

# USER MANUAL

## HOW TO START A NEW PROJECT

V. 1.7.1

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## INTRODUCTION

This user guide contains detailed information about all the software features and commands. It includes step-by-step procedures for both Macintosh and Windows platforms; describes how to easily create and start a show in a very short time and refers to more advanced user manuals for additional information.

This guide assumes that you have a basic knowledge of your operating system, using a mouse, selecting items in menus and dialog boxes and opening and closing files. For information about these and other basic techniques, refer to your operating system manual.



Video tutorials are available online

## SOFTWARE FEATURES:

With the software, you can create original light shows for all DMX controlled lighting in a straightforward fashion and in a very short time.

Run test simulations of your light shows, on screen, “live” on a DMX network of lighting fixtures.

Download light shows to a controller (USB/DMX interface) and play back scenes without a computer.

## WHAT IS A SOFTWARE LIGHT SHOW (PROJECT)?

A light show is a set of commands that tell your lights what to do and when to do it.

A software light show can be as simple as one light that displays a single color or it can involve dozens of different lights, each with its own unique effect or layers of effects.

There are two main components in every software light show: Lights and Effects. Using the patch and program Editor, you can add lights to the show and assign effects to each light according to their personalities.

## DMX512

Light shows designed with the software are fully DMX512-compatible for use with all DMX professional lighting.

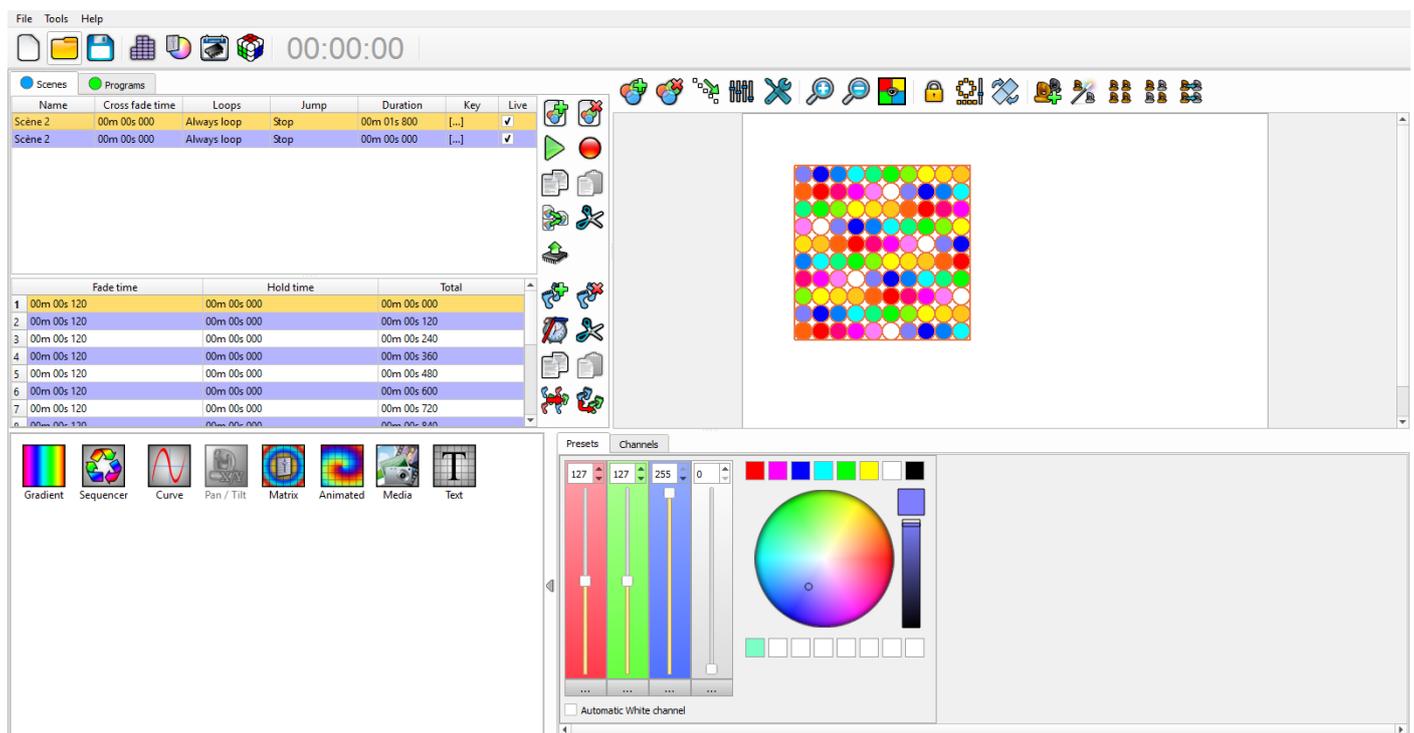
Traditionally, in order to design a DMX light show you needed to have a lighting control console and highly specialized knowledge of the DMX512 protocol. Now, you can use the software’s intuitive, optimized drag and drop interface to design professional quality, DMX compatible shows directly on your computer.

## STARTING THE SOFTWARE

The first time you open the software, the Editor view opens as default.

The Editor Mode is the main interface of the software, allowing access to 85% of the features. From this interface, you can create fixture profiles, patch profiles, create steps, scenes, programs and set many advanced options.

We have designed this screen to be as user friendly as possible to allow beginners and professionals to be able to handle the software in a matter of minutes.



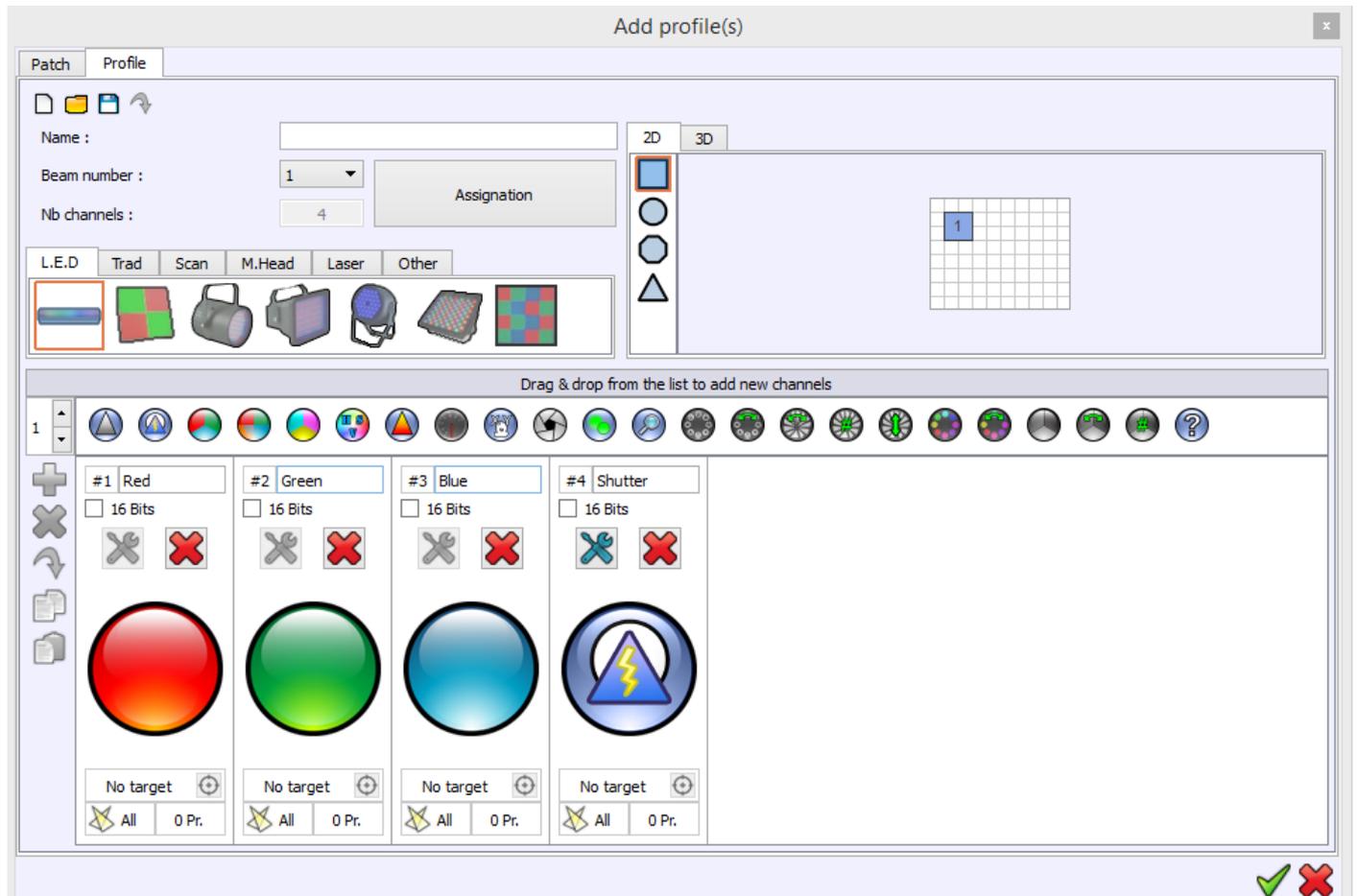
**Editor Mode window**

The first time you open the Editor mode, you will see an empty show, with no devices or programs. You must read and follow the following chapters to successfully create your show.

The first step for your show is to add and patch some profiles in the project. You will program the software to work with your specific lighting. The Profiles window allows the software to recognize and manage all the lightings features. First of all, make sure that your profiles are correctly configured and that they fully match with your lightings fixtures.

## CREATING AND UPDATING PROFILES

Creating profiles means saving the channel specifications of your lighting (simple or multiple beams, or Pan and Tilt etc.) in order to allow the software to generate functions corresponding to the profile of the lights.



### Profile Editor

Refer to the **How to create Profiles user manual** and follow the detailed instructions.

All PDF manuals are on download and included in the « Manual » directory of the CD-ROM (Mac and PC).

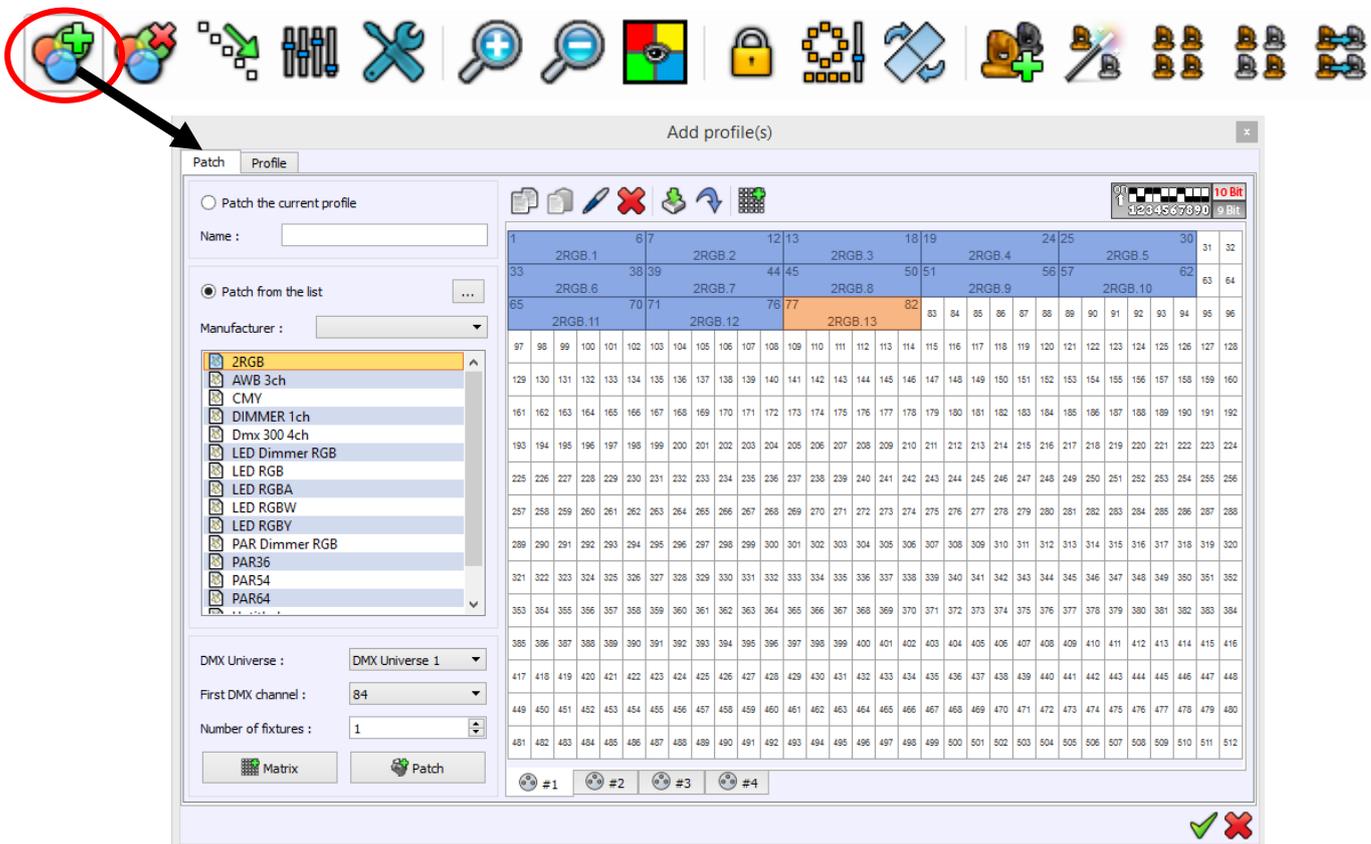
## PATCHING DMX PROFILES

This chapter describes how to easily and quickly patch fixture profiles with the included "Patch Manager".

Patching a fixture means assigning it to a specific set of DMX Channels. All the fixture's profiles in your show must be patched to their specific DMX channels (DMX Addresses).

A DMX address can be chosen between the 1-512 channels defined by the DMX standard protocol. The software sends DMX512 data to the lighting fixtures. So make sure that the DMX channels you have chosen to patch your profiles match with the DMX addresses you have set on your lighting fixtures themselves.

The patch Editor is included in the software. In the editor view, click on the "Add" profiles button to open it.



**Patch Manager**

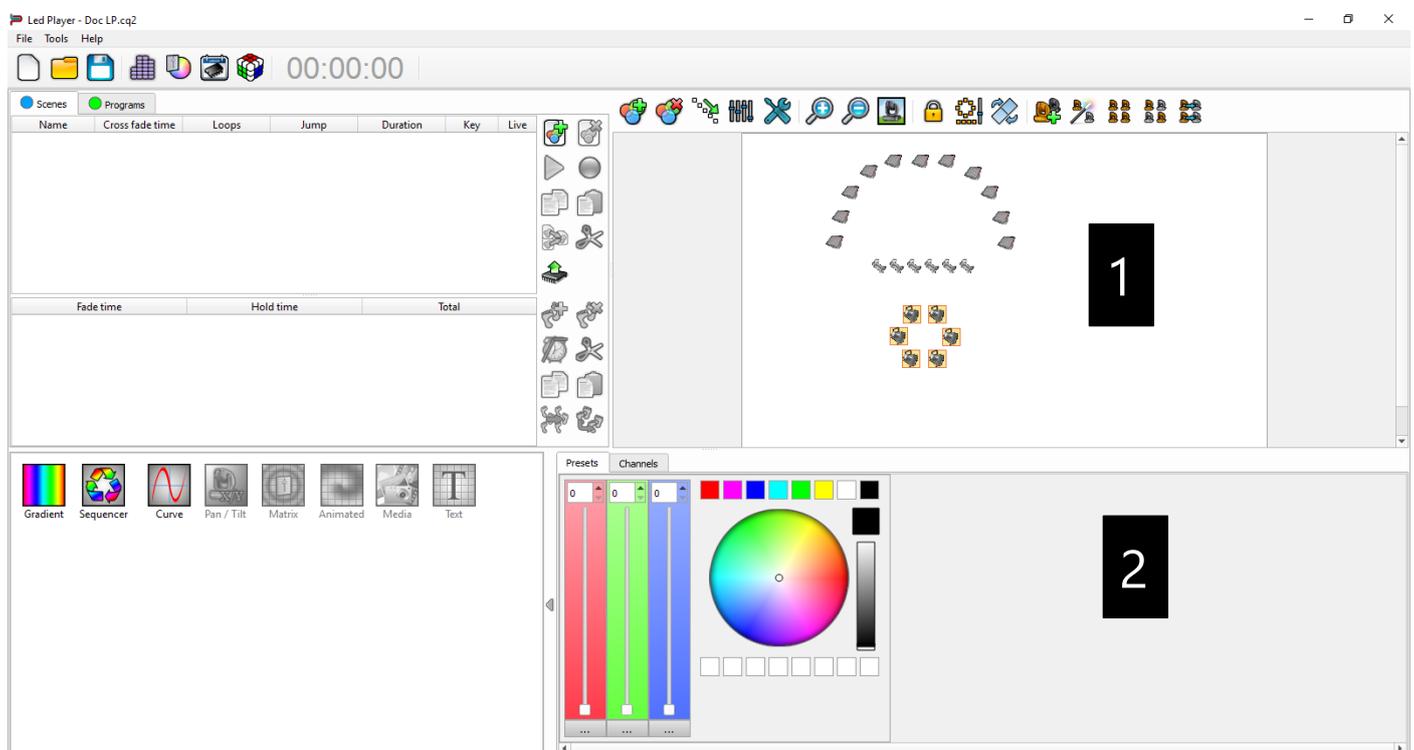
Refer to the **How to Patch Profiles** user manual and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).

## CONFIRMING AND VALIDATING THE PATCH

When profiles match DMX fixtures addresses, we consider that the patch is confirmed. The software can now use the patch and profiles information to generate powerful control boards that will help you to create your show in a very short time.

All the profiles will appear in the Editor Window. The fixtures icons are drawn in the 2D area. It's possible to organize them to match the layout on your stage and then get a complete 2D view of the project.

If you select some fixtures icon from the 2D area, the board containing controls specific to those fixtures will appear below.



### Editor mode after Patch

- 1 Editor 2D view area
- 2 Specific control board for the selected fixtures in the 2D area

A good Patch with good profiles are the base of good programming. When profiles perfectly match fixtures you save programming time and the final visual result will be much improved.

After patching devices and Profiles successfully, you can now start to program the show.

## CREATING STEPS, SCENES AND PROGRAMS

This chapter describes how to easily and quickly create Steps, Scenes and Programs with the software.

Steps, Scene and programs are the base of the DMX programming. You must understand what there are and what they can do before programming your show. They will make your show unique by using customised programming.

Before continuing to read the manual, it is important to understand the terms used and their meanings. The software uses Steps and Scenes, but they can also be called Scenes and Programs. Below are some explanations.

### STEP

A Step is a memory which can record a DMX level for each DMX channel and for each DMX Universe. Basically, using a single universe so 512 DMX channels, means that each step can record 512 DMX levels. Now, for example, if you connect 2 interfaces you will have 2 universes so  $2 \times 512$  DMX channels available (a total of 1024 channels). In that case, each step will record 1024 DMX levels.

Steps also include a Hold Time and a Fade Time.

Steps are played one after another, incorporating the following parameters:

The **Hold time** is the duration that the steps will hold the DMX levels.

The **Fade Time** is the duration that the steps will take fading to reach the DMX levels.

*For example a step programmed with:*

*DMX channels 1, 2 and 3 set to level 255.*

*Hold time set to 2 seconds.*

*Fade time set to 5 seconds.*

*Considering that all the starting DMX values are 0, the step will play like this:*

*DMX levels will fade from 0 to reach 255 within 5 seconds. Then the step will maintain the levels 255 on the 3 channels for 2 seconds.*

It is possible to combine several steps and create them one after one in a list of step.

(Some traditional DMX desks use the word 'Scene' instead of 'Step', but work in the same way).

## SCENE

A Scene is a list of steps. It contains a suite of steps who are played consecutively. Scenes don't have the same functions than steps. They cannot record DMX levels without steps to store them. Consequently, Scenes must contain at least one step to be operational. When you play Scenes, you are playing the steps that are contained in the scene.

A scene can repeat itself, (loop on itself), or can jump to another scene. Each scene has a cross-fade time to achieve a smooth transition from one scene to another. It is possible to play only a single scene at a time.

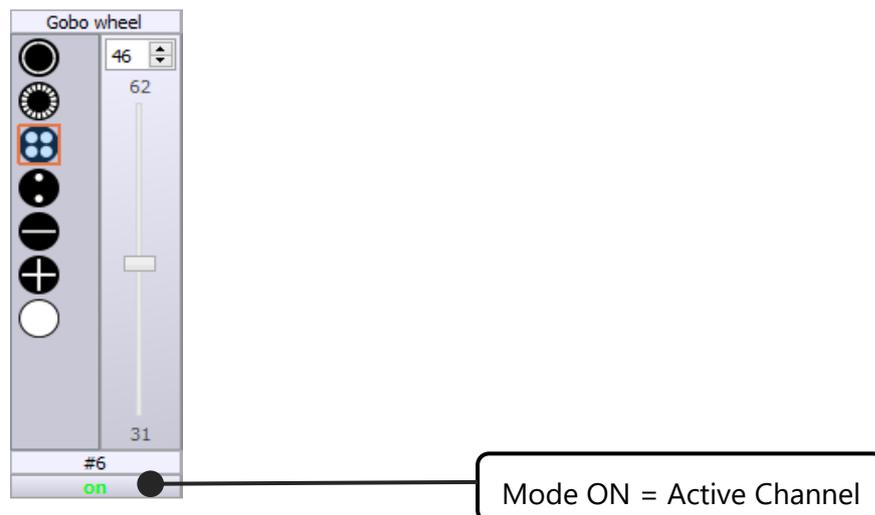
## PROGRAM

A Program is the same as a Scene, but multiple programs can be played at the same time and they can't jump automatically to another program. Programs always have priority over scenes.

Channels become "activated" or "ON" automatically when a DMX level is modified. You can define them manually with the channel windows or using presets with ON/OFF buttons

A full light show is created with a group of scenes, essentially a suite of steps that contain the DMX levels set by the Presets on the selected fixtures.

Refer to the *How To create Scenes and Programs* user manual and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).



## CREATING SCENES WITH THE EFFECTS ENGINE

The software includes an effects engine generator with different types of powerful effects. Each effect will produce a different visual result.

The effects list appears when you select fixtures from the 2D Profile area. The software will automatically show the available effects depending on the fixture channels and functions in your patch. For example, you have more effects for a Matrix and a light with Pan and Tilt or RGB channels.



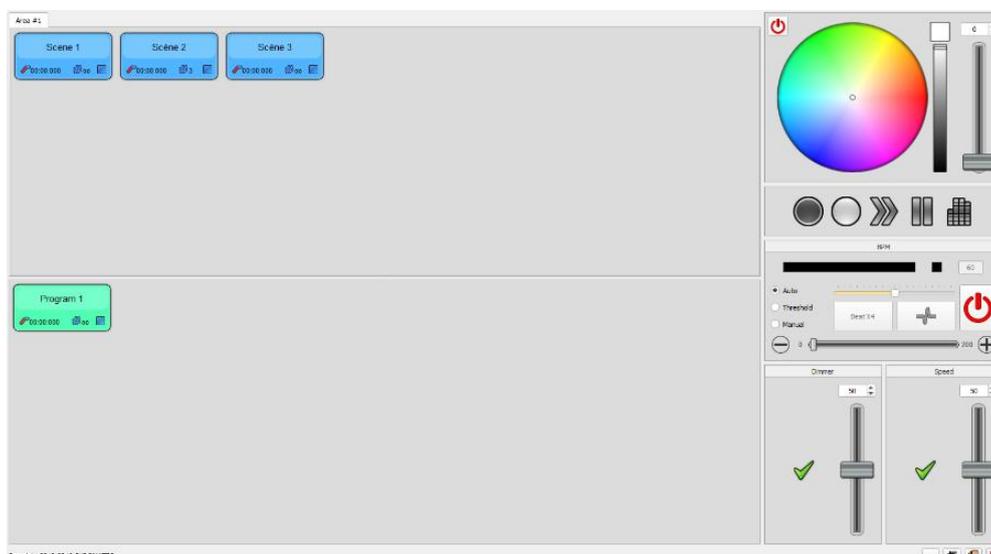
**List of Effects**

Refer to the *How To use the Effects Generator user manual* and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).

## LIVE BOARD MODE

This chapter describes how to use the Live board to trigger scenes, programs and sequences and how to easily take control of the Live Board commands. When all your steps are created and your scenes are configured with the Editor mode, you can play and trigger them directly from the Live Board. The Live Board gives you some additional basic functions like the Color Picker Palette, Black Out, Full White, Pause, Next Scene, General Dimmer and speed controls. Blue buttons represent the scenes, and green buttons the programs.

In Live Board mode, each scene is shown as a button that can be turned on or off. The software can play only one scene at a time as in the Stand Alone mode. Refer to the **How To use the Live Board** user manual and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).



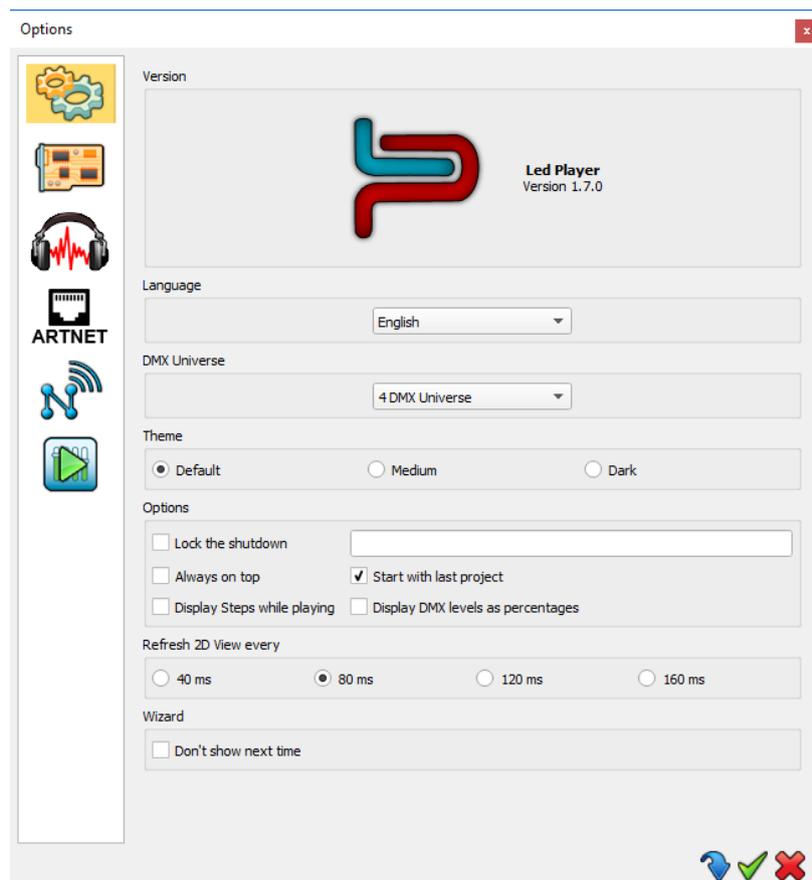
## ADVANCED OPTIONS

This chapter describes how to quickly and easily use the Advanced Options. They have multiple benefits and will allow you to configure the software as you wish. The options window is available from the Tools menu of the Editor mode. Select the Options link to open the window.



### *Open the Advanced Option Window*

By clicking on one of the options window images you can configure the Live Board, the Editor mode and the Hardware Devices. The option window is important because it offers professional and advanced options for the software.



### **Advanced Options of the software**

Refer to the **How To use the Advanced Options** user manual and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).

## GLOSSARY OF TERMS

**DMX512:** DMX means Digital Multiplex. It describes a standard method of data transmission that allows the interconnection of lighting control equipment from different manufacturers. The DMX512 protocol was developed in 1986 by a committee of the USITT (United States Institute for Theater Technology) to provide a standard interface with which to control dimmers from lighting consoles. It allows a maximum of 512 channels per DMX universe. Channels have 255 steps of dimming.

**Channel:** A DMX or analogue output. Each channel has 255 steps. Also known as DMX channel, which, for the purposes of this guide is synonymous with DMX address. Any DMX light show, including shows designed with software, send data to the lights using up to 512 separate channels. The DMX Channel Number assigned to a light in the software must match the DMX address on the light itself. Since each RGB fixture for instance, uses three channels, (one each for red, green, and blue,) the DMX Channel number indicates the first of three consecutive DMX channels that the light receives.

**Address:** A digital number from 1 to 512 for a channel or a fixture. Address numbers define which channel is the fixture's first control channel.

**Universe:** A group of 512 DMX channels.

**Fixture:** A predefined device controlled by DMX channels used for various kinds of lighting and effect devices like spots, moving heads, scanners, lasers, follow spots or smoke machines.

**Profile:** An overview of the fixture channel's functions and descriptions. The Profile shows all the channel presets and channel numbers and defines the fixture type.

**Profile Editor:** A tool to create new Profiles and give the user more control options.

**Preset:** A DMX range or part of the 255 values available in the channels. For example a preset can use channel values from 20 to 51 for a specific function.

**Default Preset:** This preset is used to setup a default level for the channels. One default preset per channel is allowed. If no default preset is defined with the Profile Editor, the software will use the value 0 as its default preset.

**Patch Editor:** A tool to assign different channels to the fixtures and create matrix configurations. It is composed of several universes of 512 channel each.

**RGB:** an abbreviation for red, green, blue. In the RGB color model, all colors are produced by combining various levels of red, green, and blue. The software includes an RGB color picker. A lighting feature for Red Green Blue color mixing.

**Step:** A target state for one or more channels which will fade to the new values over a preset time. More than one scene may be active simultaneously.

**Scene or Program:** A number of steps, recalled automatically with time settings. More than one program can be running simultaneously.

**Fade:** A Fade effect is a smooth transition, back and forth, between two colors. The effect slowly increases the intensity of one color of light while simultaneously reducing the intensity of the other color.

**Triggers:** An input in to the system that recalls a scene or sequence. Triggers include user-mode buttons, the real-time-clock, configurable inputs on the rear of the product, MIDI, DMX and RS232.

**Brightness / Dimmer:** Also known as intensity or luminance. A measure of the rate of flow of light energy (luminous flux) per unit area leaving a surface in a particular direction. A modification of the intensity of the lamp.

**Color:** The effect of light source colors is determined by the combination of three factors: hue, saturation, and luminance. Hue indicates whether a color looks red, orange, yellow, green, blue, violet, etc. Saturation represents how pure a color is, and luminance (brightness) identifies how strong the color is. The software includes a color picker to help you choose from over 16.7 million colors.

**Strobe:** The Strobe effect produces a series of light flashes. Very short, bright flashes can produce a "stop action" effect, where actions seem intermittent. Strobe rate refers to the number of flashes per second.

**Shutter:** A lighting feature that quickly opens or closes the light beam.

**Drag and Drop:** This action allows you to move objects to a different part of the software. Click on the object you wish to move then, holding down the mouse button, move the mouse to a different area to bring the object to this place, then release the button to drop the object.