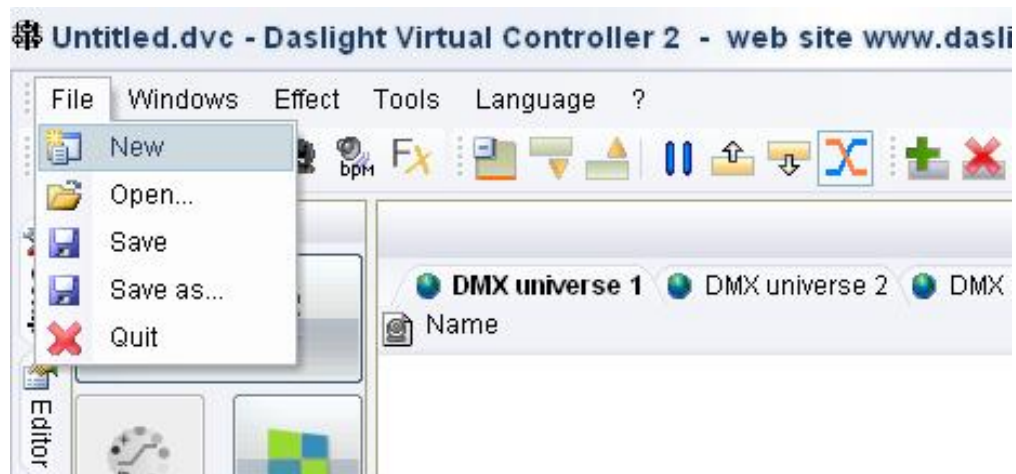


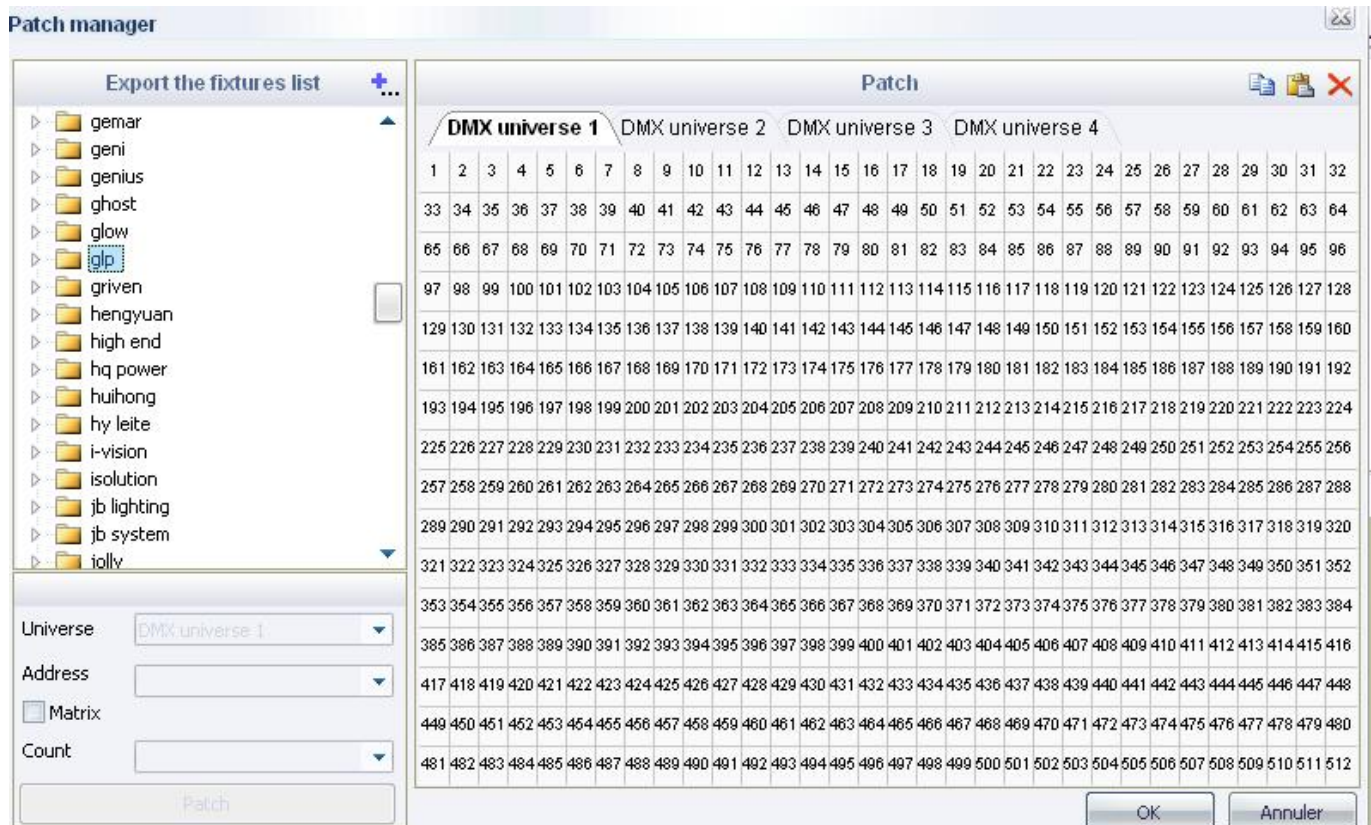
For this tutorial, let's make sure that we start with a new show.



1. Make sure that you are on the setup tab.
2. Check that we actually are in DMX Universe 1.
3. Click the Insert Fixtures button.

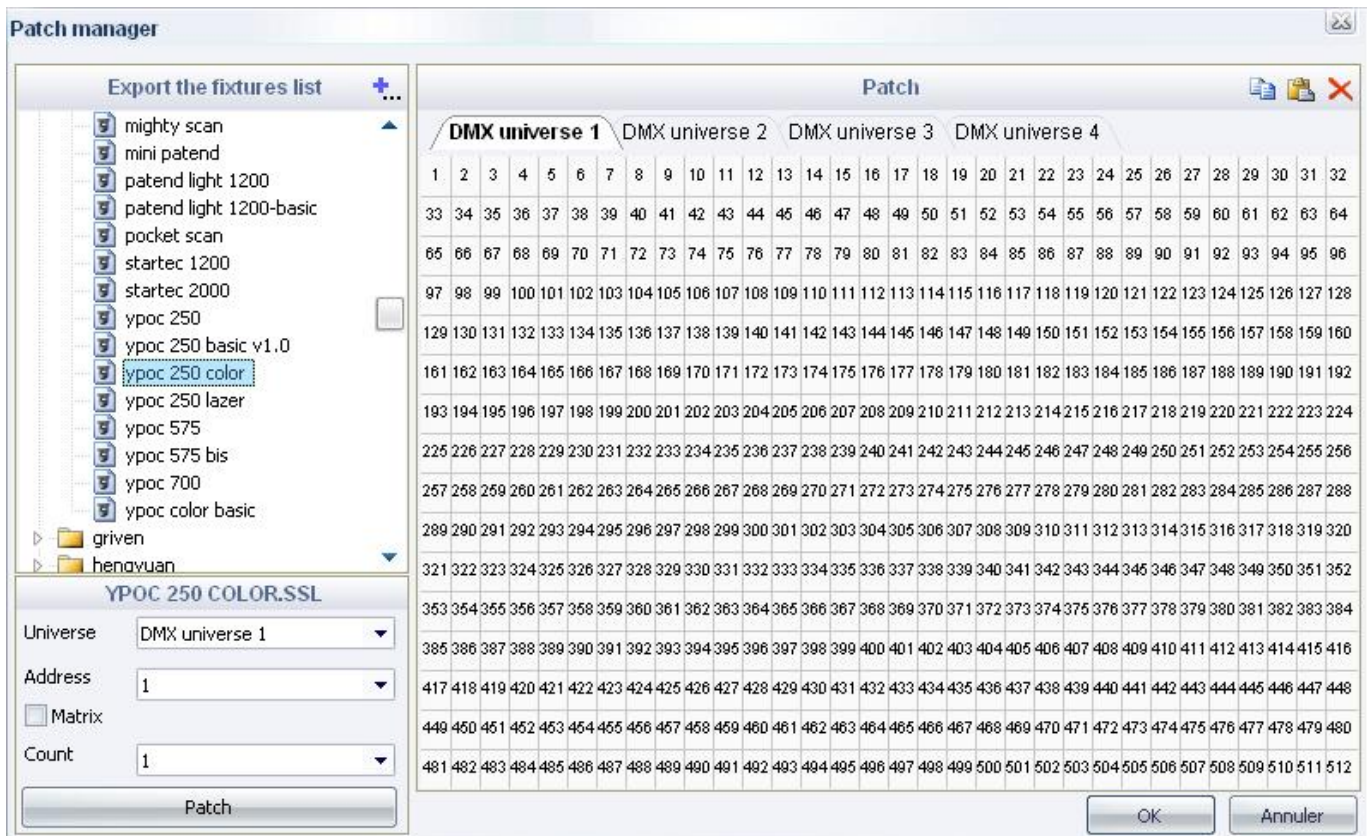


Double-click the GLP manufacturer's folder. For this tutorial we recommend you to select the same manufacturers and lighting fixtures so you can follow our examples. Once you learn how to use the software better, you should be able to use your own fixtures without much problem.



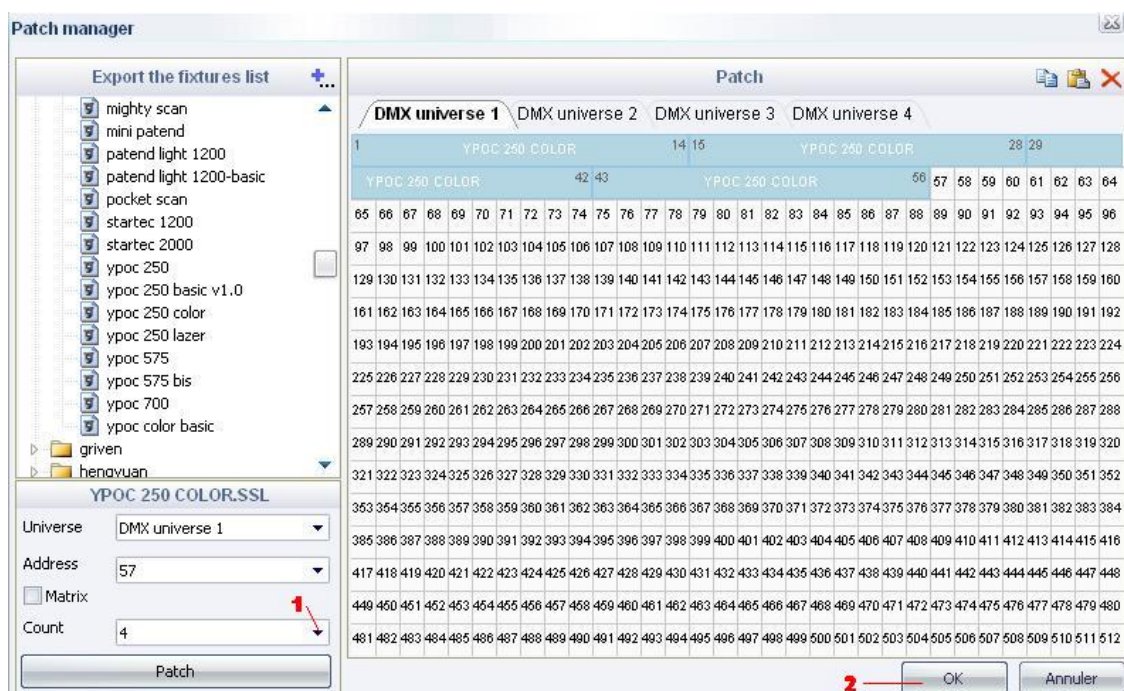


Choose the fixture ypoc 250 color. It is a moving head wash light.



1. Click the down arrow in the Count box and select the number of fixtures that you wish to add (we suggest you to add 4 for this tutorial). Now click the Patch button, you will see how the DVC2 assigns DMX addresses for each lighting fixture. We recommend that you follow this patch of DMX addresses in your real stage lighting fixtures, instead of addressing your fixtures first and then trying to make the DVC2 match.

2. Leave the other settings as they are, and click the OK button.

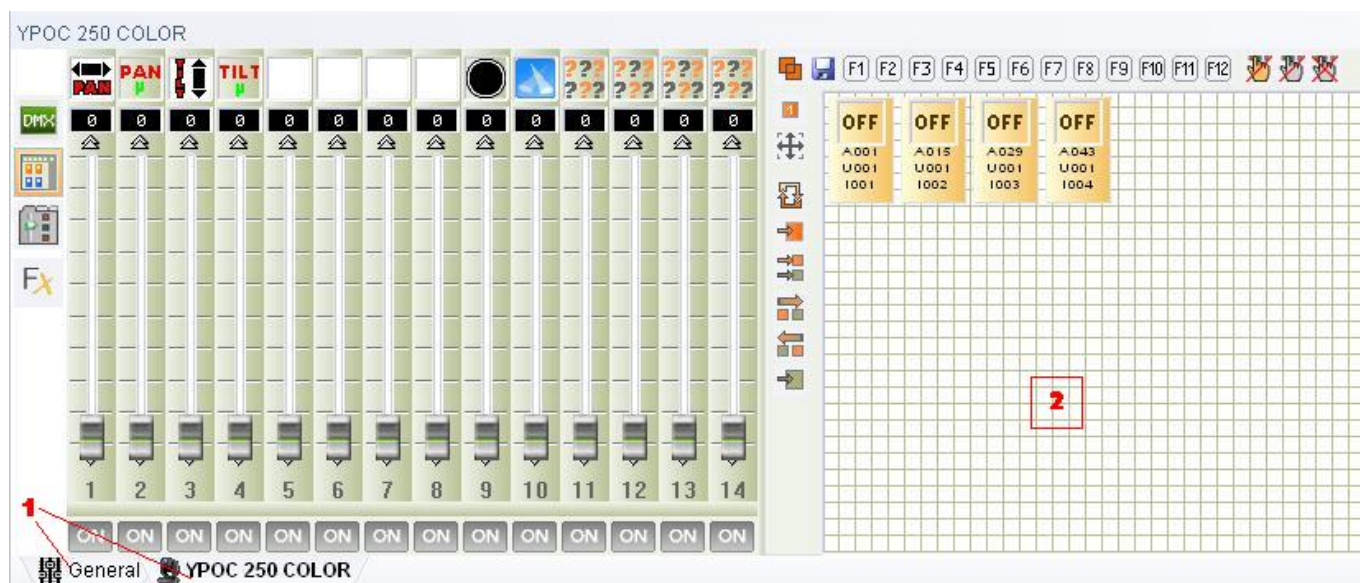


The ypoc 250 color folder is now in the fixtures list for Universe 1. If you open the folder, you will see all the lighting fixtures of this family. Notice the different DMX address for each light.

DMX universe 1 DMX universe 2 DMX universe 3 DMX universe 4			
Name	@ Address	#	InvertX
YPOC 250 COLOR			
YPOC 250 COLOR	< 001 - 014 >	< 1 >	<input type="checkbox"/>
YPOC 250 COLOR	< 015 - 028 >	< 2 >	<input type="checkbox"/>
YPOC 250 COLOR	< 029 - 042 >	< 3 >	<input type="checkbox"/>
YPOC 250 COLOR	< 043 - 056 >	< 4 >	<input type="checkbox"/>

1. The tabs will appear just below the faders, for the moment we have only two tabs. In the General tab you will find the faders for all the fixtures. In the ypoc 250 color tab you will find only the faders of the lighting fixtures of this family. As you continue to add different types (families) of fixtures, a new tab for each family of fixtures will appear here.

2. This area is what we call the 2D fixture selection window. This window allows you to move around all lighting fixtures to represent their position in the real stage. It also enables you to easily group and select which fixtures are active or not.



Now we add another 4 GLP Junior fixtures to this list. You can use the instructions that you read and practiced previously.

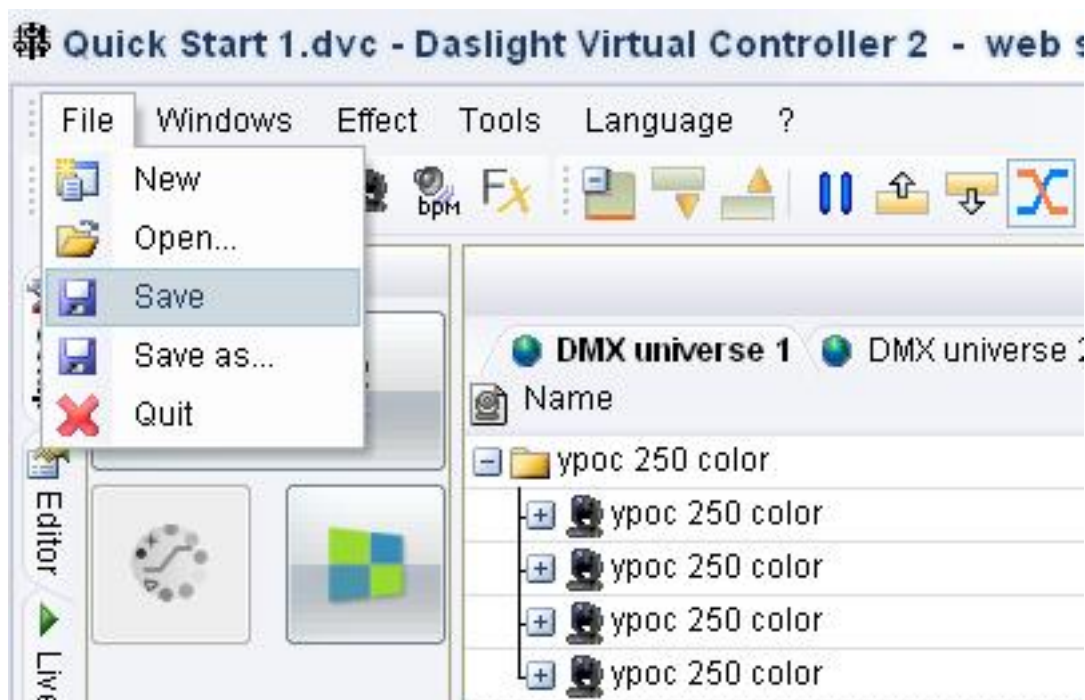
DMX universe 1		DMX universe 2		DMX universe 3		DMX universe 4	
Name		@	Address				
YPOC 250 COLOR							
+	YPOC 250 COLOR		< 001 - 014 >				
+	YPOC 250 COLOR		< 015 - 028 >				
+	YPOC 250 COLOR		< 029 - 042 >				
+	YPOC 250 COLOR		< 043 - 056 >				



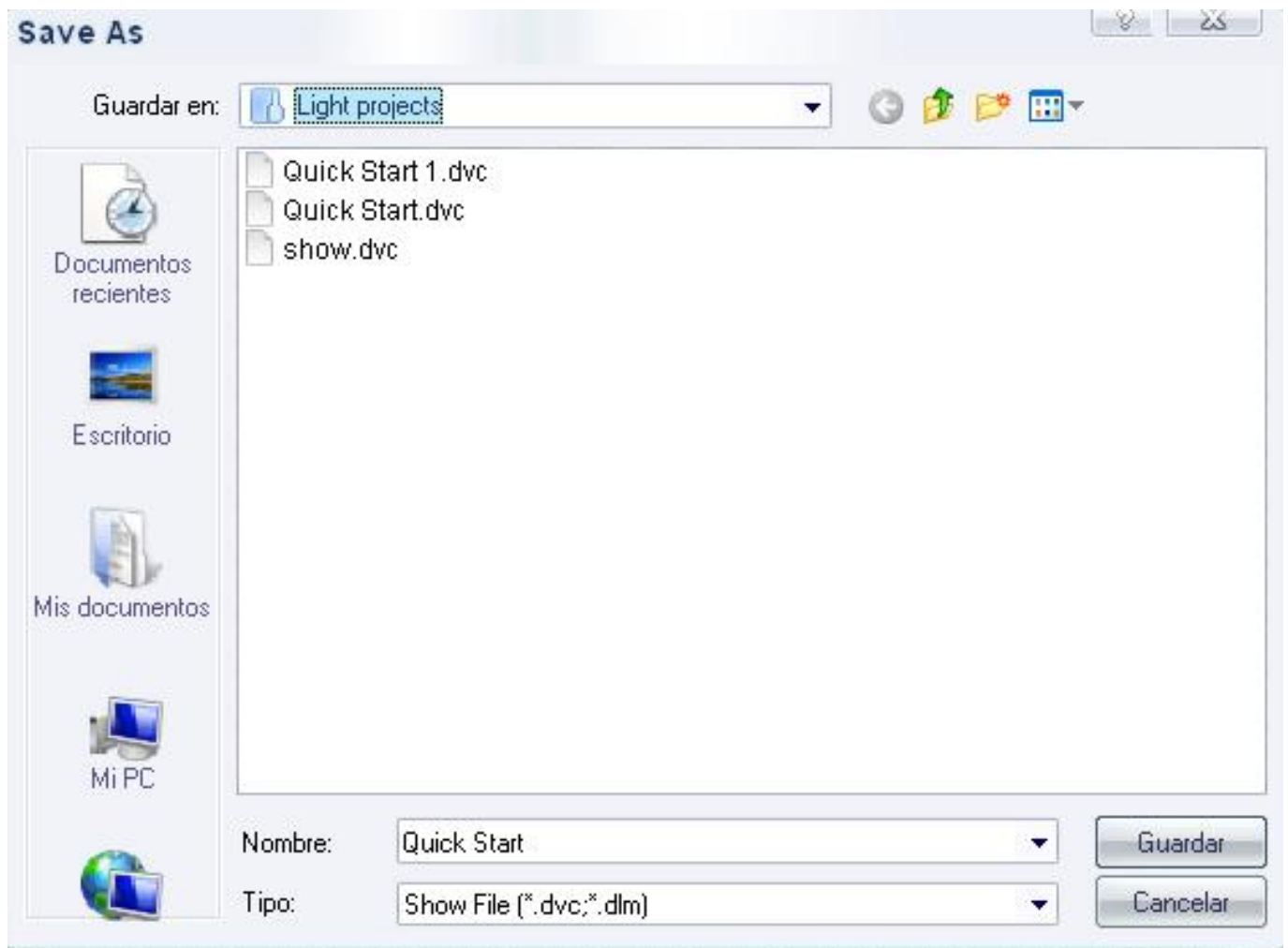
Ok, we have all the fixtures that we will use in this tutorial. Now we will explain the function of all the different buttons and tabs in this software.

DMX universe 1 DMX universe 2 DMX universe 3 DMX universe 4			
Name	@ Address	#	Invert X
ypoc 250 color			
ypoc 250 color	< 001 - 014 >	< 1 >	<input type="checkbox"/>
ypoc 250 color	< 015 - 028 >	< 2 >	<input type="checkbox"/>
ypoc 250 color	< 029 - 042 >	< 3 >	<input type="checkbox"/>
ypoc 250 color	< 043 - 056 >	< 4 >	<input type="checkbox"/>
Junior			
Junior	< 057 - 065 >	< 1 >	<input type="checkbox"/>
Junior	< 066 - 074 >	< 2 >	<input type="checkbox"/>
Junior	< 075 - 083 >	< 3 >	<input type="checkbox"/>
Junior	< 084 - 092 >	< 4 >	<input type="checkbox"/>

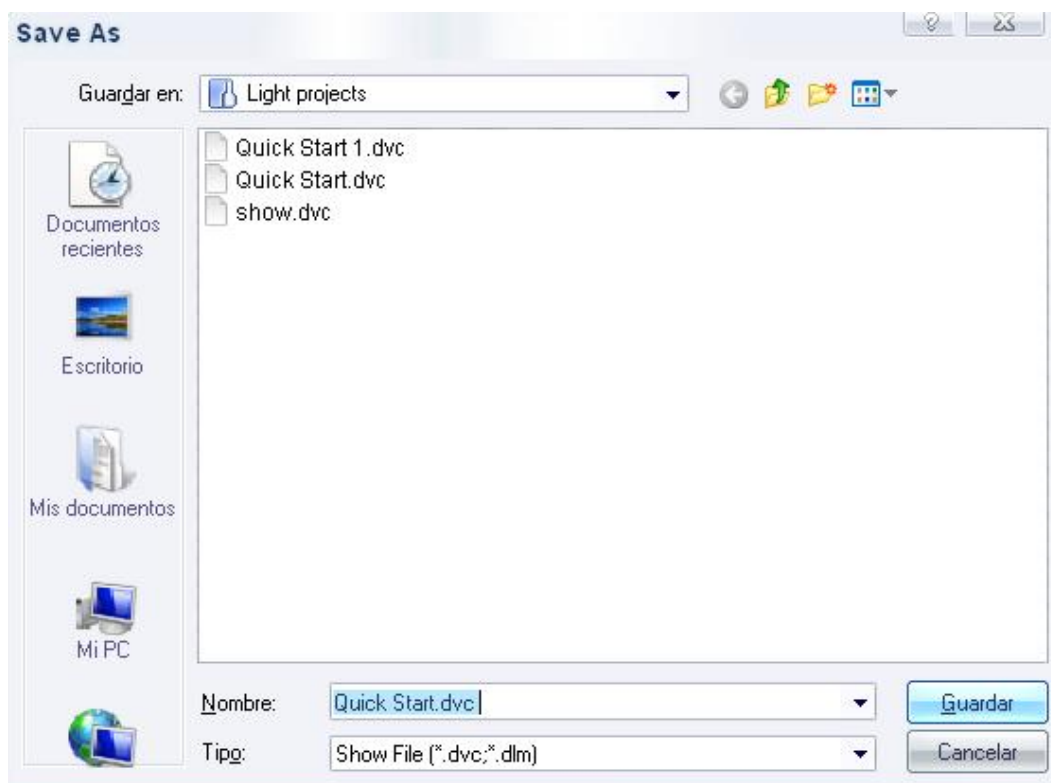
Before we go any further, now is a good time to save the light show we have created. You should Save as you are programming your own shows, on a regular basis.



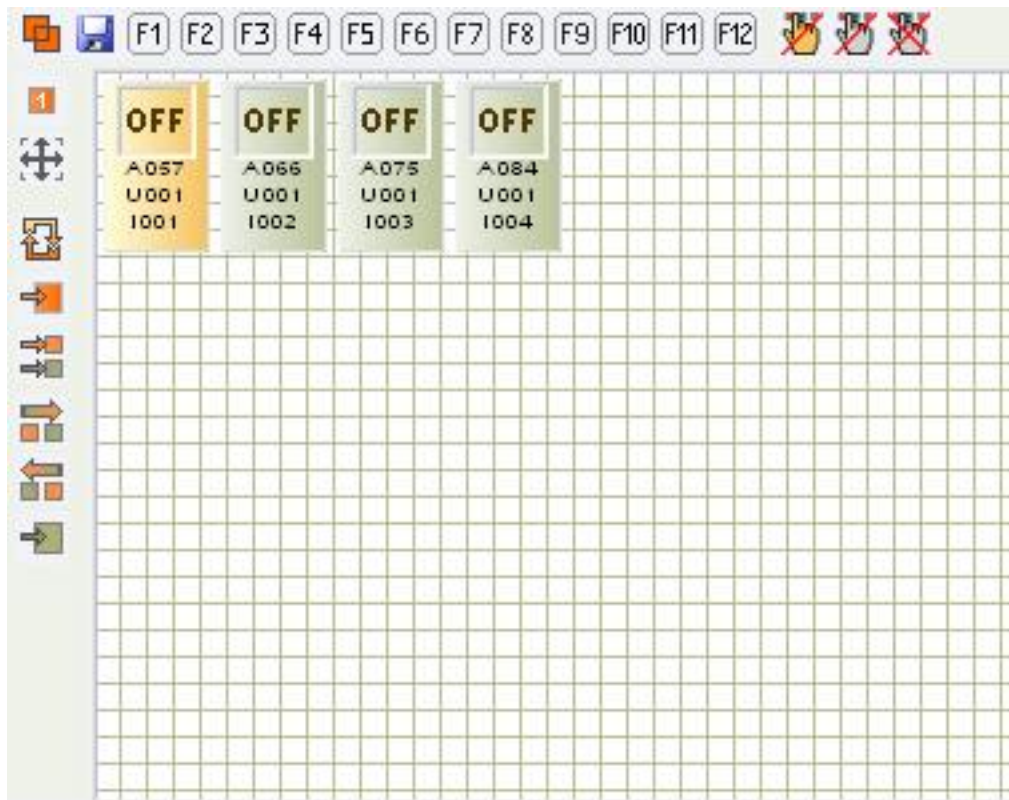
The DVC2 stores all the light shows in the “Light Projects” folder. Just make sure that you are in this folder when you save and when you open your light shows.



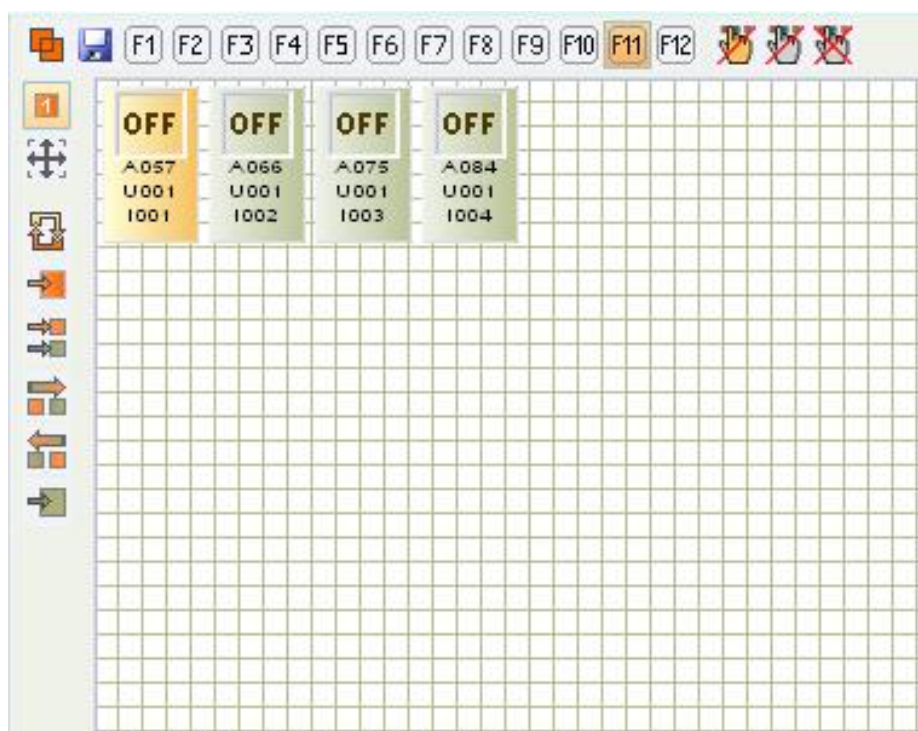
Give a name to your show. We use “Quick Start”. The extension .dvc is for the DVC2 software and the extension .dlm is for the DVC1 software. Click the Save button.



These icons represent the lighting fixtures for the family group. When a fixture is not selected, it will look gray and you will not be able to make changes to it. When the fixture is selected it will look orange and you can modify it. The area where the word “OFF” appears will change to show the last action performed on this light (we will see an example later). The text that is below the OFF word defines: “A” the DMX address, “U” the universe and “I” the index number for each fixture.

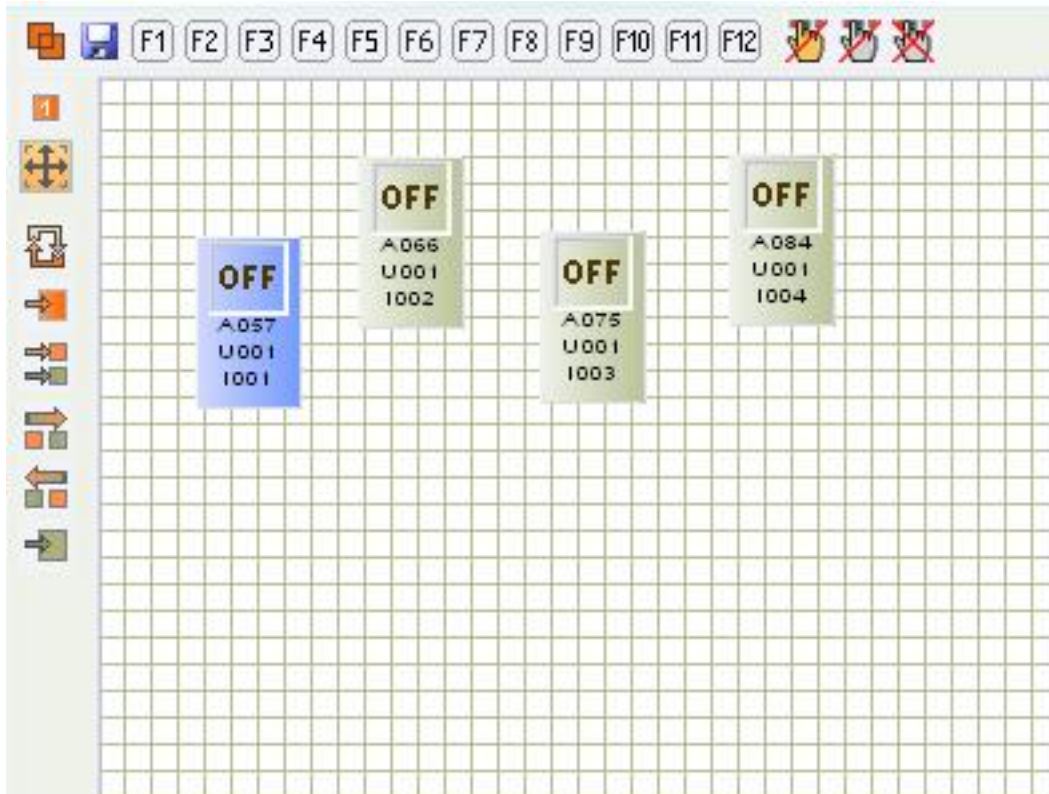


This button changes the size of the fixture icons from full, as shown here, to a smaller size. In the smaller one we only see the index number of the fixture. This makes it easier when you have a lot of fixtures in the same family.

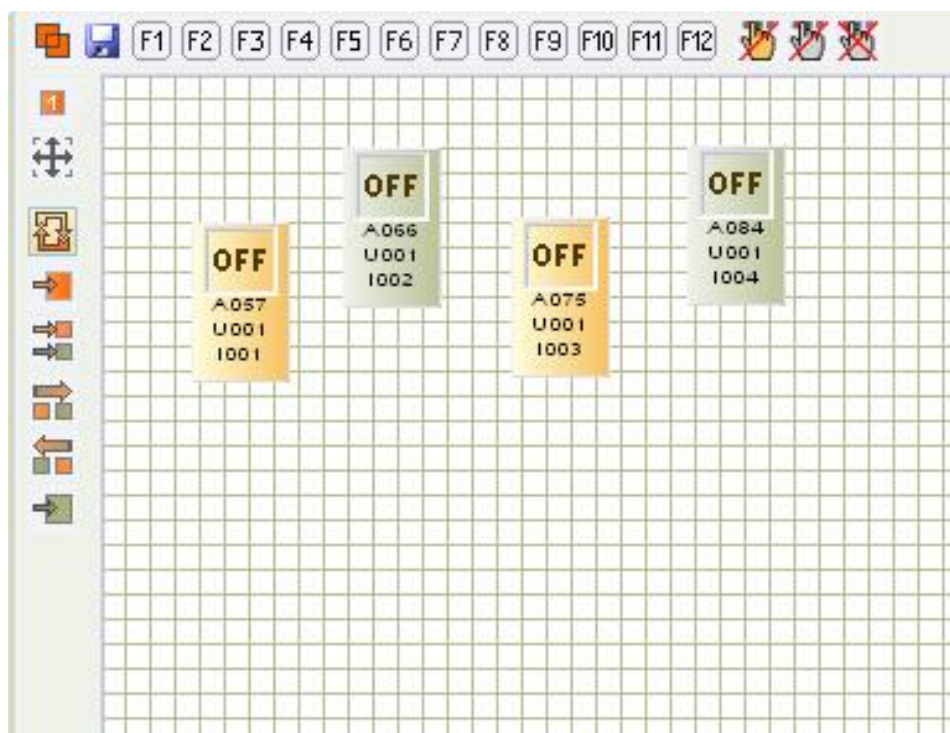




With this icon we can enable or disable the fixture's movements in the 2D layout area to represent their position in a real stage. When this icon is selected, click on any lighting fixture, then drag and drop it in the desired location. When a fixture is selected, it will turn blue. You can click an empty area in the screen or click another fixture to unselect this fixture. Also you can group the lights and move them as a whole, just press [Ctrl] and click on the fixtures.

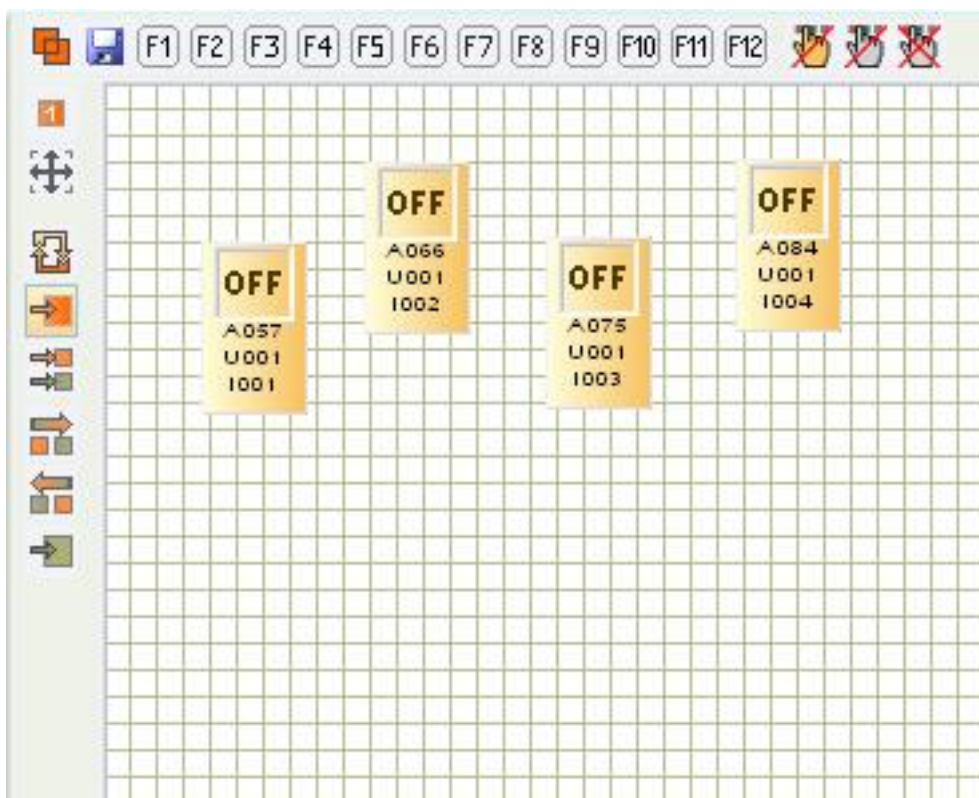


When you click this icon, the fixture selection will change. If you have any fixture selected it will be unselected and the unselected ones will be selected. Try it, press Ctrl and click over a pair of fixtures and then click this icon, now you can see what happens. Try different combinations.

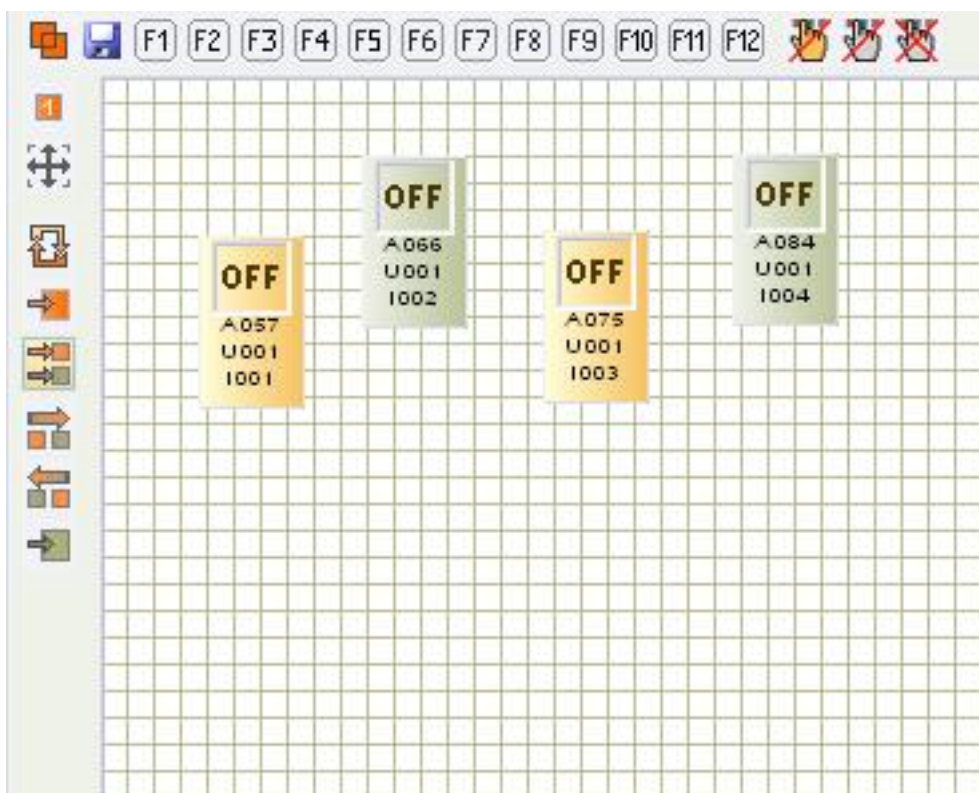




When we press this icon, all the fixtures of this family are selected, regardless of their current status. It is very useful if you have a lot of lights.

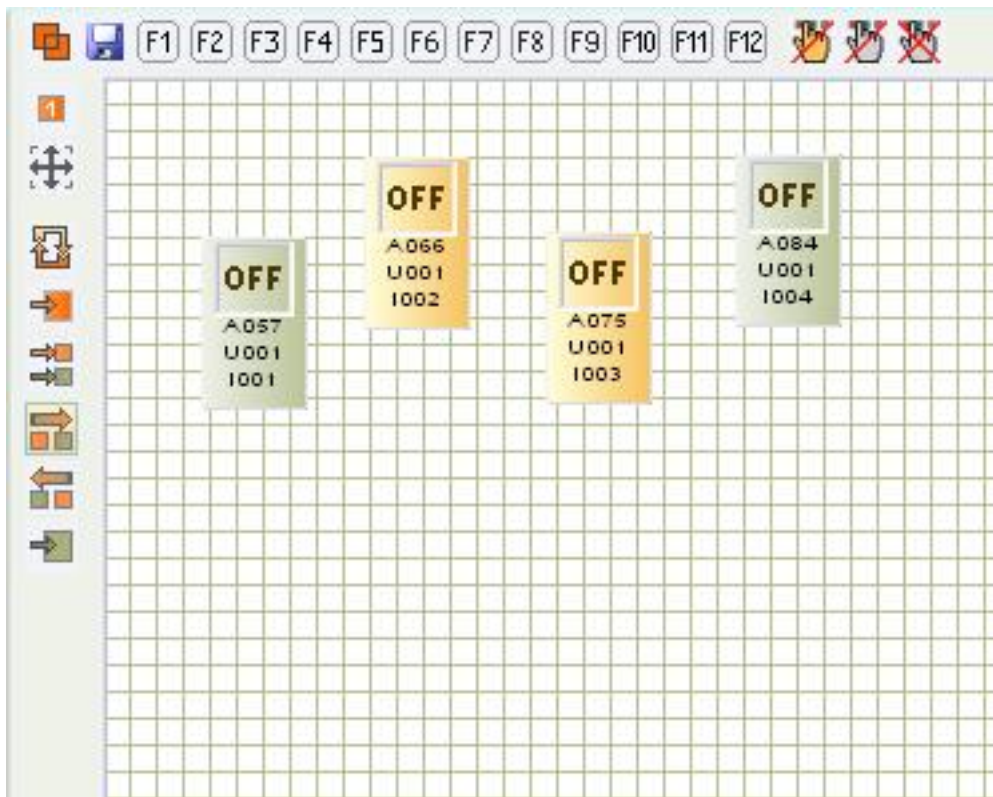


This icon selects all the fixtures with odd index numbers. Use it along with the two icons below it to create different selections.

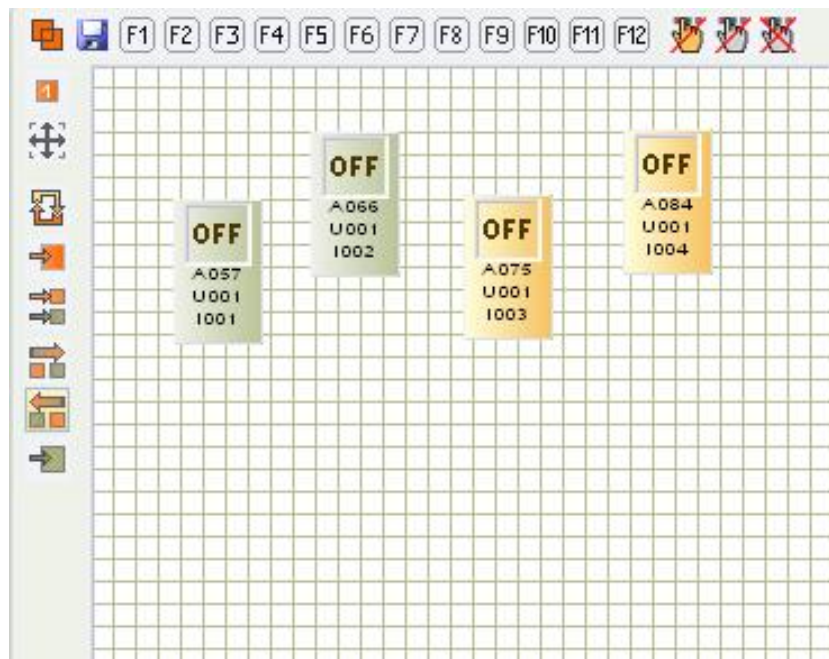


When you click this icon the index numbers of the fixtures increase. For example, if fixtures 1 and 2 are

selected now, after you click this icon fixture 1 will be unselected and then 2 and 3 will be selected. When you click it again the fixture 2 will be unselected and then 3 and 4 will be selected. If you continue clicking, it will continue to increment and wrap around to the beginning. This icon has no effect if all or none of the fixtures are selected.

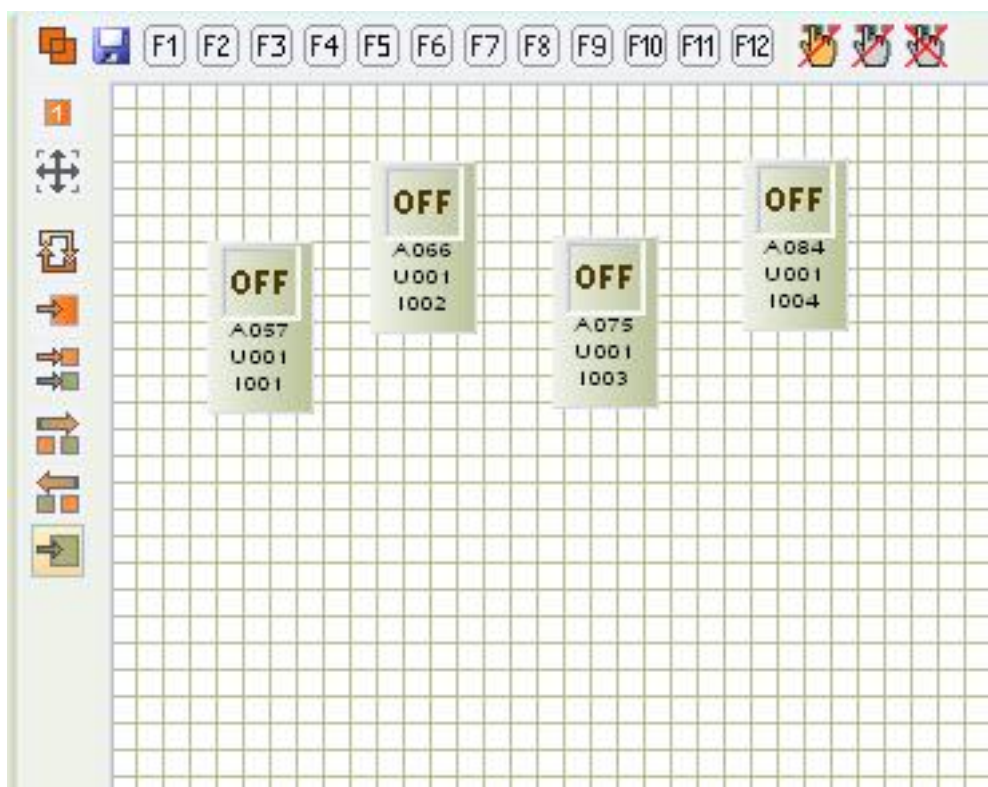


This icon does exactly the opposite than the previous icon, this one decrease the index number of the fixtures selected. For example, if the fixtures 3 and 4 are selected when you click this icon, then fixture 4 is unselected and 2 and 3 are selected. If you click it again, then fixture 3 will be unselected and 1 and 2 will be selected. This function also wraps around all of your fixtures. Try different combinations to understand this function better. This icon and the previous one are very useful to create chase patterns.

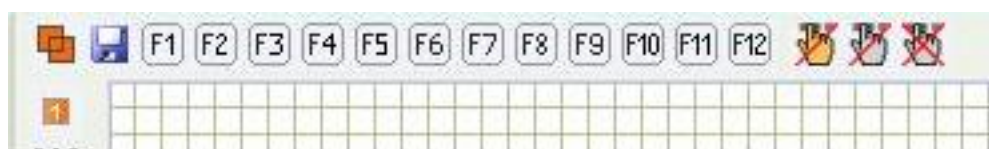


Can you guess what the function for this icon is?

Exactly, it unselects all the fixtures.



The floppy disc icon, along with the [F] key icons, saves the settings for selection within a fixture's family. To set a group of fixtures to an F key, follow these steps: first select the fixtures (on/off) that you want to save. Then click or press the F key you want to link, then click the floppy disc icon. Finally click or press again the F key. Now, every time you press this F key or click the F icon, the fixtures selected will be activated or deactivated (on/off).



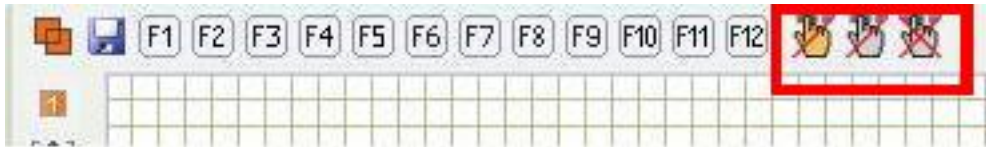
When you are in the Live tab, you can see your scenes and shows (more details in the next pages). Most of the time you will play preset and preprogrammed scenes; however, there will be occasions when you will want to make live changes to your fixtures during the show. For example, change the color to a light of a particular fixture's family.

To do this, you must select the folder of the family you want to change from the bottom of the screen, and then select the individual fixture in the 2D window. You will make the necessary changes on the left, from the preset panels or moving the faders.

You might be wondering what these icons are for. They will help you to remove all changes that you have made to your fixtures during a live show, and to return everything to the preset/preprogrammed scenes that you had selected before.

From left to right, the first hand (Local Selected) removes all changes done to only the fixtures that are selected within the family. The second one (Local All) removes all the changes that you've done to all the fixtures of this family. And the third one (General All) removes all the changes that you've done to all the fixtures in all the families.





This icon changes the displayed values above the faders from DMX (0-255) to % (0-100).



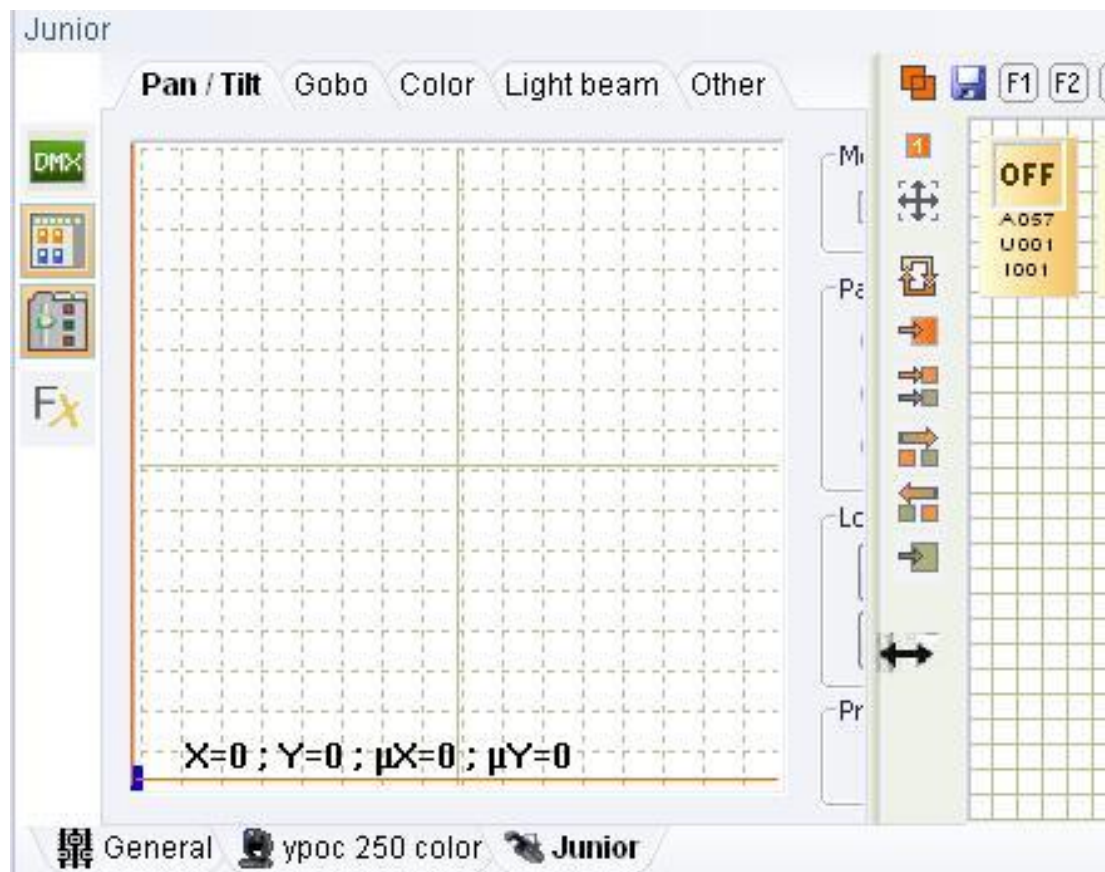
By clicking on this icon we can choose between showing the channel faders of only one lighting fixture, or show the faders for all the fixtures of this family. When you choose to show the faders of only one lighting fixture, these faders will correspond to all selected fixtures in the 2D window. When you choose to show the faders for all the lights in the family, the changes in each fixture will be applied as you move its corresponding faders, regardless of selection in the 2D window. Try it out and you will understand this better (be careful, you will not see any differences if you only have one fixture for each family).



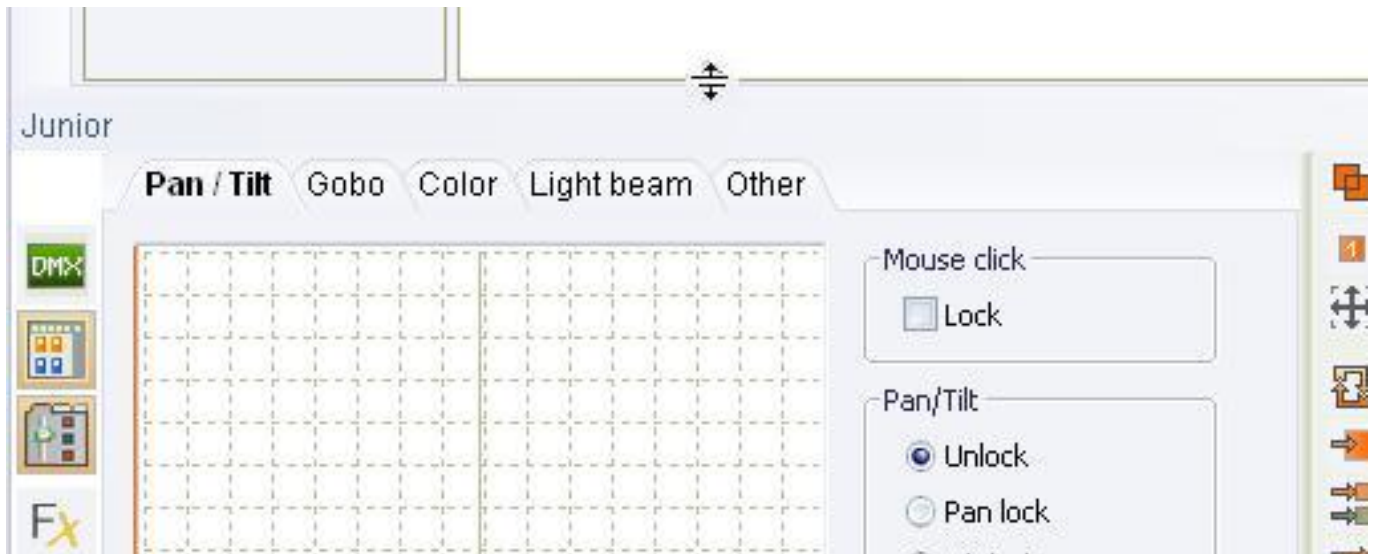
This icon toggles from “Slider Mode” to “Preset Panel Mode”. In other words, instead of seeing the faders, you will see the preset panels. Click on a few buttons to see what happens. Make sure that you are in the “Preset Panel Mode” before we continue.



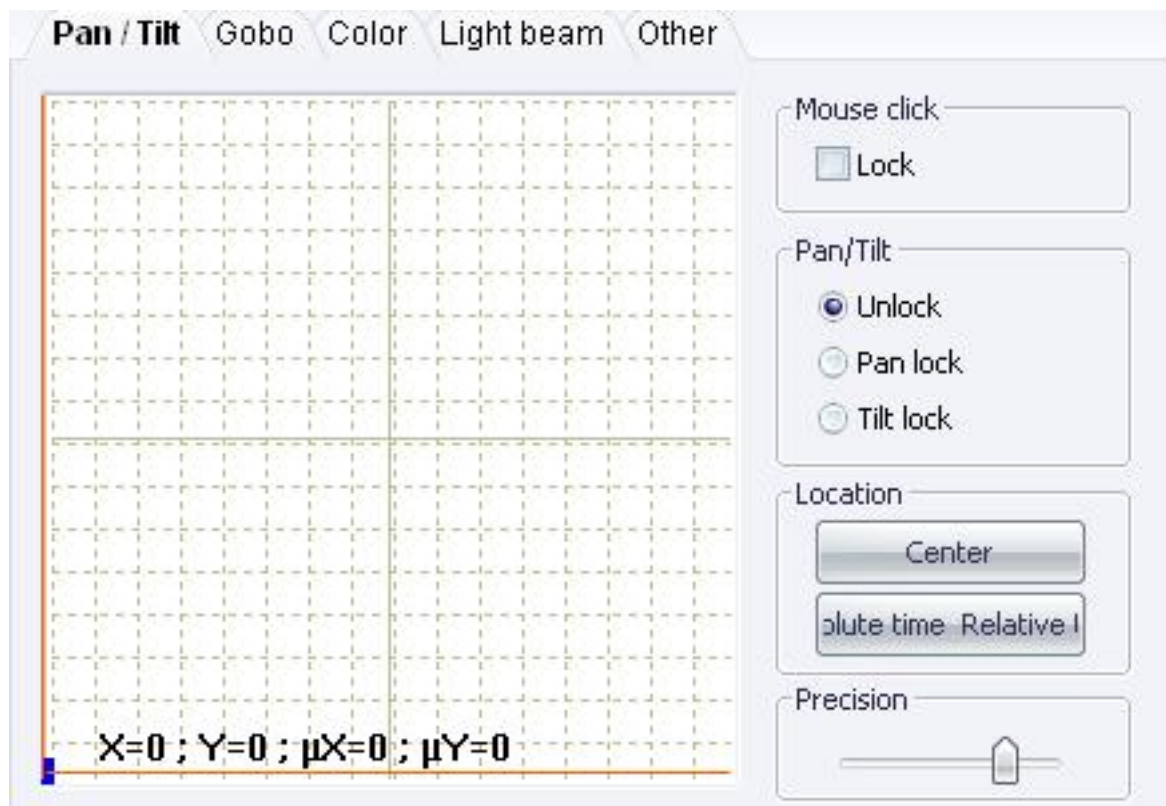
Now we are in the “Preset Panel Mode”. Sometimes when you are in the “Preset Panel Mode” you might see it cut off or incomplete, as shown here. This is because the space taken up by the faders was smaller than the one we need for the “Preset Panel”. You may adjust the space of the “Preset Panel” by hovering your mouse over the edges between the “Preset Panel” and the “2D Fixture Control Window”; you will see the mouse pointer will turn into a double ended arrow. Click over this edge and drag it right until you can see all of the “Preset Panel” controls.



Depending on the resolution of your screen, you might have to move the Fader/Preset Panel/2D Fixture Panel up to see all the controls as well. Put your mouse over the area that is shown until the mouse pointer turns in a vertical double arrow, as you can see in the picture. Click and drag until you can see all the Preset Panel controls.



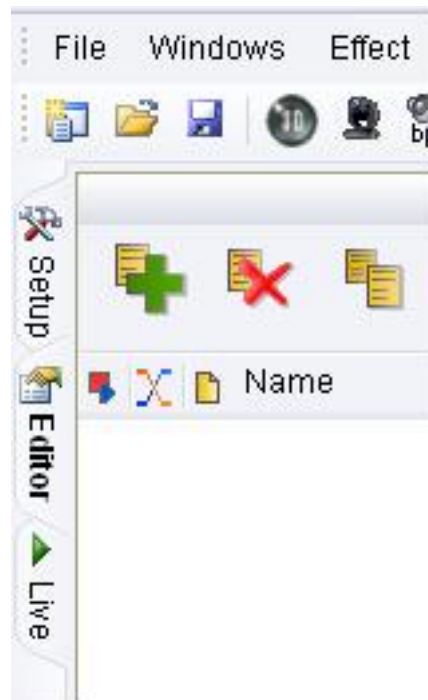
The tabs shown on the top are the preset panels for this fixture's family. These make it easier to adjust the settings of the fixtures, without using the faders and DMX values. Right now the picture shows the Pan/Tilt preset panel. Click over the other tabs to see what options they include. When you finish, return to the Pan/Tilt panel.



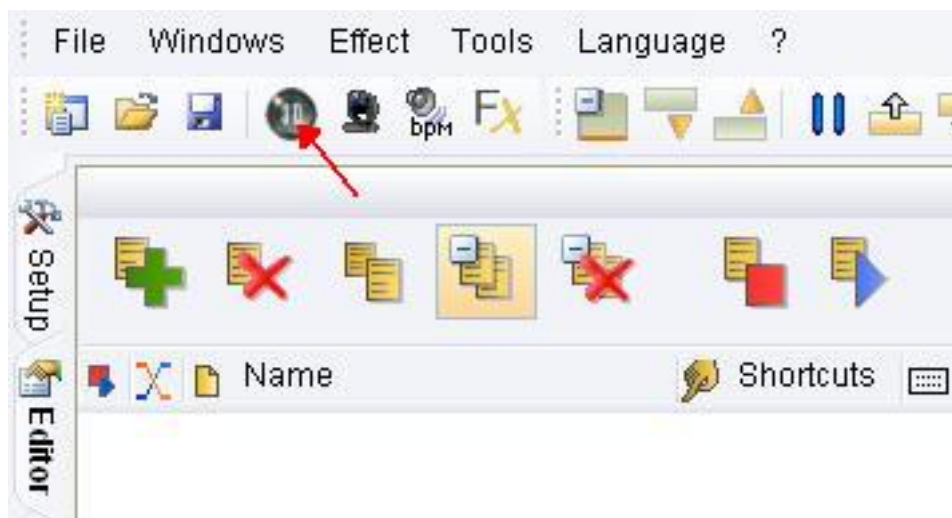
Before we can show you how the Preset Panels work, we should learn a couple of things.

1. Click the Editor tab, as shown in the picture; this will change your main display.



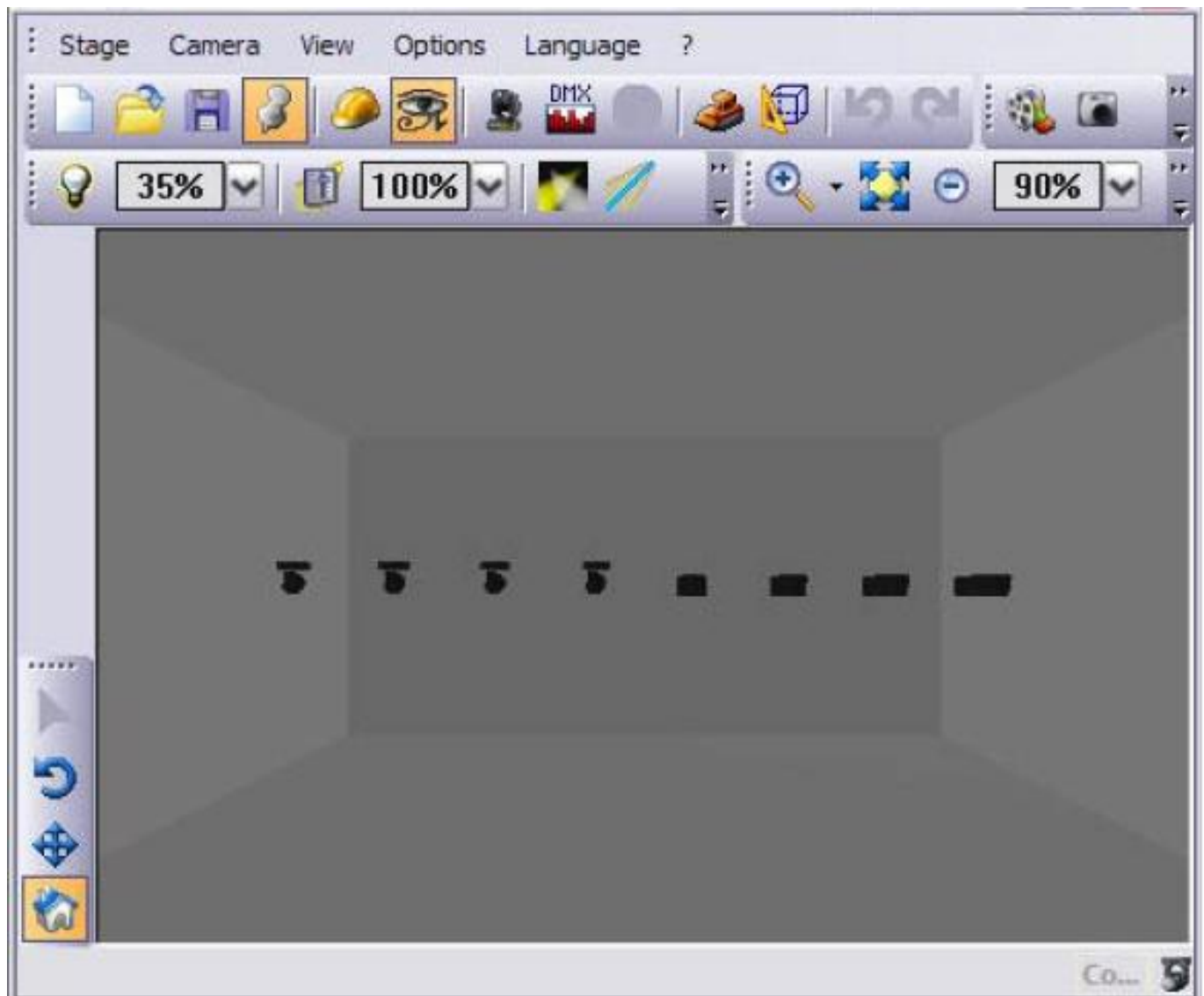


2. Click over the 3D icon to start the visualizer. This step is not necessary, but will help us to demonstrate what the preset panel controls do.

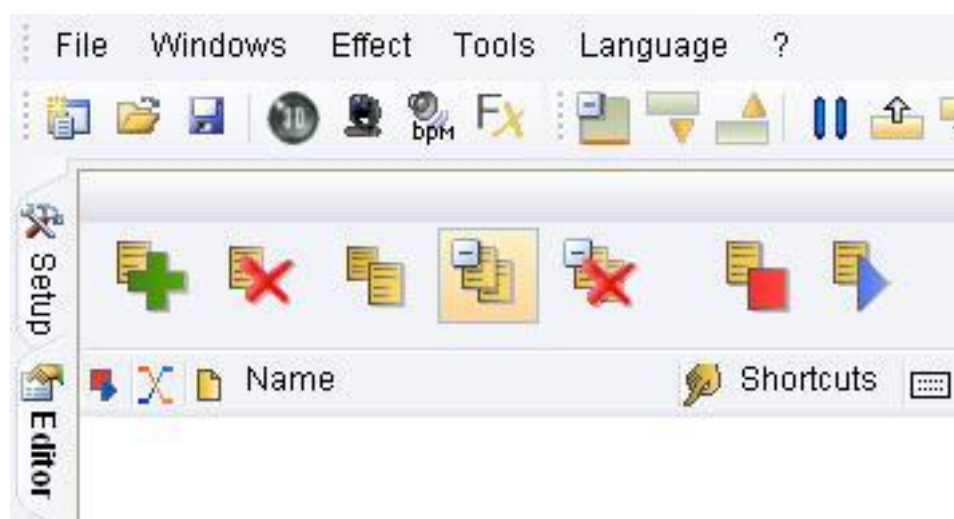


If this is your first time using the DVC2 software together with the 3D visualizer, you should see a screen very similar to the one below. We are not going to explain the use of the 3D software now; that will be saved for a separate tutorial.

Change the size of the 3D window as we have done with the Preset Panel. If you have two screens, definitively move it to your second screen. If you want, you can click on the view tab and then on the icon that looks like a pin, this enables/disables the Always on Top mode.

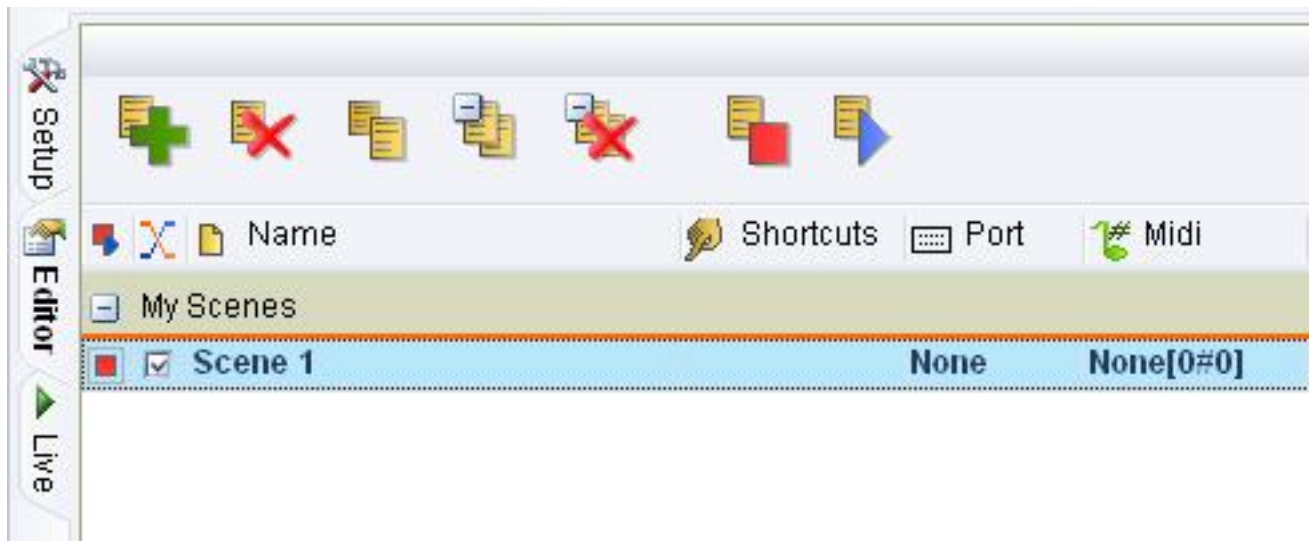


Click on this button to create our first scene.

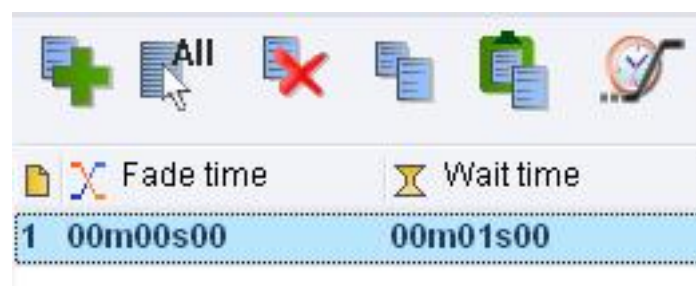


Since we didn't have any scenes or scene folders, the software created a "My Scenes" folder and inside it a scene called "Scene 1" (both of which, of course, can be renamed). When you create more scenes, make sure you choose the right folder before you add a new scene. You can always drag and drop

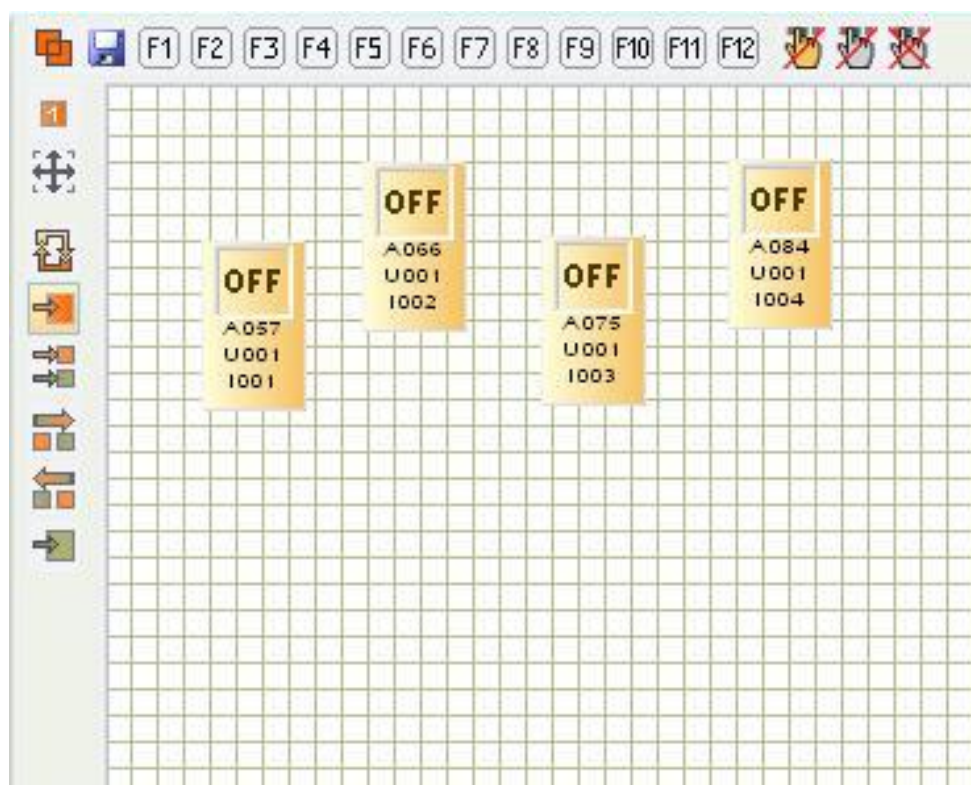
these into different folders if you change your mind.



When a new scene is created, the first step for that scene is added automatically, as you can see below.

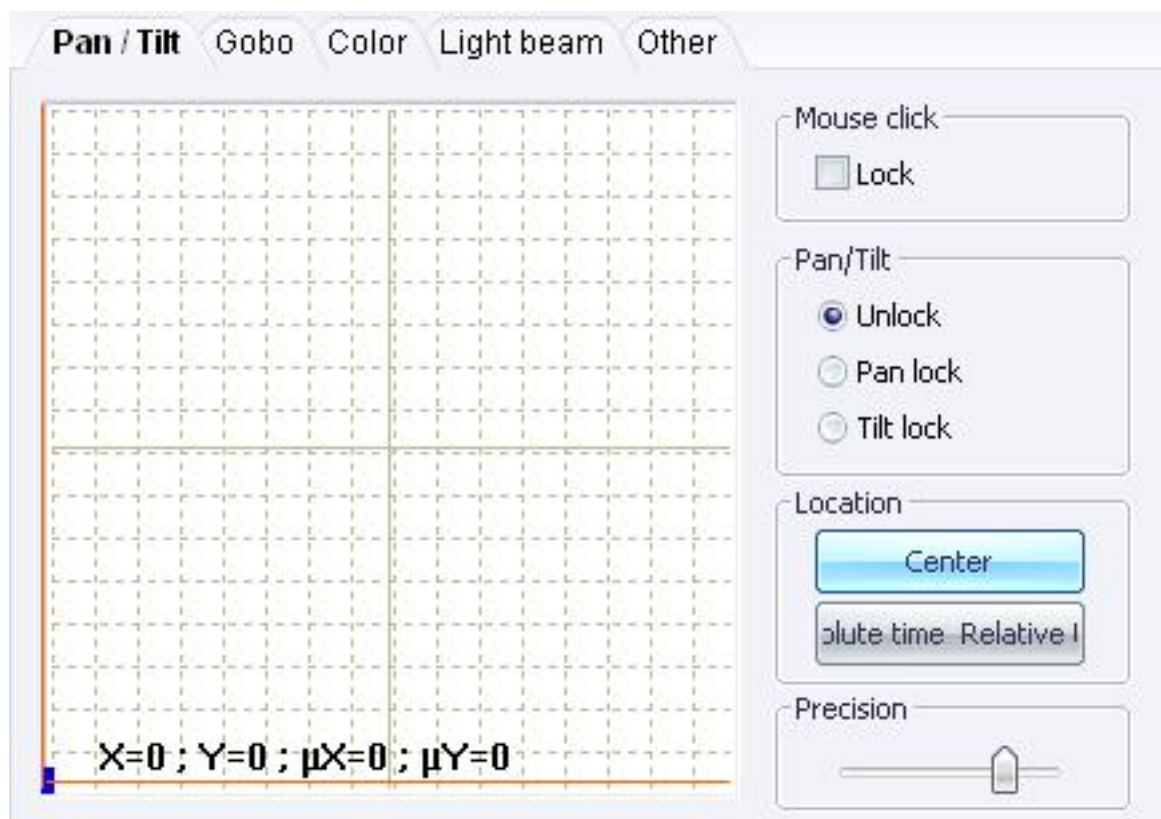


Click this icon to select all the fixtures of the Junior's family. They should all turn orange.

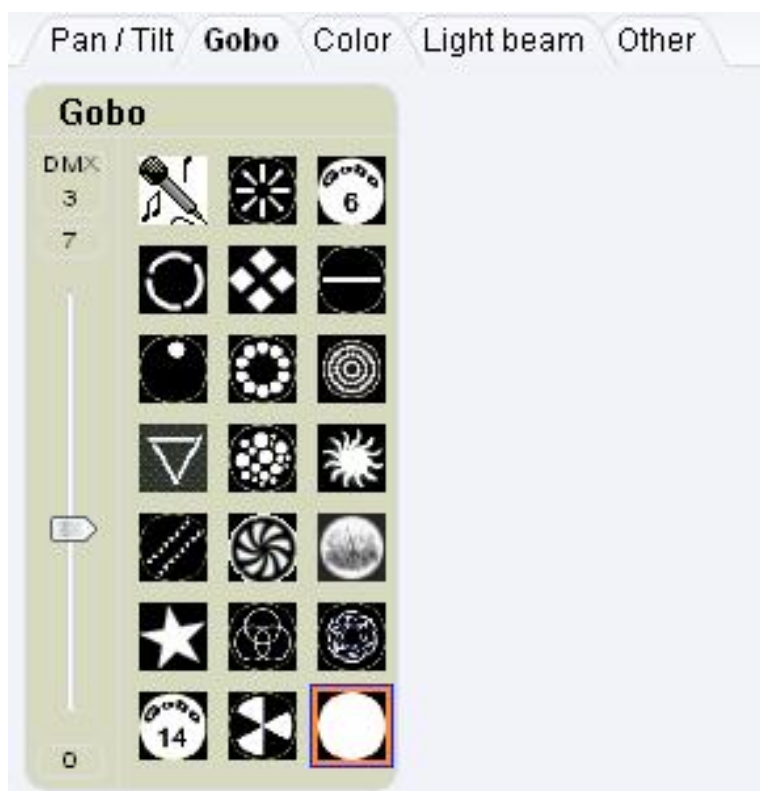




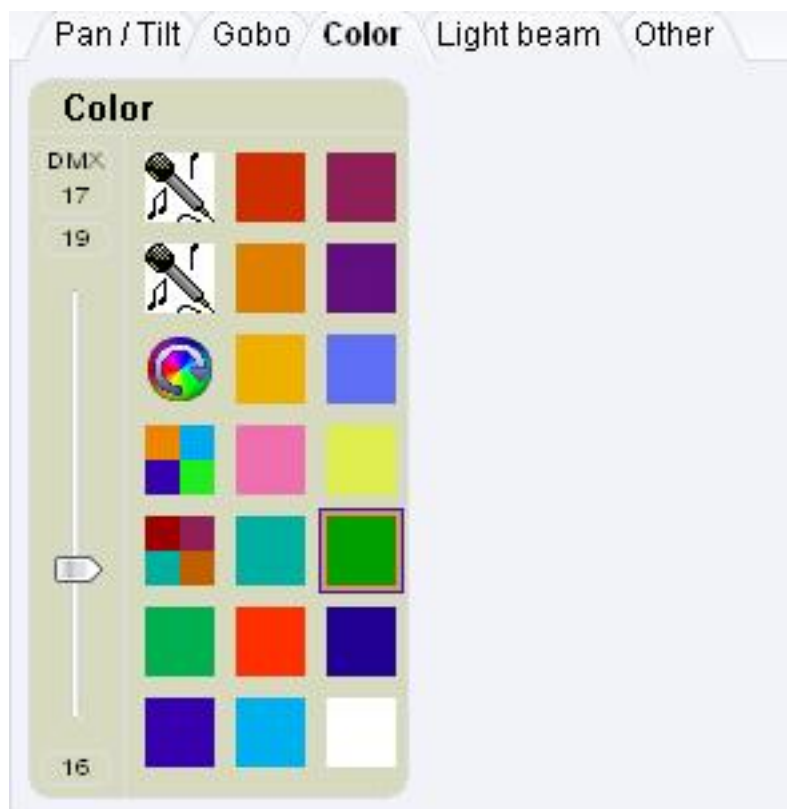
In the Pan/Tilt tab, click the Center button. This move all the mirrors of the scanners to a centered position, this is the same that have DMX values of 128 (half way between 0-255) for X and Y axes. Notice the blue square, you can drag and drop it to another point to change the position for your lights. After you explore the position of your fixtures make sure you have pressed the Center button.



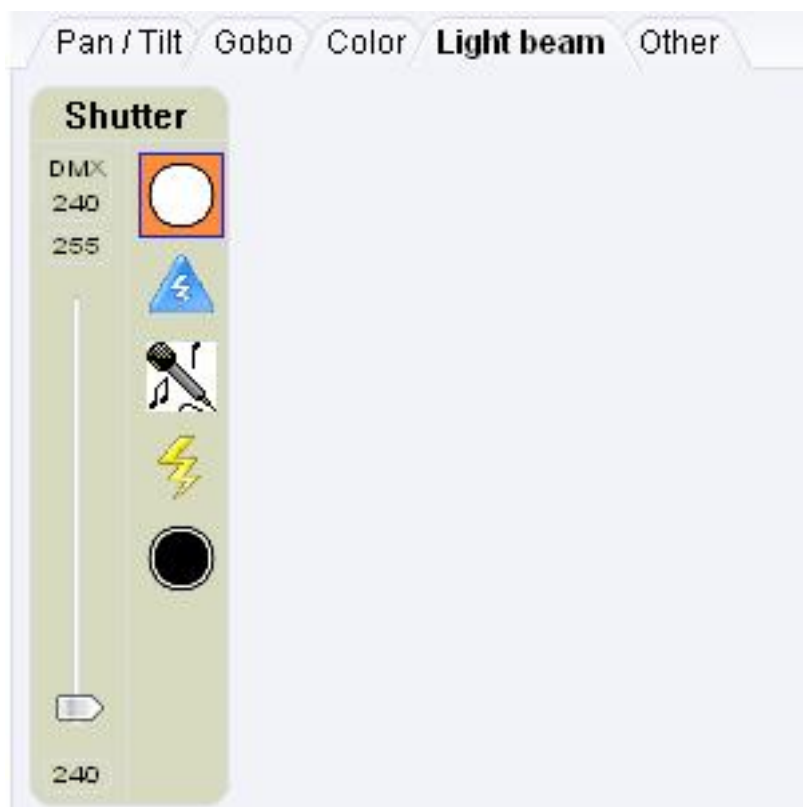
Click over the Gobo tab and then click over the Open Gobo (that is the one without any pattern). Also check the DIMEMR, IRIS and SHUTTER, they must be open to see the beam.



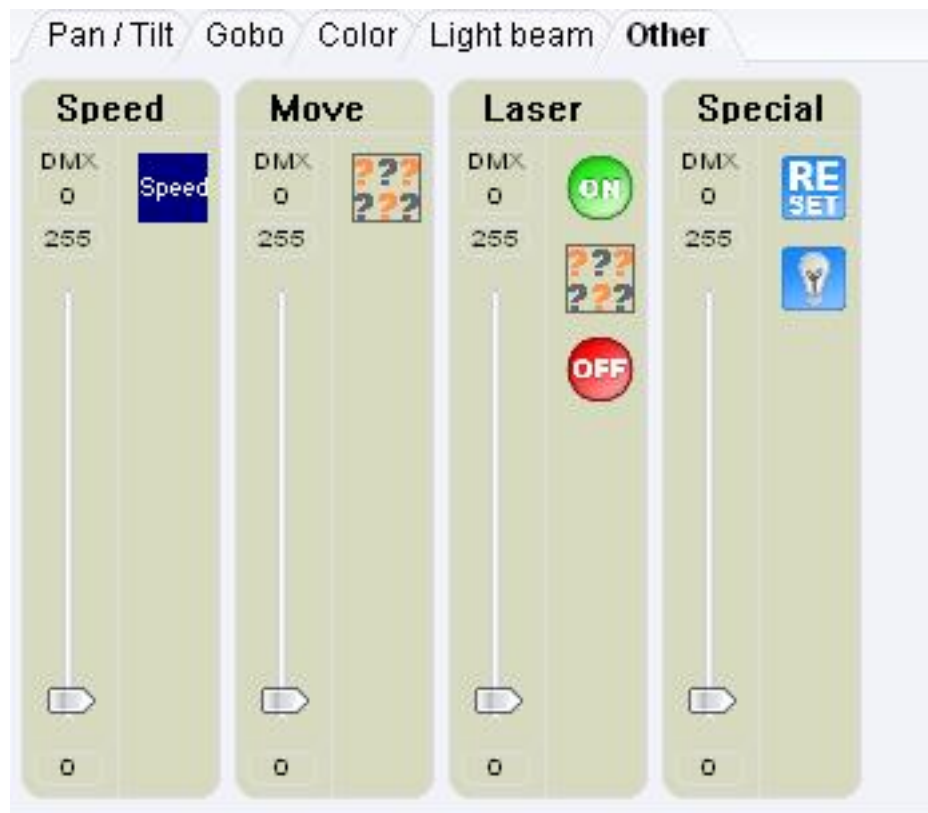
Click over the Color tab and then click the green color, as shown below. If you still have the 3D visualizer open and on the top, you may be wondering why you can't see anything... be patient, in the next page we will explain you why.



Click the Light beam tab and then click the Open Shutter icon. If you have the 3D visualizer window open, you should see 4 green light beams pointing straight down.

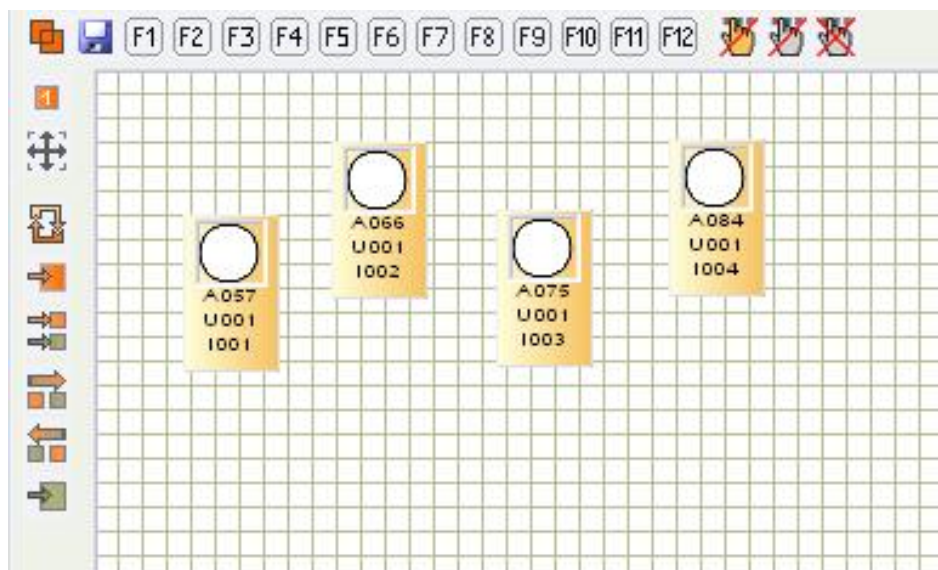


Click the Other tab, and drag all the faders down to their lowest point. This will ensure that these settings are off. Check out the manuals for your fixtures, and make sure that the channels that you are not using are set to a DMX value that will not affect the properties of other channels in your lighting fixture. This value is normally zero, but you should always make sure.



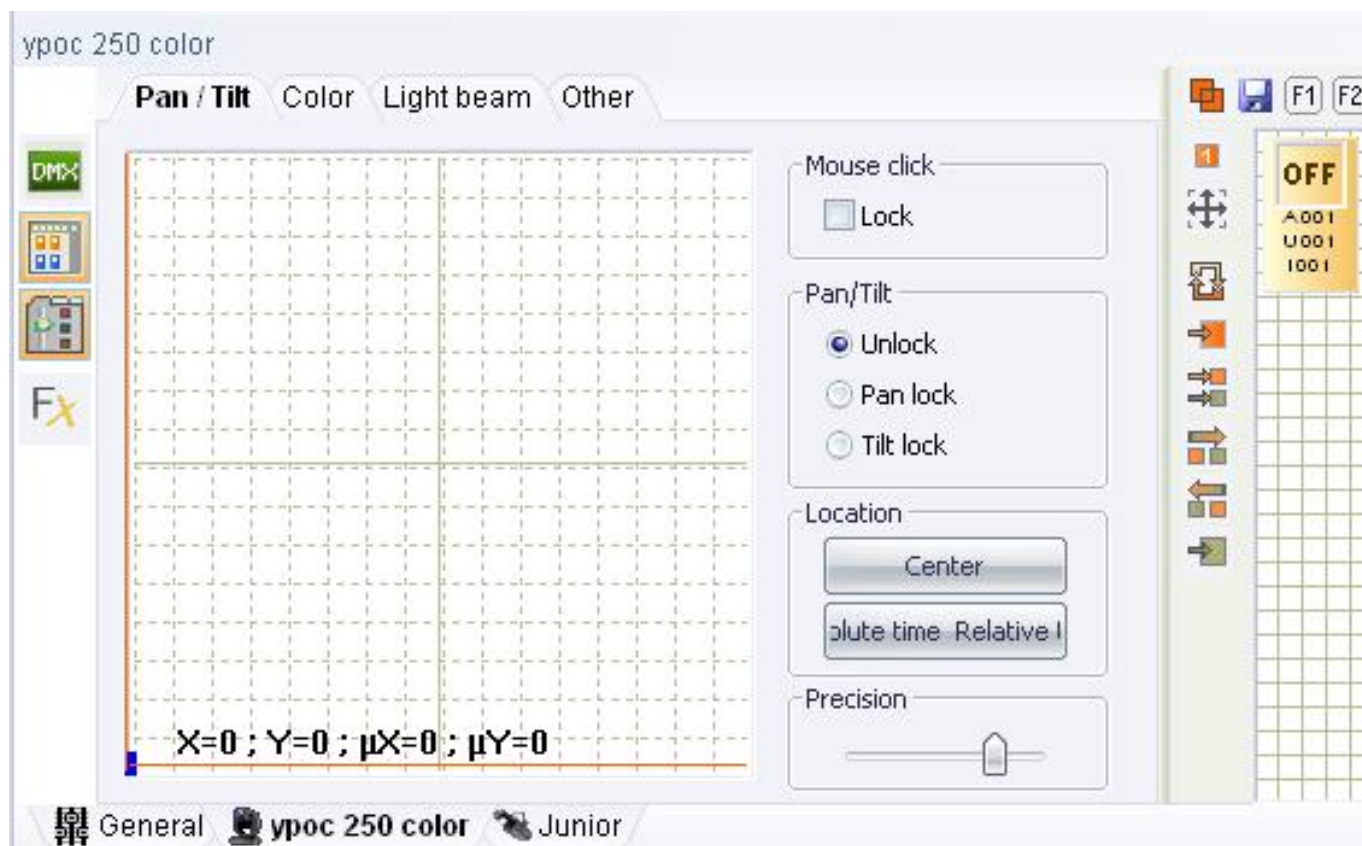
Notice that the icons of the selected fixtures on the screen have been changing and displaying the different actions that we have done. The ones that are in the picture show an open shutter. Look at them after you change some properties and they will also change.

If you haven't noticed it already, you are creating the first step for your first scene. Have fun selecting different gobos, colors, positions, and see what happens in the 3D visualizer. When you have finished exploring these options, make sure that you put all the settings back, so we can create our next step (of course, once you feel comfortable with the software, returning to the previous settings will not be necessary).

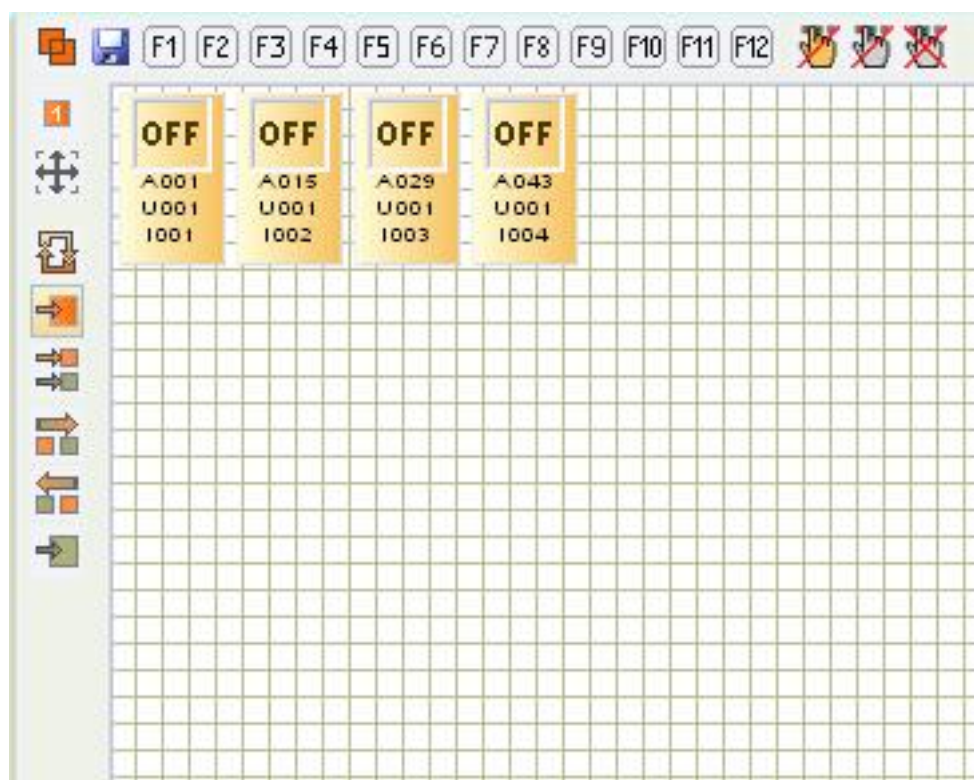




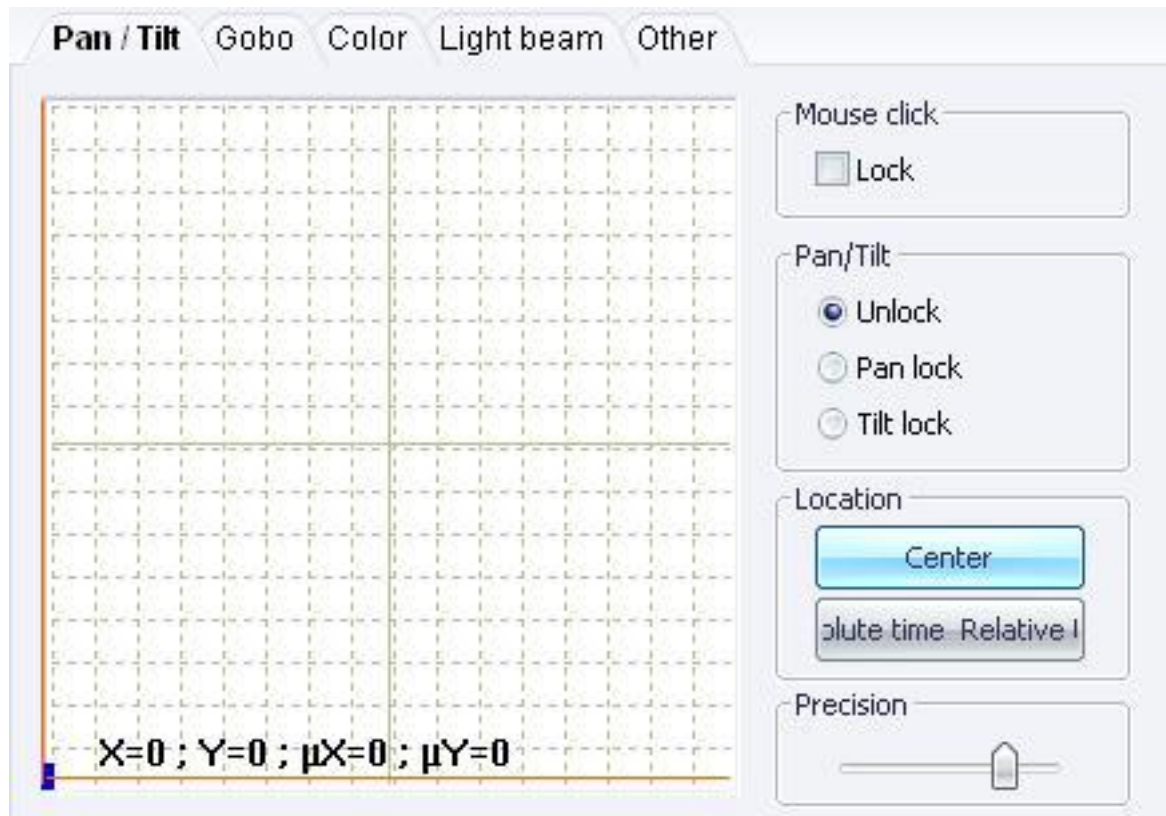
Select the ypoc 250 color tab and then click the slider/preset panel icon. Adjust the Preset Panel size so you can see all the controls at once. As you noticed, we have different tabs because we are working with a new family of fixtures with different properties. Click on each one to see what they have and then return to the Pan/Tilt preset tab.



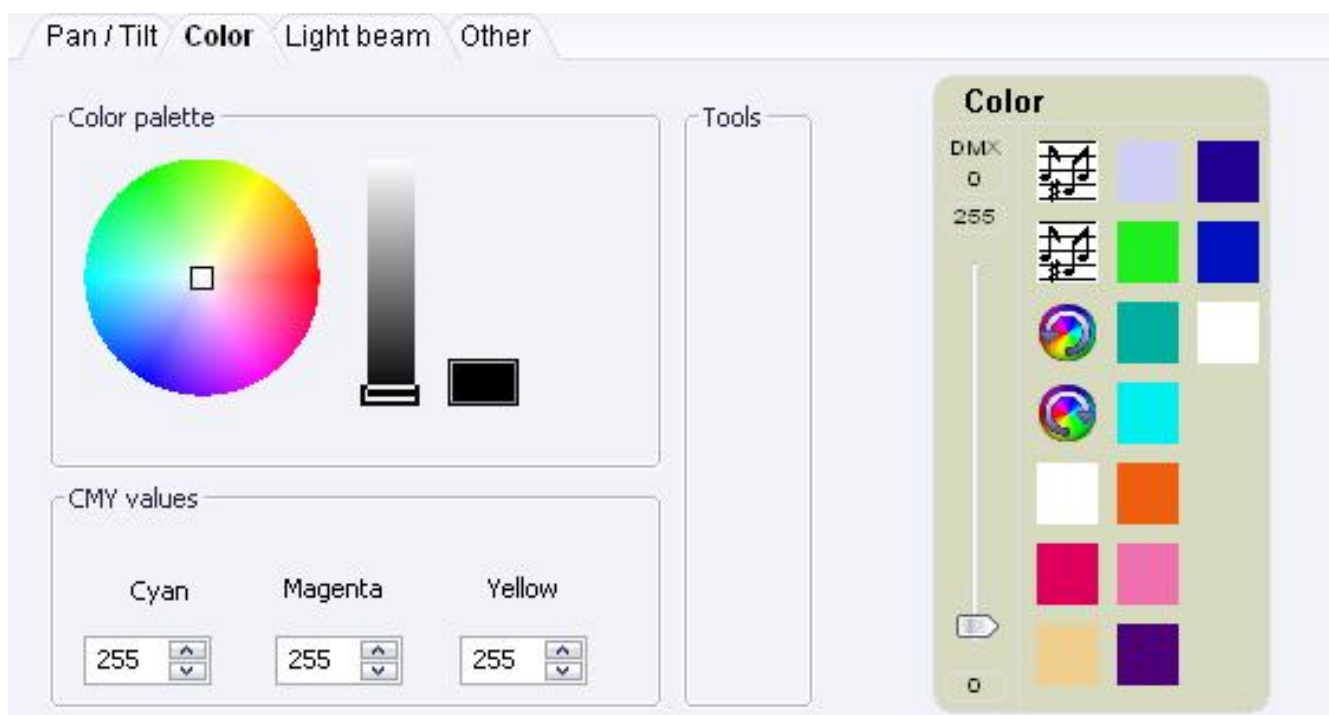
Click the icon to select all the fixtures. You will see they turn orange to indicate that they are activated.



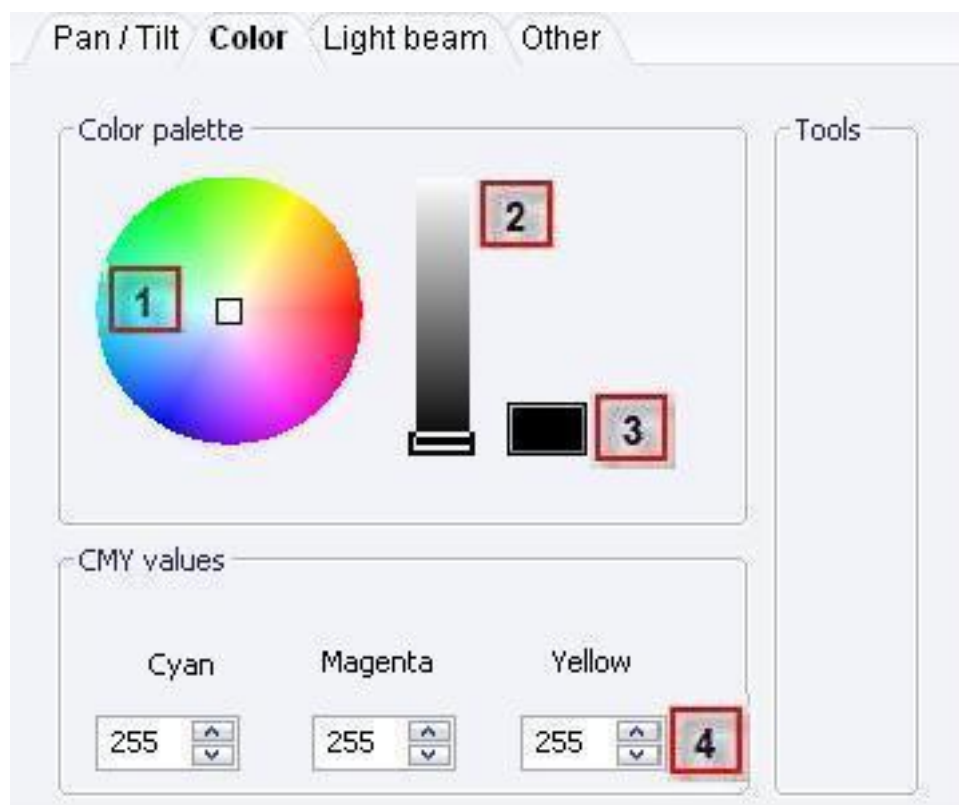
In the Pan/ Tilt tab click the Center button.



Select the Color tab, you will see: the wheel of color on top, on the bottom the CMY values and on the right side you will see some preset colors. Some fixtures have color mixers; there are two types of color mixers. The first one is just like the one you see here, CMY (Cyan, Magenta, Yellow). The second one is the RGB (Red, Green, Blue). In DVC2 they share the same control, which allows you to choose matching colors. You should not worry about the proportion of the CMY or RGB mixing to arrive at a specific color; all you have to do is select a color using the controls on the preset panel. The controls will be explained in the next page.

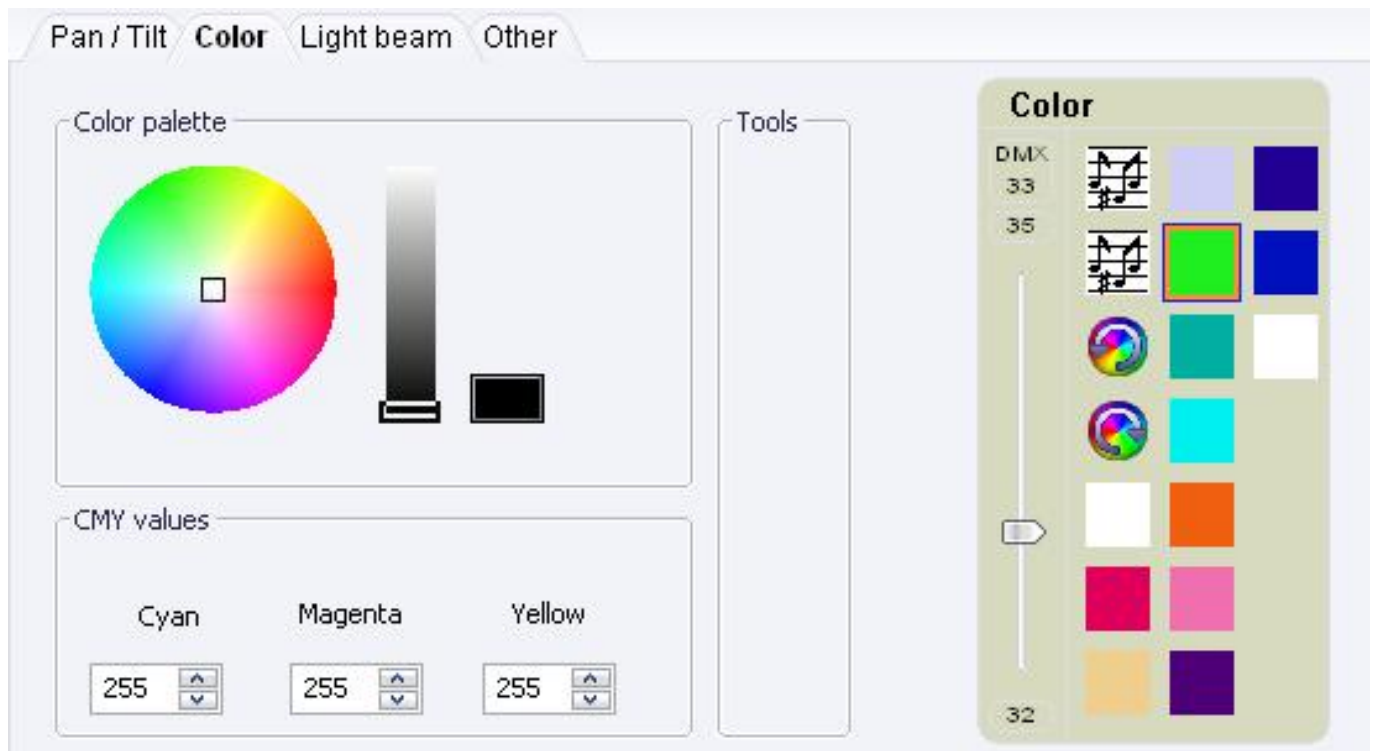


1. Click and hold the small selection box, drag it around the color wheel and drop it over the color that you wish. This is how you select the color. Watch how the color on the bar (2) changes to reflect the color that you've selected with the mouse. However, the colors in (3) and the values in (4) do not change, because a brightness level has not been set from (2).
2. This slider sets the brightness of the color, from darker at the bottom to brighter at the top. After you choose a color, move this slider until you have the desired brightness/intensity.
3. This little box shows the color that you are using. Remember that the color shown here is a representation of the color that is going to be reproduced by the fixtures.
4. These are the CMY values. If you wish you can write down these numbers to make them match other fixtures. You can also set very specific colors using these controls.



Now we will click the Color tab, watch the right side where the preset colors are. Notice how the preset colors of the ypoc250 are different than the ones of the Junior fixtures. This is quit common even for fixtures of the same manufacturer. The ypoc250 has less preset colors, however more colors can be created because of its CMY color mixer. Moreover, the ypoc250's color wheel rotates to the left or to the right, while the Junior's color wheel rotates to the right only. If you want fixtures from different families to do exactly the same, you have to be aware and program around details like these. For the moment just click the light green preset color, this will unselect any selected color that you had on the CMY color mixer.





Click on the Light beam. This fixture has a dimmer which determines the amount of light that the fixture will output. If you have the 3D visualizer open, slide up and down the dimmer to see the effect. Set the dimmer at 255, either by using the slider or by clicking over the preset icons, as shown above.

The frost of this fixture fuzzes the light output and reduces the brightness/intensity of the light (over the face, for example). Frost is one of the few effects that are not shown in the 3D visualizer, but the real lighting fixture will respond to these changes in the controls. Remember that your own lights will probably have different properties and will need different adjustments.



Select the Light beam again. Click over the Open Shutter icon. We'll use the preset options to show you something very interesting. When you click the Open Shutter icon the slider moves or stays where it is. The DMX value appears above the slider with the DMX word over it. The values that are over and under the slider are the DMX range of values for this preset; this function makes it easier to stay within the range of values for this fader, avoiding dumb mistakes.

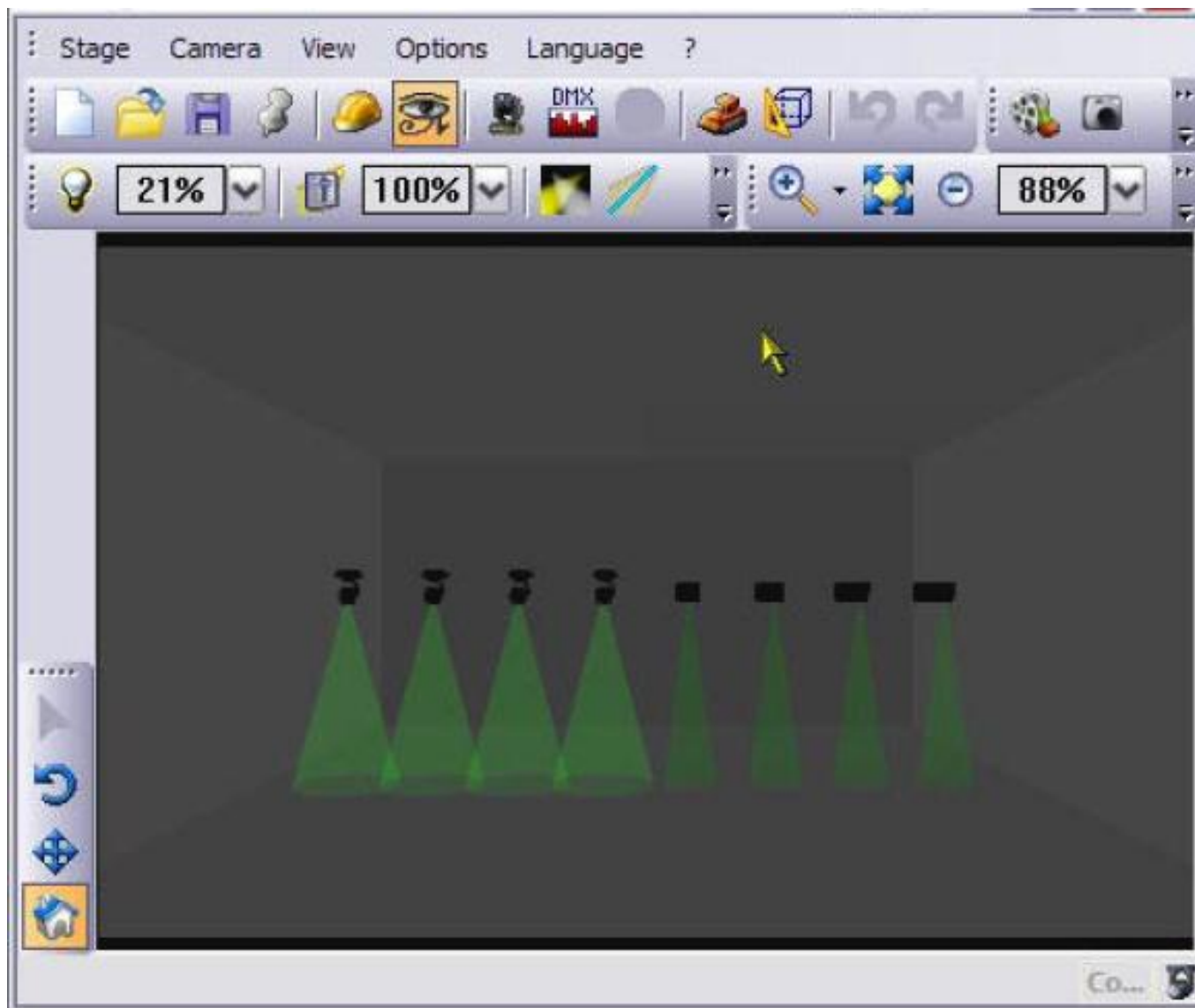
Click over each one of the preset icons and notice the DMX values for each icon, move the slider up and down and watch the DMX values changing, but notice how as long as you stay between the minimum and maximum for each preset, there will be no change. This is an excellent tool when you have a Live show. Make sure that the Open Shutter is selected before you continue.



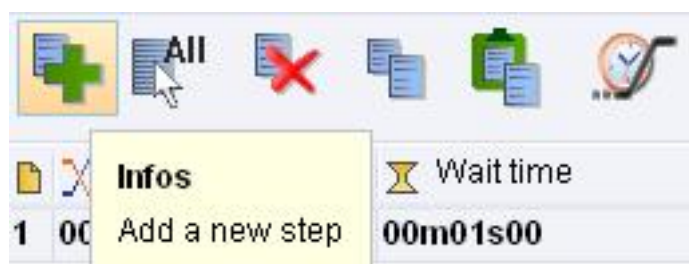
Click over the Other tab and set all the sliders at 0 (zero), just slide them all down.



If you followed all the steps correctly, you should see something like this in your 3D visualizer. These are 8 fixtures with green light beams pointing down. If you don't see something like this, go back a few steps and check what you did wrong. We have not yet created any new scenes or steps, so all changes made to the ypoc 250 color have been added in the same scene and step created for the Junior. In other words, when you playback your Scene 1, all the fixtures will turn green and the light beams will be pointing down. Now we are going to add a new step for this scene, and we will change the color to red.

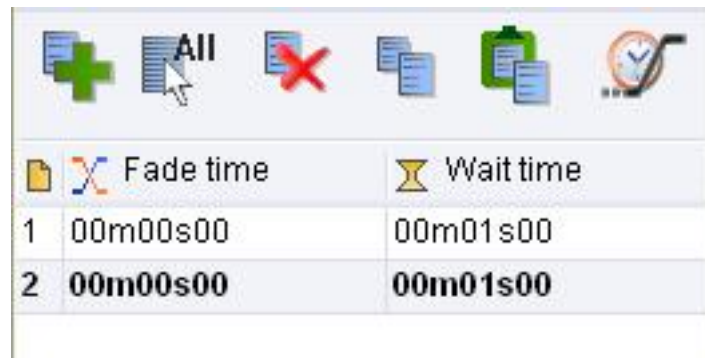




On the top of the Editor screen in the right side click the button to add a new step. This button creates a copy of the current step and inserts it just after it. It is important to notice that the new step is a copy of an existing step, and not just an empty step at the end of the list (we will explain the importance soon).



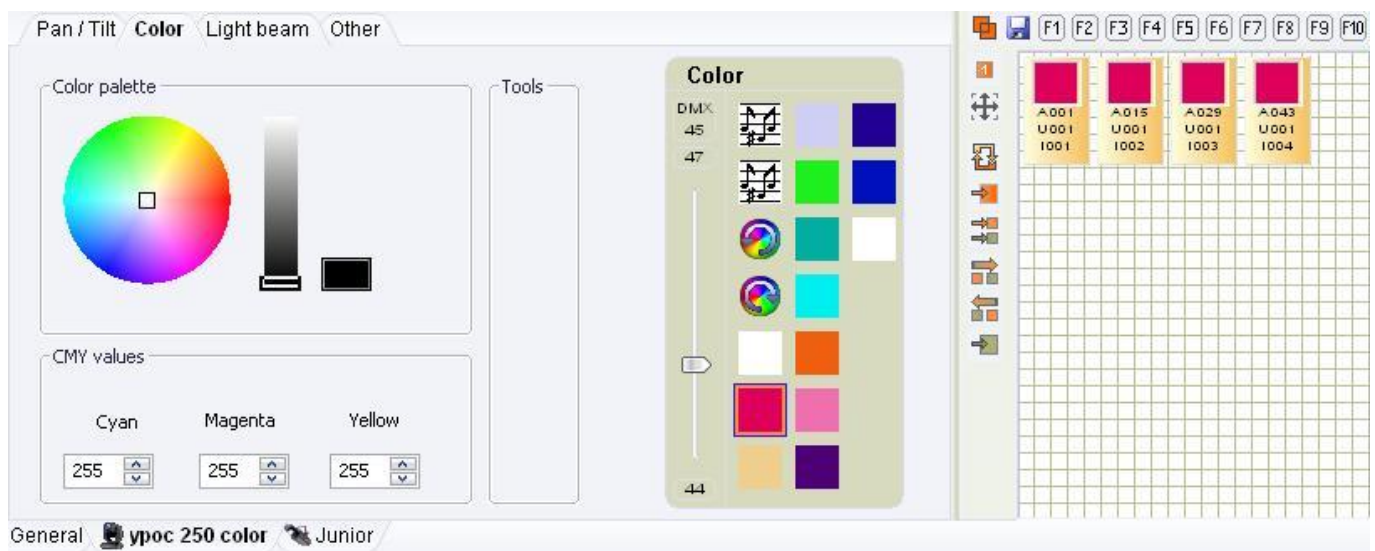


Make sure that the new step is selected. It should be, but is better to check before we edit a different step than the one we want.



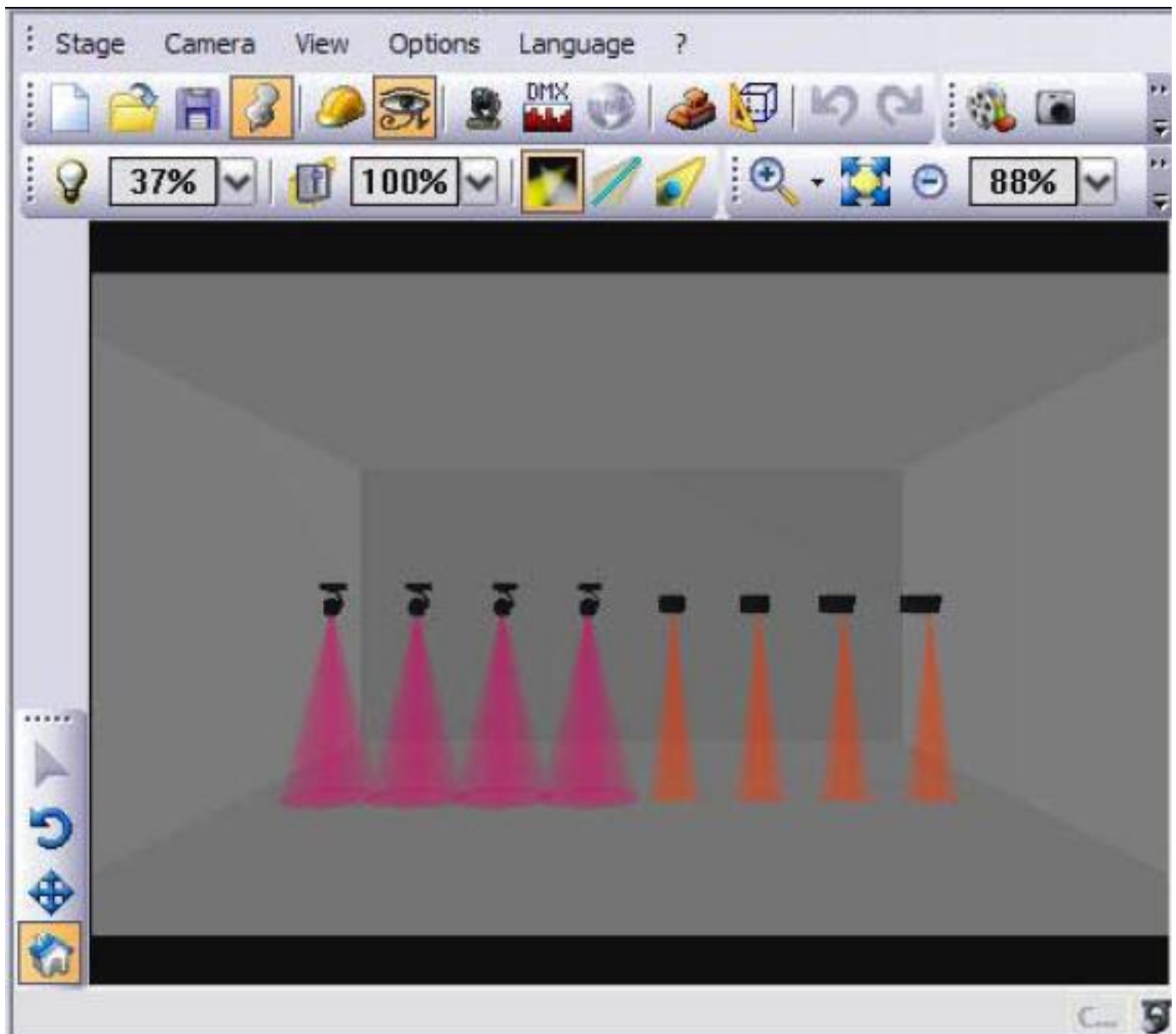
	 Fade time	 Wait time
1	00m00s00	00m01s00
2	00m00s00	00m01s00

Now all that we have to do is change the color of each one of the fixtures. Click the ypoc 250 color tab and then the Color tab. Make sure that all the fixtures are selected and click the red color icon, as shown in the picture. Do the same with the Junior fixtures.

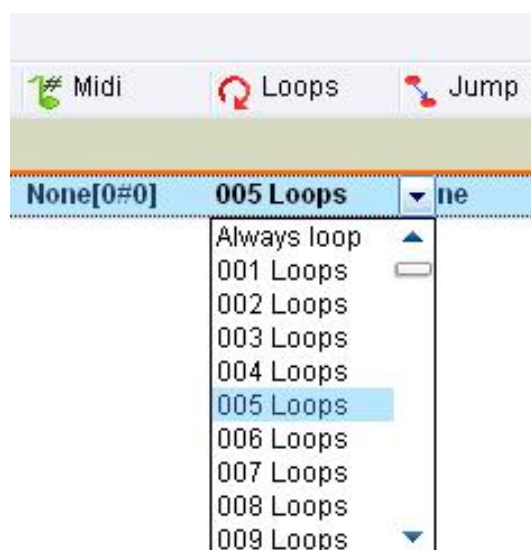


If you followed this example correctly and you choose a bright red color for the Junior fixtures, you will see what is shown below in the 3D visualizer. If you selected a different shade of red, the final colors will be different.

Is important to understand the process to create new steps and that the color wheels are different for most fixtures. If you want colors to match perfectly and you have a CMY color mixer in your fixtures, you can try to slightly vary the shades.



In the Editor, double-click on the Loops column for Scene 1. A list with the number of loops will be displayed. Please select 005 Loops, as shown.



Loops are the number of times that the steps of a scene will be repeated. We have two steps, each one has a default wait time of 1 second. Wait is the time that a scene will remain in a particular step before changing to the following step. Since we selected 5 loops, the scene will be repeated 5 times. A 1 second wait in each of the 2 steps, repeated 5 times total, gives us a total time of 10 seconds. Try to change the number of loops and you will see how the total time changes. You will notice that the first option from the loops column reads “Always loop”. This means the scene will continue to loop for as long as it is selected. Of course the total time is undefined when the always loop option is selected.

Midi	Loops	Jump	Exit Mode	Release	Time	Total time
None[0#0]	005 Loops	None	Pause ...	Off	00m02s00	00m10s00

	Fade time	Wait time
1	00m00s00	00m01s00
2	00m00s00	00m01s00

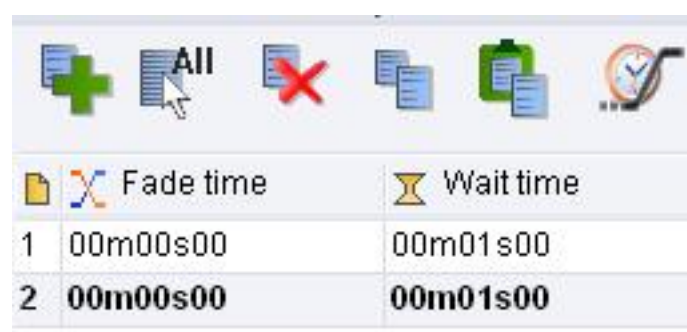
The six icons over the steps, from left to right:

- 1) Add a new step – Copies the selected step and inserts it just below.
- 2) Select all – Selects all the steps that you have.
- 3) Delete – Deletes a step
- 4) Copy – Copies all selected steps
- 5) Paste – Pastes the copied steps after the selected step
- 6) Fade and Wait time – Opens the window of the fade time and the wait time.

You can select multiple steps by pressing the Shift or Ctrl keys.

Select any step, then hold the Shift key while you click over any other step; you will see all the steps in between will be selected, too. You could modify them all together using the controls for the fixtures. For example, if you have a scene with a lot of steps with the color red, but after you see it you prefer to have it in blue, this could be a useful tool.

The Ctrl key allows you to select individual steps (not necessarily consecutive) and then copy/remove/modify these steps. Let's say that you have a lot consecutive steps in blue color, and you would rather alternate a red color after a blue color. What you can do is select the first step, hold the Ctrl key, and then every other step (odds or evens), and finally change the color.



If you click the Fade/Wait Time icon the next dialogue box will open.

**Fade Time** – Is the amount of time that a fixture takes to change between the previous step and into the current step.

**Wait Time** – Is the amount of time that a step remains active before the scene moves to the next.

Use the small arrows next to the times to set the minutes, seconds, and hundredths of a second. The accuracy is 4/100ths of a second.



Set Time – Allows you to decide what times you will modify, all or only the fade time or the wait time.

Affect – Here you decide if the times that you are setting now will affect all the steps in the scene, or only the selected ones.

Note:

The Fade time goes before the wait time, in other words, the fixture will do first the fade time and then the wait time. The first time that a scene is reproduced, the fade time of the first step is ignored, unless the fade box is selected (available just beside the scene name in the Editor).



The 'Set time' dialog box is used to configure timing for a scene. It features two main sections: 'Set time' and 'Affect'.

**Set time section:**

- Fade time:** A text input field showing '00m00s00' with up/down arrows.
- Wait time:** A text input field showing '00m01s00' with up/down arrows.

**Affect section:**

- Set time options:** Radio buttons for 'All' (selected), 'Fade time', and 'Wait time'. A clock icon is present.
- Affect options:** Radio buttons for 'Selected step' (selected) and 'All steps'.
- Table:** A table with 4 rows and 2 columns: 'FADE' and 'WAIT'. All values are '00:00:00'.

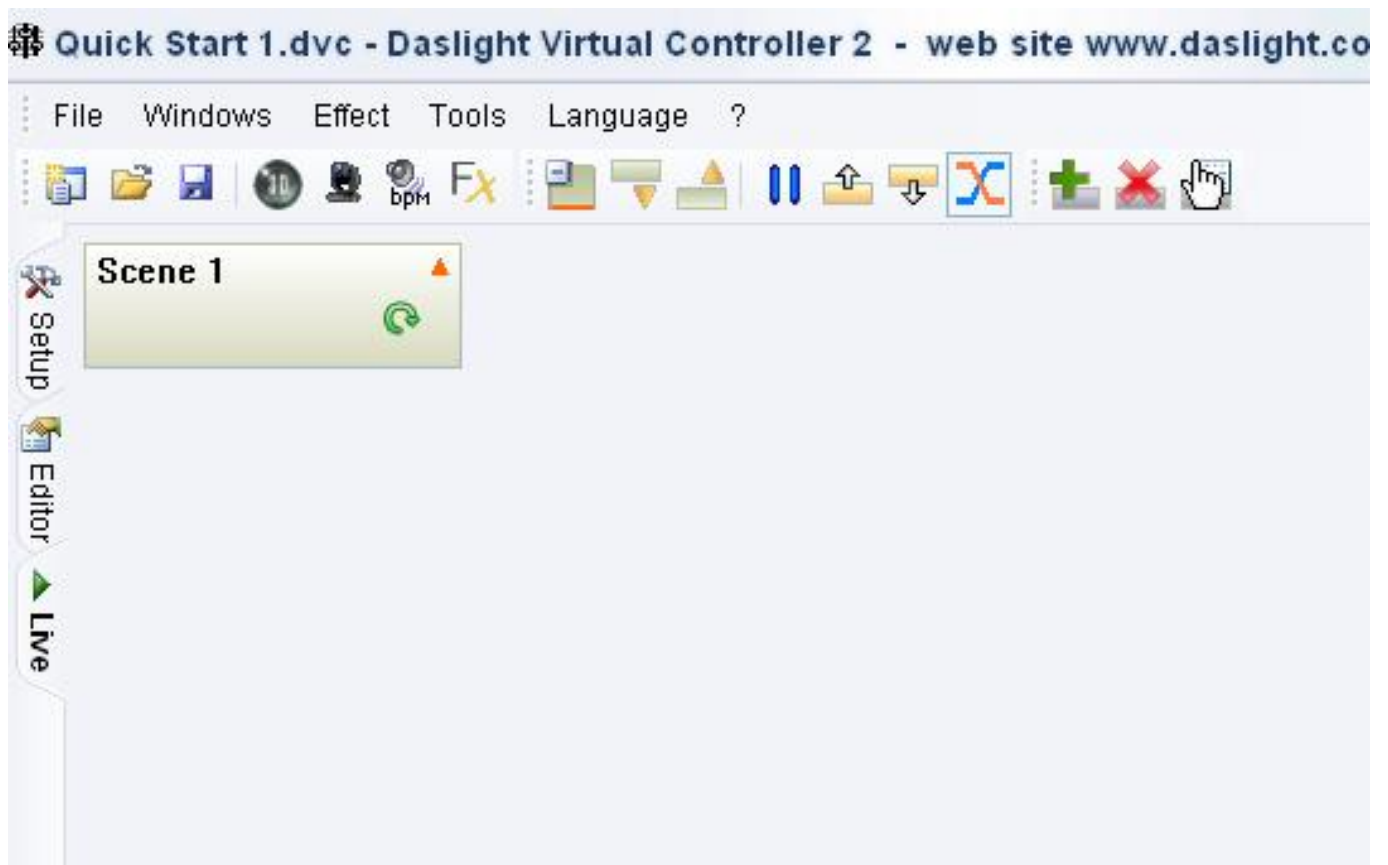
Buttons: OK, Cancel.

	FADE	WAIT
1	00:00:00	00:00:00
2	00:00:00	00:00:00
3	00:00:00	00:00:00
4	00:00:00	00:00:00

If you haven't done so already, press the OK button of the dialogue box to set the times.

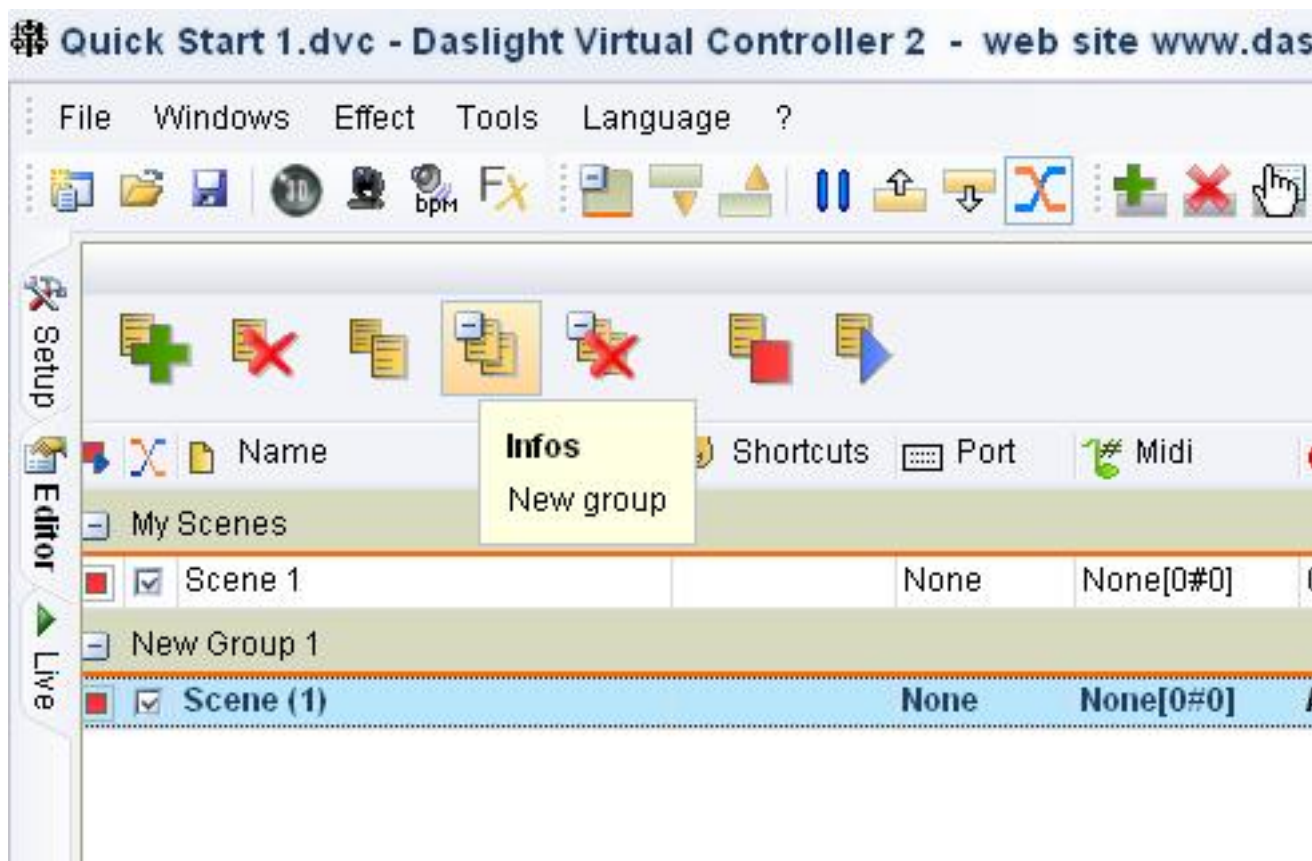
Now we go to the Live tab of the program. You should see something like the picture shown below. You should see a button for the scene that we created. Press this button and its color will change from gray to orange, indicating that it is now active; the scene will start to run. If you have the 3D visualizer open, you will see the lights changing from green to red. Click the Scene 1 button again to stop it.

Congratulations! You've created your first lighting show. Not very complicated; but certainly enough to show a lot of the tools and functions included in the software. Save your show and go back to the Editor. Now we'll show how to create movements for your lights in the Tutorial 2.

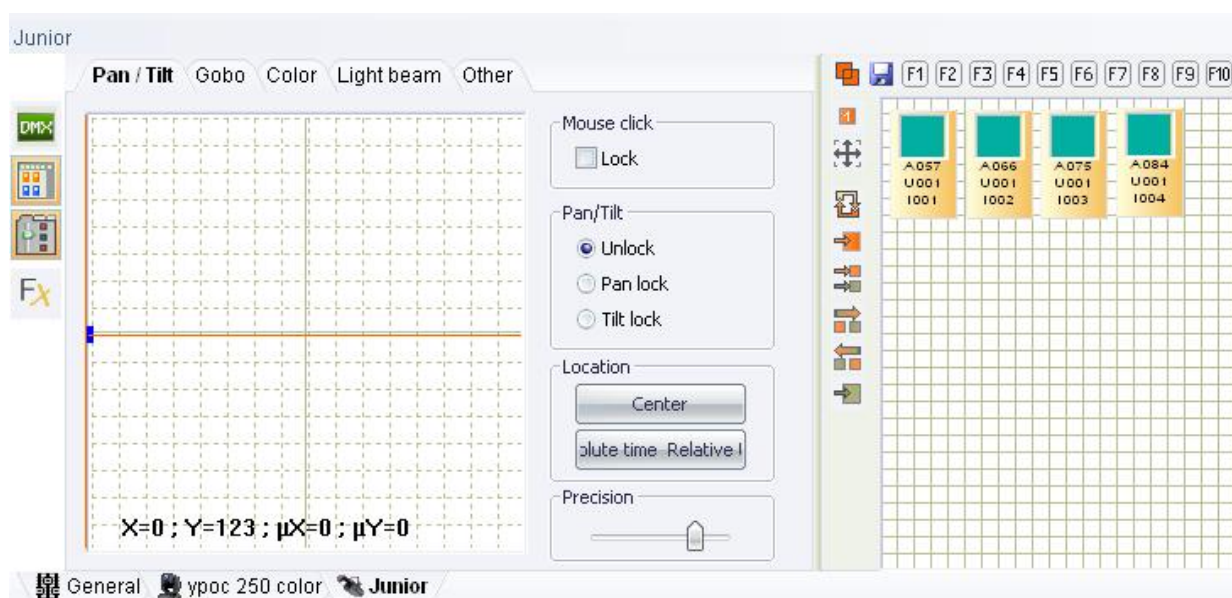


## III Tutorial 2-Creating positions and movement

Now click the Editor tab, click over the New Group icon. This will create a new group and a new scene inside this group. As you can see, the name of the group is New Group 1 and that of the scene is Scene 2. You will see now how to create movements with your lights.



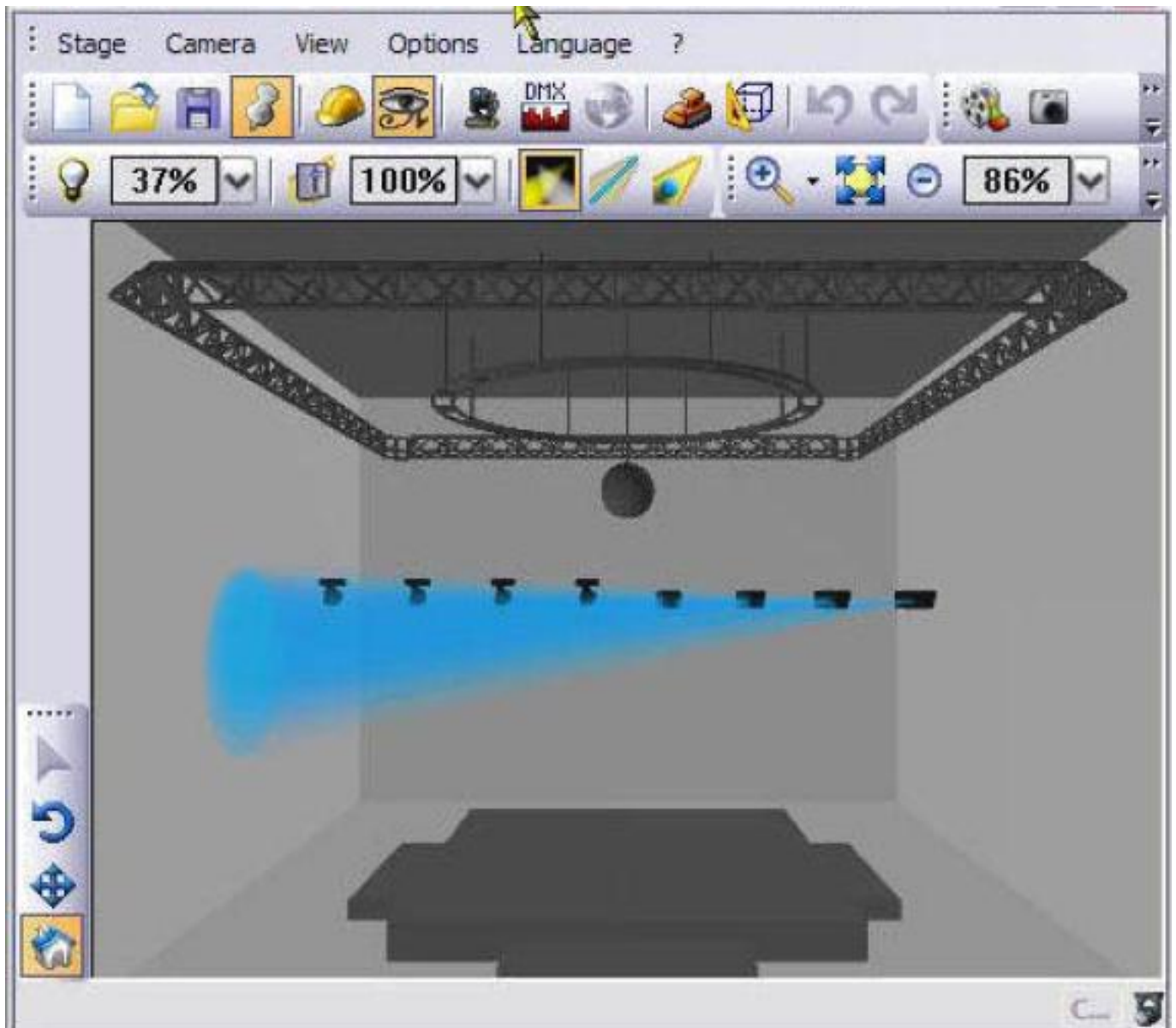
Make sure that Scene 2 is selected, along with its first step (there should be just one). Click on the Junior tab and select all the fixtures, change the gobo (Open gobo), select the light blue color, and the open beam. Now move the little blue square until it reaches position shown in the picture.



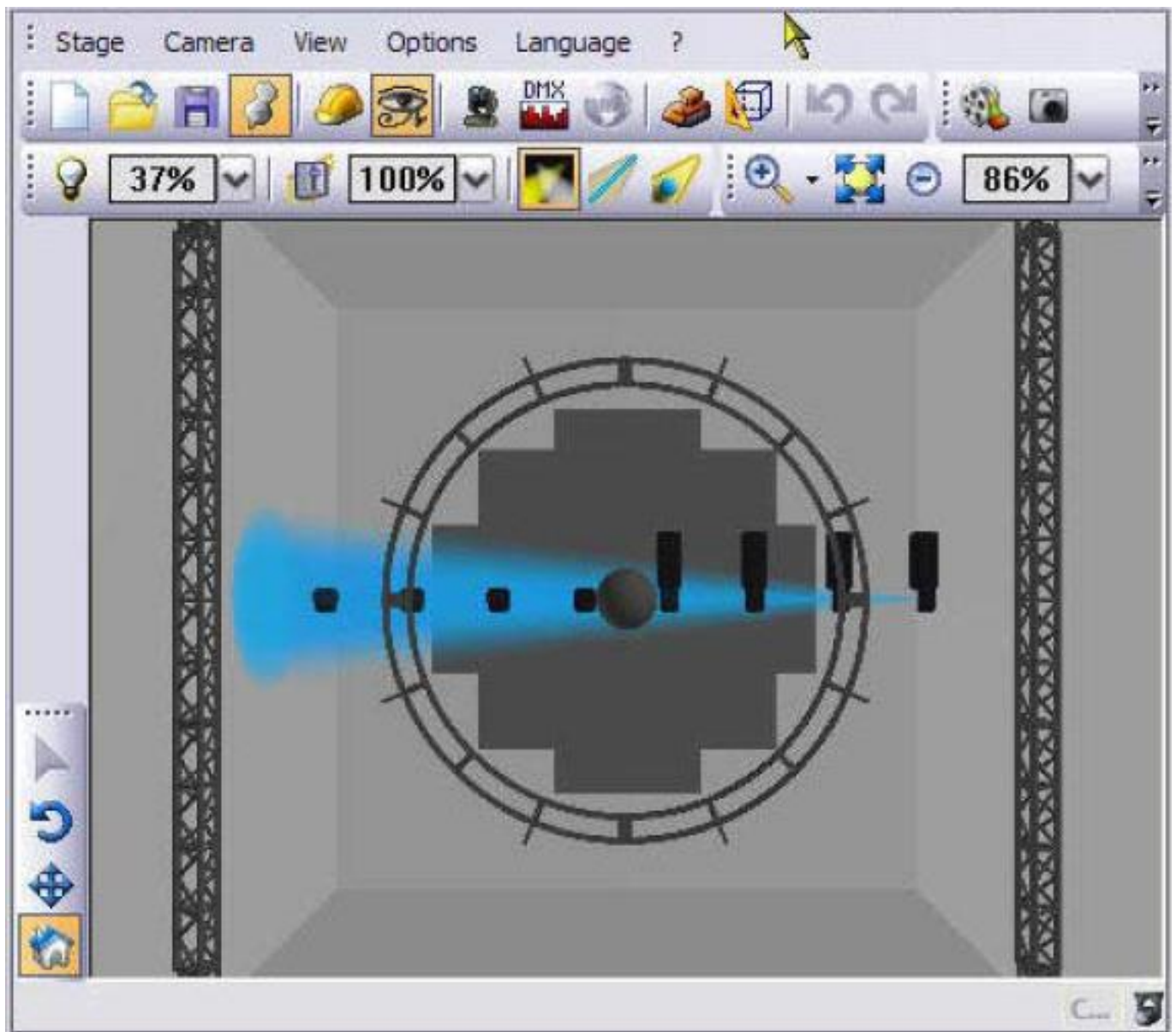


If you look at the 3D visualizer, you should have something like the picture below. This is the preset front view. You can access to different views pressing keys [1] through [5]. These views are:

- 1 – From the front
- 2 – From the right
- 3 – From the left
- 4 – From overhead
- 5 – From behind

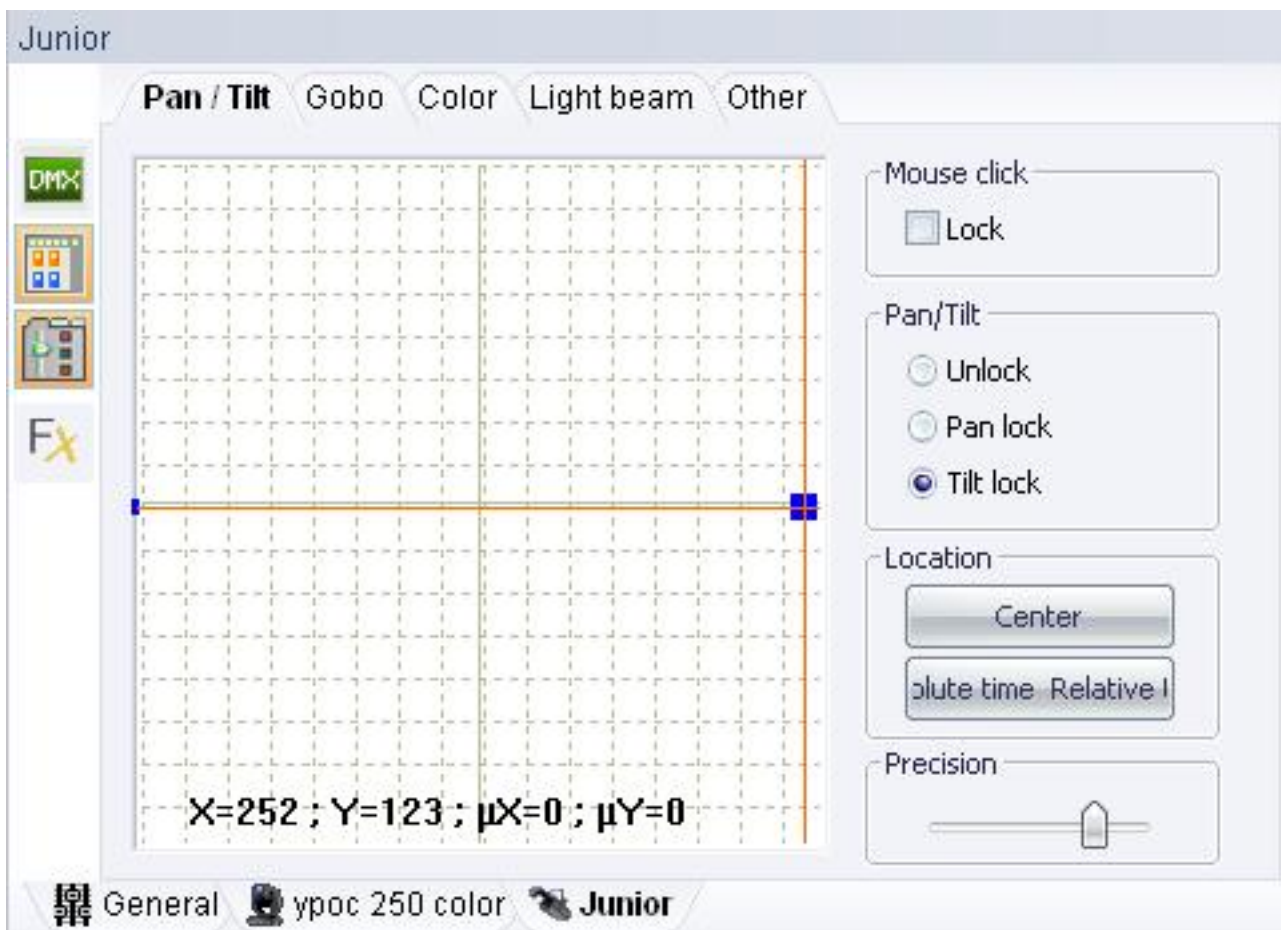


The view that we have in this picture is from overhead (4). As you can see the lights are pointing to the left, as we defined them previously in the Pan/Tilt 2D layout. Be aware that the position of the light beams in the 3D visualizer will not be exactly the same as the position of the fixtures in the real stage unless you are careful about placing the 3D fixtures in a correspondingly accurate location.

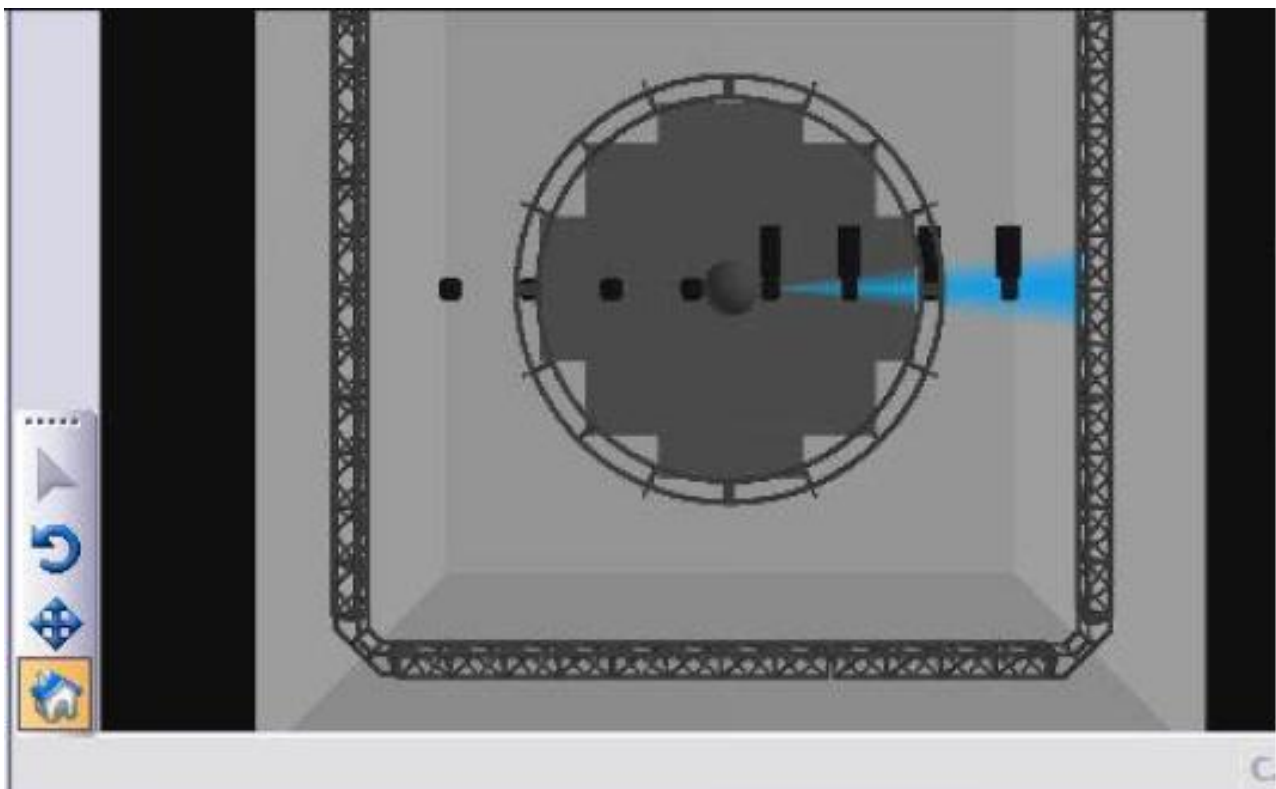


Create a new step for Scene 2 (make sure that it is the one selected). Now drag the blue square to the right as shown in the image. Tip – you can click over Tilt lock, which will prevent the square from moving up or down.

Notice how there are two blue squares now, one larger than the other. The large square represents the fixture's position for the current step, while the small squares represent the positions in other steps. You should also see a line that connects the squares, which in our case happens to be hidden underneath the orange cursor line.

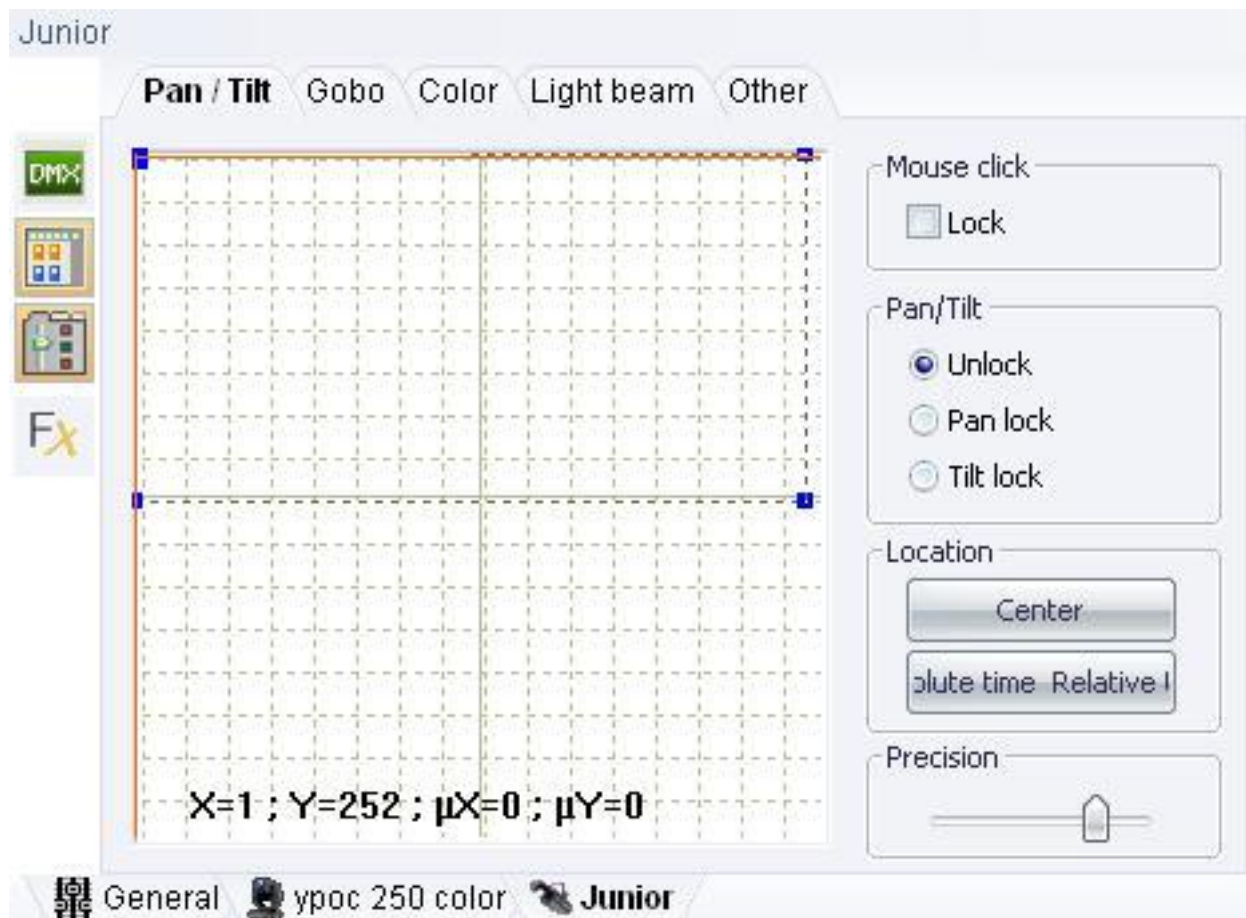


From the overhead view of the 3D visualizer, we can see what happens now (4 key). If you are in the Live tab and press the Scene 2 button, you will see the light beam from the fixtures in the 3D visualizer moving from left to right. Stop the scene by pressing the button again, and return to the Editor tab.





Now we have to create two more steps in Scene 2 for the Junior fixtures. Let's set the positions of the light beams to create a rectangle, as it is shown below in the Pan/Tilt control (with lights moving in a clockwise direction). Notice how when you drag the blue squares, the lines that connect them identify the movement between the steps, helping you visualize if you want to create a particular pattern.



Open the window Set time that is just above the steps. Change the Fade time to 2 seconds, click all steps (affect), and click the OK button. With this we have created a transition time of 2 seconds between the steps. Remember that the wait time will not begin counting until the Fade time is over. If you go now to the Live tab and press Scene 2, you will see how the lights move smoothly from one position to another, and then they all wait before they move to the next step. Make sure the movement goes clockwise around the rectangle. If this is not the case, stop the scene and go back to the Editor to make the adjustments to the positions. Once everything is done, save the show.

**Set time**

**Fade time**  
00m02s00

**Wait time**  
00m01s00

**Set time**

☒ All  
☐ Fade time  
☐ Wait time

**Affect**

☐ Selected step  
☒ All steps.

	FADE	WAIT
1	00:00:00	00:00:00
2	00:00:00	00:00:00
3	00:00:00	00:00:00
4	00:00:00	00:00:00

OK Cancel

Now we will do the movements smoothly and without wait time. Open again the Set time box, and change the wait time to 0 for all the steps. Go back to the live show and click on Scene 2. Now you will see the lights moving clockwise without stopping at any position. When you wish to stop the show, just click again the Scene 2 button and return to the Editor tab.

We will create the same scene for the ypoc 250 color fixtures. Let's try to do this without using 3D visualizer; you can either close the window or click the pin icon to remove the "Always on Top" option and send the 3D window behind every other document or program you have open.

Remember that you should create a new group or scene, set the color, open the shutter, open the dimmer, and set the positions in pan/tilt. Once you have your first step, simply add a second, third, and fourth ones, and only change the XY positions until you form the rectangle.

**Set time**

**Fade time**  
00m02s00

**Wait time**  
00m00s00

**Set time**

☒ All  
☐ Fade time  
☐ Wait time

**Affect**

☐ Selected step  
☒ All steps.

	FADE	WAIT
1	00:00:00	00:00:00
2	00:00:00	00:00:00
3	00:00:00	00:00:00
4	00:00:00	00:00:00

OK Cancel

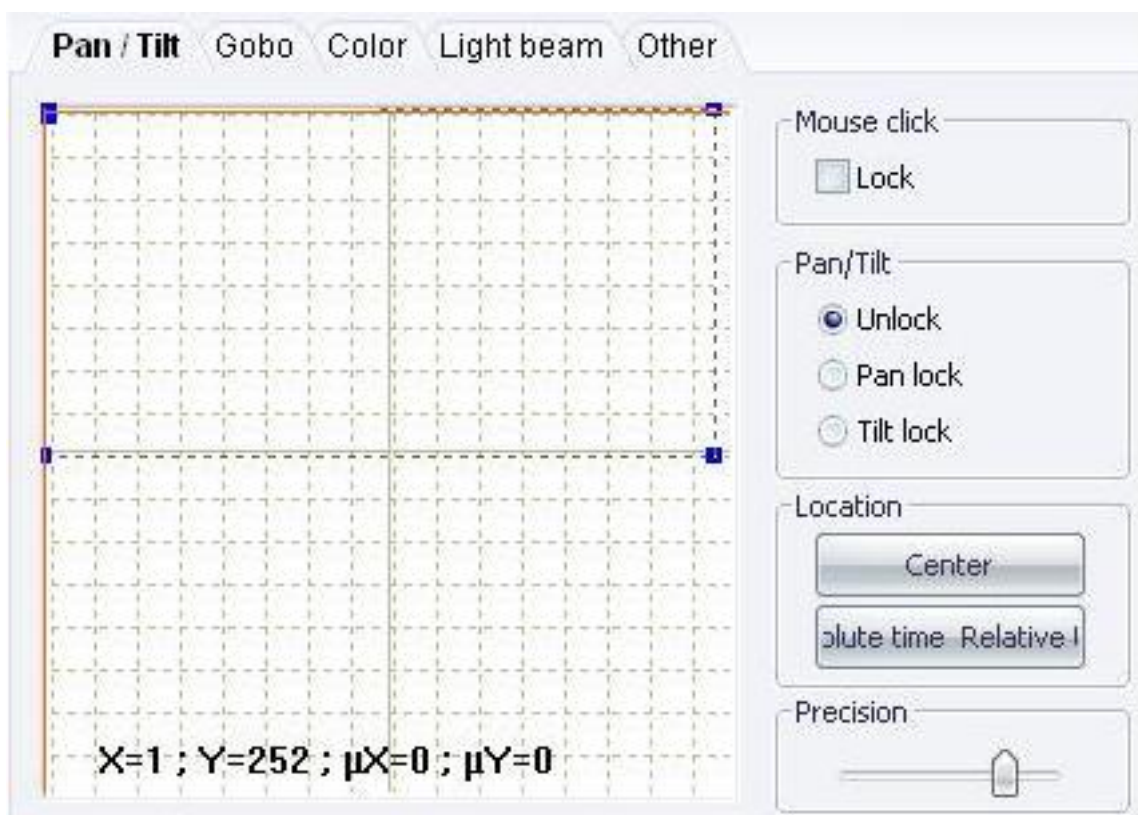
The following will probably be a surprise!

If you followed our example, you just created a new scene with 4 steps, each step with a different position, which outline a rectangle as shown below. Now open the 3D visualizer and click on the pin icon to keep the 3D window always on top. Go to the Live tab and press Scene 2. You will notice that the fixtures are moving. However, the light beam does not follow the rectangular pattern that we created. If this seems confusing, let us explain the reason: the Junior fixtures have an operating angle of  $230^\circ$  for Pan and  $110^\circ$  for Tilt. The ypoc 250 color, on the other hand, have an operating angle of  $540^\circ$  for Pan and  $270^\circ$  for Tilt.

In other words, when you move between the minimum and maximum Pan in an ypoc 250 color fixture, it goes beyond a  $360^\circ$  circle. So when you define your lights to form a square, rectangle or any other shape using the Pan/Tilt control, you need to be careful about this discrepancy.

Don't forget this when you add movement to your shows.

Congratulations! You have created your first scene with movement.

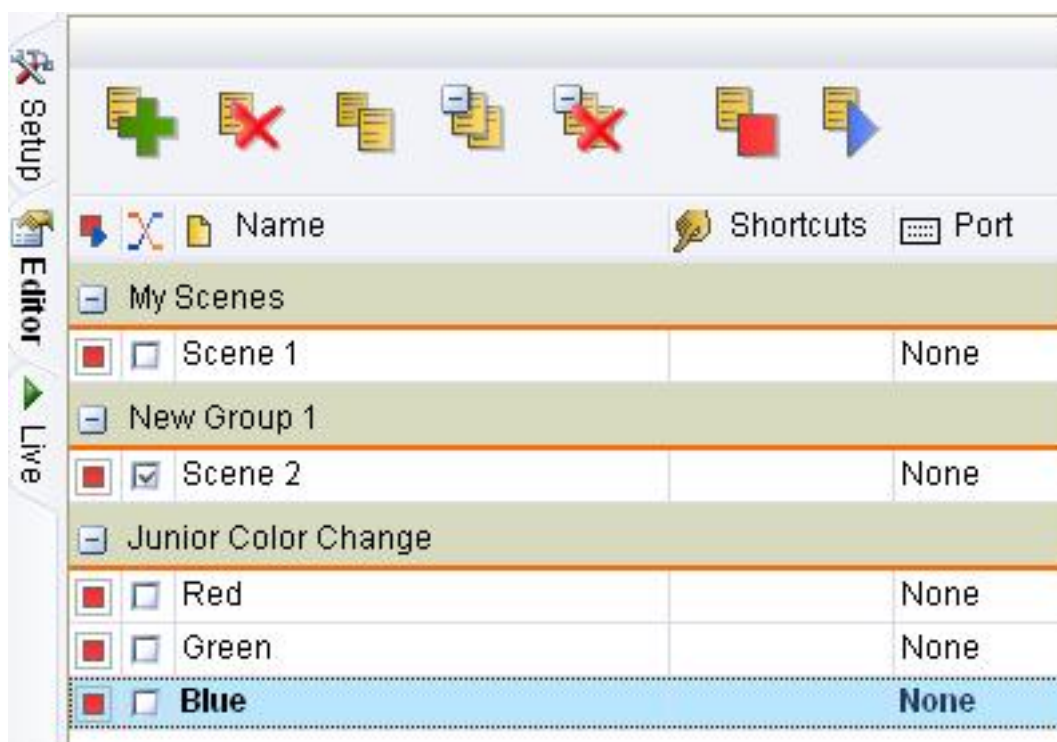




## IV Tutorial 3- Creating sequence from scenes

In the Editor tab, create a new group, and add two more new scenes to it. Double-click the name of the New group, which will allow you to rename it. We can change it, for example, to Junior Color Change. Now double-click over the names of each scene and rename them as well, one at the time. Let us change them to Red, Green, and Blue, respectively. Make sure that the Fade option (check box to the left of the names) is deactivated and unchecked.

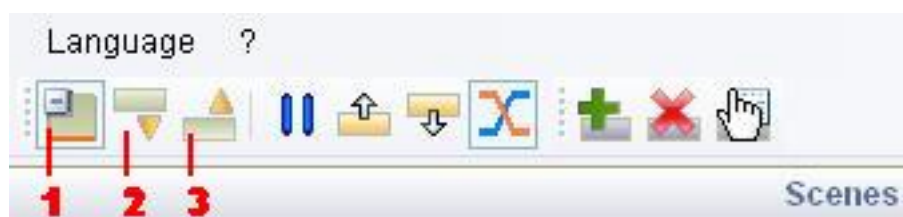
To set each step we will use the Junior fixtures. Select all fixtures, center them all using the Pan/Tilt controls, and set the color depending on the name of the scene, select a gobo, set the open shutter, and set the number of loops for each step to 1.



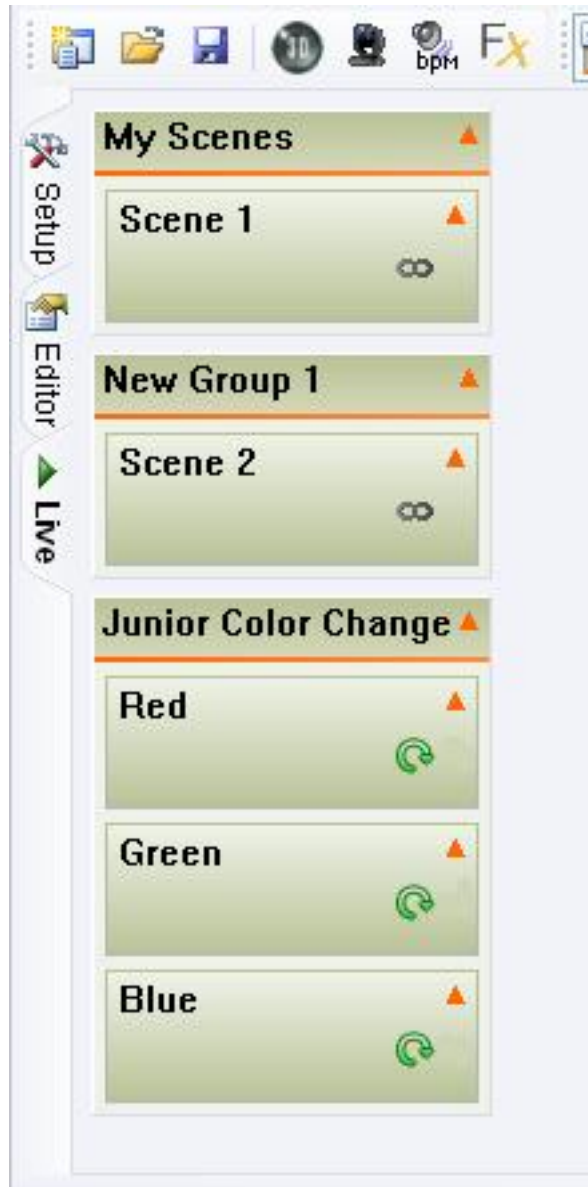
1. This button shows or hides the group names.
2. This button displays additional information from the scene. It will show the number of loops, whether it should loop indefinitely, or if the scene has a jump or sequence after its loops have been completed.
3. This button hides the additional information. The only information you will see are the names of the groups when these are activated (without the names of the scenes).

For the moment, it is enough to say that these buttons simply display the names of each group and other additional information.

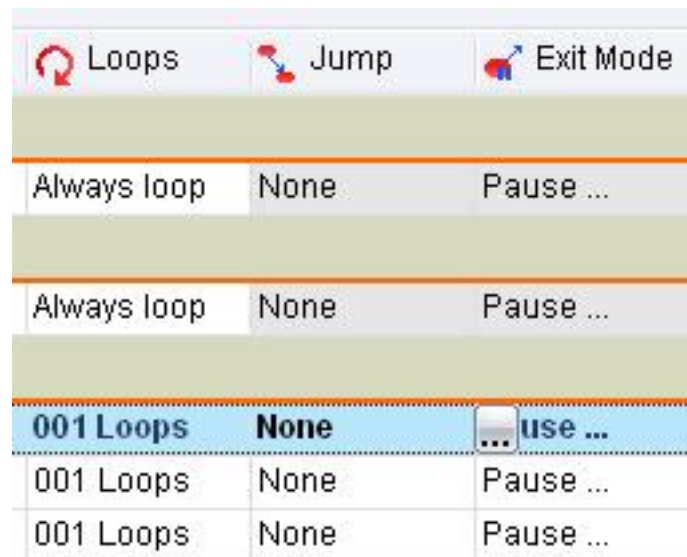
Try the different combinations of these buttons if you wish to find out exactly they do.



Your buttons in the Live show should look similar to these. Click over each of the scenes Red, Green, Blue, activating only one at the time (remember to deactivate it before you select the next scene). Watch in the 3D visualizer that the Junior fixtures are pointing down and the colors match those of the names of the scenes, which is exactly what we programmed them to do. If they do not, go back to the Editor tab and fix any problem. To continue with our tutorial, once everything works perfectly, leave any scene activated and go back to the Editor tab.



In the Editor screen, for the scene Red, double-click on the Jump column (the default value reads None). A box with three dots will open, click on it and a dialogue box will appear.



This option allows you to set which scene will follow up during playback, once the current scene is finished. The first box (Group) displays the options to select the group of the scene that you wish to jump into. The second one (Scene) displays the scenes of the chosen group. Other options that appear in this box are:

- None, after a scene is finished it will not change to another scene;
- Next Auto, the next scene in the list of (Group/Scene) will be activated;
- Previous Auto, the previous scene in the list of (Group/Scene) will be activated.

A lot of software users prefer to use specific names for the jumps instead of the Next/Previous Auto options. Using the scene names is a clearer way to specify what should be done and which scene will be activated. For our example, we need that the Red jumps to the Green, the Green jumps to the Blue, the Blue jumps back to the Red. You can set them now.



Let's go to the Live tab, you can see now that the three scenes inside the Junior Color Change group have the name of the scene, an orange arrow pointing upwards, a green circular arrow, and a gray arrow pointing to the right.

The orange arrow allows us to show or hide the extra information of this button.

The green arrow means that it has loops.

The gray arrow specifies that it has a jump, if it points to the right means that the jump is inside the



same group, if it points down means that the “jump” scene is in a different group.

Now with the 3D visualizer on the top, click on the Red scene. You should see the lights changing from red to green, from green to blue, from blue to red again. To stop this show just click the currently activated button (the one that is currently orange).

Congratulations! You've created your first show with sequence of scenes, quite simple but very instructive.

We hope that this Tutorial had been useful. We wish you have fun creating your own and original shows with the tools and functions that you learn here.

