



USER MANUAL

HOW TO USE SCENES

V.1.5.0

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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.

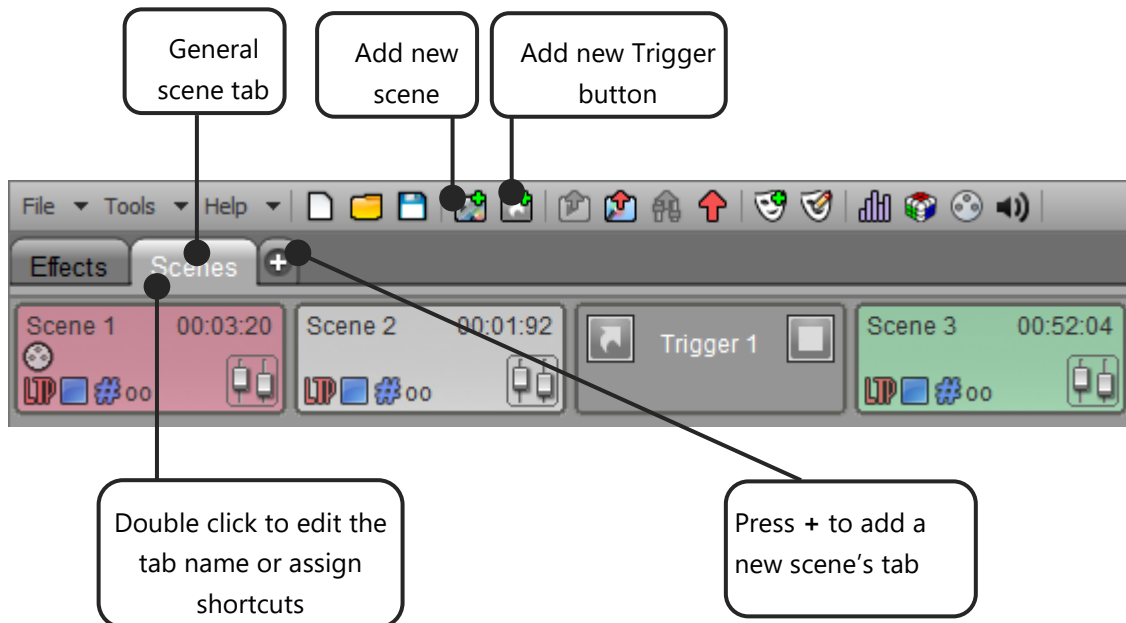
Scenes button are displayed on the left side of the software and can be called or started at any time. In this chapter you will learn how to create and use scenes, organize them within the tabs as well as in the timeline.

Only scenes buttons can be added and insert into the software's timeline (using drag and drop during pressing shift key from the scene tab to the timeline).

Scenes buttons are necessary to customize the use of your fixtures, so it is important to know how to use them well.

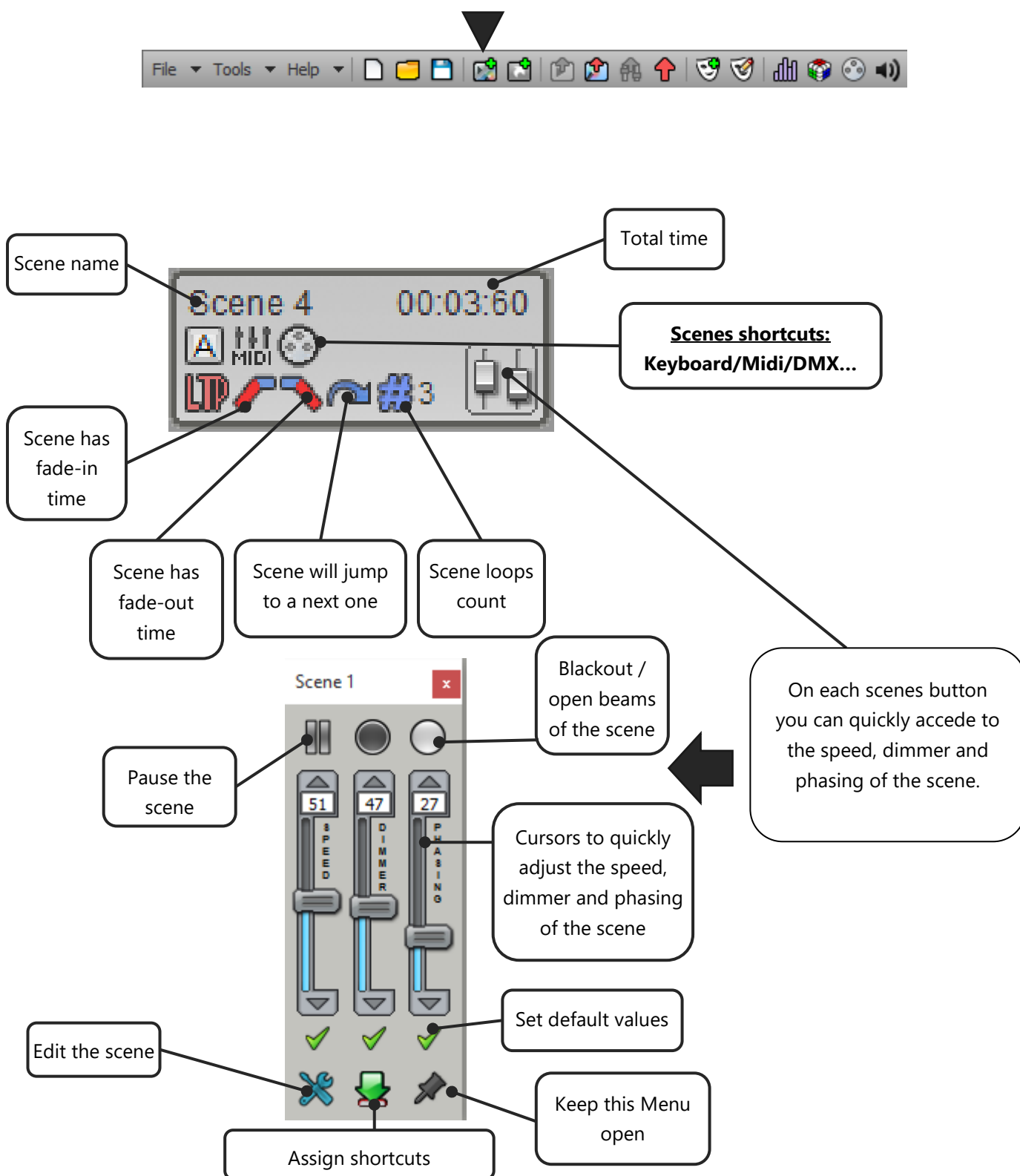
ORGANIZE SCENES IN TABS

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.

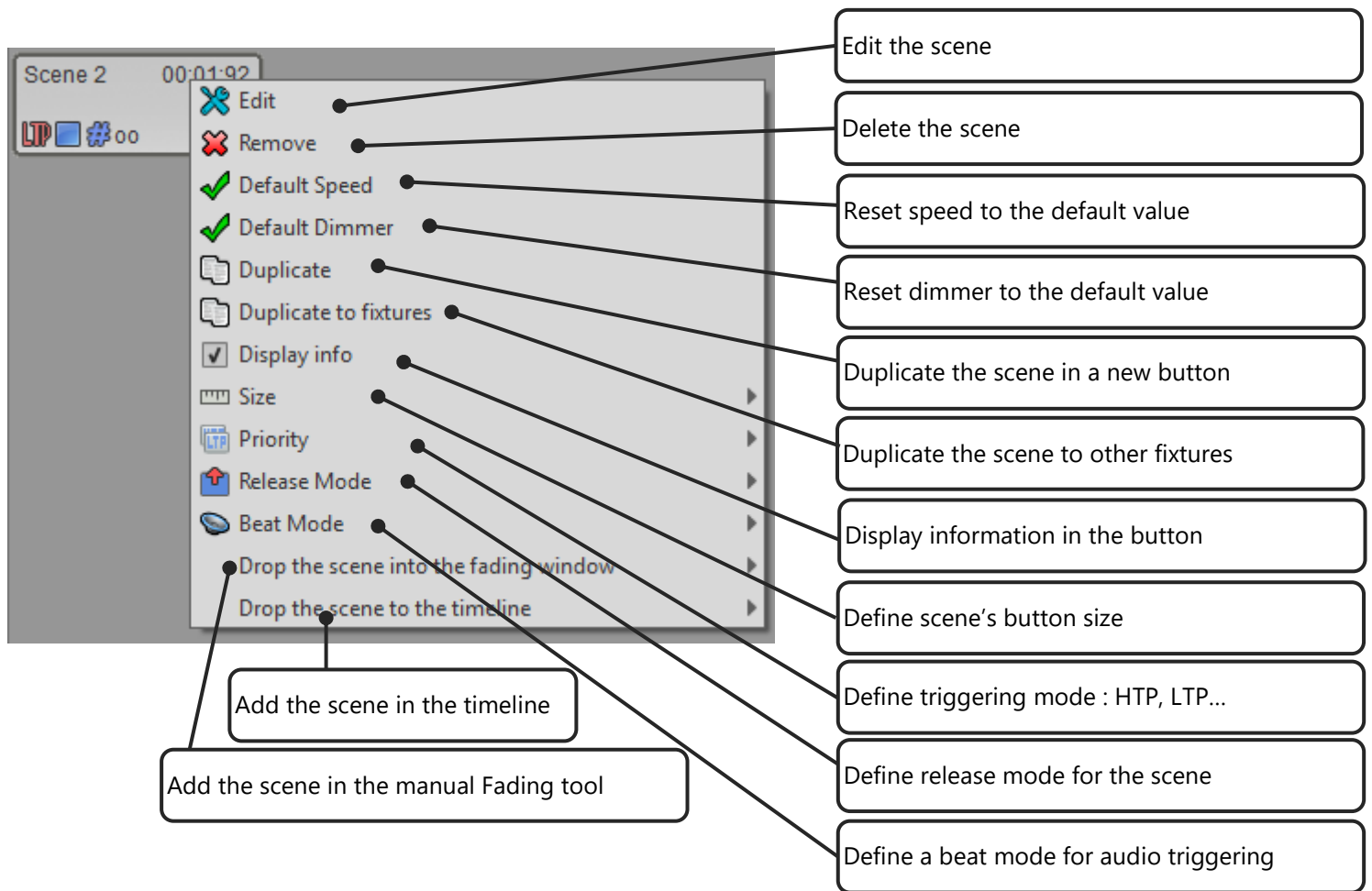


CREATING A SCENE BUTTON

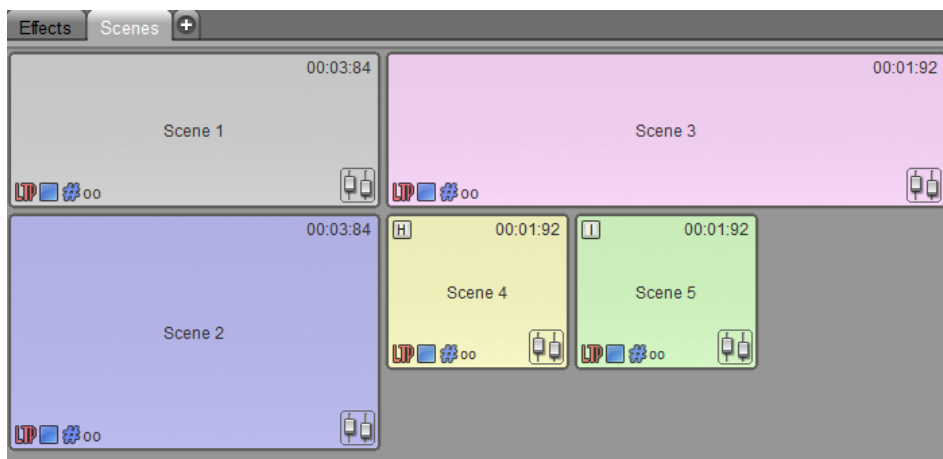
To create a new scene, use the "Add" button on the main toolbar. The scene will be added to the active tab. Be careful that the active tab is not the "Effects tab", otherwise an effect will be created instead of a scene.



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

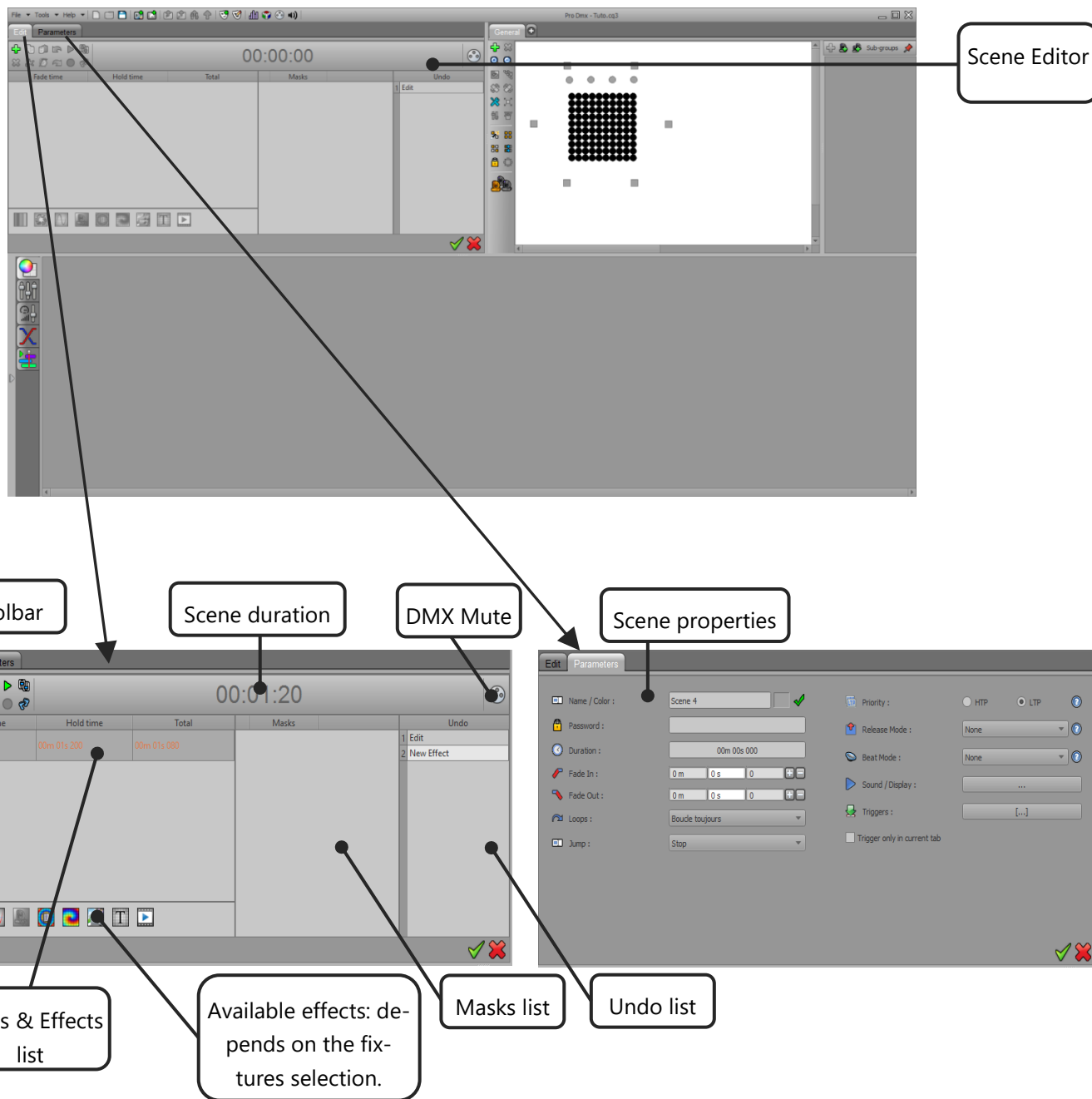


SCENE BUTTONS SIZES



EDITING A SCENE'S CONTENT

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

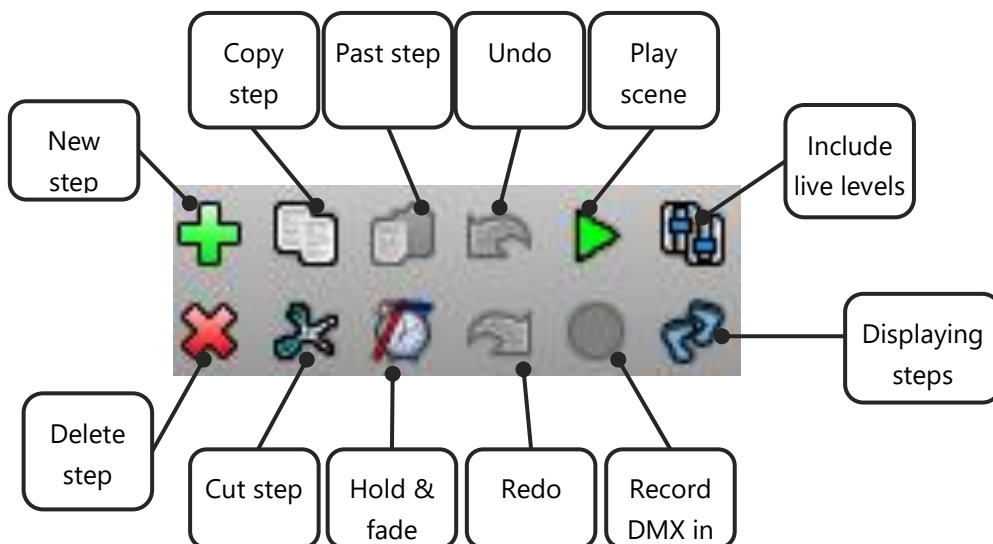


Scene duration:

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 :

Choose to jump at the end of scene. Following the completion of the number of loop the scene can directly stop (Stop), go to next scene or to a defined scene

Choose a release mode of the scene

Choose triggers and shortcuts to start the scene

Scene properties dialog box callouts:

- Name / Color : Scene 1 (with color swatch and checkmark)
- Mot de passe
- Show scene duration (00m 03s 080)
- Set fade in and out times (0 m 0 s 0)
- Set number of loops (Always loop)
- Jump : Stop
- Priority : HTP / LTP
- Release Mode : None
- Beat Mode : None
- Sound / Display : ...
- Triggers : [C2-(0-255)]
- Choose a background for the button and some audio file to play
- Choose a mask to use. See the mask section below

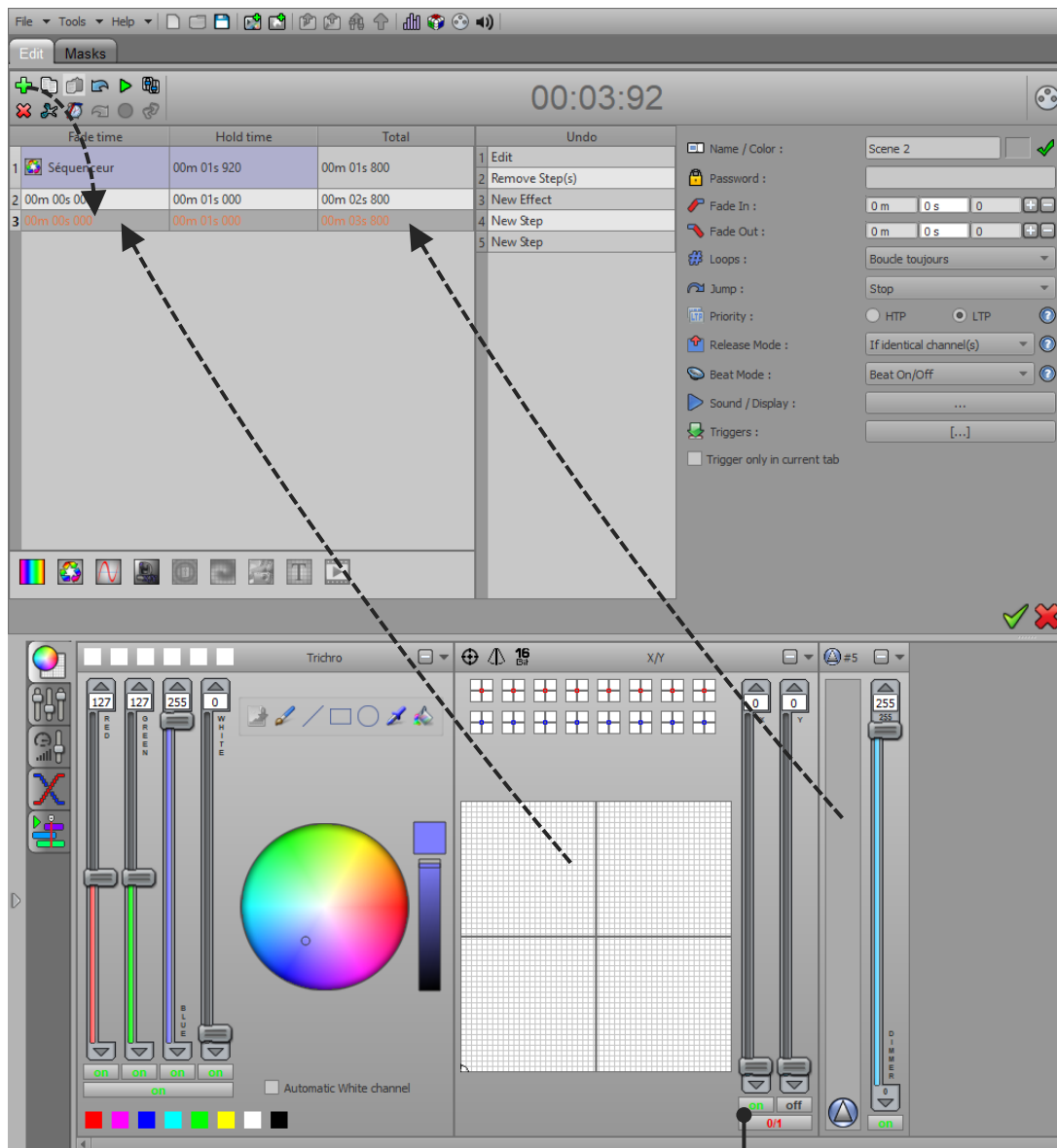
Choose to jump at the end of scene. Following the completion of the number of loop the scene can directly stop (Stop), go to next scene or to a defined scene

Choose a release mode of the scene

Choose triggers and shortcuts to start the scene

Scene properties

ADD AND CREATE STEPS IN A SCENE



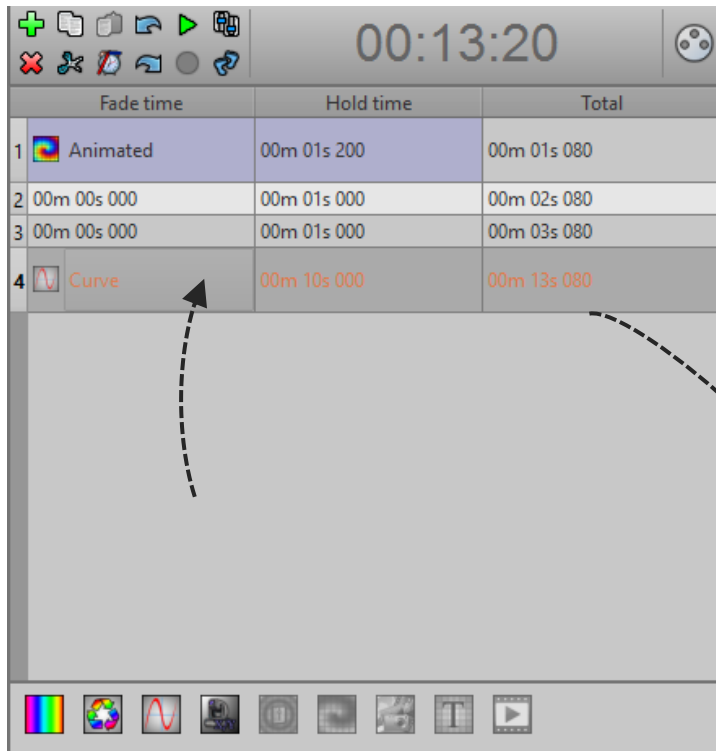
1: Click on the "+" button to add a step after the current step of the scene.

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

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

Used channels are turned ON. Click the ON button to remove the channel from the current step

ADD AND CREATE EFFECTS IN A SCENE

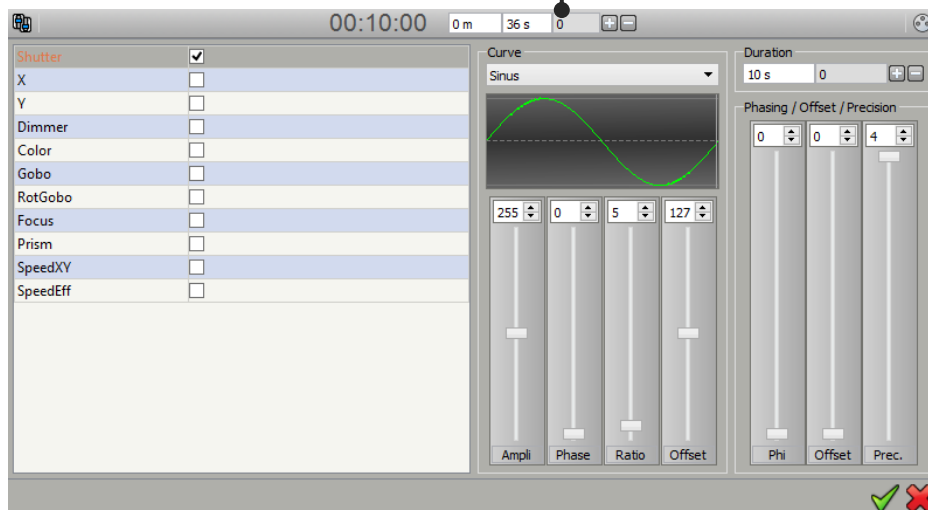


	Fade time	Hold time	Total
1	Animated	00m 01s 200	00m 01s 080
2	00m 00s 000	00m 01s 000	00m 02s 080
3	00m 00s 000	00m 01s 000	00m 03s 080
4	Curve	00m 10s 000	00m 13s 080

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.

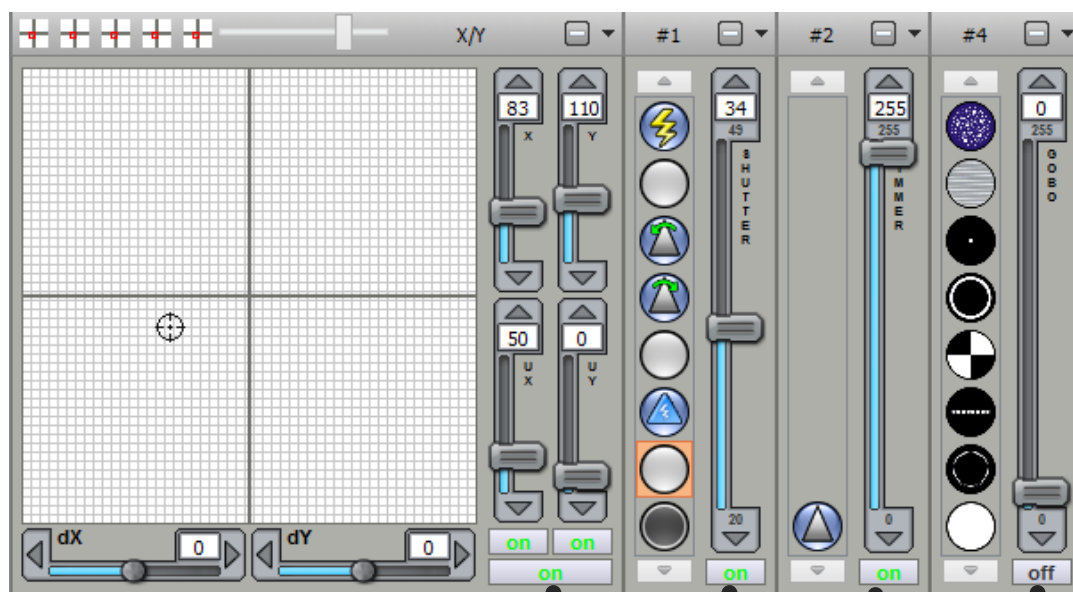
Double click to edit the effect

Repeating time



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.



Used channel are turned ON.
Means they are activated for
the whole scene (not only in
current step)

Useless chan-
nels must be
turned OFF

ENABLE OR MUTE THE DMX OUTPUT

It is possible to edit a scene at 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:

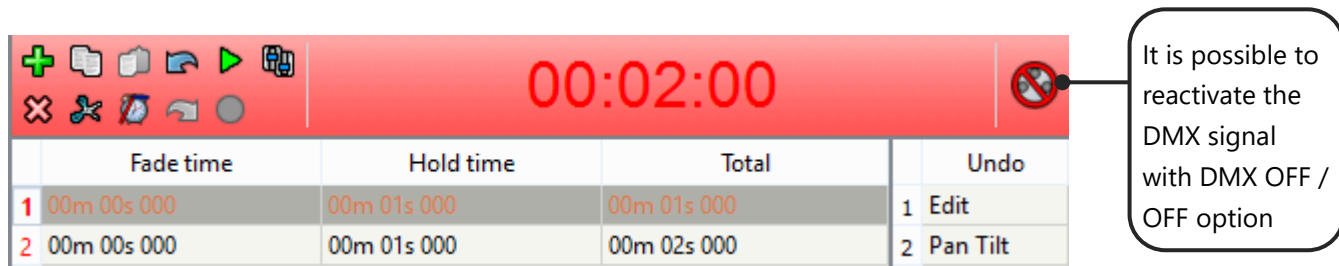
The scene's DMX output comes activated when:

- 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:



The screenshot shows a software interface for editing scenes. At the top, there is a red bar with a large digital clock display showing '00:02:00'. To the left of the clock are several icons for scene management. To the right of the clock is a red circle with a diagonal line through it, indicating a muted or disabled state. Below the red bar is a table with four columns: 'Fade time', 'Hold time', 'Total', and 'Undo'. The table contains two rows of data. A callout box points to the red circle icon with the text: 'It is possible to reactivate the DMX signal with DMX OFF / OFF option'.

	Fade time	Hold time	Total	Undo
1	00m 00s 000	00m 01s 000	00m 01s 000	1 Edit
2	00m 00s 000	00m 01s 000	00m 02s 000	2 Pan Tilt



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

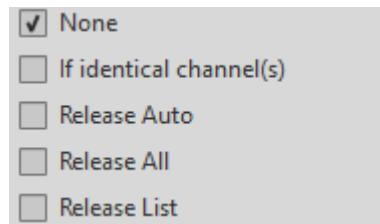
Example: current scene A is using the shutter channel strobe mode. If you create a new scene B, changing the shutter channel will overwrite what current scene A is doing.

PRIORITY

- **Last action (LTP)** : The last scene triggered have priority on all active DMX channels (channels set to ON when creating DMX steps and choosing the presets).
- **Highest value (HTP)** : From the current scene and the other played scenes, the active channels of the current scene with the highest DMX level have priority.

RELEASE SCENE OPTIONS

There are different triggering modes:



- ☒ None
- ☐ If identical channel(s)
- ☐ Release Auto
- ☐ Release All
- ☐ Release List

If identical channels: 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).

SCENES TRIGGERING

It is possible to assign to a scene one or several types of triggers to activate it easily and quickly.

Right click on the Scene button to edit trigger options. There are several ways to trigger and play the scene. Whatever the type triggers, the principle is identical. Simply touch the desired trigger (keyboard, midi console, Potentiometer, DMX console ...) to automatically assign the trigger to the scene or change the values manually from the fields.

if checked, the trigger start the scene at the first trigger action and stop the scene at second action.

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.

The screenshot shows the 'Triggers' dialog box with the following components and callouts:

- Assign keyboard shortcut:** A callout pointing to the 'Select shortcut' dropdown menu, which is currently empty. A green arrow icon is visible above the dropdown.
- Assign an interface trigger:** A callout pointing to the 'SA Triggers' section, which includes a 'Buttons' dropdown, a 'Remote' dropdown, and 'External Contacts'.
- Validate to start the scene at the first triggering and stop at the second:** A callout pointing to the 'On / Off' checkbox, which is currently checked.
- Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself:** A callout pointing to the 'Auto release' checkbox, which is currently unchecked.
- Close automatically the windows when a trigger is received, it's not necessary to validate your choice:** A callout pointing to the 'Close automatically the window when a trigger is received' checkbox, which is currently unchecked.

At the bottom right of the dialog box, there are green and red checkmark icons.



Assign a Midi trigger

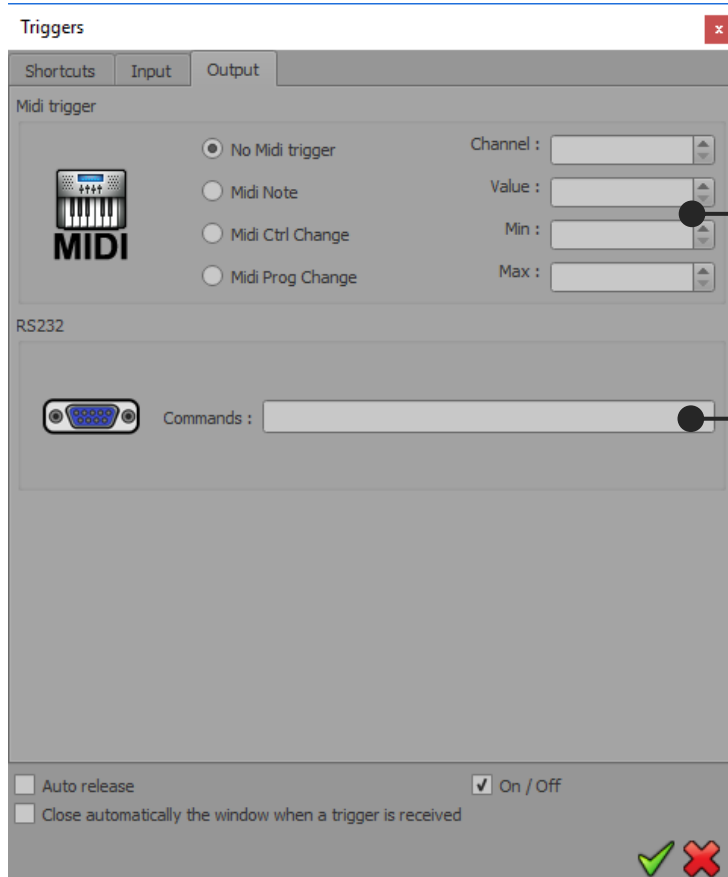
Any midi controller desk can be connected to the computer

Assign a RS 232 trigger

Use the RS 232 pins of the interface to receive the dedicated ASCII commands lines that you need for the trigger

Assign a DMX-IN trigger

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



Send a Midi signal

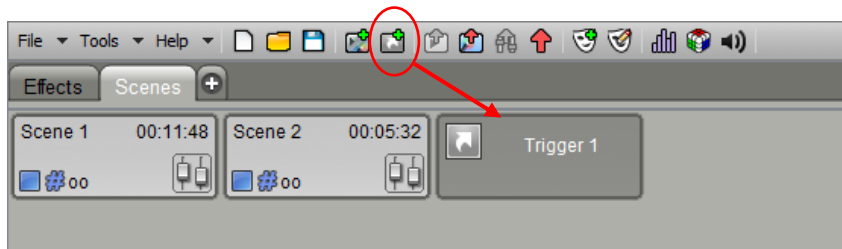
Send a midi signal when the scene is started

Send a RS232 command

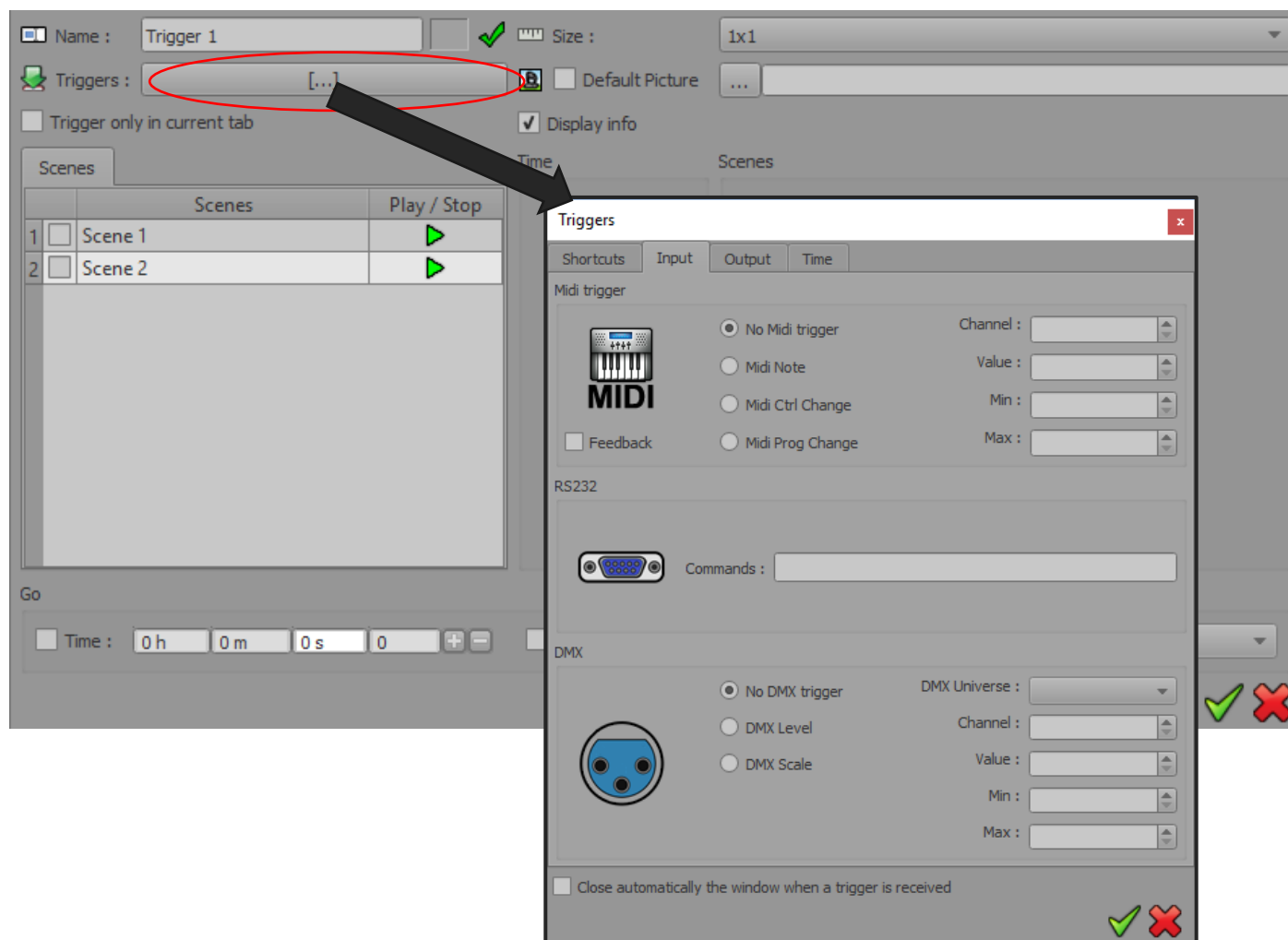
Send the RS232 command when the scene is started.

TRIGGER SHORTCUT

This button will optimize your efficiency in live performance by creating a trigger button to call immediately one or several scenes together, play a specific point of the timeline or trigger scene with the PC clock and calendar.



Right click one the Trigger button to edit and setup trigger options. You will be able to select scenes and add different triggers actions like time and calendar information or trigger values. Only specific USB interfaces allow calendar triggering options.



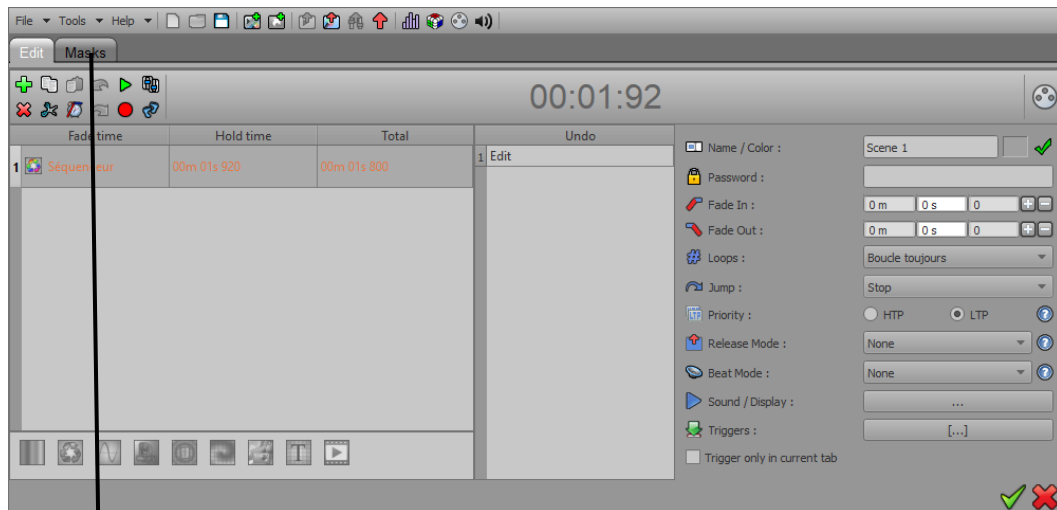
USING DMX MASKS

Once they have been created with the mask editor, masks are usable in the scene editor.

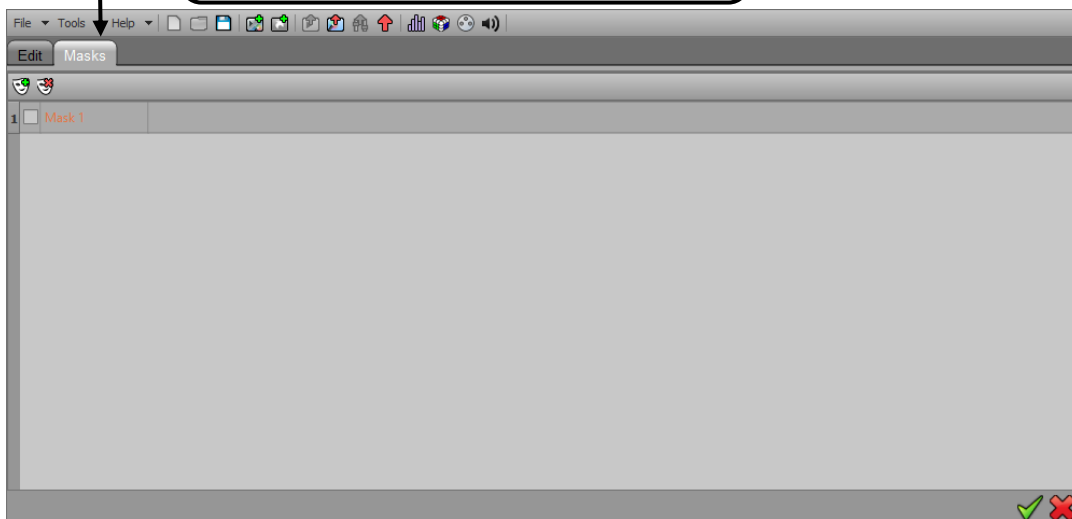
Masks are global and can be use in each scene.

A mask contain DMX levels, it's similar to a single steps who will play overall the steps of the scenes.

When you modify a Mask, then all the scene using the Mask will take the new values directly in few click actions.



To configure the Masks click on "Masks" tab in the scene editor windows



Add new mask

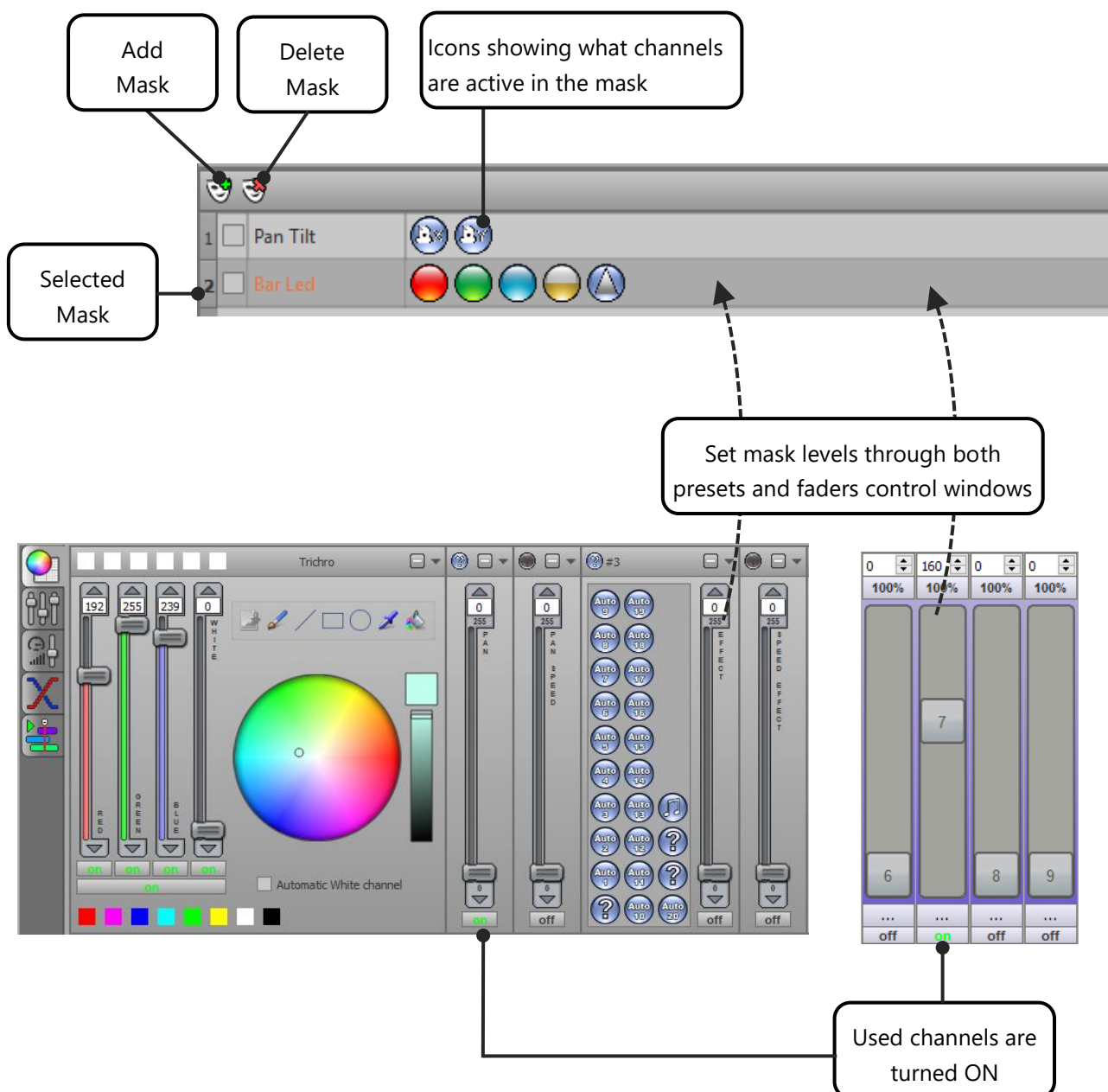
Delete mask

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.

Delete mask: This command delete the selected mask.

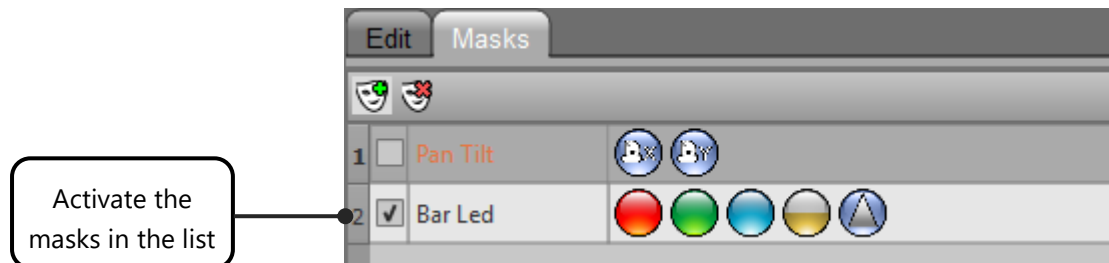
PROGRAMING DMX CHANNELS IN A MASK

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.