

# Catalyst v6 p624 27oct17

## Notes

| release  | changes  |
|--|--|
| p624 27oct17 - removal of non-full screen windows. | first public test release.<br>All non-full screen windows have gone.<br><br>All configuration - file management - preset editing - cue lists - have to be in the HUD.<br>All intended to be backwards compatibility with v5 shows. |
| p624 - no change.                                  | No changes to cue lists, presets, or DMX configurations.   |
|  |  |

## General specs for pro version

- 48 layers - test only - due to memory use - you cant load 48 HD movies at the same time
- 32 mixes
- 6 outputs
- 10.8.5 - 10.13 probably
- 27 Megapixel movies -
- Support for decklink SDK - multiple cards - Quad 2 and Duo 2 cards.
- Mix and screen preview for all screens in HUD
- syphon
- quartz composer inputs with parameter control via General controllers
- Kinesys - fixed - but not tested
- Stagetech control - fixed - but not tested
- Blacktrax - experimental - on request only
- Super Dropping Objects - used by red hot chilli peppers and eurovision - request only
- should work on any mac



## Startup

Startup ends here

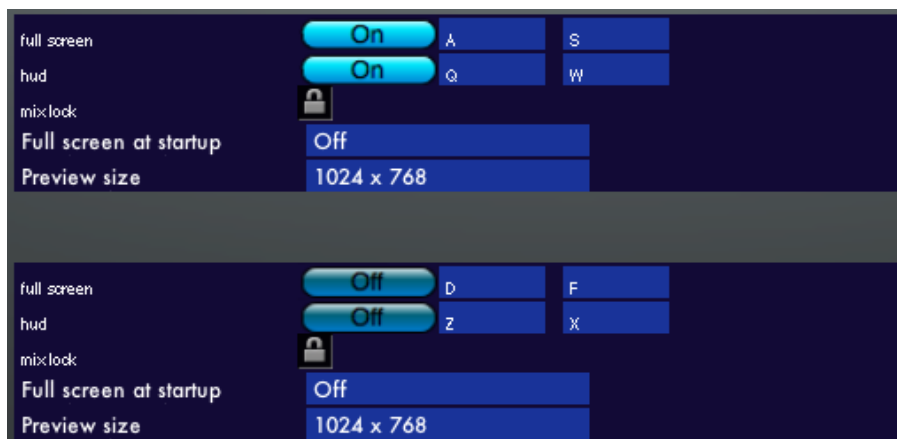
Application has not locked up...



Press 'A' to goto full screen

Press 'W' for HUD

Other screen keys are the same - and shown in screens HUD.





## New configuration panels

Old non-screen HUD removed

| release            | status   |
|--------------------|--|
| p624 - working     | app prefs - working<br>device prefs - working<br>screen prefs - working  |
| p624 - removed     | all old non-full screen prefs removed-   |
| p624 - not working | keyboard - not working correctly<br>keyboard - no editing<br>old app panels - in control panel config- not intended to be used - will be removed in the future |



## Control panel HUD

Set layer mix and output count here - restart if required

Configure

Control PanelScreensStatsDebug

CATALYST PM

▼ app prefs

p625 20 DMX Universes - 4 Mixes - 10 Layers - 200 Fixtures

en2 192.168.1.115 (255.255.255.0) \*NON Armet IP Address \*

Layers10

mixes4

outputs2

screennot locked 25.00 FPS

remoteRemote Off

name

save presets

open white

remote preset id

keyboard override

frame rate display

startup delay

mmc framerate

save after dose

Use Files

None Disable

Override keyboard with catalyst

30 fps

Off

25fps

| Devices    | type                      | interface   |
|------------|---------------------------|-------------|
| On         | Applescript               | Applescript |
| 4 Devices  | Camera Control            | RS232       |
| On         | Catalyst CIB              | dmx         |
| 8 Devices  | Custom Serial             | RS232/RS422 |
| 68 Devices | DMX Input                 | DMX         |
| 3 Devices  | Midi In Notes/Controllers | Midi        |
| 1 Device   | Midi Machine Control      | Midi        |
| 1 Device   | Midi Out Notes/Controller | Midi        |
| Off        | Midi Time Code Output     | Midi        |
| 2 Devices  | Midi Time Code Reader     | Midi        |
| 1 Device   | Midi Trigger              | Midi        |

▶ keyboard

▶ v5 app panels

▶ v5 midi

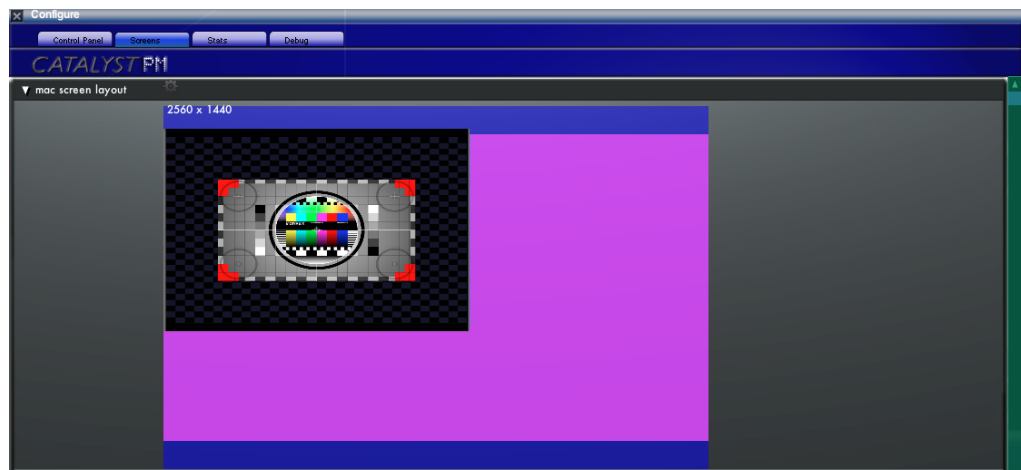
▶ v5 serial

▼ capture



Screens HUD

| release            | status  |
|--------------------|---|
| p624 - working     | Mac screen layout - shows screen layout from mac system preferences<br>Screen mix layout shows screens mix preview for screens - even if screens are disconnected |
|                    |   |
| p624 - not working | Screen mix - not quite a full screen preview yet  |



Mix preview

Mix previews for all screen - even when disconnected





Cue list editor

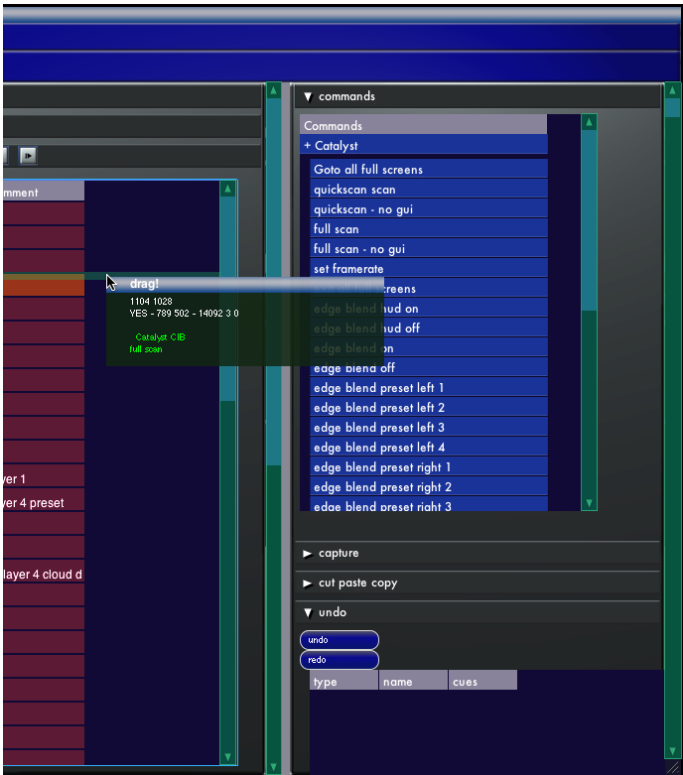
| release            | status  |
|--------------------|---|
| p624 - working     | loads and runs cues from v5 shows<br>drag and drop cues types from command list |
| p624 - not working | gui not finished  |





# Commands list drag and drop

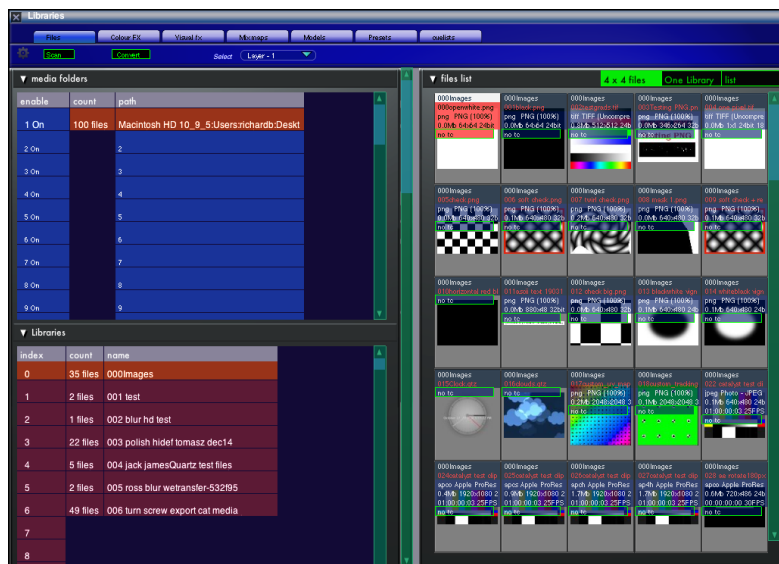
Drag and drop from commands list to cue list.





## Files and folders

| release            | status  |
|--------------------|---|
| p624 - working     | media folders - working<br>media libraries - working  |
| p624 - removed     | all old non-full files and folders removed-<br>Convert files - needs to be removed - will be removed in the future- Quicktime changes means it will no longer work. |
| p624 - not working | timecode editing not working correctly in file list-  |





Preset editor

| release                 | status  |
|-------------------------|---|
| p624                    | open close- working<br>editing - working                          |
| p624 - added            | editable keys for preset triggers                                 |
| p624 - not working      | legacy preset trigger keys - not here                             |
| p624 - missing priority | preset cut paste and copy - didn't make it into this test version |
| p624 - missing          | undo - not finished yet   |

Libraries

FilesColour FXVisual fxMixmapsModelsPresetscue lists

Editdisplaygridedit

presets

| *   | ID      | layers |
|-----|---------|--------|
| 001 | no name | ■■■■■  |
| 002 | no name |        |
| 003 | no name |        |
| 004 | no name |        |
| 005 | no name |        |
| 006 | no name |        |
| 007 | no name |        |
| 008 | no name |        |
| 009 | no name |        |
| 010 | no name |        |
| 011 | no name |        |
| 012 | no name |        |
| 013 | no name |        |
| 014 | no name |        |
| 015 | no name |        |
| 016 | no name |        |
| 017 | no name |        |
| 018 | no name |        |
| 019 | no name |        |
| 020 | no name |        |
| 021 | no name |        |
| 022 | no name |        |

edit

preset1name no nameno changeRevert

run

snapshot all layers

clear all layers

trigger key

off

run at startup

Off

preset log

layers

snapshot layer 1

run 1

clear 1

1

2

3

4

5

6

7

8

9

10

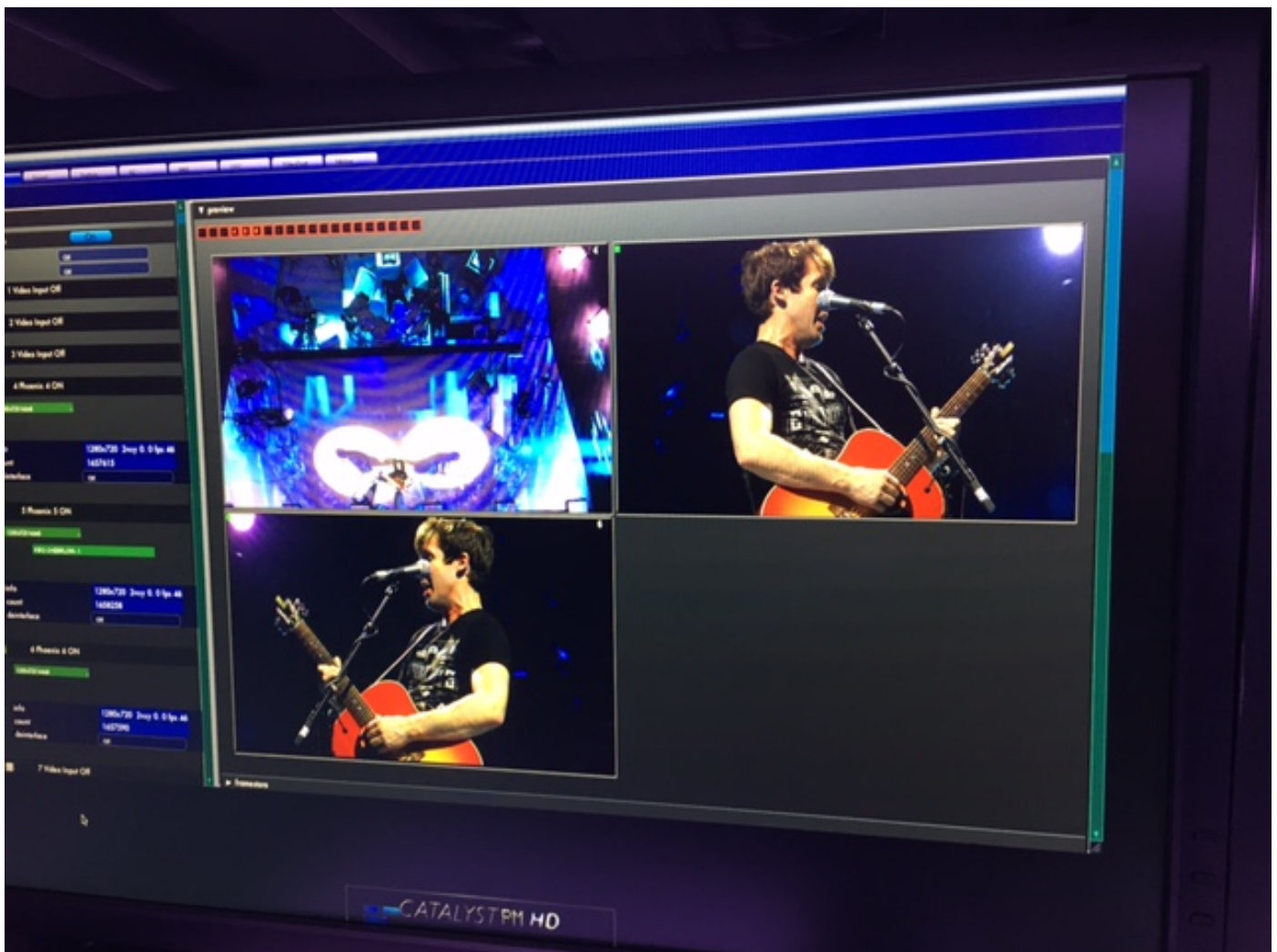
Presets 1 - layer 1

| param          | fade type | fade                   |
|----------------|-----------|------------------------|
| Library        | Snap      | to 012 FONDI xfactor i |
| File           | Snap      | to 001black.png        |
| In             | Snap      | to 0                   |
| Out            | Snap      | to 0                   |
| PlayMode       | Snap      | to 2-PLLoopFW          |
| Playback Speed | Snap      | to 100%                |
| SyncID         | Snap      | to Off                 |
| Volume         | Snap      | to 255                 |
| Intensity      | Snap      | to 255                 |
| Colour FX      | Snap      | to 0 - RGB - arb       |
| Red            | Snap      | to 255                 |
| Green          | Snap      | to 255                 |
| Blue           | Snap      | to 255                 |
| col 4          | Snap      | to 255 -               |
| col 5          | Snap      | to 255 -               |
| col 6          | Snap      | to 255 -               |
| col 7          | Snap      | to 255 -               |



## Video input

| release        | status  |
|----------------|---|
| p624           | quartz composer and syphon  |
| p624 - added   | Support for decklink SDK -<br>Decklink Quad 2 and Duo 2 cards -<br>supporting 1080p60 and 1080p50 - as far as I<br>remember<br>you cannot do 8 inputs with quad 2 card - it<br>overloads 2013 mac pro |
| p624 - removed | Active silicon LFG analogue cards removed -<br>they were EOL years ago  |
| p624 - changed | Framestore gui moved to video inputs  |



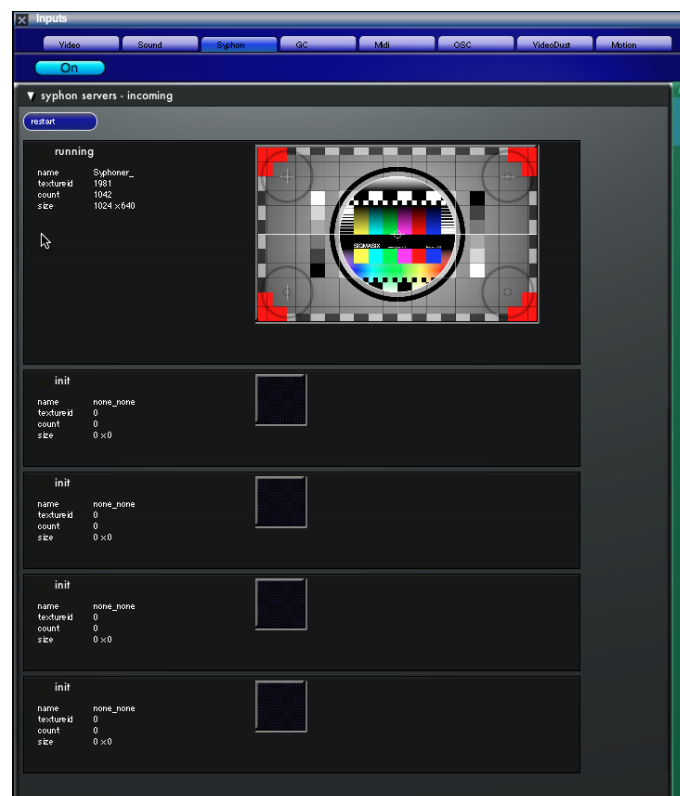


# Syphon

| release        | status  |
|----------------|---|
| p624           | 5 input syphon sources<br>5 outputs from catalyst |
| p624 - added   |   |
| p624 - removed |   |
| p624 - missing | mix outputs from catalyst                         |

Syphon is technology that allows you to share graphics between applications on the same computer.

The syphoner application can show you any window on any application-  
<http://www.sigmasix.ch/syphoner/>



## Using syphon on a layer

Set layer to use folder 255 - video input  
file 150- is syphon input 1





## Outputting syphon

You can output 5 syphon channels-

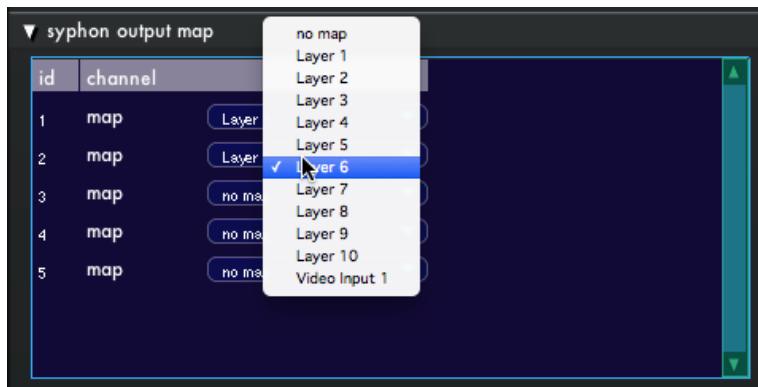
Currently the layers are the straight movies - not rendered with any fx

Video inputs are the direct video inputs - not rendered

This is for lowest latency to external applications

I need to render mix outputs - it will happen soon

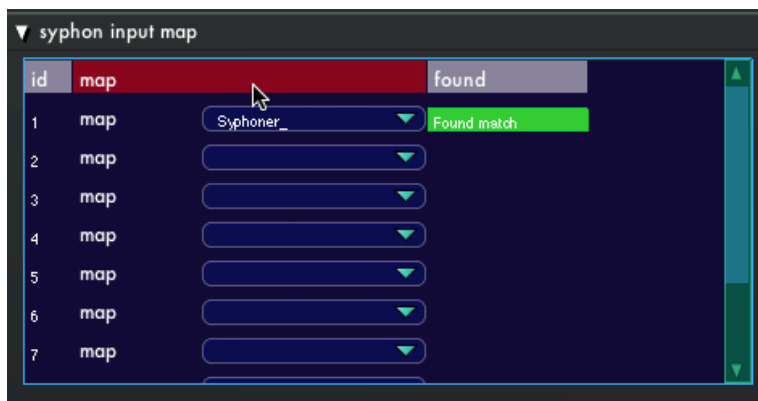




## ***Syphon input map***

you can have 10 syphon inputs -

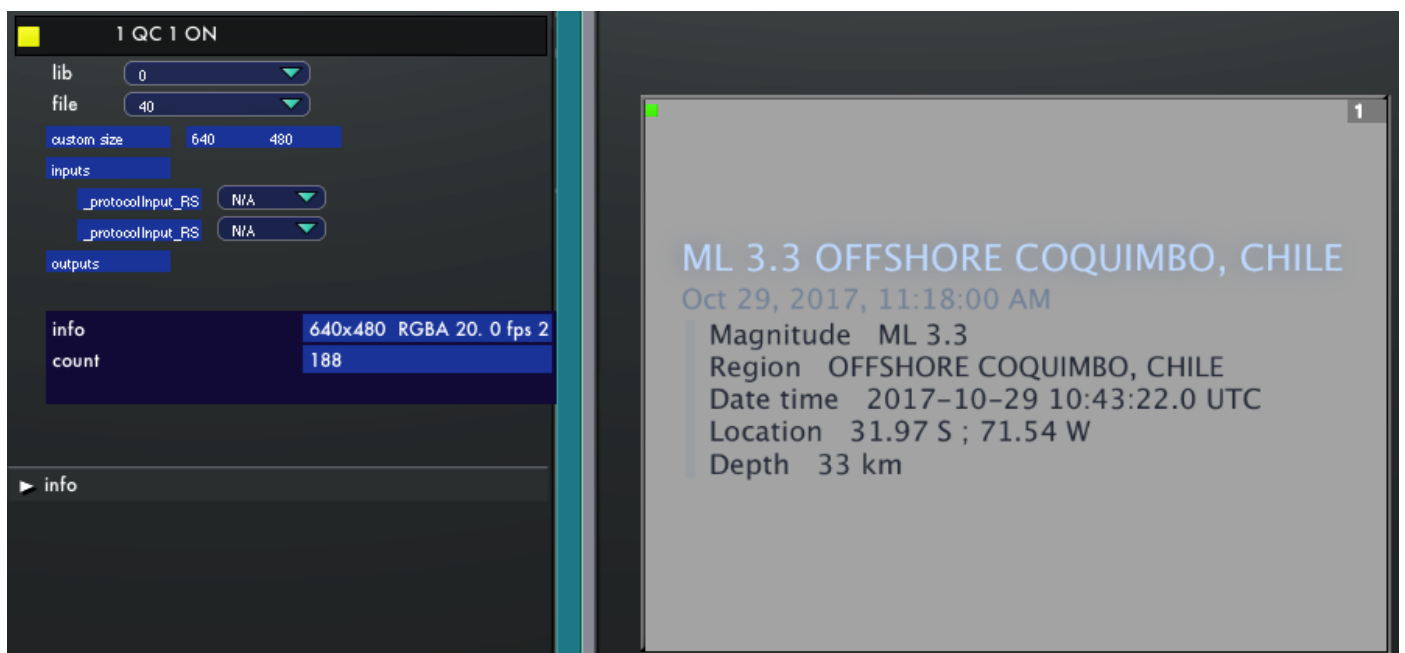
this is where you set the syphon input channel based on the name ID of the syphon channel





## Quartz composer

| release        | status   |
|----------------|--|
| p624           | Quartz composer - works as a video input<br>shows input and output parameters<br>Works with general controllers to send<br>parameters to QC.<br>Can work with all QC compositions-<br>Including video input and networking |
| p624 - added   |  |
| p624 - removed |  |
| p624 - missing | Still needs performance improvement.   |

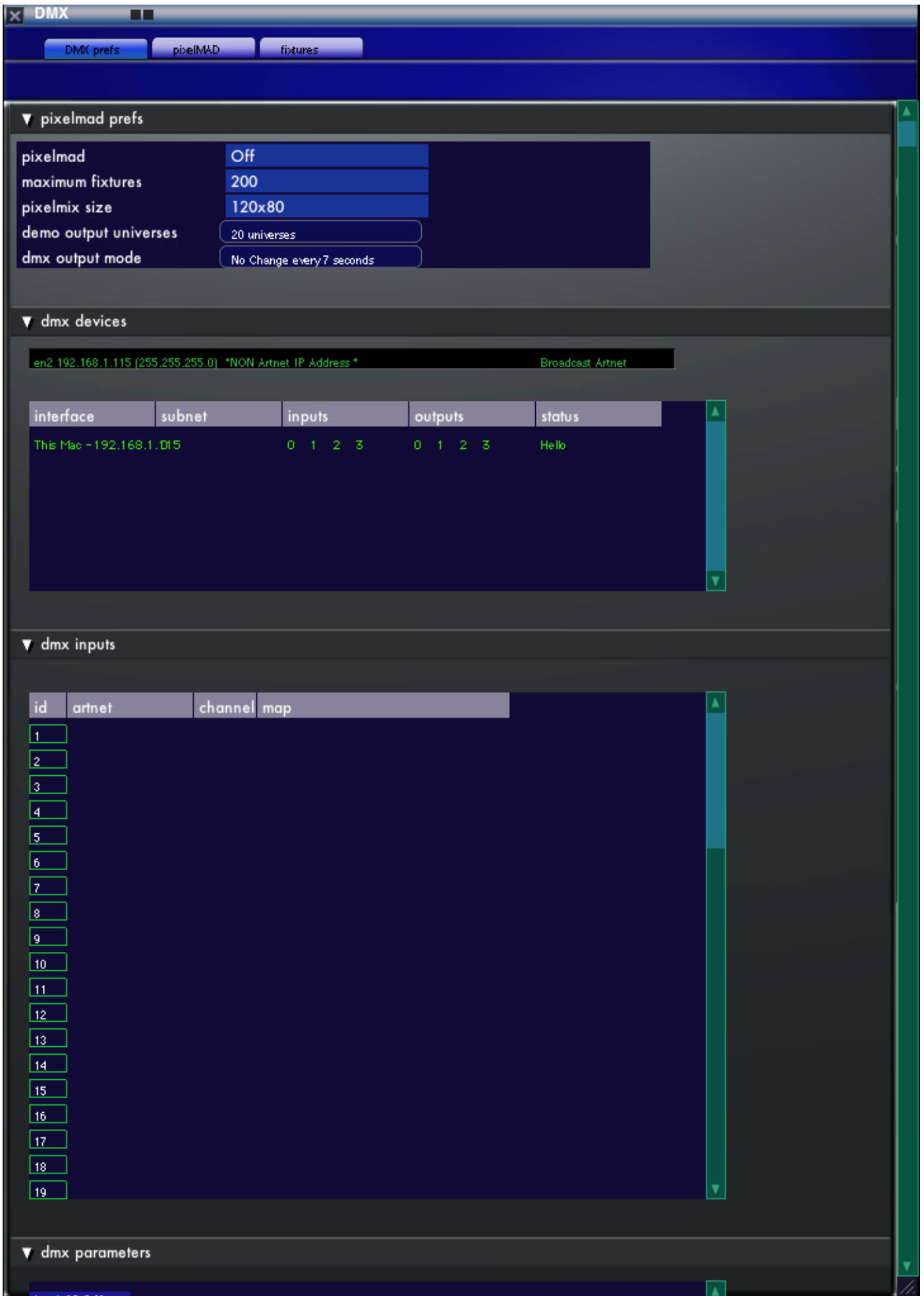




## DMX HUD

| release        | status                                       |
|----------------|--|
| p624           | DMX inputs and outputs moved into one place- |
| p624 - added   | DMX input - show parameters                  |
| p624 - removed |  |
| p624 - missing |  |







## Pixelmad HUD

| release        | status                          |
|----------------|---------------------------------|
| p624           | Pixelmad moved onto DMX hud     |
| p624 - added   |                                 |
| p624 - removed |                                 |
| p624 - missing | fixture editing HUD not working |



## Layers HUD

Selective display of information-  
Scrolling HUD

| release        | status   |
|----------------|--|
| p624           | Layers hud now resizes<br>Layers HUD can show partial parameters   |
| p624 - added   |  |
| p624 - removed |  |
| p624 - missing | mix select still not showing more than 12 mixes.<br>Transport HUD needs fixing.<br>Network HUD needs changing. |





## **Mixes HUD**

Unchanged

## **EXACT map HUD**

No changes

## **MODELS HUD**

Work in progress

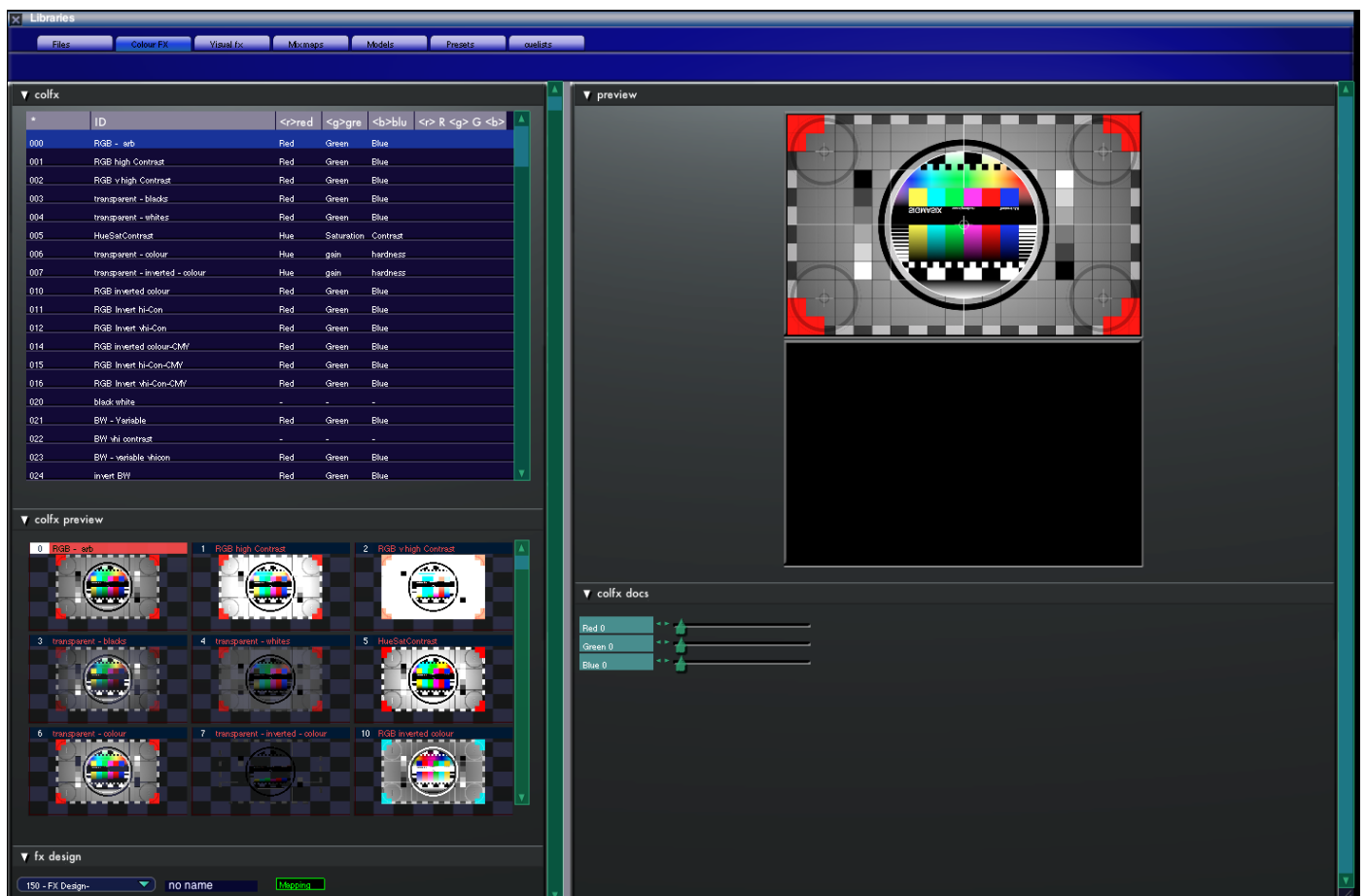
## **SOUND HUD**

Small changes



## ColFX HUD

| release        | status   |
|----------------|--|
| p624           | Better preview - showing parameter<br>FX design moved to colfx HUD list  |
| p624 - added   |  |
| p624 - removed |  |
| p624 - missing | Im working on much more self-<br>documentation- not finished<br>FX designer context not quite working<br>correctly |





# visfx HUD

| release        | status   |
|----------------|--|
| p624           | Better preview - showing parameters<br>Some new visual fx - still writing docs |
| p624 - added   |  |
| p624 - removed |  |
| p624 - missing | Missing docs for new visual fx   |

