

Update 1.8n --> 2.0n

!IMPORTANT!

After to update the HYDRA software, it is recommendable to do a Cold Reset:

- Turn off the console. Press and hold down pressed the key ←
- Turn on the console
- After a few seconds, release the pressed key ←

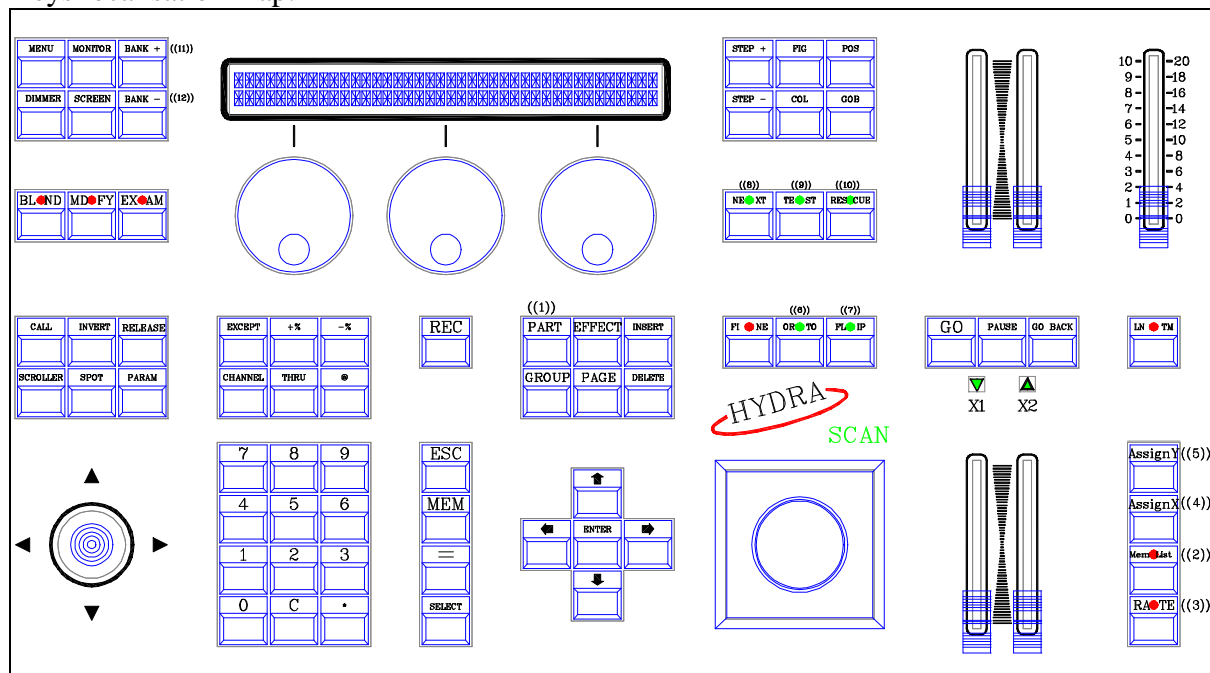
NEW FUNCTIONS

FUNCTION KEYS (PHISICALS)

HYDRA has changed some of its functions keys:

THE KEY ...	IS REPLACED BY THE KEY...
SEQ L	PART ((1))
A X	Mem List ((2))
A Y	RATE ((3))
ASSIGN	AssignX ((4))
PART	AssignY ((5))
TRK PAN	ORTO ((6))
TRK TIL	FLIP ((7))
T M	NEXT ((8))
T X	TEST ((9))
T Y	RESCUE ((10))
NEXT	BANK+ ((11))
PREVIEW	BANK- ((12))

Keys localisation map:



The new keys are available in your LT distributor.

FUNTION KEYS & EXTERNAL KEYBOARD (OLE)

HYDRA O.L.E.

Esc	Teclas de Macros																Except
Esc	TB< F1	TB> F2	TB^ F3	TBv F4	R1> F5	R1< F6	R2> F7	R2< F8	R3> F9	R3< F10	F11	F12	Thru	Channel			Enter
1	Mac 1	Mac 2	Mac 3	Mac 4	Mac 5	Mac 6	Mac 7	Mac 8	Mac 9	Mac 10	Mac 11	Mac 12	@	7	8	9	0
2	1	2	3	4	5	6	7	8	9	0	=	Enter	Bank+	Step +	Bank-	Step -	JS
3	Menu	Screen	Wait	EDT+ Effect	Rate	Rescue	Test	Time	Release	Invert	Monitor	Pos	Page	Delete	Step -	Step -	JS
4	EdMc Macro	S.M. Select	Dimmer	Fine	Flip	Gobo	Group	HELP	Part	LnTm	Load	JS	JS	JS	JS	JS	JS
5	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS
6	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS
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9	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS
0	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS
1	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS
2	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS
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0	Spot	Scroller	Call	Param	Blind	Next	Mem	MemList	Mem	JS	JS	JS	JS	JS	JS	JS	JS

Legend: Tecla (black), Shift+Tecla (red), Alt+Tecla (green)

There is a new correspondence between the HYDRA functions and the keys of the external keyboard.

These correspondence is applied to the OLE tool (for PC) and to the own external keyboard connected to the console.

In this new configuration:

- All HYDRA keys are included.
- The Joystick control (JS), the trackball control (TB) and the wheels (R1, R2 & R3) are simulated.

The keyboard keys accessible with **Alt** (written in green) correspond with playback functions.

The keyboard keys accessible with **Shift** (written in red) are functions with smaller use that the direct key.

The functions accessible with commands **Ctrl ##** correspond with assignation & playback keys.

Notes for Ctrl ## commands:

- Only works with the keys of the numerical block of the external keyboard.
- If you external keyboard is a **compact model**, without numeric block, you must to access to the numeric block simulated in the character keys, pressing previously **FN**.
- The pressing order, for these commands (commands with CTRL.) will be always: **FN+CTRL+ ##**

The functions exclusives of the external keyboard: **HELP** shows us the help screen with the functions and their corresponding external keys. **PRINT** prints the current pages in the monitor.



General Note: This information is based in a QWERTY external keyboard, but is extrapolable to a ACERTY external keyboard.



MORE CONTROL CHANNELS FOR HYDRA STAGE

From this version, all Hydra Stage updated have 750 control channels.

HYDRA STAGE, NOW, HAS 750 CONTROL CHANNELS

This feature, involves some changes in monitors:

There are 6 banks of channels in its base screen, **MONITOR 0**, to permit us to see all control channels in banks of 125 channels. Access to these channels banks pressing:  

There are 3 monitor pages in its auxiliary screen, to permit us to see the 750 channels in blocks of 250. Access to these monitor pages pressing:  

SPEED CONTROL, RATE

The speed control is centralized in the new function **RATE**, that replaces to the old **T M**, **T Y** & **T X**.

The speed control follows located in the same Hydra encoder, **{RATE}**.

To indicate to Hydra that playbacks we wish accelerate or decelerate, press:

RATE, and to keep pressed this key as long as you press the desired assignation keys:

AssignX to control the speed of the X crossfader. **{RATE X}**

AssignY to control the speed of the Y crossfader. **{RATE Y}**

FL MT to control the speed of the masters. **{RATE M}**

It is possible to press more than 1 key. After the desired selections, release **RATE**

In resume:

RATE and/or **AssignX** and/or **AssignY** and/or **FL MT** **{RATE MXY}**

(At least, press 1 of these options)

After this selection is done, move the control wheel, **{RATE}**, to accelerate (clockwise) or to decelerate (un-clockwise).

To deactivate all controls actives in **{RATE}**, press **RATE RATE**

To deactivate only some controls actives in **{RATE}** press and hold down pressed **RATE** as long as press the desired assignation keys.

Example:

To control the speed of the crossfaders X & Y, press **RATE AssignX AssignY**

To accelerate, move clockwise:

{RATE XY}

To deactivate the X speed control:

RATE AssignX

And to accelerate only the crossfader Y, move clockwise **{RATE Y}**

And deactivate the **{RATE}** wheel, pressing:

RATE RATE

At any time, it is possible to return to the value 100% of the speed control, for example, in the X crossfader, pressing:

RATE AssignX AssignX (and release **RATE**)

(double click in the desired assignation key – with **RATE** pressed).

NEW ASSIGNATION KEYS FOR THE CROSSFADERS

Each crossfader has its own assignation key, **AssignX** for X1/X2 & **AssignY** for Y1/Y2. From these assignation keys, it is possible to assign, to delete and to configure its crossfader.

These 2 keys are replacing to the oldest **ASSIGN**, **A X** & **A Y**

Starting from this version, and with examples for the X crossfaders:

To assign memories in the crossfader press:

{memory/range selection} AssignX

To assign memories and to execute the first GO command, now there are 2 possibilities, press:

{memory/range selection } AssignX AssignX
{memory/range selection } AssignX GO

To delete the crossfader, press:

DELETE AssignX

To configure the crossfader, press:

AssignX # (where # is the option number)

When **AssignX** is pressed, a interactive window is opened. In this window you can see the options, for the selected crossfader and for both crossfaders:

Cross X	:	Cross X + Y

0: T On	:	6: T On
1: T Off	:	7: T Off
2: Dipless	:	8: Dipless
3: Split	:	9: Split

The crossfaders playback process has changed in the next commands:

A step ahead in the crossfader:

PAUSE GO (and release **PAUSE**)

A step back in the crossfader:

PAUSE GO BACK (and release **PAUSE**)

Activate / deactivate the speed control for the crossfader:

RATE AssignX (and release **PAUSE**)

Return to the rate by default (100%):

RATE AssignX AssignX (and release **PAUSE**)

Load a stored page in both crossfaders:

PAGE # AssignX or **PAGE # AssignY**

New commands

It is possible to select the crossfader output into the editor pressing:

SELECT AssignX to select the output of the X1/X2 crossfader
SELECT AssignY to select the output of the Y1/Y2 crossfader

It is possible to call the crossfader output into the editor, pressing:

CALL AssignX to call the output of the X1/X2 crossfader
CALL AssignY to call the output of the Y1/Y2 crossfader

SPOTS MOVEMENT CONTROL (X,Y)

Over the Hydra trackball, new functions keys appear.

ORTO - replacing to the oldest **TRK PAN** & **TRK TIL** - & **FLIP**

ORTHOGONAL MOVEMENT in TRACKBALL, ORTO

ORTO permits to the trackball works in 3 modes: normal, orthogonal and none.

To toggle among these modes, press **ORTO**. The **ORTO** status are:

ORTO -LED ON – NORMAL MODE

The trackball follows accurately the ball movements.

ORTO -LED BLINKS – ORTHOGANAL MODE.

The trackball is required to follow the ball movements only in one of the 2 orthogonal directions, only in the **x** axis (pan) or only in the **y** axis (tilt). Only the movement more large will be computed. In others words, if the ball has a displacement more large in the **x** axis than in the **y** axis, only the **x** displacement is computed (and vice versa).

ORTO -LED OFF – DEACTIVATED TRACKBALL.

The trackball doesn't work.

IN SEARCH OF A NEW POSITION, FLIP

When there are movements parameters in the selected spots (**x** or **y**), this function helps us to search others **x** & **y** values. In resume, **FLIP** provides us new positions.

Pressing **FLIP** the selected spots are moved immediately to a new position.

FLIP obtains the new position values in base of this rules:

The **x** parameter: $x = \text{previous value} + 50 \mid 100 \text{ complement}$.

The **y** parameter: $y = 100 - \text{previous value}$.

This function, is used as special effect to obtain quick movements.

FLIP only works with the spot parameters: **x** & **y**, (with both parameters or only with the selected parameter).

Examples:

SPOT 1 FLIP	The x & y parameters of the spot 1 change their values.
SPOT 1 PARAM 1 FLIP	Only the x parameter of the spot 1 changes its value.
SPOT 1 PARAM 2 FLIP	Only the y parameter of the spot 1 changes its value.

NEW FUNCTIONS AS SUPPORT TO THE EDITION

There are 3 new functions thought to make better and easier the edition and the first steps of our creative process.

NEXT, **TEST** & **RESCUE**.

SEARCHING THE NEXT ITEM, NEXT

NEXT helps us to search the next channel, scroller, spot, group or memory.

NEXT can be applied in **general mode** or in **selective mode**.

NEXT function works in the command line.

NEXT in **general mode** (LED off).

This function is used to obtain the next number of channels, scroller, spot, group or memory to the last used number. This function pre-selects the next item to the last used it **in the system**.

SELECTION TYPE	RESULT in the COMMAND LINE
{channels selection} {optional level} NEXT	Returns the number of the next channel to the last used.
{scrollers selection} {optional colour} NEXT	Returns the number of the next scroller to the last used.
{spots selection} {optional edition} NEXT	Returns the number of the next spot to the last used.
{group selection} {optional level} NEXT	Returns the number of the next stored group to the last used.
{memory selection} { optional level} NEXT	Returns the number of the next stored memory to the last used.
{mix selection} { optional level } NEXT	Returns the number of the next item to the last used.
{page, macro or effect selection} NEXT	Returns the last used number + 1.

It is possible to press **NEXT** as many times as will be necessary to search the desired number (channel, scrollers, spot, group or memory).

Remember, **NEXT** works in base of the data of the last selection. The item of the last valid selection is showed is the header of the command line: *Channel*▶

Example:

Edit the channels 125, 127 & 129. To do it, you can to press:

CHANNEL 125 @ @ 1 2 7 @ @ 1 2 9 @ @

Or can to press:

CHANNEL 125 @ @ NEXT NEXT @ @ NEXT NEXT @ @

NEXT in selective mode (LED on).

This mode is used to select the next item to the last used item along the item into the editor (only for channels, scrollers and spots).

To use **NEXT** in the selective mode, press:

KEYS PRESSED	RESULT in the COMMAND LINE
{editor} CHANNEL NEXT	The NEXT LED is at on. Searches the next channel “into the editor” to the last active channel.
{editor} SCROLLER NEXT	The NEXT LED is at on. Searches the next scroller “into the editor” to the last active scroller.
{editor} SPOT NEXT	The NEXT LED is at on. Searches the next spot “into the editor” to the last active spot.

When **NEXT** is the selective mode (LED at on) pressing:

NEXT	Searches the next channel, scroller or spots into the editor (the next to the last active).
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To quit of the selective mode of **NEXT** press:

KEYS PRESSED	RESULT in the COMMAND LINE
CHANNEL # {level}	The NEXT LED is at off. The NEXT function returns to the general mode .
SCROLLER # {colour}	
SPOT # {values}	
GROUP # {level}	
MEM # {level}	
ESC	

Note that any selection done by the user, returns to the general mode for the **NEXT** function.

Example. Edit the spots 1, 5 & 7:

SPOT 1 SPOT 5 SPOT 7 @ @ **SPOT **NEXT** {trackball} **NEXT** {trackball} **NEXT** {trackball}**

Keys pressed	Comments
SPOT 1 SPOT 5 SPOT 7	To select the 3 desired spots (1, 5 & 7).
@ @	To edit their dimmers at 100%
SPOT NEXT	Pre-selects the spot 1. The NEXT LED is at on to indicate us that this function is searching spots into the editor.
{trackball}	Edits the position of the spot 1 (optionally, it is possible to edit others spot parameters).

NEXT {trackball}	Pre-selects the spot 5, and edits its position.
NEXT {trackball}	Pre-selects the spot 7, and edits its position.

Between 2 pressed **NEXT**, it is possible to edit any spot parameter without “to break” the selective mode of this function.

ITEMS TEST IN STAGE, TEST

This function is used to check **channels, spots dimmers, groups and memories.**

This functions permits us to isolate, in the editor, a channel, spot dimmer, group or memory with the purpose of check it in stage. **To use **TEST**, the editor must be in *Stage*.**

Any item, under test, involves:

- The editor contents are forced at 0% (in 2 seconds).
- The selected item is forced at 100% (in the same 2 seconds).

KEYS PRESSED	RESULT in the COMMAND LINE
{channels selection} TEST	Clears the editor. Calls at 100% to the pre-selected channels.
{spots selection} TEST	Clears the editor. Calls at 100% to the pre-selected spot dimmers.
{a group selection} TEST	Clears the editor. Calls at 100% to the pre-selected group.
{a memory selection} TEST	Clears the editor. Calls at 100% to the pre-selected memory.
{mix selection} TEST	Clears the editor. Calls at 100% to all the pre-selected channels and spot dimmers.
{editor} TEST	Clears the editor. Dependiendo del modo de la línea de comandos: Calls at 100% to the next channel. (<i>Channel</i> ▶) Calls at 100% to the next spot dimmer (<i>Spot</i> ▶) Calls at 100% to the next group (<i>Group</i> ▶) Calls at 100% to the next memory (<i>Memory</i> ▶)
ESC TEST	Tests the next item in concordance with the command line mode.

RESCUE OF DATA, RESCUE

During the edition process, automatically, HYDRA is storing some “data” as backups, that the user can to rescue them more later.

RESCUE permits us the access to the 3 data categories:

Old editor contents. Each time that you press **ESC**, a editor copy is stored in **RESCUE**.

Old selections. Each time that a active selection changes to present or it is released, (except with **ESC**) this selection is stored in **RESCUE**.

Old memories. Each time that a memory is modified in the editor, the old memory (original memory) is stored in **RESCUE**.

Using **RESCUE**, it is possible to recover a modified memory, a editor content or a old selection. And also it is possible to go back of a **ESC**.

Each new rescue data is inserted in the first rescue position (in its category column). Each category can to store up to 5 rescue data, always, the 5 last rescue data.

To recuperate the rescue data, press **RESCUE**.

A interactive window is opened with the current options (the rescue data). Select the desired option and complete the command with **CALL**, **SELECT**, or **TEST**, according to the necessities:

The **RESCUE** window is:

SELECTION	EDITOR	MEM
10: *	20: *	30: 3
11: *	21: *	31: 2
12: *	22: *	32: 1
13: *	23: *	33: 7
14: *	24: *	34: 5.6

In the “Selections” & “editor” lists, the * indicates us the stored data (rescue positions with information). In the “Mem” list, the memory number appears in the stored positions.

To select a **old selection** enter a number from 10 to 14. To select a **old editor** enter a number from 20 to 24. And to select a **modified memory** enter a number from 30 to 34.

Example:

MEM 3 MODIFY {modifications} **REC**. After, to rescue the original memory 3 (the memory 3 before the modification), press: **RESCUE 30 CALL MEM 3 REC REC**

The original memory 3 is called into the editor, and stored as memory 3.

EDITOR DEFAULT MODE

The editor default modes: CHANNEL, SCROLLER, SPOT, MEM or GROUP mode, was fixed modes, but now, these modes are dynamic modes. In others words, Hydra changes the default mode automatically during the edition process. The current mode is showed in the header of the command line and not in the status line (as a previous software version).

The default mode changes each time that we press **CHANNEL**, **SCROLLER**, **SPOT**, **MEM** or **GROUP** and we do a selection. In the header of the command line you can see: *Channel▶*, *Scroller▶*, *Spot▶*, *Mem▶* or *Group▶*, depending of the current default item/mode.

A number without previous indication is considered as a number of item/mode by default.

Example - When you press CHANNEL 25 @50, 38 @59, SPOT 1 @30, 2 @35, the behaviour of the system is:

KEYS PRESSED	COMMENTS
CHANNEL 25 @ 50	Sets up the system in channel mode, <i>Channel</i> . Selects the channel 25 at 50%
38 @59	Selects the channel 38 at 59%, (note that CHANNEL is not necessary).
SPOT 1 @30	Sets up the system in spot mode, <i>Spot</i> . Selects the spot 1 at 30%.
2 @35	Selects the spot 2 at 35%, (note that SPOT is not necessary).

Of course, the commands used to select the oldest fixed mode have disappeared or had been modified (see the “improvements” part in this notes):

**CHANNEL CHANNEL
SCROLLER SCROLLER
SPOT SPOT,
MEM MEM &
GROUP GROUP**

REMOTE CONTROL FOR HYDRA CONSOLES

The 2.0 Hydra software version is the first version that supports the **remote control**.

In the HYDRA consoles provide before the 31/August/2001, to install the remote control system, besides of the own remote control is needed to install a additional hardware and a software version 2.0 or later.

For more information about the Hydra Remote Control (HRC) and its working mode, see its user manual.

THE REMOTE CONTROL MENU

There is a new menu to configure the communication between HYDRA and its **remote control**, the menu 37: Remote. To access to this menu, press **MENU 3 7**

REMOTE

Status DISABLE
ID ALL
Dimmer 251,1

REMOTE menu options:

Status. Is the status of the communication with the remote control. Set this option as ENABLE to permit this communication. Set this option as DISABLE to avoid this communication.

ID. Is the identification number, of the remote control, that the system “listens”. By default, the system hasn’t restrictions, this option has the value 8: ALL, and it listens any remote control.

The remote control unit can have a ID from 0 to 7. And, if Hydra has a ID from 0 to 7, Hydra only listens the remote controls with the same ID that the entered in the ID option of the Hydra Remote Menu.

Dimmer. This option permits us to enter a dimmer channel to inform us, visually, when a warning or fault is done in the system (as a visual “beep”). By default this dimmer channel is set at 251.2.

SPECIAL COMMAND VIA MENU

They are associated under the header SPECIAL COMMANDS, and are:

Menu **70: Multimedia Panel,**

Menu **71: Status & Playbacks Zero.**

Menu **79: Tools.**

Press **MENU 70** to access to:

MULTIMEDIA PANEL

Midi	Off
Time Code	Off
Ext.....	Off
Sound.....	Off

Here, you have a central control of all multimedia ON/OFF switchers: MIDI, TIME CODE, EXTERNALS & SOUND switchers. This central control permits us to access more quickly to the multimedia switchers, to check them or to change them.

The switcher ON/OFF of Sound and External there are, moreover, in the menu 22: External & Sound.

Press **MENU 71** to access to:

STATUS & PLAYBACKS ZERO

Status.....	Zero
All Playbacks	Zero
All Masters	Zero
All Crossfaders	Zero

The **Status** option gives the console to a known status by the user, in concrete:

- The Blind editor mode is deactivated. The editor is always in Stage mode.
- The EDIT+ function is deactivated.
- Hydra quits of any exam, edition or menu screen.
- The blackout functions are deactivated (for the masters GM and SM).
- Any macro in process of recording is aborted.
- The LN TM function is deactivated.

The **All Playbacks** option: Is it similar to execute the **All Masters** option and the **All Crossfaders** option.

The **All Masters** option: Any master with scene output is setting at 0%, and any active effect is deactivated and its controls of level and speed are reinitiated. This command maintains the masters contents.

The **All Crossfaders** option: The memories assigned in X1 and/or Y1 are de-assigned (memories in scene). These memories are re-assigned in X2 and/or Y2 at 0% (next memories). In this mode the crossfaders have not scene output but they are ready to follow from the same point.

¡These commands can cause light jumps in scene!

In practice, these commands are used to returns to a known status, both system status and playback status.

Press **MENU 79** to access to:

Tools

0: Convert old shows files

1: Convert old spots files

With these new commands is possible to maintain the compatibility with the old Hydra shows and old spot files, without the necessity of a personal computer.

The option - **0: Convert old shows files**, permits us to convert old Hydra shows (previous to 1.43 software version)

The option - **1: Convert old spots files**, permits us to convert the spot files previous to the 2.0 software version.

Both options work in DOS mode, reading the old files and copying them in the same inserted disk.

¡Don't execute these commands when the playback process !

Notes:

The option **1: Convert old spots files**, can take several minutes in its execution, (depend of the number of spot files in the disk). Execute these command only for the needed spot files.

MIDI MENU – Keyboard & Mouse

A new association appears in the MIDI PATCH, this new association permits us to send by MIDI:

The external keys (pressed in the optional alphanumeric external keyboard)

The mouse positions (cells selected from the external and optional mouse).

This association is named: **Keyboard & Mouse**, and it needs the 4 consecutives MIDI Controllers to do it. By default: C74 to C77.

DISK MENU – LOAD SELECTED OPTION

Inside the Disk menu, the **1:Load Selected** option permits us to load one or several parts, of the selected show file.

The show parts accessible in independently mode are:

Memories, groups, effects, pages and/or macros. It is possible to load all stored items or only the selected range.

Channels-Scrollers Patch, Spots Patch plus COL-GOB-POS libraries, and/or dimmer curves.
The MIDI configuration, the events list of the TIME CODE menu, and/or the system SETUP.

It is possible to select all or several of these show parts to load them at the same time. And each part has some options available:

Overwrite option: This option indicates us if the new loaded data overwrite the current data in the console if is at YES.

Example, suppose that you have stored the memories from 1 to 100 and memories from 140 to 145 in the console. Now you load the memories (from a selected show) from the 101 to 150.

If you wish the Hydra memories: 140-145, set **Overwrite** at **NO**.

If you wish the show memories: 140-145, **Overwrite** at **YES**.

In the case of load memories, groups, effects, pages and macros, the user can select the desired range of each part. By default all stored items in each part are loaded.

When all options in the **Load Selected** window are configured, press **ENTER** to load them.

Note:

If you need load several parts of the same shows, do it at the same time. If you need load several parts of different shows, the load order is important, in this way load always following the next order:

1. Spots Patch & POS-COL-GOB.
2. Mem/Groups/Macro
3. Effect/Page/Time Code

The rest of the show parts can be loaded in any order.

The **Exam** window: This window shows us a resume of the data stored in the selected show (with the yellow cursor). These data, always in generic mode, are a good way for the identification the each show.

Note:

The show previous to the 2.0 software version have not exam information. For this reason the **Exam** window is empty. Obviously, all load options are available, only the information about them are not available. In this case is enough load the complete show and store it newly.

MENU 03:DMX IN, SPOTS MODE

The DMX input of Hydra can work in mode stage for channels, as DMX mixer, and can execute macros, and now, also can work **in mode stage for spots**.

In this way, a new working mode appears. This new mode is:

6: Add to Stage (Spots), In this mode the DMX input is taken like a control of the spot parameters. For this new mode, the permitted inputs for the DMX can be up to 512, as much as spots parameters.

This working mode permits us “to capture” scenes from the outputs DMX of others spots consoles. Take care with the spot patch configuration in this mode, this spot patch must be the same in both consoles.

Notes:

In base to the properties of the spots parameters (LTP), in the moment that there is information in the DMX input, all reading inputs are activated (too the inputs at level 0%).

For this reason is important use and configure the SM master as Dmx In general control. The blackout key of this master SM, can be used to deactivate the DMX input at any moment.

Observe, that if you store memories from scene, using the command **CALL REC**, all spots parameters (from the DMX input) will be stored in the memories.

And, in Hydra Stage, you can read, for the DMX input up to 512 channels (for any mode).

MENU 62: AUX SCREEN / Screen Auto Scroll

HYDRA SCAN.- There is a new function in the menu 62: AUX SCREEN. This option is named - **Screen Auto Scroll**

This new option active the automatic jump of the monitor screen, in concrete:

- Scroll to the spots auxiliary screen when a spot is selected from the editor. And scroll inside this spots auxiliary screen to show us the selected parameter.
- Scroll to the channels/scrollers auxiliary screen when a channel, or a scroller, is selected from the editor.
- Scroll to the **EDIT+** base screen when this function is activated.

Some exceptions to these basic rules are:

- There is not auto scroll when in the monitor are selected a edition screen or a exam screen.
- If in the monitor are selected the MONITOR 0 (base screen), the scroller selection doesn't bring scroll, and the channel selection brings scroll inside this base screen to show us the selected channel.

HYDRA STAGE.- There are a new option inside of a new menu:

The menu **62: AUX SCREEN**, with the option - **Screen Auto Scroll**

This new option active the automatic jump of the monitor screen, in concrete:

- Scroll to the channels/scrollers auxiliary screen when a channel, or a scroller, is selected from the editor.

Some exceptions to these basic rules are:

- There is not auto scroll when in the monitor are selected a edition screen or a exam screen.
- If in the monitor are selected the MONITOR 0 (base screen), the scroller selection doesn't bring scroll, and the channel selection brings scroll inside this base screen to show us the selected channel.

By default, this option is disabled. To activate this option, select 0:ENABLED.

IMPROVEMENTS

BANK+ & BANK-

These keys are substituting to the old **NEXT** & **PREVIEW**. This change is only of name, their behaviour is the same that in previous software versions:

Press **BANK+** (NEXT) to select the next parameters bank in the control wheels.

Press **BANK-** (PREVIEW) to select the previous parameters bank in the control wheels.

MEM LIST

This key is substituting to the old **SEQ-L**. Its behaviour is the same, only its name and localization have changed. Now, this is located near the X crossfader and its new name is

MEM LIST

Now, this function offers us new possibilities of memory localization. Inside the Mem List page, if you press again **MEM LIST** the yellow cursor is located in the X2 memory. If you press again **MEM LIST**, the yellow cursor is located in the Y2 memory.

Resume: Pressing **MEM LIST**, inside the Mem List page, the yellow cursor toggles among:

- The first stored memory
- The X2 memory
- And the Y2 memory

SHORTCUTS TO ACCESS TO THE HYDRA PATCHS

Now, it is possible to access to the Hydra patch from the editor:

- To access to the channel patch, press:
CHANNEL CHANNEL
- To access to the dimmer patch, press:
DIMMER DIMMER
- To access to the scrollers patch, press:
SCROLLER SCROLLER
- To access to the spot patch, press:
SPOT SPOT

These direct access commands also works inside the patches, and in this mode is more easy to toggle along the different list.

EMPTYING THE COMMAND LINE

Now it is possible to empty the command line contents, doing a double click in **C**.
Press **C** **C** to empty the command line (completely) and note that his command doesn't affect to the editor content.

CALL/SELECT

Some commands can be ended with **CALL** or **SELECT**. They behaviour is the same in both.
These commands are:

POS # CALL	POS # SELECT
COL # CALL	COL # SELECT
GOB # CALL	GOB # SELECT
PAGE # CALL	PAGE # SELECT
MACRO # CALL	MACRO # SELECT

THE MODIFY FUNCTION

When we use this function in the editor, the group or memory under modification is called into the editor. From this version, when this modification is ended, pressing REC, the editor is emptied automatically. In this mode, the editor is equal before and after of the modification.

Example: Suppose the next modification command

ESC **MEM** 1 **MODIFY** {modifications in the memory 1} **REC**

In a previous versions:

At the end of this command, the editor maintained the modified memory 1 in the editor.

From this version:

At the end of this command the editor is emptied in the default time.

THE EDITOR & THE MIXED PARAMETERS

A mixed parameter is composed by the step number and the value of this step (number•value).
In the previous versions, only the step number were edited from the numeric keyboard.

New commands are implemented to edit the mixed parameters using the numeric keyboard:

Edit the step number pressing:	{parameter selection} @ ##
Edit the step value pressing:	{parameter selection} @ . ##
Edit the step value at full pressing:	{parameter selection} @ . .

All numeric data are entered in 2 digits.

MENU 10: DISK

When a Hydra show is stored in a floppy disk, and immediately its title is edited, (**Title**), this title is loaded in the system, and it appears under the command line.

MENU 11: PRINTER

2 new options appear in the printer menu, these options are:

Curves that permits to print the user curves.

Midi Patch that permits to print the MIDI menu data (status and patch).

MENU 22: EXT & SOUND

In the menu 22, in its special line, the ON/OFF switchers, of the sound input and the externals triggers, appear:

Ext ▼ Off Sound ▼ Off

In other words, it is possible to activate or to deactivate these input ports (sound & externals triggers).

MACROS

In the macros are stored the keys pressed and from this new version are stored the clicks done from the external mouse.

MOVEMENT TEST INSIDE THE SPOTS PATCH

From this version, when you execute a movement test for X-Y parameters, inside the Spot Patch, for a assigned spot, it is possible to control its dimmer moving the Joystick (Jy), in this way, you can control the spot dimmer at the same time that its X-Y parameters are controlled in the trackball.

SPOTS FIGURES

Some names of the figure control have changed their names (only the names):

NEW NAME	OLD NAME	CONTROL FUNCTION
XY	AbsXY	Linear control of the XY amplitude (both axis)
Y	AbsY	Linear control of the Y amplitude
SPD	AbsSPD	Linear control of the speed of the figure in scene
OFT	AbsOFT	Linear control of the Offset (start point of the figure)
CYC	CYCLES	Linear control of the CYCLES (active part of the figure)

SPOTS PATCH

When, one or more DMX directions, assigned to a spot, in the Spot Patch, is edited as a new direction for a control channel or scroller channel or other spot, the previous spot loses all its DMX directions.

Whit this process, Hydra gives priority to the last edition done to avoid faults and confusions.

Example: You have the spot 1 configured like this:

Spt	Type	Dmx—dmx
1	mc504	1,3 16,3

Now, from the Channels Patch you edit the channel 1 like this (this edition request you a confirmation):

Cha	Dmx
1	10,3

The dimmer 10,3 was a control direction of a parameter of the spot 1, for this reason, now, the spot 1 is unassigned. In others words, when you confirm that the channel 1 is in the DMX direction 10,3, you are confirming that the spot 1 will be unassigned.

THE SPOTS FILES

From this software version, the spots files, the files that you load/store from the **MENU 04: Spots Patch**, are inside of the **SPOTS** folder (or directory). This folder is located in the root directory of the diskette.

A:\SPOTS\@mac-504.mrt

The access to the spots files out of this new folder will not possible from Hydra.

This change is necessary to overcome the limit of the number of possible files in root directory of a diskette in DOS format.

To use the previous spots files, convert them using the option 1 of the MNEU 79: Tools or, using a PC, edit the SPOTS folder and insert in this folder the desired spots files.

SOLVED BUGS

When 2 Hydra consoles were synchronized via MIDI, upon recording macron in the main console, the slave console was recording wrong the beginning and end of these macros (Each macro was beginning with **REC** -only released- and was ending with **EDTmAC** -only pressed-). Solved.

When 2 Hydra consoles were synchronized via MIDI, some things were not transmitted from the main console to the slave console: the texts entered from the external keyboard, and the external mouse commands. Now all these things will be transmitted.

When you were accessing to the Hydra HELP (MENU 61) the command line was lost. Now, this is solved, and when you quit of the HELP screens, the command line is recover.

In the Spots Patch (MENU 04), in the moment of defining a spot, editing a discrete or mixed parameter, the cursor entry to the **+Edit Spot** window, were different in depending of the parameter type. Now, when you enter in the **+Edit Spot** window, to edit mixed or discrete parameters, always, the cursor is located in the first step.

