

## Congo – Software version information

### V4.0.0

Release date: 2005-06-10

#### Bugs

- # CH & HELP: Didn't open an editor if the highest level was in a playback field.
- HELP: Pressing HELP without a button didn't open the start page.
- Sequence List: Opening the Preset List with MODIFY in the preset column blocked the MODIFY key.
- FCB Times: Setting FCB times when a Preset List was open crashed.
- Device List: Deleting the last device in the list could crash.
- Palette Wizard: After using the wizard, the palette list was not updated if it was open. SCR #838.
- Dongle: At startup in XP Embedded based systems, the dongle driver didn't start fast enough. The Congo application now checks for 5 seconds to find the dongle better.
- Freeze: Didn't work correctly after the cleanup in previous revision. SCR #864.
- Rubberband on Palettes didn't work correctly.
- ASCII Light Cues: ASCII format from VLC didn't include parameter values properly.
- # TIME/DELAY & DEVICE didn't work properly.
- SETUP & GO BACK showed an empty dialog. SCR #873.
- Record popup: The Selection Only text was not visible on the Advanced tab.
- Recording an empty master page didn't update the Browser which could lead to a later crash if the master page was accessed from the Browser.
- Rename: Didn't work properly in channel views in editors.
- Channel View: Repositioning for last selected channels was lost some revisions ago.
- Installation: A mistake in the new installation script required a writable D-drive to be present for non-XP-embedded systems which made installation difficult. This is now corrected.

#### Changes

- Direct Select: "Leave" is now called "None" to be more clear.
- Opening Patch lists (Channel, Output or Device) in Channels Only mode has been disabled.
- Exit: Clarifying message in confirmation popup about saving/restoring of play data.

- Play changed indication: Is now restored after startup if a changed play is restored.
- View Masters: Changed name to Master Editor.
- Browser: Added link to Master Editor.
- Browser: Added links to Independent setups.
- Console Settings: Default contrast for master displays changed to 80%.
- Direct Select buttons: LED indication is now implemented.
- Channel Database: Renamed numbers are now shown instead of just the internal number.
- Channel Database/Channel Setup: It is now possible to sort correctly on the renamed number.
- MASTER MODE: Changed to more general MASTER button with the following syntax:
  - MASTER: Open Master Playbacks window.
  - MASTER & Master button: Open Master Editor for a specific master.
  - DISP MODE/DISP LIST & MASTER: Activate master display in the ML display.
- Channel Layout Editor: It is now possible to place Groups with the GROUP key and Devices with the DEVICE key. SCR #858.
- Console Setup: Added parameter for Littlites. Note: Could not verify since I don't have any Littlites...
- Console Setup: Parameters are now stored in the registry for each User name.
- Wheel Parameter Editor added: To change the parameters assigned to the U1-U3 pages. When a Ux page is selected, hold MODIFY and press the Wheel key that you want to change.
- Import Wizard: "Parameter Setup" changed to "Settings" to correspond with the Browser terminology.
- ASCII Light Cues: Support for ETC Express ASCII format added. No attribute information will be available since it isn't stored in the ASCII file.
- ASCII Light Cues: Support for Strand ASCII format added. Attributes will be included.
- ASCII Light Cues: ASCII format from VLC now handles Rename information as well.
- Channel List/Device Settings: It is now possible to sort correctly on start addresses.
- Channel List: It is now possible to sort correctly on Dimmer address.
- Record Popup: If you record selection only and the preset exists, you now have the possibility to select if you want to merge the new channels with the existing ones. This Pronto option was disabled in previous versions.
- Channels Only mode: Now works with multiple screens and synchronized scroll and zoom.

- Internal: Low level MIDI support added. No actual functionality implemented yet.

## **V4.0.1**

Release date: 2005-06-21

### **Bugs**

- VLC Play Import: Groups were not read properly.
- VLC Play Import: Palette texts and values were not read properly.
- VLC Play Import: Preset content was mixed up with Groups.
- VLC Play Import: Rename numbers wasn't cleared properly.
- Littlite: Level control didn't work properly. Should work better now.
- Mouse wheel: Now works in the correct direction again.
- Browser: Effect Library wasn't updated when a play was loaded or cleared. SCR #891.
- Time Editor: Changing times in the Time Editor didn't update the Playback view correctly.
- Preset List: Attribute count was not updated when deleting attributes from the attribute column.
- Device List: If you inserted a device in a play without any templates and selected the corresponding channel, there was a crash. SCR #902.
- B.O.: Cleared the light by mistake. SCR #901.
- Patch Wizard: Clearing devices didn't update the Playback View. SCR #908.
- Patch Wizard: When patching multiple sets of devices after each other without closing the Wizard, the template popup was sometimes empty or even crashed. SCR #691.
- Clear/Load play: Play name (from a VLC play) wasn't cleared properly.
- Scrollers: When you defined a calibration table for a scroller device, the scroller frame names were not displayed correctly anymore (however, the correct calibrated values were played back).
- Scrollers: Controlling the focused calibrated value with the level wheel now works as it should.
- Playback View: Loading Preset 0 to A or B didn't update the Playback View.
- Preset List: Inserting new presets copied the content from Live/A instead of using the local levels from the Preset List.
- Disp Mode (<-----): DISP MODE & ALL displayed something very strange on the ML display.
- Speed Control: Moving the speed controllers to the bottom end didn't stop the fade completely.

## Changes

- Browser: It is now possible to update the file information for the Floppy, USB Memory or FileServer by clicking on the corresponding header under Open .
- RFU: Now shows "Connected to Congo" on the display.
- Dongle: Startup timeout increased to handle slow starting dongle driver. Should avoid falling back to Offline mode on XP Embedded based systems.
- Dynamic Effects library: Updated with some new dynamic effects. SCR #892.
- VLC Play Import: Now supports scrollers and scroller rolls when importing from VLC. Note: The latest VLC version is needed to do this.  
If there are multiple devices patched to the same channel, they will be merged into one combined template if their addresses are directly after each other. Parameter Frame in VLC will be changed to Color for color scrollers to work.
- Playback View: It is now possible to double click on different items in the playback view to open corresponding editors. Try clicking on the step number, the preset number, the text column, the times column and the various additional items (like Dev, ML, Dyn and ChT).
- Master Playbacks: It is now possible to double click on a master in this view to open the corresponding master editor.
- Master Playbacks: You can now drag a master from the Master Playbacks view to the Playback view and drop it on a step to create a master link.
- Master Playbacks: Master level is now shown in % beside the bar graph.
- Sequence Editor: It is now possible to drag a sequence step from one position to another to move it.
- About Congo: USB Path is now shown in the About popup.
- Patch View: Now shows outputs as offset.port like in the rest of the system.
- Patch View: Now shows renamed channel numbers.
- Direct Select: The Direct Select pages are now set as default to FCBG at startup.
- Chase Wizard: Now suggests the first free preset starting in the 800 range. This is to avoid accidentally overwriting real presets if no number is specified.
- Double Key press timeout: There is now a timeout on all actions requiring pressing the same key twice. You have to press within 2 seconds; otherwise the double press action will not be performed. SCR #910.
- Channel View: Captured channels now shows "C" as their level source.
- Live view: When the Live view is receiving channel/levels commands (Channel control = A), selected channels are now marked with yellow even the Live tab isn't focused. This is to make it clearer which channel view that is currently in control.
- Browser: Added links to Live Attributes and Live Dynamic Effects.

- Settings: Language change is now immediately active.
- Updated Help Database.
- Browser/Media/Images: Demo image added.
- Internal: Refresh complete editor handling improved. Now forces a complete update.

## **V4.0.2**

Release date: 2005-06-29

### **Bugs**

- Master Playbacks: Due to a missing image file in the installation package, the new bar graph wasn't visible. SCR #930.
- Browser: Due to the automatic refresh of the file structure introduced in V4.0.1, it was no longer possible to select a file name with the arrow key. The automatic refresh has now been moved to only happen if you press MODIFY or double click on Floppy Drive/USB Memory/File Server items. SCR #919. SCR #950. SCR #951.
- Device Settings: Deleting a Device without an assigned Template crashed. SCR #917.
- Live view: The preset number at the bottom of the Live view didn't update when a crossfade finished or when the Live view wasn't focused. SCR #941. SCR #947.
- Patch Wizard: When there were no items in the Start At or Stop At popups, the keyboard and console handling was blocked.
- Patch Wizard: Strange characters were shown in Start At and Stop At fields before items were chosen. These fields are now cleared properly when you change import type.
- New: The confirmation/info popup after completed new operation wasn't possible to close from the console/keyboard. SCR #814. SCR #918. SCR #952.
- Backup Sync: After a manual Convert To Server command, it wasn't possible to sync the new Server with the Backup.
- Scroller Roll: Could crash when inserting new frames for Scroller Rolls that were in use.
- Holding a Wheel key while moving a wheel for a 16-bit parameter (to get fine resolution) toggled the value F/O when the Wheel key was released. SCR #789.
- Installation: Wrong version of CongoShell was included which made it impossible to upgrade the software from the Welcome/Settings screen. Note: This version must be installed manually from the Explorer to upgrade the CongoShell. Next time you install, it should be possible from the

Welcome/Settings screen. SCR #937.

## Changes

- VLC Play Import: Import of scroller roll values is now implemented.
- Independent Setup: Now operates in their own field which means that opening the Independent Setup no longer affects the stage output. SCR #274. SCR #361. SCR #883. SCR #820.
- Independent Setup: Now uses the Selected and non-zero channels format.
- List of ML display formats: Running Dynamics changed to Live Dynamics to match the new terminology. SCR #924.
- Scroller Roll: It is now possible to change values in Scroller Rolls that are reflected in the device calibration. SCR #915.
- Device List: It is now possible to assign scroller rolls to multiple devices at once. Previously only the first selected device was configured properly when a scroller roll was assigned.
- Channel View: For devices, the text from the Text A field is now shown as default below the channel if there is no scroller or specific parameter information available.
- Track List: Opens up with the current step focused.
- Speed Control wheels: The Stop zone (at the lower end) has been increased to make sure that you can always stop a fade completely.
- Dongle: Increase timeout period at startup to handle the slow starting dongle driver in some situation.
- Dongle: Timeout period is only used when starting in a real Congo console, not in normal computers. This is to avoid slow boot time in offline mode when no dongle is present.

## V4.0.3

Release date: 2005-07-08

## Bugs

- Editors: First INSERT or DELETE operation after an editor was opened didn't update the list properly. Continue working in the list could cause a crash in some cases.
- Strand file import: Unknown parameters are now filtered. Caused a crash before.
- Dialogs: Closing a dialog by clicking on the close icon with the mouse wasn't handled in the same way as ESC. This caused misbehaviour in some situations (Track wizard and others).
- Template List: Inserting new templates could cause a warning message if

general palettes were used in other existing devices.

- Template List: Parameter counts were not updated properly when you inserted new parameters in a template. SCR #963.
- Course/Fine control mode: Holding the Wheel key down to activate Fine mode didn't work properly. SCR #965.
- Channel View: When selecting channel 1, the channel view wasn't repositioned correctly.
- Track List: Having Track List open and selecting channels after recording new presets caused a crash.
- Channel Layout Editor: Placing presets or groups opened the Preset List or Group List.
- Channel Layout Editor: Presets were displayed as standard numbers (1.0 = 10, 2.0 = 20 etc.).
- Fan: Didn't set changed correctly.
- Capture: Captured channels were not cleared when loading a new play.
- Playback View: Pasting in a sequence list didn't update the playback view correctly. SCR #975.
- Sequence List: Pasting a range of steps at the end of a sequence list could insert the pasted steps in the wrong order.
- Record Palette: Sometimes when recording a palette, the Changed flags were not cleared.

## Changes

- Strand file import: Added some more parameter definitions (100-126).
- Printer: Lines per page parameter and page breaks have been removed since they are useless when printing to a file.
- Documentation: Updated Congo application notes.
- Browser: Effect Libraries changed to Effect Library for consistency. SCR #972.
- Scroller Calibration: The output value is now updated also if you enter an absolute value with MODIFY. SCR #969.
- Channel View: Channel levels coming from Independents are indicated with "In". Previously, all were indicated with I 1 (regardless of which independent that was active) which was a bit misleading.
- Channel View: Scrolling with CH & arrow keys has been reversed since it worked backwards.
- Patch View: Scrolling with CH & arrow keys has been reversed since it worked backwards.
- Template List: COPY/PASTE can now be used for copying a Template (to easy upgrading of the Template library).
- Mask: The + and \* characters used for indication of the Mask status were both

displayed as + on the ML display (because of the font that we have to use). Some parameters are now indicated by -, all parameters by +.

- Track List: Now updates when channel selection is changed and when new presets are recorded.
- Channel Layout Editor: Placing presets or groups now auto-increment to next available item.
- CONNECT: LED now indicates when something is connected.
- Group Wheel mode: It is now possible to load the channel selection with CH & wheel key.
- Master Page: When changing to a page where a master is not recorded, the clearing of the master will now be set to pending if the master was up. When the master is moved to 0%, the master will be cleared. Previsouly, the master was immediately cleared. SCR #886.
- Master Page: Pages recorded in a Pronto including masters above 20 are now truncated since Congo only uses 20 masters per page.
- Record Palette: When re-recording a palette, you can now choose to record For Each Type or For Each Device. SCR #344.
- Internal: Help topic links for some new buttons added.
- Internal: Modified button topic names to be able to link with OHD.

## **V4.0.4**

Release date: 2005-08-04

### **Bugs**

- New play/Open play/Send play/Shutdown: If some editors where open when making any of these operations, there was a crash.
- Patch Wizard: The Template list wasn't updated properly when new Templates were created.
- RECORD & GROUP: Suggested group 2 as the first free group number.
- Parameter content on a master didn't work.
- Master Editor: Re-recording a preset with RECORD/UPDATE didn't work properly.
- Pressing the Direct Select button for a non-existing screen layout accidentally created the layout.
- Scroller Roll Wizard: If adding positions to a scroller roll when the roll was already in use by some device there could be a crash.
- Attribute Editor/Live Attribute: If devices were defined without a start address, the Attribute views could crash.
- Console wheels: When moving the wheels slowly, the response was a bit



jumpy.

## Changes

- Parameter Definition Editor: It is now possible to change the parameter type.
- Direct Select: The choice Macro has been removed since Macros doesn't yet exist.
- VLC Play Import: Now supports Channel Times.
- VLC Play Import: Now handles GoOnGo and Time/Delay on Device level.

## V4.0.5

Release date: 2005-09-23

## Bugs

- Master Pages: Master page for the upper master row wasn't restored properly after restart.
- Master Pages: Selecting a non-existing master page presented a dialog box of the old type (that could crash) and the master page wasn't created properly.
- Patch Wizard: The "Replace existing dimmers" parameter didn't work properly.
- Leaving the Congo on overnight could sometimes cause a 0x80000003 exception. This should now be handled correctly.
- Playback View: Sequences with more than 255 sequence steps were not shown correctly in the Playback View.
- Channel Times: When setting times to channels that already were included in other channel times, channels were not cleared properly which could end up with several overlapping channel time sets.
- Screen Layout: If you included a window in a screen layout for a master page and then removed the master page, there was a crash when the layout was activated.
- Dynamic Effects display: Could crash if there were no effects.
- Console Settings: Were not restored properly on startup.
- Master Pages: Auto-update on the upper master row didn't work properly. Especially the last master was difficult to record.
- U1-U3 Wheel parameter assignments: These were not read properly back from disk. SCR #990.
- Translation: The names of the ML display formats didn't use the translated texts properly.
- Translation: Many items in editors didn't support foreign character sets, like Russian. Note: There are still a number of popup items in editors that doesn't display correctly with foreign character sets. This will corrected in V4.1.

## Changes

- Start Congo shortcut in the Start menu now has a Congo icon.
- Direct Select: >> and None buttons have been removed to make space for new Direct Select content: Parameter and AutoGroups (not yet implemented).
- Output mode: When controlling an output (# OUTPUT), it is now shown as "Output" in the Channel control field and a status message is presented to make output mode more visible.
- Output Settings: The start address for the two physical DMX ports now works. The size parameters have been removed since they are not used.
- Speed Control wheels: Range for the stop position has been increased to make sure that fades can really be stopped even if the wheels are not perfectly calibrated.
- Scroller Item Wizard: Improved algorithm for calculating the values for the ranges. Should better match the actual values of a scroller.
- Patch Wizard: Improved confirmation popup if device addresses were reallocated because of address conflicts.
- Macro: Removed all references to Macro since it has been found very confusing when showing the system since the Macros doesn't work.
- Release: It is now possible to specify a time for release with # RELEASE. The default release time can also be changed in the setup.
- Wheel Parameter List: Added display of Ux in the header to show which page is being edited.
- Wheel Parameter List: Added a page number column to show which user page that is being edited.
- DISPLAY LIST: Master Page list has been added to the possible choices on the direct select buttons.
- Welcome/Settings: Additional play path is renamed to File Server path to better correspond with the Browser.
- Installation: Added note for Offline installations about the graphics memory requirements.
- ETCNet2: Congo now reports a proper product code and version number on the Net2.
- Scrollers: The scroller frame number is now shown on the ML display as well.
- Success/Error sounds have been changed to sound less like Windows.
- Dongle: Added logging of dongle reponse codes to C:/CONGO/CONGO.LOG to find why dongle is sometimes not found at startup.
- Dongle: Changed "Invalid dongle" message to a popup with some additional information.
- Independent buttons: In toggle mode, now reacts on key press, not key

release as before.

- CH & RECORD: Merge with existing channels is now checked as default. SCR #1009.
- Installation: Polytast font added to the installation. Is needed by the Online Help Database.
- Installation: Unused language files removed from the installation.

## **V4.0.6**

Release date: 2005-10-04

### **Bugs**

- Record devices without intensities didn't update the Playback View with the device information. SCR #988.
- Preset Attribute Editor: It was possible to press DELETE on the parameter time and delay formats which deleted the whole parameter. Delete can now only be used when the Parameter value is shown. SCR #989.
- Update: Updating a preset, 0% values weren't stored properly because of the merge change (CH & RECORD) in V4.0.5.

### **Changes**

- Keyboard shortcuts: F6 is now LOAD. Highlight has been changed to Alt-H.
- "Rubberband mode" changed to "Rubberband: Return on fade down" to be clearer.
- "Auto-save" changed to "Auto-save on Record" to be clearer.
- About Congo: Small improvements on the display of different items to make it clearer.
- INSERT & Master: Confirmation message is now written when the Master link is created.
- Translation: More texts in popups and wizards can now be translated.
- It is now possible to hold down the ESC button on the keyboard during startup to skip loading the Recovery file after a crash. (Similar to skip loading the previous Play.) In some rare situations, the Recovery file could be saved in an inconsistent state that caused a crash when starting again.

## **V4.0.7**

Release date: 2005-10-25

### **Bugs**

- Channel Levels: Channel level display could differ between the channel view

and the channel/level display on the face panel because different conversion tables were used. Now all conversion between internal values and % follows the USITT norm.

- Live Dynamics: Showed the Pan/Tilt monitor from V4.1 by mistake.
- Master Pages: When reading plays, master 20 in master pages was not read properly.
- When recalling screen layouts on fewer monitors than they were created, duplicate tabs may appear.
- Master Page Editor: It was possible to insert masters above 20.
- Output List: If you had templates with parameters set to “Not defined”, the output list crashed.
- Track List: Pressing MODIFY in the Mode column opened the Preset List, not the Sequence Editor.
- Playback View: Double clicking on a preset number didn't focus the Preset List correctly.
- Channel Layouts: Were not possible to activate from the ML display.
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## Changes

- When Congo is shut down because of power loss or logging off, a status message is shown and the screen background turns red.
- Escape can now be used in the welcome screen to abort starting locally or connecting as a client.
- Button texts are dimmed just as the buttons in the welcome screen to enhance visual feedback.
- Radio Remote: Changed layout and functionality for the new cRRFU remote control.

## V4.0.8

Release date: 2006-01-??

## Bugs

- Strand import: Didn't handle multiple patches correct. Now Patch 1 is always used.
- Strand import: Attribute values were not read correctly.
- Strand import: Some group values were not read properly.
- Time Editor: If you used the Time Editor without a step loaded in be, there could be a crash.

- Opening and closing other tabs on top of a movie tab crashes.
- Channel Layouts: If you selected a channel that didn't exist in a non-autochangeable layout, it could switch to other layouts. Now layouts without auto-selectable flag set never changes automatically.
- If you inserted a USB memory or other device when in the Login-screen, the system could crash.
- Channel Layout Editor: Holding down Select to get a selection frame only worked the first time even if you kept holding the Select button.
- Channel Layout Editor: You could get into a situation (no new number entered and next content number = 0) where it wasn't possible to draw frames.
- Channel Layout Editor: Sometimes, when placing objects, you could get a box object if the mouse was moved slightly when clicking.
- Channel View with Channel Layout: Double clicking outside an object didn't deselect all channels.
- Channel View with Channel Layout: Double clickin on a frame didn't de-select the channels outside the frame.
- RECORD & GROUP: Didn't update open Group Lists.
- Expression Import: Didn't handle presets correctly. Many presets were lost.
- Blind Ethernet output: When this parameter was on, you could loose the attribute levels on the output when working in for example the Master Editor. Note: The Blind Ethernet function isn't active in V4.1. It will be added in a future release.
  
- Movies with space in the file name didn't play back correctly.
- 256-step values: If you were setting a level above 255 with . & @LEVEL, you got a warning but the level was changed as well.
- Group Wheel mode: Channel selections were not cleared when a new play was read.
- Patch List: Unfinished Output Editor was available in V4.0 and could cause crashes.
- Patch Wizard: Set range of rename channels didn't work properly.
- Device List: Changing Template for multiple cells at the same time didn't work properly.
- Device List: Setting a device address for a new device without having defined a template for it, could crash in some situations.
- Backup Sync: The Backup Sync text on the top of the screen didn't update correctly when the mode changed.

- Master Editor: Wait and Out time columns were swapped and didn't correspond with the header.
- Master Editor: It was possible to enter %-times for Wait and Out which made the fading misbehave. Wait and Out only supports absolute times.

## Changes

- Strand import: Now handles import of palette references. In the Strand system, attribute information stored in groups can be used as palettes and referred to in presets. Strand groups that are referenced from presets are now converted to All Palettes and a reference to the palette is now stored in the preset. Groups that are not referenced from other presets, are now stored as Congo groups to avoid mix-up with preset numbers.  
Note: Since a palette cannot store intensity values, a Strand group that gets converted to an All Palette will lose its intensity information.  
Note: In the Strand system, intensities in a preset can also reference a group. This is currently not supported in Congo. All such values will be set to 99% to indicate that they have to be updated manually.
- Strand import: Submaster content is now supported.  
Note: If a submaster contained attributes on the Strand system, the attributes are not transferred to Congo, only the intensities.
- In the welcome screen, either "Starting..." or "Connecting..." is shown during startup to indicate that something is happening.
- Channel Layout Editor: The selection frame is now made more similar to standard computer selections frames and more different than the drawn frames to increase readability.
- Channel Layout Editor: Improved feedback on actions when drawing.
- Template List/Template Range Editor/Template Range Table Editor: Improved update of other editors when changes are made.
- Master Link Editor: Changed "Target" to "Target Level" for clarity.
- Screen Layouts: If you had a lot of screen layout data, saving your show file could take a very long time. This has been dramatically improved now.
- Group List in ML display: Using Left/Right mouse button together with + and – now works.
- Expression ASCII Light Cues Import: Handles patch to channel 0 now.
- Welcome screen: "Settings" changed to "System settings" to match the dialog header and avoid confusion with "Settings" in the Setup menu.
- Play Changed indication: Improved indication on changes in editors and on UPDATE.

- Translation: Improved support for translation in Channel Layout Editor, Note Editor and Master Content types.
- Internal: \ changed to / for the Mac version.
- Internal: Some translation improvements.
- Internal: New HASP dongle library used.

## **V4.1 R0**

Release date: 2006-01-26

### **NEW FEATURES:**

- **Radio Remote:** Change layout for the new cRRFU remote control.  
Note: A new IO board firmware is needed to use the cRRFU. To check your Congo console's IO board firmware version, use the About Congo option at the top of the Browser. If the About Congo dialog displays an IO board version of 1.0.0.0.0.0, you will need to download the Congo\_IO\_Board\_Firmware\_Update.zip file from the Congo software update part of the [www.etconnect.com](http://www.etconnect.com) or [www.avabcontrol.com](http://www.avabcontrol.com) Web sites.
- **Fade Curves:** It is now possible to create and assign fade curves to each crossfade. Use the Browser/Fade Curve List to create and manage the curves (which behaves very similar to the Dimmer Curves). Assign curves to a sequence step in the Sequence Editor. [This only affects intensity, not ML attributes.]
- **Training files:** It is now possible to open a Capture 2005 training project in a tab. This file corresponds to the Sketching.asc file also provided in the base installation. Use Browser/Media/Training projects to locate the file to open. Once open, you can use FORMAT & level wheel to zoom in and out. You can also use arrow keys together with the level wheel to navigate in the Capture window.
- **Text Import Wizard:** It is now possible to import text files into Congo. Select a .txt file in Browser/File/Import and you will open the new Text Import Wizard. Here you can select which columns of the text file you want to import to the Text A-D field and which column that corresponds to the Channel numbers. Channel is mandatory. You can select which delimiter that is used between the columns in the text file (Tab or Comma). You also have the possibility to store the mapping to a user format together with a name. When you have user formats stored, you can select them in the Use existing format dropdown at the bottom of the Wizard.
- **TRACK LIST:** Several different ways to track information have been implemented:
  - TRACK: Works as before, showing the track list for the selected channels for the sequence in the Main Playback. In addition, you can toggle attribute information on/off, see below.
  - TRACK & PRESET: Searches for the selected channels in the Preset List. Attribute information can be toggled on/off, see below.
  - TRACK & GROUP: Searches for the selected channels in the Group List.
  - TRACK & FCB, TRACK & PALETTE: Searches for the selected channels in the corresponding Palette List. Attribute information can be toggled on/off, see below.

- TRACK & Master key: Searches for the selected channels in the sequence that is loaded to the master. Attribute information can be toggled on/off, see below.
- TRACK & SEQ: Searches for the selected channels in all sequences. Attribute information can be toggled on/off, see below.
- TRACK & CH: Searches for the selected channels in all sequences, presets, groups and palettes. Attribute information can be toggled on/off, see below.
- Browser tracking: If you position on a Preset or a Palette in the Browser, you can press TRACK to open a track list that shows where the preset or palette is being used. Open the related editor by pressing MODIFY on an item in the track list.

In most of the track lists, you can open the related editor by pressing MODIFY in the first column.

In track lists with objects that contain attribute information, it is possible to toggle parameter information on/off by using FORMAT & FCB or FORMAT & Wheel parameter keys.

Intensity information can also be toggled on/off using FORMAT & @LEVEL.

Note: There is a limit of 30 columns of data to avoid creating huge spreadsheets if many channels with many parameters are selected.

## NOTES:

- A NOTE function has been implemented. In general, pressing NOTE in the Playback View/Preset List/Group List/Palette Lists will create a note (with the given text) for that specific object. Open Browser/Setup/Note Editor to see a list of all entered notes. Notes are displayed with information about the time stamp and user name. It is also possible to modify the text in the editor and flag it as done.  
If you press MODIFY on a note in the Note Editor, the corresponding editor will be opened.  
In the spreadsheet editors (Preset List, Group List, Palette Lists, Sequence Editor), a new "N" column has been added where you can see if there are comments available for the object (indicated by a check mark for each note). Pressing MODIFY in this column takes you directly to the Note Editor for the notes associated with the selected object.
- NOTE: Keyboard shortcut (Alt-N).
- NOTE: MODIFY & NOTE opens the Note Editor.
- NOTE: Available notes are shown with a small flag symbol in the playback view. You can set the color of the flag in the Note Editor.
- Note Editor: The Color column is used to set the color of the indication (currently only used in the playback view).
- Notes: It is possible to use DELETE in the Note Editor to remove notes.

## JAM Mode:



- Jam mode: When you turn on Jam mode the following will happen:
  - Groups will be created starting at 101 based on the Auto Groups.
  - Color Palettes will be created starting at 101 with different combinations of CMY.

In the Direct Select area you will have the following content:

- One bank of Dynamic Effects.
- One bank of Beam palettes.
- One bank of Parameter ranges.
- One bank of Dynamic controls (like Size, Rate etc)..

In the master section you will have the following content:

- 20 groups on master 1-20. Fader controls intensity.
- 10 Focus Palettes on master 21-30. Fader rubberbands the selected channels to the palette target.
- 10 Color Palettes on master 31-40. Fader rubberbands the selected channels to the palette target.

In Jam mode, the master buttons behave a little different than they do normally. Pressing a master button selects the corresponding channels (can be used together with + and – to add/subtract groups). This is similar to the standard mode. However, the master LED will only be lit when all the channels that belong to the group are selected, otherwise it will be off. This is to make it clear which group that is currently active.

- Jam Mode: Palettes are only generated the first time you enter Jam Mode.
- Jam Mode: When entering Jam Mode for the first time, you will get a popup with information about what has been created for you and how to proceed.
- Jam Mode: Leaving Jam mode restores the previous master content.
- Jam Mode: When leaving Jam Mode, active masters are placed in a pending state to avoid sudden changes on the stage.
- Jam mode: Indication of Jam mode is shown in the Header view.
- Jam Mode: Only 10 groups are loaded for you now. Group masters 11-20 are free for you to use. Group 10 is “All Devices”.
- Jam Mode: Focus palettes are created with recorded default positions for all devices.
- Jam Mode: Executing palettes by pressing the master buttons executes on the field time or master page time (if percent time is set) as before. But, you can now enter a specific time before pressing the master button to temporarily override the default one.

### **MAJOR SYNTAX CHANGES to ensure consistency:**

- Preset/Group syntax cleanup and additions. All Preset and Group functions have been checked for consistency. This is the current implementation:

# PRESET & LIVE	Preset levels added absolute to output , clears the Live field before loading the preset, the preset number is set in the A field so that UPDATE works.
# PRESET &	Brings Preset in proportionately on the wheel

WHEEL	
# PRESET & CH	Channels from preset are selected
# PRESET & +	Add channels from Preset
# PRESET & -	Subtract channels from Preset
# PRESET & THRU	Add a range of Presets
# PRESET & LEVEL	Levels from Preset applied to any common channel already selected
# PRESET & BLIND	Opens Blind tab if not open and preset levels are added absolute in blind field
PRESET	Opens Preset List
# PRESET	Channels from preset are selected
MODIFY & PRESET	Opens Preset List
# MODIFY & PRESET	Opens Preset List for a specific Preset
PRESET & ASSIGN	Load selection to master
FETCH & PRESET	Same as just Fetch for completeness
# GROUP & LIVE	Group levels added absolute to output
# GROUP & WHEEL	Brings Group in proportionately on the wheel
# GROUP & CH	Channels from Group are selected
# GROUP & +	Add channels from Group
# GROUP & -	Subtract channels from Group
# GROUP & THRU	Add a range of Groups
# GROUP & LEVEL	Levels from Group applied to any common channel already selected
# GROUP & BLIND	Opens Blind tab if not open and group levels are added absolute in blind field
GROUP	Opens Group List
# GROUP	Channels from groups are selected
MODIFY & GROUP	Opens Group List
# MODIFY & GROUP	Opens Group List for a specific Group
GROUP & ASSIGN	Load selection to master
FETCH & GROUP	Fetch from Group
LIVE & BLIND	Copy light from Live to Blind
BLIND & LIVE	Copy light from Blind to Light

- C & LIVE: Added shortcut for consistency with BLIND. Works the same way as C & CH.

- DYNAMICS: Behaviour has been changed to make it easier to access Live Dynamics. Just pressing DYNAMICS without a number now opens the Live Dynamics (similar to just pressing ATTRIB). MODIFY & DYNAMICS opens the Effect list.

### **Changes to Startup/shutdown Behavior:**

- Freeze: If you set the Output mode switch to Freeze before you start the application, the output will not be updated until you move the switch to on. This makes it possible to start without output and prepare the correct light before activating it on stage.
- Startup: It is now possible to hold ESC down after passing the Welcome screen to skip loading the last play.
- When Congo is shut down because of power loss or logging off, a status message is shown and the screen background turns red.
- Escape can now be used in the welcome screen to abort starting locally or connecting as a client.
- Button texts are dimmed just as the buttons in the welcome screen to enhance visual feedback.
- In the welcome screen, either "Starting..." or "Connecting..." is shown during startup to indicate that something is happening.

### **Changes to File Storage/Management:**

- USB-device: Auto-update of the Browser File structure when a USB memory is mounted or unmounted.
- USB-device: If you insert a USB device which contains Image or Movie files, you get a question about auto importing them to the Images and Movies folders.
- Browser/File/Copy Log Files to USB: Command added to be able to copy out congo.log and congo.dmp to a SystemLogs folder on an USB memory. Will use file names like this congoX.log and congoX.dmp where X is a number to avoid overwriting existing files.
- Import: Expert show files (ending in .PLA) are now shown in the Import from tree and can be imported.
- Strand import: Now handles import of palette references. In the Strand system, attribute information stored in groups can be used as palettes and referred to in presets. Strand groups that are referenced from presets are now converted to All Palettes and a reference to the palette is now stored in the preset. Groups that are not referenced from other presets, are now stored as Congo groups to avoid mix-up with preset numbers.  
Note: Since a palette cannot store intensity values, a Strand group that gets converted to an All Palette will loose its intensity information.  
Note: In the Strand system, intensities in a preset can also reference a group.

This is currently not supported in Congo. All such values will be set to 99% to indicate that they have to be updated manually.

- Strand import: Submaster content is now supported.  
Note: If a submaster contained attributes on the Strand system, the attributes are not transferred to Congo, only the intensities.
- Strand import: Didn't handle multiple patches correct. Now Patch 1 is always used.
- File/Open: Now shows Strand ASCII Light Cues files that ends with .alq directly.
- Strand Import: Strand Groups that are not used as palettes for cues are now stored as Congo Groups instead of Presets. In this way, we can avoid the number conflict between presets in the sequence and the groups that previously also were stored as presets. However, attribute information from Strand groups can no longer be imported since Congo Groups doesn't support attributes.

### Changes to PATCH:

- Patch windows (Output Setup, Channel Setup and Device List): A number of improvements have been made for selection and synchronization between the list part and the graphical part.
  - When you select items in the lower part, the corresponding object(s) are indicated in the upper part.
  - When you click on objects in the upper part, the corresponding items are selected in the list. (Double click deselects first, just like in the Channel View.)
  - You can also select channels in the Channel Setup and outputs in the Output Setup by using the CH, OUTPUT, +, - and THRU buttons.
  - It is now possible to show/hide output levels in the upper part with the command FORMAT & down/up arrow.
  - When you select an output or channel that is outside of the visible area, the upper view will now reposition itself.
  - If you try to enter an address that would overlap another device, there is now a warning popup.
- Channel List: Improved performance when moving around with the arrows and when changing data.
- Dimmer Curves: New Dimmer Curve List available in Browser/Setup that lets you create and modify dimmer curves. Press modify in the first column to open the editor for the selected curve. Insert curve points and specify the output values for each corresponding input value. A smooth curve will be created between given points.  
Curves can be assigned to dimmers in the Output Setup.  
Assigned dimmer curves are shown as a small curve symbol for the patched channel in the Channel View. A set of default Dimmer Curves are now loaded at startup (contained in the file CURVES.DEF).
- Channel Setup: It is now possible to press MODIFY in the output column to open an Output Editor where more outputs can be inserted and/or given a scale percentage (proportional patch). If several outputs are patched, this is

indicated by a trailing \* character in the output column. NOTE: There is currently a screen-refresh issue in this editor view when deleting outputs from the list. Close and reopen the editor to view the list after deleting an output.

- Channel Setup/Output Setup: It is now possible to patch multiple outputs and channels using the console functions, similar to Pronto.  
1 OUTPUT 3 MODIFY: Patch output 1 to channel 3.  
1 OUTPUT 4 THRU 10 MODIFY: Patch outputs 1-4 to channel 10.  
1 CH 4 THRU 10 MODIFY: Patch outputs 10-13 consecutively to channels 1-4.  
If there are existing outputs patched already, you get a Replace popup.
- FIXED Channel Layout Editor: Placing Presets or Groups open the Preset/Group editors when you release PRESET or GROUP.
- FIXED Patch View: Not always updated correctly when patching dimmers directly in the lists.
- Templates: New completely revised template library with lots of new templates. Also, AdditionalTemplates.asc file added to the Play Archive with many new templates that can be imported into the current show file. NOTE: Do not attempt to open this play file directly as the number of parameter definitions is too large for Congo to support.
- Patch Wizard: Output offset field added. Shows the number of outputs used by the selected template. But, you can enter other offsets that will be used between the devices, like even 20 or 30 blocks.

### **Changes to Channel Database (Channel Labeling):**

- Channel Database: Added the Set Text Wizard to set texts for selected channels. Press WIZARD in the text columns.
- CH & TEXT: Opens a Wizard for setting any or several of the four channel texts for the selected channels.

### **Changes to the Browser/Info Window:**

- Browser/Setup: Added Dimmer feedback log. The log shows dimmer errors reported by the IES Dimstat application.
- Browser/Master Playbacks renamed to Master View to avoid confusion with the Master Playback tab that is something completely different.
- Auto Import images: [Connect a digital camera to the console via USB – a dialog will open to allow you to import the photos into the Images folder in Congo] Possibility to select if all images found should be imported or just ones with a newer timestamp than last import.  
Note: This currently only works if your camera shows up as a new Drive in Windows, not as a camera.
- Browser/Media: It is now possible to delete Media files by pressing DELETE on them in the Browser.
- Info window: This window is now showing detailed information about a single

selected channel in any of the views. Currently shown:

- Text A-D for the channel
- Template name. If several channels are selected, it is shown as Group: x (similar to the ML display). It is now possible to use NEXT/LAST to focus a single channel within a selection and get the channel info.
- If a dimmer curve is assigned, this is now stated.
- The Dimmer/Device Addresses are now shown.
- If you select an output for direct control, this is now shown together with patched channel, if any.
- "0 GROUP" is now shown as "No channels selected"
- "Group" has been changed to "x channels selected" to avoid confusion with real groups.
- If there are dimmer errors reported for a channel, it is now shown.

### **Changes to Live:**

- Channel View: New format added: Selected and used in play. Shows only channels that are recorded in presets. If you select previously not recorded channels, they will be shown in this view. But, when you select this format the next time, a new scan through the presets will be made and they will disappear again if they don't have recorded levels.

### **Changes to Manual Control:**

- Group Wheel mode: GROUP & Wheel without a number now loads the current selection (same as PRESET & Wheel).
- Wheel Parameter List: New shortcut added (MODIFY & Ux) to open up the editor for the parameter assignment. This was earlier a bit hidden. Also, when opened like this, you will have all the three parameter pages in the same editor for better overview.
- Some cleanup has been made for the clearing functions. C & @LEVEL just clears the selected channels. C & LIVE clears the Live (A) field. C & LIVE LIVE also takes master contribution to 0. Master content is not affected, just the master fader value.
- C C: Clears the current selection.
- ALL ALL: Selects all channels with levels on stage (including the masters).
- FLIP: New soft key added to the Device soft key page.
- Home Attributes: The former INTENSITY button is now used as HOME ATTRIBUTES. Please note that it now requires a double press to activate to avoid activating it by mistake.
- At mode: You can now use the ON/FETCH button for step level. Press @LEVEL and then ON/FETCH. If you use ON/FETCH without pressing @LEVEL first, it will be either ON or FETCH (with a number entered).
- Settings: "Slower level wheel response" parameter added that reduces the response speed of the level wheel.

### **Changes to the Direct Selects:**

- Direct Select: New type added: **Parameter**. Show the ranges for a specific parameter as Direct Select. Select Parameter as the Type and then press the parameter key for the parameter you want to assign. You can also hold a wheel key to get the ranges temporary on the direct select buttons.
- Direct Select: New type added: Auto Groups. Show the Auto Groups as Direct Select. Sorted separately for each text column.
- Direct Select: Temporary parameter range mode (while holding the wheel key down) leaves the ranges on the Direct Select displays until the wheel key is released.
- Direct selects: It is now possible to hold UPDATE and press on a Direct Select for a Palette to update it. Note: This shortcut is currently not possible with an editor focused that uses UPDATE for something else.
- Direct Selects: When using temporary direct select, the upper and lower rows on the display and buttons have been swapped to always have the first content in the upper left corner. Previously, this was reversed.
- Direct Selects: All temporary direct select displays now stay until you release all buttons. Previously, the display was cleared when you pressed a direct select button which made it difficult to continue to select other direct selects.
- Direct Select LEDs: Are now updated when new groups or palettes are recorded.
- Channels Only mode: Direct Select LEDs are now turned off in Channels Only mode.
- Channels Only mode: The range buttons rows are now swapped to have the first range on the upper left button.
- Direct Select Parameter: Now also shows ranges from assigned Scroller Rolls as well. Note: It is currently not possible to show Range Tables ranges.
- Direct Selects: It is now possible to enter a time before pressing a Palette button on the Direct Select section to fade to the target on time.

### Changes to Presets/Sequences:

- Record Preset: If updating an existing preset, it is no longer recorded in the sequence even if Build is turned on. This could happen if you were updating a preset not recorded in the sequence. SCR #1010.
- Keep dynamics: Now activated. Works similar to the Pronto. You can use the Keep Dynamics softkey on its own (to set the keep dynamics flag for all parameters for all selected devices) or together with FCB (to do the same for a specific parameter type).  
In addition, a new choice in the Advanced tab of the Record Preset popup has been added to allow you to select this parameter already on recording.
- Channel Time: When you record a channel time, you now have the possibility to enter a text directly.

- **Master Link:** New shortcut added to record a master link. INSERT & Master creates a Master Link for the selected master in the current sequence step. # INSERT & Master does the same but with Target set to #.
- **Record Preset:** When recording the first preset to a new sequence, you will now get the question if you want to record a block cue (a cue with all attributes included for all devices) to this preset.  
Note: If there are no devices defined, this question will not be posed.
- **Record Preset:** New choice added to the Advanced tab “Create block cue for attributes”. When checked, creates a block cue including values for all devices.
- **# MODIFY & PLAYBACK** now opens the Sequence Editor at a specific preset/step (depending on the GOTO jump to setting).
- **Sequence Editor:** # TIME, # IN and # OUT now set the timing directly. This (together with the new # MODIFY & PLAYBACK command above) makes it possible to work in a more command line way, opening a sequence step and update the most common items without having to scroll around.
- **Sequences:** When you make a clear play, only the main sequence is now created. The second sequence was a remaining thing from Pronto.
- **Record Attribute popup:** Clarifying text about all parameters for all selected channels being recorded.
- **Sequence List:** It is now possible to select “Delete corresponding Preset” in the confirmation popup.
- **Preset List:** It is now possible to select “Delete corresponding Sequence Step(s)” in the confirmation popup.
- **GOTO:** It is no longer possible to go to a non-existing preset, causing a blackout on stage. SCR #977.
- **RECORD & ATTRIBUTE** and Block cue operations will now always exclude the Control parameter.
- **New setting:** Always start dynamics on Go. When activated, dynamic effects are always started on Go regardless of the GoOnGo setting for the sequence step.

### **Changes to GoOnGo/GoInB:**

- **GoOnGo:** Logic similar to VLC implemented. The GoOnGo flag for each channel is set to GoOnGo when recording a new preset if the light in the previous step is on for the corresponding channel or if the channel was set to GoOnGo in the previous step. This should set the GoOnGo correctly in most cases.  
Note: The default setting for the sequence step should be set to GoInB for the automatic to work properly; otherwise the sequence step setting will be inherited to the channel/device GoOnGo flags.
- Default setting for new shows is now set to GoInB.

### **Changes to Editor views (Preset List/Group List):**



- Group List: Recording has been changed. If you press RECORD, you will record only the selected channels into the group. If you press UPDATE, you will update the existing group with the new data. This minimizes the risk of losing channels in a group when re-recording it. The confirmation popup has been made more clear. The channel view is now updated when changes are recorded.
- Preset List/Group List: Record/Update confirmation: Now the default button is set to the button used to invoke the confirmation. If you used UPDATE, you can press a second time on UPDATE to confirm. Same goes for RECORD.

### Changes to Dynamic Effects:

- Dynamics display: New softkeys added to make clearing and deletion of dynamics more visible and easy to understand. Select All, Clear Selection and Delete All.
- Live Dynamic Effects: Now includes a preliminary small Pan/Tilt viewer (similar to Pronto).
- Live Dynamics ML display: Added controls for Offset and Delay relations to wheel 3 and 4. Hold down the wheel button to select a relation from the list (similar to selecting parameter ranges) for the selected effect. [You cannot use the wheel to set Offset and Delay relations, only the wheel keys+wheel will work, like when using ranges.]
- Live Dynamics ML display: Added Distance soft key button to be able to set the distance parameter for the focused effect.

### Changes to Masters, Master Pages and the Master Playback:

- Master Pages: The handling of master pages has been cleaned up in the following ways:
  - Auto-Update master page mode is set as default.
  - The Include masters in play setting has been removed since it mostly created confusion.
  - When starting with a clean play, master page 1 and 2 will be automatically created and assigned to the two master rows.
  - Creating a new page by loading a non-existing page now creates an empty page.
- Masters: If you change a preset or group that is also assigned to a master, the master content will now be updated with the new content. If the master fader is above 0%, the updated content will be paced in pending mode. SCR #1012.
- Pending masters: Are now indicated with inverted colors on the master LCD.
- FLASH MODE: The FLASH MODE button will toggle through Off, Normal and Solo modes for the flash buttons. Use FLASH MODE together with the Master buttons to toggle individual flash modes on/off. It is also possible to enter a number followed by FLASH MODE & Master to set the flash level.
- FIXED Recording a preset to a master sequence didn't update Browser or open editors with the new information.
- Record preset on master: Time is now set to 100% as default to be able to use master page

times.

- Masters: It is now possible to hold UPDATE and press on a master button for a master that contains a Palette to update it. Note: This shortcut is currently not possible with an editor focused that uses UPDATE for something else.
- Record & Master: Warning message added when trying to record a preset to a master sequence without a fresh number.
- Master Playback: << and >> buttons: In Chase mode, now selects chase direction backward or forward.
- Master Pages: When you make a clear play, now 10 master pages are created for you. This is to make it easier to get started with master page since you can step through them from the display and just drop objects on them (because Auto-update master page is now on by default).
- Master Page List: If INSERT is pressed without a number, you will be given a page with the first free number.
- RECORD & Master: When recording without a preceding number, numbers will now be suggested from preset 800 and onwards to avoid using up sequence preset numbers.
- Master displays: Added a thicker frame around masters which are active (level above 0%).

### Changes to Online Help:

- Online Help: It is now possible to press NOTE in the Help tab to record a Favourite. A dialog allows you to enter a descriptive text. This text is shown in the Info area when you focus on a Favourite in the Browser.
- Online Help: Pressing TEXT in the Help tab opens a search dialog where you can search for information in the Online Help.
- Online Help: It is now possible to navigate in the help tab with the following commands:
  - Up arrow: Go up one page in the help system.
  - Down arrow: Go down one page in the help system.
  - Left arrow: Go to previously visited page (Back).
  - Right arrow: Go to the next visited page (Forward).
  - C & Up arrow: Go to previous link on the current page.
  - C & Down arrow: Go to next link on the current page.
  - C & Left arrow: Go to first link on the current page.
  - C & Right arrow: Go to last link on the current page.
  - MODIFY: Follows the focused link.
- Offline: The Help window is now opened on the Welcome page first time you run the Congo offline version.

### Misc Changes:

- Master Playbacks: GOTO: It is now possible to enter a preset/step number (depending on the Goto setting) before pressing > (GO in the Master Playback) for a connected sequence or before pressing the master button for a master with an assigned sequence. This will be the same as if you pressed # GOTO in the main playback.
- Channel Editor Wizard: Changed "Argument" to "Value" and "Include all channels" to "Include if 0%" (same as in Pronto) to make it clearer.

- Effect Library: INSERT now always inserts new effects at the end.
- RECORD & ATTRIB: Warning added if no channels selected.
- Record/Update & DirectSelect: It is now possible to create new palettes on Direct Selects with RECORD & DirectSelect. UPDATE & DirectSelect on the other hand will just update an existing palette.
- Times soft menu: Attrib Time and Attrib Delay have been removed since they were considered to be confusing since they only acted as a Macro to set FCB times and delays.
- Attribute Views: Now each device is showed under the template name which groups similar devices together better than before. Previously, the Text A text was used if it existed which could make the sorting weird.
- Rubberband: It is now possible to disable rubberband on Masters and on the Playback separately in the Settings.
- Import Wizard/Printer Wizard: Now supports foreign character sets.
- Record preset to master: Improved handling of the preset number used if no preset number is specified. Now the system remembers the last recorded preset number and suggests the first free number above this preset.
- Record preset to sequence on master: Now supports the same logic as when recording a preset to a master. If no number is given, the first free preset after the last recorded preset (on a master) is given.
- Channel/Output List: The live activation of selected output has been removed since it was too dangerous.
- Editors: Improved update speed after changing lots of cells at the same time.
- Editors: Improved update speed in large editors.
- Output mode: Better information in the Info area about how to exit.
- Output mode: It is now possible to exit with # Wheel as well as # CH.
- Capture: If Capture mode was on and you tried to change levels with the level wheel in editors like the Master Editor, capture mode interfered with the level change.
- Attribute Editor: Didn't handle change of multiple cells in the Time/Delay/GoOnGo columns.
- Rubberband: In some situations, rubberbanded parameters didn't reach their exact target positions because of calculation limitations. This should now be overcome.
- Rubberband: If "Rubberband: Return on fade down" was turned off, it was possible to pump the fader forth and back and make the devices go past their targets.
- Settings: "Rubberband: Return on fade down" has been moved to the masters tab where the other rubberband setting is.

## Current Keyboard hotkeys

Console Key	Keyboard Key
-	Keypad Ctrl *
-	Ctrl Left Arrow
+	Keypad *
+	Ctrl Right Arrow
A	A
ALIGN	Ctrl A
ALL	Keypad Ctrl -
AT LEVEL	Keypad +
ATTRIBUTE	I
B	B
BEAM (B)	Alt B
BLIND	F3
BROWSER	F10
C/ALT	Backspace
CAPTURE	C
CH	Keypad -
COLOR (C)	Alt C
COLUMN	F9
DELAY	Ctrl D
DELETE	DELETE
DEVICE	D
DISPLAY LIST	J
DYNAMICS	E
ESC	ESC
FAN	Ctrl F
FOCUS (F)	Alt F
FETCH/UNDO	Keypad Ctrl +
FLASH MODE	F
FORMAT	F4
GO	Ctrl G
GO BACK	Ctrl B
GOTO	G
GROUP	Alt G
HELP (?)	F1
HIGHLIGHT	Ctrl-H
HOME ATTR (softkey)	F5
IN	Ctrl I
IND 7	Ctrl F7
IND 8	Ctrl F8
IND 9	Ctrl F9
INSERT	INSERT

LAST	L
LOAD	F6
LIVE	F2
MACRO	Q
MASK	K
Master Keys 1- 10	1-0
MODIFY	Enter
NEXT	N
NOTE	Alt-N
OUT	Ctrl O
OUTPUT	O
PAGE (lower)	M
PAGE (upper)	Ctrl M
PALETTE	Alt P
PAUSE	Ctrl P
PLAYBACK	X
PRESET	P
RECORD	R
RELEASE	Ctrl R
SAVE	Ctrl S
SELECT	Shift
SELECT ALL	F7, Ctrl N or Ctrl L
SEQ	S
SEQ -	X & Down
SEQ +	X & Up
SETUP	F11
START	N/A
TAB	TAB
TEXT	Alt T
THRU	Keypad /
TIME	T
TRACK	F12
U1	N/A
U2	N/A
U3	N/A
UPDATE	U
UPDATE PALETTE (softkey)	N/A
WIZARD	W