



Avolites Azure 2000
Software Release Notes
September 2000

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1. INTRODUCTION

This document provides a list of the new features and enhancements in the Azure 2000 September 2000 as well as detailed instructions on how to load the new software. It should be read in conjunction with the Azure manual. You can download the zipped manual from <http://www.avolites.demon.co.uk/software/doc/azurem2.doc>

To carry out the software upgrade you will need to make a program disk. Click <http://www.avolites.demon.co.uk/software/prog/az92000.exe> to download the program Disk (Use a 1.4Mb Disk). This disk contains the files:

- Azflash.dat – Main program file, Azure 2000 Sep 2000.
- Ram2000.prl – AVOS Sep 2000
- Aps.cmp – The full personality database.
- P2000per.cmp – Built-in personality cache file
- azrnotes.doc – The release notes.

2. System Requirements

The Azure 2000 Sep 2000 software is designed for an Azure desk, which meets the following specification:

1. AVOS Sep 2000 installed. Please refer to section 3.2
2. The License Expiry Date is later than 20th September 2000.
3. VGA card installed and a VGA monitor connected.

3. HOW TO UPGRADE

Before installing check that your desk meets the System Requirements, see section 2 and make sure that you have backed up your show, because you will be required to carry out a WIPEALL after upgrading. To carry out the upgrade, follow the instructions from section 3.1 onwards.

3.1 How to ENTER the AVOS SYSTEM

You will need to ENTER the AVOS menu in order to install new software. To do this, in AVO mode press [A] RUN AVOS. Alternatively if the desk will not respond then Power OFF the desk and lift the lid after undoing the 2 retaining screws, and place a jumper on the end link in the group of 8 links below the disk drive. The AVOS menu will appear on the VDU monitor and if the correct AVOS is installed the top line will be: - 'AZURE 2000 +R50 Sep 20 2000'

3.2 *INSTALL the Sep 2000 AVOS*

ENTER the AVOS menu (see above). Note if the message on the top line of the VDU monitor reads 'AZURE 2000 +R50 Sep 20 2000' then you do not need to upgrade the AVOS, proceed directly to section 3.3.

1. Insert the program disk in the drive and press [E] AVOS Extender
2. Hit [ENTER] when prompted and wait about 10 seconds
3. After loading the new AVOS the desk will reset. If the desk does not re-enter AVOS then follow the instructions in section 3.1. The top line should now read 'AZURE 2000 +R50 Sep 20 2000'

3.3 *INSTALL the Azure 2000 Sep 2000 main Software*

1. ENTER the AVOS menu, see section 3.1
2. Insert a blank 1.4Mb Disk and press [D] Save program. Keep this disk safe and use it to reload your original program should there be a problem with the upgrade.
3. Insert the program disk and press [B] Burn a New Program
4. Hit [ENTER] when prompted and wait until the message "100% Completed" appears. If for some reason the System stops at less than 100% then you will need to obtain a new disk, in this instance re-format the disk and re-make the program disk.
5. Hit [EXIT], then hit [A] Start the System. At this point the desk might lock up, if this happens then you will need to carry out a Hard WIPEALL, see below.
6. Otherwise carry out a soft WIPEALL.

3.4 *How to carry out a Hard WIPEALL*

You will need to do this if the desk does not respond after upgrading. Otherwise carry out a soft Wipeall.

1. Switch OFF the desk
2. Lift up the top panel after undoing the 2 screws.
3. Place a jumper on 2 legs of the Wipeall link.
4. Wait until the desk has properly initialised (about 10 seconds max) and then switch OFF the desk.
5. Replace the jumper onto one leg of the link, close the lid and tighten the screws by turning one-quarter turn clockwise.
6. Power ON the desk and reload your show from your backup disks.

3.5 *How to carry out a Soft WIPEALL*

You will need to carry out a Wipeall after loading the new software.

1. Switch to user level AVO
2. Preset [F], twice and wait for the Azure to reset.

4. What's NEW in the Azure 2000 Sep 2000 Software

4.1 Improvements

1. New hardware drivers
 - i. HR III Graphics tablet
 - ii. Type 2 Dallas clock chip
 - iii. ST9 R50
 - iv. Environment controller
 - v. Bar Remote
 - vi. Surface mount disk drive chip

2. Script files 1 to 20 can now be run from the environment buttons. In the Environment main menu, press Softkey [E] and follow the on screen instructions.
3. Script file option called 'Toggle Edit on the Fly' has been fixed and it is now possible to toggle this option.
4. Previously Script file Ramp Down steps sometimes did not ramp down, this is now fixed
5. A new option to Load and run a script file, option [F] in the Environment main menu. When a script file is loaded using this option, the auto run is set to OFF for all other script files, the Auto run parameter for the selected script file is set to ON and the Global Auto run is also set to ON. This is a quick method for selecting and enabling a script file to run from the external timer.
6. The format and save option now works correctly for newer desks which are fitted with a type 'B' disk drive chip
7. Sometimes the desk ceases with TF on the internal red display. I am about 99.9% certain that this problem is now fixed; I know that we have had a more than one attempt to fix this problem in the past but now I think that we have finally done it.
8. Sometimes the main panel stops working, this is caused by the absence of a QWERTY keyboard. This problem has now been fixed.
9. A new option to import a chase from a file has been added to the disk menu. The works in conjunction with the matrix program. The matrix program was launched at PLASA 2000 and enables the easy programming of complicated chases and effects for a set of Par cans arranged in a matrix. Please Email sales@avolites.com for more information.
10. Occasionally the Theatre Stack will not load; this problem has now been fixed.
11. The playback faders 8 to 10 can now be used to manually fade a Theatre Stack. Previously the desk would cease if a chase was connected and manual mode was used.
12. Autoload from a theatre stack now take the highest priority such that if a fixture is used both in the step that launches the Autoload and in the Autoload itself, then the fixture control will be assigned to the Autoload.

13. Sometimes the desk would cease for no apparent reason, especially after a heavy programming session, the cause was pinned down to an internal function, which copies a block of memory from one location to another. The maximum size of the block was limited to 16-bits, this limit has now been removed and so this particular problem will not occur.
14. The aps.cmp file is the database of personality files in compressed form and has an internal limit of 350. There are now over 400 personality files in our database and so I decided to increase this limit to 1000 personality files. Please use this file in place of the fully expanded personality files, the aps.cmp file compresses the full database to about the size of a peanut and requires a lot less effort to transport over the Internet and can fit on one disk. The same file can also be used with the Sapphire 2000 and the Pearl 2000.

5. What's NEW in the Azure 2000 October 99 Software

5.1 More Dimmers and Fixtures

In the previous software the limit was any combination of 200 Fixtures or Dimmers, now it is 200 Dimmers and 200 fixtures.

5.2 Theatre Functions

A brand new Theatre Programming section has been developed.
See section 7

5.3 Enhanced script files

- Copy script files
- Copy/Cut/Paste a single or multiple steps
- Theatre stack GO
- The 24-hour clock can be used to drive the script file

5.4 Disk import from the Pearl 2000 and the Sapphire 2000

5.4.1 Pearl show disk import details:

- DMX patch - This remains unchanged.
- Playbacks

For each Roller (1 to 3) and each Page (A to J) on the Pearl, the memories and chases are mapped to the Azure playback area as follows (in this example assume page A)

Roller.3 A 11	Roller.3 A 12	Roller.3 A 13	Roller.3 A 14	Roller.3 A 15	BLANK	BLANK	BLANK	BLANK	BLANK
Roller.3 A 1	Roller.3 A2	Roller.3 A3	Roller.3 A4	Roller.3 A5	Roller.3 A6	Roller.3 A7	Roller.3 A8	Roller.3 A9	Roller.3 A10
Roller.2 A6	Roller.2 A7	Roller.2 A8	Roller.2 A9	Roller.2 A10	Roller.2 A 11	Roller.2 A 12	Roller.2 A 13	Roller.2 A 14	Roller.2 A 15

Roller.1 A 11	Roller.1 A 12	Roller.1 A 13	Roller.1 A 14	Roller.1 A 15	Roller.2 A 1	Roller.2 A2	Roller.2 A3	Roller.2 A4	Roller.2 A5
Roller.1 A 1	Roller.1 A2	Roller.1 A3	Roller.1 A4	Roller.1 A5	Roller.1 A6	Roller.1 A7	Roller.1 A8	Roller.1 A9	Roller.1 A10

- Preset focuses

Pearl Focus (1-200)	Azure Palettes (10 pages, 20 Focuses per page)
1 to 20	Page 1, 1 to 20
21 to 40	Page 2, 1 to 20
41 to 60	Page 3, 1 to 20
61 to 80	Page 4, 1 to 20
81 to 100	Page 5, 1 to 20

and so on

- Dimmers

The first 200 Dimmers found on the Pearl starting the search from Dimmer handle 1 will be patched into the Azure Dimmer pages starting from Page 1 Handle 1. On the Pearl it is possible to have more than 200 dimmers, if this is the case then dimmers beyond 200 will be lost.

- Fixtures

The first 200 Fixtures found on the Pearl starting the search from Fixture handle 1 will be patched to the Azure Fixture pages starting from Page 1 Handle 1. On the Pearl it is possible to have more than 200 fixtures, if this is so then fixtures beyond 200 will be lost.

5.4.2 Sapphire 2000 show import details:

- Memories and chases

The 20 playbacks on the Sapphire are mapped to the first 20 playbacks on the Azure. Azure playbacks 21 to 50 will be blanked. On the Sapphire there are 100 pages whereas on the Azure there are 10, so only the first 10 pages will be imported.

- Preset focuses

Sapphire Focuses (1-200)	Azure Palettes
1 to 20	Page 1, 1 to 20
21 to 40	Page 2, 1 to 20
41 to 60	Page 3, 1 to 20
61 to 80	Page 3, 1 to 20
81 to 100	Page 4, 1 to 20

and so on

- Dimmers

The first 200 Dimmers found on the Sapphire starting the search from Dimmer handle 1 will be patched into the Azure Dimmer pages starting from Page 1 Handle 1. On the Sapphire it is possible to have more than 200 dimmers, if this is the case then dimmers beyond 200 will be lost.

- Fixtures

The first 200 Fixtures found on the Sapphire starting the search from Fixture handle 1 will be patched into the Azure Fixture pages starting from Page 1 Handle 1. On the Sapphire it is possible to have more than 200 fixtures, if this is so then fixtures beyond 200 will be lost.

5.5 *IMPORT the Visualiser Patch*

The Visualiser is a PC based moving lights & dimmers simulation tool. It provides invaluable assistance in the creation of a show and we highly recommend it.

This function allows the desk to be automatically patched to the same selection of Fixtures and Dimmers as on the Visualiser.

On the Visualiser select [File] followed by [Create Report] and save the file to a floppy disk.

Plug the disk into the Azure and execute [WIPEALL] then in PROGRAM Mode select [DISK], [F] LOAD, THE VISUALISER, CSV FILE.

5.6 *Visualiser interface*

The MIDI port on the Azure can be used to connect the desk to the PC COM port.

Using this method opens up the following functions

- 4 DMX lines supported. These are sent in a compressed form to the PC.
- Fixtures selected on the desk are highlighted on the Visualiser
- Preview a memory, a chase step or a theatre stack step.
- Import the Visualiser patch file.

5.7 *DMX in*

This can be used to snapshot memories from another console.

To use, press Include followed by Softkey [A], [B], [C] or [D] to load the data from the DMX-in into the programmer. The fixtures patched on the chosen DMX line will be loaded with data from the DMX-in port and placed in the programmer.

5.8 *Millennium Date compliance*

The day of the week is now correctly computed in the years 2000 onwards.

To view the Y2K compliance certificate you should visit the Avolites web site, then go to the software download pages and retrieve the Y2K document.

5.9 Release notes display

The built-in release notes are displayed whenever the desk is switched ON. Hit [ENTER] to disable the release notes screen. Once disabled the release notes may be viewed at any time in AVO by pressing [E] UTILITIES, [A] VIEW RELEASE NOTES.

6. Other fixes & enhancements

- Disk Drive number 1 now supported. This only affects New Azure desks, but it does mean that if a disk drive fails, it is possible to purchase one from a PC supplier and just plug it in. Note that in order to be able to do this the AVOS must be changed to August 99, before the disk drive is changed.
- The Locate fixture value for the dimmers can be set in the user preferences, it defaults to 100% on wipeall.
- QWERTY problem fixed. Previously, if the QWERTY keyboard were not plugged-in then sometimes the desk would freeze.
- Using chase GO on the flash keys caused the chase to momentarily flash on the stage.
- Sometimes a memory permanently became a FLASH memory instead of LATCH.
- When a script file runs, various LEDs would sometimes come on. This problem has been fixed.
- The personality files are now supplied as a compressed file called aps.cmp. It was necessary to do this because the personality file data base is much larger than can be fit on one disk. The fully expanded personality database can be downloaded from our web site.
- Removed Theatre Mode from the user settings and from the Chase Record menu.
- The Midi port can now be used to connect with the Visualiser. When Midi is not in Slave or Master mode this port defaults to Visualiser mode. Also, if Midi timecode is selected then Visualiser mode will be disabled.

7. Theatre Stack

A totally new theatre programming and playback section has been incorporated into the Azure. This is referred to as Theatre Stack Programming or Theatre Mode. See section 7.2 on how to ENTER Theatre Stack Programming.

NOTE: When in Theatre Mode you should be aware that:

1. There is no access to any memories programmed on playbacks 7,8,9 and 10 (on any page).
2. Auto-Connect is disabled

7.1 Theatre stack playback Faders.

The Theatre stack takes over playback Faders 7,8,9 and 10.

Fader 7 is the Intensity master.

Fader 8 is the manual control for the Fade In timer when it is stopped.

Fader 9 is the manual control for the Fade Out timer when it is stopped.

Fader 10 is the manual control for the LTP Fade timer when it is stopped.

Note: Faders 8-10 are provided with a separate GO (Playback buttons 8,9 & 10), STOP (Playback buttons 18, 19 & 20) and REVERSE (Playback buttons 28,29 & 30).

7.2 Entering and Exiting Theatre Mode

To activate and Edit the Theatre stack:

In PROGRAM Mode press Softkey [B] followed by [ENTER].

To Cancel Theatre Mode and restore the last 4 Playback Faders:

In PROGRAM Mode press Softkey [B] followed by Softkey [D].

7.3 Step numbers

There are a total of 60,000 steps reserved for the Theatre stack. Step numbers can range from 0.1 to 6000.0. It is generally good practice to use whole numbers for steps and to keep the point step numbers in reserve for any unforeseen extension to the Theatre Stack.

7.4 Theatre Stack programming menu

This section provides a description of the Softkeys used in the Theatre stack menus. In the top menu the prompt line indicates the INPUT Step and the CURRENT Step. The CURRENT step is the one that functions like Set Time, Record and Set Legend work on. Always make sure that you have set the CURRENT step before activating these or any other functions. To set the CURRENT step, simply input a step number and hit [ENTER].

The functions Record Live, Live Time, Next Time and Review can also be used in the creation of the Theatre Stack.

7.4.1 [A] ADVANCED

Do not attempt these functions until the basic concepts of the Theatre Stack are well understood.

7.4.1.1 [A] RENUMBER

Choose this option to renumber the stack. Point steps will be renumbered to whole numbers and the in between step numbers will change to accommodate these. Please use with this function with care.

7.4.1.2 [B] Assign a Fade Up Autoload

This function makes it possible to launch a memory or a chase by pressing the GO key. To do this:

15. Set the Current step to the step number where you wish to load a Memory or a Chase.
16. Press [B] followed by a playback button in the range (1 to 50).
17. Optionally you can input an Autoload time, see section 7.4.1.4. This will cause the memory or chase to be loaded over a given time.

One Autoload command per step is allowed. The Autoload will be triggered when the FADE In time starts for the step.

7.4.1.3 [C] Assign a Fade Down Autoload

This function makes it possible to take out a playback previously used to Autoload a memory or a chase. To do this:

1. Set the Current step to the step number where you wish to carry out the Autoload.
2. Press [C] followed by the Playback button in the range 1 to 50.
3. Optionally you can input an Autoload time, see section 7.4.1.4. This will cause the memory or chase to be taken out over a given time

One Autoload command per step is allowed. The Autoload will be triggered when the FADE In time starts for the step.

7.4.1.4 [D] Set Autoload Fade Time

Use this option to set the Fade-in or the Fade-out time for an Autoload. To do this:

1. Set the Current step to the step number where you wish to carry out the Autoload.
2. Press [D] then input a time in seconds. Use the point to input tenths of a second. Press ENTER to save.

7.4.1.5 [E] Delete Autoload

The Autoload on the Current Step will be deleted. There is no confirmation.

7.4.1.6 [F] Copy Current Step to ...

Copy the Current step to the given step. If the step already exists then it will be overwritten.

7.4.2 [B] PLOT

Use the options in this menu to create a look. Use the numeric keypad to select Fixtures.

Example: To select Fixtures 1,5 & 8, press 1[ENTER], 5[ENTER], 8[ENTER].

Example: To select Fixtures 5,6,7 & 8, press 5 [THRU], 8 [ENTER].

The prompt indicates how the Input will be translated to Fixture numbers. Fixture = Desk Channel – This means that the input number relates directly to Fixture's handle numbers on the Desk, (1-200) for Fixtures, (201-400) for Dimmers.

Fixture = Dimmer or other Fixture – The input is translated to a Desk channel by searching from Desk channel 1, for all occurrences of the selected Fixture Type.

Example: If the Fixture Type is set to Dimmer, and the Input is 8[ENTER], then the 8th dimmer found starting the search from Desk Channel 1, is selected.

7.4.2.1 [A] Select ALL

All Fixtures already in the programmer are loaded into the Editor.

7.4.2.2 [B] Select a new Fixture type

The default is Desk Channel. Set how the input is translated to an Fixture number.

Example, If 1 Through 10 [ENTER] is selected and:-

- Fixture Type=Desk Channel. The desk will select the Fixtures on Desk handles 1 through 10.
- Fixture Type=Dimmer. The desk will select the first 10 dimmers that it finds starting the search from desk handle 1.
- Fixture Type=Mac500. The desk will select the first 10 Mac500s that it finds starting the search from desk handle 1.

7.4.2.3 [C] ODD or EVEN

When first used, a list is created made up of the Fixtures in the EDITOR. Thereafter: -

- When ODD is selected the ODD numbered Fixtures are loaded into the Editor from the remembered list.
- When EVEN is selected the EVEN numbered Fixtures are loaded into the Editor from the remembered list.

7.4.2.4 [D] RECORD

7.4.2.4.1 [A] CHANNEL OR FIXTURE RECORD

Toggles the Record Option, the current setting is shown on the prompt line

7.4.2.4.2 [B] RECORD STAGE

All Fixtures, which are in the programmer together with all Fixtures that are ON on the stage, are recorded into the Current step.

7.4.2.4.3 [C] SET TIMES

The times are presented for the current step. Press ENTER to save the times or EXIT to Cancel the changes. If the Current step does not exist then the previously entered times will be presented.

7.4.2.4.4 [D] RECORD PROGRAMMER

All Fixtures, which are in the programmer or in the Editor are recorded into the Current step. If a step number is entered then this will be assigned to the Current step before recording.

7.4.2.5 GROUP

Input a Group or a Focus in the range 1-200

7.4.2.6 THROUGH

Select a range of Fixtures, for example 1 THROUGH 10 to select all Fixtures from 1 To 10.

7.4.2.7 AT %

Set the intensity for the Fixtures in the Editor. To set the intensity to 46% press 4 followed by point(.) followed by 6

7.4.2.7.1 [A] LOCATE FIXTURE

Switch ON the Fixtures in the Editor without actually placing the Fixture's attributes into the programmer

7.4.2.7.2 [B] BLACKOUT

All Fixtures, which are ON on the stage, are first loaded into the Editor and then set to zero intensity, the result is that the stage is blacked out.

7.4.2.7.3 [E] +5%

Increase the intensity by 5% for all of the Fixtures in the Editor, clamp at 100%.

7.4.2.7.4 [F] -5%

Reduce the intensity by 5% for all of the Fixtures in the Editor, clamp at 0%.

7.4.2.7.5 [G] 100%

Set the intensity to 100% for all of the Fixtures in the Editor,

7.4.2.7.6 [NUMERIC]

Set the Intensity to 10 x the input number for all of the Fixtures in the Editor, for example if 5 is input then the intensity is set to 50%

7.4.3 [C] SET TIMES

Set the Times for the Current step. If the step exists then its times are presented otherwise the previous recorded times.

7.4.4 [D] RECORD

See Section 7.4.2.4

7.4.5 [E] SET LEGEND

Set the legend for the Current Step

7.4.6 Cut To Live

Input a Step number then hit this key to make the step live on the stage

7.4.7 QUIT

Use this option to EXIT the Theatre Stack menus.

7.5 Playback Options

In playback mode the following functions are available

STOP Press to stop the Theatre stack

GO Press to launch the step

[playback buttons 8-10] Press to GO on the timers HTP-IN, HTP-OUT, and LTP receptively

[playback buttons 18-20] Press to stop the timers for the HTP-IN, HTP-OUT, and LTP receptively

[playback buttons 28-30] Press to GO Undo the FADE for the HTP-IN, HTP-OUT, and LTP timer receptively

Wheels When the Time fade is stopped the wheels can used to manually adjust the fade up or down. The wheels operate the fade for all 3 time faders at once and the 2 wheels work together. For individual time fade control use the playback faders.

Fader 7 is the Intensity master for the Theatre stack.

Faders 8,9 and 10 When the time faders are stopped these playback faders can be used to manually adjust the fade up or down. To take over control, move the fader to full then back down to the current position of the time fader.