FROG RANGE SOFTWARE RELEASE NOTES – ISSUE 10.12

1. Introduction

This document describes the additional or modified functionality and bug fixes that are provided in Frog Range Software Version 10.12.

For convenience, the release notes for versions 10.10, 10.9, 10.8, 10.4, 10.0, 9.8, 9.6 and 9.2 are included as appendices, since these provide information supplemental to the current issue of the Frog range manuals.

2. Release 10.12 – Desk Software Changes

The following table lists the changes in Release 10.12 of the Frog range software:

FR No	Description of Change
5595	Stack chases now step correctly in Full mode.
5596	Real Time triggers now work correctly every day.
5597	Virtual Intensity channels now load at channel numbers >255.

Appendix 1 – Release 10.10

3. Release 10.10 – Desk Software Changes

The following table lists the changes in Release 10.10 of the Frog range software:

FR No	Description of Change
5546	Buttons no longer continue to auto-repeat for a duration after they are released. This makes scrolling the memories screen easier.
5592	Chases, Movement Effects and FROG effects now replay properly on the Frog Box.
5593	Fixtures without a brightness channel (e.g. some LED products) can now have a Virtual Intensity channel on the desk which will govern the output levels of linked channels. Grand Master & Blackout will also then govern these channels. The fixture library must be minimum version 20.00 to include this information for the Frog range desks. The 20 common fixture types installed as default on the desk now include an RGB Dimmer fixture personality.
5594	Auto-increment after programming a memory is now enabled by default. This can be changed in *Super User -> Desk Setup -> Desk Defaults -> Memory -> Auto Inc*.

Appendix 2 – Release 10.9

Release 10.9 adds additional setup options in Super–User to allow the tagging and tracking behaviour to be configured according to the user's preference.

Due to the complexity of programming with tagging and tracking, it is strongly recommended that the user attach a monitor to the desk, to obtain a clearer indication of what will and will not be programmed.

4. Tracking (Frog Ref No 5586)

A new setup option allows the tracking behaviour of the desk to be configured. The ***Tracking*** option is found in Super User -> Desk Setup -> Program Mode, when the Mode is set to Partial. The option is hidden when the Mode is set to Full, since tracking cannot operate in Full Mode.

There are 3 options:

Tracking Off This is the default setting. Only channels which are programmed in a particular memory are output when that memory is played. Use this option if you want to use memories as a collection of looks to recall in no particular order. This was the behaviour of the desk up to and including release 10.4.

Tracking On All channels which have a level to track from are output when a memory is played. Use this option if you want to program a traditional sequential theatre stack using tracking (i.e. unprogrammed channels in a memory will track the level programmed in a previous memory).

Tracking On(--) All channels used by the stack will be output when a memory is played. Channels used by the stack which do not have a level to track from will track from memory zero (--). Use this option if you want to program a traditional sequential theatre stack using tracking, and be certain that all channels in early memories will go to a known level. This was the behaviour of the desk in release 10.8.

Note - For tracking to operate correctly with brightness channels, the ***Brightness*** option in this menu should be set to ***Channel*** – see below for further details.

5. Brightness Tagging (Frog Ref No 5590)

A new setup option allows brightness tagging to be configured. The ***Brightness*** option is found in Super User -> Desk Setup -> Program Mode, when the Mode is set to Partial. The option is hidden when the Mode is set to Full.

When this option is set to ***All***, brightness levels for both the generic channels and fixtures are always recorded, and there is no tagging/untagging behaviour for brightness channels. This was the behaviour of the desk up to and including release 10.4.

When this option is set to ***Channel***, brightness channels must be tagged to be recorded. This was the behaviour of the desk in release 10.8.

The default setting is ***All***, however this may be different if you are loading show files created with previous releases. Check the setting is what you require before beginning programming.

For tracking to operate correctly with brightness channels, the ***Brightness*** option in this menu should be set to ***Channel***. Channels will only track when they are not programmed (untagged). If you are not using tracking, then you will probably find it easier to work with this option set to ***All***.

6. Replay Tagging (Frog Ref No 5583)

A new setup option allows replay tagging to be configured. The ***ReplayTag*** option is found in Super User -> Desk Setup -> Program Mode, when the Mode is set to Partial. The option is hidden when the Mode is set to Full.

There are 3 options:

ReplayTag Off When a Memory, Submaster or SX is replayed, the tag states on the desk are not affected. Use this option if you want to look after the tag states yourself when building up looks for recording. This was the behaviour of the desk up to and including release 9.8.

ReplayTag Add This is the default setting. When a Memory, Submaster or SX is replayed, the tag states in it are added to the current tags. Use this option if you commonly use submasters to build up looks to record into memories.

ReplayTag Replace When a Memory, Submaster or SX is replayed, the tag states in it replace the current tags. Use this option if you like to replay something, alter it, and then re-record. This was the behaviour of the desk in releases 10.0 to 10.8.

7. Release 10.9 – Other Changes

The following table lists other changes in Release 10.9 of the Frog series software:

FR No	Description of Change
5437	Auto-triggers are now disabled when in Edit mode.
5450	In Manual Patch, the selected generic channel can be output live on the DMX by pressing the PREVIEW button. This is useful for quickly exploring an unknown dimmer patch in a venue, without needing to leave Super User. The Grand Master fader can be used to set the level that the channel is flashed to.
5502	A FAN-V wheel editing mode has been added. This locks the middle fixture and moves outer fixtures in the same direction by increasing amounts.
5523	Chases now re-sync to the last Step button push when the Chase Drive is set to Beat.
5525	Solo mode no longer causes retriggering of LTP channels or restarting of chases on Submasters and SX Buttons when Solo is released.
5571	Submaster Flash buttons now re-trigger programmed LTP values when pressed, regardless of the submaster fader position.
5573	On the Frog Box, submasters in the show are no longer output at spurious levels.
5585	When individual chase modifier adjustment (F3 button) is active, the Submaster Step and SX Step buttons now only step the selected chase(s).
5587	Moving the Grand Master fader or pressing Blackout now tags all brightness channels for generics and fixtures (when ***Brightness*** is set to ***Channel*** – see FR 5590).
5588	An additional ***Area*** option in the ***Set CAN Mode*** menu allows the Chillinet Area to be set. This option brings the Frog Box (and desks with the optional SMPTE/MIDI/CAN/DMXIN upgrade kit fitted) up to date with the new Chilli Area functionality.
5589	SX Solo mode is disabled when the SX Buttons (Mambo Frog only) are being used for Group / Palette selection.
5591	Chase Modifier overrides on memories now revert to programmed values once the chase stops outputting.

Appendix 3 – Release 10.8

8. Brightness Tagging and Tracking for the Memory Stack (Frog Ref No 5539)

When the programming mode is set to *Partial* in Desk Setup (the *Program Mode* menu is now made available on the Frog desk too), the desk will allow brightness channels, both on the generic channels and fixtures, to be tagged or untagged for programming in Memories, Submasters and SX buttons.

The tag status of the generic channels can be viewed on the Outputs screen when the **Wheel Group** button (**F4** button on the Frog desk) is held down. To lock the Outputs screen on the monitor, hold down the **F1** button and press the Outputs button. To lock this on showing tag states, hold down the **F1** button and press the **Wheel Group** button (**F4** button on the Frog desk).

8.1 Tagging and Untagging Fixture Brightness Channels

For fixtures, the methods are the same as for other fixture attribute (Colour, Beamshape, Position) channels. When the brightness channel is not tagged, it is indicated on the various LCD and monitor screens as "---".

- Moving the brightness control wheel will tag the brightness for the currently selected fixtures.
- Holding down the **Wheel Group** button and moving the brightness control wheel, will untag the brightness for the currently selected fixtures.
- Holding the **Brightness** button down for >1 second while the **Wheel Group** button is also held down, will toggle the tag-state of all brightness channels for the selected fixtures. For the selected fixtures, if any brightness channels are tagged, then this action will untag them all, and if no brightness channels are tagged, then this action will tag them all.

8.2 Tagging and Untagging Generic Channels

- Moving a generic channel fader will tag that channel.
- Holding down the **Wheel Group** button (the **F4** button is used on the Frog desk) and moving a generic channel fader, will untag that channel.
- When editing (i.e. the LED in the **Edit** button is lit) memories or submasters (live or blind), pressing the **Clear** button will untag the currently selected generic channel.
- Moving either the **A Master** or **B Master** faders will tag <u>all</u> generic channels.
- Holding down the **Wheel Group** button (the **F4** button is used on the Frog desk) and moving either the **A Master** or **B Master** faders will untag <u>all</u> generic channels.

8.3 Programming

When programming Memories, Submasters or SX buttons the user can select whether just the tagged generic channels and fixture parameters, tagged generic channels and fixture parameters for selected attributes, or all generic channels and fixture parameters are recorded as follows:

Pressing the **Program** button without any other buttons being held, will record only those generic channels and fixture parameters which are tagged.

Pressing the **Program** button while the **Brightness, Colour**, **Beamshape** or **Position** buttons are also held will record only the tagged generic channels and tagged fixture parameters within the selected attribute. (Note this method can only be used to restrict which parameters are recorded, it cannot be used to add in generic channels or fixture parameters which are not already tagged).

Pressing the **Program** button while the **Wheel Group** button (or the **F4** button on the Frog desk) is also held, will perform a Save All operation (ie all generic channels, plus all parameters of all fixtures, plus all movement effects will be recorded).

Note: If the user attempts to program a Memory, Submaster, SX button or Palette, when no relevant channels or parameters are tagged, then a warning will be given by the desk.

When programming chases, after the first step has been programmed, the desk performs a Go to that step. If the selected memory does not immediately follow the 'current' memory, then this may result in outputs changing for untagged channels as they inherit tracked states. This is normal behaviour.

8.4 Fade Times and LTP Actions

Fade Time and LTP Action information associated with a Memory, Submaster or SX button, is only shown if any associated channels or parameters are tagged. This provides a clearer indication of what is recorded, and speeds up navigation by not requiring the user to navigate over irrelevant fields.

- *Fade Up* and *Fade Down* are only shown if any generic channels or fixture brightness parameters are tagged.
- *LTP Fade*, *Colour Action*, *Beamshape Action*, *Position Action* and *LTP Trigger Level* are only shown if any Colour, Beamshape or Position parameters are tagged.

8.5 Replaying Memories (Tracking)

Replaying memories has changed substantially since tracking has been implemented. Previously when a memory was played (by pressing the **Go** button), only the channels tagged in that memory would be output. If the playback stack was advanced in sequence, then the result would be as expected. However, if the memory stack was not played in sequence, or if other Submasters or SX buttons were played in the meantime, or if fixture parameters were changed with the control wheels, then replaying a memory may not result in the desired look on stage.

What tracking does is to ensure that when a memory is played, the desk also outputs the result of all previous memories in the playback stack that *track into* that memory. This can make programming simpler, because only the changes between scenes need to be programmed.

Tracking also works with chases, so that chases from one memory can be overlaid onto a static scene from another memory (providing that the chase does not use the same channels as the static scene). The limit on the Playback X running only 2 chases (the current chase and the previous chase) has hence been removed.

When programming chases in the memory stack, it must be remembered that the chase will continue running on those channels in the stack, until a memory is programmed which has those channels programmed at a static level. This may seem confusing at first, however it opens up many more powerful programming possibilities.

To determine which channels to output when playing a memory, the desk analyses the entire memory stack to produce a list of channels which are used (tagged) anywhere in the stack (either before or after that memory), and outputs those channels. These channels are indicated by their titles being coloured yellow on the Outputs and Preview windows on the monitor.

Note: for clarity on the monitor displays, other yellow colour coding has been changed to dark grey in this release.

For channels which are used by the stack but do not have a tracked level (because that channel is not programmed in a previous memory), then the desk will output Memory Zero, which contains zero for brightness channels, and the Home value for LTP channels. Memory Zero is a special uneditable memory created internally by the desk. It can now be Previewed like any other memory, which provides a useful way of looking at the Home values for fixtures without outputting them.

Tracked levels for channels used by the stack (whether they track from a previous programmed memory or from Memory Zero) are shown in pink in the Preview and Edit Live/Blind windows on the monitor. If the channel is tracking a chase from a previous memory, then “CH” will be shown in place of the level in pink.

Replaying a Memory will update all the tag states for channels programmed in that memory (not the full tracked state), replacing any that are already set, so that re-recording is simpler.

8.6 Replaying Submasters and SX buttons

Replaying Submasters and SX buttons is the same as before, except that brightness channels are now excluded from the output if they are not tagged. Replaying a Submaster or SX button will update all the tag states, replacing any that are already set, so that re-recording is simpler.

8.7 Replaying Palettes

Replaying Palettes is the same as before, since palettes cannot contain brightness information. Replaying a Palette will add the tag states from the palette to those that are already set for the selected fixtures.

8.8 Loading Old Shows

When loading show data from previous versions, the desk will assume that all brightness channels are tagged.

9. Grab Mode for Brightness Channels (Frog Ref No 5574)

A new Grab Mode has been implemented for the Preset Faders and Virtual Presets. This allows the level of brightness channels to be overridden, so that a channels level is no longer a HTP (Highest Takes Precedence) mix of the Presets, Submasters and Playback X, but instead comes directly from the Presets alone. This is useful when programming to allow the level of a brightness channel to be reduced from it's current output level.

9.1 Using Grab Mode

To enable Grab Mode, hold down the **Wheel Group** button (the **F4** button is used on the Frog desk) and press the **Preset Control** button. Both LEDs next to the **Preset Control** button light to indicate that grab mode is active. The following changes in behaviour now occur immediately:

- Wide Mode is forced on.
- Stored preset behaviour is inhibited.
- The HTP contributions from the preset faders and virtual presets are removed.
- The A & B master faders are now inactive (they can though still be used to tag/untag all generic channels – see description of tagging and untagging generic channels above).

When a **preset fader** is moved to the current output level, it gains sole control of that brightness channel. HTP contributions from Submasters and the Playback X are then ignored, so that the level can be reduced if required. The LEDs next to the **Preset Control** button now flash to indicate that at least one brightness channel has been grabbed.

When a **brightness wheel** is moved, it immediately picks up the current output level and gains sole control of that brightness channel. HTP contributions from Submasters and the Playback X are then ignored. The LEDs next to the **Preset Control** button now flash to indicate that at least one brightness channel has been grabbed.

All grabbed brightness channels are released when any of the following buttons are pressed:

- Preset Control
- Edit (Live/Blind)
- Program

To disable Grab Mode, Hold down the **Wheel Group** button (the **F4** button is used on the Frog desk) and press the **Preset Control** button again. All grabbed brightness channels will be released, and HTP contributions from the **preset faders** and virtual presets will be re-enabled.

9.2 Monitor Displays in Grab Mode

Grabbed brightness channels are indicated on the monitor outputs screen by their titles being coloured red. Note that this overrides the yellow colouring used to indicate which channels are used by the memory stack, since if a brightness channel is grabbed, then the memory stack has no control of it.

The "FIX BR:" bar on the monitor now only shows red text to indicate grabbed fixture brightness levels. Normal virtual preset levels are now shown in white. When releasing grabbed fixture brightness levels, the level becomes the virtual preset level and is mixed HTP as before.

9.3 Recovery and Grab Mode

Grab Mode will be recovered when the desk is rebooted, however the particular channels which have been grabbed will not be recovered.

10. Release 10.8 – Other Desk Software Changes

The following table lists other changes in Release 10.8 of the Frog series software:

FR No	Description of Change
5378	Chases, movement effects and FROG effects on the Playback X now stop when the Playback X Master fader is lowered, or the Grand Master fader is lowered, or Blackout is active.
5422	Movement effects and FROG effects on Submasters and SX buttons now stop when the Submaster or SX Master fader is lowered, or the Grand Master fader is lowered, or Blackout is active.
5463	Fixtures can now be patched multiple times to the DMX Output (duplicate patching). The method is identical to that used for generic channels in *Desk Setup -> Patch Functions -> Manual Patch* (i.e. press the **Insert** button to add another DMX address). See also FR5499.
5494	In *Clear Palettes* (*Super User -> Clear/Reset*), a new confirmation menu is presented which allows Colour, Beamshape or Position palettes to be separately selected or deselected for clearing.
5499	The maximum number of DMX Patch duplicates has been increased from 10 to 100. This also now applies to fixtures (see FR5463).
5510	After programming a number of blank palettes, resulting in an auto-save, the "Saving Show, Please Wait… 100% Done" message no longer gets stuck on the LCD requiring the desk to be rebooted.
5520	The maximum number of palettes and groups has been increased from 24 to 48 on the Fat Frog and Leap Frog desks. This brings them in line with the Bull Frog and Mambo Frog desks. On the Fat Frog and Leap Frog, the **Shift** button and associated LEDs are used to select which is the active page.
5545	Position palette names are now loaded correctly when the same numbered Colour Palette is Programmed and the same numbered Beamshape palette is not programmed.
5547	After programming a scene memory, palette references are no longer dropped from the wheel display. Note that this does not apply to chase memories, since the chase is then run on the Playback X and changing values will be seen on the wheel display.
5548	When the desk clears the tags after a programming operation, the wheel LCD is now properly updated.
5551	After leaving Super User or closing the Naming popup, the Outputs screen on the monitor no longer reverts from DMX view (if that was the selected view).
5552	The Preview window on the main LCD now shows the correct data for MSBs of 16-bit parameters.
5554	When closing the Naming popup, the 'Shots' parameter no longer appears on the LCD for SX buttons with channel data.
5555	The Insert and Delete buttons on the external keyboard now map the **Insert** and **Clear** buttons on the desk. Very useful when patching high numbers of duplicates (see FR5463).
5556	LTP channels now output their home values at start-up (before recovery of the last memory or submaster or SX button's LTPs) and when patching fixtures. Previously they output zero.
5557	When the monitor is locked on a palettes screen, after selecting a palette, changing attribute no longer results in the wrong wheelgroup page being displayed on the wheel LCD.
5558	Autorepeat is now disabled on the **Blackout** button.
5559	When the Copy popup window is displayed, pressing the **Copy** button again will close the window (Cancel). When the Insert popup window is displayed, pressing the **Insert** button again will close the window (Cancel).
5560	When editing an already programmed chase (live or blind), tags are now correctly copied from the step being edited to the other steps in the chase.

5561	The **Wheel Group** button (**F4** on the Frog Desk) now allows tags to be seen when editing scenes or chases (live or blind).
5562	When the Outputs window is displayed, pressing the **Preview** button will allow the next memory to be previewed. This is useful for quickly comparing the current outputs with the next memory on the monitor screen.
5563	The minimum LCD backlight brightness level has been reduced to allow the blue LCDs used in latest production desks to be dimmed to a lower level. It may be desirable on some desks fitted with green LCDs, to increase the level from the installation default of 50% (*Super User -> Illumination*).
5567	The name of the Memory / Submaster / SX Button being previewed is now displayed in the title bar on the monitor.
5569	Automatic Memory Triggers now wait for the LTP Fade to complete, if this is longer than the Fade Up or Fade Down times.
5572	When clearing the current memory, the desk now performs a Go to the previous memory, not memory zero.
5575	Locked monitor screens are now restored when Recovery is enabled.
5576	Playing palettes with movement effects and wheel adjustment of movement effects - movement is no longer stopped by lowering Playback X, Submaster or SX faders (bug introduced in beta version 10.6).
5577	Trailing spaces are no longer added after names when using backspace/delete (these were visible in the title bar of the preview window on the monitor).
5578	Numeric entry of channel levels when editing live/blind – this is also now shown on the monitor.
5579	N-shot chases on the memory stack now re-start correctly after a Go (bug introduced in beta version 10.6).
5580	Duplicate patches of fixtures are now saved correctly (problem introduced with initial implementation of FR5463 in beta version 10.6).
5581	When using the wheels to edit Movement effects from palettes, the Size X, Size Y, Offset & Speed parameters now correctly begin at the values in the palette.
5582	Fixture tag states are now consistent with channel tag states for Memories, Submasters & SXs containing only brightness or movement effects.
5584	Negative movement effect speeds are no longer erroneously stored in position palettes when the movement effect is not tagged.

11. Release 10.8 – Phantom Frog Changes

The following table lists the changes in Release 10.8 which apply to the Phantom Frog off-line editor only:

FR No	Description of Change
5481	Front Panel background is now redrawn correctly when the window is reselected with a mouse click on a fader / pot / button / wheel.
5550	New 'Blue LCDs' option to mimic the latest hardware.

Appendix 4 – Release 10.4

12. Release 10.4 - Desk Software Changes

The following table lists the changes in Release 10.4 of the Frog series software:

FR No	Description of Change
5394	Fade from memories with movement effects - Movement effects are now only synchronised (progress reset to zero) if they are programmed as something other than “None” in the next memory.
5405	Movement effect parameter display - Added to preview, outputs and fixture outputs screens. Gaudy colours also removed from fixture outputs screen.
5505	Movement effect parameter display - Movement effect parameters are now correctly shown on the wheel LCD when a movement effect is running.
5516	Default Submaster Fade Up/Down Times - Now 0s. Setting is also applied immediately to unprogrammed submasters.
5529	Locked Groups Screen - Flash/SX buttons now act as Group selection when the monitor is locked on Groups. The Groups screen now forms part of the lockable set with the Colour/Beamshape/Position screens.
5530	Editing Chases/Scenes and removing attributes - Monitor is now correctly updated for chases, and the updated attribute setting is no longer lost after power cycling the desk.
5531	Outputting a Memory/Submaster/SX - No longer stops the current movement effect if a movement effect is not programmed.
5532	Wrong parameter names on wheel LCD - After selecting a palette, the wheel LCD now displays the correct parameter names.
5533	Editing in partial mode - Tags are now loaded/saved correctly for MSBs of 16-bit parameters.
5534	Movement effects - Run correctly with negative speed.
5541	Assigning Fixtures - No longer corrupts memory data for other fixtures.
5542	Empty Submasters - No longer intermittently affect LTP outputs when raised.
5544	Fixture Outputs Views - Can now lock the outputs views on ‘display tags’ mode by holding F1 and pressing the WheelGroup button. Unlocking is done in the same way. The LED in the WheelGroup button indicates the locked status.

Appendix 5 – Release 10.0

13. Partial Programming (Frog Ref Nos 5402, 5435)

When the programming mode is set to *Partial* in Desk Setup, the desk will now program down to individual parameter (channel) level.

The function of the **Wheel Group** button has been substantially altered from previous versions of software and now operates more like a **Shift** button. It may be useful to affix a label next to the button on desks running this software to indicate the change in function.

In these release notes, the following terminology is used:

- **Parameter** – a single fixture function (eg. Cyan, Gobo, Focus, Pan, Tilt etc)
- **Attribute** – a set of associated parameters (eg. Colour, Beamshape or Position).
- **Fixture** – a unit controlled by a set of attributes.

13.1 Desk Setup

When the desk is set up in Partial Mode - There are three additional options under *Program Mode* to allow parameters to be auto-tagged by attribute (Colour, Beamshape or Position) or individually.

The default settings are Colour: All, Beamshape: Channel and Position: All.

If the option is set to 'All' adjusting a parameter will automatically tag all parameters in that attribute for the selected fixtures. For example, if Colour is set to 'All' – adjusting Cyan, Magenta, Yellow or a colour wheel will automatically tag all the Colour parameters for the selected fixtures. In Position adjusting Pan, Tilt or any of the movement effect parameters will tag all Position and movement effect parameters.

If the option is set to 'Channel' adjusting a parameter will tag that parameter only. For example, if Beamshape is set to 'Channel' – adjusting a Gobo, Focus, Shutter etc will just tag the adjusted parameter.

These settings do not affect the un-tagging capability of the **Wheel Group** button (see later).

13.2 Wheel Groups

The **Colour**, **Beamshape** and **Position** buttons are now used to cycle the wheel groups, whereas before this was achieved using the **Wheel Group** button.

The LEDs in the **Colour**, **Beamshape** and **Position** buttons will flash to indicate that more wheel groups are available. Previously this was indicated by the LED in the **Wheel Group** button.

Note - To access the wheel editing mode for an attribute, the **Colour**, **Beamshape** or **Position** buttons must now be held for >1 second.

13.3 Tagging and Untagging Parameters

Tagging and untagging fixture parameters can now be done at parameter, attribute or fixture level.

Holding the **Wheel Group** button down will now indicate on various LCD and monitor screens, which parameters are tagged or not. Untagged parameters are indicated as "---".

The yellow LEDs in the fixture selection buttons will flash if *any* parameter or movement effect is tagged for that fixture.

13.3.1 Parameter Level

Moving a control wheel will tag the relevant parameter for the currently selected fixtures. If the corresponding attribute is set to 'All' in the Program Mode section of Desk Setup, all parameters of that attribute will also be tagged automatically.

Holding down the **Wheel Group** button and moving a control wheel, will untag the relevant parameter for the currently selected fixtures.

13.3.2 Attribute Level

Holding the **Colour**, **Beamshape** or **Position** button down for >1 second while the **Wheel Group** button is also held down, will toggle the tag-state of all parameters in the selected attribute for the selected fixtures.

For the selected attribute and the selected fixtures, if any parameters are tagged, then this action will untag them all, and if no parameters are tagged, then this action will tag them all.

13.3.3 Fixture Level

If any parameters are tagged (yellow LED flashing), holding the **Fixture Selection** button down for >1 second will untag the entire fixture.

If no parameters are tagged (yellow LED steady), holding the **Fixture Selection** button down for >1 second will tag all the parameters in the fixture.

13.4 Programming

When programming memories, submasters or SX buttons the user can select whether just the tagged parameters, tagged parameters for selected attributes or all fixture parameters are recorded as follows:

Pressing the **Program** button without any other buttons being held, will record only those fixture parameters which are tagged.

Pressing the **Program** button while the **Colour**, **Beamshape** or **Position** buttons are also held will, as in previous versions of the software, record only the tagged parameters within the selected attribute. (Note this method can only be used to restrict which parameters are recorded, it cannot be used to add in parameters which are not already tagged).

Pressing the **Program** button while the **Wheel Group** button is also held, will perform a Save All operation (ie all parameters of all fixtures, plus movement effects will be recorded).

13.5 Movement Effects

The Movement effect parameters are included in the Position attribute.

A Movement effect is recorded (or not) as a set of 6 movement effect parameters – Effect, Size X, Size Y, Offset, Rotation and Speed.

Tagging or untagging any of these 6 effect parameters will result in the entire set being tagged or untagged accordingly.

Note that movement effects can now be recorded separately from positions, if required. Before recording the movement effect ensure that the Pan and Tilt parameters are untagged.

13.6 Playback

Replaying a Memory, Submaster or SX button will update all the tag states, replacing any that are already set, so that re-recording is simpler.

Replaying Palettes will add the tag states from the palette to those that are already set for the selected fixtures.

14. Release 10.0 – Other Changes

The following table lists other changes in Release 10.0 of the Frog series software:

FR No	Description of Change
5372	Channel Flash and Fixture Selection buttons can now be used as shortcuts in the Outputs and Preview screens on the LCD.
5387	Re-assigning a single instance of a fixture from floppy disk no longer results in corrupted data.
5519	Fixed reliability problems with Scroll / Num Lock on external keyboard.
5524	Can no longer program or clear palettes and groups when the desk is locked.
5526	Numeric entry of duplicate DMX addresses – no longer appears in all fields on the monitor.
5528	Copying fixture data from a fixture outputting a palette now correctly takes the data from the source fixtures palette.

Appendix 6 – Release 9.8

15. Release 9.8 - Desk Software Changes

The following table lists the changes in Release 9.8 of the Frog series software:

FR No	Description of Change
5369	Remote Switch Presses can now be simulated using the F1 – F6 keys on the external keyboard in conjunction with the CTRL key on the external keyboard.
5371	Unused column headings are removed on the Frog desk only.
5400	Backspace and Delete now work in naming. Additional punctuation characters are also provided.
5420	Monitor display of LTP actions in Full Program Mode is now corrected.
5424	It is now possible to enter Super-User from the external keyboard. Hold down the Left and Right Cursors, and press Enter. Note that the Numeric Enter key may not work in this case, due to limitations of reading certain multiple key-presses on some PS2 keyboards.
5432	The Go/Enter button on the Frog Box now functions correctly when typing the Next Memory number from the external keyboard.
5440	When the cursor is on the Next Memory field on the memories screen, the Enter button on the external keyboard will function as a Go button. This keyboard Go feature can be inhibited by turning on Scroll Lock on the external keyboard.
5441	Maximum Fixtures LCD brightness is increased. Brightness/Contrast settings no longer change on entering the Illumination menu.
5448	The F1-F4 keys on the external keyboard now correctly mimic those on the desk in all cases.
5456	Closed Remote Switches are now recognised at startup.
5465	Autopatch – the word ‘Channels’ has been removed since it was potentially misleading.
5468	Desk Defaults – Memories – Trigger. Real Time and Timecode options are now available.
5475	Colour attack live adjustment – can now switch back from Fade to Snap.
5476	N-Shot Chases – Shots parameter is no longer lost.
5478	Colour/Beamshape/Position buttons no longer navigate away from other locked screens (except Colour/Beamshape/Position screens).
5479	Pan/Tilt invert now works correctly when Pan/Tilt are swapped.
5480	Frog Box – iCAN ping response time is now always under 6s.
5485	Desk Defaults – Submaster/SX LTP Trigger settings no longer interfere with each other.
5489	Fade times no longer appear on submasters when reloading the show from FLASH.
5490	Movement effects in Position palettes are no longer cleared when programming the corresponding Colour/Beamshape Palette. Additionally Position Palettes can now be reprogrammed without losing the Movement effect.
5491	Blind Edit is no longer accessible when the desk is locked.
5495	Unassigning fixtures no longer corrupts memory data for other fixtures.
5496	The maximum filename length for showfiles (*.isf), fixture type files (*.ift) and common fixture type files (*.cft) has been increased to 18 characters, plus the 3 character extension which is not displayed by the desk.
5507	The naming function is no longer accessible when the desk is locked.

5508	Submaster fade times / actions / trigger levels etc. are no longer editable when the desk is locked.
5511	Changing submaster page when a pop-up window is active no longer freezes the navigation on the main window.
5512	The name and date of the current show file in the Desk Information window is now updated when the show is saved to floppy disk.
5513	When using the wheels to edit Movement effects from palettes, the values now correctly begin at the values in the palette.
5514	When replaying palettes, the desk now only auto-tags selected fixtures which are recorded in the palette, not all selected fixtures as before.

16. Release 9.8 – Phantom Frog Changes

The following table lists the changes in Release 9.8 which apply to the Phantom Frog off-line editor only:

FR No	Description of Change
5470	Movement effect names now match those on the desk.
5471	Fat Frog - Spurious Group button removed.
5472	Spelling correction to Minus (Decrease) button.
5473	Frog Box - Go button is now double width.
5474	Mambo Frog - fader spacing corrected and Home/Group buttons now in correct places.
5506	Bullfrog - Preset A faders > 26 now mapped correctly.

Appendix 7 – Release 9.6

17. Release 9.6 - Desk Software Changes

The following table lists the changes in Release 9.6 of the Frog series software:

FR No	Description of Change
5438	Last 2 digits of the product code are now ignored by the software when determining the desk type.
5477	Frog desk only – desk defaults – can now navigate down to Exit button.
5482	Movement effects no longer appear on memories after reloading show file from floppy or power cycling the desk.

Appendix 8 – Release 9.2

18. Release 9.2 - Desk Software Changes

The following table lists the changes in Release 9.2 of the Frog series software:

FR No	Description of Change
	Corrected problems with Edit Blind function (Yes/No buttons reversed).
5469	Phantom Frog – Transfer with Time and Transfer without Time buttons reversed.
	Phantom Frog – now initialises fader positions to sensible values and remembers them
	Phantom Frog – now remembers the desk type.
	Phantom Frog – can now configure the floppy drive path.