

# USER MANUAL

## HOW TO USE THE LIVE BOARD

V. 1.7.1

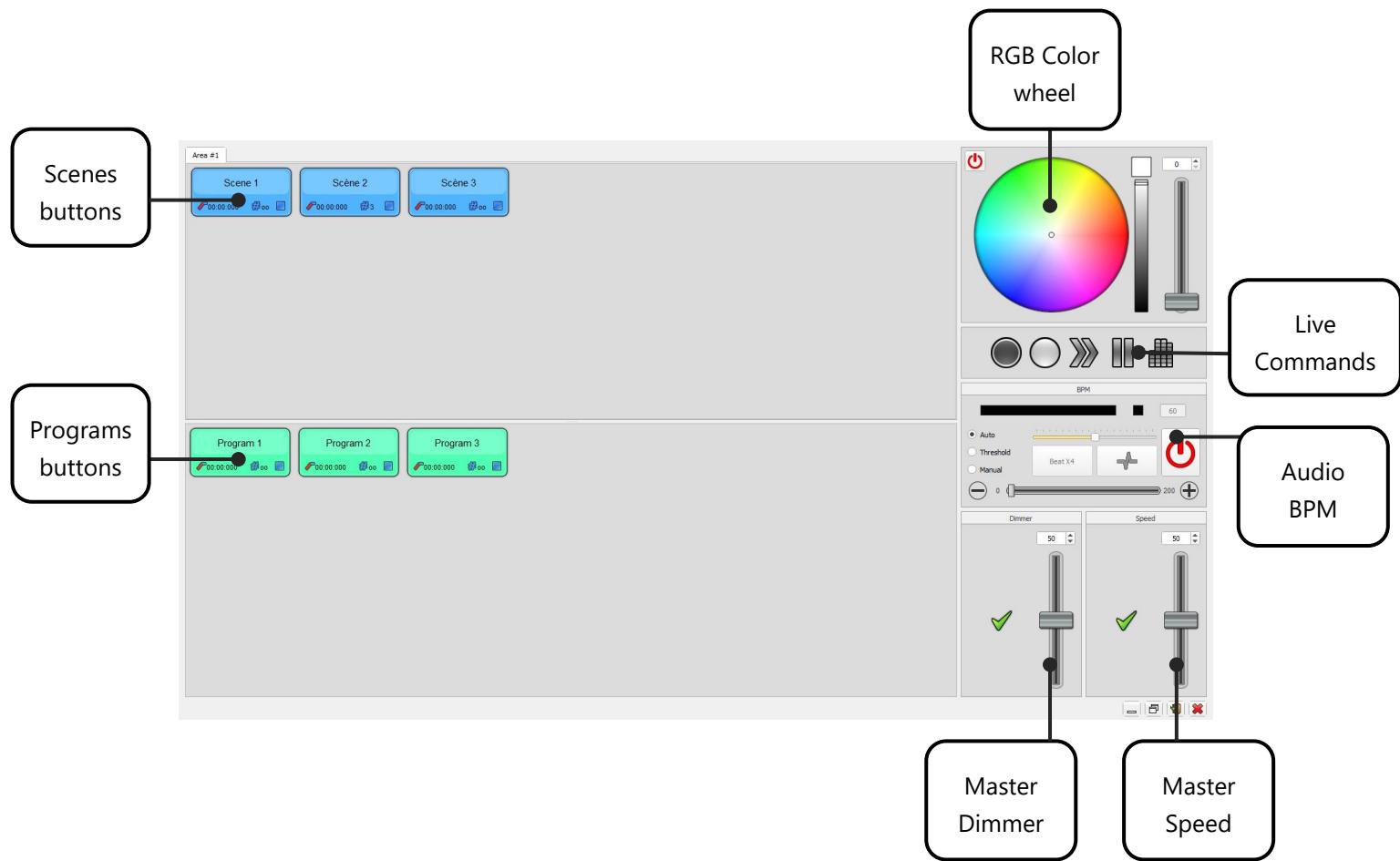
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## INTRODUCTION

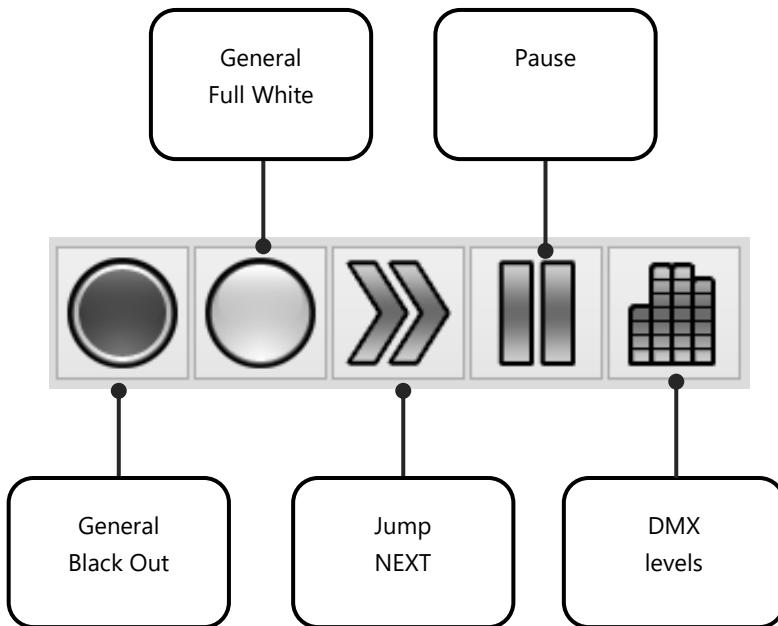
This chapter describes how to take control of the commands how to play and trigger scenes, programs and sequences from the Live Board Mode. It will and how to easily take control of the Live Board commands.

When all your steps are created and your scenes and programs are configured with the Editor mode, you can play and trigger them directly with the Live Board mode. This mode includes some extra basic functions like: the Color Picker Palette, Black Out, Full White, Pause, Next Scene, General Dimmer and the speed controls. Refer to the user manual **How to Create Scenes and Programs** to learn more about the scene creation process.



## COMMANDS OF THE LIVE BOARD MODE

### BASIC FUNCTIONS

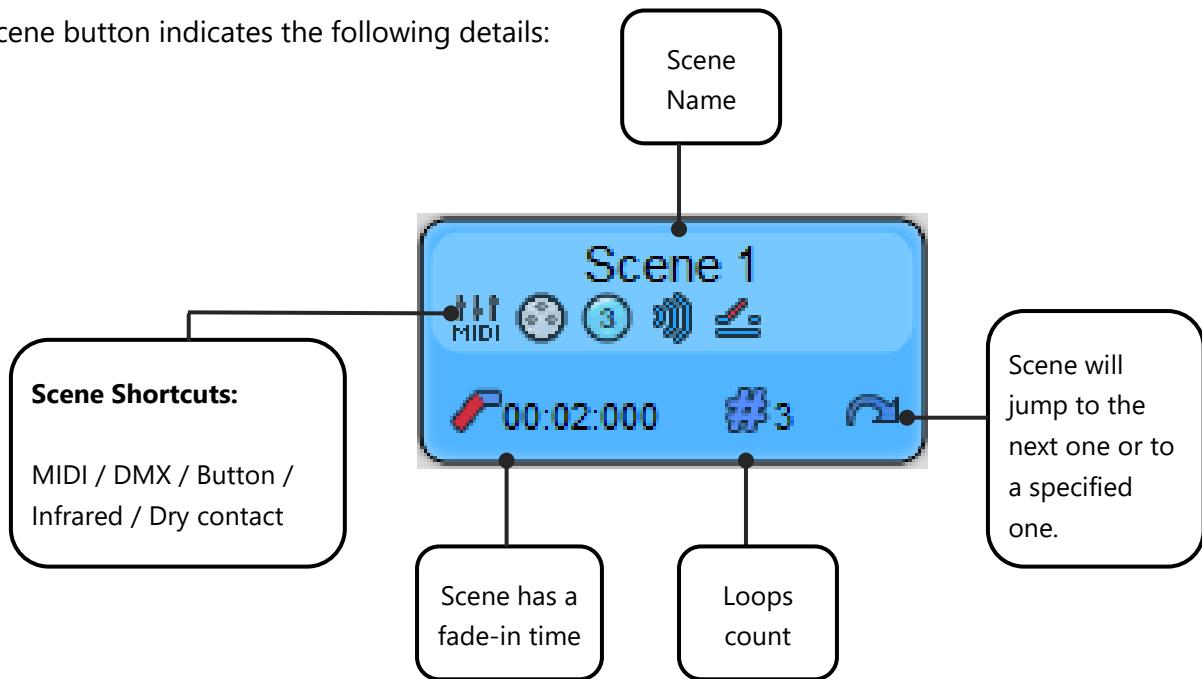


- **General Black Out:** Close fixtures beams and turn off lights. The Pan and Tilt channels are still active
- **General Full White:** Turn on all the lights and open the light beams, the RGB DMX values will be set to their maximum white color.
- **Next Scene:** Jump directly to the next Scene.
- **General Pause:** Freeze the scene at its current DMX levels.
- **DMX Levels:** Show or hide the DMX levels window.

## SCENE, PROGRAM BUTTONS AND SEQUENCES

Under the Live Board mode each scene and program are shown as a button that can be turned on or off. You can see the complete list of scenes and programs that have been programmed in the Editor mode. Note that the the scene and program order follows the scenes and programs lists order set in the Editor mode.

A scene button indicates the following details:



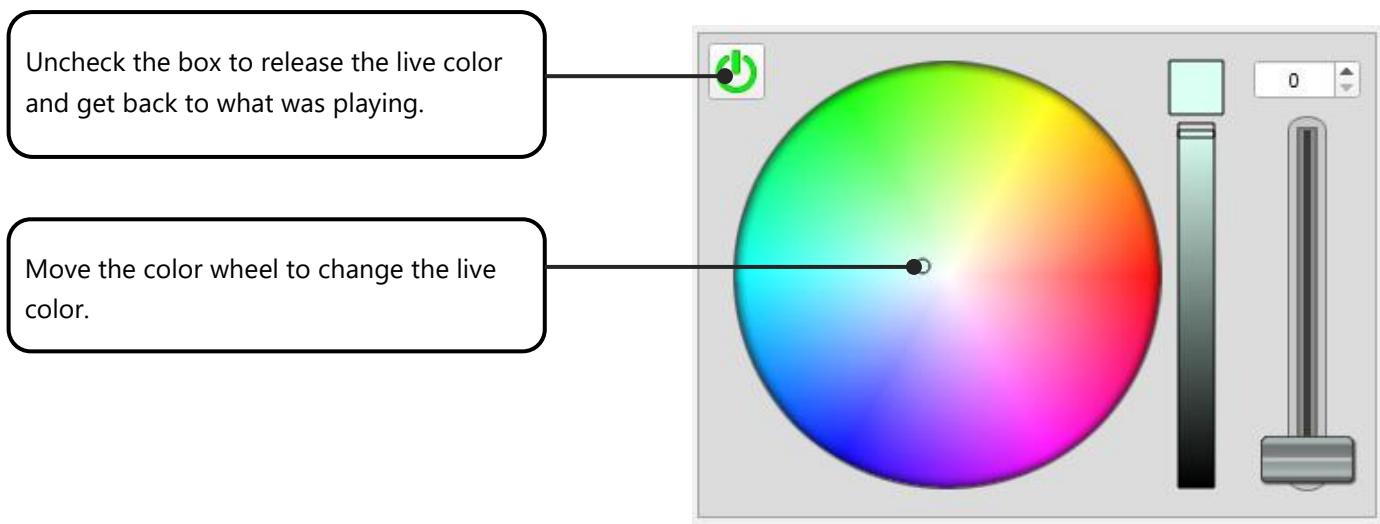
Left click on a scene button to trigger and play the program. Then click on another scene button to play something else. The software can play only one scene at a time in the Stand Alone mode, but the live board mode allows you to play several programs simultaneously.

In addition, the Live Board can play sequences by itself as it follows the number of loops and the jump options you have set up. A sequence is a suite of scenes that automatically plays in a specific order. By choosing scene loop numbers and jump options you can create a sequence with several scenes from the Editor mode. You only need to trigger the first scene of the sequence in the Live Board mode to play the complete sequence.

## RGB W/A, CMW COLOR PALLET

When playing a scene, you can, at any time, use the Color Palette located on the right hand section of the Live Board mode and instantly change the current color of your lights.

Simply left click anywhere in the Color Palette to immediately change the fixtures selected. The palette will indicate the new DMX values of the color. The Color Palette can only command the Red, Green, Blue, White and Amber channels. This function is exclusive to lights with the RGB(W/A) feature.



**RGB W/A Color Pallet**

By using the color palette, you control only the lights that are playing in the current scene and not the other lights. The color palette only controls activated fixtures.

Fixtures are activated when they have been selected in the Editor mode and that their scenes have DMX values over 0.

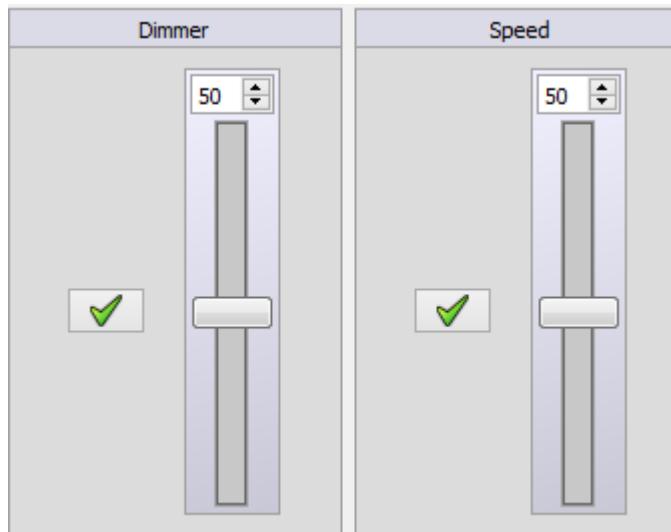
For example, you have 4 LED RGB fixtures. You select the first two and program scene 1 with some steps. In Live Board, after triggering scene 1, the color palette will change the RGB values of the first two fixtures only.

The Color Palette also manages White and Amber light features in Auto or Manual mode. The Palette has an additional cursor located in the left hand section. In manual mode you can modify the White/Amber intensity. In Auto mode the cursor is not used and the Palette automatically manages the four colors.

You can release the color control and continue to play the original content of the current scene by deselecting the ON/OFF icon of the color palette.

## DIMMER AND SPEED CURSOR

The software has 2 cursors located on the right hand part of the window.



The cursor on the left is for the fixture Dimmer. It manages the dimmer channels and the RGB channels for all the activated fixtures. For example, if you are using 10 traditional lights and 4 RGB LED lights in your project but the current scene that is playing has been programmed for the 6 traditional lights and for 2 RGB lights. When you use the dimmer cursor, only the 6 and 2 lights used for the scene will have their dimmer updated.

The centre position is the default one. When you move the Dimmer cursor up the dimmer and RGB values increase constantly until their maximum. It is possible that the level of the dimmer and RGB are set to their maximum in the current scene, so moving the cursor up won't affect the dimmer intensity. When you move the Dimmer cursor down the dimmer and RGB channels decrease with a percentage calculated from the default values. Therefore, you can only reach the minimum when the cursor is at its lowest position. The percentage method allows the users to keep the color in dimming mode constant.

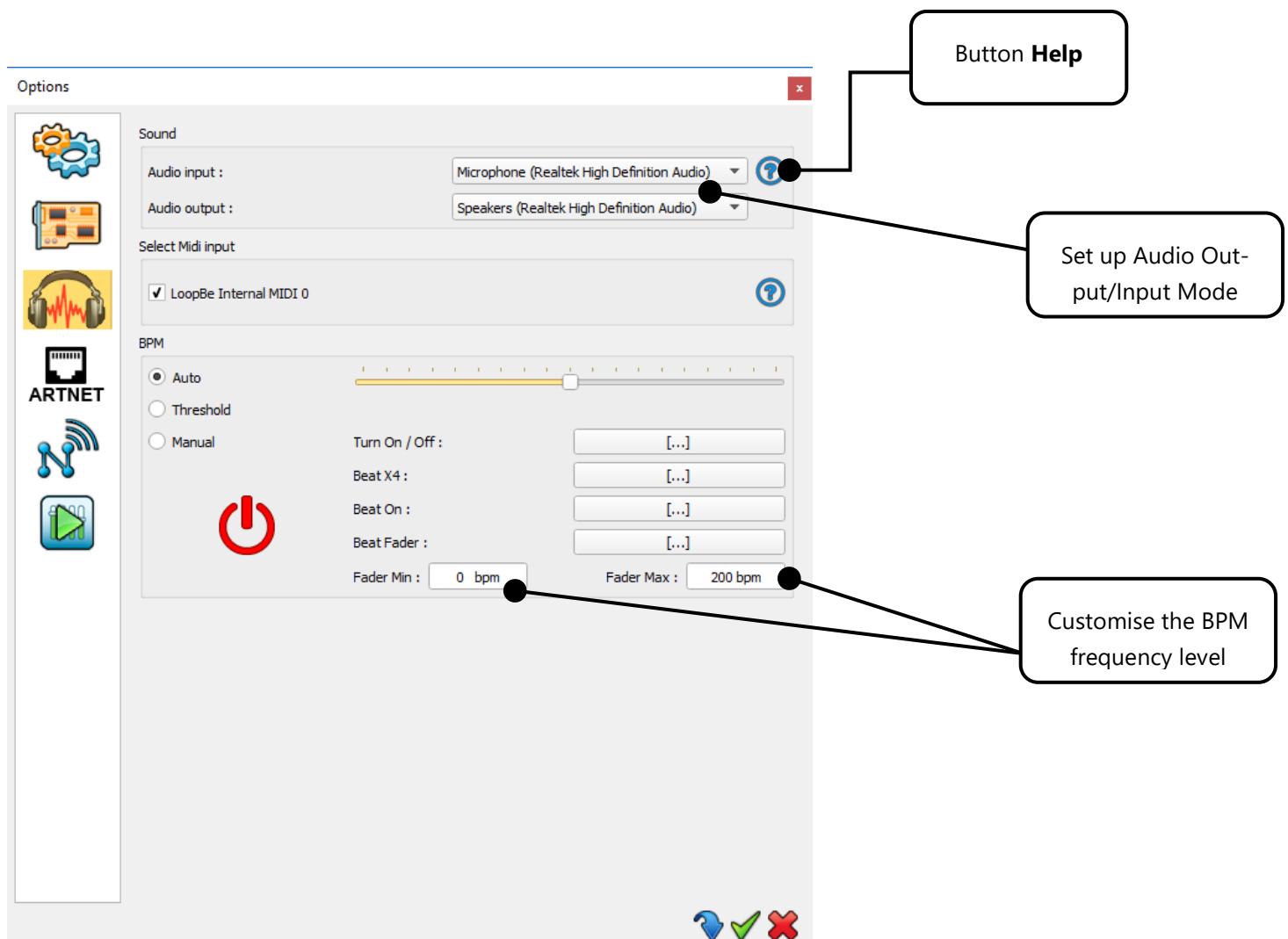
The Full White command is compatible with the Dimmer cursor so you can dim all the fixtures of your project together when the Full White is activated.

The cursor on the right is for the General Speed; it manages the speed of the scenes. Simply move the cursor up or down to accelerate or decelerate your program. This cursor will increase or decrease the time between each step to speed up or slow down the scene.

## AUDIO ANALYSIS – BPM TRIGERING

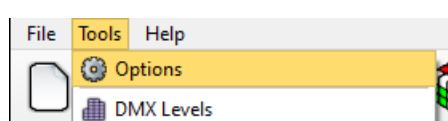
The software allows trigger options based on an audio source. For instance, « beats on steps » means that the steps of the scene will play following the rythmn of the music.

 The software is set on your microphone output by default. To get the best of your BPM options, the first thing to do is to set up the audio output on « Stereo Mix ». The « Stereo Mix » outout option is not default on the first use of the software. Follow the instructions described in the « Help Tab » to access the Stereo Mix Output options.



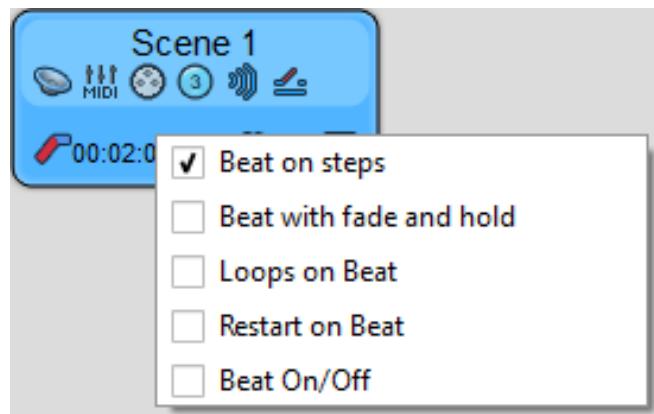
Window of the Audio Options

Reminder: To open the Software **Advanced Options window**, go to the Editor Mode **Tools** tab and select the **Audio** settings (see **Audio Options window** above).



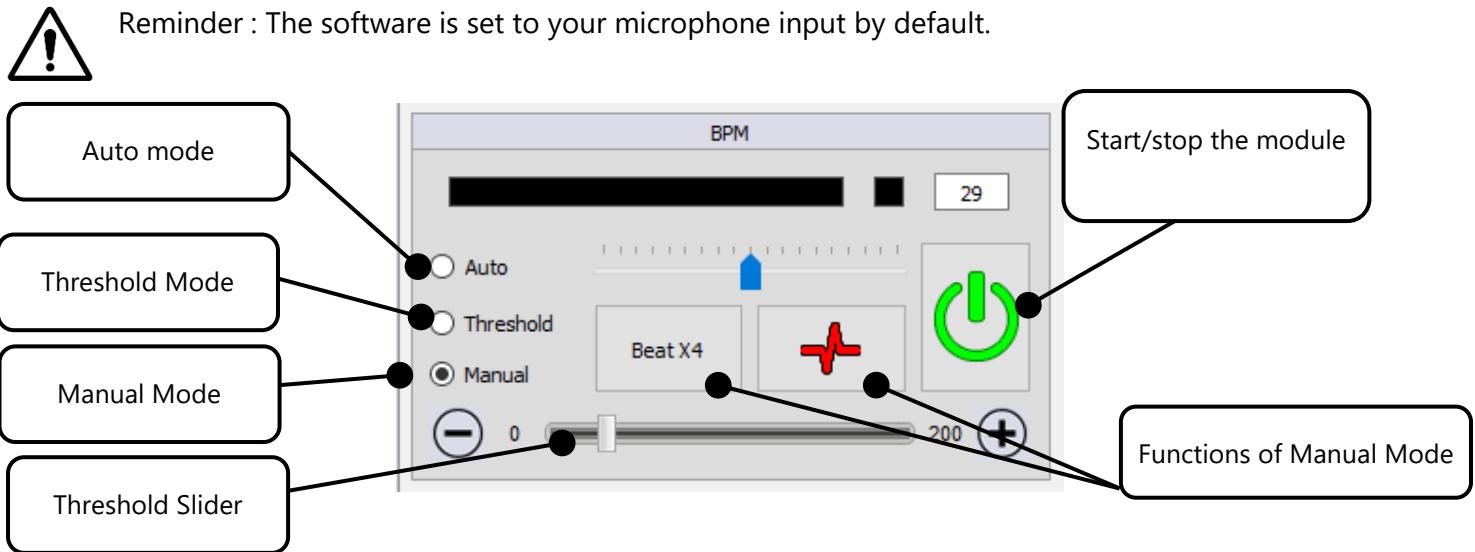
## ADD A BPM MODE TO YOUR SCENES AND PROGRAMS

Right click over a scene/program button to set a BPM mode. You can choose between different BPM modes such as playing steps on the beat or triggering the steps in the scene on the beat.



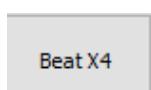
- **Beat on steps:** Snap to next step on each beat.
- **Beat with fade and hold:** Advance to next step on each beat keeping hold and fade times.
- **Restart on beat:** Play scene on time but restart it from step 1 on each beat.
- **Beat On/Off:** Start and Stop scene on each beat. (Convenient for shutter effects)

## SOUND DETECTION SETTINGS



Sound detection modes:

- **Auto:** Auto detection algorithm
- **Threshold:** Auto detection algorithm with adjustable sound threshold (Move the red cursor in the sound meter to adjust the beat detection threshold)
- **Manual:** Manually define the tone frequency



By clicking the tab Beat X1, Beat x2, Beat x3 or Beat x4 in time with the music, you set the BPM to match.



When you click this tab, you indicate a beat to stress. If you wish to use this option, it is recommended to parametrize a shortcut (CTRL + Click)

## ADVANCED LIVE BOARD OPTIONS

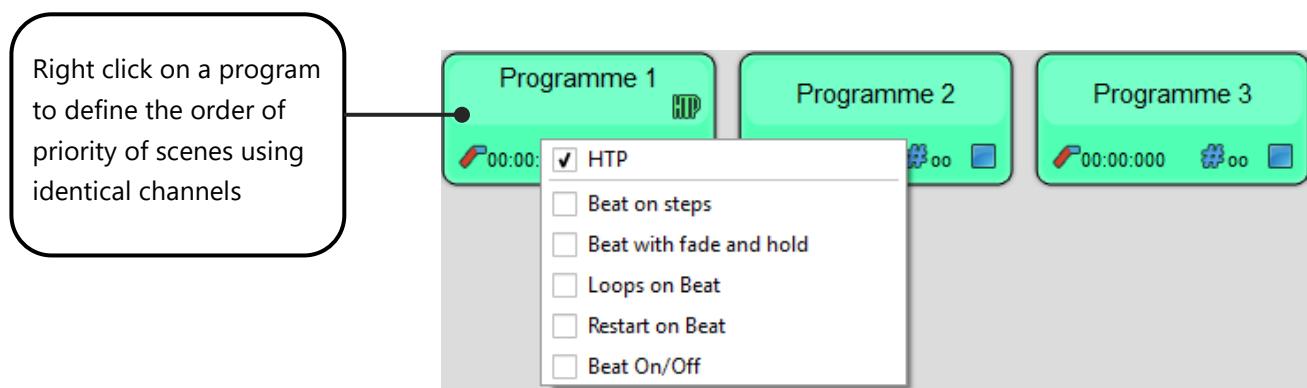
### HTP MODE

The Live Board Mode is set by default to LTP (Last Takes Priority). It means that when several scenes are simultaneously played and when the latter use identical channels, the last scene activated by the user will be played over the common channels of the other scenes.

Scenes	Programs					
Name	Cross fade time	Loops	Duration	Key	HTP	Live
Program 1	00m 00s 000	Always loop	00m 03s 480	[...]	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Program 2	00m 00s 000	Always loop	00m 02s 000	[...]	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Program 3	00m 00s 000	Always loop	00m 02s 000	[...]	<input type="checkbox"/>	<input checked="" type="checkbox"/>

However, a right click on the button of a program allows you to activate the mode HTP (Highest Takes Priority). This means that the software will take the highest value on the identical channels (whether it is those of the program or the manual modification of the channel). So, if you have a fixture parametrized to a certain lighting intensity, and that the same fixture has a different intensity in another program, then in HTP, the software chooses the intensity having the highest DMX value on the channel .

For example, if your 1st program has an intensity equal to 75 %, and your 2nd program has a 50 % intensity, then it is the intensity of the 1st program which is played.



## SECURITY OPTIONS

Multiple options are available to configure the Live Board mode. For example, you can hide or display commands or you can set up a password to secure and protect the software from possible modifications by unauthorised users. Refer to the manual **How to Use the Advanced Options**.

With this manual you are now able to trigger and play scenes yourself or pass the commands to someone else. The Live Board is very user friendly and it can be easily operated by touch screen, so it is possible to leave the control in the hands of a novice.