



# USER MANUAL

## HOW TO USE LIVE CONTROLS AND EFFECTS

V1.5.0

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## INTRODUCTION

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

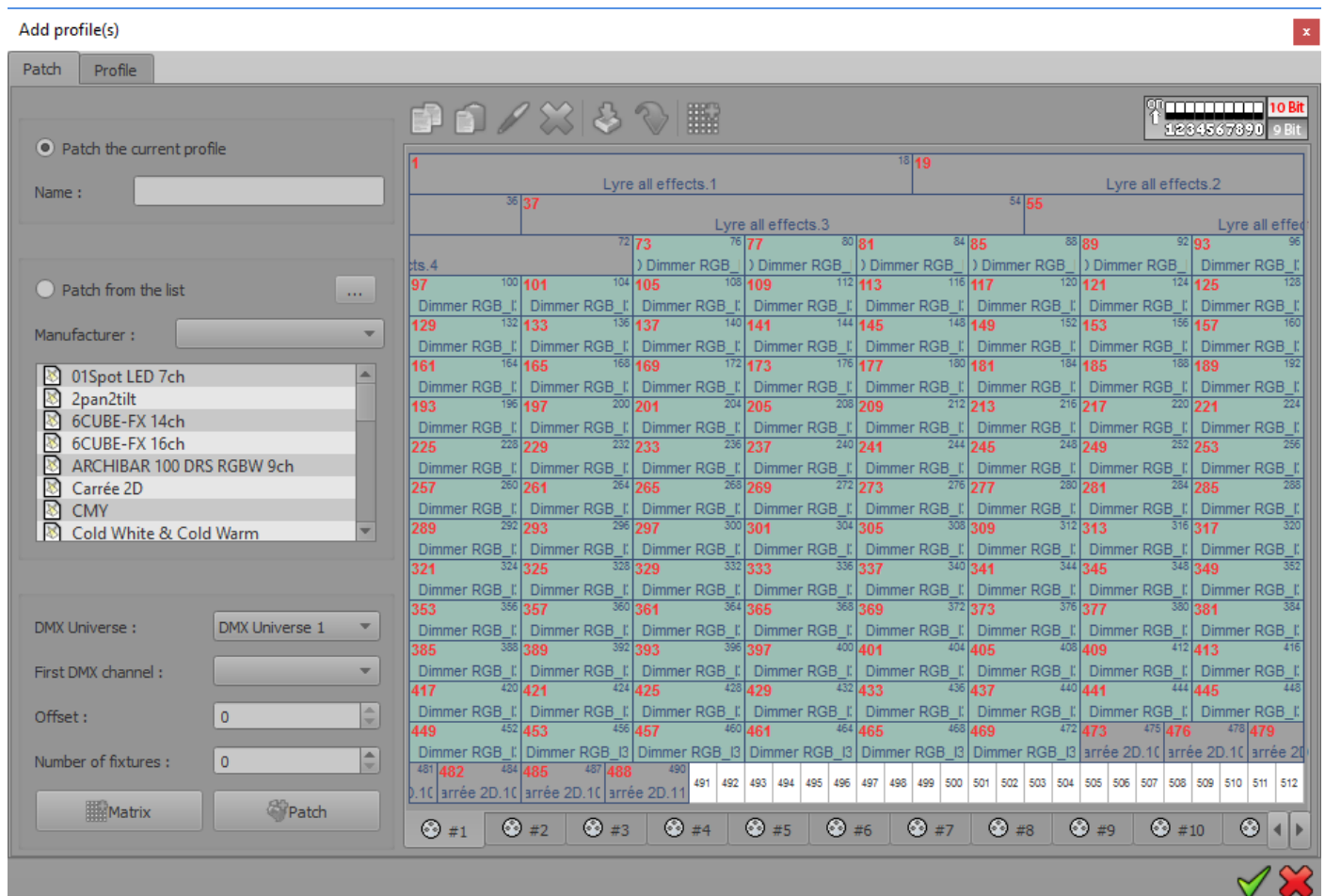
Once the DMX Patch is confirmed, all the corresponding controls and effects buttons will automatically appear.

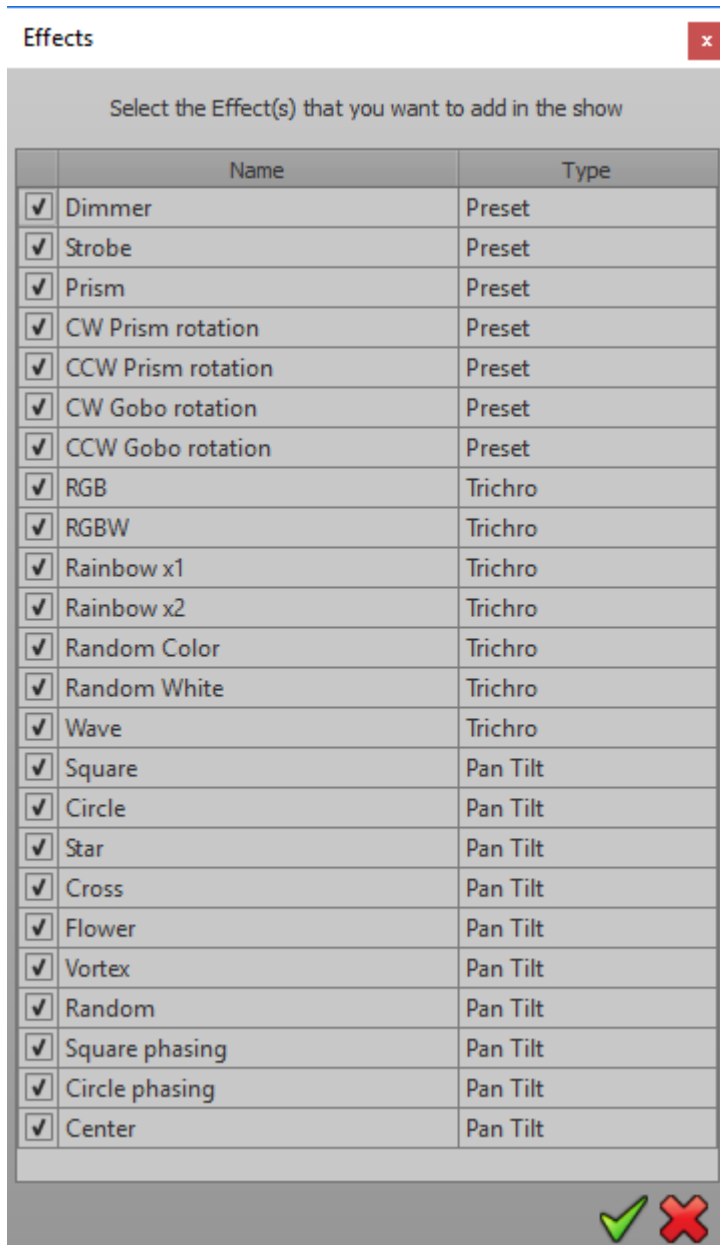
Control functions and control efficiency depend on the quality of the profiles used in the DMX patch. With accurate profiles and channel descriptions, the software will create additional control possibilities and accurate commands to help with lighting programming.

## 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.



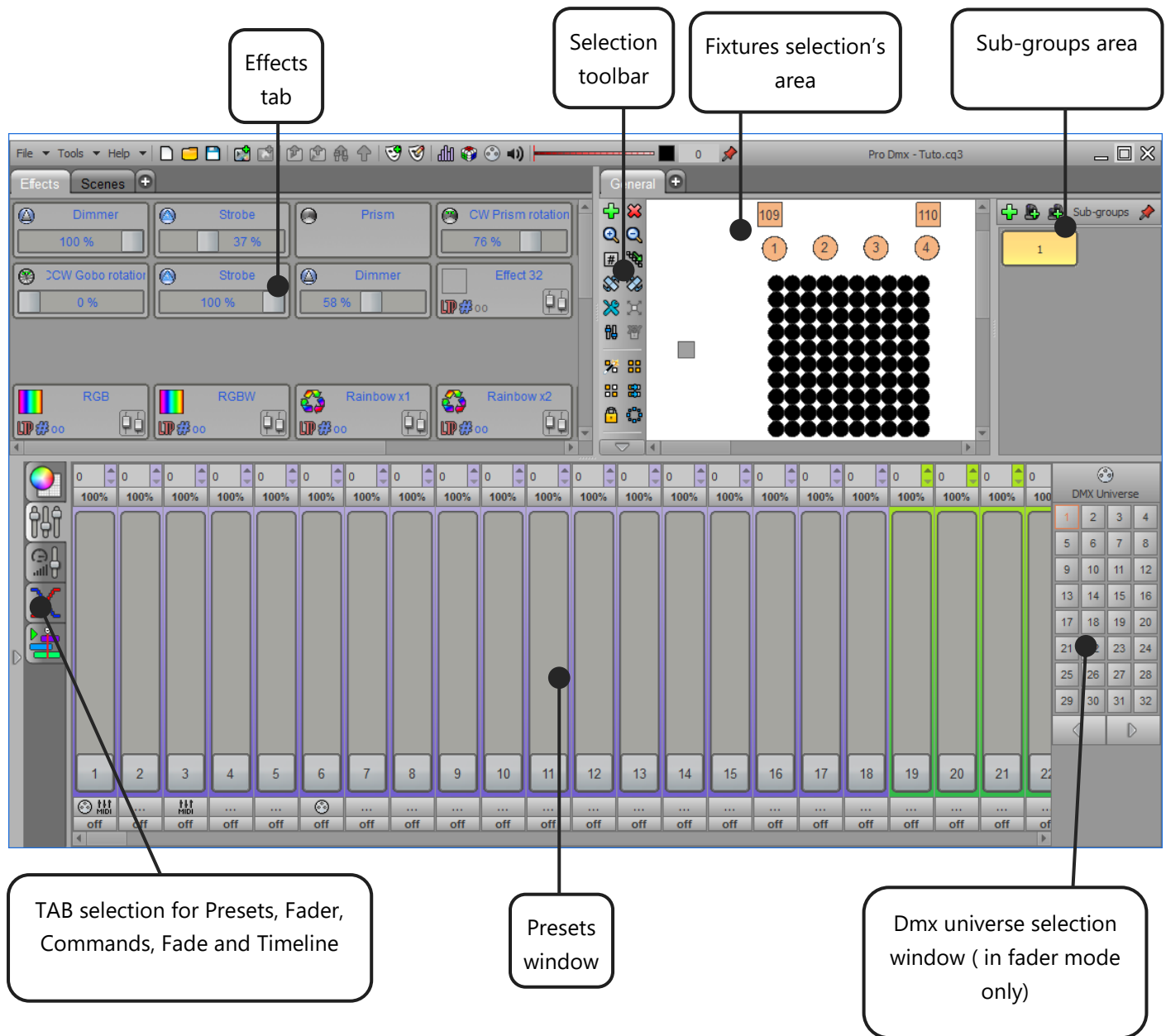


Just choose and confirm the list of the effect that you want to create and the effect button will appear automatically in the main window of the software. The type and number of effect depend on the channels types and features declared in the profiles.

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.

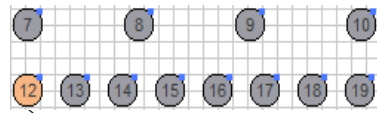
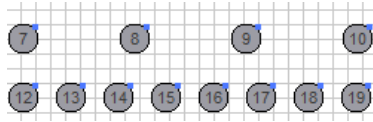
**Effect selection window**

## SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

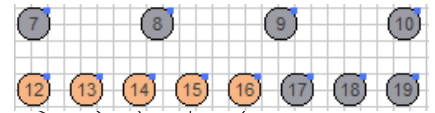


## FIXTURES SELECTION

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

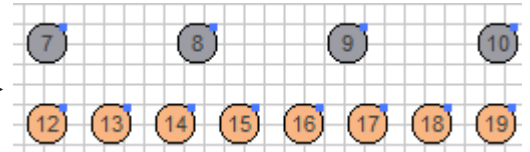
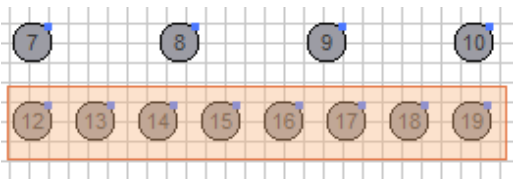


Click on a fixture item to select it



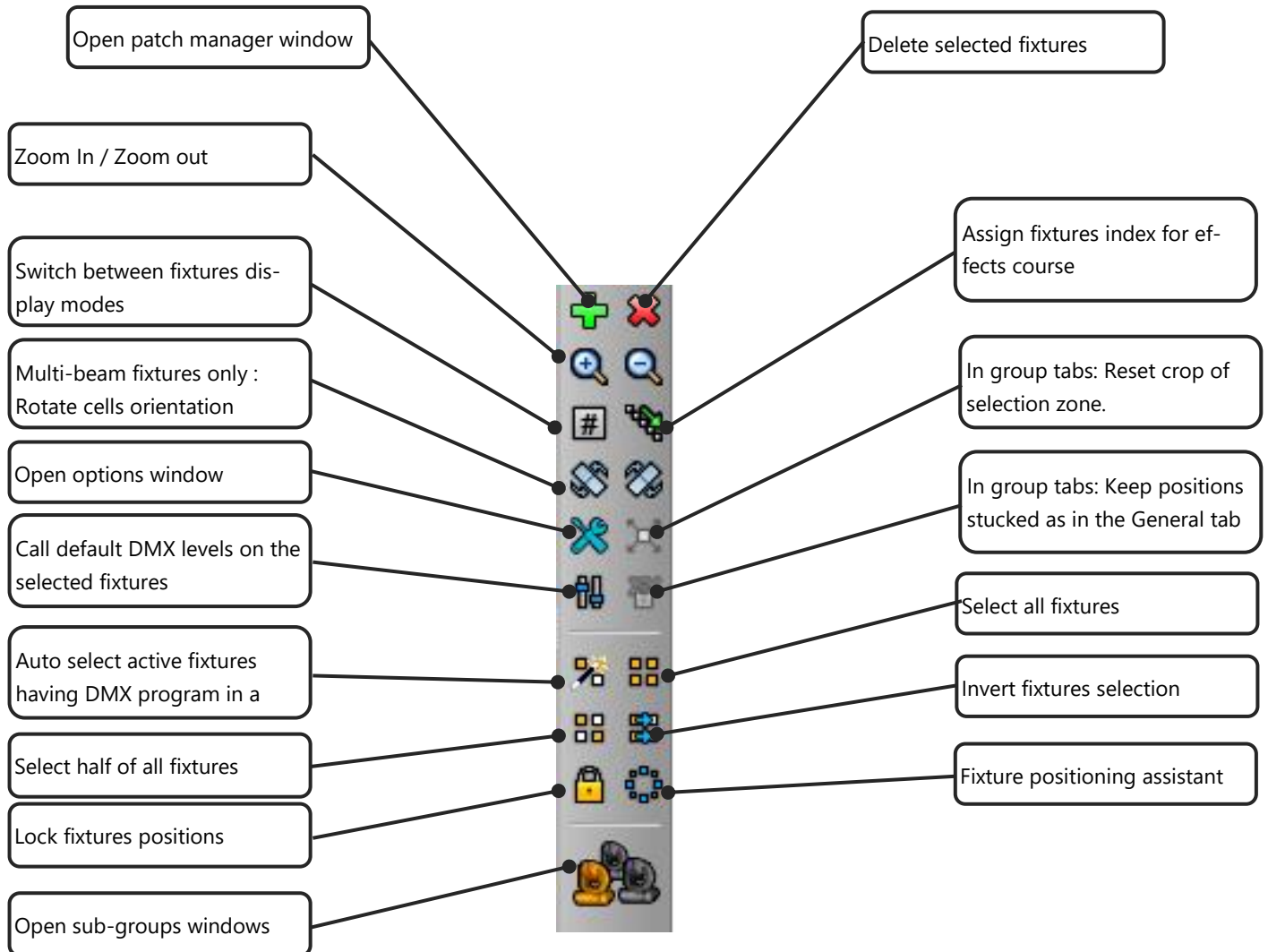
Hold CTRL+Click for multiple select

You can also select them by drawing a selection zone

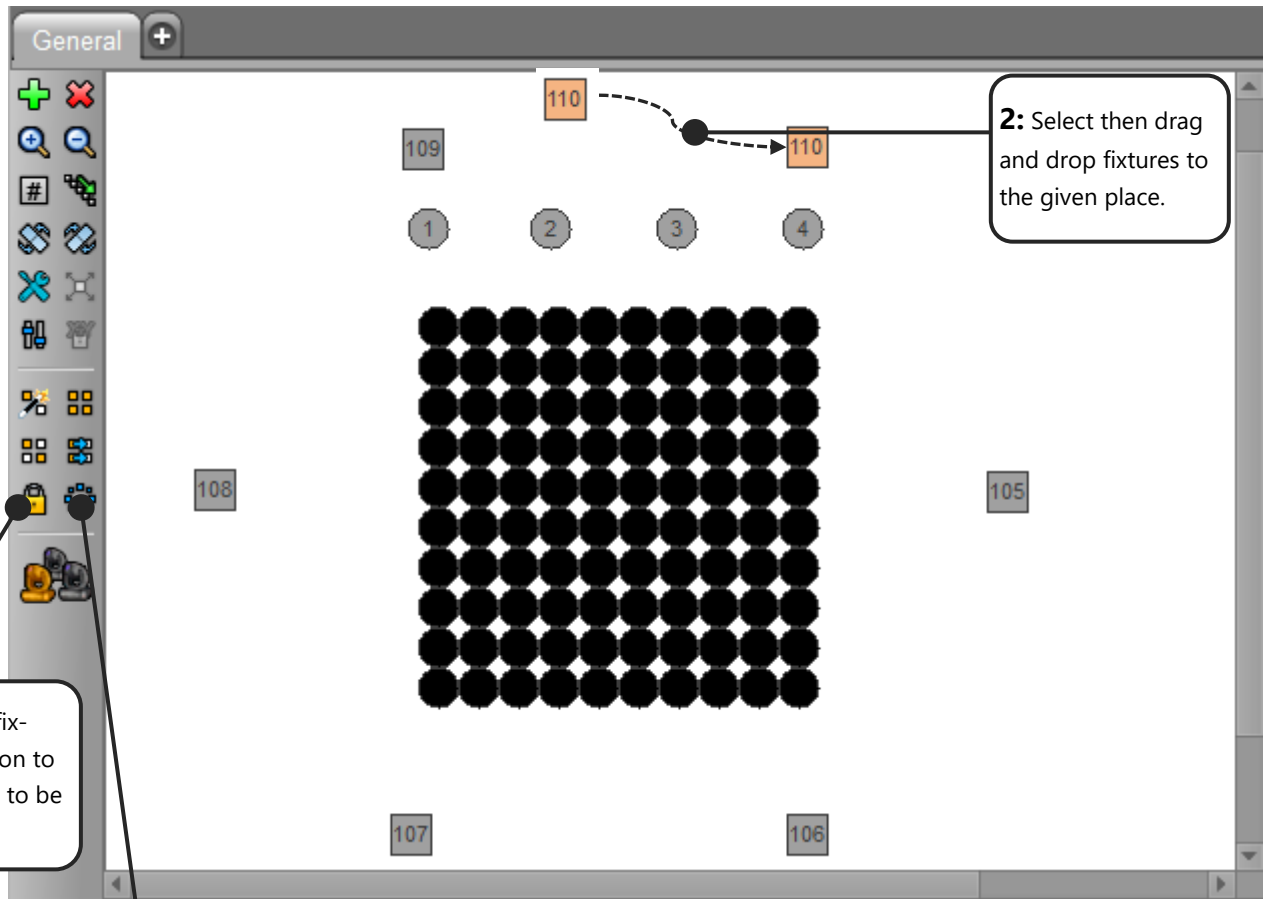


Click on anywhere in the 2D view, hold down the left mouse button, then draw your selection zone. Release the mouse, all the fixtures under that zone will be selected.

## SELECTION TOOLBAR

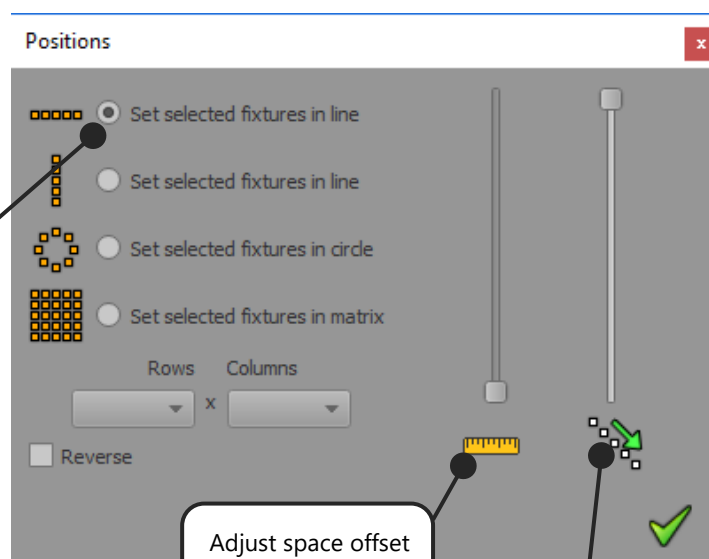


## ARRANGE FIXTURES IN THE SELECTION AREA



**3:** If needed use the auto-positioning assistant who set automatic lines, circles or matrix positions.

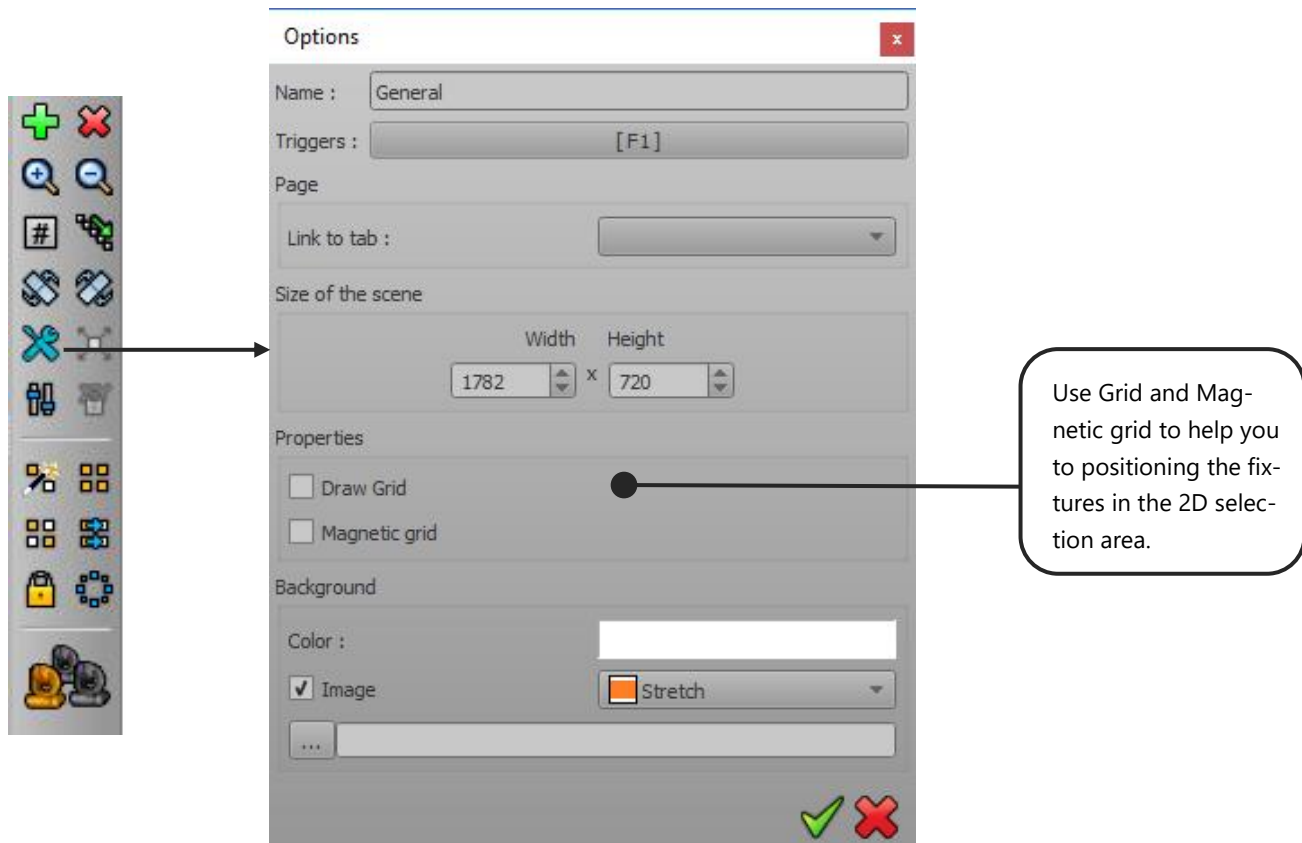
Select a shape



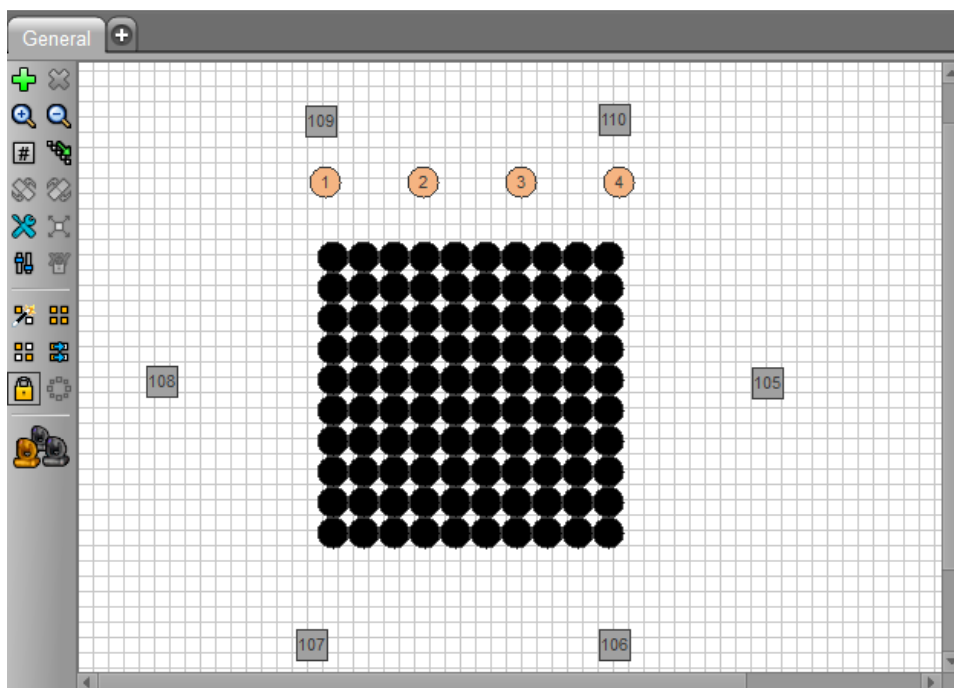


## FIXTURES POSITIONING OPTIONS

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



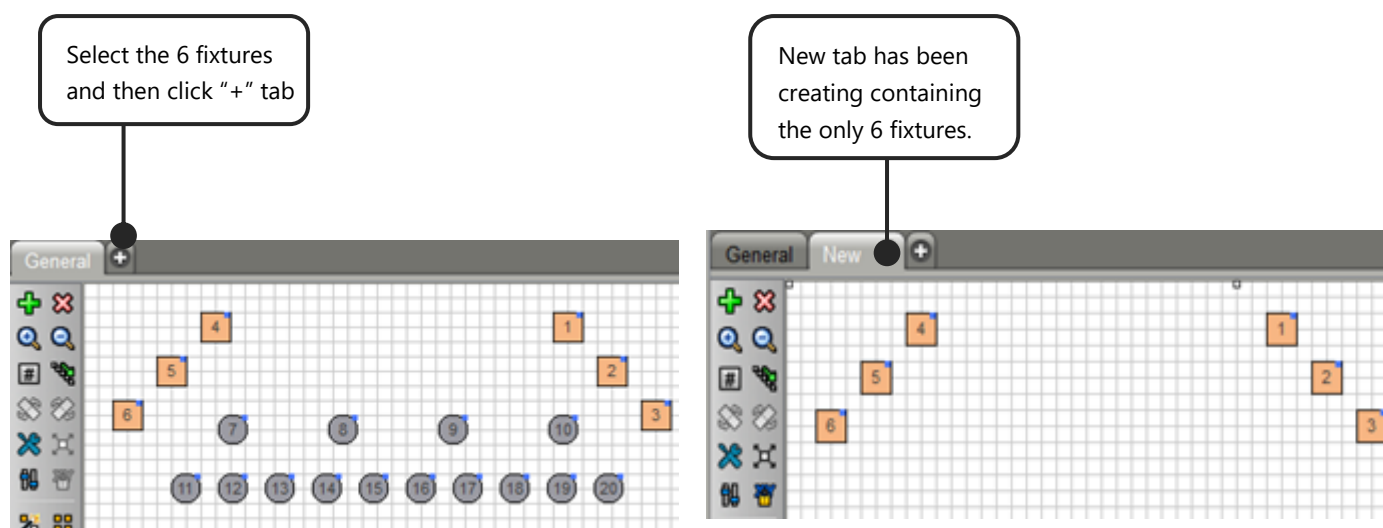
### Final positioning result:



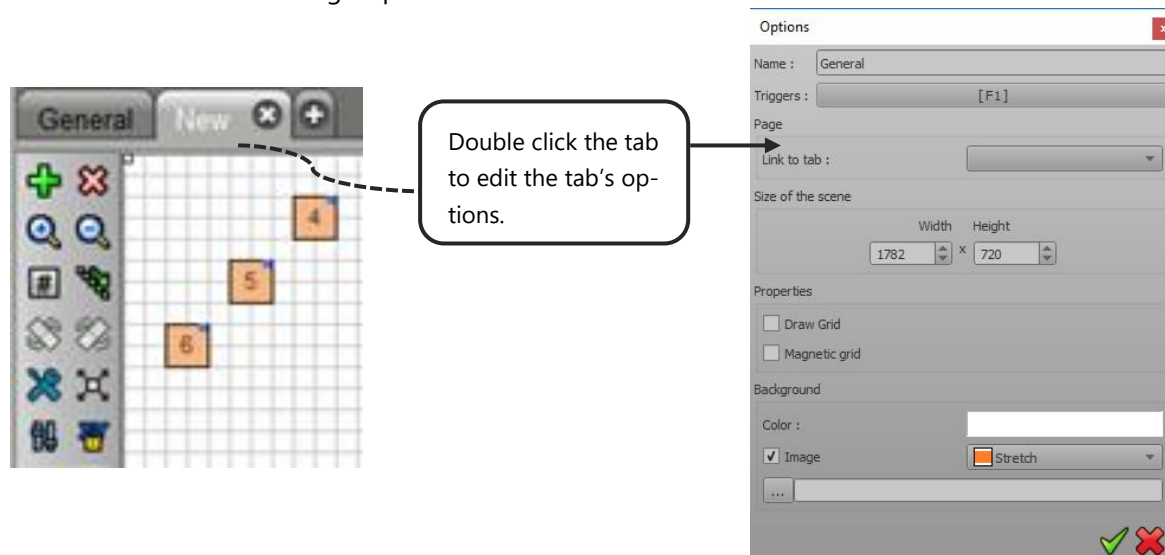
## CREATING FIXTURES GROUPS

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 included in the new group tab.

In the following example, let's create a fixture group for 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.

**Options**

Name : General

Triggers : [F1]

Page

Link to tab :

Size of the scene

Width : 1782 x Height : 720

Properties

☐ Draw Grid

☐ Magnetic grid

Background

Color :

☒ Image ☐ Stretch

Link a scene's tab to a fixture group. Calling the group the linked scene tab will be displayed too for an immediate scenes access

Edit the group name

Assign group triggers

Draw background color or picture on the selection area

**Triggers**

Shortcut

Select shortcut :

Keyboard shortcut

MIDI trigger, MIDI notes or controls

RS232 command and trigger from an external RS232

DMX-IN trigger from an external DMX console signal

DMX interface's buttons, IR remote or external closure contacts

Midi trigger

☒ No Midi trigger Channel : Value : Min : Max :

☐ Midi Note

☐ Midi Ctrl Change

☐ Midi Prog Change

RS232

Commands :

DMX

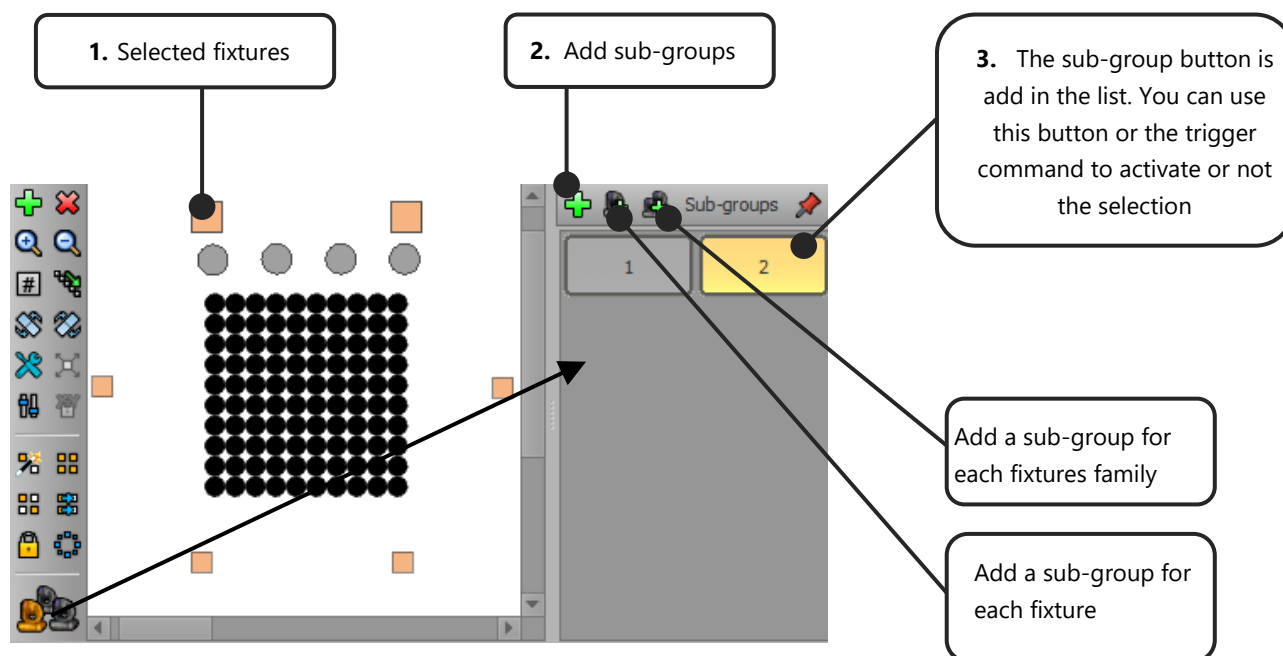
☒ No DMX trigger DMX Universe : Channel : Value : Min : Max :

☐ DMX Level

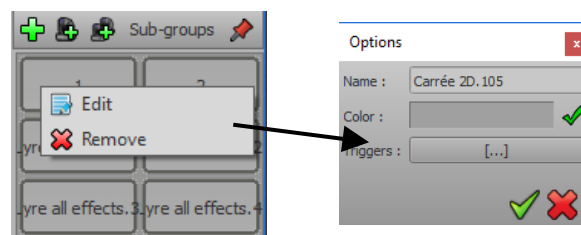
☐ DMX Scale

## CREATE FIXTURES' SUB-GROUPS

The Sub-Groups allow to store different sub-groups selection that can be called up at any time by using the keys of your keyboard, the mouse or manually from another external device via other triggers.



It is possible to rename, choose a color and assign a triggers to each sub-group by right clicking on it.



## 2D DISPLAYING MODE

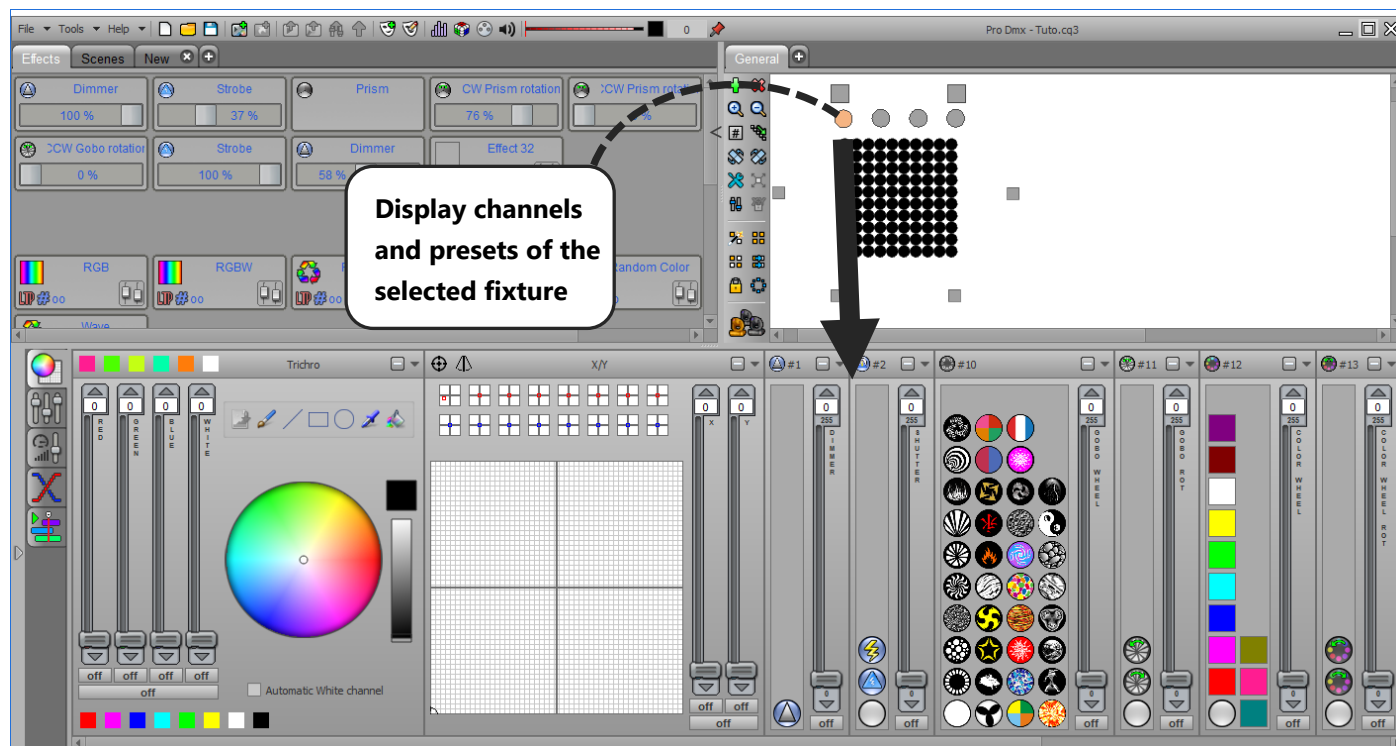


## FIXTURES SELECTION AND PRESETS CONTROLS

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.

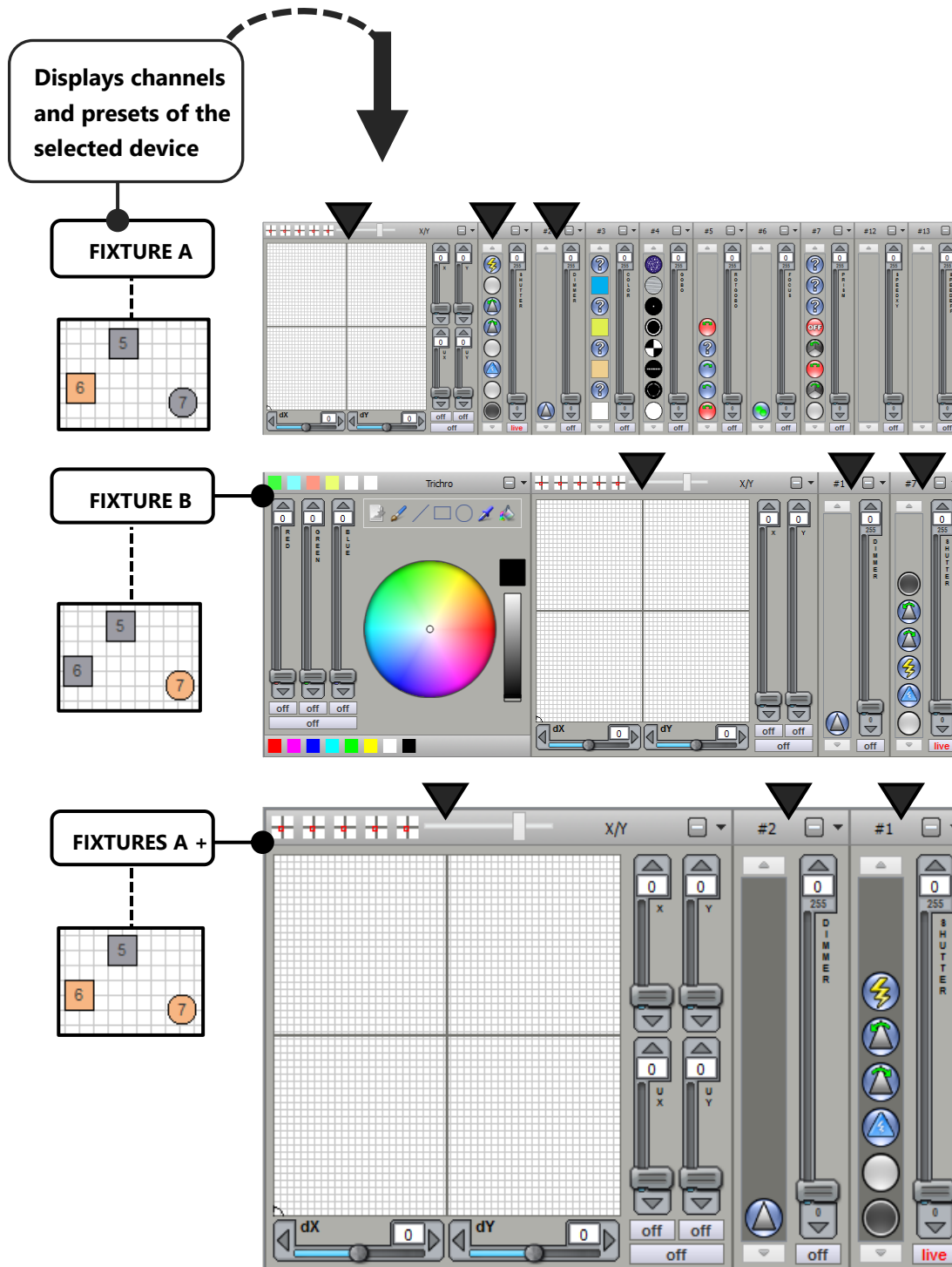
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

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



## COMMON CHANNELS DISPLAY

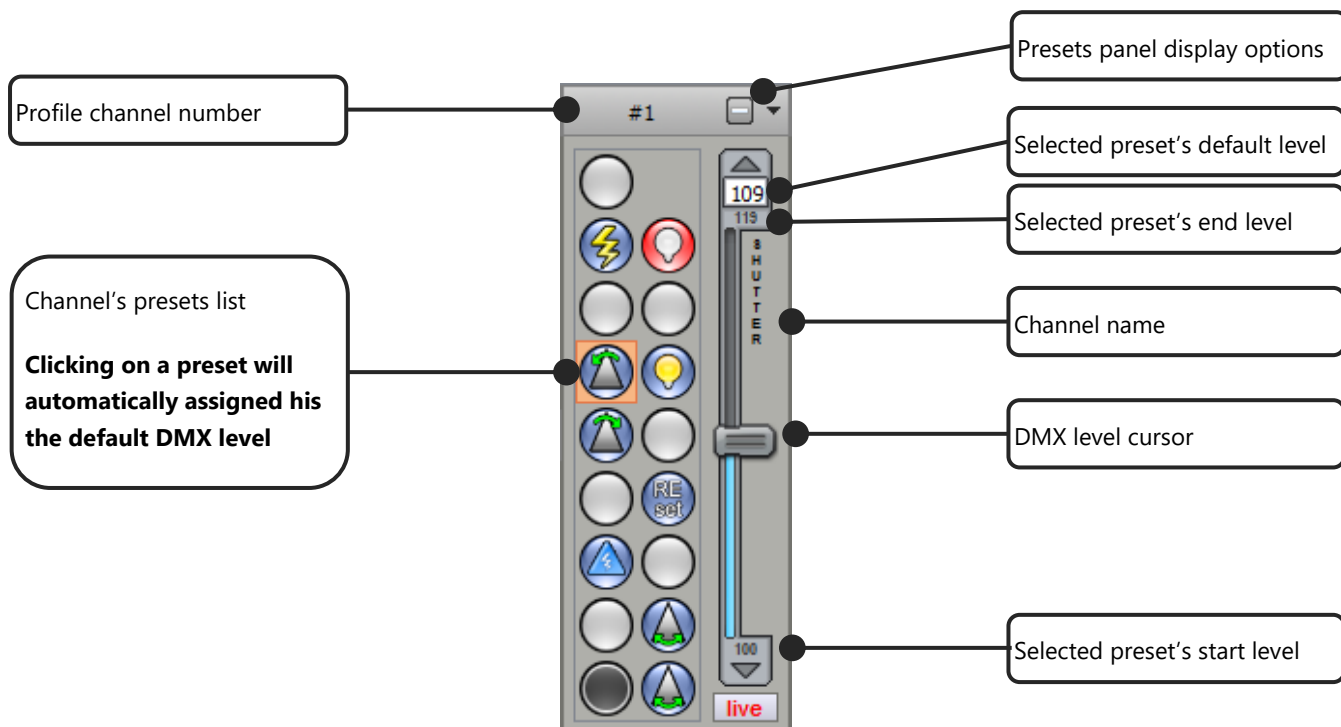
If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display the Pan&Tilt Palette. If they have a dimmer, dimmer will be shown. But if only one of them has an RGB, 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:



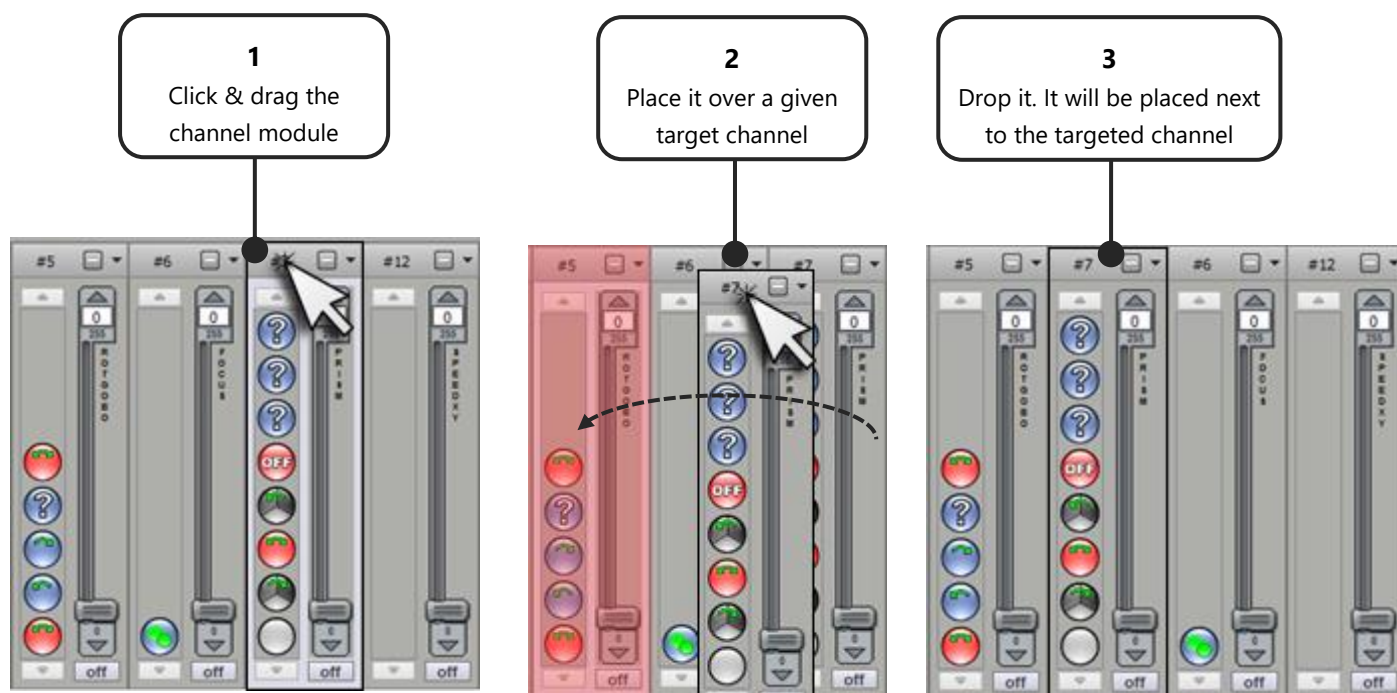
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

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.

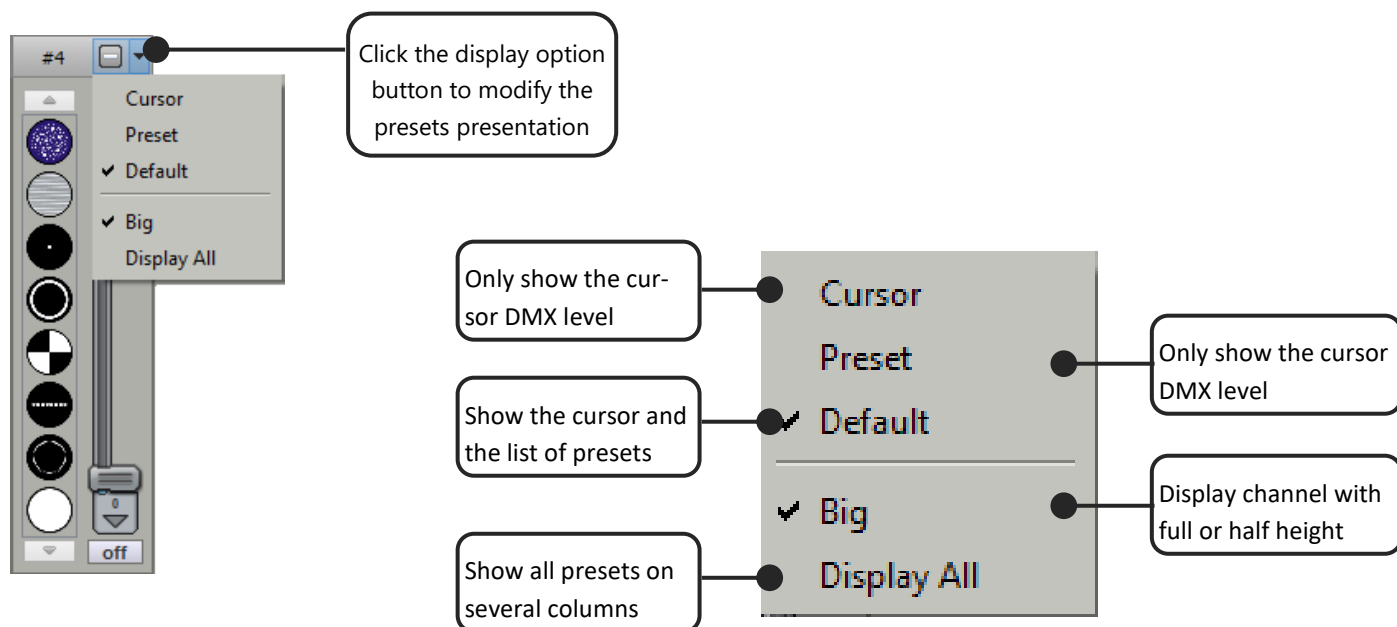
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

## 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:

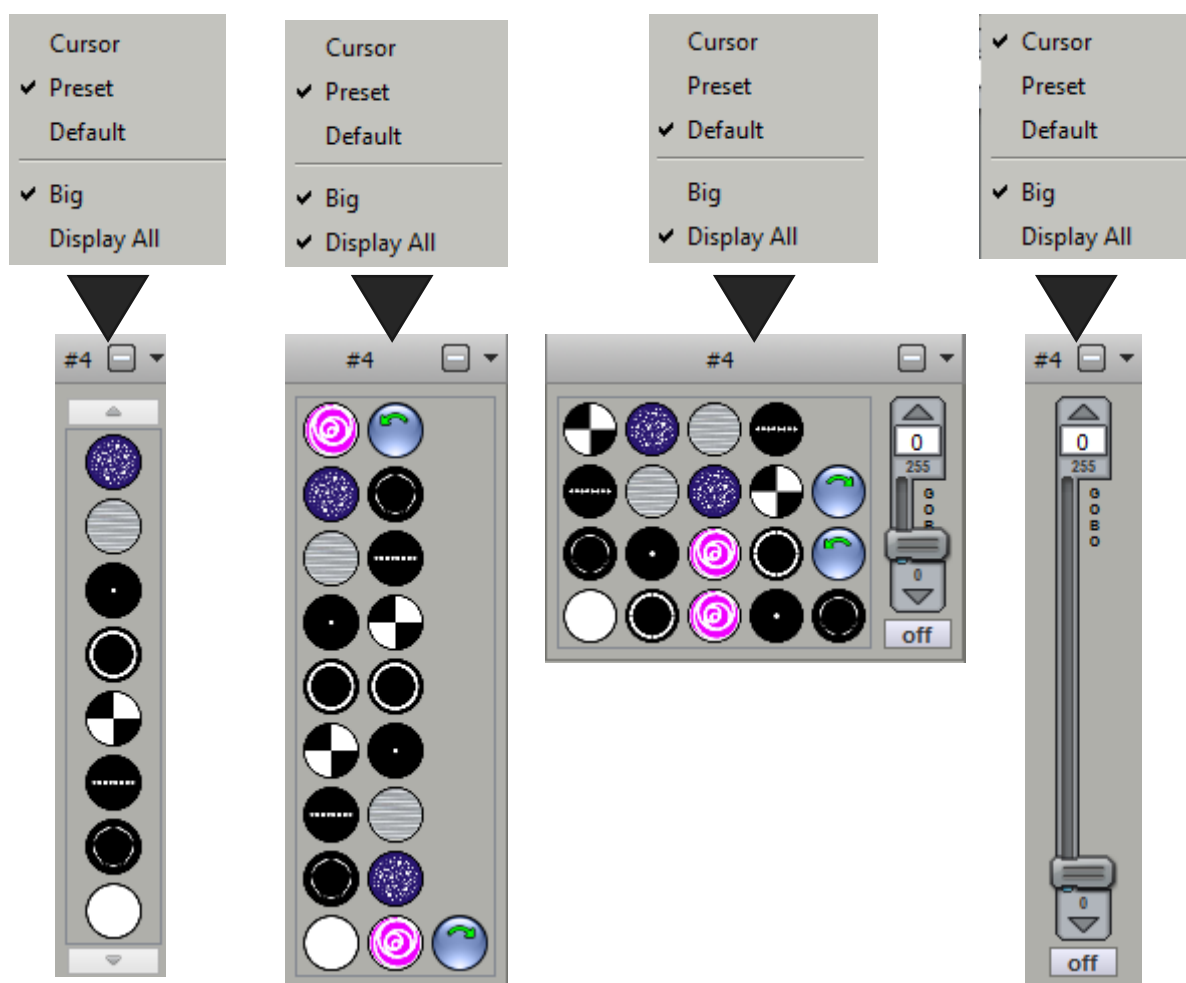


Presets display possibilities:

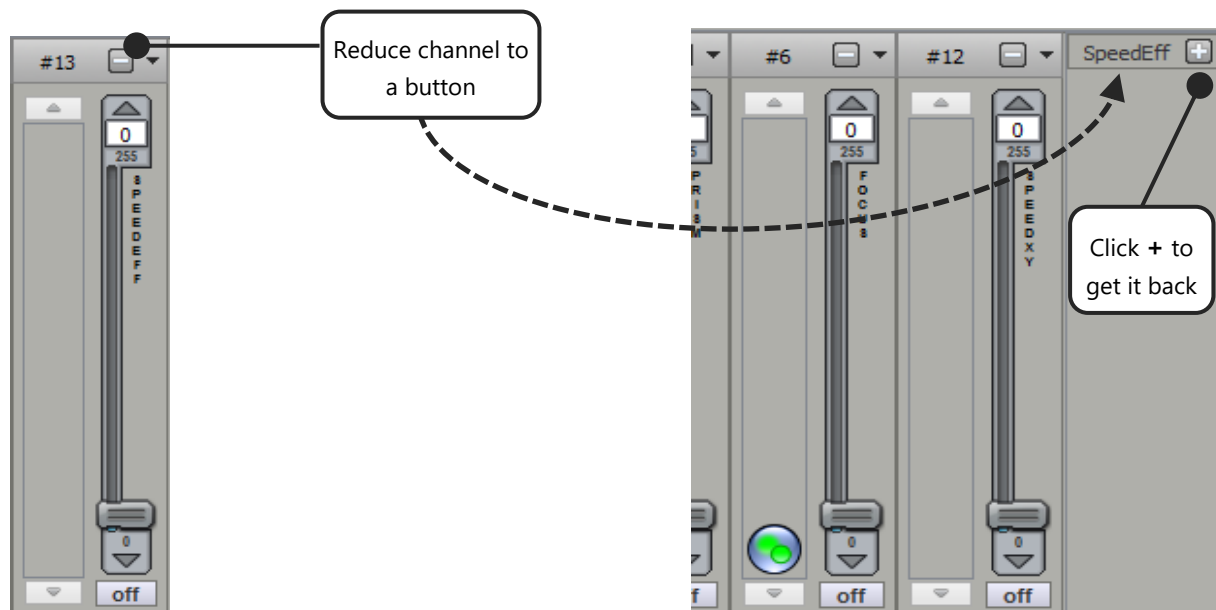




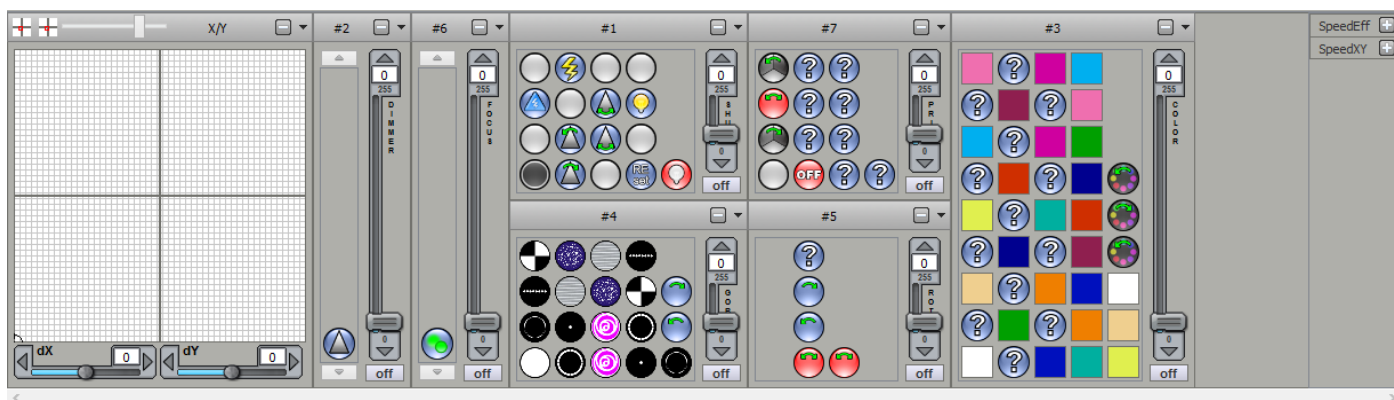
Choose the combination that you need to optimize the space as shew in the following examples:



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)

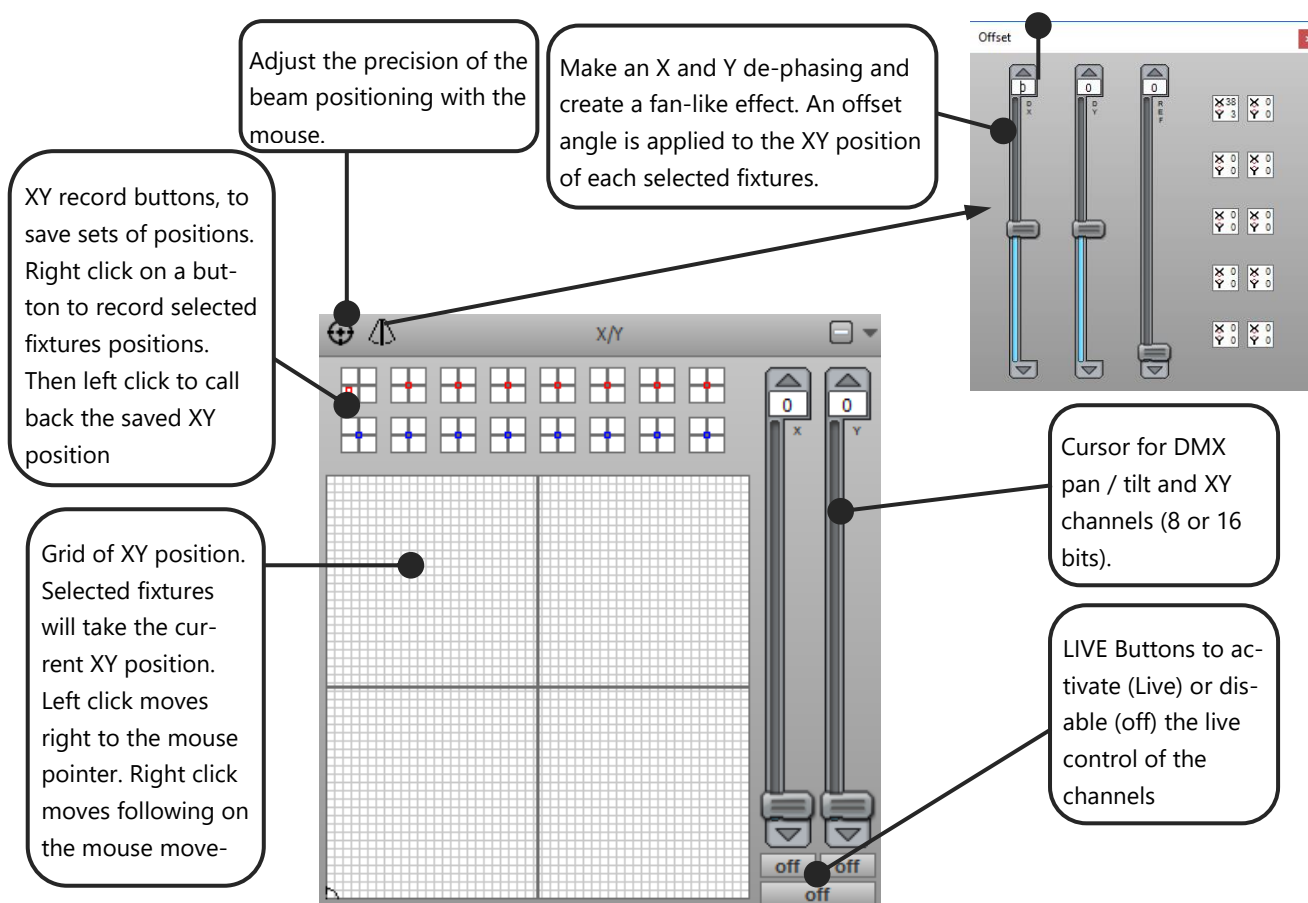


Result of customized presets windows:

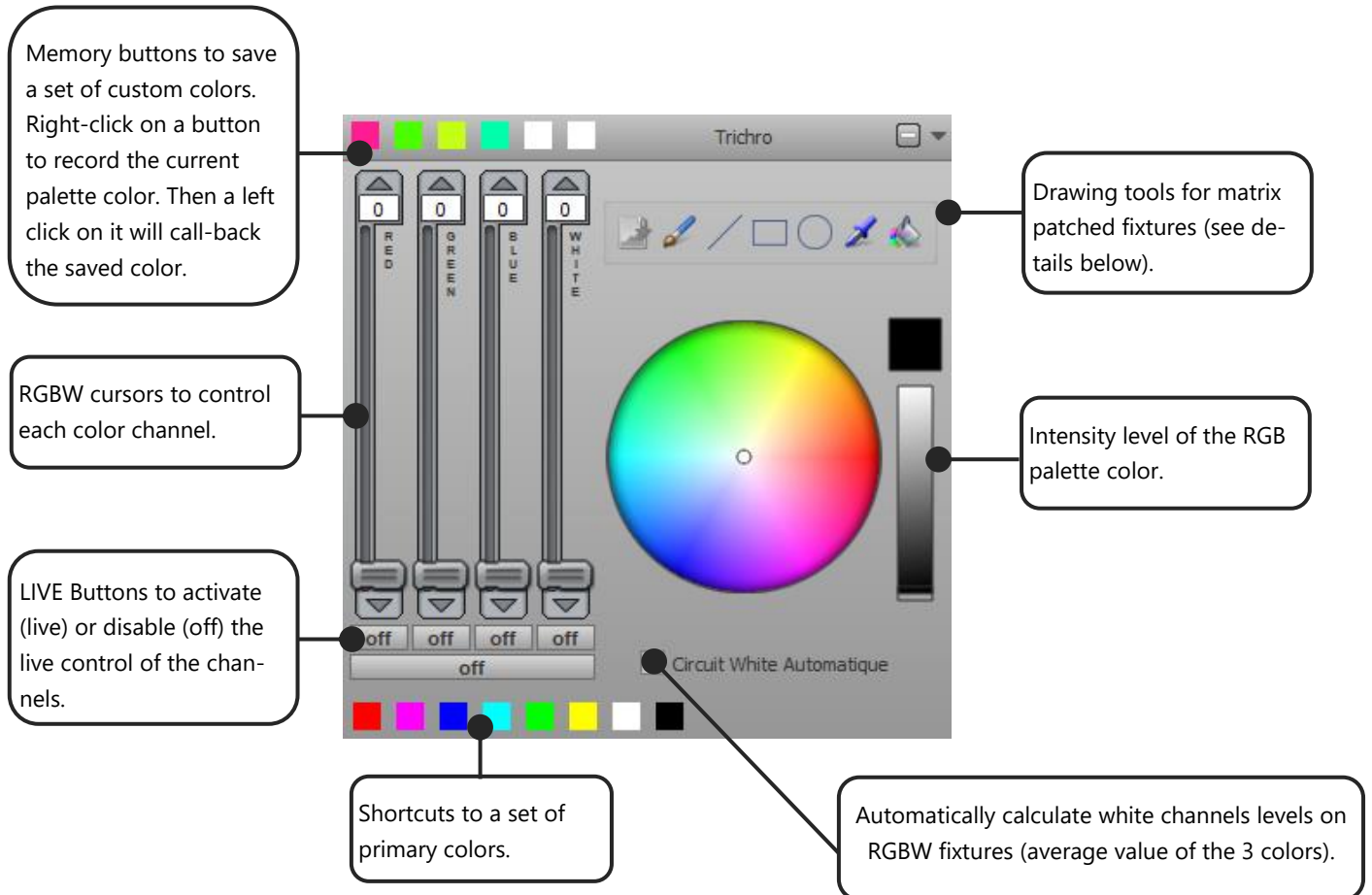


## FOCUS ON PAN AND TILT PRESET

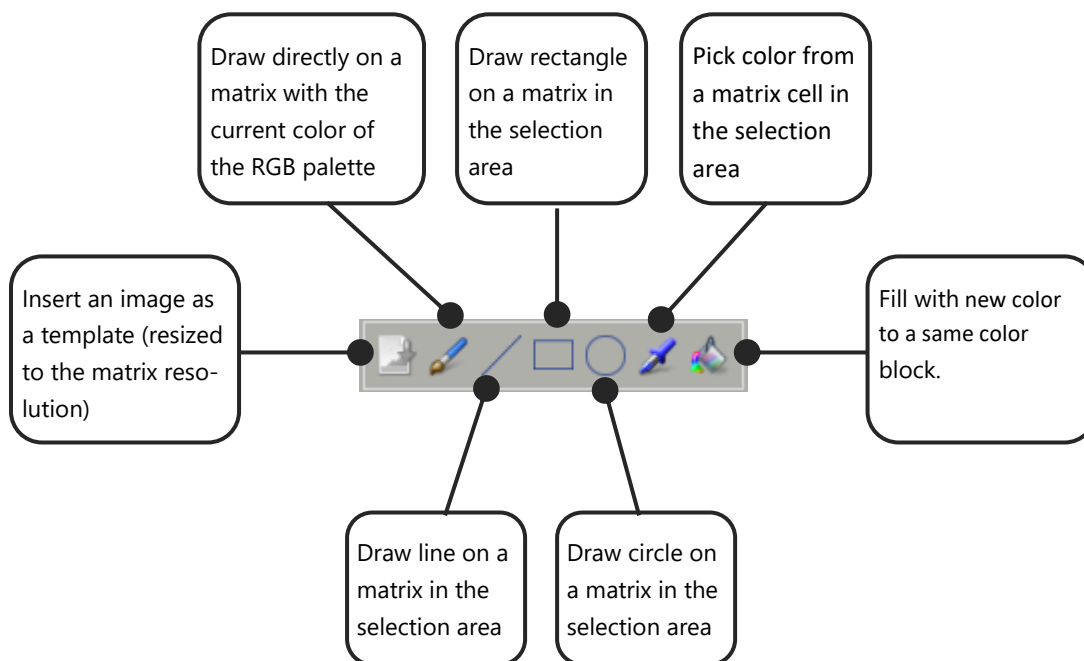
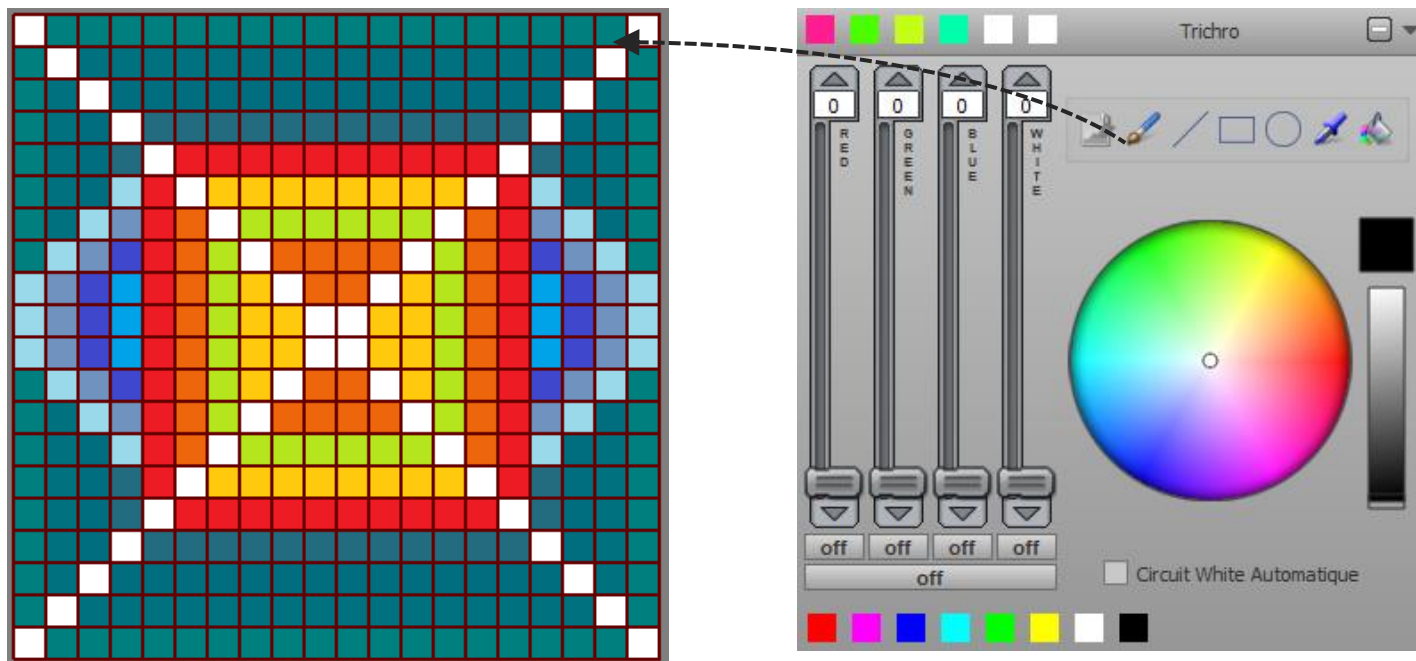
If the selected devices have channels a pan tilt movement, a specific window appears in the presets window.



## FOCUS ON RGB OR CMY COLOR PRESET



## 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 screenshot shows the 'Fader Mode Channels Display' interface. At the top, there's a row of 16 faders, each labeled with a number (1-16) and a '100%' indicator. Below each fader is a 'live' tag. To the right of the faders is a 'DMX Universe' selector with a grid of numbers (1-16) and a 'Channels' dropdown menu. Below the 'Channels' dropdown is a scroll bar with a '64' indicator and a green checkmark. Callouts point to various features:

- DMX universes selector:** Points to the 'DMX Universe' selector grid.
- Display DMX channels, enter the number of channels to displayed (from 32 to 512):** Points to the 'Channels' dropdown menu.
- DMX channels scroll 64 per 64:** Points to the scroll bar below the 'Channels' dropdown.
- DMX level is editable in this field. Adjust it by mouse wheel scrolling or tape in the field:** Points to the '100%' value field above the first fader.
- Click anywhere on the fader track to assign a DMX level:** Points to the fader track of the first fader.
- "live" tag when channel is playing live:** Points to the 'live' tag below the first fader.
- Assign a live shortcut to the channel (Keyboard, Midi, Dmx-In):** Points to the 'live' tag below the first fader.

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.

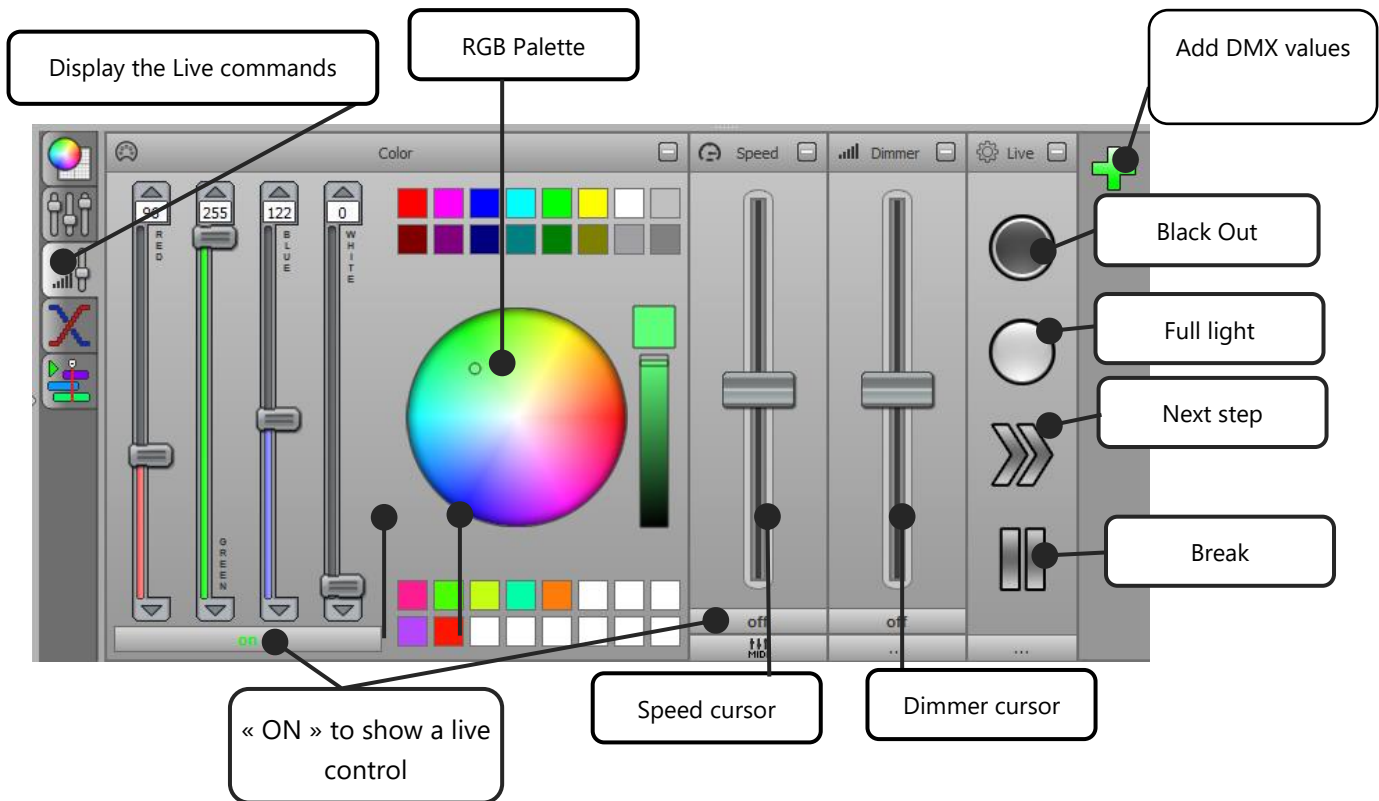
The channel mode can be useful for quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

## LIVE COMMANDS DISPLAY

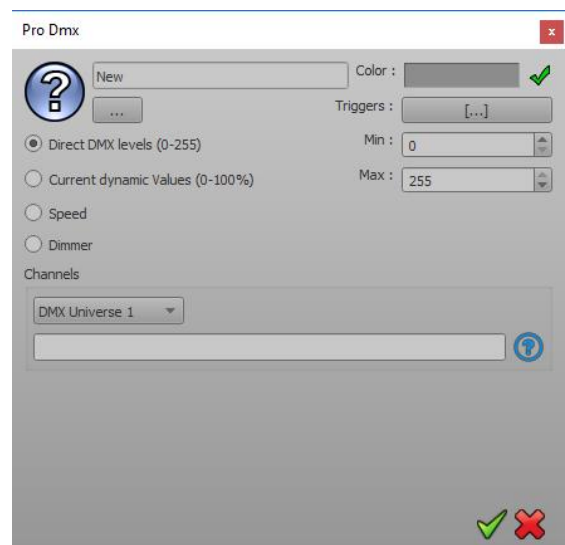
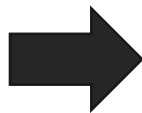
Live commands allow you to take control on the scenes on some general functions. When a command is activated, the fader will display an ON button below the cursor. Uncheck the ON buttons below the fader to get back to the initial DMX Programming.

Keep in mind that the live commands are general and will impact directly in on your show.

However, you can also customize your own commands and faders to interact on specific channels.



## CUSTOMIABLE DMX CHANNELS AND FADERS



You can add customizable channel controls. « Current dynamic values » allows you to change the DMX levels of specifics channels such as the « zoom ». You can organize Live commands and customizable channels live commands via the « drag and drop » and minimize functions. You can rename and change the color of the fader. You can also choose to control the dimmer or the speed of the selected scene in the list. A list of scene will appear when this option is selected.

## MIDI TRIGGERS AND LIVE COMMAND DMX CONTROL

Assign shortcut to Live commands :

