

**PHILIPS**

# Strand Lighting

**TECHNICAL BULLETIN**

SUBJECT: 500ML CONSOLE SOFTWARE VERSION 1.21 RELEASE	SERIES: 500ML Consoles
DISTRIBUTION: General Release	STATUS: Routine

## Introduction

### 500ML Console Software Version 1.21

Philips Strand Lighting has released a new version of software for the 500ML lighting control console. This software, Version 1.21 is available for immediate download from the Support section of the Philips Strand Lighting web site at [www.strandlighting.com](http://www.strandlighting.com).

This version of software not only resolves reported issues but advances the console with additional features.



**Note:** This bulletin is for information purposes only. Users and owners are not required to inspect or load this version of software in their 500ML consoles unless they wish to have these added improvements and features. Before updating console software, Philips Strand Lighting recommends users make a backup of all current show files.

For your convenience, console software installation procedure is included in this bulletin. refer to “[Appendix A - Console Software Installation](#)” on page 13 of this bulletin.

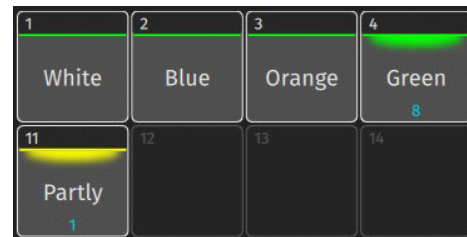
### Version 1.21 Release Summary

The following pages contain a description of some of the improvements incorporated in of this software. All information, features, and software updates are included in the current release - Version 1.21.

**Note:** If you have not done so already, be sure to register to receive updates and product information notifications. [Click here to go to the 500ML Console OS Sign Up Page](#).

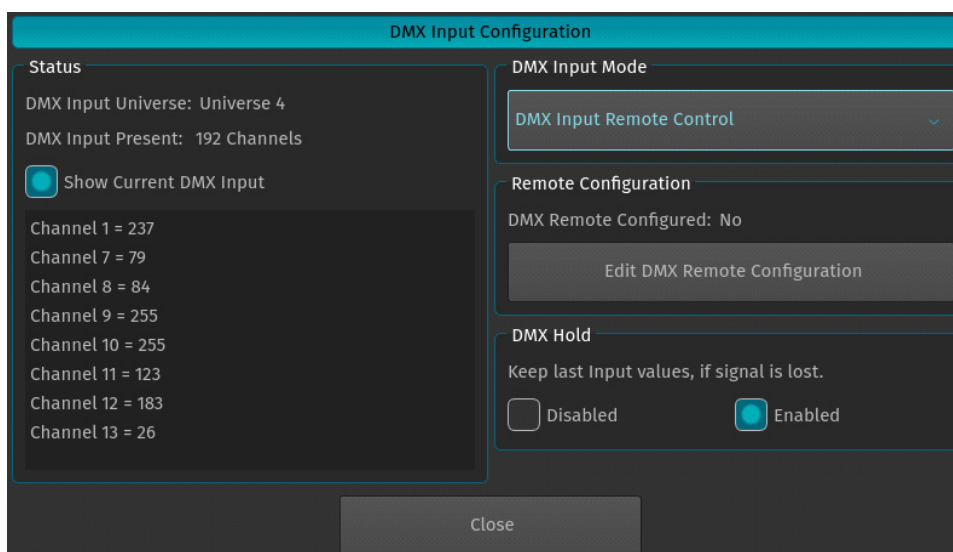
## New Feature: Dynamic Preset Item Representation

- Added automatic Preset Item representations depending on current Fixture Selection and corresponding applicability. Presets will now indicate:
  - Currently Not, Partly (Yellow Glow) or Fully (Green Glow) Loaded for current Fixture Selection
  - Currently Not, Partly (Yellow Bar) or Fully (Green Bar) Loadable for current Fixture Selection
  - Current Fixture Load Count (number in the bottom center)
- Recording a Preset without any values (after filtering IFCB) will now yield an error message.



## New Feature: DMX Input

- Universe 4 may now be used as a DMX Input instead of DMX Output  
*Use Setup > Show Setup > DMX Input for Configuration*

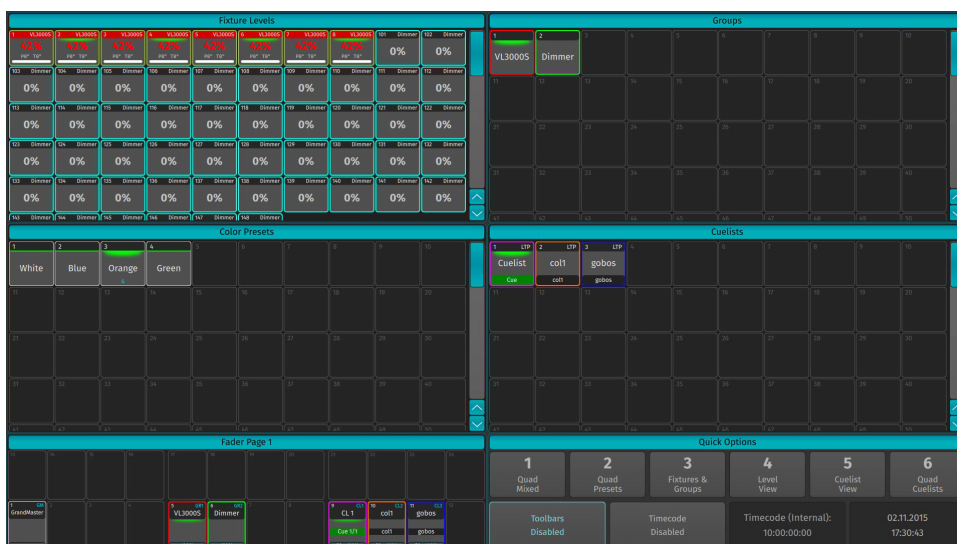
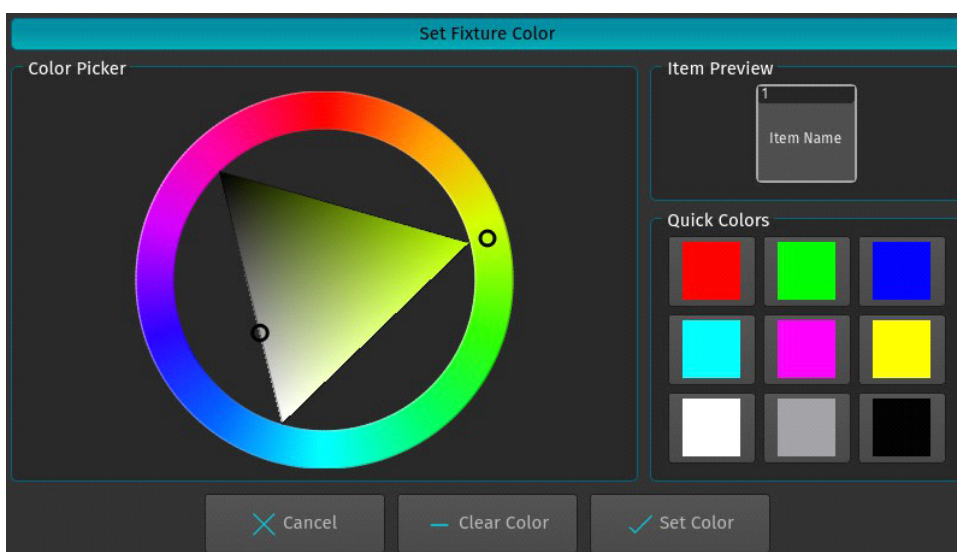


- DMX Input Supports:
  - HTP Merge to Universe 1-4
  - DMX Remote Control (configurable similar to Midi Input)
- While DMX Input is enabled on DMX Port 4, Universe 4 may still be used via Networking Drivers (ArtNet/ShowNet)

## New Feature: Custom Item Appearance

- Fixtures, Groups, Presets and Cuelists now support settings custom user colors
- To assign a new Color via Numberblock you need to press the "Assign" button 3 times (= "Appearance"). Multiple memories can be colored with a single command (e.g. "Appearance Group 1 Thru 10 Enter").

- a. The User Color Dialog also supports using several default colors and an Item Preview for the selected color.
  - b. User Colors will appear as a colored border around the colored Items
- Faders will also show the user color that has been set for assigned Fixtures, Groups and Cuelists. Assigning a User Color to one or more non-empty Faders will automatically set the User Color for the assigned memory (e.g. "Appearance Fader 1 Enter").

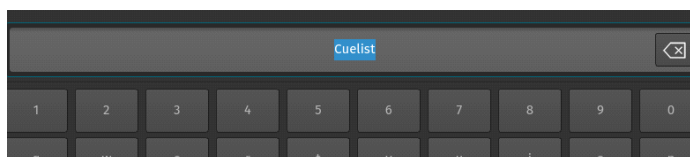


## New Feature: Recording and Naming Groups, Presets, Cuelists and Cues

- Added new "Name It!" Function to the Record Toolbar. Enabling this function will automatically open a Dialog window for naming any newly created memory (e.g. recording

into empty Group, Preset, Cuelist, or Cue). The setting of this function will be remembered in the showfile.

- Recording a Group without any Fixture Selection will now show an error message.
- Recording a Preset without any Data or with data not suitable to IFCB Filter will now show an error message.
- All Text Line Edits (e.g. when naming a memory) will now start with the Default loaded text selected to indicate that typing a new character will automatically delete the default text.



## Output Window Updated

- Added support for displaying ranges from the library (Gobo thumbnails and function names)
- Library Range Texts are now marked with "< >" to distinguish them from Preset names.

*For example: "<Blue>" (Range) vs. "Blue" (Preset).*

- Added color information to cells to indicate source of value
- Added Background Coloring to first columns to indicate current Fixture Selection
- Updated Elide Mode for text on to "Middle"
- Updated icons for better function indication
- Reduced row height in Output Window to match Programmer Table and to show more fixtures simultaneously.

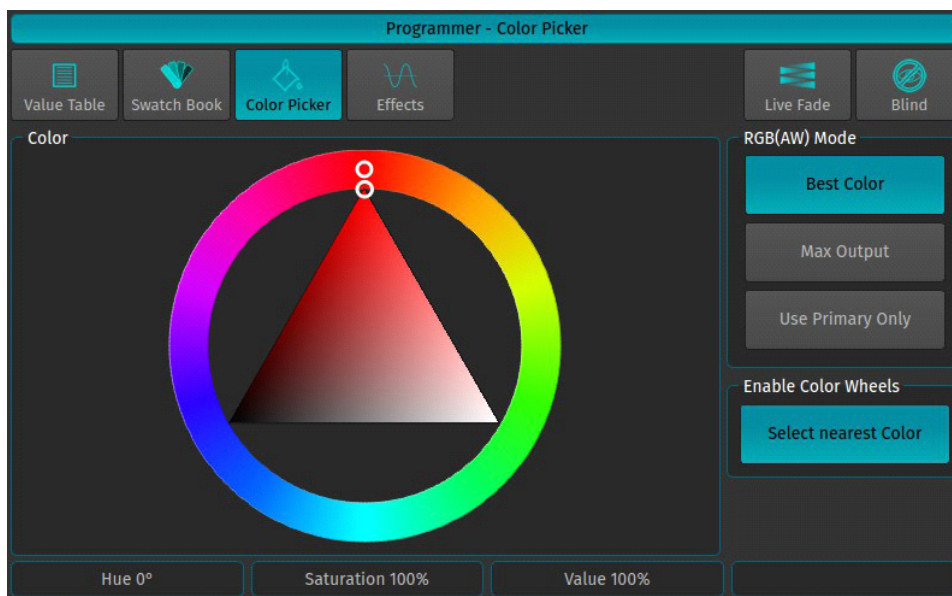
Output						
ABC Show Name		Show Type	All Fixtures	Selected Only	Output Value	Base Source Effect Source
Fixture	Name	Dimmer	Strobe	Duration	Pan	Tilt
501	VicII250	100%	●	<Open>	0°	0°
502	VicII250	100%	●	<Open>	0°	0°
503	VicII250	100%	●	<Open>	0°	0°
504	VicII250	100%	●	<Open>	0°	0°
505	VicII250	100%	●	<Open>	0°	0°
601	VL4K 1	100%	○	<Shu...sed>	0°	0°
602	VL4K 2	100%	●	<Shu...pen>	0°	0°
603	VL4K 3	100%	○	<Shu...sed>	0°	0°
604	VL4K 4	100%	●	<Shu...pen>	0°	0°
605	VL4K 5	100%	○	<Shu...sed>	0°	0°

Scroll Vertical      Scroll Horizontal

## New Features for Programmer

- The Programmer now accepts selecting cells inside the Fixture Table and pressing the "Set" button to directly set values for certain Fixtures (independent from current Fixture Selection).

- Updated Set Value Dialog (Encoder Press in Programmer):
  - a. Added "Autoclose" Feature to automatically close Dialog after Range Selection. This setting will be remembered in the showfile.
  - b. Starting to type numbers on the keypad while the "Set Value" Dialog is open will trigger the "@" function instead of adding "Fixture" to the command line.
  - c. Closing the Set Value Dialog will auto-clear the command line in case a command hasn't been executed before closing.
- Extended Color Picker to support many different color mixing systems and conversion modes.



- Changed Fixture Selection Toolbar:
  - a. Renamed "Fixtures w. Values" into "In Prog" for selecting all Fixture that has values inside the Programmer
  - b. Added new Fixture Selection Button "In Playback" to Select all Fixtures which currently have Active Cuelists running
- Fixture Subselection Modulo Mode (for example, "1...5 Enter") will now be maintained when using Last and Next Buttons effectively stepping through 2...5, 3...5 etc.
- Added automatic De-selection of current Fixture selection, if a new Fixture is manually selected (by pressing a Group or Fixture Button inside one of the monitors) and if values for the last selection have changed since last Fixture selection (e.g. a Value has been set). For explicitly adding Fixtures or Group to the current selection after changes have been made please use the new numberblock commands starting with "+Fixture" and "+Group".
- Added green Background Color to first 3 columns of Programmer Table to improve visual indication of selected fixtures.
- Library Range Texts are now marked with "<>" to distinguish them from Preset names.  
*For example: "<Blue>" (Range) vs. "Blue" (Preset).*
- Renamed "Value" Button in Programmer to "Value Table".



- Programmer Buttons have received new Icons for better visualization.

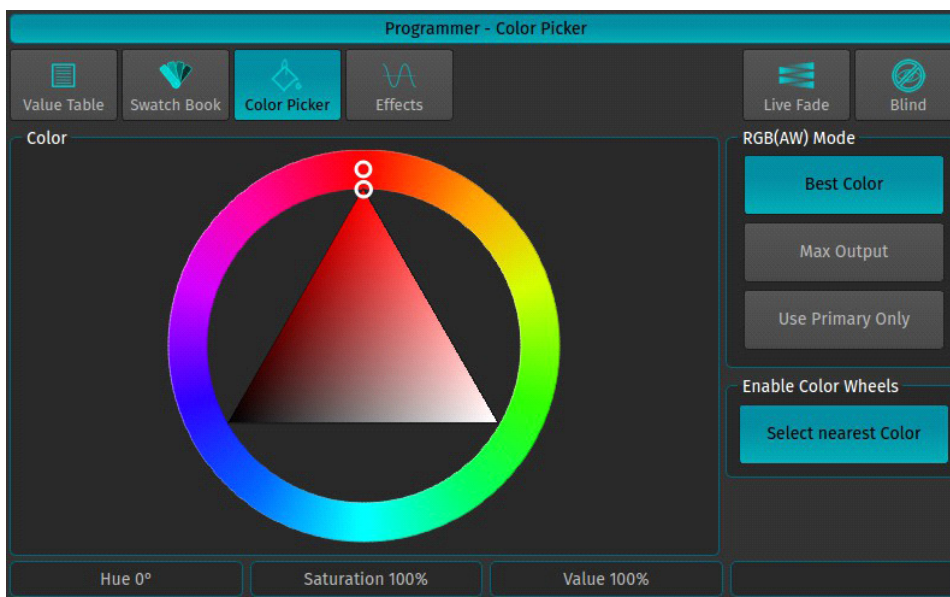


### Improved Feature: Color Conversion for Programmer Swatch Book and Color Picker

- The following color mixing systems are now supported by Swatch Book and Color Picker:
  - CMY
  - RGB
  - RGBA (*new*)
  - RGBW (*new*)
  - RGBAW (*new*)
  - HSI (*new*)
  - Color Wheels (*new, selecting nearest colors*)
- Selection of nearest Color from available Color Wheels is supported for Fixtures that don't support true color mixing through one of the other color mixing functions. This function can be enabled/disabled through the "Use nearest Color" function. This setting will be saved as part of the showfile.
- For all real color mixing systems, the software offers 3 different kinds of Color Mixing Strategies; which is helpful when it comes to mix colors on extended RGB systems such as RGBW, RGBAW and RGBA:
  - Best Colour - Best Color keeps intensity, hue and saturation of the input color constant and adds white and / or amber just to get the best color rendering, minimizing the output of the complementary color. For example mixing plain white on a RGBW fixture will result in 0, 0, 0, 255 using this mode.
  - Max Output - Max Output keeps only the saturation constant, trying to maximize the intensity of the output. To achieve this, additional output of the primary colors is used to maximize the intensity without affecting saturation and hue. For example

mixing plain white on a RGBW fixture will result in 255, 255, 255, 255 using this mode.

- c. Use Primary Only - This mode will only use the primary channels red, green and blue for color mixing and ignore any additional color such as amber or white. Mixing White on a RGBW fixture will thus result in 255, 255, 255, 0 using this mode.
- Color Mixing Strategies do not affect selection of nearest color from a color wheel.



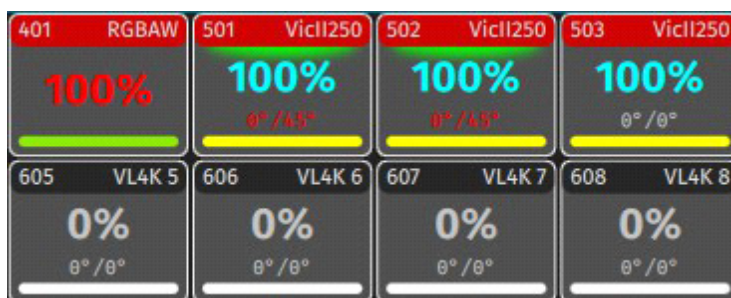
## Fixtures and Groups Improved

- Fixture Pool toolbars now include "In Playback" and "In Programmer" selection buttons (See [“New Features for Programmer”](#) on page 4 of this bulletin).
- Recording a Group:
  - a. Recording a Group without any Fixture Selection will now show an error message.
  - b. If a number of similarly named fixtures is recorded into a group then the console will try to compute a matching group name from fixture names
- Fixture Items now support a wide range of reverse color conversion for displaying current output color. The following color mixing systems are supported:
  - a. CMY
  - b. RGB
  - c. RGBA (*new*)
  - d. RGBW (*new*)
  - e. RGBAW (*new*)
  - f. HSI (*new*)
  - g. Color Wheels\* (*new, requires that the library contains valid color information*)

\*Refer to [“\\*Color Wheel Notes”](#) on page 8.

### \*Color Wheel Notes

- If multiple Color Wheels are present and color information for more than one wheel is available then the console will combine the color information of all color wheels into one color using a subtractive color mixing approach. The console behaves similarly for Color Wheels in the presence of a CMY mixing system: CMY and Color Wheels are also combined in a subtractive manner.
- In case Color Wheels are present while any additive color mixing system (HSI, RGB, RGB+X) is present then the console assumes that a color wheel value greater than 0 will bypass the mixing system and thus simply replace the shown output color by the color wheel values. This assumption will not be correct for all kinds of fixtures.



### New Cuelist Features

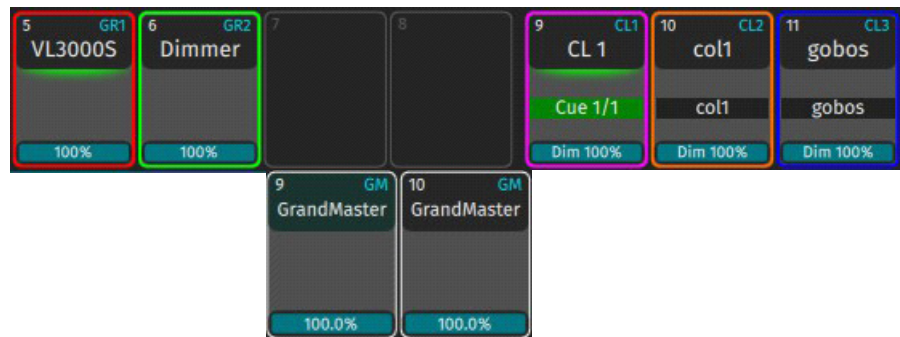
- Cuelist now support "Off Triggers" and "Cue Triggers"
  - Off Triggers allow to create a list of actions that will be triggered when a Cuelist is released. The Off Triggers are configured through the "Off Trigger Tab" inside the "Edit > Cuelist" Window.
  - The Cue Triggers allow the user to create a list of actions that will be triggered when a specific Cue is started. Cue Triggers can be configured in the Cuelist View Window (Open > Cuelist) through the last column (select trigger cell and Press "Set" button)
- Edit Cuelist Dialog Changes:
  - The Dialog is now automatically hiding the Load/Save Default buttons if the Basic Setup Tab is not active (because Load/Save Default only works with the Basic Setup Tab)
  - Updated Layout of Basic Tab
  - Added support for Off Triggers
- Updated Defaults on Cuelist Pool in external Window #1 to "Toggle" Mode instead of Select.

### Faders Improved

- Reworked Fader Items (external Monitor)
  - Faders now show custom user colors of their assigned memories (Fixtures, Groups, Cuelists)
  - Faders now indicate whether they reside on the Template Page or on a regular Fader Page through a slightly different background color in the top third of the item.
  - Added indication in BPM to Speed and Fade Masters



- d. Clicking an empty Fader Item now brings up the new Assign Fader Dialog which allows to connect to any memory directly without using the numberblock syntax.
  - e. Clicking a Fader Item now starts an animation for visual feedback.
  - f. Faders now show if the connected Item is turned on (e.g. Fixture/Group is selected or Cuelist is Running).
  - g. Fader Dimmer Bar will now read "Disabled" when the Fader is disabled.
- Fader Setup
  - a. Fader Fetch Mode is now active by default for all newly created Faders (unless specified differently by the user).
  - b. Fader Autostart is now active by default for all newly created Cuelist Faders (unless specified differently by the user).
  - c. Edit Fader Dialog now automatically closes, if it is hidden by a new window.
- Clicking the Fader Page Information in the bottom left corner of the internal screen will now open the Fader Page Directory Window.

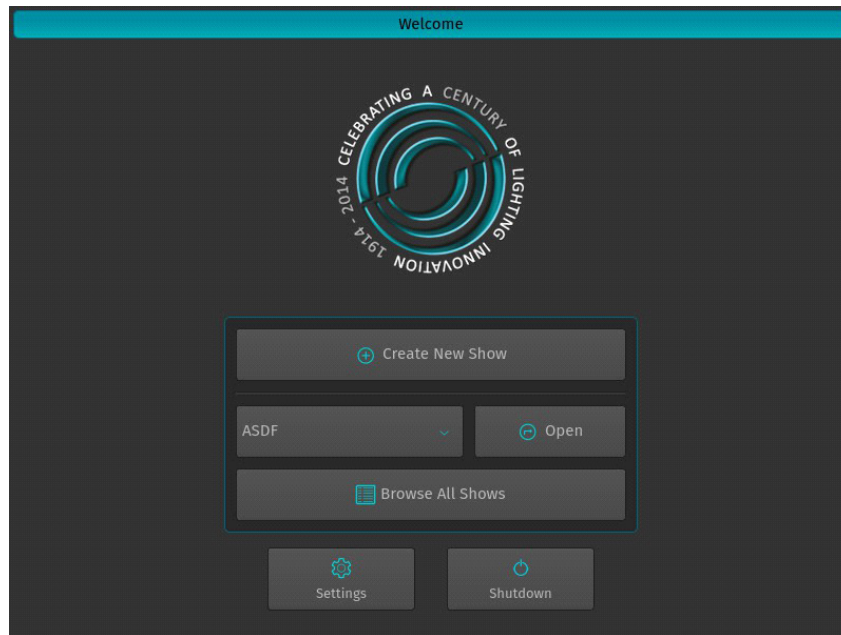


## Numberblock Updated

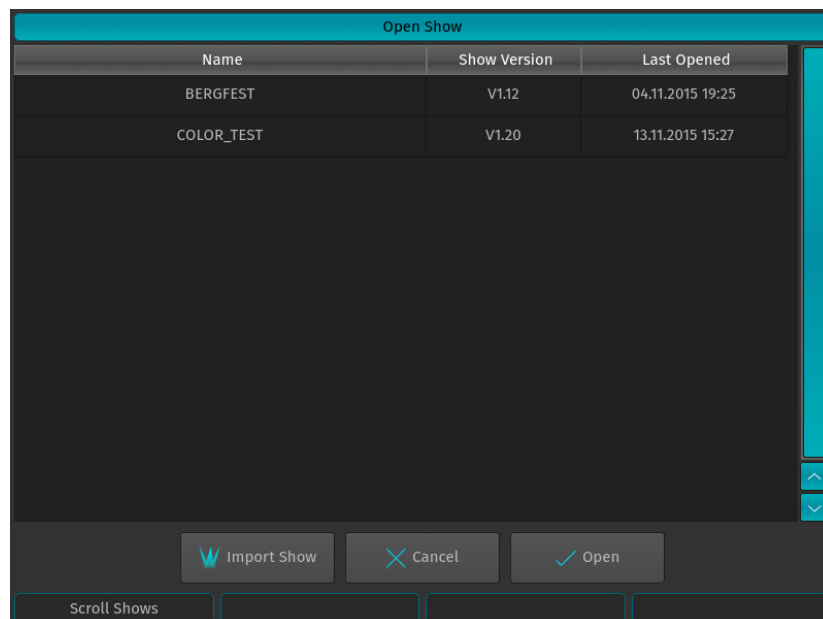
- New Preset Commands:
  - "Edit > IFCB > Preset Nr"* and *"Edit > Preset > IFCB > Preset Nr"* to edit Preset
  - "Preset > I,F,C,B > ID Enter"* to load Preset
- New Fixture Selection Commands:
  - a. Adding fixtures to the current selection: "+ Fixture 1 ... Enter"
  - b. Removing fixtures from the current selection: "- Fixture 1 ... Enter"
  - c. Adding groups to the current selection: "+ Group 1 ... Enter"
  - d. Removing groups from the current selection: "- Group 1 ... Enter"
- "Shift + Open" will now close topmost window on internal screen
- Changed "Shift + OFF" Behavior: Will now only release Cuelists and NOT reset Submasters or clear the Programmer.
- Added checking function to commandline/numberblock that checks for adding the same memory twice to the commandline (for example, "Cuelist 1 Cuelist1") when tapping the pool item too often.

## Startup Screen and Show Library Updated

- Updated Look of Startup Screen ("Browse all Shows")
- Replaced "Close Show" button in System Setup by "Open Show" Button. Show close function has to be performed via the "Close Show" button in the lower right (toolbar) of the same screen (this screen was actually showing "Close Show" twice).



- Added "Import Show" Button to "Browse All Shows" Menu.

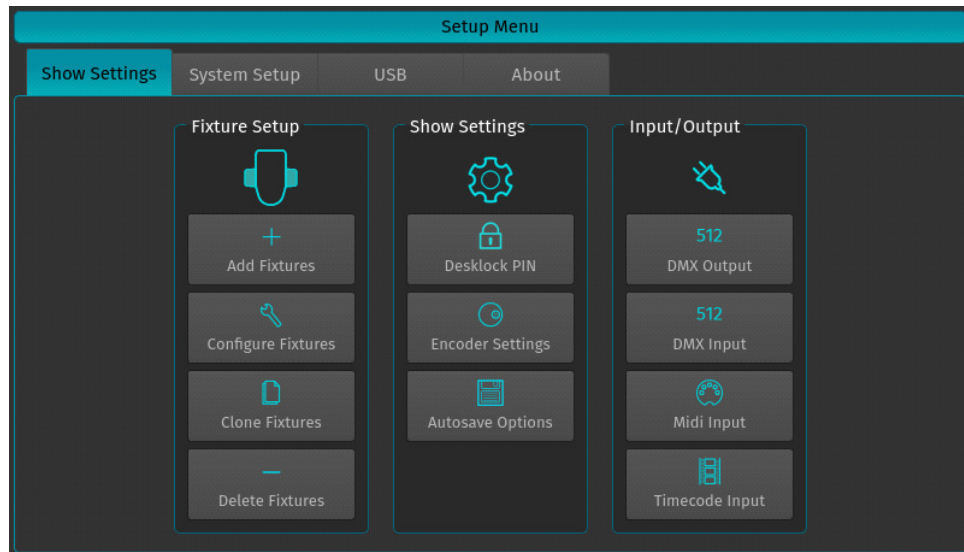


## General GUI Improvements

- Added Clicked Animation for Pool Items to indicate a click event (user feedback).

- Updated Layout of Remote Editor Dialogs (Affecting Midi Input, Cuelist Off Trigger, Cue Trigger, DMX Input and all other Remote Lists).
- Updated GUI Icon Set.
- Updated Layout of basic Info/Warning/Error Dialog.
- Improved GUI Performance of external Monitor.

## Setup Menu



- Added "Open Show" Button to USB Show Import Dialog, if only a single show has been imported.
- Show Autosave:
  - Moved Autosave in custom Setup Dialog
  - New Shows will automatically have Autosave enabled in 10-minute intervals.
  - Updated Default Autosave Times in Drop Down Box for Autosave Dialog.
- Fixture Patch: Added new Dialog after adding fixtures offering the option to continue adding more fixtures to the show.

## Networking Additions

- Added new network Driver for OSC Focus Remote via Table/Phone

## Fixture Library Updated

- This version of software includes newest Fixture Library as of November 2015.

## Reported Bugs - Addressed and Fixed

- Fixed bug on Numberblock "Fixture xyz @ val" not working correctly
- Programmer bug fixes:
  - Fixed rounding error where Dimmer Level on external monitor wouldn't match Output or Programmer Window on internal Screen.
  - Fixed bug: Recording the Programmer Content into a Preset will now automatically replace the recorded values inside the programmer by a link to the preset.

- c. Fixed minor bug on Programmer Function Grouping.
  - d. Fixed bug that Dimmer Values for Virtual Dimmers have not been shown properly inside programmer.
  - e. Fixed Ranges bug in Programmer Table: If a Preset is loaded then the programmer tables also showed a random range icon from the same channel.
- Fixed minor bug: Warning Dialog did not automatically close itself, if user has pressed the enter key on the numberblock.
  - Fixed bug: Output Window not showing Cell colors
  - Fixed minor bug in Delete Preset Dialog showing invalid Preset Number.
  - Fixed minor bug in Fader Item Display: Fader Disabled wasn't correctly updated on configuration change.
  - Fixed bug: Cuelist View in external video monitor did not show the toolbar.

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**Note:** For your convenience, console software installation procedure is included in this bulletin. refer to [“Appendix A - Console Software Installation” on page 13](#) of this bulletin.

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### **Need assistance? Have questions?**

If you require technical assistance with loading updated console software, please contact your Authorized Philips Strand Lighting Dealer or Philips Strand Lighting Technical Support. A list of authorized dealers in your area and technical support contacts is located on the Philips Strand Lighting web site at [www.strandlighting.com](http://www.strandlighting.com).

# Appendix A - Console Software Installation

## Updating 500ML Console Software

### Please Read

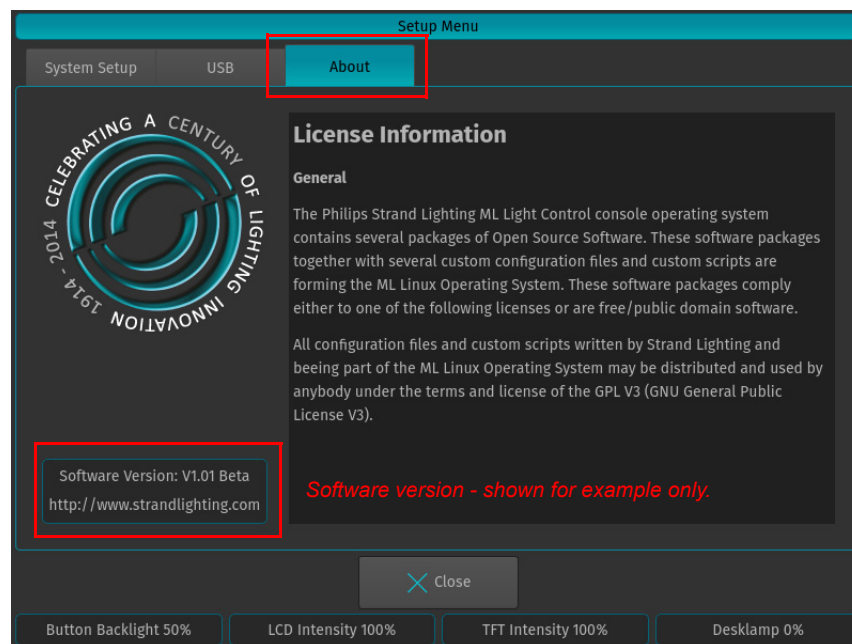
All information shown in this guide is for reference purposes only and is intended as a simple reference document to update console software. Please refer to the Philips Strand Lighting web site for the latest software release version, to the QuickStart Guide (supplied with the console) and the User's Manual (available for download on the Philips Strand Lighting web site at [www.strandlighting.com](http://www.strandlighting.com)) for complete and updated information about your product.



**CAUTION:** Before updating the console software, make sure you have made backups of all important show and library files!

### Checking Software Version Before Installation

After booting your console, you can check the software version by selecting Settings and then click the "About" tab in the Setup Menu section as shown in [Figure 1](#).



**Figure 1: Setup Menu Screen - About Tab - Checking Software Version**

You should compare your console's software version with the latest one on the Philips Strand Lighting web site at [www.strandlighting.com](http://www.strandlighting.com). If your version is earlier than the one on the web site, you may, at your discretion, download and update your console with the latest version.

### Updating Console Options

You have two options to update your console software. They are:

- [Updating Console Software via USB Key](#) (starting below) *or*;
- [“Updating Console Software via Internet Connection”](#) on [page 17](#) of this guide.

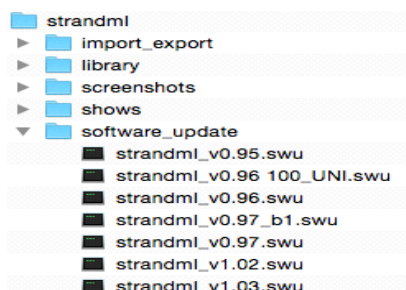


## Updating Console Software via USB Key



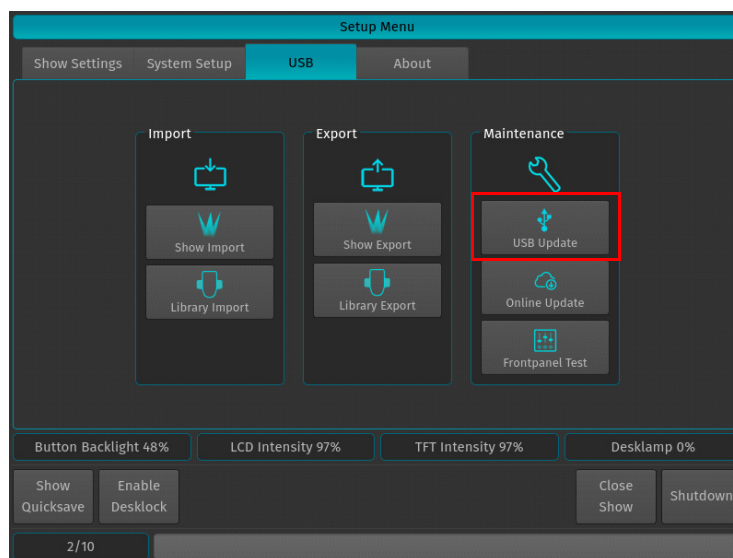
**CAUTION:** Before updating the console software, make sure you have made backups of all important show and library files!

In order to update the software on the console, make sure you have downloaded the appropriate software from the Strand Lighting website. Copy the downloaded file (with the file extension .swu) to the "strandml\software\_update" folder on the USB key supplied with the console.



**Figure 2: 500ML Console USB Key Folder Structure**

Connect the USB key into one of the console's USB Ports and navigate to the Setup Menu by pressing [SETUP] and selecting the USB Tab. Click on USB Update in the Maintenance section.



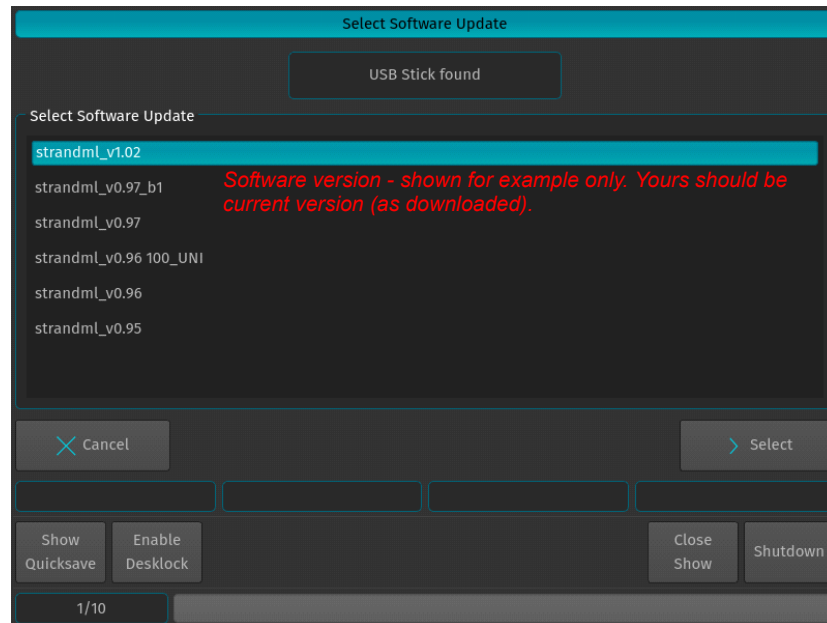
**Figure 3: Setup Menu Window - Updating Console Software via USB**

**Note:** You must reboot / restart the console in order for the new software to take effect.



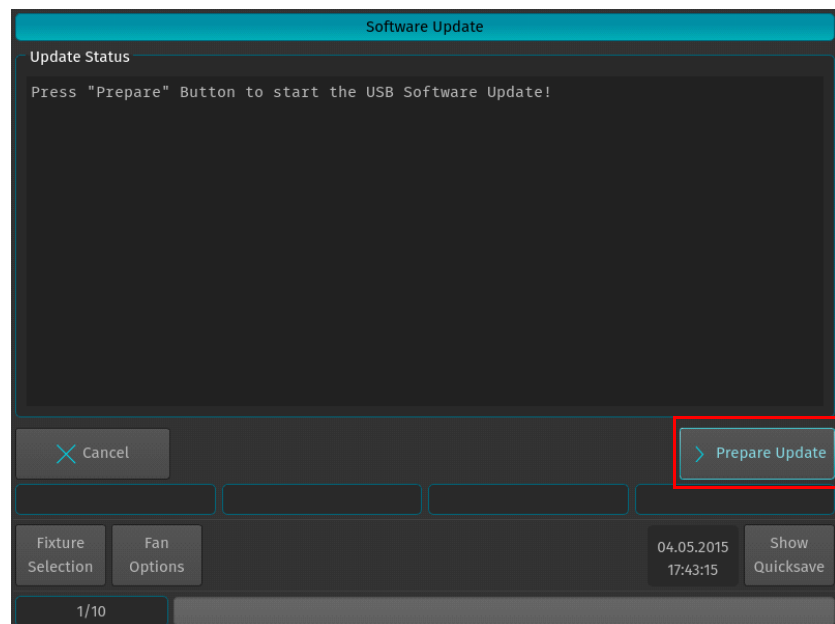
**WARNING:** During the update process, DO NOT disconnect power OR switch off the console. This may render the console un-bootable! Allow the process to finish completely.

The console's screen will present you with a list (if applicable) of available software updates found on your USB Key. Select the appropriate file and click on Select.

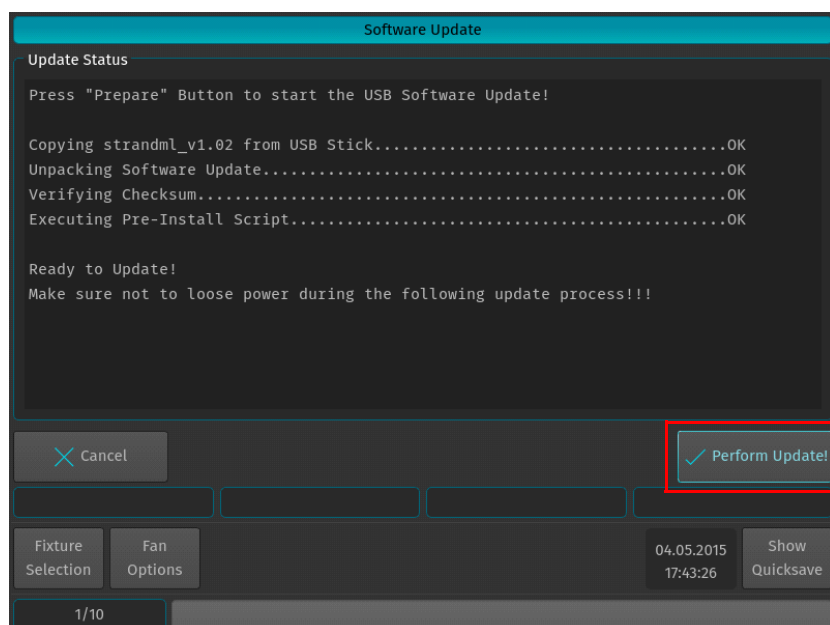


**Figure 4: Select Software Update Window - Software Selection Example**

A wizard will lead you through a few steps as shown in [Figure 5](#) and [Figure 6](#).

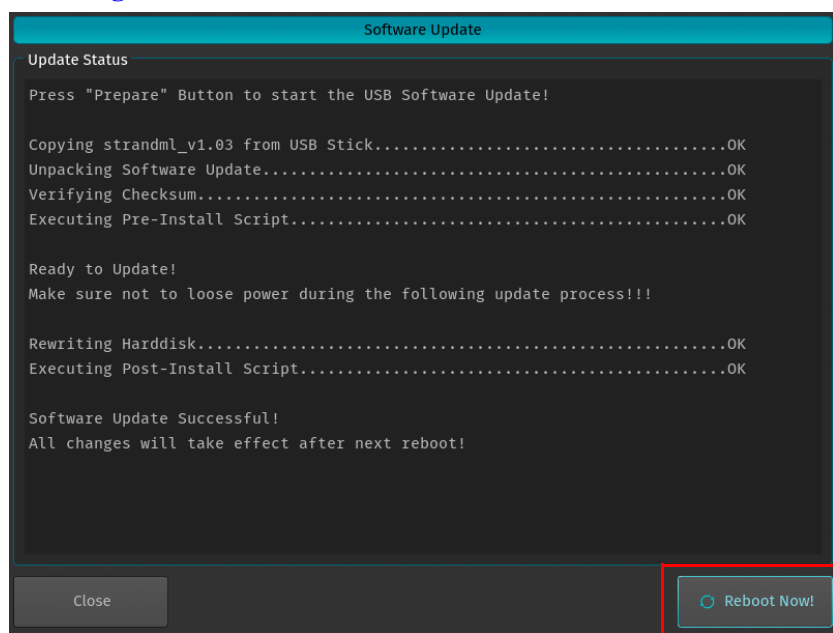


**Figure 5: Software Update Window - Software Update Confirmation**



**Figure 6: Software Update Window - Perform Update Confirmation**

Once the process is completed, you will be prompted to reboot the console. Click the Reboot Now! button as shown in [Figure 7](#).



**Figure 7: Software Update Window - Reboot Now**

## Verifying Software Version After Installation

After the console reboots, you can verify the software version number by selecting Settings and then click the "About" tab in the Setup Menu section as shown in **Figure 14**.

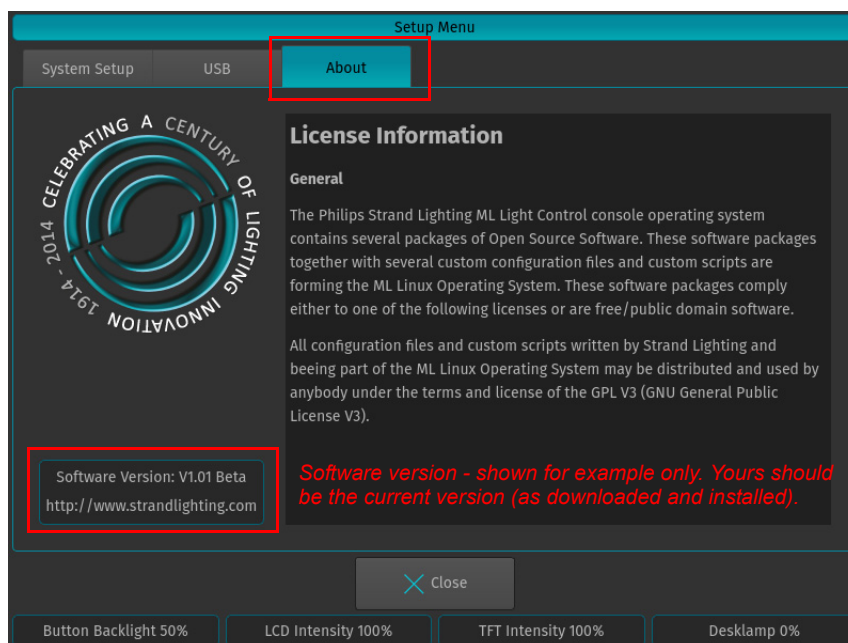


Figure 8: Setup Menu Screen - About Tab - Verifying Software Version

## Updating Console Software via Internet Connection



**CAUTION:** Before updating the console software, make sure you have made backups of all important show and library files!

In order to update the software on the console using an Internet connection, make sure the console network interface is properly configured and that the console has Internet access.

Navigate to the Setup Menu by pressing [SETUP] and select the USB tab. Click on Online Update in the Maintenance section.

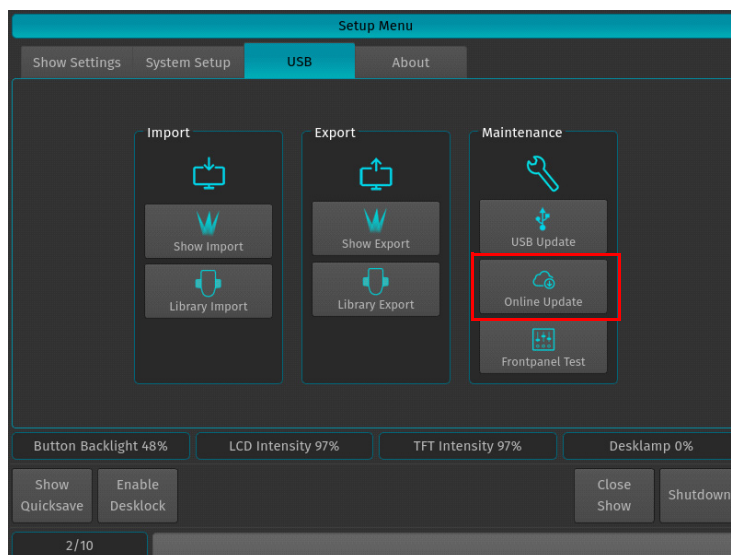
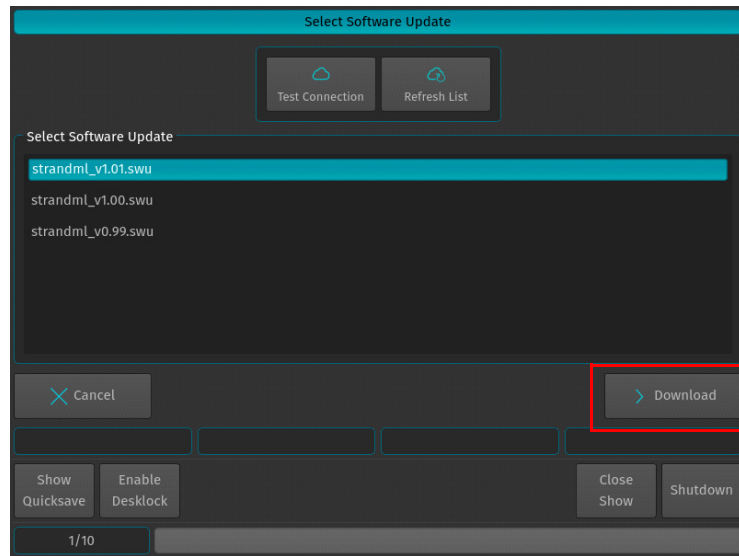


Figure 9: Setup Menu Window - Updating Console Software via Internet

The Console will present you with a list of available software updates found on the Internet. Select the appropriate file and click on Download as shown in **Figure 10**.



**Figure 10: Select Software Update Window - Downloading Online Software**

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**Note:** You must reboot / restart the console in order for the new software to take effect.

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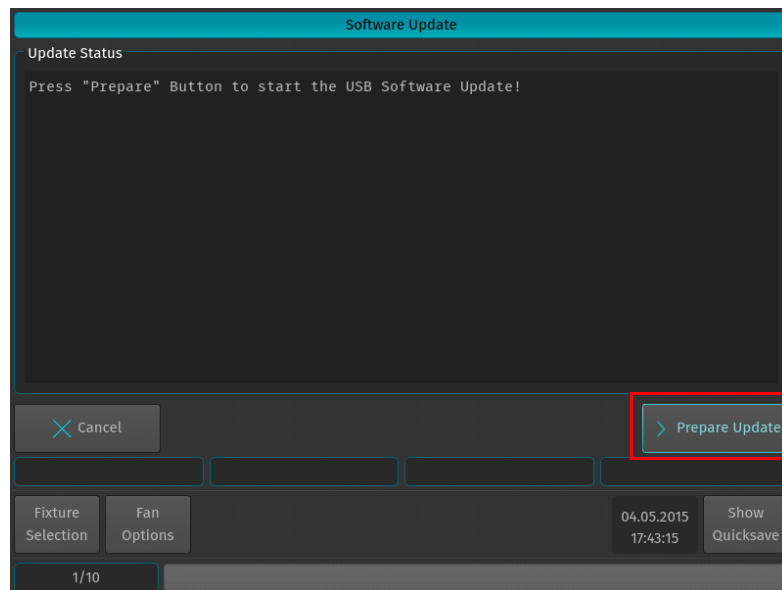



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**WARNING:** During the update process, DO NOT disconnect power OR switch off the console. This may render the console un-bootable! Allow the process to finish completely.

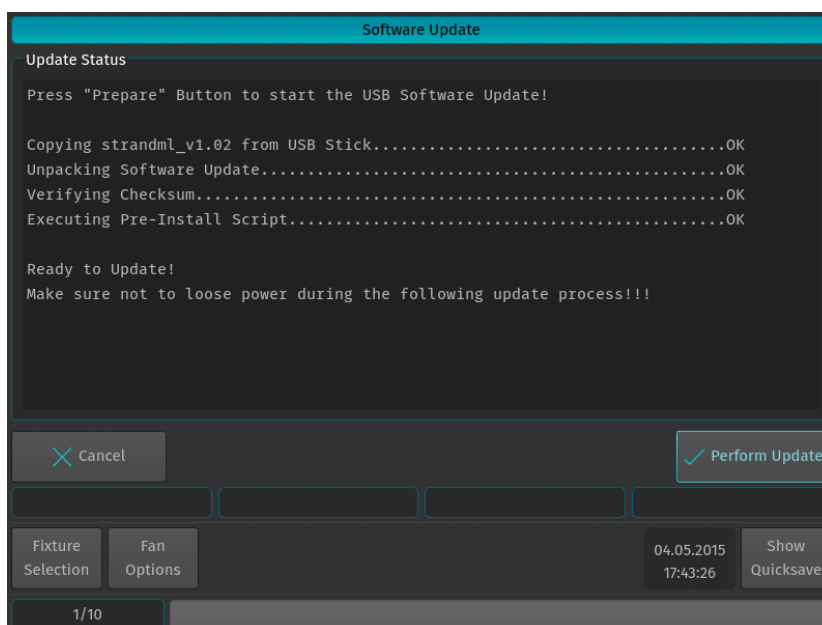
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A wizard will lead you through a few steps to load the new software as shown in **Figure 11** and **Figure 12 on page 19**.



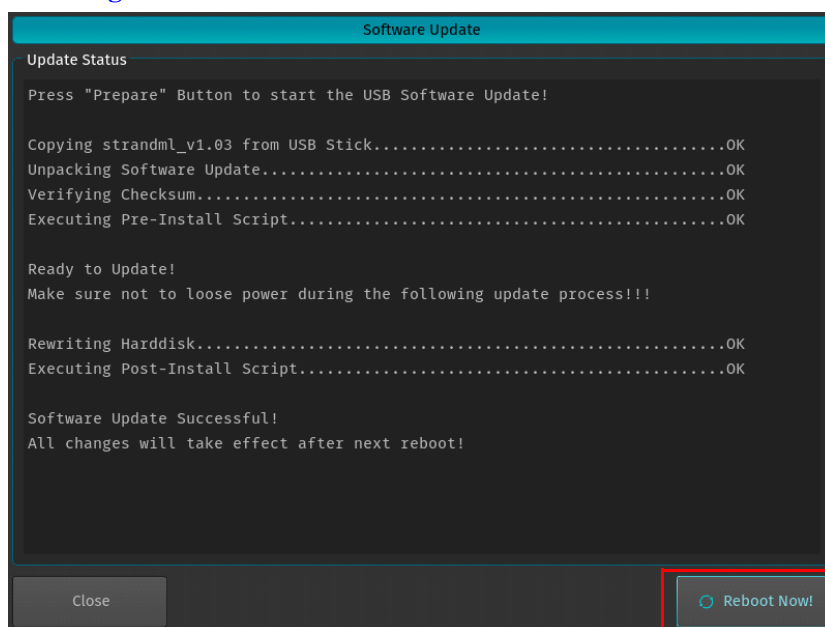
**Figure 11: Software Update Window - Prepare Update**





**Figure 12: Software Update Window - Preform Update**

Once the process is completed, you will be prompted to reboot the console. Click the Reboot Now! button as shown in [Figure 13](#).



**Figure 13: Software Update Window - Reboot Now**

## Verifying Software Version After Installation

After the console reboots, you can verify the software version number by selecting Settings and then click the "About" tab in the Setup Menu section as shown in **Figure 14**.

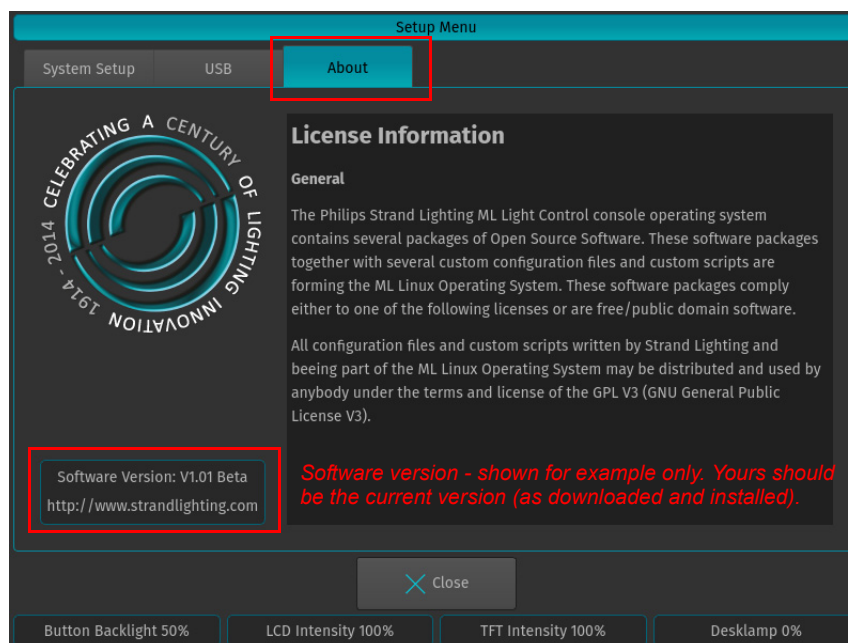


Figure 14: Setup Menu Screen - About Tab - Verifying Software Version

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