

# **V6.4.7 Software Update**

**- VCA Spill**

**- Surface Brightness Setup**

**- FLW mode channel Muted indication**

**- Cue List remote controls in Mixing Station app**

**- Various Bug fixes**

*Document V1.0 July 2024*

Functionality described is contained in software update 6.4.7.351 and later, and available for console types Vi200; 400; 600; Vi1000; 2000; 3000; 5000 & 7000.

## Contents

Introduction .....	3
New Features and Improvements .....	3
Other Improvements and Bug Fixes .....	3
VCA Spill .....	4
Using VCA Spill .....	5
Enabling VCA Spill .....	5
Activating Spill Groups .....	6
VCA Spill – Examples of member channel layouts .....	7
Surface Brightness Preset Setup .....	9
FLW mode channel Muted indication.....	12
Additional notes on Aux mute flash feature.....	13
Remote control of Vi’s Cue List using the Mixing Station app.....	14

## Introduction

V6.4.7 Software for all Vi x000 and x00-series consoles is a feature and bug-fix update and is a continuation of on-going improvements to the Vi mixer series, based on user feedback.

The update includes some useful feature improvements to various aspects of the console operation that are designed to improve and streamline workflow, summarised as follows:

## New Features and Improvements

**VCA Spill** – a major new feature, VCA Spill allows the members of a VCA group to be temporarily spilled onto the surface in the right-hand bay or overflowing into other bays if there are more than 8 members. The Spill feature is triggered by pressing the 'F' button in the VCA Master strip, after first enabling VCA Spill mode in the Settings page. Multiple VCAs can be spilled at the same time.

**Channel Muted indication in FLW (Sends on Faders) mode:** When controlling monitor mixes, FLW mode is often used to assign an Aux send mix onto the channel faders. In this situation, the channel ON/OFF buttons get reassigned to the Aux send On/Off function, meaning it was not possible to see whether a channel is Muted or not. This improvement gives a flashing red/green illumination on the ON button if the Aux send is switched On but the corresponding channel is muted, making it easy to see which channels are muted even whilst a monitor mix is active on the faders.

**Remote control of Cue List:** The HiQnet remote control interface has been extended to include parameters for remotely scrolling, recalling, creating, deleting and renaming Cues within the Cue List, this is for use with the 3<sup>rd</sup>-party developed **Mixing Station** app, available from <https://dev-core.org/mixing-station/>. Mixing Station is a highly customizable cross-platform remote control app available for Windows, MacOS, iOS and Android. (Note that our ViSi Remote iOS app is not being updated to include the Cue List controls at this time).

**Control Surface brightness presets are now editable:** The HIGH, MID and LOW brightness presets in the Menu-Main page for the surface illumination control have a new Setup button which allows tweaking of the various elements within the presets. Includes the facility to switch On or Off the side cheek Soundcraft logo illumination on Vi5000, 7000, 400 & 600, and the rear gooseneck lamps on Vi2000 & 3000.

## Other Improvements and Bug Fixes

In addition to the feature improvements above, the following bug fixes are included in V6.4.7:

- Vix000 crashed if a Matrix Solo was switched off when a User input fader page containing a VCA master was active
- Tie Lines output patches were sometimes changed by snapshot recall
- Cue list stopped saving cues when Realtime Rack was connected

The following pages give details on operating the new functionality.

## VCA Spill

In V6.4.7 and later, VCA groups have the capability to be 'spilled' onto the surface so that their individual members can be easily seen and balanced. The key aspects of this function are as follows:

- The user-defined **F button** on the VCA Master strip is used to trigger the Spill. This button is currently used for the optional Strip Lock function, so the button can now be used either as a Strip Lock or for VCA Spill depending on preference chosen in the Menu-Settings page. Note that using the F button for VCA Spill function does not stop the button being used on Input Channels or Bus Masters for Strip Lock control.
- When the **F button** is pressed on a VCA Master, all existing input channels are temporarily hidden and member channels of the selected VCA are automatically assigned to the far right-hand bay on the console (or the left-hand Bay 1 on Vi1000). If there are more than 8 member channels in the VCA group, the channels continue to spill to the left and appear on bays to the left of the Master section. The VCA member channels are always laid out in sequential numerical order from left to right.

### Additional points about the VCA Spill functionality

- If there are more members in the spilled VCA than physical faders, which can be the case on the smaller consoles such as Vi1000 or 2000, then the Input Fader page buttons (A, B, C.. etc) can be used to scroll through pages of members. Otherwise, the fader page buttons are disabled during Spill.
- Multiple VCAs can be spilled at the same time - the VCA Spill F-buttons are additive. In the current software, the channels displayed in VCA Spill will be re-sorted into sequential channel order as VCAs are added or subtracted (rather than appearing next to each other in blocks).
- If input channels have been locked to the surface using Strip Lock, this will be ignored by VCA Spill, i.e. VCA Spill always has priority over strip-locked channels. The same applies if the far right-hand bay has been locked using Bay Lock
- VCA Spill F-buttons have both momentary and latching action, so pressing and holding the F-button will activate the Spill only for as long as the button is held, but dabbing the button will latch the VCA Spill mode and dabbing the button again will deactivate it.
- Group, Aux or Matrix busses, although they can be members of VCAs, cannot be shown in VCA Spill in this version of software.
- VCA Spill is not allowed if a GEQ or a Matrix solo is active, as these modes take over the faders on the surface. If a VCA Spill is active before a GEQ or Matrix solo is activated, it will be hidden and will reappear when the GEQ or Matrix solo is switched off.

## Using VCA Spill

### Enabling VCA Spill

In order to use VCA Spill, go to the Menu-Settings page and switch ON the Enable VCA Spill button:



This changes the function of the small F-key in the VCA Master strips to function as the trigger for VCA Spill. When VCA Spill is enabled, the Strip Lock function for VCA Master faders is not available but Strip Lock can still be used on Input channels and Bus master faders by pressing their F-keys.

This means that you cannot use Strip Lock on VCA Masters and VCA Spill at the same time (*but if you really want to lock a VCA master fader in place on the master bay, and use VCA Spill, there is a way to do this - see later*).

When the Channel F-key mode control is set to "Input 1/2", there is no impact from having VCA Spill enabled, because VCA Masters do not use the Input 1/2 function.

### Show Compatibility

The setting of the VCA Spill Enable On/Off button is stored in the Show file, but defaults to Off if a show is loaded that was saved on a version of software earlier than V6.4.7 which didn't have VCA Spill. It also defaults to Off when a Default Show is loaded.

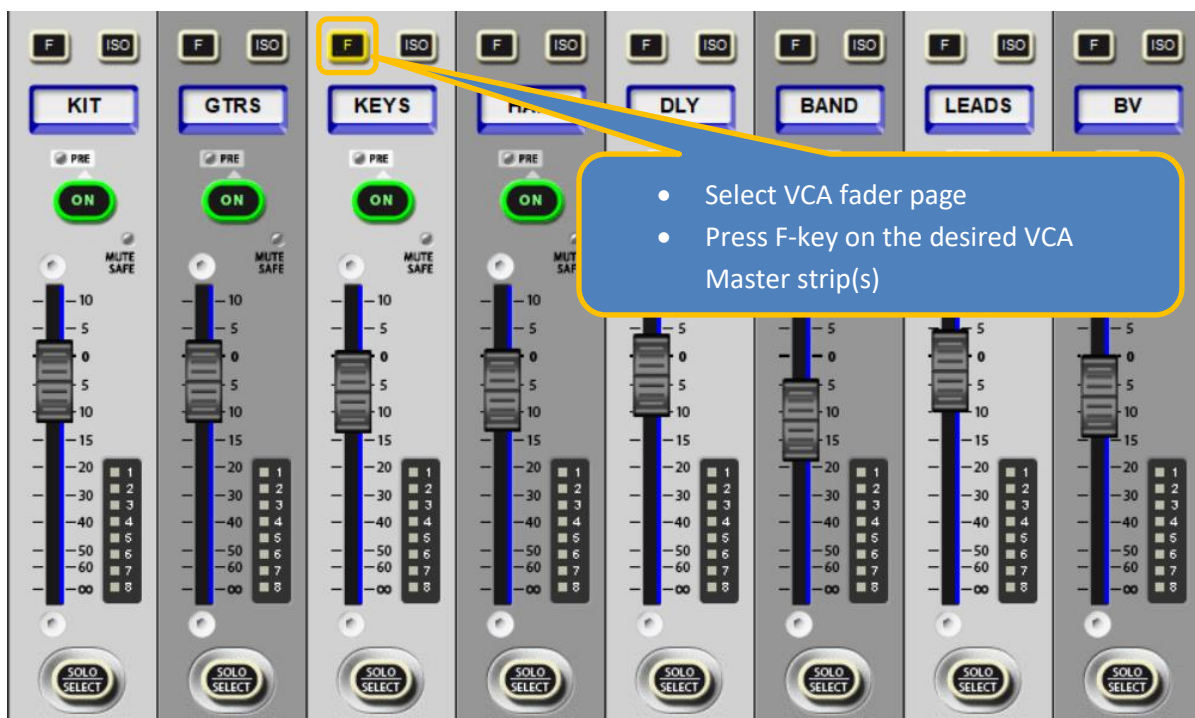
If you want VCA Spill to always be enabled and ready to use with an existing Show file, simply load the show, switch On VCA Spill and save the Show.

There are no compatibility issues with using old Shows with VCA Spill under V6.4.7 or later software. Similarly, shows created on V6.4.7 and later can be loaded on consoles running on earlier software with no compatibility issues, other than VCA Spill not being available on the earlier software.

## Activating Spill Groups

Next, select the VCA Master fader page on the Master bay (or any Output page that has a VCA strip assigned) and press the F-key on the VCA group master that you want to spill:

Note that the F-keys have a momentary or latching operation, so that if you press & hold the key, the Spill group is selected for only as long as you hold the button down. If you short-press the button it latches and keeps the VCA Spill visible until it is pressed again to deactivate. Multiple VCA Spills can be selected at the same time.



The Input Bays on the surface are now blanked and replaced by the members of the selected VCA (if any). Note that currently only Input channels assigned to VCAs can be displayed in VCA Spill – any Bus master channels assigned to a VCA will not be visible in Spill mode.

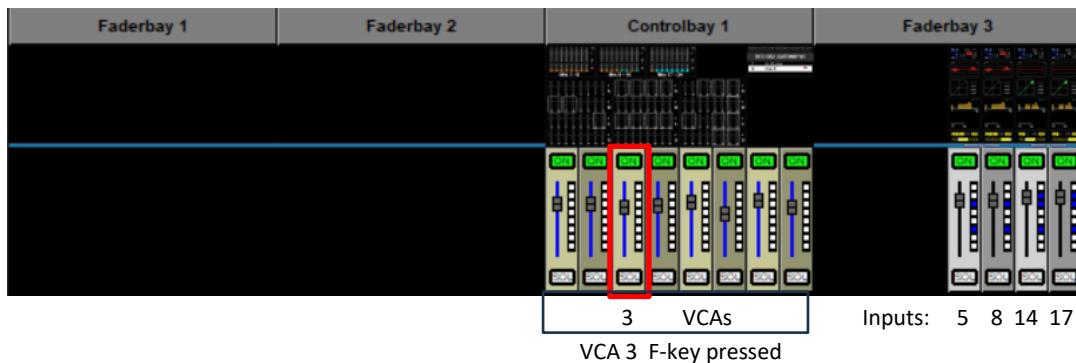
The member channels are positioned initially in the far right-hand bay \*, in order to bring them close to the master section of the console for convenient adjustment. If there are more than 8 member channels in the selected VCA, or more than one VCA has been selected and the total number of members is greater than 8, the lowest numbered members are moved to the left of the master section with the highest 8 channels on the right hand bay. The spill layout can thus be thought of as 'right-justified'.

The Spilled channels are always laid out in numerical order, according to their original channel number (1-96 on Vi400/600/1000/2000/3000, and 1-128 on Vi5000/7000).

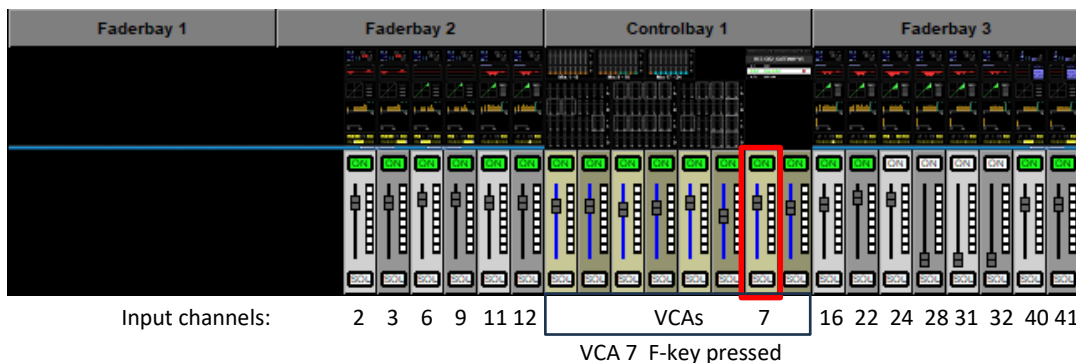
\* On Vi1000, the member channels are assigned to the left-hand Bay, as there is only one Input Bay on this model.

## VCA Spill – Examples of member channel layouts

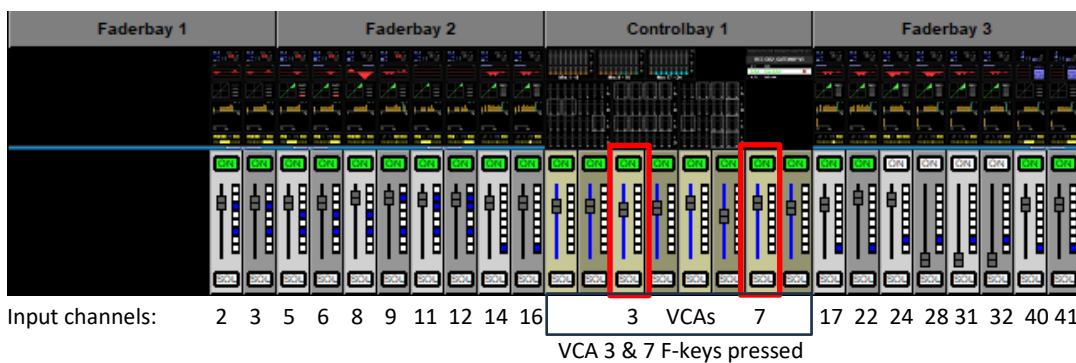
### 1. Vi3000 – VCA3 Spilled with 4 members:



### 2. Vi3000 – VCA7 Spilled with 14 members:



### 3. Vi3000 – VCAs 3 & 7 both Spilled, total 18 members:



These examples illustrate how the channels are displayed when the VCA Spill is activated, and how the channel order can change to maintain the numerical sequence if multiple VCAs are Spilled at the same time.

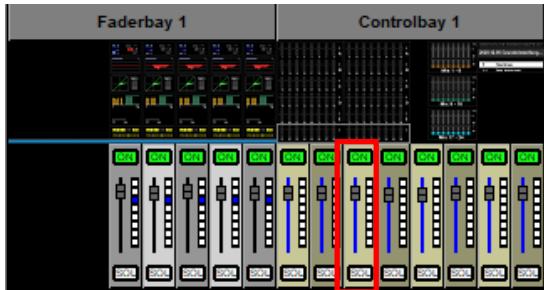
### What if there are more members than faders?

In most cases, the number of member channels will be less than the total number of input faders, but on smaller console sizes such as the Vi1000 and 2000, there may not be enough input faders on the surface to display all the VCA members, even for single VCAs.

In these cases, the **Input Fader Page buttons** are used to scroll through pages of VCA Members. The Fader Page buttons **A-E** and **User 1-5** plus the **ALL BUSS** or **BUSSES 1-16** buttons are used for this function.

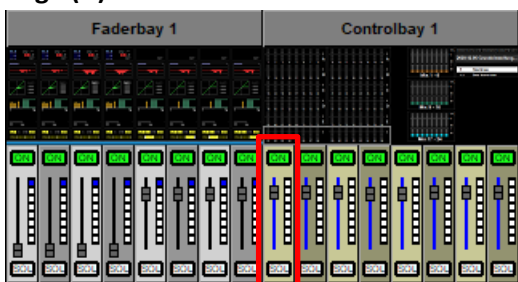
**4. Vi1000 – VCA 3 Spilled with 5 members:**

The members spill to the left-hand bay:

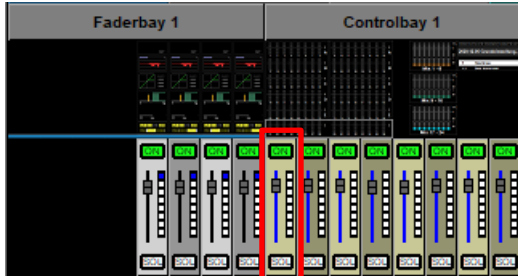


**5. Vi1000 – VCA 1 Spilled with 12 members:**

Page (A) The first 8 members:



Page (B) Remaining 4 members:



On Vi1000, up to 80 member channels can be accessed by using the Input page buttons A-E and User 1-5.

Whilst any VCA Spill is active, the Input Fader page buttons cannot be used for their normal functions. The Input page that was active before the first VCA Spill was activated will be returned to the surface when the last Spill is de-activated.

## Surface Brightness Preset Setup

In V6.4.7 software and later, the **HIGH**, **MID** and **LOW** surface brightness preset buttons in the **Menu – Main** page can be adjusted to fine-tune the brightness balance between the various elements of the control surface illumination.

The adjustable areas are:

### All consoles:

- LEDs** brightness of the illuminated switches, meters and other indicator LEDs
- TOP ILLUM** brightness of the white LED downlights at the top of the TFT panel
- TFTs** brightness of the Vistonics TFT screen graphics
- CHAN LBL** brightness of the LCD channel short label displays on the fader panels

### Vi2000 & 3000 consoles only:

- REAR LAMPS** On/Off control for the rear gooseneck lamps on these consoles

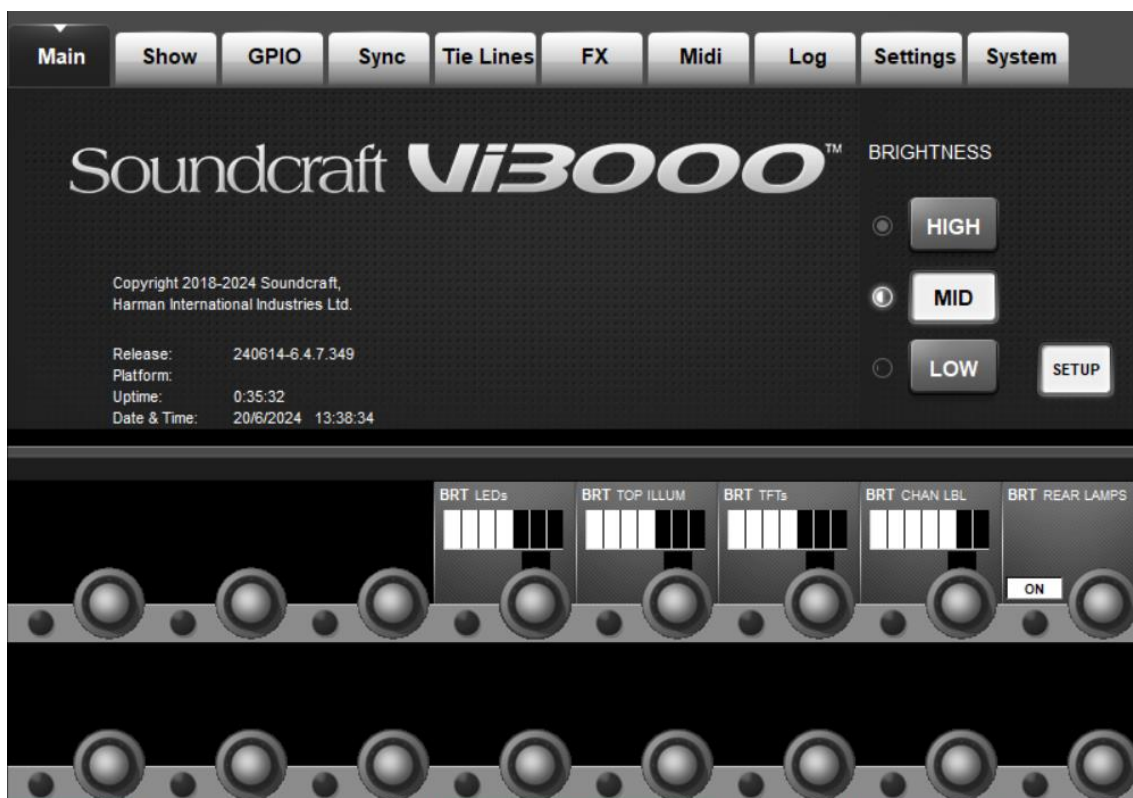
### Vi400/600/5000 & 7000 consoles only:

- SIDE LOGOS** On/Off control for the illuminated Soundcraft logos on the sides of the TFT section

To fine-tune the preset buttons, select the desired preset (High/Mid/Low) then press the **SETUP** button to the right of the LOW button. Four or five (depending on model) Vistonics controls will open on the encoder section in the Master screen.

The available controls for each model are illustrated in the screenshots below.

Brightness presets for Vi2000 & 3000, showing rear gooseneck lamp On/Off switch:





### Variations on other products:

Brightness presets on Vi1000 (no REAR LAMPS switch as these are not fitted on this model):



Brightness presets on Vi400, 600, 5000 and 7000, with side logo On/Off switch:



### Saving and Recall of Brightness presets

The brightness presets and their individual setups are **not** stored in Show files, but are saved on the console's config file which is automatically saved at each shutdown. This has not changed with the addition of the fine tuning controls.

## FLW mode channel Muted indication

In V6.4.7 and later, a new feature allows visibility of the muted state of an input channel, when the user is controlling an Aux send mix in FLW mode (commonly known as “sends on faders” mode), where the main channel mute is hidden from view. FLW mode is commonly used when mixing monitors.

If a channel is **muted** but the Aux send is switched **ON**, the ON switch in the Fader panel area will flash alternately red and green as a warning that even though the Aux send being viewed is ON, there will be no signal sent to the bus because the main channel mute is activated “in the background”.

The example below shows input fader panel with chs 4, 6 & 7 muted (this shows the main channel mutes):



Below shows the same fader panel when an Aux mix is assigned using FLW mode. This happens when any Aux master is Soloed, and the FLW button on the fader section has also been activated.

The Aux send ON buttons on chs 4, 6 & 7 are now flashing green/red, indicating the hidden muted channel:



## Additional notes on Aux mute flash feature

### Cases which lead to the flashing ON indication

The flashing Aux On indication will warn that the **input channel** is muted in the following cases, when an Aux master is soloed **AND** the FLW mode is enabled for faders:

- Muted manually (either on the surface or remotely via the ViSi Remote app)
- Muted by a snapshot recall
- Muted by a Mute Group or a VCA Master mute
- Muted by a GPI mute

### Behaviour in Aux VCA mode

Aux VCA mode is where a VCA master has been configured as an 'Aux VCA' using the **Mute & VCA Group Setup** page, so that when any Aux bus master is soloed, and the FLW mode for faders is also enabled, changes to the VCA master fader or ON state will change the levels and on/off state of the Aux sends to the soloed bus only on the channels which are members of that VCA. The VCA Master Faderglow™ colour changes from blue (or magenta for VCAs 9-16) to white, to signify the fader is now an Aux VCA.

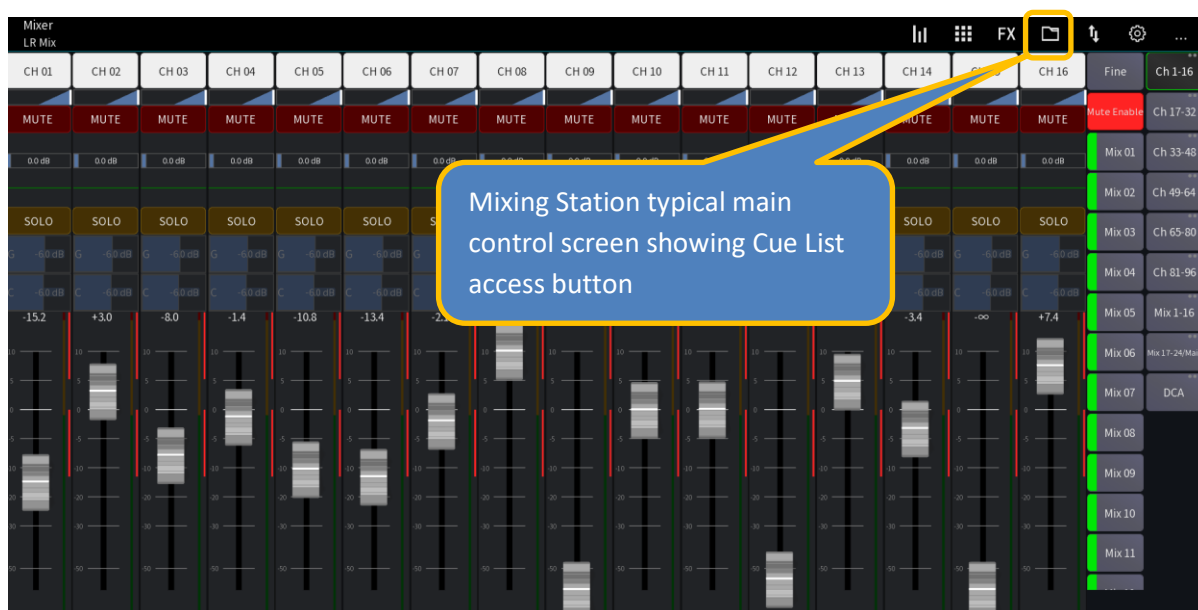
Normally, if the Aux VCA master ON button is muted, this gives a solid red indication on the input fader panel ON switches of all member channels, indicating that the Aux send being viewed is muted by the Aux VCA. If the main channel mute is active for one of the reasons mentioned above, the flashing red/green warning state will be seen on those channels, regardless of whether the Aux VCA master has been muted. The solid red indication will therefore only be seen on channels who's Aux sends are muted by the Aux VCA, but who's main channel is not muted.

## Remote control of Vi's Cue List using the Mixing Station app

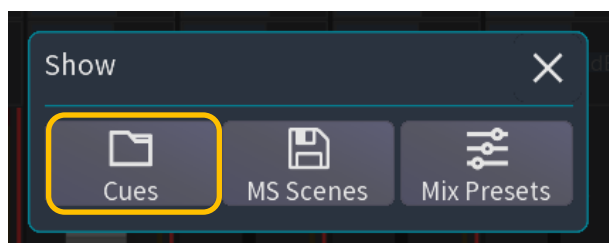
Mixing Station is a third-party developed and distributed app available from <https://dev-core.org/mixing-station/>. There is no connection between Harman and this company but we have partnered with them to provide exclusive additional remote control parameters for the Vi, by extending the console's existing HiQnet interface to include these parameters.

Mixing Station is a highly customizable cross-platform remote control app available for Windows, MacOS, iOS and Android. To use it with Soundcraft Vi, a license has to be purchased from the developer, although it can be evaluated in demo mode without a license with the restriction of a connection time limit.

Having connected to the console (see the Mixing Station [documentation](#) for details), the Cue List can be accessed using the 'Folder' icon button at the top right of the main overview screen:



Clicking on the Cue List icon opens a dialog box where Cues, Mixing Station local Scenes or Mix Presets can be chosen for control. Select the Cues option to open the Vi's cue list in Mixing Station.



Once open, a live copy of the Vi's internal Cue list is displayed, where cues can be created, updated, recalled, deleted and renamed. Performing these actions within Mixing Station will destructively edit the cues in the Vi's list, and all the data associated with the cues remains on the Vi console, not within the Mixing Station app. If you wish to create local cues within the Mixing Station app, select the 'MS Scenes' option in the dialog above. These MS Scenes are stored locally on the mobile device and have no connection to the ones stored internally on the Vi mixer.