



USER MANUAL

HOW TO MANAGE 3D LIGHTING FIXTURES

V 1.0.12

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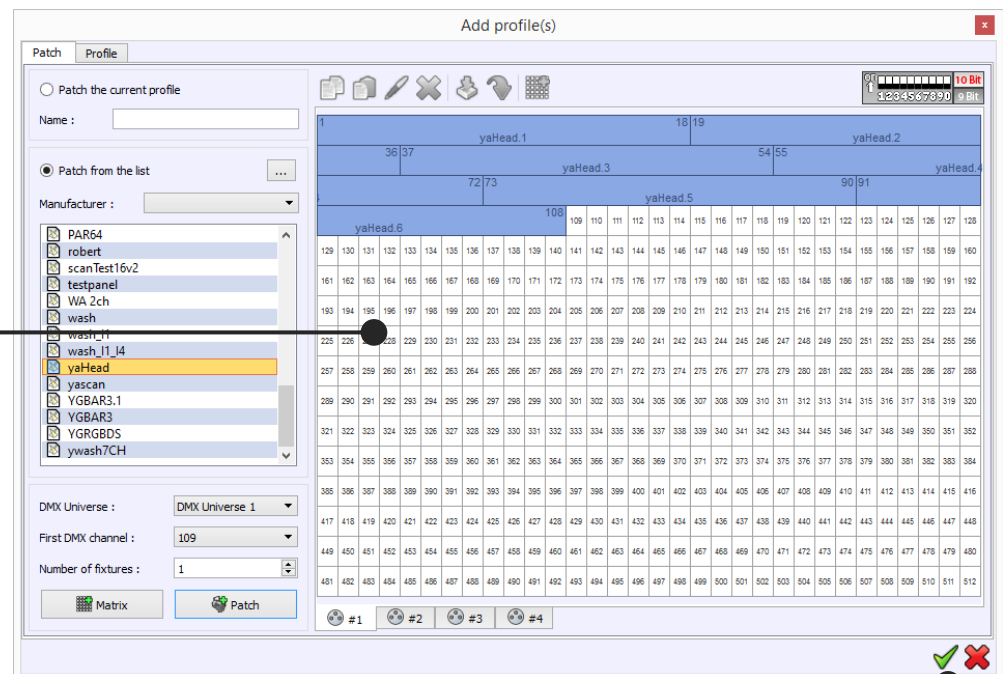
INTRODUCTION

This chapter describes how to get the patch from the lighting control software and how to manage lighting fixtures in the 3D view.

GET THE PATCH FROM THE LIGHTING CONTROLLER

When you start the 3D from the lighting control software, the 3D will automatically propose you to import the fixtures patch. And every time that the patch will be modified in the control software, if the 3D is running, it will be asked you if you want to import the new patch.

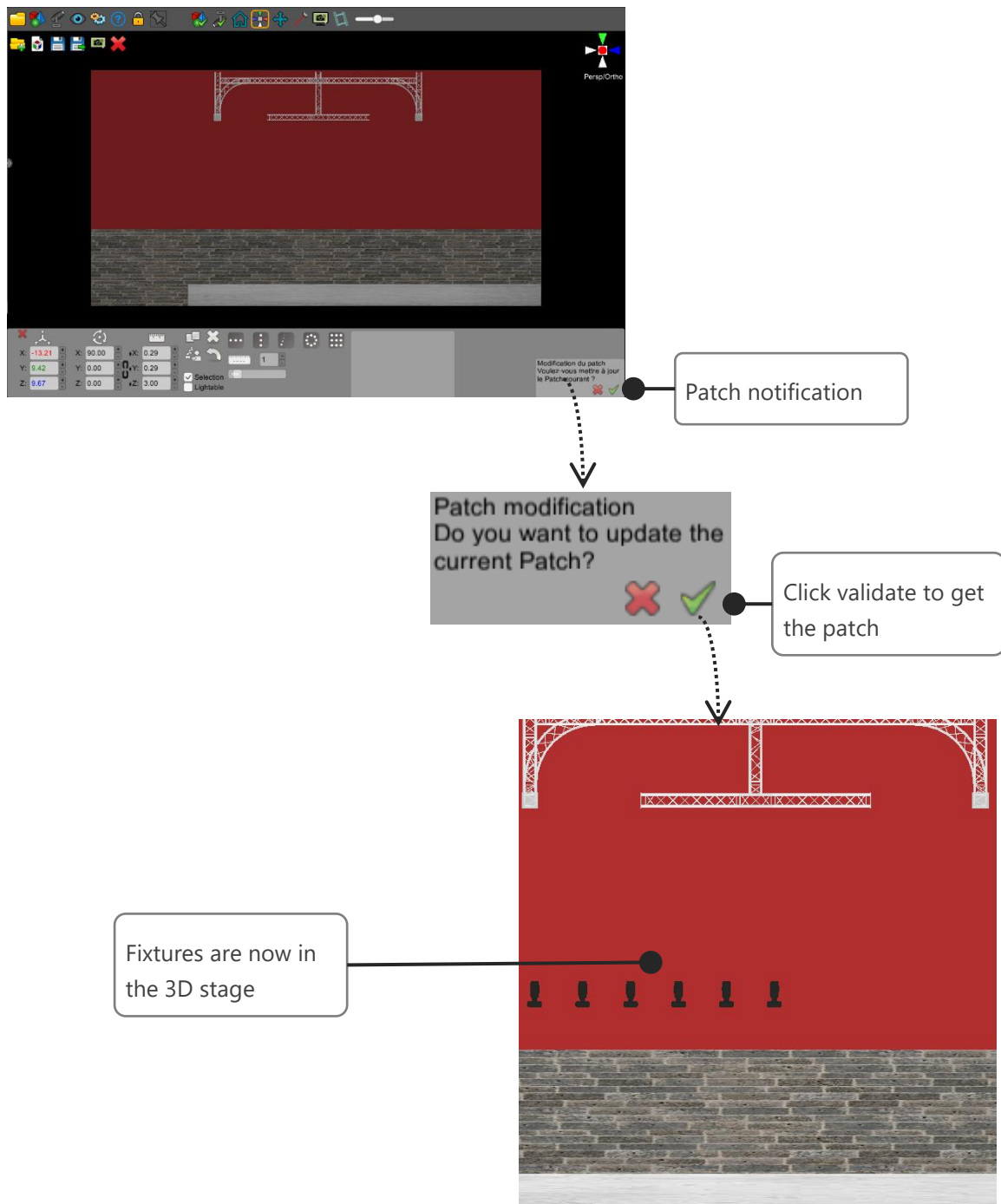
Patch window of the lighting control software.



Each time you will validate, the 3D will notify you and propose to import the patch.

3D PATCH NOTIFICATIONS

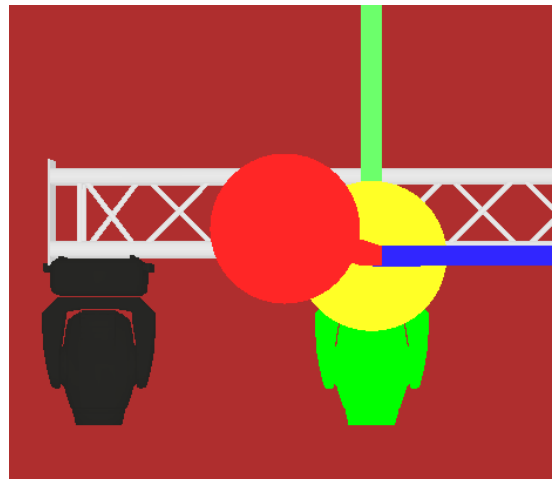
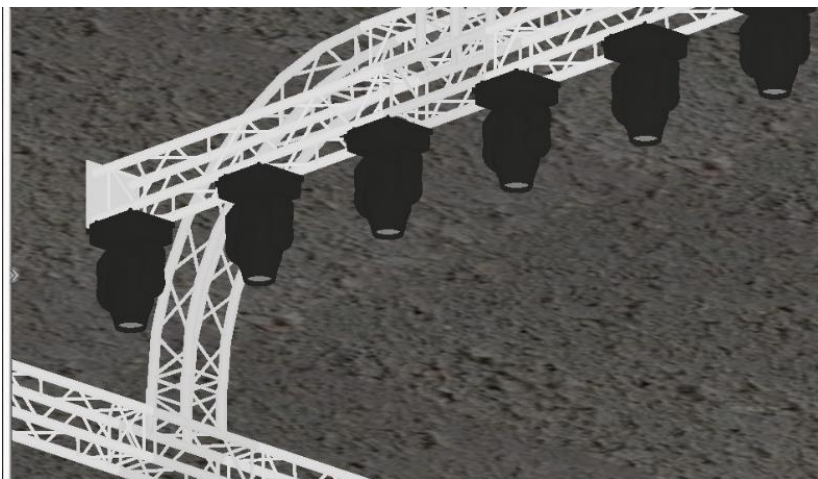
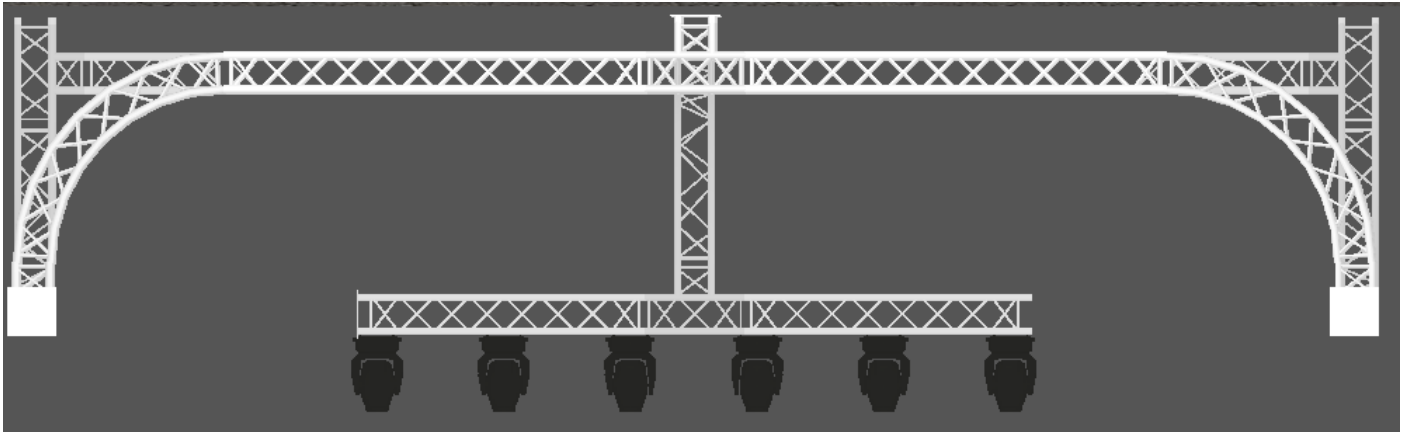
At the starting of the 3D and then each times when the patch will be modified, you will get this notification message at the bottom-right corner of the 3D window:



FIXTURES OBJECTS SELECTION AND PLACEMENT

You can select, move, rotate, resize a fixture objects like any other kind of objects in the 3D.

For more details about managing objects positions, please refer to the **“How to create a 3D stage manual.pdf”**.

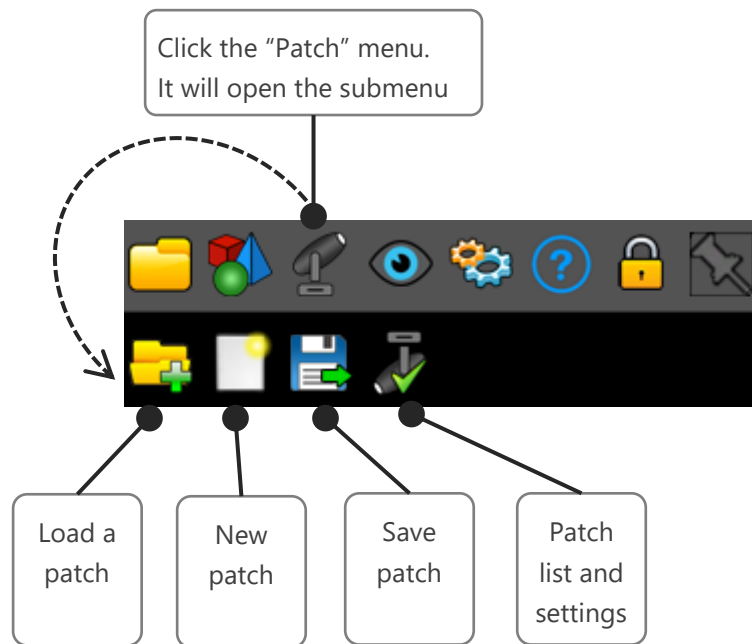


It is possible to quickly select all projectors from the same model, by using SHIT + Click on the object.

It is also possible to select several different type of fixtures by using the command Ctrl + 1 2 3...

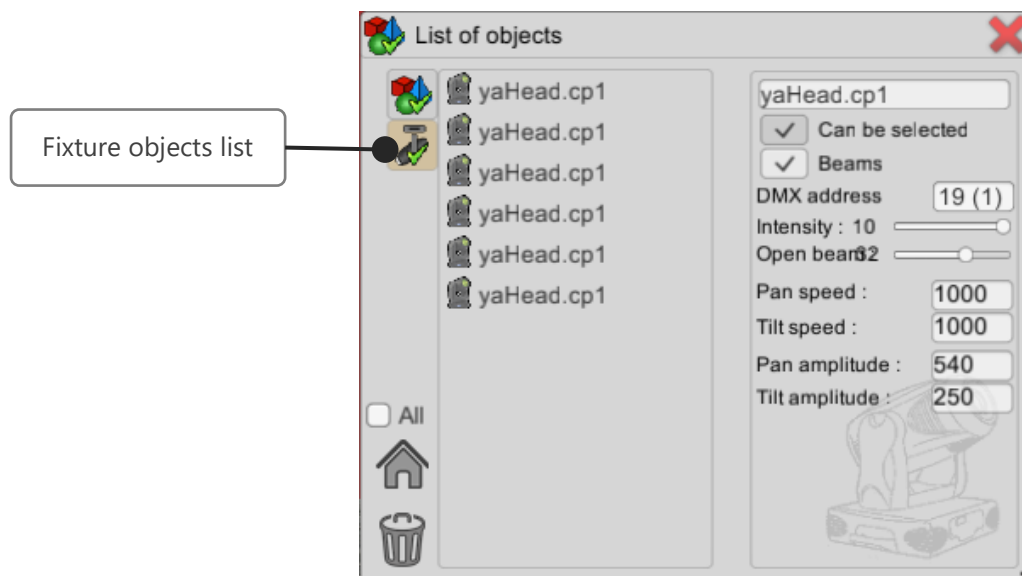
Example : Ctrl + 1 selects all of the first type devices (Model 1) of the patch and Ctrl + 2 select all the devices of the 2nd kind (Model 2).

THE PATCH MENU BAR

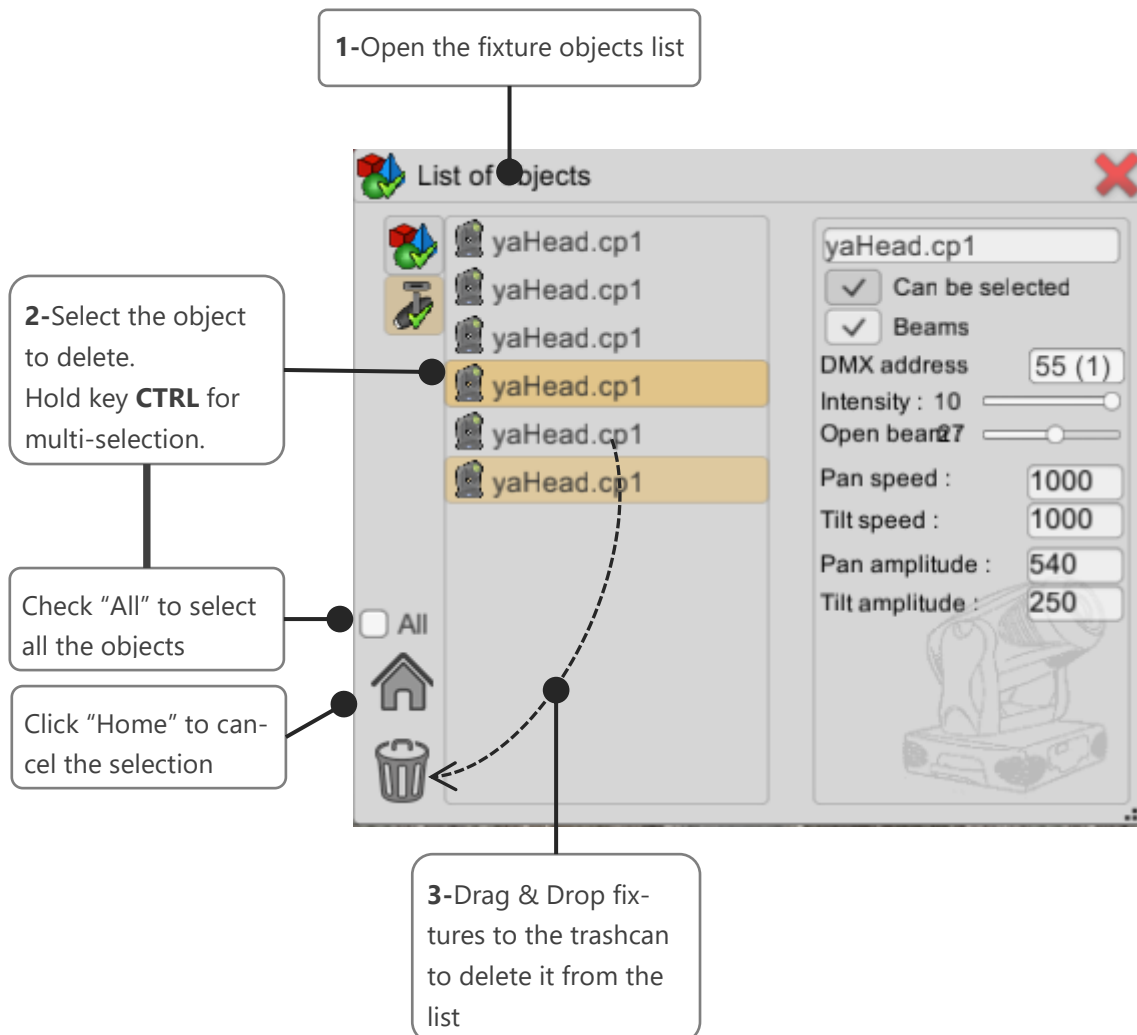


The Patch menu commands:

- **Load a patch:** It's possible to load a patch which has been previously saved from the 3D software.
- **Save a patch:** It's possible to save the current patch in a 3D file. You will be able to reload it and find your fixtures in the correct positions.
- **New patch:** Remove all current fixtures in the 3D stage.
- **Patch list and settings:** Open the list of fixture's objects.



DELETE SOME FIXTURE OBJECTS FROM THE CURRENT 3D PATCH



FIXTURE OBJECTS BEAM SETTINGS

In the 3D list of fixture objects, it's possible to adjust some properties about beams angles, brightness and also the amplitudes of pan/tilt movements.

1-Open the fixture objects list

2-Select the object where to set beams. Hold key **CTRL** for multi-selection.

Check "All" to select all the objects

Click "Home" to cancel the selection

Avoid unexpected object selection

Show / Hide the 3D Beam

Adjust fixture the object's inertia with pan and tilt movements.

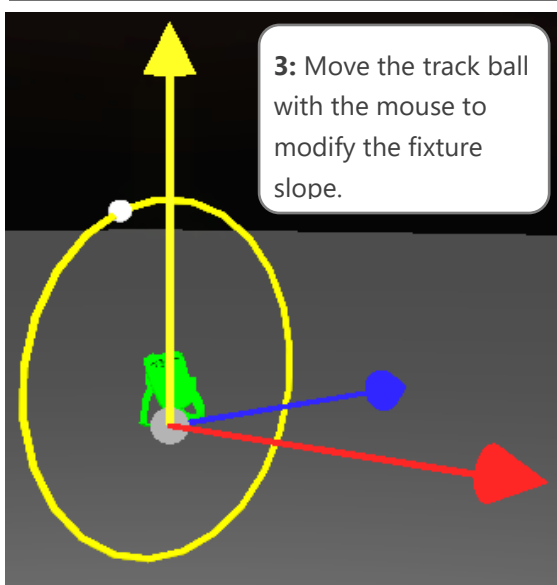
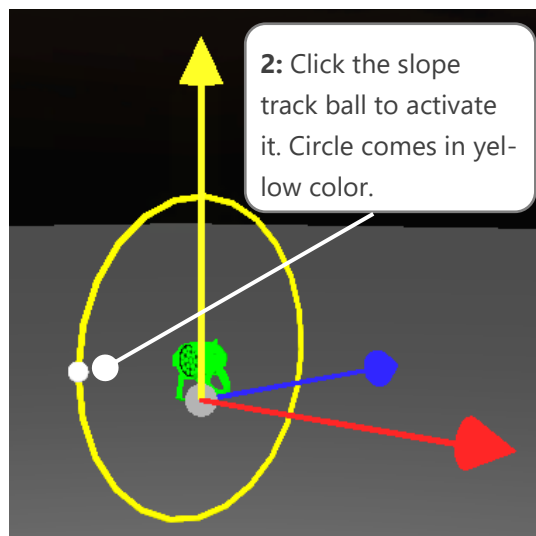
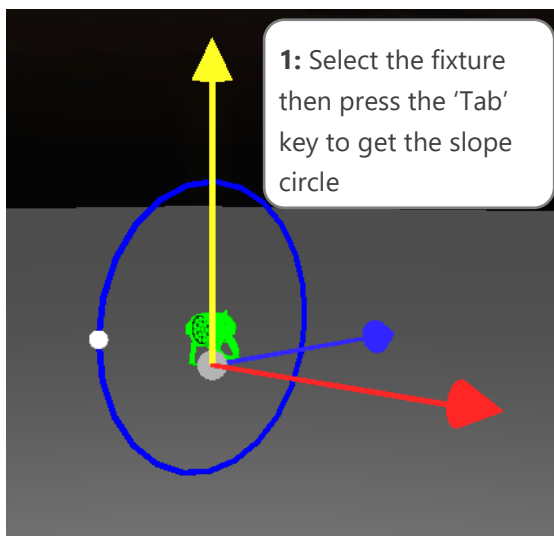
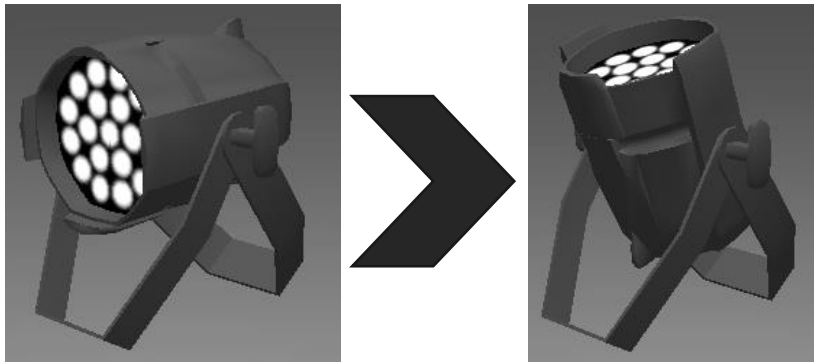
Adjust the fixture object's beam intensity.

Adjust the fixture object's beam angle

Adjust fixture the object's pan and tilt amplitudes.

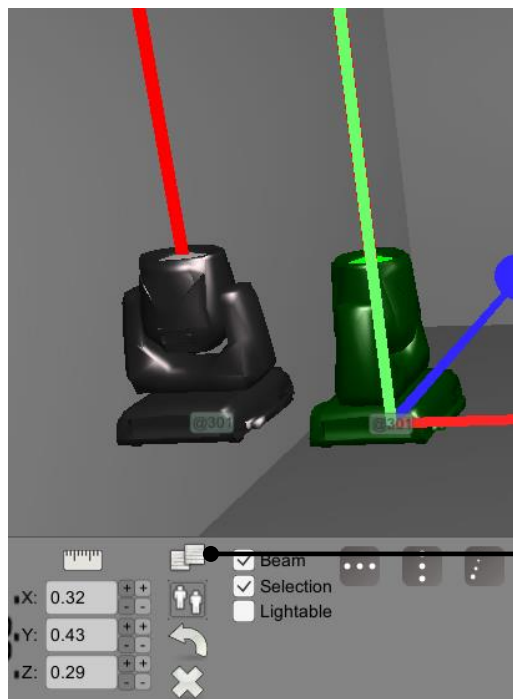
The 'List of objects' window displays a list of objects, all named 'yaHead.cp1'. One object is selected. The settings panel for the selected object shows the following values: 'Can be selected' (checked), 'Beams' (checked), 'DMX address' (55 (1)), 'Intensity : 10' (slider), 'Open beam' (27 (slider)), 'Pan speed : 1000', 'Tilt speed : 1000', 'Pan amplitude : 540', and 'Tilt amplitude : 250'. A 3D model of a lighting fixture is shown at the bottom of the settings panel.

CHANGING THE SLOPE OF STATIC FIXTURES

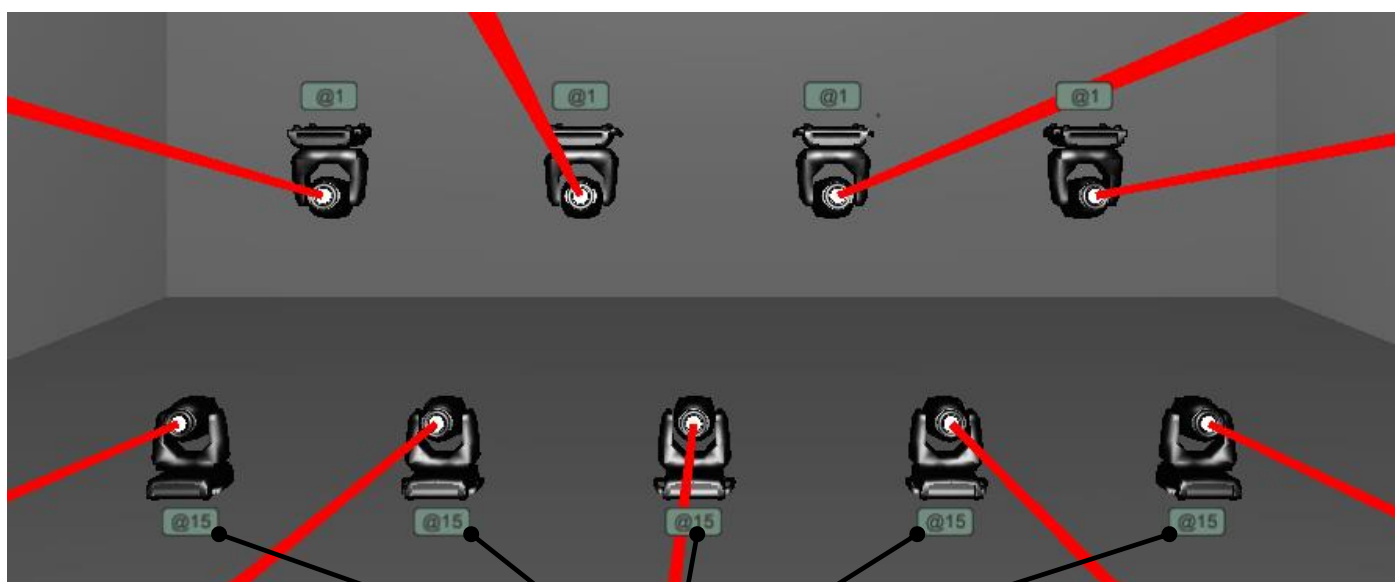


DUPLICATE THE FIXTURES

It is possible to duplicate a fixture to add a fixture identical with the same DMX address.



Select the fixture and click on Duplicate



Identical DMX address