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Horizon is supported under Windows 2000, and Windows XP (suggested).  
The Horizon Universal Key is only supported under Windows XP.  
**(NOTE:** This technical bulletin supersedes all other documentation regarding Operating Systems)

## Build 201 Release Notes – May 2006

Horizon Build 200 uses Engine 1.201.

### New Features in 201

- No new features were added.

### Build 201 Bug Fixes

- Printing Functions Fixed

## Build 200 Release Notes – January 2006

Horizon Build 200 uses Engine 1.2.

### Library Version

Build 200 has an improved moving light library the necessitated changing the name of some fixtures. For convenience, both the Build 128 and Build 200 moving light libraries have been shipped with this build. ONLY if you plan to load old show files that INCLUDE moving lights should you choose to use the Build 128 library. New show files should use the new Build 200 library. This question was asked of you during installation.

### If you want to change libraries, do so by copying

"c:\Program Files\Horizon\Fixtures\Horizon.hlb.xxx" to "Horizon.hlb".

### New Features in 200

- All SILVER features are available to customers with BASIC only authorized interfaces (Silver Horizon is no longer for sale)
- Moving lights now sorted by Manufacturer in Moving Light patch
- Cue List background color changes to gray when entering blind and to white when leaving blind
- Semi-colons and carriage returns cleaned up when inserting new macros in macro editor
- Added right-click menu for selected channels : "Fade Channel to Default"
- FadeChan("chan\_range",level,time) macro now accepts "Default" as a valid Level parameter. i.e., FadeChan("chan\_range", "Default"); or FadeChan("chan\_range","Default",time); **Note:** The word "Default" must have double quotes.
- Record Macro has added parameters: *Record("cue\_list",cue\_number[,Live Cue Only/Live Tracking/Changed Cue Only/Changed Tracking/Selected Cue Only/Selected Tracking]);*

## Build 128 Release Notes - April 2004

### New Features in 128

- SandNet USB Interface - A convenient USB interface that outputs two streams of DMX.

### Build 128 Bug Fixes

- Figure 8 moving light FX
- VL3000 gobo wheel does not have offsets
- Intensities are recorded when selecting REC - CHANGES after applying a palette

### Build 127 was a maintenance build:

- Shows using palettes that span multiple channels load more reliably
- Repetitive selection of palettes during programming no longer freezes channel selection
- PBC - Genlyte Button Station in show file stopped status strings writing to the LCD display
- Channels moved using the FadeChan() macro no long fade to default values during a GOTO cue

## Build 126 Release Notes - May 2003

### New Features in 126

- Art-Net
- Opto 22 Ethernet I/O (16 included in GOLD)
- WYG4 compatibility

### Build 126 Bug Fixes

- DST fixes on PBC
- Tagged eiface.exe so wrong hardware Rev will not load - (renamed to Fan/No Fan)

### Technical Bulletin

- 4/01/03 Time event date exclusions and inclusions that use combinations of [ON AND UNTIL] or [DATE AND DATE AND DATE] or [FROM OR UNTIL] do not always work. Use [FROM AND UNTIL].
- 5/14/03 Entertainment Technology has recently changed the hardware design of the PBC and Ethernet Nodes and consequently Horizon Control now ships two different versions of firmware (EIFACE.EXE Rev A and Rev B). These images are incompatible with each other and downloading the incorrect one results in the units not being able to boot properly. Please note: [REV A units have a fan to cool the CPU] [REV B units do not have a fan]

### Known Issues with Build 126

- Playback Controllers must be first device in SETUP|INTERFACE to allow it to go into Playback Mode.
- Entering a "/" in the text of a Channel Label ceases to show the label (and all labels of channel after that one)
- HTML pages in directories that contain the "-" character do not load.
- Inhibitive submasters for moving lights must use attribute channel - not base channel.
- Old shows that use Sub macros must be converted from percent to decimal or put a % sign after the level.
- Action After Fade macros happen at start of cue during Learn Timing sessions.
- If you are using Ethernet communication between Horizon and a Capi Rack or Raceway, for Talkback to appear properly in Horizon it requires that EACH RACK is patched linearly (i.e. 1-48/1-96, etc.)

## **Build 125 Release Notes - January 2003**

- Support for Horizon Universal Key allowing Horizon to output to multiple manufactures' DMX devices
- Horizon 125 Basic - 125 channels of Basic software at a very reasonable price.
- Tracking Backup between two Horizon systems on a network.
- Ability to choose Maximum Channels or Maximum Functionality when you have more than one device authorized at different software levels.
- Output to visualization packages now available in GOLD and Off-Line mode.
- Added CDAudioStop macro - useful when Seek then Play macros do not work (seen on some XP machines).

### **Build 125 Bug Fixes**

- Successive application of 16 bit palettes no longer needs de-selection / re-selection
- Prompt for sub macros 0-255

**Build 124 was never released.**

## Build 123 Release Notes - August 2002

### New Features in 123

- Marquee effect
- Wave effect
- Pathport support on PC and PBC
- BINDING macros (channels, subs, buttons)
  - function bar setup allows BINDING
  - function buttons allow BINDING to other buttons
- support for Genlyte Brilliance buttons stations
- Fade Channel macros
- GetCRC macros for checking ranges of DMX and Channels
- GetNum & GetText macros
- Setup(echo,0) and Setup(echo,1) toggling echo on/off for telnet connections
- DLevel() macro replaced with Level() macro (all macros in 0-255 - % valid argument)

### Build 123 Bug Fixes

- Horizon does not send I/O commands down to PBC when in playback mode
- Setup|Interfaces Mapping would not let you patch to 512 or 1024
- intentionally recording default values now sticks
- cleaned up patch import from WYSIPAPER
- limit to group no longer puts hard zero values in channels not in group
- FXRate("fx\_name",rate,"sub\_page",sub\_num); fixed
- can de-select 16bit channels (broken since 116)
- system variable \$\_Fkey now evaluates to button it's on - not necessarily the button going down
- modified GetSub to handle range of submasters (just like GetFKey)
- cleaned up macro editor "smart-ness"
- application of palette marks channels changed - regardless of whether or not the {list-item}channel changed value
- RFU channel selection fixed
- Next Cue in status bar not showing last cue number in a cue list fixed
- Attribute dialog box moves all Color and Beam attributes in Absolute mode (as opposed to Relative mode). The Focus bull's eye is selectable between Relative and Absolute
- Moving Light Effects now write to high-resolution channel of 16 bit channels
- Fixed bug where delete cue only does not transfer HARD default values of 0%
- Show with 512 interface patched no longer takes up unnecessary processing power when the device is not on-line
- Copy of Attributes from the Attribute dialog box registers a CHANGE for recording purposes

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Horizon Control Inc.  
5575 Pocusset Street  
Pittsburgh, PA 15217  
Phone: 412-422-3100  
[www.horizoncontrol.com](http://www.horizoncontrol.com)