **OK**.
- For convenience, the last entered **User Name** is stored in the registry.
- You will receive an error if *Supervisor* cannot be found, or the username/password is wrong.
- Once on-line, the button changes to green. **P** & **B** indicate the Primary & Backup *Supervisor*.



Figure 3 - Login window

Logging Out

- Click on the **On Line** button again to disconnect from *Supervisor*.
- It is not necessary to disconnect before shutting the application.



- When shutting the application, you will be prompted to confirm your wish to close and disconnect from *Supervisor*.

4 MatrixIP Setup & Operation

This chapter describes the operation of the *MaxtrixIP* tool.

An extra license will need to be purchased from **Logitek Electronic Systems** to run *MatrixIP*.

MatrixIP is designed as a router control panel for Master Control Room environments, or where advanced routing and processing is needed. *MatrixIP* allows easy access to a large number of Crosspoints, with advanced functions such as **Dynamics Processing**, **Input Meters**, and **Aliases**.

A *SharcAttack* DSP card and DSP Crosspoints are required for access to EQ, dynamics, and input meters. *MatrixIP* can also control **Output Routes**, without processing, metering or gain control.

MatrixIP provides access to up to 200 **DSP Crosspoints** or **Output Routes**. The first 20 are always available on two rows of ten buttons. The rest are split between three pages of up to 60 buttons. Where more than 200 Crosspoints need to be controlled, additional profiles can be used.

Profile

Logitek Supervisor 3.6 Primary Backup Status 7 May 2009 Thursday 10:54:01 AM System Administrator

Audio Engine Log Network Client Log Audio Engine State Com Port Control IP Client State System Administrator

System Administrator

System Setup Software License Special Functions User Setup Profiles

vRoute vButton vFader vGuest vDelay vMix MatrixIP vScreen

MatrixIP Profile 1 Profile Title

Button	Destination			Show Button	Show Meter			Allow Effects	Allow Gain
	AE Number	Dest Device	Device Name		None	Mono	Stereo		
Layer Fixed Row 1	1	1	005B TX-A St NSS1 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input checked="" type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	2	1	005C TX-B St NSS2 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input checked="" type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	3	1	005D TX-C Mn NSS3 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input checked="" type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	4	1	005E TX-D Mn NSS4 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input checked="" type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	5	1	005F SPR1 Mn NSS5 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input checked="" type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	6	1	0060 CITY St NSS6 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input checked="" type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	7	1	0061 REM1 Mn NSS7 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input checked="" type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	8	1	0062 REM2 Mn NSS8 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input checked="" type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	9	1	0065 ISDN Mn NSS9 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input checked="" type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	10	1	0066 PABX Mn NSS10 In	<input checked="" type="checkbox"/>	<input type="checkbox"/> None	<input checked="" type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Layer Fixed Row 2	1			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	4			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	5			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	6			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	7			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	8			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	9			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	10			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
Layer 1	1			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/> None	<input type="checkbox"/> Mono	<input type="checkbox"/> Stereo	<input type="checkbox"/>	<input type="checkbox"/>

MatrixIP Profiles

Save All Copy Paste Clear

Options

Save New Alias Use OB mode

Monitor Crosspoint

AE Num Dest Device

Layer Title

1 2 3

Figure 4 - MatrixIP Profile in Supervisor

Before using *MatrixIP*, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side of the *MatrixIP* Profile tab, select which profile number you wish to configure. Enter a suitable **Profile Title**.

Profile Setup – Button Grid

MatrixIP is a series of “buttons” on a main page. When clicked, an edit page is revealed to allow changes to the “button”. A button represents a **DSP Crosspoint** or **Output Route**, which are both known as **Destination Devices**. This section of the profile setup configures the *MatrixIP* buttons.

Each button is represented by a row on the grid. The top two rows are always visible. The other rows are contained within three “layers”, each with a distinct color. A layer can contain up to 60 buttons. The layer names are editable in the profile for display in *MatrixIP*.

AE Number

Specifies the **Audio Engine** for the **Destination Device** of the **Crosspoint**. This is the **Audio Engine** where any routes will be performed.

Dest Device

Specify the **Destination Device Number** of the **Crosspoint**. This is entered in HEX.

Device Name

This is automatically determined from *Supervisor’s Device Tables*. If nothing is displayed, the **AE Number** and **Dest Device** do not represent a valid **Crosspoint** in your system, or that **Audio Engine** is offline. This field is not editable.

Show Button

If ticked, the button is displayed, otherwise it is hidden. This allows you to layout the buttons in a logical fashion to suit your environment and operator preferences.

Show Meter

Allows you to select either **None**, **Mono** or **Stereo**, depending on whether a meter is required and whether it should be shown in mono or stereo. To show meters, the **Crosspoint** must be switched by a *SharcAttack* DSP card. **Output Routes** do not provide any **Input Meters**.

Allow Effects

Determines whether **Effects** (EQ and dynamics) is enabled for that button. To allow **Effects**, the **Crosspoint** must be switched by a *SharcAttack* DSP card. **Output Routes** do not support **Effects**.

Allow Gain

Determines whether **Gain Control** is enabled and a fader shown for that button. To allow **Gain Control**, the **Crosspoint** must be switched by a DSP card. **Output Routes** do not support **Gain**. Either a *SharcAttack* or a *LoneSharc DSP Crosspoint* can be used.

Profile Setup – General Settings

The following general settings are for each *MatrixIP* Profile.

Save New Alias

When ticked, new **Aliases** entered into *MatrixIP* will be saved to the `.TXT` file in the *MatrixIP* directory. If unticked, new **Aliases** can be entered, but will not be saved to the file.

The `.TXT` file is named from on the base name of *MatrixIP* executable. Eg for `MatrixIP3.6.EXE` the **Alias** file will be `MatrixIP3.6.TXT`. This list will be automatically populated by *MatrixIP* if the **Save New Alias** option is enabled. You can also predefine the **Aliases** by editing this file in a text editor.

Use OB Mode

This enables **OB Mode**. *MatrixIP* modes are described in detail on the following page.

Monitor Crosspoint

This allows you to set the **Audio Engine** and **Dest Device** for a monitoring crosspoint relevant to this *MatrixIP* profile. When running in **OB Mode**, *MatrixIP* allows **Crosspoints** from the top two rows to be routed to the **Monitor Crosspoint** from within the edit page. This provides a convenient and quickly accessible way to monitor changes to **Crosspoints** in real time.

- 🔔 **TIP:** If multiple Master Control operators/positions have their own monitoring stations, a separate *MatrixIP* profile can be used for each. Once you have your primary profile complete, use the *Supervisor* profile setup page to copy the primary profile to a new profile, and change the **Monitor Crosspoint**.

Once finished, click **Save All** to save the changes to the profile.

MatrixIP Modes

Normal Mode

In **Normal Mode**, *MatrixIP* is a Crosspoint router, with each button providing access to a particular **Crosspoint**. You can configure **Gain**, **Metering** and **Effects Processing** on each **Crosspoint**.

The top two rows of buttons are always visible. The other six rows of buttons have three layers available. This allows for commonly used destinations to always be available on the top rows.

OB Mode

In **OB (Outside Broadcast) Mode**, the operation of *MatrixIP* changes slightly. This mode is designed for stations where Master Control operators receive incoming feeds, and assign these to OB/Remote channels to other studios with audio processing and aliases.

When running in this mode, two additional features are available for buttons on the top two rows:

- When an **Alias** is assigned to a source on an OB **Crosspoint**, this **Alias** is also assigned (copied) to the OB **Crosspoint** itself as it appears on all **Audio Engines**. Effectively, this allows an **Alias** to be assigned to both a **Source** and a **Destination** on the top two rows.
- A monitoring destination is provided so the OB **Crosspoint** output can be monitored easily. This provides MCR staff the ability to audition their processing changes very efficiently.

When running in this mode, your OB Crosspoints must have the same **Surface Labels** on the input and output sides. *Supervisor* matches name of the OB Crosspoint as it appears on each **Audio Engine**, using the **Surface Label**.

- 🔊 **TIP:** When using the **Route to Monitor** function of **OB Mode**, you must allocate your OB Crosspoint outputs as allowed sources on the **Monitor Destination**.

Operation

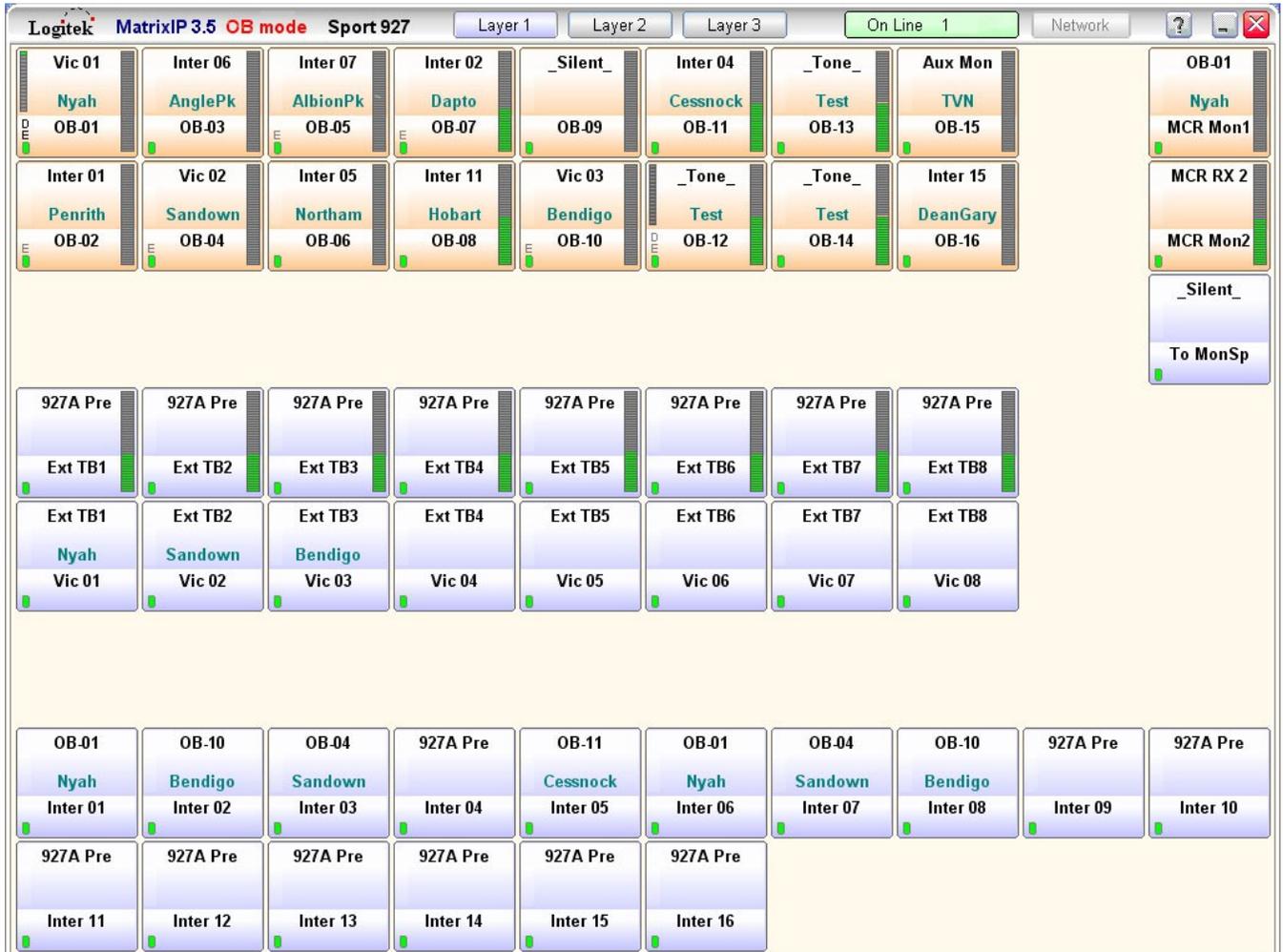


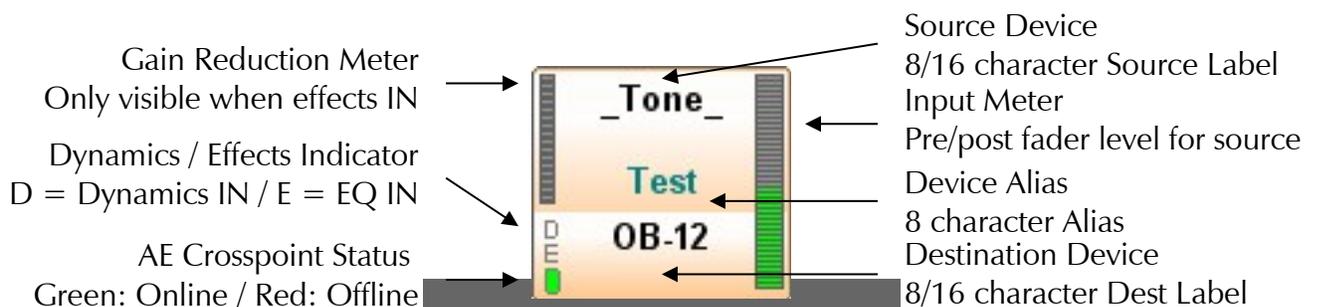
Figure 5 - MatrixIP Main Screen

Layer 1 / Layer 2 / Layer 3

These buttons give access to the three layers of **Crosspoints** (the bottom 6 rows). Layers are only accessible if at least one **Crosspoint** Button is configured. The layer names can be customized.

Buttons

Each Button shows the relevant information from the **Audio Engine** for that **Crosspoint**. Click a button to enter the edit page for that Crosspoint (show on the following page).



Edit Page

When you click a Button on the Main page, the Edit Page is revealed. The top left corner shows the Button you are editing, with the same indicators previously described.

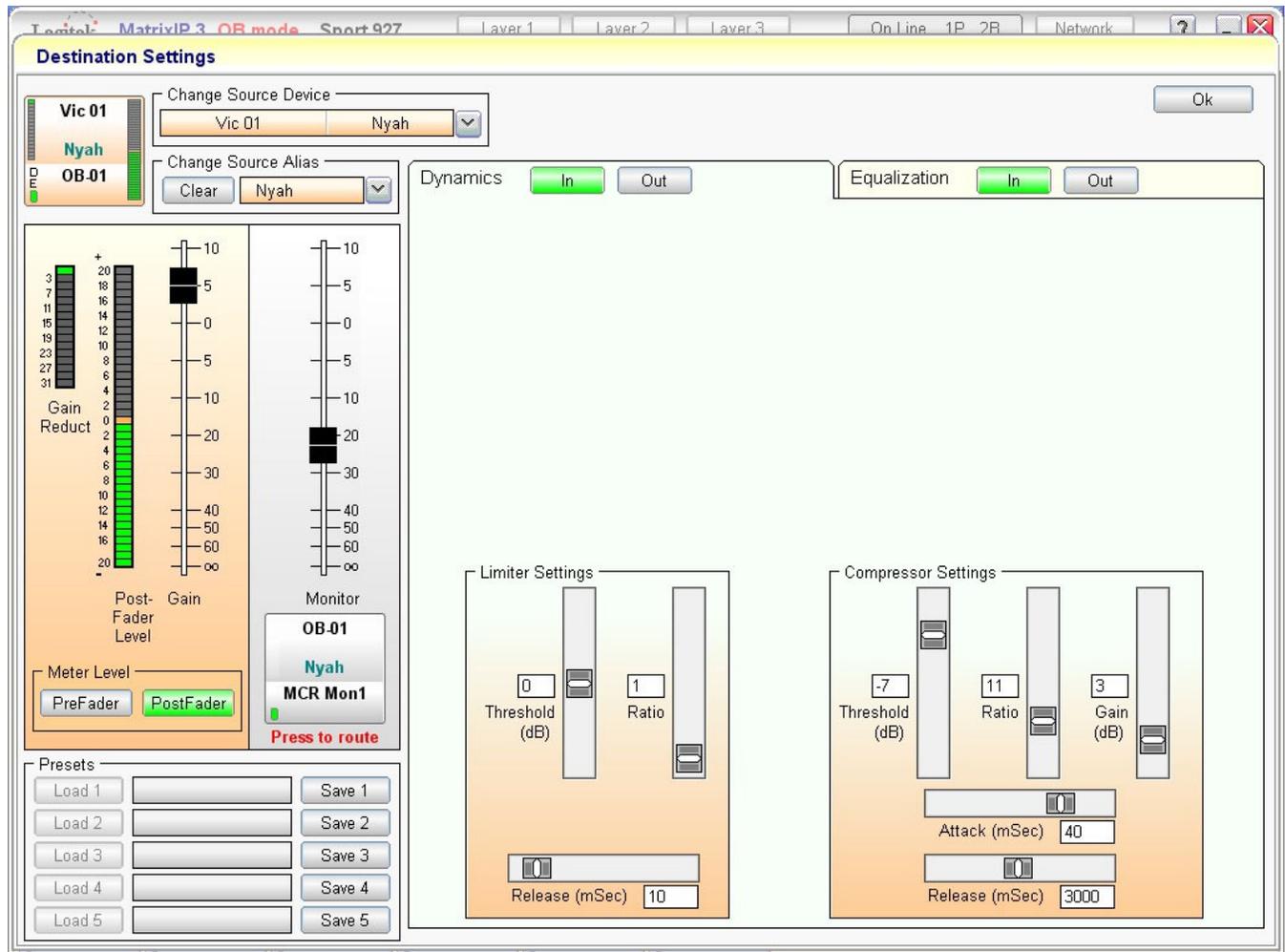


Figure 6 - Matrix IP Edit Page & Dynamics

Change Source Device

Click on the dropdown arrow to see/change the **Source** for this **Destination**. To change the **Source**:

- Select the **Source** and click **Take**.
- Double click the required **Source**. If **Gain/Effects** control is not enabled on this **Crosspoint Button**, double clicking a **Source** will perform the route and return you to the main page.

🔊 **TIP:** The allowed **Sources** for a **Crosspoint** are set in *AEConfig*.

Change Source Alias

Click on the dropdown arrow to select an **Alias** from the saved list. You can also directly type an **Alias** into the box and press **Enter**. The **Alias** will be limited to 8 characters when you enter it.

Gain

Use the fader to change the gain of the **DSP Crosspoint**. If meters are enabled, and it is on a *SharcAttack* **DSP Crosspoint**, a large Input Meter is shown. This can be changed between mono and stereo in the profile. A **Gain Reduction** meter will appear when **Dynamics** is IN.

Pre-Fader & Post-Fader Meter Level

Use these buttons to toggle between pre- and post-fader metering. Pre-fader is after the **Input Trim**, but prior to **Gain Control** and **Effects**. Post-Fader metering is after all **Gain** and **Effects** control.

 **TIP:** On *SharcAttack* versions prior to v3.5, only pre-fader metering is available. Pre/post is toggled with BUS20 of the **Crosspoint**, and can be set to a default using the **Init Triggers** in *CommandBuilder*.

Route to Monitor

When using **OB Mode** on the top two rows of buttons, the **Route to Monitor** button and fader control is shown. Press the button to route the output of the Crosspoint to the input of your Monitor Crosspoint. Use the fader to control the Monitor gain.

 **TIP:** To use this function, you need to enable **OB Mode**, set a **Monitor Crosspoint** that uses DSP resources, and allow the top two rows of buttons as **Sources** for the monitor **Destination Device**.

The **Route to Monitor** section is only visible if the following are all true:

- **OB Mode** is enabled
- The **Edit Button** is from the top two rows
- **Effects** control is turned on for the **Edit Button**
- The **Edit Button Destination** is not the same as the **Monitor Destination**

Dynamics – Limiter Settings

In/Out	Turns Dynamics processing on or off		
Threshold	Limiter Threshold	-20	to +20 dB
Ratio	Limiter Ratio	1	to 40
Release	Limiter Release Time	10	to 1000 mSec

Dynamics – Compressor Settings

Gain	Compressor Gain	0	to 21 dB
Threshold	Compressor Threshold	-40	to 0 dB
Ratio	Compressor Ratio	1	to 40
Attack	Comp. Attack Time	5	to 68 mSec
Release	Comp. Release Time	100	to 6000 mSec

EQ

Click the **Equalization** tab to gain access to the **EQ** controls.

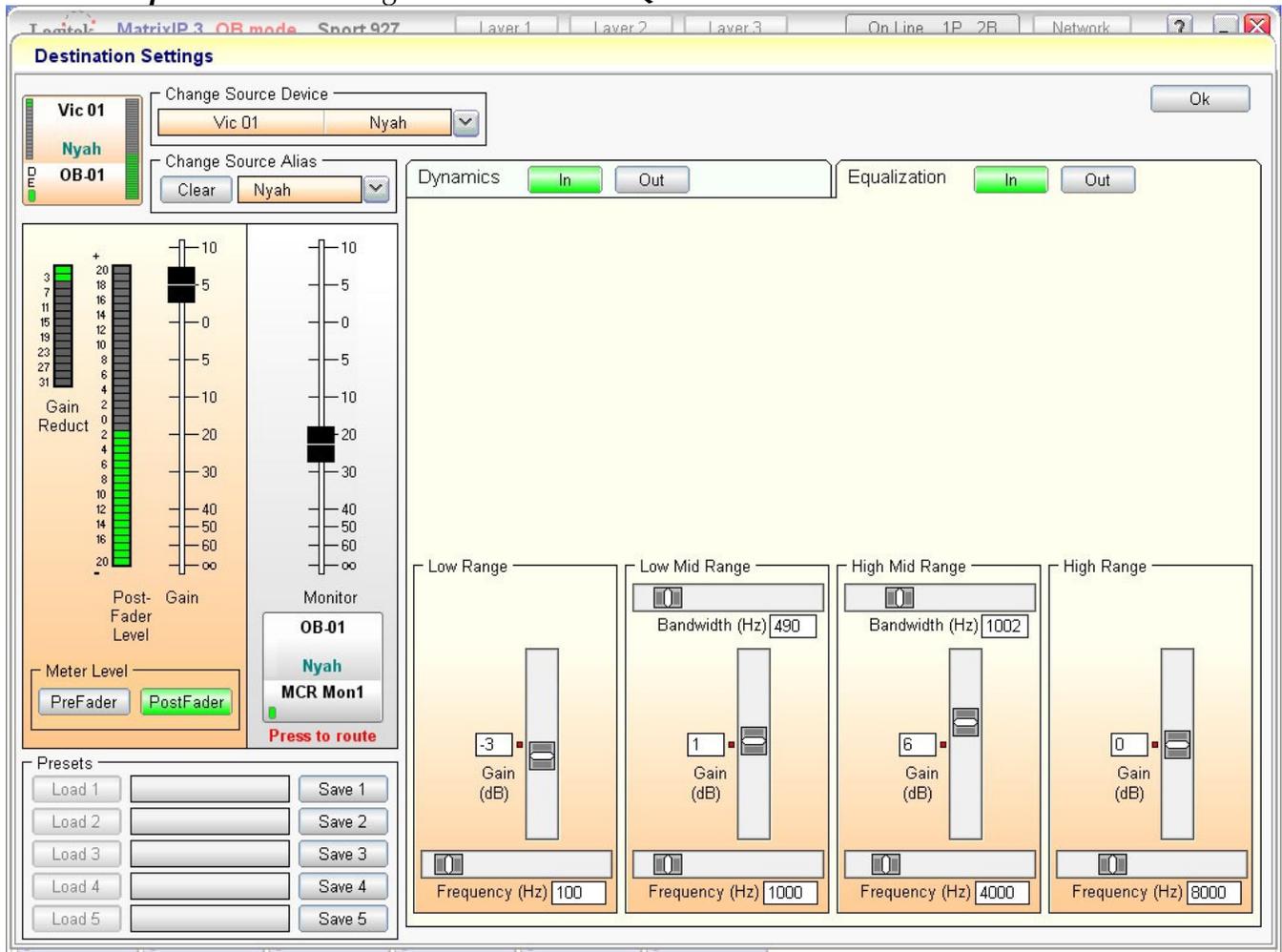


Figure 7 - Matrix IP Edit Page & EQ

Gain	Low Gain	-20	to	+20	dB
Frequency	Low frequency	30	to	1,000	Hz
Gain	Low-mid Gain	-20	to	+20	dB
Frequency	Low-mid Frequency	30	to	8,000	Hz
Bandwidth	Low-mid Bandwidth	10	to	4,000	Hz
Gain	High-mid Gain	-20	to	+20	dB
Frequency	High-mid Frequency	1,000	to	20,000	Hz
Bandwidth	High-mid Bandwidth	10	to	4,000	Hz
Gain	High Gain	-20	to	+20	dB
Frequency	High Frequency	4,000	to	20,000	Hz

Presets

5 user defined presets can be stored in a *MatrixIP* profile. These presets include all **Dynamics** and **EQ** settings. Use the box to enter a short name for a preset and click **Save**. Once saved, the **Load** button will be enabled, allowing quick access to that preset.

5 vButton Setup & Operation

This chapter describes the operation of the *vButton* tool.

vButton provides user-configurable button panels, with 12 buttons per “panel”. Up to 8 panels can be displayed in each *vButton* application, for a total of 96 buttons. *vButton* can be used to mimic a physical button panel, such as a meter bridge button set, or as a virtual button box in places where no button panel hardware is available. Buttons can be illuminated, and support 3 different flash rates. The button color for a group can be changed in the *vButton* profile.

Profile

Before using *vButton*, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side of the *vButton* Profile tab, select which profile number you wish to configure. Enter a suitable **Profile Title**.

Profile Setup – Panel Configuration page

This page of the profile setup configures the options and button addresses for *vButton*.

Panel

Select the box to either **Display Panel** or **Blank Panel**. If you want to temporarily hide a panel, this can be used to save you from re-entering the data again later. You can use blank panels to space out panels for improved accessibility and distinction between functions.

Panel Title

Enter a suitable title for your panel e.g. Intercom Panel. The **Panel Title** will be displayed in the top left corner of the panel.

Blank Height

Enter the height of the blank panel (if this panel is selected as a **Blank Panel**). The default value is 30.

AE Number

Specifies which **Audio Engine** this virtual button will communicate with. Each **Panel** is linked to one **Audio Engine** only, with sequential bus numbers (forward or reversed). Different **Panels** can communicate with different **Audio Engines** within the one application.

- 🔔 **TIP:** If you wish to mimic a physical button panel, you need to find the **Device Number** and **Bus Numbers** for those buttons (using **Logitek** manuals or system documentation). To setup a virtual button panel, you need to allocate your own

addressing. We suggest using a **Destination Device** from an output that relates to the location, or a spare surface port number. The **Bus Numbers** are arbitrary, but for consistency should mirror an existing similar panel.

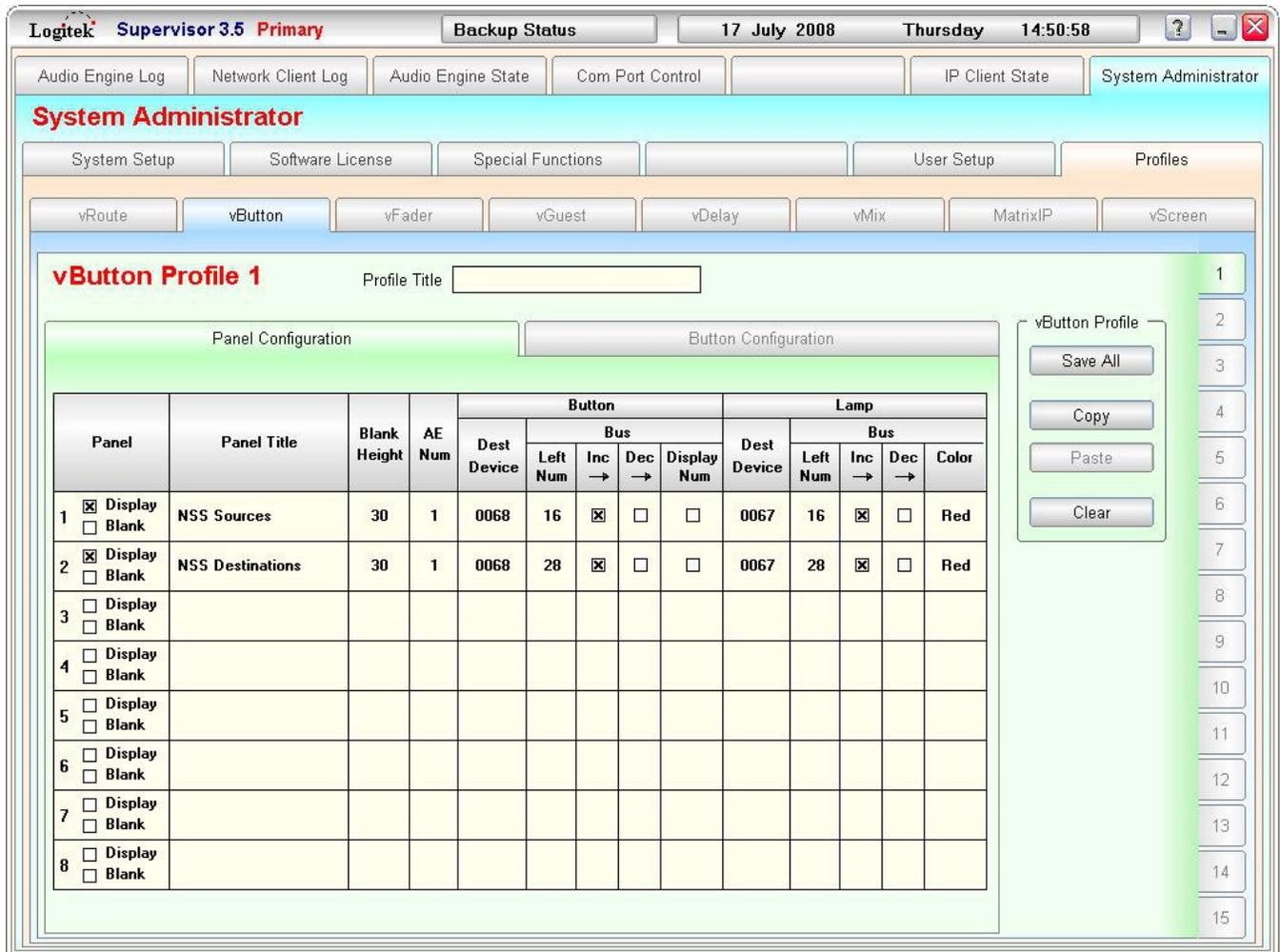


Figure 8 - vButton profile setup - Panel Configuration page

Button – Dest Device

Specify the **Destination Device Number** that the buttons control. This is entered in HEX.

Addressing for *Numix NW-24*, *Remora REM-24* and *Mosaic* modules depends on the port used.

Common **Destination Device Numbers** are:

Dest Device	Device Name
27	Port 1 – Meter Bridge/Softkey lamps
28	Port 1 – Meter Bridge/Softkey buttons
4f	Port 2 – Meter Bridge/Softkey lamps
50	Port 2 – Meter Bridge/Softkey buttons
63	Port 3 – Meter Bridge/Softkey lamps
64	Port 3 – Meter Bridge/Softkey buttons

Button – Bus – Left Num

Specify the **Bus Number** of the left most button. This is entered in DECIMAL.

Common **Bus Numbers** are:

Device	Bus Numbers	Buttons/Lamps
Numix	16-27	Numix softkeys
	32-43	Numix & Remora meter bridge buttons
	16-69	Numix NW-24 and Remora REM-24 wedge buttons
Mosaic	32-43	Mosaic MLX-NSOFT large buttons
	44-49	Mosaic MLX-NSOFT small buttons
	43-32	Mosaic MLX-NSOFT large buttons (horizontally mounted / small buttons on left)
	48,46,44,49,47,45	Mosaic MLX-NSOFT small buttons (horizontally mounted / small buttons on left)
	16-20	Mosaic MLX-MON hotkey selections
	50-59	Mosaic MLX-WSOFT timer buttons (zero = 50, nine = 59)
	32-43	Mosaic MLX-WSOFT large buttons
	29-31	Mosaic MLX-WSOFT cancel/take buttons & select wheel
	79-84	Mosaic MLX-WSOFT router/screen buttons
85-99	Mosaic MLX-WSOFT small buttons	
BTN-12	1-12	BTN-12 lamps
	17-28	BTN -12 buttons
COM-12	31-42	COM-12 lamps
	51-62	COM-12 buttons

Button – Bus – Inc → / Dec →

Bus numbers will either increase or decrease in value from the left-most bus number.

- 🔔 **TIP:** Depending on how they are mounted, some button interfaces, such as *Mosaic* horizontal *MLX-NSOFT* panels can have buttons in reverse order (the left most button has the highest number). By selecting the **Dec →** tick box, you will force the panel to count backwards as it assigns numbers to subsequent buttons.

Button – Bus – Display Num

Select this box if you wish to see the button's **Bus Number** displayed under each button.

Lamp – Dest Device

Specify the **Device Number** that the lamps control. This is entered in HEX, following the same rules as the **Button – Dest Device** box.

Lamp – Bus - Left Num

Specify the Bus Number of the left most lamp. This is entered in HEX, following the same rules as the **Button – Dest Device** box.

- 🔔 **TIP:** On some button panels, the **Bus Numbers** are the same between lamps and buttons, with a different **Destination Device** to distinguish lamps and buttons. On other panels, the **Destination Device** is common, with different **Bus Numbers** to

distinguish between lamps and buttons. What is entered here will depend on the panel being emulated.

Lamp – Inc → / Dec →

Bus numbers will either increase or decrease in value from the Left most bus number.

- 🔊 TIP: Depending on how they are mounted, some button interfaces, such as *Mosaic* horizontal *MLX-NSOFT* panels can have lamps in reverse order (the left most lamp has the highest number). By selecting the **Dec →** tick box, you will force the panel to count backwards as it assigns numbers to subsequent lamps.

Lamp – Color

Click on the color value name which defaults to **White** when setting up the panel. From the drop down menu, specify which color you wish the lamp to be. The choices are; **White, Green, Red, Blue, Aqua** and **Yellow**.

The selection affects all lamps in that panel.

Profile Setup – Button Labels page

The Button Labels page allows you to setup the virtual labels for each button.

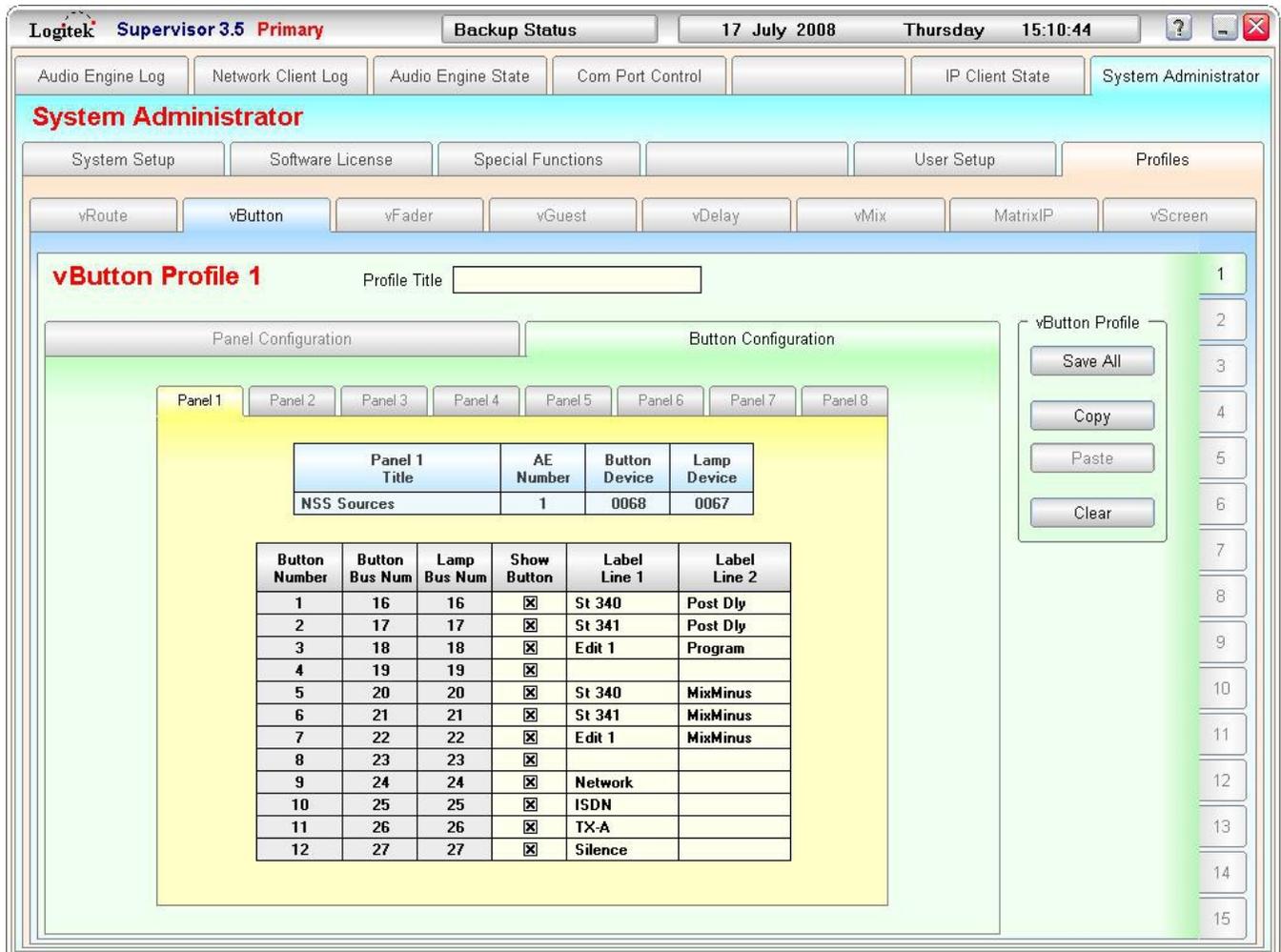


Figure 9 - vButton profile setup - Button Labels page

Panel Tabs

The button label settings for each **Panel** are on individual tabs. Select the appropriate tab to configure that **Panel's** button labels.

Label Line 1 / Line 2

Enter a suitable title for your button e.g. **Studio A / Intercom**. (A maximum of 8 characters applies to each line). If you only enter text on the top line, the text will be vertically centered on the button. In addition, text is horizontally centered no matter what. Set the labels for each button you intend to use.

Once finished, click **Save All** to save the changes to the profile.

Operation

When you login to *vButton*, it will query *Supervisor* for the current status. Lamps that are ON will be lit, and if lamps are flashing *vButton* will start these flashing.

Supervisor keeps track of flashes that expire after a certain number of times, and will provide the correct status to *vButton* upon login. This ensures *vButton* is consistent with physical button panels.

Each panel in *vButton* has an LED which shows the connection status to the listed **Engine** and **Device Number**. This LED shows Green for connected and Red for disconnected.

By clicking on one of your *vButtons* you enact that same effect as by pressing the real thing. The function performed by the button is determined by the **Triggers** that are used at your site.

Possible button **Triggers** include:

- ON only (usually used in button groups)
- ON and OFF (momentary push-to-talk intercom style buttons)
- TOGGLE (two-state buttons which change function each time they are pressed).

The lamp in the button will only light if the **Trigger** tells it to do so. *vButton* will not light a lamp just by clicking a button – there must be code behind the button to send the appropriate command.

If you are emulating a physical panel, the lamp status will be update both in *vButton* and the physical panel, no matter where the button was pressed.

vButton supports three flash speeds – SLOW, MEDIUM and FAST. These speeds are the same as what is available on the *Mosaic* and *COM-12*. MEDIUM is the default speed, and is supported by all hardware.

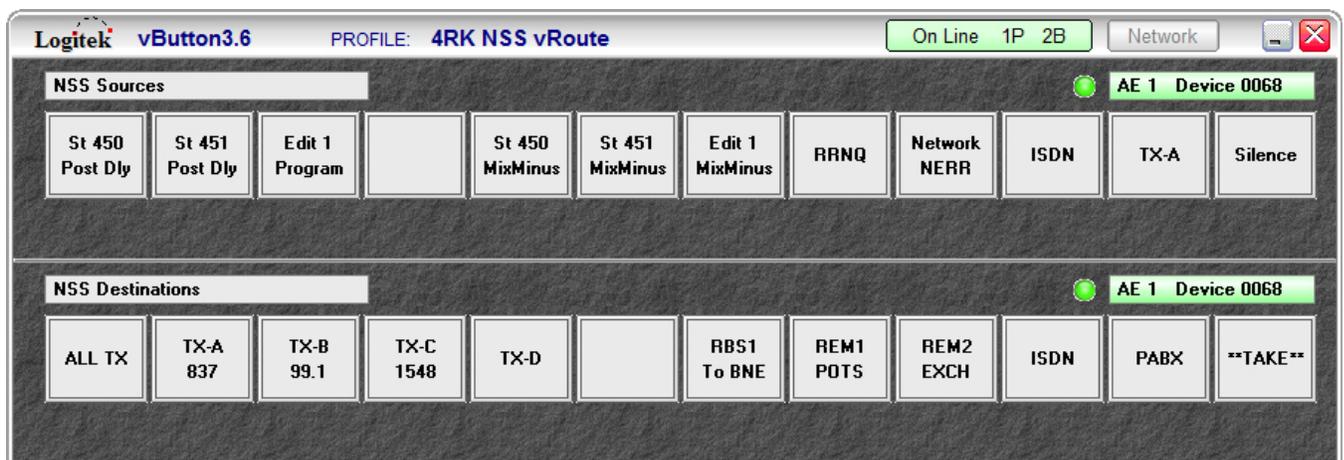


Figure 10 - A sample vButton in operation

6 vDelay Setup & Operation

This chapter describes the operation of the *vDelay* tool.

vDelay provides real time display of current **Talk Delay** status and gives the user the ability to Start, Stop and Dump the delay.

The delay is provided by *SharcAttack* DSP cards in a **Logitek Audio Engine**. Delay is only available on surfaces that have a *SharcAttack* card allocated to them.

Profile Setup

Before using *vDelay*, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side, select which profile number you wish to configure. Enter a suitable **Profile Title**.

Delay

The delay control numbers are displayed in this column. You can configure a maximum of 12 separate delay controls (6 on each row) per instance of *vDelay*.

Show Panel

Select the box if you wish to show the panel. If you want to temporarily hide a panel, this can be deselected to save you from having to re-entering the data again later. You can use blank panels to space out panels for improved accessibility and distinction between functions.

Label

Enter a suitable title for your delay control e.g. **Studio A**.

AE Number

Specifies the **Audio Engine** for the required **Talk Delay** Crosspoint. Each **Panel** is linked to one **Audio Engine** and Crosspoint only. Different **Panels** can communicate with different **Delay Crosspoints**.

Dest Device

Specify the **Destination Device Number** that the delay controls. This is entered in HEX. This is usually the "Router 1" Crosspoint of each port. Recent versions of the *SharcAttack* card support multiple **Talk Delays** per port, such as "Router 2". Custom versions may support more on the one port. For more information on what is available on your system, contact **Logitek Electronic Systems** or your reseller.

Common **Destination Device Numbers** are:

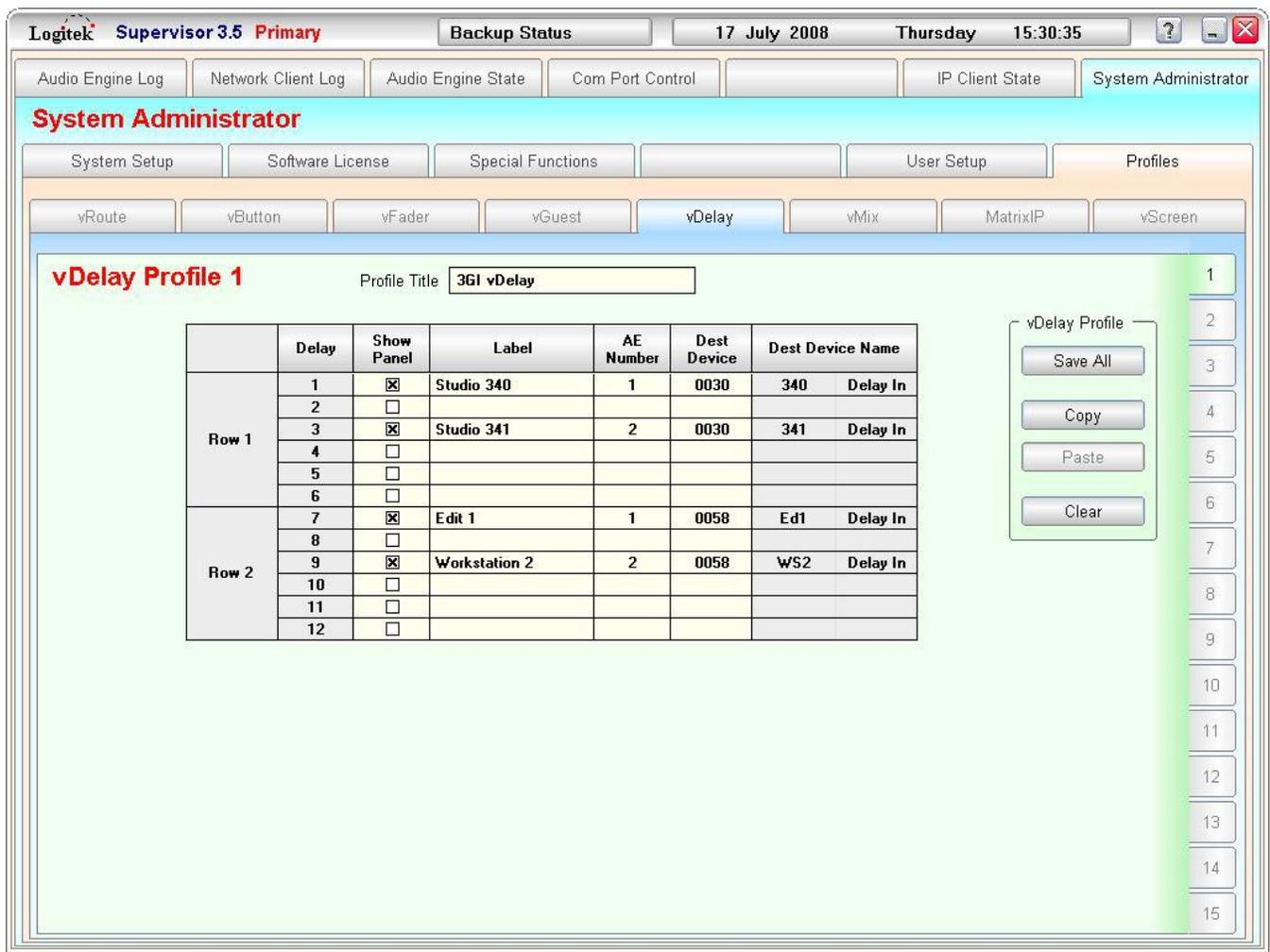
Dest Device	Device Name
30	Port 1 Router 1 (main surface delay)
31	Port 1 Router 2 (additional delay)
58	Port 2 Router 1 (main surface delay)
59	Port 2 Router 2 (additional delay)

TIP: The **Talk Delay** displayed on a mixer surface is always Router 1 for that particular surface/port. Port 3 does not have delay available.

Device Name

This is automatically determined from *Supervisor's Device Tables*. If nothing is displayed, the **AE Number** and **Dest Device** do not represent a valid **Crosspoint** in your system, or that **Audio Engine** is offline. This field is not editable.

Once finished, click **Save All** to save the changes to the profile.



vDelay Profile 1 Profile Title:

	Delay	Show Panel	Label	AE Number	Dest Device	Dest Device Name
Row 1	1	<input checked="" type="checkbox"/>	Studio 340	1	0030	340 Delay In
	2	<input type="checkbox"/>				
	3	<input checked="" type="checkbox"/>	Studio 341	2	0030	341 Delay In
	4	<input type="checkbox"/>				
	5	<input type="checkbox"/>				
Row 2	6	<input type="checkbox"/>				
	7	<input checked="" type="checkbox"/>	Edit 1	1	0058	Ed1 Delay In
	8	<input type="checkbox"/>				
	9	<input checked="" type="checkbox"/>	Workstation 2	2	0058	WS2 Delay In
	10	<input type="checkbox"/>				
	11	<input type="checkbox"/>				
	12	<input type="checkbox"/>				

vDelay Profile

Save All

Copy

Paste

Clear

Figure 11 - vDelay profile setup

Operation

When you login to *vDelay*, it will query *Supervisor* for the current status. Surfaces/Crosspoints that are in delay will be shown as such.

Supervisor keeps track of delay statuses, and will provide the correct status to *vDelay* upon login. This ensures *vDelay* is consistent with physical surface delay settings. The text color indicates the connection status, with Green being connected, and Red being disconnected.

Once connected to *Supervisor*, *vDelay* will show a panel for each **Talk Delay** listed in that user's profile. The size of the application form will adjust to best accommodate the number of panels in the profile.

Each panel in *vDelay* has an LED which shows the connection status. This LED shows Green for connected and Red for disconnected.

On Button

When delay is off, press this button to enable delay. This is the same as enabling delay from the actual surface. Once on, click again to turn delay off. This has the same effect as by turning delay off from the actual surface.

Dump Button

The **Dump** button is only available when delay is on. This will dump 4 seconds of audio from the current delay.

Fill Button

If delay is empty (zero seconds), pressing **Fill** will start the delay ramping up. You will see the delay time begin to build until it reaches the maximum time.

Empty Button

When the delay is at maximum time, or filling, pressing **Empty** will cause the delay to ramp down. You will see the delay time reduce until it reaches zero.

Display

Each **Talk Delay** panel shows the Crosspoint Surface Label, **Audio Engine** and a bar graph display of delay time. In addition, an LCD-style readout shows the delay time, as well as a pre-fader level for the delay input.



Figure 12 - A sample vDelay in operation

7 vFader Setup & Operation

This chapter describes the operation of the *vFader* tool.

vFader provides emulation of faders on physical or virtual **Surfaces**, with 4 faders per application.

Profile Setup

Before using *vFader*, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side, select which profile number you wish to configure. Enter a suitable **Profile Title**.

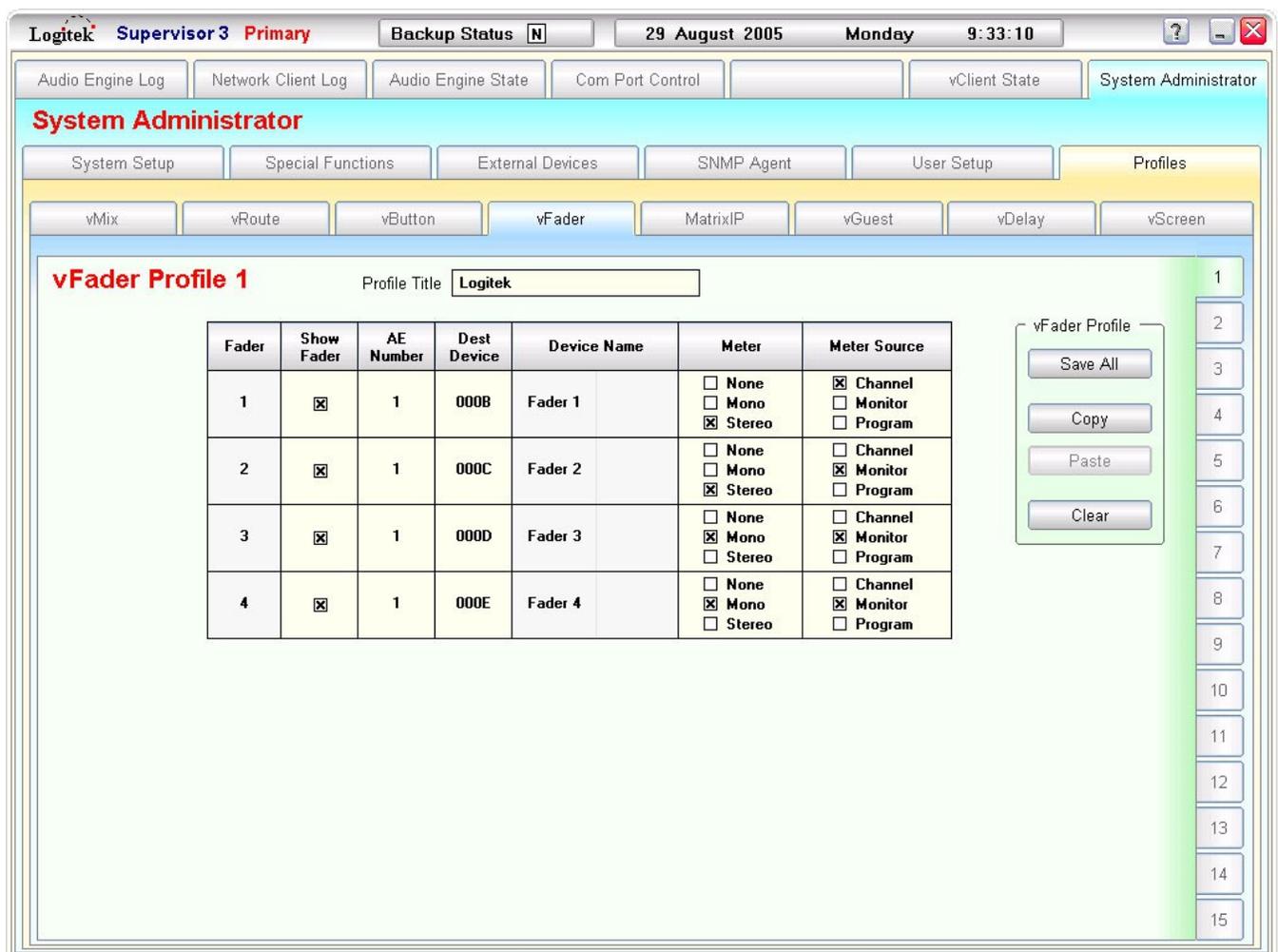


Figure 13 - vFader profile setup

Fader

The available faders (1-4) are displayed in this column.

Show Fader

Select the box to show the fader. If you want to temporarily hide a fader, this can be used to save you from having to re-enter the data again later. You can use blank faders to space out faders for improved accessibility and distinction between functions.

AE Number

Specifies which **Audio Engine** this virtual fader will communicate with. Each **Fader** is linked to one **Audio Engine** and **Fader** only. Different **Faders** can communicate with different **Audio Engines** within the one application.

Dest Device

Specify the **Destination Device Number** that the fader controls. This is entered in HEX. You can find the **Destination Device** for a fader in your site's device reference table, or in *Supervisor's Audio Engine State* page.

Destination Devices used by faders are as follows:

Fader #	Destination Device		
	Port 1	Port 2	Port 3
1	0b	33	5b
2	0c	34	5c
3	0d	35	5d
4	0e	36	5e
5	0f	37	5f
6	10	38	60
7	11	39	-
8	12	3a	-
9	13	3b	-
10	14	3c	-
11	15	3d	-
12	16	3e	-
13	17	3f	-
14	18	40	-
15	19	41	-
16	1a	42	-
17	1b	43	-
18	1c	44	-
19	1d	45	-
20	1e	46	-
21	1f	47	-
22	20	48	-
23	21	49	-
24	22	4a	-

Device Name

This is automatically determined from *Supervisor's Device Tables*. If nothing is displayed, the **AE Number** and **Dest Device** do not represent a valid **Crosspoint** in your system, or that **Audio Engine** is offline. This field is not editable.

Meter

Select **None**, **Mono** or **Stereo** as the Meter type you wish to be displayed for each **Fader**.

Meter Source

Select **Channel**, **Monitor** or **Program** as the Meter source you wish to be displayed for each **Fader**.

Once finished, click **Save All** to save the changes to the profile.

Operation

When you login to *vFader*, it will query *Supervisor* for the current status. The exact status of the fader that *vFader* is emulating will be replicated on the fader.

Supervisor keeps track of a fader's status and will provide the correct status to *vFader* upon login. This ensures *vFader* is consistent with physical hardware.

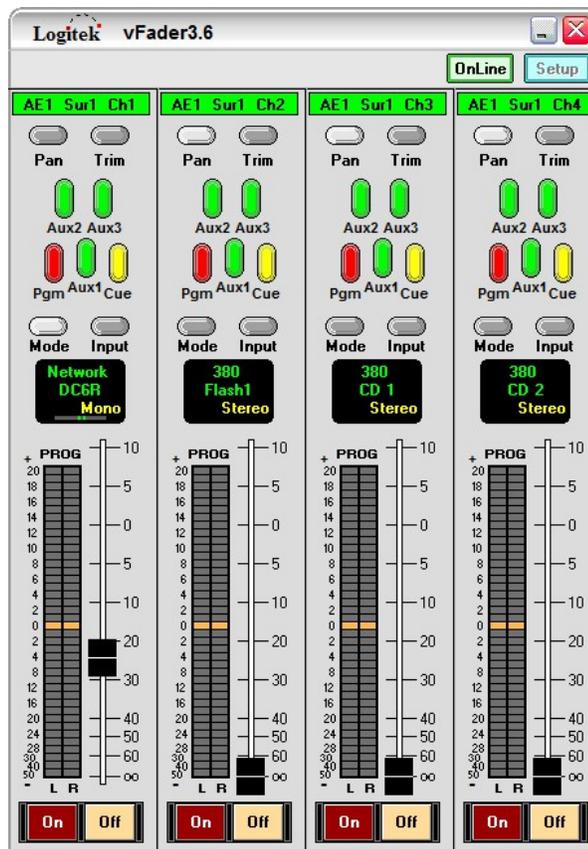


Figure 14 - A sample vFader in operation

Pan Button

By clicking the **Pan** button, a pop-up window will allow you to adjust the pan for that channel.

Trim Button

By clicking the **Trim** button, a pop-up window will allow you to adjust the input trim for that channel.

Bus Buttons (PGM, CUE, AUX1, AUX2, AUX3)

By click the **Bus** buttons, you can toggle between the **Bus** state on and off. The **Bus** buttons will illuminate when the **Bus** is on.

Mode Button

By clicking the **Mode** button on one of your vFaders you change the mode of the fader with each click. The modes are; **Stereo**, **Mono**, **Phase**, **LL** and **RR**.

Input Button

By clicking the **Input** button on one of the faders you can change the Input of the fader by clicking on it in the list that drops down. Once selected, press the **Take** button to accept or the **Cancel** button to cancel and keep the current input. The inputs are determined by the fader's input allocations in the surface settings of *AEConfig*.

Fader Level

Click and drag the fader up or down to increase or decrease the level. As the physical **Surfaces** do not have motorized faders, the fader change will not be visible at a console **Surface**. However, the fader level movement on vFader will be made at the **Audio Engine**. If the fader is moved at the console **Surface**, the vFader display will update to mimic it.

On/Off Buttons

Clicking on the **On** or **Off** buttons will turn the fader on or off.

If you are emulating a physical fader, the fader status will be updated both in vFader and the physical surface, no matter where the setting was performed.

Note that most physical surfaces do not have motorized faders, so the fader movement is not replicated on the surface itself.

8 vMix 3.6 Setup & Operation

This chapter describes the operation of the vMix tool.

An extra license will need to be purchased from **Logitek Electronic Systems** to run vMix.

vMix provides a virtual mixer or remote control of an existing console. Using vMix as a virtual mixer requires spare DSP resources to be available on the **Audio Engine**. Using vMix to remote control an existing physical **Surface** does not require additional resources.

vMix is particularly suited to remote control of a **Surface** across a wide-area network, dial-up connection or virtual private network. As the **Logitek Protocol** is very efficient, the vMix display is quite responsive, even on slower network links. vMix is a great addition to your Remote/Outside Broadcast facilities, providing the remote talent with their own control and visibility of the on-air console back at the station.

Profile Setup

Before using vMix, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side, select which profile number you wish to configure. Enter a suitable **Profile Title**.

AE Number

Specifies which **Audio Engine** this virtual **Surface** will communicate with. Each **Surface** is linked to one **Audio Engine** and **Port** only.

Surface Number

Specify the **Surface Number** that the virtual surface controls. This corresponds to the actual port number on the engine.

Console Width

The specified **Console Width** is the width of the screen that displays your vMix, not the number of faders. The value must be at least 13, and will be automatically adjusted if a lower value is entered.

13 corresponds to a 1024x768 screen size, which is the minimum size for vMix. To display 24 faders (the maximum allowed) on-screen simultaneously, a UXGA (1200x1200) or W-UXGA (1600x900) screen size is required.

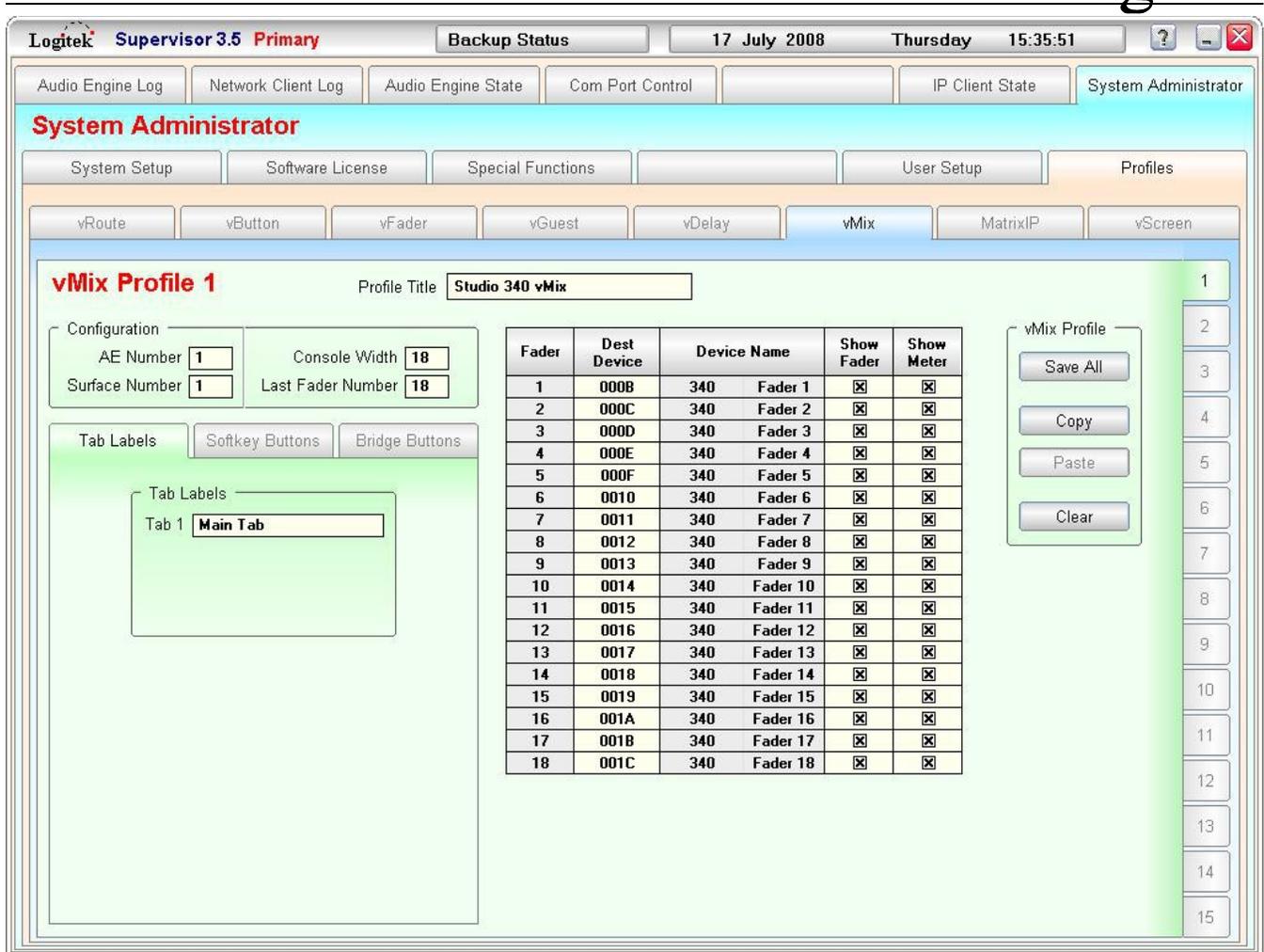


Figure 15 - vMix profile setup

Last Fader Number

The value of the **Last Fader** will determine how many faders will be available. The **Last Fader** value must be at least 13, and will be automatically adjusted if a lower value is entered. If you wish to display less than 13 faders, clear the **Show Fader** box for the faders you don't want to display.

Fader

This column lists the possible faders from Fader 1 to the **Last Fader Number** set in the previous step.

Destination Device

Specify the **Destination Device Number** that the fader controls. This is entered in HEX. You can find the **Destination Device** for a fader in your site's device reference table, or in *Supervisor's Audio Engine State* page.

Destination Devices used by faders are as follows:

Fader #	Destination Device		
	Port 1	Port 2	Port 3
1	0b	33	5b
2	0c	34	5c
3	0d	35	5d
4	0e	36	5e
5	0f	37	5f
6	10	38	60
7	11	39	-
8	12	3a	-

Fader #	Destination Device		
	Port 1	Port 2	Port 3
9	13	3b	-
10	14	3c	-
11	15	3d	-
12	16	3e	-
13	17	3f	-
14	18	40	-
15	19	41	-
16	1a	42	-

Fader #	Destination Device		
	Port 1	Port 2	Port 3
17	1b	43	-
18	1c	44	-
19	1d	45	-
20	1e	46	-
21	1f	47	-
22	20	48	-
23	21	49	-
24	22	4a	-

Device Name

This is automatically determined from *Supervisor's Device Tables*. If nothing is displayed, the **AE Number** and **Dest Device** do not represent a valid **Crosspoint** in your system, or that **Audio Engine** is offline. This field is not editable.

Show Fader

Select the box to show the fader. If you want to temporarily hide a fader, this can be used to save you from having to re-enter the data again later. You can use blank faders to reduce the number of faders shown. You can also space out faders for improved accessibility and distinction between functions.

Show Meter

Select the box to show the **Input Meter**. This meter requires a *SharcAttack* DSP card for this surface, otherwise no meter data will be sent to *vMix*.

Tab Labels

Tabs enable more faders to be displayed on one screen than the **Console Width** allows. The **Tab Labels** boxes appear as needed based on the **Console Width** and **Last Fader Number** settings. Enter appropriate labels to suit your needs.

Softkey Buttons

Softkey Buttons enable the same button functionality that is available on the **Softkeys** on a physical surface. There are 12 **Softkey** buttons which can be labeled to reflect the physical console. For a virtual console, these buttons will need to be programmed in *CommandBuilder* before use.

Bridge Buttons

Bridge Buttons enable the same button functionality that is available on the **Bridge Buttons** on a physical surface. There are 12 **Bridge** buttons which can be labeled to reflect the physical console. For a virtual console, these buttons will need to be programmed in *CommandBuilder* before use.

Once finished, click **Save All** to save the changes to the profile.

Operation

When you log in to *vMix*, it will query *Supervisor* for the current status. The exact status of the surface that *vMix* is emulating will be replicated on the surface.

Supervisor keeps track of surface status and will provide the correct status to *vMix* upon login. This ensures *vMix* is consistent with physical surfaces.

Off Button Labels

By clicking on the **Network** button, you are now able to make a choice for the labeling of the Off buttons within the *vMix* console. The choices are either the first 8 characters of the DSP table entry for the fader (Destination Device), the second 8 characters of the DSP table entry for the fader (Destination Device), or simply the word `Off`.

Tick either of the boxes to choose between the first 8 or last 8 characters. If you wish to simply display `Off`, ensure that neither box is ticked.

The setup window is shown in Figure 16 below.

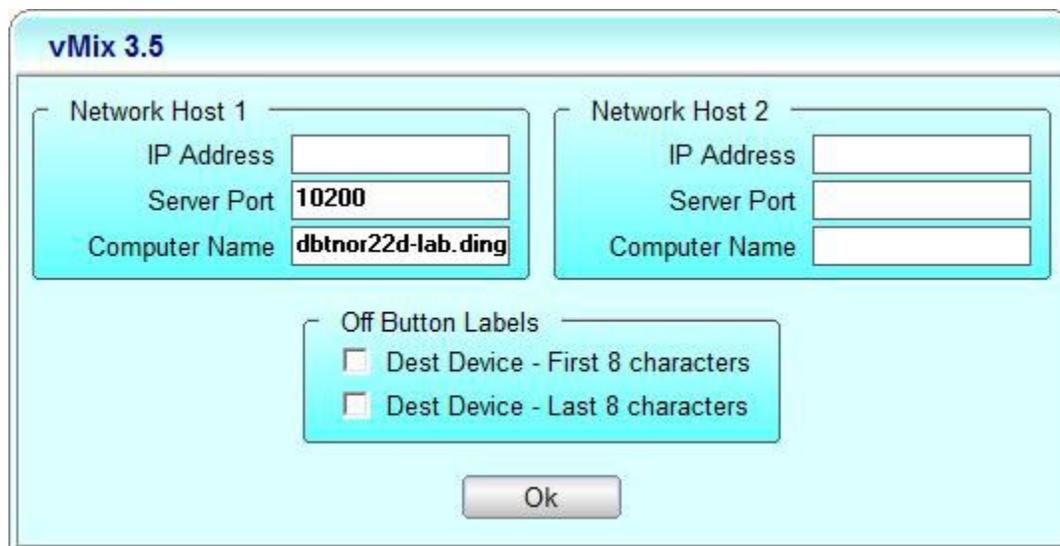


Figure 16 - Off Button Labels setup screen

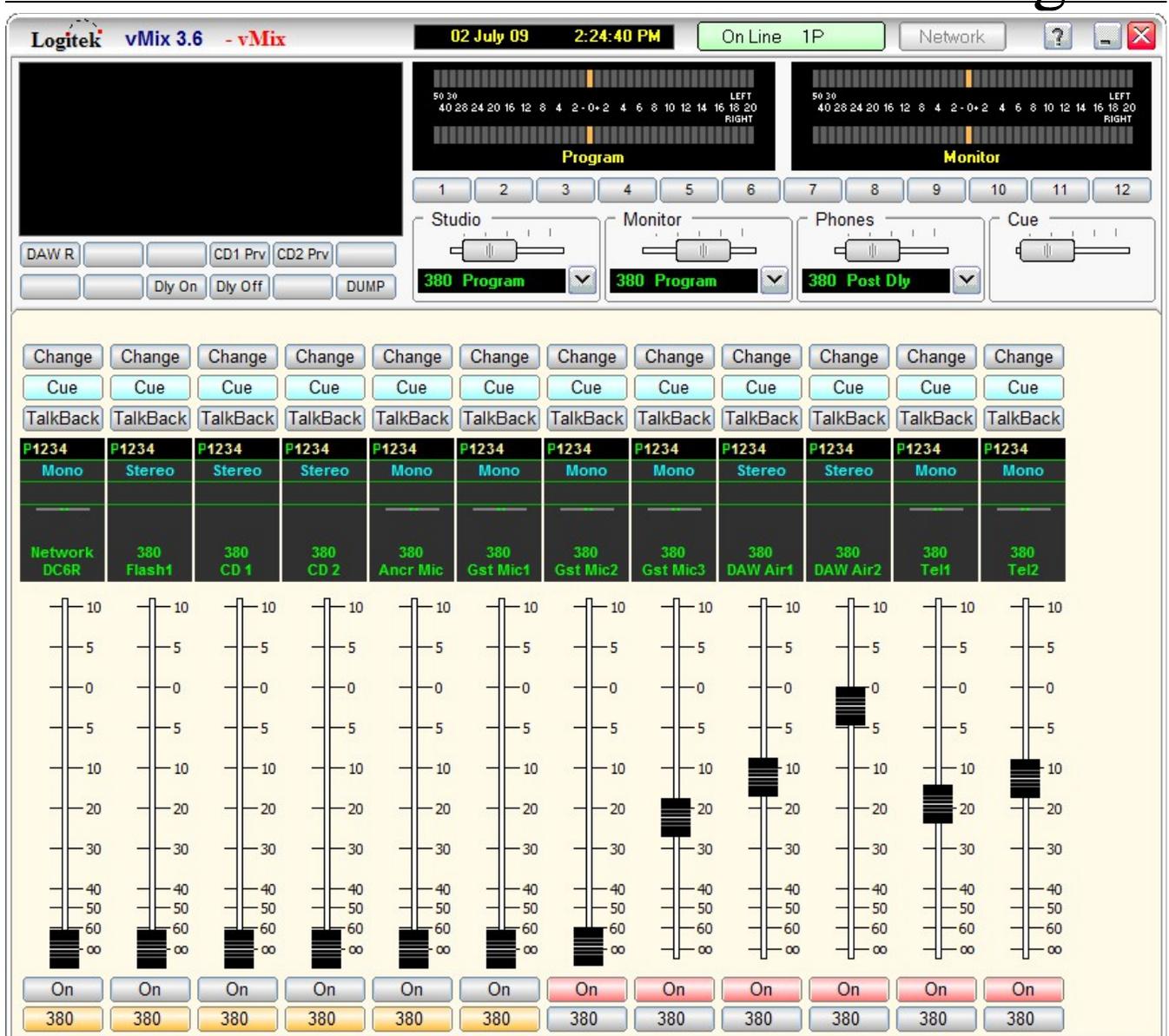


Figure 17 - A sample 10 Fader vMix in operation

Softkey Buttons & Screen

Softkey Buttons are located on the top left, underneath the **Softkey Screen**. By clicking a **Softkey Button** an action will be performed based on how that button has been programmed in your **Trigger Table**. Text written to and sent to the **Softkey Screen** will appear here.

Bridge Buttons

Bridge Buttons are located underneath the meters. By clicking a **Bridge Button** an action will be performed based on how that button has been programmed in your **Trigger Table**.

Meters

Meters are displayed, based on the **Audio Engine** and **Surface** number you specified when setting up the *vMix* profile. These meters reflect the **Program** and **Monitor** meters of a physical console.

Studio, Monitor, Phones & Cue

Directly under the meters, the above destinations are listed with level and source controls provided. Moving the level to left or right, will decrease or increase the level respectively. By clicking on **Change**, you can change the selected source. The available sources are determined by the settings in the **Audio Engine** configuration. Note that **Cue** does not have the ability to change the source.

The exact use of each of the functions will be determined by the **Audio Engine** configuration and studio setup. If a real console is connected to the physical port, changes will be replicated both on the virtual and physical surfaces.

Tabs

Depending on the **Console Width** and **Last Fader Number** set in the *vMix* profile, the faders may need to be displayed in tabs. If this is the case, use the tabs to navigate between sets of faders. The **Tab Labels** can also be set in the *vMix* profile.

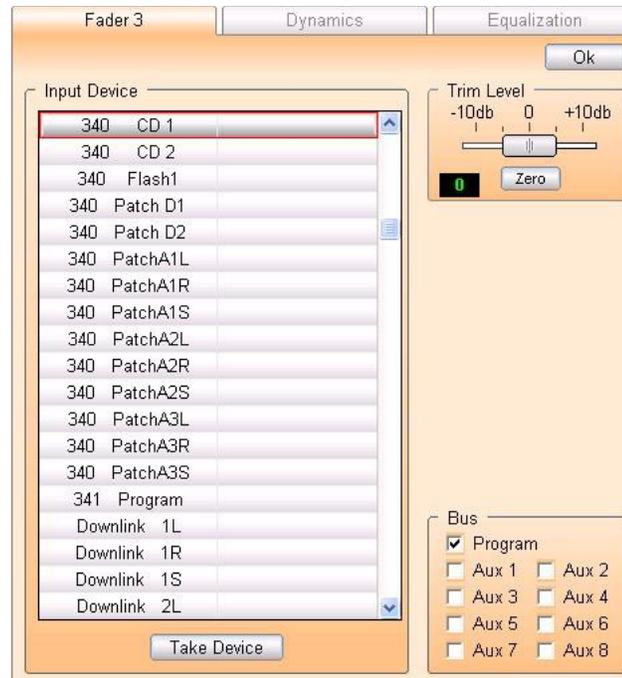


Figure 18 - vMix Change Screen

Change Button

By clicking the **Change** button on one of your vMix faders, you are presented with a window which enables you to change a variety of settings. Three tabs will be shown; **Fader**, **Dynamics** and **Equalization**.

Fader Tab – Input Device

Select the input you wish to assign, and then click **Take Device**. You can also double-click the **Source** to take it.

Fader Tab – Trim Level

Slide the button left or right of center to change the trim between -10dB to +10dB respectively. Click the **Zero** button to accurately return the level to 0.

Fader Tab – Pan

Slide the button left or right of center to change the pan to left or right. Click the **Center** button to accurately return the pan to center.

Fader Tab – Mode

By ticking the appropriate box you can change the mode of the fader to one of the following; **Default**, **Stereo**, **Mono**, **Phase**, **LL**, **RR**, **Lx** or **xR**.

Fader Tab – Bus

By ticking the appropriate box you can change the bus assignment of the fader to one of the following: **Program, Aux 1, Aux 2, Aux 3, Aux 4, Aux 5, Aux 6, Aux 7 or Aux 8.**

Click **OK** to commit these changes and return to the **vMix** screen.

Dynamics Tab

Click the **Dynamics In** button to enable **Dynamics** processing. Click the **Dynamics Out** button to exclude **Dynamics**. It is not possible to adjust the **Dynamics** parameters in **vMix**.

Click **OK** to commit these changes and return to the **vMix** screen.

Equalization Tab

Click the **Equalization In** button to include **Equalization** processing. Click the **Equalization Out** button to exclude **EQ**. It is not possible to adjust the **EQ** parameters in **vMix**.

Click **OK** to commit these changes and return to the **vMix** screen.

Cue Button

Click the **Cue** button on a fader to route audio from the fader to the cue bus. Click the **Cue** button again to turn off cue for that channel.

Talkback Button

Click the **Talkback** button to route the **Talkback Mic** to the mix minus for that channel. Click the **Talkback** button again to restore the mix minus for that channel to the normal mix bus.

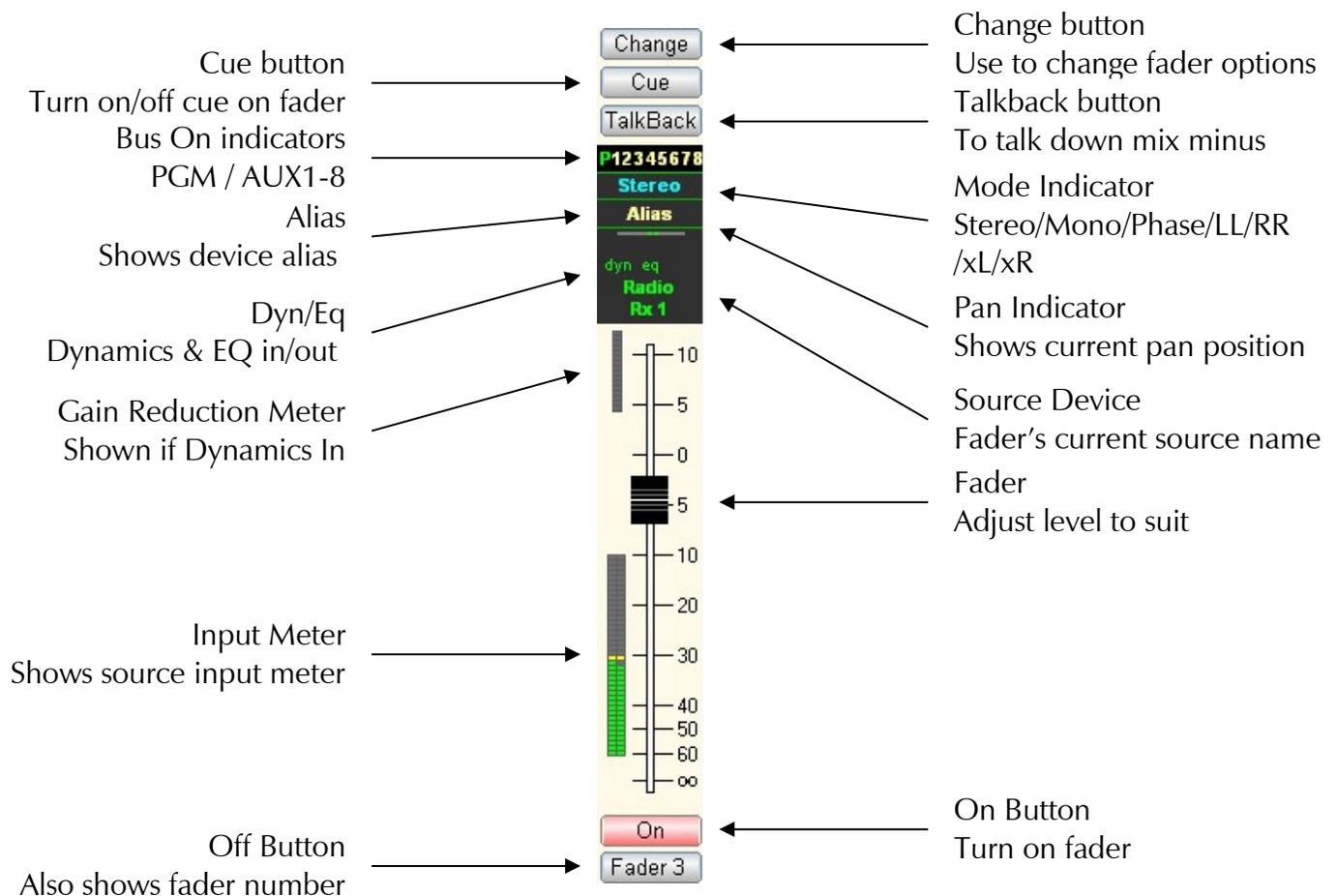
Fader Level

Click and drag the fader up or down to increase or decrease the level. As the physical **Surfaces** do not have motorized faders, the fader change will not be visible at a console **Surface**. However, the fader level movement on *vMix* will be made at the **Audio Engine**. If the fader is moved at the console **Surface**, the *vMix* display will update to mimic it.

On/Off Buttons

Clicking on the **On** or **Off** buttons will turn the fader On or Off.

If you are emulating a physical fader, the fader status will be updated both in *vMix* and the physical panel, no matter where the setting was performed.



9 vRoute Setup & Operation

This chapter describes the operation of the *vRoute* tool.

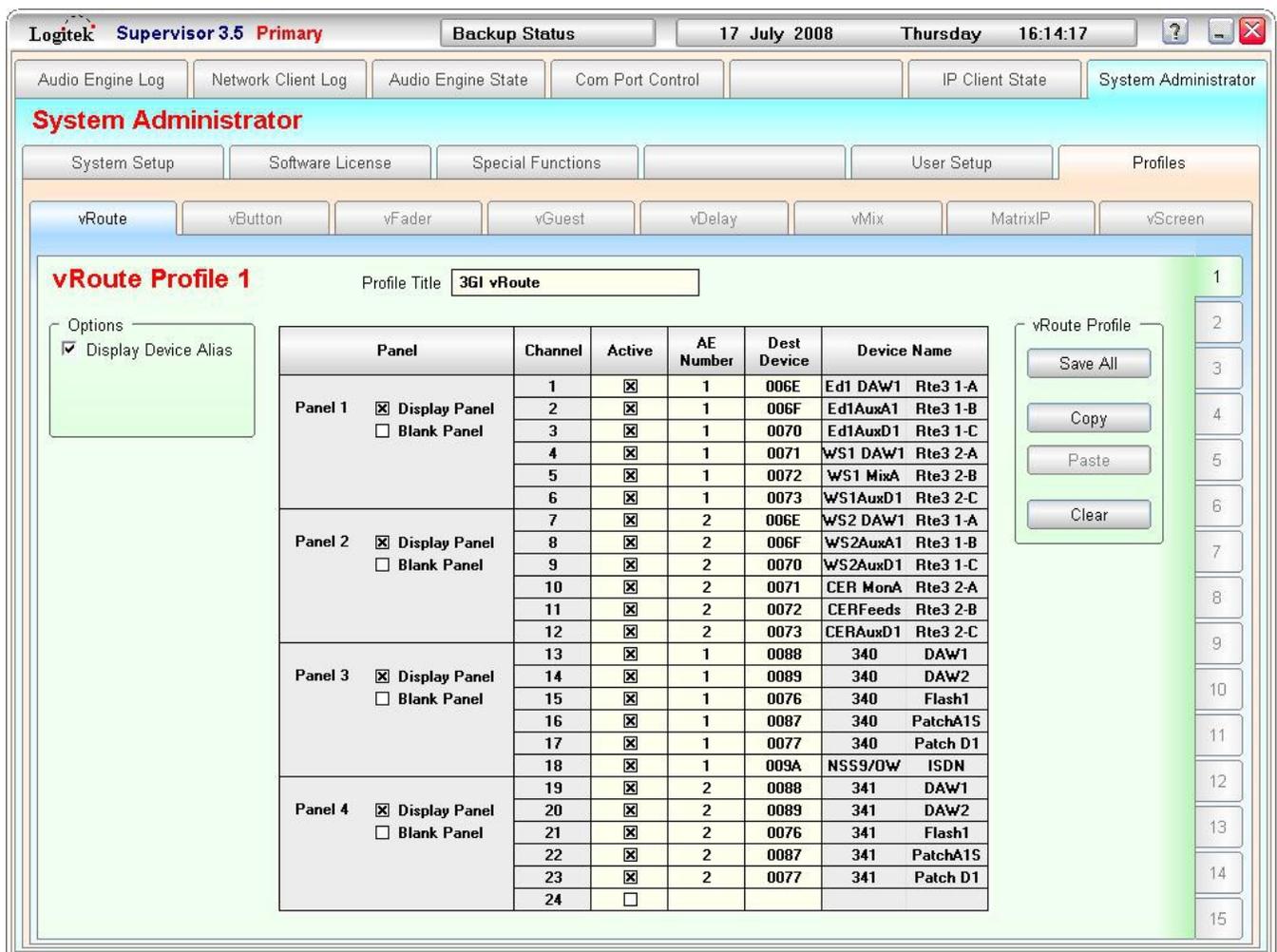
vRoute provides user-configurable route panels, with 6 **Destinations** per “panel”. Up to 4 panels can be displayed in each *vRoute* application, for a total of 24 Router Crosspoints.

vRoute is useful for controlling record or other destinations, where the purchase of a physical *Route 3* panel is not justified. It can also be used to perform routes from a remote location, emulating physical panels, or controlling virtual routes.

Profile Setup

Before using *vRoute*, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side, select which profile number you wish to configure. Enter a suitable **Profile Title** as shown in Figure 19 below.



vRoute Profile 1 Profile Title: 3GI vRoute

Options: Display Device Alias

Panel	Channel	Active	AE Number	Dest Device	Device Name
Panel 1 <input checked="" type="checkbox"/> Display Panel <input type="checkbox"/> Blank Panel	1	<input checked="" type="checkbox"/>	1	006E	Ed1 DAW1 Rte3 1-A
	2	<input checked="" type="checkbox"/>	1	006F	Ed1AuxA1 Rte3 1-B
	3	<input checked="" type="checkbox"/>	1	0070	Ed1AuxD1 Rte3 1-C
	4	<input checked="" type="checkbox"/>	1	0071	WS1 DAW1 Rte3 2-A
	5	<input checked="" type="checkbox"/>	1	0072	WS1 MixA Rte3 2-B
	6	<input checked="" type="checkbox"/>	1	0073	WS1AuxD1 Rte3 2-C
Panel 2 <input checked="" type="checkbox"/> Display Panel <input type="checkbox"/> Blank Panel	7	<input checked="" type="checkbox"/>	2	006E	WS2 DAW1 Rte3 1-A
	8	<input checked="" type="checkbox"/>	2	006F	WS2AuxA1 Rte3 1-B
	9	<input checked="" type="checkbox"/>	2	0070	WS2AuxD1 Rte3 1-C
	10	<input checked="" type="checkbox"/>	2	0071	CER MonA Rte3 2-A
	11	<input checked="" type="checkbox"/>	2	0072	CERFeeds Rte3 2-B
	12	<input checked="" type="checkbox"/>	2	0073	CERAuxD1 Rte3 2-C
Panel 3 <input checked="" type="checkbox"/> Display Panel <input type="checkbox"/> Blank Panel	13	<input checked="" type="checkbox"/>	1	0088	340 DAW1
	14	<input checked="" type="checkbox"/>	1	0089	340 DAW2
	15	<input checked="" type="checkbox"/>	1	0076	340 Flash1
	16	<input checked="" type="checkbox"/>	1	0087	340 PatchA1S
	17	<input checked="" type="checkbox"/>	1	0077	340 Patch D1
	18	<input checked="" type="checkbox"/>	1	009A	NSS9/0w ISDN
Panel 4 <input checked="" type="checkbox"/> Display Panel <input type="checkbox"/> Blank Panel	19	<input checked="" type="checkbox"/>	2	0088	341 DAW1
	20	<input checked="" type="checkbox"/>	2	0089	341 DAW2
	21	<input checked="" type="checkbox"/>	2	0076	341 Flash1
	22	<input checked="" type="checkbox"/>	2	0087	341 PatchA1S
	23	<input checked="" type="checkbox"/>	2	0077	341 Patch D1
	24	<input type="checkbox"/>			

vRoute Profile: Save All, Copy, Paste, Clear

Figure 19 - vRoute profile setup

Options

Tick the box to **Display Device Alias**. This tells *vRoute* to show the **Alias** for a particular source if an **Alias** has been assigned.

Panel

Select the box for either **Display Panel** or **Blank Panel**. If you want to temporarily hide a panel, this can be used to save you from having to re-entering the data again later. You can use blank panels to space out panels for improved accessibility and distinction between functions.

Channel

This column lists the possible destinations. It is possible to display up to 24 destinations per *vRoute* instance. This field is not editable.

Active

To make one or more channels active on your *vRoute* panel, select the box next to channel you wish to make active. This can be used to space out destinations in a logical fashion.

AE Number

Specifies which **Audio Engine** this virtual route will communicate with. Each **Destination** is linked to an **Audio Engine** and **Destination Device**. Different **Destinations** can communicate with different **Audio Engines** within the one application.

Dest Device

Specify the **Destination Device Number** that the routes control. This is entered in HEX. This can be a **Fader/Crosspoint Input**, or an **Output Route** address. You can obtain these addresses easily from within the **Audio Engine State** page in *Supervisor*.

Device Name

This is automatically determined from *Supervisor's* **Device Tables**. If nothing is displayed, the **AE Number** and **Dest Device** do not represent a valid **Crosspoint** in your system, or that **Audio Engine** is offline. This field is not editable.

Once finished, click **Save All** to save the changes to the profile.

Operation

When you log in to *vRoute*, it will query *Supervisor* for the current status. The currently routed source will be displayed on each destination.

Supervisor keeps track of routes that are set, and will provide the correct route status to *vRoute* upon login. This ensures *vRoute* is consistent with physical route panels or other surfaces.

By clicking on one of the *vRoute* panels, a drop-down list of Sources will be displayed. If the **Display Device Alias** option is enabled, you will see the **Alias** on the right of the source name.

The **Sources** allowed for each **Destination Device** are determined by the allowed routes in the **Surface Settings** or **Output Settings** that are set in *AEConfig* for that **Destination**.

The currently selected **Source** will be highlighted. By double clicking another **Source**, you will perform the route. The list will disappear and the **Source** you selected will be displayed on the button.

If you are emulating a physical panel, the route status will be updated both in *vRoute* and the physical panel, no matter where the button was pressed.

A screenshot of the *vRoute* application is shown in Figure 20 below.

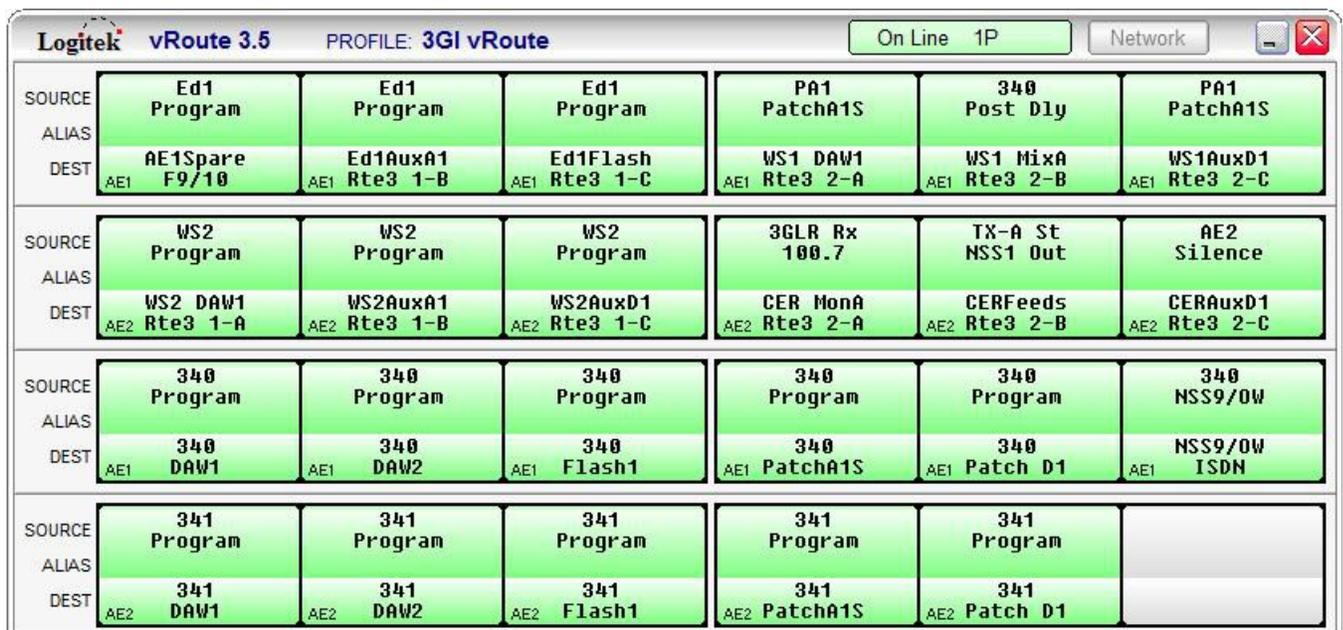


Figure 20 - A sample vRoute in operation

The **Crosspoint Destination** is shown at the bottom of the panel display, with the **Audio Engine** number listed to its left in small text. The **Source** is shown at the top, with the **Alias** in red directly below (if an alias has been set.)

10 vChange Setup and Operation

This chapter describes the operation of the *vRoute* tool.

vChange is a pop-up PC screen for use with the *Artisan* and *Mosaic* console surfaces. This provides a mimic of the *Artisan/Mosaic* color LCD screens on a studio PC. *vChange* provides additional visibility of the LCD screens, and is designed to pop-up only when a “change” is in progress. Therefore, *vChange* can sit in the background of any studio PC and will only appear when necessary. It automatically minimizes when a change operation is complete.

A screenshot of an operational *vChange* application is shown in Figure 21 below.



Figure 21 - vChange in operation

Setup

When first run, *vChange* will appear as shown in Figure 22 below.

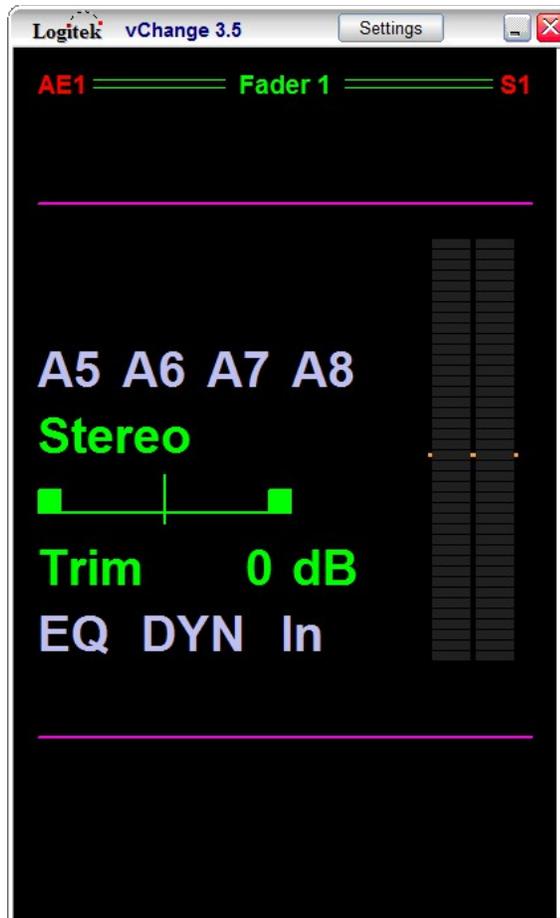


Figure 22 - vChange Initial Start

Click on the **Settings** button to begin configuring vChange.

The Settings Page shown in Figure 23 below.

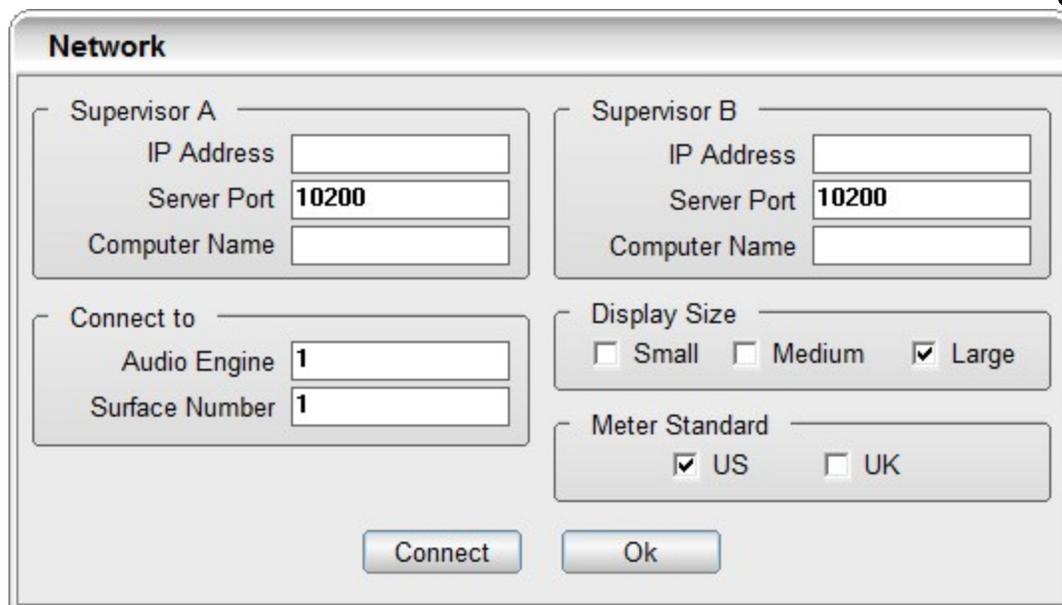


Figure 23 - vChange Settings Page

Supervisor A – IP Address

Enter the IP Address of the *Supervisor* PC. Alternatively you can enter the Computer Name.

Supervisor A – Server Port

This will be 10200, unless your *Supervisor* has been configured with a different port.

Supervisor A – Computer Name

Enter the Computer Name of the *Supervisor* PC. Alternatively you can enter the IP Address.

Supervisor B – IP Address

Enter the IP Address of the *Supervisor* PC. Alternatively you can enter the Computer Name.

Supervisor B – Server Port

This will be 10200, unless your *Supervisor* has been configured with a different port.

Supervisor B – Computer Name

Enter the Computer Name of the *Supervisor* PC. Alternatively you can enter the IP Address.

Connect to – Audio Engine

Enter the Audio Engine Number of the surface you wish to interact with *vChange*.

Connect to - Surface Number

Enter the Surface Number of the surface you wish to interact with *vChange*.

Display Size – Small/Medium/Large

Select **Small**, **Medium** or **Large** for the size of the *vChange* on screen. You may wish to test each size to determine the most appropriate for your needs.

Meter Standard – US/UK

Select **US** or **UK** to match the Meter style used by your surface.

Click **OK** to commit these changes and return to the *vChange* screen. Alternatively, click **Connect** to connect to *Supervisor* and begin interaction with your surface. Once connected, *vChange* will minimize. Whenever a change is made on your *Artisan/Mosaic* that involves a change of screen display, *vChange* will automatically pop-up and mimic the screen display.

Operation

Once initial setup has been completed, whenever *vChange* is started, it will automatically connect.

During a “Change” operation, *vChange* will automatically pop-up and the top line will show from left to right, the Audio Engine Number, Fader Number and Surface Number.

vChange simplifies the setting of EQ and Dynamics by providing a graph of the settings on screen as they are changed. The numbered values as shown on the surface screen are also shown in *vChange*.

Keyboard Shortcuts

Alt-L	Brings up the Settings Page
Alt-M	Minimizes <i>vChange</i>
Alt-T	Toggles show/hide Title Bar
Alt-X	Exits <i>vChange</i> (when Title Bar is hidden)
Alt-Arrows	Nudges window up/down/left/right

11 vMix+

This chapter introduces the vMix+ (formerly vScreen) suite and describes the operation of the vMix+ Player. Subsequent chapters detail the other vMix+ suite components.

vMix+ is bundled into the purchase of JetStream systems. For the AE-32 platform, an extra license will need to be purchased from **Logitek Electronic Systems** to run vMix+.

vMix+ combines many of the functions of other vTools, into a design-your-own screen builder. The primary intention is to replace many of the other vTools on the JetStream platform.

A screenshot of vMix+ is shown below.

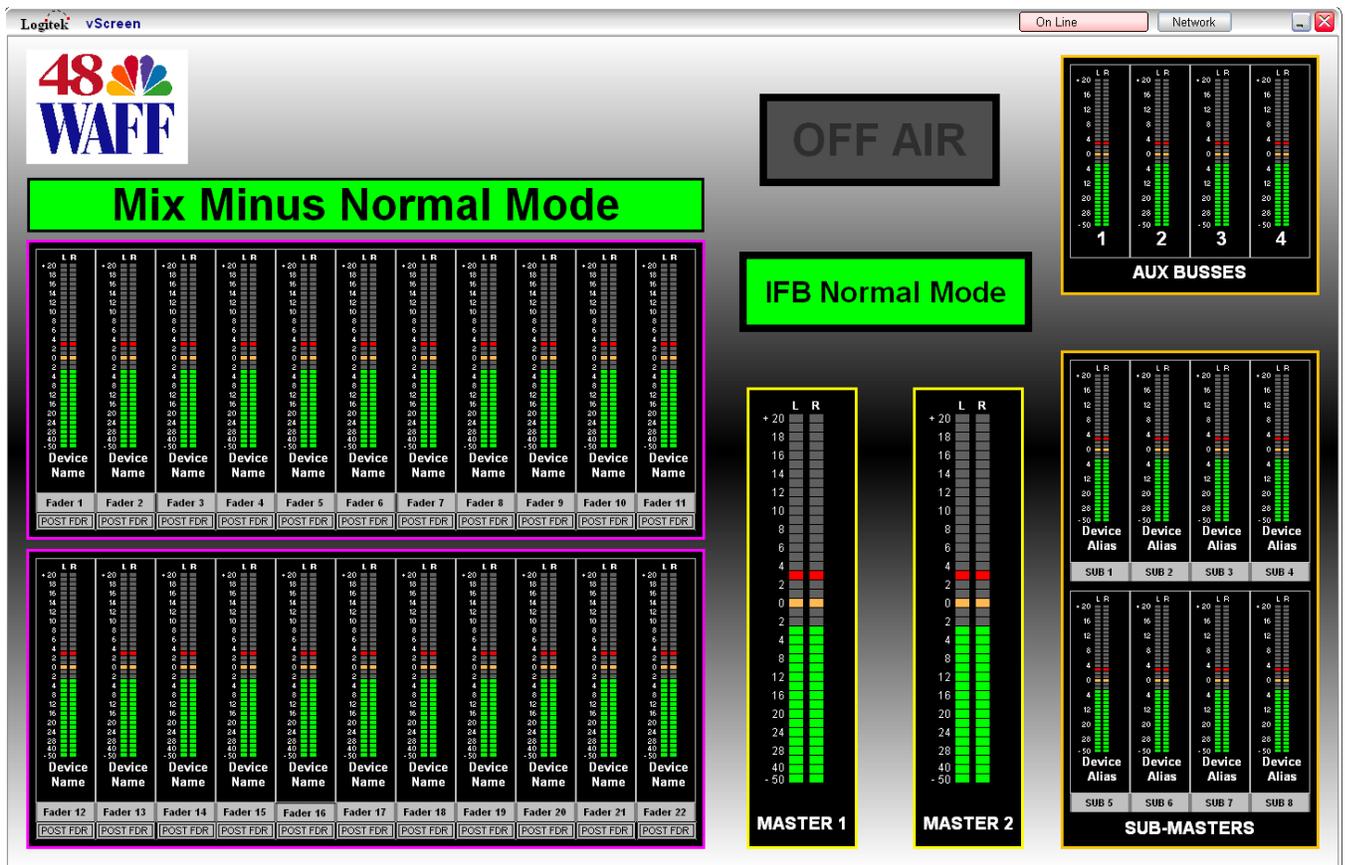


Figure 24 – vMix+ Player in operation

Profile Setup

Before using *vMix+*, it is necessary to create a profile in *Supervisor* or *JetStream Server*.

Find the appropriate **Profile Number**, click in the **File Name** section and type the *vMix+ Design* filename for your profile. Once finished, click **Save All** to save the changes to the profile.

The *vMix+ Profiles* screen is shown in Figure 25 below.

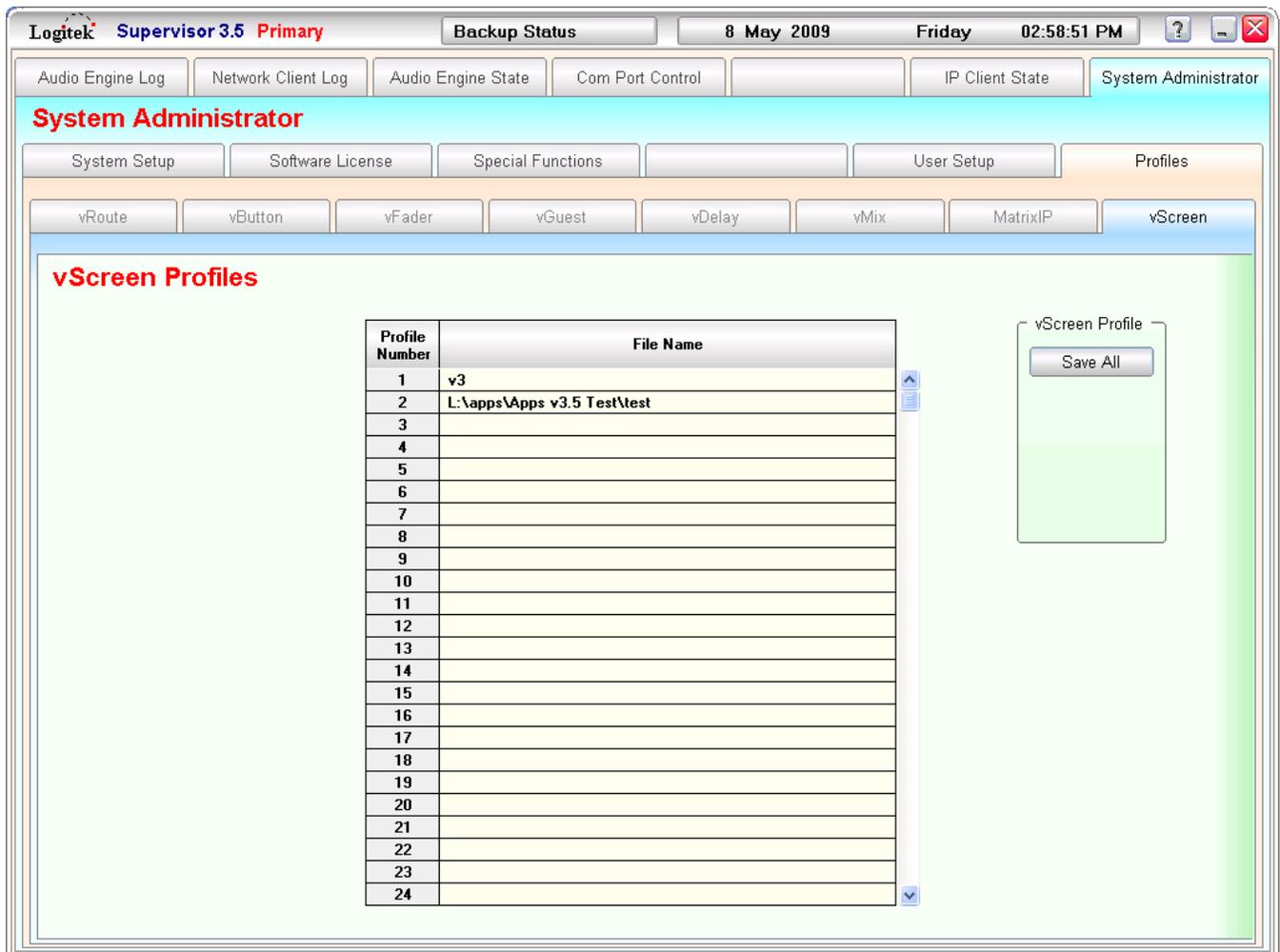


Figure 25 - *vMix+* Profile Setup



When entering the filename in the *vMix+* Profiles page, the filename must not include the *.vse* extension, as *Supervisor* automatically adds the *.vse* extension when attempting to load the file. If the *.vse* extension is included, *Supervisor* will attempt to load *Filename.vse.vse*.

Setup

When creating a *vMix+ Design* file (.vse), it is recommended that these along with any log files that are included with the design, are stored in the same directory as *Supervisor*. This would normally be C:\Logitek3.6 but, as shown in Figure 25 above, may be different if you have specified a different location for *Supervisor*, or stored your designs in a separate folder. (On a JetStream system, this file location is D:\Logitek

Operation

After creating a design file, that design is executed by opening *vMix+* and logging into *Supervisor/JetStream Server* with the username and password of the profile, as created in the Profile Setup section above.

Keyboard Shortcuts

Alt-L	Brings up the Logon Dialog (when the Title Bar is hidden)
Alt-M	Minimizes vScreenPlayer (when the Title Bar is hidden)
Alt-T	Toggles show/hide Title Bar
Alt-X	Exits vChange (when Title Bar is hidden)
Alt-Arrows	Nudges window up/down/left/right (when the Title Bar is hidden)

↪ ***vMix+ requires design files to be created. See the following chapter for information on creating designs using vMix+ Design.***

AutoStart Feature

To log in *vMix+* automatically:

1. Create a user in *Supervisor/JetStream Server* called autostart1. Assign that user to *vMix+* and set the profile number to match the desired design. (If autostart1 is in use for a different purpose, change to an unused number, but there must be no spaces between autostart and the number. (eg. Autostart2, autostart3, autostart4, and so on are ok)
2. Right-click on the Windows shortcut to the *vMix+* application. On the target line you will see the path to the program in quotes. For example: "d:\logitek\vMix+"
3. Add a space after the closing quote and then type the auto start username that you created in step 1. For example: "d:\logitek\vMix+" autostart1
4. Click Apply, then OK.
5. Now when you launch the program from that shortcut, the client will log in automatically. If you place this shortcut in the Windows Startup folder, the client will log in automatically when Windows starts.

12 Vmix+ Design

This chapter shows you how to create your own *vMix+* design files for use with *vMix+*. You can also obtain sample designs from **Logitek Electronic Systems** and customize them to suit your station.

When you open *vMix+ Design*, you will be presented with a blank canvas as in Figure 26 below.

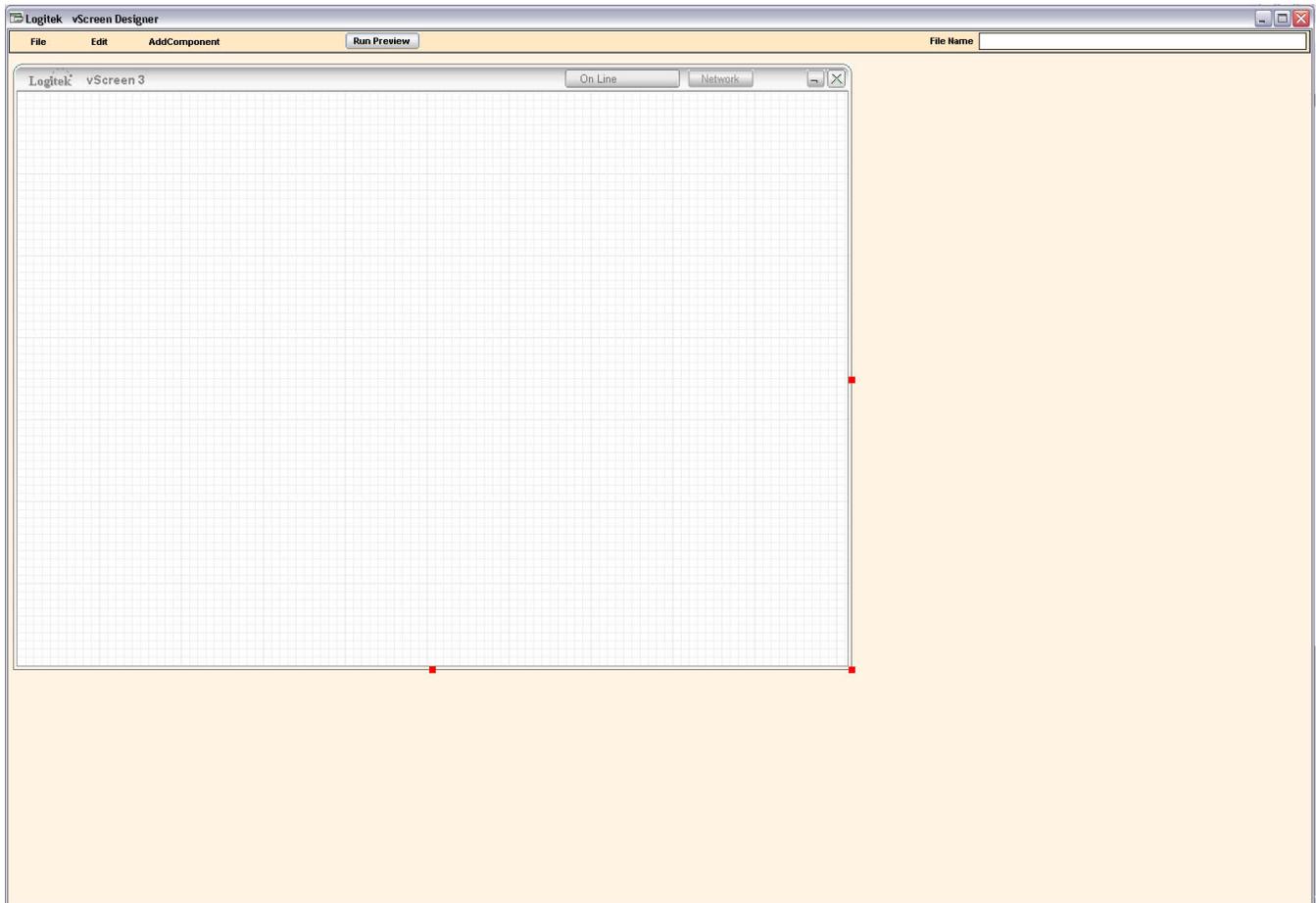


Figure 26 – *vMix+* Design Main Page

There are three menu choices, ***File***, ***Edit*** and ***AddComponent*** as well as the ***Run Preview*** button. Below this is the designer area. You will notice that the designer area mimics the actual screen area of the *vMix+* design. Use the menu options as described in the following text to customize your *vMix+* design to suit your requirements.

File Menu

New Design

Creates a new blank *vMix+ Design* file to add objects to.

Read

This opens a *Windows* browse dialog to open an existing *vMix+ Design* file (.vse)

Save

Saves your current *vMix+ Design* design. You must have already executed the **Save As** function (see below) in order to use the **Save** command otherwise the **Save** option will be unavailable.

Save As

Opens a *Windows* browse dialog which allows you to browse to your desired location and save the current design with a name of your choice.

- 🔊 **TIP:** It is always good practice to save the design file and any associated images to a central location like a Server, as Servers often have a backup capability. It is however, imperative that the design file is also saved to the *Supervisor* PC in the same directory as the *Supervisor* executable. This is usually C:\Logitek3.6 but may be different if you have installed *Supervisor* in a different location.

Settings

Opens the *vMix+ Design* Program Settings window so you can set the screen size and show hints.

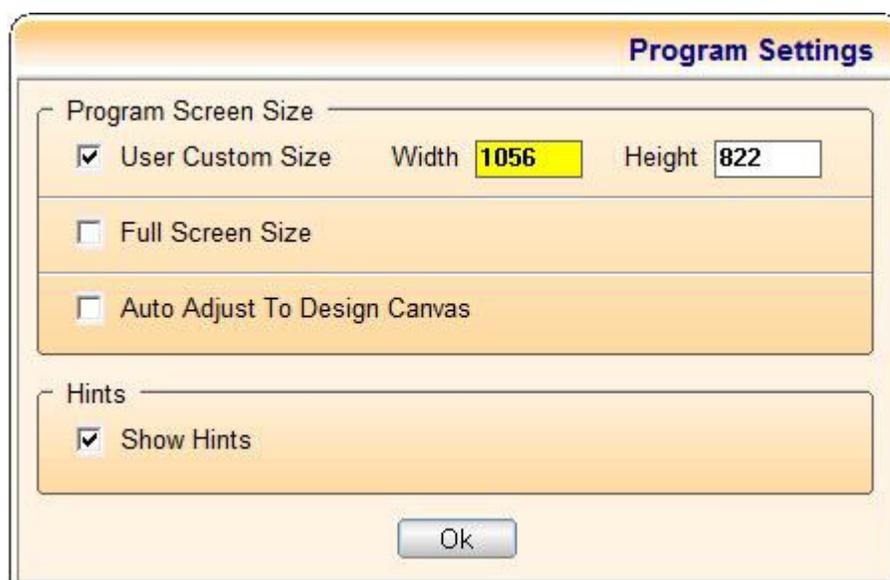


Figure 27 – *vMix+ Design* Program Settings Window

Exit

Executing this function will exit *vMix+ Design*. If you are working on a design, it will prompt you with a message asking if you would like to save the current design you are working on. Depending on your circumstances, select **Yes** to save, **No** to exit without saving or **Cancel** to not exit the program if you accidentally executed the **Exit** function.

Edit Menu

Highlighting Items

An item in *vMix+* must be highlighted before using the Cut, Copy, Bring to Front, or Send to Back functions. The following methods are valid:

- Click on an item to highlight a single item
- Control + Click on multiple items to highlight multiple items
- Click and drag a box around multiple items to highlight them

Cut

With an object selected, execute this function to cut it from its position on the designer. Please note that **Horizontal Tab Sets** and **Vertical Tab Sets** cannot be cut. Keyboard shortcut: Ctrl + X

Copy

With an object selected, execute this function to copy it from the designer in order to paste one or more identical objects onto the design. Please note that **Horizontal Tab Sets** and **Vertical Tab Sets** cannot be copied. Keyboard shortcut: Ctrl + C

Paste

Once you have successfully cut or copied an object, you can paste it using this function. You will note that after copying a fader for example, the **Paste** menu option will read **Paste – Fader**. Keyboard shortcut: Ctrl + V. When pasting with the keyboard shortcut, the item will be dropped at the mouse pointer.

Bring to Front

With an object selected, execute this function to ensure that the object will always be in front of other objects in the design.

Send to Back

With an object selected, execute this function to ensure that the object will always be behind other objects in the design.

AddComponent Menu

When you add a component from the **AddComponent** menu, you have 15 seconds to drag and drop it on the designer area. The position of the CURSOR at mouse up determines where the component is placed. Each component acquires a parent when it is dropped.

The main form and each page in a tab set can be parents. If you want a component on a certain tab set page you must drag it to that page. This means that the desired page has to be showing (selected) before you go to the drop down menus to select a component. If you drop a new component on another existing component, the new and existing component will have the same parent.

Components are placed on their parent in a front to back order based on the order in which they were created. Newer components are placed closer to you. For example, a Button, a Tab Set and a Fader are placed on the main form in that order. The button would appear to slide behind the other two. The fader could slide over and appear in front of all the pages in the tab set and the button. The Fader, like each component is placed on its own virtual pane of glass which can slide around. **SendToBack** and **BringToFront** will move those “panes of glass” back and forward, but only as far as the parent. Thus components on a Tab Set page can only move as far back as the page and not behind it. Items on a Tab Set page can be brought forward more that recent creations on the main form. Be careful. Think before you move back or forward.

Image components will only switch between two pictures. If you require switching between more images, for example, ten. You could use a Tab Set with ten Tabs to switch between ten different images, one on each page.

Button – Diamond

Executing this function will add a Diamond Button as shown on the right.



Button – Rectangular

Executing this function will add a Rectangular Button as shown on the right.



Button – Round

Executing this function will add a Round Button as shown on the right.



Button – XP Style

Executing this function will add an XP Style Button as shown on the right.



Date Display

Executing this function will add a Date Display to your design layout.

Fader

Executing this function will add a Fader to your design layout.

Image

Executing this function will add an Image to your design layout.

Label

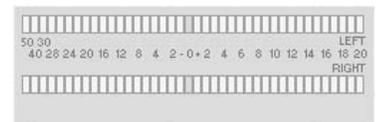
Executing this function will add a customizable Text Label to your design layout.

Message Box

Executing this function will add a Message Box to your design layout.

Meter – Horizontal Meter

Executing this function will add a Horizontal Level Meter as shown on the right.



Meter – Vertical Meter

Executing this function will add a Vertical Level Meter as shown in Figure 28.

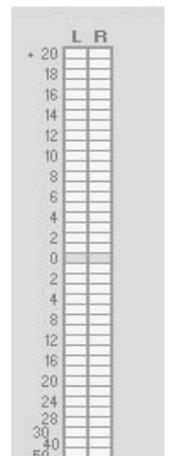


Figure 28 - Vertical Meter

Shape - Circle

Executing this function will add a Circle shape to your design layout.

Shape - Ellipse

Executing this function will add an Ellipse shape to your design layout.

Shape - Rectangle

Executing this function will add a Rectangle shape to your design layout.

Shape – Round Rectangle

Executing this function will add a Round Rectangle (rectangle with filleted edges) shape to your design layout.

Shape – Round Square

Executing this function will add a Round Square (square with filleted edges) shape to your design layout.

Shape - Square

Executing this function will add a Square shape to your design layout.

Tab Set – Horizontal Tabs

Executing this function will add a Horizontal Tab set to your design layout.

Tab Set – Vertical Tabs

Executing this function will add a Vertical Tab set to your design layout.

Time Display

Executing this function will add a Time Display/functioning clock to your design layout.

Timer

Executing this function will add a Timer to your design layout.

Run Preview Button

The **Run Preview** button allows you to preview how your *vMix+* design will look and behave during operation. This is especially helpful in fine tuning the appearance and functionality of the object/s you add to your layout.

Object Property Editor

Each object you add to your *vMix+* design layout can be manipulated to suit your requirements. Shape, size, color, position and interaction with the *Logitek Audio Engine* and *Supervisor* are just some of the customizations you can make to the various different components within *vMix+ Design*.

To customize an object, simply right click on it.

Following are details on the individual customizations you can make to each object within *vMix+ Design*.

Button

The configurable options for a Button are shown in Figure 29 below. Configurable options are the same for all buttons, with the exception of the **Show Bevel** and **Flat Style** options which are not available for an XP Style Button.

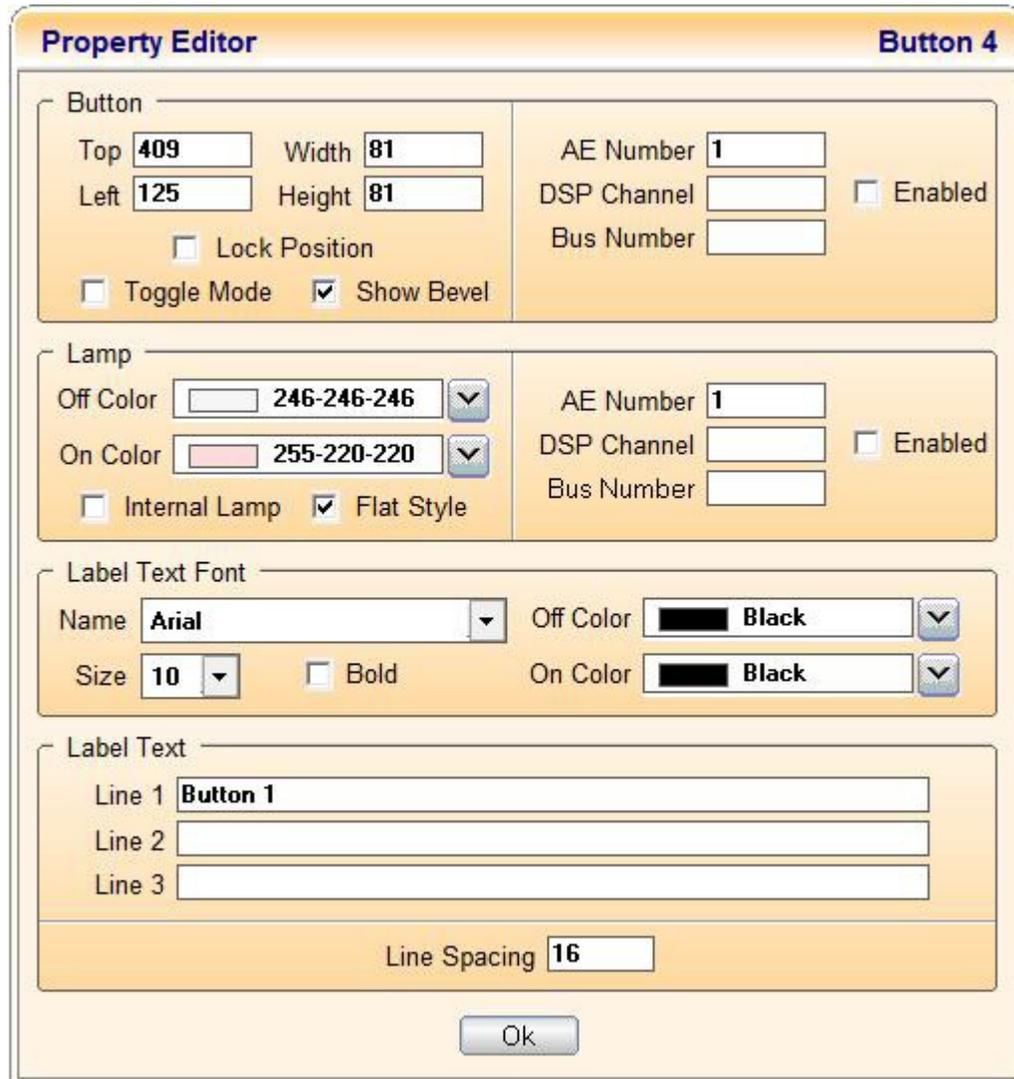


Figure 29 - Button Property Editor

Button – Top / Left / Width / Height

Adjust these values to suit your desired button size and location. You can also click and drag to position your button within the design layout. The fields will not allow you to make the button larger than the screen size or to move the button beyond the borders of the screen.

Button – Lock Position

Tick this box to lock the position of the button on the design layout. This is helpful if you wish to line up several buttons.

Button – Toggle Mode

Tick this box to make this button function as a toggle. Press once to turn a bus on, and press again to turn the bus off, for example.

Button – Show Bevel

Tick this box to show a bevel around the perimeter of the button in *vMix+Player*. You can check the look of this feature by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor. The **Show Bevel** tick box is not present in the Property Editor of an XP Style Button.

Button – AE Number / DSP Channel / Bus Number / Enabled

You can set a button up to perform a function as if launched from a console. A good example of this could be a Scene Change. If a scene change was already programmed to a button on the console using *CommandBuilder*, you could give the same AE Number, DSP Channel and Bus Number to your *vMix+* button. Alternatively if you did not have a Scene Change button on your console, you could write a trigger and use the same AE Number, DSP Channel and Bus Number for your *vMix+* button. Both of these options would trigger an event in Supervisor when the *vMix+* button was pressed. You must tick the **Enabled** box to allow the button to control the said AE Number, DSP Channel and Bus Number.

Lamp – Off Color / Off Color

Use the drop down menu to select from a plethora of colors for both states of the lamp. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as in Figure 29.

Button – Internal Lamp

Tick this box to force the lamp functionality to integrate with the button AE Number, DSP Channel and Bus Number. This will allow the button to be lit when on and extinguished when off, and negates the need to have a trigger written to give the same functionality.

Button – Flat Style

Tick this box to eliminate highlights, and display a flat color when the lamp is illuminated. The **Flat Style** tick box is not present in the Property Editor of an XP Style Button.

Lamp - AE Number / DSP Channel / Bus Number / Enabled

You can set the button's lamp to be turned on or off by command sent from *Supervisor*. By entering appropriate values for AE Number, DSP Channel and Bus Number, the lamp can be displayed as designed in *CommandBuilder*. You must tick the **Enabled** box to allow the button's lamp to be controlled via the said AE Number, DSP Channel and Bus Number.

Label Text Font – Name

Use the drop down menu to select from a plethora of fonts for the text on your button.

Label Text Font - Size

Use the drop down menu to select from a list of different font sizes.

Label Text – Font Bold

Tick this box to make the label text Bold.

Label Text Font – Off Color / On Color

Use the drop down menu to select from a plethora of colors for your text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Label Text – Line 1 / Line 2 / Line 3

Enter the text you wish to appear on your button. You do not need to have text on all lines. Enter text starting from Line 1, as if you have no text on the other lines, the single line of text will be centered on the button.

Label Text – Line Spacing

Enter an appropriate value for line spacing. This will determine the distance between lines of text on your button. You can check the look of the line spacing by clicking on the **Run Preview** button.

Date Display

The configurable options for a Date Display are shown in Figure 30 below.

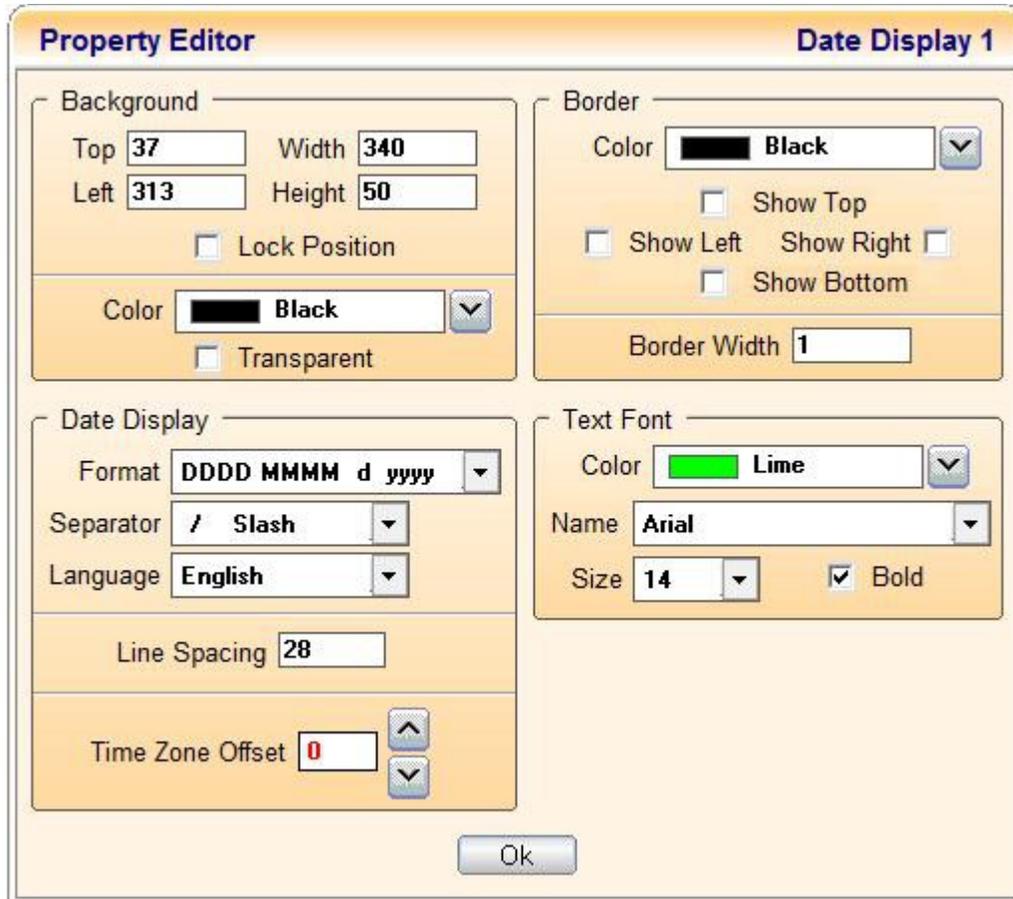


Figure 30 - Date Display Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Date Display size and location. You can also click and drag to position your Date Display within the design layout. The fields will not allow you to make the Date Display larger than the screen size or to move the Date Display beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Date Display on the design layout.

Background - Color

Use the drop down menu to select from a plethora of colors for your background color. If none of the listed colors suit your requirements, double click on the currently listed color to open the

Microsoft® Windows® color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the date display, the object will show through the background of the Date Display. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Border – Color

Use the drop down menu to select from a plethora of colors for border color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders

Border - Border Width

Set the desired border width for your borders you have chosen to show. You can check the look of the borders by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Date Display - Format

Use the drop down menu to select an appropriate date format.

Date Display - Separator

Use the drop down menu to select – **Dash**, / **Slash**, . **Dot** or **Blank** as a date separator.

Date Display - Language

Use the drop down menu to select one of English, Deutsch, Francais or Espanol. Wenn Sie dieses dann auserwählte Deutsch lesen können.

Date Display – Line Spacing

Set the desired line spacing for your date display. You can check the look of the line spacing by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Date Display - Time Zone Offset

Normally this is set to **0**. However, for example, you could set a time zone offset to constantly monitor the date in Berlin. Work out the time difference between your location and Berlin, and set the appropriate value in this field. The value is changed by clicking on the Up or Down arrows. Each click of the arrow button, changes the increment by 0.5 hours. This allows for places with strange half hour timezone offsets to be monitored also.

Text Font – Color

Use the drop down menu to select from a plethora of colors for text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Text Font – Name

Use the drop down menu to select from a plethora of fonts for the text on your date display.

Text Font – Size

Use the drop down menu to select from a list of different font sizes.

Text Font – Bold

Tick this box to make the label text Bold.

Fader

The configurable options for a Fader are shown in Figure 31 below.

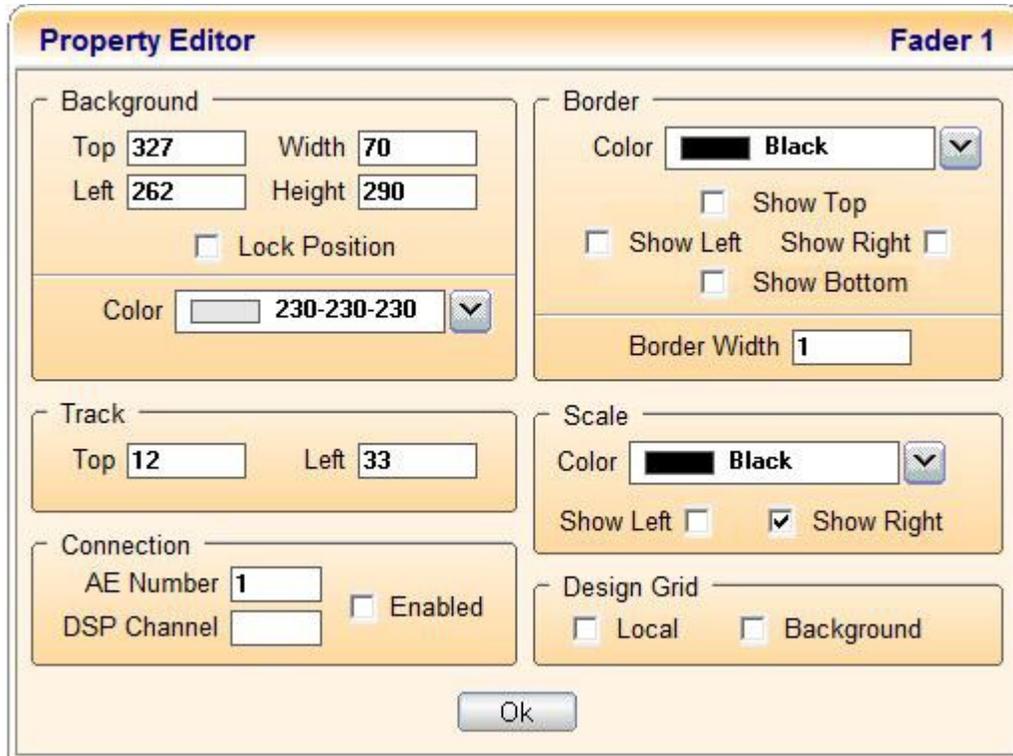


Figure 31 - Fader Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Fader size and location. You can also click and drag to position your Fader within the design layout. The fields will not allow you to make the Fader larger than the screen size or to move the Fader beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Fader on the design layout.

Border – Color

Use the drop down menu to select from a plethora of colors for border color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Background – Color

Use the drop down menu to select from a plethora of colors for background color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Track – Top / Left

By setting the appropriate values for Top and Left, you can move the Fader's track position within the background of the Fader. You can check the look of the track positioning by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Scale – Color

Use the drop down menu to select from a plethora of colors for scale color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Scale – Show Left / Show Right

By ticking the appropriate box, you can display the Fader's scale to left or right of the track. Alternatively you can choose to not tick a box, thus showing no scale for the fader.

Connection – AE Number / DSP Channel / Enabled

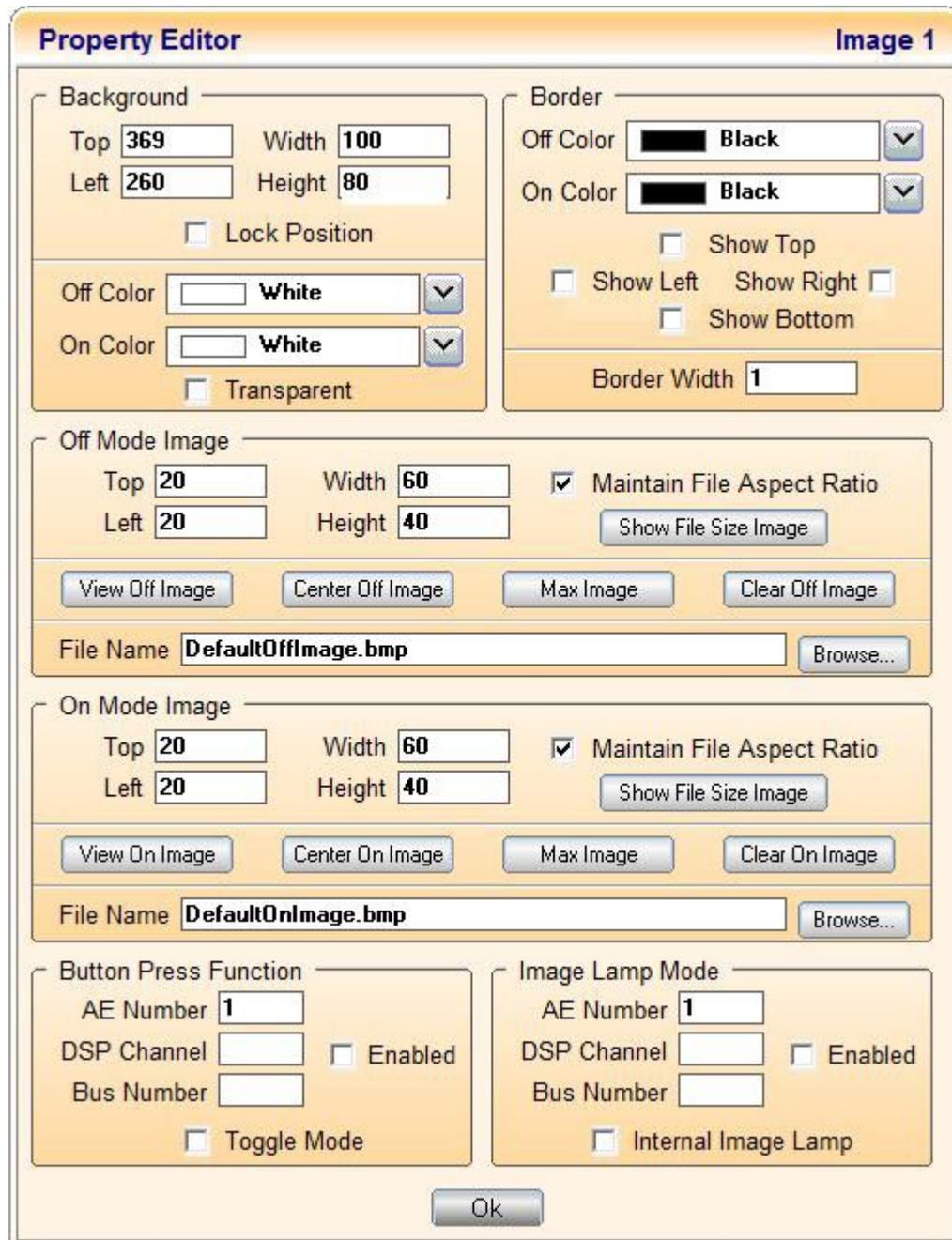
By setting the appropriate values for AE Number and DSP Channel, you can use your *vMix+* Fader to control level. You must tick the **Enabled** box to allow the fader to control the said AE Number and DSP Channel.

Design Grid – Local / Background

By ticking the appropriate box, you can choose to show the common design grid (**Background**), or have a local grid specific to the fader (**Local**). Alternatively you can choose to not tick a box, thus showing no design grid for the fader.

Image

The configurable options for an Image are shown in Figure 32 below.



Property Editor **Image 1**

Background

Top Width
 Left Height
 Lock Position

Off Color
 On Color
 Transparent

Border

Off Color
 On Color
 Show Top
 Show Left Show Right
 Show Bottom
 Border Width

Off Mode Image

Top Width Maintain File Aspect Ratio
 Left Height

File Name

On Mode Image

Top Width Maintain File Aspect Ratio
 Left Height

File Name

Button Press Function

AE Number
 DSP Channel Enabled
 Bus Number
 Toggle Mode

Image Lamp Mode

AE Number
 DSP Channel Enabled
 Bus Number
 Internal Image Lamp

Figure 32 - Image Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Image Background size and location. You can also click and drag to position your Image Background within the design layout. The fields will not allow you to make the Image Background larger than the screen size or to move the Image Background beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Image Background on the design layout.

Background – Off Color / On Color

Use the drop down menu to select from a plethora of colors for the background on and off colors. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the image, the object will show through the background of the image. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Border – Off Color / On Color

Use the drop down menu to select from a plethora of colors for the border on and off colors. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Off Mode Image – Top / Left / Width / Height

Adjust these values to suit your desired Off Mode Image size and location. The fields will allow you to make the Off Mode Image larger than the Background size and to move the Off Mode Image beyond the borders of the Image Background. You will need to therefore be diligent and check that your image is within the size of your background. You will clearly be able to see the relationship

between Image size and Image Background both in the design layout and the Run Preview windows.

Off Mode Image – Maintain File Aspect Ratio

Tick this box to ensure that the file is not resized to fit the dimensions set in the previous step.

Off Mode Image – Show File Size Image

Use the **Show File Size Image** button to reset the image size back to the size of the original file.

Off Mode Image – View Off Image

Use the **View Off Image** button to view the Off Image on the canvas under the properties window.

Off Mode Image – Center Off Image

Use the **Center Off Image** button to center the Off Mode Image in relation to the Image Background.

Off Mode Image – Max Image

Use the **Max Image** button to maximize the image size within the image background.

Off Mode Image – Clear Off Image

Use the **Clear Off Image** button to clear the image from the design canvas.

Off Mode Image – File Name

Click on the **Browse** button to select the Off Mode Image. The image must be located in the same directory as the vMix+ Design file, otherwise the image will not display in vMix+Player.

On Mode Image – Top / Left / Width / Height

Adjust these values to suit your desired On Mode Image size and location. The fields will allow you to make the On Mode Image larger than the Background size and to move the On Mode Image beyond the borders of the Image Background. You will need to therefore be diligent and check that your image is within the size of your background. You will clearly be able to see the relationship between Image size and Image Background both in the design layout and the Run Preview windows.

On Mode Image – Maintain File Aspect Ratio

Tick this box to ensure that the file is not resized to fit the dimensions set in the previous step.

On Mode Image – Show File Size Image

Use the **Show File Size Image** button to reset the image size back to the size of the original file.

On Mode Image – View On Image

Use the **View On Image** button to view the Off Image on the canvas under the properties window.

On Mode Image – Center On Image

Use the **Center On Image** button to center the On Mode Image in relation to the Image Background.

On Mode Image – Max Image

Use the **Max Image** button to maximize the image size within the image background.

On Mode Image – Clear On Image

Use the **Clear On Image** button to clear the image from the design canvas.

On Mode Image – File Name

Click on the **Browse** button to select the On Mode Image. The image must be located in the same directory as the vMix+ Design file, otherwise the image will not display in vMix+Player.

Button Press Function – AE Number / DSP Channel / Bus Number / Enabled

By setting the appropriate values for AE Number, DSP Channel and Bus Number, you can use your Image like a Button. You must tick the **Enabled** box to allow the image to control the said AE Number, DSP Channel and Bus Number.

Button Press Function – Toggle Mode

Tick this box to make the image function as a toggle. Press once to turn a bus on, and press again to turn the bus off, for example.

Lamp - AE Number / DSP Channel / Bus Number / Enabled

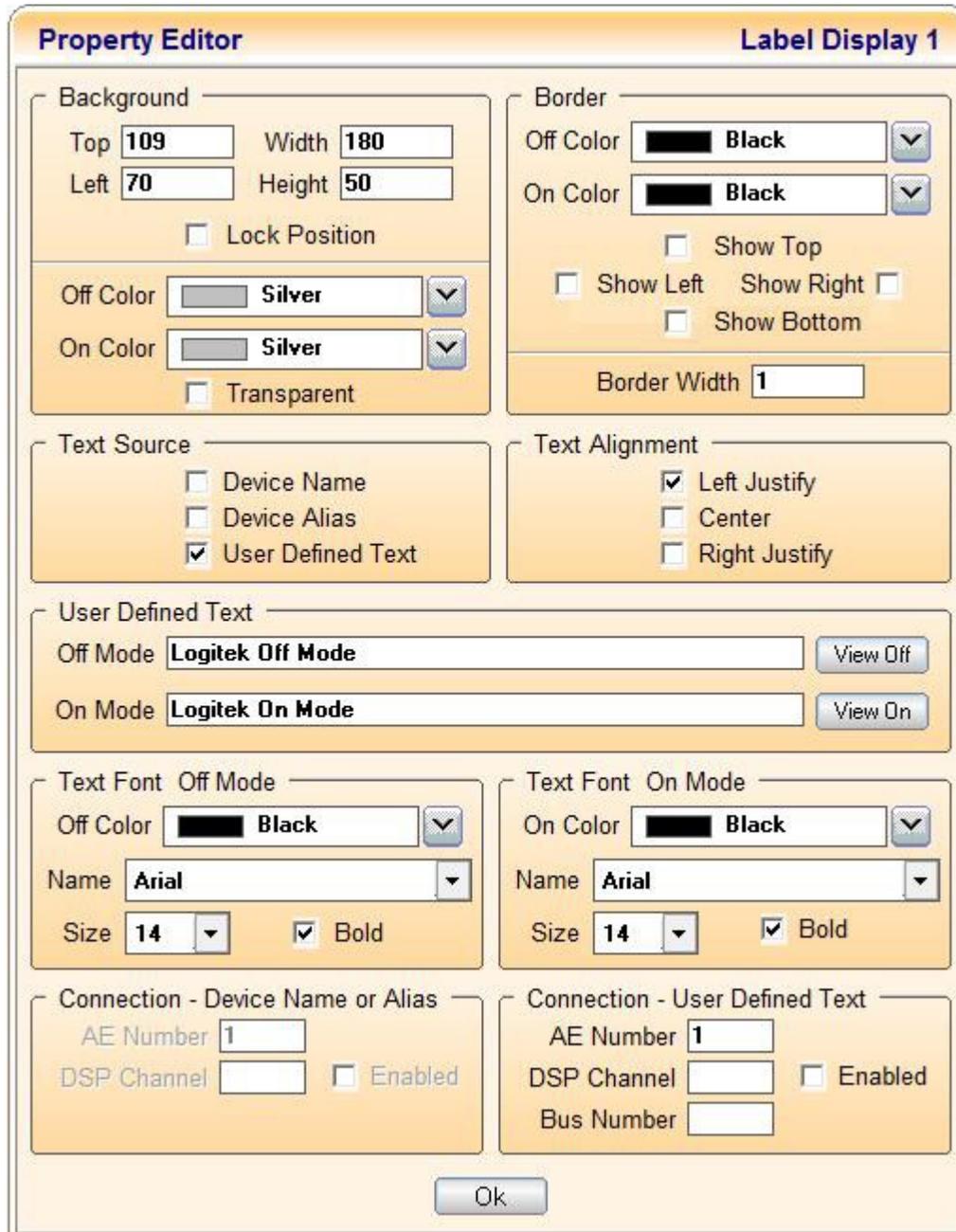
You can set the button's lamp to be turned on or off by command sent from *Supervisor*. By entering appropriate values for AE Number, DSP Channel and Bus Number, the lamp can be displayed as designed in *CommandBuilder*. You must tick the **Enabled** box to allow the button's lamp to be controlled via the said AE Number, DSP Channel and Bus Number.

Lamp – Internal Image Lamp

Tick this box to force the lamp functionality to integrate with the Image Button Press AE Number, DSP Channel and Bus Number. This will allow the image to be switched when on and off events occur, without the need to have a trigger written to give the same functionality.

Label

The configurable options for a Label are shown in Figure 33 below.



Property Editor **Label Display 1**

Background

Top Width
 Left Height
 Lock Position

Off Color
 On Color
 Transparent

Border

Off Color
 On Color
 Show Top
 Show Left Show Right
 Show Bottom
 Border Width

Text Source

Device Name
 Device Alias
 User Defined Text

Text Alignment

Left Justify
 Center
 Right Justify

User Defined Text

Off Mode
 On Mode

Text Font Off Mode

Off Color
 Name
 Size Bold

Text Font On Mode

On Color
 Name
 Size Bold

Connection - Device Name or Alias

AE Number
 DSP Channel Enabled

Connection - User Defined Text

AE Number
 DSP Channel Enabled
 Bus Number

Figure 33 - Label Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Label size and location. You can also click and drag to position your Label within the design layout. The fields will not allow you to make the Label larger than the screen size or to move the Label beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Label on the design layout.

Background - Off Color / On Color

Use the drop down menu to select from a plethora of colors for Off and On mode background color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the label, the object will show through the background of the label. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Border – Off Color / On Color

Use the drop down menu to select from a plethora of colors for the border on and off colors. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Text Source – Device Name / Device Alias / User Defined Text

Tick the appropriate box to choose the text source as desired.

Text Alignment – Left Justify / Center / Right Justify

Tick the appropriate box to choose the text justification within the label.

User Defined Text - Off Mode / On Mode

Enter your desired text to display on your label for Off and On Mode. You must tick the **User Defined Text** tick box in the Text Source section to view this text.

User Defined Text – View Off / View On buttons

Use the **View Off / View On** buttons to view the Off / On text on the canvas under the properties window.

Text Font Off Mode – Off Color

Use the drop down menu to select from a plethora of colors for text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Text Font Off Mode – Name

Use the drop down menu to select from a list of different fonts.

Text Font Off Mode – Size

Use the drop down menu to select from a list of different font sizes.

Text Font Off Mode - Bold

Tick this box to make the label text Bold.

Text Font On Mode – On Color

Use the drop down menu to select from a plethora of colors for text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Text Font On Mode – Name

Use the drop down menu to select from a list of different fonts.

Text Font On Mode – Size

Use the drop down menu to select from a list of different font sizes.

Text Font On Mode - Bold

Tick this box to make the label text Bold.

Connection - Device Name or Alias – AE Number / DSP Channel / Enabled

By setting the appropriate values for AE Number and DSP Channel, you can use your Label like a Button. You must tick the **Enabled** box to allow the image to control the said AE Number and DSP Channel. This section will be grayed out unless the **Device Name** or **Device Alias** options have been ticked in the Text Source section.

Connection – User Defined Text – AE Number / DSP Channel Bus Number / Enabled

By setting the appropriate values for AE Number, DSP Channel and Bus Number, you can use your Label like a Button. You must tick the **Enabled** box to allow the image to control the said AE Number, DSP Channel and Bus Number. This section will be grayed out unless the **User Defined Text** option has been ticked in the Text Source section.

Message Box

The configurable options for a Message Box are shown in Figure 34 below.

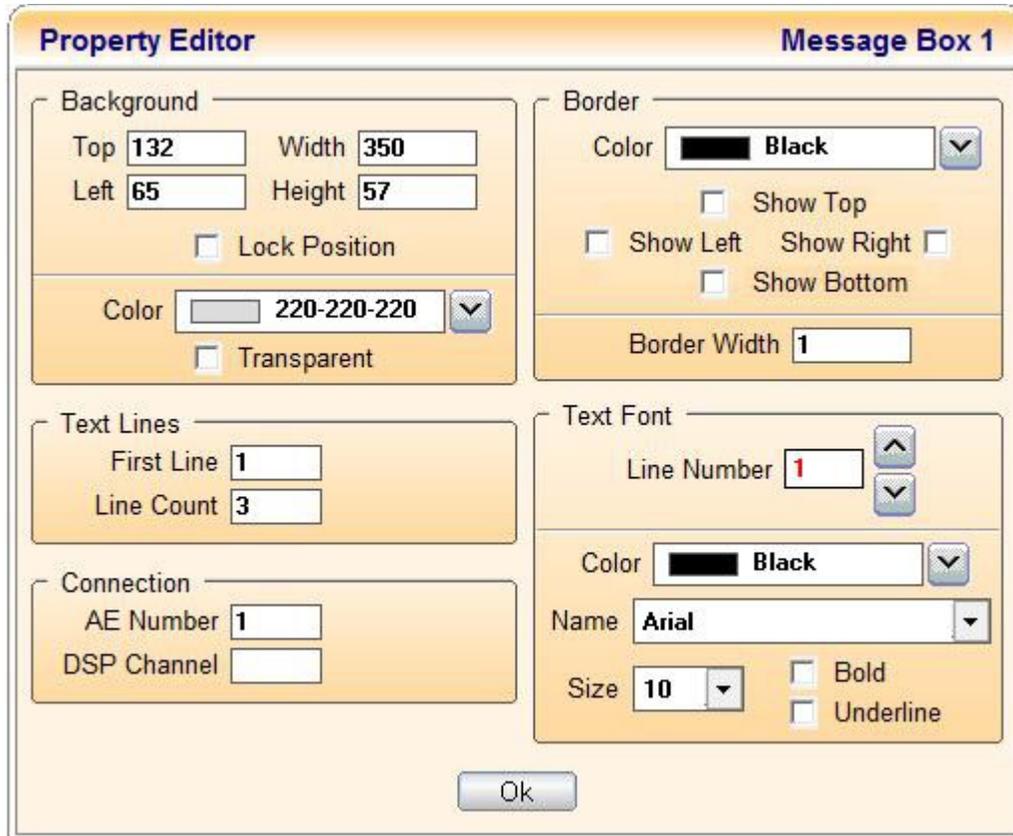


Figure 34 - Message Box Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Message Box size and location. You can also click and drag to position your Message Box within the design layout. The fields will not allow you to make the Message Box larger than the screen size or to move the Message Box beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Message Box on the design layout.

Background – Color

Use the drop down menu to select from a plethora of colors for the background. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the Message Box, the object will show through the background of the Message Box. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Border – Color

Use the drop down menu to select from a plethora of colors for the border. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Text Lines – First Line / Line Count

Use these values to set the first line to be displayed and the number of subsequent lines to be displayed in your Message Box.

Connection – AE Number / DSP Channel

By entering appropriate values for AE Number and DSP Channel, you can set the Message Box to display data received from *Supervisor* in the same manner as the screen on a Remora console for example.

Text Font – Line Number

Use the up and down arrows to select the line number for configuration of the following values.

Text Font – Color

Use the drop down menu to select from a plethora of colors for text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Text Font - Name

Use the drop down menu to select from a list of different fonts.

Text Font - Size

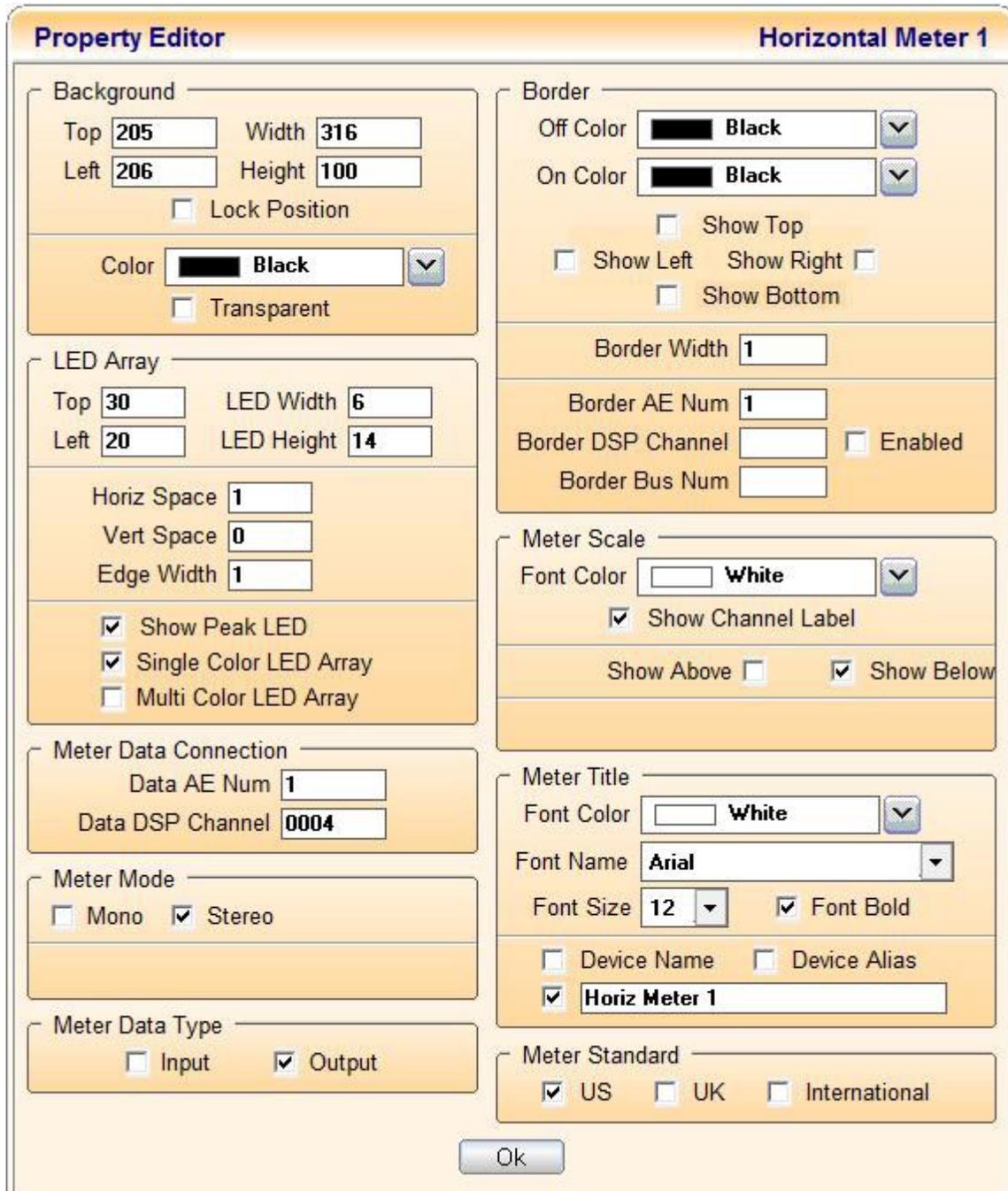
Use the drop down menu to select from a list of different font sizes.

Text – Font Bold / Underline

Tick these boxes to enable Bold and Underline respectively.

Horizontal Meter

The configurable options for a Horizontal Meter are shown in Figure 35 below.



Property Editor **Horizontal Meter 1**

Background

Top Width
 Left Height
 Lock Position

Color
 Transparent

LED Array

Top LED Width
 Left LED Height
 Horiz Space
 Vert Space
 Edge Width

Show Peak LED
 Single Color LED Array
 Multi Color LED Array

Meter Data Connection

Data AE Num
 Data DSP Channel

Meter Mode

Mono Stereo

Meter Data Type

Input Output

Border

Off Color
 On Color
 Show Top
 Show Left Show Right
 Show Bottom

Border Width
 Border AE Num
 Border DSP Channel Enabled
 Border Bus Num

Meter Scale

Font Color
 Show Channel Label
 Show Above Show Below

Meter Title

Font Color
 Font Name
 Font Size Font Bold
 Device Name Device Alias

Meter Standard

US UK International

Figure 35 - Horizontal Meter Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Meter size and location. You can also click and drag to position your Meter within the design layout. The fields will not allow you to make the Meter larger than the screen size or to move the Meter beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Meter on the design layout.

Background – Color

Use the drop down menu to select from a plethora of colors for the background. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the Meter, the object will show through the background of the Meter. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

LED Array – Top / Left / LED Width / LED Height

Adjust these values to suit your desired LED size and location. The Top and Left values will dictate the position of the LED Array relative to the Background. After you enter a value and tab out to the next value, you will see the positioning change on the design canvas.

LED Array – Horiz Space / Vert Space / Edge Width

Adjust these values to suit your desired spacing and edge width for the LED segments.

LED Array – Show Peak LED / Single Color LED Array / Multi Color LED Array

Tick the appropriate box to **Show Peak LED**. You will have to choose either **Single Color LED Array** or **Multi Color LED Array**. If you choose **Multi Color LED Array**, the **Show Peak LED** tick box will automatically untick, as a **Multi Color LED Array** shows peak by default.

Meter Data Connection – Data AE Number / Data DSP Channel

By entering appropriate values for **Data AE Number** and **Data DSP Channel**, you can set the Meter to display level received from the *Audio Engine*.

Meter Mode – Mono / Stereo

Tick either the **Mono** or the **Stereo** box for your desired metering mode.

Meter Data Type – Input / Output

Tick either the **Input** or **Output** box for your desired metering type.

Border – Off Color / On Color

Use the drop down menu to select from a plethora of colors for the border. If none of the listed colors suit your requirements, double click on the currently listed color to open the **Microsoft® Windows®** color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Border – Border AE Number / Border DSP Channel / Border Bus Num / Enabled

By entering appropriate values for Border AE Number / Border DSP Channel and Border Bus Num, you can set the Meter to display a different border color when data is received from the **Audio Engine**. You must tick the **Enabled** box to allow the border to interact with the said AE Number, DSP Channel and Bus Number.

Meter Scale – Font Color

Use the drop down menu to select from a plethora of colors for the Meter Scale Font. If none of the listed colors suit your requirements, double click on the currently listed color to open the **Microsoft® Windows®** color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Meter Scale – Show Channel Label / Show Above / Show Below

Tick the **Show Channel Label** box to show to show the Channel Label on the Meter. Tick the **Show Above** or **Show Below** box to show the text either above or below the Meter.

Meter Title – Font Color

Use the drop down menu to select from a plethora of colors for the Meter Title Font. If none of the listed colors suit your requirements, double click on the currently listed color to open the **Microsoft® Windows®** color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Meter Title – Font Name

Use the drop down menu to select from a list of different fonts.

Meter Title – Font Size

Use the drop down menu to select from a list of different font sizes.

Meter Title – Font Bold

Tick this box to enable Bold.

Meter Title – Device Name / Device Alias / User defined text

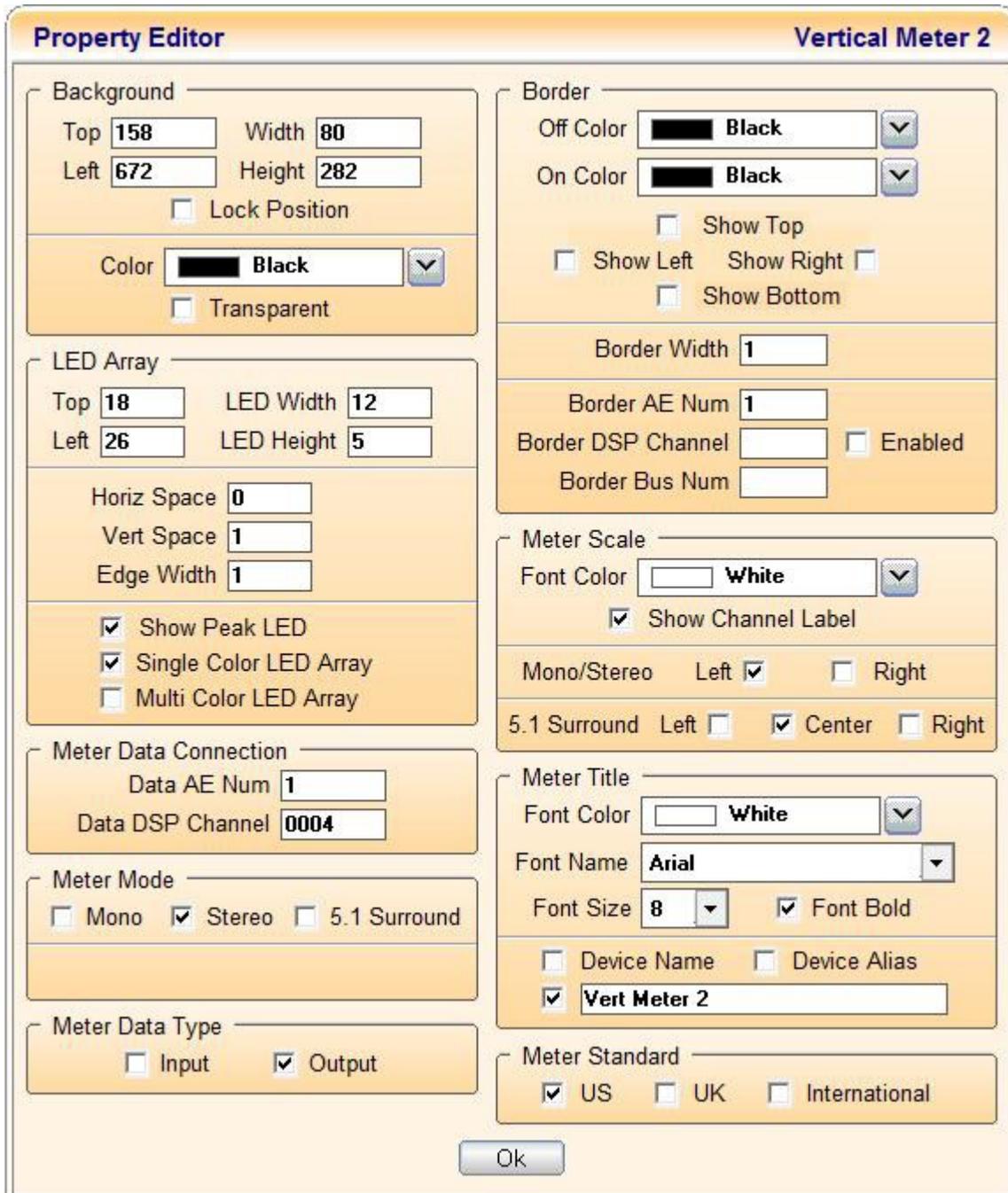
Tick the appropriate box to display the Meter Title. If you choose *User Defined Text*, enter the appropriate text that you wish to display.

Meter Standard – US / UK / International

Tick one of these boxes to make the meter display the appropriate level type for your needs.

Vertical Meter

The configurable options for a Vertical Meter are shown in Figure 36 below.



Property Editor **Vertical Meter 2**

Background

Top Width
 Left Height
 Lock Position

Color Transparent

LED Array

Top LED Width
 Left LED Height
 Horiz Space
 Vert Space
 Edge Width

Show Peak LED
 Single Color LED Array
 Multi Color LED Array

Meter Data Connection

Data AE Num
 Data DSP Channel

Meter Mode

Mono Stereo 5.1 Surround

Meter Data Type

Input Output

Border

Off Color
 On Color
 Show Top
 Show Left Show Right
 Show Bottom

Border Width
 Border AE Num
 Border DSP Channel Enabled
 Border Bus Num

Meter Scale

Font Color
 Show Channel Label

Mono/Stereo Left Right
 5.1 Surround Left Center Right

Meter Title

Font Color
 Font Name
 Font Size Font Bold

Device Name Device Alias

Meter Standard

US UK International

Figure 36 - Vertical Meter Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Meter size and location. You can also click and drag to position your Meter within the design layout. The fields will not allow you to make the Meter larger than the screen size or to move the Meter beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Meter on the design layout.

Background – Color

Use the drop down menu to select from a plethora of colors for the background. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the Meter, the object will show through the background of the Meter. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

LED Array – Top / Left / LED Width / LED Height

Adjust these values to suit your desired LED size and location. The Top and Left values will dictate the position of the LED Array relative to the Background. After you enter a value and tab out to the next value, you will see the positioning change on the design canvas.

LED Array – Horiz Space / Vert Space / Edge Width

Adjust these values to suit your desired spacing and edge width for the LED segments.

LED Array – Show Peak LED / Single Color LED Array / Multi Color LED Array

Tick the appropriate box to **Show Peak LED**. You will have to choose either **Single Color LED Array** or **Multi Color LED Array**. If you choose **Multi Color LED Array**, the **Show Peak LED** tick box will automatically untick, as a **Multi Color LED Array** shows peak by default.

Meter Data Connection – Data AE Number / Data DSP Channel

By entering appropriate values for **Data AE Number** and **Data DSP Channel**, you can set the Meter to display level received from the *Audio Engine*.

Meter Mode – Mono / Stereo / 5.1 Surround

Tick either the ***Mono***, ***Stereo*** or ***5.1 Surround*** box for your desired metering mode.

Meter Data Type – Input / Output

Tick either the ***Input*** or ***Output*** box for your desired metering type.

Border – Off Color / On Color

Use the drop down menu to select from a plethora of colors for the border. If none of the listed colors suit your requirements, double click on the currently listed color to open the **Microsoft® Windows®** color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Border – Border AE Number / Border DSP Channel / Border Bus Num / Enabled

By entering appropriate values for Border AE Number / Border DSP Channel and Border Bus Num, you can set the Meter to display a different border color when data is received from the **Audio Engine**. You must tick the ***Enabled*** box to allow the border to interact with the said AE Number, DSP Channel and Bus Number.

Meter Scale – Font Color

Use the drop down menu to select from a plethora of colors for the Meter Scale Font. If none of the listed colors suit your requirements, double click on the currently listed color to open the **Microsoft® Windows®** color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Meter Scale – Show Channel Label / Show Above / Show Below

Tick the ***Show Channel Label*** box to show to show the Channel Label on the Meter. Tick the ***Show Above*** or ***Show Below*** box to show the text either above or below the Meter.

Meter Scale – Mono / Stereo – Left / Right

If you chose the ***Mono*** or ***Stereo*** option in the **Meter** Mode section, you can choose to show the Meter Scale on the Left, on the Right or not at all. If you chose the ***5.1 Surround*** option in the **Meter Mode** section, this option will not affect your meter.

Meter Scale – 5.1 Surround –Left / Center / Right

If you chose the **5.1 Surround** option in the **Meter Mode** section, you can choose to show the Meter Scale on the Left and/or the Right, in the center or not at all. Choosing the **Center** option, will display the meter scale in the center of Meters 1 and 2, 3 and 4, and 5 and 6. If you chose the **Mono** or **Stereo** option in the **Meter Mode** section, this option will not affect your meter.

Meter Title – Font Color

Use the drop down menu to select from a plethora of colors for the Meter Title Font. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Meter Title – Font Name

Use the drop down menu to select from a list of different fonts.

Meter Title – Font Size

Use the drop down menu to select from a list of different font sizes.

Meter Title – Font Bold

Tick this box to enable Bold.

Meter Title – Device Name / Device Alias / User defined text

Tick the appropriate box to display the Meter Title. If you choose **User Defined Text**, enter the appropriate text that you wish to display.

Meter Standard – US / UK / International

Tick one of these boxes to make the meter display the appropriate level type for your needs.

Shape

The configurable options for a Shape are shown in Figure 37 below.

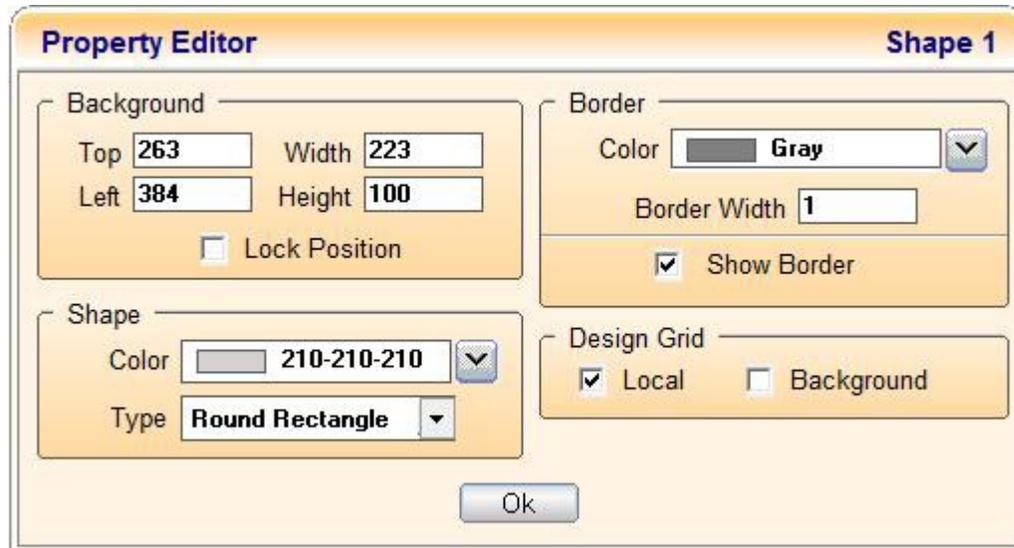


Figure 37 - Shape Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Shape size and location. You can also click and drag to position your Shape within the design layout. The fields will not allow you to make the Shape larger than the screen size or to move the Shape beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Shape on the design layout.

Shape – Color

Use the drop down menu to select from a plethora of colors for the Shape. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Shape – Type

Use the drop down menu to select the type of shape you would like. Choose from Circle, Ellipse, Rectangle, Round Rectangle, Round Square and Square. This will change the type of an existing shape. As an example, if you added a Circle, you can change it to a Rectangle by using this pull down menu.

Border – Color

Use the drop down menu to select from a plethora of colors for the border. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Border - Show Border

Tick the box to show the border around your Shape.

Design Grid – Local / Background

By ticking the appropriate box, you can choose to show the common design grid (**Background**), or have a local grid specific to the shape (**Local**). Alternatively you can choose to not tick a box, thus showing no design grid for the shape.

Horizontal Tab Set

The configurable options for a Horizontal Tab Set are shown in Figure 38 below.

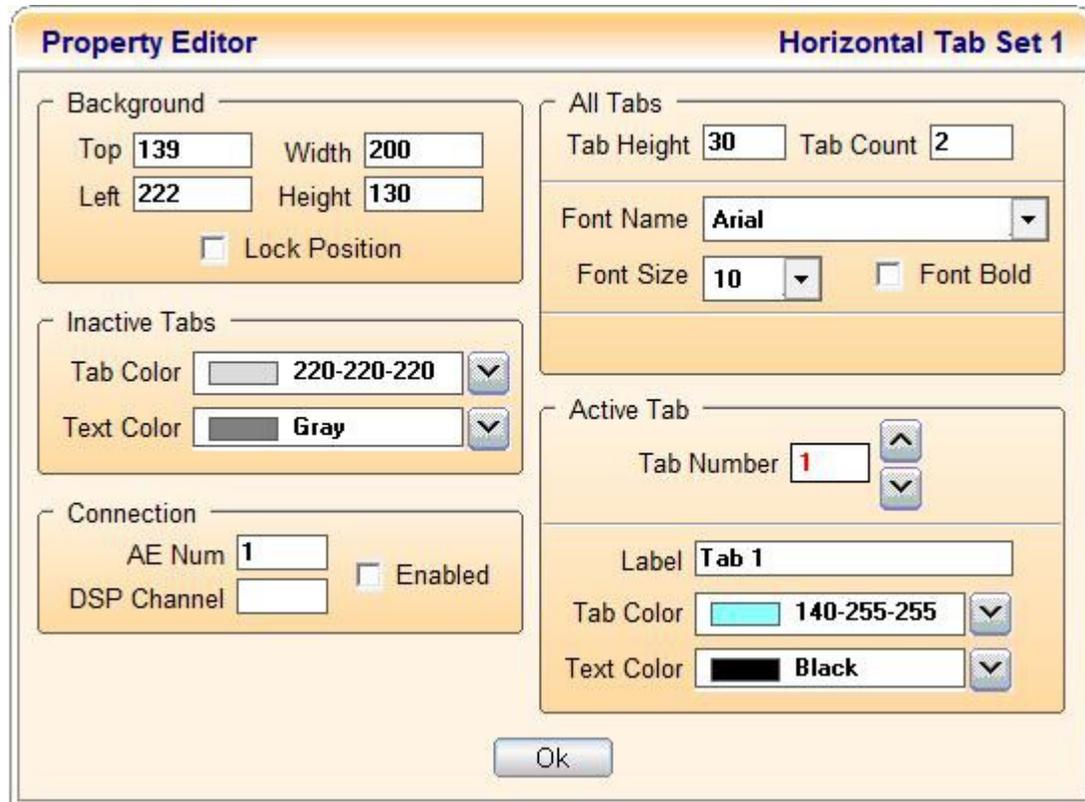


Figure 38 - Horizontal Tab Set Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Tab Set size and location. You can also click and drag to position your Tab Set within the design layout. The fields will not allow you to make the Tab Set larger than the screen size or to move the Tab Set beyond the borders of the screen. The Tab Height allows you to set the height of the Tabs. This is especially useful if you need larger amounts of text for your Tab description.

Background – Lock Position

Tick this box to lock the position of the Tab Set on the design layout.

Inactive Tabs – Tab Color / Text Color

The following settings determine colors for the Tab and Text of tabs in the *vMix+* that are not currently being displayed.

Use the drop down menu to select from a plethora of colors for Inactive Tabs' Tab Color and Text Color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Use the **Run Preview** button view to see the fruits of you labor.

Connection – AE Num / DSP Channel / Enabled

By entering appropriate values for AE Number and DSP Channel, you can set the Tab Set to change the displayed tab, based on data received from *Supervisor*. You must tick the **Enabled** box to allow the Tab Set to interact with the said AE Number and DSP Channel.

All Tabs – Tab Height

Enter the desired Tab Height for this Tab Set.

All Tabs – Tab Count

Enter the desired number of Tabs for this Tab Set.

All Tabs – Font Name

Use the drop down menu to select from a list of different fonts.

All Tabs – Font Size

Use the drop down menu to select from a list of different font sizes.

All Tabs – Font Bold

Tick this box to enable Bold.

Active Tab – Tab Number

Use the Up and Down arrows to select the tab number for configuration of the following values. The number of Tabs to configure will reflect that of which you set above in **All Tabs – Tab Count**.

Active Tab – Label

Enter an appropriate label name for the currently selected Active Tab.

Active Tab – Tab Color / Text Color

Use the drop down menu to select from a plethora of colors for the currently selected Active Tab's Tab Color and Text Color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Vertical Tab Set

The configurable options for a Vertical Tab Set are shown in Figure 39 below.

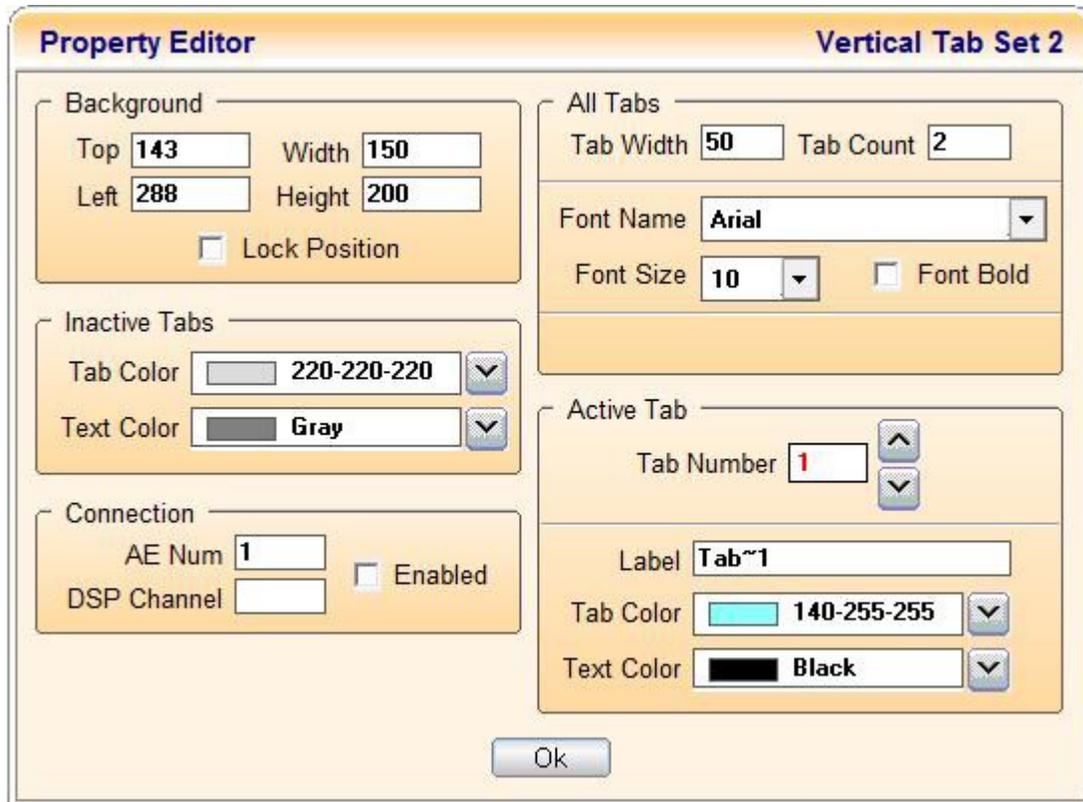


Figure 39 - Vertical Tab Set Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Tab Set size and location. You can also click and drag to position your Tab Set within the design layout. The fields will not allow you to make the Tab Set larger than the screen size or to move the Tab Set beyond the borders of the screen. The Tab Height allows you to set the height of the Tabs. This is especially useful if you need larger amounts of text for your Tab description.

Background – Lock Position

Tick this box to lock the position of the Tab Set on the design layout.

Inactive Tabs – Tab Color / Text Color

The following settings determine colors for the Tab and Text of tabs in the *vMix+* that are not currently being displayed.

Use the drop down menu to select from a plethora of colors for Inactive Tabs' Tab Color and Text Color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Use the **Run Preview** button view to see the fruits of you labor.

Connection – AE Num / DSP Channel / Enabled

By entering appropriate values for AE Number and DSP Channel, you can set the Tab Set to change the displayed tab, based on data received from *Supervisor*. You must tick the **Enabled** box to allow the Tab Set to interact with the said AE Number and DSP Channel.

All Tabs – Tab Height

Enter the desired Tab Height for this Tab Set.

All Tabs – Tab Count

Enter the desired number of Tabs for this Tab Set.

All Tabs – Font Name

Use the drop down menu to select from a list of different fonts.

All Tabs – Font Size

Use the drop down menu to select from a list of different font sizes.

All Tabs – Font Bold

Tick this box to enable Bold.

Active Tab – Tab Number

Use the Up and Down arrows to select the tab number for configuration of the following values. The number of Tabs to configure will reflect that of which you set above in **All Tabs – Tab Count**.

Active Tab – Label

Enter an appropriate label name for the currently selected Active Tab. Using the tilde (~) between characters, as shown in Figure 39 above, will force the portion of text after the tilde onto the next line. Use the **Run Preview** button to view the fruits of your labor.

Active Tab – Tab Color / Text Color

Use the drop down menu to select from a plethora of colors for the currently selected Active Tab's Tab Color and Text Color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Time Display

The configurable options for a Time Display are shown in Figure 40 below.

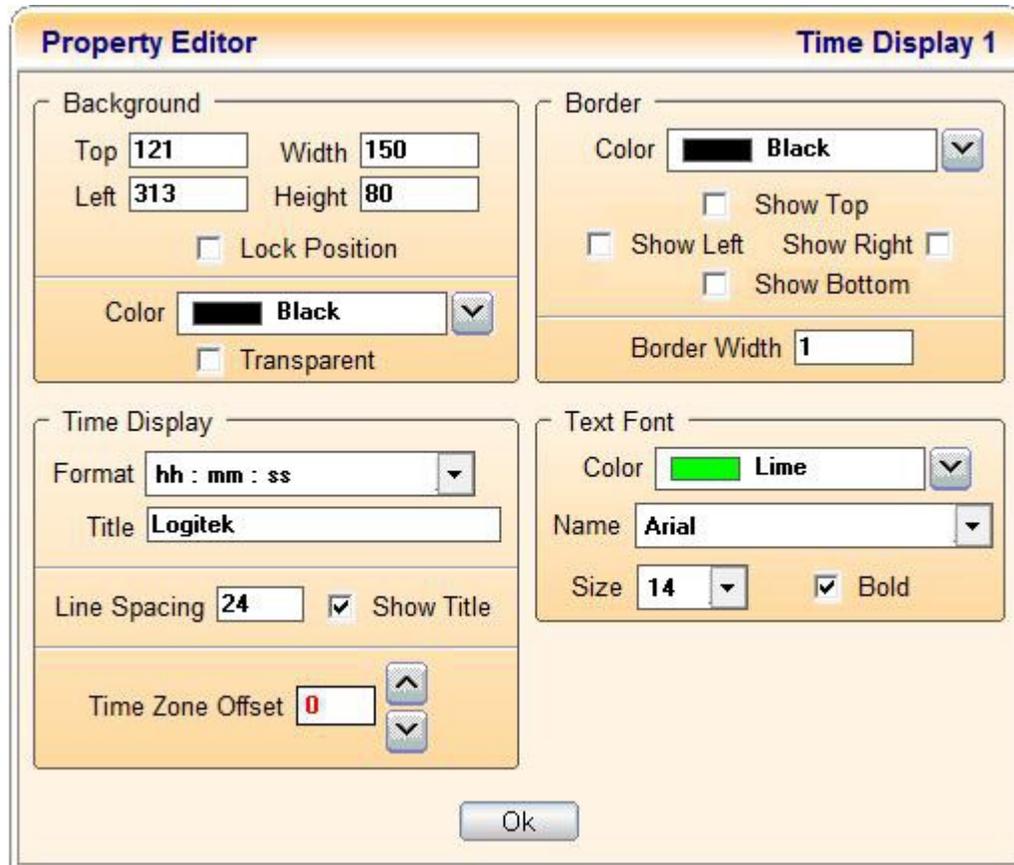


Figure 40 - Time Display Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Time Display size and location. You can also click and drag to position your Time Display within the design layout. The fields will not allow you to make the Tab Set larger than the screen size or to move the Time Display beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Time Display on the design layout.

Background – Color

Use the drop down menu to select from a plethora of colors for the background. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Background - Transparent

Tick this box make the background transparent. This will allow the canvas background color to show through, or if an object is placed behind the Time Display, the object will show through the background of the Time Display. You can check the look of the transparency by clicking on the **Run Preview** button after pressing **OK** to exit the Property Editor.

Time Display - Format

Use the drop down menu to select an appropriate Time Format. The options are; **hh : mm**, **hh : mm a/p**, **hh : mm : ss** and **hh : mm a/p**.

Time Display – Title

Enter an appropriate title for your Time Display.

Time Display – Line Spacing

Enter an appropriate value for the line spacing between the Time Display and the Time Display's Label.

Time Display – Show Title

Tick this box to show the Time Display Title.

Time Display - Time Zone Offset

Normally this is set to **0**. However, for example, you could set a time zone offset to constantly monitor the time in Berlin. Work out the time difference between your location and Berlin, and set the appropriate value in this field. The value is changed by clicking on the Up or Down arrows. Each click of the arrow button, changes the increment by 0.5 hours. This allows for places with strange half hour timezone offsets to be monitored also.

Border – Color

Use the drop down menu to select from a plethora of colors for the border. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Text Font – Color

Use the drop down menu to select from a plethora of colors for text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Text Font –Name

Use the drop down menu to select from a list of different fonts.

Text Font –Size

Use the drop down menu to select from a list of different font sizes.

Text Font –Bold

Tick this box to enable Bold.

Timer

The configurable options for a Timer are shown in Figure 41 below.

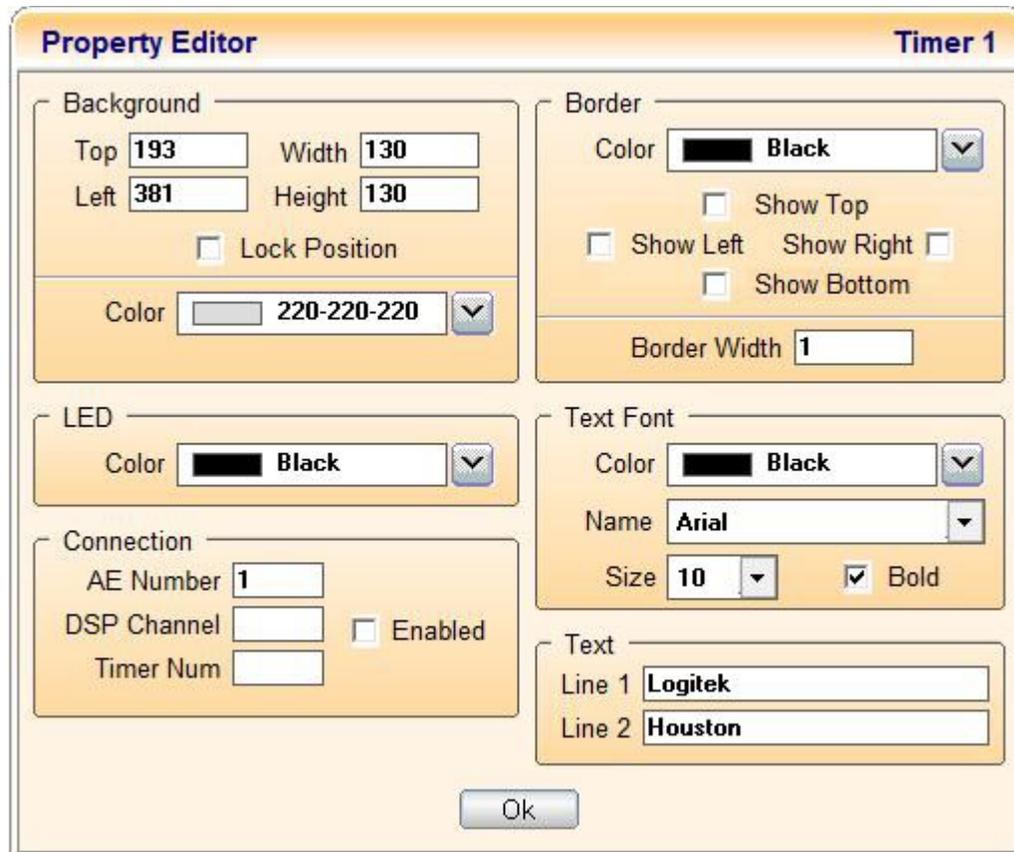


Figure 41 - Timer Property Editor

Background – Top / Left / Width / Height

Adjust these values to suit your desired Timer size and location. You can also click and drag to position your Timer within the design layout. The fields will not allow you to make the Tab Set larger than the screen size or to move the Timer beyond the borders of the screen.

Background – Lock Position

Tick this box to lock the position of the Timer on the design layout.

Background – Color

Use the drop down menu to select from a plethora of colors for Background color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

LED – Color

Use the drop down menu to select from a plethora of colors for the LEDs that display as part of the Timer. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Connection – AE Number / DSP Channel / Timer Num

By entering appropriate values for AE Number, DSP Channel and Timer Num, you can set the Timer to mimic the data displayed by a surface Timer.

- 🔊 TIP: Setting the address of the timer to be the same as the surface timer, will ensure they run in parallel. Using the Bridge Device Number, set to timer 1 will link the *vMix+* timer to the timer on the bridge.

Connection – Enabled

Tick this box to enable the functionality described in the previous option.

Border – Color

Use the drop down menu to select from a plethora of colors for the border. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Border - Show Top / Show Left / Show Right / Show Bottom

Tick the appropriate boxes to show those borders.

Border - Border Width

Set the desired border width for your borders you have chosen to show.

Text Font – Color

Use the drop down menu to select from a plethora of colors for text color. If none of the listed colors suit your requirements, double click on the currently listed color to open the *Microsoft® Windows®* color palette and choose one of these or make your own custom color. If a custom color is chosen, its RGB values will be shown as the color in the form XXX - XXX - XXX.

Text Font –Name

Use the drop down menu to select from a list of different fonts.

Text Font –Size

Use the drop down menu to select from a list of different font sizes.

Text Font –Bold

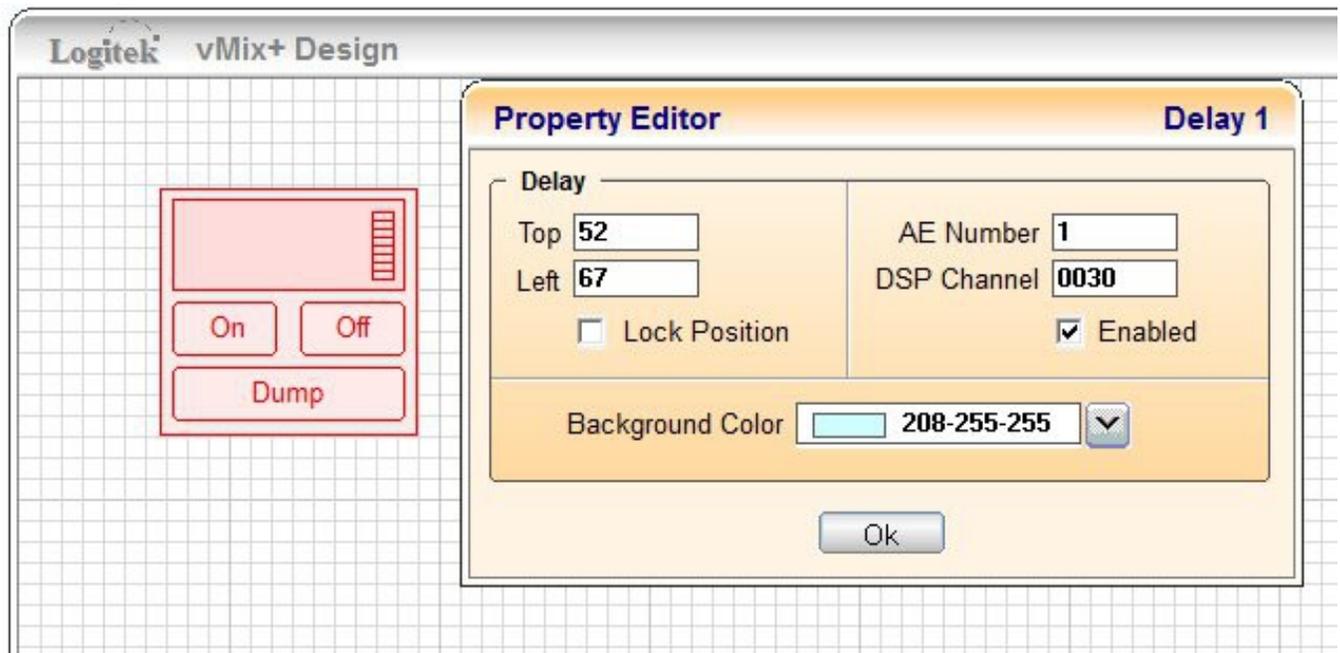
Tick this box to enable Bold.

Text – Line 1 / Line 2

Enter an appropriate title for your Timer. You may use 2 lines if you wish.

Delay

The Delay widget will control and display information about a profanity delay powered by a SHARCAAttack card (AE-32) or JetStream.



Top / Left

Adjust these values to set the position of the widget on the screen. You may also drag and drop the widget.

Lock Position

Tick this box to lock the widget in its current position.

AE Number

Enter the Audio Engine or JetStream number where the delay crosspoint is located.

Device Number

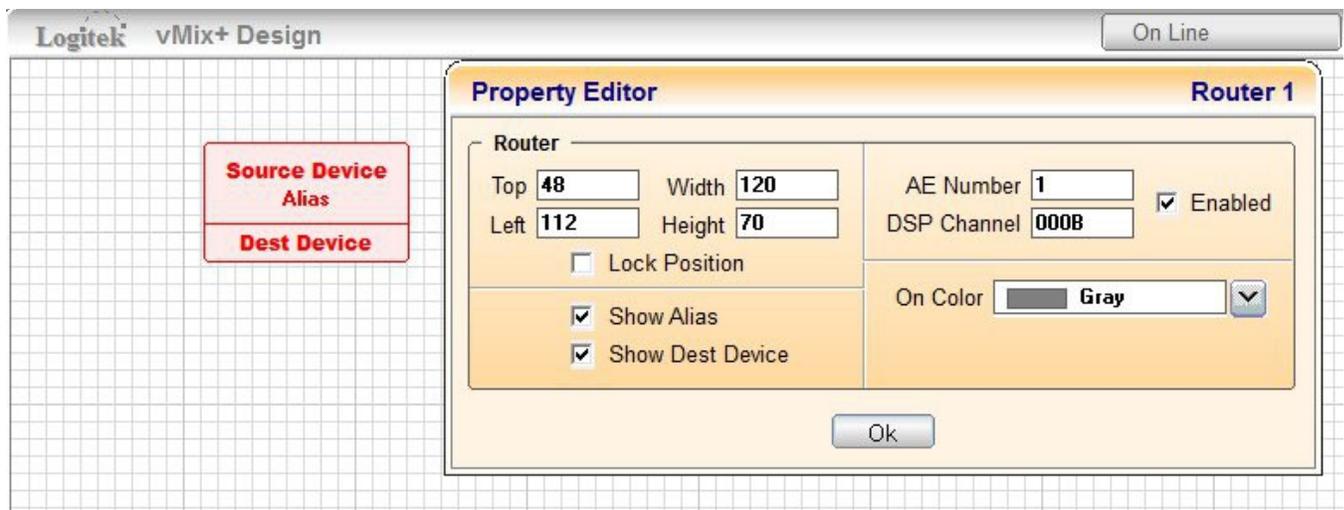
Enter the device number in hex of the delay crosspoint. The delay is usually on Router 1 or Router 2. On Port 1, the device number for Router 1 is 30 and Router 2 is device 31.

Background Color

Sets the background color of the widget.

Router (Single)

This widget allows sources to be routed to a fixed destination. The destination may either be a DSP crosspoint such as a fader or it may be the address of an output. As with physical routers in the Logitek system, the available sources are defined in the surface settings of AE Config (or JetStream Server) matching with the desired destination device.



Background – Top / Left / Width / Height

Adjust these values to suit your desired Router size and location. You can also click and drag to position your Router within the design layout. The fields will not allow you to make the Router larger than the screen size or to move the Router beyond the borders of the screen.

Lock Position

Tick this box to lock the widget in its current position.

Show Alias

When ticked, the router will show the Alias assigned to the source. The Alias is an 8 character field that can be tagged to a source via Supervisor/JetStream Server or via the Command Builder macro system.

Show Dest Device

When ticked, the router widget will display the surface label of the destination device.

AE Number

Enter the Audio Engine or JetStream number where the crosspoint is located.

Device Number

Enter the device number in hex of the crosspoint.

Enabled

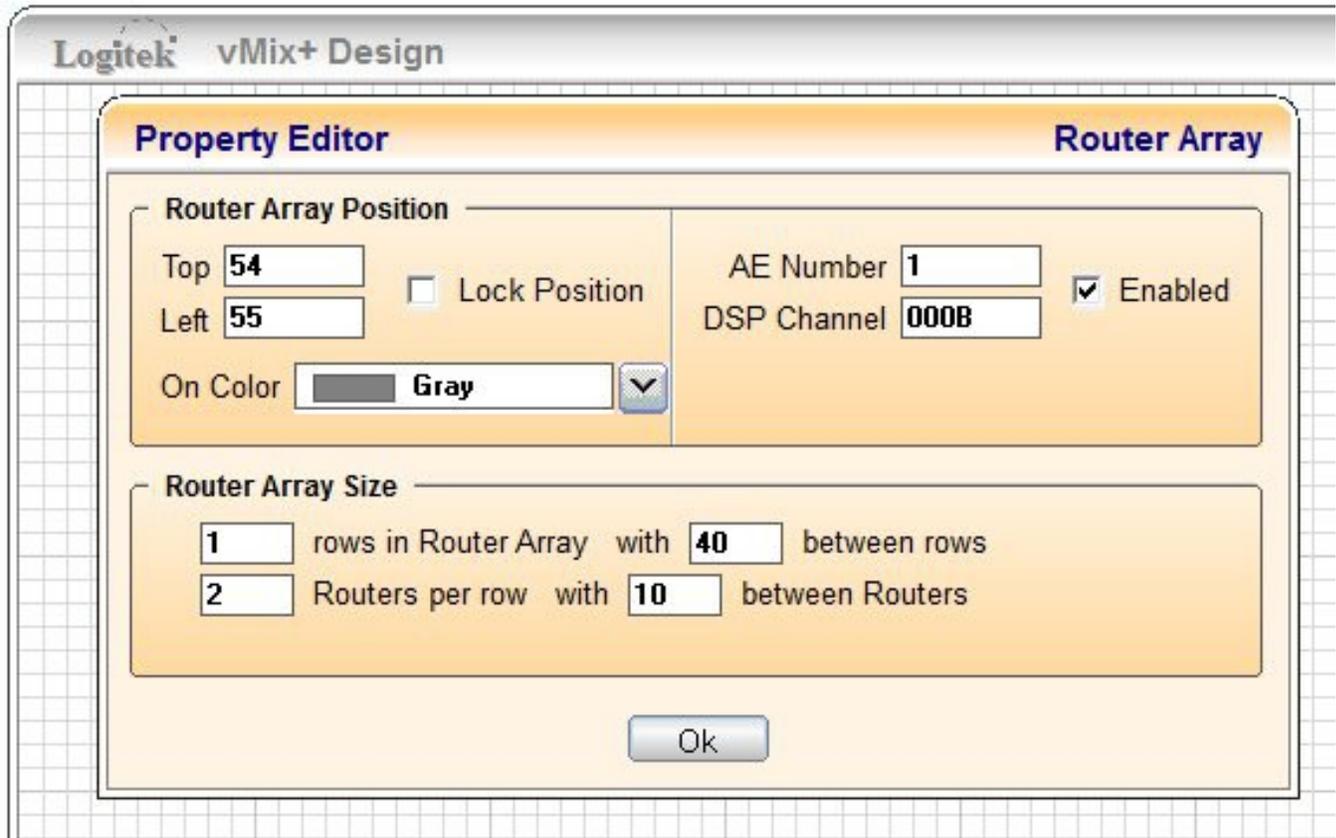
If ticked, the router will be active.

Background Color

Sets the background color of the widget.

Router (Array)

The Router Array feature simplifies creating more than one router widget. After selecting Router Array, click and drag the array to the desired position. This edit window will appear and give you the following options for setting up the first widget:



Background – Top / Left

Adjust these values to suit the desired location of the first router in the array.

Lock Position

Tick this box to lock the widget in its current position.

Background Color

Sets the background color of the widget.

Router Array Size

(number of rows) in Router Array with (number of pixels) between rows
(number of routers) per row with (number of pixels) between routers

AE Number

Defines the Audio Engine or JetStream Number

Device Number

Defines the device number of the crosspoint in hex for the first router, When the array is built, the device number will increment by one per router in the array.

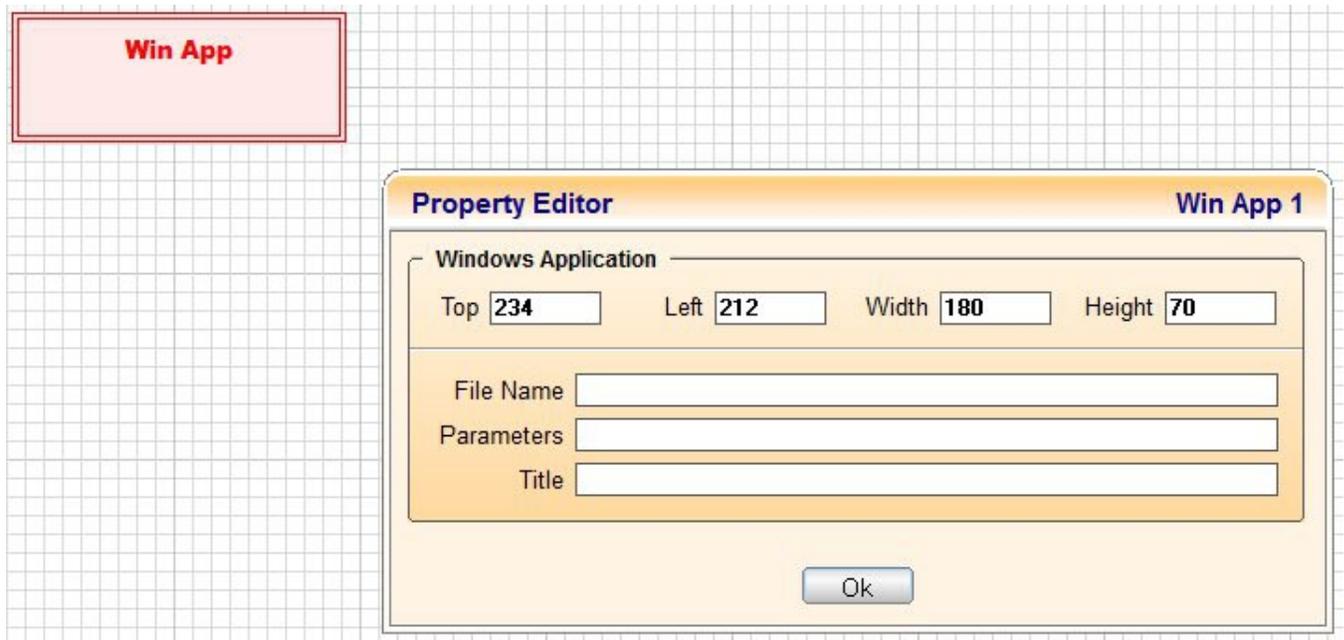
Enabled

Tick the box to make the router active. Untick to make the router inactive.

After the array is built, each individual widget may be edited by right clicking and editing as a single router widget.

Win App

Launches a Windows application and displays it within a vMix+ screen or tab. This would allow you to embed an automation program or other Windows application into a meter bridge.



Top / Left / Width / Height

Sets the location of the top and left of the widget, as well as the width and height.

File Name

The name of the file to be launched, including drive and path.

Parameters

Parameters that would follow the file name in a Windows shortcut, if any

Title

Displays a title above the application window.

13 vSnapshot Setup & Operation

This chapter describes the operation of the *vSnapshot* tool.

vSnapshot is a software application that provides a user-interface to allow the operator of a **Logitek** Digital Audio Control Surface to capture, store, recall and manage files containing all of the current user-adjustable parameters on the surface.

All values, such as fader levels, currently routed sources, EQ settings, limiter & compressor settings, bus assignments, etc; are captured and stored in a user-named file.

vSnapshot is designed to run on a computer connected via an IP network to a PC running **Logitek Supervisor** software. If applicable, *vSnapshot* may run on the same PC as *Supervisor*, however generally in practice it will be run on a PC in close proximity to the location of the Surface it will interact with.

vSnapshot relies on **Triggers** to tie its functionality to the control surface. **Triggers** are written to activate *vSnapshot* and assign that functionality to any user-programmable button on the surface.

The following Device and bus reservations have been made for *vSnapshot* functions:

All reservations rely on **Device02**.

Capture	Port 1=201	Port 2=211	Port 3=221
Recall	Port 1=202	Port 2=212	Port 3=222
Edit	Port 1=203	Port 2=213	Port 3=223

Turning these busses On and Off via **Triggers** causes the function to Execute and Cancel respectively.

Up to 50 user configured snapshots of the surface configuration for an Artisan or Mosaic surface.

Please see the Triggers for *vSnapshot* section below for specific programming information.

vSnapshot Shortcut Keys	
Keystroke	Function
ALT + A	Program "About" Box
ALT + M	Minimize vSnapshot
ALT + P	Page Change
ALT + S	Setup Page
ALT + T	Show/Hide Title Bar
ALT + X	Exit vSnapshot

Profile

It is not necessary to create a profile in *Supervisor*.

Operation

When you first run *vSnapshot*, it will appear as shown below.



Figure 42 - vSnapshot Startup Screen

To commence using *vSnapshot*, hold down the **ALT + T** keys on your keyboard. This will show the hidden tile bar and *vSnapshot* will now appear as shown below.



Figure 43 - vSnapshot Alt + T

Click on the **Setup** button to begin setting up vSnapshot to connect to the desired Engine and Surface that you wish to interact with. Once you have entered setup, you will need to set values for the following.

TIP: Alternatively you can enter Setup by pressing the **ALT + S** keys on the keyboard.

The Supervisor settings are entered as per the information contained in Setting Network parameters on Page 16.

Capture / Recall for – Audio Engine

Enter the Audio Engine number of the surface you wish to interact with.

Capture / Recall for – Surface Number

Enter the Surface number of the surface you wish to interact with.

To connect to the designated surface, press the **F1 Connect** button or press **F1** on your keyboard. To save the setting if you were looking at or making adjustments to the **Setup Page** and do not wish to connect, press the **F12 Done** button or press **F12** on your keyboard.

The *vSnapshot* Setup Page is shown below.

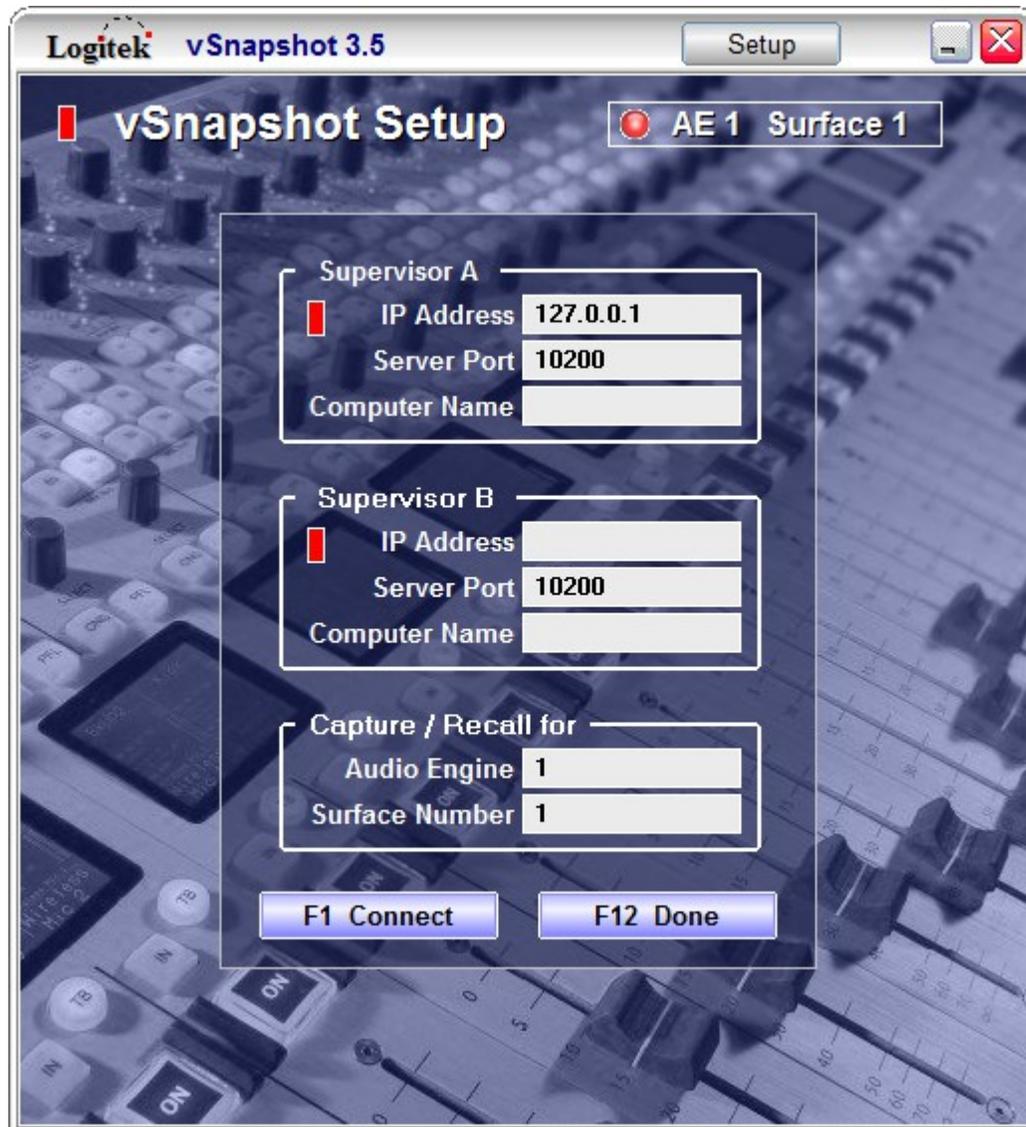


Figure 44 - vSnapshot Setup Page

Click and hold the mouse anywhere on the background image to drag vSnapshot to a desired location on the screen. This location is where vSnapshot will appear when it is active.

Once you have done this and setup the connection properties, *vSnapshot* will automatically connect each time it is launched and will indicate its connection via the two Green status lights. A connected *vSnapshot* is shown below.



Figure 45 - vSnapshot Connected

TIP: *vSnapshot* has four different pages. These are the **Capture**, **Recall**, **Edit** and **Setup** pages. Using the **ALT + P** keystroke combination will allow you to toggle between these pages.

You can now save the surface settings to individual files within *vSnapshot*. *vSnapshot* allows you to do this with the mouse only or with the mouse and keyboard together if you prefer.

Capture Page

To create a new file, firstly setup the surface with all the settings you wish to save and then run the Capture On Trigger. This would usually be done via a surface button, or using vButton.

You will now need to enter a name for the file. Do this by using either the keyboard or by clicking the mouse on the appropriate characters within the *vSnapshot* integrated keyboard. When you have entered the name, click on the **F1 Capture to File** button or press **F1** on the keyboard. A confirmation message will briefly appear. The file name will now appear in the list.

Click on the **F12 Done** button or press **F12** on the keyboard when finished. *vSnapshot* will minimize to the task bar.

An example of a created file is shown below.



Figure 46 - vSnapshot File Created

- 🔑 **TIP:** To change the settings for an existing file, repeat this process using an existing file rather than creating a new one.

Edit Page

To edit or delete an existing file, click the mouse on the name of the file you wish to edit or delete. The line containing this file name will now be highlighted.

To edit the File Name, simply amend the text as necessary, using either the keyboard or the integrated *vSnapshot* keyboard. When finished, click on the **F12 Done** button or press **F12** on the keyboard. You will then be prompted with three options. Choose the option by clicking on the appropriate button, **Done Without Save**, **Save then Done** or **Cancel Done**.

To delete this file, click on the **F1 Delete** File button, or press **F1** on the keyboard. You will be asked to confirm the delete action. Click **Cancel** or **Delete**. If you click **Delete**, you will receive a confirmation message of the deletion and then *vSnapshot* will automatically minimize.

You will now need to enter a name for the file. Do this by using either the keyboard or by clicking the mouse on the appropriate characters within the *vSnapshot* integrated keyboard. When you have entered the name, click on the **F1 Capture to File** button or press **F1** on the keyboard. A confirmation message will briefly appear. The file name will now appear in the list.

The *vSnapshot* Edit Page is shown below.



Figure 47 - vSnapshot Edit Page

Recall Page

To recall settings from an existing file, run the Recall On Trigger. This would usually be done via a surface button, or using vButton.

If you do not wish to recall settings, click on the **F12 Done** button, or press **F12** on the keyboard.

You will now need to select the file containing the desired settings. The selected File Name will become highlighted. Click on the **F5 Recall From File** button or press **F5** on the keyboard. A confirmation message will briefly appear and vSnapshot will automatically minimize.

Click on the **F12 Done** button or press **F12** on the keyboard when finished. vSnapshot will minimize to the task bar.

The vSnapshot Recall Page is shown below.



Figure 48 - vSnapshot Recall Page

Triggers for vSnapshot

vSnapshot requires **Triggers** to operate. Examples of these **triggers** are shown below. These examples are written for a *Mosaic* surface located on **Port 1** of **Audio Engine 1**. These **triggers** can be changed to suit different **Ports**, **Audio Engines** and **Surface** types.

 **TIP:** If available buttons are a premium on your surface, you can use *vButton* to activate the triggers.

Capture On Trigger

The following is an example of the **Capture On Trigger**:

```
trigger ae1 device28 bus42 on      ~ assigns trigger to button
cmd ae1 device02 bus201 on        ~ launches vSnapshot capture mode
cmd ae1 device27 bus42 on        ~ turns on button lamp
```

Capture Off Trigger

The following is an example of the **Capture Off Trigger**:

```
trigger ae1 device02 bus201 off   ~ assigns trigger to device and bus
cmd ae1 device27 bus42 off       ~ turns off button lamp
```

Recall On Trigger

The following is an example of the **Recall On Trigger**:

```
trigger ae1 device28 bus43 on     ~ assigns trigger to button
cmd ae1 device02 bus202 on        ~ launches vSnapshot recall mode
cmd ae1 device27 bus43 on        ~ turns on button lamp
```

Recall Off Trigger

The following is an example of the **Recall Off Trigger**:

```
trigger ae1 device02 bus202 off   ~ assigns trigger to device and bus
cmd ae1 device27 bus43 off       ~ turns off button lamp
```

Edit On Trigger

The following is an example of the **Edit On Trigger**:

```
trigger ae1 device28 bus44 on     ~ assigns trigger to button
cmd ae1 device02 bus203 on        ~ launches vSnapshot edit mode
cmd ae1 device27 bus44 on        ~ turns on button lamp
```

Edit Off Trigger

The following is an example of the **Edit Off Trigger**:

```
trigger ae1 device02 bus203 off    ~ assigns trigger to device and bus
cmd ae1 device27 bus44 off        ~ turns off button lamp
```

→ *See the Release Notes for vSnapshot for further information on Bus assignments.*

14 vTranslator 3.6 Setup & Operation

This chapter describes the operation of the *vTranslator* 3.6 tool.

vTranslator is a new *vClient* application that works with *Supervisor* 3.6. It is designed to allow third-party applications to communicate with *Supervisor* through the sending of text strings via UDP and/or serial COM ports.

vTranslator supports up to 100 clients which may be either UDP ports or COM ports as needs dictate. Each client uses its own conversion file. Although conversion files do not need to be located in the same folder as the *vTranslator* application, **Logitek** recommends that they be located in the same folder for simplicity.

Profile

Before using *vTranslator*, it is necessary to create a profile in *Supervisor*.

Using the numbered tabs down the right hand side of the **Profile Page** in *Supervisor*, select which profile number you wish to configure. Enter a suitable **Profile Title**.

A user will also need to be setup with the **User Setup** page in *Supervisor*.

→ *See the Supervisor Reference Manual for further details on User Setup.*

Profile Setup – Allowed Source Devices

The profile setup configures the Allowed Sources for *vTranslator*.



You must setup a vGuest profile containing Allowed Source Devices within *Supervisor*.

Commands received from Sources that are not specified in the Allowed Source Devices will not be executed, and as of Supervisor 3.6.4.0 an error message will be displayed in the Network Client Log to indicate the device is not in the allowed list.

AE Number

Specifies which **Audio Engine** this Source Device is present on.

Source Device

Specify the **Source Device Number** that is allowed to be received by *vTranslator*. This is entered in HEX.

 **TIP:** Input device numbers start from 0100.

Device Name

Once you have entered the AE Number and Source Device values, the **Device Name** will automatically be populated by *Supervisor*.

Profile Setup – Allowed Destination Devices

The profile setup configures the Allowed Destinations for *vTranslator*.



You must setup a vGuest profile containing Allowed Destination Devices within *Supervisor*.

Commands received from Sources that are not specified in the Allowed Source Devices will not be executed, and as of *Supervisor 3.6.4.0* an error message will be displayed in the **Network Client Log** to indicate the device is not in the allowed list.

AE Number

Specifies which **Audio Engine** this Destination Device is present on.

Dest Device

Specify the **Destination Device Number** that is allowed to be controlled via *vTranslator*. This is entered in HEX.

 **TIP:** Output device numbers start from 006E.

Device Name

Once you have entered the AE Number and Dest Device values, the **Device Name** will automatically be populated by *Supervisor*.

Once finished, click **Save All** to save the changes to the profile.

Profile Setup – vGuest Profile

These buttons allow simple configuration for the *vGuest* Profile.

Save All Button

Saves all changes made. Always use this button when creating or editing *vGuest* profiles.

Copy Button

Copies all profile settings on the current **Profile Tab**. You can use this button to simplify the task of creating additional **vGuest** profiles. Go to the **Profile Tab** that contains the information you require and execute the **Copy** button.

Paste Button

Pastes the previously copied profile settings to the current **Profile Tab**. You can use this button to simplify the task of creating additional **vGuest** profiles. Go to the **Profile Tab** that you wish to duplicate the information in and execute the **Paste** button.

Clear Button

Clears all profile settings on the current **Profile Tab**. You can use this button to simplify the removal of unneeded data from **vGuest** profiles. Go to the **Profile Tab** that contains the information you no longer require and execute the **Clear** button.

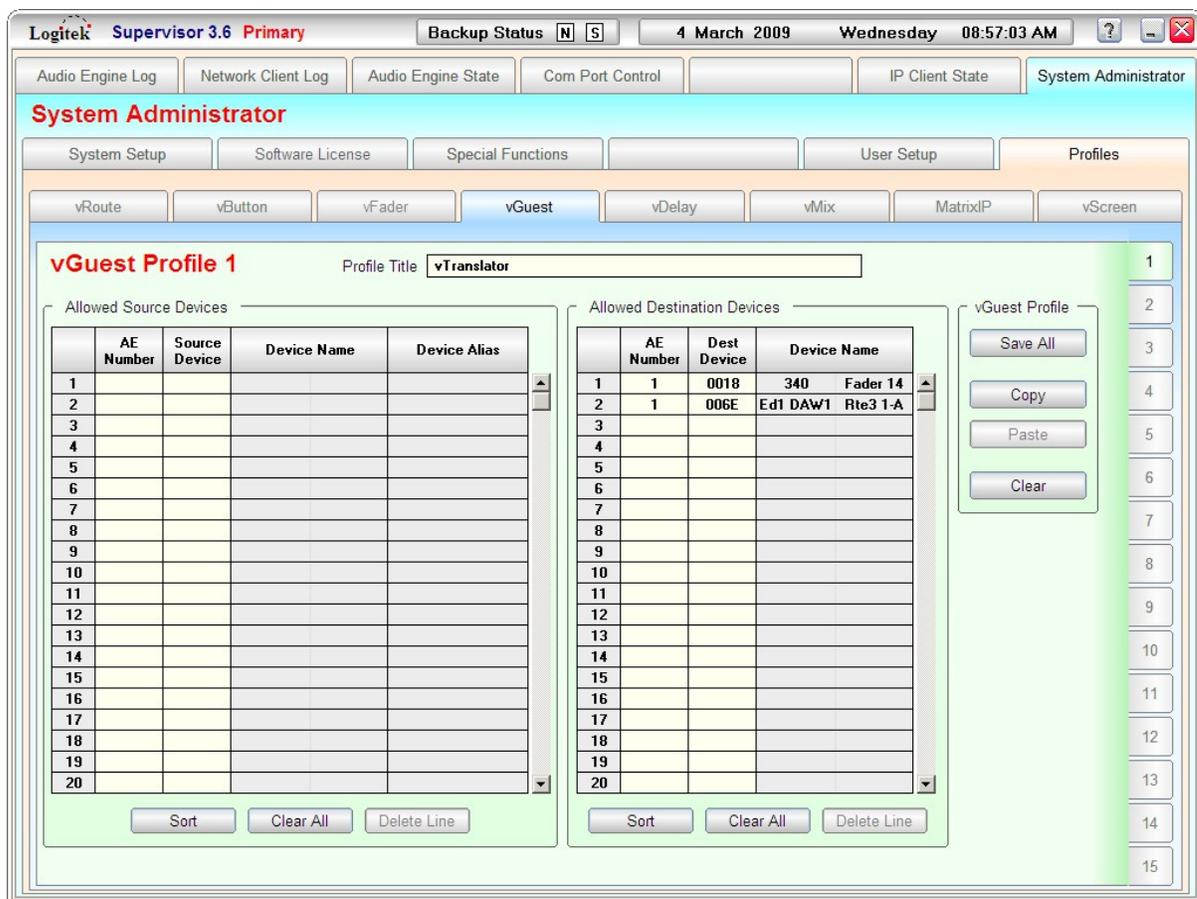


Figure 49 - vGuest Profile Setup Page

Conversion Files

vTranslator uses conversion files (lookup tables) to translate the text strings it receives into commands. Incoming strings are compared to the defined strings in the conversion file and if a match is found the associated command string is sent to *Supervisor* in standard **Logitek vGuest** protocol format. *Supervisor* then executes those commands in the same way it would, if it had received the command directly from a *vGuest* client.

The conversion file is a standard ASCII text file (*.txt) that may be written and edited using a text editor such as *Notepad*.

A **Delimiter** character must be chosen to use as the separator in the conversion file between the incoming string and the commands to execute. As an example, the asterisk character * could be chosen, but it must not be a character that is included as part of an incoming string from an Automation System. *vTranslator* considers everything to the left of the **Delimiter** character as the incoming command and everything to the right of the **Delimiter** character as the command/s to execute. Leading and trailing spaces before and after the **Delimiter** are ignored. These spaces can assist to easily read the text inside a **Conversion File**.

The defined text string may be anything you choose, so long as the sending device can generate it. The associated command line must follow strict **Logitek** guidelines which are similar to, but not exactly the same as, those used in the **Logitek CommandBuilder** scripting language.

→ See *vTranslator Example Commands for examples of Conversion File content*.

Application Setup

When you login to *vTranslator*, it will connect to *Supervisor*.

Once connected to *Supervisor*, *vTranslator* will show a line for each **Client** listed in that user's profile. Clients that are not yet configured will be listed at the top. These should be deleted to avoid confusion.

Supervisor IP Socket Log

The **Supervisor IP Socket Log** window keeps track of commands that are sent from *vTranslator* to *Supervisor*. These entries are also time-stamped for easy reference against the client log. All commands sent to *Supervisor* are in the **Logitek P2 Protocol** format which takes the form of a string of two-digit hex characters.

Show raw receive data Tickbox

The **Show raw receive data** check box for the **Supervisor IP Socket Log** window will only display the data received from *Supervisor* during connection, as *Supervisor* does not send any data to *vTranslator* during normal operation.

Client Log

The **Client Log** window displays the incoming text strings being received by *vTranslator*. Each line is time-stamped and indicates the client port on which it was received. If the receiving port is a UDP client, the originating IP address and UDP PORT number will be displayed.

If the received text string is not found in the associated conversion file the message `<no match>` and the text string will be displayed. If the received text string matches one found in the associated conversion file then only the received text string is displayed.

The **Client Log** also displays some basic error messages and status reports whenever it reads a conversion file (at startup, when the **Read File** button is pressed, or when exiting the **Client Edit** page). If the conversion file is not found the message: `Conversion file filename.txt not found` will appear.

If the file is found, *vTranslator* checks all of the lines in the conversion file for the presence of the selected delimiter character. If found in all lines, the message: `Conversion file filename read Ok` will appear.

If a delimiter is missing or does not match the selected delimiter character the file-name and line # will be displayed with the message: `Conversion File filename line# no delimiter.`

Show raw receive data Tickbox

The **Show raw receive data** check box in the **Client Log** window enables the display of incoming data bytes as they are received (before decoding). This is useful in troubleshooting commands being generated from a third party system as it can confirm what is being received.

Num	Client	Conversion File Name	Delimiter
1	UDP 1 p10220	C:\Logitek3.6\ccu.txt	*
2	COM 5	P:\John\ccu.txt	*

Figure 50 - Clients List

Add Client Button

To add a **Client** to the list click the **Add Client** button at the lower left. You may click this several times in succession to add multiple clients. As you add Clients you will see the rows in the list of Clients increase accordingly. The maximum number of clients allowed is 100.

Delete Client Button

To delete an existing **Client**, highlight the client in the list and click the **Delete Client** button.

Edit Client Button

To edit an existing **Client**, click on the **Client** in the list that you wish to edit and then click the **Edit Client** button. This will open the **Client Edit** page.

Client Edit Page

The **Available Ports** list will display the next available UDP port followed by all installed COM ports. To select a port simply highlight the desired port and click the **Assign Port** button. To change a Port assignment, click on the **Remove Port** button.

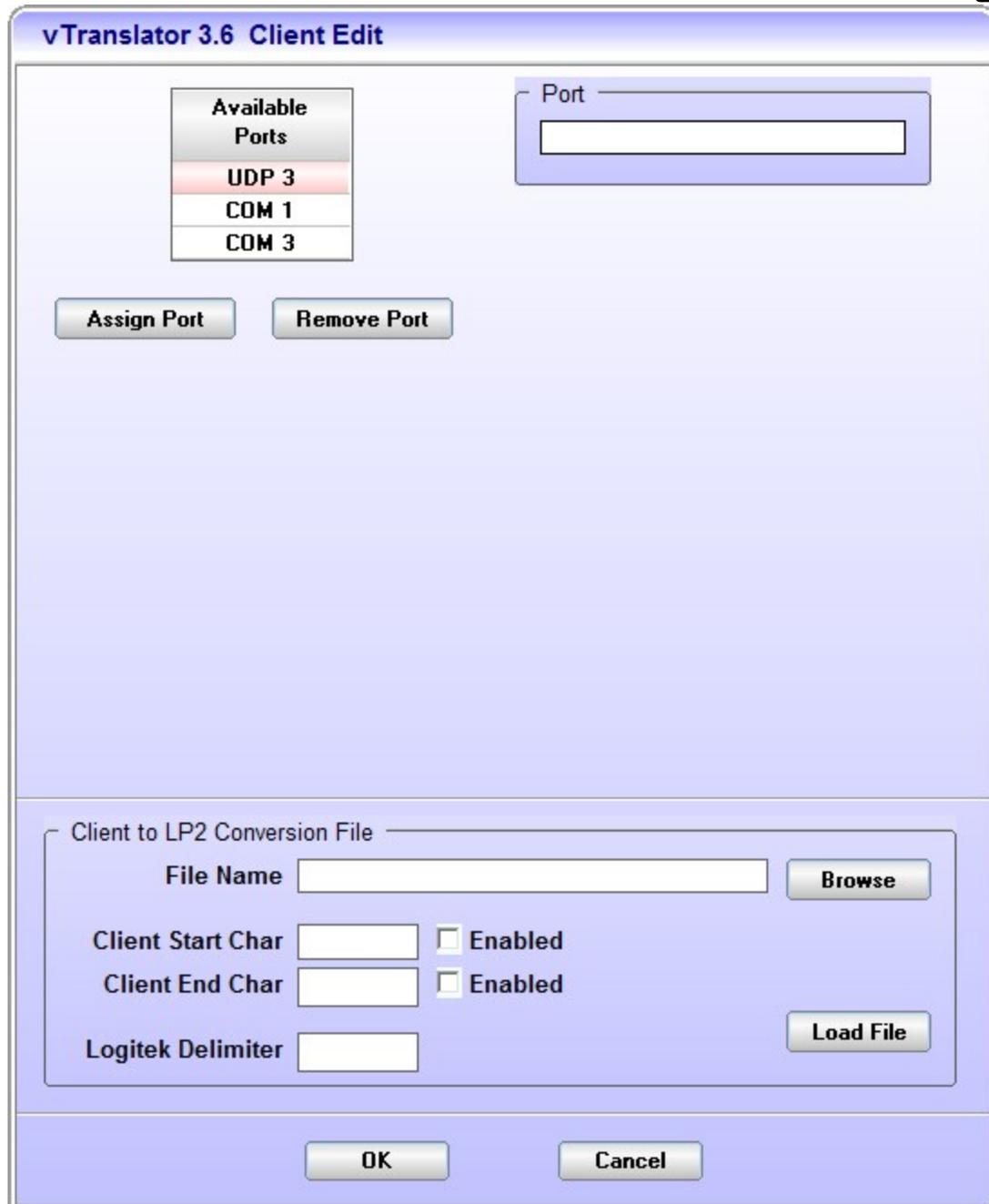


Figure 51 - Client Edit Page

UDP Port Setup – Listen on UDP Port

If you selected the UDP port you will need to enter the UDP Port number on which *vTranslator* should listen. To do this, enter the port number in the **Listen on UDP Port** field. If an incoming string addressed to the local IP address and UDP Port number you assigned, matches an entry in the associated conversion file its associated command will be sent to *Supervisor*.

UDP Port Setup – Remote Server

The **Remote Server** box may be used to specify an IP address and UDP Port number for the originating location of the UDP message. If you wish to use this feature, you must tick the **Listen to this Remote only** box.

UDP Port Setup – Client to LP2 Conversion File

Click on the **Browse** button to browse to the conversion file.

UDP Port Setup – Client Start Char/Client Stop Char

When a device uses a known ASCII character to start and stop a command, enter it in the appropriate field and tick the **Enable** box. If a start character is entered and enabled, and no stop character is defined/enabled (or if it is defined/enabled but not received) *vTranslator* will stop parsing upon receiving the next start character.

Using the **Client Start Char/Client Stop Char** enables *vTranslator* to properly process multiple commands that are sent all at once. It also allows the program to process commands more quickly because it doesn't have to wait for serial transmissions to end before it begins to work. Using this feature speeds up processing by at least 1/10th of a second.

Without the **Client Start Char/Client Stop Char** enabled, the entire incoming string will be processed as one command and must exactly match what is in the conversion file in order for the command to execute.

If the **Client Start Char/Client Stop Char** are also entered in the conversion file, *vTranslator* will ignore the extra characters in the conversion file.

As an example, **Premiere Radio Networks** in the USA uses a # to start transmission and a @ to end transmission within their Satellite Receiver. The command coming from the satellite receiver looks like #RLLOCAL@. You can enter either #RLLOCAL@ or RLLOCAL before the delimiter in the conversion file and we will process it correctly as long as you define # as the start and @ as the stop character on the edit page of *vTranslator*.

Using the **Client Start Char** and **Client End Char** fields allows *vTranslator* to process multiple commands that are sent at the same time in a single string. For example, an Automation System may send the string #FNLOCAL@#NOCTOH@#FSLOCAL@. Without the **Client Start Char** and **Client Stop Char** functionality, *vTranslator* would be unable to process this string as three separate commands. In most cases, *vTranslator* would not find a match and therefore would not process any commands at all.

UDP Port Setup – Logitek Delimiter

The delimiter character of your choice should be entered in the ***Delimiter*** box.

- 🔊 **TIP:** Care should be taken to choose a delimiter character that is not normally used in the strings that will be sent.

UDP Port Setup – Load File button

The ***Load File*** button is provided to force a read of the conversion file after you have edited the text file. This prevents having to restart the *vTranslator* application every time you make a change to a conversion file.



Figure 52 - UDP Port Assigned

COM Port Setup – Baud Rate / Parity / Data Bits / Stop Bits

If you selected the COM Port you will need to enter the options for **Baud Rate**, **Parity**, **Data Bits** and **Stop Bits**. To do this, select the appropriate tick box for each option.

COM Port Setup – Client to LP2 Conversion File

Click on the **Browse** button to browse to the conversion file.

COM Port Setup – Client Start Char/Client Stop Char

When a device uses a known ASCII character to start and stop a command, enter it in the appropriate field and tick the **Enable** box. If a start character is entered and enabled, and no stop character is defined/enabled (or if it is defined/enabled but not received) *vTranslator* will stop parsing upon receiving the next start character.

Using the **Client Start Char/Client Stop Char** enables *vTranslator* to properly process multiple commands that are sent all at once. It also allows the program to process commands more quickly because it doesn't have to wait for serial transmissions to end before it begins to work. Using this feature speeds up processing by at least 1/10th of a second.

Without the **Client Start Char/Client Stop Char** enabled, the entire incoming string will be processed as one command and must exactly match what is in the conversion file in order for the command to execute.

If the **Client Start Char/Client Stop Char** are also entered in the conversion file, *vTranslator* will ignore the extra characters in the conversion file.

As an example, **Premiere Radio Networks** in the USA uses a # to start transmission and a @ to end transmission within their Satellite Receiver. The command coming from the satellite receiver looks like #RLLOCAL@. You can enter either #RLLOCAL@ or RLLOCAL before the delimiter in the conversion file and we will process it correctly as long as you define # as the start and @ as the stop character on the edit page of *vTranslator*.

Using the **Client Start Char** and **Client End Char** fields allows *vTranslator* to process multiple commands that are sent at the same time in a single string. For example, an Automation System may send the string #FNLOCAL@#NOCTOH@#FSLOCAL@. Without the **Client Start Char** and **Client Stop Char** functionality, *vTranslator* would be unable to process this string as three separate commands. In most cases, *vTranslator* would not find a match and therefore would not process any commands at all.

COM Port Setup – Logitek Delimiter

The delimiter character of your choice should be entered in the **Delimiter** box.

TIP: Care should be taken to choose a delimiter character that is not normally used in the strings that will be sent.

COM Port Setup – Load File button

The **Load File** button is provided to force a read of the conversion file after you have edited the text file. This prevents having to restart the *vTranslator* application every time you make a change to a conversion file.

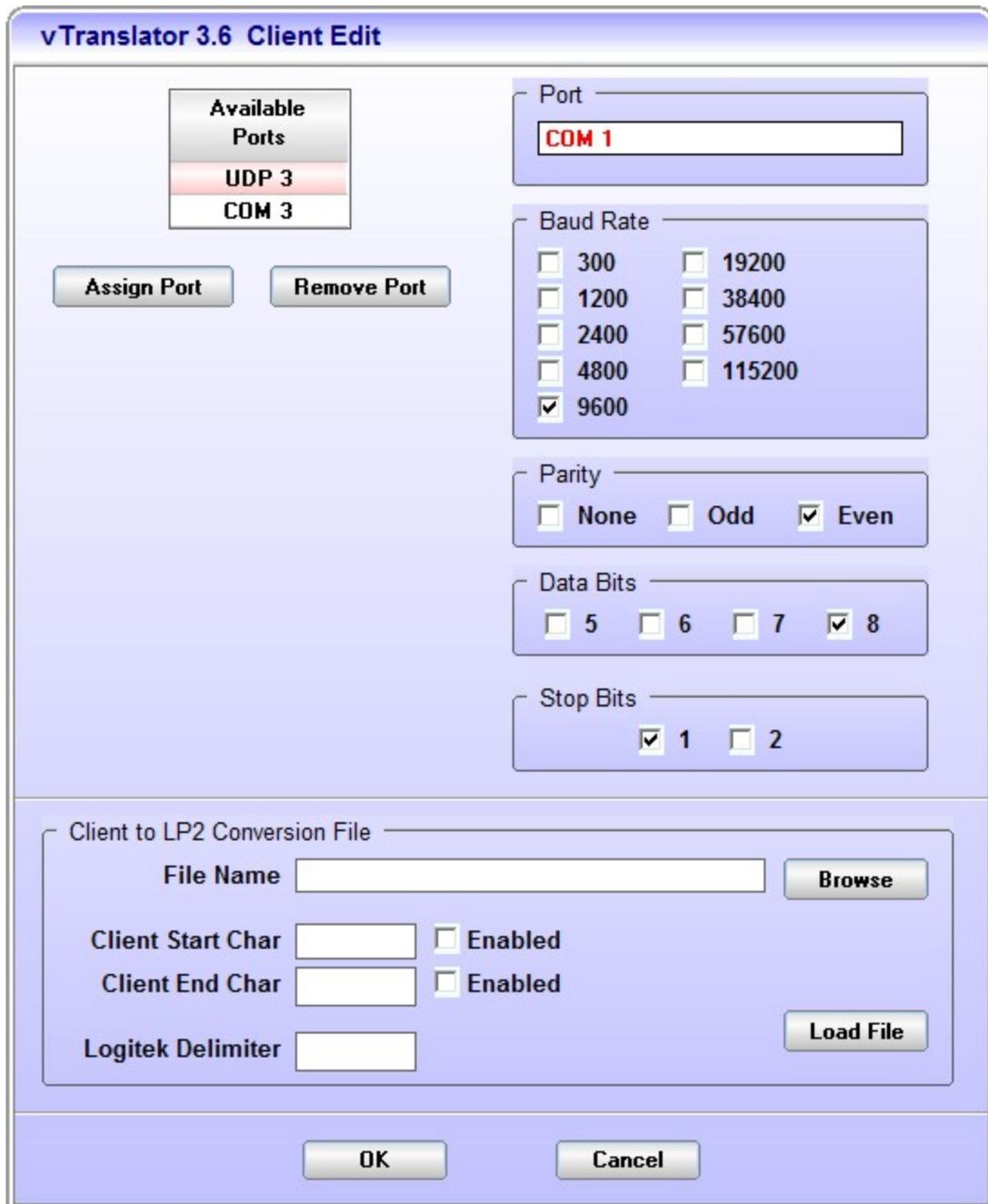


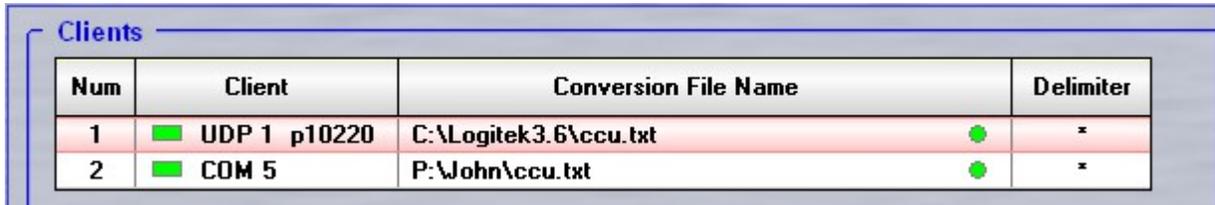
Figure 53 - COM Port Assigned

Clicking the **Ok** button at the bottom will exit the **Client Edit** page and return you to the main screen of *vTranslator*.

Operation

Client List

Each entry in the Client List includes information to help you see the status of each client easily. This is shown in Figure 54 below.



Num	Client	Conversion File Name	Delimiter
1	UDP 1 p10220	C:\Logitek3.6\ccu.txt	*
2	COM 5	P:\John\ccu.txt	*

Figure 54 - Clients List

For UDP clients the UDP Port number you specified is displayed, along with the client name.

The triangular icon indicates that UDP Port is listening to a specific IP address and UDP PORT number at the originating end. This setup was defined earlier in the UDP Port Setup – Remote Server section.

The rectangular icon indicates a general connection for both UDP and COM clients.

The color of the icon indicates the status of the connection. Green indicates open and red indicates not open.

The **Conversion File Name** associated with each client is displayed to the right of the **Client Name**. The small circle icon is an indicator of whether that file was found or not. Green indicates file found and red indicates file not found. If the conversion file is not found, then the associated client port will not open.

The selected **Delimiter** character for each client and associated conversion file is displayed in the right hand column. This is the character you have chosen to use as the separator in the conversion file between the incoming string and the commands to execute.

vTranslator Example Commands

The following, are examples of *vTranslator* text file content.

Action Words

The following action words are supported and must be used in the syntax as shown:

Keyword	Syntax	Explanation
Route	route s[####] to d[####]	s=source d=destination ####=hex address
Level	level ###	Sets fader level to a value from 0 -255. 195 = unity
On	bus # on	Turns on the designated bus number
Off	bus # off	Turns off the designated bus number

Other supported keywords are:

AE # indicates the audio engine # the command is to be sent to
 Surface # indicates the surface # the command is being sent to
 Device # indicates the device # the command is being sent to
 Fader # specifies a fader channel destination
 Bus # specifies the bus number for an ON or OFF command



Only the `route` command supports the use of the **sBracket** and **dBracket** notation. All other commands must use the `device#` notation. When using the **sBracket** and **dBracket** notation, the correct usage is `s[####]` and `d[####]`, where `####` is the 4 digit hex address of the source or destination. This notation is only supported for the `route` command, and is the only supported method of addressing for the `route` command. *vTranslator* does not support the use of the `s[source]` and `d[destination]` nomenclature as used in *CommandBuilder*.

Conversion File Examples

The text to the left of the delimiter character is the user defined text string. Leading and trailing spaces before and after the delimiter are ignored, but used to easily separate the user defined text from the command/s being sent.

The text to the right of the delimiter is the **Logitek** command to be sent. Certain keywords, similar to those used in **Logitek CommandBuilder** scripting language may be used to make the commands more understandable to the user. However, some advanced knowledge of the **Logitek** system and device numbers of sources and destinations, etc. is required.

- 🔔 **TIP:** The device numbers of sources and destinations may be obtained by using the **Engine State Page** in *Supervisor*. Destination device numbers are listed down the left side of the page. Source device numbers are listed in the “fly-out” **Available Source Device** list.

Source On/Off

Turns a source on or off.

Incoming Command	Engine	Surface	Device	Bus	State
User Defined	ae#	surface#	device####	bus#	on off

- The **Incoming Command** must be followed by the **Delimiter** character.
- The **Bus** for a **Device** on a given **Surface** may be turned on or off.
- This command should include the **Audio Engine** number and **Surface** number. *Supervisor* will assume **Audio Engine 1** and **Surface 1** if these are not defined.
- This command must include the **Device** number and **Bus** number. Leading zeros in the **Device** number are not required, but can be used if desired.
- One of the keywords ON or OFF is also required.

In the following example, the first audio card in your Automation System is device0100 in Audio Engine 1. The command coming from the Automation System is PLAY1. The delimiter used in the conversion file is an asterisk *.

You will need to enter AE1 and 0100 in the **Allowed Source Devices** in the *vGuest Profile Page*. Enter the following in your conversion file to turn on the fader for the source. The engine will turn on the source at the first fader it finds the device number on surface 1.

```
PLAY1 * surface1 device0100 bus 0 on
```

-  **TIP:** If no `surface` is specified, `surface1` is assumed. As such, **Logitek** recommends always specifying the `surface`. This keeps code similar and reduces the chance of inadvertently specifying the wrong `surface`.

The following command would execute the same function on `surface 2`.

```
PLAY1 * surface2 device0100 bus0 on
```

-  **TIP:** When specifying a Device Number as in the above example, it is not necessary to include the leading zeros. It is also acceptable to have a space between the words and digits in `surface`, `device` and `bus`.
- Therefore, `PLAY1 * surface 2 device 100 bus 0 on` will produce the same result.



The `device` keyword cannot be used with a **Route** command. **Route** commands can only use `s[####]` and `d[####]` keywords.



The `device` keyword cannot be used with a **Level** command. **Level** may only be used with the `fader` keyword.

The following are further examples of using the `device` keyword to turn on/off a bus.

```
#RRREJOIN@ * device0100 bus0 on  
#JCLOCAL@ * device 73 bus 1 on  
#JRLOCAL@ * device74 bus56 on
```

-  **TIP:** When specifying a Device Number as in the above examples, it is not necessary to include the leading zeros. It is also acceptable to have a space between the words and digits in `device` and `bus`.

Set Fader Level

Sets the Fader level of a specified fader.

Incoming Command	Engine	Surface	Destination	Keyword	Value
User Defined	ae#	surface#	fader#	level	0 to 255 -INFINITY to +10dB OFF INF

- The **Incoming Command** must be followed by the **Delimiter** character.
- This command must include the **Audio Engine** number, **Surface** number, the fader number and the required keyword `LEVEL`.
- The **Destination Device** number must NOT be used.
- The **Fader Level** value must be expressed in internal **Audio Engine** units (0-255).
- A value of 195 is equal to unity gain, or 0 dB.



The keyword `level` may only be used with a `fader` command, expressed as `fader #`.

The following are examples of using the `level` keyword for a fader.

```
#AMLOCAL@ * ae1 surface 2 fader 1 level 195
#AMLOCAL@ * ae1 surface1 fader3 level195
```

- 🔊 **TIP:** When specifying a Surface Number and Fader Number as in the above examples, it is acceptable to have a space between the words and digits in `surface`, `fader` and `level`.

The following example is not allowed, as it attempt to use the `level` keyword with a Device Number.

```
#AMLOCAL@ * ae1 device 110 level 195
```

Input Route

Assigns a specified Source Device to a Destination Device.

Incoming Command	Engine	Surface	Keyword	Source	Keyword	Destination
User Defined	ae#	Not Used	route	s[####]	to	d[####]

- The **Incoming Command** must be followed by the **Delimiter** character.
- This command should include the **Audio Engine** number. *Supervisor* will assume **Audio Engine 1** if this is not defined.
- This command must include the required keyword **ROUTE**.
- The **Source Device** must be specified using the `s[####]` notation, where the `####` is the 4 digit Hex Address of the **Source Device**. All 4 digits **MUST** be included.
- The **Destination Device** must be specified using the `d[####]` notation, where the `####` is the 4 digit Hex Address of the **Destination Device**. All 4 digits **MUST** be included.
- The keyword **TO** must be used.
- The keyword **DEVICE** cannot be used with a **Route** command

The following are examples of the **Route** command:

```
#AMROUTE@ * ae1 route s[0100] to d[006E]
#PMROUTE@ * ae1 route s[0100] to d[008D]
```

- 🔊 **TIP:** To perform multiple actions from a single incoming command, you must use a **Trigger** created in *CommandBuilder*.

Logging in vTranslator

The following string is an example of content logged in *vTranslator*:

```
s 02065201000B0100
```

This example translates as:

At 16:01.51 a command was sent, *s* which was a Logitek P2 command 02 that is six bytes long 06 and is a Channel ON 52 command being sent to Engine 1 01, Fader 1 00 0B of Surface 1 01 ON/OFF Switch 00.

vTranslator is limited to the following commands that may be sent to Supervisor:

- Channel ON 52 turns the designated channel ON
- Channel OFF 53 turns the designated channel OFF
- Route 54 routes a source to a destination
- Level ### 56 sets the fader level (### = 0 - 255) 195 = unity gain

15 Release Notes

What's New in vButton 3.6

- The individual panel engine connection LED will be GREEN if that engine is online and will be RED if that engine is offline..
- 16 character Device Name support in all v3.6 editions.
- Allows "-" and "." in NetBIOS computer name.

Release Notes

The following notes detail known issues, version history and current release of *vButton*.

Known Issues

As at August 2009, there are no issues registered against *vButton*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- Fixed a bug where ping from Supervisor was not handled properly and vButton would cease to respond.

Release History

Following is the maintenance release history for this version of *vButton*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vButton3.6	3.6.1.0	30-Apr-09	▪ First release.
vButton3.6	3.6.2.0	10-Aug-09	▪ Fixed a bug where ping from Supervisor was not handled properly and vButton would cease to respond.

What's New in vChange 3.6

- All new application.
- Allows "-" and "." in NetBIOS computer name.

Release Notes

The following notes detail known issues, version history and current release of *vChange*.

Known Issues

As at August 2009, there are no issues registered against *vChange*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- No known issues for resolution.

Release History

Following is the maintenance release history for this version of *vChange*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vChange3.6	3.6.1.0	01-May-09	▪ First release.

What's New in vDelay 3.6

- Added ability to label control panel with text (entered in profile setup in Supervisor) to help identify studio being controlled (if label is left blank – the engine number will be displayed).
- The label (or engine number) and the small LED indicator to the left of the label will be GREEN if the engine is on-line. These will turn RED if the engine is off-line. (NOTE: Green ONLINE button on title-bar of application indicates that vDelay is connected to Supervisor. Green LEDs & Label Text indicate that individual control panels are connected to their specific engine.)
- If engine being controlled is off-line (RED TEXT) – all buttons on the control panel become inactive.
- Title bar may be toggled on/off using ALT-T key-combination (application will “shrink-wrap” to size of active control panels).
- vDelay generates an “instance ID” when it connects to Supervisor. This ID number is displayed on the Supervisor IP Client State page. The ID helps to identify multiple instances of vDelay when clients are re-connecting to Supervisor in the event of a crash. Supervisor will only allow clients with unique IDs to connect – thereby eliminating the possibility of the same client connecting twice.
- 16 character Device Name support in all v3.6 editions.
- Allows “-” and “.” in NetBIOS computer name.

Release Notes

The following notes detail known issues, version history and current release of vDelay.

Known Issues

As at August 2009, there are no issues registered against vDelay. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- No known issues for resolution.

Release History

Following is the maintenance release history for this version of vDelay. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vDelay3.6	3.6.1.0	29-Apr-09	▪ First release.

What's New in vManager 3.6

- All new application.

Release Notes

The following notes detail known issues, version history and current release of *vManager*.

Known Issues

As at August 2009, there are no issues registered against *vManager*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- No known issues for resolution.

Release History

Following is the maintenance release history for this version of *vManager*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vManager3.6	3.6.1.0	07-Apr-09	▪ First release.

What's New in vMix 3.6

- Input meters on fader channels are now functional (requires SA-DSP card in engine)
- Bus assignments (Program, Aux 1- 8) are displayed on fader channel and update as changes are made on surface or in Supervisor
- Mode display of fader channel updates as changes are made on surface or in Supervisor
- 16 character source names in STUDIO, MONITOR, PHONES drop-down lists are displayed correctly
- Input device list in Fader Change section no longer overwrites the “take device” button if the list is longer than 19 sources
- Labels on SOFTKEY BUTTONS and BRIDGE BUTTONS now work properly
- Maximum + trim value display has been corrected from +20db to +10db
- Profile name is now displayed on title bar of application
- vMix generates in “instance ID” when it connects to Supervisor. This ID number is displayed on the Supervisor IP Client State page. The ID helps to identify multiple instances of vMix when clients are re-connecting to Supervisor in the event of a crash. Supervisor will only allow clients with unique IDs to connect – thereby eliminating the possibility of the same client connecting twice.
- 16 character Device Name support in all v3.6 editions.
- Allows “-” and “.” in NetBIOS computer name.

Release Notes

The following notes detail known issues, version history and current release of *vMix*.

Known Issues

As at August 2009, there are no issues registered against *vMix*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- Fixed Screen Display so that Mixer appears OFF LINE (no active meters, etc) when not connected to Supervisor.

Release History

Following is the maintenance release history for this version of *vMix*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vMix3.6	3.6.1.0	30-Apr-09	▪ First release.
vMix3.6	3.6.2.0	10-Aug-09	▪ Fixed Screen Display so that Mixer appears OFF LINE (no active meters, etc) when not connected to Supervisor.

What's New in vRoute 3.6

- Added labels to the left side of panel display to identify each row of information (SOURCE, ALIAS, DEST)
- Added Engine # in corner of each button to identify which engine that button is connected to.
- Color of button now indicates the status of the engine it is connected to. Green means the engine is online. Red means the engine is offline. If engine is offline the button will be non-operational.
- Improved drop-down source selection list to highlight currently routed source in GREEN and provide a moving RED highlight for new selection.
- Drop-down selection list now provides an "X" in the upper right to exit without making a selection if desired
- Profile name is now displayed on title bar of application
- Title bar may be toggled on/off using ALT-T key-combination
- vRoute generates an "instance ID" when it connects to Supervisor. This ID number is displayed on the Supervisor IP Client State page . The ID helps to identify multiple instances of vRoute when clients are re-connecting to Supervisor in the event of a crash. Supervisor will only allow clients with unique IDs to connect – thereby eliminating the possibility of the same client connecting twice.
- 16 character Device Name support in all v3.6 editions.
- Allows "-" and "." in NetBIOS computer name.

Release Notes

The following notes detail known issues, version history and current release of *vRoute*.

Known Issues

As at August 2009, there are no issues registered against *vRoute*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- No known issues for resolution.

Release History

Following is the maintenance release history for this version of *vRoute*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vRoute3.6	3.6.1.0	30-Apr-09	▪ First release.

What's New in vSnapshot 3.6

- Added an engine connection indicator (round LED) to reflect on-line status of engine to which you are connected. (NOTE: Rectangular LED in upper left corner indicates status of connection to Supervisor.)
- Added cursor-movement arrows to on-screen keyboard to facilitate moving the cursor within a filename field for editing purposes when using the on-surface WIDE-SOFTKEY SELECT KNOB to move the cursor.
- Modified the EDIT page to improve usability when using the on-surface WIDE-SOFTKEY SELECT KNOB to move the cursor
- Added Function-key support to all “action” buttons to facilitate ease of use when using physical PC keyboard control.
- Added a CONNECT / DISCONNECT toggle button on the SETUP page to allow changes and/or initial configuration to be done and connection to Supervisor made without having to shut-down and restart vSnapshot.
- NETBIOS computer name may now be used in place of IP address when setting up network connection data.
- All message boxes have been updated to provide better feedback to user during setup and operation.
- File naming convention has been modified to include user filenames in the actual stored filenames. (NOTE: The user filename that is entered on the CAPTURE page is pre-pended to the system filename. Example: user filename is MORNING SHOW – this file is captured in slot 3 using vSnapshot connected to Engine 1 surface 2: the filename will be MORNING SHOW – AE1S2F3.sdf [system filename convention is AUDIO ENGINE # SURFACE # FILE #]).
- vSnapshot generates an “instance ID” when it connects to Supervisor. This ID number is displayed on the Supervisor IP Client State page. The ID helps to identify multiple instances of vSnapshot when clients are re-connecting to Supervisor in the event of a crash. Supervisor will only allow clients with unique IDs to connect – thereby eliminating the possibility of the same client connecting twice.
- vSnapshot is restricted to one client application per engine/surface combination. A second vSnapshot application attempting to connect to an engine/surface combination that already has a vSnapshot application connected will be prevented from connecting and a message box explaining the problem will be presented to the user.
- New look, Windows XP style interface.
- 16 character Device Name support in all v3.6 editions.
- Support for *Dual Supervisor* operation in all *vTools*.
- 15 available profiles in *Supervisor* for each *vTool*.
- *vTools* settings are generally stored in the profile, meaning setup is done at Supervisor and not shown to the users.
- A user can logon at any terminal and receive correct settings based on username & profile.

Release Notes

The following notes detail known issues, version history and current release of *vSnapshot*.

Bus Assignments

The following reserved Bus Assignments are used by *vSnapshot*.

Port Number of Surface	Device Number	Bus numbers for Capture / Recall / Edit
Port 1	Device02	Bus 201 / 202 / 203
Port 2	Device02	Bus 211 / 212 / 213
Port 3	Device02	Bus 221 / 222 / 223

Known Issues

As at August 2009, there are no issues registered against *vSnapshot*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- No known issues for resolution.

Release History

Following is the maintenance release history for this version of *vSnapshot*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vSnapshot3.6	3.6.1.0	01-May-09	▪ First release.

What's New in vTranslator 3.6

- An all new application.
- Support for *Dual Supervisor* operation in all *vTools*.

Release Notes

The following notes detail known issues, version history and current release of *vTranslator*.

Known Issues

As at August 2009, there are no issues registered against *vTranslator*. To report any problems, please contact **Logitek Electronic Systems**.

Resolved Issues

- A complete overhaul was performed to simplify the program, make it operate more consistently with our other programs, and make it usable with the Premiere Radio Networks XDS receiver.

Release History

Following is the maintenance release history for this version of *vTranslator*. For the latest updates and release notes, consult the **Logitek Audio** website.

Executable Name	Version	Date	Notes
vTranslator3.6	3.6.1.0	30-Apr-09	<ul style="list-style-type: none"> ▪ First release.
vTranslator3.6	3.6.2.0	10-Aug-09	<ul style="list-style-type: none"> ▪ Browse button added to find conversion file. Instead of typing the file name, you now browse to it. This eliminates typing and syntax errors. ▪ A Client Start Character and Client Stop Character with enable checkboxes has been added to the Edit client page for both serial and UDP. This allows multiple commands to be processed if they arrive simultaneously. ▪ The piping feature that allows multiple commands to be sent to the same destination has been removed. vTranslator translates incoming commands to vGuest LP2 commands, therefore it will translate one incoming command to one Logitek command. If you need to do multiple actions from an incoming command you should use a trigger in Command Builder. This change will make troubleshooting much easier, because you can keep straight what vTranslator is doing and what Command Builder is doing if you limit the scope of vTranslator. ▪ Allowed Source Devices section of vGuest profile is now supported. vTranslator now works like any other vGuest client. Enter allowed sources into the profile and refer to them in the conversion file by the DEVICE keyword. The SURFACE keyword is also valid and is used to tell which console to perform the command. ▪ DEVICE keyword enabled: lets you specify a device number in the conversion file to turn a BUS ON or OFF. Leading zeroes are not required. This keyword behaves similarly to the DEVICE keyword in Command Builder.

Current Releases

As at August 2009, the following versions of vTools are the latest officially supported for general distribution.

Executable	Release Date	Notes
MatrixIP3.6.1.0	30-Apr-09	<ul style="list-style-type: none"> MatrixIP final release
vButton3.6.2.0	10-Aug-09	<ul style="list-style-type: none"> Fixed a bug where ping from Supervisor was not handled properly and vButton would cease to respond.
vChange3.6.1.0	01-May-09	<ul style="list-style-type: none"> vChange final release.
vDelay3.6.1.0	29-Apr-09	<ul style="list-style-type: none"> vDelay final release.
vFader3.6.1.0	29-Apr-09	<ul style="list-style-type: none"> vFader final release.
vManager3.6.1.0	07-Apr-09	<ul style="list-style-type: none"> vManager final release.
vMix3.6.2.0	10-Aug-09	<ul style="list-style-type: none"> Fixed screen display so that mixer appears OFF LINE (no active meters, etc.) when not connected to Supervisor.
vRoute3.6.1.0	30-Apr-09	<ul style="list-style-type: none"> vRoute final release.
vScreenDesigner3.6.2.0	10-Aug-09	<ul style="list-style-type: none"> Fixed bug in TAB SET component – state of ENGINE ENABLE check box was not being saved. Fixed bug in RUN PREVIEW mode – meter borders did not toggle on/off colors when meter was clicked with mouse.
vScreenPlayer3.6.2.0	10-Aug-09	<ul style="list-style-type: none"> Fixed bug in METER component – meter borders on/off colors did not change in response to bus on/off commands. Fixed bug in TAB SET component – tab changes did not respond to bus on commands.
vScreenDesignerUpdate	20-Mar-08	<ul style="list-style-type: none"> vScreenDesignerUpdate final release.
vSnapshot3.6.1.0	01-May-09	<ul style="list-style-type: none"> vSnapshot final release.
vTranslator3.6.2.0	<ul style="list-style-type: none"> 30-Apr-09 	<ul style="list-style-type: none"> Browse button added to find conversion file. Instead of typing the file name, you now browse to it. This eliminates typing and syntax errors. A Client Start Character and Client Stop Character with enable checkboxes has been added to the Edit client page for both serial and UDP. This allows multiple commands to be processed if they arrive simultaneously. The piping feature that allows multiple commands to be sent to the same destination has been removed. vTranslator translates incoming commands to vGuest LP2 commands, therefore it will translate one incoming command to one Logitek command. If you need to do multiple actions from an incoming command you should use a trigger in Command Builder. This change will make troubleshooting much easier, because you can keep straight what vTranslator is doing and what Command Builder is doing if you limit the scope of vTranslator. Allowed Source Devices section of vGuest profile is now supported. vTranslator now works like any other vGuest client. Enter allowed sources into the profile and refer to them in the conversion file by the DEVICE keyword. The SURFACE keyword is also valid and is used to tell which console to perform the command. DEVICE keyword enabled: lets you specify a device number in the conversion file to turn a BUS ON or OFF. Leading zeroes are not required. This keyword behaves similarly to the DEVICE keyword in Command Builder.