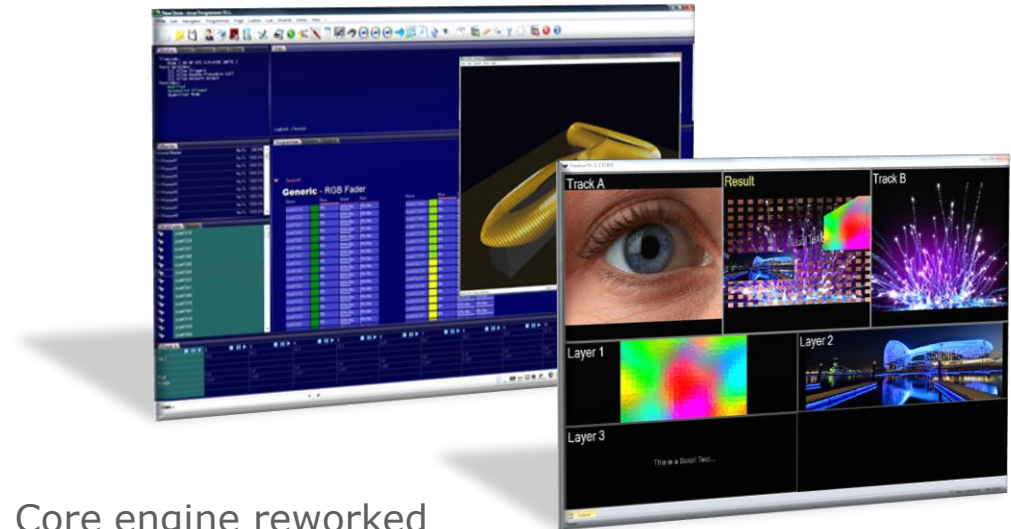




Lighting Application Suite 5.5



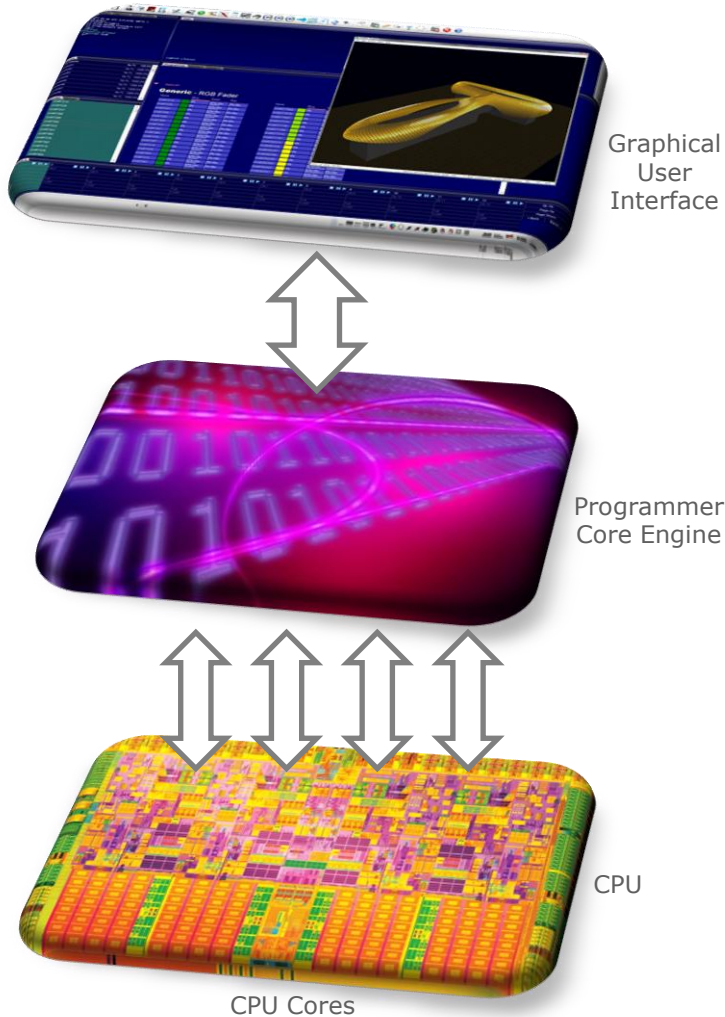
- Core engine reworked
- Astronomical clock improvements
- Emotion FX – more dynamic, more flexible
- More FX Create features
- Many new actions and detail improvements
- Easy license upgrade in the field

Feature	Non LCE Editions			Server Versions	
	Standard	Premium	Enterprise	LCE	LCE fx
DMX Universes Allowed	4	Max	Max	Max	Max
Automation Credits		1	10	99	99
DMX Credits		0	1	1	1
Butler Upload	No	Yes	Yes	Yes	Yes
Trigger	No	Yes	Yes	Yes	Yes
Media Player	No	Yes	Yes	Yes	Yes
Scripting	No	Yes	Yes	Yes	Yes
Timeline	Yes	Yes	Yes	Yes	Yes
Credit Upgrades	No	Yes	Yes	Yes	Yes

The table above gives an overview about different editions of the e:cue Lighting Application Suite (LAS V5.5).

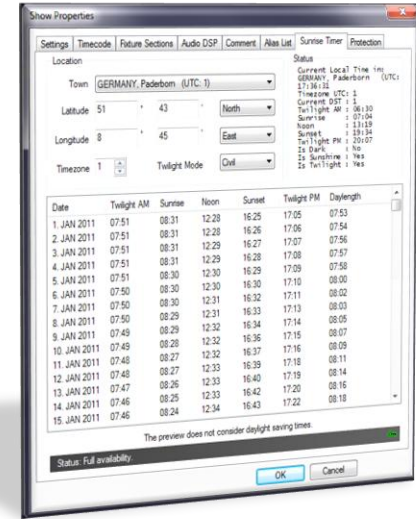
The **Elements Edition** has been replaced by the much more powerful **Premium Edition**.

All new Editions (except Standard) can now be upgraded with more credits in the field if needed.



The Programmer's internal **core engine** has been reworked for two things:

- The GUI is now much better decoupled from the engine which does the internal DMX calculations and sends the data to the lighting fixtures. With Programmer 5.5 the DMX output data timing is much more stable and will not interfere with the front end any more.
- Using more threads also helps to make better use of a given CPU power. The application can spread the load better over all available CPU cores which effectively improves the performance.

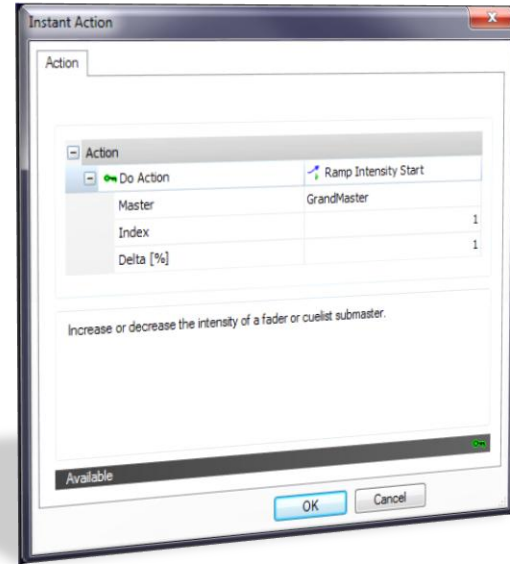


New modes

All three common twilight calculation modes are now supported: Civil Twilight, Nautical Twilight, Astronomical Twilight.

Better Algorithm

The complete algorithm has been reviewed and calculates now with improved accuracy.



Freeze

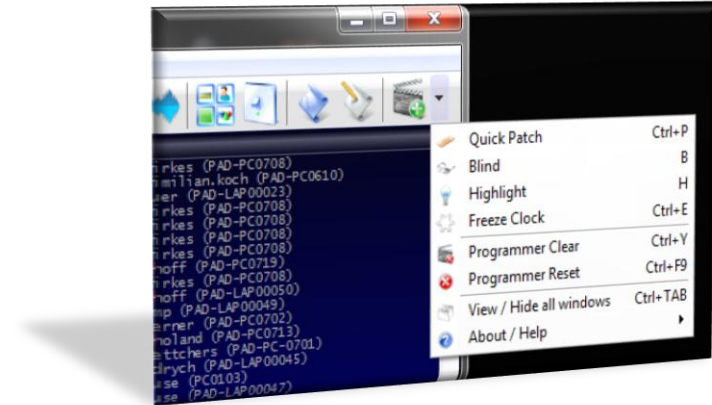
Freeze the status of the Programmer core engine. Cueлист processing and all effects stop exactly at their current status until unfreezing.

Hibernate

Like freeze but Grandmaster is temporarily set to zero.

Intensity Ramp

Dimm fixtures up or down with a click on a button or while a button is held.



Raw Name

Return the raw name of a cuelist without beautifications like QL#1

< cuelist 1 rawname >

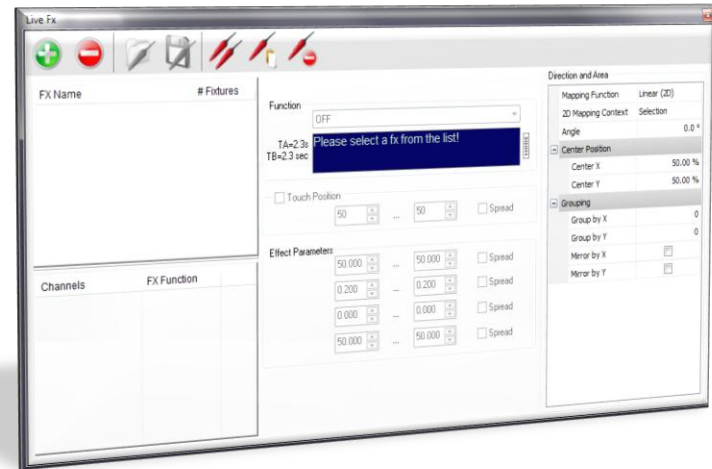
Useful to show cuelist names on Action Pad / iPad / iPhone without any unwanted add ons.

Scripting function Names

A large number of scripting functions has been renamed to make it more consistent and straight forward. Old script file will still proper execute unchanged.

Toolbar Improvements

Toolbars will show items which do not fit into the bar in a popup menu on the right end of the toolbar.

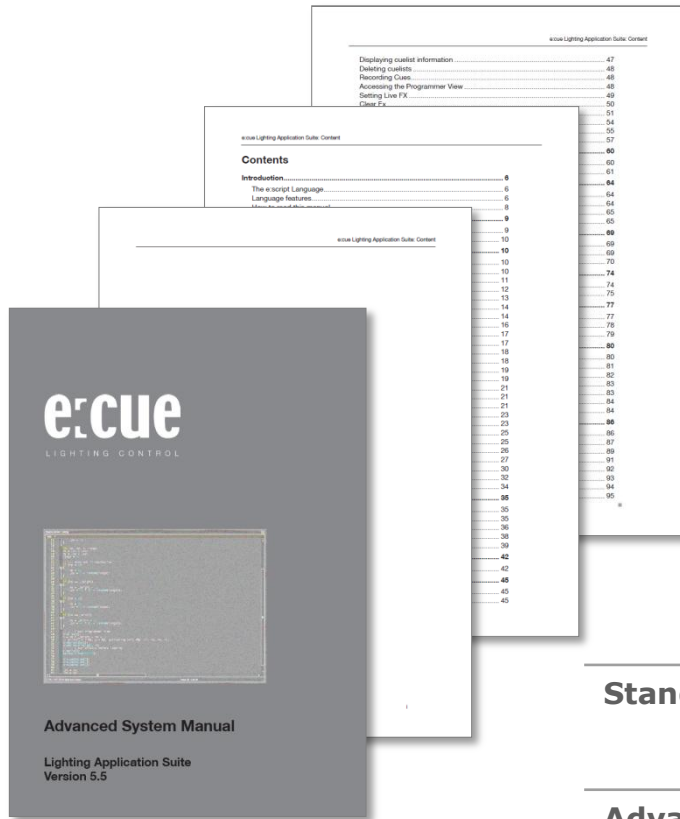


Center Define the center position of a mapped effect

Group Create multiple grouped instances horizontal or vertical of the same effect

Mirror Mirror the effects in each second row or column

traxone:cue New System Manuals



Standard

The Standard edition of the system manual has been updated to include all new features of Version 5.5

Advanced

The Advanced Manual has been rewritten from the scratch. It's now tidy, clean and straight forward.

Both manual are included into the e:cue Programmer Installer.



Scripting

Emotion FX and the **Emotion FX Sequencer** can now be fully controlled by the e:cue Programmer scripting language.

50 new commands

More than **50 new commands** provide full access to sequencer in general, playback control, media pool, tracks, track items and Emotion FX effects in realtime.

Solo / Mute

The **Solo** and **Mute** buttons for each video track simplify editing your show and keep an overview about your changes.

Versatile Master Linking

Emotion FX get's more dynamic than ever before. Emotion FX layer parameters can now be **directly linked to a versatile master**. The versatile master can be manipulated by a wide range of different methods, even from a remote action pad via **iPhone** or **iPad**.

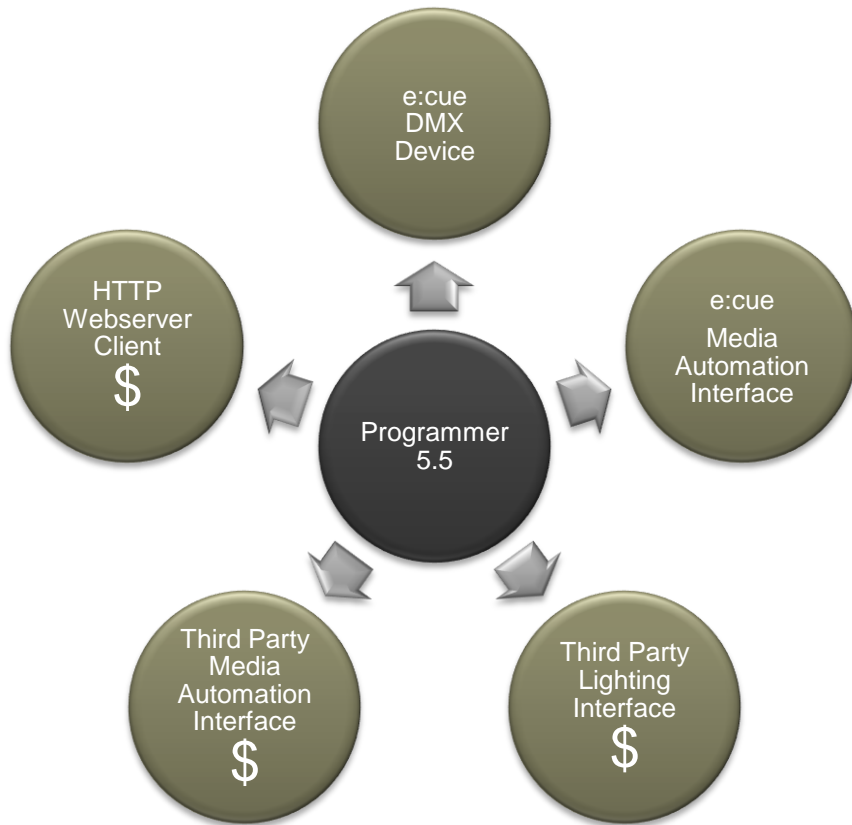


Capture Devices

Support for **capture devices** complete the approach which makes Emotion FX more interactive.

Pixel Shaders

Now you can build **Video Capture** tracks within sequences and have the incoming picture modified in real time by pixel shaders. On top you can change the modification parameters through scripting and by clicking on remote user interfaces.



Credits balances are part of the e:cue Programmer software license and define the mightiness of the different versions.

Where connectivity to e:cue hardware is normally for free connect with third party devices is restricted.

There are two kinds of credits

- **DMX Lighting Credits**
- **Automation Credits**

When you start creating a new show file the accounts are reset to their default values, depending of the values stored in your software license dongle.

For each function which you add which requires credits the related account is charged.

Function	Example	Billing
Contact e:cue lighting interface	Butler, Butler XT, Butler XT2, excite	Free
Contact other e:cue interfaces		Free
Contact third party lighting Interface	Artnet Node, KiNet-Node	1 DMX Credit per DMX universe ¹⁾
Contact other interfaces from third party via specific interface respectively protocol	RS232, UDP, Midi	1 Automation Credit per device driver
Allow access for one user via HTTP –Server	e:cue iPad App, e:cue iPhone App, Glass Touch Screen, Web-Browser	1 Automation Credit for each client

¹⁾Multiple KiNet-Nodes and multiple Artnet-Nodes need only one DMX credit as long the source data is routed from the same e:cue Programmer's DMX universe

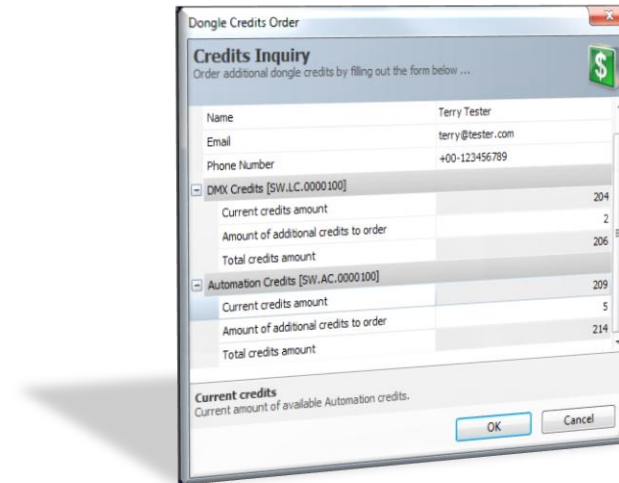
Of course you don't have to pay for each new show file or when reloading the show.

It's like the number of bricks you have in your toy box: The more credits you have the more complex show files you can build.

With Programmer 5.5 we simplified the process of upgrading your software license 'in the field'.

When you're in the middle of something and need more we can upgrade your license from remote.





When selection Extras / Dongle Upgrade from the main menu you find a form to request more dongle credits.

The form helps you to create a purchase order for Traxon and deliver you more credits as soon as possible.

The sent upgrade file can be read by the e:cue Programmer application and modifies your software license data (stored in your dongle).