



USER MANUAL

HOW TO USE THE EFFECTS GENERATOR

V. 1.7.1

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INTRODUCTION

This chapter explains the Live Effect function and how to use the Effect Generator and its options to quickly and easily create an impressive show.

The Effect Generator allows you to create complex visual effects in a short time by automatically generating the steps of a scene. There are two kinds of possible effects: Standard effects that can be applied to any type of fixture and Matrix effects that can only be applied to fixtures configured as a matrix.

It is critical to correctly add your fixtures in the projects with the DMX patch tool in order to get all the benefits of the Effect Generator. The effects that will be enabled by the software depend on the types of fixtures included in the project.



Tutorial videos are available online

DISPLAY AND OPEN THE EFFECT GENERATOR

The software does not display the effects list available until you select one or more fixtures.

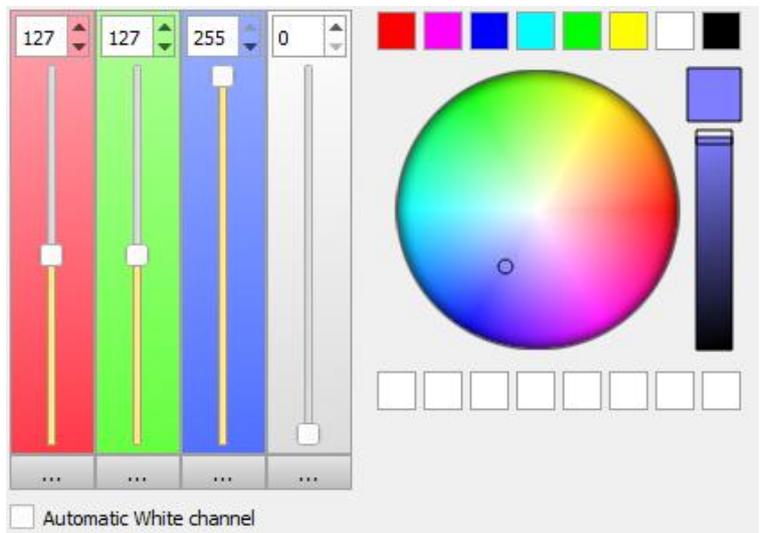
To display the list, you must select one or more fixtures in the selection area then create a new scene or program in the tabs. Once you have been through these two stages, the software can generate available effects in the window below the scenes and programs list.

PRESENTATION OF THE EFFECTS AVAILABLE

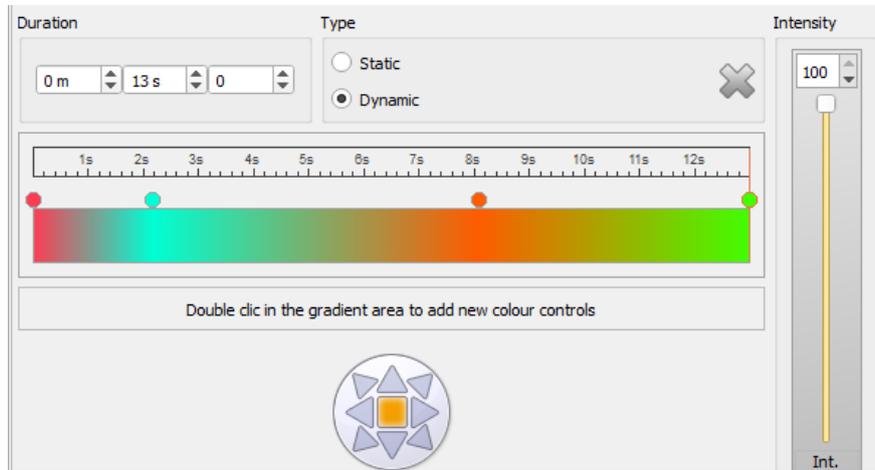


List of all available Effects

Note: In all the following effects, you can customise and change their colors using the color palette and color Presets located in the "Presets" tab. The other parameters can be accessed from the effect window directly (at the bottom left).



GRADIENT EFFECT



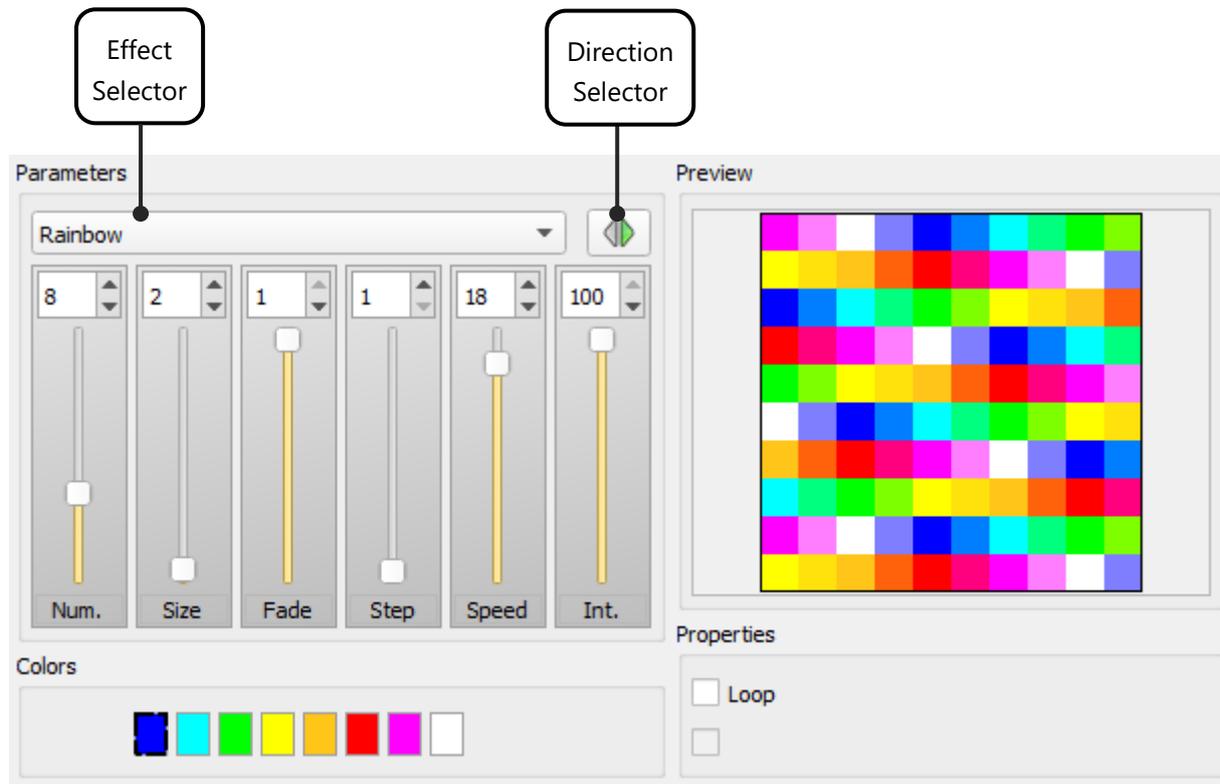
The gradient effect creates colors fades on a group of devices.

Double-click on the color box to add new control points whose you can change color and location. You can select the direction of the fade and movement with the directions arrows.

Two types of gradients are available:

- **Static gradient:** The generated effect contains a single step and devices reproduce the color fade according to their ID and device selection.
- **Dynamic gradient:** All selected devices fade from one color to another. The fade time is adjustable in the "Time" box, the time corresponding to each control point is visible in the Timeline above.

SEQUENCER EFFECT

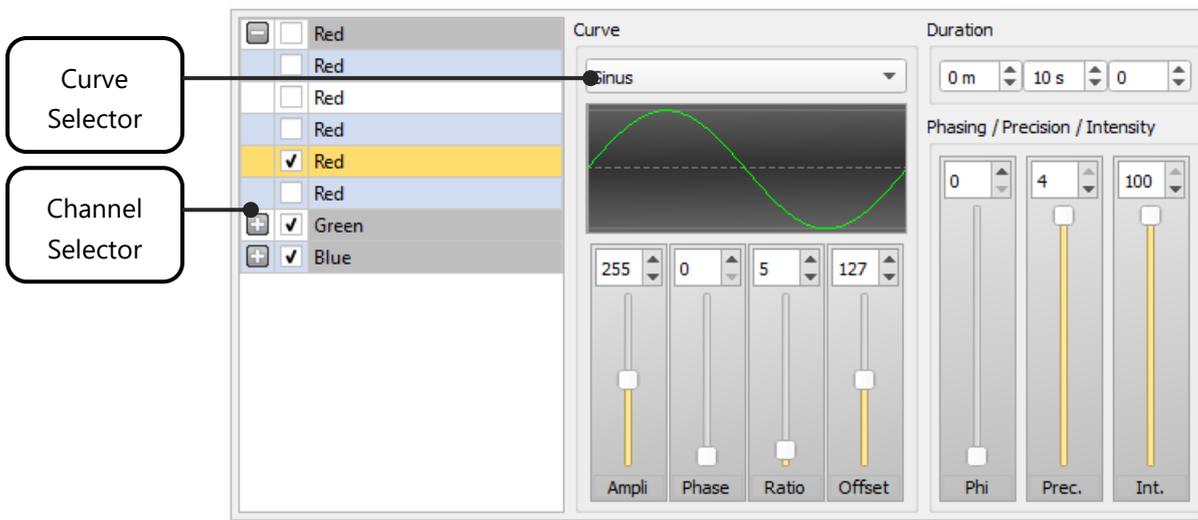


The Sequencer effect creates sequences of linear colors. It has several types of effects that can be selected via the drop-down Effect Selector menu. For each effect, you can choose the direction of course, the number of colors, editing the colors, the size of each color area (number of devices), the cross fade size, the number of steps, the speed and the intensity.

In the '**Properties**' you can set the types of color transitions (fade or snap), the course of the effect (single or bounce) and the continuity of the effect.

The effect parameters can be changed until the desired result is achieved. There are endless possibilities.

CURVE EFFECT



The effect curve allows you to assign a mathematical curve to each channel of the devices selected, varying the DMX level (0 to 255) of the channel according to the selected curve. To assign a channel, just check it in the list of channels (For multi-beam fixtures it is possible to select beams per beam by clicking + to display the sub channels). The different curves are available from the drop-down list.

For each type of curve, it is possible to adjust various parameters such as amplitude, phase, ratio and offset.

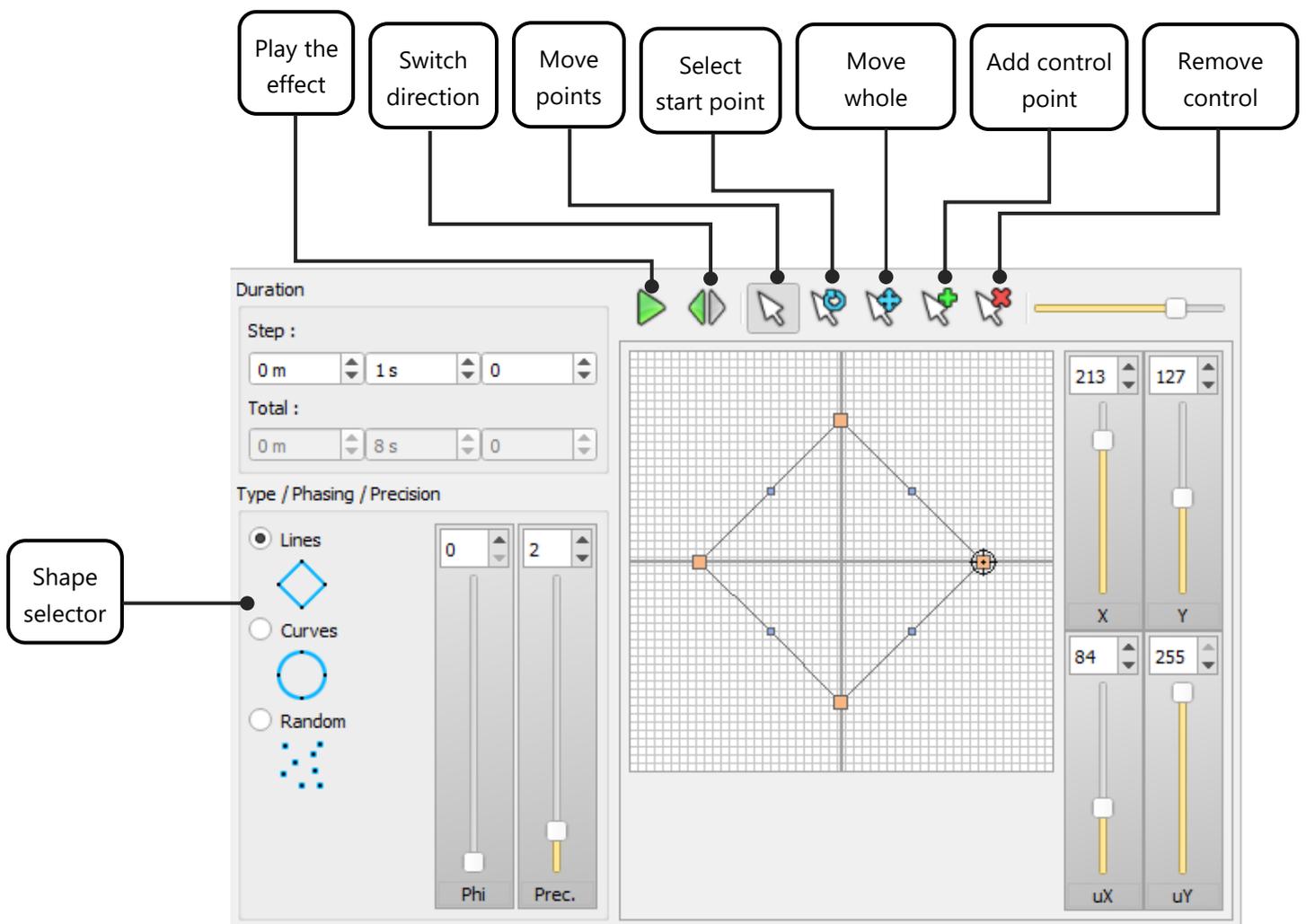
The duration, common to all effect's channels, can be changed in the 'duration' box located on the top right corner.

Finally, it is possible to edit four parameters to create the final result:

- **Ampli:** the selected devices will play the same effect with a regular DMX amplitude.
- **Phase PHI:** selected devices will play the same effect with a time lag on the curve.
- **Ratio:** Adjust the number of samples and therefore the number of steps generated.
- **Offset:** the selected devices will play the same effect with a regular offset of the curve.
- **Phasing PHI:** the selected devices will play the same effect with a time lag between each selected device.
- **Precision:** Adjusts the number of samples and therefore the number of steps generated.
- **Intensity:** The intensity of the units can be increased or decreased.

Note: The higher the ratio of the curve is, the more accurate the desired result will be.

PAN TILT EFFECT



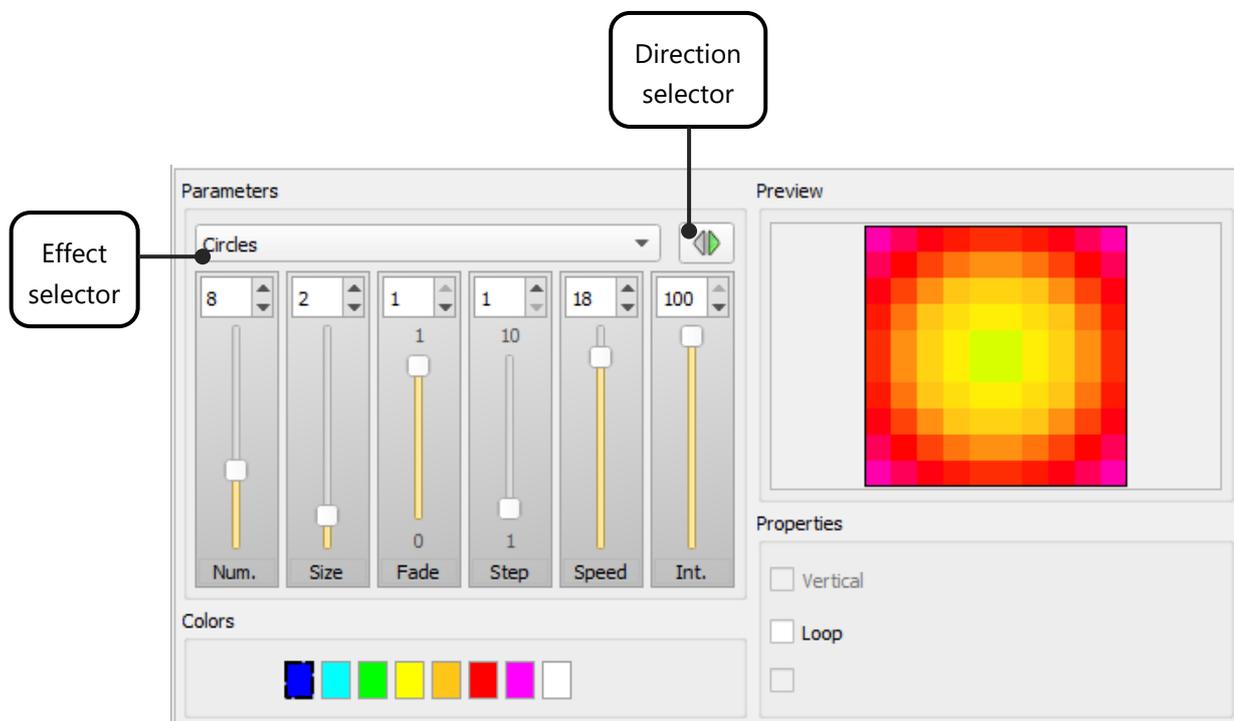
The Pan Tilt effect allows to quickly create movements and shapes for Moving Heads or Scanners. It offers seven basic shapes such as lines, circle, random, star, cross, flower and vortex.

When you select a shape, you will be asked to enter the number of control points of the shape (in orange). These points are used to modify the geometry created.

The "Duration" record box changes the time between each checkpoint and influences the overall speed of the effect.

Finally, parameters allow you to:

- **Phase PHI:** the selected devices will play the same effect with a time lag.
- **Precision PREC:** Adjust the number of samples and therefore the number of generated steps. Blue dots between each checkpoint represent steps that will be generated to create the movement. The speed of the effect will also be changed.
- **Shift / Dx Dy:** the selected devices will play the same effect with a regular offset of the DMX range (Typically, this parameter provides a spread positioning of devices).



The Matrix effect creates color effects for device matrices with RGBW/CMY parameters. It has several types of effects that can be selected via the drop-down list.

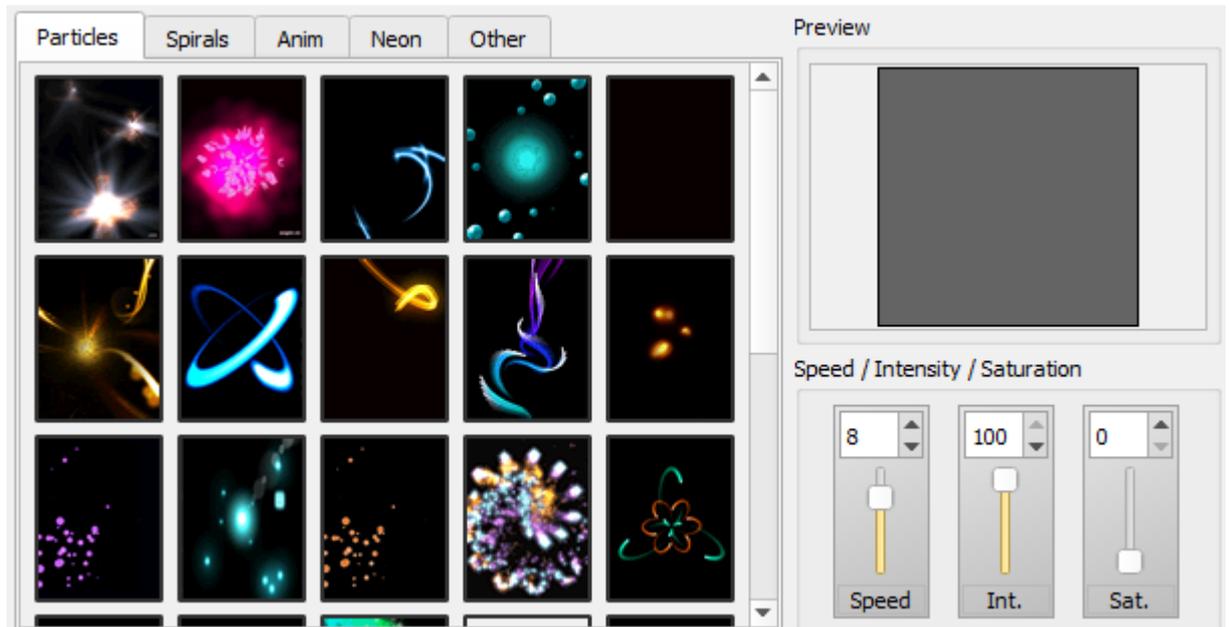
For each effect, you can choose the direction of course or effect type, the number of colors, change the colors, the size of each color area (number of devices), the fade size, the number of steps, the speed and the intensity.

The properties allow you to select (depending on the effect) the type of transition between colors (fade or snap), the course of the effect (single or bounce) and the direction of the effect (vertical or horizontal).

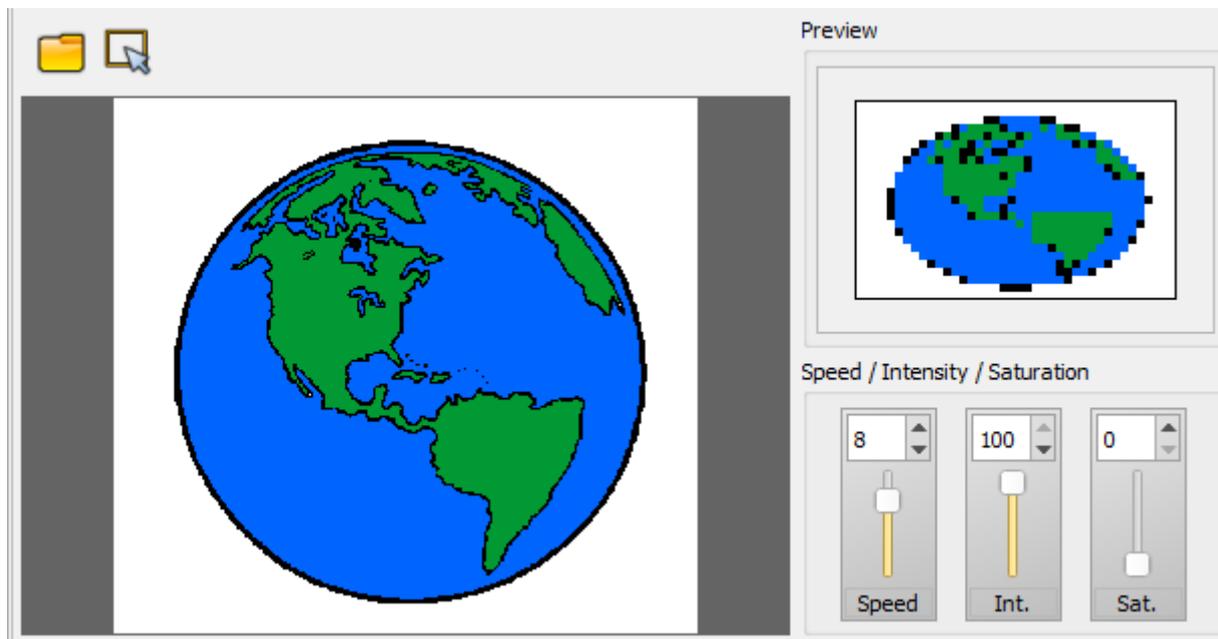
Intensity will manage the intensity of the effect.

This effect works only with profiles patched as a matrix. You must create a DMX Patch with a matrix for your lighting fixtures. (Refer to "creation of profiles" and "patching profiles" chapters).

ANIMATED EFFECTS



The Animated Effect is applied to matrices with RGBW/CMY circuits only and allows you to select an animation categorized under five tabs. For each animation, you can adjust the speed, intensity and color saturation.



The Media effect allows to assign all media types (image, animated GIF, video) on a matrix RGB/CMY.

For each file, you can adjust the speed, intensity and color saturation.

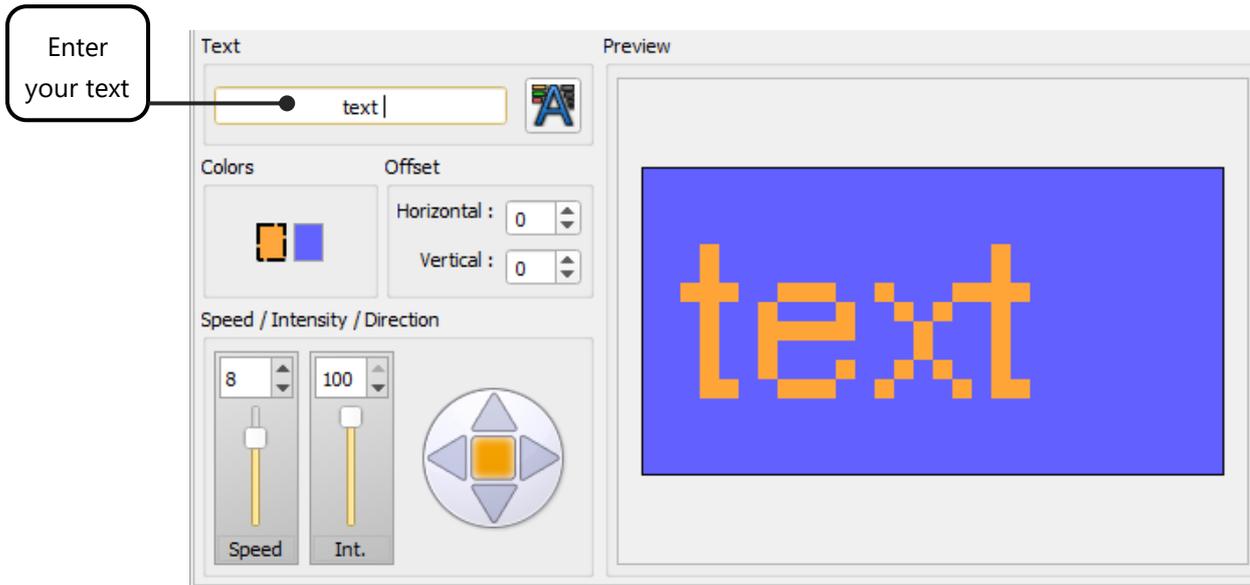
The "Open" button allows you to select the file to be applied to the matrix.

If you select a video, Play / Pause, Record and Stop buttons appear.

Select the area to record and press the Record button to start recording the video. When you stop recording (Stop button), the preview allows you to preview the final render. Repeat if necessary and confirm the effect to create.

Note: The software recalculates the resolution of media files depending on the resolution of the selected matrix. Therefore, a file with too high a resolution will not be visible properly and rendering will not be true. It is therefore preferable to choose video files and images with low resolution and if possible respecting the resolution (height x width) of the matrix.

TEXT EFFECT



The Text effect allows you to scroll text on a RGB/CMY matrix. The input box allows you to type the text to display as well as the font and size to use.

You can change the colors of the text and background and adjust the positioning of the text in the matrix with horizontal and vertical offset buttons.

The parameters are used to vary the speed, intensity and the course direction of the text.

Tips: When using the HTP mode, you can combine several matrices effects; such as a text with an animation on the background.

CREATE ADDITIONAL STATIC LEVELS IN THE EFFECTS

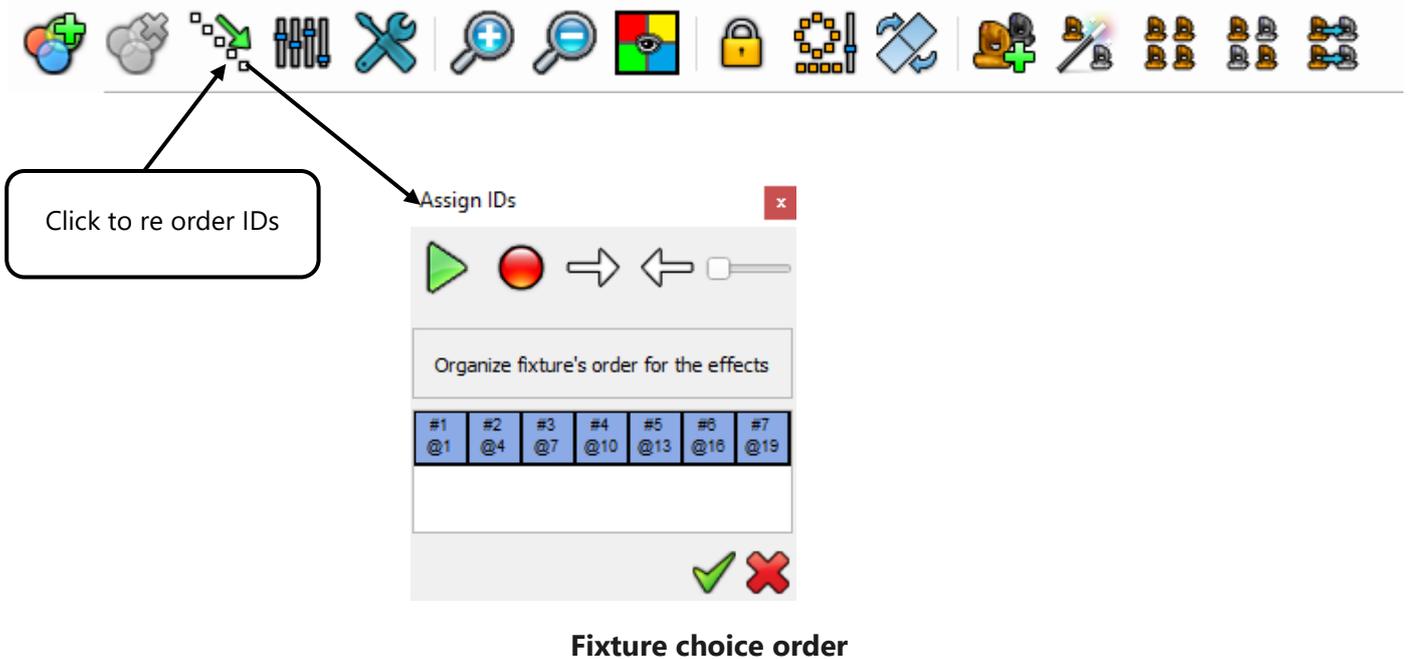
For each effect, you can assign static levels to circuits which are not affected by the effect (via the presets or the channels window).

These levels are affected by device family and are specific to the effect. If you want to create static levels for several families of devices, you must select each family one by one while editing effects and assigning the desired levels.

When you click on an effect button, the levels corresponding to the selection shall be automatically triggered.

COURSE ORDER OF THE FIXTURES

When you add new devices, an index is allocated to them (according to their default DMX address). The devices' chase direction for each effect depends on this index. However, if you want to change the order, you can reassign devices' indexes via the "Assign IDs" button in the 2D view toolbar. Select the fixtures that need to be reorganized and press the button to display the "Assign IDs" window and then define the new index order:



You can re order devices by drag and drop or via the arrows on the toolbar. The direction goes from left to right. The play button allows you to view the new direction order before confirming by previewing DMX levels of current devices to 255 (see output window and 2D view).

It is possible to call the Index window at any time during effect editing.

The effect generator is one of the important features of this software. It saves time and effort for users by automatically generating the relevant DMX levels for the channels selected and according to the required effects. Complex visual effects can be achieved by anyone regardless of experience.

The software includes additional options to customise the interface according to the needs of its user. Find out more about those options in the « How to use the Advanced options » chapter.