| VSA 5.0 Product Comparison | Hobbyist | Professional | Ultimate |
|---|---|---|---|
| **Visual Display** | | | |
| Display events are on a graphical time-line. | ✓ | ✓ | ✓ |
| View and edit motion amplitude versus time. | ✓ | ✓ | ✓ |
| Display tracks in multiple colors. | ✓ | ✓ | ✓ |
| Track playback with real time cursors. | ✓ | ✓ | ✓ |
| Fix problem errors with on screen error highlighting. | ✓ | ✓ | ✓ |
| Fine tune events with zoom control. | ✓ | ✓ | ✓ |
| Synchronize with graphical audio files. | 2 files | 4 files | 8 files |
| Synchronize with graphical video files. | | 1 file | 4 files |
| **Editing Capabilities** | | | |
| Change event magnitude by dragging in Plot View. | ✓ | ✓ | ✓ |
| Capture events during playback with joystick or mouse. | 1 track | 4 tracks | 16 tracks |
| Automatically generate events based on the amplitude of the audio. | ✓ | ✓ | ✓ |
| TrackAdjust allows events to be shifted and scaled as a group. | ✓ | ✓ | ✓ |
| Configure devices without any programming using real time controls. | ✓ | ✓ | ✓ |
| Enter reminders that pop-up when events are highlighted. | ✓ | ✓ | ✓ |
| Drag/drop and cut/paste for quick editing. | ✓ | ✓ | ✓ |
| Use a joystick for single axis control. | ✓ | ✓ | ✓ |
| Assign unique names to each track. | ✓ | ✓ | ✓ |
| Mirror & repeat commands make repetitive actions easy to define. | ✓ | ✓ | ✓ |
| **PC-based Playback** | | | |
| Play multiple audio files simultaneously. | 2 files | 4 files | 8 files |
| Render to multiple audio cards simultaneously. | ✓ | ✓ | ✓ |
| Support for multi-channel audio files (mono, stereo, 5.1, 7.1, etc.) | ✓ | ✓ | ✓ |
| Support both USB/external and integrated/internal sound cards. | ✓ | ✓ | ✓ |
| Play video files simultaneously. | | 1 file | 4 files |
| Play videos in full screen and/or specify screen coordinates. | | ✓ | ✓ |
| Play is the same on every PC. | ✓ | ✓ | ✓ |
| Control playback with standard play/pause/stop/loop commands. | ✓ | ✓ | ✓ |
| Play portions of a routine. | ✓ | ✓ | ✓ |
| Enable and disable tracks. | ✓ | ✓ | ✓ |
| Prevent hardware damage with limits and default positions. | ✓ | ✓ | ✓ |
| **Hardware Support** | | | |
| Send commands at up to 30FPS. | ✓ | ✓ | ✓ |
| Supports multiple servos, motors, relays, and dimmers. | 128 tracks | 128 tracks | 256 tracks |
| Use Mini-SSC compatible servos, relays, and dimmers. | ✓ | ✓ | ✓ |
| Use SV203 compatible servos and relays. | ✓ | ✓ | ✓ |
| Use Parallax/Propeller compatible servos. | ✓ | ✓ | ✓ |
| Use Pololu/Maestro compatible servos. | ✓ | ✓ | ✓ |
| Use Jrk motors. | ✓ | ✓ | ✓ |
| Use PicoPic compatible servos and relays. | ✓ | ✓ | ✓ |
| Use LynxMotion SSC32 compatible servos and relays. | ✓ | ✓ | ✓ |
| Use K108A Serial Relay Controller. | ✓ | ✓ | ✓ |
| Use parallel port 8-bit and relay output (e.g., K74 LPT Relay). | ✓ | ✓ | ✓ |
| Use DMX devices (requires RAPU v5.0, Velleman, or ENTTEC). | ✓ | ✓ | ✓ |
| Use Board of Chuckie (BoC) DMX servos. | ✓ | ✓ | ✓ |
| Use EnduranceRC 25 Servo Controller servos. | ✓ | ✓ | ✓ |
| Configure custom baud rates for serial ports. | ✓ | ✓ | ✓ |
| **Integration** | | | |
| Export to RAPU v2.0 | ✓ | ✓ | ✓ |
| Export to the new RAPU v5.0 | ✓ | ✓ | ✓ |
| Import data from text files. | ✓ | ✓ | ✓ |
| Generate customizable binary and text file output of event data. | ✓ | ✓ | ✓ |
| Interface with ActiveX enabled applications (requires VSA Console). | ✓ | ✓ | ✓ |