

# VISTA V2

## Simple, Powerful, Visual

The Vista is a lighting console unlike any other you'll have seen. Its simple, visual interface brings a whole new world of speed, ease of use and sheer intuitiveness to the art of lighting.

### Draw your ideas

The Vista is the only console that lets you build your lighting designs visually. We believe lighting is more of an art than science, so, rather than asking you to interpret your visual concepts into strings of commands and type them in, the Vista draws them for you, as you select fixtures, and apply settings using Vista's graphical user interface.

### See your ideas in real-time

Like modern video and audio software, the Vista displays your designs as a series of 'events' laid out across the screen over time. This 'timeline' approach means that you can see everything that's happening in relation to time: when lights come on, when they go off, when they change colour, when they move.

Whatever the sequence of events, you can see it all laid out in front of you, and you can change any of it simply by, selecting an event lengthening it, shortening it, or moving it around. Quick, easy, without punching a single button.

### Information is power

Vista's user interface puts all the controls you need within easy reach, on a single screen, in an intuitive way. The Vista displays a huge amount of realistic, real-time information about your lights: where they're pointing, their intensity, colour, gobo beam and other settings, everything you need to build the looks you want.

### Every effect you'd expect, and room for more

The Vista includes a huge library of pre-programmed effects that you can apply at the press of a button. Swing effects that modulate between presets, matrix effects for LEDs, perfectly synchronised waveform effects, video effects, they're all here, and if you're feeling creative, you can invent your own effects quickly and easily using the effects window.

### Need to change a light? No problem.

One of the most common hassles of using a conventional lighting console is having to adapt to changes when you need to swap a fixture to a different type. The Vista records the actual colours, beams and other key details, so when you change a light, the Vista compares the abilities of the two lights and works out how to adapt to the new one – even if the new light doesn't have the same feature set. Your show doesn't change, and you don't have to lift a finger.

### What's new in Vista v2.

When it was released in 2004, the Jands Vista changed the way lighting is done forever.

Now Vista v2 is here to take lighting to a whole new level, with a host of fresh features, including:

- An updated, ultra-simple graphical user interface.
- A revised and updated timeline window with split-fade times and cue defaults for all feature types.
- Fast cue navigation no matter how big your cue list.
- More powerful, easier effects including Waveform, Swing, Matrix & Video types.
- Really-simple-storing for when you just want to record what you see on stage.
- Media server control with CFTP import of thumbnail images.
- Tracking backup using a PC or second console.
- Simple network configuration.
- Automatic show file backup.
- A new Generic fixture model that allows for consistent control all kinds of fixtures, including the latest media servers and multi-part types.
- Tools for busking or fully-programmed shows.
- Support for external touch-screen and pen-tablet monitors.
- 'As-you-type' search in all main windows.

### Find out for yourself

Now you've seen what's in the new Vista v2, why not try it out yourself?

Download the software from our website [www.jandsvista.com](http://www.jandsvista.com) or ask your dealer to show you a console in action.

## Media server control with CITP thumbnails

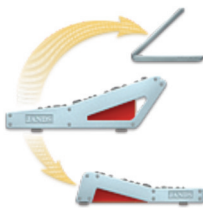


A key feature of Vista v2 is simple visual control of media servers. When you connect Vista v2 to a media server, you can see thumbnails of the clips on the screen and simply pick the ones you want. Much easier than having to remember the name of a clip or, worse still, having to dial up a value.

Vista v2 integrates seamlessly with ArKaos, Robe and other media servers that have compatible support for CITP import of media thumbnails.

## Tracking backup – keep the show going at all costs

The Vista v2 tracking backup feature guards you against the unexpected. You can connect a PC or a second console that synchronises itself with your main console. If the main console fails for any reason, the backup system will automatically take control. If you want to control the backup process, you can set the second console so it syncs with the main one but will only take over a show when you tell it to.



You can connect as many backup machines as you want and all you have to do is give them a name; no mucking about with complex networking commands required.

## More powerful, easier effects



As you'd expect, Vista v2 includes an extensive library of pre-programmed effect 'templates' that you can just select and use immediately. This makes it easy to get a spectacular show up and running in no time.

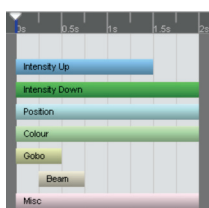
Vista v2 includes waveform based effects that synchronize across features, matrix effects for use on banks of leds, swing effects that cross-fade between presets and video effects.

A lot of our more experienced users have told us that they loved creating their own effects though, so we also put a lot of work into that. The result is a new interface that enables you to build your own effects from scratch incredibly quickly and easily.

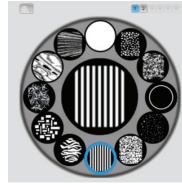
## Split fade times

A classic theatre technique is to have the lights that are getting brighter fade in more quickly than the lights that are getting darker fade out.

In Vista v2 you can apply split fade times for intensity and see both times in the Chooser and Timeline windows. Each cue also has a set of 'default' times so that you can change the fade times for the whole cue or event-by-event:



## More realistic palette and components windows



The Vista v2 'Chooser' window includes detail windows that match the features of the devices they represent.

For instance, the detailed gobo palette depicts the gobo wheels exactly as they are, with buttons to select the gobo wheel, if there is more than one, and a central view showing the actual visual effect the combination of gobos will generate:

It's never been easier to get the look you want!

## Really-simple-storing for when you just want to record what you see on stage

Vista v2 includes a very simple way to save, called 'Store All', that does exactly what it says: you press a button to store whatever you see on the stage. This is perfect for situations where the 'lighting guy' isn't around, or if you've built a look from a combination of playbacks and the editor and want it to play back exactly as you see it.



## Auto Networking



No one can afford to waste hours getting set up, which is why the Vista v2 features 'zero-configuration networking': connect a Vista v2 to another Vista console or a PC running the version 2.0 software and they will automatically find each other and connect.

Vista v2 uses Apple's proven Bonjour™ networking technology to do this, a 'no IT-guy' solution that makes backup and more advanced networking operations easy.

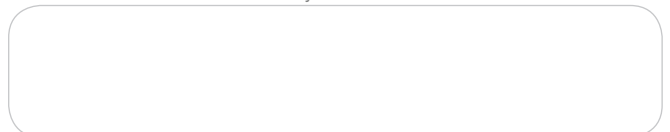
## An updated, ultra-simple graphical user interface

Unlike many other consoles that use the screen mainly to depict 'virtual buttons', Vista v2 features a genuine graphical user interface. All the controls you're used to on your computer screen are there – windows, scroll bars, drop-downs, expandable lists, search functions, the lot.



Not only does this give Vista v2 a huge amount of power and flexibility, it means that just about anyone can get down to some serious lighting design quickly and easily, because the whole interface is immediately familiar.

For further details contact Jands or your nearest Jands authorised dealer:



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