

ZerOS Software Release (Public Release)

Released Version:	7.9.3	Release Date:	5 December 2017
Previous Versions:	7.9.2.50	Release Date:	24 August 2017

ZerOS 7.9.3 Software Release

Introduction

Release 7.9.3 of ZerOS is a major new software release recommended for all consoles and servers listed below, running the ZerOS Operating System. These release notes describe the new features, enhancements and bug fixes that have been implemented between versions 7.9.2.50 and 7.9.3.

Products Affected

- ✓ ORB Series
- ✓ Solution Series
- ✓ FLX
- ✓ FLX S24 & S48
- ✓ SCD Server & SCD Server Pro
- ✓ Phantom ZerOS (offline software)
- ✓ Leap Frog 48 & 96

Compatibility

No compatibility issues known from 7.9.2.50.

The following mobile apps (and older) will not connect to ZerOS 7.9.3. Please update your mobile apps:

- ZerOS Remote (iOS version 3.1, Android version 3.0)
- ZerOS Monitor (iOS version 3.1, Android version 1.0.1.13)

Update Instructions

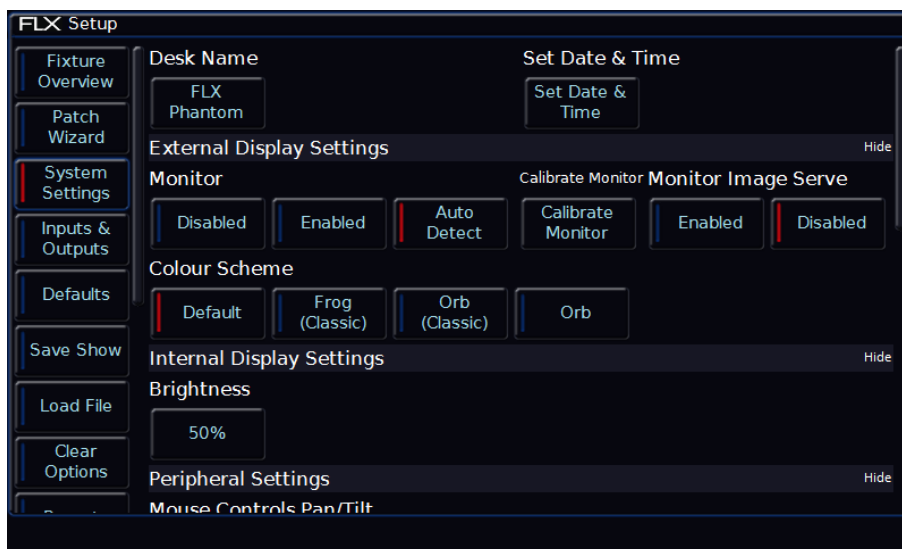
Please carefully follow the update instructions available at the end of this document.

The software installation process completely removes all data on the console, including any current show files. If the current show file is still required, **please ensure that backups are taken before proceeding with the update**. After completing the update you may re-load your show if required.

When performing a software update it is important to ensure that the power supply to your desk is stable and reliable. Power loss during a software update can render your desk unusable.

New Features

- ZOS-5204 Manufacture Specific data from ETC consoles now included within USITT ASCII file import**
 ZerOS now imports manufacture specific data from ETC Ion, Eos and Nomad systems within USITT ASCII showfiles. This adds support for moving lights, LEDs and other fixtures, along with referencing palettes. Submasters are imported as Playbacks with single cues. This support is in addition to the standard USITT ASCII support already included within ZerOS, and manufacture specific data for Strand GeniusPlus.
- ZOS-7135 Support added for Enttec’s USB to DMX protocol**
 This supports USB devices which output both one and two universes of DMX using Enttec’s protocol, such as Enttec’s DMX USB Pro or Pro Mk2 and Lumen Radio’s CRMX Nova TX USB wireless DMX transmitter. Support for openlighting.org’s USB Protocol Extensions is also included. These features are not currently available on FLX S consoles.
- ZOS-7511 ZerOS and Phantom ZerOS now supports FLX S24 & FLX S48**
 FLX S consoles are easy to learn and simple to use - delivering all the features you need at an affordable price. FLX S24 is flexible, offering a powerful LED and moving light controller in a small 19” unit with direct access to each of the lights in your rig. FLX S48 has double the power of the FLX S24 with intuitive and hands-on control of up to 96 fixtures, and a touch monitor output to provide quick access to palettes and an overview of the show.
- ZOS-7515 Grand Master options**
 The Grand Master can now be given different functionality (such as “Tap tempo” or “Programmer time”), or disabled completely, by holding SETUP and pressing Blackout. The Blackout button can be changed between “Flash” or “Latch”. Empty Playbacks can now be set as a Grand Master fader. When set, these Playbacks are automatically “Page Locked”. Multiple Grand Master faders work together using “Lowest takes Precedence” rules.
- ZOS-7623 SETUP redesigned**
 Setup has been significantly redesigned to improve navigation when navigating on a touchscreen.



- ZOS-7626 Encoder Wheels can now adjust fade times**
 This functionality returns but much improved. When selecting an intensity or attribute fade times, the encoder wheels will display fade and delay times. The wheels can adjust these times (+/- 1 second steps) or pressing the middle button allows a specific time to be entered. When Up Fade and Down Fade are identical, the first encoder will adjust both times (and will be entitled “Fade” instead of “Up Fade”).
- ZOS-7638 “Auto Select” on Channel fader movement**
 On FLX and FLX S consoles, fixtures are now auto selected when channel faders are moved. When a channel fader is moved to 0%, the channel is automatically deselected. This feature can be disabled within SETUP > System Settings. ORB Series & Solution Series users can manually enable this feature.

ZOS-7639 New Effect Offset added

Effects can now be easily and quickly offset across fixtures using new buttons within the Effects Window. Options include “Forward Offset”, “Backwards Offset” and “Random”. Offsets can be individually (in the order the fixtures were selected), or “by group”. When Groups have been used to select fixtures, offsetting “by Group” applies the same offset to all fixtures within that group.

ZOS-7640 Guidance

‘Step by Step’ guidance is displayed along the bottom third of the internal touchscreen, and can help you through the key features of the console to learn or refresh your skills at your own pace. At launch, Guidance is available on FLX S consoles, in English, German, French and Spanish. Guidance is opened automatically. When closed, Guidance can be reopened from within the Z button.

ZOS-7642 RigSync

RigSync is an implementation of RDM (Remote Device Management) which allows ZerOS to manage the rig – ensuring the console and lighting rig are synchronised, not just at the point of “patching” but continuously through the performance. New fixtures are automatically added, problems such as collisions in DMX addresses are automatically fixed, and settings such as modes and alignments are automatically kept in sync between the console and the rig. If a new fixture is added, ZerOS automatically assigns it settings, adjusting other fixtures if necessary to ensure the rig works. Patched fixtures which don’t support remote management are avoided rather than ignored. RigSync is enabled by default on FLX S. All other consoles can enable this feature within SETUP > Inputs & Outputs. RigSync replaces the FLX dialog box to add dimmers if none are currently patched, and the “Add Fixtures” button within the Z key.

ZOS-7658 Improvements to Default / Home / Topset

These settings have been removed from SETUP, and can now be recorded by setting up fixtures, and typing [RECORD] [HOME]. Consoles will provide the choice to record Default, Home or Topset options. Usual record settings (Smart Tag, Tagging etc) works in the usual way. To remove settings, type [DELETE] [HOME].

ZOS-7659 New “Fixture Schedule” window in SETUP

Patch Overview and Edit Fixtures tabs within Setup have been replaced with a new “Fixture Schedule”.

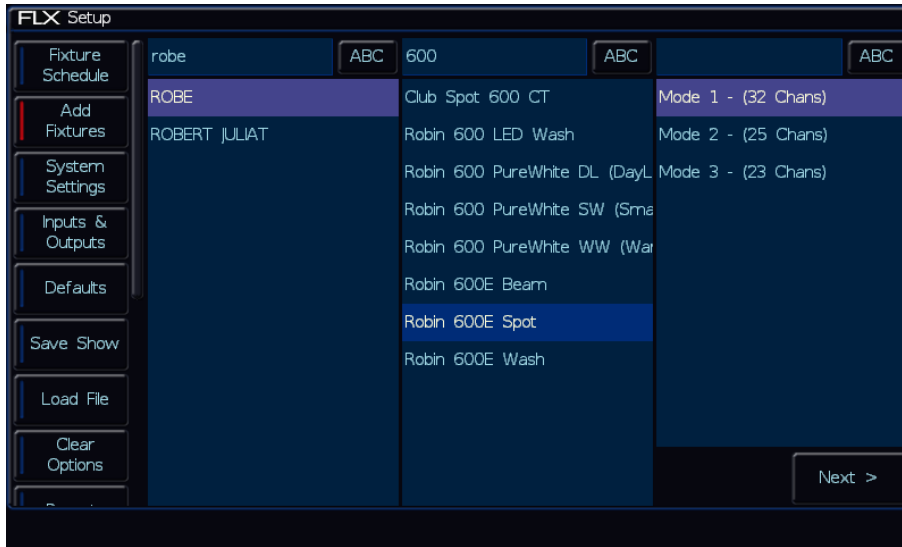
Currently selected fixtures will be shown when entering SETUP. The fixture selection can be changed using standard syntax (including groups), by selecting the Channel Select buttons, or by using the new automatically generated “Patch Groups” shown along the bottom of the Fixture Schedule window.

Settings for all the currently selected fixtures can be changed by using the column header buttons. Holding SHIFT whilst pressing these buttons will order the columns sequentially.

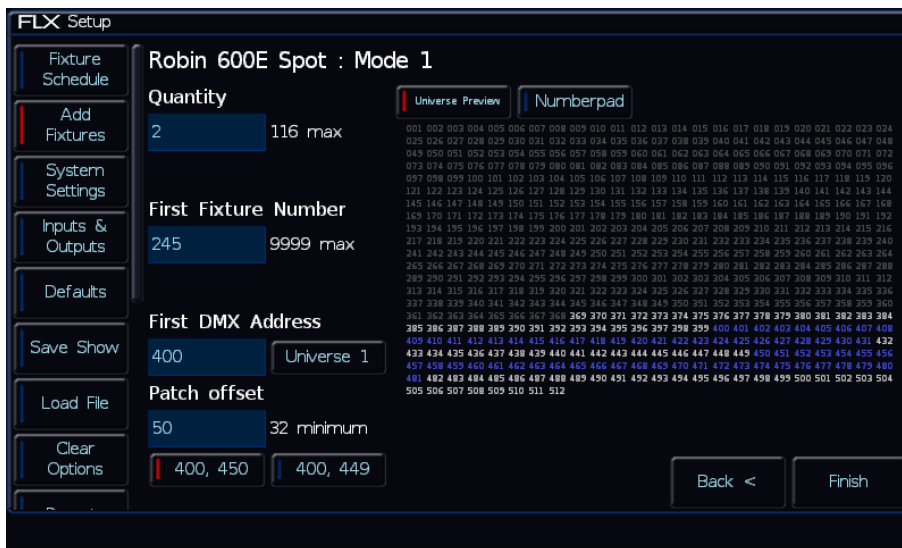


ZOS-7981 Revamped “Add Fixtures” / “Patch Wizard” process

New fixtures are now patched using the revamped “Add Fixtures” window. Manufacture, Fixture Type and Mode are all shown on a single screen. Each column can be searched, with ABC buttons to display an onscreen keypad.



The second screen allows Quantity, Fixture Number and DMX address to be entered. New options for “Patch Offset” are displayed if the quantity is greater than one. A new, interactive “Universe Preview” shows the currently selected universe, and allows DMX address adjustments to be made.



Enhancements and Bug Fixes

- ZOS-5283** RemDim now toggles (press once to enable, press a second time to disable)
- ZOS-5729** RemDim level can now be defined within Setup
- ZOS-7527** Updating a cue was removing effect parameters from that cue
- ZOS-7528** Move on Dark ensures no Intensity Effects are active before running
- ZOS-7529** “Auto Create Effects” wasn’t available if only dimmer channels were patched
- ZOS-7535** Chases now force a full reload of the cue when the stack loops or jumps cues
- ZOS-7545** Improved stability related to Remote Apps
- ZOS-7546** Playback macros weren’t retriggering a playback if it had been manually released
- ZOS-7551** Issue solved which could cause Solution to lockup when using a ZerOS Wing on page 9
- ZOS-7564** MIDI Show Control commands now check for the existence of the playback before triggering
- ZOS-7570** Recording point cues on Playback 240 (last available playback on FLX) was causing an error
- ZOS-7571** GO button commands now use the fader level of that specific GO button
- ZOS-7572** [Record] [Name] was being pre-populated with the name of the last cue to be recorded
- ZOS-7578** SHIFT + Left / Right now selects Next & Previous (including when Highlight is enabled)
- ZOS-7624** The “Cue Settings” window is now accessed via a button per cue for easier access via touch screens
- ZOS-7632** Touchscreen number pad added to Copy window
- ZOS-7633** Holding SETUP and pressing a palette will name that palette
- ZOS-7634** “Name” option added within the Playback Settings window as an alternative method to syntax
- ZOS-7644** Added support for Apple Watch (preparation for future update to iOS “ZerOS Remote” app)
- ZOS-7645** Undisclosed amphibious feature
- ZOS-7668** Record x Name no longer records the cue until the name has been defined
- ZOS-7676** Fixed issue where typing [DELETE] [0] [ENTER] crashed the console (this remains invalid syntax)
- ZOS-7677** Fixed issue where the Fixture Levels window crashed if backspace was pressed twice when editing a value
- ZOS-7678** Improved stability for Solution consoles
- ZOS-7690** Cue 0 now available on ORB XF consoles
- ZOS-7691** Encoder wheel behavior and responsiveness improved across range
- ZOS-7693** Fixed issue where last step of a chase could track back through to the beginning
- ZOS-7695** Fixed issue where RECORD ENTER changes the active window of the internal display
- ZOS-7697** Fixed issue where holding RECORD wouldn’t open the Record Window on the internal display
- ZOS-7698** Fixed issue where Solution default trigger settings were incorrect when loading showfiles from Pre ZerOS 7.9.1
- ZOS-7711** “Default Gateway” option added to Remote tab of SETUP
- ZOS-7718** Touching a palette wasn’t showing a momentary “pressed” button state
- ZOS-7722** On some hardware combinations, ZerOS was trying to read MIDI messages at the wrong baud rate
- ZOS-7729** Fixed issue where in some screens only four universes were patchable on eight universe consoles
- ZOS-7819** Fixed issue on ORB Series consoles where having “Cue” active in the command line could stop GO working
- ZOS-7839** Fixed issue where ZerOS would reject whole showfiles which included invalid cue numbers
- ZOS-7848** Added ability to switch between eGalax HID drivers for touchscreen by pressing “Update” during calibration
- ZOS-7852** CUE X GO syntax now works with released playbacks, triggering the relevant playback
- ZOS-7903** Improved stability when leaving SETUP on SCD Server
- ZOS-7904** Holding SETUP and pressing a group will name that group
- ZOS-7917** Fixed issue where some universes were hidden within the Edit DMX Address window on 8 universe FLX consoles
- ZOS-7925** VIEW 0 syntax wasn’t working on ORB XF
- ZOS-7939** In some situations, Group auto-names were incorrect
- ZOS-7940** Overwriting a Playback stored Cue 1 with the default fade times rather than 0s
- ZOS-7943** When updating a cue within a chase, the cue wasn’t replayed when the programmer was cleared
- ZOS-7956** Touchscreen number pad added to Lock windows
- ZOS-8004** On FLX’s internal screen, the title bars and borders have been removed to clean up the display
- ZOS-8005** Fixture information is no longer shown in the Output Window on FLX’s internal screen (only on the external screen)
- ZOS-8006** Cue List window updated to cleaner layout. Timing are only shown if relevant data is recorded into cue.
- ZOS-8062** Support added for updated processor module in FLX
- ZOS-8129** Improved speed performance when triggering & releasing playbacks
- ZOS-8181** Fixed issue which could cause a stability issue when an Art-Net node goes offline
- ZOS-8189** Fixed issue where trying to delete non-existent cues could crash the console
- ZOS-8193** Fixed issue where UPDATE command failed if updating the last palette within each attribute
- ZOS-8202** Added Zero 88 Fixture Library Release 34
- ZOS-8227** Background improvements to Tracking Backup
- ZOS-8250** Fixed issue where GO wasn’t triggering a playback which had been manually released
- ZOS-8271** Fixed issue which could cause a stability issue when an active playback was deleted
- ZOS-8308** Fixed issue which could cause a stability issue when releasing a playback
- ZOS-8309** Stability and speed improvements made to tracking backup and network remote
- ZOS-8310** CITP/SDMX input now accepted, with data being added to the programmer

- ZOS-8321** Fixed issue where non-sequential DMX addresses caused issue with “Automatic DMX Output” detection
- ZOS-8337** Improved stability when releasing playbacks by pulling down the fader
- ZOS-8340** Fixed issue with window layouts overlapping when changing resolution

Known issues

No known issues.

Software Update Instructions

Introduction

Please familiarise yourself with these update instructions before proceeding. Instructions must be followed accurately and in order. Deviations or omissions could render the desk unusable and require it to be returned to the factory for recovery.

If any difficulties are encountered at any point, or you are in doubt on any of the instructions below, then do not proceed any further with the update and contact Zero 88 for assistance.

The software installation process completely removes all data on the console, including any current show files. If the current show file is still required, **please ensure that backups are taken before proceeding with the update**. After completing the update you may re-load your show if required.

When performing a software update it is important to ensure that the power supply to your desk is stable and reliable. Power loss during a software update can render your desk unusable.

Consoles running ZerOS 7.8.3 or later.

To perform the update:

- Download the software from the Zero 88 website (zero88.com/software/zeros)
- Unzip the download and save the .exe file onto a USB stick (don't put it inside any folders)
- Plug the USB stick into your console
- Press SETUP to enter the console's setup screen and choose "Load file" on the monitor
- Select the file from the list displayed on screen and follow the onscreen instructions
- Once the update is complete, remove the USB Memory Stick and reboot the desk

Once all the software is up to date, you can get on with enjoying the new features in the desk software. Zero 88 recommend printing these Release Notes and having them with you when operating the desk, as some functionality may have changed which is explained in these notes.

Consoles running ZerOS 7.8.2.39 or older.

To perform the update, you will need a USB Memory Stick, which will be erased and formatted as part of the process. Make sure you first backup any data on the USB Memory Stick that you wish to keep.

Some types of USB Memory Stick may not be bootable by the desk. If you experience any difficulties then try using the Zero 88 USB Memory Stick supplied with the desk.

The update will reinstall all the software on the desk. An .exe file (USB Install Creator application) is run on a Windows PC to create a bootable USB Memory Stick.

Download the USB Install Creator application from the Zero 88 website (<http://www.zero88.com/software/zeros>) and, after unzipping, run it. Insert a USB Memory Stick into your Windows PC when prompted and follow the on screen instructions of the USB Install Creator. After a few minutes, the install creator will instruct you to remove the USB Memory Stick, which now contains the update for the desk.

Remove the USB Memory Stick from your PC and insert it in one of the desks USB ports. Power on the desk and the desk will automatically boot into the software update application. It is recommended that you have a monitor, keyboard and mouse connected to the desk to perform this update. Press the [Install ZerOS] button on the monitor and the software will be installed.

Once the update is complete, you can remove the USB Memory Stick and reboot the desk. At this point your desk contains the latest software.