USER MANUAL
HOW TO USE SCENES

V.1.5.1

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INTRODUCTION

Scenes allow you to play static or dynamic DMX levels from steps or memories. In this way, you can easily customize the programming of your fixtures.

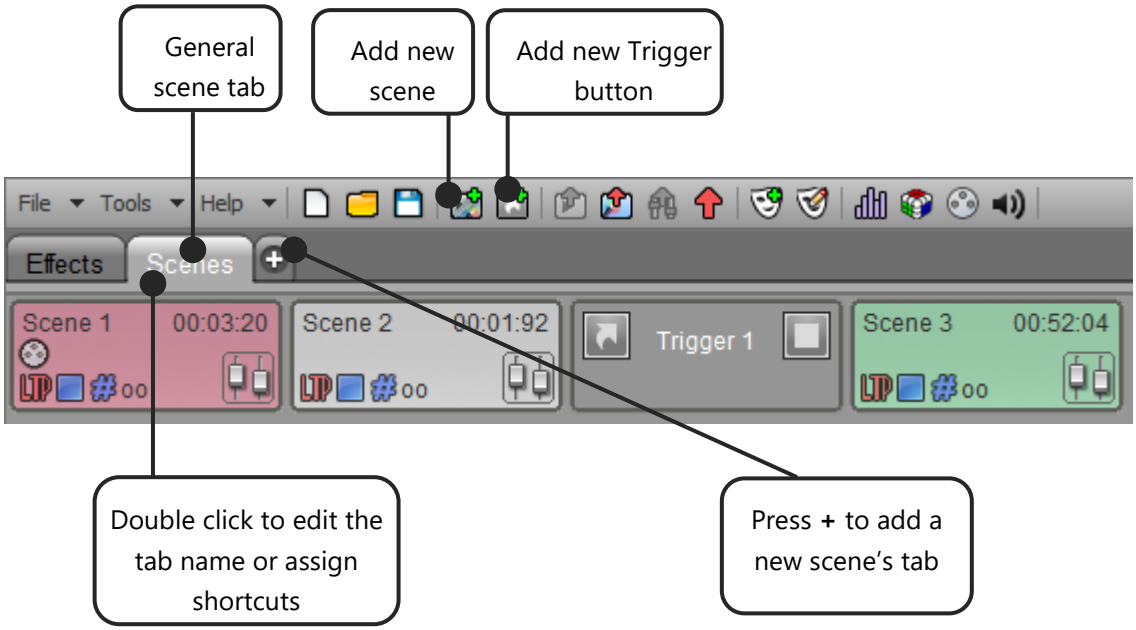
Scenes buttons are displayed on the left side of the software and can be called or started at any time. In this chapter you will learn how to create and use scenes and organize them within the tabs as well as in the timeline.

Only Scene buttons can be added and inserted into the software's timeline (using drag and drop while pressing shift key from the scene tab to the timeline).

Scene buttons are necessary to customize the operation of your fixtures, so it is important to know how to use them well.

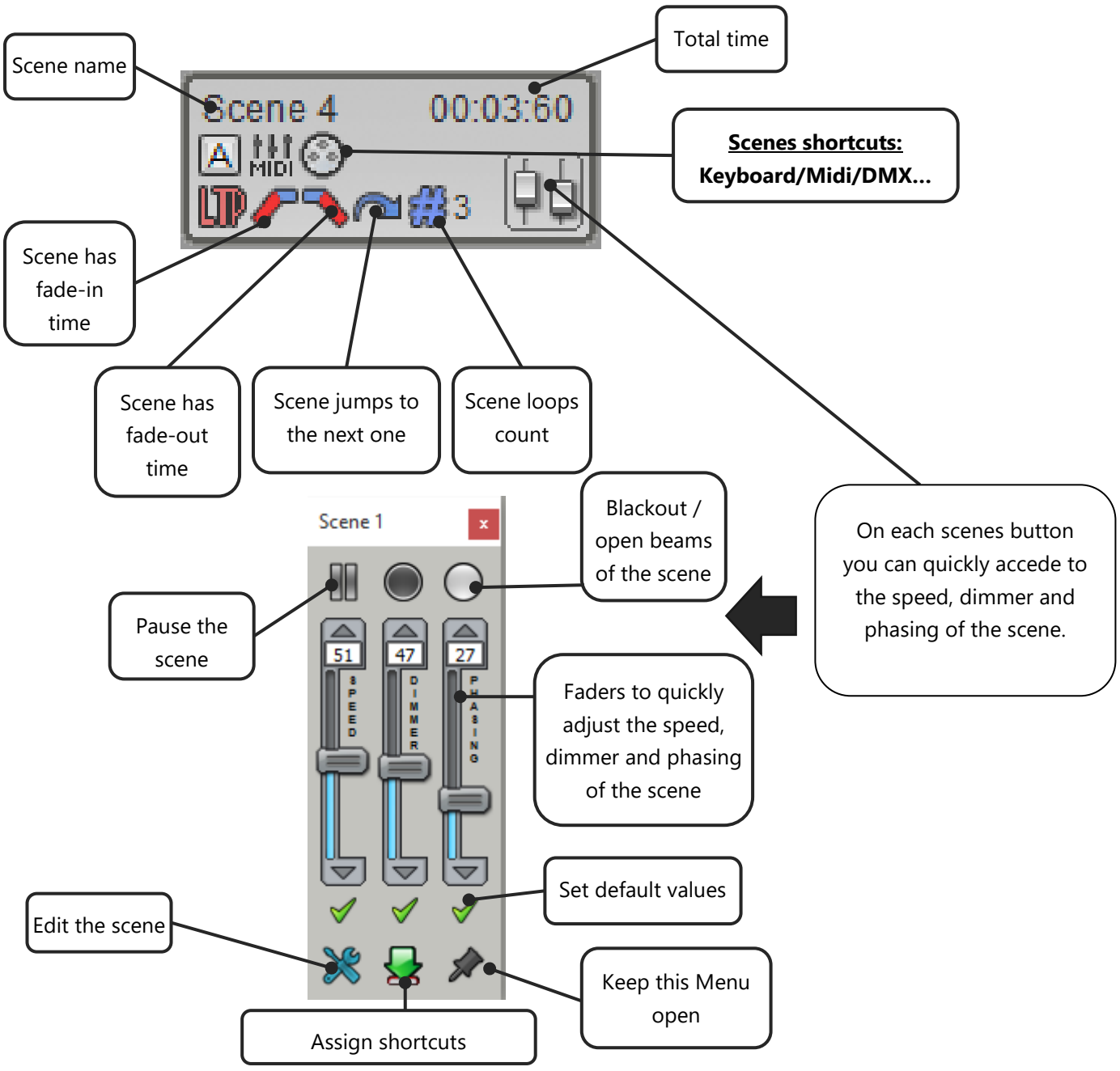
ORGANIZE SCENES IN TABS

New scenes can be created in the dedicated "Scenes" tab. However, you can also add an unlimited number of scenes tabs to optimize your workspace.

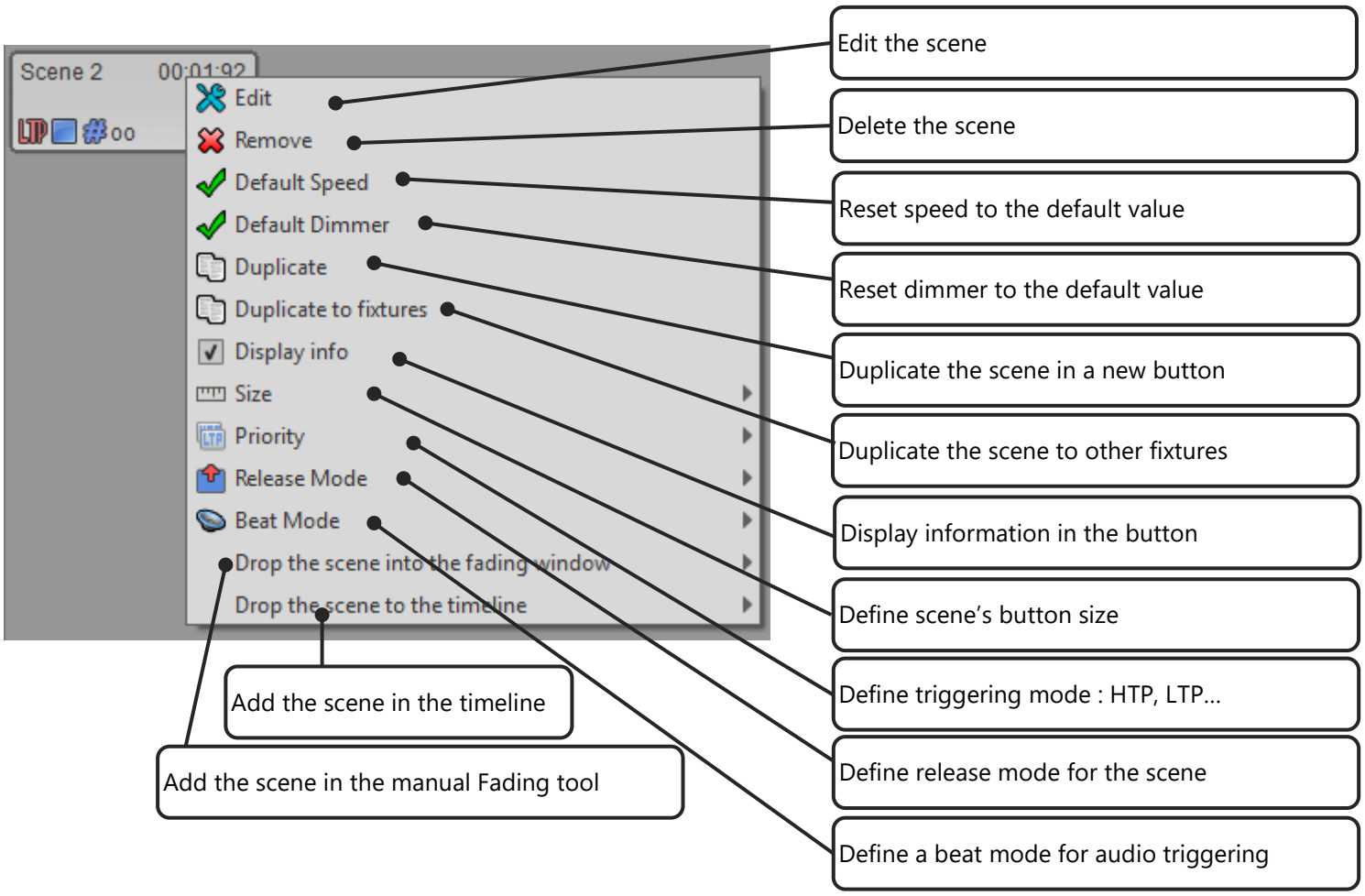


CREATING A SCENE BUTTON

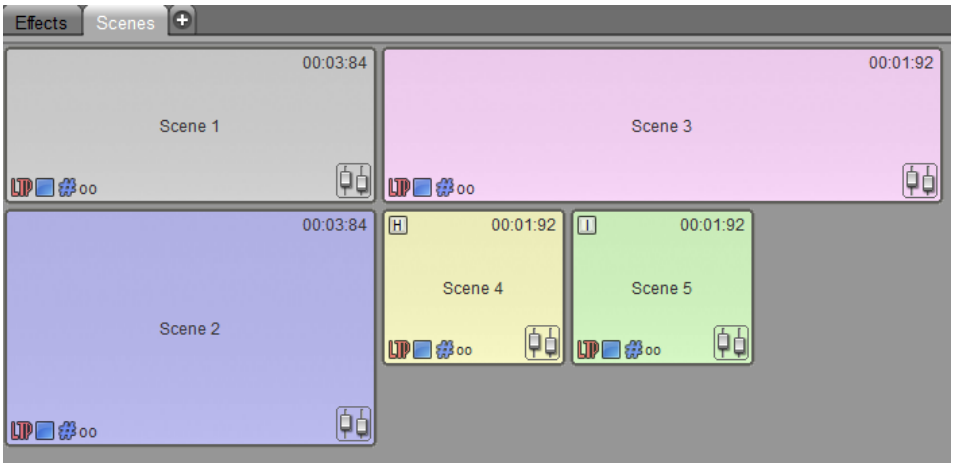
To create a new scene, use the "Add" button on the main toolbar. The scene will be added to the active tab. Be careful that the active tab is not the "Effects tab", otherwise an effect will be created instead of a scene.



Right-click a scene button to open the context menu and access the different properties of the scene.

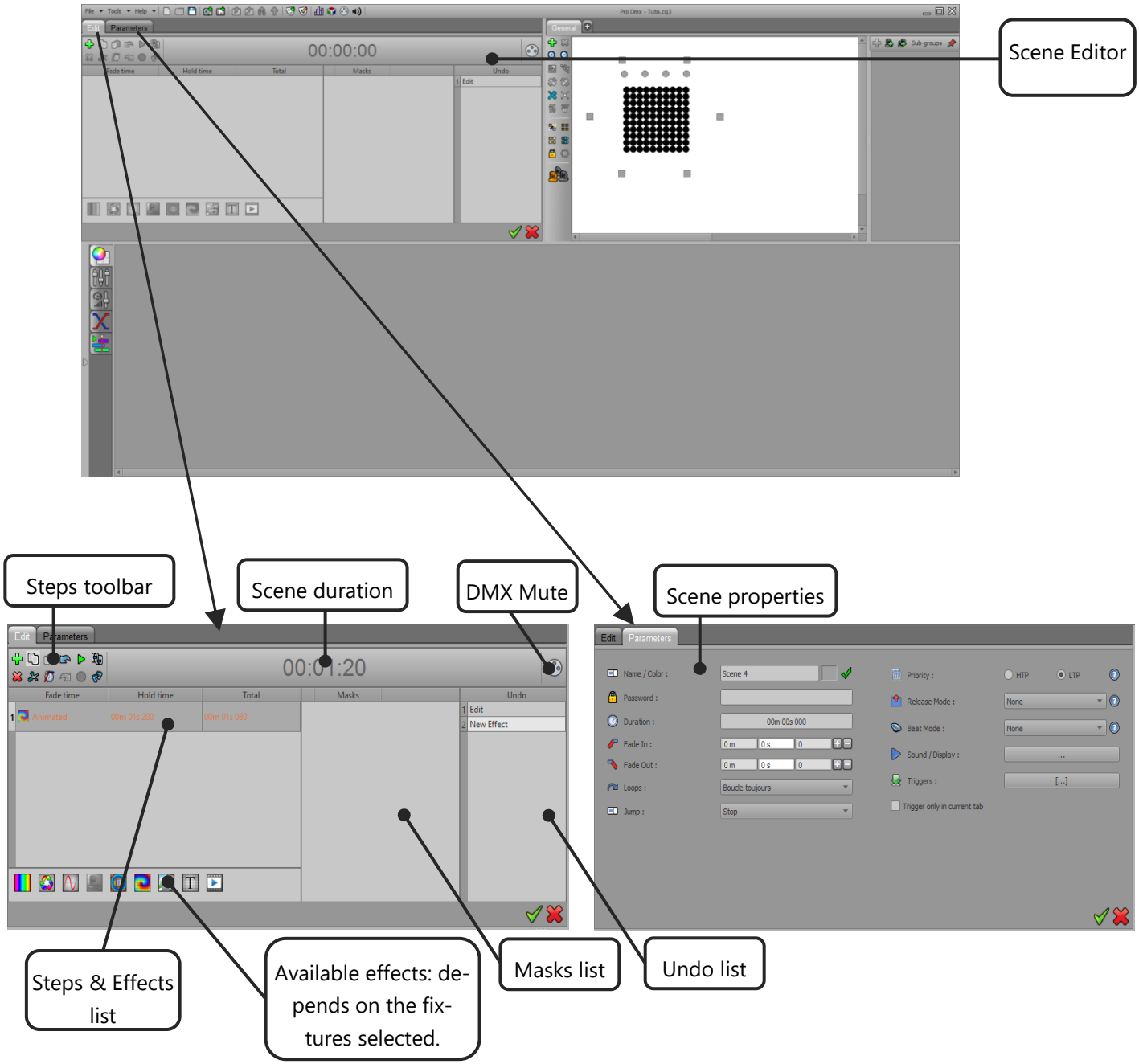


SCENE BUTTONS SIZES



EDITING A SCENE'S CONTENT

The edit window opens instead of the scenes tabs and leaves room for the fixtures selection and presets view.

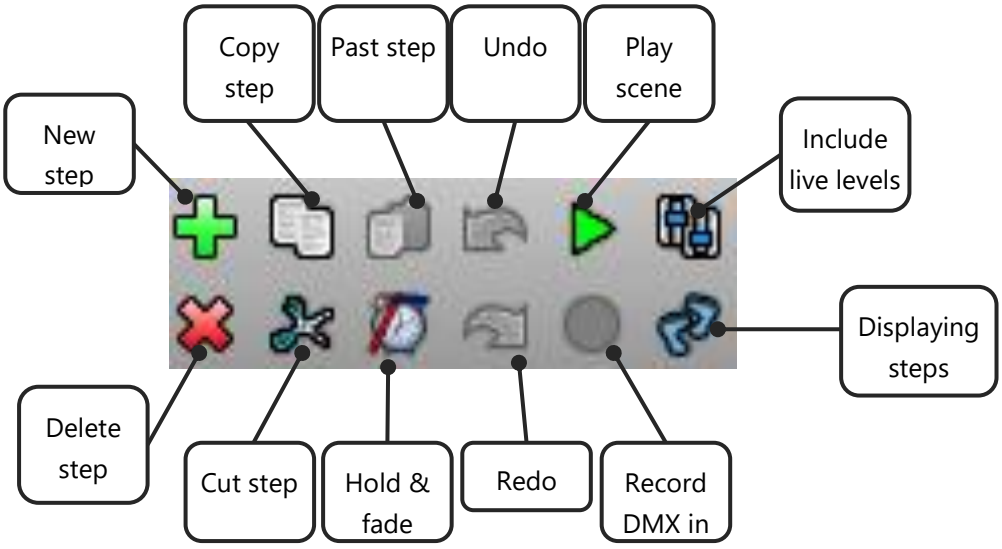


Scene duration:

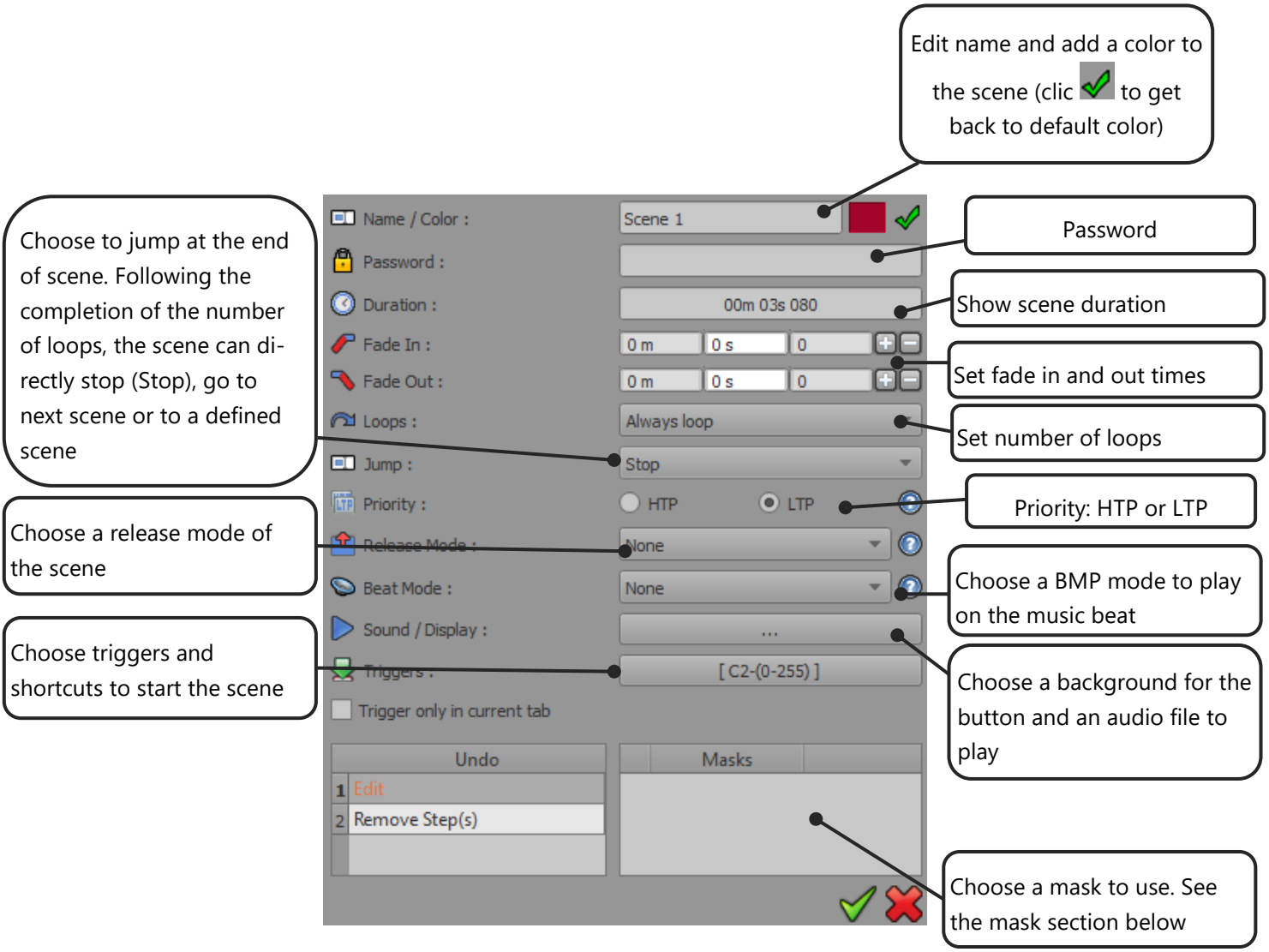
The duration of the scene, or the cumulative steps of the list with their waiting and fading times.

Mute DMX:

Send or mute the DMX signal of the scene while editing. By muting the scene's DMX signal you can program the scene without disturbing what's currently playing on the show.

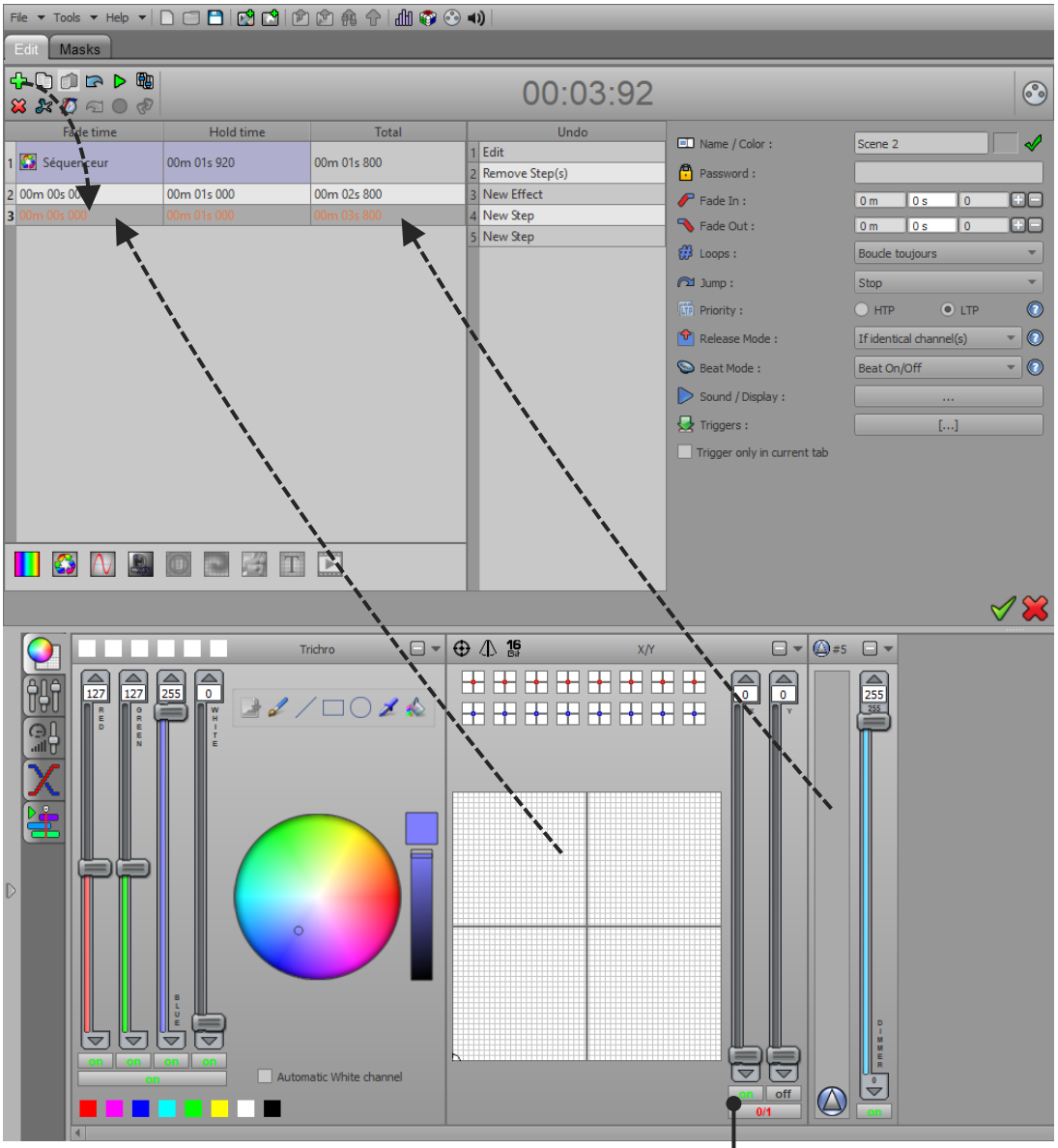


Steps toolbar :



Scene properties

ADD AND CREATE STEPS IN A SCENE

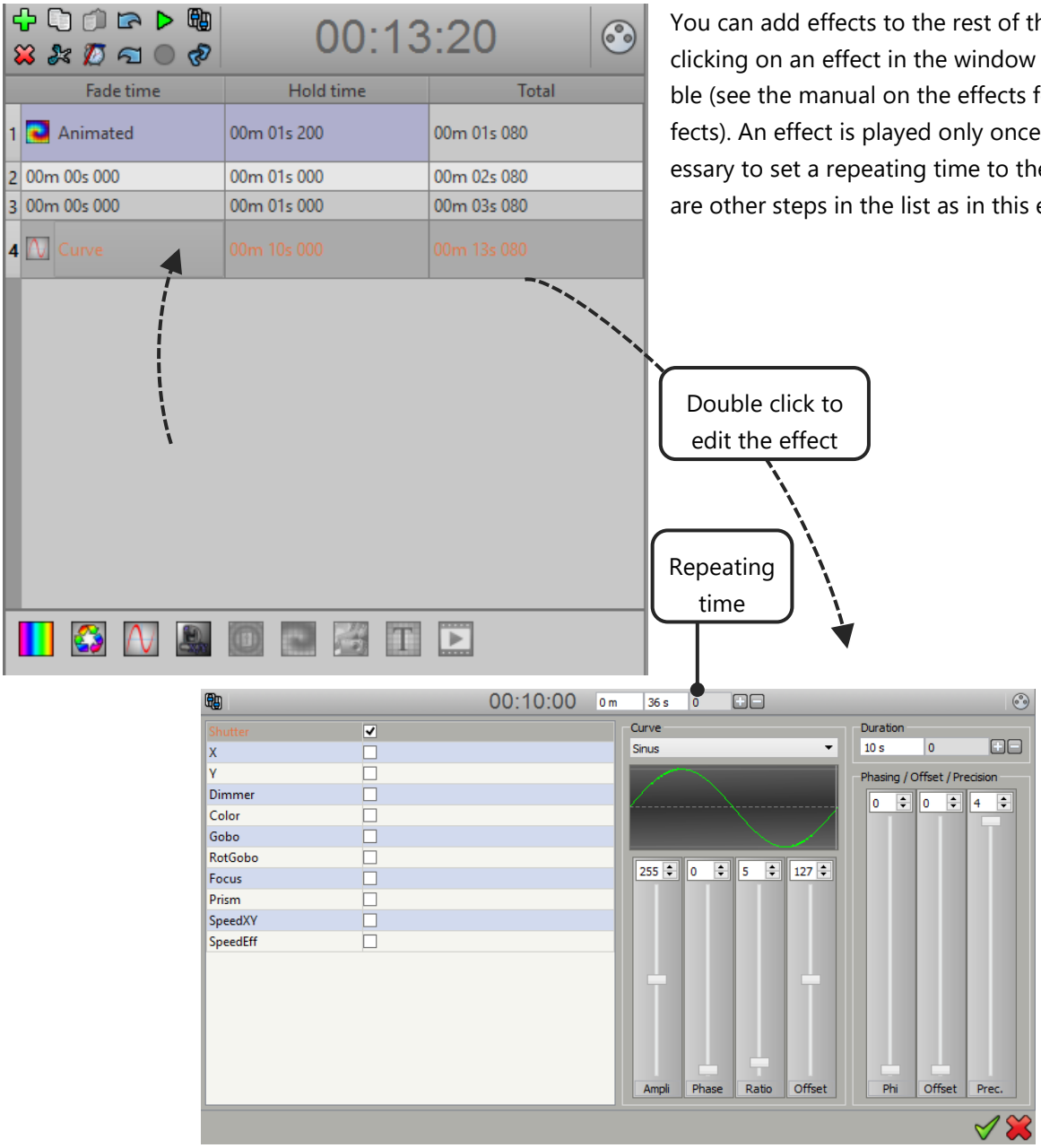


1: Click on the "+" button to add a step after the current step of the scene.

2: Set DMX levels by moving faders and picking presets in both presets and faders control windows.

Note: DMX channel changes affect the selected fixtures only.

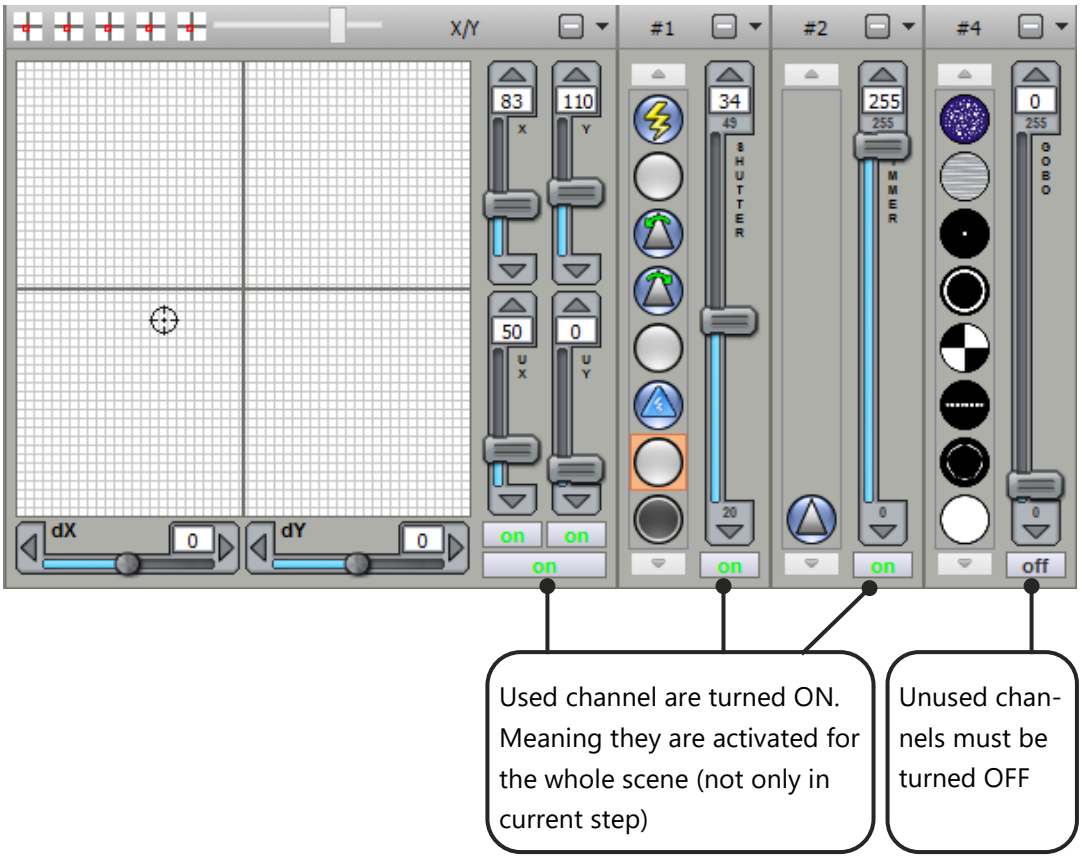
ADD AND CREATE EFFECTS IN A SCENE



You can add effects to the rest of the current step by clicking on an effect in the window from those available (see the manual on the effects for the types of effects). An effect is played only once in the list. It is necessary to set a repeating time to the effect when there are other steps in the list as in this example.

USE THE CHANNELS AND PRESETS CONTROL WINDOWS

Actions on a channel or on a preset control involve a change of the channel state. The channel will be turned ON. That means that for all the selected fixtures, this channel is activated. It is important to understand priorities and to know what the active channels in a scene are. Unused channels must be turned OFF to avoid possible conflicts between scenes, especially when they are playing simultaneously.



ENABLE OR MUTE THE DMX OUTPUT

It is possible to edit a scene at any time, even while it is played. At the opening of the scene editor, the DMX output can be activated (DMX on) or muted (DMX OFF) depending on the following conditions:

The scene's DMX output becomes activated when:

-Edited scene is not playing and nothing else is playing.
-Edited scene is playing and no other scene is playing.
-Edited scene is playing while other scenes are playing but they don't have any common channels between them.

In other cases, the scene's DMX output becomes muted:

Modifications to the scene will not be sent to the DMX output to avoid disturbing the DMX output.

When the DMX signal is cut, the duration of the scene is displayed in red:

If the DMX output of the scene is activated while other scenes are playing and sharing DMX then, there, the edited scene takes priority.

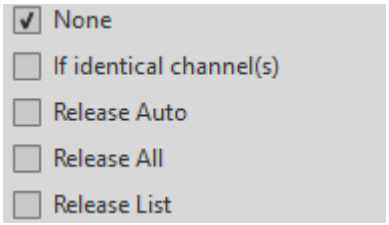
Example: current scene A is using the shutter channel strobe mode. If you create a new scene B, changing the shutter channel will overwrite what current scene A is doing.

PRIORITY

- **Last takes priority (LTP)** : The last scene triggered have priority on all active DMX channels (channels set to ON when creating DMX steps and choosing the presets).
- **Highest takes priority (HTP)** : From the current scene and the other played scenes, the active channels of the current scene with the highest DMX level have priority.

RELEASE SCENE OPTIONS

There are different triggering modes:



If identical channels: The scene automatically stops all scenes playing if there is at least one identical channel. Example: scene A plays pan and tilt + dimmer channels. Scene B plays pan and tilt or dimmer or both. Playing scene B will stop scene A automatically.

Release Auto: When the scene is triggered, it automatically stops all the scenes having the same mode of release.

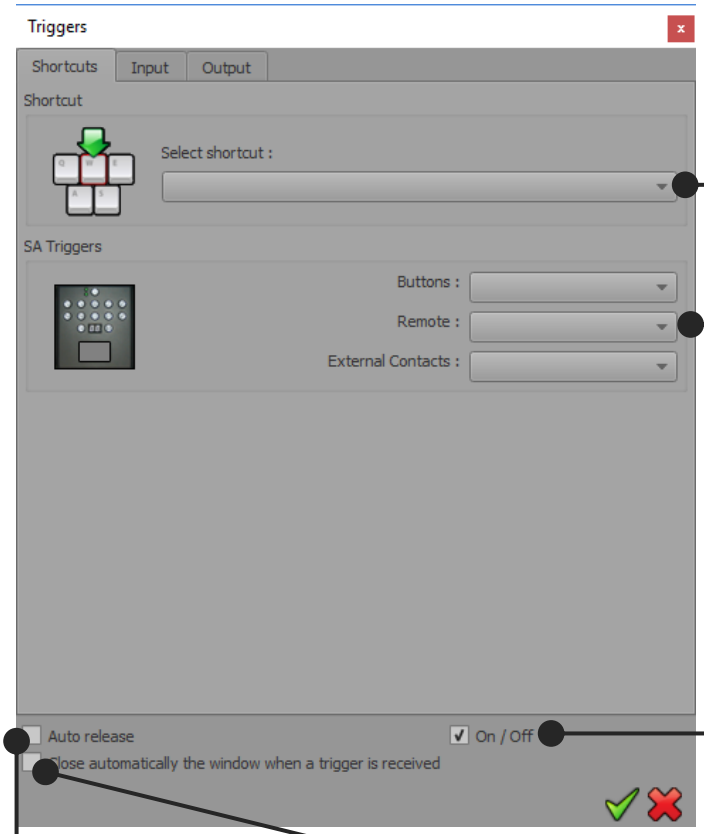
Release All: When the scene is triggered, it automatically stops all the scenes playing in the current scene tab only. Scenes playing in the other scene tabs will not be stopped.

Release List: When the scene is triggered, it stops all the scenes contained in the list (if they are playing).

SCENES TRIGGERING

It is possible to assign several types of triggers to scene one or activate it quickly and easily.
Right click on the Scene button to edit trigger options. There are several ways to trigger and play the scene. Whatever the trigger type, the principle is identical. Simply touch the desired trigger (keyboard, midi console, Potentiometer, DMX console ...) to automatically assign the trigger to the scene, or change the values manually from the fields.
if checked, the trigger start the scene at the first trigger action and stops the scene on the second action.

Example: A MIDI console is connected to the computer. When pressing a button or moving a fader on the console, the software automatically detects the values and will auto-assign it. It's still possible to edit it manually afterwards.



Assign keyboard shortcut
Choose key from the list

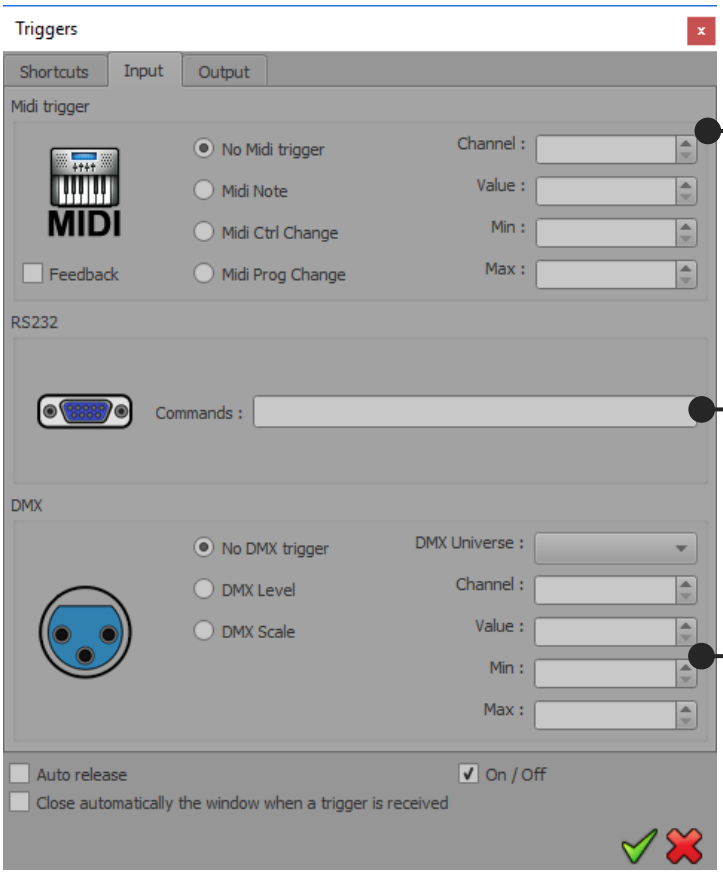
Assign an interface trigger

Use the DMX interface buttons, external contacts or IR Remote as a software trigger

Validate to start the scene at the first triggering and stop at the second

Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself

Automatically close the window when a trigger is received, it's not necessary to validate your choice



Assign a Midi trigger

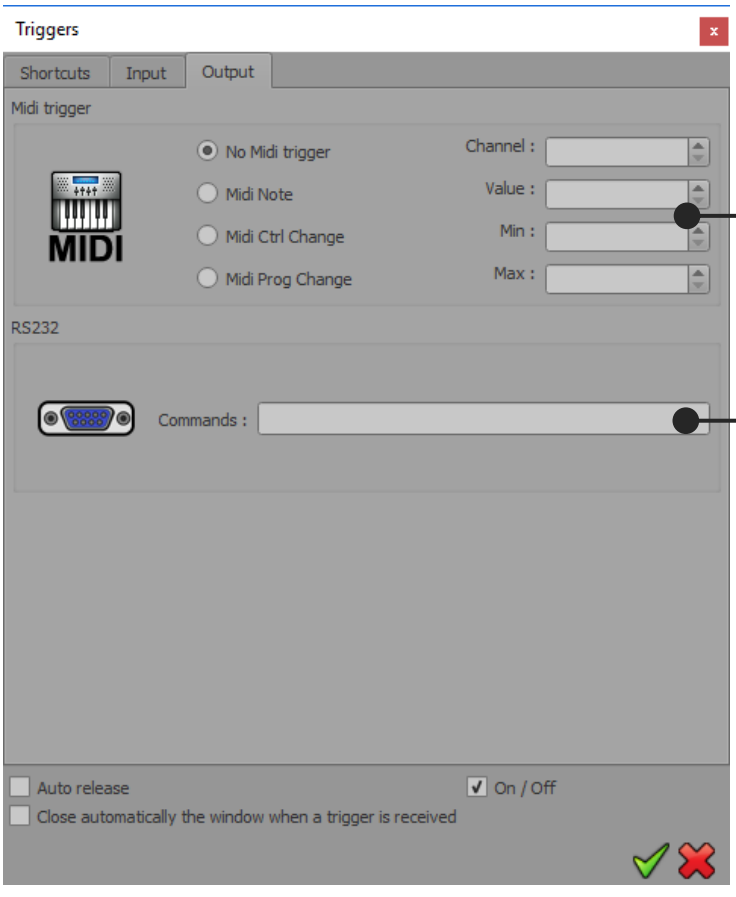
Any MIDI controller desk can be connected to the computer

Assign a RS 232 trigger

Use the RS 232 pins of the interface to receive the dedicated ASCII commands lines that you need for the trigger

Assign a DMX-IN trigger

Use the DMX input of the interface and assign any input DMX channels as a trigger



Send a MIDI signal

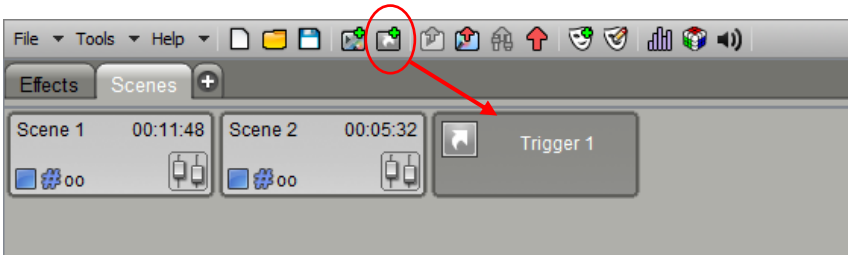
Send a MIDI signal when the scene is started

Send a RS232 command

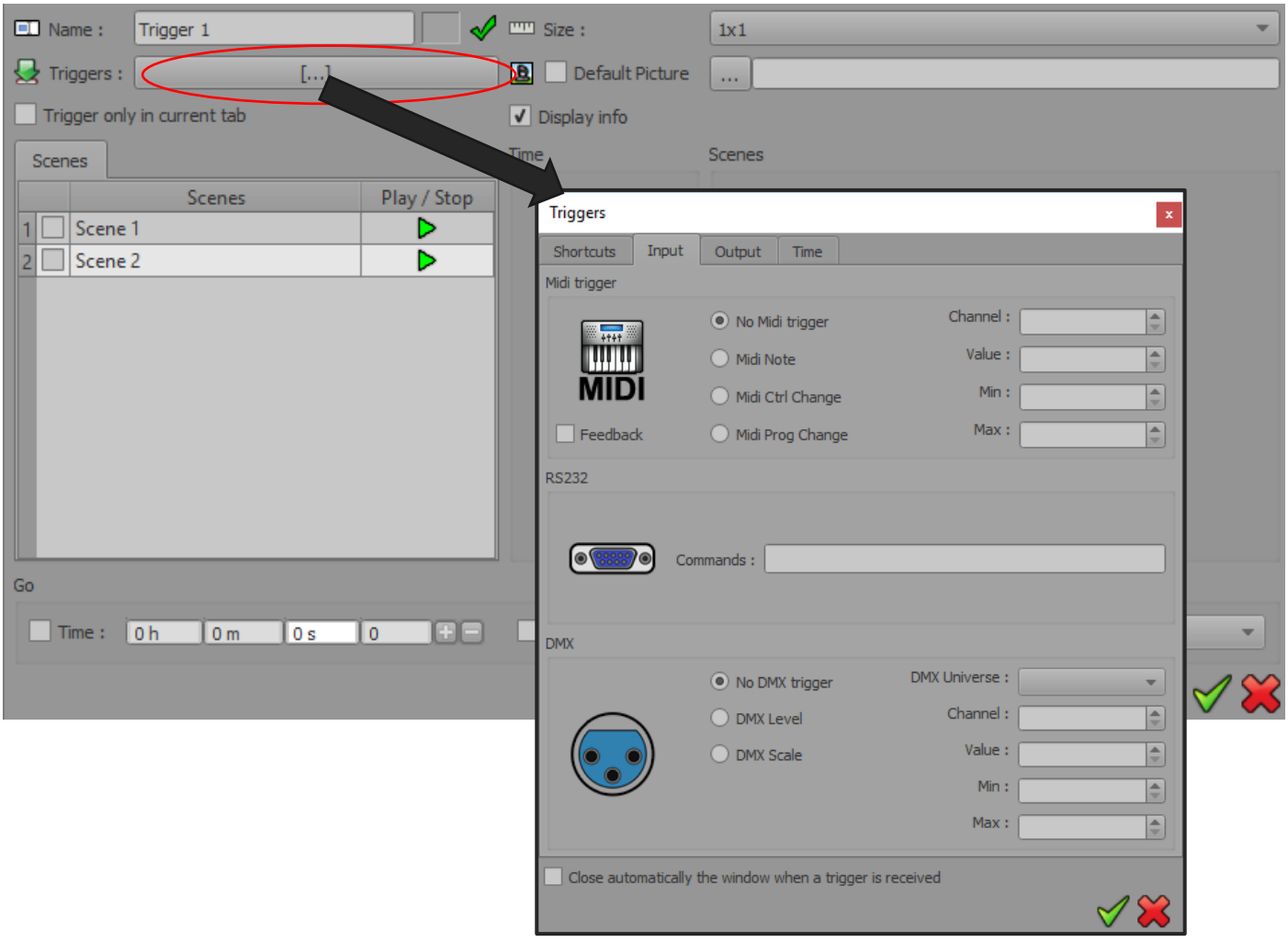
Send the RS232 command when the scene is started.

TRIGGER SHORTCUT

This button will optimize your efficiency in live performance by creating a trigger button to call immediately one or more scenes together, play a specific point of the timeline or trigger a scene with the PC clock and calendar.

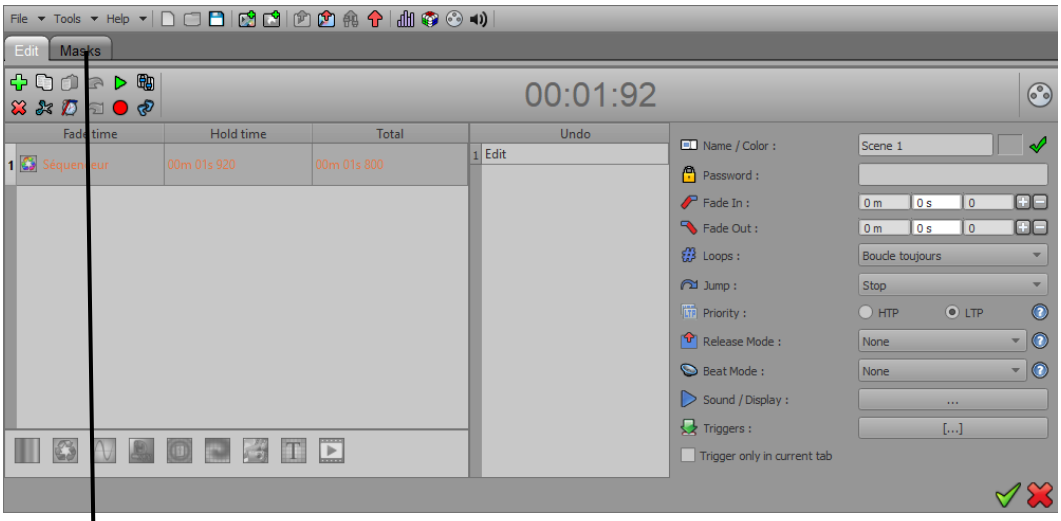


Right click one the Trigger button to edit and setup trigger options. You will be able to select scenes and add different triggers actions like time, calendar information or trigger values. Only specific USB interfaces allow calendar triggering options.

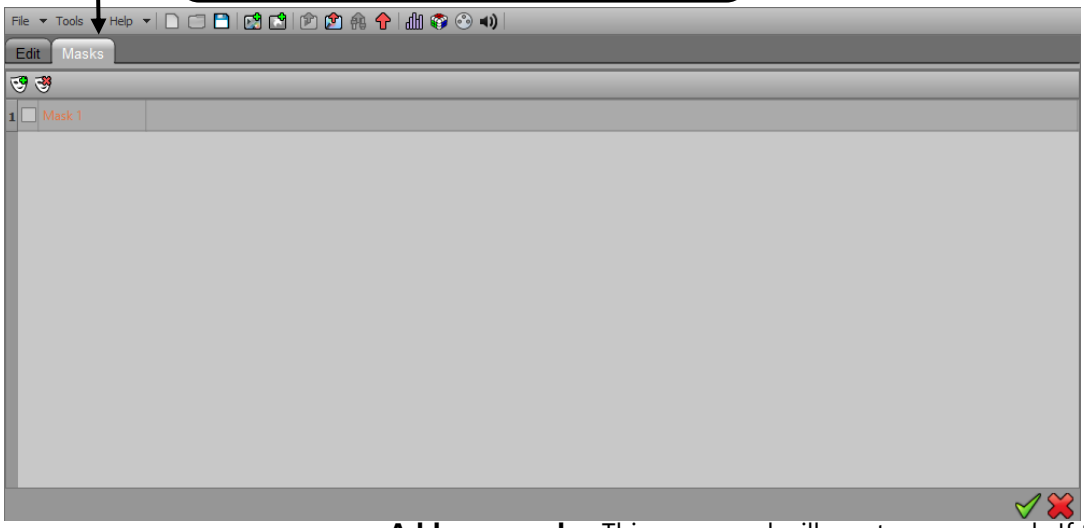


USING DMX MASKS

Once they have been created with the mask editor, masks are usable in the scene editor.
Masks are global and can be used in each scene.
A mask contain DMX levels. it's similar to a single step which plays all the steps of the scenes.
When you modify a Mask, then all scenes using the Mask will take the new values directly in few click actions.



To configure the Masks click on "Masks" tab in the scene editor windows



Add new mask: This command will create a new mask. If there are active live channels, then levels will be included in that new mask.

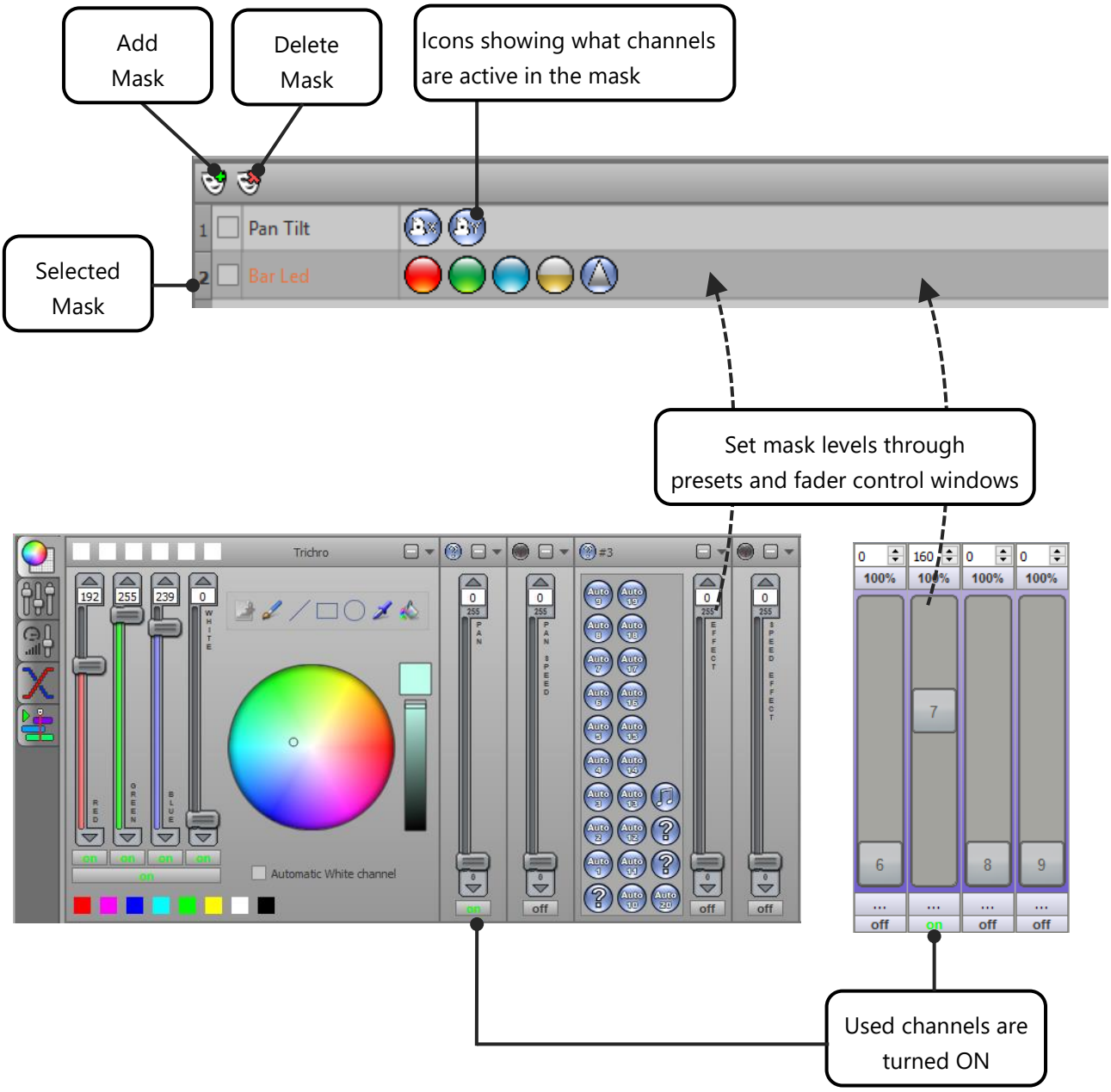
Delete mask: This command delete the selected mask.

Add new mask

Delete mask

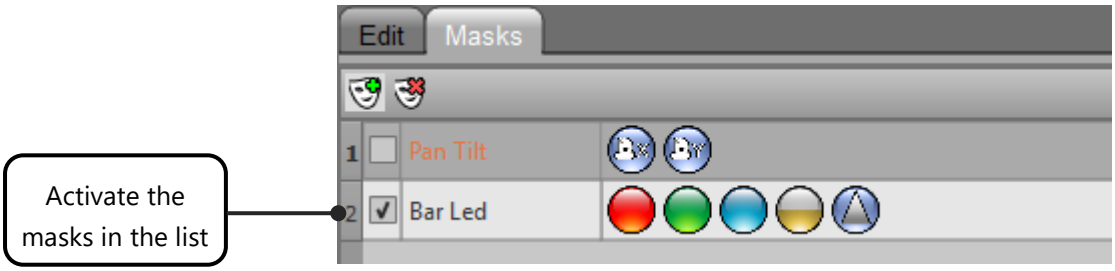
PROGRAMING DMX CHANNELS IN A MASK

When a mask is selected you can set the desired DMX levels using faders or preset controls windows, exactly like in programming a scene's step. Like in the scene editor, used channels in the mask are turned ON to let you know what channel is active in the selected mask. If you don't need a channel anymore in a mask, just click the ON button to turn it OFF.



APPLY MASKS IN A SCENE

Once the masks have been created, you can apply them in any scene of your project. Edit a scene and check the masks you want to apply for the edited scene.



The Mask will play over all the steps of the whole scenes. If the scene is playing on some of the same channels as the Mask, then the Mask takes priority.

USING SCENES WITH THE TIMELINE OR CROSS FADE TOOLS

All scenes, unlike the effects, can be integrated into the timeline (Timeline) or in fades. Please also refer to the manual of the timeline and cross-fade.