USER MANUAL

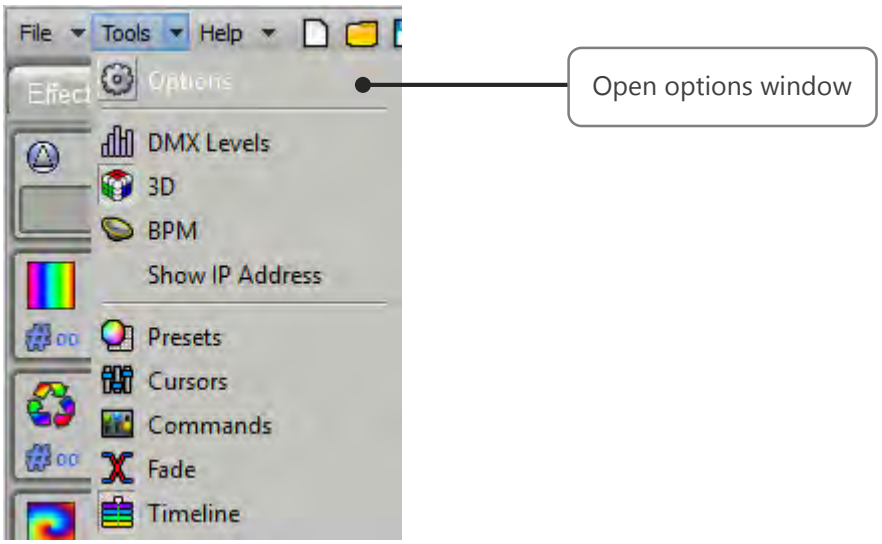
HOW TO USE THE GENERAL OPTIONS

V1.0

SUMMARY

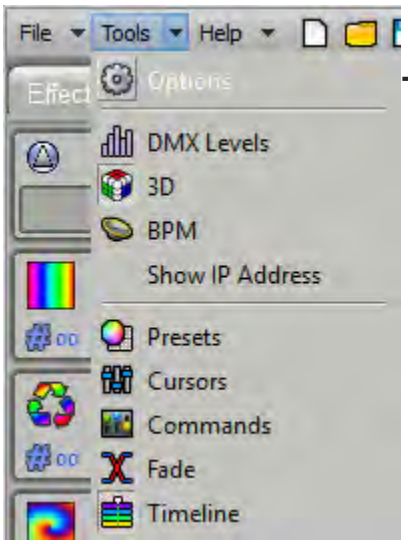
INTRODUCTION

This chapter describes how to quickly and easily use the software Advanced Options. They are benefit and will allow you to configure the software as you wished. The main advanced options are in the tool menu of the software.



OPTION WINDOW

.



.

General settings

DMX devices settings

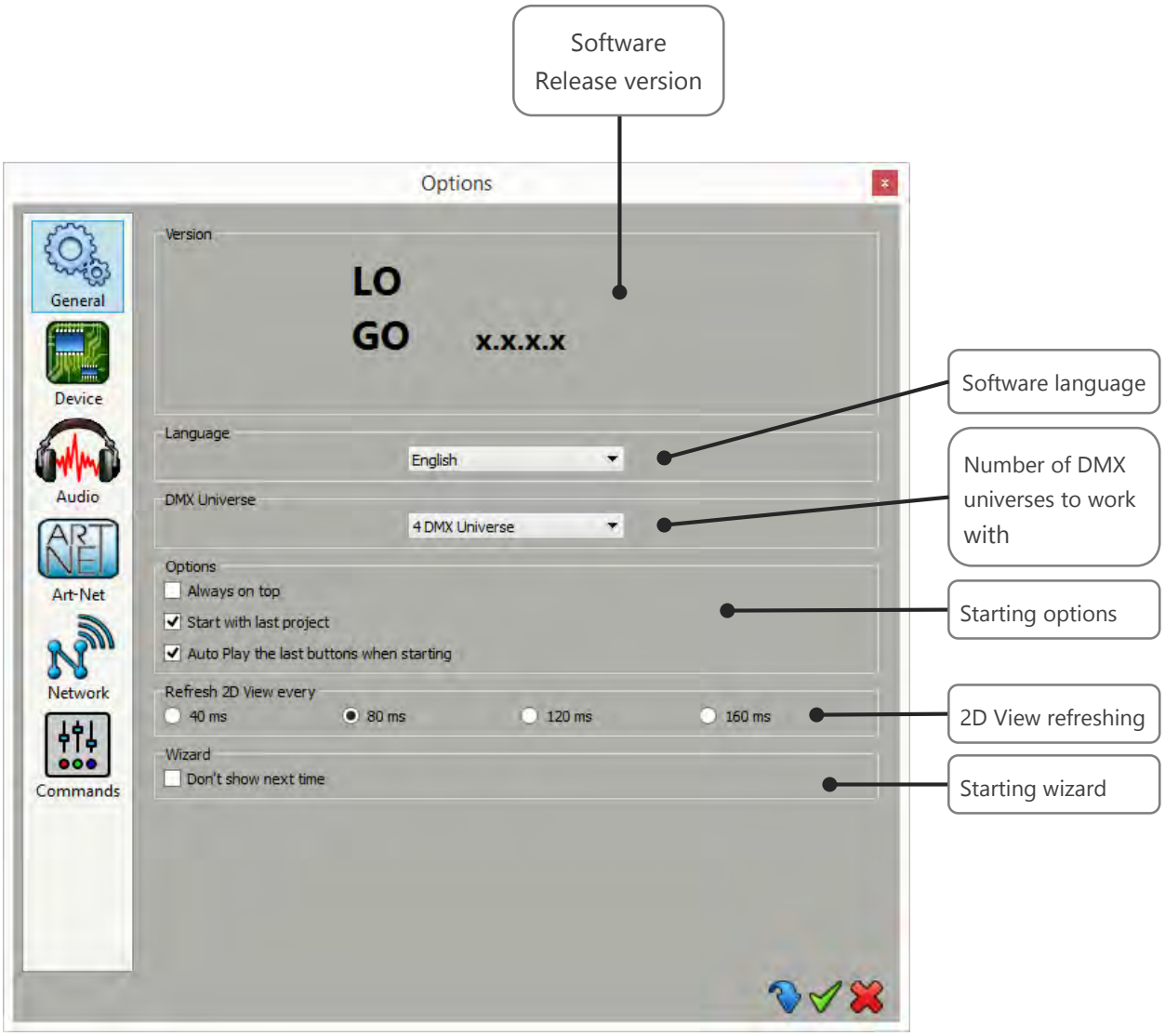
Audio settings

Artnet settings

Network settings

Live controls settings

GENERAL OPTIONS



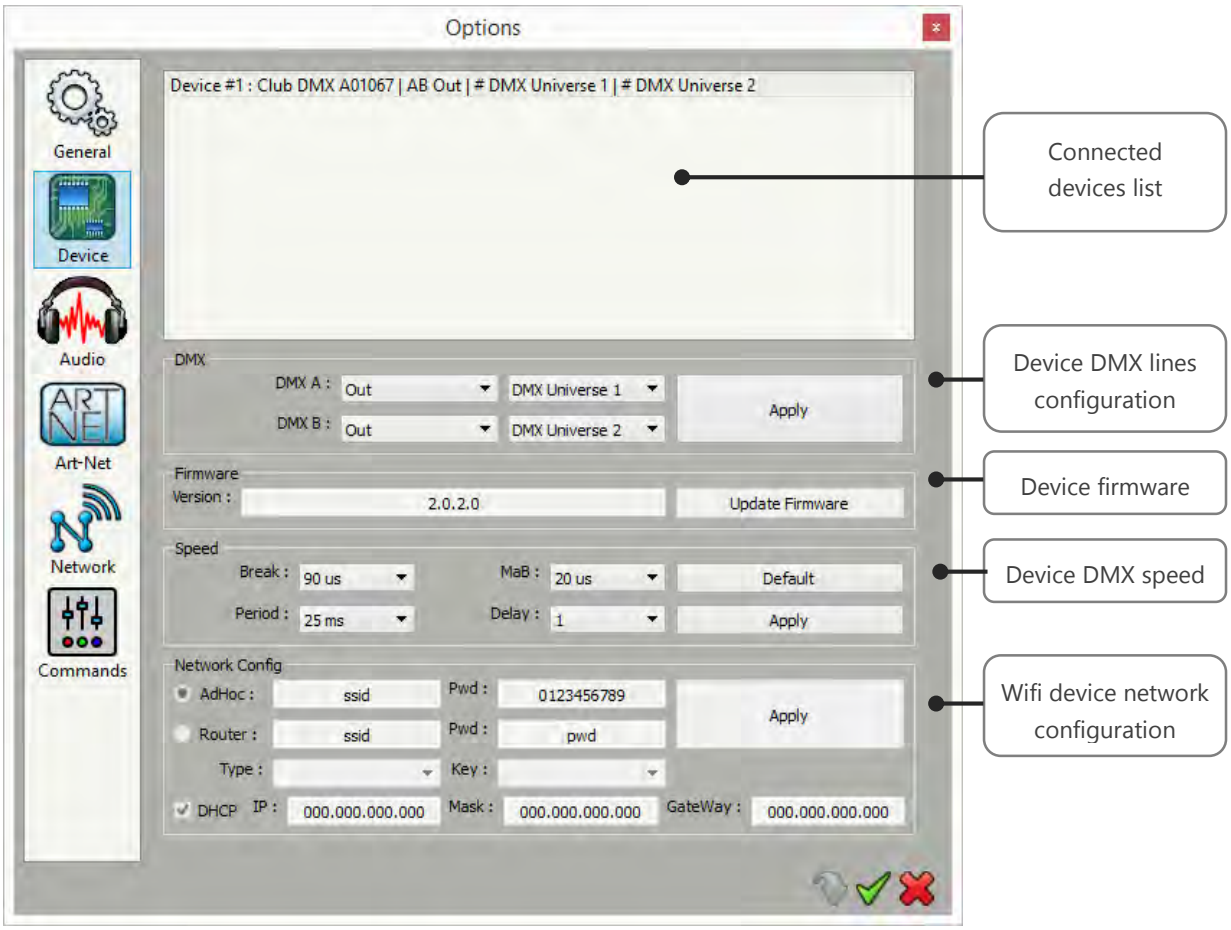
- **DMX Universe:** The software can manage up to 128 universes. To increase software performances select here only the number of DMX universes that you need.

Starting options:

- **Always on top:** Keep the software in the foreground.
- **Start with last project**: Will automatically load the last project you were working on. This is a default option.
- **Auto play last buttons:** Will call back and play buttons that where playing at the previous software closure.
- **Refresh 2D view every**: Give several timing to regulate the software rendering. Pick the higher value for the best performances.
- **Wizard, don't show next time**: Don't show anymore the splash wizard upcoming when you start the software.

DEVICES OPTIONS

This page manage the electronics cards connected to your computer. It shows the list of connected interfaces to the different USB ports of your computer. They are ordered by serial number going from the lowest to the highest serial number. The list contains devices names, DMX configurations and DMX universes assignments.

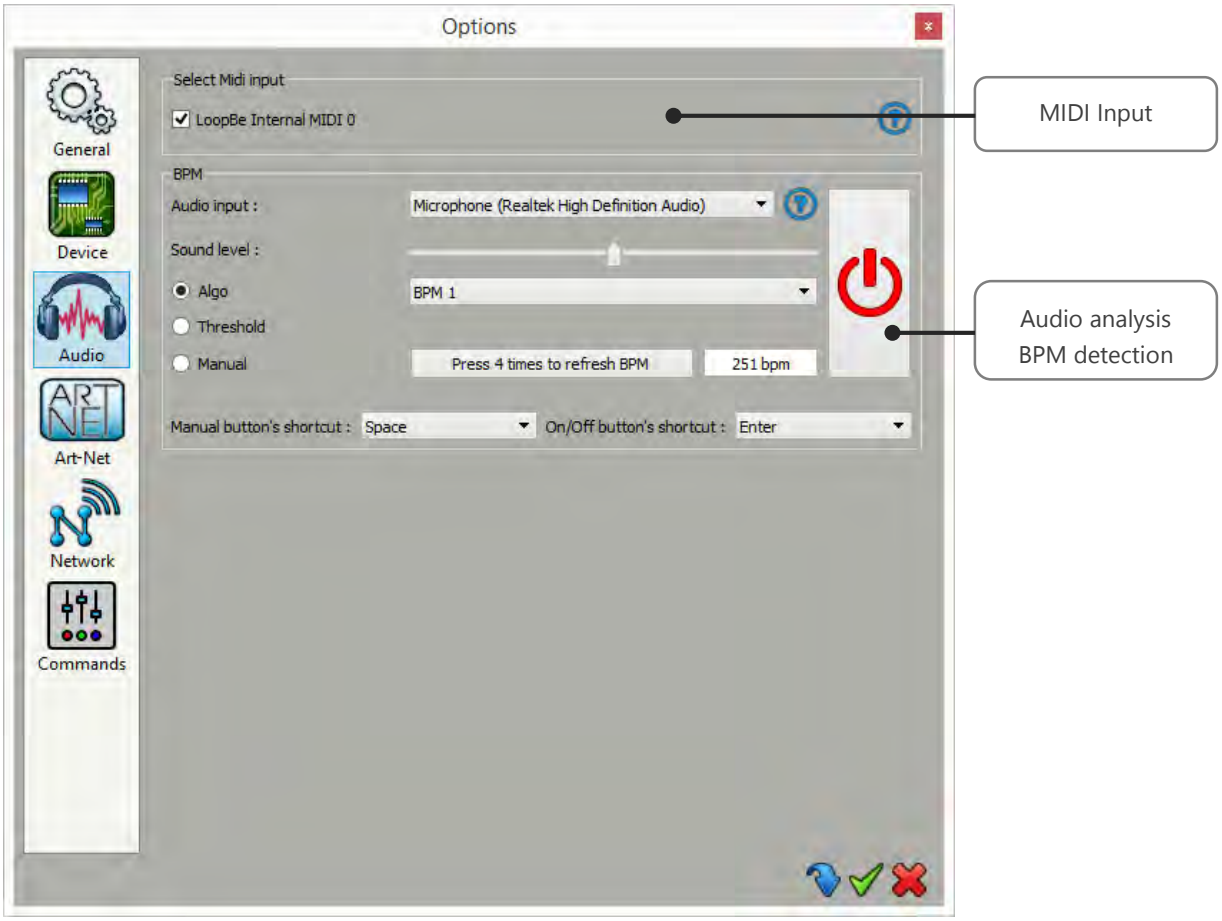


DMX: Configure the XLR DMX lines of the Device. For each lines (DMX A – DMX B) you can:
- Define the communication mode: In or Out (depending on if the interface allows it or not)
- Assign a DMX universe. For example with 2 lines defined as 2 Outputs you can set the same universe on the 2 XLR and use your hardware like a DMX Splitter.
Click on the Apply button to confirm the new configuration.

Firmware: Firmware version of the selected device. You have the option of automatically updating the Firmware with the software. This process takes a few minutes and you must never disconnect your device during the updating process or it will be destroyed.

Speed: 4 values are available to configure the DMX signal parameters which will affect the speed of the DMX signal. Click Apply to confirm the speed and observe the result on the pilot LED of the interface. Speed settings are important if some of your lightings equipment are incompatible. Lowering the speed may solve the problem but in our experience, the problem usually comes from a cable, a connection or a fixture.

AUDIO OPTIONS

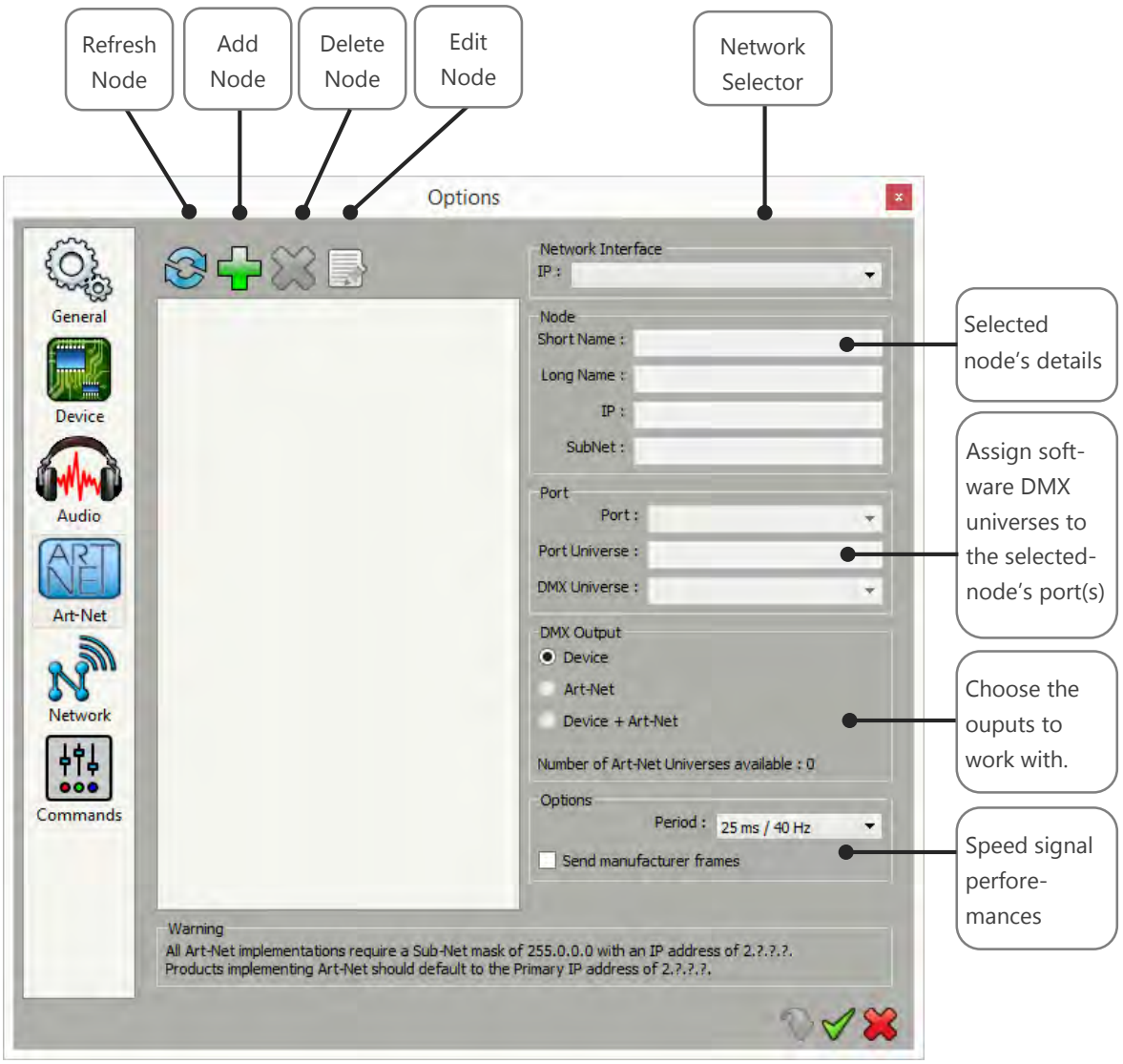


MIDI: Select a MIDI Input activate midi notes and midi control commands.

BPM

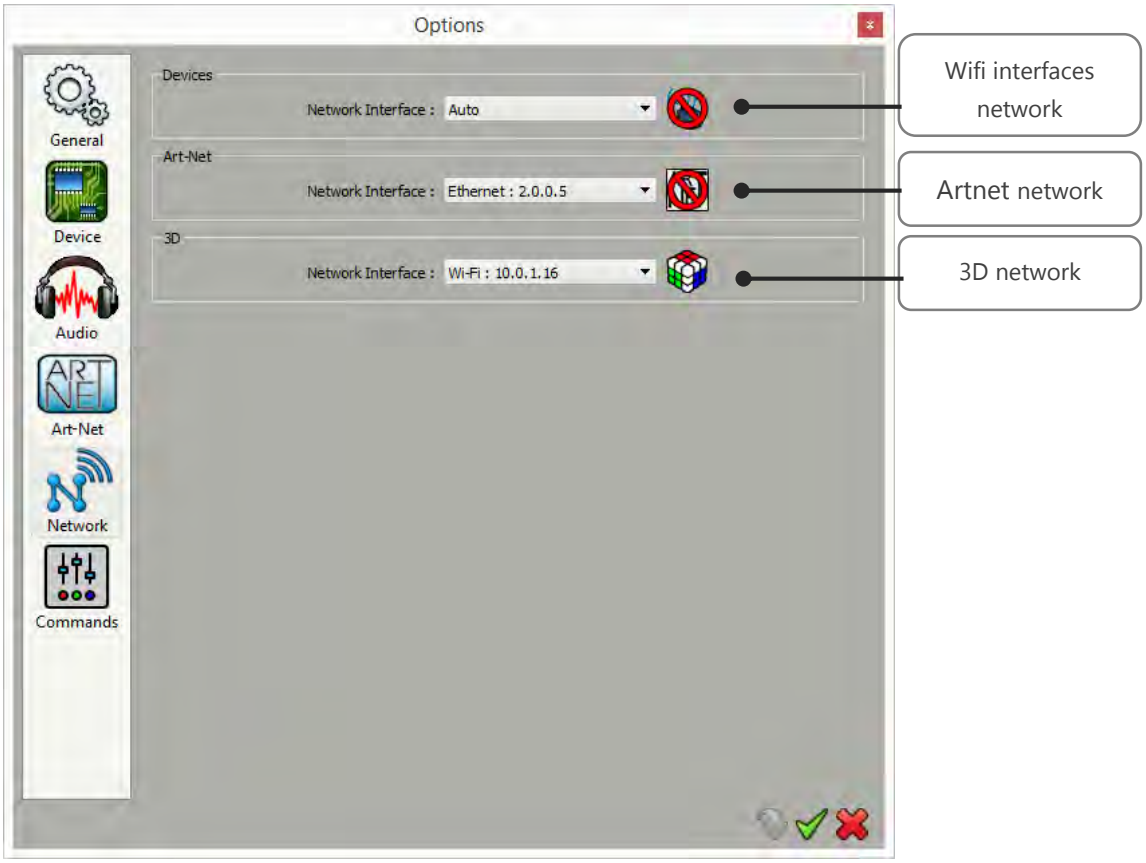
- **Audio Input:** Select one of the available audio input for the beat detection. If you play music from the computer, you must select your audio device as audio input. To do this please check the local Help by clicking the help button right to the audio input selector.
- **Sound Level:** Adjust sound level to get analysed.
- **Algo:** With the selector you can choose from multiples detection algorithms depending of the kind of music you are going to play. Check them to get the finest beats detection
- **Treshold**: Same as Algo with extra a detection threshold that you can set manually by moving the red cursor in the software's sound meter.
- **Manual**: Set a manual BPM by taping 4 times the BPM button.
- **Shortcuts**: Choose keyboard shortcuts to control the bpm commands.

ARTNET OPTIONS



- **Refresh node:** auto-detect connected Artnet devices on the network.
- **Node**: show node name and Ethernet details.
- **Port:** assign the software's universes to the node device ports. (one node get handle 1 to 4 DMX universes)
- **Dmx output:** Choose to work with Artnet or DMX interface or both of them. Choosing the only items you need to work with can improve software's performances.
- **Option**: Adjust the communication speed. Can solve some communication problems depending on the manu-facturers.

NETWORK OPTIONS



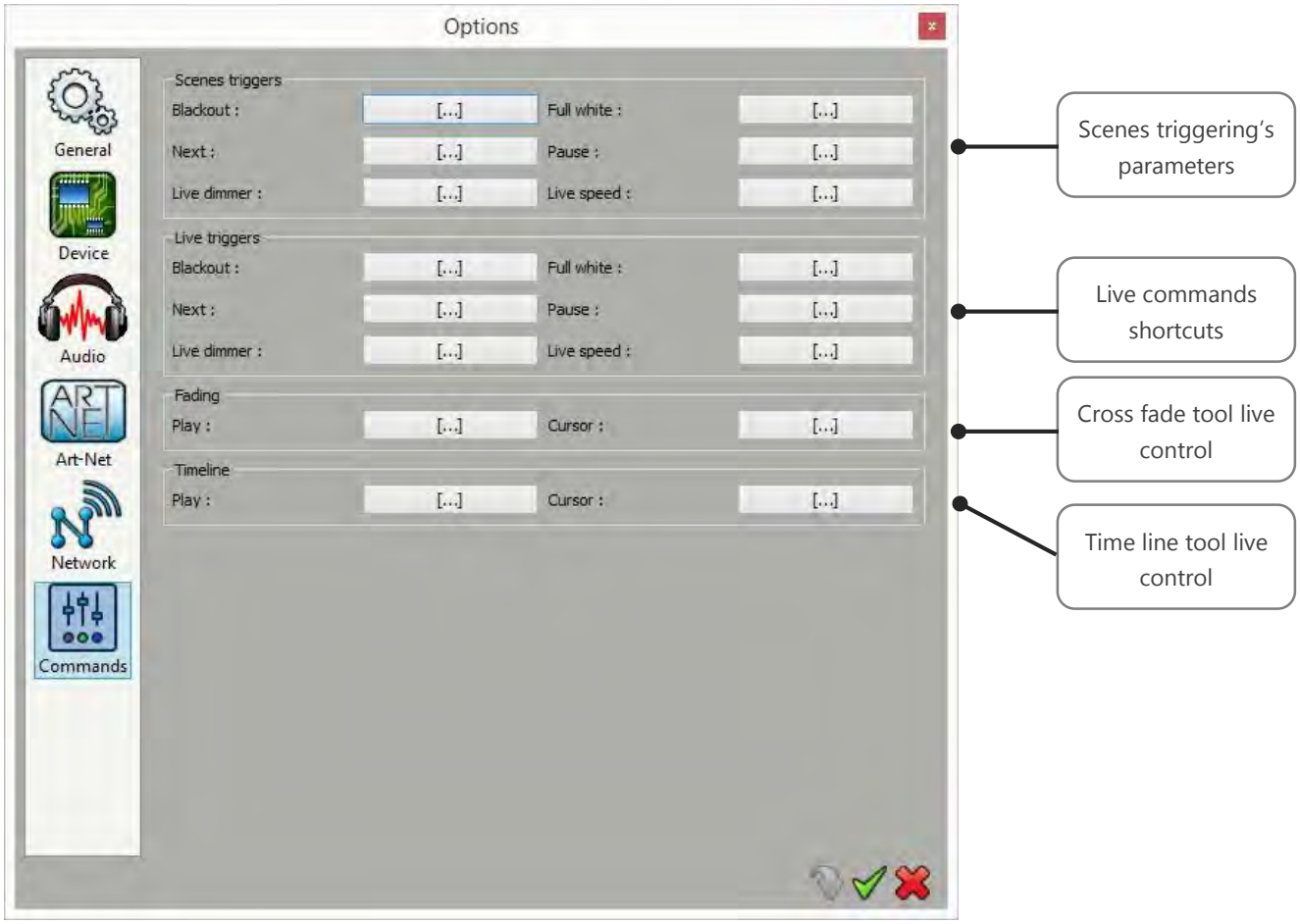
Device:

The software allows to communicate with our wifi interfaces. By default, the program selects a network interface most of the time, you do not have to worry about that part. However, if your computer has multiple network adapters, or if for some reason or another, the software chooses a bad network interface, you can force the use of the interface of your choice by selecting the manual option. In all cases, if a connection problem occurs, the icon will indicate this by a prohibited direction and flash in the toolbar.

Artnet:

Similarly, you can select the network interface in charge of the ArtNet part. If you select a network interface manually, the software will prompt you in this case that interfaces with an IP address starting with 2.
Computer's adequate IP address should be assigned before using the software in this case.

COMMANDS OPTIONS



As for scenes, effects, groups or tabs, the software allows you to assign commands (keyboard shortcut, MIDI control, DMX In, button interfaces, remote or dry contact) to the various functions listed in the page. The only limit is on sliders like the speeds or dimmers which can only be controlled with MIDI control or DMX In.

Whenever you set a command, a summary brackets is visible on the corresponding button. Keyboard shortcuts are represented by their character (the A key gives [A] label), MIDI gives a [N68] to a midi note on channel 68, a DMX IN assignment will be represented labelled like [C1-128] which means channel 1 - level 128.

USER MANUAL
HOW TO CREATE PROFILES

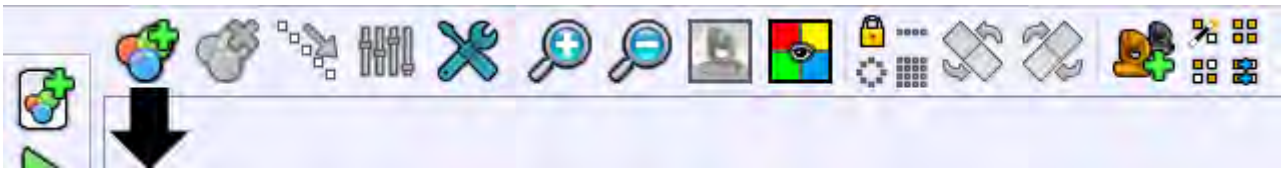
V 1.0

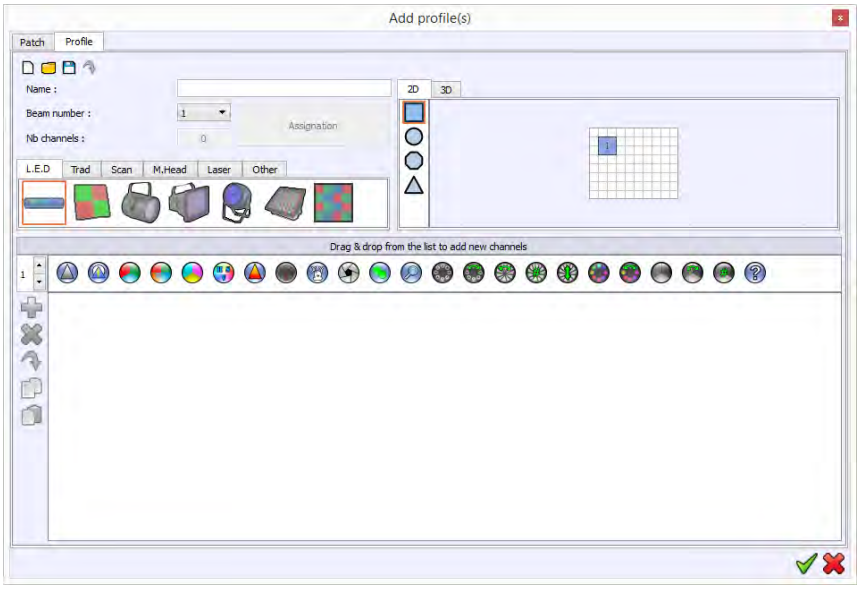
SUMMARY

This chapter describes how to easily create a fixture Profile with the software in a very short time. The Profile Editor is included in the software making it is very easy to access the Editor and create or update Profiles. You must start the software before you begin to create the Profile. This part requires to have the technical user manual of your lightings fixtures available with the complete channels description to create its profile. The Profile Editor can create all type of profile, like single to multiple lightbeams (Dimmer or RGBWA) or single to multiple Pan Tilt also Master channels management (RGB, XY, Dimmer). It is possible to create a simple as well as a complicate profile.

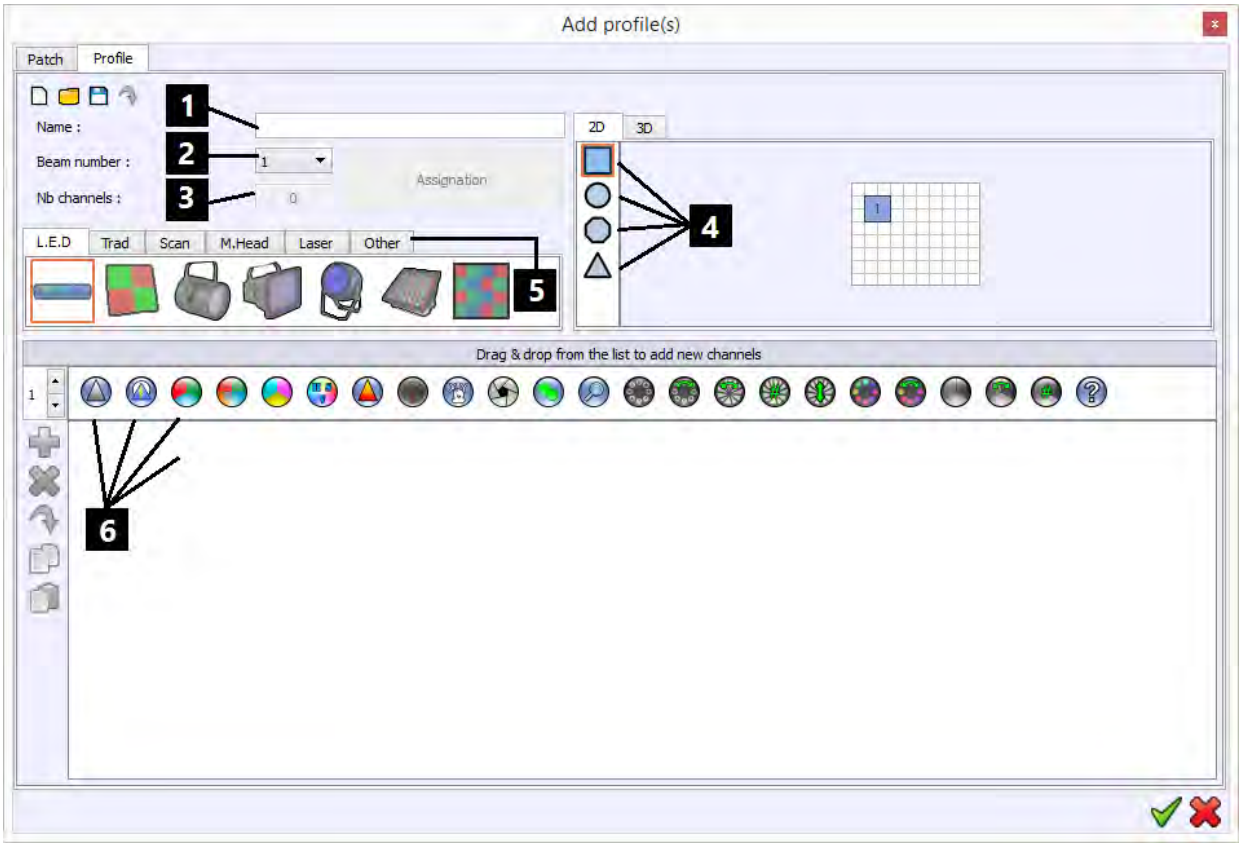
OPENING THE PROFILE EDITOR

Click on the profile *Add* button to open the Profile Editor. The Add function is the first button on the left of the 2D tool ribbon. The Patch Editor window will show up and there you can choose between the *Patch tab* and *Profile tab*. Select the *Profile tab* to use the profile editor.





CREATING A PROFILE



Profile Editor tab

1 Enter your Profile name in the Name field.

2 The light sources count will be automatically updated. Alternatively, you can change the light source count if you know how many beams(sources) your fixture uses.

3 Show the channels total.

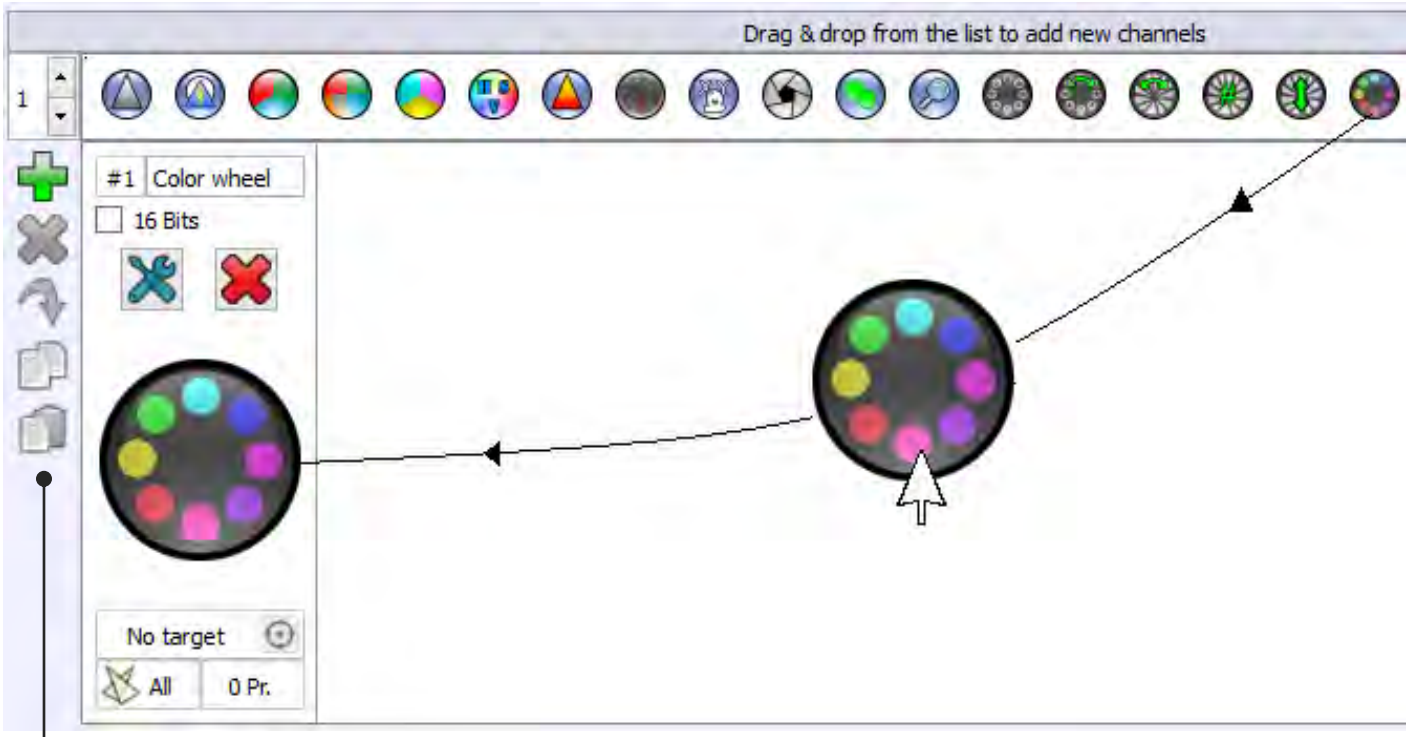
4 Tool bar containing a square, circle, hexagon and triangle. Choose the beam shape you wish to be displayed for the 2D view in the Editor mode window.

5 Choose a picture for your fixture (depending on the kind of fixture you want to create the profile) from LED, Trad, Scan, M.H, Laser, Other. This picture will be displayed in the Editor mode window. Having the appropriate picture is very important because it will be easier to identify each fixture you work with and it will also improve the selection process.

6 Channels types selector

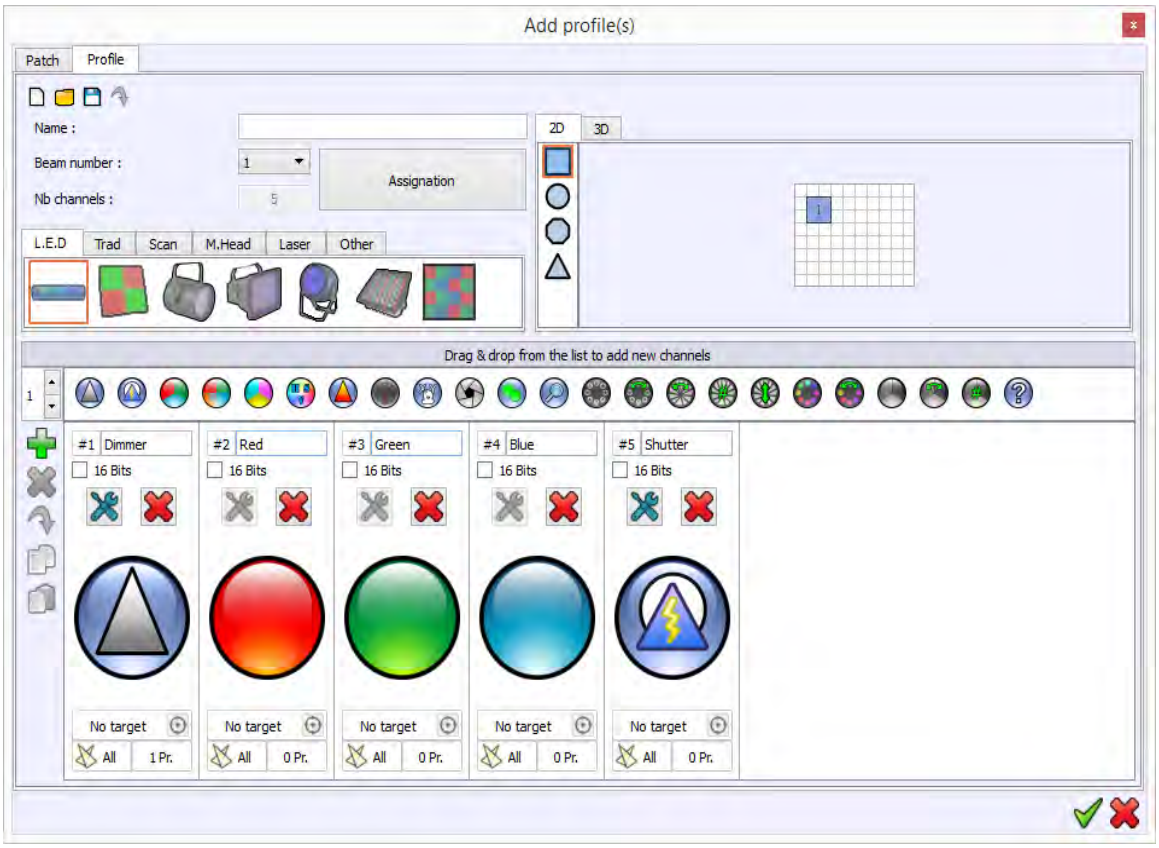
CREATING AND ADDING CHANNELS

Choose the channels that you want to add to your Profile. **Drag and drop channels from the list** of common channels to the area under the list. These channels will then appear in this area and the Nb Channels will increase. You can change the order of the channels by dragging and dropping them



It is possible to use the left commands. You can Add, Remove, Update, Copy and Past a channel. You must select one or several channels before using those options.

This example shows one Dimmer channel, one RGB (Red, Green, Blue) and 1 Shutter



LIST OF AVAILABLE CHANNELS TYPES

The channels list gives all the common features available on DMX lighting fixtures:

Commun feature's channels types list

DIMMER, SHUTTER, RGB, CMY, WHITE/AMBER, DIMMER COLOR, SPEED, PAN TILT, IRIS, FOCUS, ZOOM, GOBO WHEEL, GOBO WHEEL ROTATION, GOBO ROTATION, GOBO INDEX, GOBO SHAKE, COLOR WHEEL, COLOR WHEEL ROTATION, PRISM, PRISM ROTATION, PRISM INDEX.

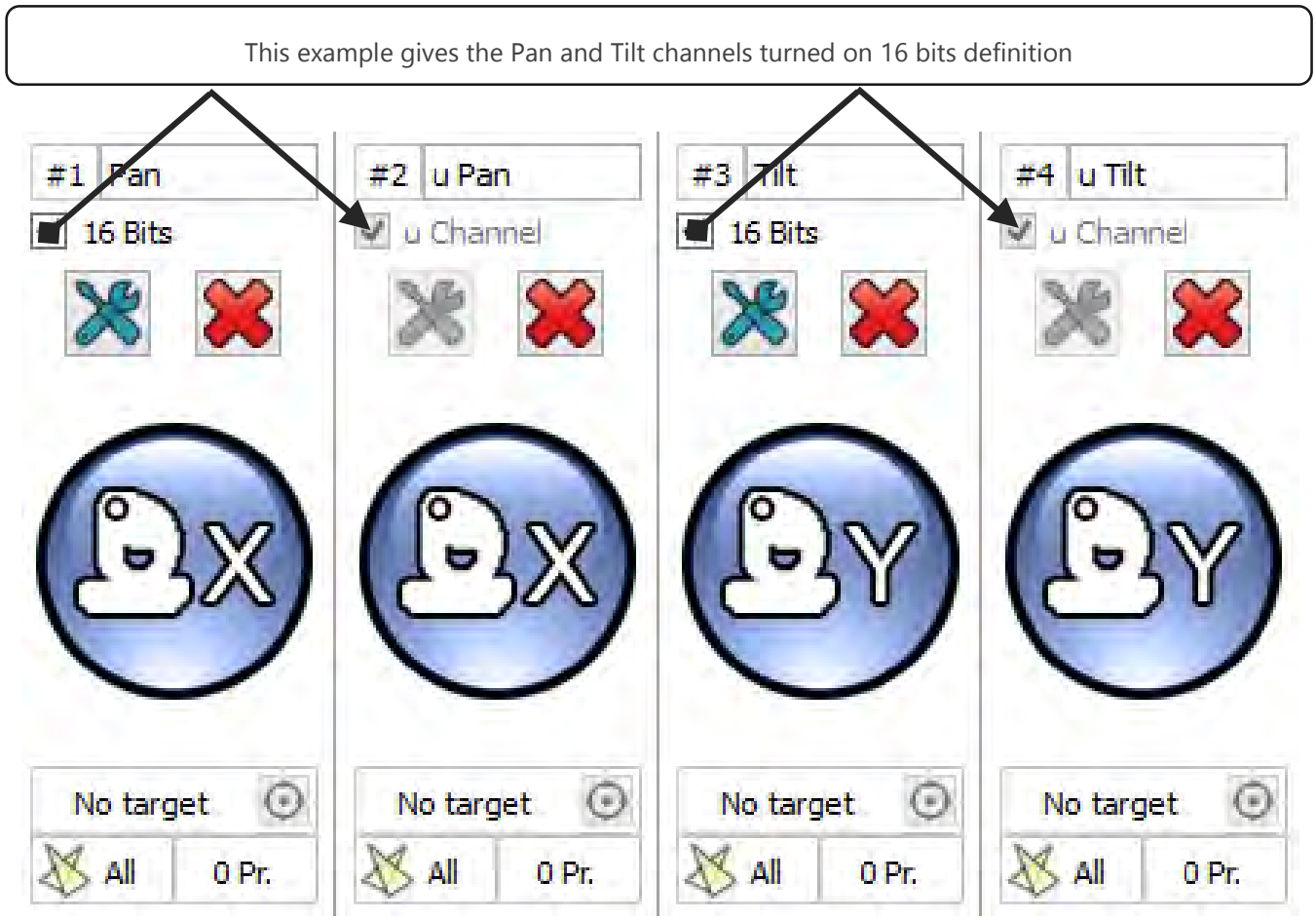
CHANNEL TYPE : **SHUTTER**

This channel is mainly used for the strobe effect but it can sometime also include and manage a dimmer

CHANNELS INTO 16 BITS DEFINITION

All channels can be turned on 16 bit definition. The 16 bits function is an extra channel that is used to increase the accuracy of the dimming. Instead of getting 255 DMX levels per single channel, you get 65535 available levels by combining two channels.

Any channel can be turned to 16 bits definition. Select the 16 bits option on the channel then a second channel will appear. You can drag and drop the channel to change its position in the list.

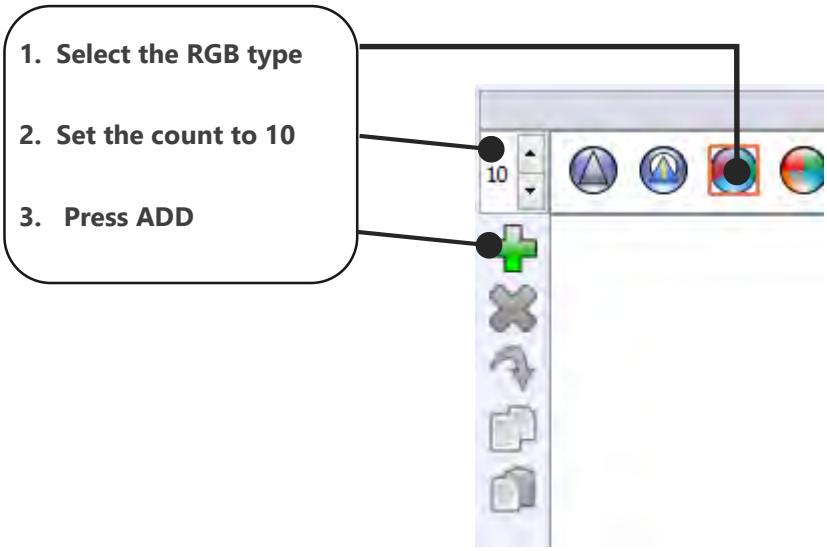


Pan Tilt and 16 bit channels

INSERT MULTIPLE CHANNELS IN THE SAME TIME

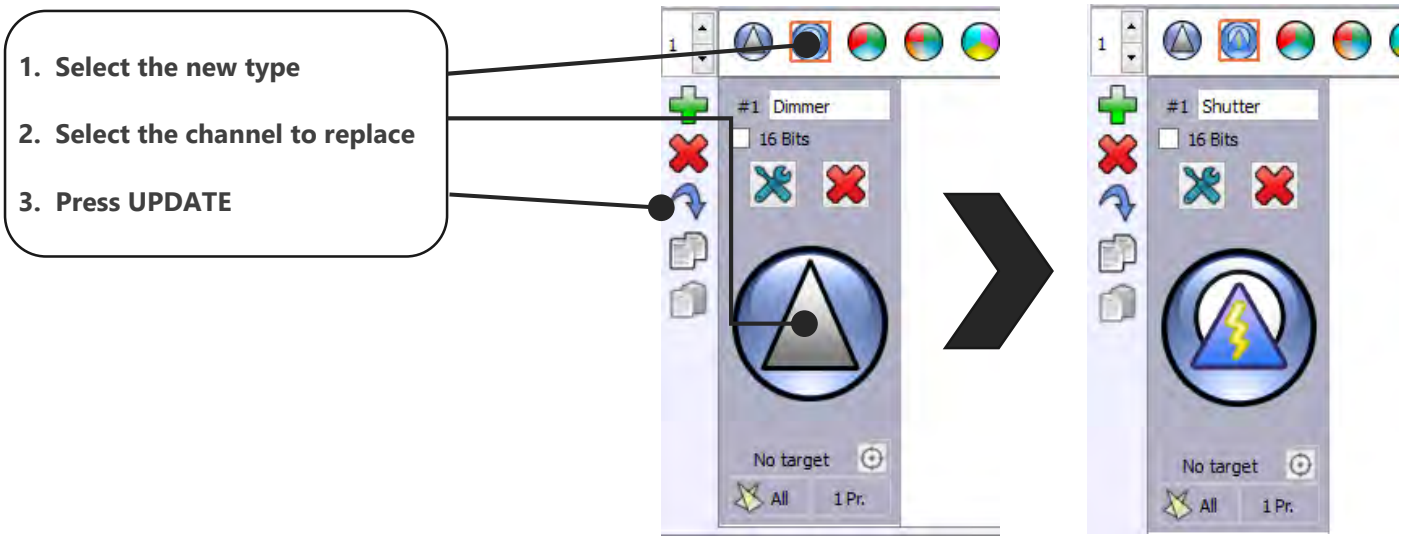
To be more efficient, it's possible to add multiple iterations of a channel type in one time.

For example if for a specific lightning fixture you need 10 RGB channels to control 10 RGB sources, instead of repeating 10 times the same RGB channels adding procedure you can:

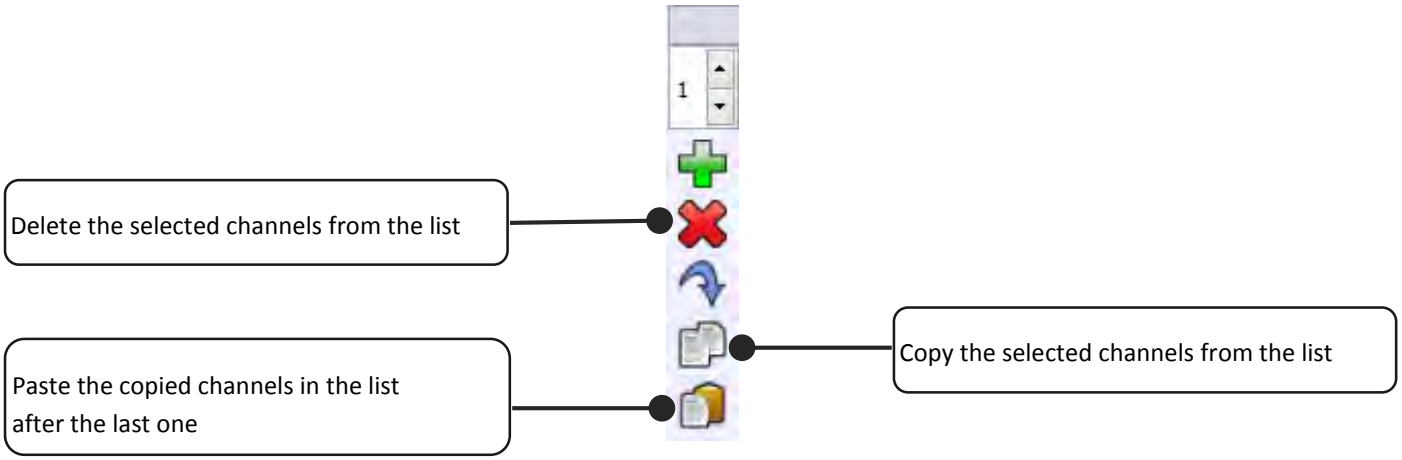


REPLACE A CHANNEL TYPE WITH ANOTHER TYPE

Here let's see how to replace the DIMMER type to a SHUTTER type:

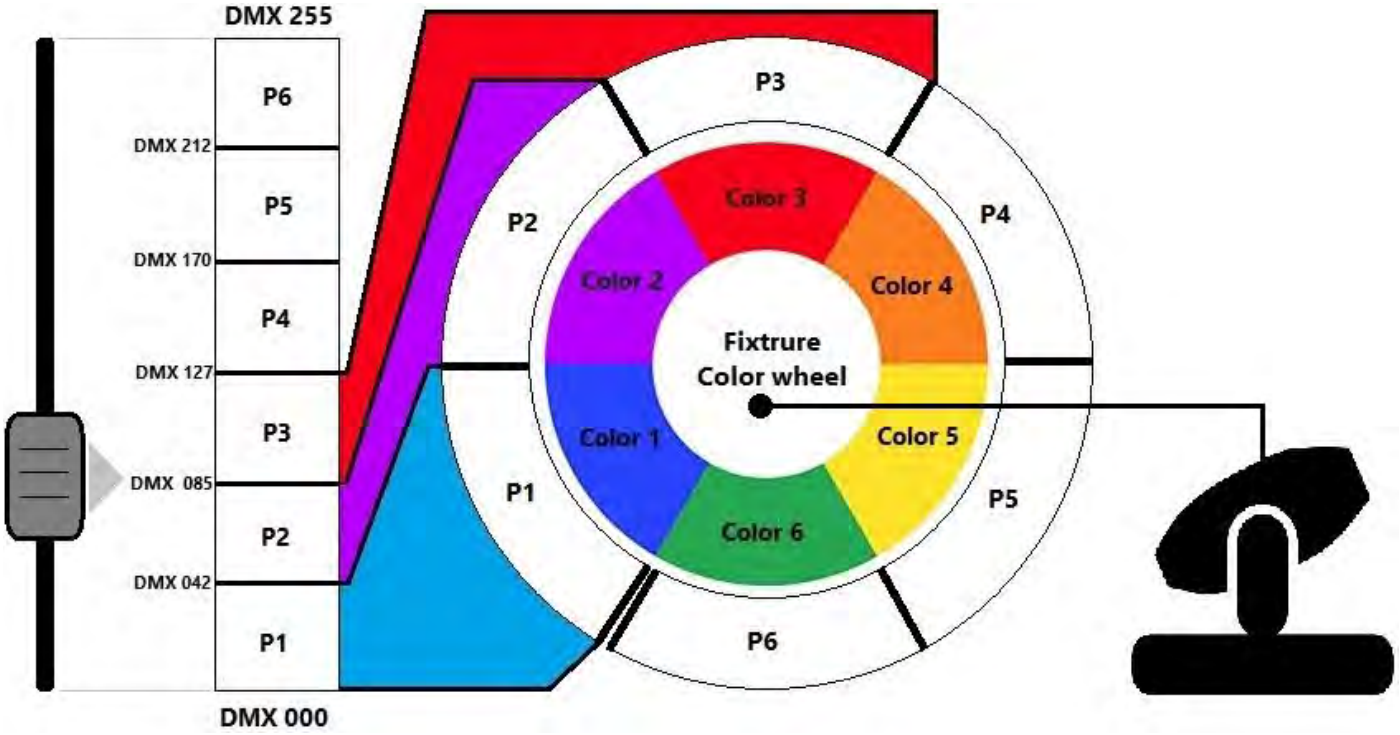


OTHER COMMODITIES



WHY CREATING PRESETS ON THE CHANNELS ?

It is possible to add and create some presets for a channel. The preset is a DMX range or part of the 255 values available in the channels. With good preset settings you will be able to program a show much faster.



This exemple show how the color wheel of a standard moving-head fixture can be easily controlled thanks to pre-sets. Here the color wheel has 6 colors. To control them, the manufacturer divided the color wheel dmx channel in 6 sections called Presets. In our case when the DMX channel takes a dmx level between 0 to 42, preset 1 will be called. The moving head knows it must set his color wheel to the blue position. Now if the dmx level is moved to 86, that's into the levels range of the preset 3 so the red color will be positionned.

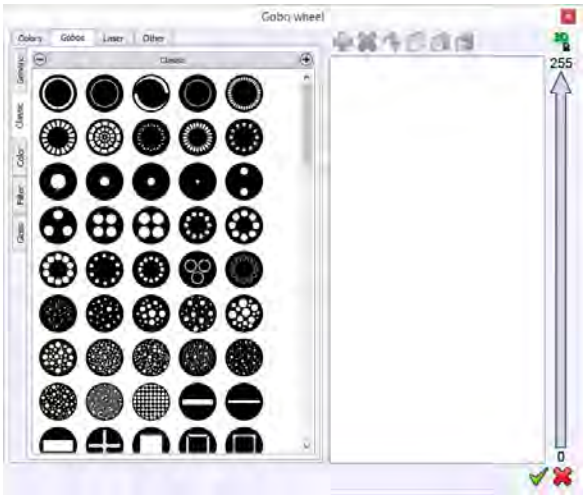
Some effects like PAN-TILT, RGB, CMY, White/Amber cannot receive channel's presets. These features will request any-time the full 0-255 level range For that, the software provides a dedicated control boards *(*Color Palet, Pan/Tilt control windows, etc...). Simply dropping a specific channel in to the channels area is sufficient.

HOW TO CREATE PRESETS ON CHANNELS ?

Click on the ADD button of a channel to create the presets.

After a few seconds the preset window will show up.

Add Preset button



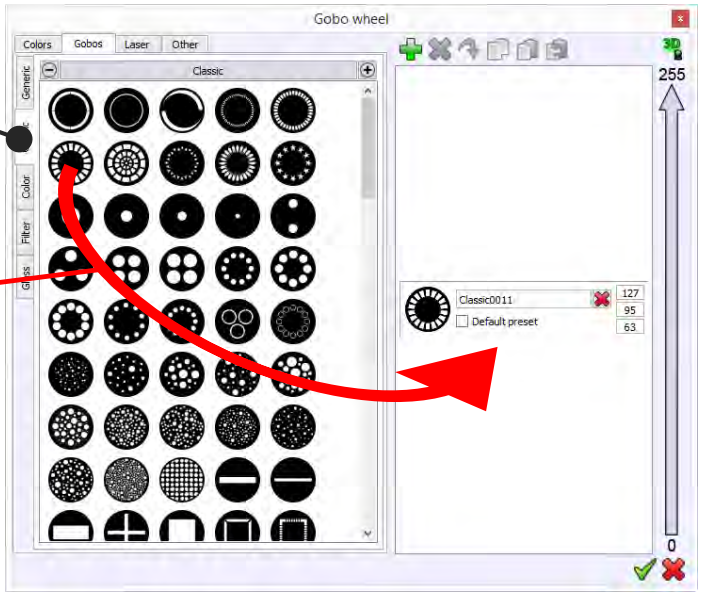
Preset window for Gobo channels

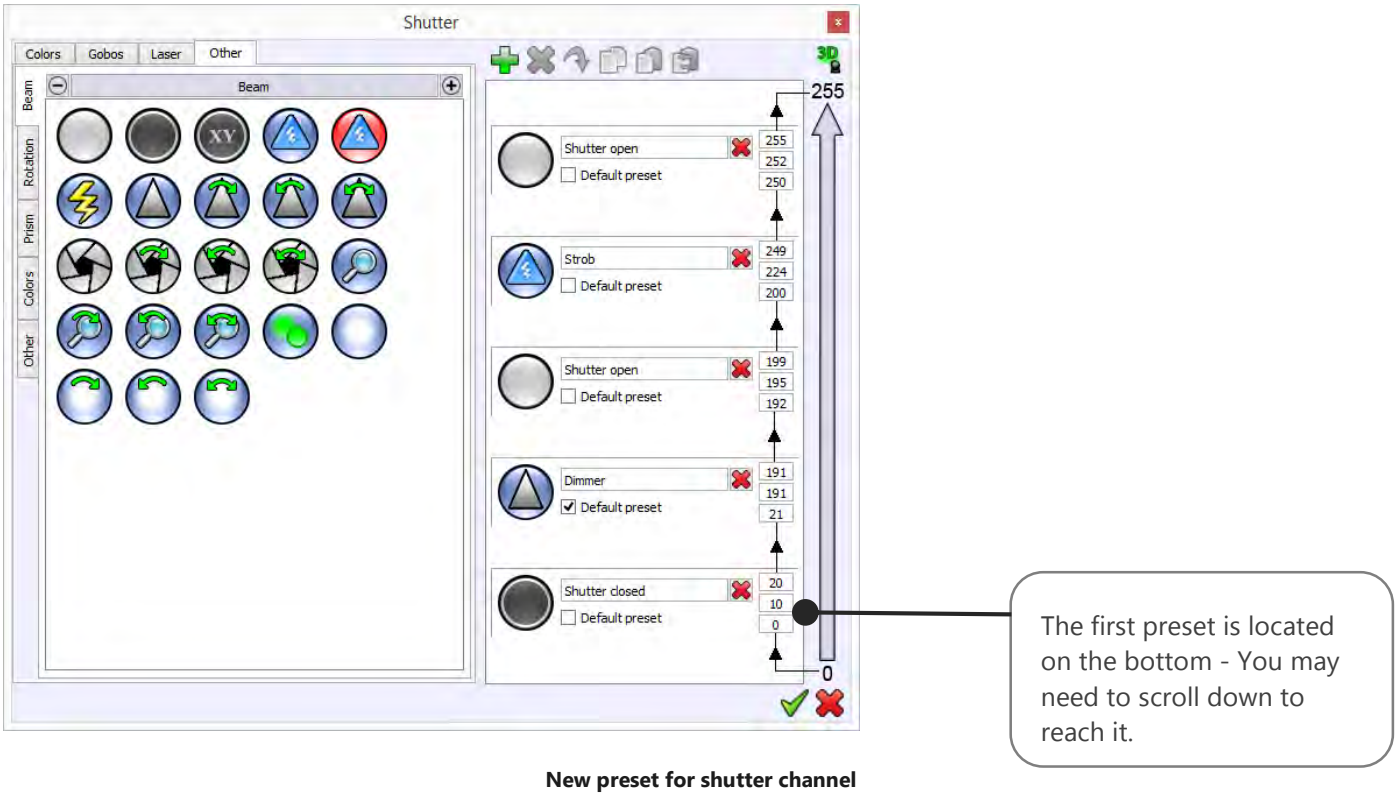
The preset window is divided in two, left and right, areas:

The left section shows all the available presets contained in the software.
The right section is for the actual presets inserted in that channel.

Select the family of preset that you need from the left hand section

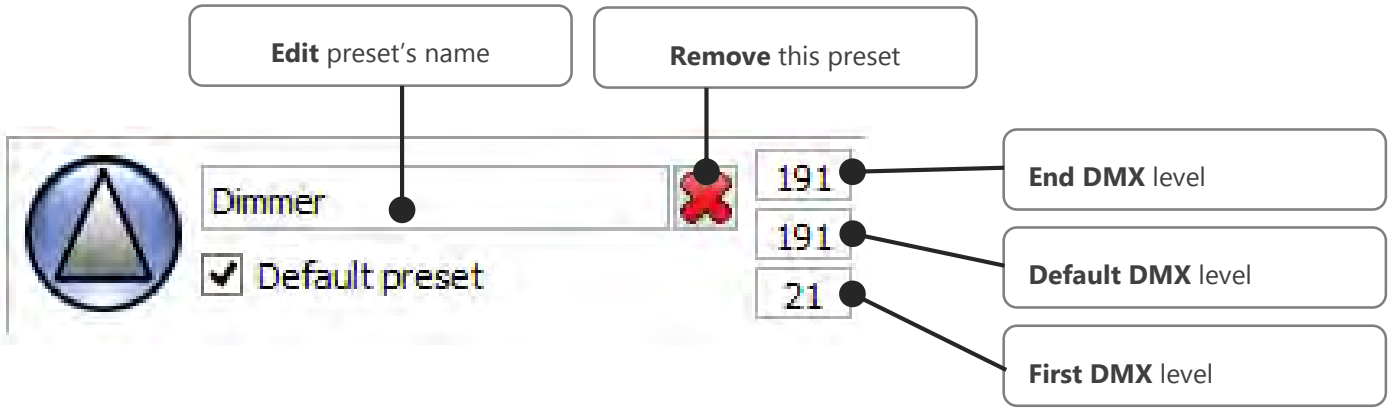
Drag and drop the chosen preset to the right section. A new preset item will appear





New preset for shutter channel

If you look carefully at each preset, you can change the name of the preset, choose the *end*, default and start DMX values and assign a DMX value as default:



- **The first** value is the DMX value that starts the preset.
- **The end** value is the DMX value that stops the preset.
- **The default** value is the DMX values that uses the software to reach the preset.

  Here the software will call that Dimmer preset with DMX191, the higher level for this preset, that means that the dimmer will be 100% on the lighting fixture. This help to program faster the show: you call the dimmer preset you get full beam by default.

ABOUT THE DEFAULT PRESET

Click the DEFAULT box to assign the default value of the preset as the default DMX value of the channel. Each channel can have only one default value. They are for use with the option Set Default DMX Levels and with the program effect generator. For example, if you wish to turn on your light, you must open the shutter, possibly the Iris, and increase the dimmer. The default value will help you to do it in one click by accessing the default channel DMX values directly. It is important to set up good default DMX values for each channel.

You can assign a new picture to a preset. Click on the preset image in the right hand section and select the new picture that you wish to use by clicking on it in the software data base on the left. Click on the Update button (blue arrow above the right hand section) to assign the new picture to the existing preset of the channel.

Continue adding the desired presets by dragging and dropping them in to the right hand section and choosing the end and start DMX values for all of them. The list you have created will be used and displayed on the channels board in the Editor window. Some functions of the Live Board will also use the preset values.

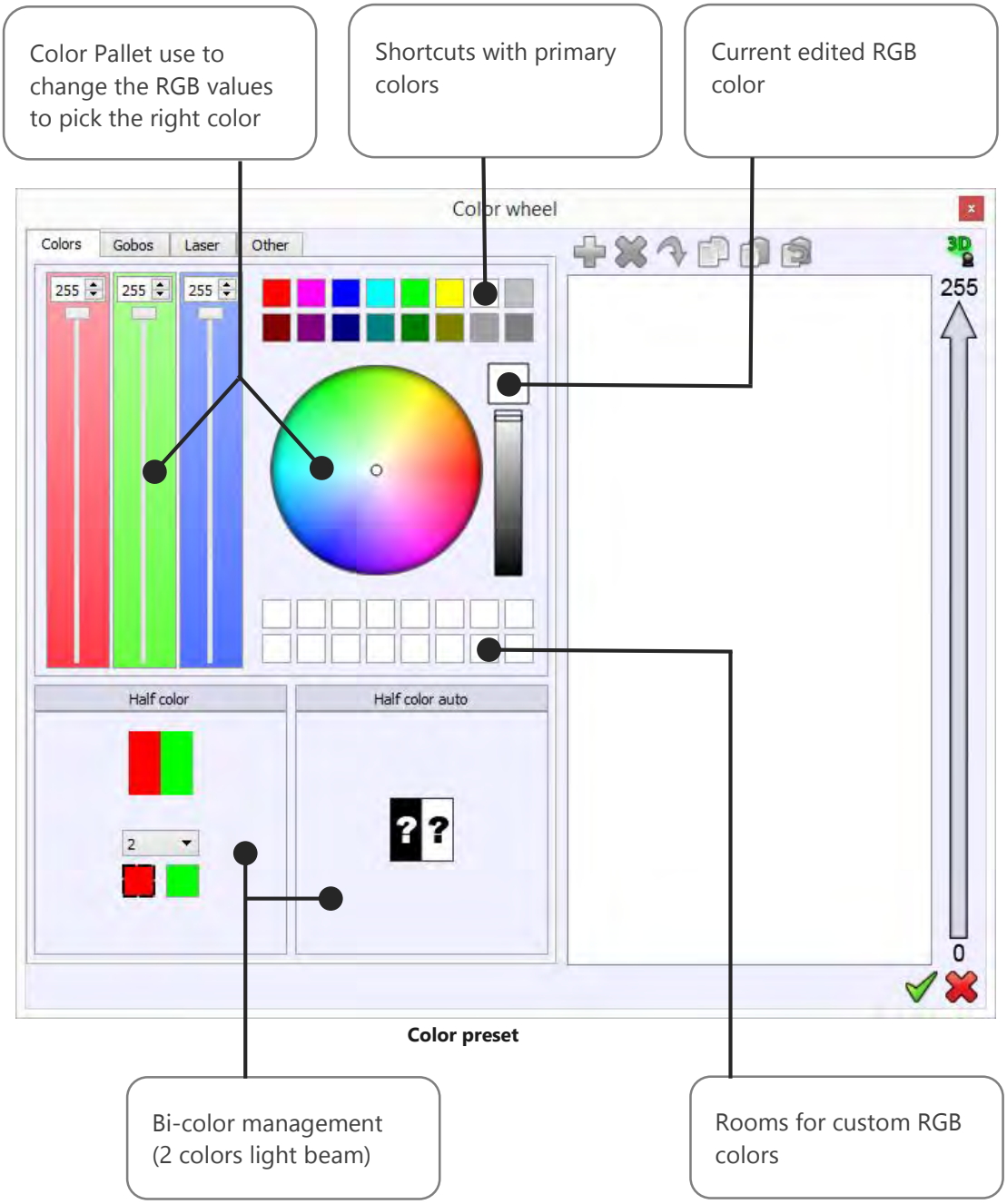
GOBOS AND OTHER PRESETS

The GOBO tab is used to create gobos presets. With a Gobo-Wheel channel, this tab will be selected automatically. The software gives you other categories tabs, they depend on the channel type used. They all work exactly the same as the gobo presets.

- Select the family of preset that you need.
- Select a gobo image or another image from the list as before.
- Drag and drop the picture from the left hand area to the right hand preset area.
- Set the start, and default DMX values of the preset.

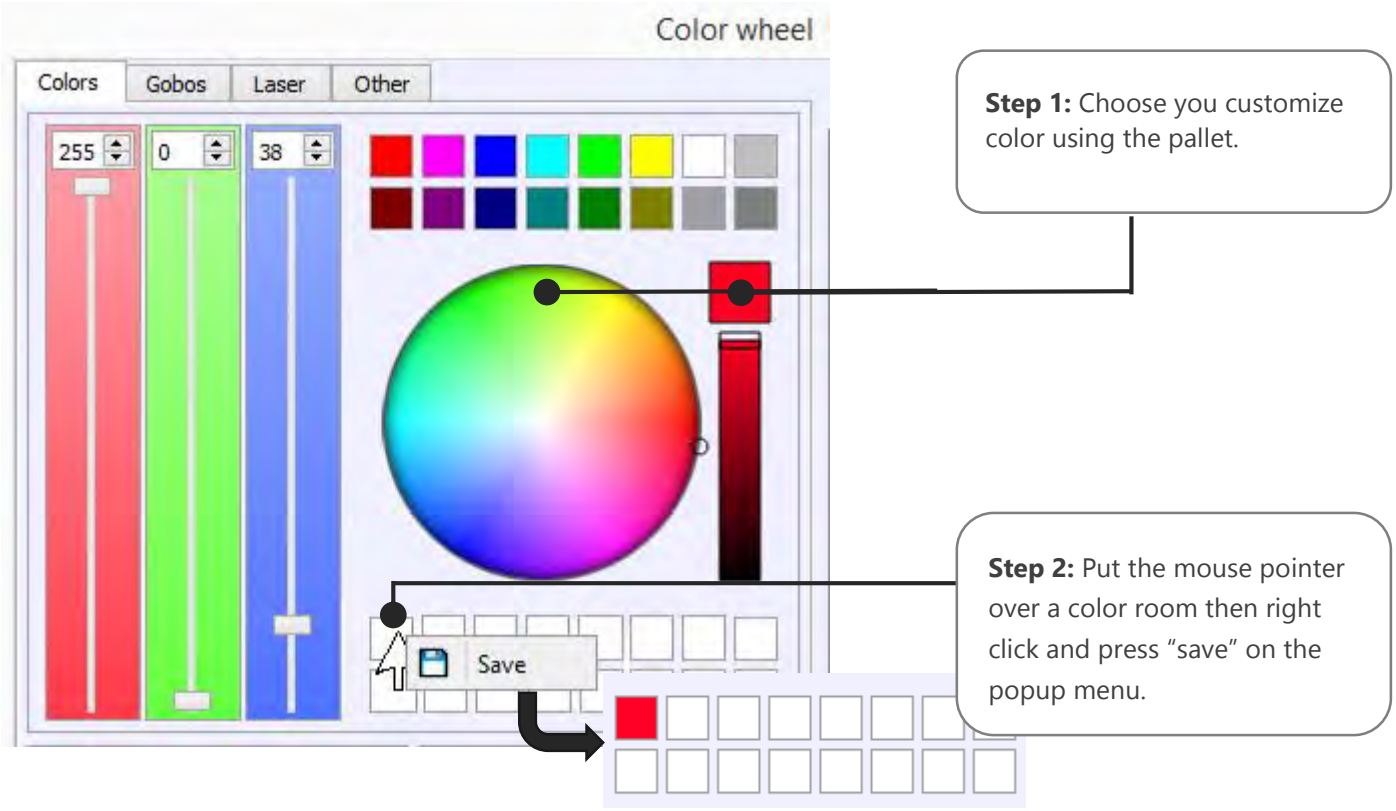
COLOR PRESETS

This presets category is used to create Color presets. With a Color-Wheel channel type, the color tab will be selected automatically.

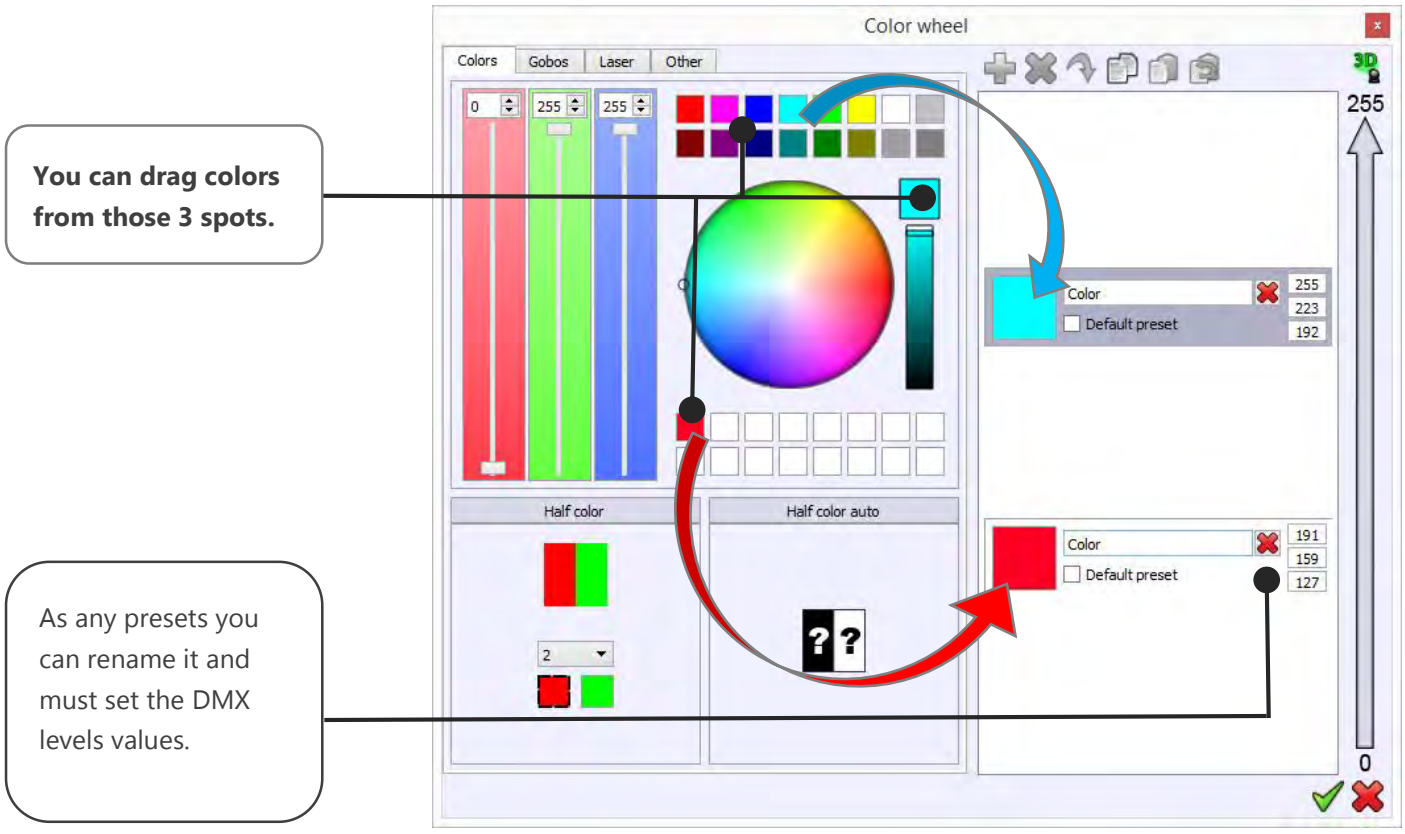


Color preset

Let's see how to record your customize RGB colors:



Now you can insert color presets in the channel as usual with drag & drop:



DUAL COLOR PRESET

The Dual color function is available within the color family preset. There are 2 possible options: Half Color and Half Color Auto.

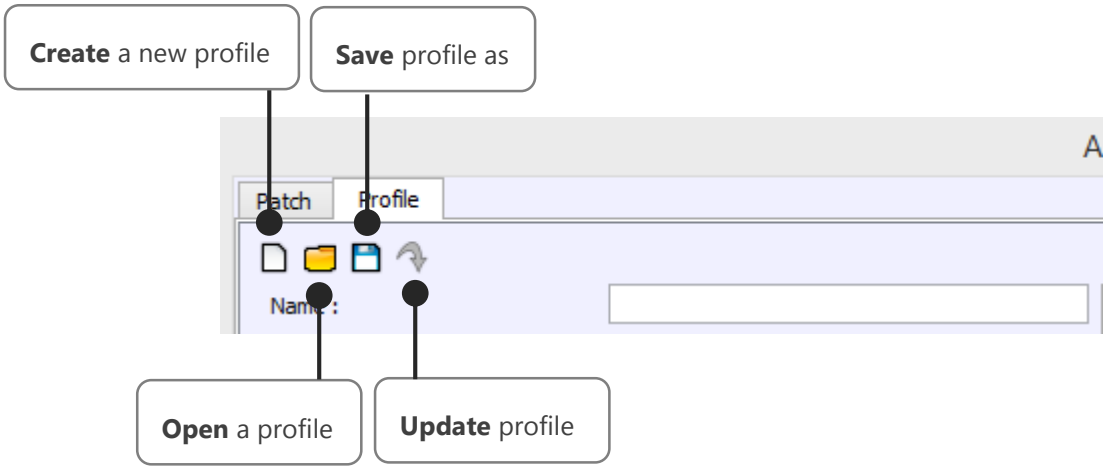
You can choose 2 different colors with the Half Color option.

Select the first color square and change it using the palette then do likewise for the second color. Drag and drop the half color in the right hand preset area.

When you drag and drop it in the right hand area, the Half Color Auto option will automatically choose the color for you. This option will save your time, simply create all the colors first and use the Half Color Auto between each color.

SAVING, LOADING AND MODIFYING PROFILES

At the top of the Profile Editor window, 3 options are available. Simply use the option you need when necessary



All the Profiles are saved in the Profile folder of the software installation directory. We recommend you to save all your new Profiles in the same directory and create a personal folder to save them all in.

We also recommend keeping a backup of all your Profiles in case you reinstall your system or encounter hard drive failure.

We would also like to invite you to exchange your Profiles and send them to your dealer or distributor to keep our database updated regularly.

INCLUDING AND USING PROFILES IN THE PROJECT

The Profile you have just created can be used directly in the current project. Just open the Patch window and refer to the user manual How To Patch DMX Profile.

You are now able to create your own Profile. Refer to the user manual of your lighting equipment to know what are the channels and presets to be created.

USER MANUAL

DRIVER AND SOFTWARE INSTALLATION

V.1.4.4

SUMMARY

THIS CHAPTER DESCRIBES HOW TO INSTALL THE SOFTWARE AND THE INTERFACE DRIVERS ON WINDOWS AND MACINTOSH COMPUTER SYSTEMS.

SYSTEM REQUIREMENTS

WINDOWS	MACINTOSH
Windows 98, ME, 2000, XP, Vista 32/64, Seven	MacOSX 10.4 (Tiger) or greater
1 Ghz CPU	1 GHz CPU (Intel)
512 MB RAM	512 MB RAM
150 MB free disk space	150 MB free disk space
1 CD Rom drive	1 CD Rom drive
1 or more USB 2.0 port	1 or more USB 2.0 port
Video 1024 x 768 screen definition or higher	Video 1024 x 768 screen definition or higher

INSTALLING AND UPDATING THE SOFTWARE FOR WINDOWS

Before to install the software, close all running applications, disable virus protection, and ensure your computer has enough memory and free disk space.

- Insert the software's CD into the CD-ROM drive. The installer should launch and the installation will appear. If the Installer does not appear, browse and find the setup file in the CD-ROM.
- Click Install Software to proceed with the installation.
- Choose the setup language.
- Click OK then click NEXT to proceed with the installation.
- After reading the license agreement, select "I Accept the Agreement" and click Next.
- After reading the Software Information, click Next.
- When the install destination location window appears, accept the default location: "c:\Program Files\..." or click "Browse" to specify another one. After selecting the folder location, click Next.
- When the Select Start Menu Folder window appears, accept the default location or click "Browse" to make your own selection. After selecting the Folder Name, click Next.
- When the Select Additional Task window appears, accept the default setting or deselect the task that you don't want then click Next.
- Review the Pre-Installation Summary information and click Install.
- The installation will begin. You can cancel at any time during the installation.
- The Install Complete screen will appear once the installation is finished. Click Done or OK to quit the installer.

If you have already installed the interface drivers, you are ready to run the software and begin creating light shows. If not, proceed to Installing interface Driver for Windows.

TO UPDATE THE SOFTWARE:

You can proceed with a new installation. It will update the old files automatically. But we advise you to uninstall the previous software version before. Don't forget to save all the important files in a backup before, then proceed to the de-installation that is available in the Windows start menu of the software.

INSTALLING AND UPDATING THE DMX DEVICE DRIVER FOR WINDOWS

THE FOLLOWING INSTRUCTIONS WILL GUIDE YOU TO INSTALL THE DMX DEVICE DRIVER. DRIVER INSTALLATION MAY BE DIFFERENT DEPENDING OF THE PC OPERATING SYSTEM. THEREFORE YOU COULD GET SOME DIFFERENCES IN YOUR INSTALLATION PROCESS.

Follow the instructions to install the drivers for your interface.

NOTE:
Do not click Cancel or Skip at any time during the installation.
Doing so will prevent your driver from being properly installed on your computer.

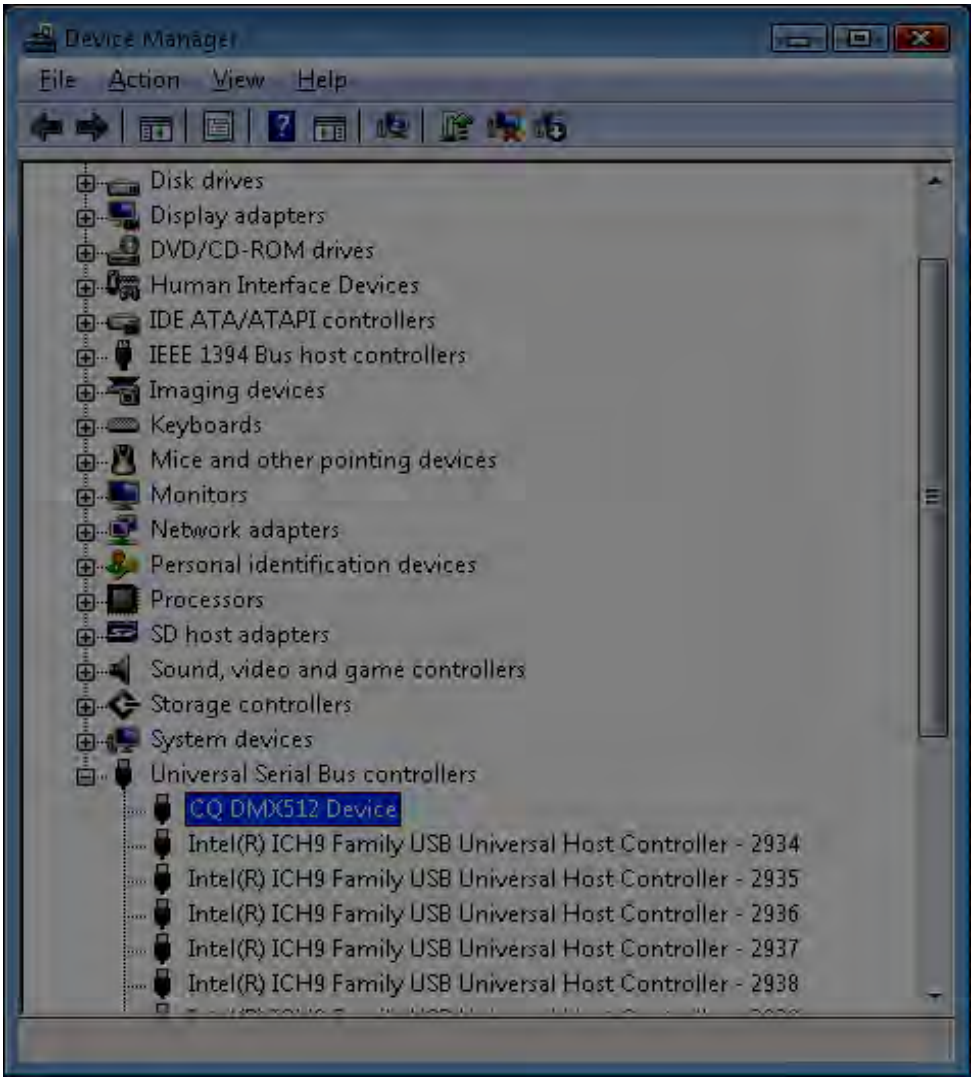
- Insert the software CD into the CD-ROM drive or download the driver form the internet.
- If you have already installed the software (recommended), you can find a Driver folder in the software installation directory. We strongly recommend using this folder as the default file for the Windows Wizard installation.
- After you attach the interface to your computer, Windows will detect new hardware and launch the New Hardware Wizard.
- Select the recommended option to have wizard search for and install the best driver for your device and click Next.
- Windows will search for the driver software. Select CD-ROM Drive or the folder which contains the driver (select the Driver folder in the installation directory) if prompted and click Next.
- When Windows has completed the driver installation, click Finish.

NOTE:
Windows XP will prompt you to select the best match from a list of drivers. After selecting the driver and clicking next, you will receive a warning that the drivers are not signed. Click continue anyway.
Refer to the Update Driver procedure to install the Driver on Windows Seven because Seven install automatically signed drivers only.
There is a chance that Windows may ask you to install the driver a second time, if so, the New Hardware Wizard then guides you through the installation of the DMX Interface drivers following the steps above.
You must install the driver for each new USB port of your computer, when your hardware is attached to a new USB connector of your computer.

TO UPDATE THE DRIVER:

When a new driver version is available, you may choose to update the windows driver.

- Open the Device Manager of Windows and select you hardware device (CQ DMX512 Device for example).
- Right click on the device and select Update Driver.
- Select Browse My Computer for driver Software.
- Select Let Me Pick From A List Of Device Drivers On My Computer.
- Select the folder that contains or where you would like to put the new driver and click Next.



INSTALLING AND UPDATING THE SOFTWARE FOR MAC OS X

THE PURPOSE OF THIS CHAPTER IS TO PROVIDE A SIMPLE SOFTWARE INSTALL PROCEDURE WITH MAC OSX SYSTEM (10.4, 10.5, 10.6 AND UPPER).

In the CD Rom, double-click on the .PKG.ZIP file to decompress the .PKG file to your desktop. A .PKG file appear on your desktop.

Double click on the .PKG file and follow installation instructions. The .PKG install the driver at the same time.

To proceed with the driver installation, users must use the Root or Administrator password because it requiers to copy some files in specific folder that a single users are not allowed to open.

When the installation is completed, just create an alias for your dock or on your desktop. Use Command + CLIC or right click on the .APP file to create the alias.

Drag and drop the alias for your folder or your dock.

> NOTE:
> Before user running the software, you must install the drivers to your Mac by using the Root or administrator password. The Application won't start if the drivers are not well installed.

INSTALLING THE CQ DMX512 DEVICE DRIVER FOR MAC OS X

The .PKG installs driver automatically on Version 0.3, 10.4, 10.5 and 10.6. You must know you administrator password (root) to complete the installation.

To check if your drivers are well installed, you can check the /USR/LOCAL/LIB/ directory with your terminal and see if these files are well installed: libftd2xx.dylib and libftd2xx.0.1.7.dylib.

If the software does not start, just refer to the driver installation instructions given in the driver's folder of the application.

USER MANUAL

HOW TO PATCH PROFILES (LIBRARIES)

V1.4.2

SUMMARY

INTRODUCTION

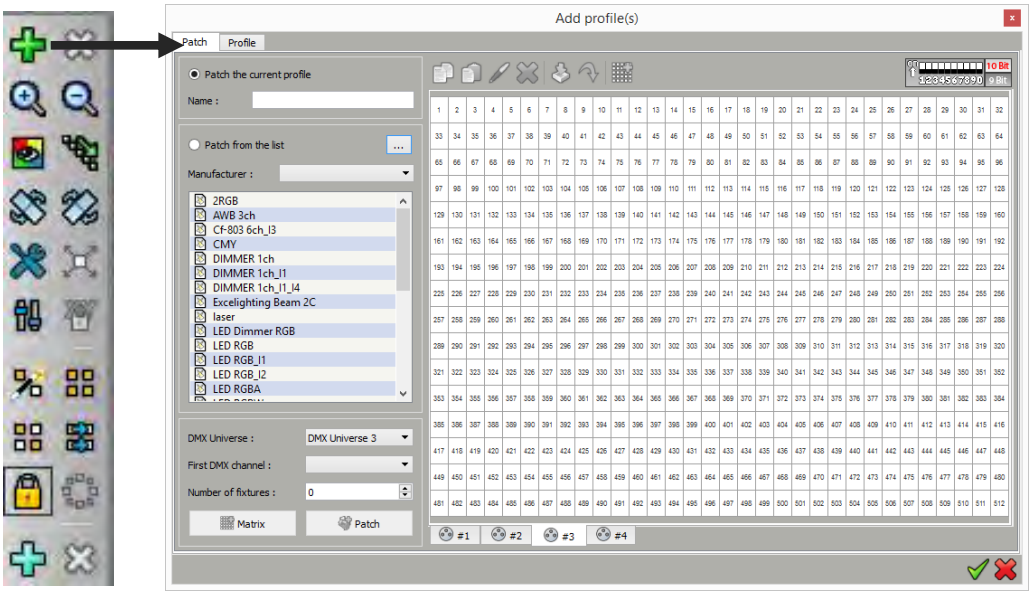
This chapter describes how to easily and quickly Patch fixture profiles with the included software Patch Manager.

Patching fixtures means assigning a DMX Channel value to various software profiles. The value can be chosen from between 1 to 512 of the universally available channels. Any DMX light show, including shows designed with the software, sends data to the lights using up to 512 separate channels. The DMX Channel Number assigned to a light in the software must match the DMX address on the light itself.

You must start the software before you begin patching profiles and make sure you have some profiles available.

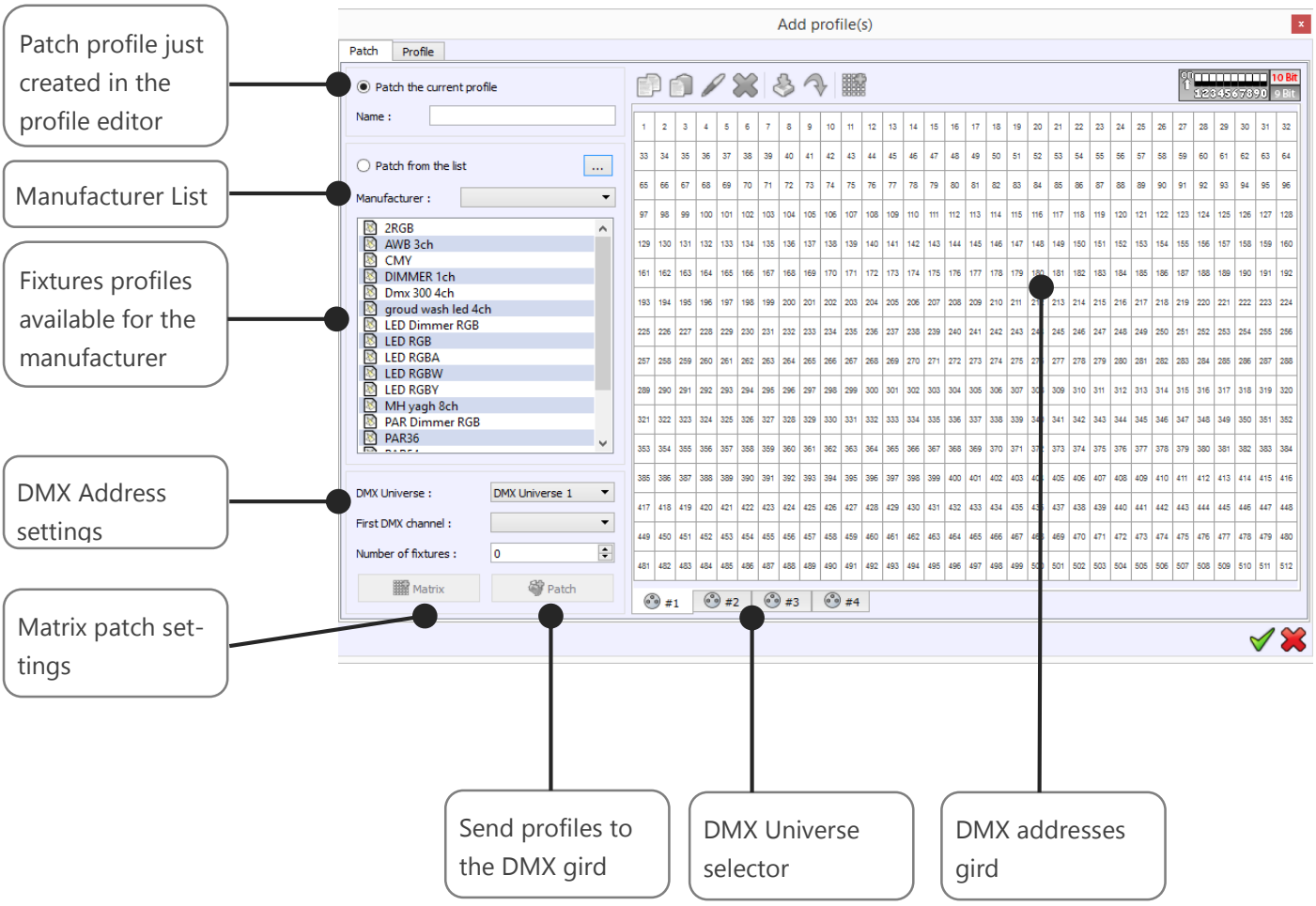
OPENING THE PATCH MANAGER

After starting up the software click on the Add button to open the Patch Manager. The Add function is the first button on the left of the 2D tool ribbon. The Patch Manager will show up and you can update the patch in this window.



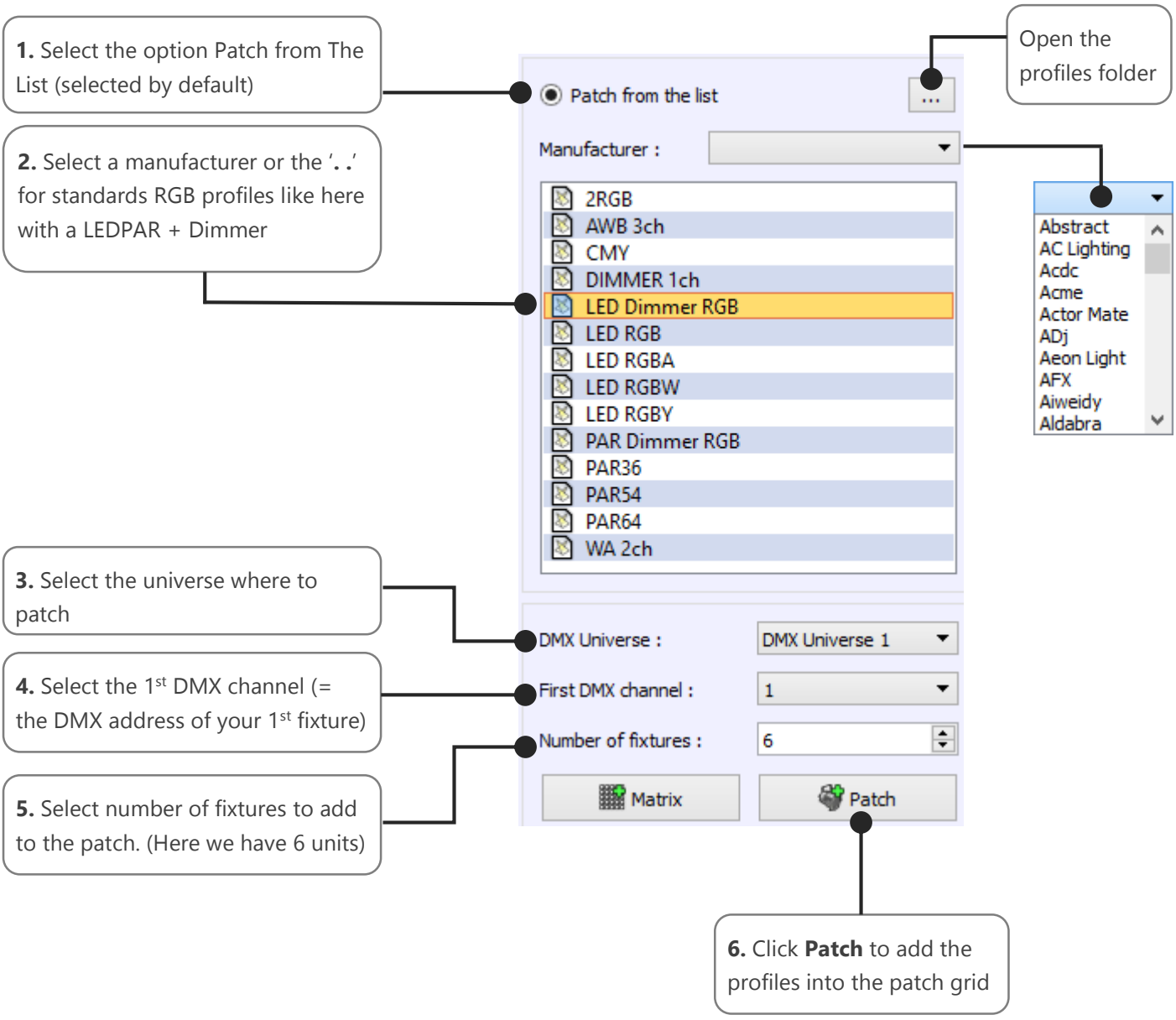
THE PATCH MANAGER WINDOW

The patch manager window is divided in 2 sections. The left area is for profiles catalog and information's. The right area is the DMX addresses grid where to place the effective address of the profiles. **The first DMX channel number assigned to a profile in the software must match the DMX address on the lighting fixture itself.**

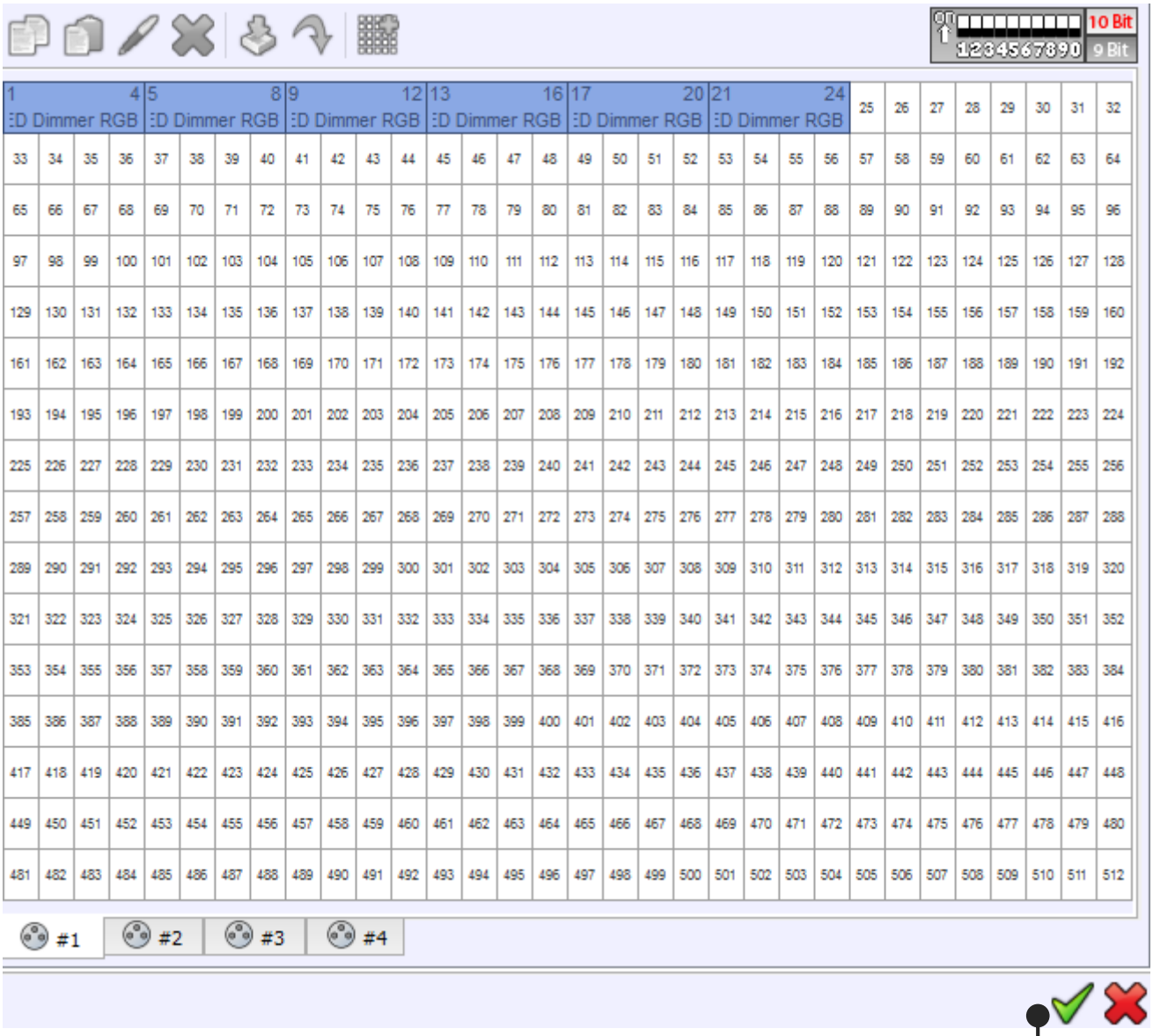


ASSIGN PROFILES TO THE PATCH

From the list, you can patch existing profiles files provided in the software. Follow those 6 steps:



Here is the result. You can see the 6 LED Dimmer RGB's profiles consecutively patched from address 1 on DMX universe 1. The first fixture starts with DMX address 1 and the five others will follow starting at the next available DMX channel.



Patch DMX addresses grid – DMX Universe 1

Click **OK** to validate the patch

It is not possible to patch several fixtures on a same channel. When channels already receive a profile, you cannot patch anything over it. You can use the key CTRL and SHIFT for an advanced selection.

PATCH PROFILE FROM THE PROFILE EDITOR

You can add a freshly created profile by using the Profile Editor. If you want to create a profile refer to the user manual *How To Create Profiles*.

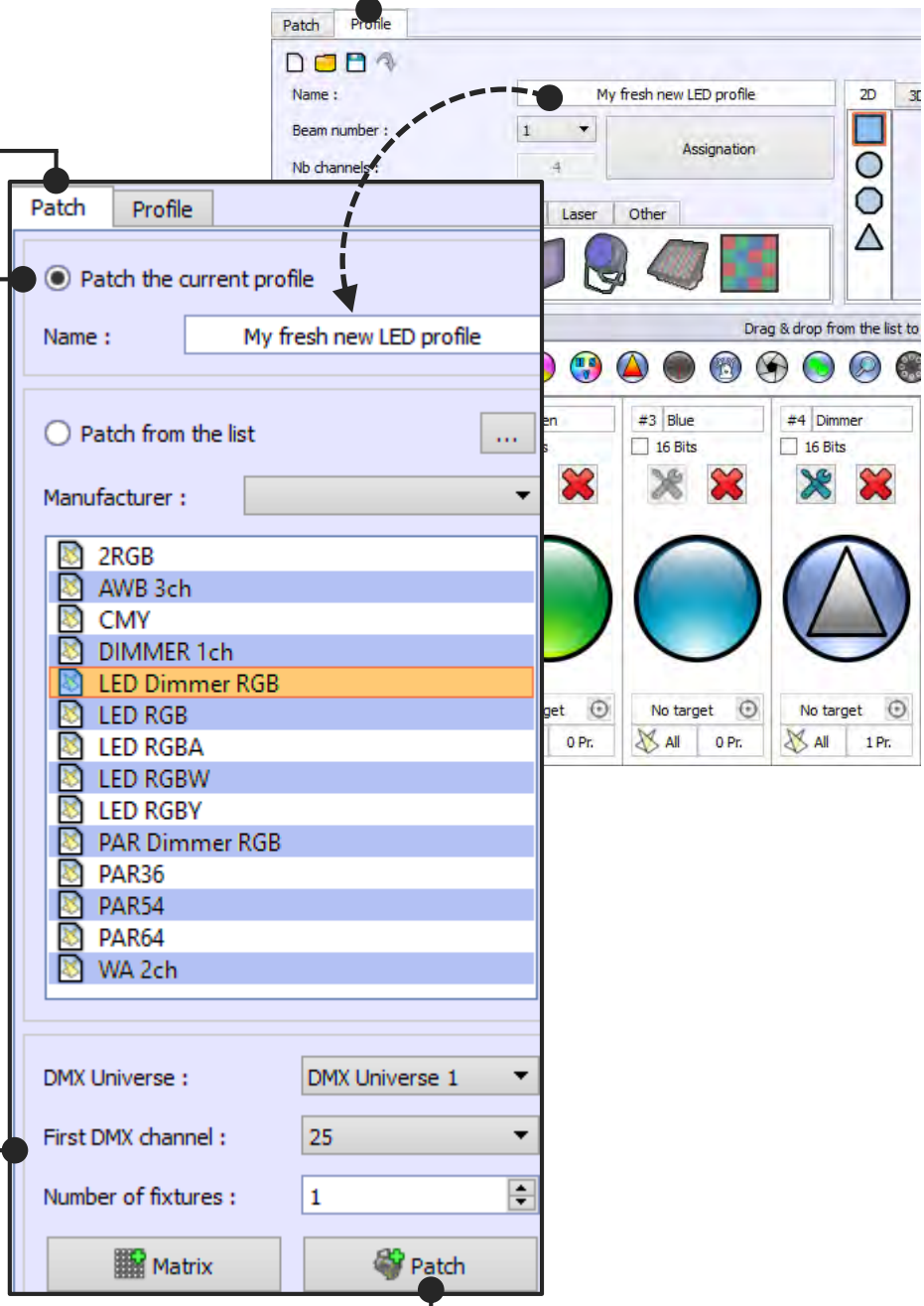
1. Create a fresh new profile in **Profile tab**

2. Come back to the **Patch tab**

3. Select Patch current the profile

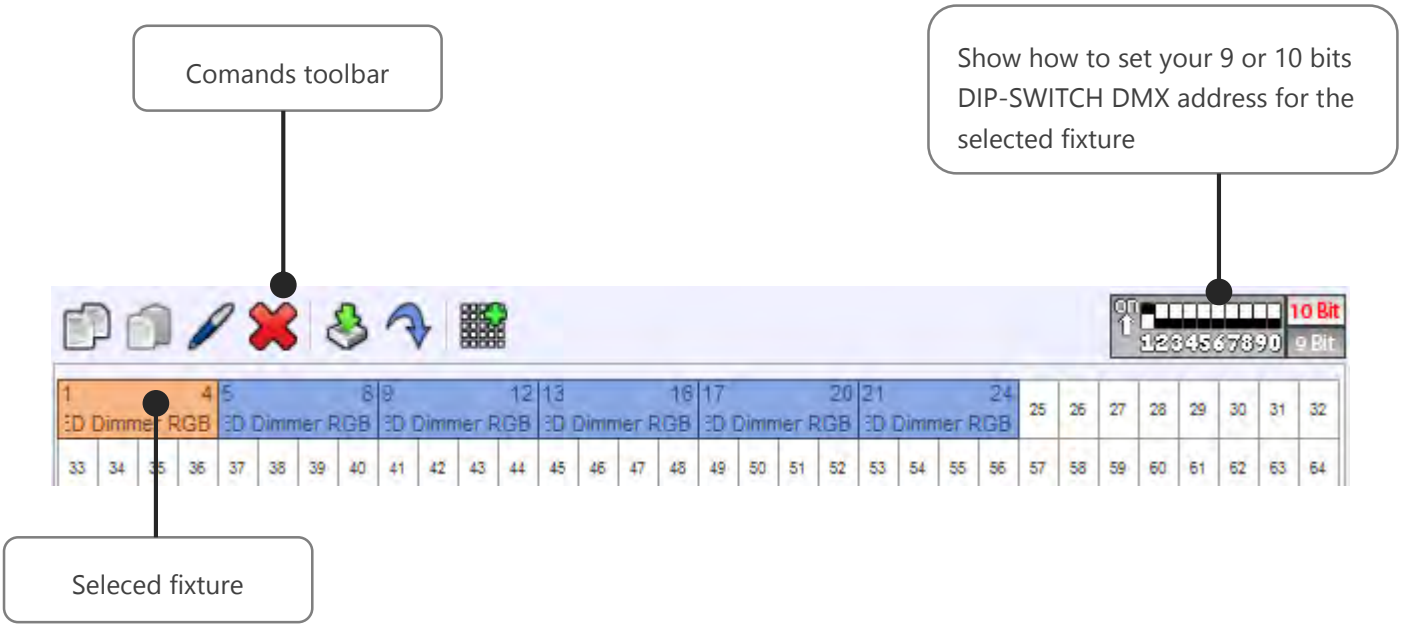
4. Select the **DMX universe** with the 1st **DMX channel** where you want to patch and then choose the **number of fixtures** to insert

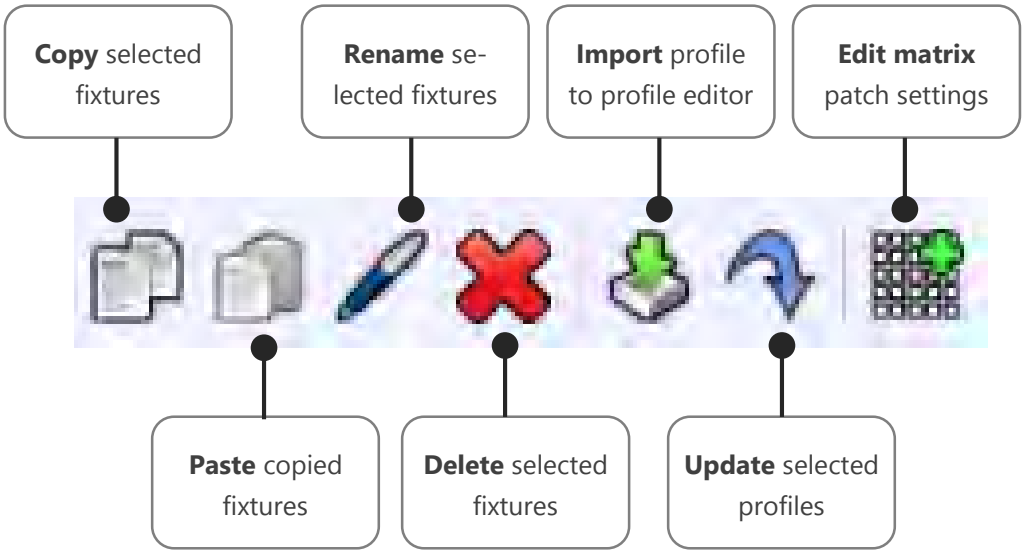
5. Click **Patch** to insert profile into the patch.



PATCH COMMAND TOOLS

At the top of the DMX grid you'll find a commands tools bar. They are accessible only if there is one ore more patched fixtures and if least one of them has been selected.

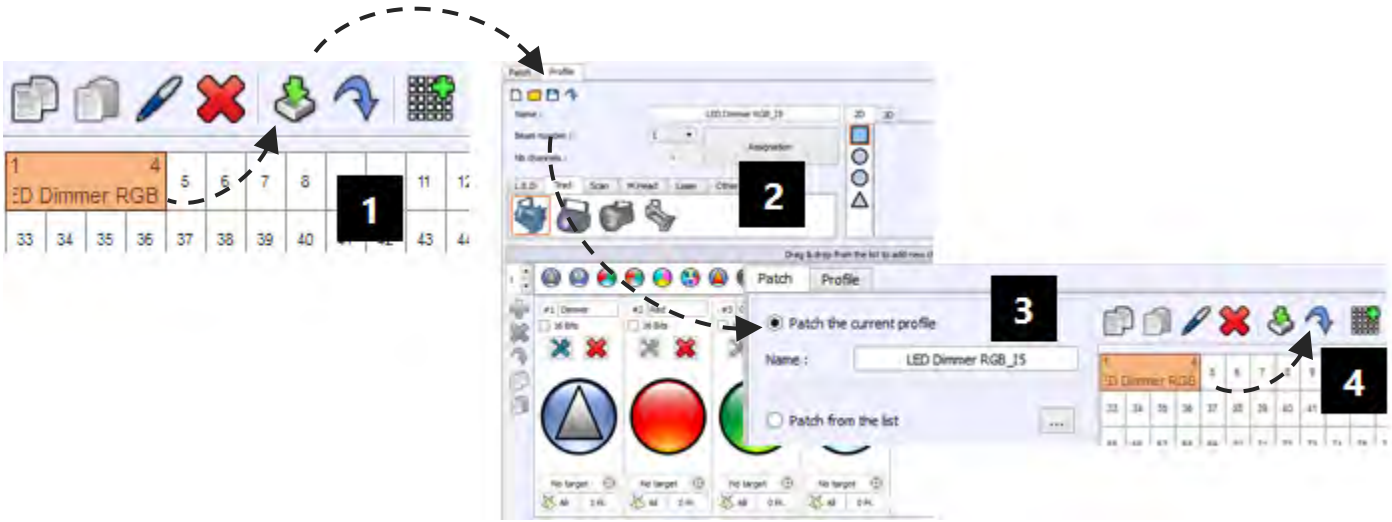




UPDATING PROFILES IN THE PATCH

A profile can be updated from the profile list or directly from the current edited profile. The new profile need to have the exact same channels number. You can modify profiles with the profile editor (Profile Tab) and update it in the patch area. Follow the steps to do it:

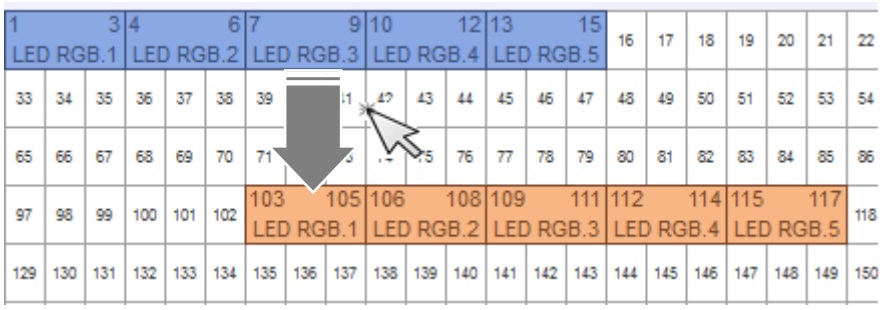
Step 1: Select the profile that needs to be updated in the patch grid area.
Step 2: Edit it and modify it in the profile editor tab.
Step 3: Return in the patch tab and selected the freshly current modified profile.
Step 4: Click Update



The new profile must have the same number of channels to replace the old one

CHANGING PROFILE DMX ADDRESSES

A DMX address designate the first DMX channel number used by a fixture. Therefore the DMX channel number assigned to a light in the software's patch must match the DMX address on the lighting fixture itself. Of course, the profile's channels features must also match DMX chart of the lighting fixture itself.



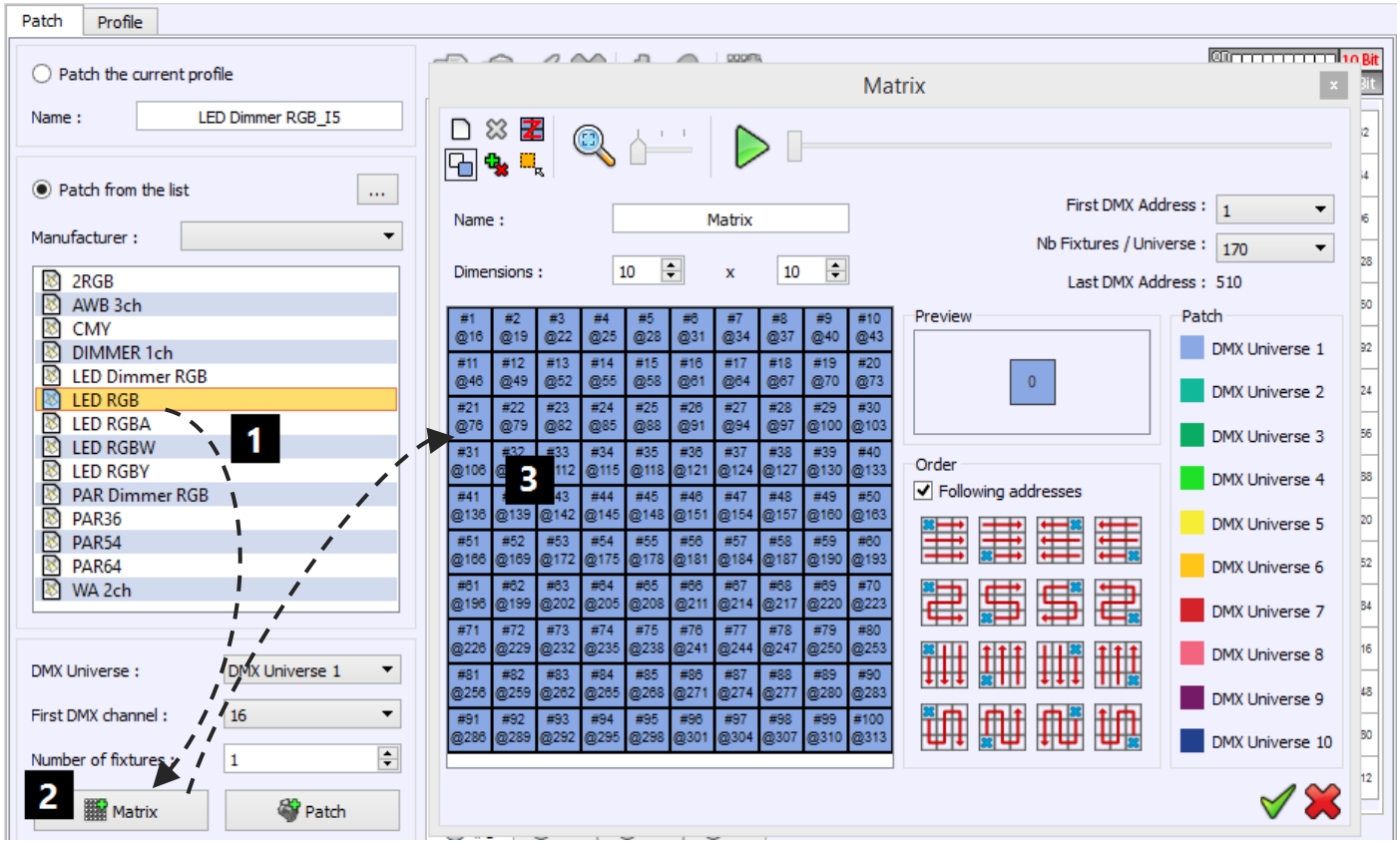
You can use the drag and to move a profile across the DMX grid to a new DMX address. Select one or several profiles (they will be highlighted in orange), then move them to a new DMX address. If you already have created scenes and programs, the address modification will be applied directly to each scene and program. In this way your show content will manage all the new addresses in an easy and timely fashion.

CREATING A MATRIX OF LIGHTS AND ORDERING THE CELLS

You can setup your lighting fixtures as a matrix. This configuration will give you more options to generate visual effects with the tool effects generator, included in the editor mode. Matrix mode is mainly used with LED/RGB lighting systems, but it can operate with dimmers too.

The Matrix Editor has been created to allow users to create any possible matrix and manage pixels configuration. If the lighting system installation is fixed and if you are not allowed to change the DMX addresses physically, our tool helps to reproduce exactly the same patch and DMX wiring like is set your lighting system.

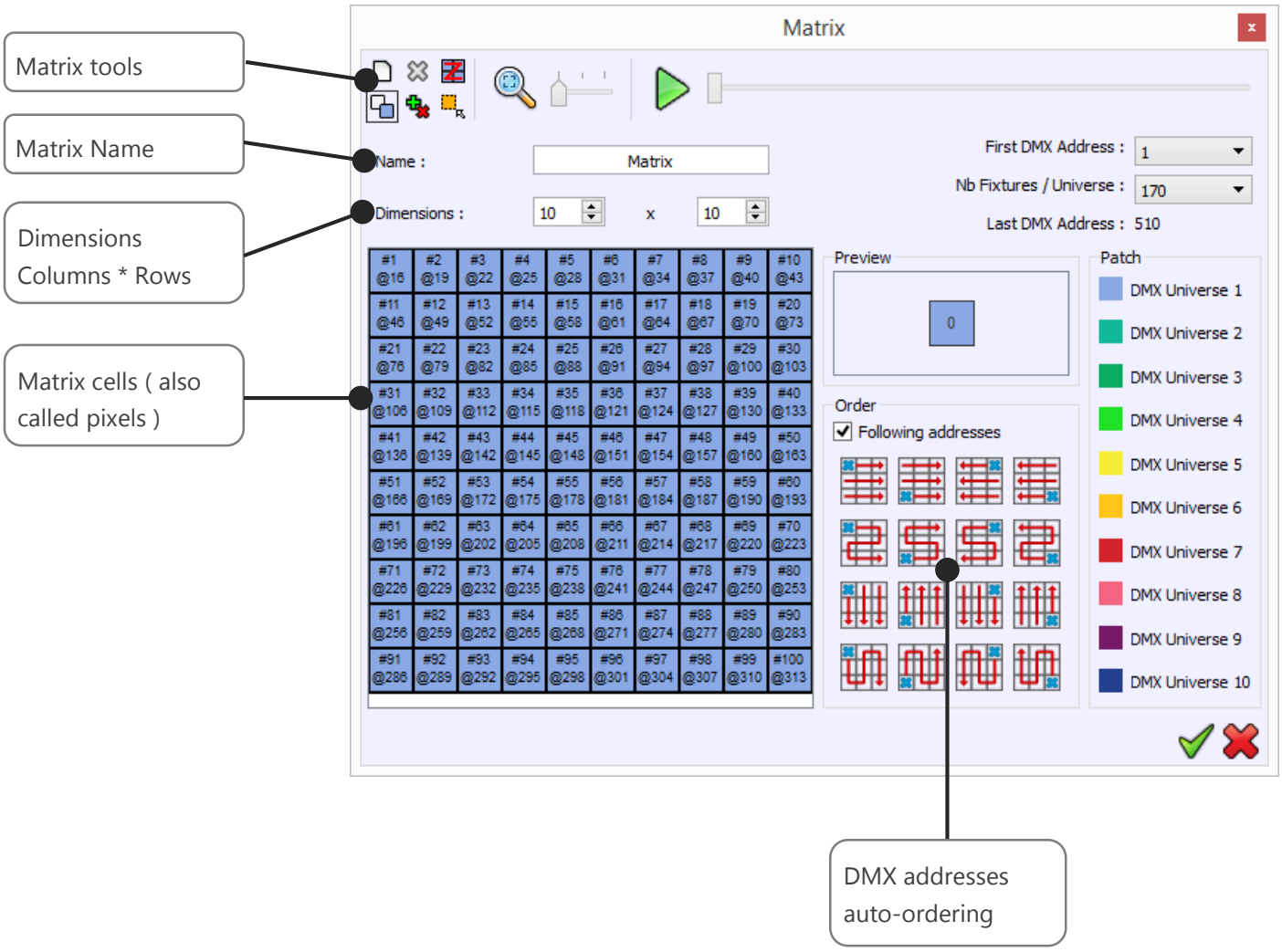
Step 1: Select a Profile from the Current or from the List
Step 2: Click the Matrix option to open matrix manager
Step 3: Setup the matrix



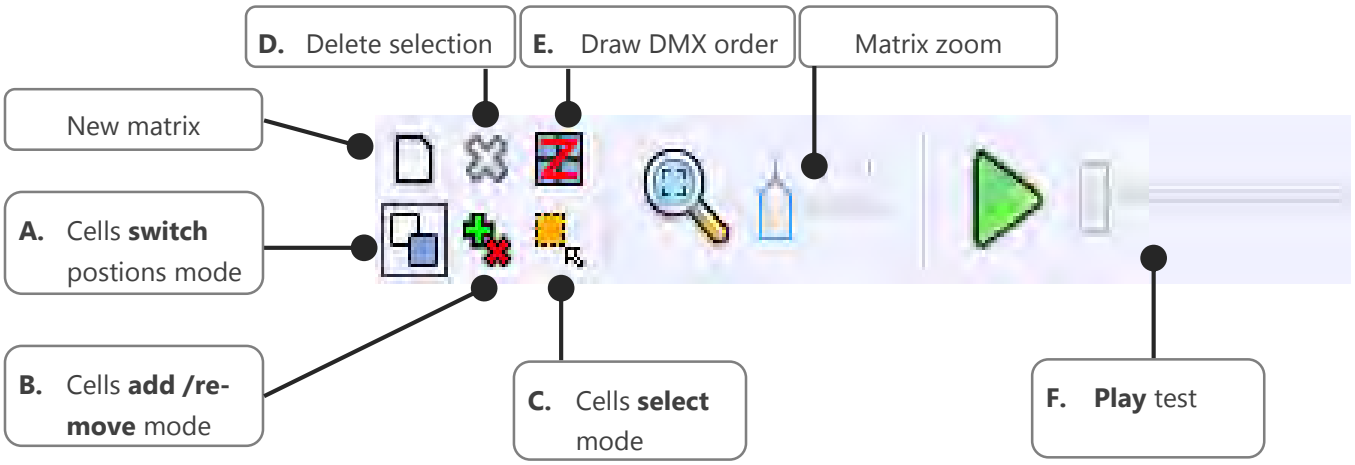
You need to ensure that you got enough free DMX channels to create a large matrix.

MATRIX SIZE

You can choose the Name and the Dimensions of the matrix. For the matrix Dimensions, the first value is the number of columns and the second value is the number of lines. If you change one of the values, the number of cells will be automatically updated. Here is a configuration with 10 columns and 10 rows.



MATRIX COMMANDS TOOL BAR



A: Drag and drop a cell to switch the 2 cells positions in the matrix and their DMX addresses.

B: Delete or add a cell of the matrix by clicking over the cells

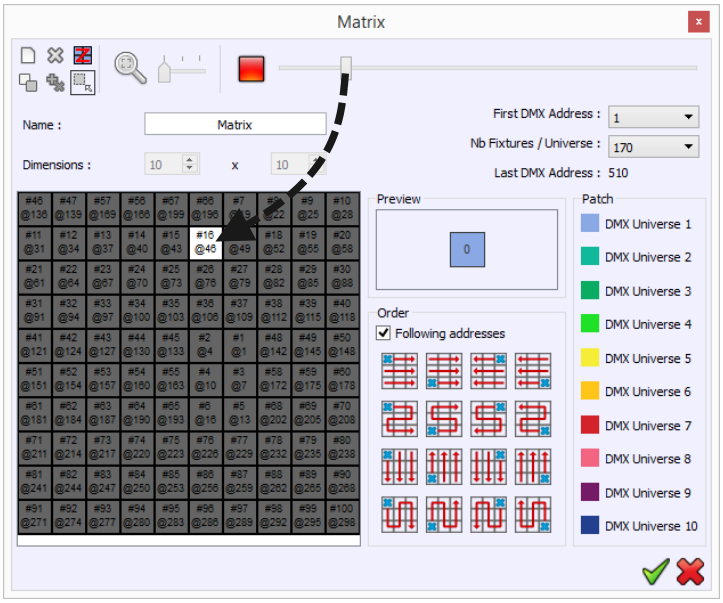
C: Select a part of the matrix. Hold the key CTRL + click cells or draw a selection rectangle over the cells.

D: Remove the fixture from the matrix for the selected cells

E: Draw the fixtures addresses ordering path over the matrix cells

F: Play a general test to check your matrix partch

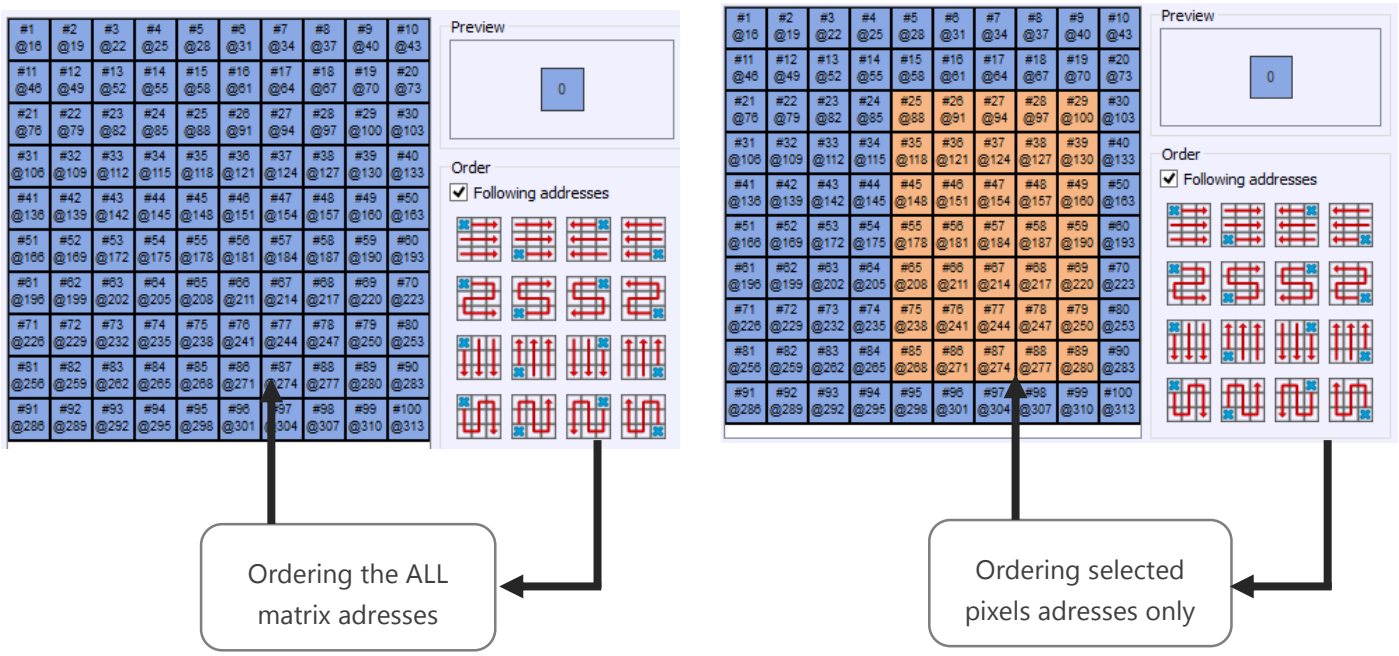
SIMULATE AND CHECK DMX ADDRESSES



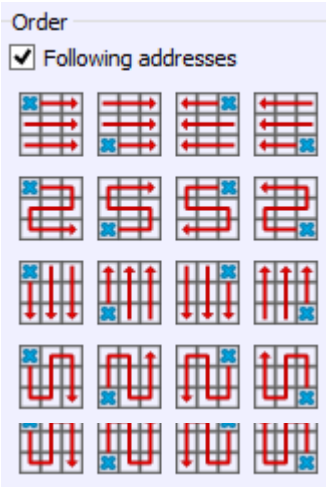
When you use the Play tool, your lighting fixtures will turn on automatically one by one according the order you have set them up. With this option you can check if your DMX patch matches the lighting fixtures themselves. The opening beam option will depend on the default DMX preset of each profile's channel. The Dimmer, Shutter and Iris channels must have a correct default preset. For RGB, each channel will be set to their maximum intensity.

ORDERING THE MATRIX'S CELLS

You can define the fixtures DMX addresses in a logical order over all or selected part of the matrix pixels. There are16 possible configurations (from left to right, right to left, up to down, etc...), choose the one that matches your lighting system ordering (using pixel selection or global). After selecting a configuration, all the DMX addresses will be arranged to match the chosen configuration.



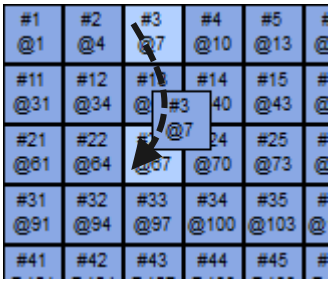
FOLLOWING ADDRESSES OPTION



You can use the selection tool to choose some the pixels to reorder. By activating the *Following Address* option, when you apply a specific logical order, you will re-order the pixels and cells addresses consecutively starting from the lower DMX address found in your selection and auto-increasing for the following ones.

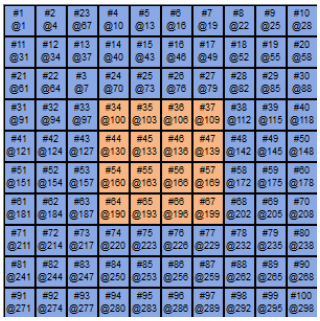
For example, if you select 6 pixels of 3 channels each with the DMX addresses 5, 8, 15, 18, 25, 28. The Following Address option **will exchange** the cells to order them like this 5, 8, **11**, **14**, **17**, **20**

MODIFY MANUALLY SOME CELLS DMX ADDRESSES



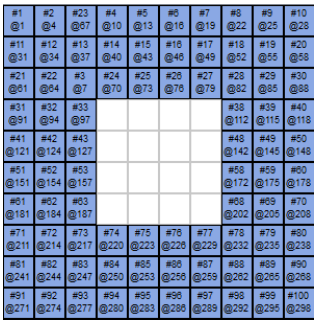
You can reorganize the matrix with a simple drag and drop from 1 light position to another. The light position order in the matrix and the DMX channel of the light will change. This is very useful in case some mistakes appear on the installation and you need to switch several fixtures.

REMOVE FIXTURES FROM THE CELLS

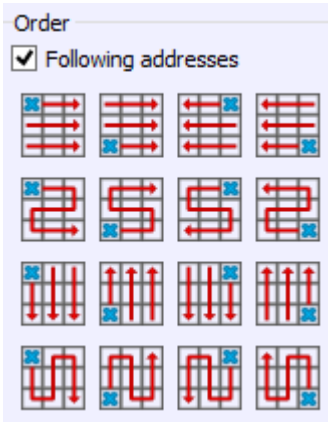


With the Remove option, you can delete fixtures from the matrix configuration.

First, you must select the fixture that you want to remove with the selection tool.



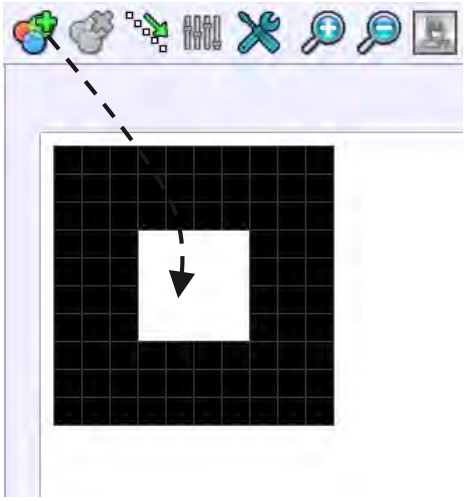
Then you can create a hole in the matrix field and thought free some channels.



To re-use the free channels, click on one of the 16 order configuration to change the DMX addresses of the fixtures. When the fixture DMX address has changed the newly available addresses will be automatically reassigned to the fixtures following on in sequential order. You will then have more channels available after the matrix and should you wish you can decide to increase the size of the matrix and add more fixtures. The Software can manage up to 32 DMX universes in a matrix.

The main advantages here are that you can increase the size of your matrix when you use the free channels and you don't need to change the DMX addresses one by one.

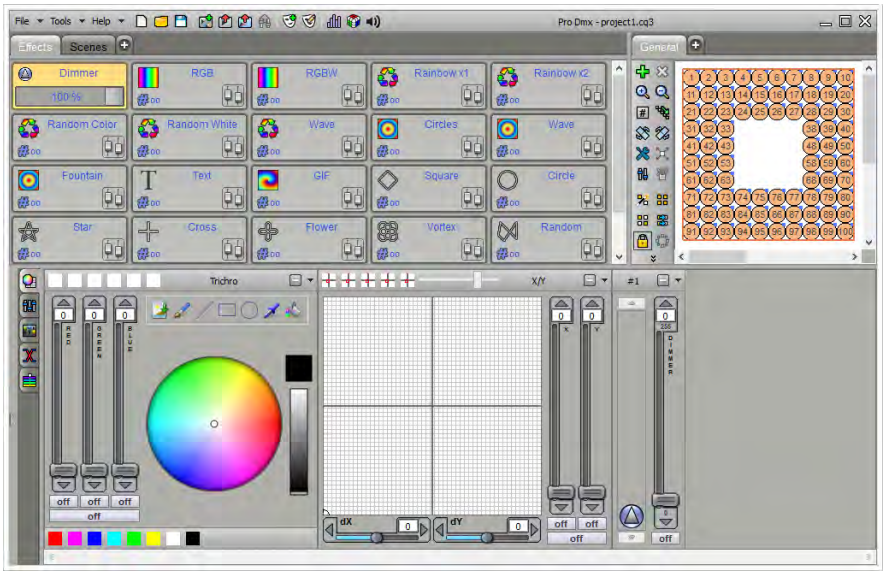
UPDATING AND MODIFYING THE PATCH



You can change and update the patch anytime you want to remove, add fixtures or change their DMX addresses. Click on the ADD button of the 2D tool ribbon to open the Patch manager again and do modifications. The changes will appear in the 2D area of the software after confirmation of the new patch.

If you have created several scenes and you decide to change some DMX addresses, then the content of your scenes and programs will automatically move to the new DMX addresses.

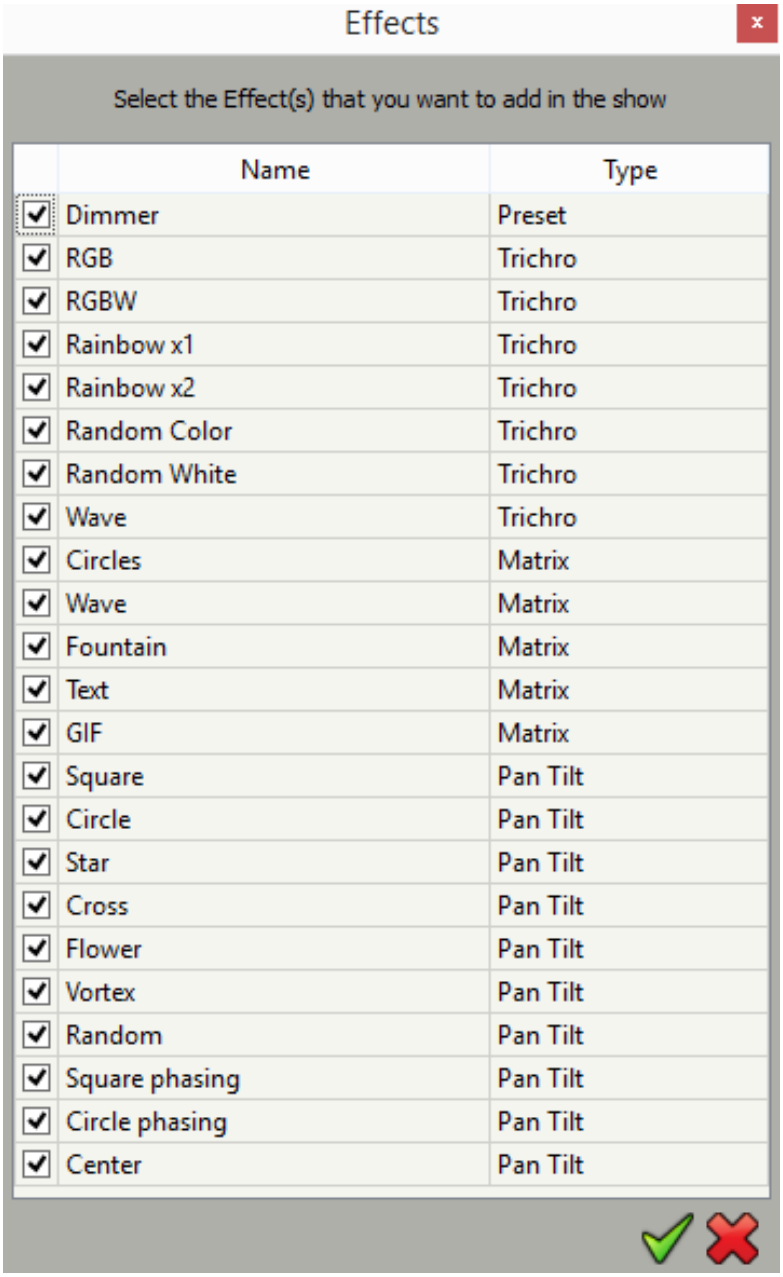
PATCH CONSEQUENCES IN THE SOFTWARE



The software uses the Patch information and generates powerful functions that will help you to create your show in a very short time and with amazing effects.

All the profiles appear in the Editor Window and their light beam shapes are shown in the 2D Editor area, so it is possible to have a complete view of the project from the 2D software area.

After validation, the software will propose you to choose several type of preprogramed lighting effects.

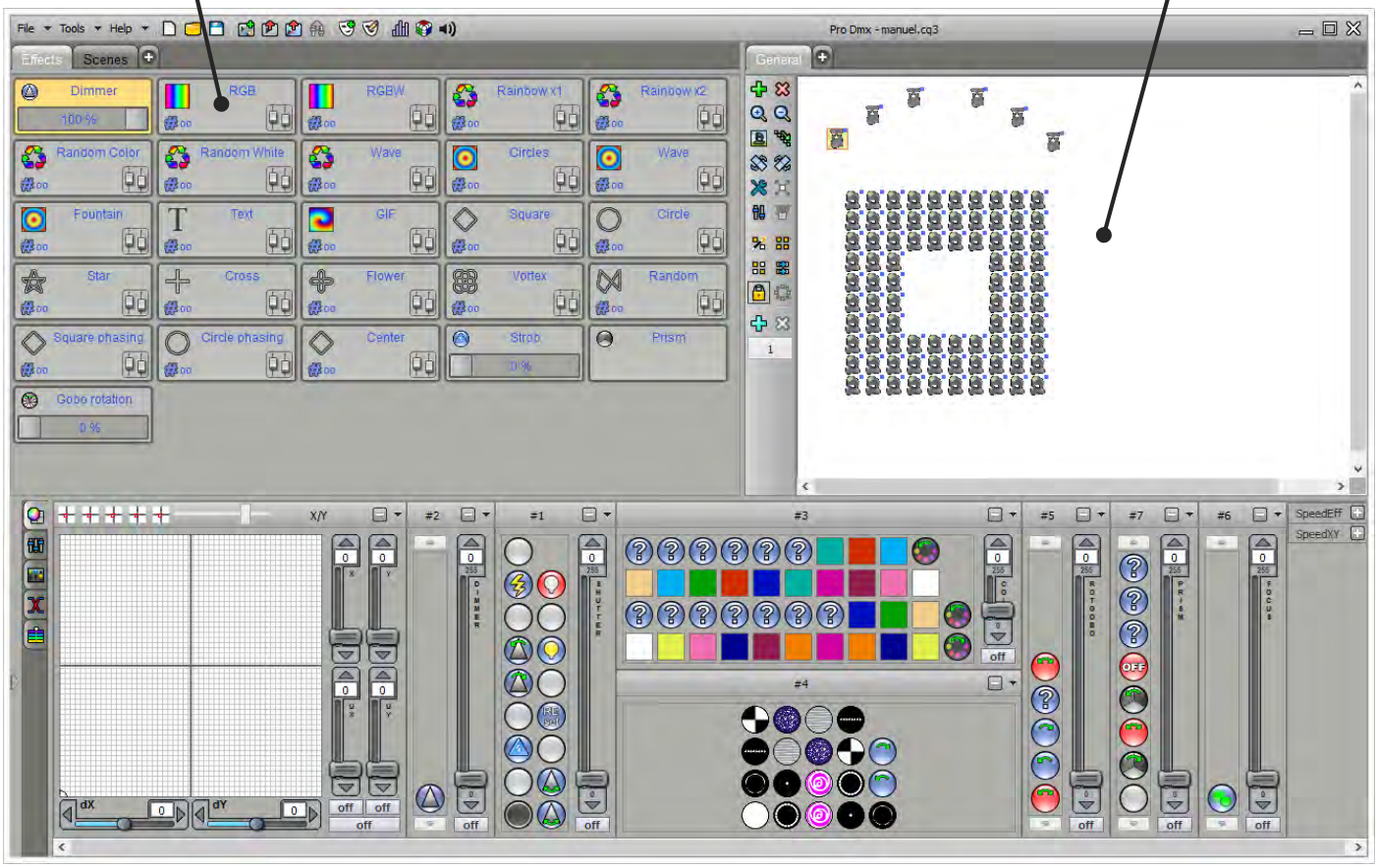


Just choose and confirm the list of the effect that you want to create and the effect button will appear automatically in the main window of the software.

After confirmed the list of effects, all the profiles used in the pacth appear in the selection 2D area and the preprogramed effects buttons appear in the effect Tab of the software.

Effects tab containing the preprogramed effects. Select some fixtures first to be able to play the effects on it.

You can give a different position to each lights in the selection area to have a complete view of the project and to help for their selection.

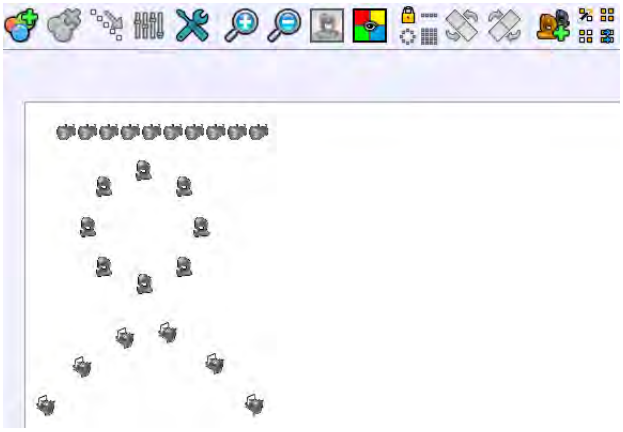


Result of a Patch successfully created

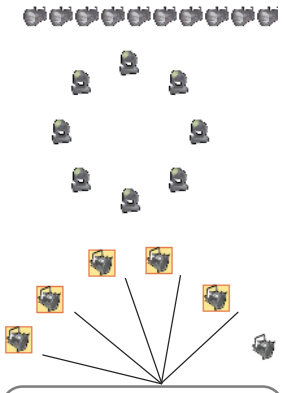
Now the software is ready to work and you can program your show or do some live actions.

FIXTURE SELECTION AND PRESET FOR LIVE CONTROLS

In the 2D area you can select / unselect the fixtures by clicking on their pictograms

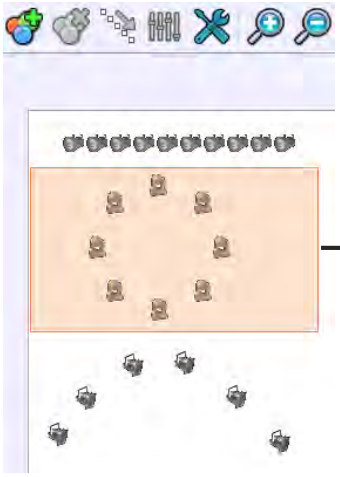


Click on a fixture item to select it

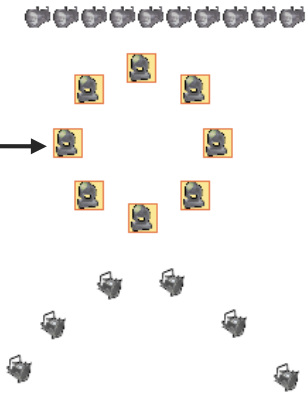


Hold CTRL+Click for multiple select

You can also select them by drawing a selection zone



Click on anywhere in the 2D view, hold down the left mouse button, then draw your selection zone. Release the mouse, all the fixtures under that zone will be selected.

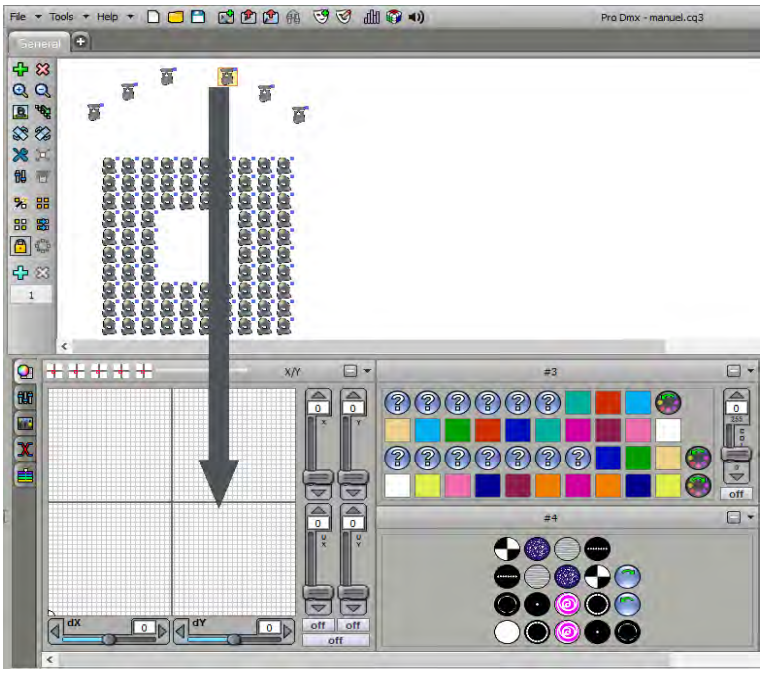


You can unselect all of the fixtures by clicking anywhere on the 2D area.

When the lock position is activated, you can unselect fixtures by clicking the item a second time.

DMX levels and presets values are activated only on the selected fixtures in the 2D area. Make sure that you select the right fixture every time.

FIXTURE'S CHANNELS CONTROL PANEL

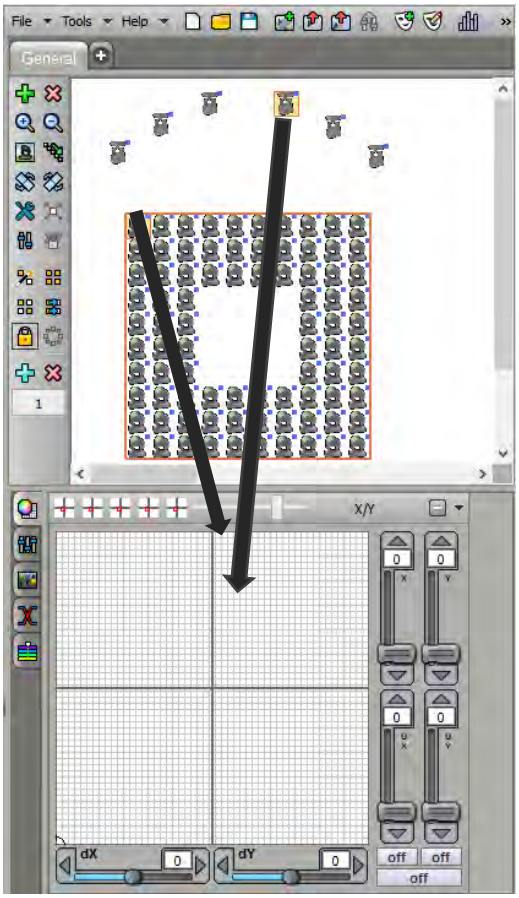


When you select a fixture, its channels and presets appear in the presets panel located just below the 2D area. (You can see all the profile's channels that were earlier defined using the Profile Editor)

If you select 2 or more different fixtures that use a different profile then the software will only display the common channels.

For example, if you select 2 different fixtures with a RGB function, the software will show the RGB Color Palette. If the 2 fixtures have both a Pan and Tilt option, the software will display the Pan and Tilt Palette. If they both have a dimmer, the software will show the dimmer. But if only one of them has the RBG the software won't display the RGB Color Palette and so on for the other channels.

The common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan, Tilt, Dimmer, Focus, Iris and the Zoom.

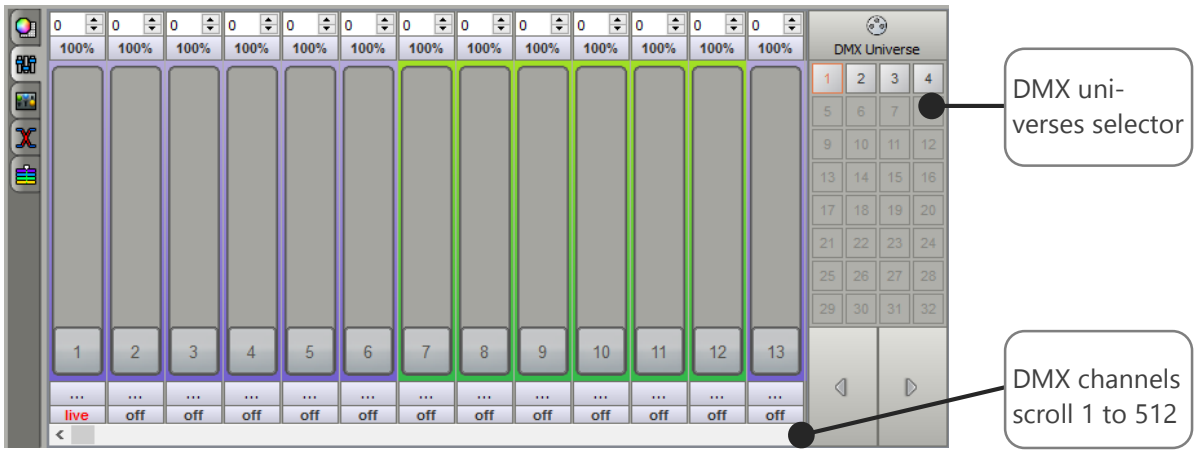


CHANNELS AND PRESETS WINDOW

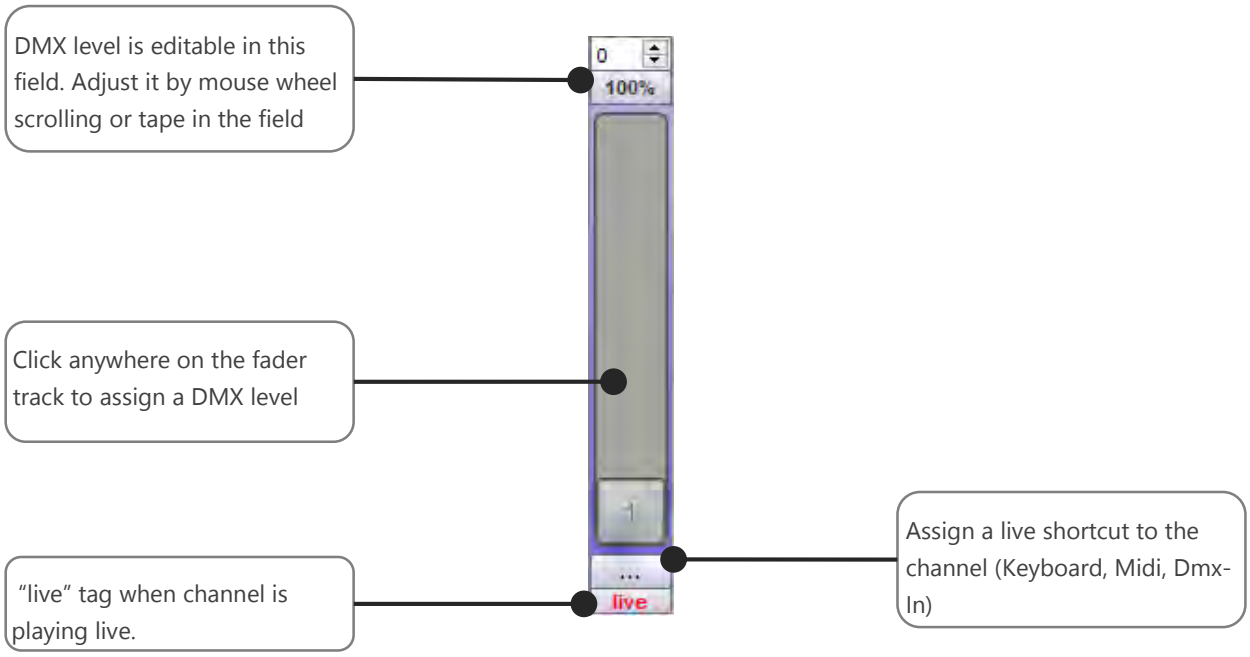
Under the 2D area is located the DMX controls window. There's two possible types of controls display.

THE CHANNEL DISPLAY MODE

The Channel mode shows a traditional fader board for each of the 512 DMX channels. The software can manage multiple DMX universes of 512 channels each so users have the possibility to switch from 1 universe to another.
There are 2 fader colors helping to distinguish the odd and even fixture channels.



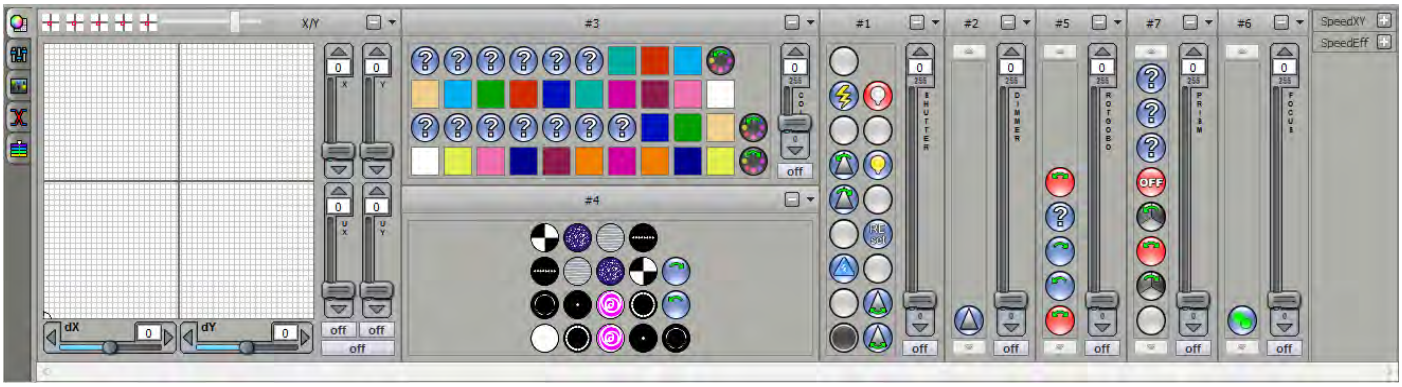
DMX fader control



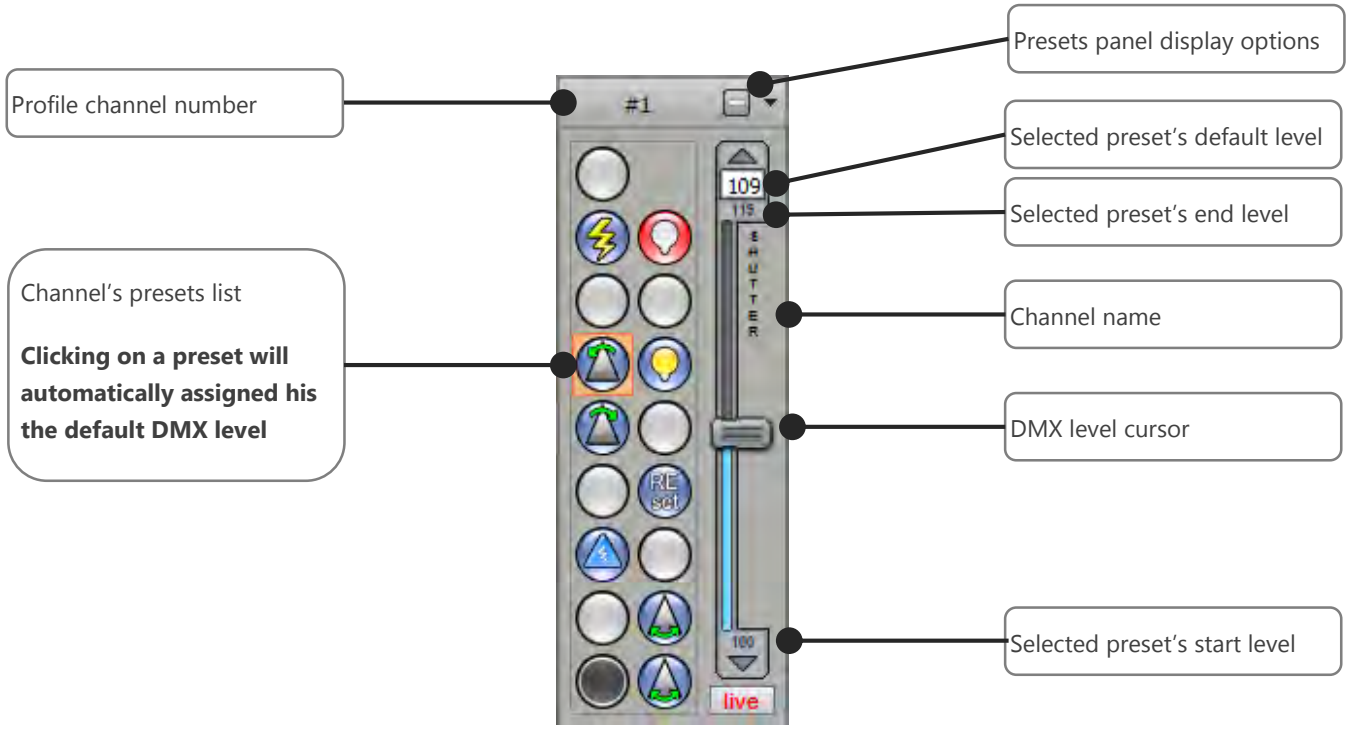
THE PRESET DISPLAY MODE

The second and more interesting control mode is the Preset mode. It's the software's default control mode. It provides a board containing palettes who mix cursors and presets menus, embedding powerful tools like RGB color mixing palette and the Pan&Tilt palette.

⚠ If no fixtures are selected, there's no presets to show and then the presets board stays an empty window.

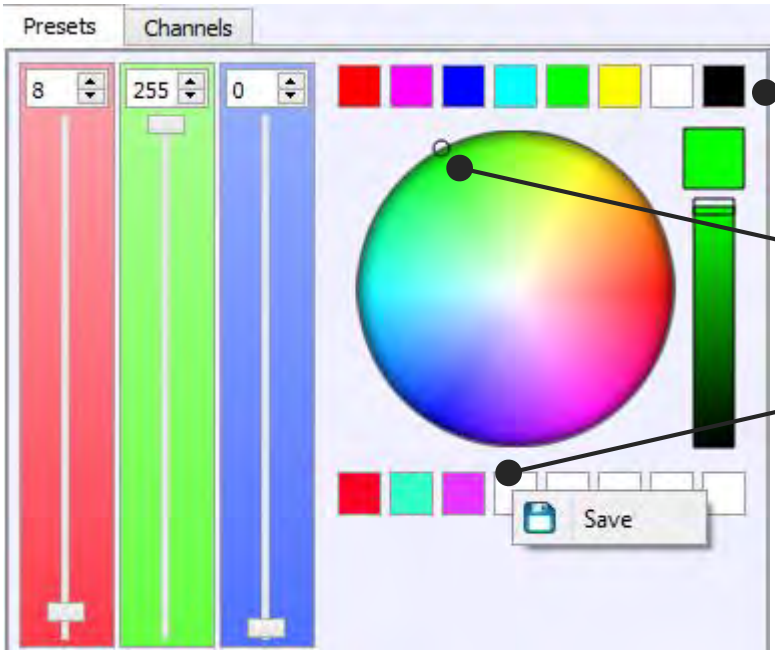


DMX Presets Control



When the preset is selected the main cursor can move from the start to the end DMX level of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset a second time to unselect it and return to the DMX level 0.

The Color mixing palette for the RGB, RGBW, RGBA and CMY channels:



Primary colors shortcuts preset

The palette can save customized colors:

1 Choose your color with the palette

2 Right-click on a color room to save the color.

Next, you will be able to recall the saved colors by clicking the rooms.

The Pan and Tilt palette for the XY channels:

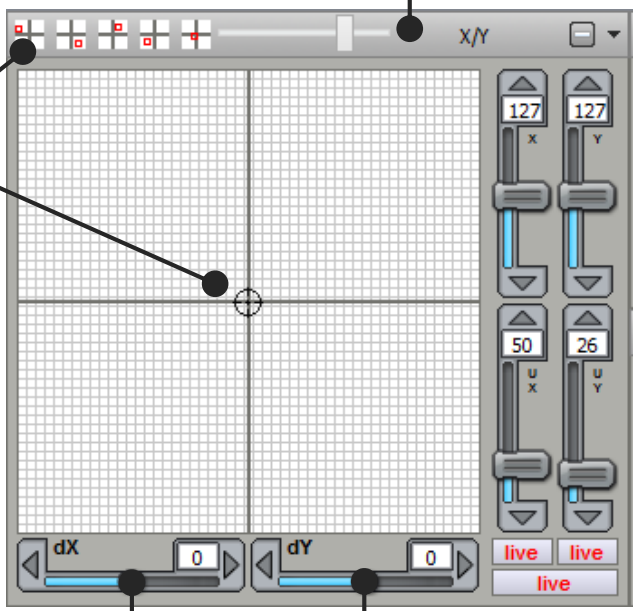
Adjust the mouse accuracy to get the finest XY fixrure positioning.

The palette can save customized positions:

1 Choose your position with the palette

2 Right-click on a position room to save the XY location.

Next, you will be able to recall the positions by clicking the rooms.



Insert X or Y shift between the several selected fixtures. Useful for fan effect.

NOTE: The Preset display mode automatically manage the DMX universes. You do not need to switch from one DMX universe to another one like in the Chanel display mode.

CREATING SCENES AND PROGRAMS

After successfully patching profiles and becoming familiar with the software commands and controls you can start to program your show. The software uses a very user-friendly method and powerful functions to create the show. Just refer to the user manual **How to create scene** for perfect programming.

Now you are able to create and update your DMX patch and use the control mode. A good Patch with good profiles is the basis of a good programming. When the profiles perfectly match your fixture you will save time programming the show and the final visual result will be incredibly improved. It is now time to find out how to create scenes, programs and sequences.

USER MANUAL
HOW TO USE EFFECTS

V 1.4

SUMMARY

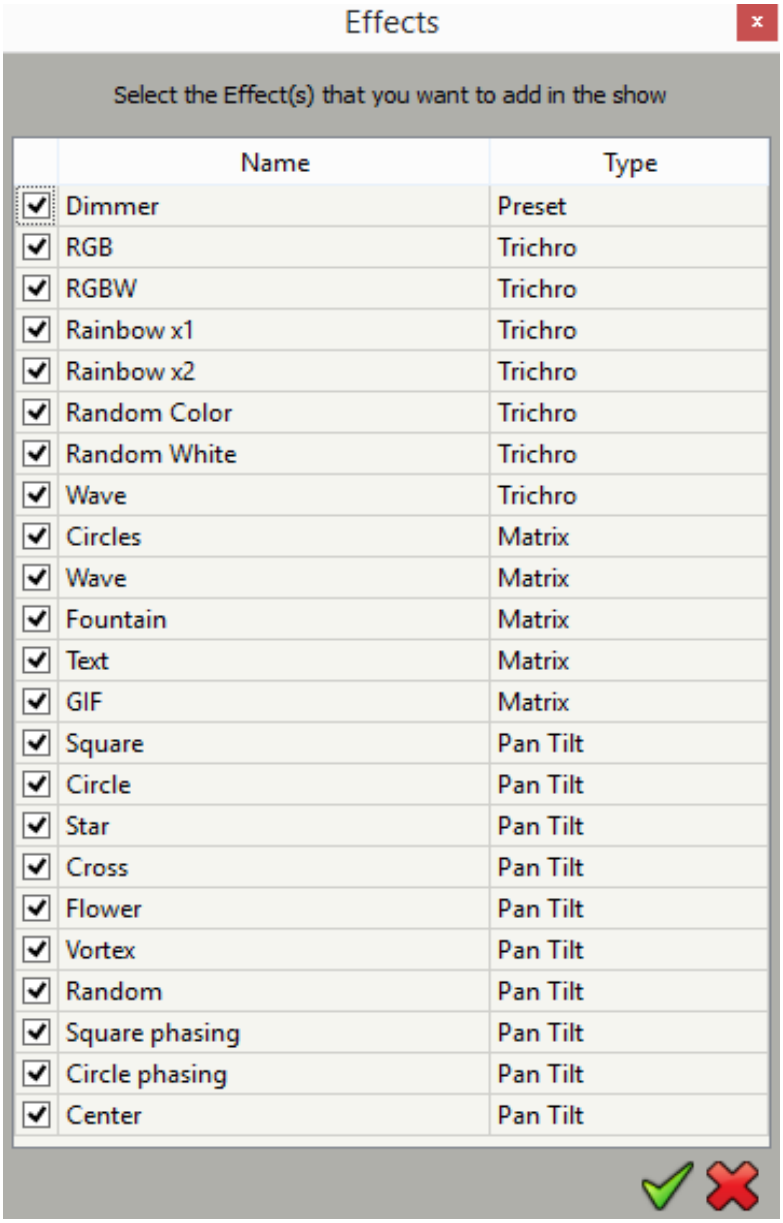
INTRODUCTION

This chapter describes how to easily use the live effect buttons and how to quickly understand the effect generator and its options. The effect generator allows to create complex visual effects in a short time and generate automatically the steps of a scene.

In addition to traditional scenes, the software has a tab "effects". It is created automatically and it is impossible to remove. Unlike the effects that can be added to the classic scenes, effects of this tab are calculated dynamically and can be changed in real time. The effects are global and play only on a selection of fixtures.

The main advantage is the ability to apply the same global effect to different families or groups of fixtures with corresponding circuits. It is possible to create such a single effect "circle" pan tilt and apply at any time to a common selection of lyres or scanners of different types.

The same effect can thus be applied simultaneously an indefinite number of times. Due to their design, use of "effects" buttons is limited to a "live" use. It is therefore impossible to include them in the Timeline or in the manual fades.



Select effect window

When you add new fixture profiles, the software automatically offers to add "effects" buttons corresponding to circuits your fixtures have (Pan, Tilt, RGBW, CMY). From the generated list, simply check or unchecked the effect you want to add from the list.

In addition to dynamic effects such as color or sequencer of pan tilt, the software offers to add effects such as "preset" (cf. presentation of different effects) for key circuits such as dimmer, shutter etc. ... which allows to turn on your headlights. They will be active by default on your new fixtures which allows you to start working immediately with the beams on.

All effects added to the fixture creation can be changed at any moment and in real time. In addition, if your project already contains fixtures with the corresponding effects, the software does not add redundant effects in order not to complicate the presentation and use of the software.

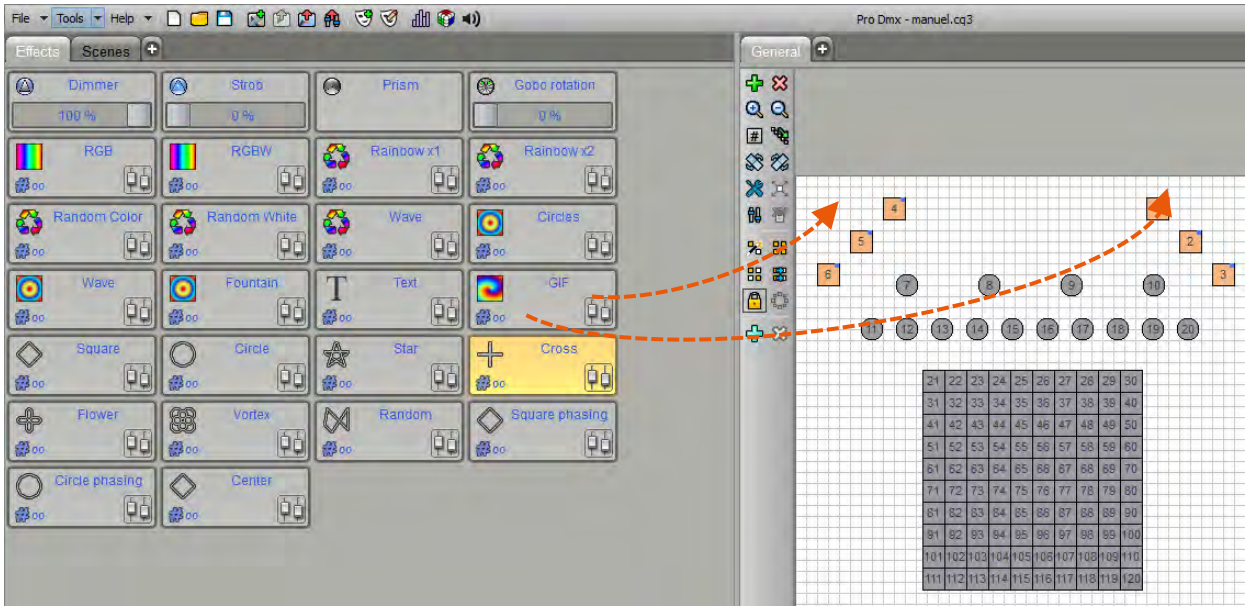
For example: you already have a "circle" pan tilt effect, it will not be proposed to re-create it as it is applicable to any family of projectors with pan tilt.

It is also possible to create new "effect" buttons at any time via the "New effect" button of the main toolbar at the top of software:

Add an effect button in the current tab

USE THE LIVE EFFECT BUTTONS

To activate an "effect" button, it takes at least one selected fixture having channels according to the effect type. A trigger with the button will launch the execution of the effect on the fixture(s) selection. We can thus run multiple "instances" of the same effect on different fixtures selections.



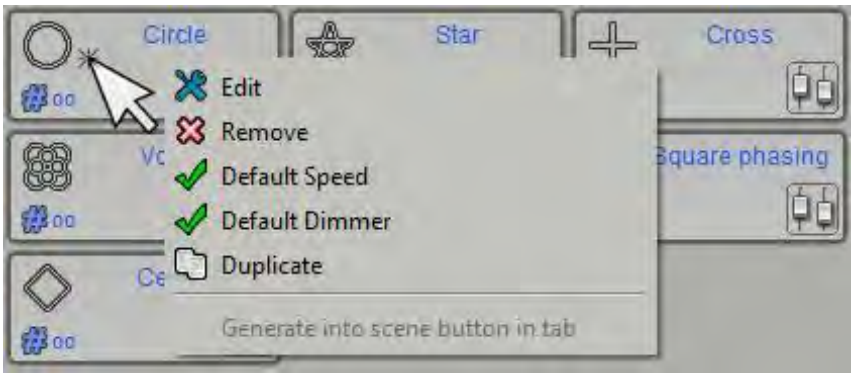
Note: You can combine multiple effects on the same machine as long as they relate to different circuits. If you trigger an effect on a fixture already playing another effect involving the same circuits, the previous effect is released. Example: a group of fixtures plays a "circle" pan tilt and you apply another pan tilt movement, the effect "circle" will be released on these fixtures.

Effect is displayed as active (orange) on a fixtures selection only if that selection is playing this effect. From there, it is possible to stop the effect for this specific selection of fixtures.

It is possible to release all effects simultaneously via the "release all effects" button of the main toolbar:

Release all active effects buttons

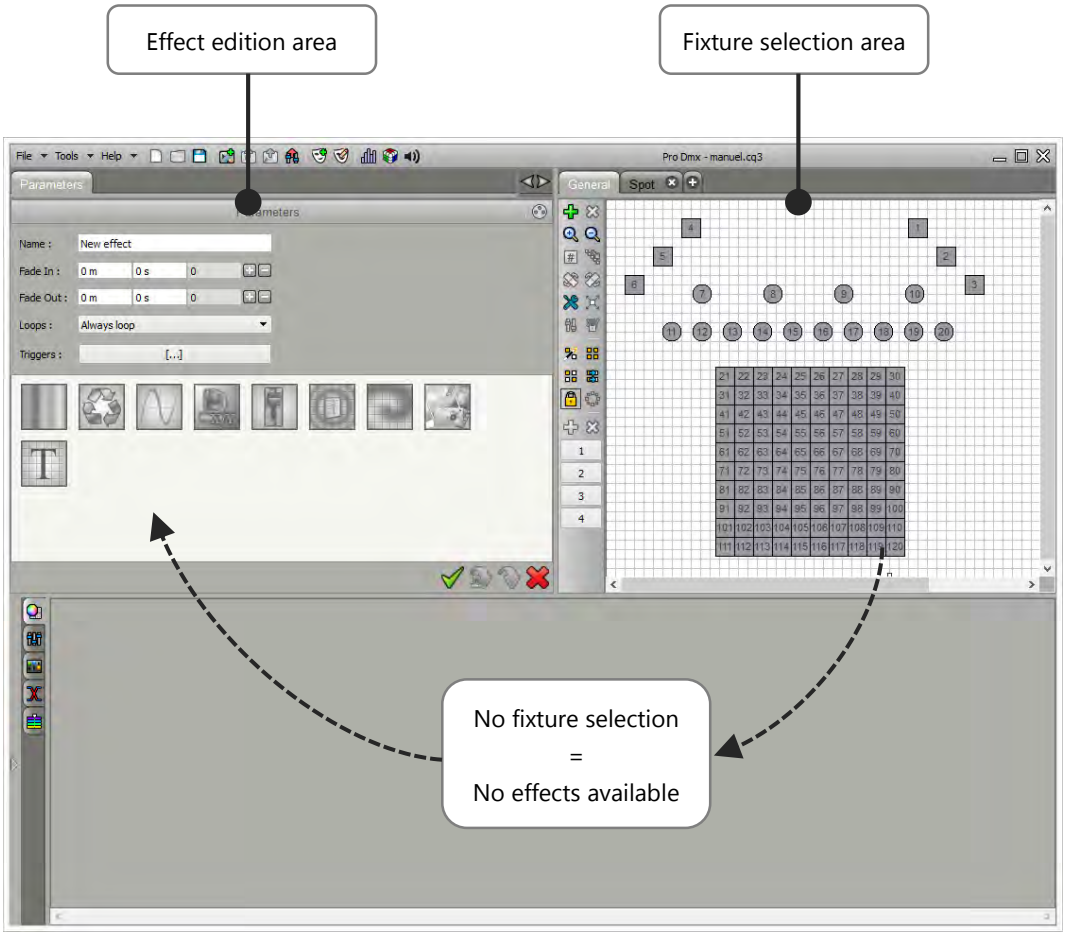
EFFECTS EDITION



To edit an effect there is two ways:

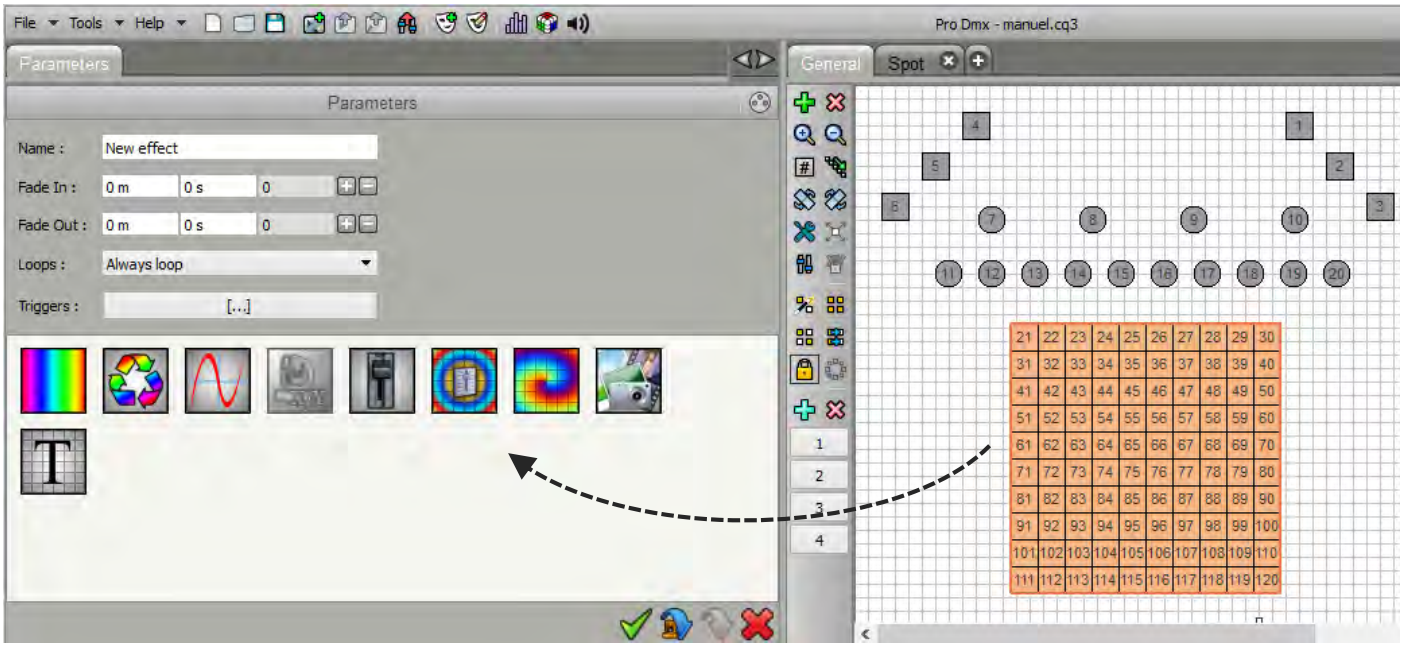
CTRL + Click over a button
OR
Right click over an effect button and then press “Edit” in the pop up menu.

When editing a fresh new effect, the effect list appears as inactive because the software need first to know witch fixture(s) to work with in order to define where to apply the new effect.



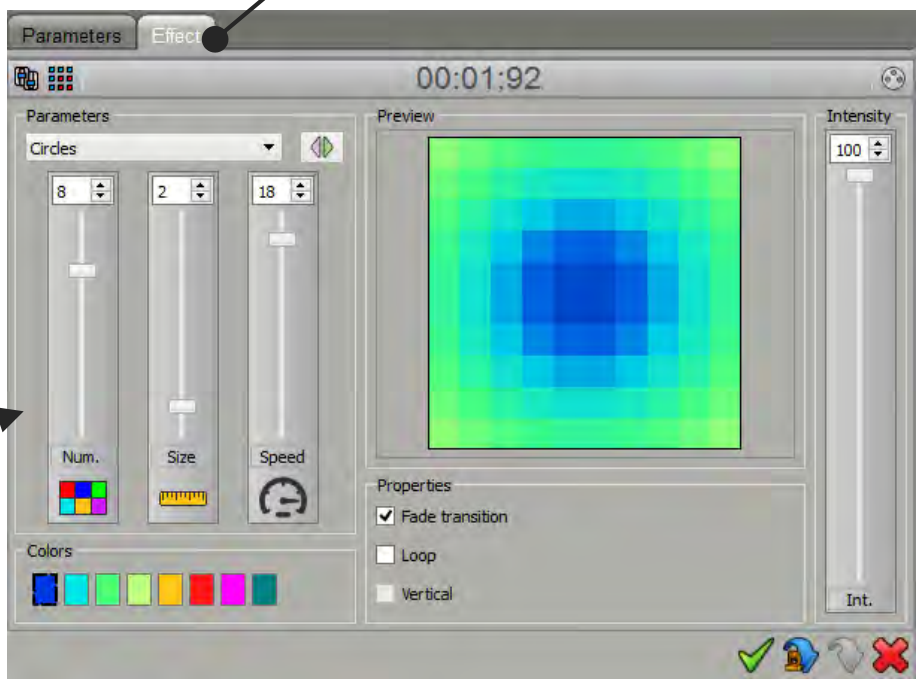
It is necessary to correctly add fixtures in the project with the DMX patch manager of the software to use efficiently the effects. The effect functions are in close relation with the type of fixture used in the project.

Now, with a fixture selection, you can choose one of the effects provided for the selected fixtures types:

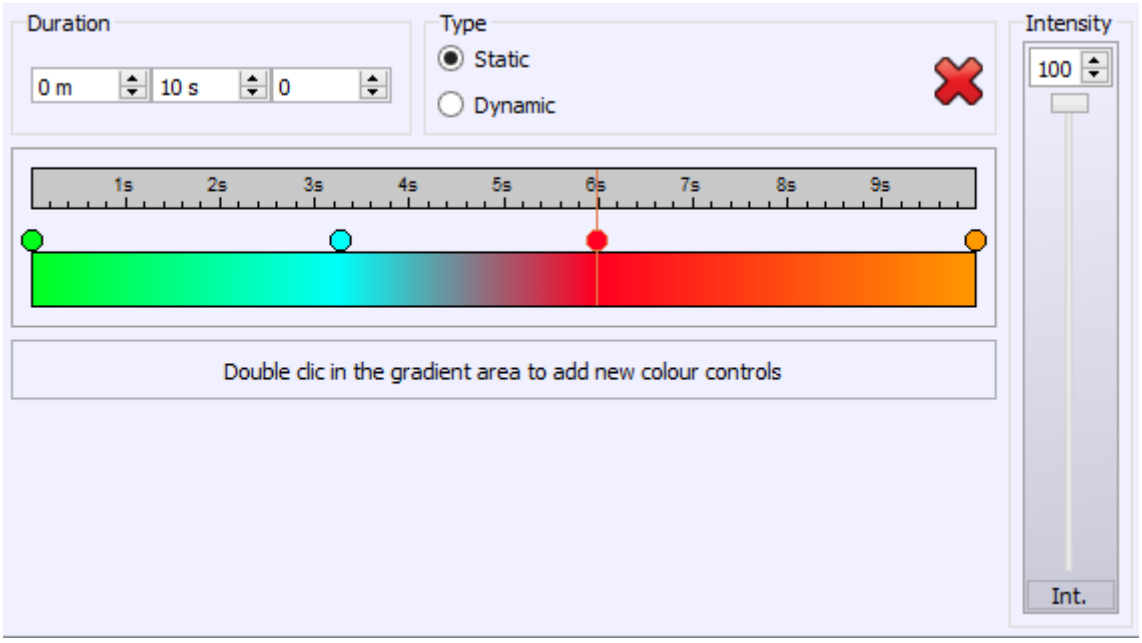


Picking an effect will automatically load the according effect tab in the effect editor area

Specific effect tab



GRADIENT EFFECT



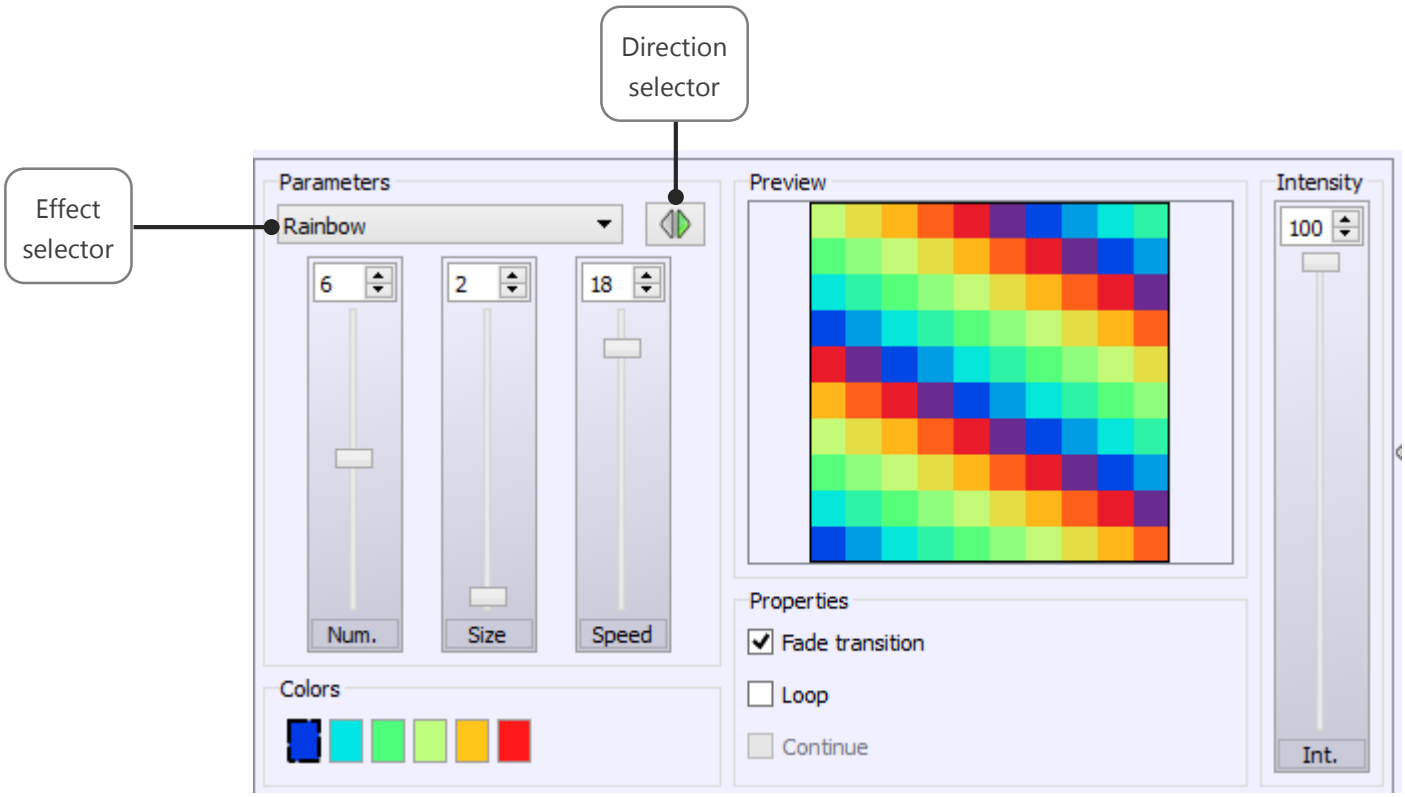
The gradient effect creates colors fades on a group of fixtures.

Double-click on the color box to add new control points whose you can change color and location.

Two types of gradients are available:

- **Static gradient**: the generated effect contains a single step and fixtures reproduce the colors fade according to their ID and fixture selection.
- **Dynamic gradient**: all selected fixtures fade from one color to another. The fade time is adjustable in the "Time" box, the time corresponding to each control point is visible in the Timeline above.

SEQUENCER EFFECT

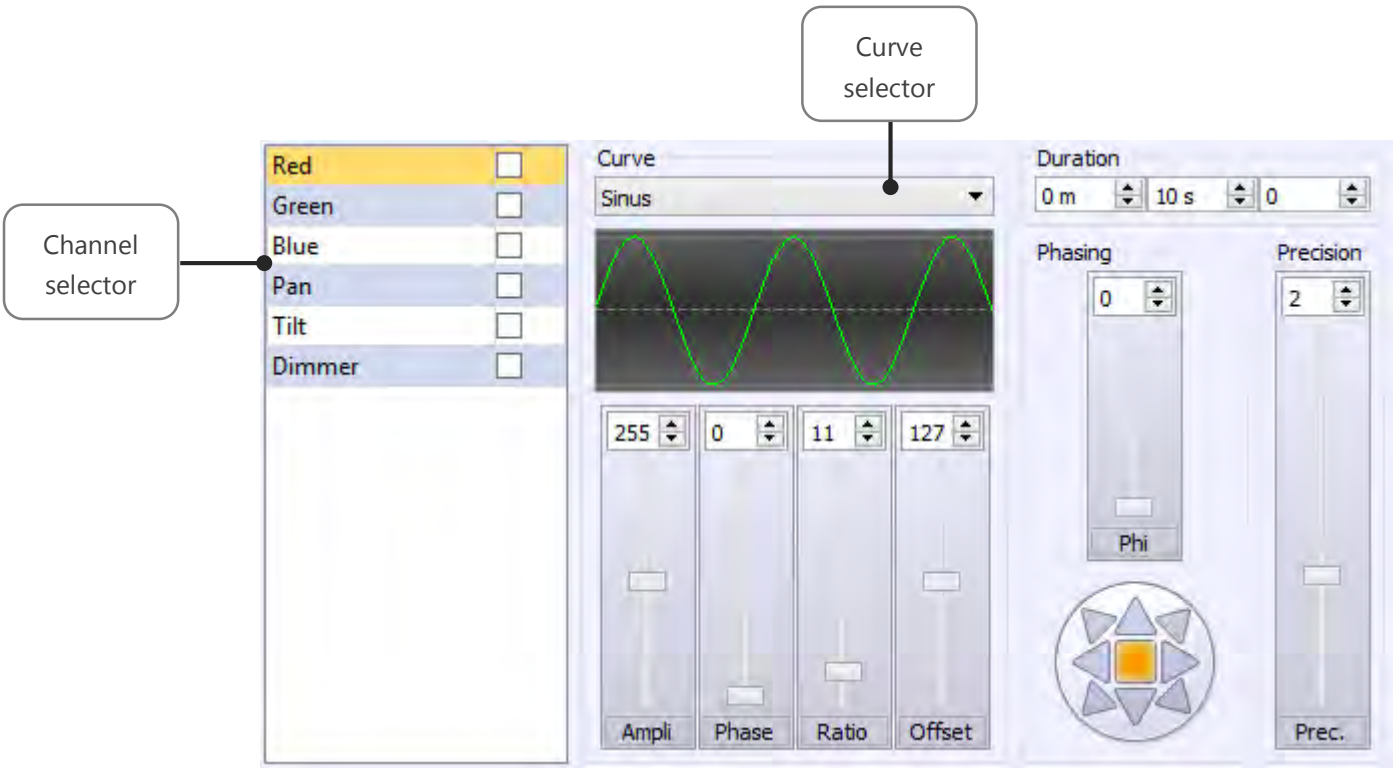


The Sequencer effect creates sequences of linear colors. It has several types of effects that can be selected via the drop-down list of parameters. For each effect, you can choose the direction of course, the number of colors, change the colors, the size of each color area (number of fixtures) and speed.

Properties allow to select (depending on the effect) type of color transitions (fade or direct), the course of the effect (single or round trip) and the continuity of the effect.

The effect parameters can be changed until the desired result. There are endless of possibilities.

CURVE EFFECT



The effect curve allow to assign a mathematical curve in each channel of the fixtures selection varying the DMX level (0 to 255) of the channel according to the selected curve. To assign a channel, just check it in the list. The different curves are available from the drop-down list.

For each type of curve, it is possible to adjust various parameters such as amplitude, phase, ratio and offset.

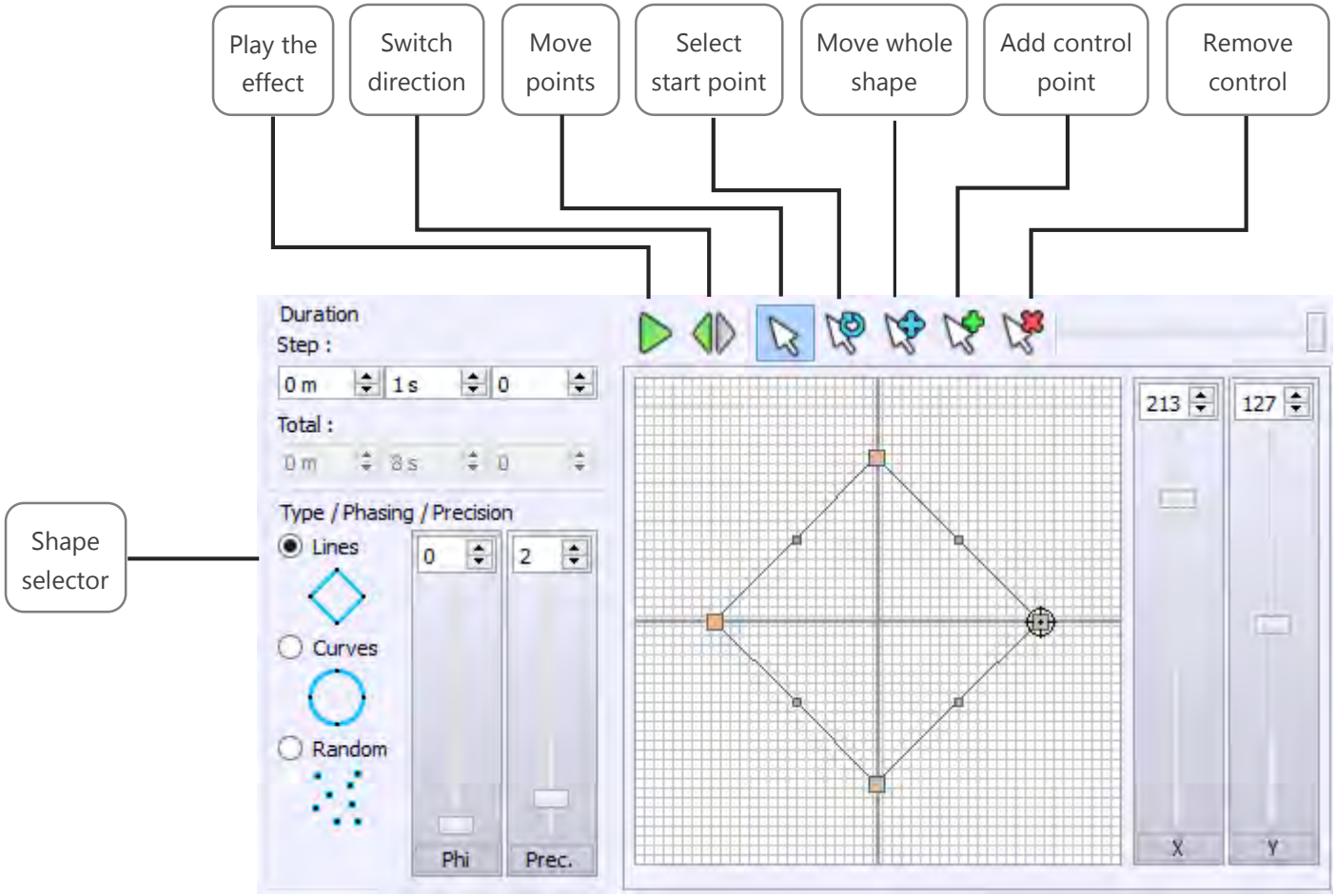
The duration, common to all effect's channels can be changed in duration box provided above and to the right of the effect.

Finally, it is possible to play with 4 parameters to define the final result:

- **Ampli:** the selected fixtures will play the same effect with a regular DMX amplitude.
- **The phase PHI:** selected fixtures will play the same effect with a time lag between each selected fixture.
- **Ratio:** Adjust the number of samples and therefore the number of steps generated.
- **Offset:** the selected fixtures will play the same effect with a regular offset of the DMX range added between each selected fixture and depending on the selected curve (Typically, this parameter is mainly used on Pan Tilt circuits and provides a spread positioning of fixtures).

Note: The higher the ratio of the curve, the higher the accuracy will be to get the desired result.

PAN TILT EFFECT



The Pan Tilt effect allows to quickly create movements and shapes for Moving Heads or Scanner. It offers seven basic shapes such as lines, a circle, a random route, a star, a cross, a flower and a vortex.

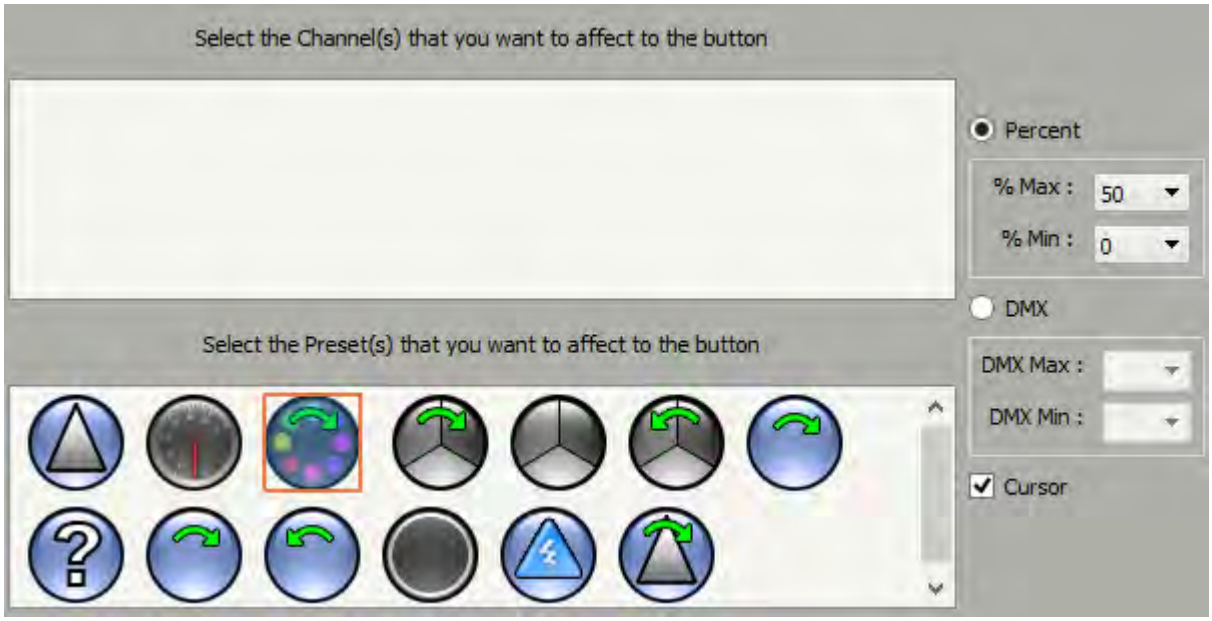
When you select a shape, you will be asked to enter the number of control points of the shape (in orange). These points are used to modify the geometry created.

The record box of "Duration" changes the time between each checkpoint and influence the overall speed of the effect.

Finally, parameters allows to:

- **Phase PHI:** the selected fixtures will play the same effect with a time lag.
- **Precision PREC**: Adjust the number of samples and therefore the number of generated steps. Blue dots between each checkpoint represent steps that will be generated to create the movement. The speed of the effect will also be changed.
- **Shift / Dx Dy**: the selected fixtures will play the same effect with a regular offset of the DMX range (Typically, this parameter provides a spread positioning of fixtures).

PRESET EFFECT



The preset effect allows to create buttons that you assigned with one or more channel(s)/preset(s).
These special buttons can display or not a slider to adjust the level within the range of circuits or selected presets.

Note: When the preset effect button is created and visible in the Effects tab, right-clicking in the area of the slider affects the value of the cursor and starts the effect simultaneously. Left-click lets you adjust the slider value before triggering the effect.

For each button, you can choose between modes:

- **Percentage:** DMX level variation occurs between Min and Max percentage of the range of circuits or selected presets.
- **DMX:** DMX level variation occurs between Min and Max DMX levels of the range of circuits or selected preset.

For example, you can create a button to control circuits and presets such as Dimmer-type or Shutter-type of all of your fixtures and assign levels of your selection of fixtures simultaneously in a single operation.

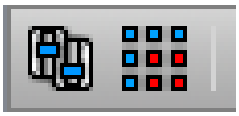
MATRIX EFFECT ON FIXTURE'S SELECTION

This effect works only with the fixtures patched as a matrix from the DMX patch window of the software.

Note: There is an option only available with matrix effects. This option allows to apply and recalculate the matrix effect to the current selection (select the entire matrix or just a part of the matrix).

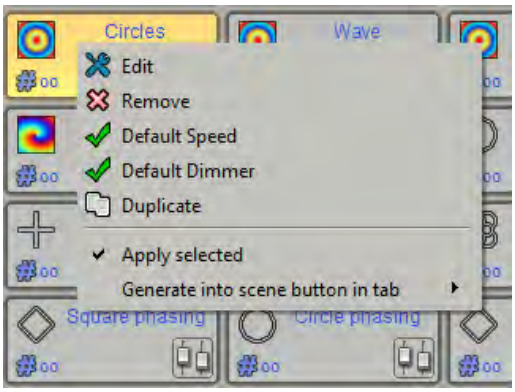
There is two ways to active this option:

- **During the scene of Effect or program Edition**



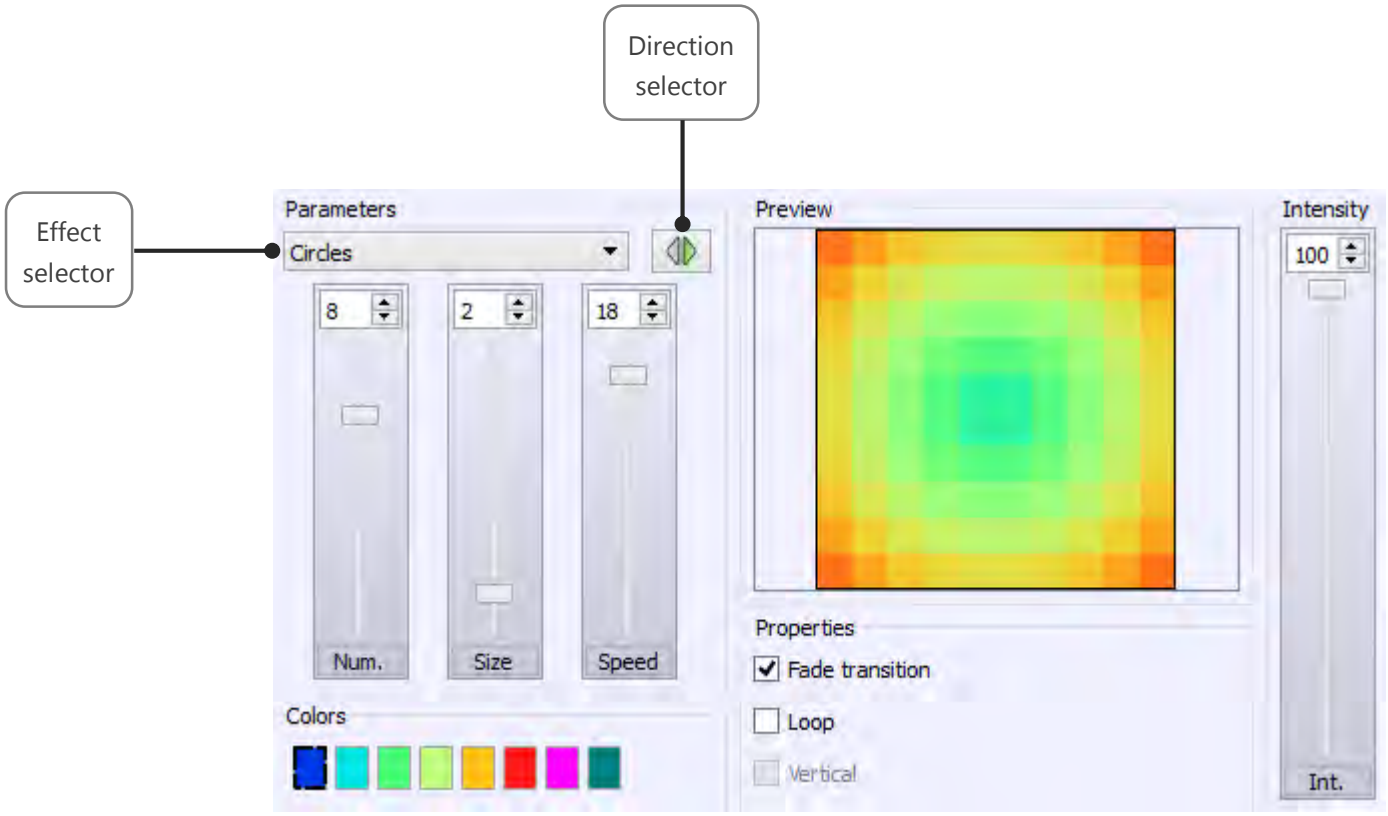
Click on the « Apply Selected » button of the tools option ribbon above the effect.

- **Using of the effect in Live**



Right click on the effect button (in the Effect tab) and select the « Apply selected » option. The effect option will be visible after starting and playing the effect.

MATRIX EFFECT



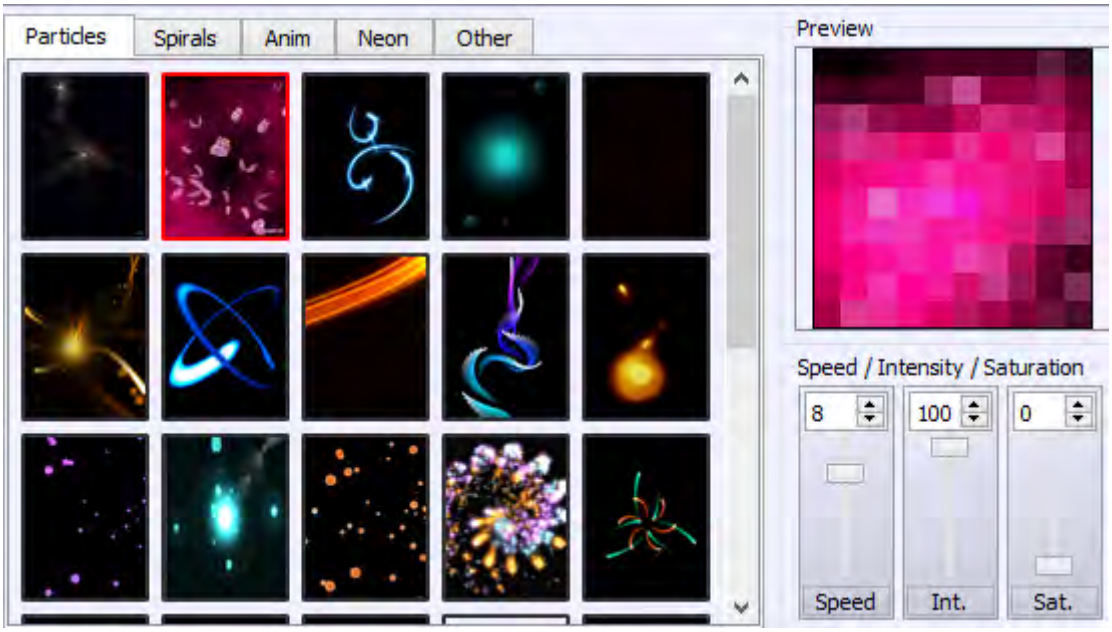
The Matrix effect creates color effects for fixture matrices with RGBW / CMY circuits. It has several types of effects that can be selected via the drop-down list.

For each effect, you can choose the direction of course, the number of colors, change the colors, the size of the area of each color (number of fixtures) and speed.

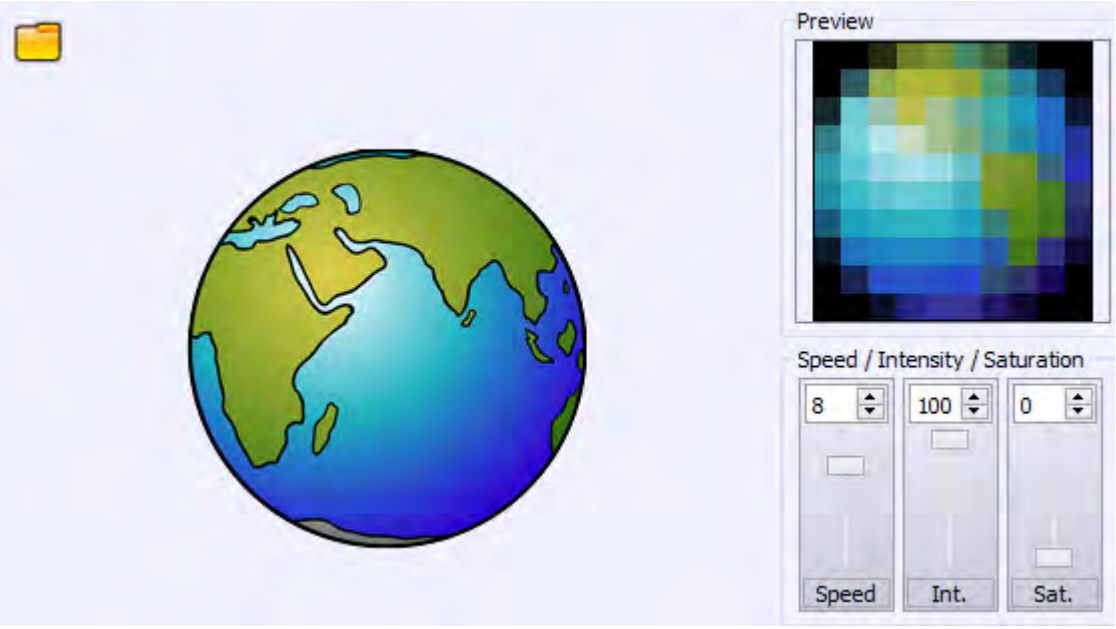
The properties allows to select (depending on the effect) the type of transitions between colors (fade or break), the course of the effect (single or round trip) and the direction of the effect (vertical or horizontal).

Intensity will manage the global dimmer of the effect.

This effect works only with profiles patched as a matrix. It is mandatory to create a DMX Patch with a matrix for your lighting fixtures. (See creation of profiles and patching profiles).



Animated effect is applied to matrices with RGBW / CMY circuits only and allows you to select an animation dispatched within 5 families'tabs. For each animation, you can adjust the speed, intensity and colors saturation.



The Media effect allows to assign all media types (image, animated GIF, video) on a matrix RGB / CMY.

For each media, you can adjust the speed, intensity and color saturation.

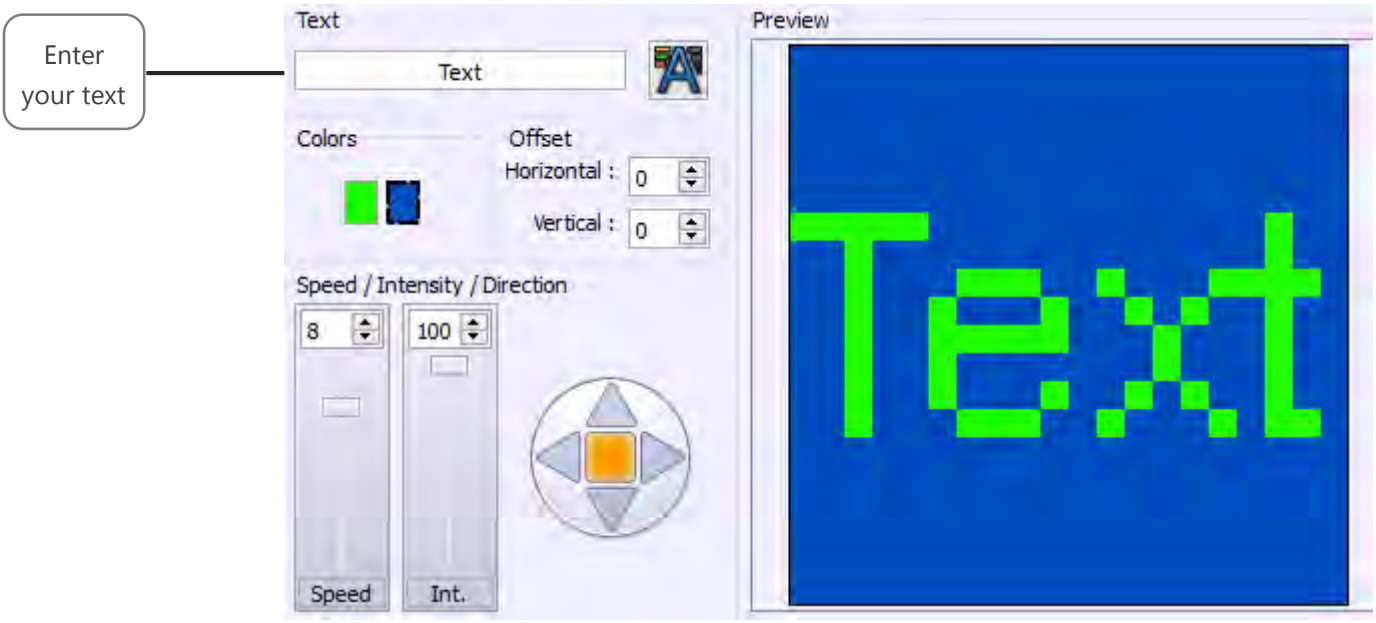
The "Open" button allows to select the file to be applied to the matrix.

If you select a video, Play / Pause, Record and Stop buttons appear.

You just have to position in the video and press the Record button to start recording the video. When you stop recording (Stop button), the preview allows you to preview the final render. Repeat if necessary and confirm the effect.

Note: The software recalculates the resolution of media files depending on the resolution of the selected matrix. Thus, file with too high resolution will not be visible properly and rendering will not be true. It is therefore preferable to choose video files and images with low resolution and if possible respecting the resolution (height x width) of the RGBW matrix.

TEXT EFFECT



The Text effect allows to simply scroll text on a RGB / CMY matrix. The input box allows you to type the text to display as well as the font to use.

You can change the colors of text and background and playing on the positioning of the text in the matrix with horizontal and vertical offset buttons.

The parameters are used to vary the speed, intensity and the course direction of the text.

CREATE ADDITIONAL STATIC LEVELS IN THE EFFECTS

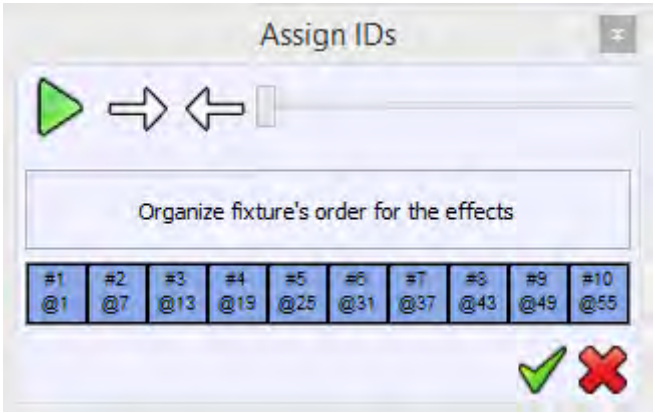
For each effect, you can assign static levels to circuits which are not affected by the effect (via presets or the channels window).

These levels are affected by fixture family and are specific to the effect if it is added. If you want to create static levels for several families of fixtures, you must select each family one by one while editing effect and assign the desired levels.

Effect button will restore these levels at the same time than the effect depending on the selection when you will trigger it.

COURSE ORDER OF THE FIXTURES

When you add new fixtures, it is assigned an index (according to their default DMX address). The fixtures course in effects is performed according to this index. However, if the order does not satisfy you it is possible to reassign fixtures indexes via the "Assign IDs" button in the 2D view toolbar. To do this, select fixtures to be reorganized and press this button to display the “Assign IDs” window and then define the new index order:



You can reorder fixtures by drag and drop or via the arrows on the toolbar. The course goes from left to right. The play button allows you to view the new course order before validating by forcing DMX levels of current fixture to 255 (see output window and 2D view).

It is possible to call the index window at any time during effect edition.

USER MANUAL
HOW TO USE THE CROSSFADE TOOL

V.1.2.8

SUMMARY

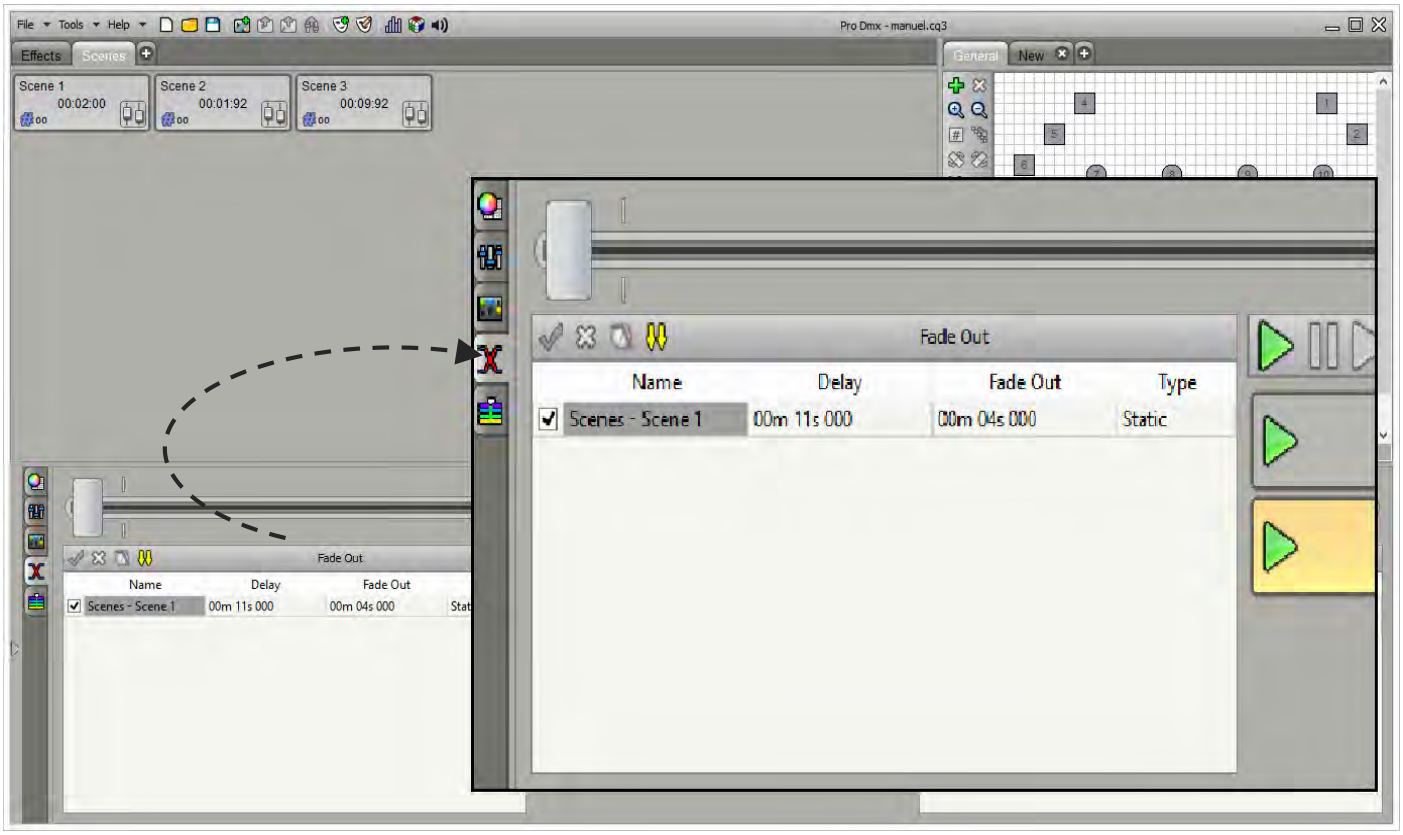
INTRODUCTION

In addition to the existing fade in and out features that you can use with scene and effect buttons, the software includes a "manual crossfade" tool to manage simultaneous fading transfers between scenes.
While playing a show, cross fades are easy to operate.

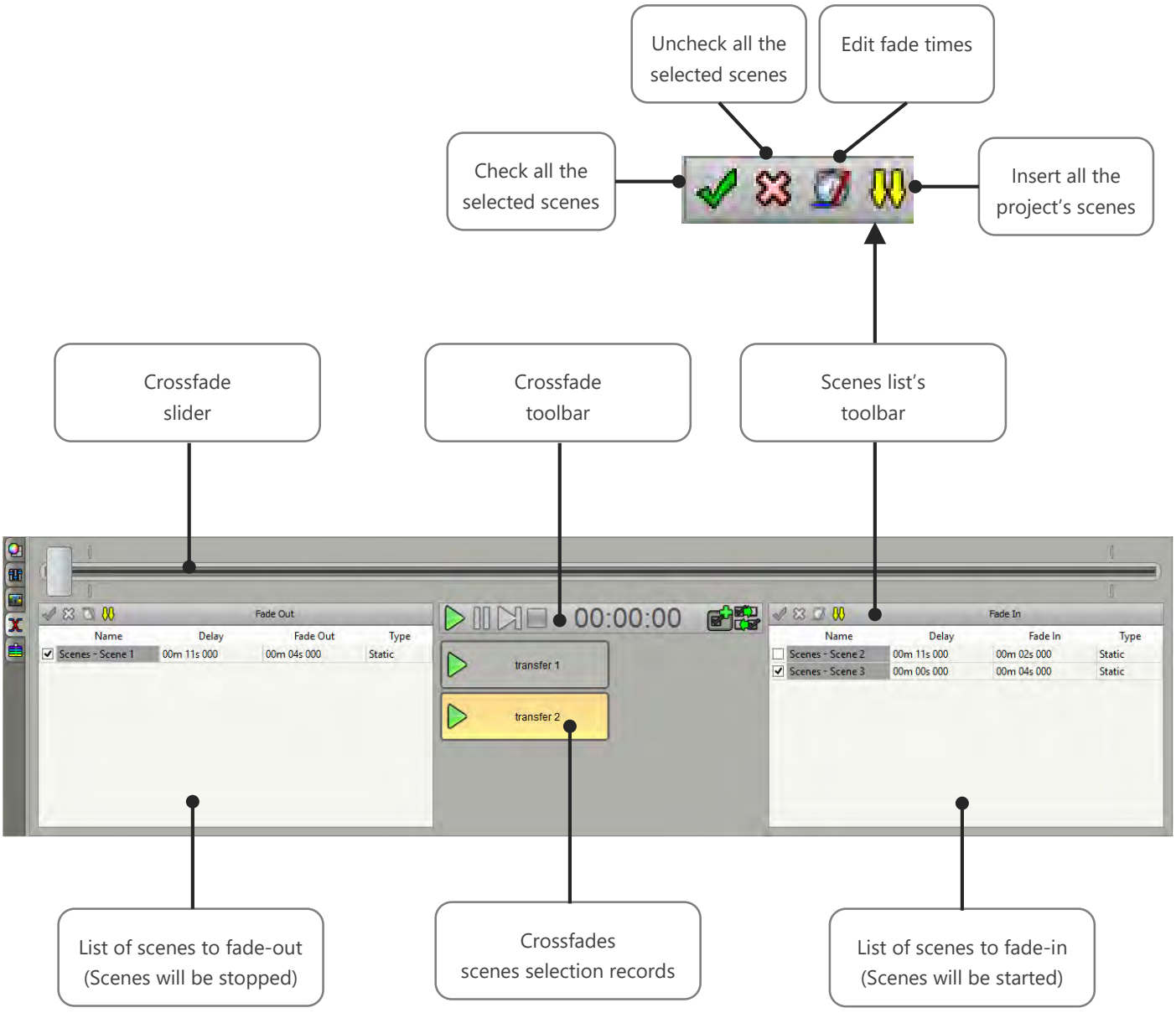
The "manual crossfade" tool allows to make two different types of transfers:
- Static crossfade: DMX levels are frozen while fading (same as the scenes buttons by default).
- Dynamic crossfade: DMX levels keep playing during the fading.

Thus, it's easy to program complex sequences of scenes and play them at any time.

You access the crossfade tool by selecting the dedicated tab on the control zone: 



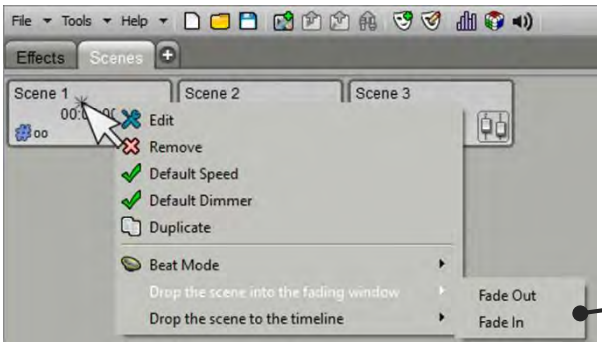
CROSSFADE WINDOW



ADD SCENES TO FADE

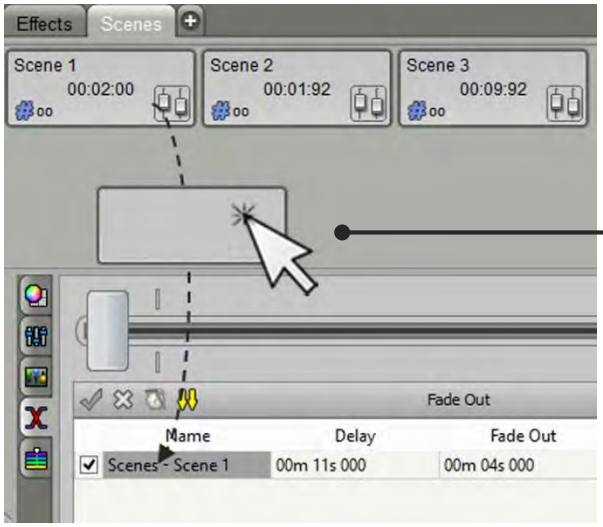
There is 3 ways to add scenes into the crossfade tool:

- **Right click on any scene's button and use the popup menu:**



Choose the fade in or fade out destination list

- **Drag and drop scene into the crossfade tab:**



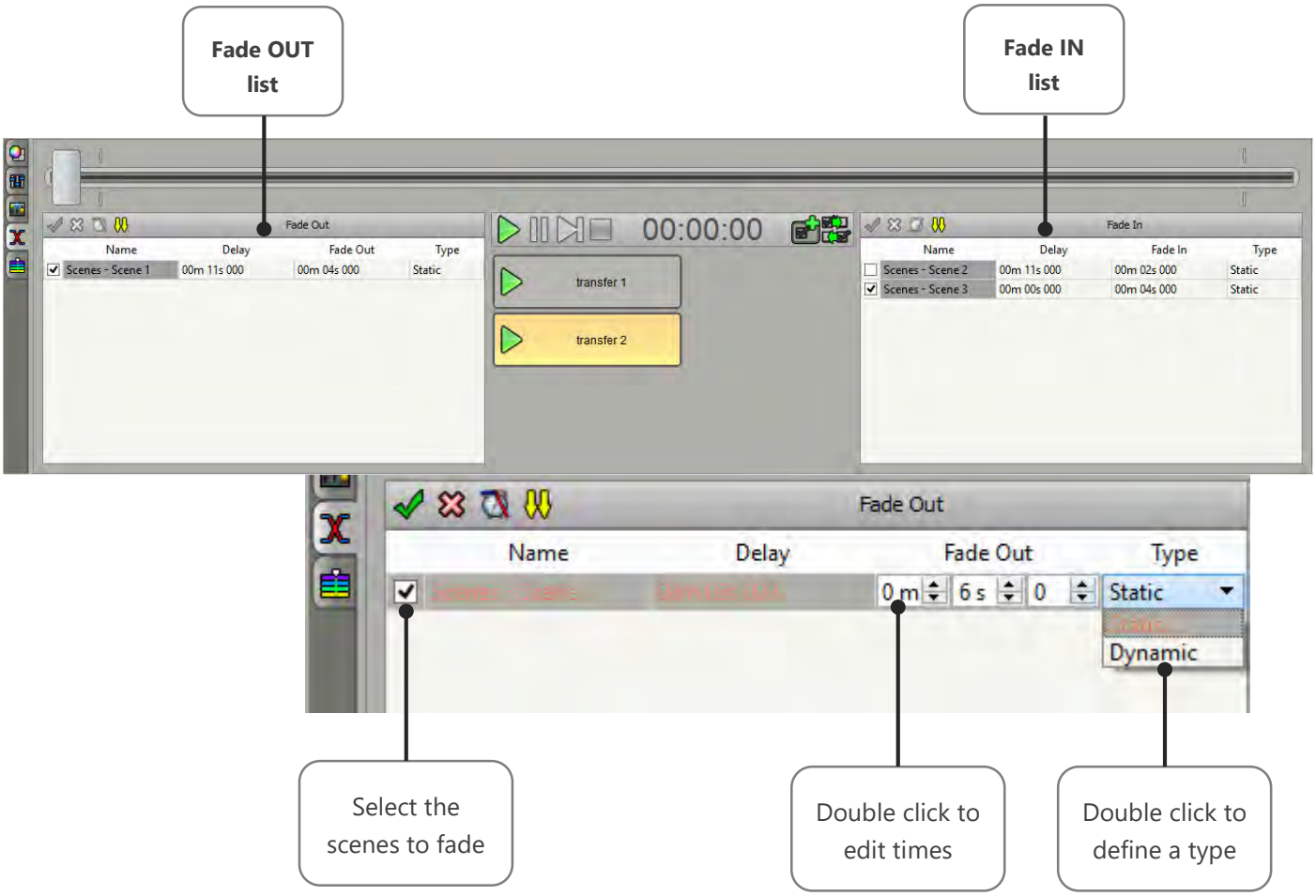
Hold SHIFT + CLICK to drag & drop the scene

- **Use the import button above the fade in or fade out scenes lists:**

Import all the project's scenes

USE THE CROSSFADE TOOL

The fade tool has two lists, one for fade out (to the left), the other one for fade in (to the right).
In each list, you must need to select the desired scenes with ones you want to perform a crossfade.
Then, in both lists, for each selected scene you must define the fade time, the delay time and a choose fade type.

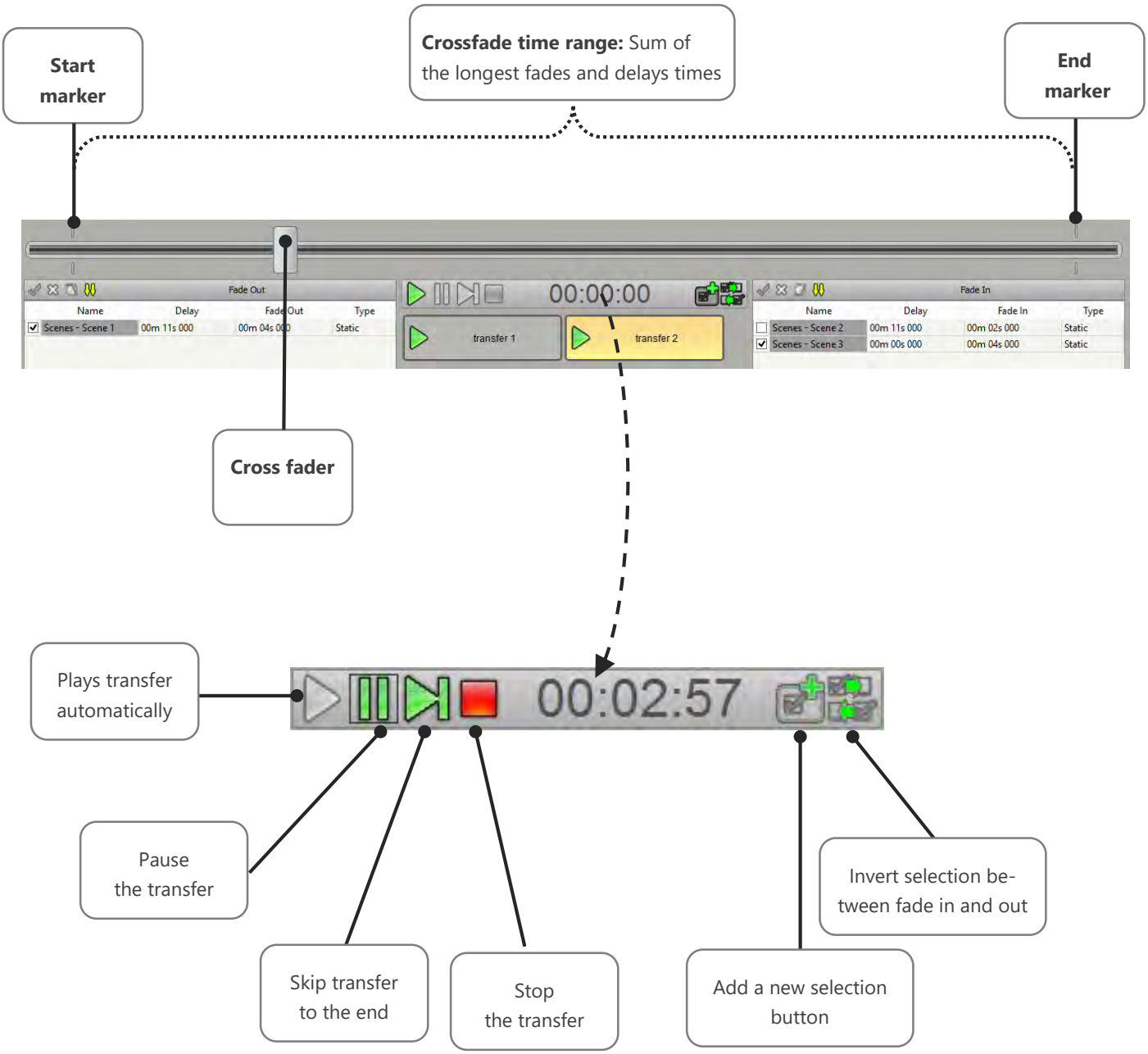


Remarks:

- Crossfade's Fade and Delay times: They are independent from the default scene's fade times and they take priority over it. So scene and crossfade times can be different than the scene's default ones.
- A scene can be part of both fade in and out lists but can't be selected in both lists at the same time. Thus, if you select a scene in one list, it will automatically be unchecked in the other list.
- A scene executing a crossfade out must be playing when you launch the manual crossfade, else it will be ignored. Scenes who are playing are highlighted with a yellow background color in the lists.

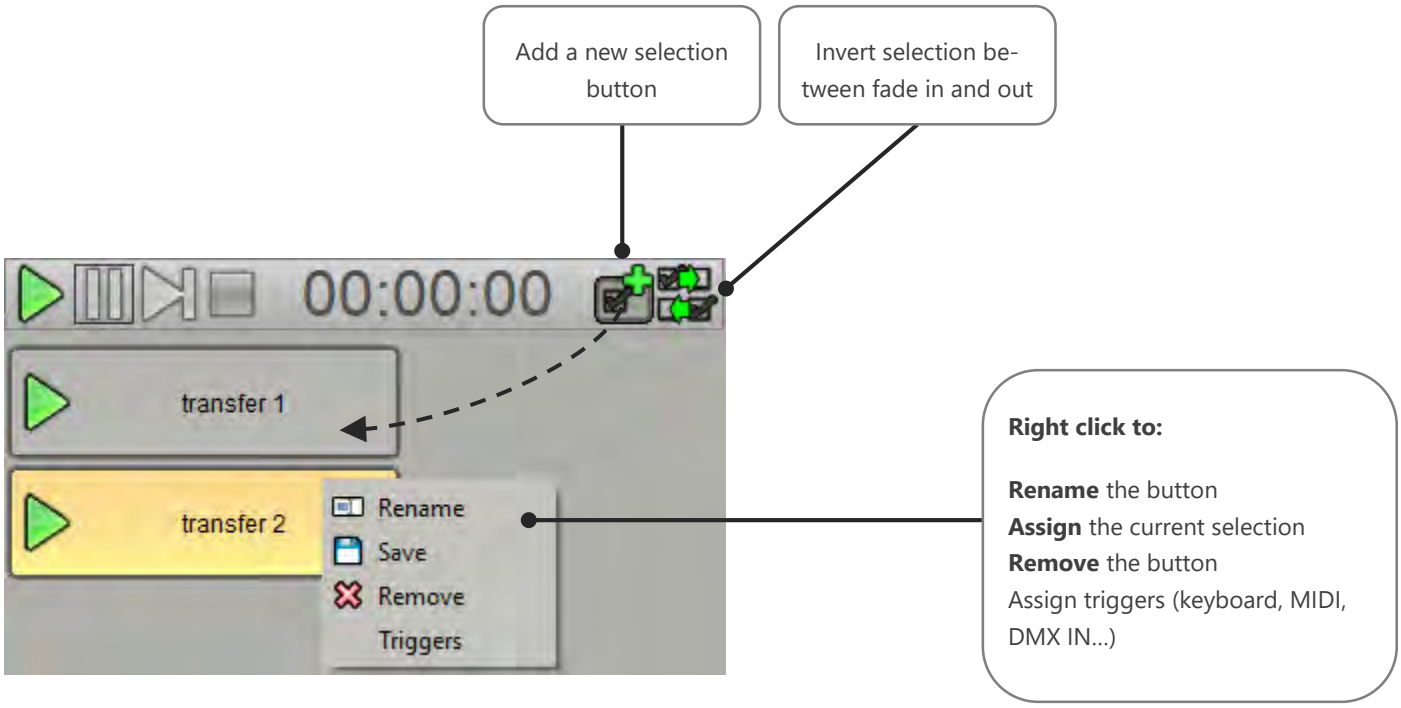
PLAY AND CONTROL A CROSSFADE

The cross fader allows to control manually the transfer at any time back and forward. Moving the cross fader over the start marker limit will automatically starts the transfer. When you release the cursor, the transfer keeps playing normally from the current cross fader position to the end marker.



SELECTION BUTTONS

The selection buttons allow you to save a selection of scenes. When you add a new button, it will record the current scenes selection in both lists. Later, pressing this button will recall that selection. It's also possible to assign it a new selection doing a right click on a selection button.



When the selection of scenes matches the selection of a button, it is automatically selected and displayed in orange color.

Notes:

- Clicking on the green arrow in the button will immediately calls the scene selection and simultaneously start the crossfade transfer. Clicking anywhere else in the button recalls the selection without starting the transfer.
- The cross fader can also receive a MIDI command according to the connected Midi controller. You can assign the Midi value from the general options of the software that are available in the Tools menu, then Options and Commands tab.

USER MANUAL
HOW TO USE SCENES

V.1.2.8

SUMMARY

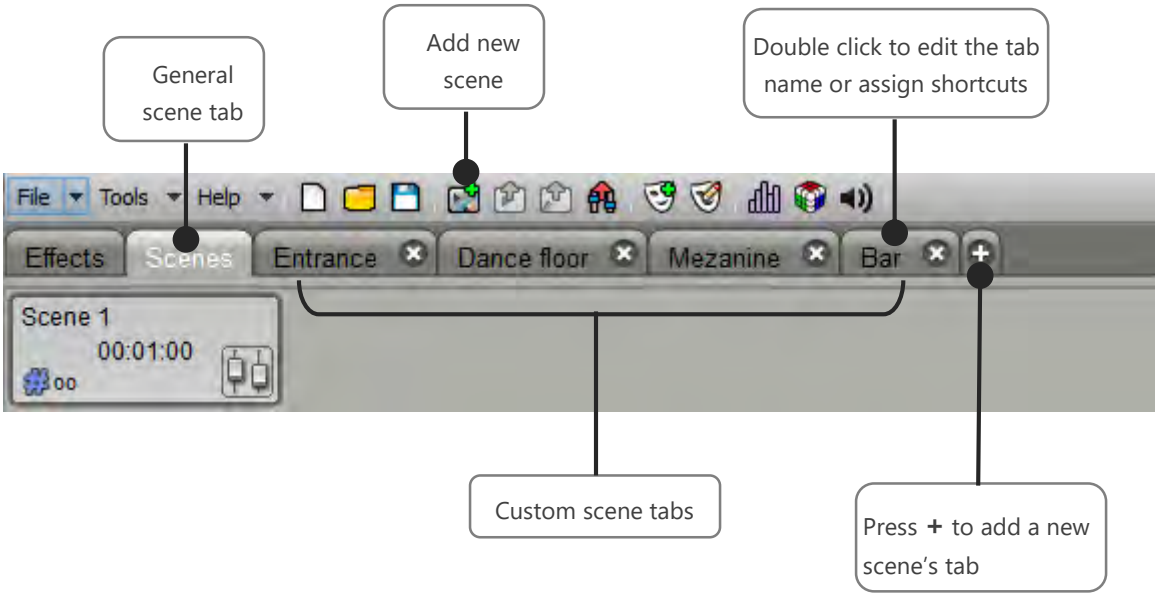
INTRODUCTION

Scenes allow to play static or dynamic DMX levels from steps or memories. In this way, you can easily customize the programming of your fixtures.

Scenes button are displayed on the left side of the software and can be called or started at any time. In this chapter you will learn how to create and use scenes, organize them within the tabs as well as in the timeline.

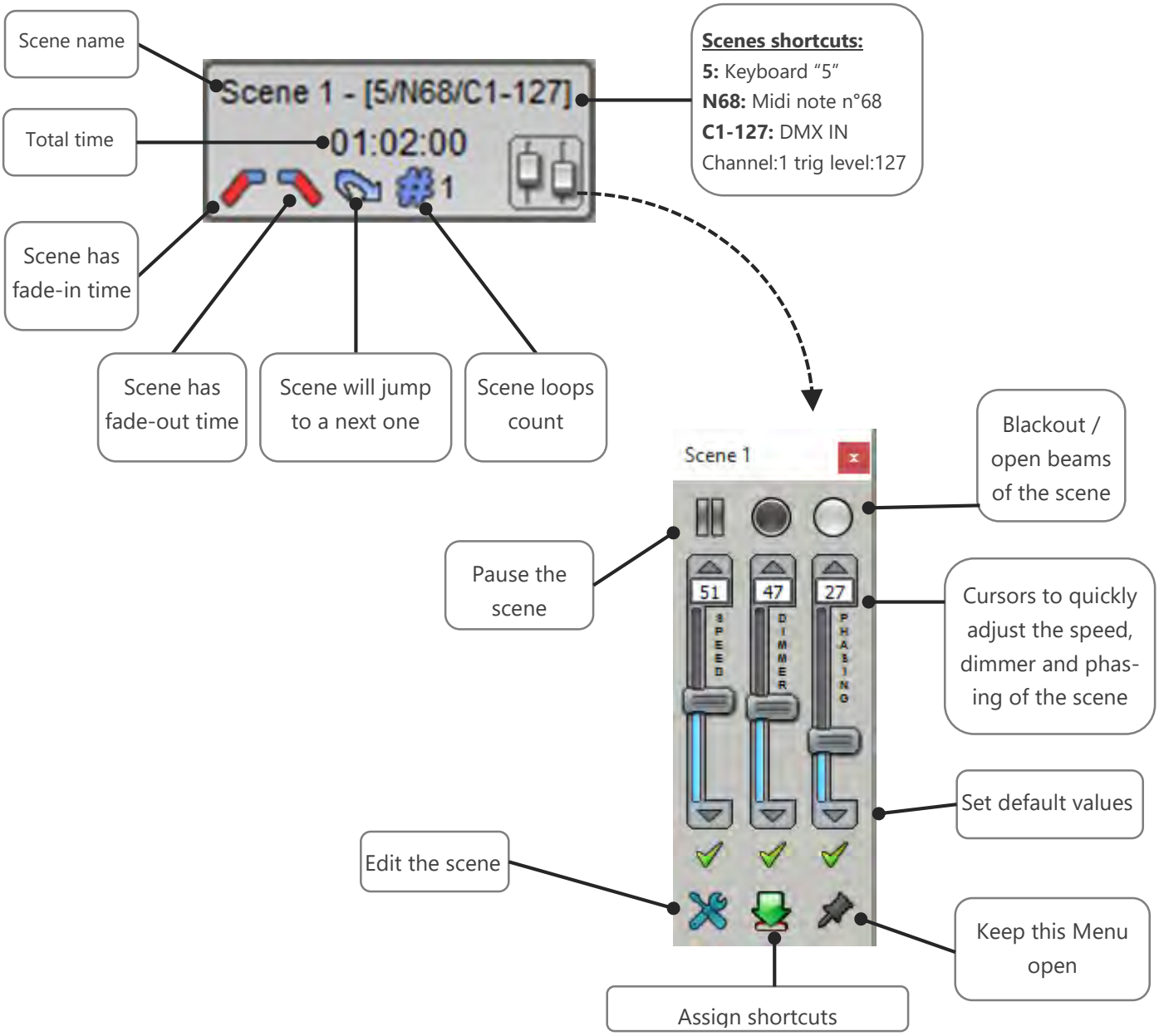
ORGANIZE SCENES IN TABS

New scenes can be created in the dedicated "Scenes" tab. However, you can also add an unlimited number of scenes tabs to optimize your workspace.

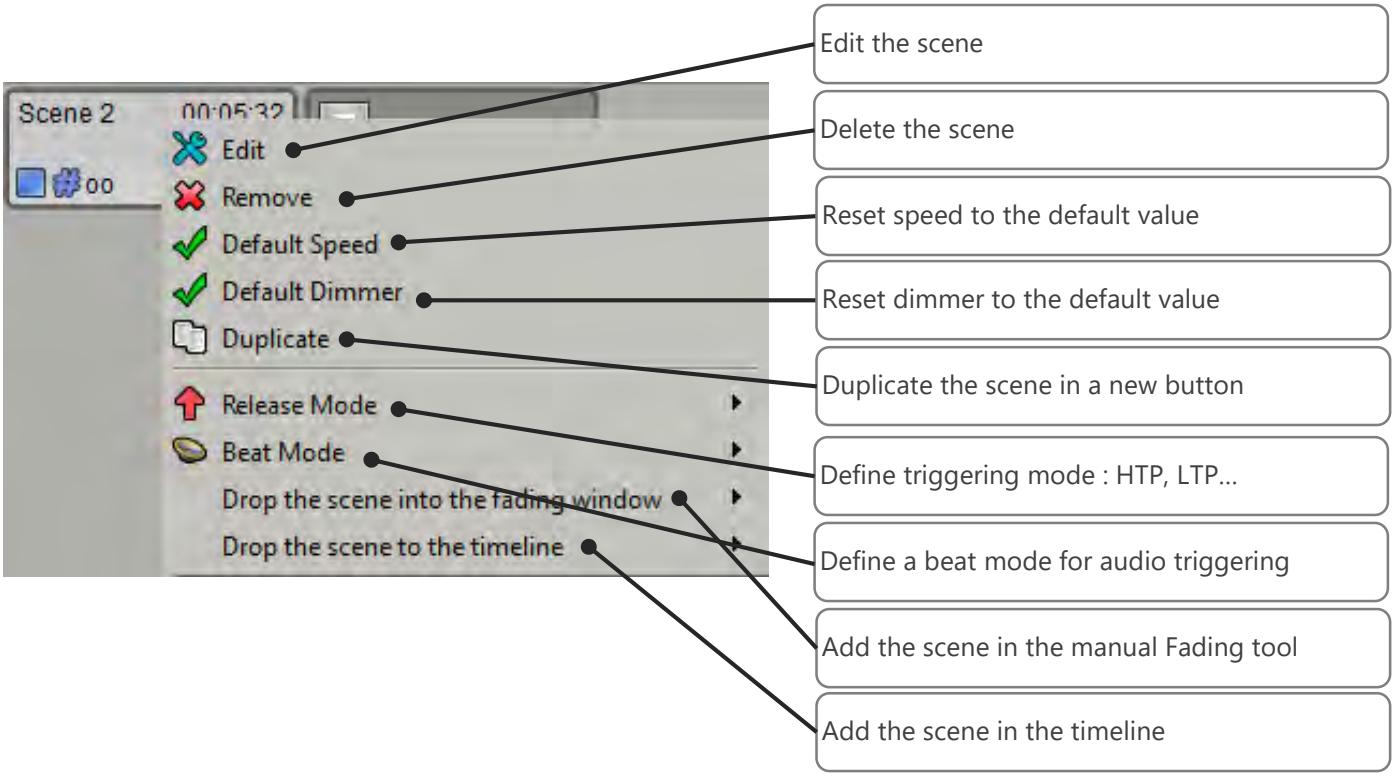


CREATING A SCENE BUTTON

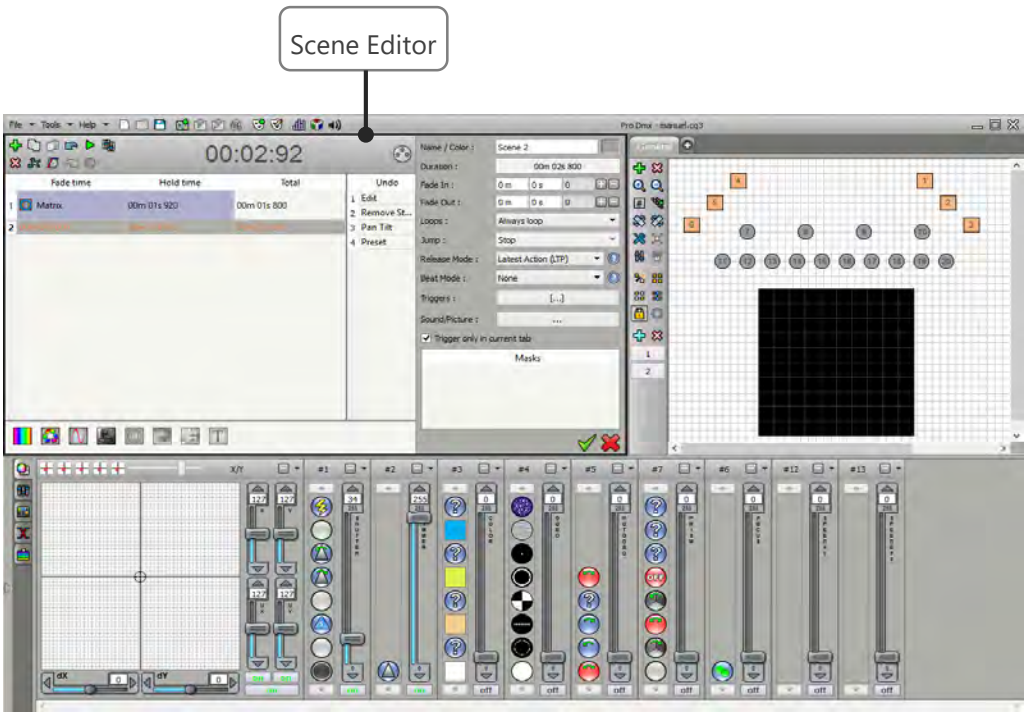
To create a new scene, use the "Add" button on the main toolbar. The scene will be added to the active tab. Be careful that the active tab is not the "Effects tab", otherwise an effect will be created instead of a scene.



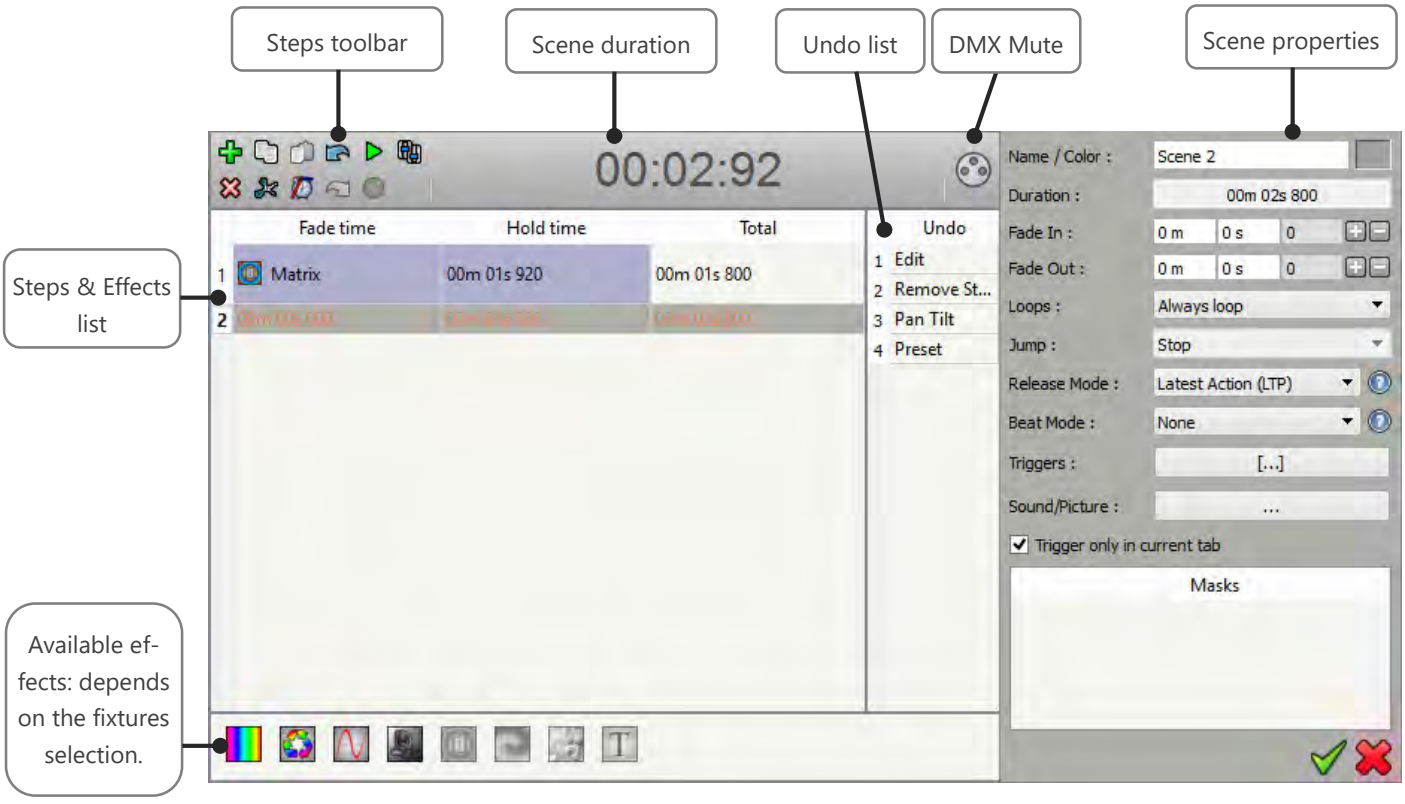
Right-click a scene button to open the context menu and access to the different properties of the scene.



EDITING A SCENE'S CONTENT



The edit window opens instead of the scenes tabs and leaves room for the fixtures selection and presets view.



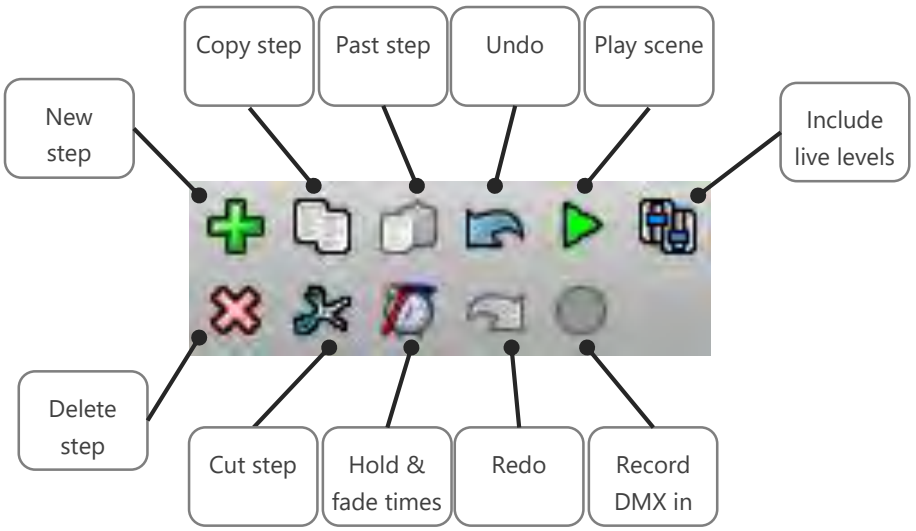
Scene duration:

The duration of the scene, or the cumulative steps of the list with their waiting and fading times.

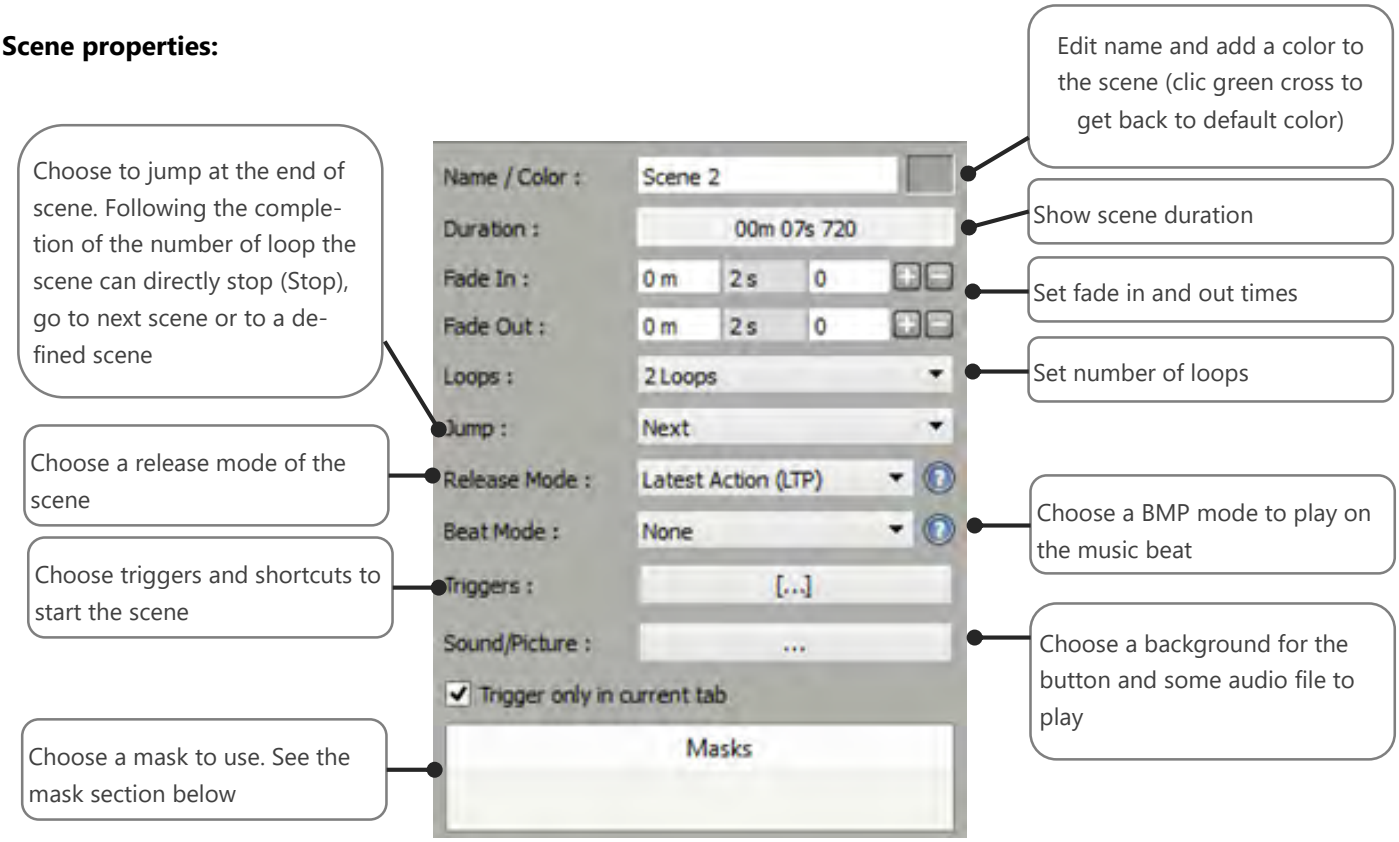
Mute DMX:

Send or mute the DMX signal of the scene while editing. By muting the scene's DMX signal you can program the scene without disturbing what's currently playing on the show.

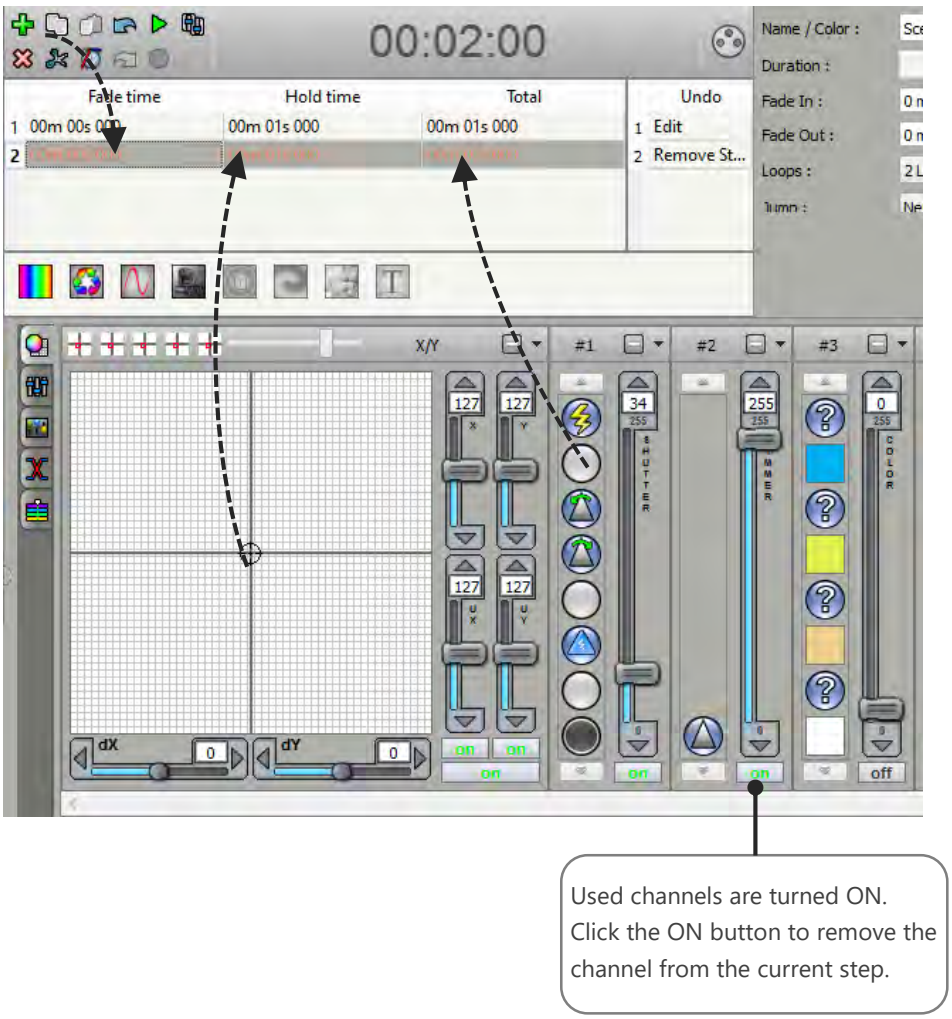
Steps toolbar:



Scene properties:



ADD AND CREATE STEPS IN A SCENE

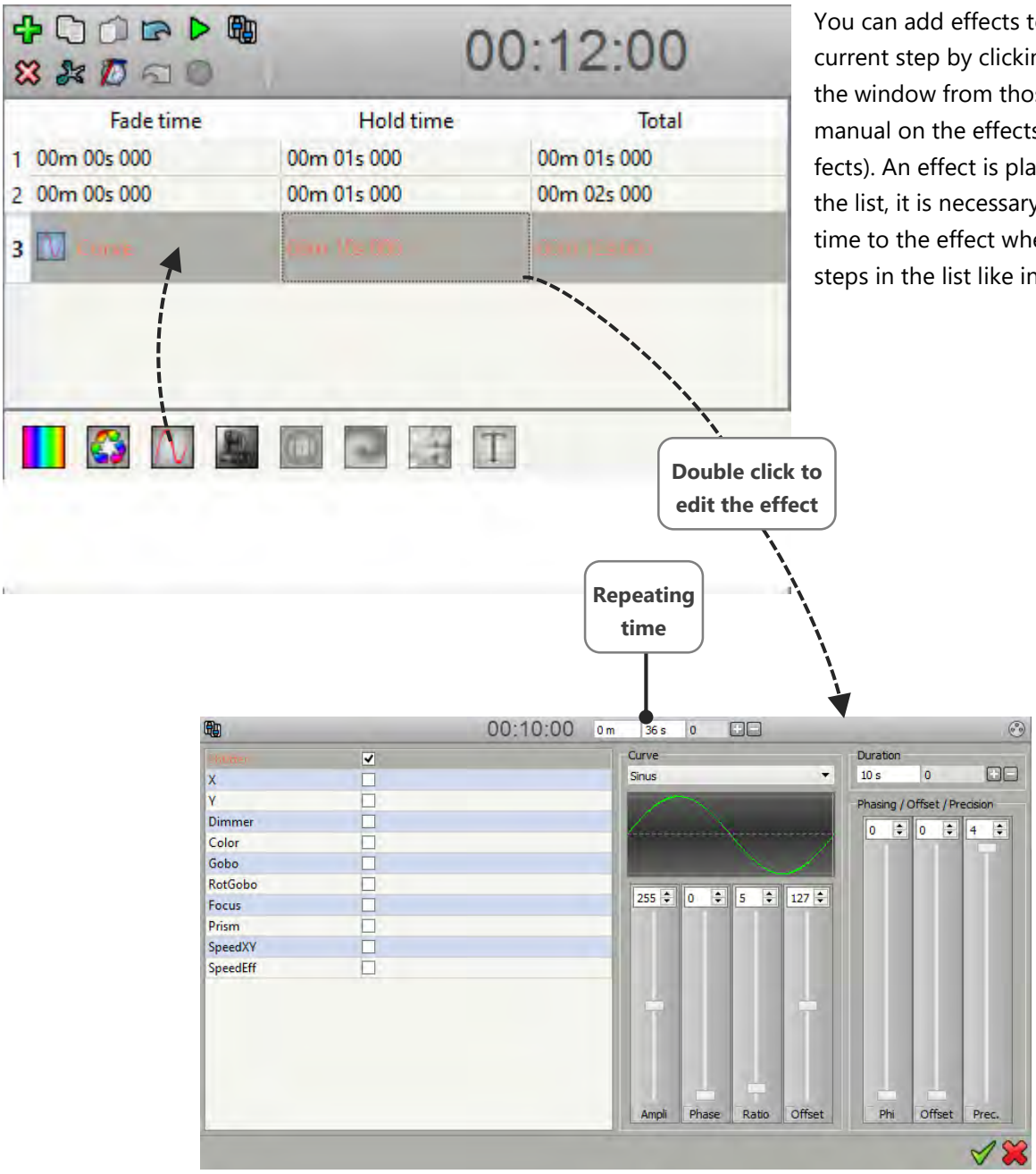


1: Click on the "+" button to add a step after the current step of the scene.

2: Set DMX levels by moving faders and picking presets in both presets and faders control windows.

Note: DMX channels changes are are affected to the selected fixtures only.

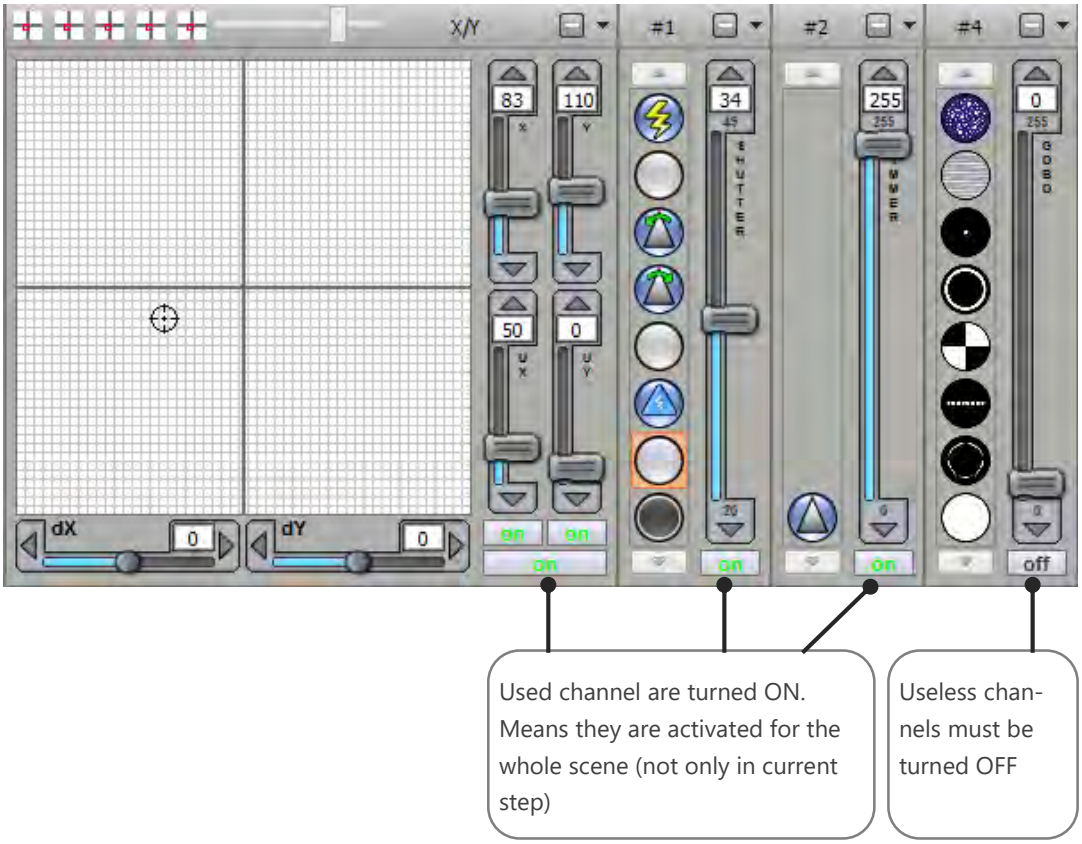
ADD AND CREATE EFFECTS IN A SCENE



You can add effects to the rest of the current step by clicking an effect down the window from those available (see the manual on the effects for the types of effects). An effect is played only once in the list, it is necessary to set a repeating time to the effect when there are other steps in the list like in this example.

USE THE CHANNELS AND PRESETS CONTROL WINDOWS

Actions on a channel or on a preset control involve a change of the channel state. Channel will be turn ON.
That means that for all the selected fixtures, this channel is activated. It is important to understand priorities and to know who the active channels in a scene are. Unused channels must be turned OFF to avoid possible conflicts between scenes especially when they are playing simultaneously.



ENABLE OR MUTE THE DMX OUTPUT

It is possible to edit a scene that any moment, even while it is played. At the opening of the scene editor, the DMX output can be activated (DMX on) or muted (DMX OFF) depending on the following conditions:

The scene's DMX output comes activated when:

-Edited scene is not playing and nothing else is playing.
-Edited scene is playing and no other scene is playing.
-Edited scene is playing while other scenes are playing but they don't have any common channels between them.

In other cases, the scene's DMX output comes muted:

Modifications to the scene will not be sent to the DMX output to avoid disturbing the DMX show progress.

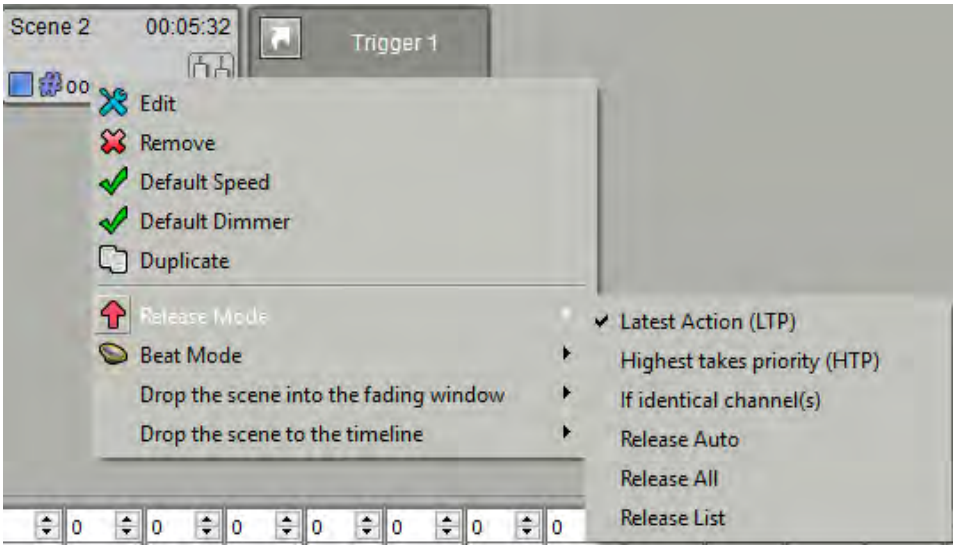
When the DMX signal is cut the duration of the scene is displayed in red:

If the DMX output of the scene is activated while other scenes are playing and sharing DMX then, there, the edited scene takes priority.

Example: current scene A is using the shutter channel strobe mode. If you create a new scene B, changing the shutter channel will overwrite what current scene A is doing.

RELEASE SCENE OPTIONS

There are different triggering modes:



Last action (LTP): When the scene is triggered, it does not stop any other scene. The last scene triggered takes priority over the shared active channels of the others playing scenes.

Highest takes priority (HTP): The scene with the highest DMX values takes priority over the shared active channels of the others playing scenes.

If identical circuits: The scene automatically stop all scenes playing at least one identical channel.
Example: scene A plays pan and tilt + dimmer channels. Scene B plays pan and tilt or dimmer or both. Playing scene B will stop scene A automatically.

Release Auto: When the scene is triggered, it automatically stops all the scenes having the same mode of release.

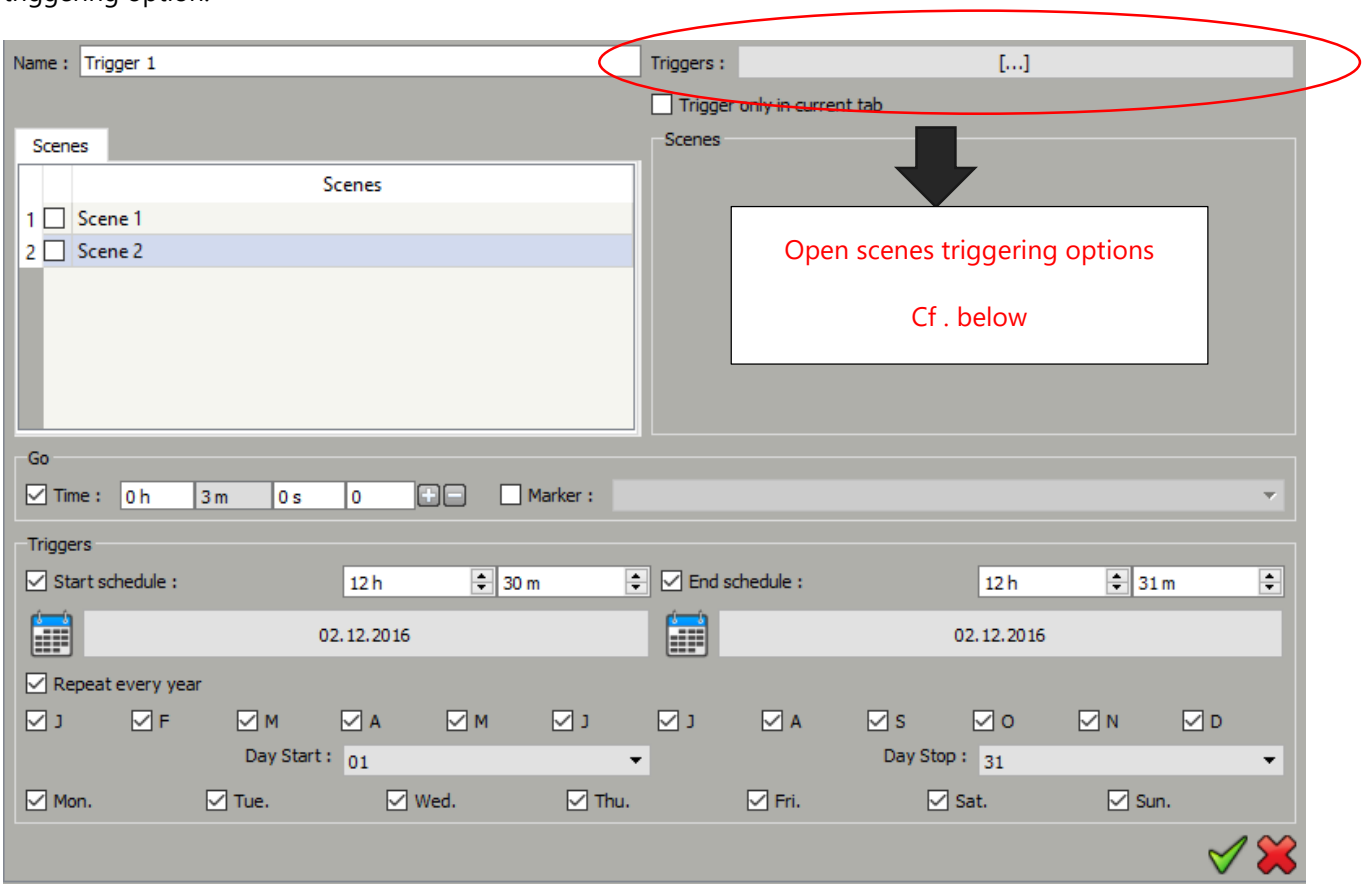
Release All: When the scene is triggered, it automatically stops all the scenes playing in the current scene tab only. Scenes playing in the other scene tabs will not be stopped.

Release List: When the scene is triggered, it stops all the scenes contained in the list (if they are playing).

TRIGGER SHORTCUT

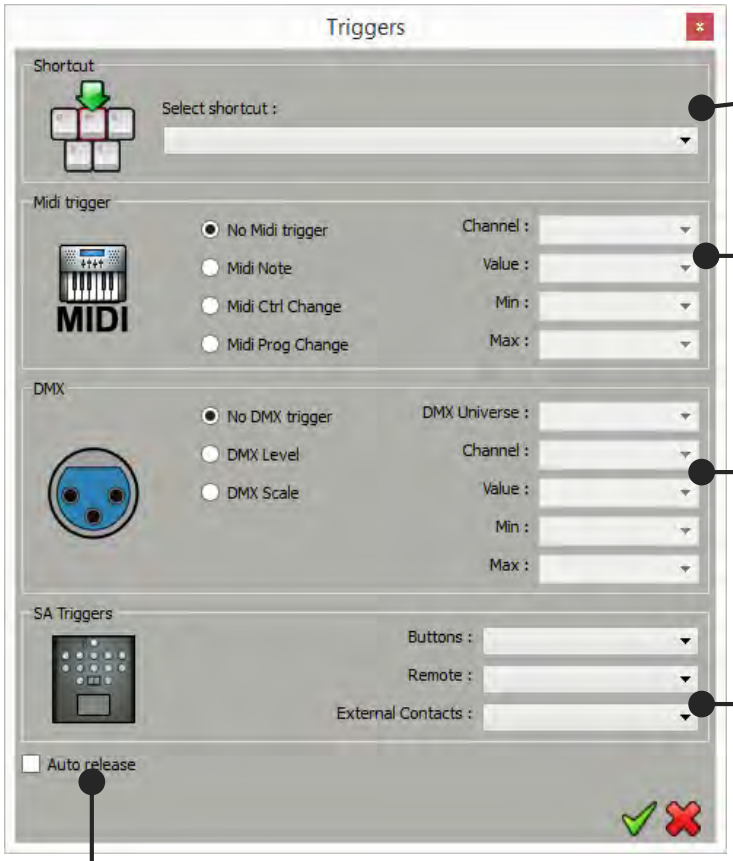
Optimize your efficiency in live and add trigger button to call one or several scenes.

Right click one the Trigger button to edit trigger options of the associated scenes. You will be able to add calendar and time triggering information, depending on the type of device you are using ; some devices do not allow calendar triggering option.



SCENES TRIGGERING

Optimize your control in Live and assign triggering shortcuts to scenes using; keyboard keys, midi, DMX, etc.



Assign keyboard shortcut
Choose key from the list

Assign a Midi trigger

Any midi controller desk can be connected to the computer

Assign a DMX-IN trigger

Use the DMX input of the interface and assign any input DMX channels as a trigger

Assign an interface trigger:

Use the DMX interface buttons, external contacts or IR Remote as a software trigger

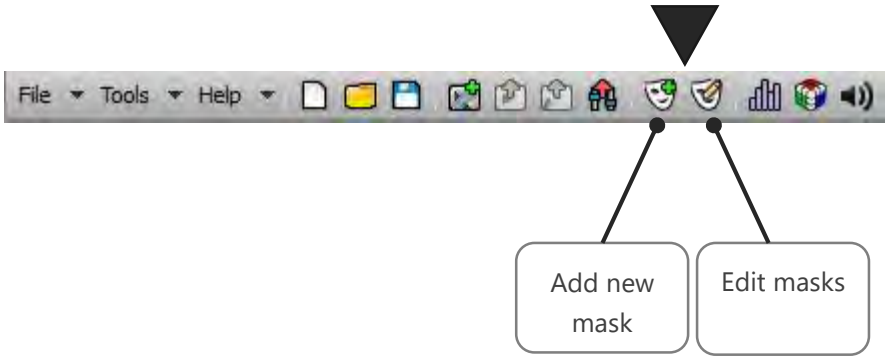
Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself.

The software is able to detect, recognize and assign triggers from an external device (such as keyboard's key, MIDI button or slider or potentiometer, DMX console fader...).

Example: A midi console is connected to the computer. When pressing a button or turning a potentiometer on the console, the software automatically detects the values and shall auto-assign it. Then, it's still possible to change it manually.

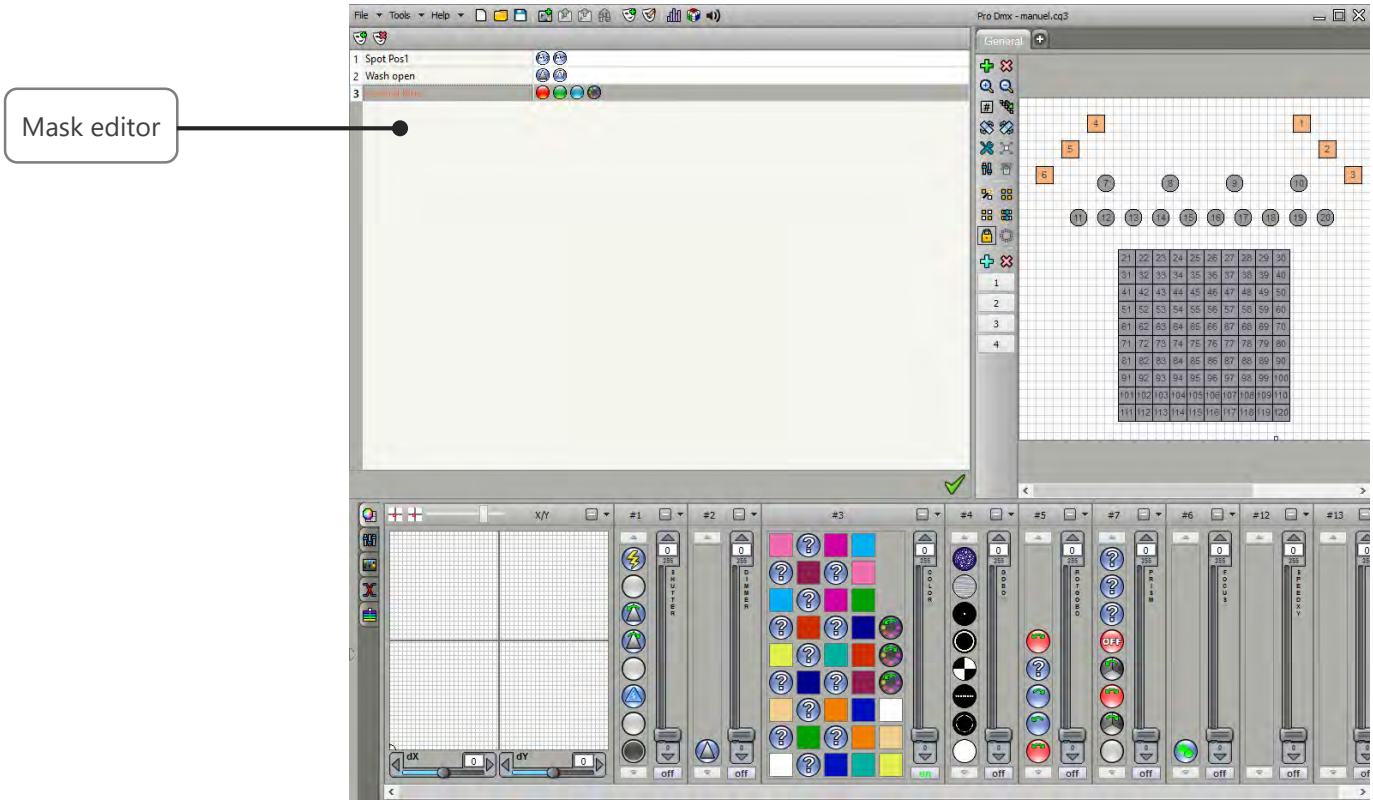
USING DMX MASKS

Once they have been created with the mask editor, masks are usable in the scene editor. A mask contain DMX levels, it's similar to a single steps who will play overall the steps of the scenes.



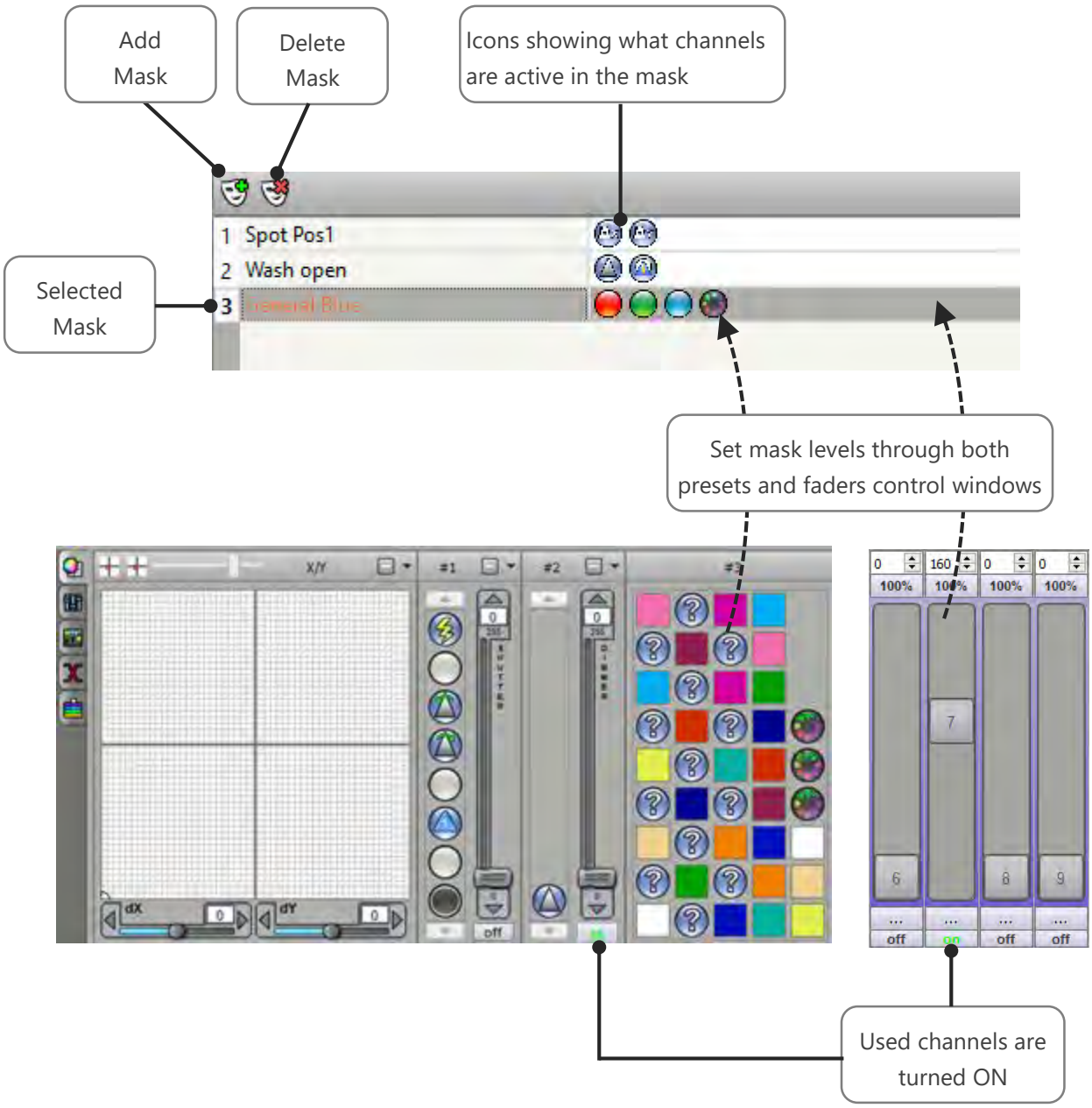
Add new mask: This command will create a new mask. If there are active live channels, then levels will be included in that new mask.

Edit new mask: This command opens the mask editor.



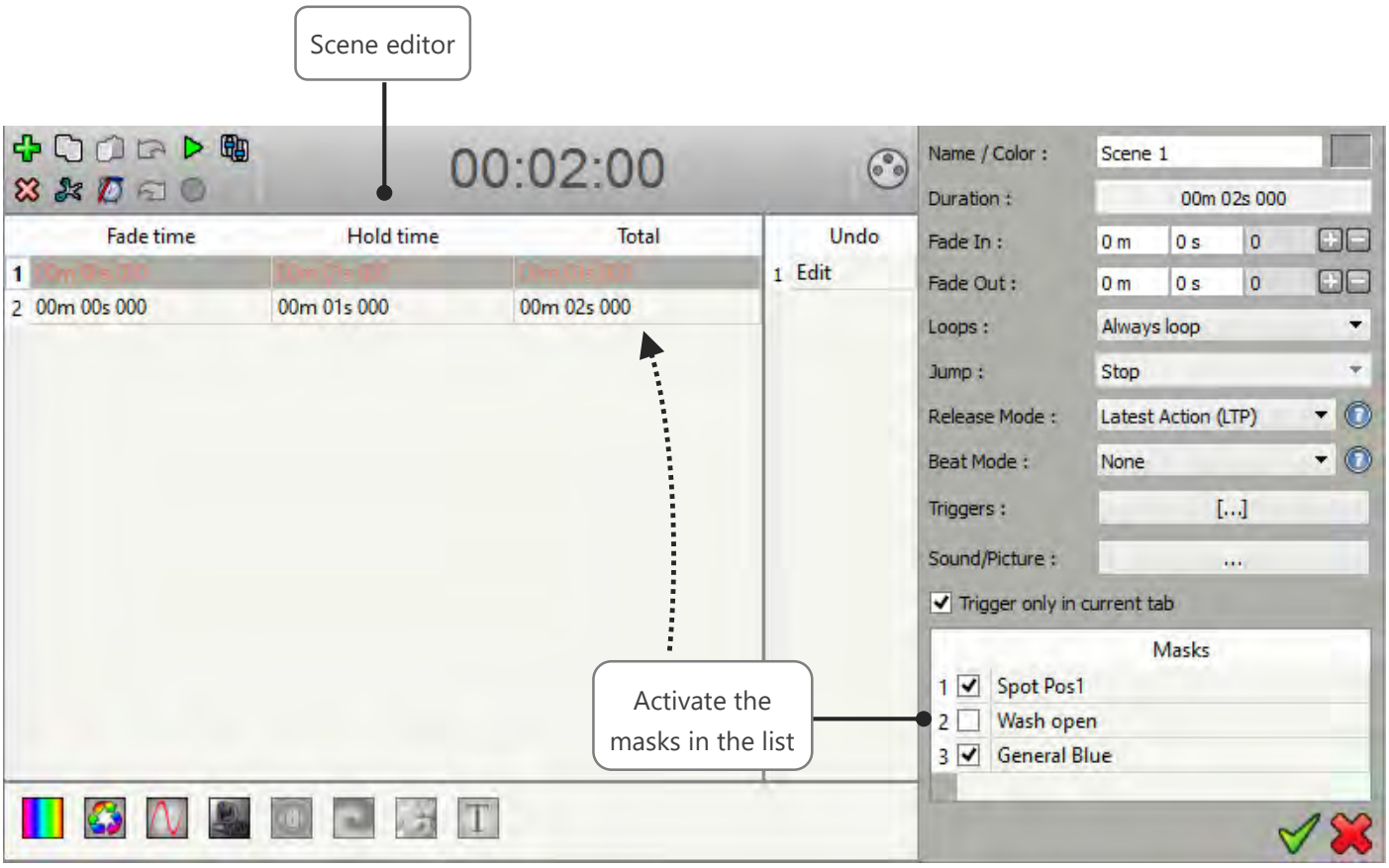
PROGRAMING DMX CHANNELS IN A MASK

When a mask is selected you can set the desired DMX levels using faders or preset controls windows, exactly like in programming a scene's step. Like in the scene editor, used channels in the mask are turned ON to let you know what channel is active in the selected mask. If you don't need a channel anymore in a mask, just click the ON button to turn it OFF.



APPLY MASKS IN A SCENE

Once the masks have been created, you can apply them in any scene of your project. Edit a scene and check the masks you want to apply for the edited scene.



Mask will play over all the steps of the whole scenes. If the scene is playing on some same channels than the mask then the mask will takes priority.

USING SCENES WITH THE TIMELINE OR CROSS FADES TOOLS

All scenes, unlike the effects can be integrated into the timeline (Timeline) or in fades. Please also refer to the manual of the timeline and cross-fade.

USER MANUAL
HOW TO USE EFFECTS

V.1.2.8

SUMMARY

INTRODUCTION

This chapter describes the effect generator and its options. The effect generator allows to quickly create complex visual effects in generating automatically the steps of a scene.

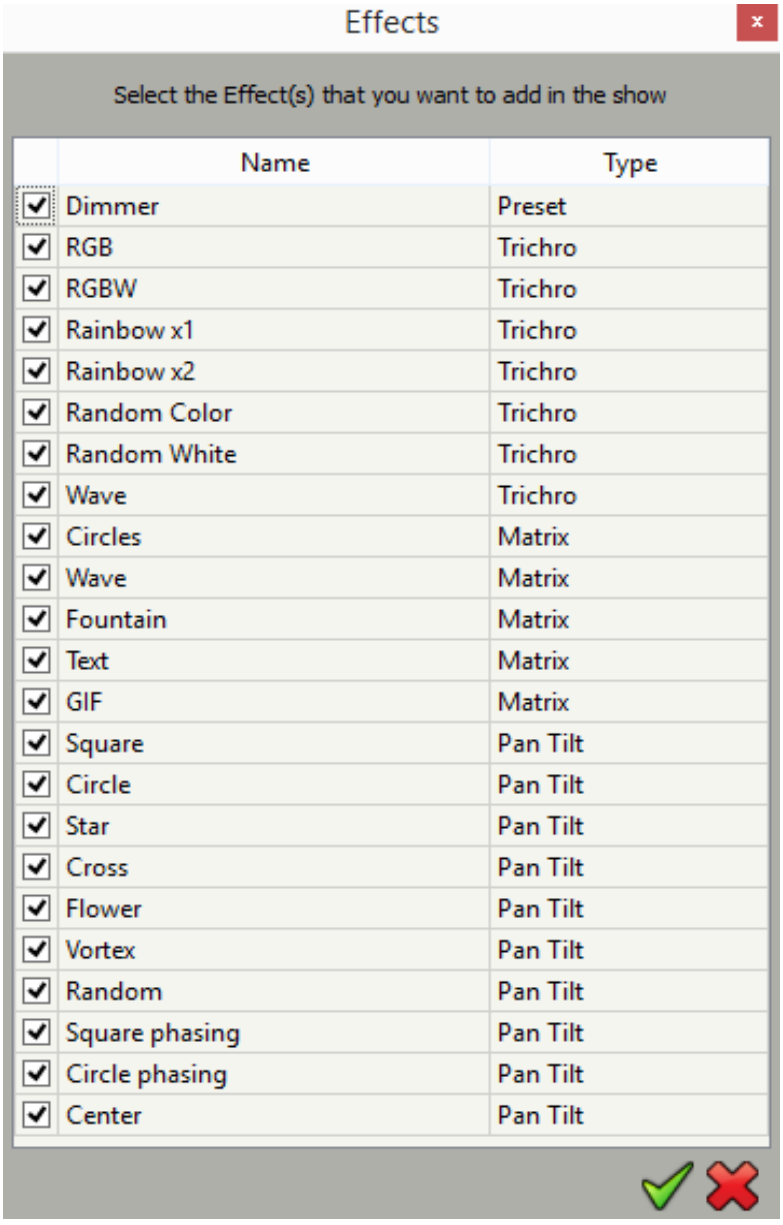
You can find the “effect tab” next to the “scenes tab”. In this specific “effect tab” (which is impossible to remove), the effects are calculated dynamically and can be changed in real time.

These effects are ‘global’ and as a result, can be applied on a selection of fixtures having channels in common.

For example; you may create a « circle effect », and apply it to different moving heads and scanners fixtures, all of them having the same pan and tilt channels.

The same effect can thus be applied simultaneously an indefinite number of times. The use of "effects" buttons is limited to a "live" context. It is therefore impossible to include them in the Timeline or in the manual fades.

Select effect window



When you add new fixture profiles, the software automatically offers to add "effects" buttons corresponding to circuits your fixtures have (Pan, Tilt, RGBW, CMY). From the generated list, simply check or unchecked the effect you want to add from the list.

In addition to dynamic effects such as color or sequencer of pan tilt, the software offers to add effects such as "preset" (cf. presentation of different effects) for key circuits such as dimmer, shutter etc. ... which allows to turn on your headlights. They will be active by default on your new fixtures which allows you to start working immediately with the beams on.

All effects added to the fixture creation can be changed at any moment and in real time. In addition, if your project already contains fixtures with the corresponding effects, the software does not add redundant effects in order not to complicate the presentation and use of the software.

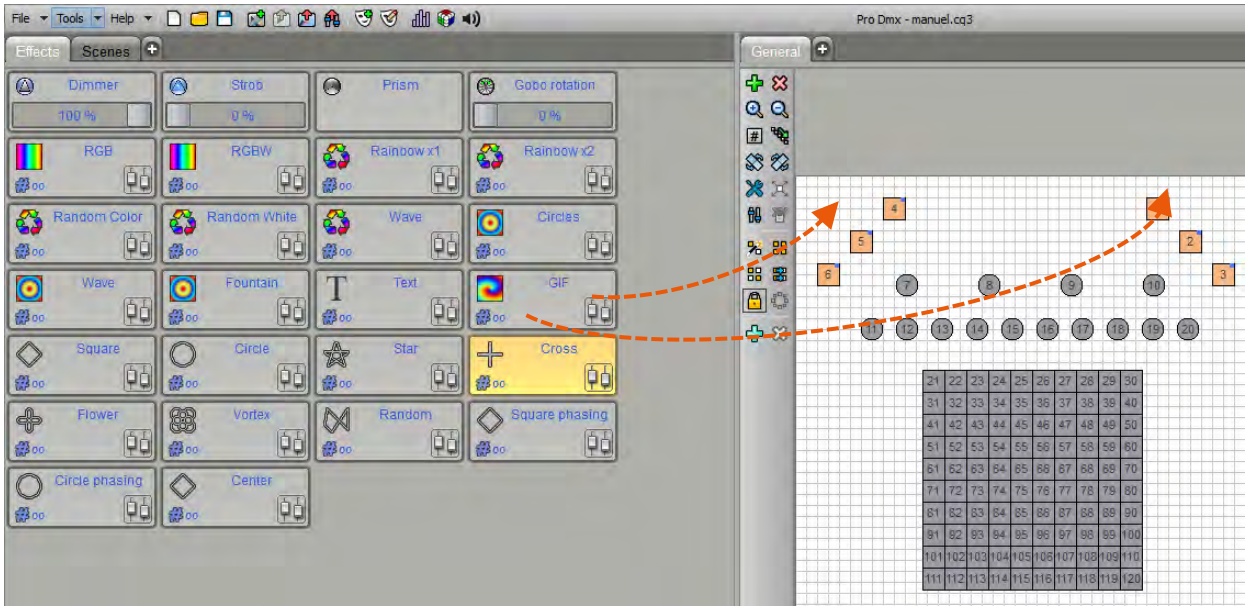
For example: you already have a "circle" pan tilt effect, it will not be proposed to re-create it as it is applicable to any family of projectors with pan tilt.

It is also possible to create new "effect" buttons at any time via the "New effect" button of the main toolbar at the top of software:

Add an effect button in the current tab

USE THE LIVE EFFECT BUTTONS

To activate an "effect" button, it takes at least one selected fixture having channels according to the effect type. A trigger with the button will launch the execution of the effect on the fixture(s) selection. We can thus run multiple "instances" of the same effect on different fixtures selections.



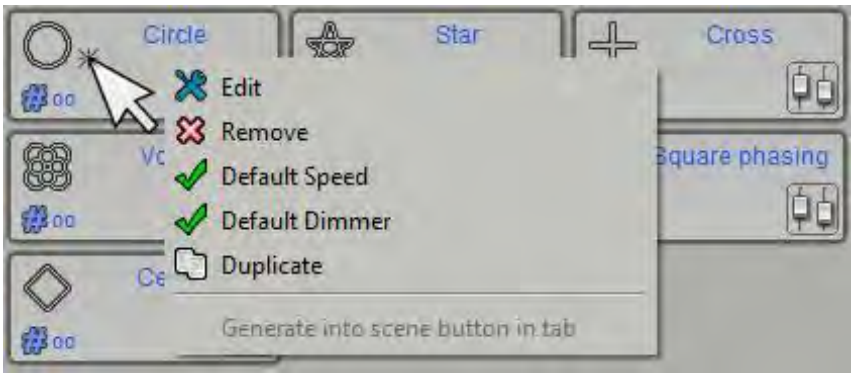
Note: You can combine multiple effects on the same machine as long as they relate to different circuits. If you trigger an effect on a fixture already playing another effect involving the same circuits, the previous effect is released. Example: a group of fixtures plays a "circle" pan tilt and you apply another pan tilt movement, the effect "circle" will be released on these fixtures.

Effect is displayed as active (orange) on a fixtures selection only if that selection is playing this effect. From there, it is possible to stop the effect for this specific selection of fixtures.

It is possible to release all effects simultaneously via the "release all effects" button of the main toolbar:

Release all active effects buttons

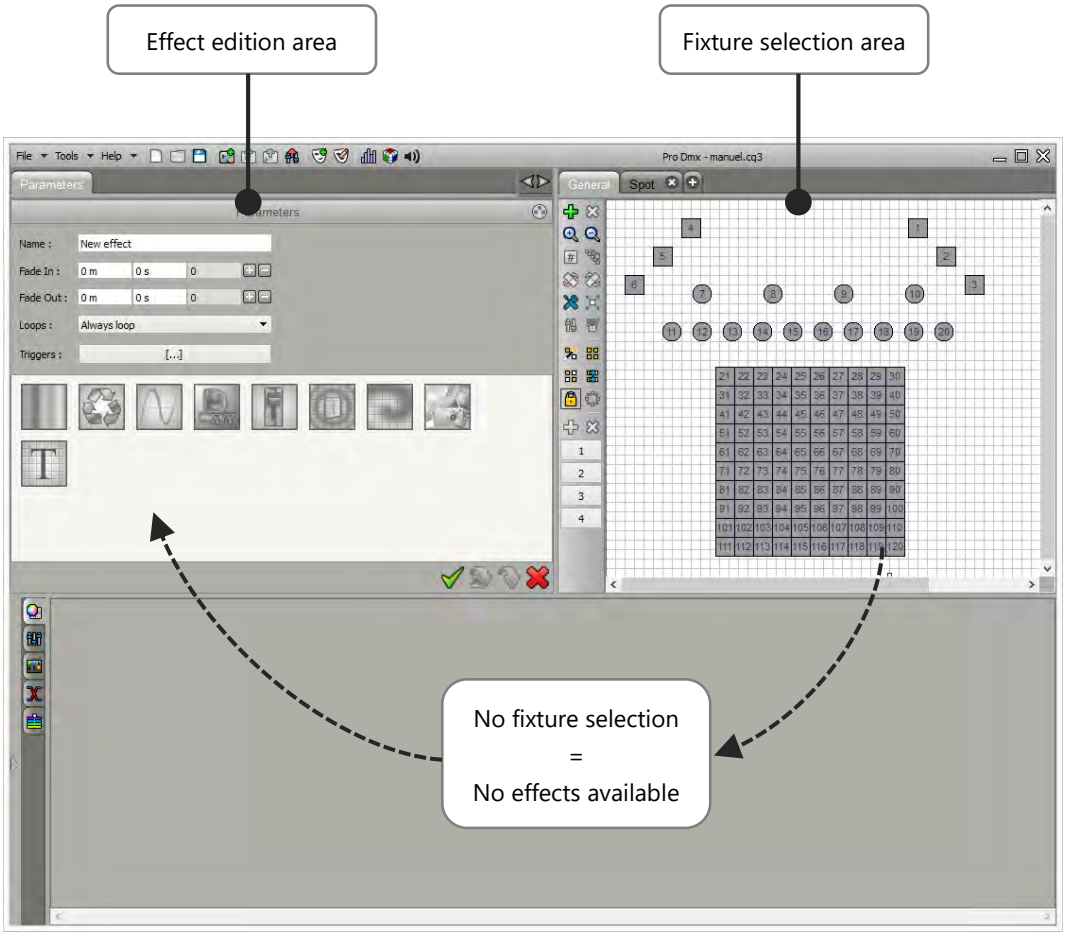
EFFECTS EDITION



To edit an effect there is two ways:

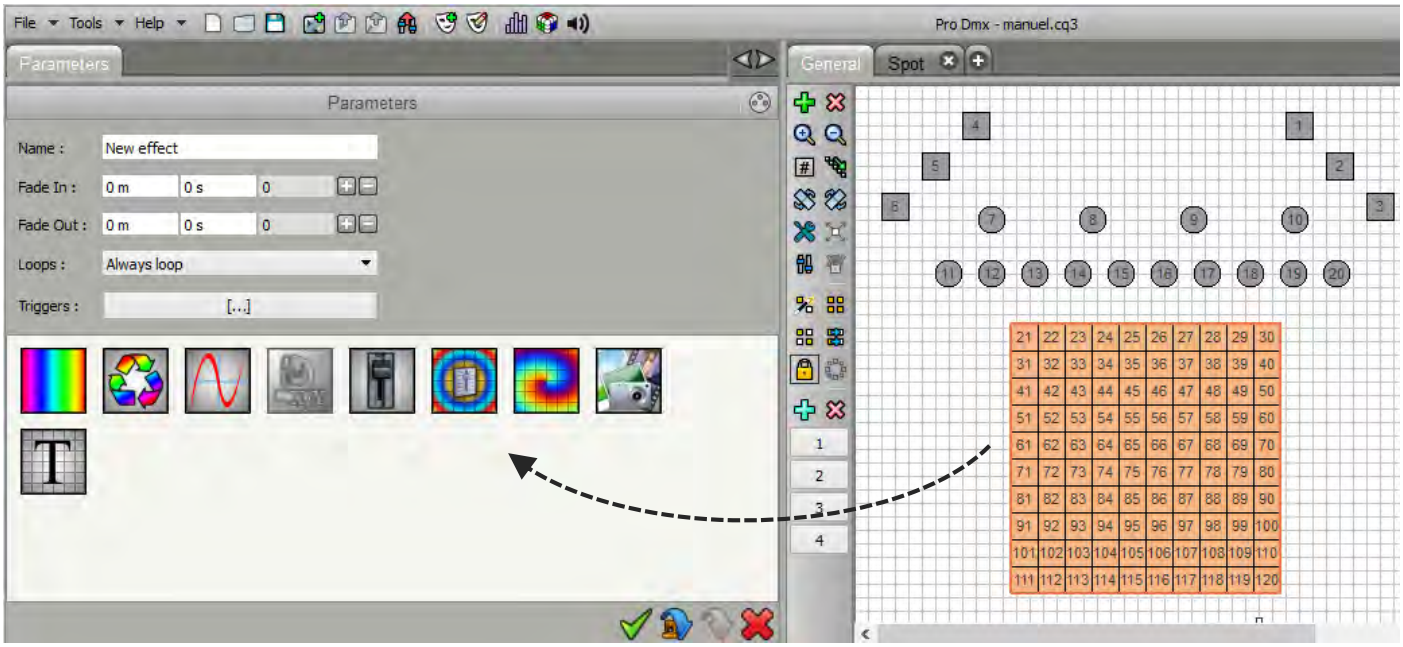
CTRL + Click over a button
OR
Right click over an effect button and then press “Edit” in the pop up menu.

When editing a fresh new effect, the effect list appears as inactive because the software need first to know witch fixture(s) to work with in order to define where to apply the new effect.



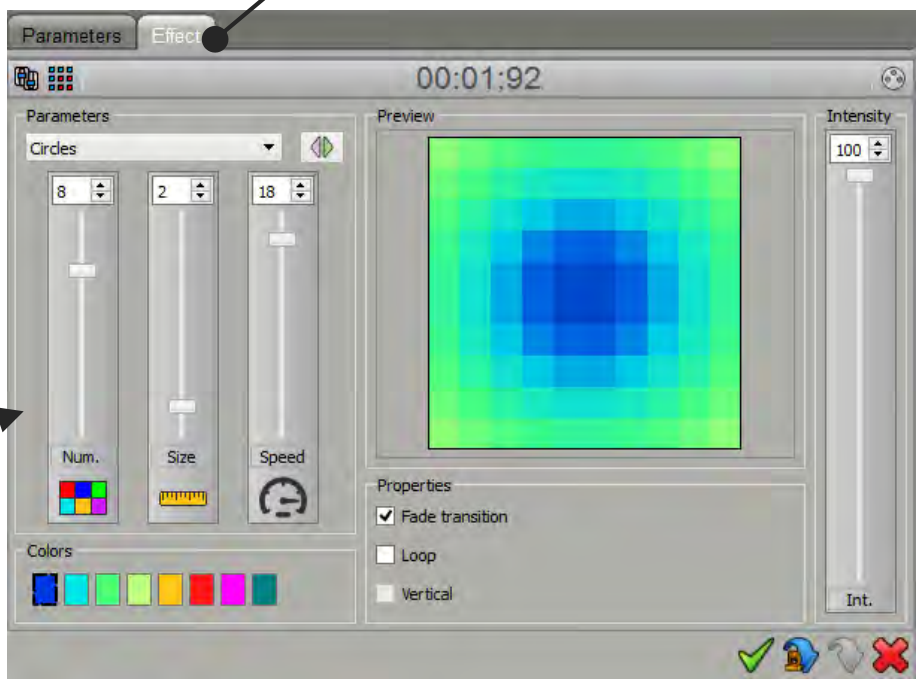
It is necessary to correctly add fixtures in the project with the DMX patch manager of the software to use efficiently the effects. The effect functions are in close relation with the type of fixture used in the project.

Now, with a fixture selection, you can choose one of the effects provided for the selected fixtures types:

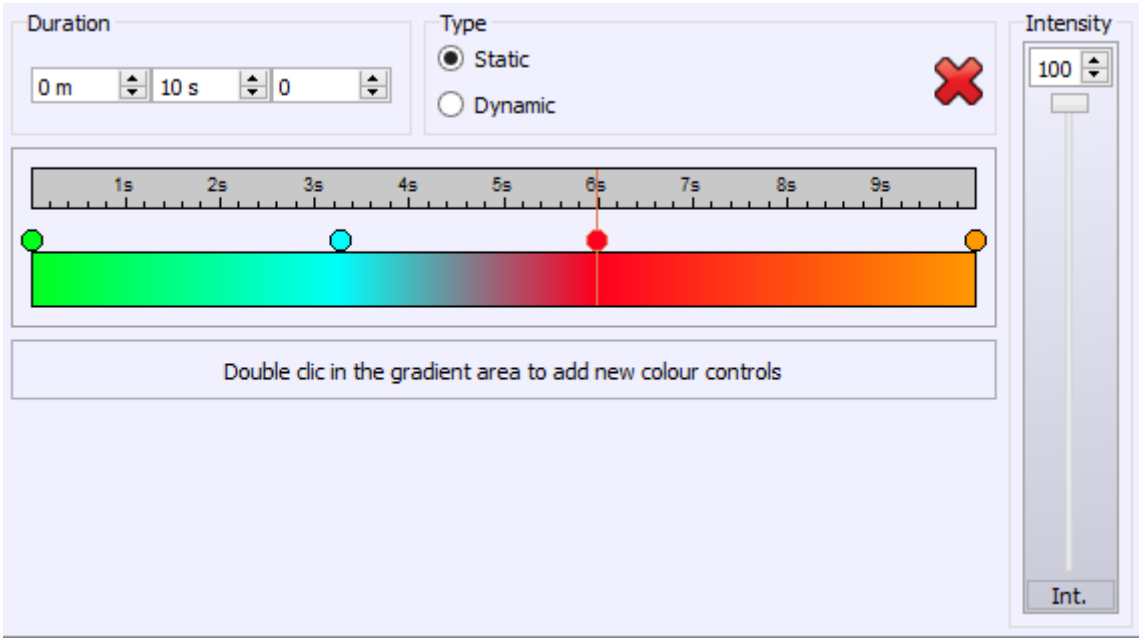


Picking an effect will automatically load the according effect tab in the effect editor area

Specific effect tab



GRADIENT EFFECT



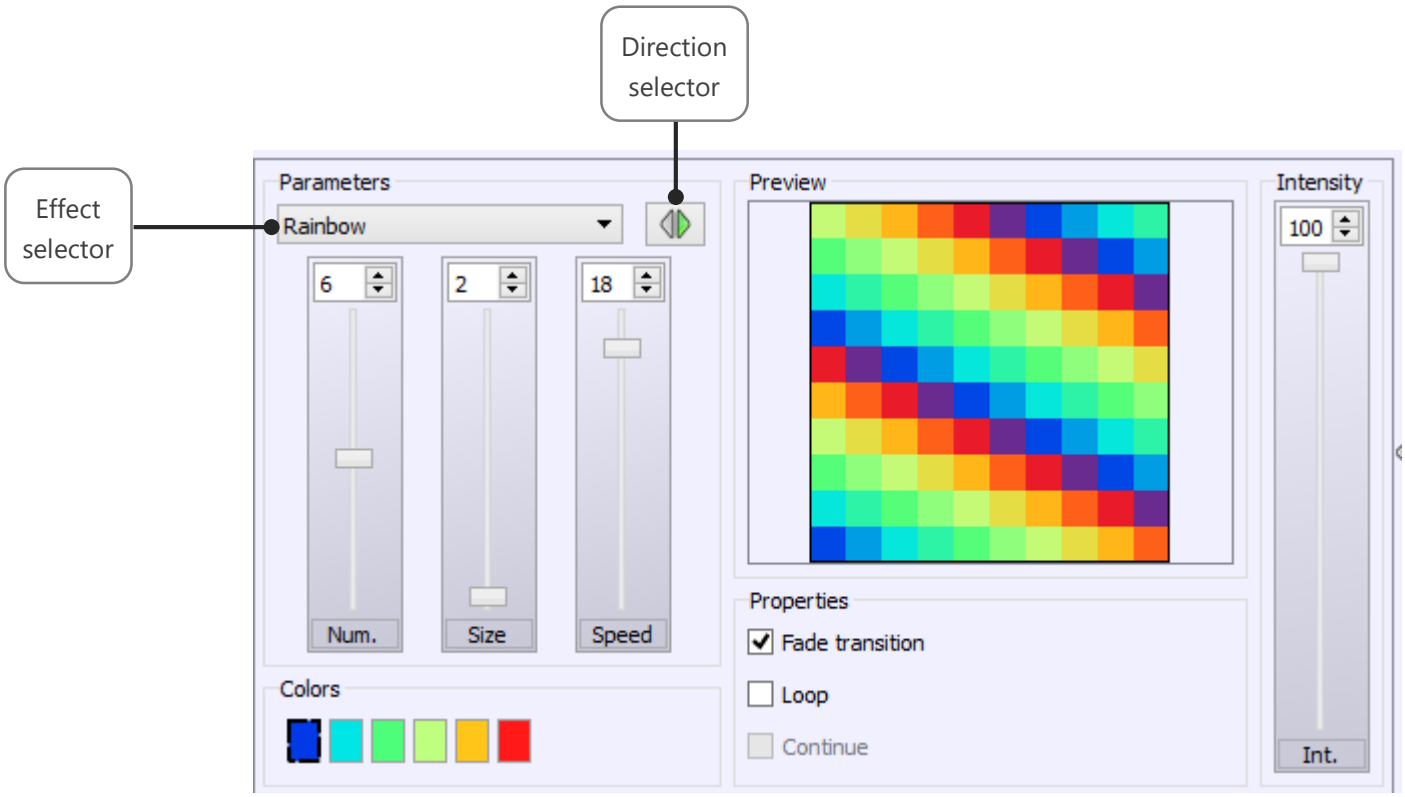
The gradient effect creates colors fades on a group of fixtures.

Double-click on the color box to add new control points whose you can change color and location.

Two types of gradients are available:

- **Static gradient**: the generated effect contains a single step and fixtures reproduce the colors fade according to their ID and fixture selection.
- **Dynamic gradient**: all selected fixtures fade from one color to another. The fade time is adjustable in the "Time" box, the time corresponding to each control point is visible in the Timeline above.

SEQUENCER EFFECT

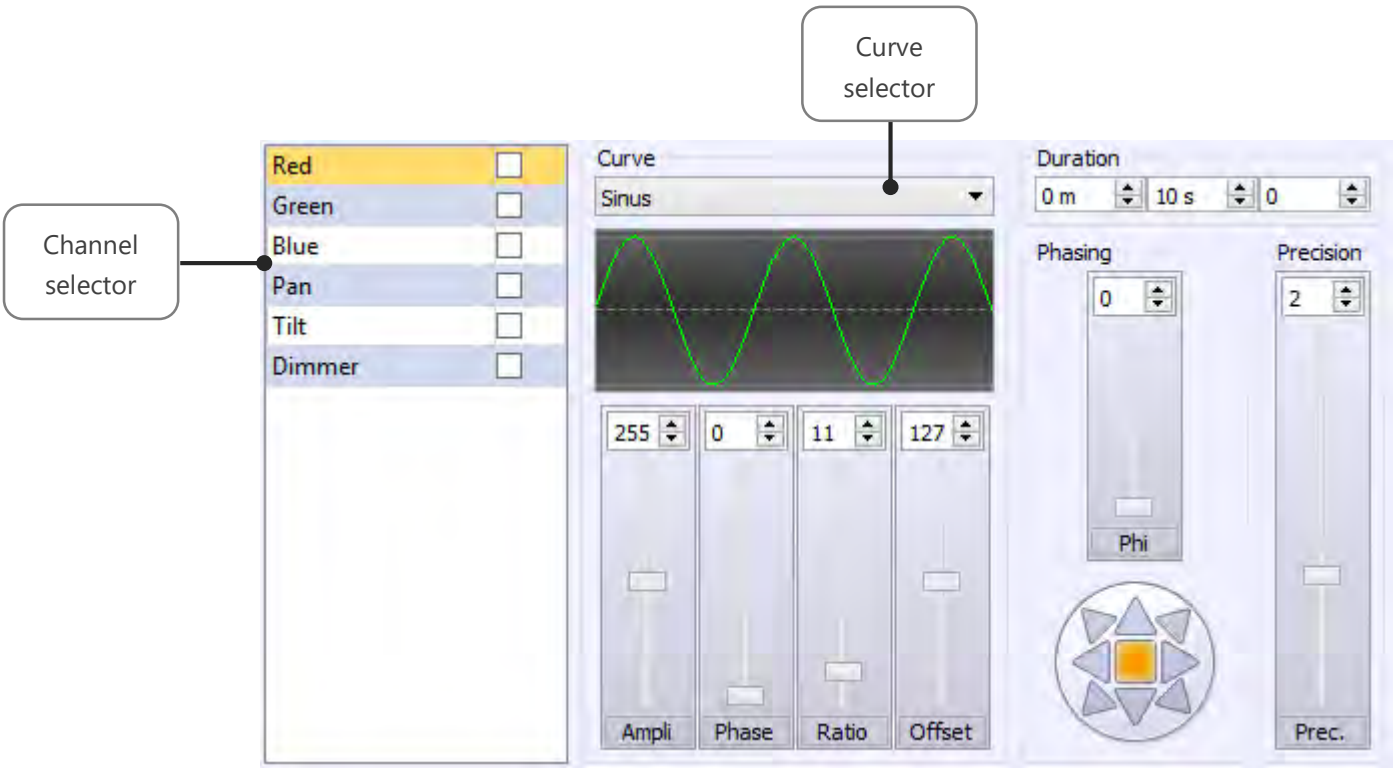


The Sequencer effect creates sequences of linear colors. It has several types of effects that can be selected via the drop-down list of parameters. For each effect, you can choose the direction of course, the number of colors, change the colors, the size of each color area (number of fixtures) and speed.

Properties allow to select (depending on the effect) type of color transitions (fade or direct), the course of the effect (single or round trip) and the continuity of the effect.

The effect parameters can be changed until the desired result. There are endless of possibilities.

CURVE EFFECT



The effect curve allow to assign a mathematical curve in each channel of the fixtures selection varying the DMX level (0 to 255) of the channel according to the selected curve. To assign a channel, just check it in the list. The different curves are available from the drop-down list.

For each type of curve, it is possible to adjust various parameters such as amplitude, phase, ratio and offset.

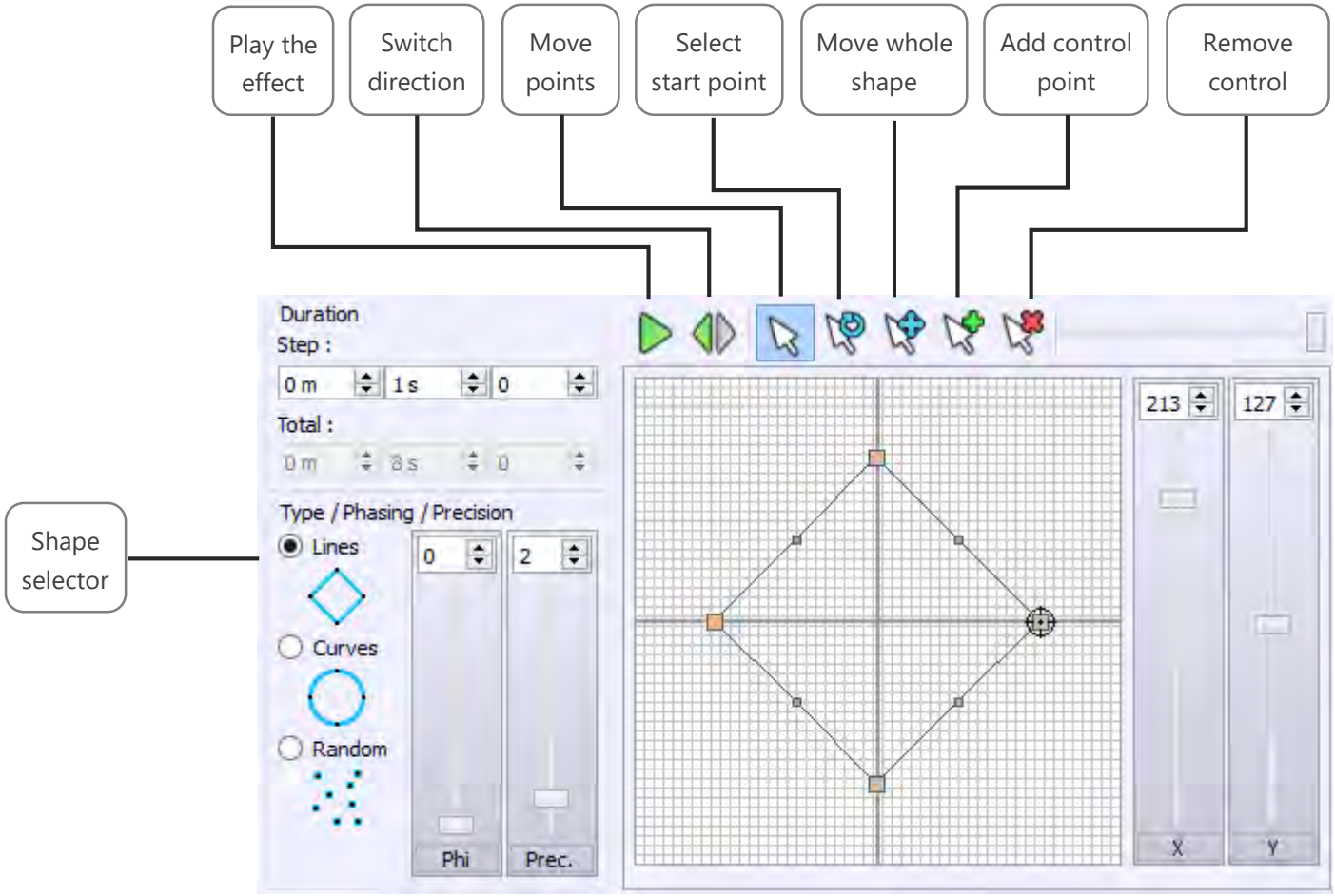
The duration, common to all effect's channels can be changed in duration box provided above and to the right of the effect.

Finally, it is possible to play with 4 parameters to define the final result:

- **Ampli:** the selected fixtures will play the same effect with a regular DMX amplitude.
- **The phase PHI:** selected fixtures will play the same effect with a time lag between each selected fixture.
- **Ratio:** Adjust the number of samples and therefore the number of steps generated.
- **Offset:** the selected fixtures will play the same effect with a regular offset of the DMX range added between each selected fixture and depending on the selected curve (Typically, this parameter is mainly used on Pan Tilt circuits and provides a spread positioning of fixtures).

Note: The higher the ratio of the curve, the higher the accuracy will be to get the desired result.

PAN TILT EFFECT



The Pan Tilt effect allows to quickly create movements and shapes for Moving Heads or Scanner. It offers seven basic shapes such as lines, a circle, a random route, a star, a cross, a flower and a vortex.

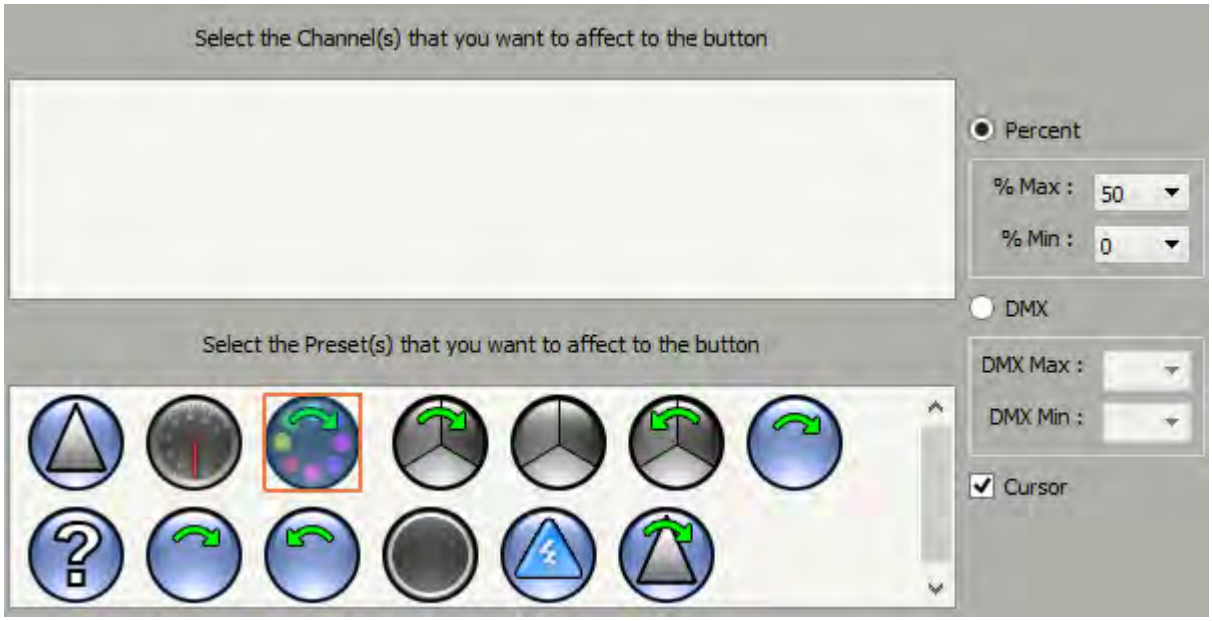
When you select a shape, you will be asked to enter the number of control points of the shape (in orange). These points are used to modify the geometry created.

The record box of "Duration" changes the time between each checkpoint and influence the overall speed of the effect.

Finally, parameters allows to:

- **Phase PHI:** the selected fixtures will play the same effect with a time lag.
- **Precision PREC**: Adjust the number of samples and therefore the number of generated steps. Blue dots between each checkpoint represent steps that will be generated to create the movement. The speed of the effect will also be changed.
- **Shift / Dx Dy**: the selected fixtures will play the same effect with a regular offset of the DMX range (Typically, this parameter provides a spread positioning of fixtures).

PRESET EFFECT



The preset effect allows to create buttons that you assigned with one or more channel(s)/preset(s).
These special buttons can display or not a slider to adjust the level within the range of circuits or selected presets.

Note: When the preset effect button is created and visible in the Effects tab, right-clicking in the area of the slider affects the value of the cursor and starts the effect simultaneously. Left-click lets you adjust the slider value before triggering the effect.

For each button, you can choose between modes:

- **Percentage:** DMX level variation occurs between Min and Max percentage of the range of circuits or selected presets.
- **DMX:** DMX level variation occurs between Min and Max DMX levels of the range of circuits or selected preset.

For example, you can create a button to control circuits and presets such as Dimmer-type or Shutter-type of all of your fixtures and assign levels of your selection of fixtures simultaneously in a single operation.

You can create buttons with common cursor on one or several specific channels and/or on one or several specific preset(s). This toil is particularly interesting to manage common functions of the selected fixtures.

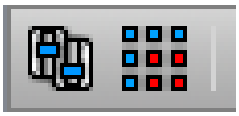
MATRIX EFFECT ON FIXTURE'S SELECTION

This effect works only with the fixtures patched as a matrix from the DMX patch window of the software.

Note: There is an option only available with matrix effects. This option allows to apply and recalculate the matrix effect to the current selection (select the entire matrix or just a part of the matrix).

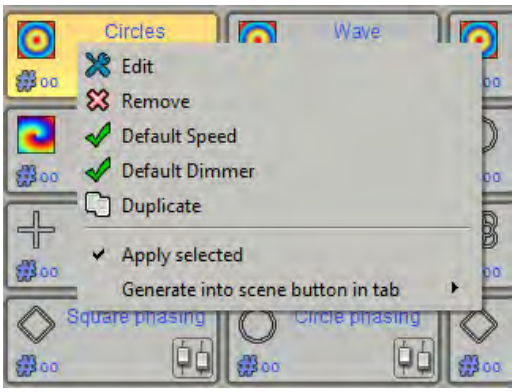
There is two ways to active this option:

- **During the scene of Effect or program Edition**



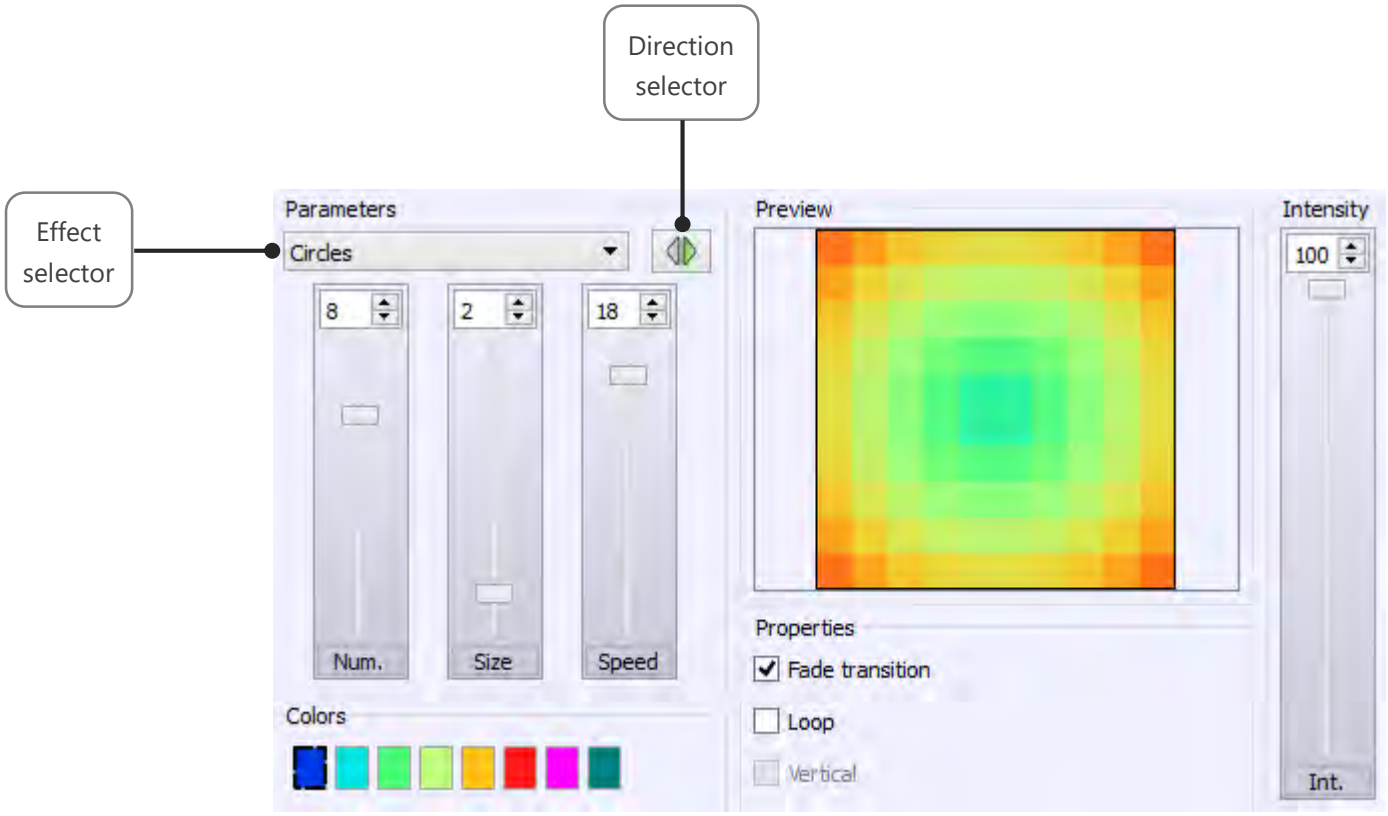
Click on the « Apply Selected » button of the tools option ribbon above the effect.

- **Using of the effect in Live**



Right click on the effect button (in the Effect tab) and select the « Apply selected » option. The effect option will be visible after starting and playing the effect.

MATRIX EFFECT



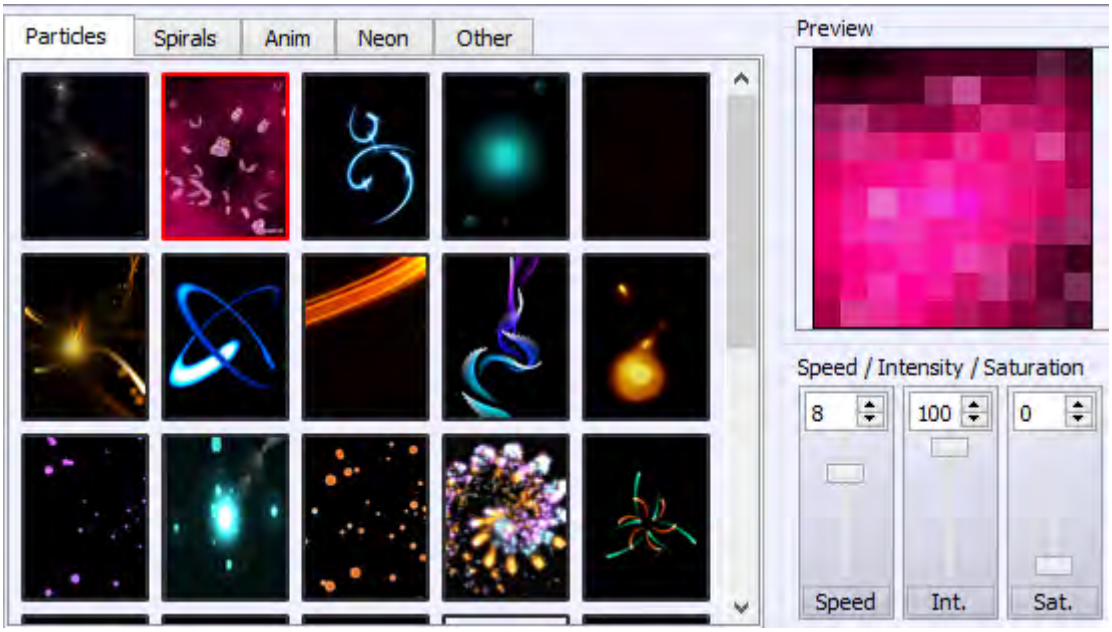
The Matrix effect creates color effects for fixture matrices with RGBW / CMY circuits. It has several types of effects that can be selected via the drop-down list.

For each effect, you can choose the direction of course, the number of colors, change the colors, the size of the area of each color (number of fixtures) and speed.

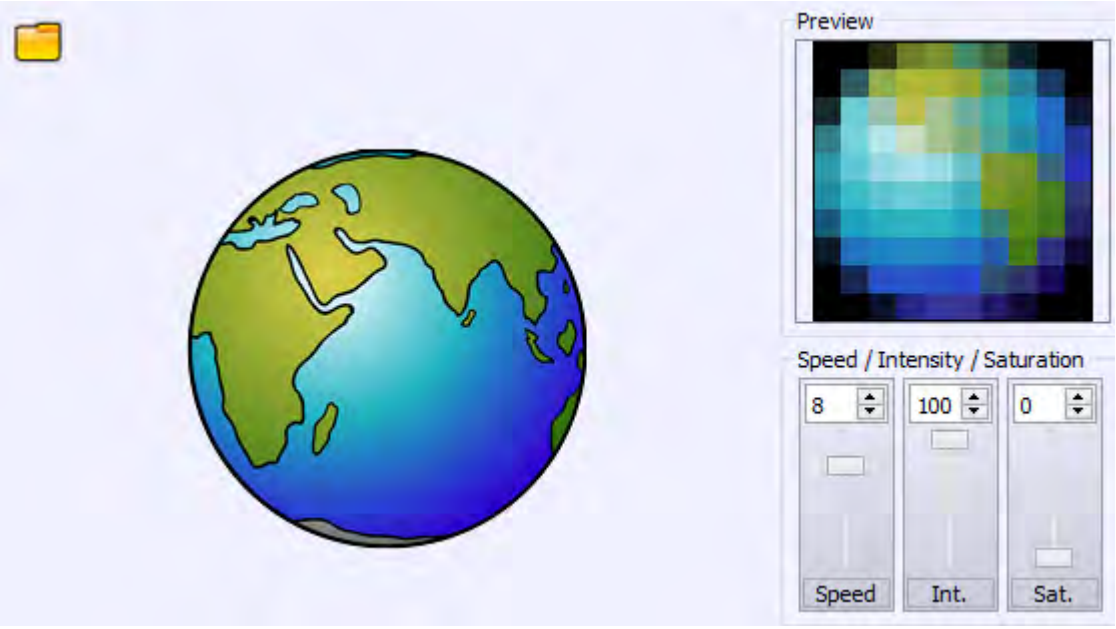
The properties allows to select (depending on the effect) the type of transitions between colors (fade or break), the course of the effect (single or round trip) and the direction of the effect (vertical or horizontal).

Intensity will manage the global dimmer of the effect.

This effect works only with profiles patched as a matrix. It is mandatory to create a DMX Patch with a matrix for your lighting fixtures. (See creation of profiles and patching profiles).



Animated effect is applied to matrices with RGBW / CMY circuits only and allows you to select an animation dispatched within 5 families'tabs. For each animation, you can adjust the speed, intensity and colors saturation.



The Media effect allows to assign all media types (image, animated GIF, video) on a matrix RGB / CMY.

For each media, you can adjust the speed, intensity and color saturation.

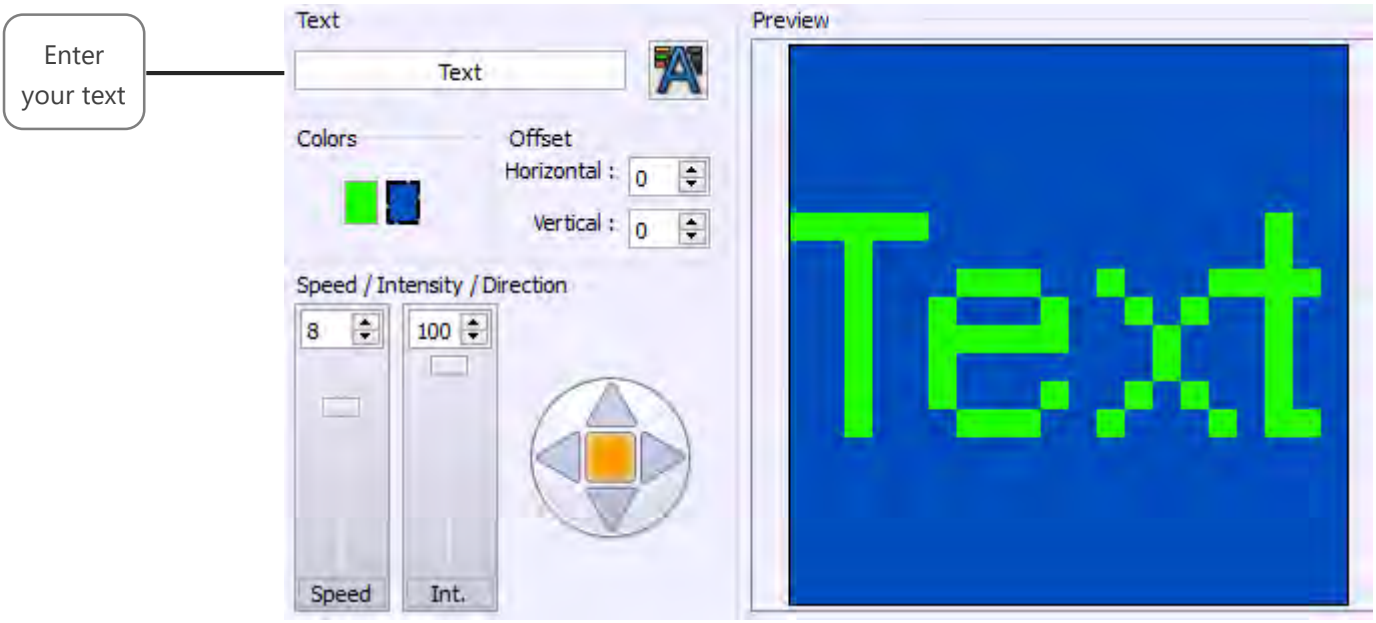
The "Open" button allows to select the file to be applied to the matrix.

If you select a video, Play / Pause, Record and Stop buttons appear.

You just have to position in the video and press the Record button to start recording the video. When you stop recording (Stop button), the preview allows you to preview the final render. Repeat if necessary and confirm the effect.

Note: The software recalculates the resolution of media files depending on the resolution of the selected matrix. Thus, file with too high resolution will not be visible properly and rendering will not be true. It is therefore preferable to choose video files and images with low resolution and if possible respecting the resolution (height x width) of the RGBW matrix.

TEXT EFFECT



The Text effect allows to simply scroll text on a RGB / CMY matrix. The input box allows you to type the text to display as well as the font to use.

You can change the colors of text and background and playing on the positioning of the text in the matrix with horizontal and vertical offset buttons.

The parameters are used to vary the speed, intensity and the course direction of the text.

CREATE ADDITIONAL STATIC LEVELS IN THE EFFECTS

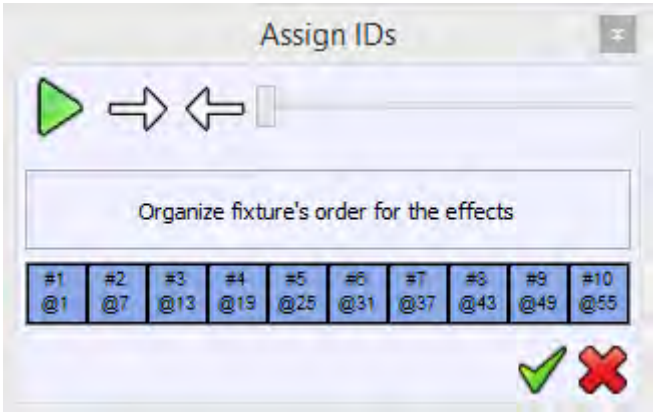
For each effect, you can assign static levels to circuits which are not affected by the effect (via presets or the channels window).

These levels are affected by fixture family and are specific to the effect if it is added. If you want to create static levels for several families of fixtures, you must select each family one by one while editing effect and assign the desired levels.

Effect button will restore these levels at the same time than the effect depending on the selection when you will trigger it.

COURSE ORDER OF THE FIXTURES

When you add new fixtures, it is assigned an index (according to their default DMX address). The fixtures course in effects is performed according to this index. However, if the order does not satisfy you it is possible to reassign fixtures indexes via the "Assign IDs" button in the 2D view toolbar. To do this, select fixtures to be reorganized and press this button to display the “Assign IDs” window and then define the new index order:



You can reorder fixtures by drag and drop or via the arrows on the toolbar. The course goes from left to right. The play button allows you to view the new course order before validating by forcing DMX levels of current fixture to 255 (see output window and 2D view).

It is possible to call the index window at any time during effect edition.

Now that you are able to create scenes and effects, refer to the textbook “how to use the timeline” to optimize your control of the shows and synchronize scenes triggering with other media; audio and video.

USER MANUAL

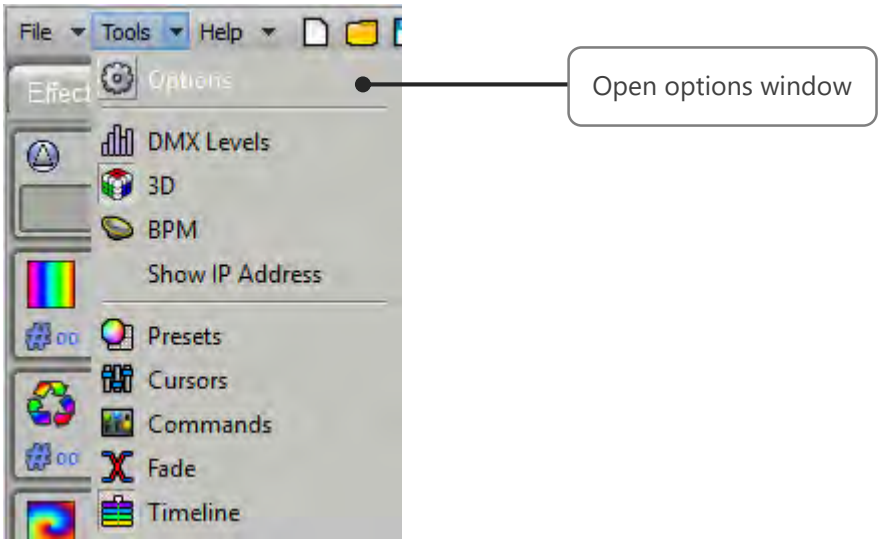
HOW TO USE THE GENERAL OPTIONS

V.1.2.8

SUMMARY

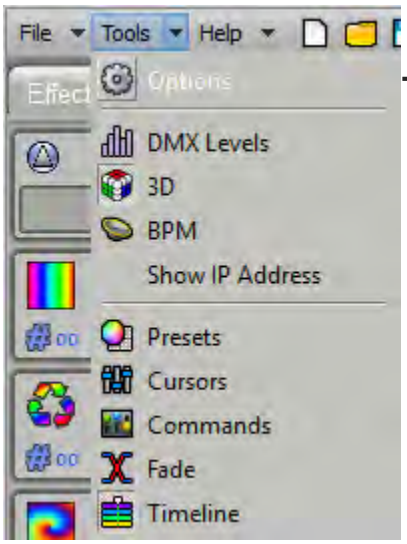
INTRODUCTION

This chapter presents the Advanced Options. They will allow you to configure the software as you wished. The main advanced options are in the tool menu of the software.



OPTION WINDOW

.



.

General settings

DMX devices settings

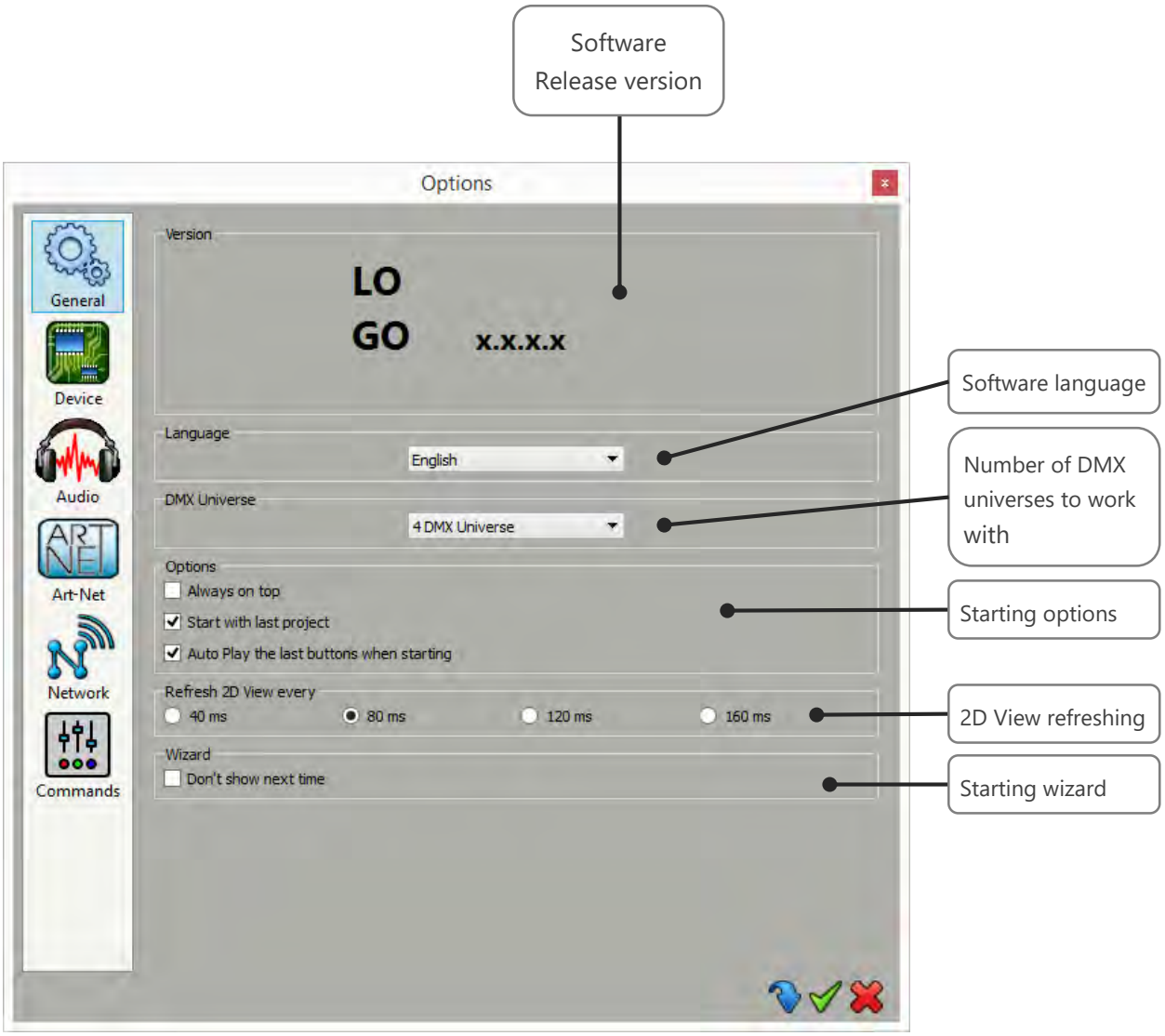
Audio settings

Artnet settings

Network settings

Live controls settings

GENERAL OPTIONS



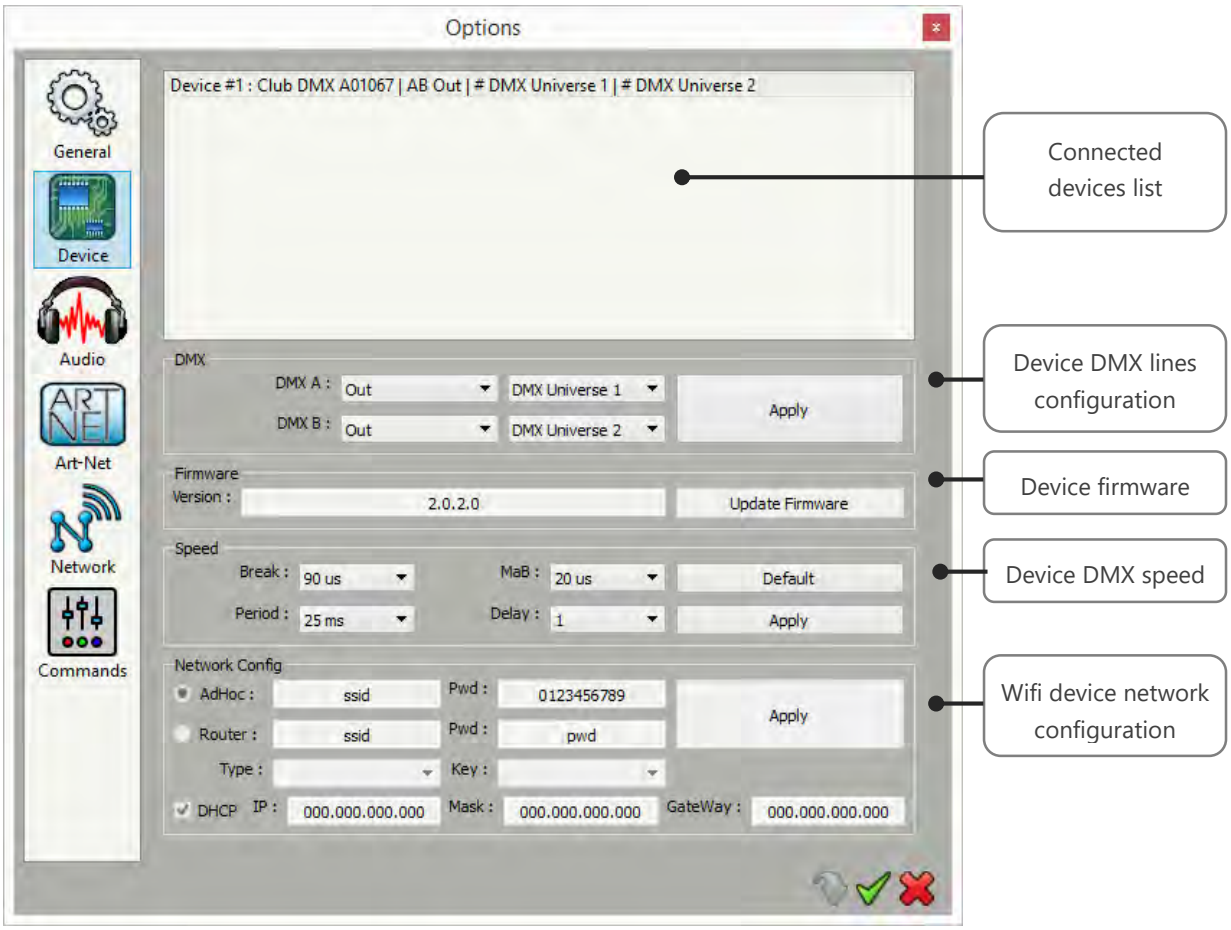
- **DMX Universe:** The software can manage up to 128 universes. To increase software performances select here only the number of DMX universes that you need.

Starting options:

- **Always on top:** Keep the software in the foreground.
- **Start with last project**: Will automatically load the last project you were working on. This is a default option.
- **Auto play last buttons:** Will call back and play buttons that where playing at the previous software closure.
- **Refresh 2D view every**: Give several timing to regulate the software rendering. Pick the higher value for the best performances.
- **Wizard, don't show next time**: Don't show anymore the splash wizard upcoming when you start the software.

DEVICES OPTIONS

This page manage the electronics cards connected to your computer. It shows the list of connected interfaces to the different USB ports of your computer. They are ordered by serial number going from the lowest to the highest serial number. The list contains devices names, DMX configurations and DMX universes assignments.

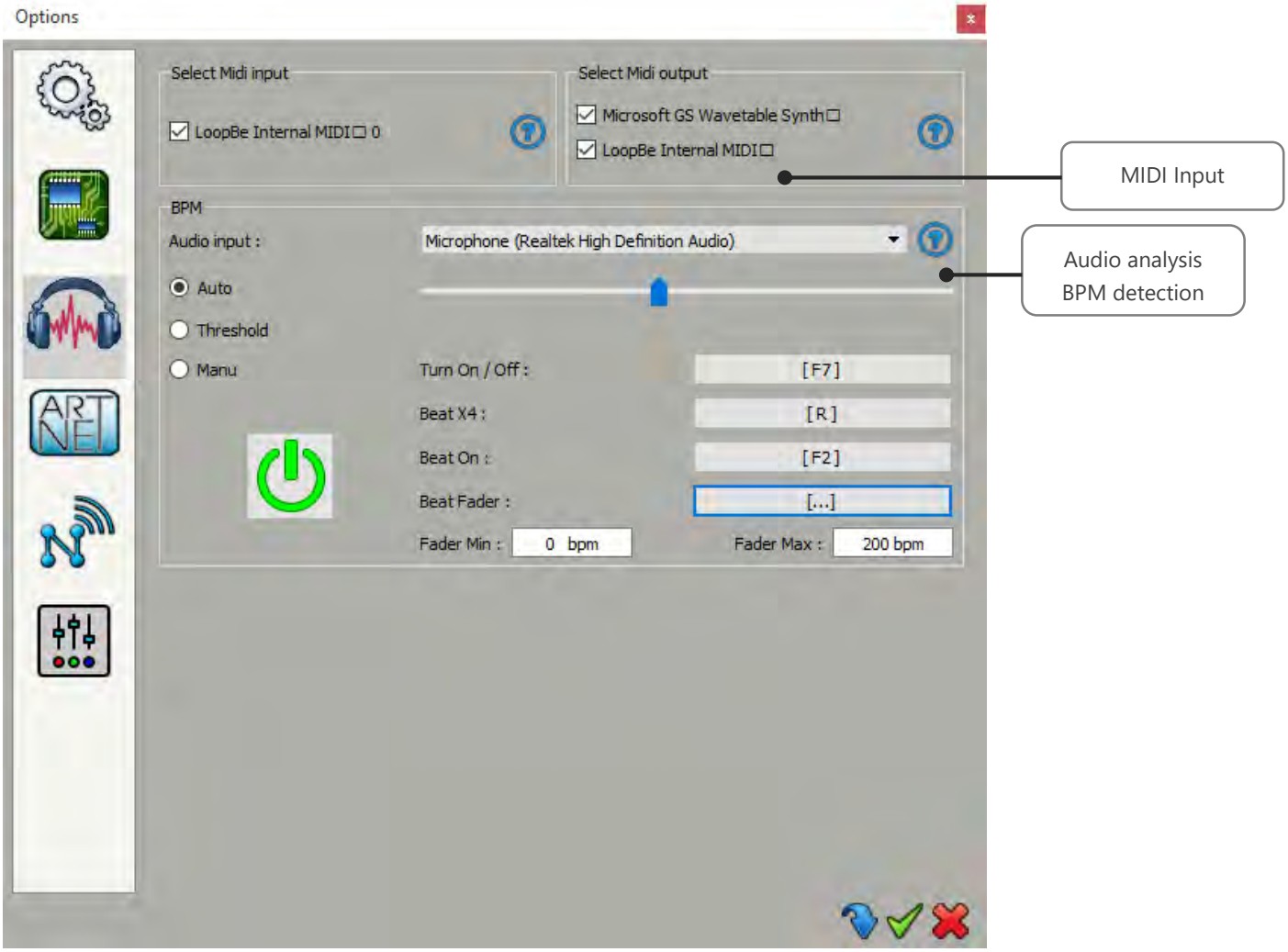


DMX: Configure the XLR DMX lines of the Device. For each lines (DMX A – DMX B) you can:
- Define the communication mode: In or Out (depending on if the interface allows it or not)
- Assign a DMX universe. For example with 2 lines defined as 2 Outputs you can set the same universe on the 2 XLR and use your hardware like a DMX Splitter.
Click on the Apply button to confirm the new configuration.

Firmware: Firmware version of the selected device. You have the option of automatically updating the Firmware with the software. This process takes a few minutes and you must never disconnect your device during the updating process or it will be destroyed.

Speed: 4 values are available to configure the DMX signal parameters which will affect the speed of the DMX signal. Click Apply to confirm the speed and observe the result on the pilot LED of the interface. Speed settings are important if some of your lightings equipment are incompatible. Lowering the speed may solve the problem but in our experience, the problem usually comes from a cable, a connection or a fixture.

AUDIO OPTIONS



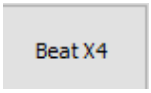
MIDI: Select a MIDI Input activate midi notes and midi control commands.

BPM

- **Audio Input:** Select one of the available audio input for the beat detection. If you play music from the computer, you must select your audio device as audio input. To do this please check the local Help by clicking the help button right to the audio input selector.
- **Sound Level:** Adjust sound level to get analysed.

Sound detection modes:

- **Auto:** Auto detection algorithm
- **Threshold:** Auto detection algorithm with adjustable sound threshold (Move the red cursor in the sound meter to adjust the beat detection threshold)
- **Manual:** Define manually the tone frequency

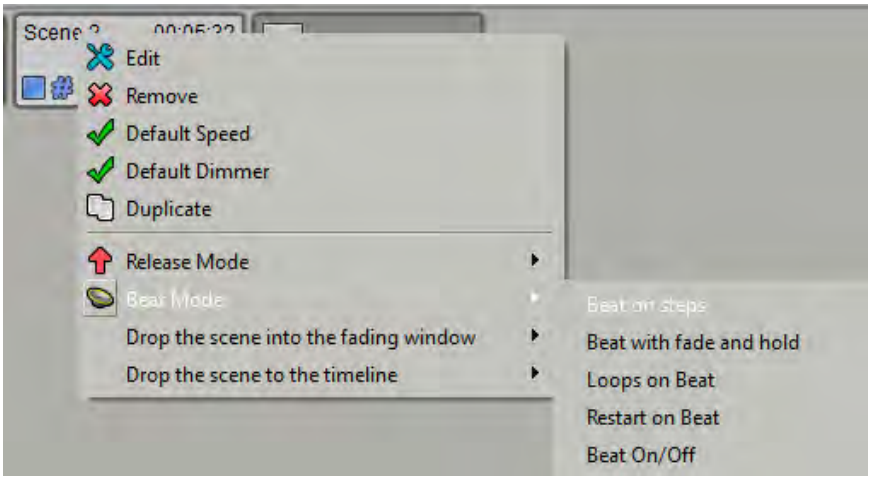


By clicking the tab Beat x1, Beat x2, Beatx3 or Beatx4 at the precise moments of the music, you indicate to the software the beats which you wish to take into account.

When you click this tab, you indicate a beat to stress. If you wish to use this option, it is recommended to parametrize a shortcut (CTRL + Click)

ADD BPM MODE TO SCENES AND PROGRAMS

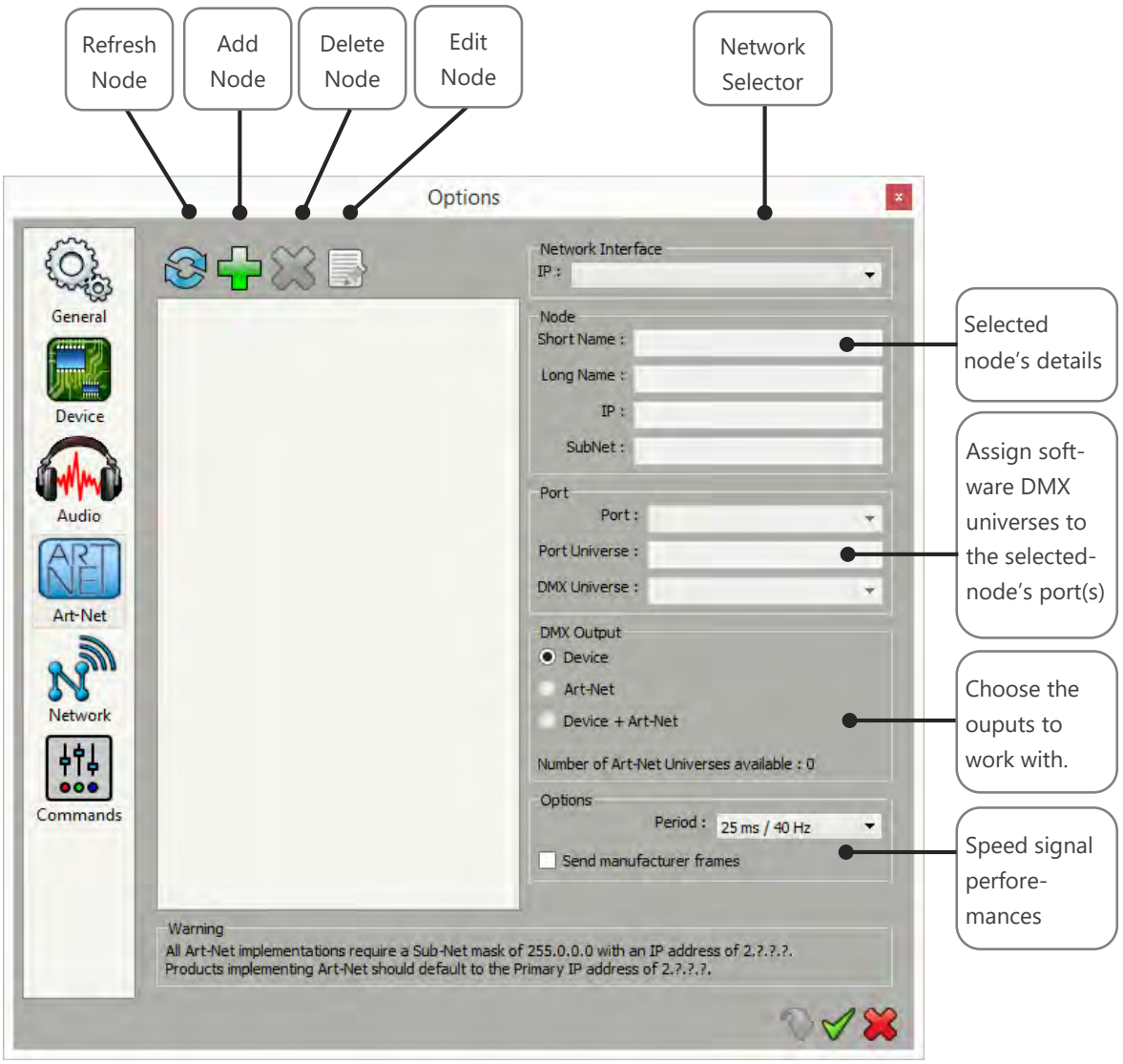
Right click on a scene or program button to display the different Beat mode choices



The software allows trigger options based on an audio source. For instance, « beats on steps » means that the steps of the scene will play following the rythm of the music.

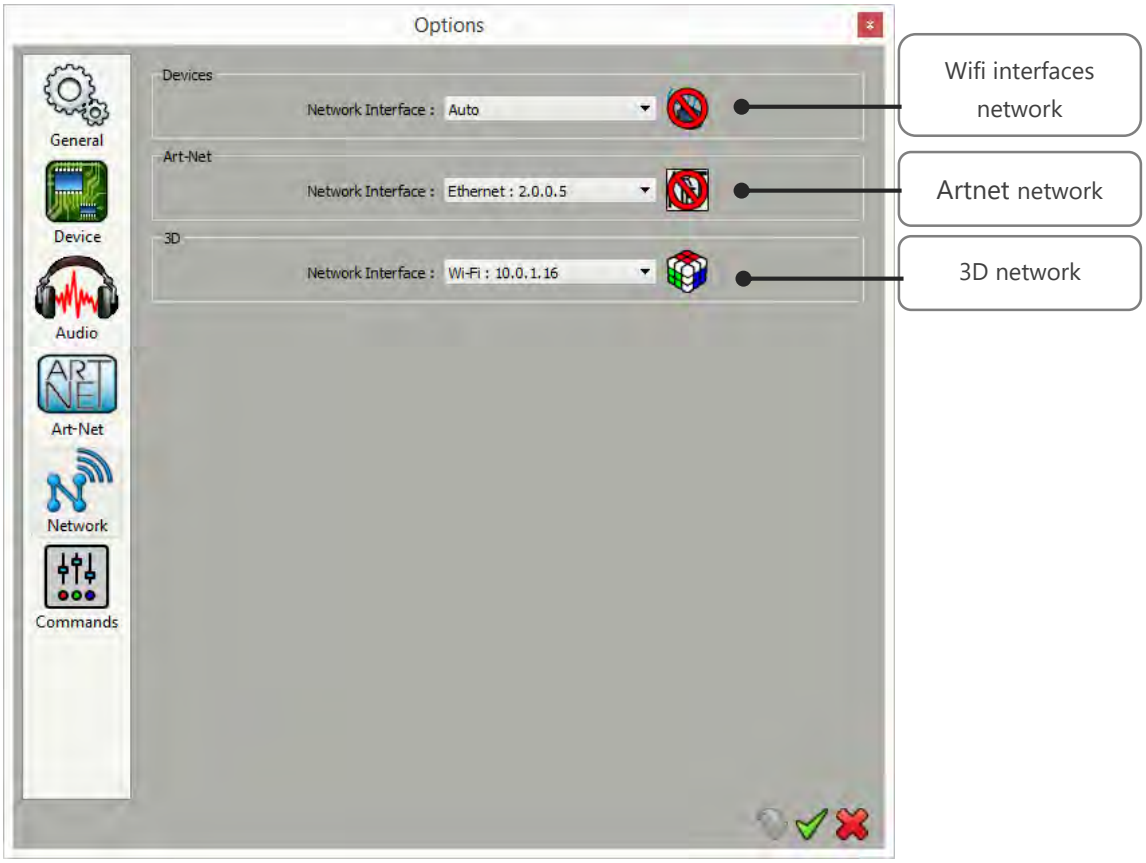
The software is set on your microphone output by default. To get the best of your BPM options, the first thing to do is to set up the audio output on « Stereo Mix ». The « Stereo Mix » outout option shall not be proposed during the 1st use of the software. Follow the instructions described in the « Help Tab » to access the Stereo Mix Output options. Reminder : The software is set on your microphone output by default.

ARTNET OPTIONS



- **Refresh node:** auto-detect connected Artnet devices on the network.
- **Node**: show node name and Ethernet details.
- **Port:** assign the software's universes to the node device ports. (one node get handle 1 to 4 DMX universes)
- **Dmx output:** Choose to work with Artnet or DMX interface or both of them. Choosing the only items you need to work with can improve software's performances.
- **Option**: Adjust the communication speed. Can solve some communication problems depending on the manu-facturers.

NETWORK OPTIONS



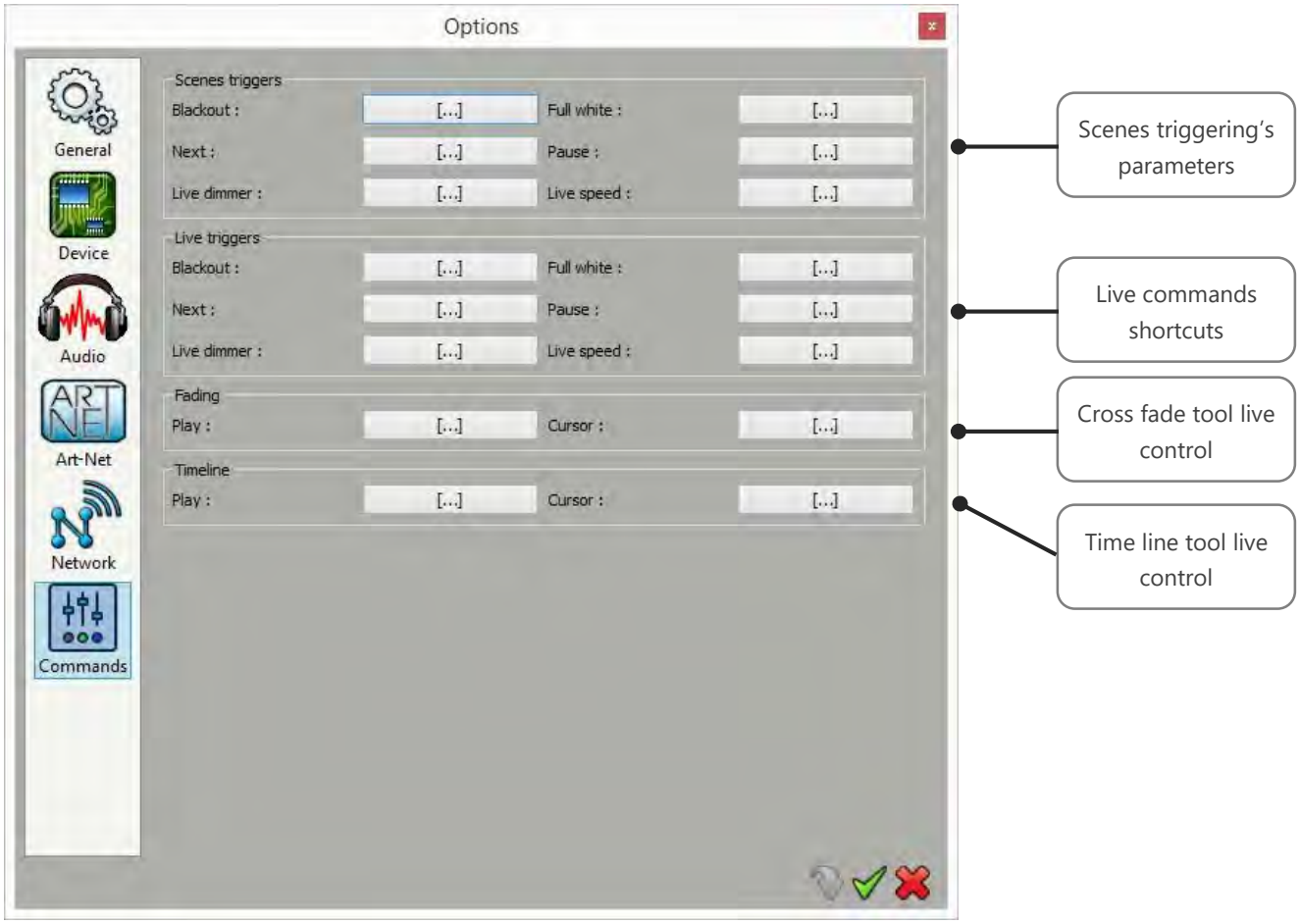
Device:

The software allows to communicate with our wifi interfaces. By default, the program selects a network interface most of the time, you do not have to worry about that part. However, if your computer has multiple network adapters, or if for some reason or another, the software chooses a bad network interface, you can force the use of the interface of your choice by selecting the manual option. In all cases, if a connection problem occurs, the icon will indicate this by a prohibited direction and flash in the toolbar.

Artnet:

Similarly, you can select the network interface in charge of the ArtNet part. If you select a network interface manually, the software will prompt you in this case that interfaces with an IP address starting with 2.
Computer's adequate IP address should be assigned before using the software in this case.

COMMANDS OPTIONS



As for scenes, effects, groups or tabs, the software allows you to assign commands (keyboard shortcut, MIDI control, DMX In, button interfaces, remote or dry contact) to the various functions listed in the page. The only limit is on sliders like the speeds or dimmers which can only be controlled with MIDI control or DMX In.

Whenever you set a command, a summary brackets is visible on the corresponding button. Keyboard shortcuts are represented by their character (the A key gives [A] label), MIDI gives a [N68] to a midi note on channel 68, a DMX IN assignment will be represented labelled like [C1-128] which means channel 1 - level 128.

USER MANUAL

HOW TO USE LIVE CONTROLS AND EFFECTS

V1.2.5

SUMMARY

INTRODUCTION

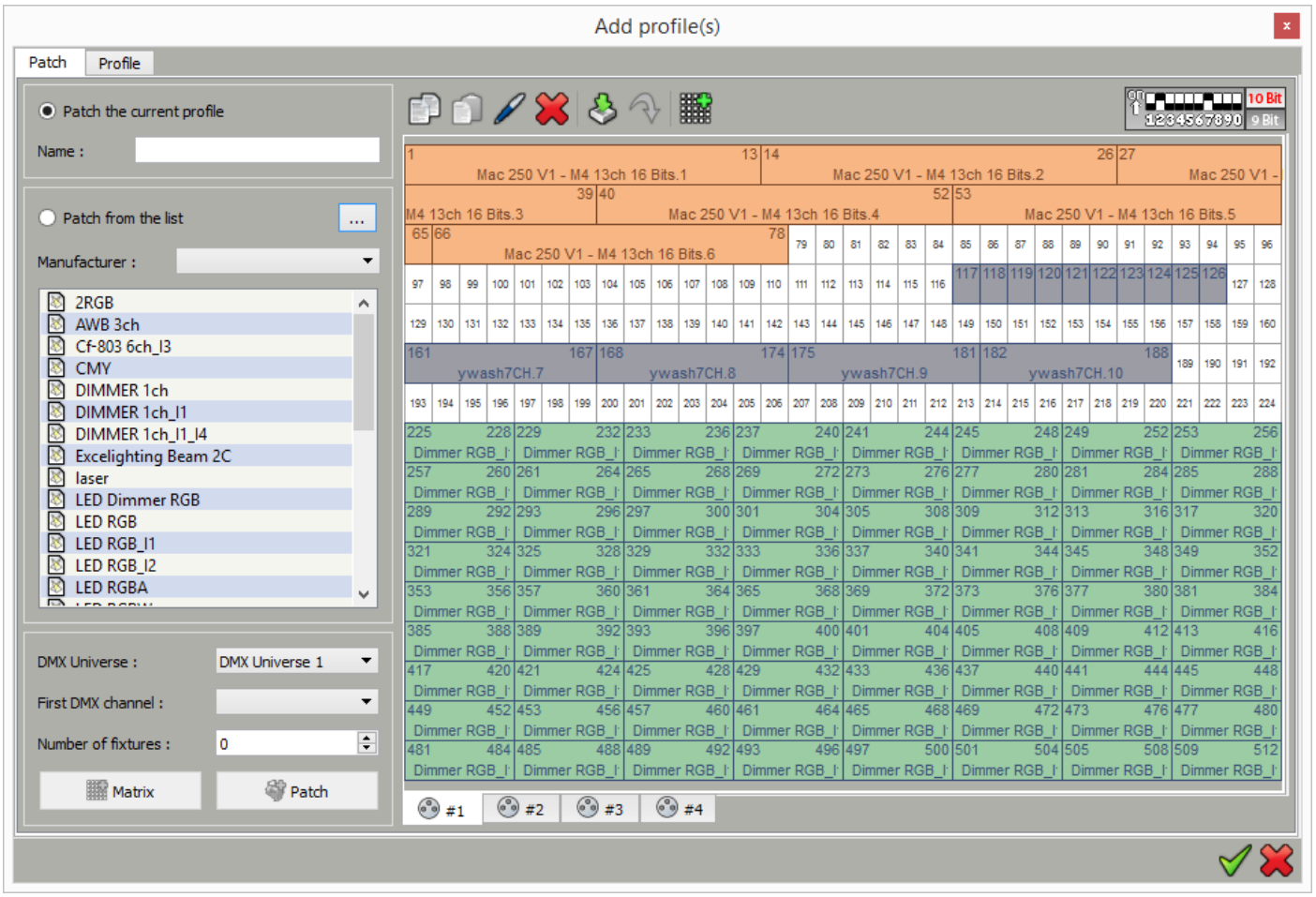
This chapter describes how to use the controls and the effects of the software after having created a DMX patch.

Once the DMX Patch is confirmed, all the corresponding controls and effects buttons will automatically appear.

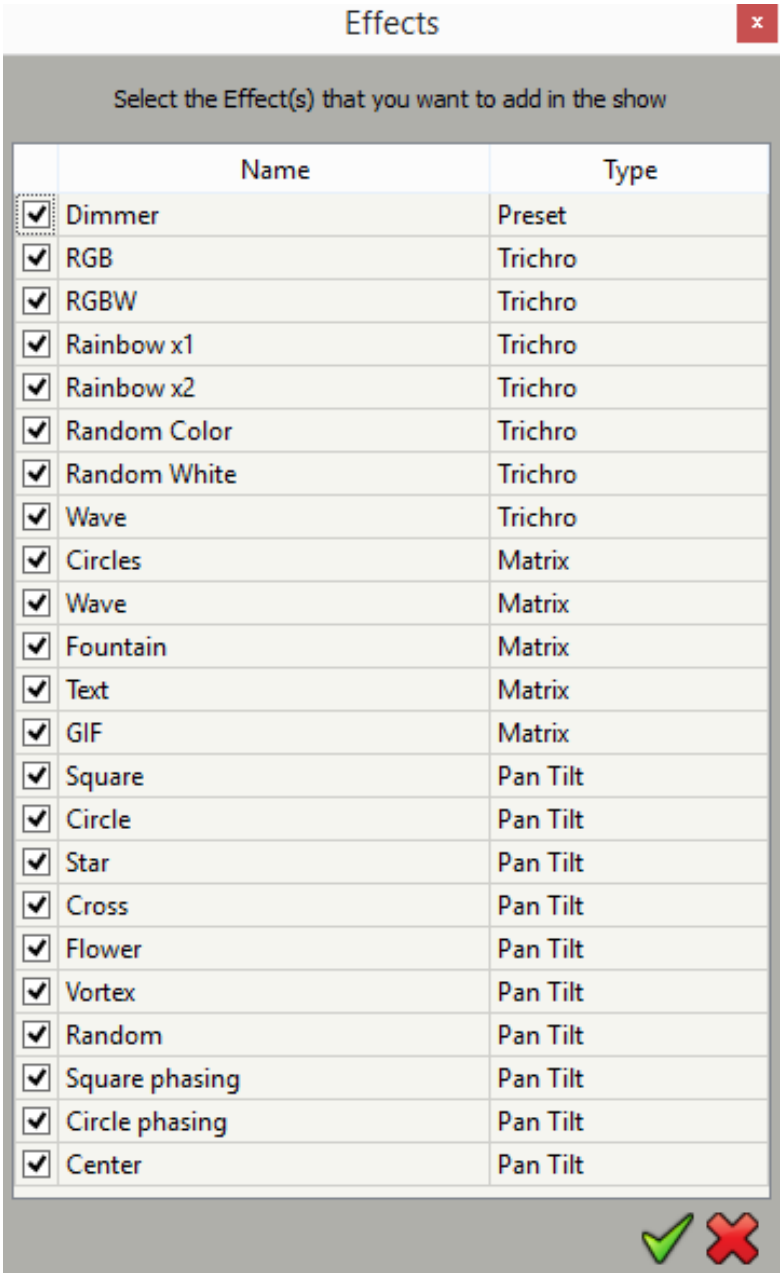
Control functions and control efficiency depend on the quality of the profiles used in the DMX patch. With accurate profiles and channel descriptions, the software will create additional control possibilities and accurate commands to help with lighting programming.

DMX PATCH, CONTROLS AND EFFECTS

The software uses the Patch information to generate powerful functions that will help you to create great effects in a very short time. When the Profiles and DMX addresses match the lights, you can confirm the Patch. Then the profiles and the lights will appear in the main window (selection area) of the software automatically.



After the Patch validation, the software will prompt you to choose several type of effects:

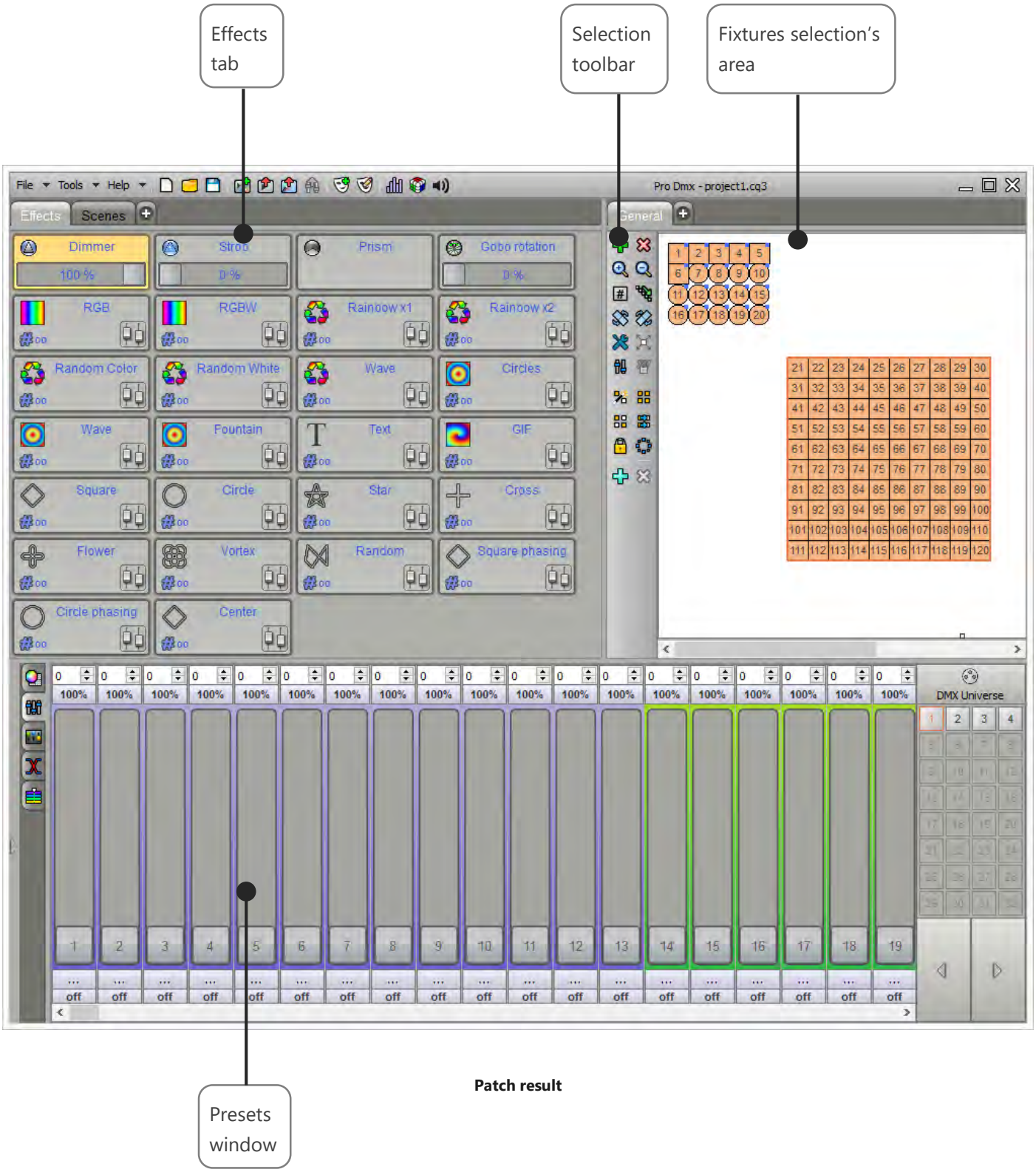


Effect selection window

Just choose and confirm the list of the effect that you want to create and the effect button will appear automatically in the main window of the software. The type and number of effect depend on the channels types and features declared in the profiles.

After confirmed the list of effects, all the profiles used in the Path appear in the selection area and the effect buttons appear in the effect tab of the software.

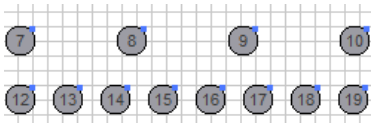
SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

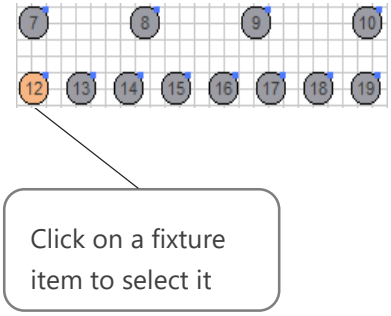


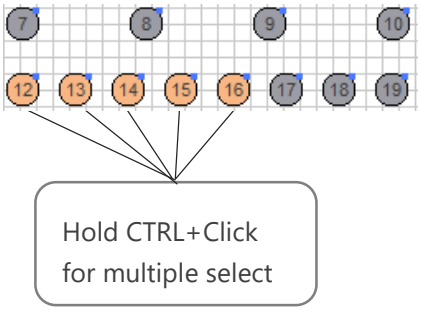
Patch result

FIXTURES SELECTION

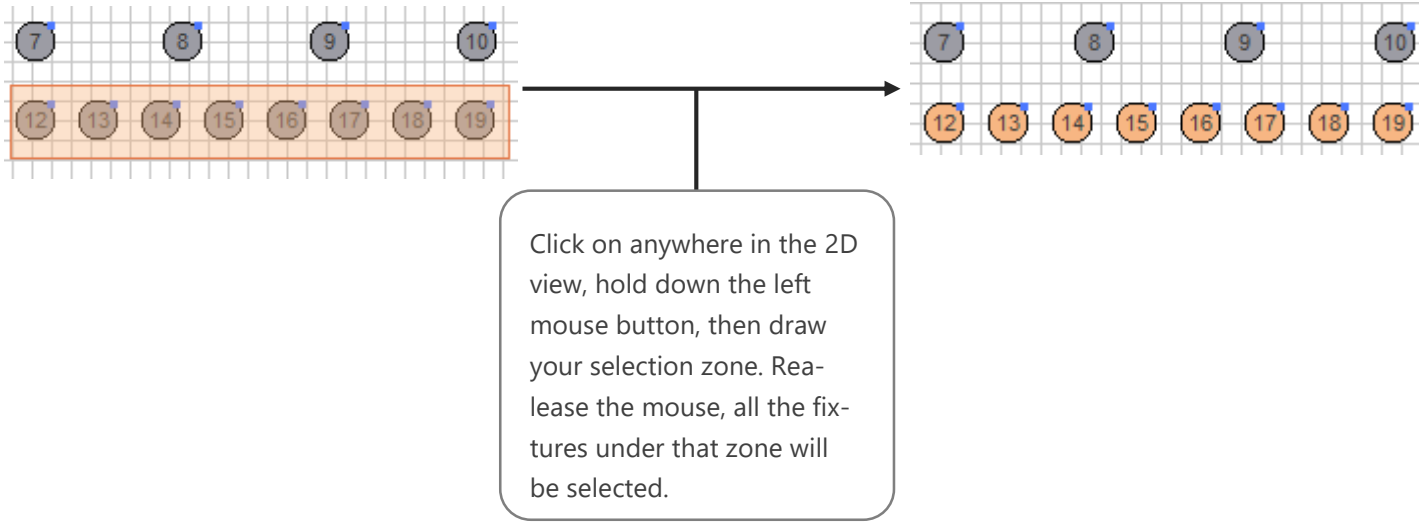
In the 2D area you can select / unselect the fixtures by clicking on their pictograms



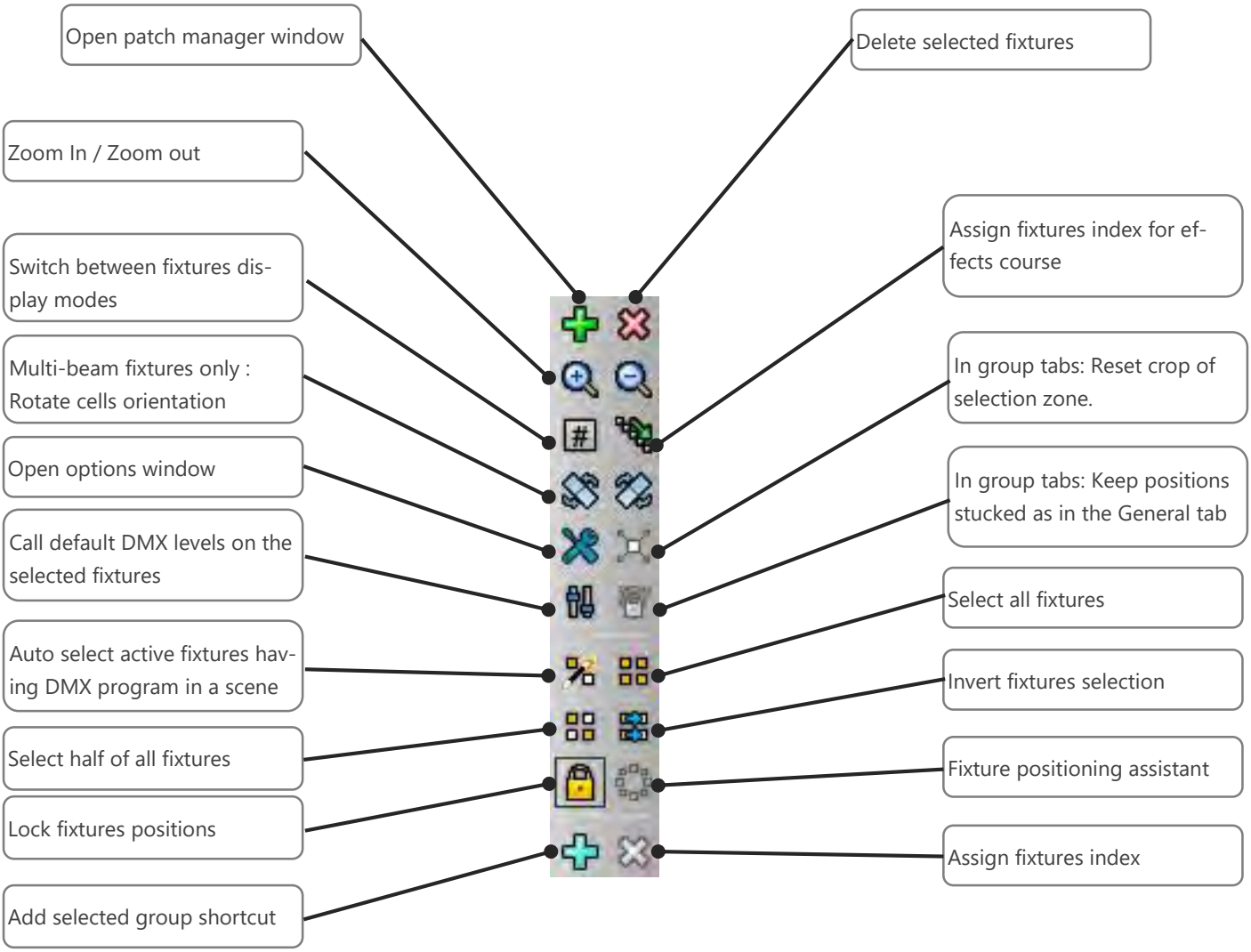




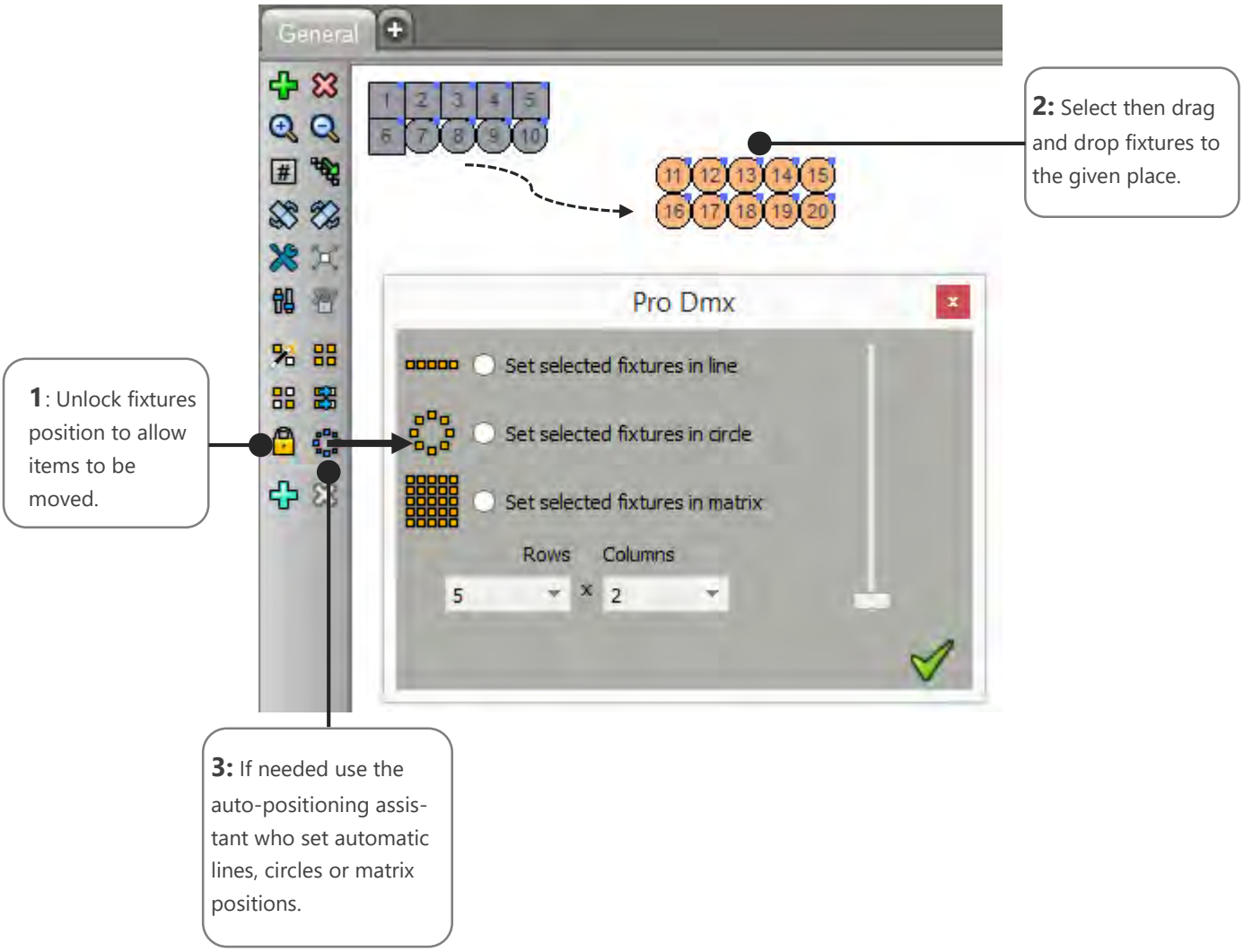
You can also select them by drawing a selection zone

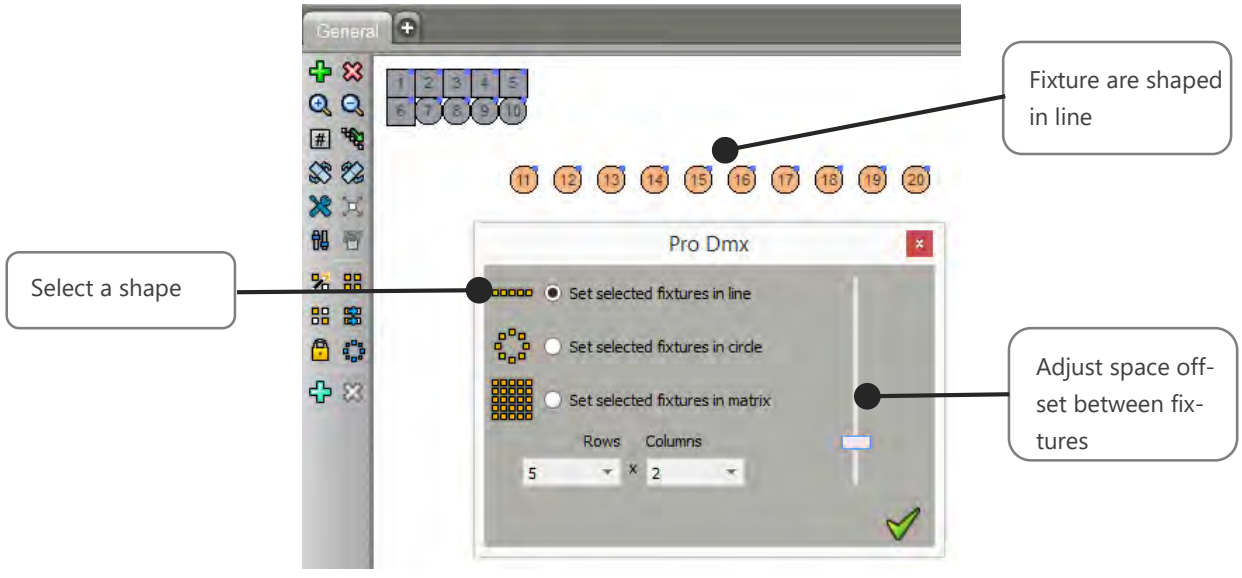


SELECTION TOOLBAR



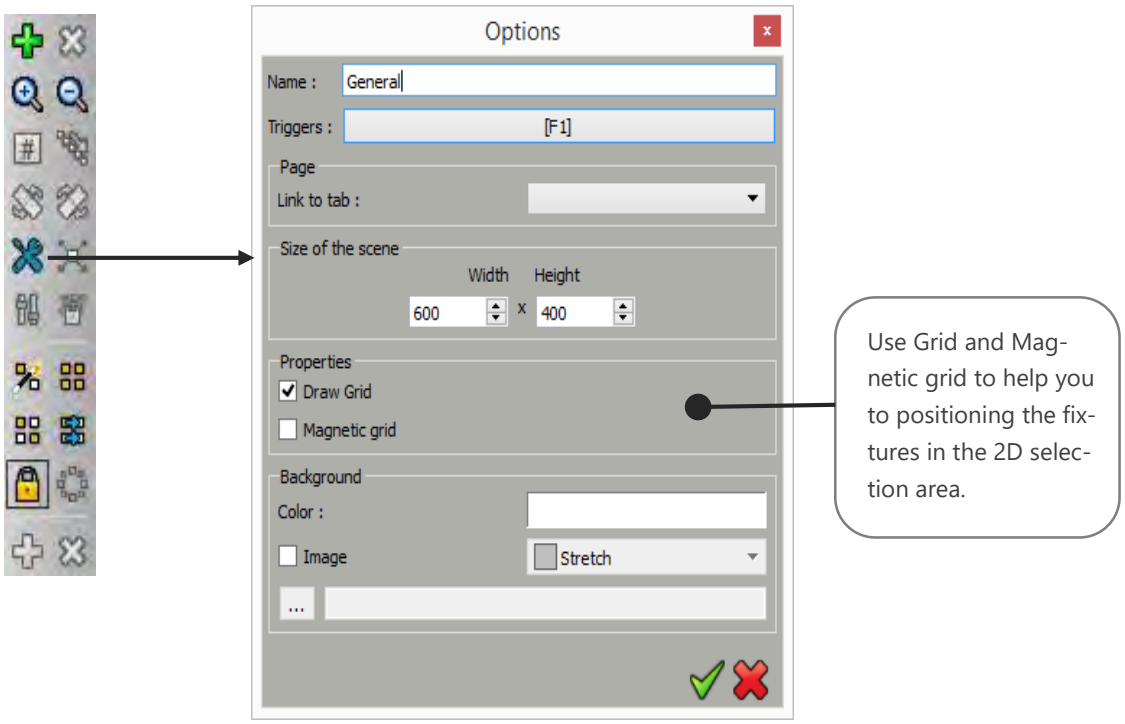
ARRANGE FIXTURES IN THE SELECTION AREA



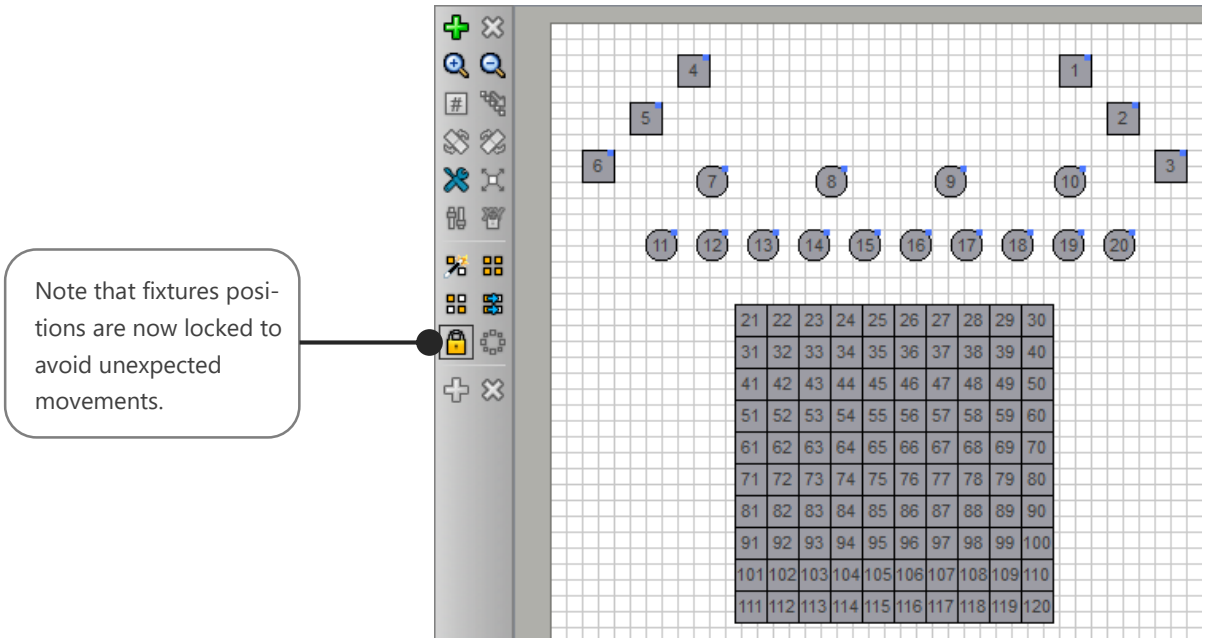


FIXTURES POSITIONING OPTIONS

Here we show you how to activate the grid and magnetic grid of the selection area from the options window.



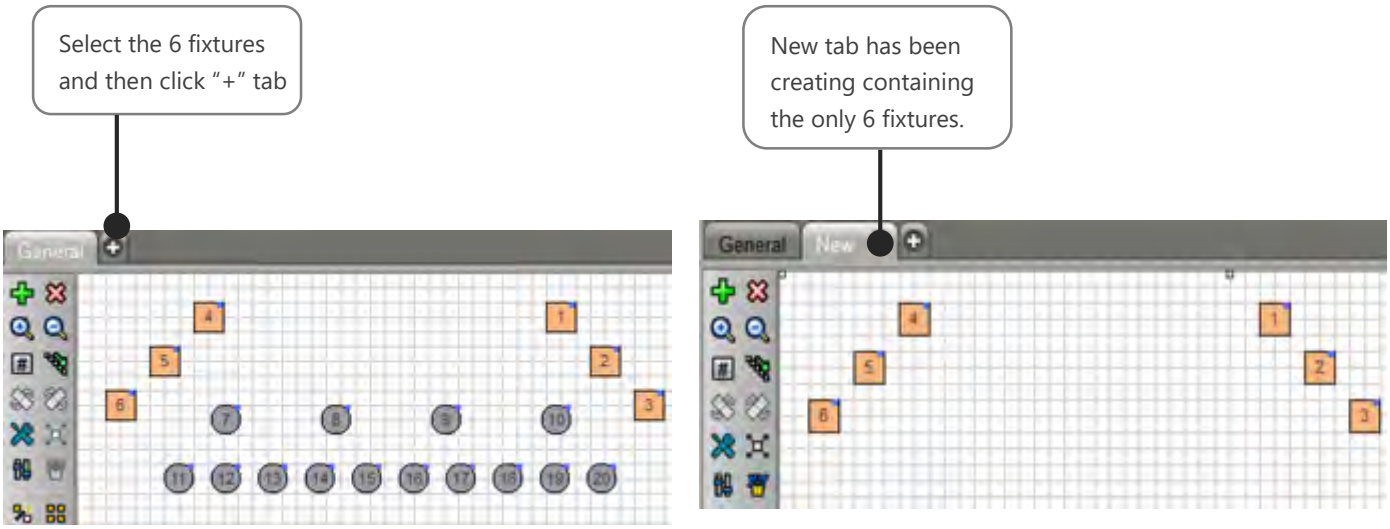
Final positioning result:



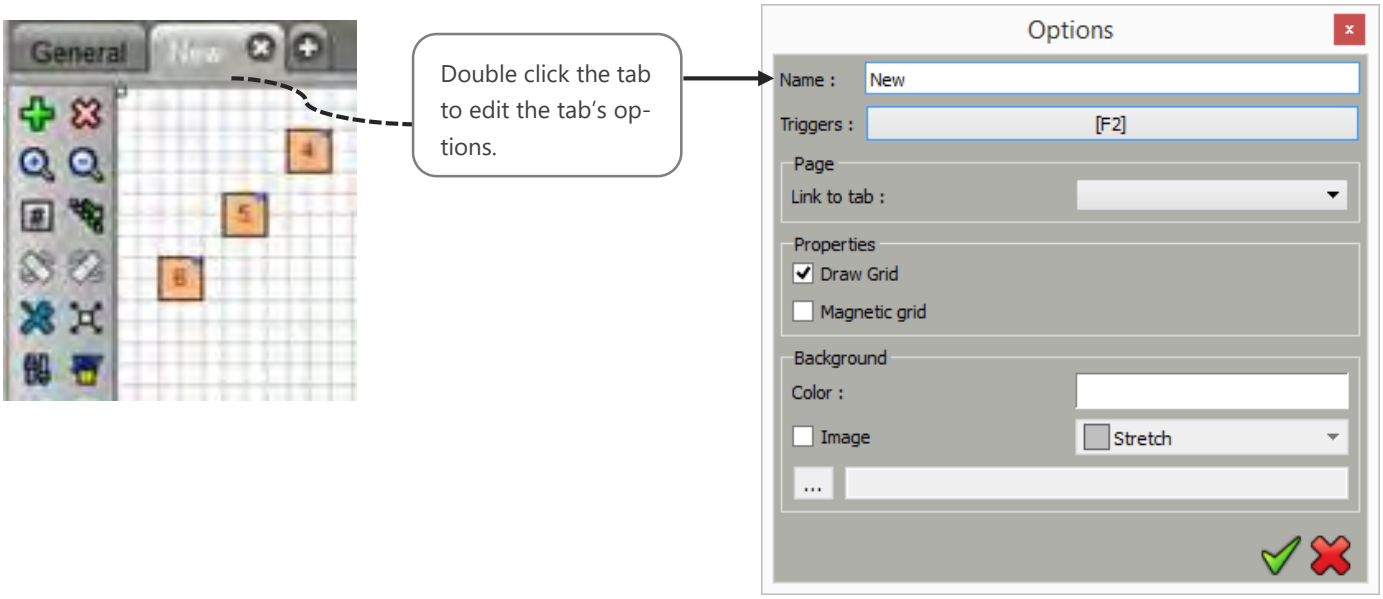
CREATING FIXTURES GROUPS

It is possible to add fixtures groups as a tab by clicking the tab "+" at the top of the selection area. If fixtures are selected when you click the "+" button, they will be automatically be included the new group tab.

In the following example, let's create a fixture group four our 6 moving heads spot:



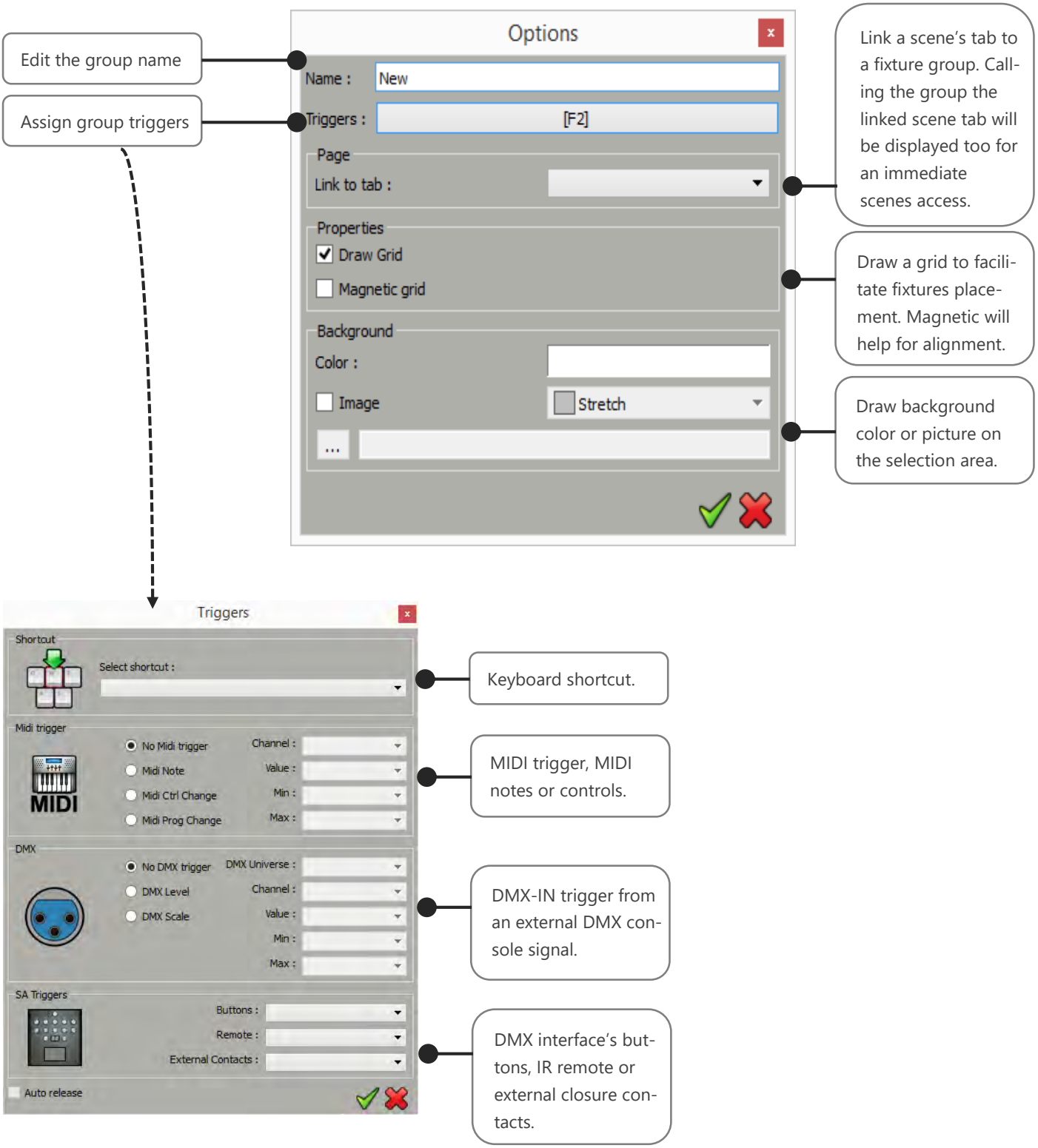
Now let's rename this new group:



Note: The General tab still and will ever contains the all fixtures of the complete patch.

FIXTURES GROUP OPTIONS

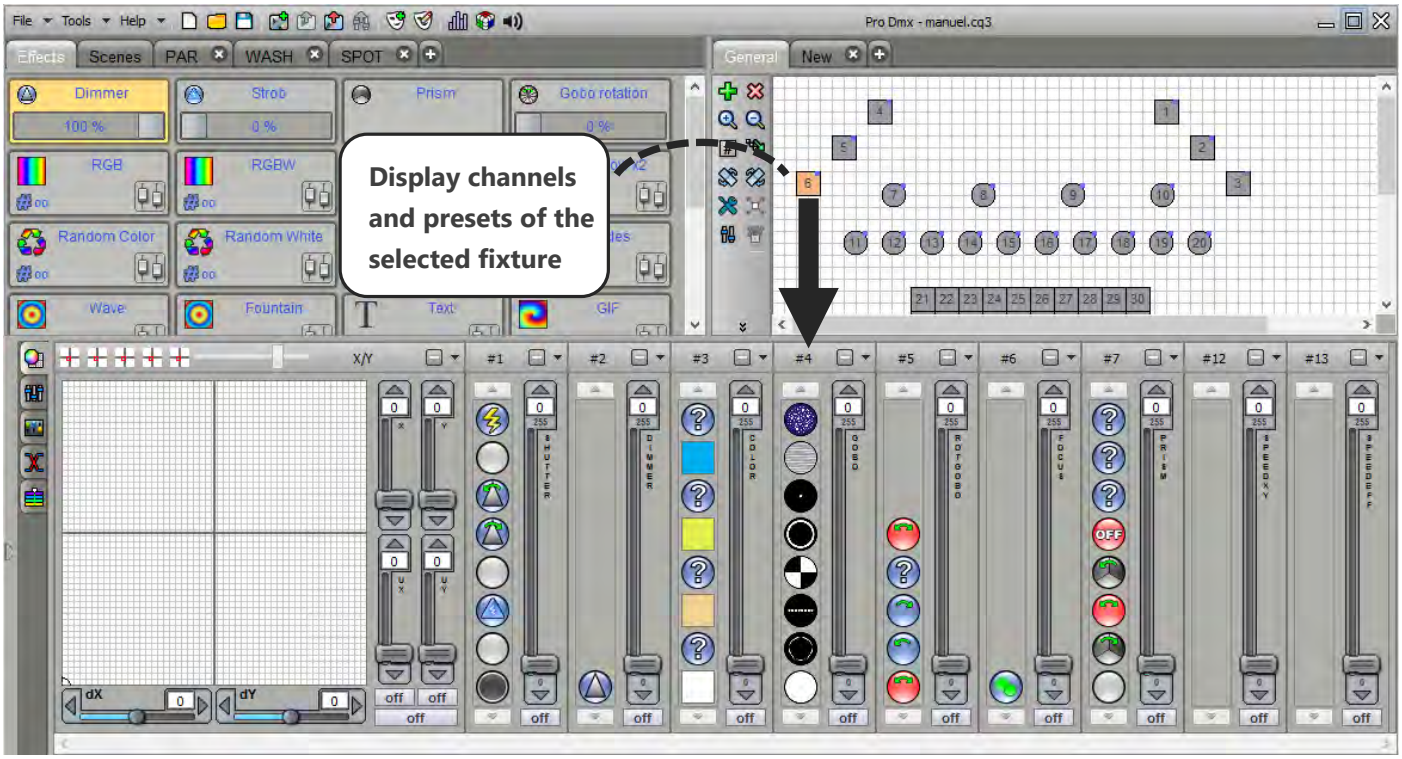
Each group can be called by default with F1 to F12 keyboard keys, but it is also possible to assign different triggering signals to call a group.



FIXTURES SELECTION AND PRESETS CONTROLS

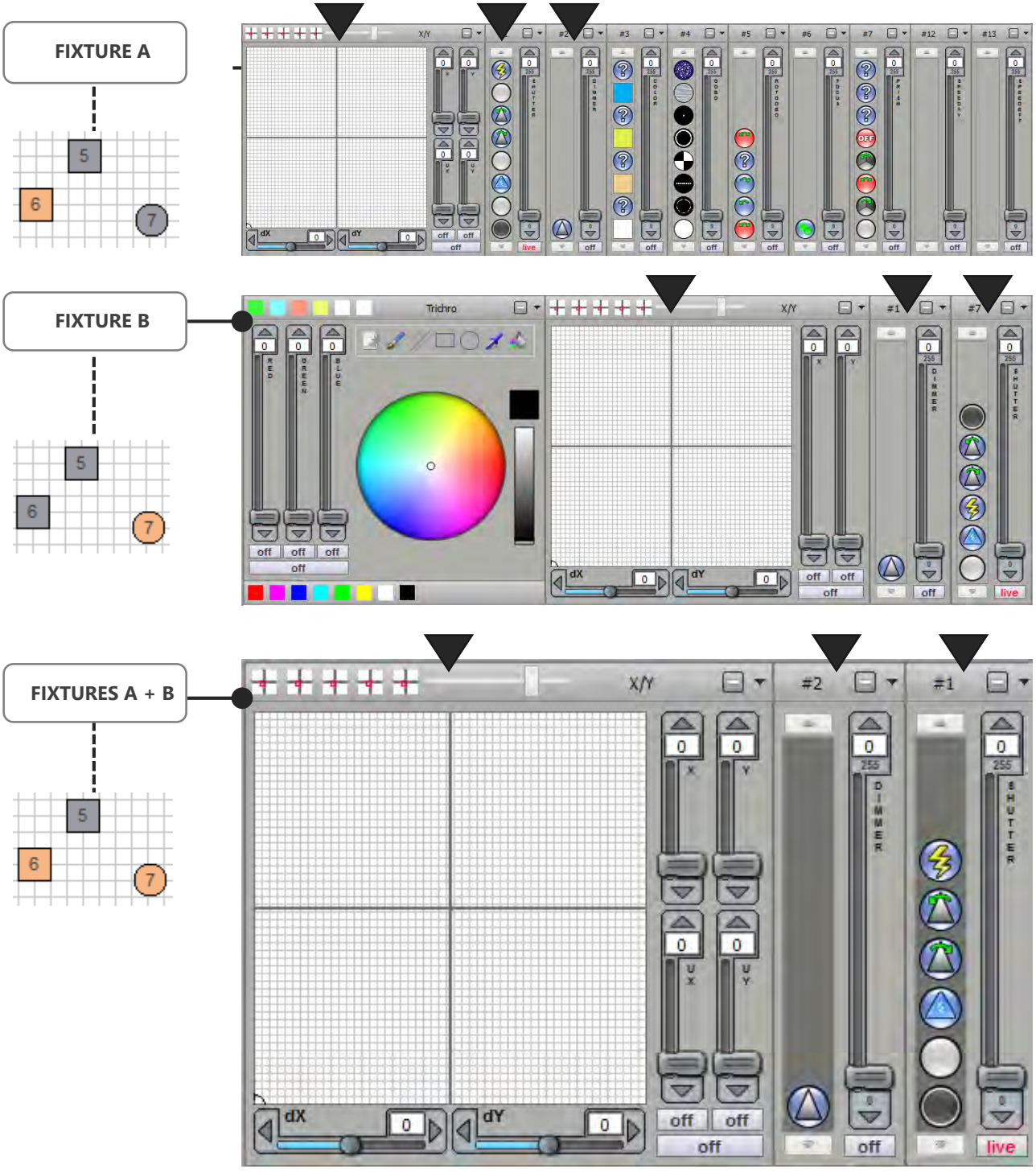
When you select one or several types of fixtures from in a selection tab, the software compares the profiles and will only show their common channels and presets.
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

If only one type of fixture is selected then the whole profile's channels and presets will be displayed as following:



COMMON CHANNELS DISPLAY

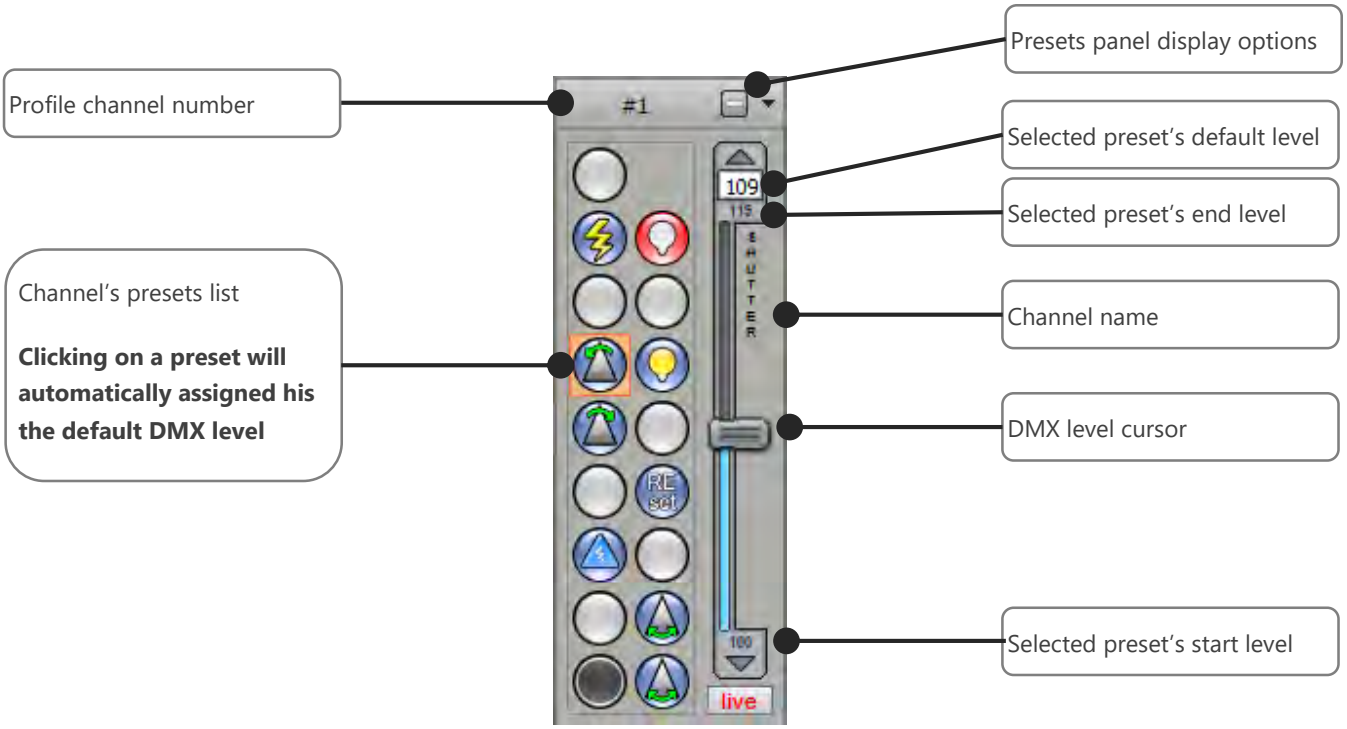
If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display the Pan&Tilt Palette. If they have a dimmer, dimmer will be shown. But if only one of them has an RBG, the software won't display the RGB palette. See the following example:



NOTE: Common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan&Tilt, Dimmer, Focus, Iris and Zoom.

PRESET MODE CHANNEL DISPLAY

When you select several fixture based on the same profile, the software displays all the profile's channels.
Each channel's control module is displayed as following:



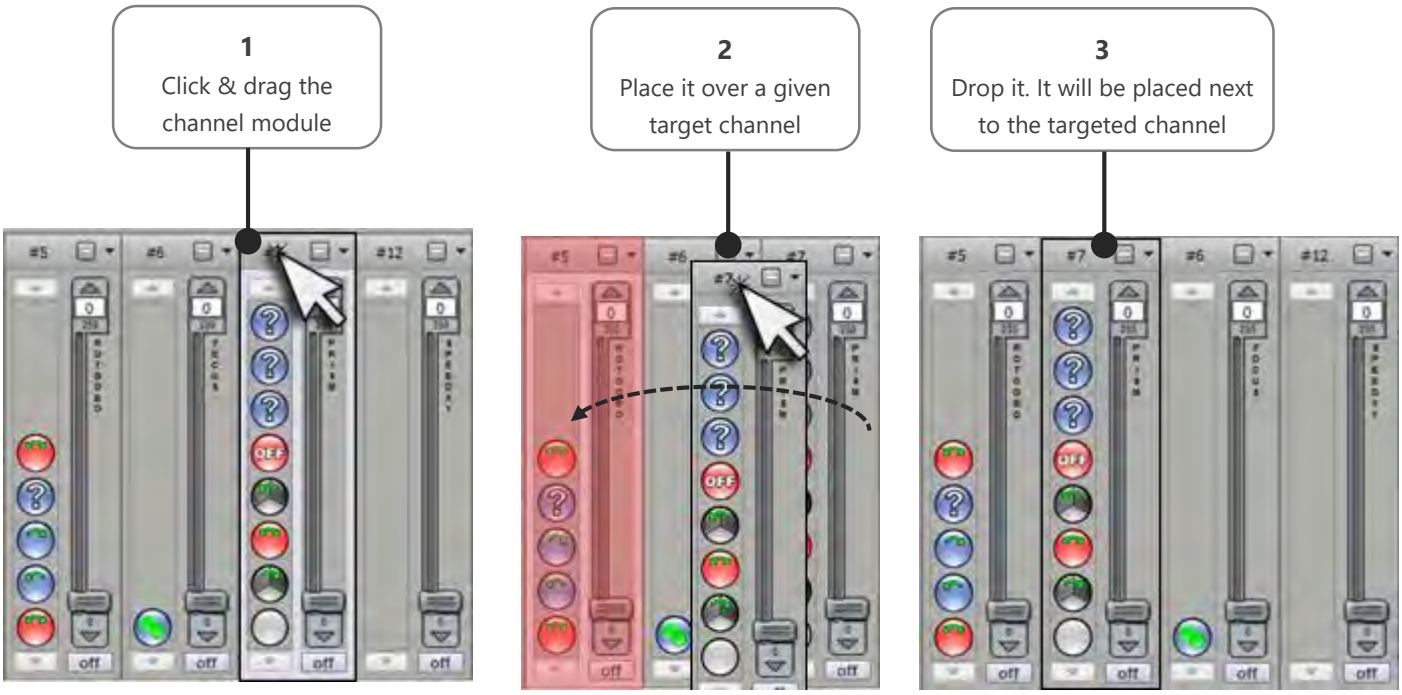
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

The presets display mode automatically manage the DMX universes. You do not need to switch from one DMX universe to another one like in the channels faders display mode.

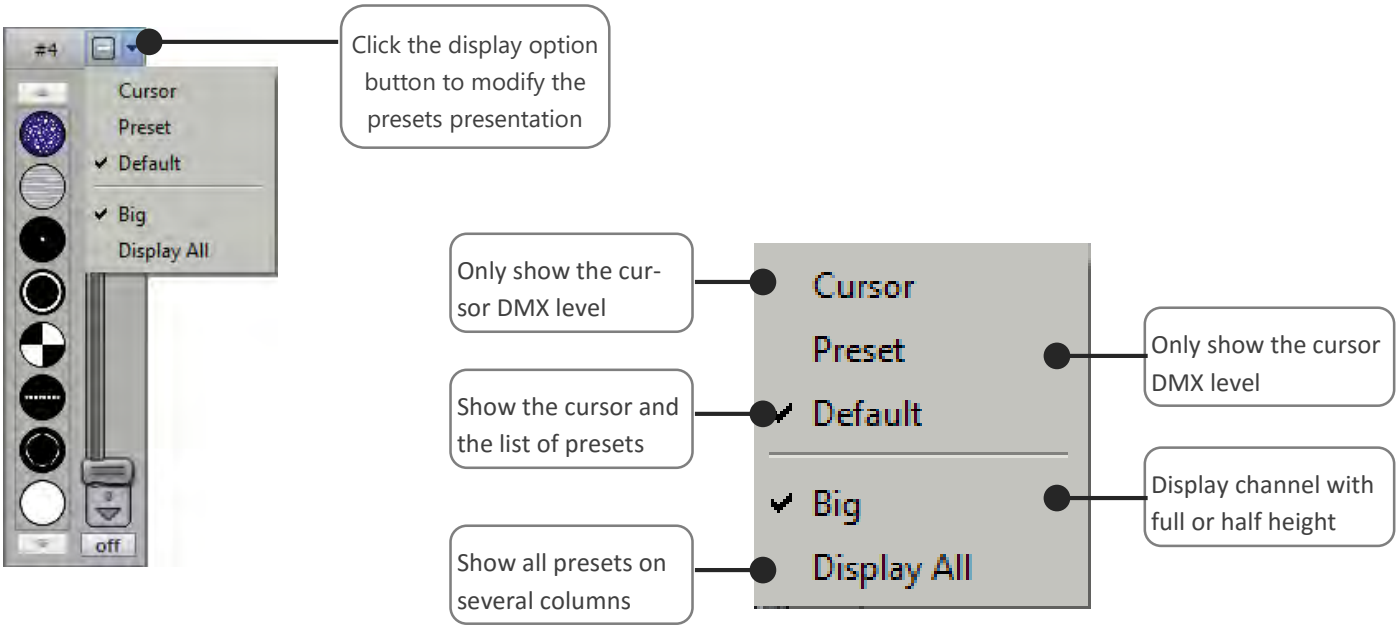
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

CUSTOMIZE THE PRESET WINDOW – DISPLAY OPTIONS

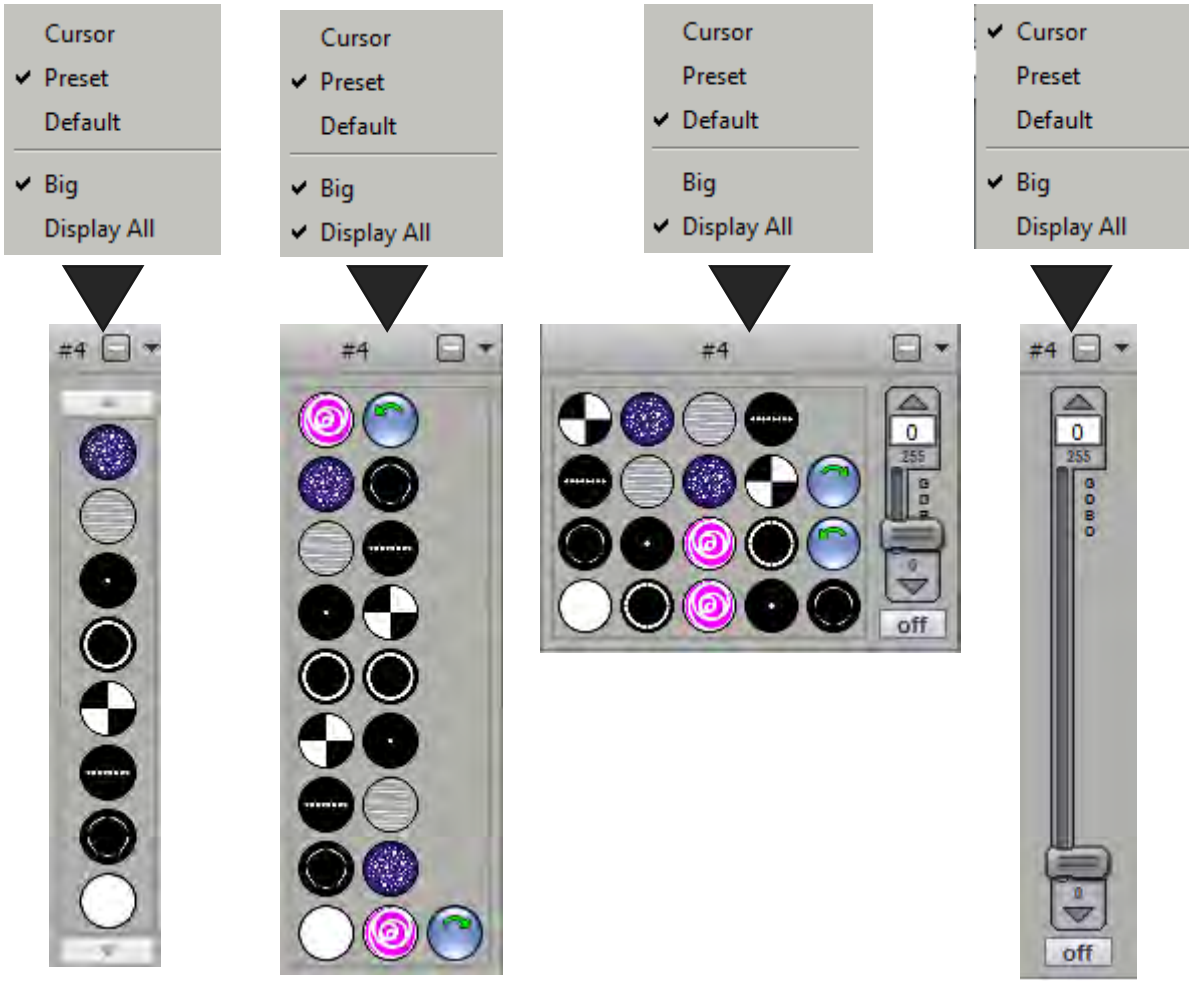
The software offers several customization options to provide an effective working space work surface to users. Each preset channel can be moved by clicking in the upper part of the channel and by drag and drop to the desired location as following:



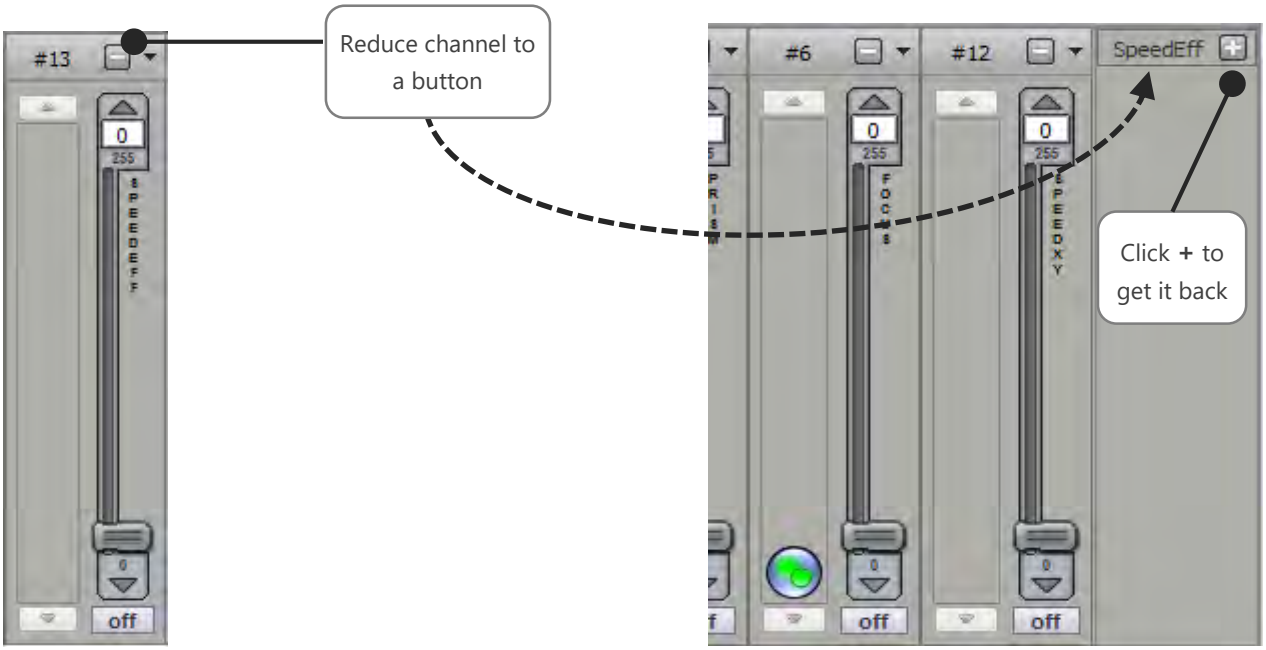
Presets display possibilities:



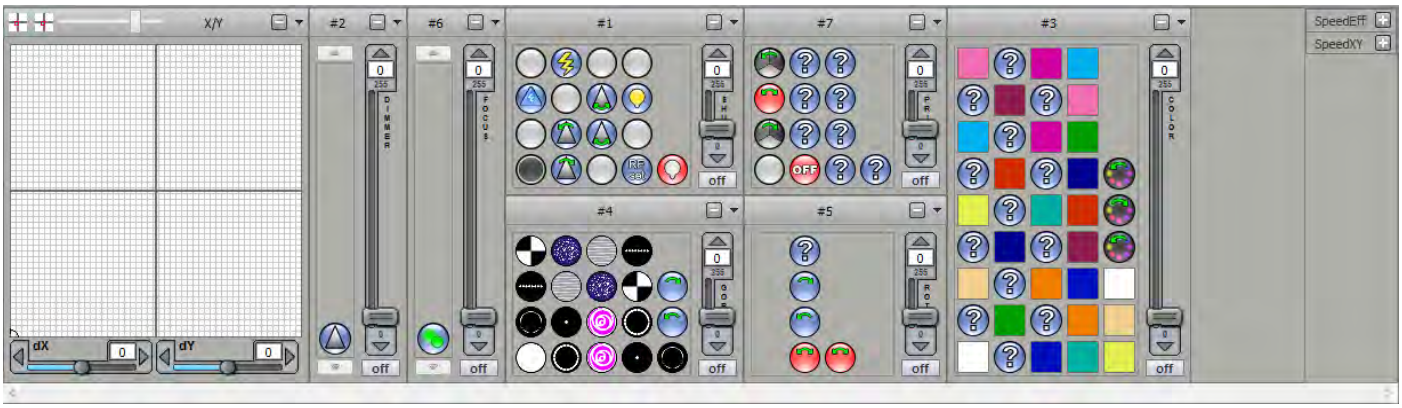
Choose the combination that you need to optimize the space as shew in the following examples:



Finally to maximize the display optimization, it is also possible to reduce the channels into a single button. Click on the "-" button on top of the channel. This feature is useful to hide some useless channels (example: the reset, the speed channels)

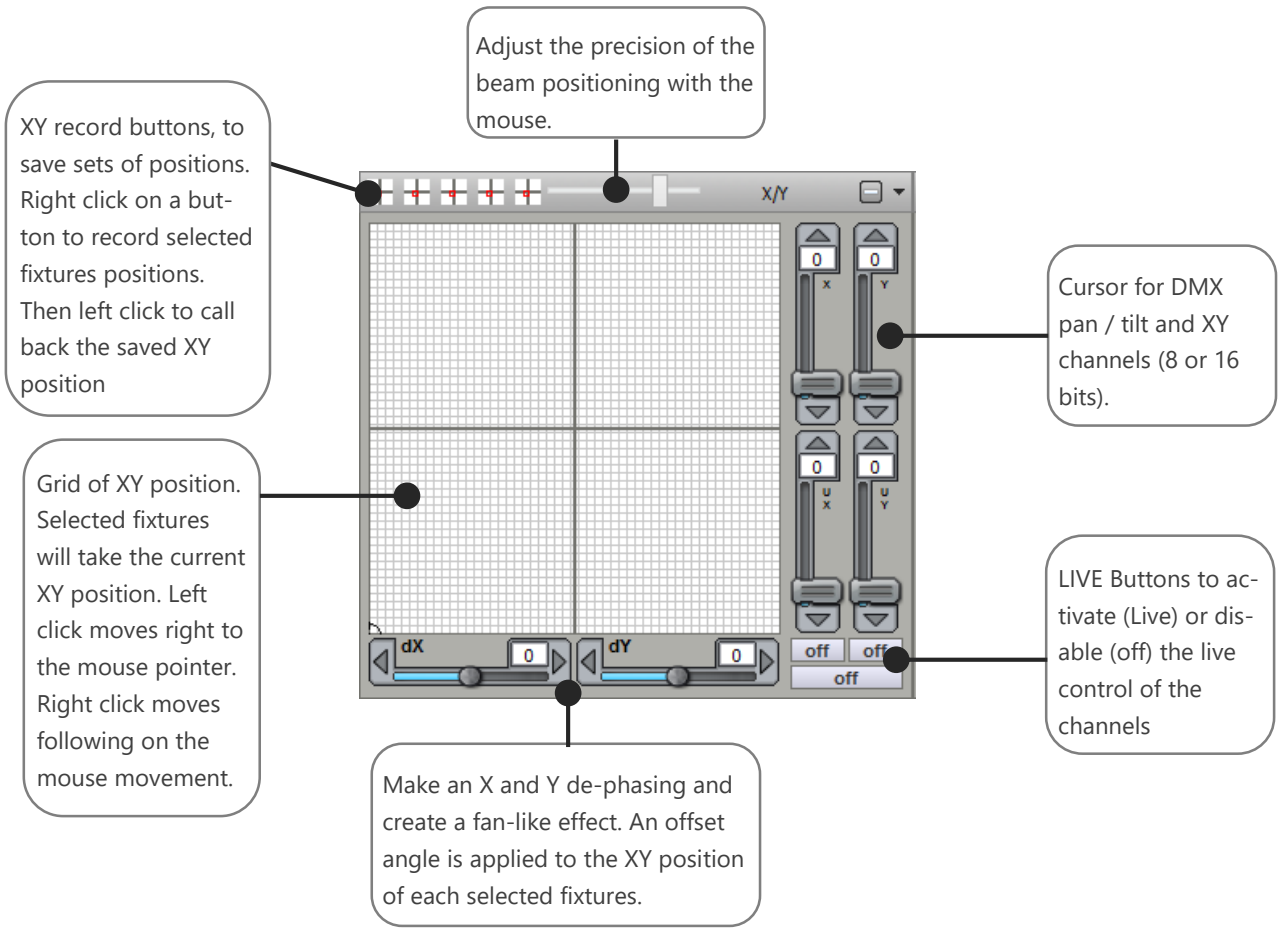


Result of customized presets windows:

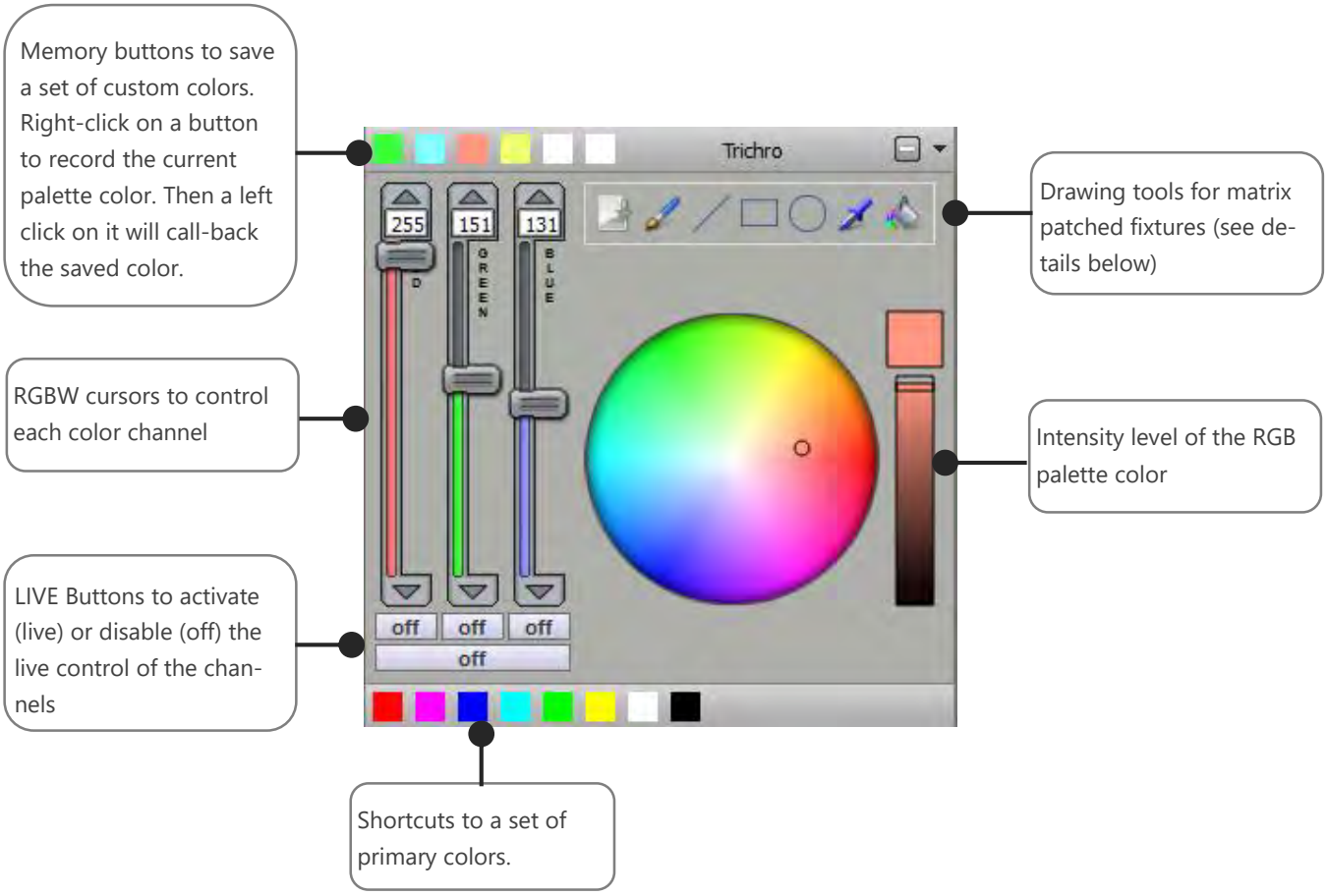


FOCUS ON PAN AND TILT PRESET

If the selected devices have channels a pan tilt movement, a specific window appears in the presets window.

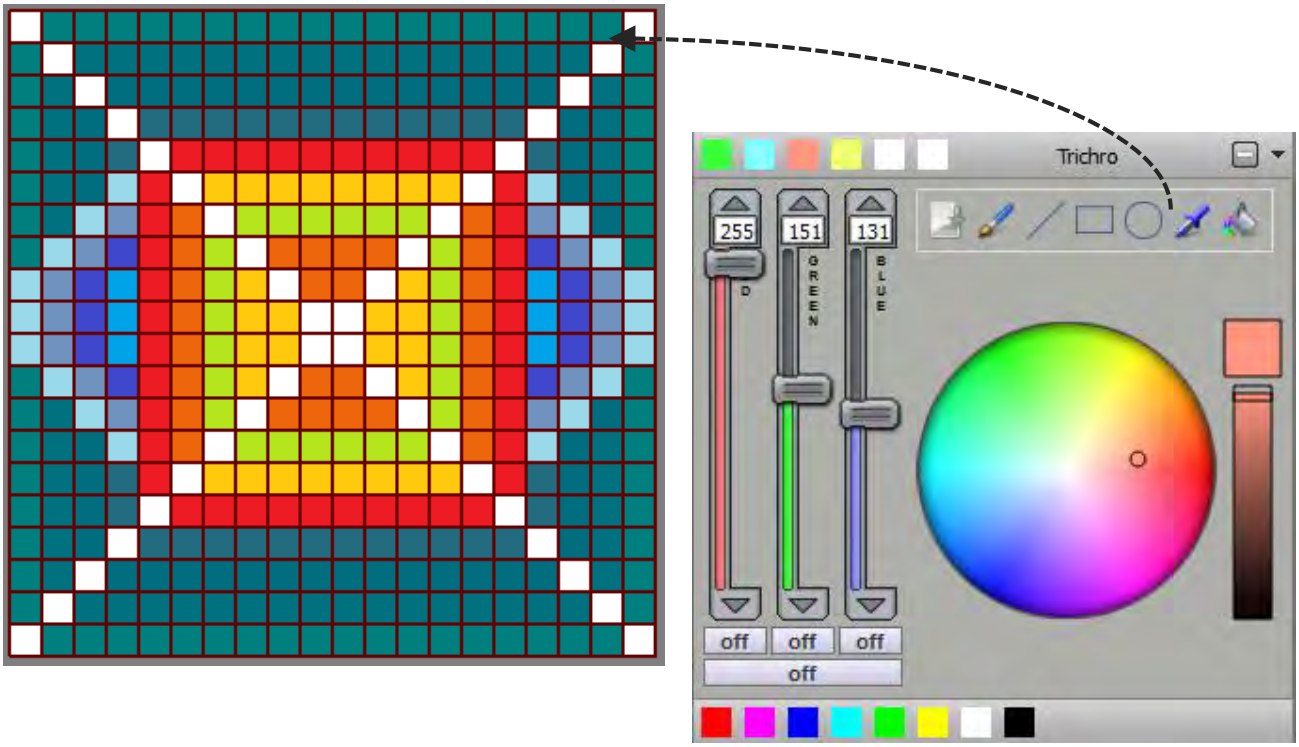


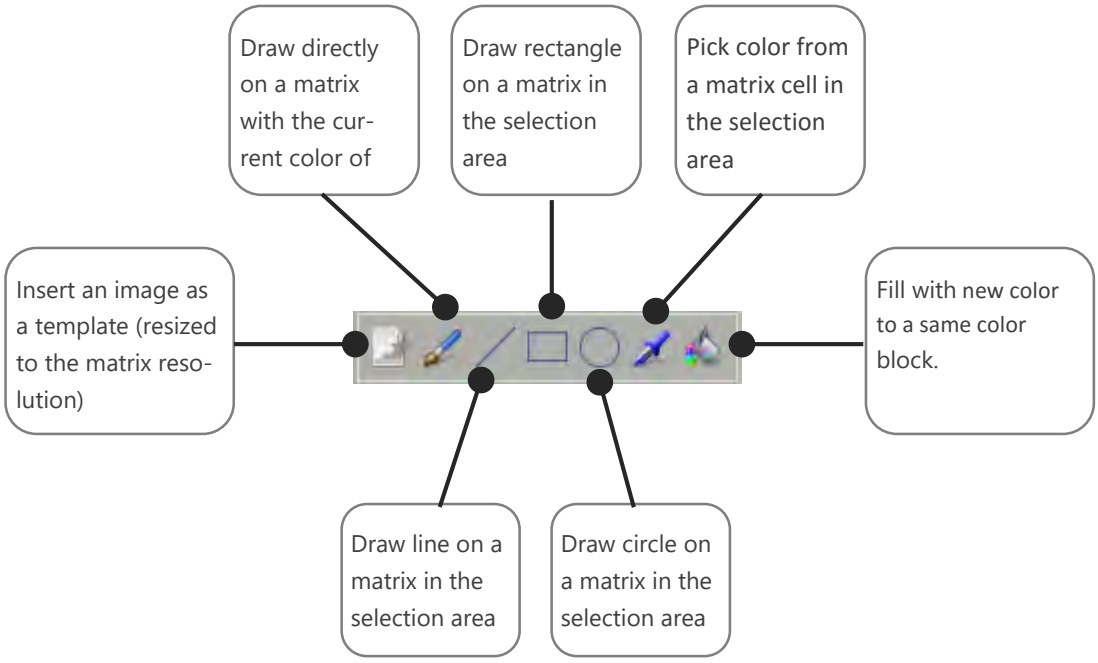
FOCUS ON RGB OR CMY COLOR PRESET



Note: There is an automatic calculation of the color white, if the selected devices have a channel white / Amber.

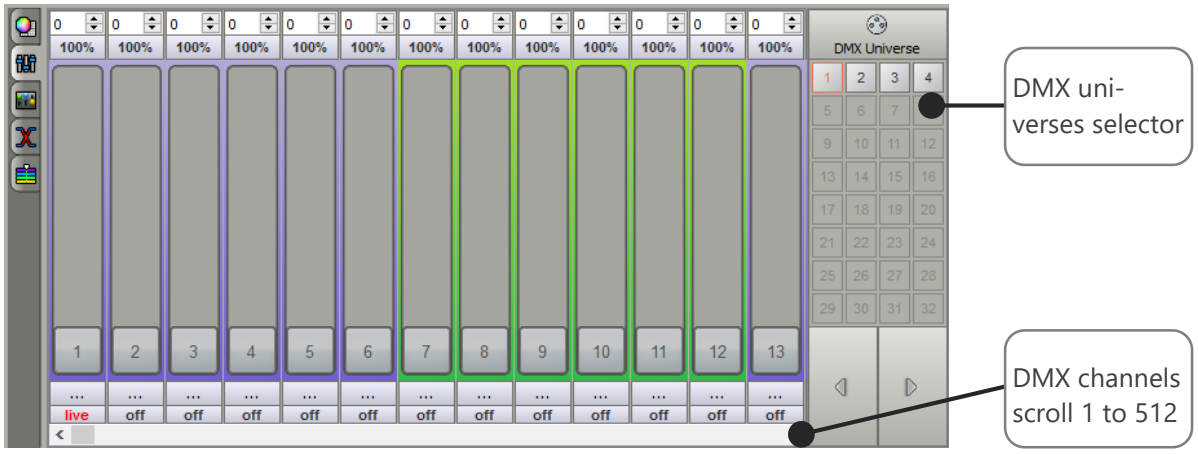
FOCUS ON THE RGB PALETTE TO DRAW ON RGB FIXTURES MATRIX

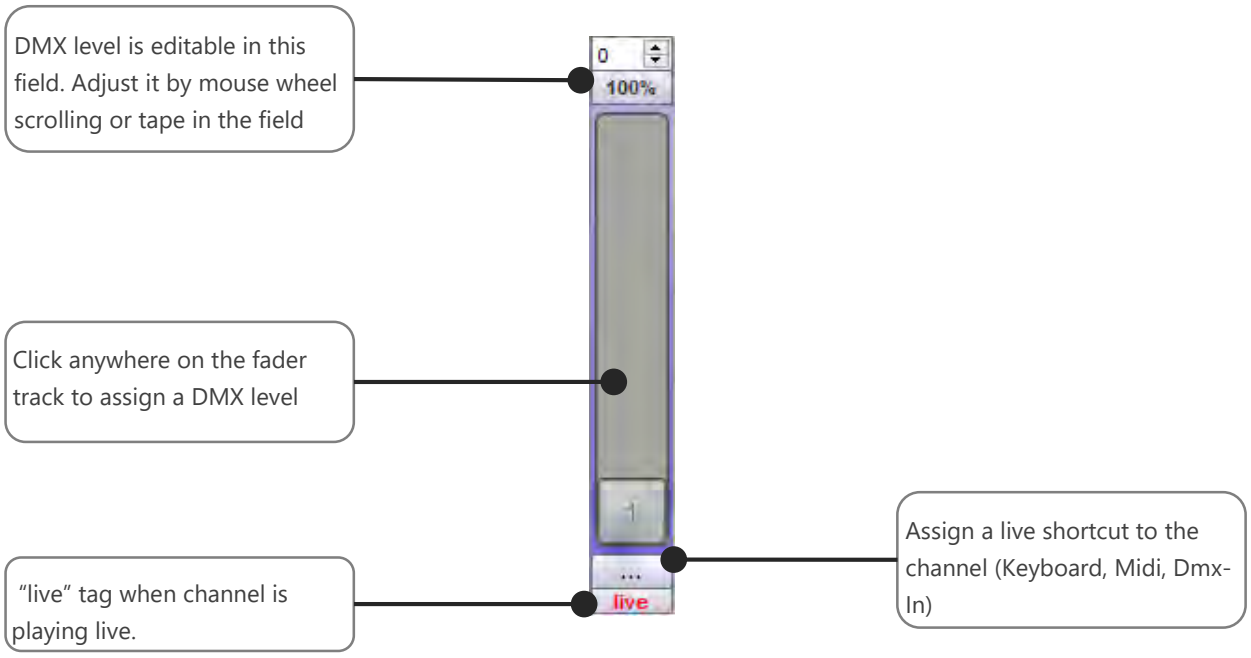




FADER MODE CHANNELS DISPLAY

The second control mode is the channels mode, it uses conventional faders for each DMX channels. The circuits are represented as a table of 512 DMX channels per universe



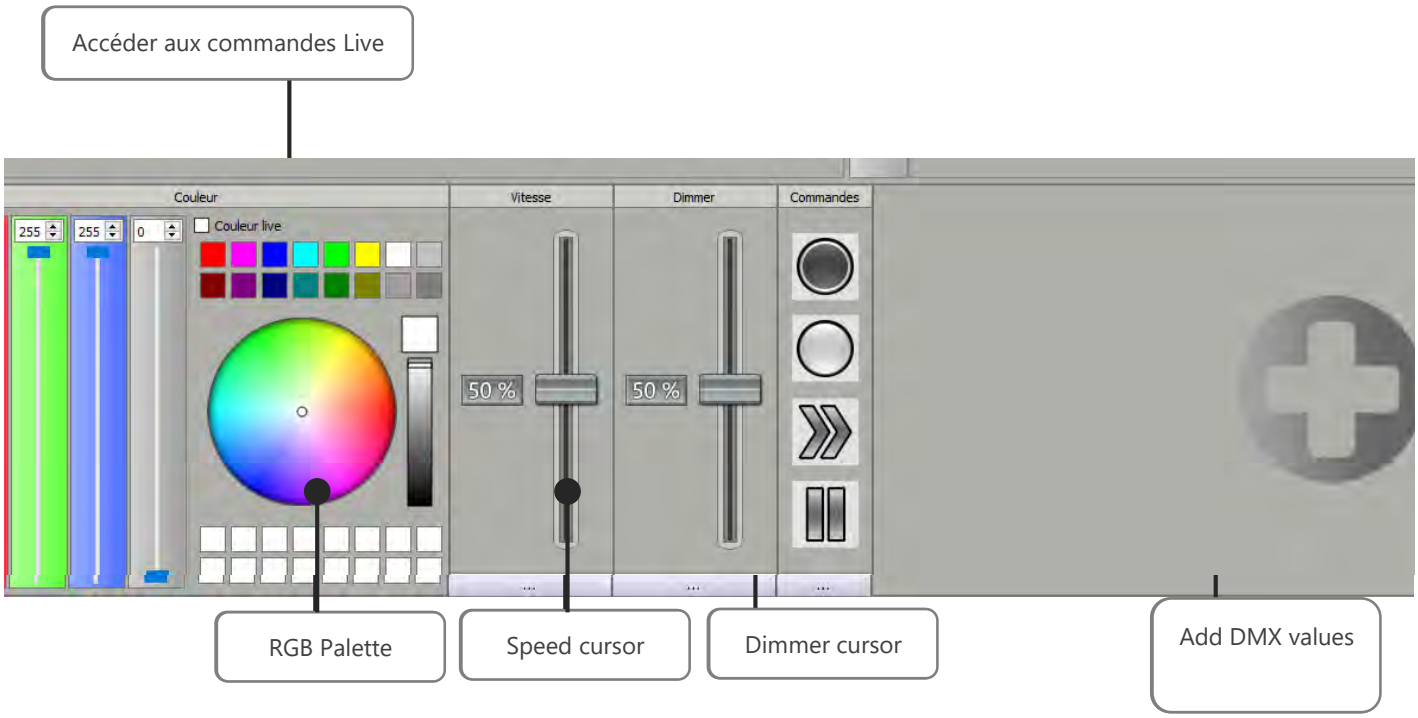


The software offers 3 background colors for the channels. Grey for channels not associated with a profile, and 2 other colors to distinguish the channel associated with odd and even appliances.

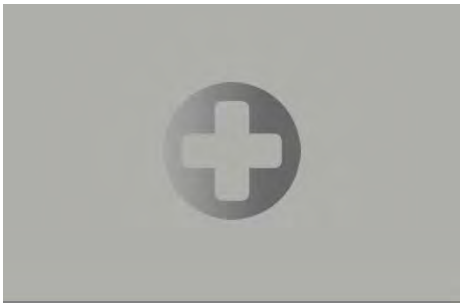
The channel mode can be useful for quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

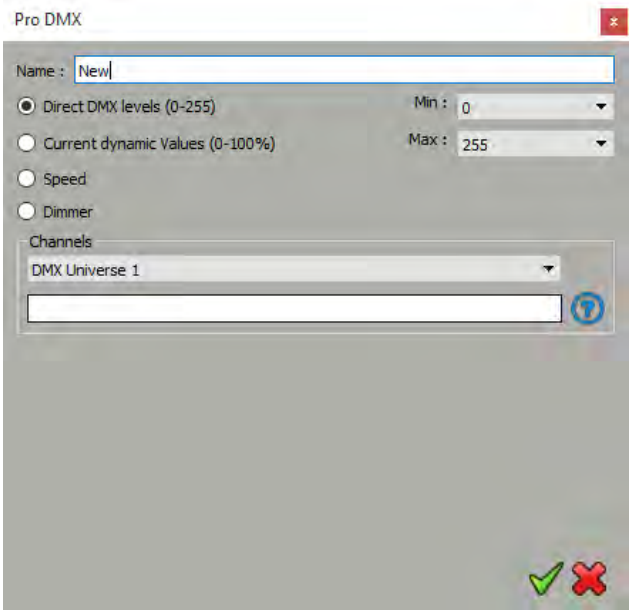
LIVE COMMANDS DISPLAY

Live commands allow you to take control on the scenes. Untick the « live color » box to get back to the initial DMX Programming. Keep in mind that the cursors of the live commands are general and will impact your show in its whole. However, you can also customize your own commands to interact on specific channels.



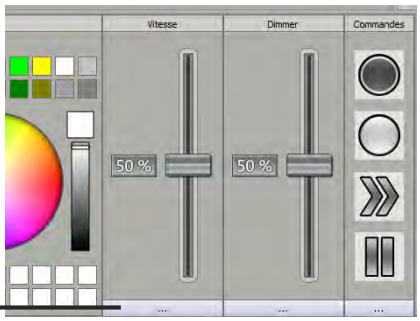
CUSTOMIZABLE DMX CHANNELS





You can also add customizable channel controls.
« Current dynamic values » allows you to decrease DMX levels of specifics channels such as the « zoom ». You can organise Live commands and customizable channels live commands via the « drag and drop » function.

RACCOURCIS MIDI ET CONTROLES DMX DANS LE LIVE BOARD



Assign shortcut to Live commands :

USER MANUAL

HOW TO USE LIVE CONTROLS AND EFFECTS

V1.2.5

SUMMARY

INTRODUCTION

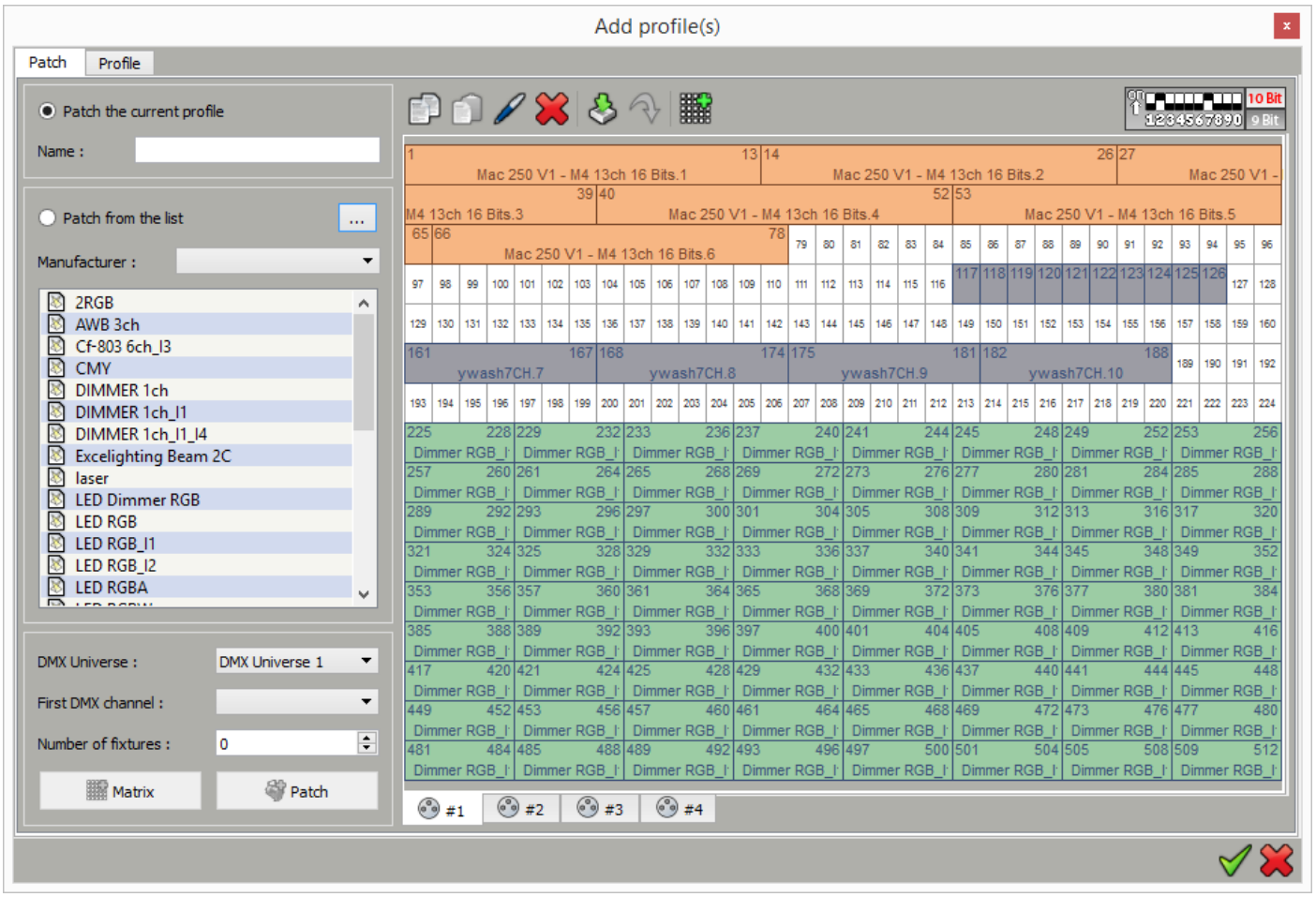
This chapter describes how to use the controls and the effects of the software after having created a DMX patch.

Once the DMX Patch is confirmed, all the corresponding controls and effects buttons will automatically appear.

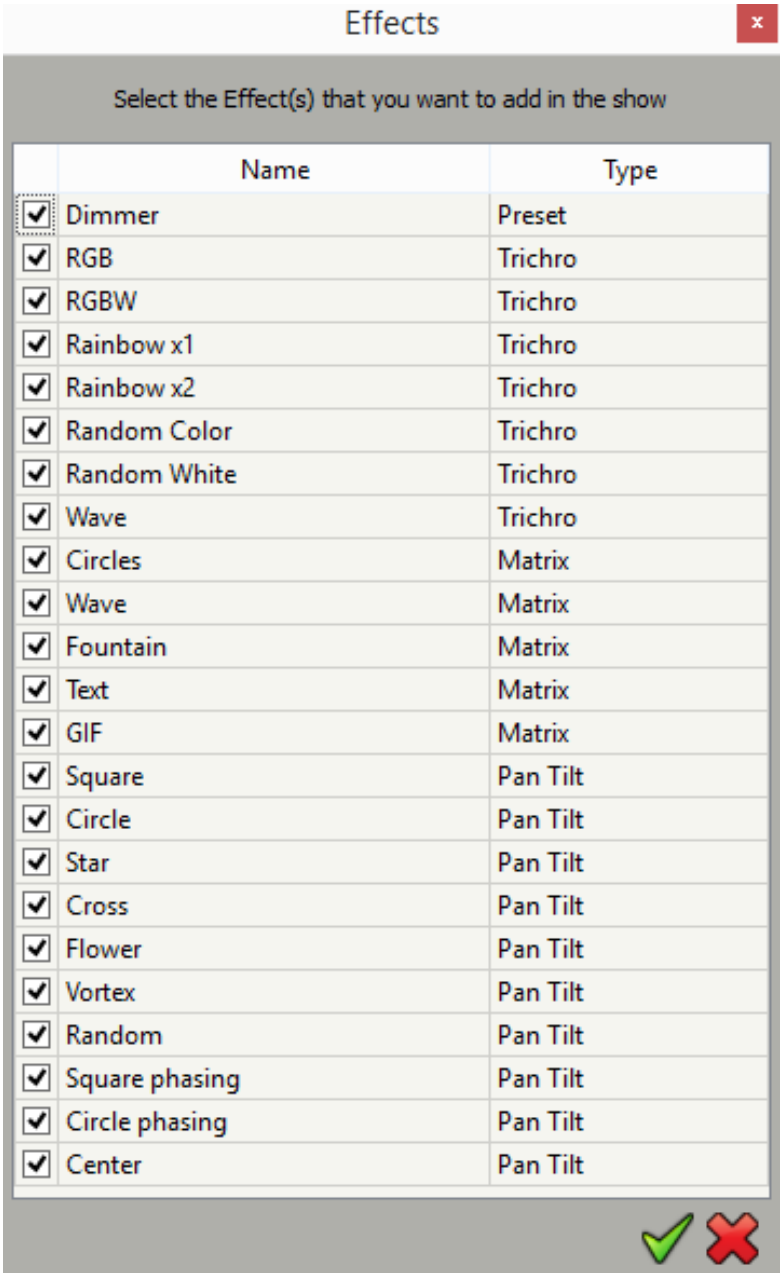
Control functions and control efficiency depend on the quality of the profiles used in the DMX patch. With accurate profiles and channel descriptions, the software will create additional control possibilities and accurate commands to help with lighting programming.

DMX PATCH, CONTROLS AND EFFECTS

The software uses the Patch information to generate powerful functions that will help you to create great effects in a very short time. When the Profiles and DMX addresses match the lights, you can confirm the Patch. Then the profiles and the lights will appear in the main window (selection area) of the software automatically.



After the Patch validation, the software will prompt you to choose several type of effects:

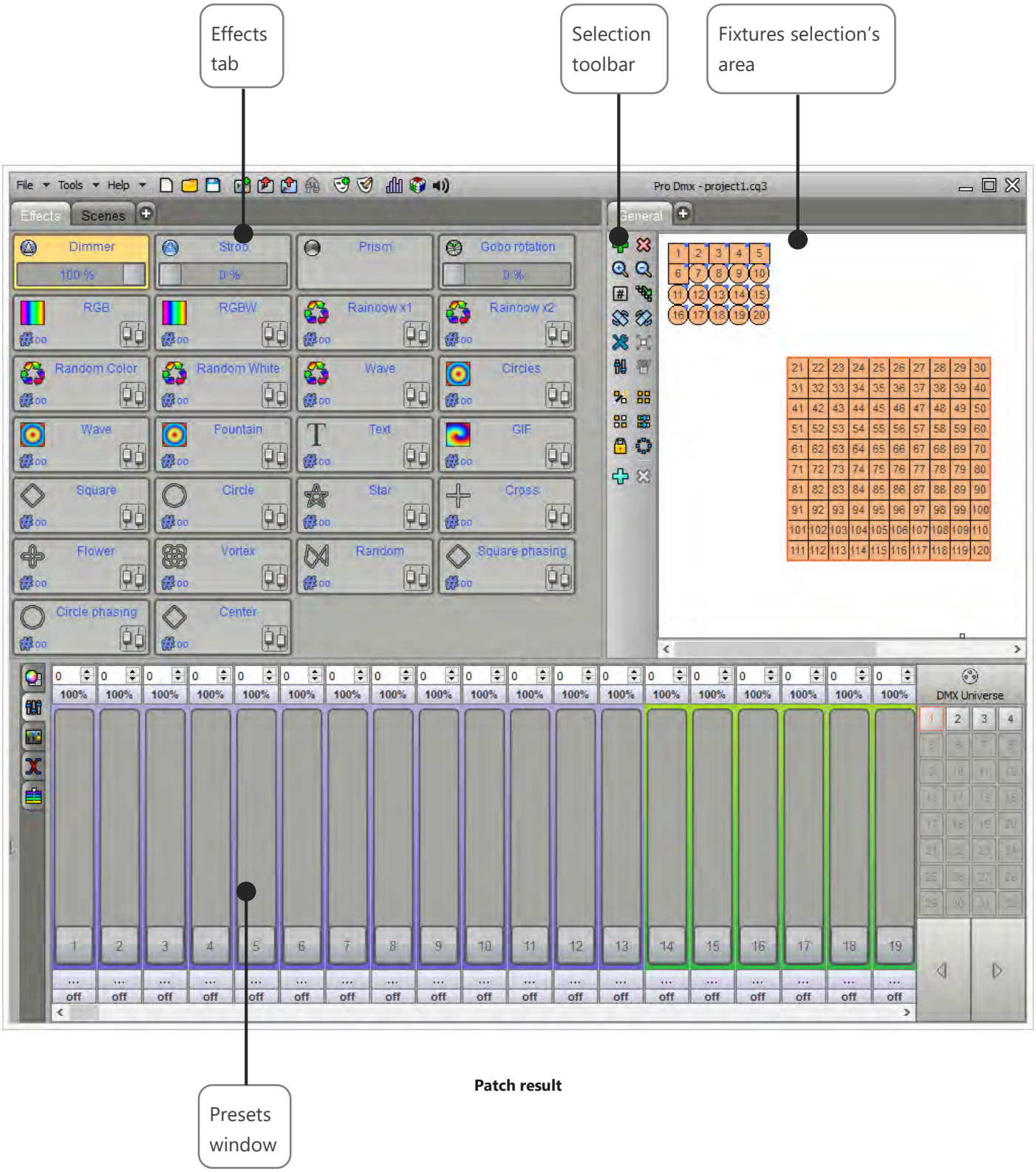


Effect selection window

Just choose and confirm the list of the effect that you want to create and the effect button will appear automatically in the main window of the software. The type and number of effect depend on the channels types and features declared in the profiles.

After confirmed the list of effects, all the profiles used in the Path appear in the selection area and the effect buttons appear in the effect tab of the software.

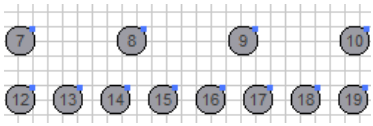
SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

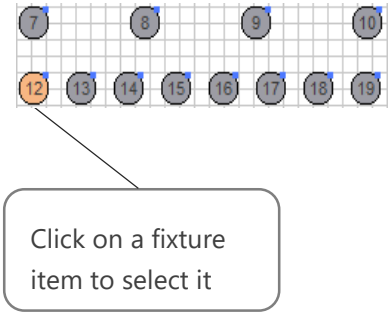


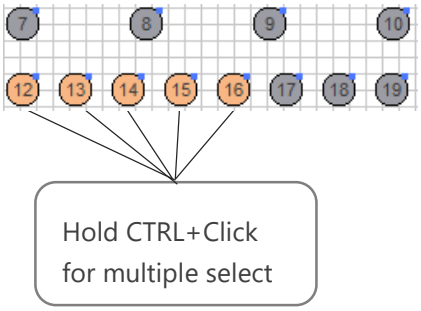
Patch result

FIXTURES SELECTION

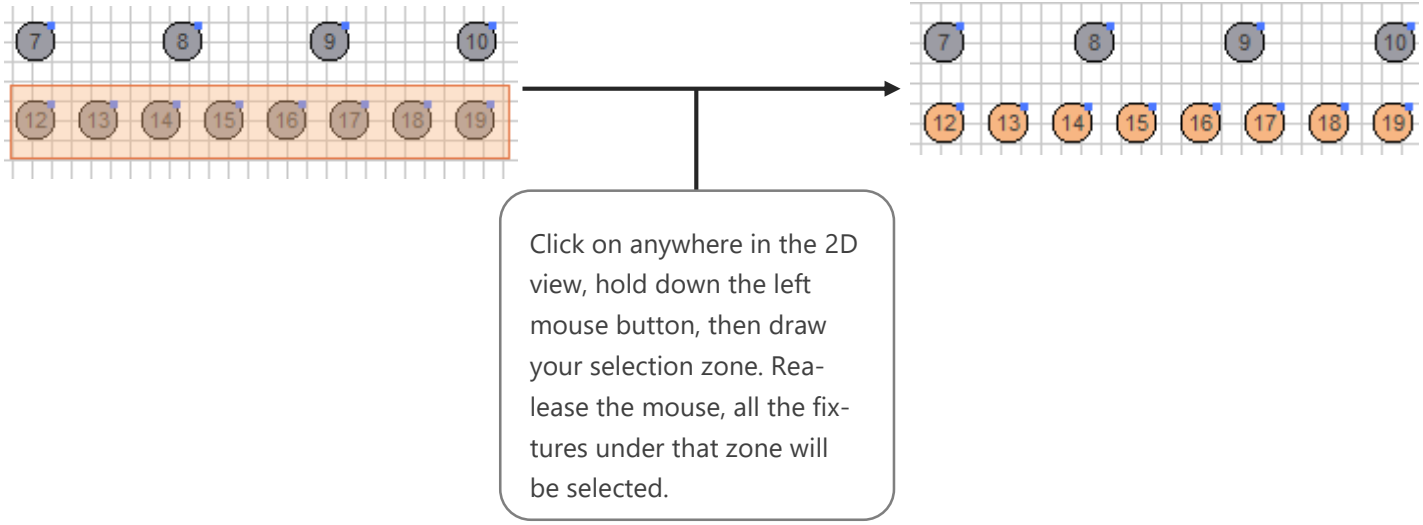
In the 2D area you can select / unselect the fixtures by clicking on their pictograms



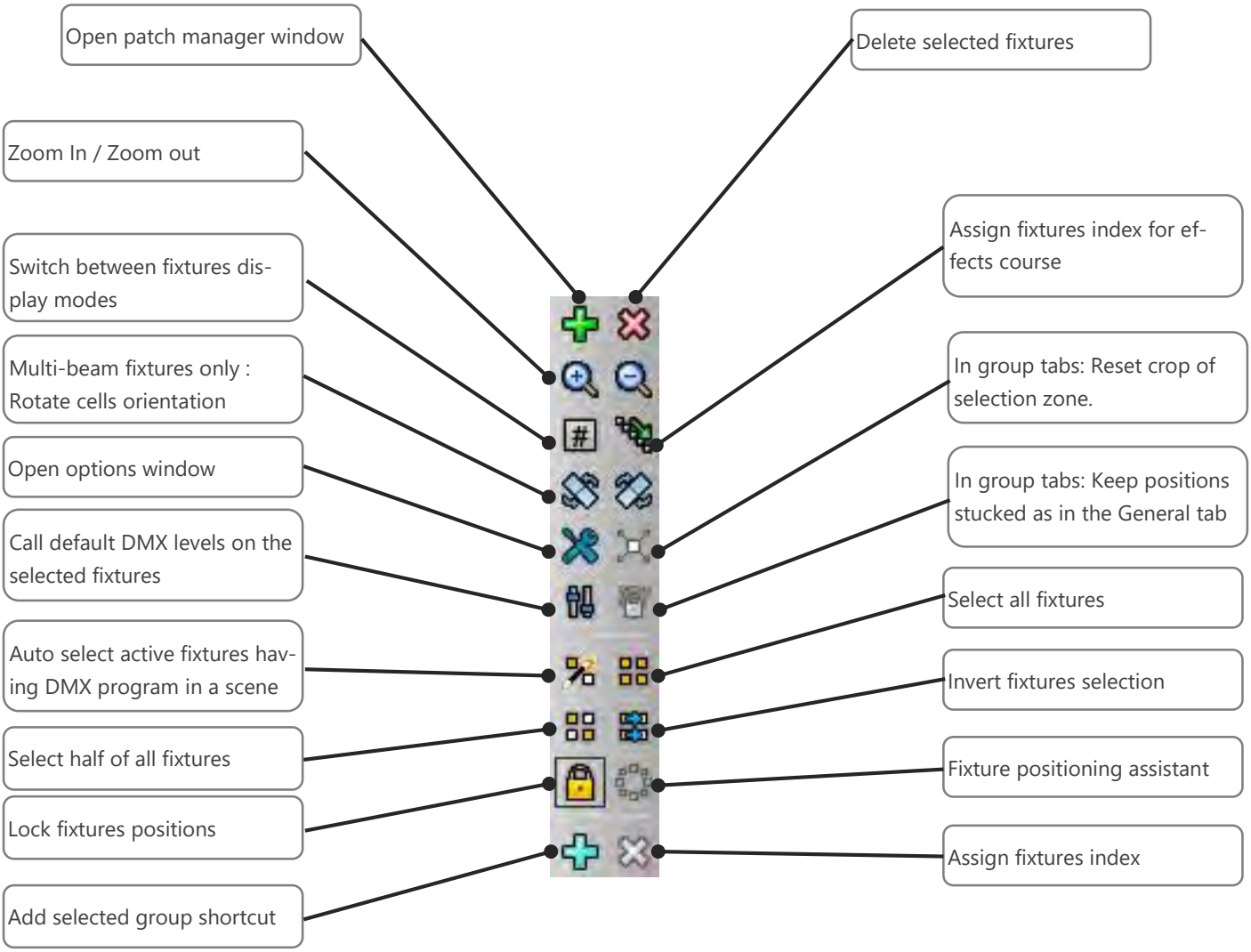




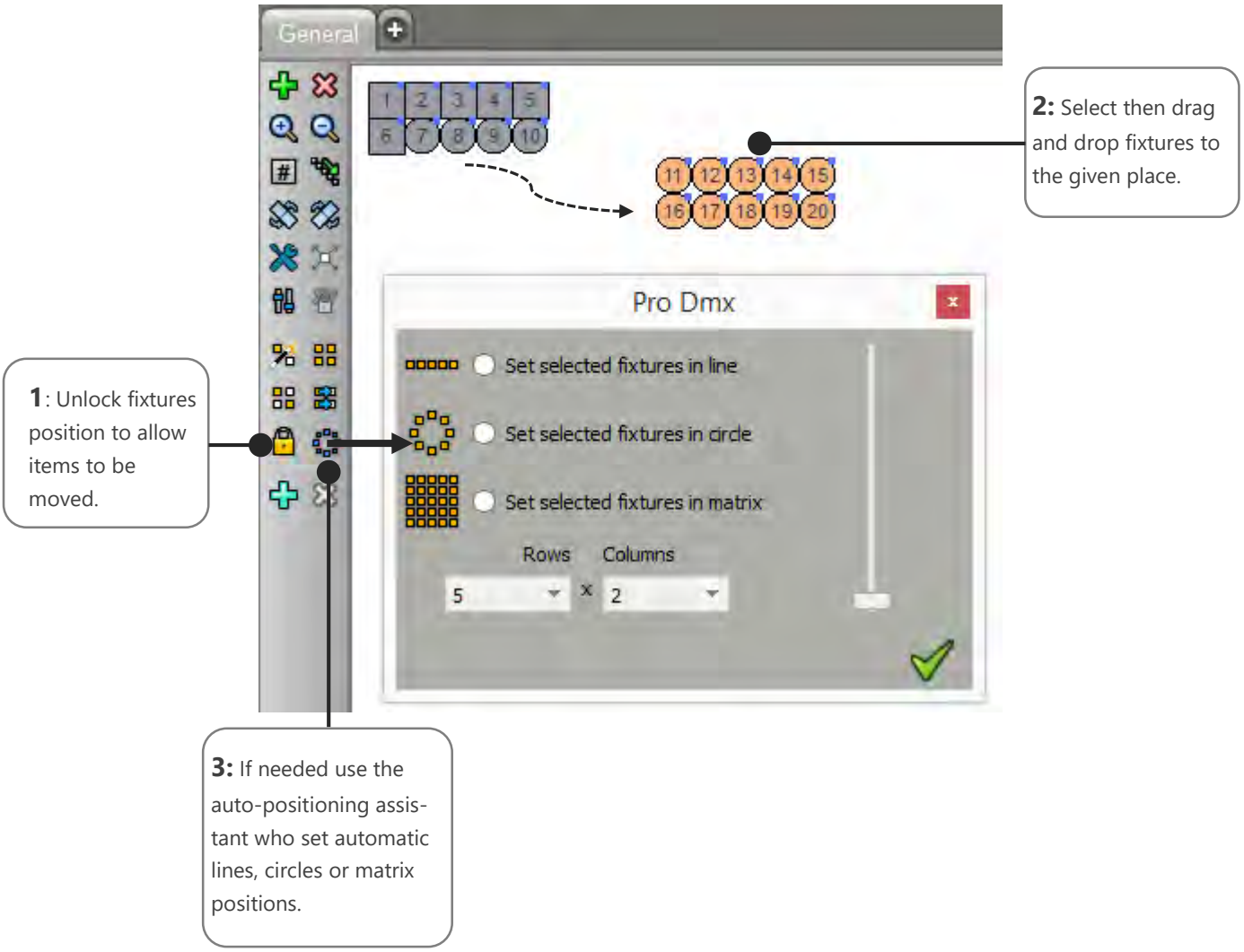
You can also select them by drawing a selection zone

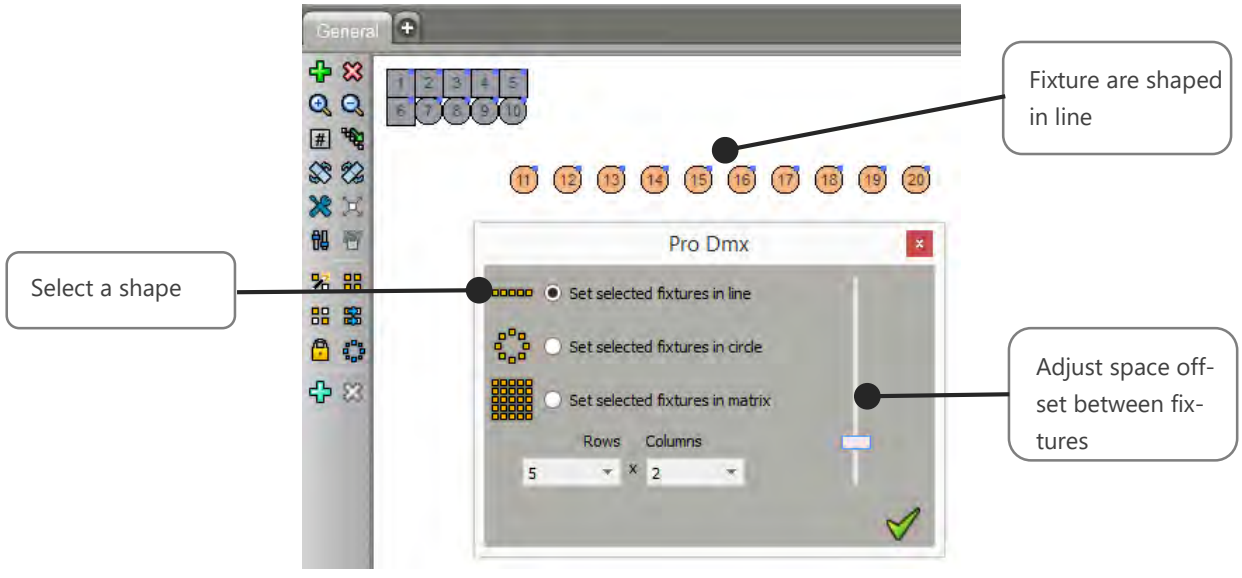


SELECTION TOOLBAR



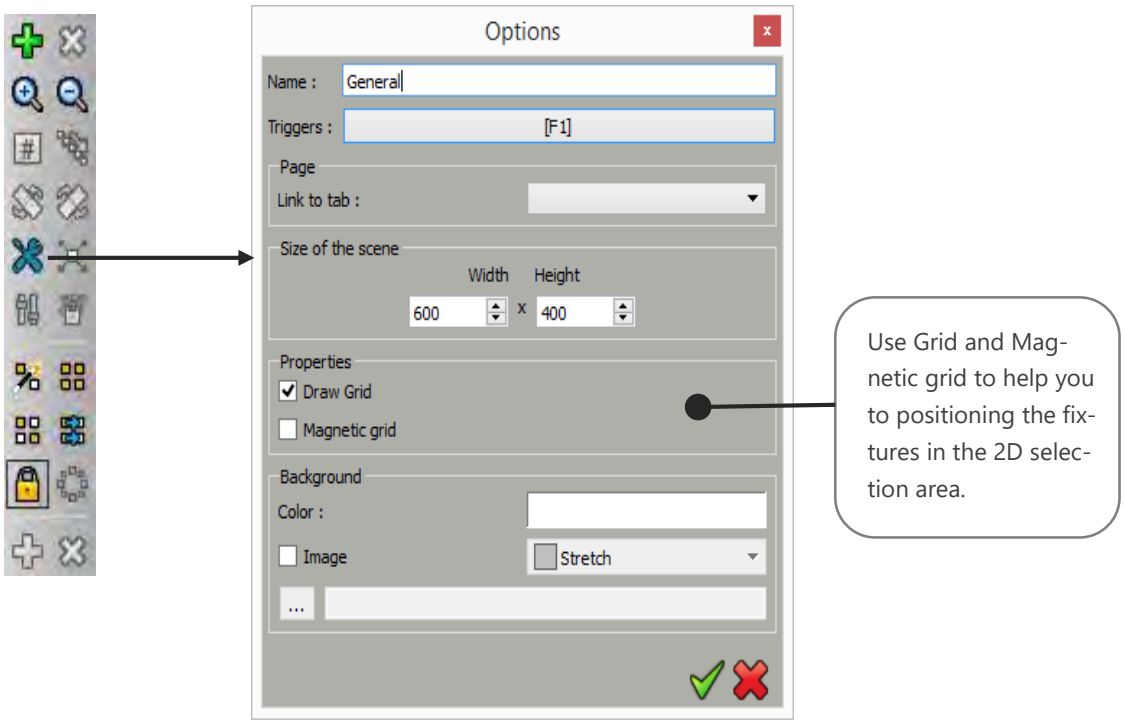
ARRANGE FIXTURES IN THE SELECTION AREA



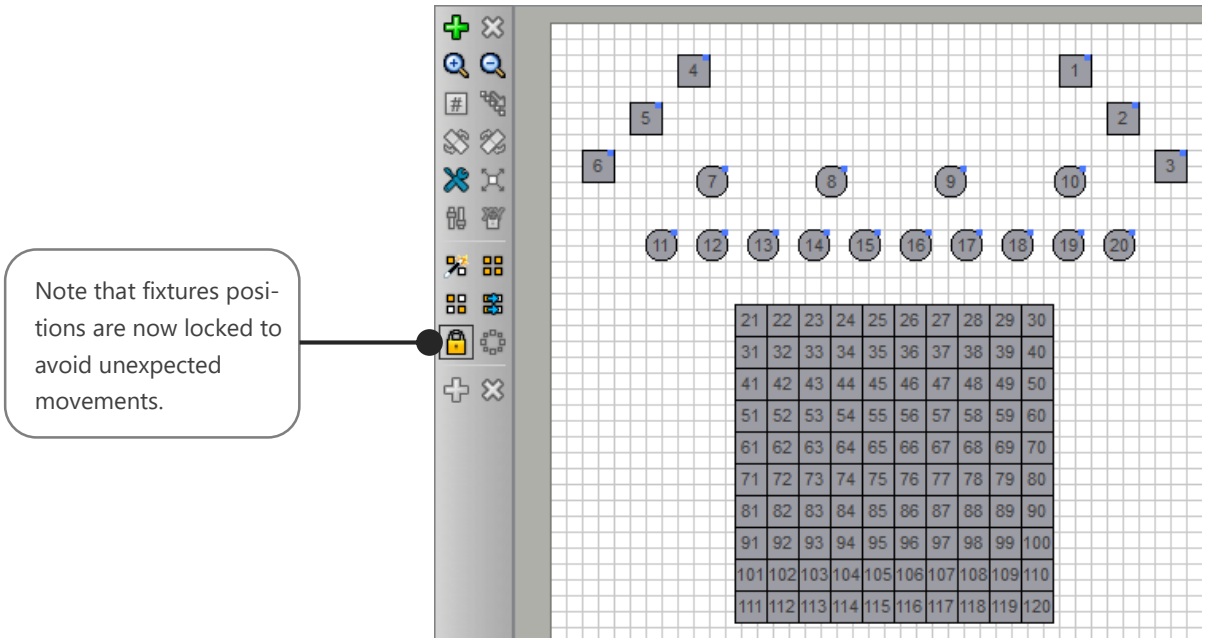


FIXTURES POSITIONING OPTIONS

Here we show you how to activate the grid and magnetic grid of the selection area from the options window.



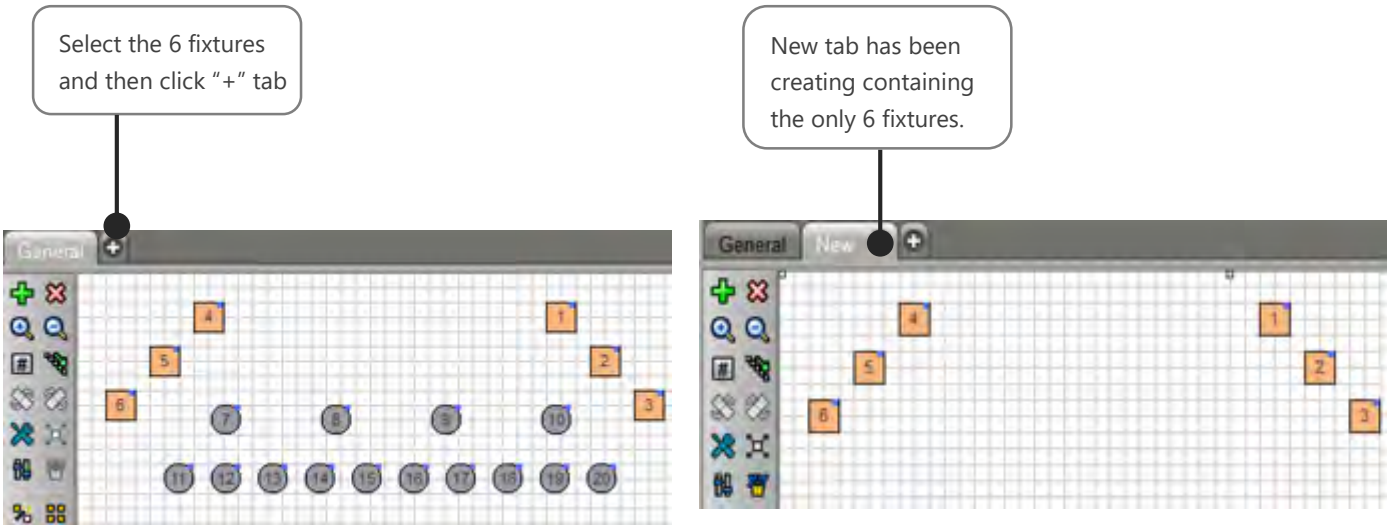
Final positioning result:



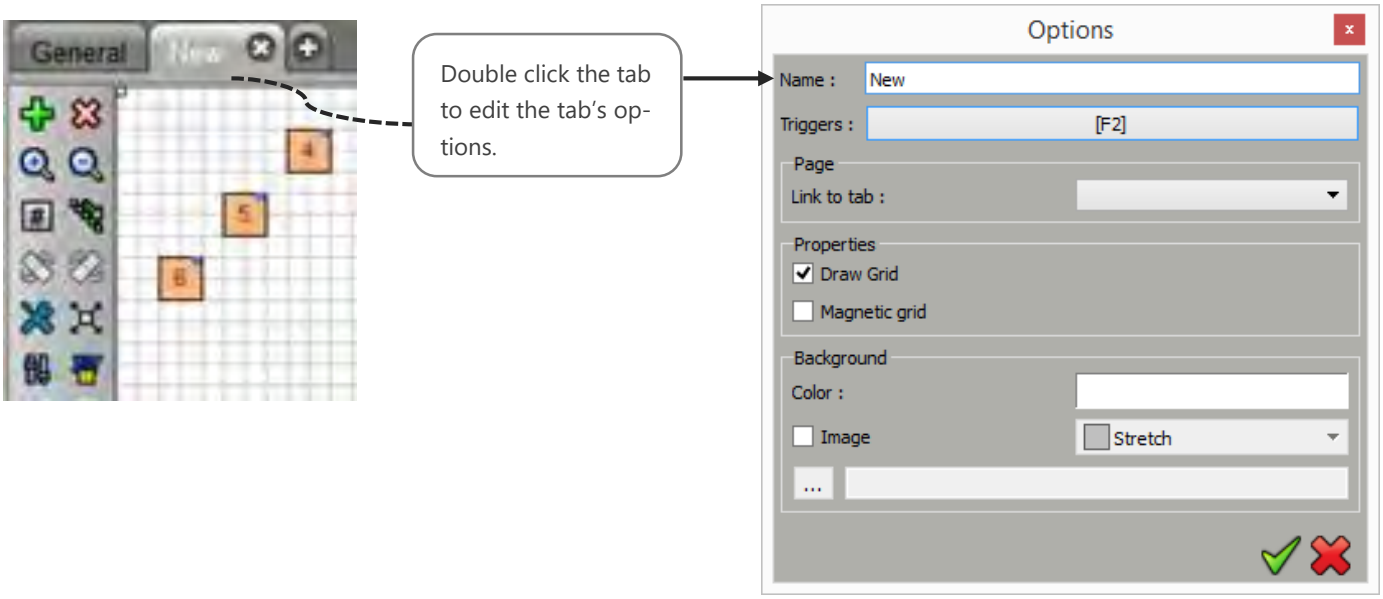
CREATING FIXTURES GROUPS

It is possible to add fixtures groups as a tab by clicking the tab "+" at the top of the selection area. If fixtures are selected when you click the "+" button, they will be automatically be included the new group tab.

In the following example, let's create a fixture group four our 6 moving heads spot:



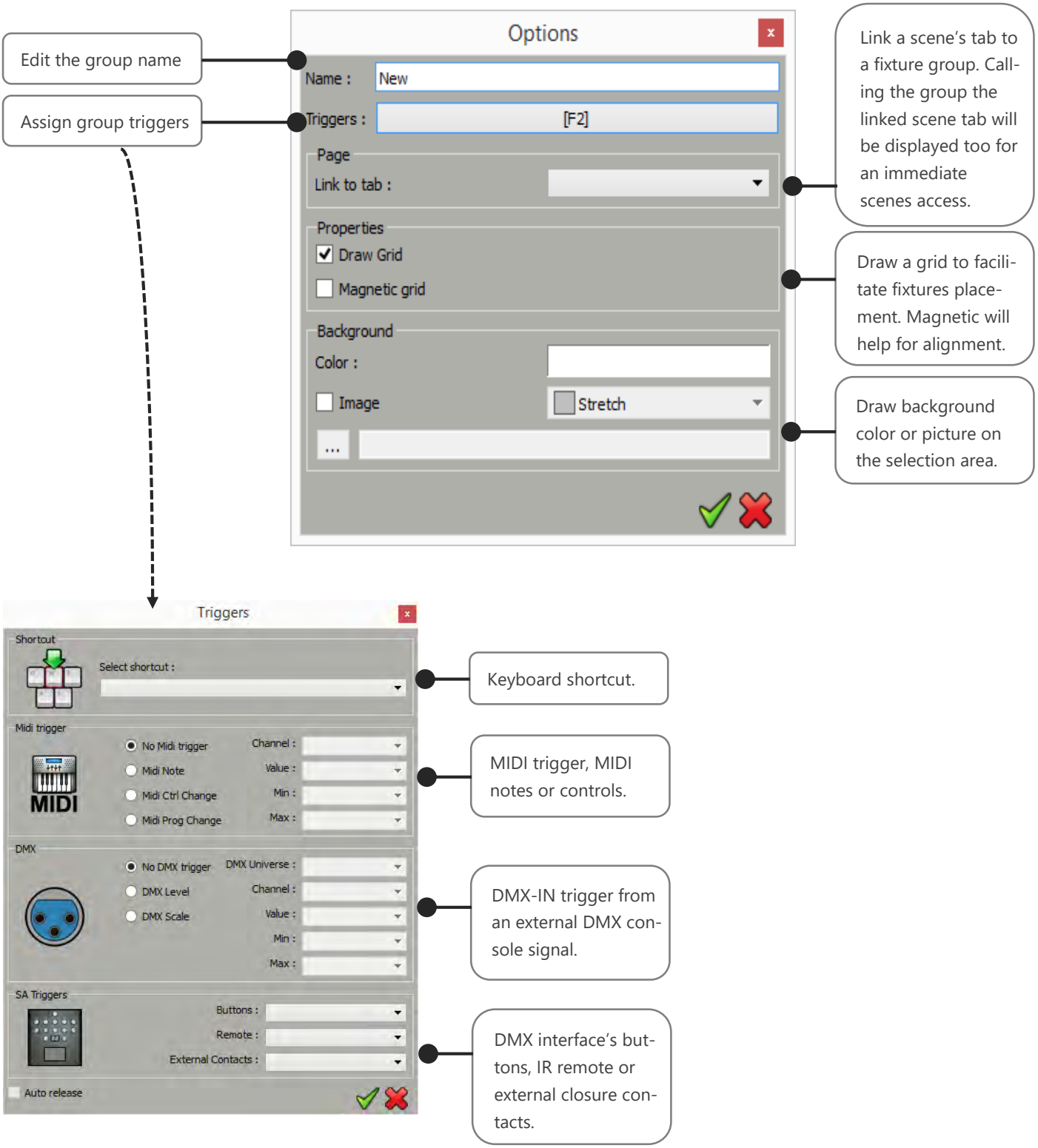
Now let's rename this new group:



Note: The General tab still and will ever contains the all fixtures of the complete patch.

FIXTURES GROUP OPTIONS

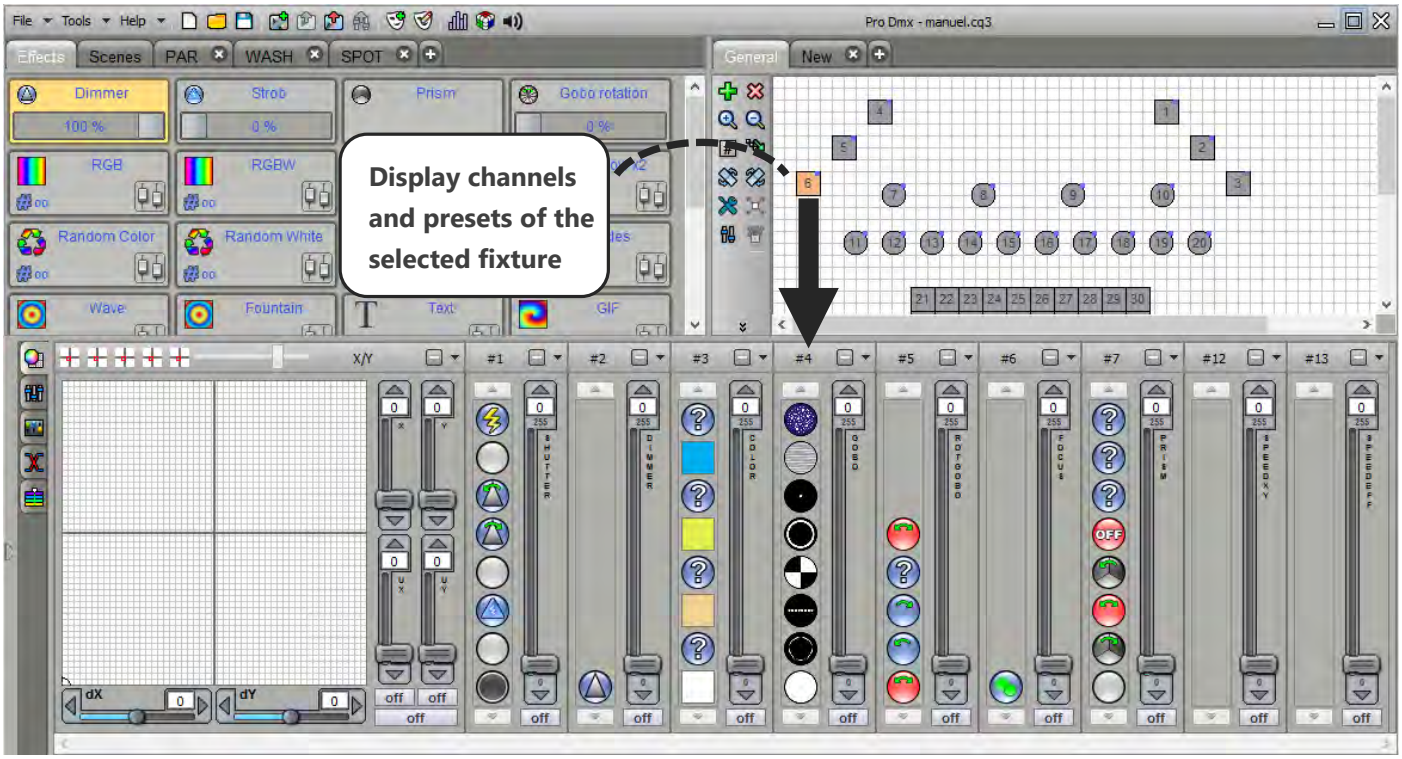
Each group can be called by default with F1 to F12 keyboard keys, but it is also possible to assign different triggering signals to call a group.



FIXTURES SELECTION AND PRESETS CONTROLS

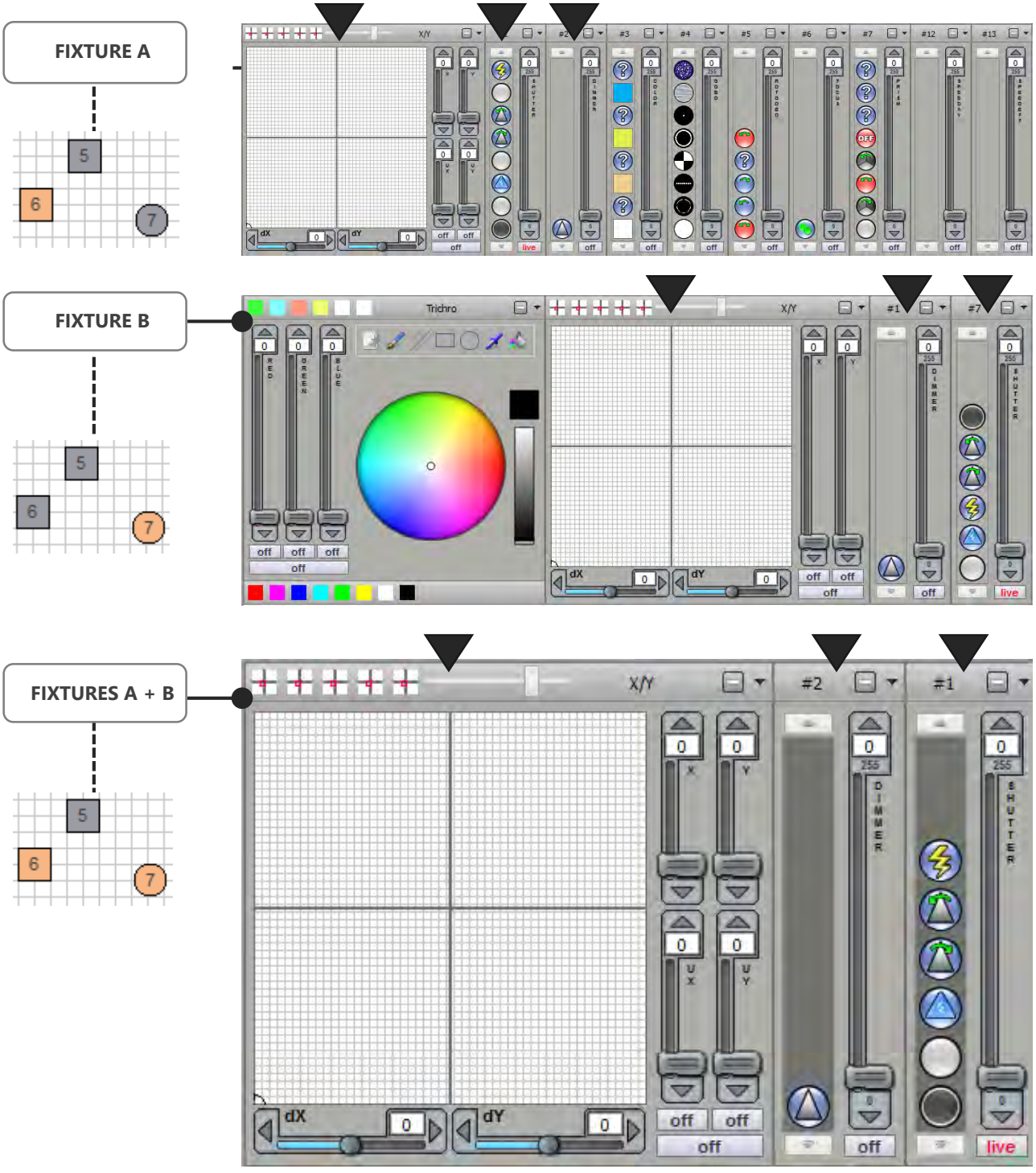
When you select one or several types of fixtures from in a selection tab, the software compares the profiles and will only show their common channels and presets.
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

If only one type of fixture is selected then the whole profile's channels and presets will be displayed as following:



COMMON CHANNELS DISPLAY

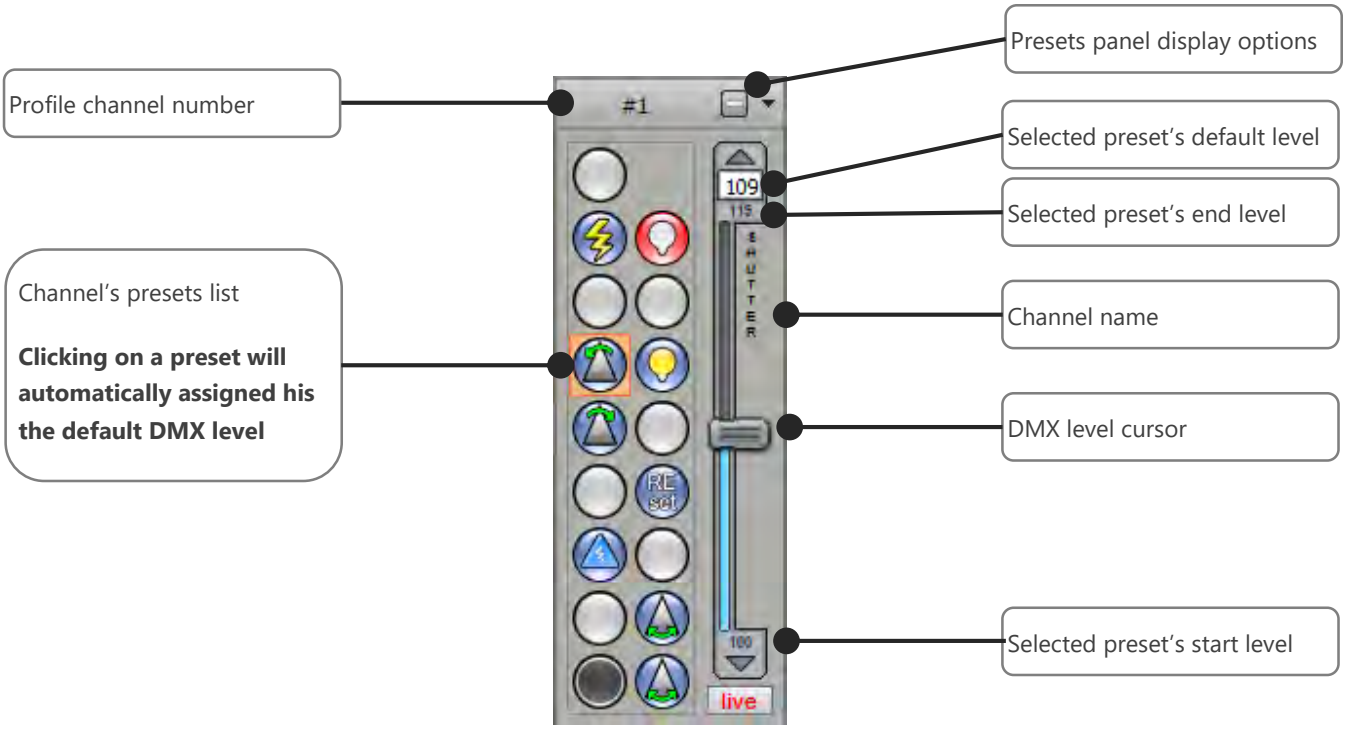
If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display the Pan&Tilt Palette. If they have a dimmer, dimmer will be shown. But if only one of them has an RBG, the software won't display the RGB palette. See the following example:



NOTE: Common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan&Tilt, Dimmer, Focus, Iris and Zoom.

PRESET MODE CHANNEL DISPLAY

When you select several fixture based on the same profile, the software displays all the profile's channels.
Each channel's control module is displayed as following:



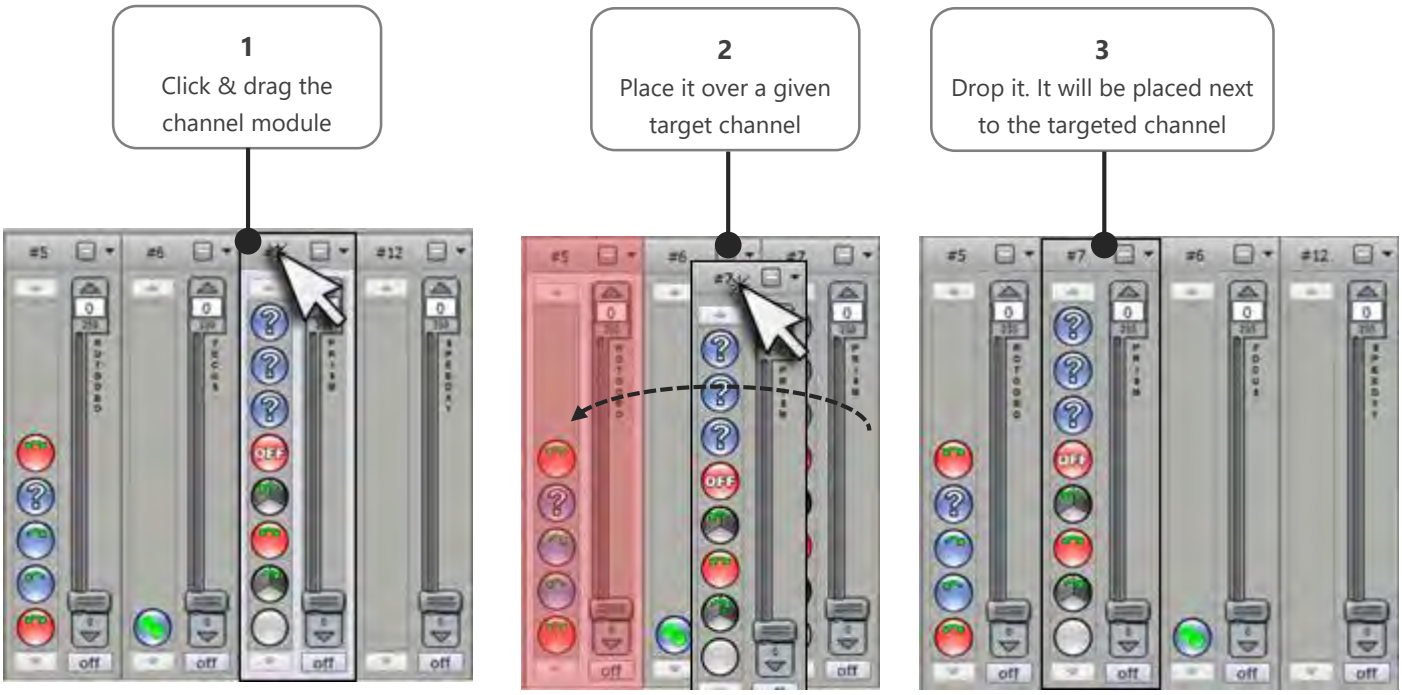
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

The presets display mode automatically manage the DMX universes. You do not need to switch from one DMX universe to another one like in the channels faders display mode.

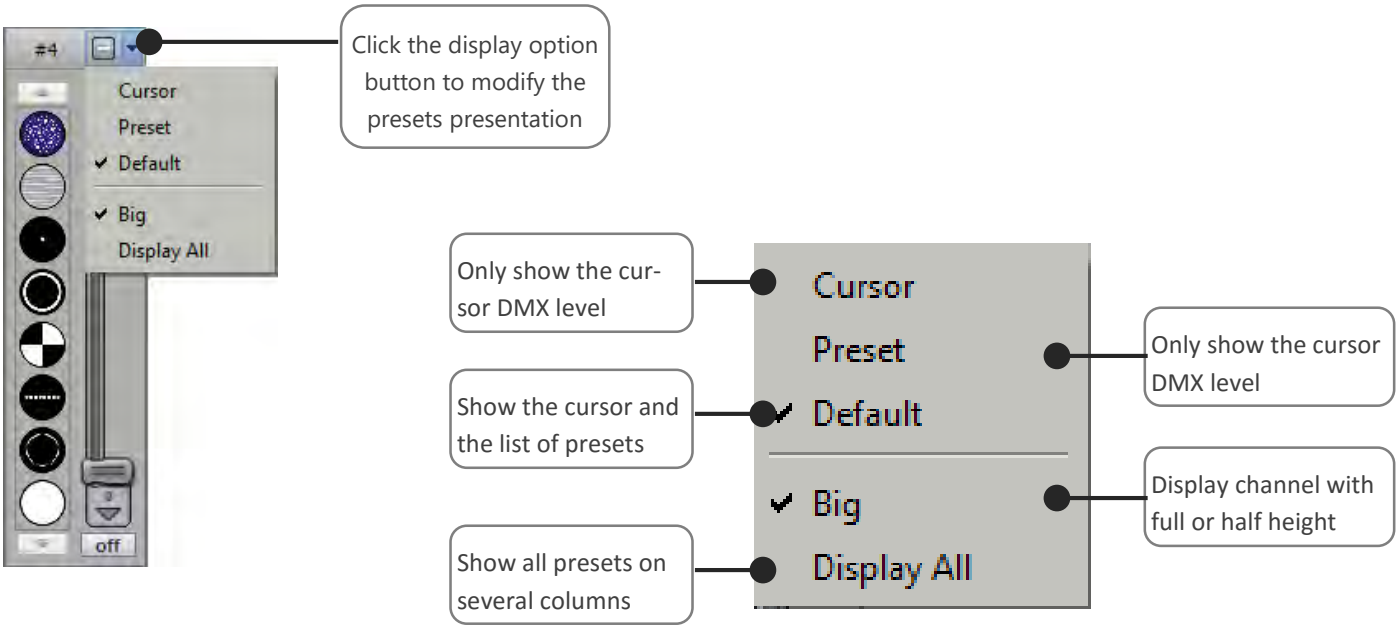
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

CUSTOMIZE THE PRESET WINDOW – DISPLAY OPTIONS

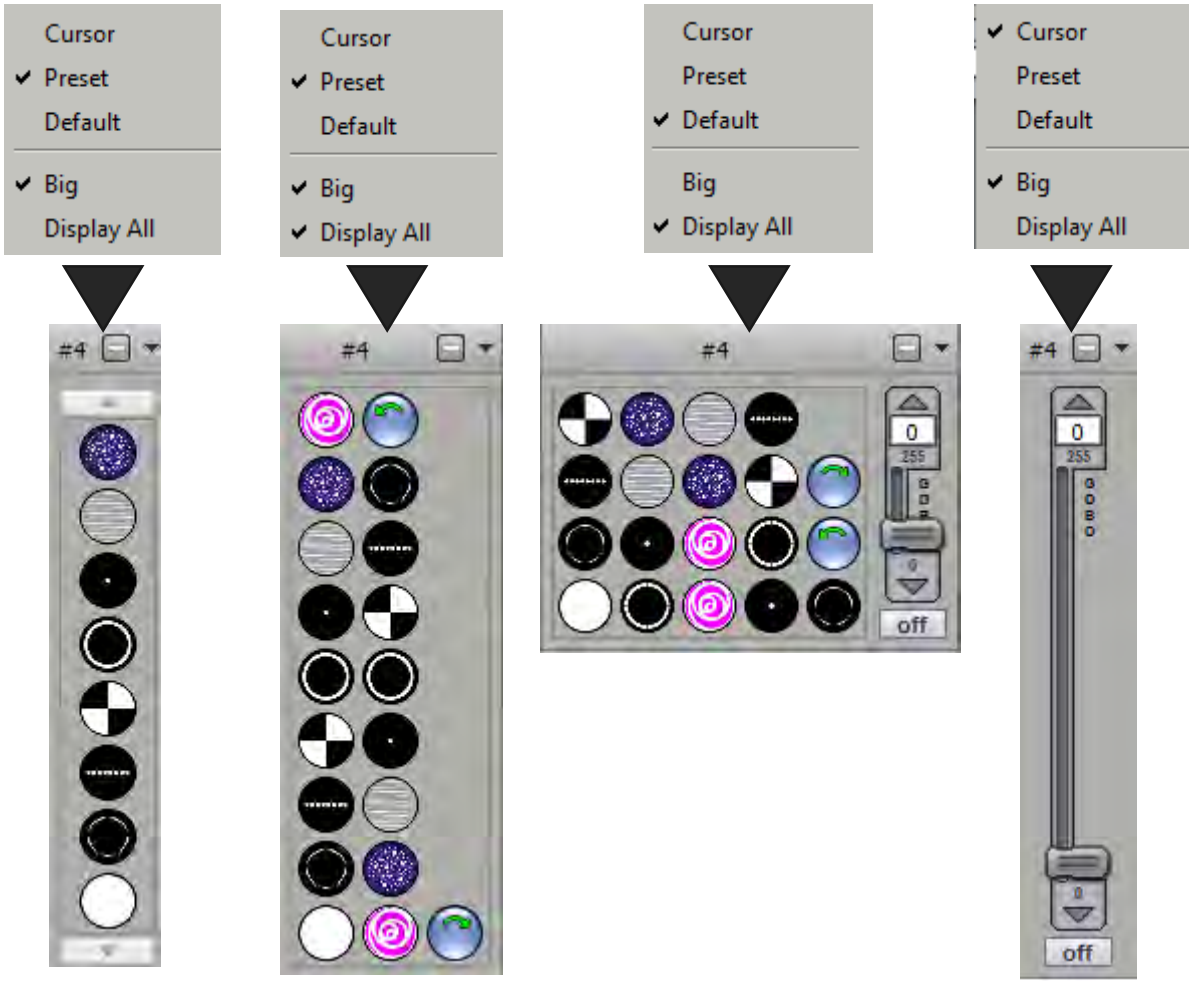
The software offers several customization options to provide an effective working space work surface to users. Each preset channel can be moved by clicking in the upper part of the channel and by drag and drop to the desired location as following:



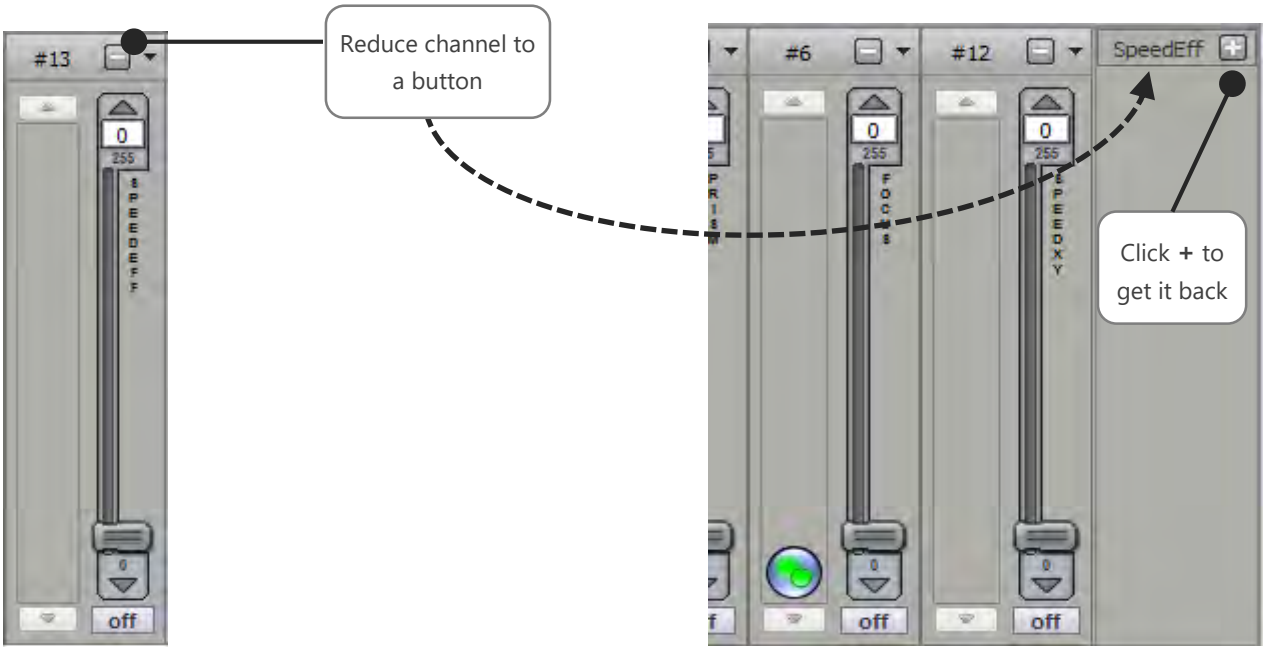
Presets display possibilities:



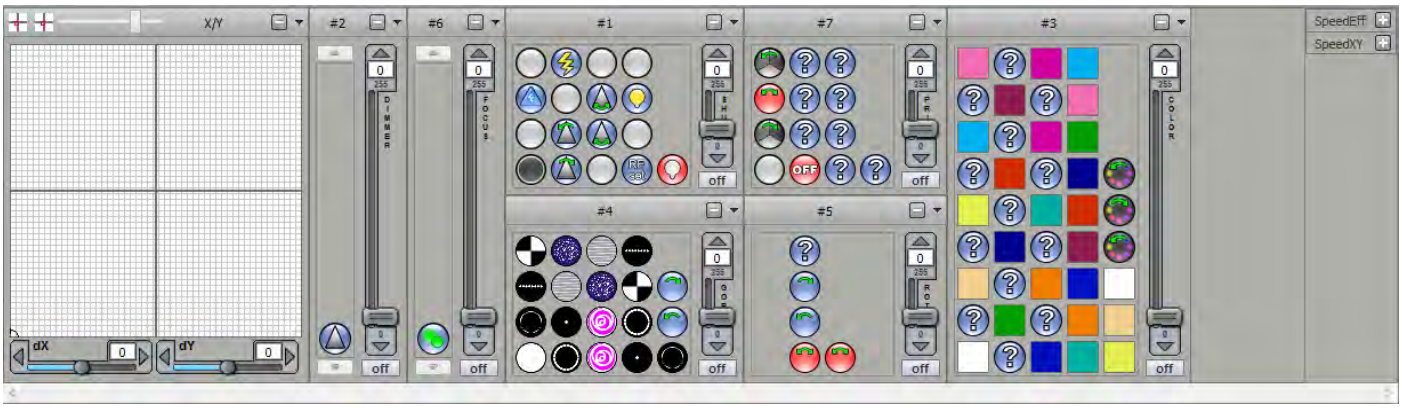
Choose the combination that you need to optimize the space as shew in the following examples:



Finally to maximize the display optimization, it is also possible to reduce the channels into a single button. Click on the "-" button on top of the channel. This feature is useful to hide some useless channels (example: the reset, the speed channels)

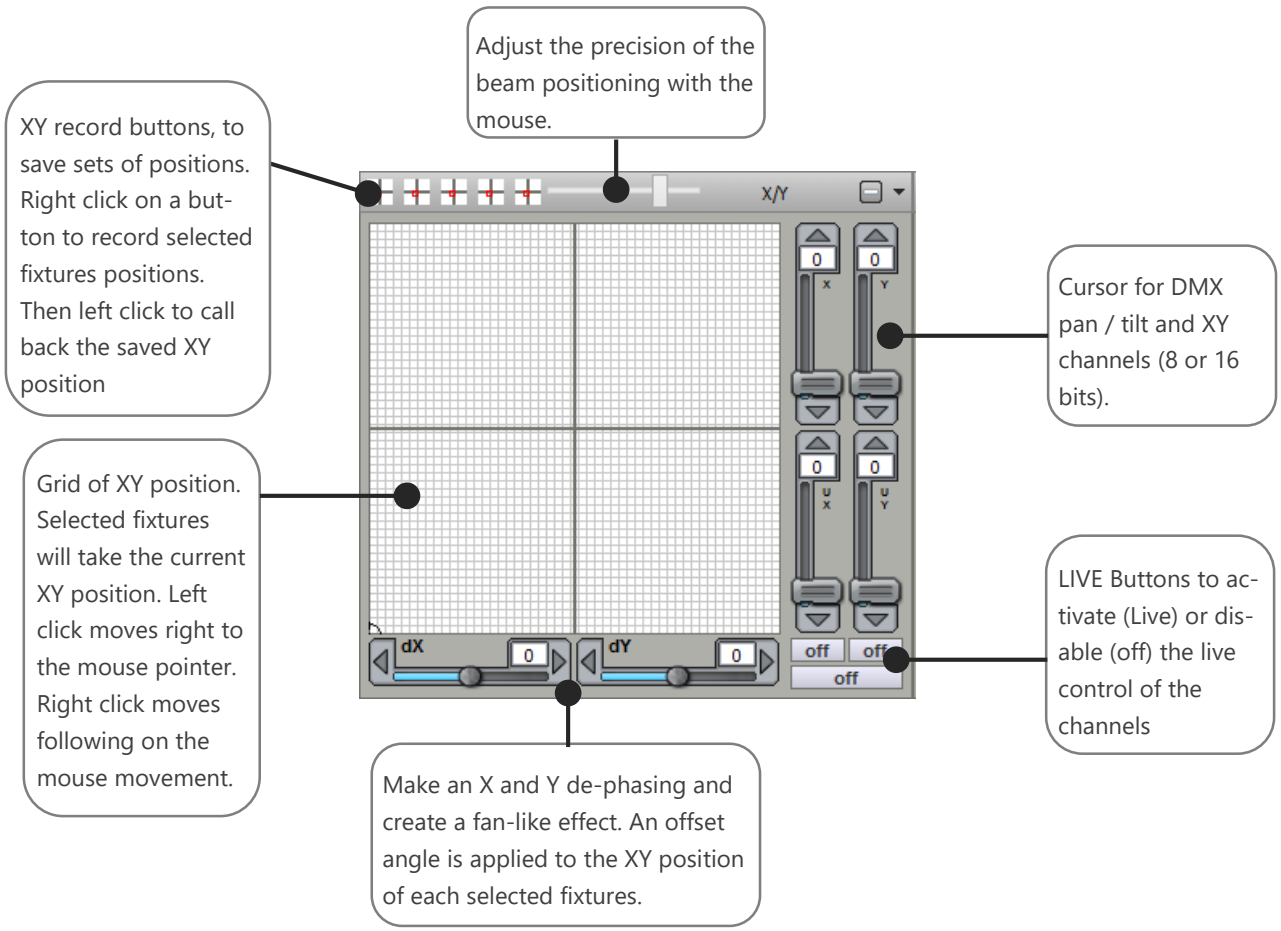


Result of customized presets windows:

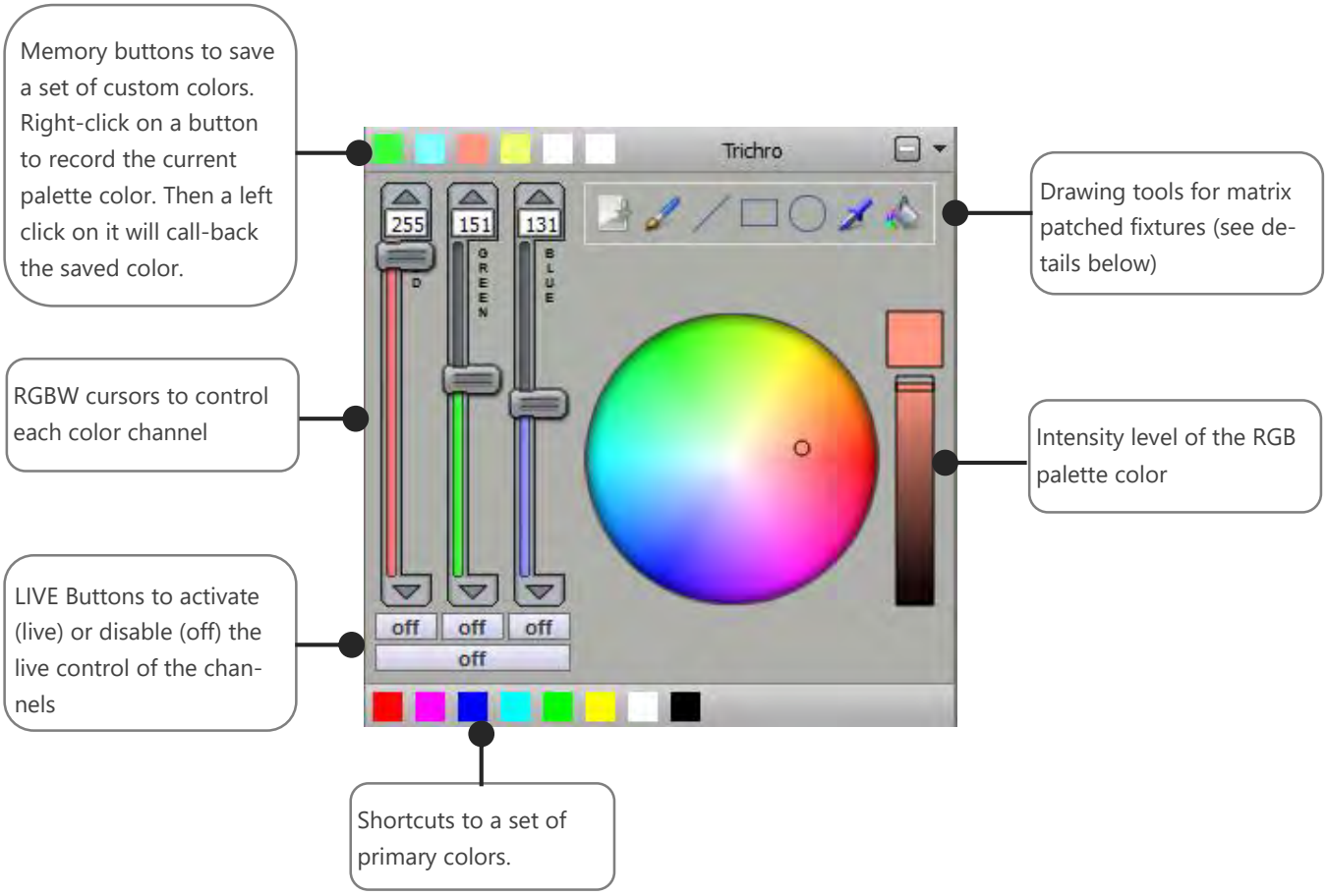


FOCUS ON PAN AND TILT PRESET

If the selected devices have channels a pan tilt movement, a specific window appears in the presets window.

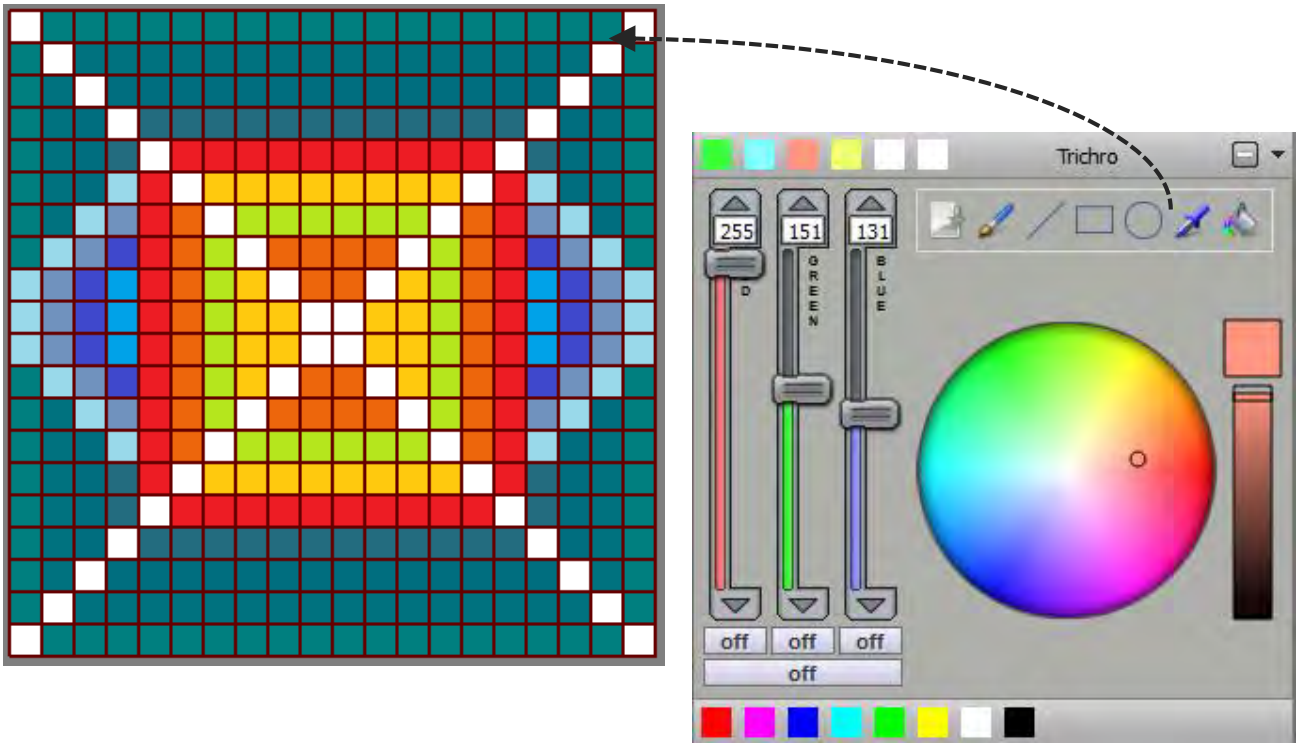


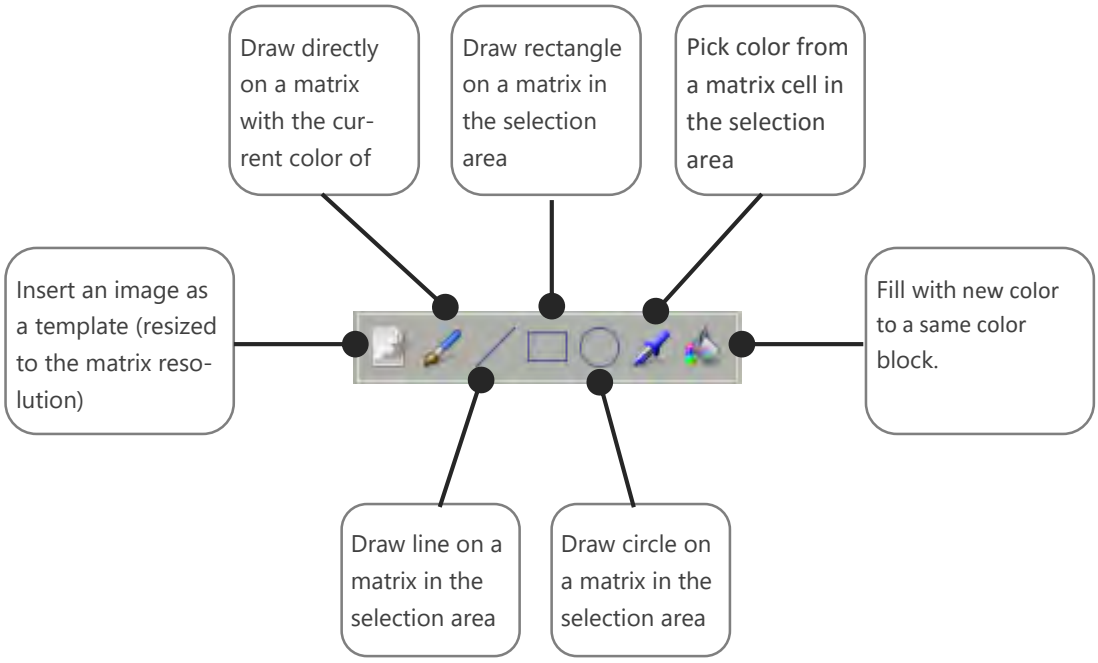
FOCUS ON RGB OR CMY COLOR PRESET



Note: There is an automatic calculation of the color white, if the selected devices have a channel white / Amber.

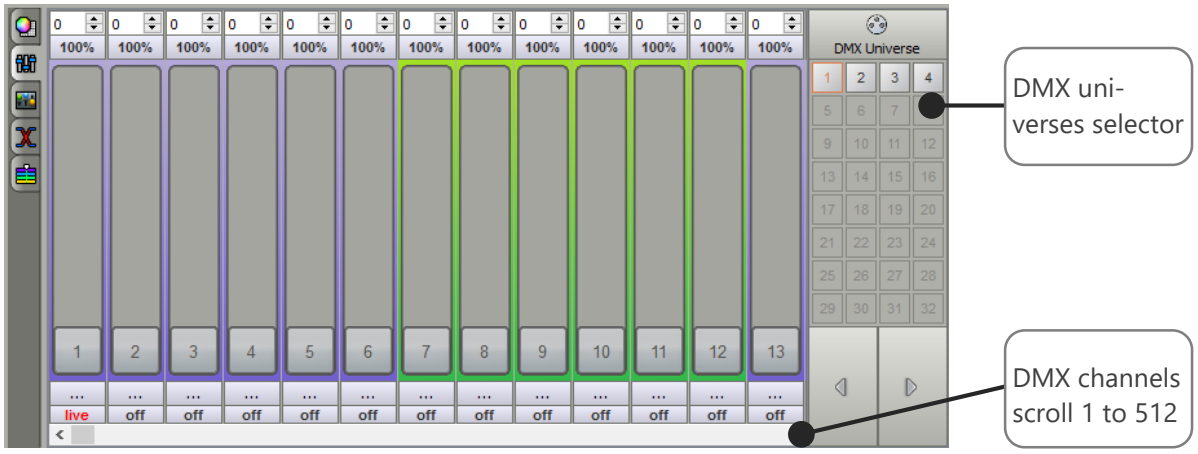
FOCUS ON THE RGB PALETTE TO DRAW ON RGB FIXTURES MATRIX

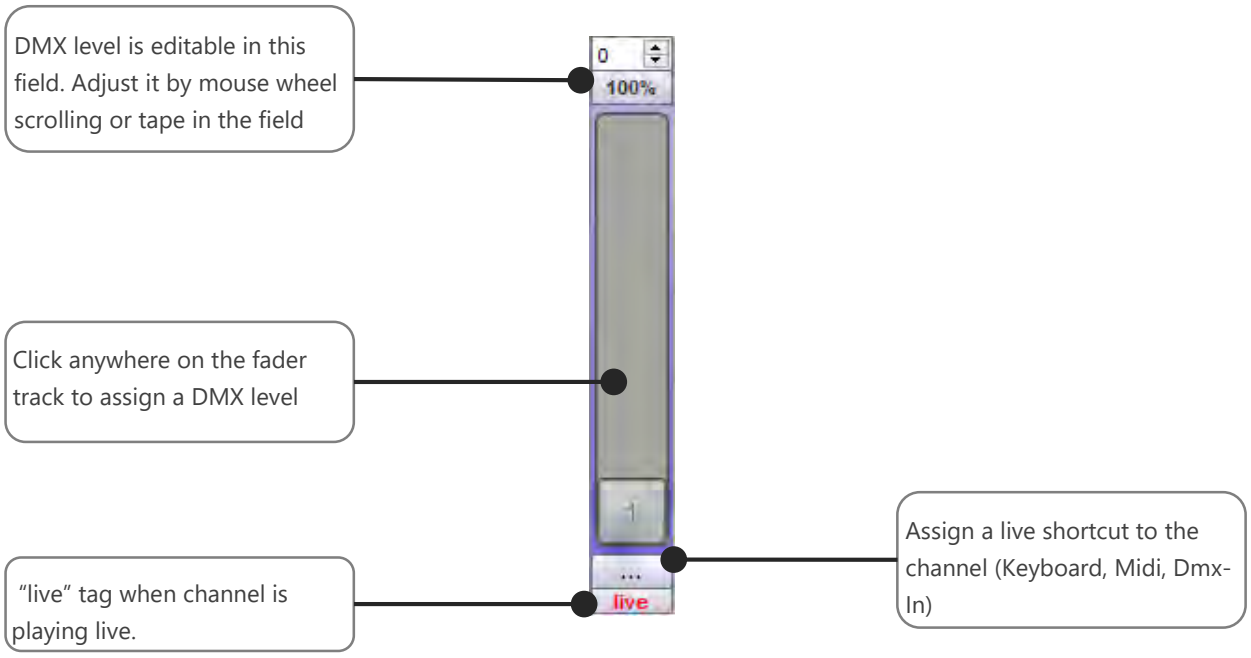




FADER MODE CHANNELS DISPLAY

The second control mode is the channels mode, it uses conventional faders for each DMX channels. The circuits are represented as a table of 512 DMX channels per universe



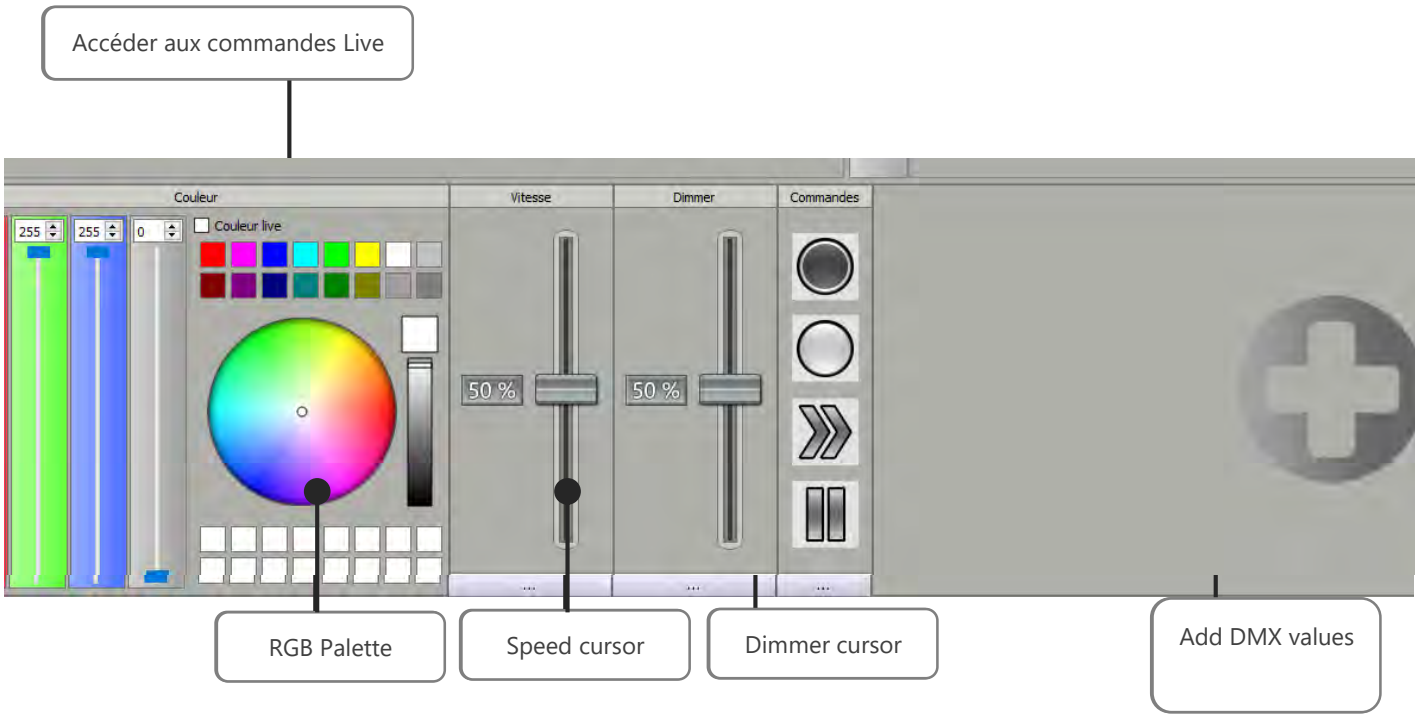


The software offers 3 background colors for the channels. Grey for channels not associated with a profile, and 2 other colors to distinguish the channel associated with odd and even appliances.

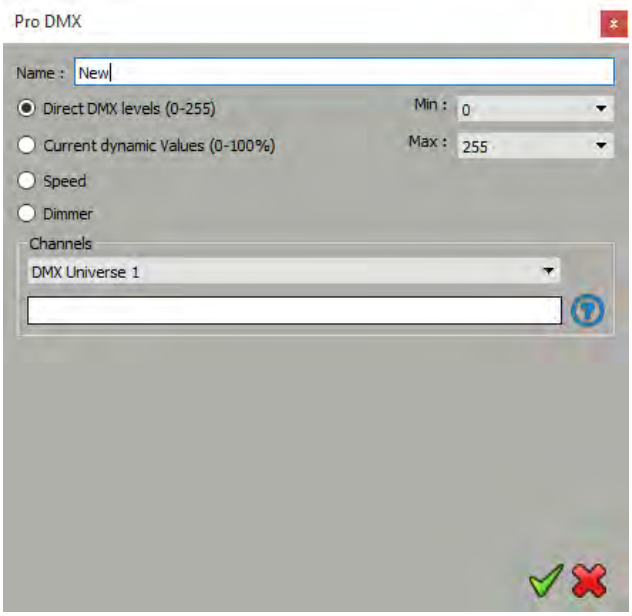
The channel mode can be useful for quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

LIVE COMMANDS DISPLAY

Live commands allow you to take control on the scenes. Untick the « live color » box to get back to the initial DMX Programming. Keep in mind that the cursors of the live commands are general and will impact your show in its whole. However, you can also customize your own commands to interact on specific channels.

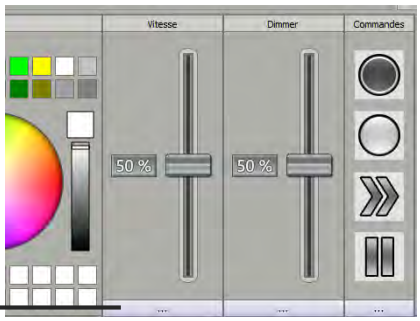


CUSTOMIZABLE DMX CHANNELS



You can also add customizable channel controls.
« Current dynamic values » allows you to decrease DMX levels of specifics channels such as the « zoom ». You can organise Live commands and customizable channels live commands via the « drag and drop » function.

RACCOURCIS MIDI ET CONTROLES DMX DANS LE LIVE BOARD



Assign shortcut to Live commands :

USER MANUAL

TROUBLESHOOTING

V.1.4.4

This user guide contains detailed information about all the software and hardware troubleshooting and how to deal with any problems.

This guide assumes you have a basic working knowledge of your operating system, including using a mouse, selecting items in menus and dialog boxes and opening and closing files. For information about these and other basic techniques refer to your operating system manual.

DMX512

Light shows designed with the software are fully DMX512 compatible for use with all DMX professional lights. Traditionally, in order to design a DMX light show you needed to have a lighting control console and highly specialized knowledge of the DMX512 protocol. Now, however, you can use the software's intuitive, optimized drag and drop interface to design professional quality, DMX compatible shows directly on your computer.

SYSTEM REQUIREMENTS

Windows	**Macintosh**
Windows 98, ME, 2000, XP, Vista 32/64, Seven	Mac OS X 10.4 (Tiger) or greater
1 Ghz CPU	1 GHz CPU
512 MB RAM	512 MB RAM
150 MB free disk space	150 MB free disk space
1 CD Rom drive	1 CD Rom drive
1 or more USB 2.0 port(s)	1 or more USB 2.0 port(s)
Video 1024 x 768 screen definition or higher	Video 1024 x 768 screen definition or higher

Green USB Interface Led	
The green Led is for the USB. The green USB Led is on when the interface is connected to the computer and the software is closed. The green USB Led flashes slowly when communication is operating effectively between the software and the device. It indicates the software has detected the hardware and has started reading it.	
Red DMX Interface Led	
The red Led are for the DMX. The red DMX Led are off when the interface is connected to the computer and the software is closed. The red DMX Led is on when the software is has been opened, has detected the device and is communicating with it. The speed of the DMX affects the red DMX Led and at a slow speed the led will start flashing.	
The Green USB Led is on and the Red DMX Led is off when the software is running.	
Your interface has not been detected by the software.	Close the software, connect again the interface et restart the software. The interface must be connected to the computer before starting the software. Check if the latest driver has been correctly installed and the system has detected the connected device.
If the interface has not been detected, check the drivers installation and if the system recognize the QT DMX512 DEVICE.	Turn off your anti-virus and other applications than could be using the same system resources as the software. Read the installation and update driver procedure (MAC + PC).
If the drivers are fine and devices detected.	Check if the hardware is compatible with the software and refer to your dealer or manufacturer's web site for compatibility instructions.
The green USB Led and Red DMX Led are flashing quickly when the interface is connected.	
Your interface has a problem and do not work properly.	You need to return the hardware to your dealer or to the manufacturer for repair or exchange.
The Green USB Led and Red DMX Led are off when the interface is connected.	
Your interface has a problem and do not work properly.	Check the USB cable and the power. You need to return the hardware to your dealer or to the manufacturer for repair.

The Green USB Led is flashing slowly and Red DMX Led is on but there is no DMX signal when the device is connected and detected by the software.	
The light do not respond to the DMX commands.	Check the software DMX Patch and if the DMX address match with the Patch and the light itself. Check the DMX universe assignation from the TOOL/OPTIONS/DEVICE menu of the software.
The light do not respond to the DMX commands.	Check your DMX cable. Check the XLR connector to make sure it is connected properly.
The light do not respond to the DMX commands.	A DMX line cannot support more than 25 fixtures per line and 200 meter of cable without losing the DMX signal. We recommended using a DMX amplifier, DMX booster or DMX splitter to extend your DMX line and increase the DMX signal level.
The light do not respond to the DMX commands.	Open the interface and check the fuses that protect the DMX line located on F1, F2, F3 and F4. You may need to replace them.
The light do not respond to the DMX commands.	Check your fixture using another controller to see if it is merely a problem with your light.
The Green USB Led is flashing slowly and the Red DMX Led is off when the device is connected and detected by the software.	
If you don't have a DMX signal.	Check if the interface is connected well and detected by the software. Check the red LED and the DMX drivers located on U2 and U3 position on the PCB. You may need to replace them. Check the DMX cable and the XLR.
If you have a DMX signal.	Check the red LED of the interface.
There is no DMX Output Signal on the line and the fixtures are not responding.	
The green LED is flashing slowly and the red LED are on. The interface is connected and detected. Drivers are fine.	Check your USB cable and make sure that it is a shielded cable and that it is in line with all USB 2.0 specifications. We recommend using the cable supplied with the package. It is possible that one of your DMX cables is faulty. Double check each cable and test them one by one if necessary. Some DMX cables have the Pin 2 and 3 inverted, make sure that the Data – is connected to Pin 2 of the XLR and the Data + is connected to Pin 3 and the Ground to Pin 1 of the XLR. 1 faulty cable can disturb the entire DMX line. Make sure that your cable has the Ground, Data + and Data – connected separately on each Pin of the XLR and make sure that the housing (ground/earth) of the XLR cable is not connected to Pin 1 of the XLR. Add a DMX booster, Splitter or amplifier.

The Interface cannot output more than 10 DMX channels.	
Only the 10 first channels are active.	Update the software and contact your dealer or the manufacturer.
I've got a bad DMX signal without a constant signal and my fixture is frequently losing the DMX signal.	
Light loose the DMX signal for a short time.	You need to check your firmware version in the TOOLS/OPTIONS menu and then in the DEVICE section. You can find the firmware version and update it if necessary. You must have a firmware version superior to V.1.0.0.3 to correct a bad DMX signal. Check your computer minimum requirement.
How do I update the Firmware of the interface?	
A Firmware is a kind of small software embedded in the hardware interface. It can be updated to improve general functioning or offer additional functions. The update procedure is only possible on Windows systems and allows you to update the firmware easily. You must connect the interface to your computer and make sure the drivers are installed correctly. Select OPTIONS in the TOOLS menu of the software and go to the Device board. If the interface is detected properly the features will appear in the window. Check the current firmware version and update it with the new version if necessary. To get the latest firmware version you must install the latest software version.	
My device is detected by the software but disconnects frequently and loses the USB communication after a short time.	
After a short time the USB communication may stop and the GREEN LED will not flash anymore and remaining ON.	You need to return the hardware to your dealer or to the manufacturer for repair or exchange.
The software will not start.	
Windows : Check if the driver is installed correctly. Check if the same application is already running in the task or application manager of your system. Turn off your anti-virus and other applications than could be using the same system resources as the software. Restart your computer. Reinstall the software completely.	MAC OS X : Check if the driver is installed correctly with the Terminal. Application won't start without the driver installed. Check the software and drivers installation manual. Reinstall the software completely.
The software starts but cannot detect the interfaces.	
Software cannot detect the interface.	Check if the latest driver has been correctly installed and the system has detected the connected device. Turn off your anti-virus and other applications than could be using the same system resources as the software. check if the hardware is compatible with the software and refer to your dealer or manufacturer's web site for compatibility instructions.

How do I update the drivers?	
Windows : You must update the driver manually and refer to the user manual “How to install software and drivers”. Also refer to your operating system manual to learn how to update a driver. You have the “Driver” folder in the installation directory.	MAC OS X : The installation package (file .PKG) will automatically install or reinstall the new driver for you. You must use the ROOT or ADMIN password to complete the software and driver installation correctly.
How do I update the software?	
Uninstall your current version. We recommend saving all your shows and profiles in a different folder beforehand. Then download the latest version from the web site and proceed to a normal installation. The new installation will replace the principal and system files only.	
What do I need to do before contacting my resale merchant or the manufacturer?	
Note the serial number of the device, the version of the firmware, the version of the software, the system used and the version of your system. Read the entire troubleshooting manual and attempt all of the solutions.	

If you have a problem not listed above simply contact your official dealer or the manufacturer directly to report your problems and receive a solution. Each product has a 24 month international guarantee.