



USER MANUAL

HOW TO USE THE CROSSFADE TOOL

V.1.5.0

Introduction	3
Crossfade window	4
Add scenes to fade	5
Use the crossfade tool	6
Play and control a crossfade	7
Selection buttons.....	8

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.

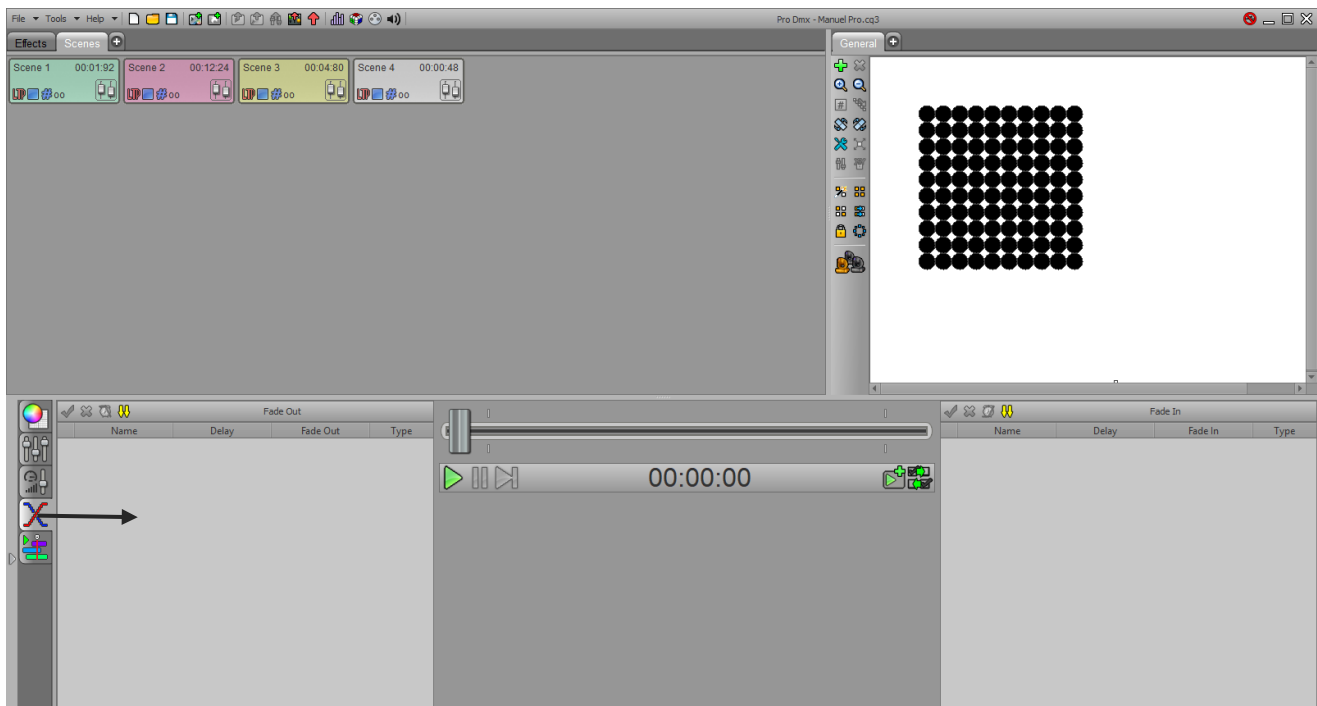
While playing a show, cross fades are easy to operate.

The “manual crossfade” tool allows to make two different types of transfers:

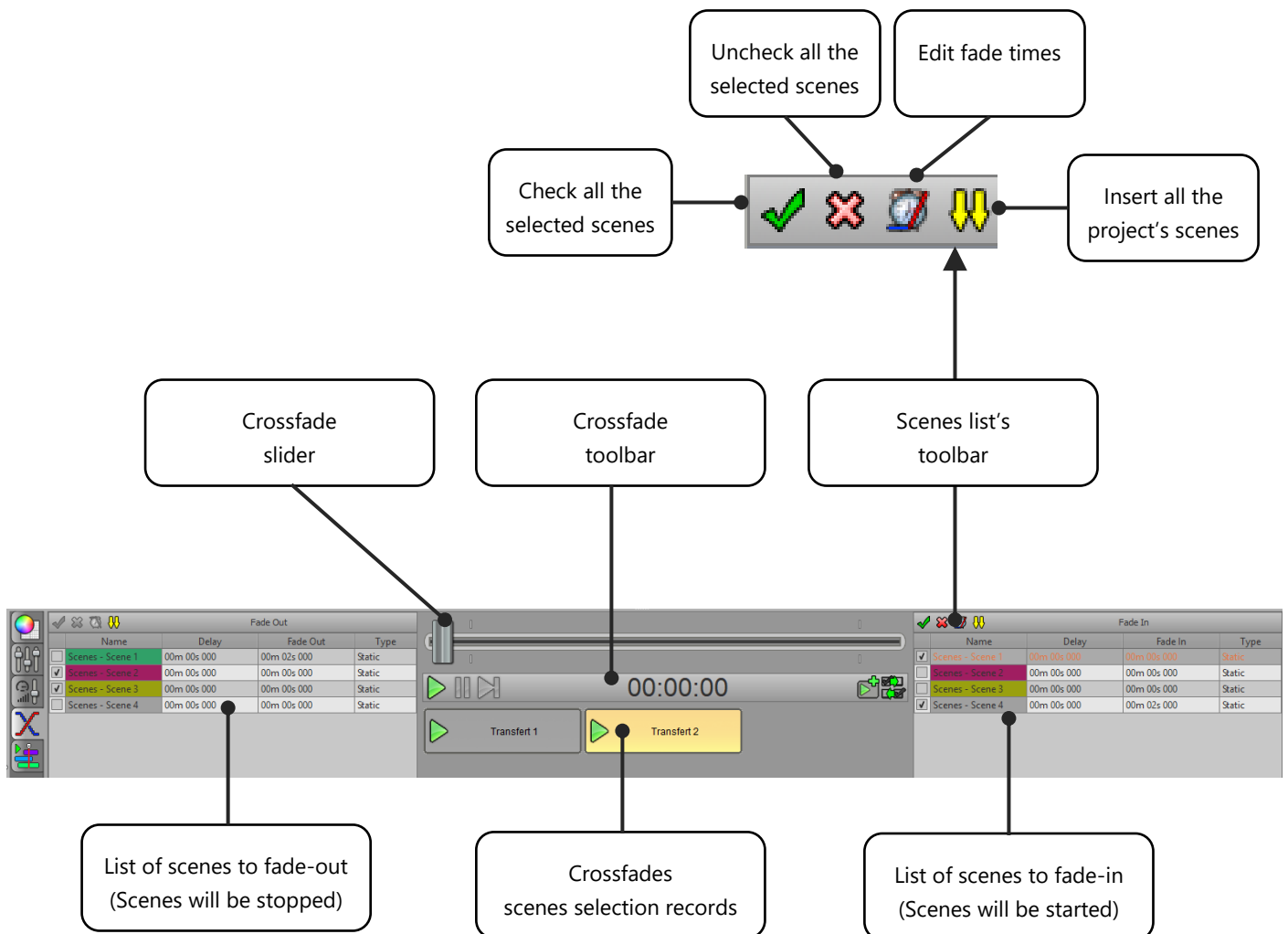
- Static crossfade: DMX levels are frozen while fading (same as the scenes buttons by default).
- Dynamic crossfade: DMX levels keep playing during the fading.

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:



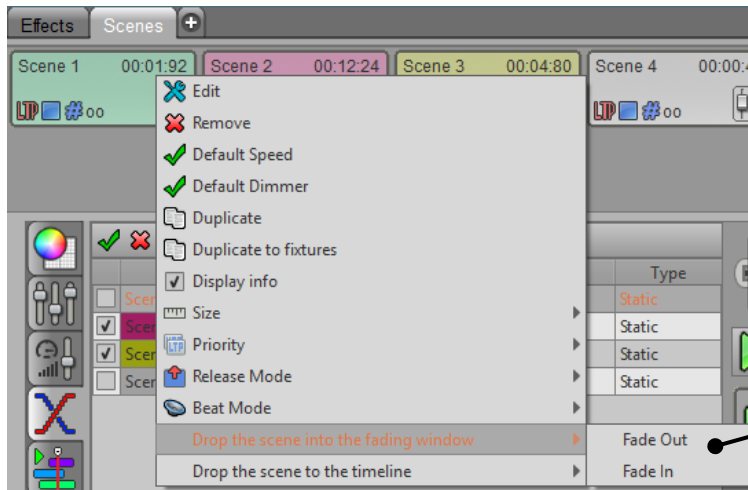
CROSSFADE WINDOW



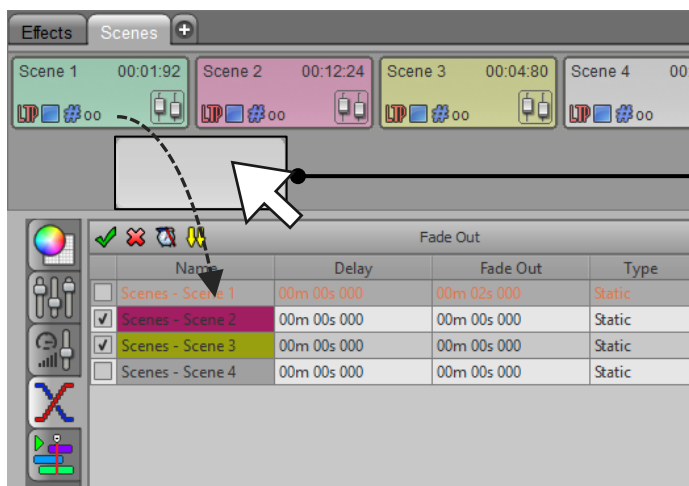
ADD SCENES TO FADE

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

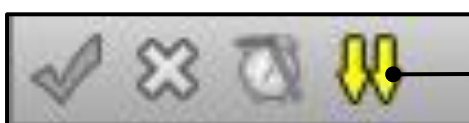
- **Right click on any scene's button and use the popup menu:**



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



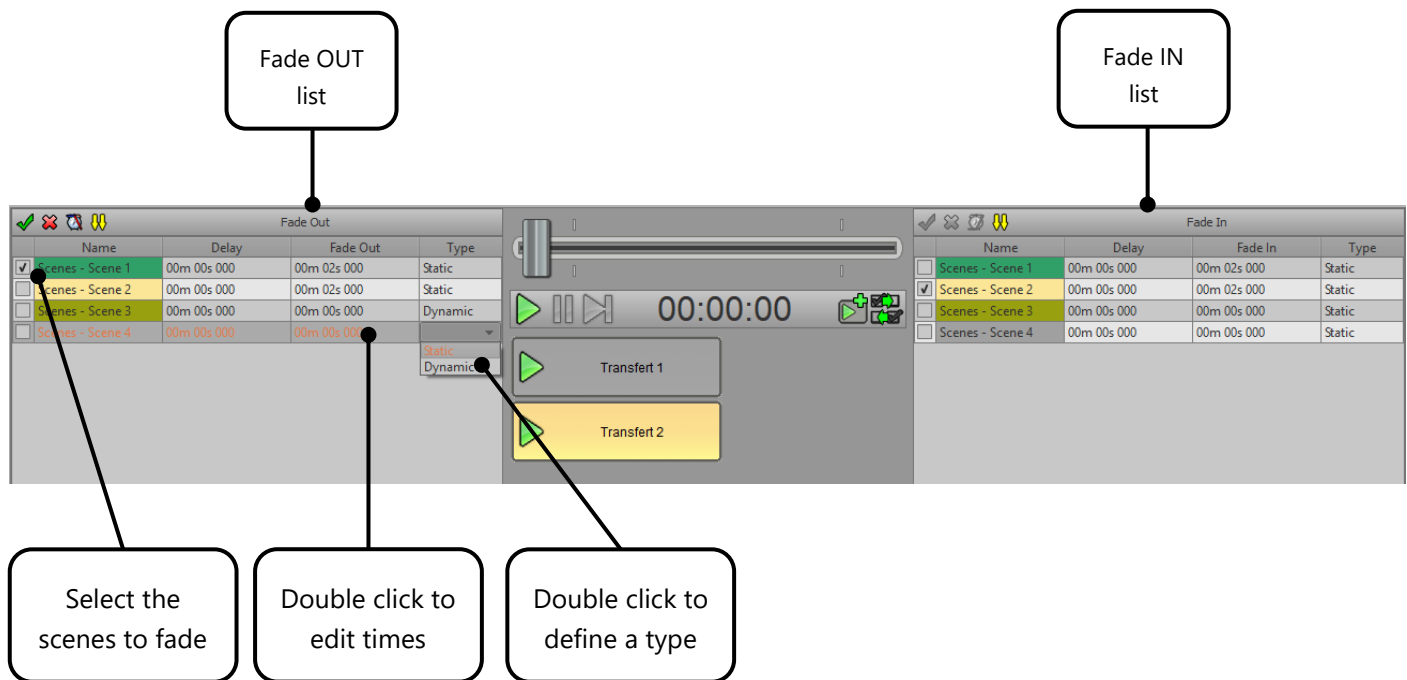
- **Use the import button above the fade in or fade out scenes lists:**



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. It is also possible to assign a delay time to a scene and keep its state before starting the fade.

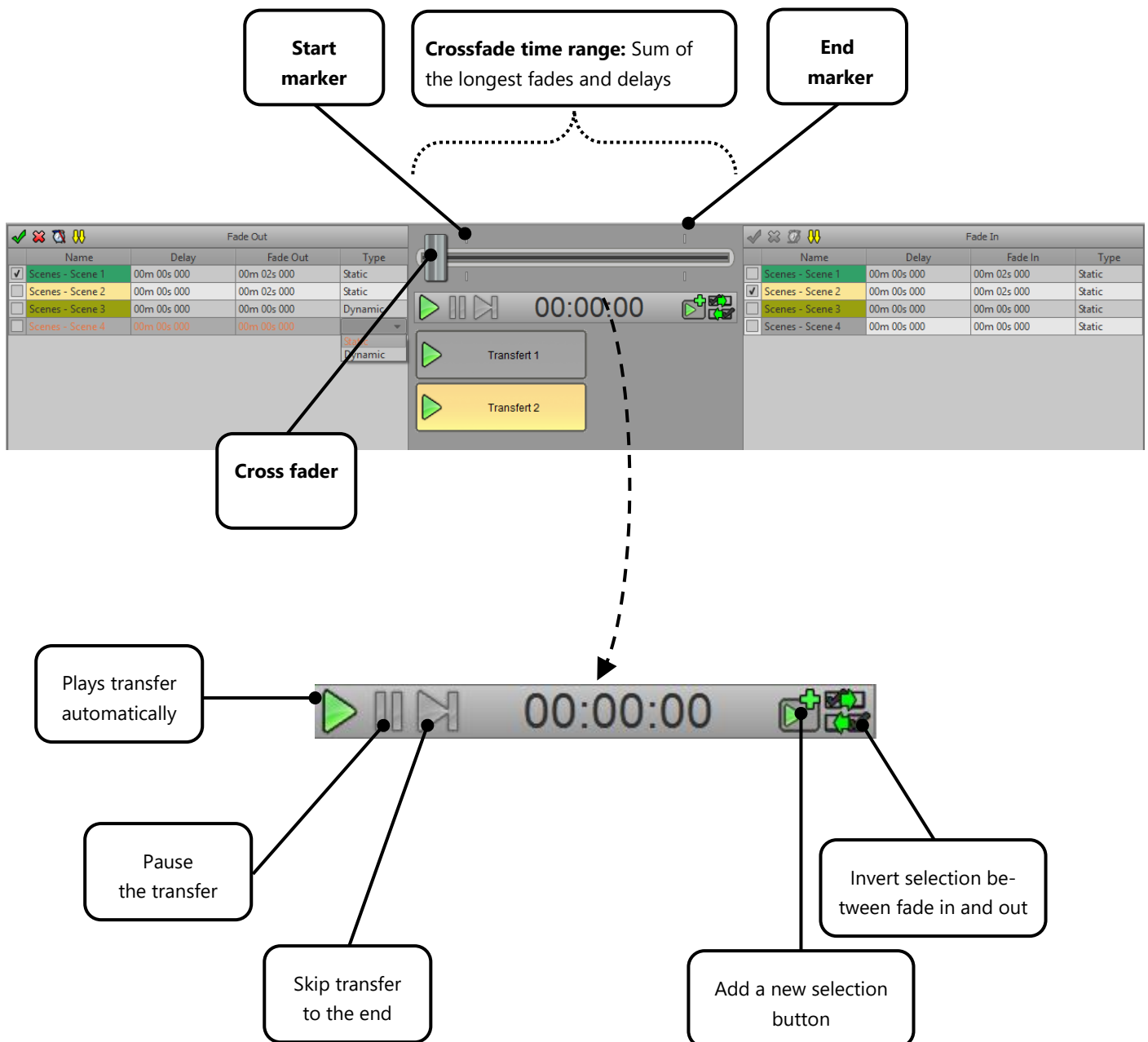


Remarks:

- 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.

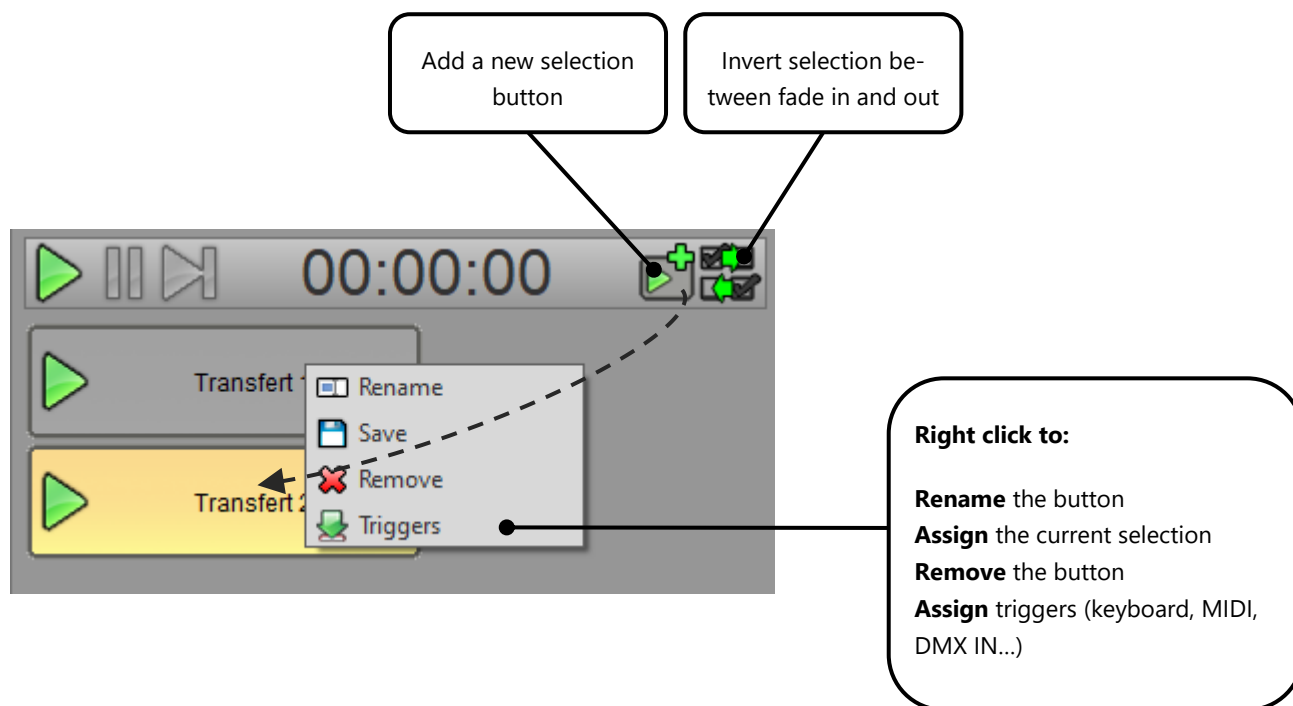
PLAY AND CONTROL A CROSSFADE

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.

It is possible to easily create a multitude of precise sequences with the manual fades tool.

Transitions can be simple or more complex thanks to the multi-scene management and the responsiveness of the software.

Refer to the "Advanced Options" manual to configure the software according to your needs and preferences.