

## FROG 2 SOFTWARE RELEASE NOTES – ISSUE 4.3

### 1. Introduction

These release notes describe the new or modified functionality and bug fixes that have been implemented in the Frog 2 desk software between versions 4.2.15 and 4.3.0

For convenience, the release notes for version 4.2.15 have been included as an appendix, as these provide information supplemental to the current issue of the Frog 2 Operating Manual.

### 2. Setup – Network – Capture

The Capture visualiser has now been integrated with the Frog 2 desk software:

A new [Capture] option has been added under Setup – Network. Select the [Capture] option. The monitor displays the Capture options as summarised in the following table:

Option	Range	Default	Notes
Enable CITP	Yes or No	No	
Use DHCP Address	Yes or No	Yes	
IP Address			The IP address to use if Use DHCP Address is set to No
Subnet Mask			The Subnet Mask to use if Use DHCP Address is set to No

Once a connection with Capture is established the Frog 2 desk can be selected as a DMX source and your show can be visualised from Capture.

### 3. Setup – Network – WYSIWYG

The WYSIWYG visualiser has now been integrated with the Frog 2 desk software:

A new [WYSIWYG] option has been added under Setup – Network. Select the [WYSIWYG] option. The monitor displays the WYSIWYG options as summarised in the following table:

Option	Range	Default	Notes
Enable WYSIWYG	Yes or No	No	
Use DHCP Address	Yes or No	Yes	
IP Address			The IP address to use if Use DHCP Address is set to No
Subnet Mask			The Subnet Mask to use if Use DHCP Address is set to No

See Zero 88 Consoles and WYSIWYG Notes for information on setting up the WYSIWYG link.

#### 4. UDF Controls ... (Fade CBPE)

There is a new option in the UDF Setup Window which allows you to select which attributes (colour, beamshape, position, effects) are controlled by the physical position of the fader (rather than being triggered at the LTP trigger level and then fading according to their programmed fade times).

This new setup option applies to **Channel Data** and **Cue** UDF's only.

Press the [UDF Controls ...] button in the UDF Setup Window. A separate popup window is displayed allowing you to select which of the attributes are to be controlled by the fader.

Each of the attribute buttons (Colour, Beamshape etc.) is independent and when pressed toggles between selected and not selected. The 'light' in the button is lit when the attribute is selected.

#### **Notes –UDF Controls ... (Fade CBPE) Operation**

*In the UDF Setup Window, there are four attribute options under the heading [UDF Controls ...] Each attribute may be selected or deselected independently as required.*

*Moving the UDF up crossfades the attribute types which are selected relative to the fader position, instead of using the trigger point and corresponding fade time. Any Intensity channels which are programmed into the UDF data will always be controlled by the level of the fader.*

*Therefore, if you program a UDF with colour, beamshape and position data, but set the UDF Controls to Position and Colour, the following will happen.*

*When the UDF is raised - At the Trigger Level, the Beamshape parameters will crossfade in their programmed time(s). As the fader travels upwards, the programmed position and colour channels will crossfade to their programmed values, relative to the level of the fader (eg at 50%, the position and colour channels will be 50% of the way between their old values and the ones programmed into the submaster).*

*When the UDF is lowered - As the fader travels downwards, the programmed position and colour channels will crossfade from their programmed value, relative to the level of the fader (eg at 50%, the position and colour channels are half way between the value on the sub and the one which the value previously came from). When the fader reaches 0%, the non-Fader Controlled channels (in this case, Beamshape), will be released and return to their previous source or default value if no other source exists.*

## 5. Remote Switches

A new option has been added under Desk Setup – Inputs to allow you to configure each of the six remote switches as required. The parameters for each remote switch are as follows:

- **Switch No** - Range 1 – 6.
- **Action** - Disabled, Go to Cue or Macro (default = Disabled).
- **Cue Number** - If the Action field is set to **Go to Cue** then an additional field is displayed allowing you to enter the stack/cue number. The cue number may be entered using the numeric keys or from an external keyboard. Only programmed cues are valid. The cue name is displayed adjacent to the cue number (if defined).
- **Macro Number** - If the Action field is set to **Macro** then an additional field is displayed allowing you to enter the macro number. The macro number may be entered using the numeric keys or from an external keyboard. Only programmed macros are valid.

### **Note – Remote Switches with Go to Cue or Macro Actions**

*If a remote switch is configured to have a Go to Cue or Macro action and the cue or macro is subsequently deleted, then the action of the remote switch is changed to Disabled.*

## 6. Summary of Functions and Bug Fixes

A summary of the new and modified functions and bug fixes is given in the table below:

Issue	Type	Summary
F2-2037	Bug	Fade CBPE - CMY Faders
F2-2024	Bug	Touchscreen missing button presses
F2-2023	Bug	Fader not at 100% causes value jump when ACTIVE ENTER is used
F2-2021	Bug	Touchscreen stops responding when Wheels used for Pan/Tilt
F2-1892	Bug	Playbacks output at full after Power Cycling Desk
F2-2022	Bug	Fader not at 100% causes value jump when editing with wheels
F2-1620	Mod	Record Options Window - Smart Tag
F2-1994	Mod	Network Options - reduce font size
F2-1100	New	Fade CBPE Function for UDFs
F2-1094	New	Utilise the 8-pin DIN connector to trigger User Defined Macros
F2-1029	New	Are we able to implement the CITP protocol within the desk ?
F2-1130	New	Macro to trigger a user Macro from a cue.

## APPENDIX 1 - FROG 2 SOFTWARE RELEASE NOTES – ISSUE 4.2.15

### 7. Introduction

These release notes describe the new or modified functionality and bug fixes that have been implemented in the Frog 2 desk software between versions 4.2.0 and 4.2.15.

### 8. Zero Wire

Zero Wire DMX is a wireless DMX transmission system from Zero 88. The system can be output directly from the console via the [Network] options in Setup, and can then be routed via a Wireless Access Point to Zero Wire DMX boxes which decode the signal to DMX for linking to fixtures and dimmers, etc.

In the Zero Wire setup page there are a host of options, which enable each DMX Universe on the desk to be routed to an IP address with a unique Universe number (see below).

For more information, see the Zero wire DMX user manual, which can be found on the Zero 88 website.

In Setup, the [Ethernet Options] button has been renamed [Network] and the new Zero Wire function added. Select the [Zero Wire] option. The options are displayed on the touch screen and monitor.


Select the required option eg [Transmit Zero Wire]. Select the required option or enter a numeric value as appropriate. The following table summarises the Zero Wire options:

Option	Range	Default	Notes
Transmit Zero Wire	Yes or No	No	
Advanced options	Yes or No	No	
IP Address		192.168.1.1	
Subnet Mask		255.255.255.0	Advanced Option
Default Gateway		0.0.0.0	Advanced Option
Universe 1 Universe	Disabled, 1 - 10	1	
Universe 1 Target		192.168.1.255	Advanced Option
Universe 2 Universe	Disabled, 1 - 10	2	
Universe 2 Target		192.168.1.255	Advanced Option
Universe 3 Universe	Disabled, 1 - 10	3	
Universe 3 Target		192.168.1.255	Advanced Option
Universe 4 Universe	Disabled, 1 - 10	4	
Universe 4 Target		192.168.1.255	Advanced Option

## 9. Summary of Functions and Bug Fixes

A summary of the new and modified functions and bug fixes is given in the table below:

Issue	Type	Summary
F2-1699	Bug	CD Update fails Coprocessor updates
F2-1839	Bug	Auto Menus dropdown on touchscreen bug
F2-1702	Bug	Edit Fixtures - No Column - Size Problems
F2-1853	Bug	Attempt to delete cue zero crashes the desk
F2-1851	Bug	Copying a large stack saves the show multiple times
F2-1818	Bug	Remote Triggers does not work
F2-1829	Bug	Edit Fixtures Fixture list updated wrong after Change Type
F2-1785	Bug	UDK set to latch doesn't hold over
F2-1804	Bug	ACTIVE key and UDKs does not work
F2-1651	Bug	Crash when cancelling after fixture swapout
F2-1700	Bug	Desk keeps locking up
F2-1727	Bug	Multiple Group Selection broken
F2-1688	Bug	Close button very small on touchscreen
F2-1689	Bug	Smart Tag problems - UDF/UDK
F2-1647	Bug	Patching the Scroller Part of a Lamp & Scroller locks up the desk
F2-1648	Bug	Adding a Duplicate to the Scroller Part of a Lamp and Scroller fixture does not work.
F2-1473	Mod	Channel View - Source button should be inactive

	<p>For news, views and the latest software visit the Zero 88 Support Forum at: <b>support.zero88.com</b></p>	<p>Zero 88 Usk House Llantarnam Park Cwmbran Gwent NP44 3HD</p>	<p>Tel: +44 (0)1633 838088 Fax: +44 (0)1633 867880 email: sales@zero88.com Web: www.zero88.com</p>
---	--	---	--