



# 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.

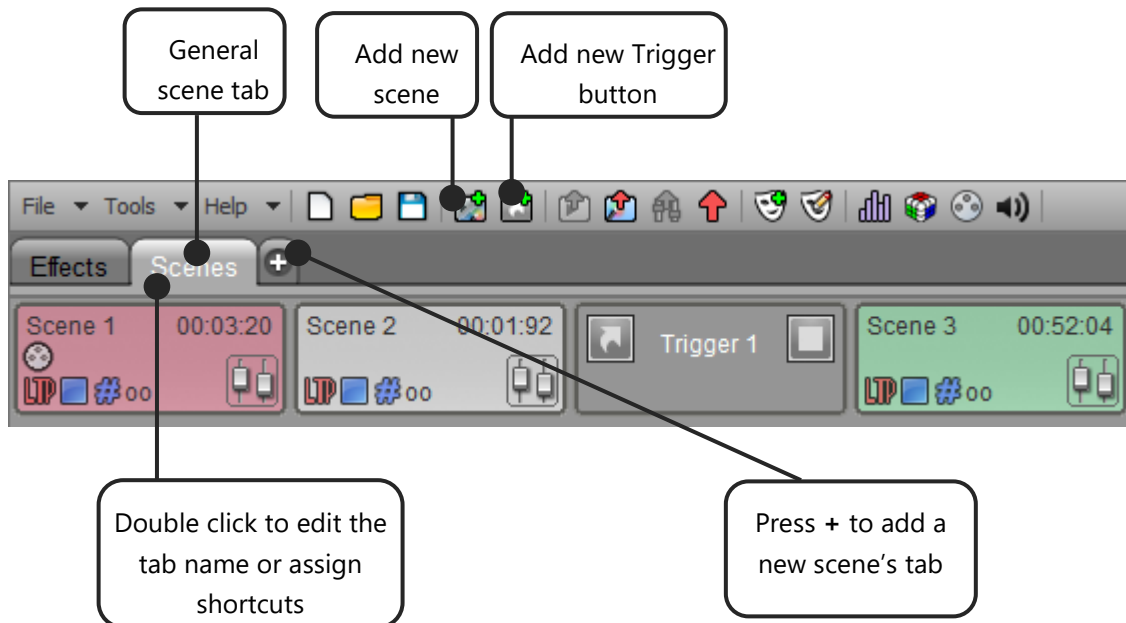
Scenes buttons are displayed on the left side of the software and can be called or started at any time. In this chapter you will learn how to create and use scenes and organize them within the tabs as well as in the timeline.

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.

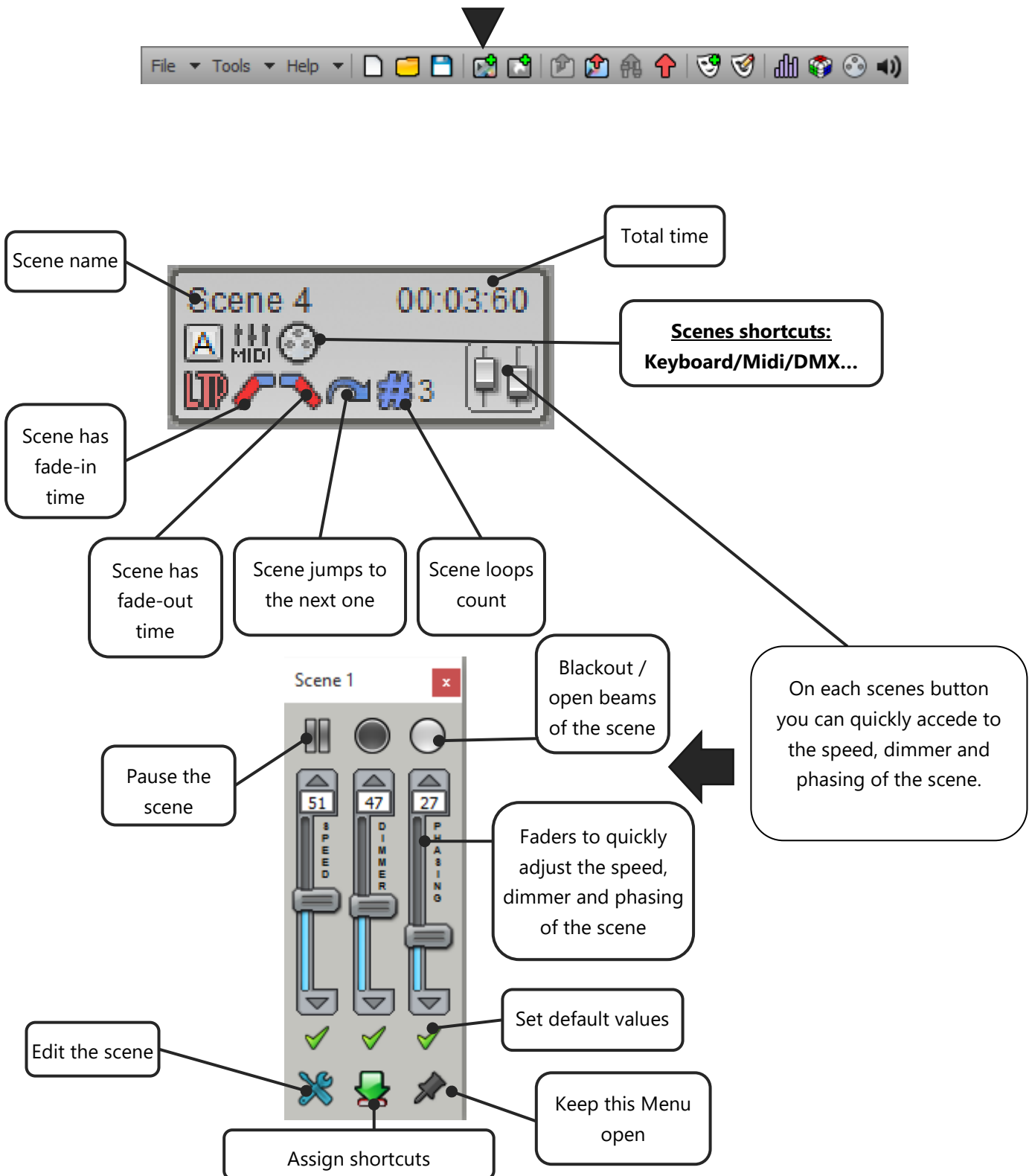
## ORGANIZE SCENES IN TABS

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.

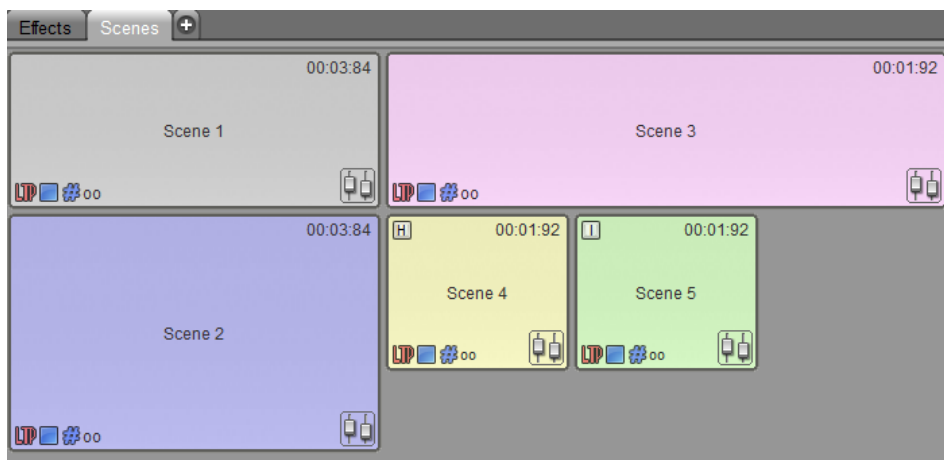


Right-click a scene button to open the context menu and access the different properties of the scene.

The image shows a context menu for a scene button. The menu items and their corresponding callout boxes are as follows:

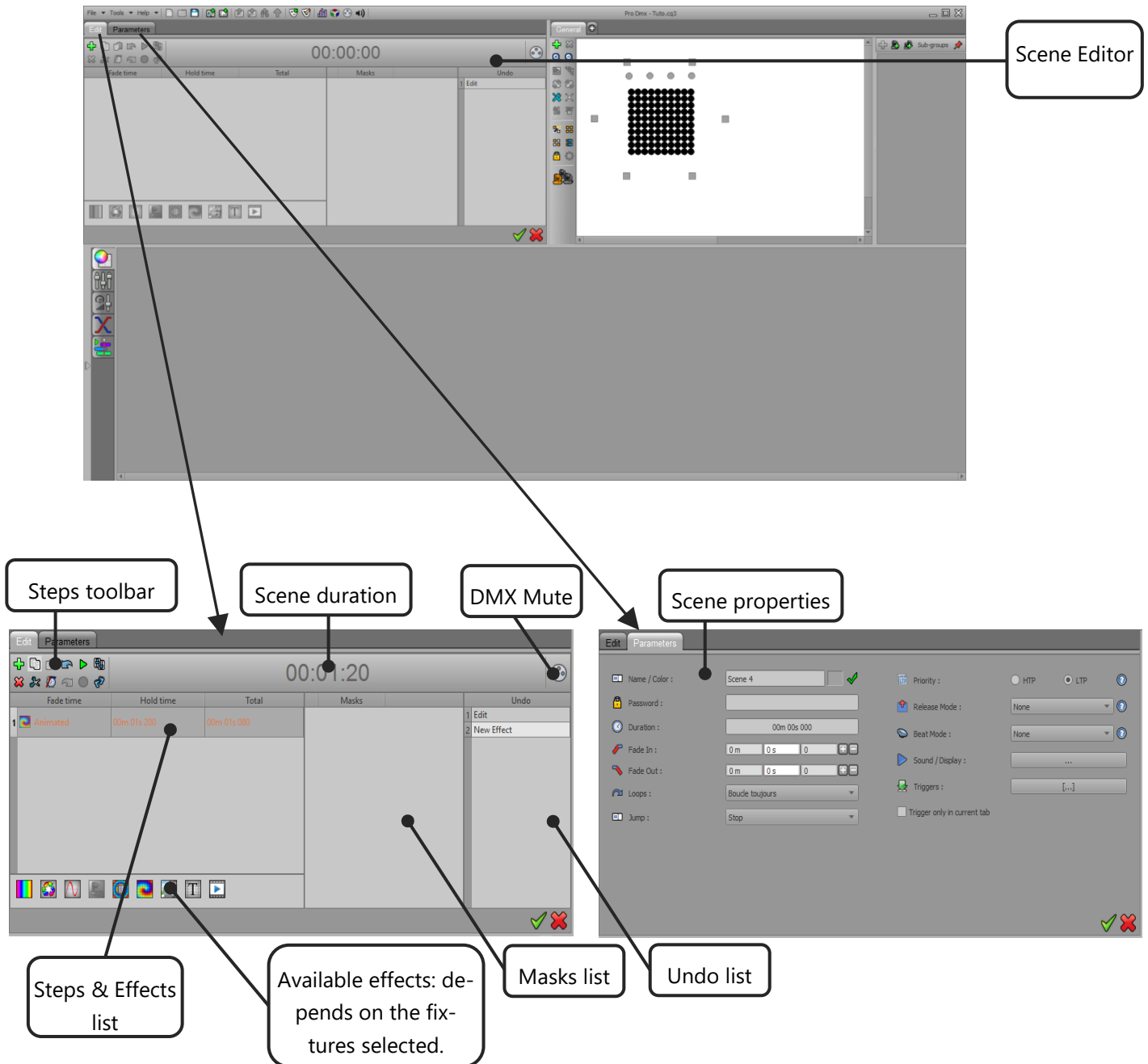
- Edit**: Edit the scene
- Remove**: Delete the scene
- Default Speed**: Reset speed to the default value
- Default Dimmer**: Reset dimmer to the default value
- Duplicate**: Duplicate the scene in a new button
- Duplicate to fixtures**: Duplicate the scene to other fixtures
- Display info**: Display information in the button
- Size**: Define scene's button size
- Priority**: Define triggering mode : HTP, LTP...
- Release Mode**: Define release mode for the scene
- Beat Mode**: Define a beat mode for audio triggering
- Drop the scene into the fading window**: Add the scene in the manual Fading tool
- Drop the scene to the timeline**: Add the scene in the timeline

## 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.

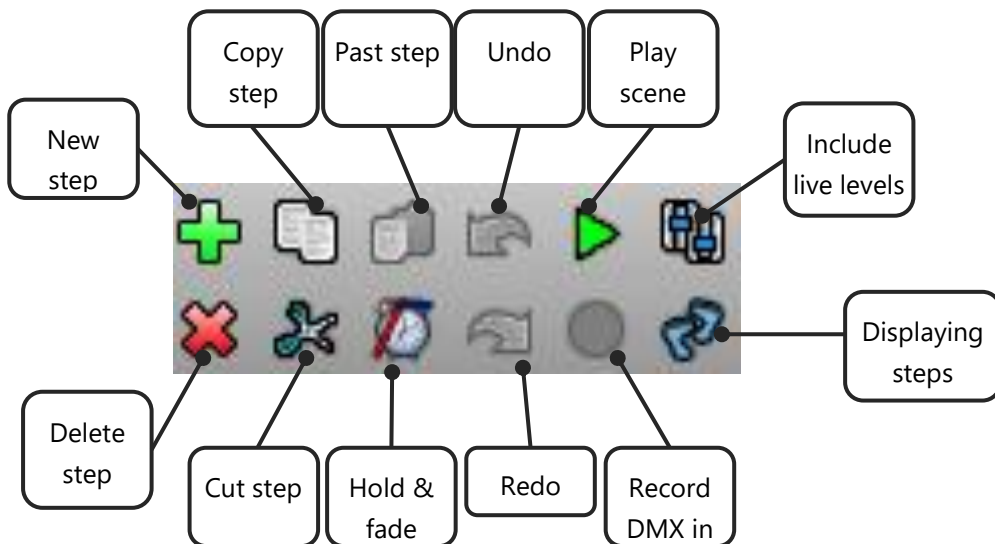


### Scene duration:

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 :**

Name / Color : Scene 1

Password :

Duration : 00m 03s 080

Fade In : 0 m 0 s 0

Fade Out : 0 m 0 s 0

Loops : Always loop

Jump : Stop

Priority :  HTP  LTP

Release Mode : None

Beat Mode : None

Sound / Display : ...

Triggers : [ C2-(0-255) ]

Trigger only in current tab

Undo

Masks

1 Edit

2 Remove Step(s)

Choose to jump at the end of scene. Following the completion of the number of loops, the scene can directly stop (Stop), go to next scene or to a defined scene

Choose a release mode of the scene

Choose triggers and shortcuts to start the scene

Edit name and add a color to the scene (click to get back to default color)

Password

Show scene duration

Set fade in and out times

Set number of loops

Priority: HTP or LTP

Choose a BMP mode to play on the music beat

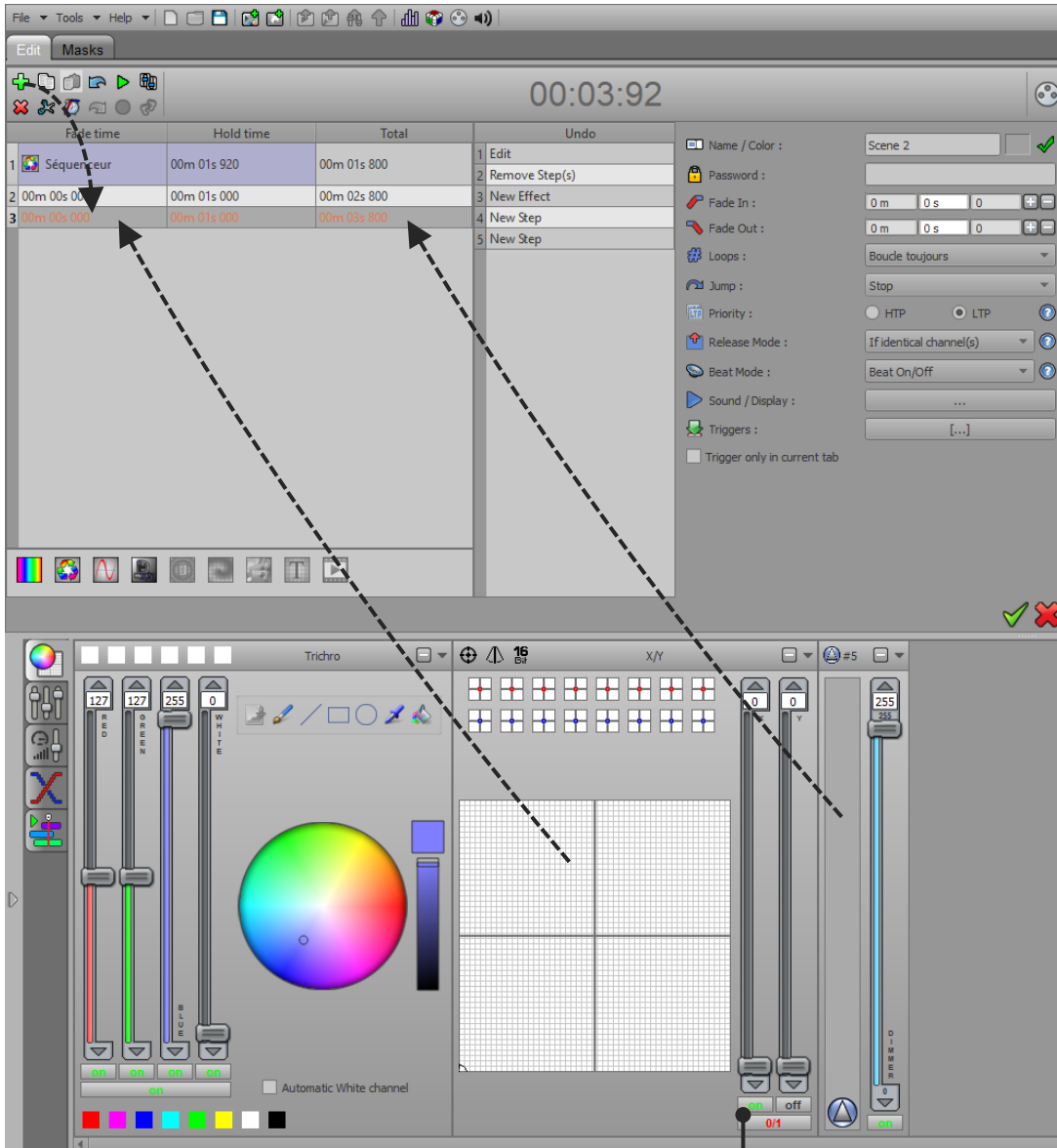
Choose a background for the button and an audio file to play

Choose a mask to use. See the mask section below

**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.

Used channels are turned ON. Click the ON button to remove the channel from the current step

## ADD AND CREATE EFFECTS IN A SCENE

	Fade time	Hold time	Total
1	Animated	00m 01s 200	00m 01s 080
2	00m 00s 000	00m 01s 000	00m 02s 080
3	00m 00s 000	00m 01s 000	00m 03s 080
4	Curve	00m 10s 000	00m 13s 080

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.

Double click to edit the effect

Repeating time

00:10:00 0 m 36 s 0

Shutter

X

Y

Dimmer

Color

Gobo

RotGobo

Focus

Prism

SpeedXY

SpeedEff

Curve

Sinus

Ampli 255

Phase 0

Ratio 5

Offset 127

Duration 10 s 0

Phasing / Offset / Precision

Phi 0

Offset 0

Prec. 4

Ampli Phase Ratio Offset Phi Offset Prec.

## 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.



Used channel are turned ON.  
Meaning they are activated for  
the whole scene (not only in  
current step)

Unused channels must be  
turned OFF

## 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:



The screenshot shows a software interface with a red header bar containing a duration display '00:02:00' and a muted DMX icon. Below the header is a table with columns for Fade time, Hold time, Total, and Undo. The table contains two rows of data. A callout box points to the muted DMX icon with the text: 'It is possible to reactivate the DMX signal with DMX OFF / OFF option'.

	Fade time	Hold time	Total	Undo
1	00m 00s 000	00m 01s 000	00m 01s 000	1 Edit
2	00m 00s 000	00m 01s 000	00m 02s 000	2 Pan Tilt



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

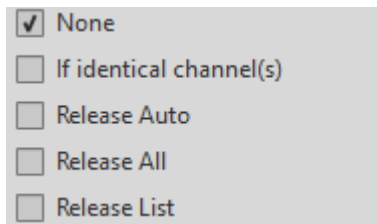
**Example:** current scene A is using the shutter channel strobe mode. If you create a new scene B, changing the shutter channel will overwrite what current scene A is doing.

## 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:



None  
 If identical channel(s)  
 Release Auto  
 Release All  
 Release List

**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).

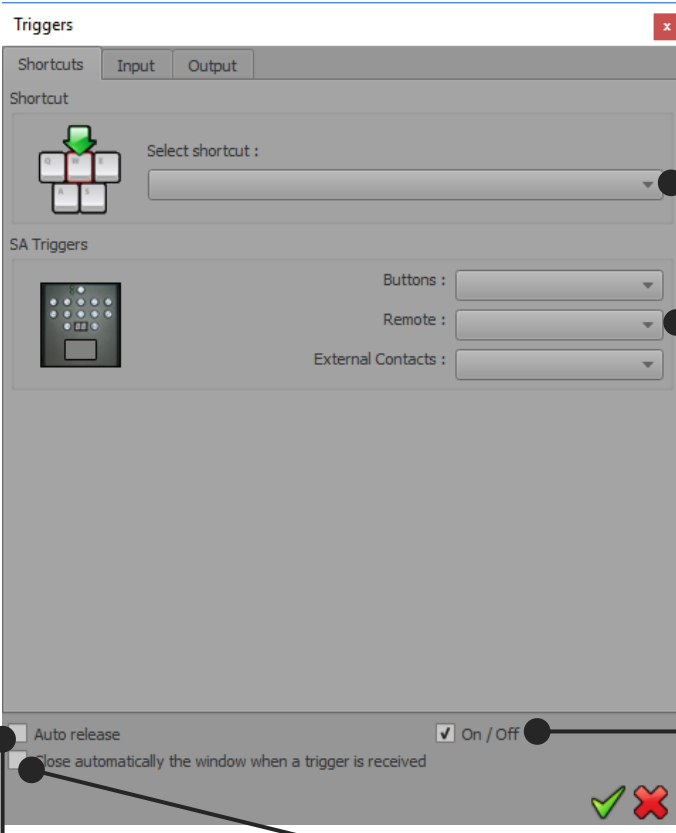
## SCENES TRIGGERING

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.



The screenshot shows a 'Triggers' dialog box with three tabs: 'Shortcuts', 'Input', and 'Output'. The 'Shortcuts' tab is active. It features a 'Shortcut' section with a keyboard icon and a 'Select shortcut:' dropdown menu. Below this is the 'SA Triggers' section, which includes a MIDI controller icon and three dropdown menus labeled 'Buttons:', 'Remote:', and 'External Contacts:'. At the bottom, there are two checkboxes: 'Auto release' (unchecked) and 'Close automatically the window when a trigger is received' (checked). A 'On / Off' checkbox is also present. A green checkmark and a red X icon are at the bottom right of the dialog.

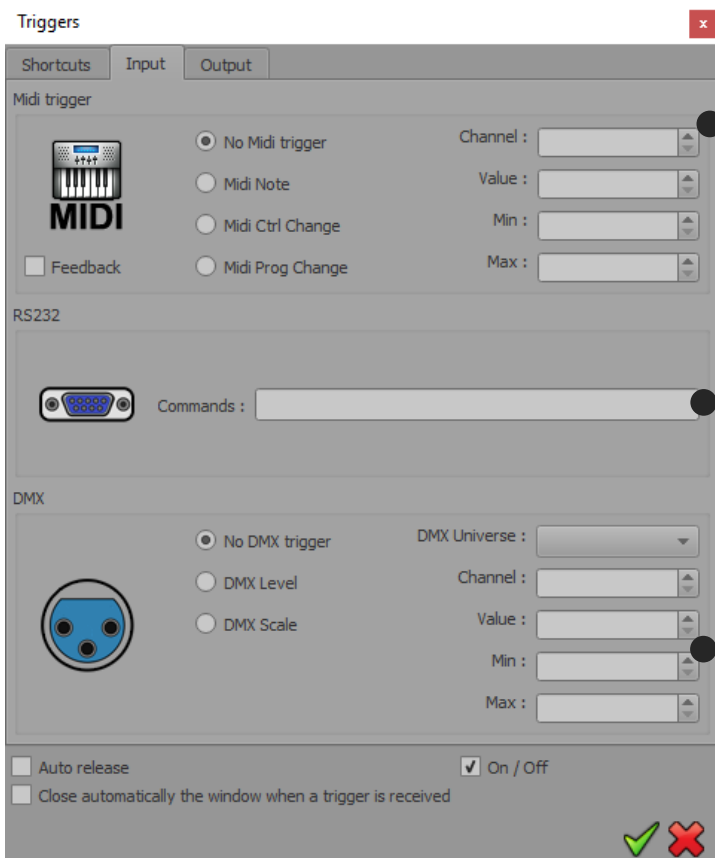
**Assign keyboard shortcut**  
Choose key from the list

**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

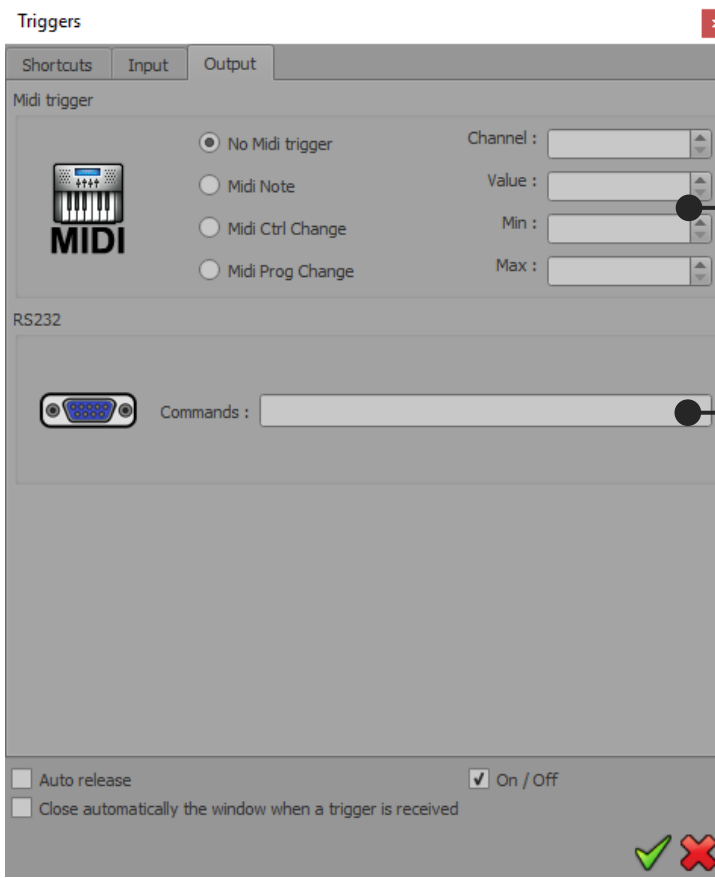
Automatically close the window when a trigger is received, it's not necessary to validate your choice



**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

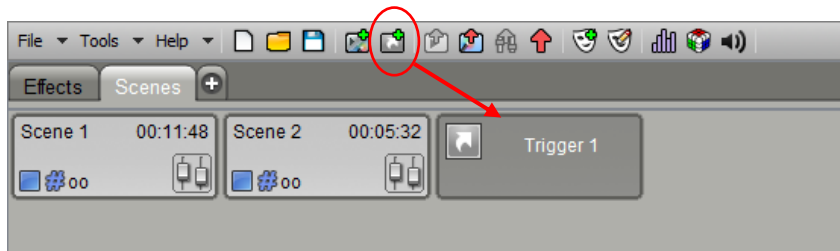


**Send a MIDI signal**  
Send a MIDI signal when the scene is started

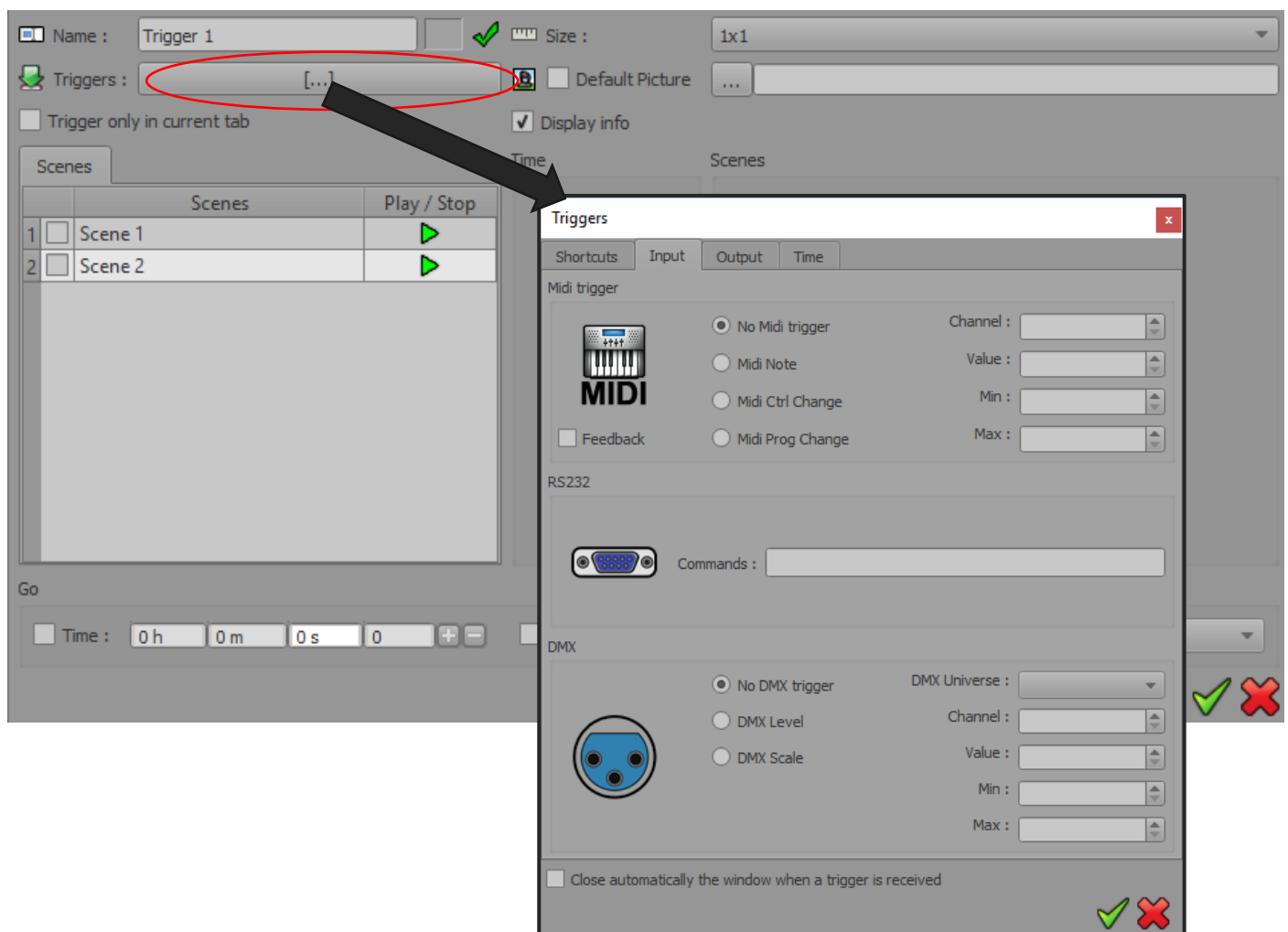
**Send a RS232 command**  
Send the RS232 command when the scene is started.

## 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.





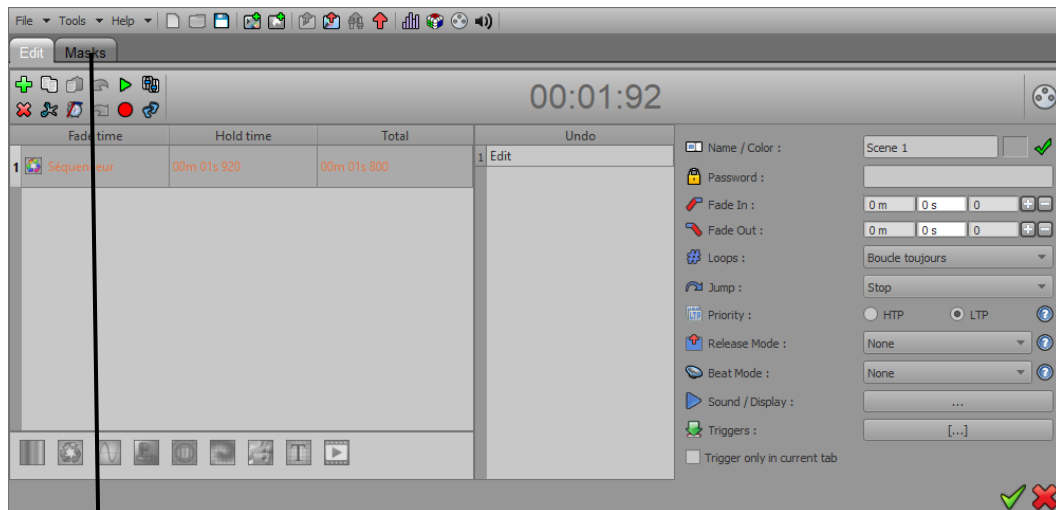
## USING DMX MASKS

Once they have been created with the mask editor, masks are usable in the scene editor.

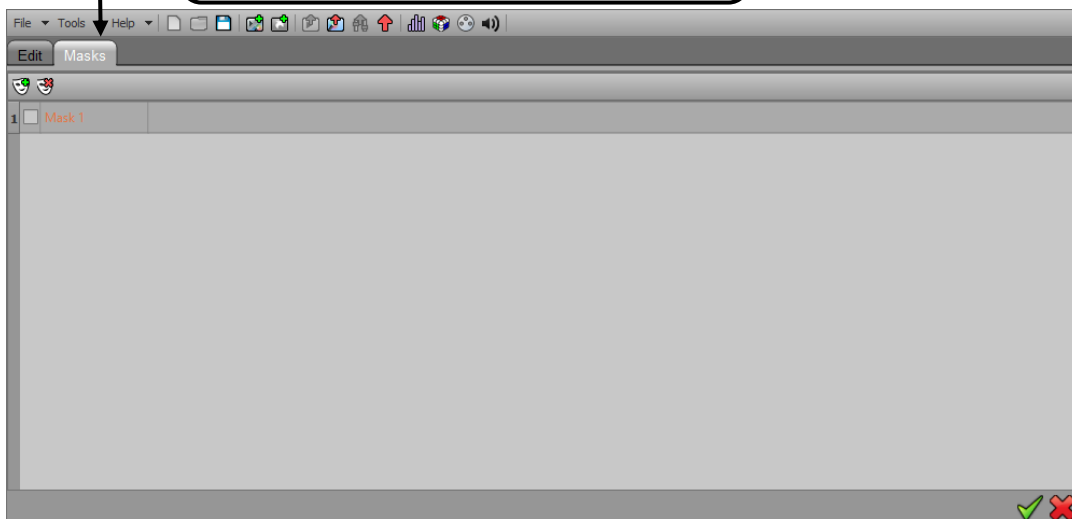
Masks are global and can be used in each scene.

A mask contains 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 a 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.

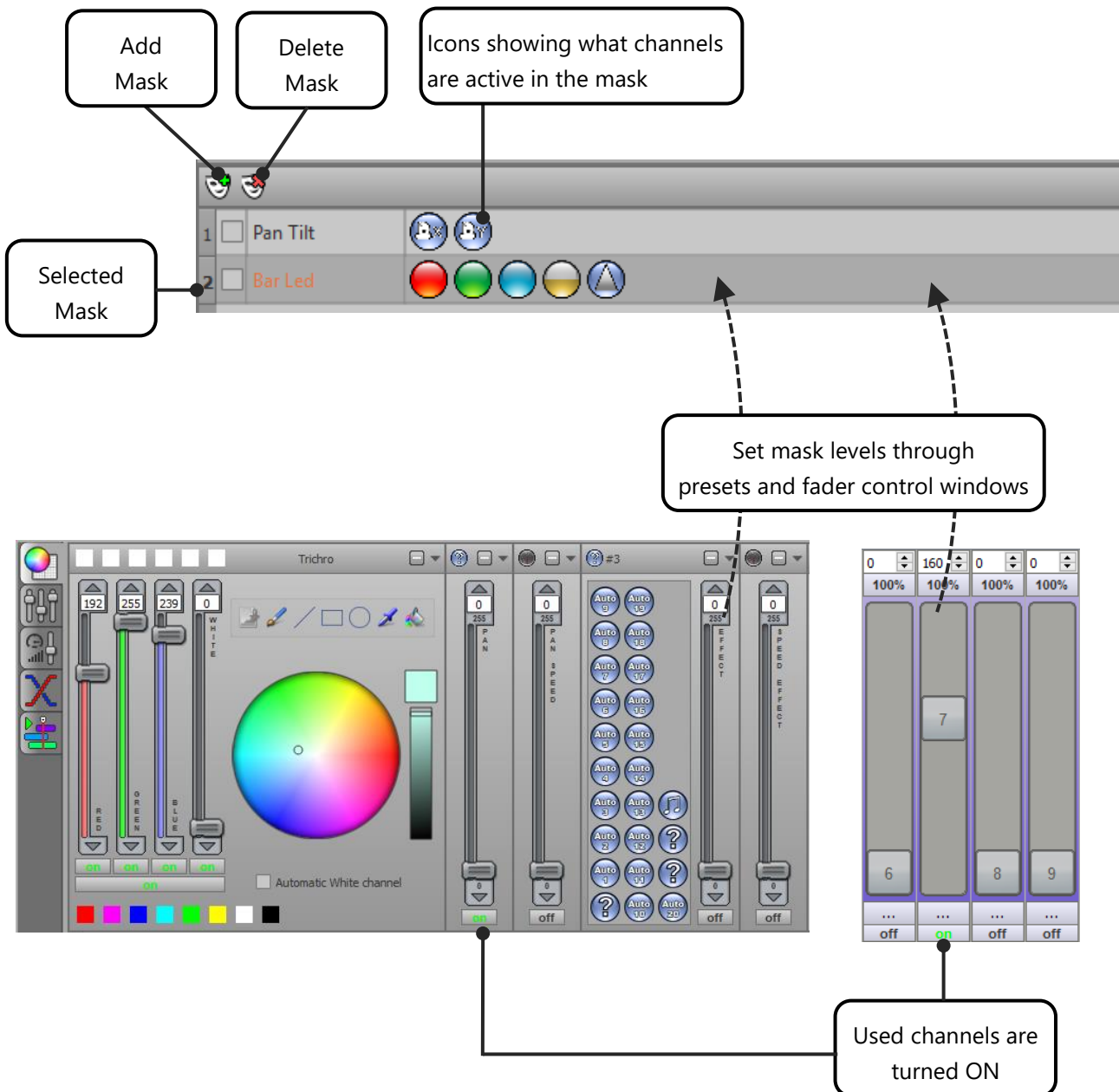
**Delete mask:** This command delete the selected mask.

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.