



Press Release
Horizon Control Releases Marquee Software Version 3.1
July 4, 2006

July 4, 2006 marks the much anticipated Version 3.1 release of the Marquee Software used in the Entertainment Technology Marquee line of consoles. This release includes more new features than any other release in the company's history and has been beta tested for nearly six months. The most notable feature of the release is the unique effects generator that makes programming effects as easy as selecting gobos in a moving light. Also of note is: full independent timing, redundant tracking backup, astronomical time events and the inclusion of a full show control programming language.

A list of new features and known issues addressed follows:

- Effects – Press [S10] for new Intensity FX, or Shift Double Press Attribute Softkey to add FX to attribute (on ILC, press round button above encoder)
- Playback Pages enable easy management of Multiple Cue List shows. The dedicated UP and DOWN buttons on the left most side of the desk navigate you through the pages. Displaying the Playback Bubbles and left clicking on them executes a GO whereas right clicking on them gives multiple options including actions such as Release Cue List
- Time Events and Astronomical Events added. Marquee has longitude and latitude values for nearly two thousand cities around the world to determine when the sunrises and sets in your vicinity
- Independent Timing for every attribute of every fixture in every cue possible with Time display. Access Time display by pressing [SHIFT] [EDIT] or [SHIFT][INSERT]
- Tracking Backup allows a second console or laptop running MQPC to track the main machine and automatically take control in the event of main machine failure
- Automatic Recovery of entire stage look before DMX outputs are enabled upon re-boot in the event of failure on a single machine system
- Effect and Time masks added to Attribute filter dialog box for all operations such as Record, Copy, Update and Load
- Direct key entry for Moving Light Attributes in the Command Line (i.e., Fixture 1 Thru 10 Pan -90 To 90)

- Direct time entry for all attributes on Command Line (i.e., [1] [@] [50] [@] [5] reads: "Fixture 1 At 50% In Time 5 Seconds". [@][@] syntax puts the words "Release In Time" on the command line
- The Fan Tool allows you to evenly spread out attribute values without doing the math. Fanning options include Center, Right, Left, Ends, Random, Random Positive, Sine and Tangent. You can also repeat the fan throughout your selection set
- The Color Picker tool allows you to graphically choose colors for RGB and CMY type fixtures. Use the supplied images or add your own by placing them in the same folder as your show file
- Second Monitor support for moving light attributes
- Last Action Editing (or the "British" release option) is available in Hardware Setup. This option does not release attributes to their default level, but rather leaves them static and ready to be re-asserted by advancing cues
- Additional A/B and C/D option in Hardware Setup to make faders act as Captured In and Release Time. Very handy for busking a show live
- New Cues are recorded with Priority 10 whereas new Looks are recorded with Priority 9 and HTP is not the default resolution. This means, if both cues and looks are set to use the same priority, a cue can steal away from an active look
- Default Look Pages are added to new show files and automatically assigned to the Button Array. Virtual 5X5 Button Arrays are accessible as Tools.
- Hardware Status bubble pop-up shows advanced authorizations; processor info and memory size
- The FILE|OPEN menu allows you to open Horizon (*.HZN) show files for import. The dimmer patch and conventional cue lists are supported
- Addition profiles added to Patch By Output
- Fixture Grid Toolbar changed to add Update button next to Record button; Running Effects grid toggle; and new Levels and Times tabs added
- Added additional trigger event when both external triggers are closed
- Console Hardware Setup allows you to mute QWERTY keyboard events for controlling Cue Lists and enable the Browser Control so you can author your own graphical interface to Marquee that you launch with any web browser on your network. Also included is a method of changing the DMX flavor for better compatibility with legacy devices
- Large moving light pop-ups are mapped to softkeys 1 through 12 rather than only having softkeys 1 and 2 scroll the pop-up list up and down
- The Macro Editor has been expanded to include a scripting language that gives you the ability to write entire programs using the Lua language. This advanced feature is useful for total show control and architectural applications
- Telnet and RS232 bi-directional communication allows further interconnectivity with Marquee for show control applications

- Variables display has been added to facilitate programming in show control environments. Variables are also used to patch architectural button stations using the ILS Network Interface to Macros, Look Masters or Cue Lists
- Macro Buttons no longer hold their own macros. The pull-down list to the left of the Virtual Macro Button display navigates you through Variable Pages and the buttons take on the characteristic of the variables (such as Momentary, Toggle or Radio). You can right click on a virtual macro button to add actions directly to the corresponding variable
- Lightolier Control's ILS macro commands supported with optional ILS/Serial interface card

Known Issues Addressed

- Cues could not steal away from Looks of the same Priority
- Time entries using extremely large number of seconds not handled properly
- Cues that are not fading levels but are just counting down follows could not be halted
- Using update on non-visible cue lists (blue background in Fixture Grid) did not assert tracking levels
- Update dialog box would suggest updating cues that were released
- Gobos playback in mixed rigs after using copy not showing correct gobo (occurred very rarely)
- Blind editing and display of moving light attributes cleaned up
- Looks that were up and then deleted (or replaced when re-recording) no longer get stuck at 100% virtually
- Attribute grid would hide when coming out of patch
- Check boxes in dialog boxes no longer hold focus (i.e. they return focus to the number boxes after you check them using the softkeys)
- Marquee PC and Horizon can be installed on same PC without conflict
- Checkpoint Files are deleted upon successfully closing Marquee and automatically reopened if they are newer than the last show file when re-starting
- When recording Looks, the new next available look number is suggested

For more information please see www.horizoncontrol.com/marquee or e-mail rob@horizoncontrol.com or call 412.422.3100 x211