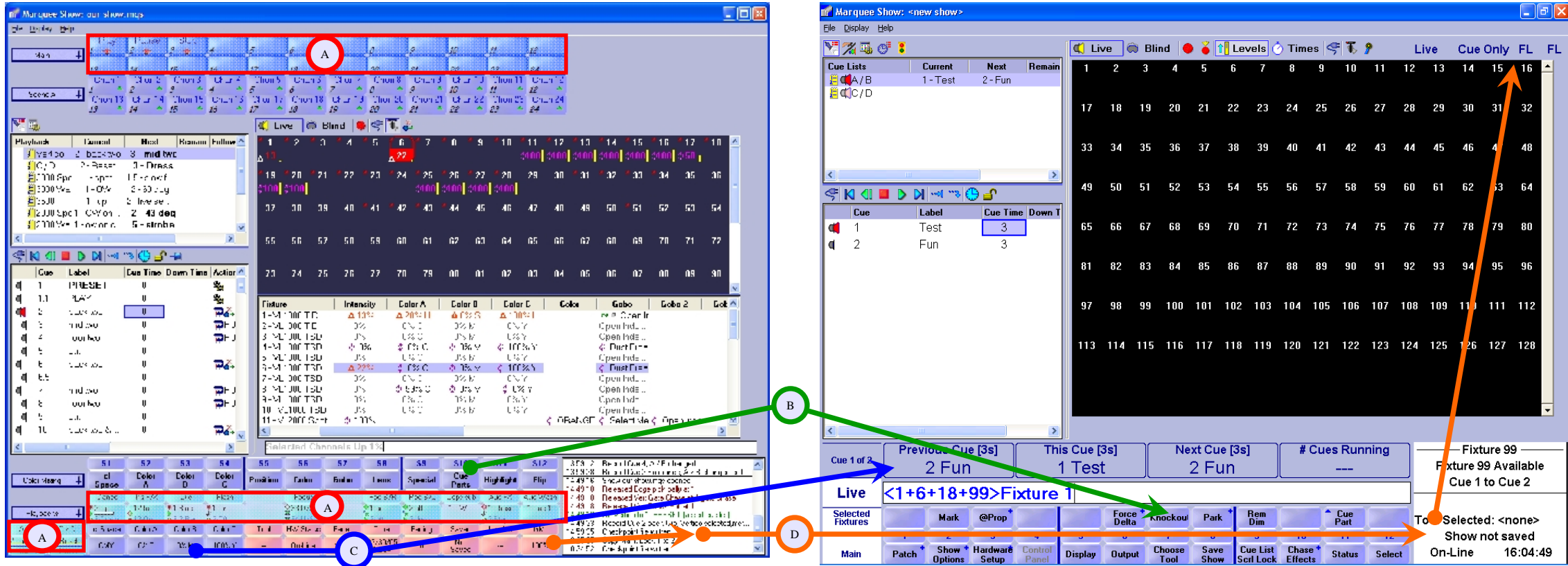


## Marquee v.4 User Interface Changes



(A) Virtual Macro Buttons (above grid), Virtual Playback bubbles 1-12 (below softkeys) and A/B C/D playbacks (lower left corner) have been removed. On an ILC console, the cue lists loaded on the 12 physical playbacks can be seen in the Status area (change with S11). Left and Right mouse button control of cues lists is no longer possible. The A/B C/D current cue display, pending cue display and fade status has been removed. See change (C) for more info. Macros can now be run from the keypad: to run, for example, the macro on the first variable of the first variable page, press SHIFT+1. Variable state (on/off) is no longer visible outside of the Variable display.

(B) Softkeys S1-S12 have been doubled to S1-12 (on console keys) and QWERTY ALT F1-12. On

an ILC desk, you can use both the S and M keys. Macro keys are no longer available on hardware. Also see note (A) for information on macros.

(C) Four Moving Light encoder bubbles have been made much larger. The attributes' min and max values or adjacent wheel values are show in the corners of the bubble. When no movers are selected they show Running cue list data

(D) The pink Status Bubbles have been removed and their data is displayed in the Status area (selectable between History, Status and Playbacks with S11). Additional critical information is displayed below the main application title bar.

See over for more changes

## ***Marquee v.4 New Features***

- Selected fixture shows if it is in use or free in Status area (lower right) and in which cue range it is in use or free
- Looks can have Macros attached to them. Right click in the Look display column headings to show or hide Action column
- Look Bump mode can be set to Momentary (default), Toggle (latching) and Radio (only-one). Bump buttons can also fire macros and optionally NOT bump levels
- Look Bumps can have On and Off times using the delay/fade syntax
- DMX in is available via ACN E1.31, Pathport, Shownet, Artnet or CKNet. DMX inputs can be patched to Fixture Intensities (Channel Masters), Looks (Subs) or directly to other Outputs (merge)
- Pressing Shift S1 allows you to log feedback that will reach the development team. Your comments, contact information, model of desk, mode of operation, show file, log files and screen shots will be sent. If there is an unexpected termination of the application information that helps us determine the cause of the problem is also sent.
- Pressing SHIFT before any function (such as Rec, Updt, Load) will give a command line version of the command. Additional information about what command was executed is displayed in the Status Area
- If you are selecting fixtures using the command line and see your desired selection in <>'s, press Shift Enter to select those lights. It is similar to predictive text messaging
- Outputs, fixtures and individual attributes can be parked from the Live display (M8 and S6+S1)
- On MQILC, you can use the 12 Playback faders as Look Masters (Hardware Setup A/B C/D checkbox)
- Hardware Setup|Console has an option to automatically force updates when leaving Blind
- S10-Chase FX chase bump buttons on look pages. If fixtures are selected, S10 is standard MQ v3 effects.
- Cue Lists have a property called Type where you can choose from Normal, Preset, Chase Forward, Reverse, Bounce and Random. Chase cue lists do not track values. Values fade back to defaults or values set by other cue lists
- Manual marking available (Fixture # M2-Mark Cue#) in addition to MIB
- ASCII Cue File Import

## ***Additional User Interface Changes***

- Command line uses a much larger font and extends below the cue list pane
- Grand Master levels shown at top of screen rather than in Pink Status bubble
- Hardware On-Line Status shown in Status pane (lower right—use S11 to change display from History or Playbacks). Additional hardware status can be found under the Help menu.
- Patch Outputs are no longer defined in combo box in upper left pane of patch. Outputs need to be Routed to hardware (S9 in Patch)
- Any single softkey may have multiple functions. If more than one function is available, a blue + symbol is in the top right hand corner of the softkey. Press Shift to get to that function.
- Slider wing setup is gone from Hardware Setup. The function of the slider wings is now determined by the function of the A/B and C/D faders
- A/B and C/D fader setup options now include Disabled, Cue List master and Crossfader, Split Crossfader, 2-Scene, Wide Mode, Look page master
- Priorities have been added to the Hardware Setup. This allows you to set the priority of everything, including captured levels vs. Grand Masters.
- Grand Master setup in Hardware Setup no longer includes a captured check box
- Edits Track Forward has been re-named Cue Only (update, record and show options)
- There is no bubble to show you the value of the last fader moved
- The SMPTE time is now displayed where the Time of Day is displayed in the Status Area (only if a SMPTE cue list is selected)
- The active TOOL is now displayed in the Status Area
- Last-saved time is shown in Status Area