Vector Wings

Playback 10 Wing
Playback 20 Wing
Editor Wing
Channel Wing

User Guide

Control Solutions for Creative Professionals

COMPULITE

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Vector wings

Vector wings are remote components that can be used in parallel with the console or as stand alone units.

- Vector Playback 10 Wing - Remote playback unit.
- Vector Playback 20 Wing - Remote playback unit
- Vector Editor Wing - A complete editing workstation.
- Vector Channel Wing - Direct access to channels and cues

Vector Wings can be connected to all Vector console models.

Connecting the Vector wings

Vector wings can be connected to the Vector console either directly or through an Ethernet hub. We recommend using a hub.

To connect via a hub

Connect the wing to the hub and the hub to the console's data port using regular Ethernet cable.

To connect directly to the console

Connect to the console's control port, using a regular Ethernet cable. (recommended)

Connect to the console's data port, using a crossed Ethernet cable.

Establishing communication

There are two steps to establish communication between the console and the wing:

- Selecting the console
- Selecting the operation mode of the wing

There are two operation mode options:

- Parallel
- Stand Alone

ATTENTION! Setting the operation mode is required only on the initial connection.

Wing behavior

Wing	*Parallel*	*Stand Alone*
Playback 10	• Paging the playbacks on the Vector console also pages the wing. Paging on the Wing does not affect the console. • **SNAP GO** loads playbacks if triggered from the console or from the wing. • Changing the fader mode on the Vector console, changes it on the wing. • Changing the playback mode on the Playback Wing does not affect the console. • Permitted to change designated master playback.	• Playback controls are independent of the console. • **SNAP GO** is disabled. • Loading playbacks must be done on the console for them to be accessible of the wing. • Not permitted to change the designated master playback. • Changing the fader mode on the console does not affect the wing.

Wing	Parallel	Stand Alone
Playback 20	• Paging the playbacks on the Vector console does not affect the pages on the wing and visa versa. • Paging Up and Down will move 10 playbacks forward or backwards instead of 20. • Changing the fader mode on the Vector console, changes it on the wing. • Changing the playback mode on the Playback Wing does not affect the console. • Permitted to change designated master playback.	• Playback controls are independent of the console. • Loading playbacks must be done on the console for them to be accessible of the wing. • Not permitted to change the designated master playback. • Changing the fader mode on the console does not affect the wing.
Channel **Editor**	Control and the command line are shared between the wing and the console. Example: Pressing **RESET** on the console or the wing resets the editor.	Operations are independent of the console. Example: Output originating from commands on the wing remain active even if you press **RESET** on the console.

To establish connection between wings and consoles

For Playback Wing 20: See "establish connection between the wing 20 and console" on page 5.

1 Turn on the wing.

On the wing's LCD display, up to 10 networked consoles and their IP addresses are displayed.

2 For the Playback Wing: Press the **SELECT** key for playback that corresponds to the required console.

For the Editor Wing and Channel Wing: Press a numeric key that corresponds to the required console.

3 If this is the first time a connection is made, the Remote Mode dialog opens.

If there had been a previous connection, that mode is used and the Remote Mode dialog does not open.

Note: Fader types (motorized or non-motorized) are automatically identified.

4 If the dialog box appears, tap the required operational mode *PARALLEL* or *STAND ALONE*.

To change the operation mode

1 On the Vector console, press **SET UP**.

The tool bar is now in setup mode.

2 Tap *REMOTES*.

3 Tap the type of wing (*EDITOR WING*, *PLAYBACK WING*, *CHANNEL WING*).

The wings are displayed on the tool bar.

4 Select the specific wing.

The operation mode dialog box opens.

5 The current mode is displayed at the top of the dialog box.

6 Tap *PARALLEL* or *SINGLE USER*.

The dialog box closes.

To establish connection between the wing 20 and console

1 Turn on the wing.

The wing LCD will display "IP# - ###".

2 Using the UP/Down keys scroll through the IP's until you find your console IP. (The console ID number)

3 Press the **SELECT** key for the appropriate ID.

- **SELECT** key 1 is for the first ID in the list.

- **SELECT** key 2 is for the second ID in the list.

- **SELECT** key 3 is for the third ID in the list.

- **SELECT** key 4 is for the fourth ID in the list.

Example:

- If your console's IP is 90.10.4.1 and there are 2 other consoles in the network with IP's 90.10.5.1 and 90.10.6.1, scrolling through the IP's will look like this:

  IP 1 - 4

  IP 2 - 5

  IP 3 - 6

- **SELECT** key 1 will be for IP 1 - **4** (90.10.**4**.1)

- **SELECT** key 2 will be for IP 2 - **5** (90.10.**5**.1)

- Etc....

When a connection is established you will see "PB 1/1" on the console screen.

ATTENTION! If this is the first time a connection is made, the Remote Mode dialog opens. If there had been a previous connection, that mode is used and the Remote Mode dialog will not open.

Note: If the dialog box appears, tap the required operational mode *PARALLEL* or *STAND ALONE*.

To change the operation mode - Wing 20

1 On the Vector console, press **SET UP**.

The tool bar is now in setup mode.

2 Tap *REMOTES*.

3 Tap the type of wing (*REMOTE WING - 20PB*).

The wings are displayed on the tool bar.

4 Select the specific wing.

The operation mode dialog box opens.

5 The current mode is displayed at the top of the dialog box.

6 Tap *PARALLEL* or *SINGLE USER*.

The dialog box closes.

Viewing External Wing

A dedicated external wing display for Wing 10 and Wing 20 can be selected from the Workspace Tree ▸ Playback ▸ External Wing in Vector. The external wing display will enable you to view Wings and Qkeys:
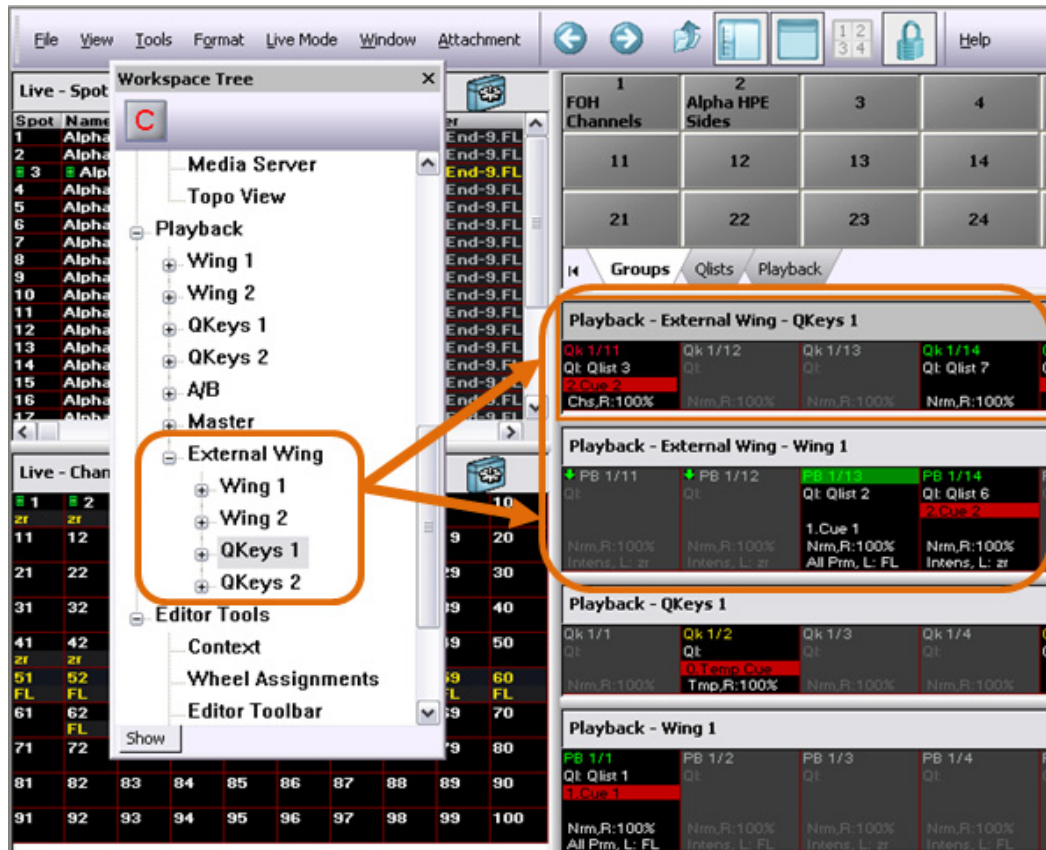
To view external wing

Make sure the external wing is connected and a connection has been established with the console.

1 Open the Workspace Tree.

2 From the Workspace Tree click on the Playback folder, then click on the External Wing folder.

3 Select a Wing or Qkey to view.

Exam Qkeys on Playback 20 Wing

Examining Qkeys on Wing 20 can *ONLY* be done in Parallel mode. See

To Exam Qkeys

1 On the Vector console press **EXAM.**

2 On the Wing 20 press **QKEY MODE**.

The LED on the **QKEY MODE** key will turn ON (red)

3 On the Wing 20 press the **PLAYBACK SELECT** key twice.

The LED on the **PLAYBACK SELECT** key will blink green.

You should now be able to exam a Qkey by pressing a **SELECT** key on the Wing 20.

Connection behavior after losing communication

When communication between the console and the wing is lost because of shut down or interruption in Ethernet transmission the re-connection behavior is governed by the order of shut down.

Shuts down first	*One console on network*	*More than one console on network*
Wing	On power up, reconnection is automatic with the wing remaining in the mode that was current at shutdown.	It is necessary to reconnect to the required console.
Vector console		• The wing waits for manual connection to a different console or reconnects to the original console when that console is working again. • If only there are only 2 consoles on network and communication is lost, the wing automatically connects to the second console. Useful when working with a master/slave configuration.

Vector Playback Wing

The Vector Playback Wing is a playback unit that connects to Vector consoles or Vector PC via Ethernet. The Playback Wing provides direct access to 20 playbacks (10 faders and 10 QKeys) and has the full functionality of Vector's on board playback devices. The wing operates in parallel or stand alone mode. See "Parallel and Stand Alone behavior" page 12. Up to 7 wings can be connected to a single console through a standard Ethernet network. The Playback Wing is available in two models: with motorized or regular faders.
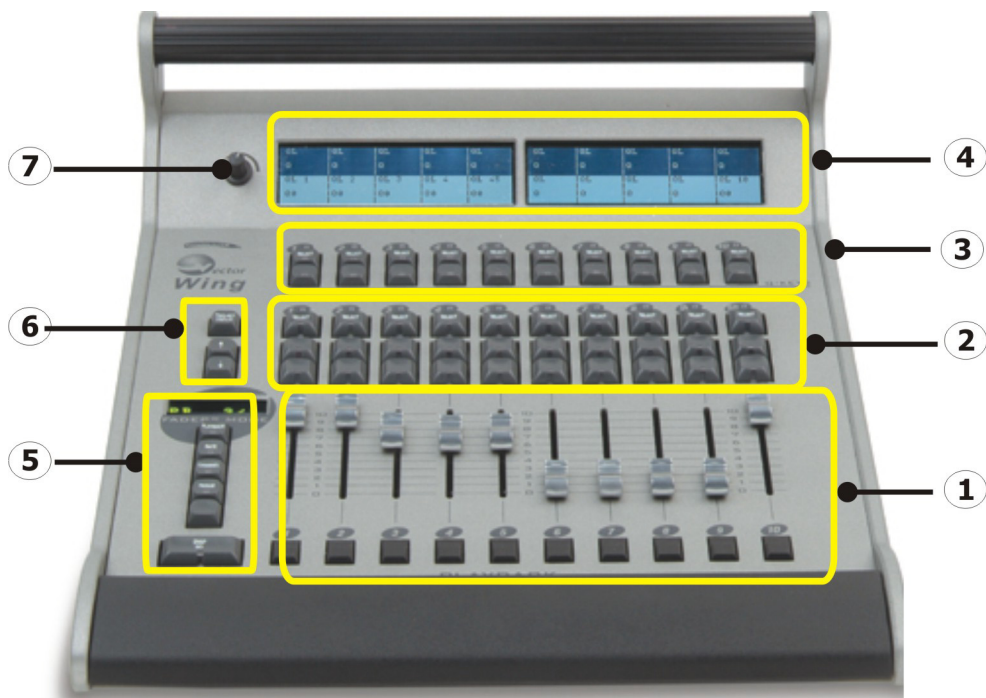

Figure 1: Playback Wing front panel

No.	Panel Control	No.	Panel Control
1	Playback faders and flash keys	5	Fader mode keys and **SNAP GO**
2	Playback SELECT keys and Playback controls	6	**PAGE UP**/**PAGE DOWN** and the toggle the display to show QKeys or playback faders.

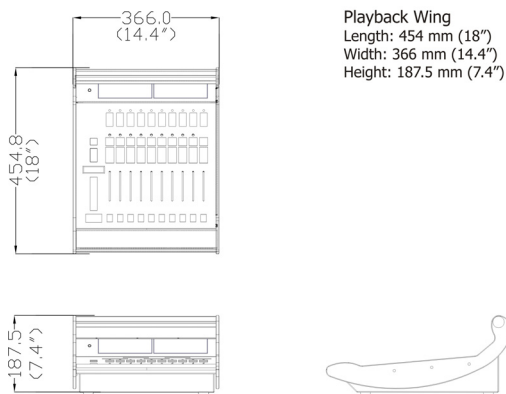| No.	Panel Control	No.	Panel Control
3	QKey SELECT keys and Qkey controls	7	LCD brightness knob
4	LCD screens	8	
An LED strip work light is included. Control the LED strip intensity via the console. Press **SETUP** ▸ Tap *DESK LIGHTS* ▸ use the wheels.			

Figure 2: Playback Wing dimensions

> **ATTENTION!** The Playback Wing provides access to pages in existing snaps. It does not add playback devices to the existing 200 playbacks.

View screens

The Vector Playback Wing has two LCD view screens that show the playbacks and the QKeys.

- The playbacks text appears on a white field. Playbacks in the lower area.

- The Qkeys text appears on a black field. Qkeys appear in the upper area.

QKey	QList: #
	QList Text
	Cue: # (current)
	Cue Text

```
PB        QL: #
          QList Text
          Cue: # (current)
          Cue Text
```

Parallel and Stand Alone behavior

Parallel	*Stand Alone*
• On start up, the wing is on the page previous to the one on the console.	• On start up, the wing is on page 1.
• When paging on the console the wing is always one page behind the console.	• Paging on the console does not affect the wing.
• When paging on the wing, the wing can be on any page.	• Paging on the wing does not affect the console.
• Changing the fader mode on the console, changes the fader mode on the wing.	• There can be different fader modes on the wing and the console.
• Changing the fader mode on the wing, does not affect the console.	• **SNAP GO** is disabled.
• Vector PC only! The Playback Wing is parallel to the Vector PC wing. Paging on the wing, also pages the Vector PC wing.	• Channel fader mode is disabled.

Vector Playback 20 Wing

The Vector Playback 20 Wing is a playback unit that connects to Vector consoles or Vector PC via Ethernet. The Playback 20 Wing provides direct access to 40 playbacks (20 faders and 20 Qkeys). The independent paging mechanism allows access to any of Vector's 200 virtual playbacks. Faders can be used as sub-masters, rate masters or for setting channel intensity manually. The Vector Playback 20 Wing can be set to work as a completely seperate unit, without interfering with the main console operation.
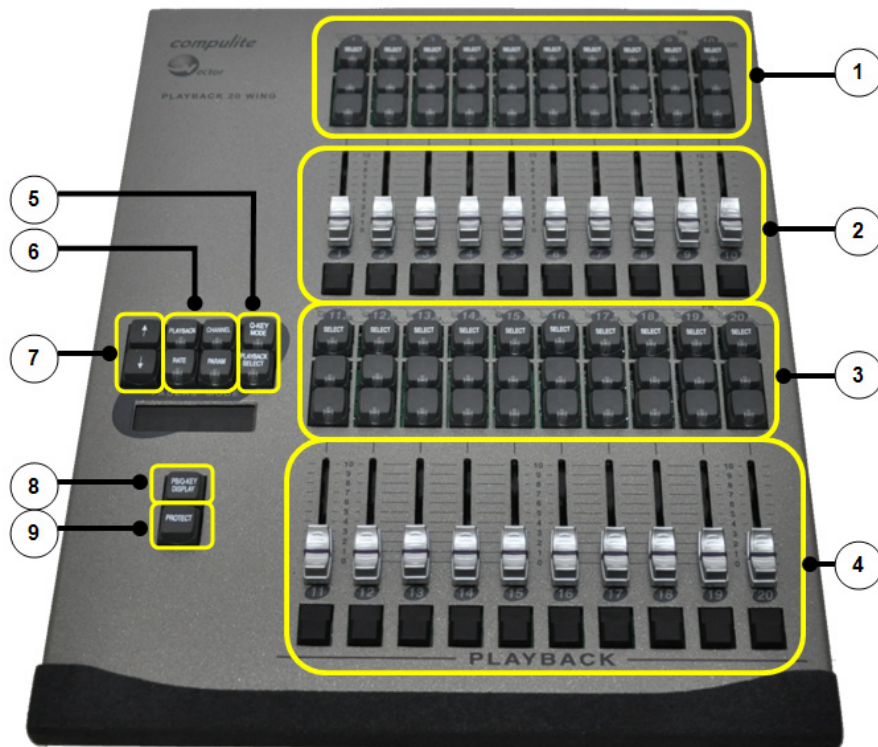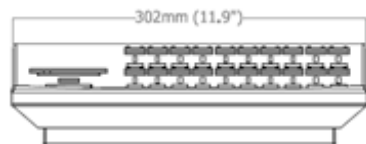

Figure 3: Vector Playback 20 Wing front panel

No.	Panel Control	No.	Panel Control
1	• Playbacks 1-10 • Select keys • Playback control	6	Fader mode keys: • Playback • Rate • Channel • Param
2	• Playback faders 1-10 • Flash keys	7	• Page Up • Page Down
3	• Playbacks 11-20 • Select keys • Playback control	8	PB/Qkey Display
4	• Playback faders 11-20 • Flash keys	9	Protect key
5	• Qkey mode • Playback Select		

Vector Playback 20 Wing

Length: 302mm (11.9")
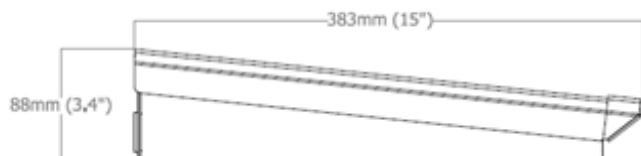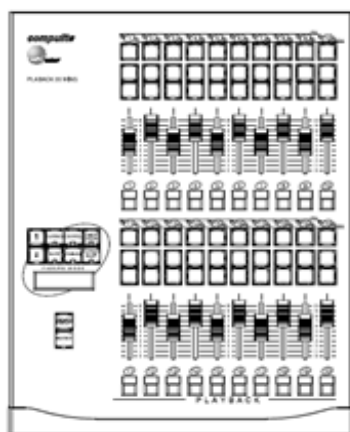Width: 382mm (15")
Height: 88mm (3.4")

Figure 4: Playback 20 Wing dimensions

Vector Editor Wing

The Editor Wing is an editing unit that connects to Vector consoles or Vector PC via Ethernet. A large LCD touch screen displays the operator's command line, provides access to context-sensitive tool bar commands, and shows the current wheels usage.

When first connecting, the console's settings are cloned to the Editor Wing.

The Editor Wing provides:

- Remote control in any network-accessible location
- Workstation for a second programmer
- Programming panel for the Vector PC

Figure 5: Editor Wing front panel

| No.	Panel Control	No.	Panel Control
1	• Trackball • Intensity wheel • Pan and tilt locks	6	Touch screens
2	Programming keys	7	• AB crossfader • Master playback controls • Playback controls
3	Parameter wheels	8	Hard keys for tool bar options
4	General master and general black out key	9	Macros 101 - 106
5	LCD brightness knob	10	LED handle lights

Editor Wing
Length: 454.8 mm (17″)
Width: 433 mm (17″)
Height: 187,5 mm (7.4″)
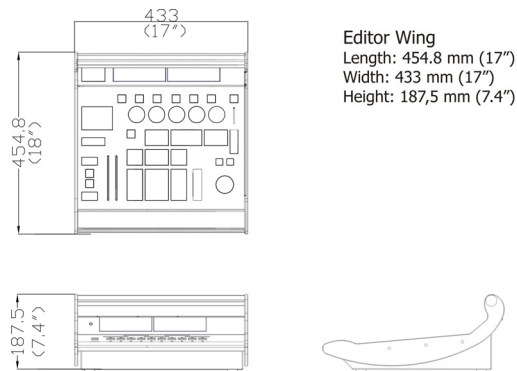
Figure 6: Editor Wing dimensions

Output priority

The console output has precedence over the output levels transmitted by the Editor Wing when the wing is working in stand alone mode. The console's live display shows the output from the Editor Wing, however the console operator can override them.

Permissions

If there is an operational conflict, the system prevents one of the programmers from completing the operation. Example: The Editor Wing programmer is editing cue 1 and the console programmer attempts to edit cue 1. The message *Locked by other user!* is displayed on the console monitor.

View screen

The Editor Wing touch screen shows:

- Command line
- A/B playback status
- Context sensitive tool bar
- Current wheel functions

A/B Playback display	Command line				
	Wheel 1	Wheel 2	Wheel 3	Wheel 4	Wheel 5
Tool bar buttons	Tool bar button	Tool bar button	Tool bar button	Tool bar button	**>>** Go to next page

Figure 7: illustration of Vector Editor Wing touch screens

To select parameters

Tap the parameter on the touch screen or move its' wheel.

To select a function on the editor tool bar

Tap the button on the touch screen or press the key located directly beneath the option.

ATTENTION! On the console's live displays, values set on the wing in Stand Alone mode are displayed in white on a gray field. When the wing in is Single User mode, values are displayed as usual in red or white.

General master setting

Parallel	Stand Alone
To take control using the wing's general master Move the general master fader to match the console's general master level.	The wing's general master is disabled

Vector Channel Wing

The Vector Channel Wing provides direct access to channels and cues. The Channel Wing connects to a Vector console or Vector PC through a standard Ethernet network.
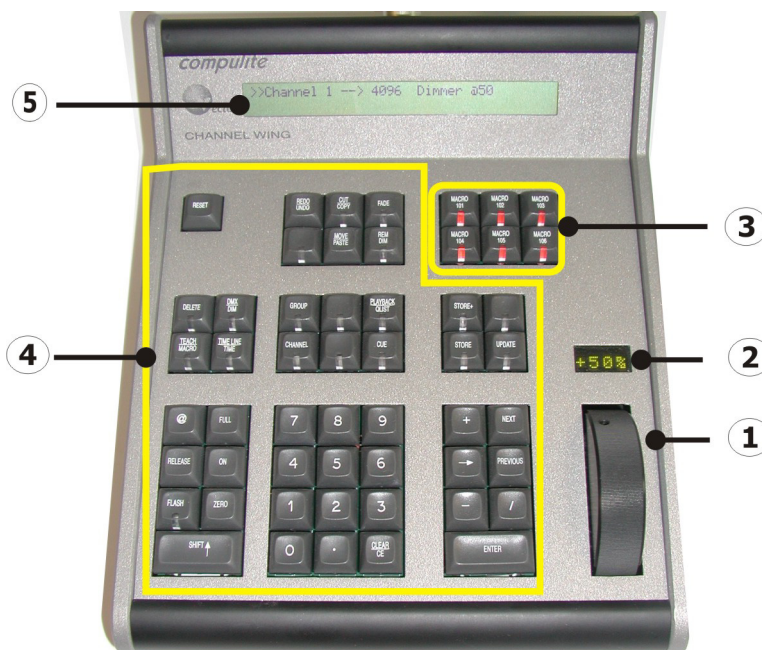

Figure 8: Vector Channel Wing

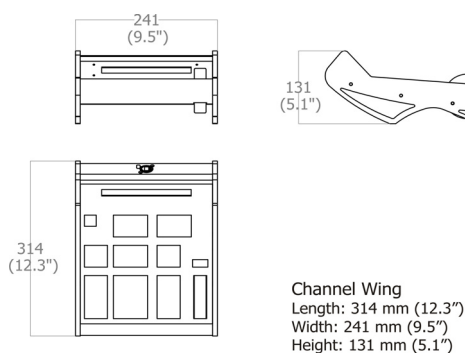| No.	Panel Control
1	Intensity wheel
2	The LCD screen for intensity display
3	Macros 101 through 106
4	Programming keys
5	LCD screen for command line display

Figure 9: Channel Wing dimensions

Wing operation

Channel Wing operation uses the same keys and procedures as the console's programming panel and the Editor Wing.

One exception is the **EDITOR FADE** key. Repeated presses on the **EDITOR FADE** key cycle through the options. The current option is displayed on the LCD display.

The options are:

Option	*What it does*
MOVE FADE	Fading a cue using the dimmer wheel fades the editor values to the values stored in the cue. If there are fixtures active in the editor which are not in the cue, the editor values remain active.
X-FADE	Fading a cue using the dimmer wheel cross-fades from the editor values to the values stored in the cue. If there are fixtures active in the editor and not in the cue, the values for these fixtures fade to zero.
SHAFT FADE (HTP)	Shaft fades merge the editor output and the cue levels. **Note:** Since this fade mode is HTP, the level is not limited by level in the cue.

Option	What it does
GROUP FADE (mask)	Group fade converts cues to a group of fixtures in the editor. Dimmer levels for all fixtures are wheeled from zero to FL.
CLEAR ON PB GO	A go command for any playback, crossfades the editor contents with the incoming cue.
CLEAR ON MASTER GO	A go command for the master playback, cross-fades the editor contents with the incoming cue.