



# USER MANUAL

## HOW TO USE LIVE CONTROLS AND EFFECTS

V1.5.1



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Effects ✕

Select the Effect(s) that you want to add in the show

	Name	Type
<input checked="" type="checkbox"/>	Dimmer	Preset
<input checked="" type="checkbox"/>	Strobe	Preset
<input checked="" type="checkbox"/>	Prism	Preset
<input checked="" type="checkbox"/>	CW Prism rotation	Preset
<input checked="" type="checkbox"/>	CCW Prism rotation	Preset
<input checked="" type="checkbox"/>	CW Gobo rotation	Preset
<input checked="" type="checkbox"/>	CCW Gobo rotation	Preset
<input checked="" type="checkbox"/>	RGB	Trichro
<input checked="" type="checkbox"/>	RGBW	Trichro
<input checked="" type="checkbox"/>	Rainbow x1	Trichro
<input checked="" type="checkbox"/>	Rainbow x2	Trichro
<input checked="" type="checkbox"/>	Random Color	Trichro
<input checked="" type="checkbox"/>	Random White	Trichro
<input checked="" type="checkbox"/>	Wave	Trichro
<input checked="" type="checkbox"/>	Square	Pan Tilt
<input checked="" type="checkbox"/>	Circle	Pan Tilt
<input checked="" type="checkbox"/>	Star	Pan Tilt
<input checked="" type="checkbox"/>	Cross	Pan Tilt
<input checked="" type="checkbox"/>	Flower	Pan Tilt
<input checked="" type="checkbox"/>	Vortex	Pan Tilt
<input checked="" type="checkbox"/>	Random	Pan Tilt
<input checked="" type="checkbox"/>	Square phasing	Pan Tilt
<input checked="" type="checkbox"/>	Circle phasing	Pan Tilt
<input checked="" type="checkbox"/>	Center	Pan Tilt

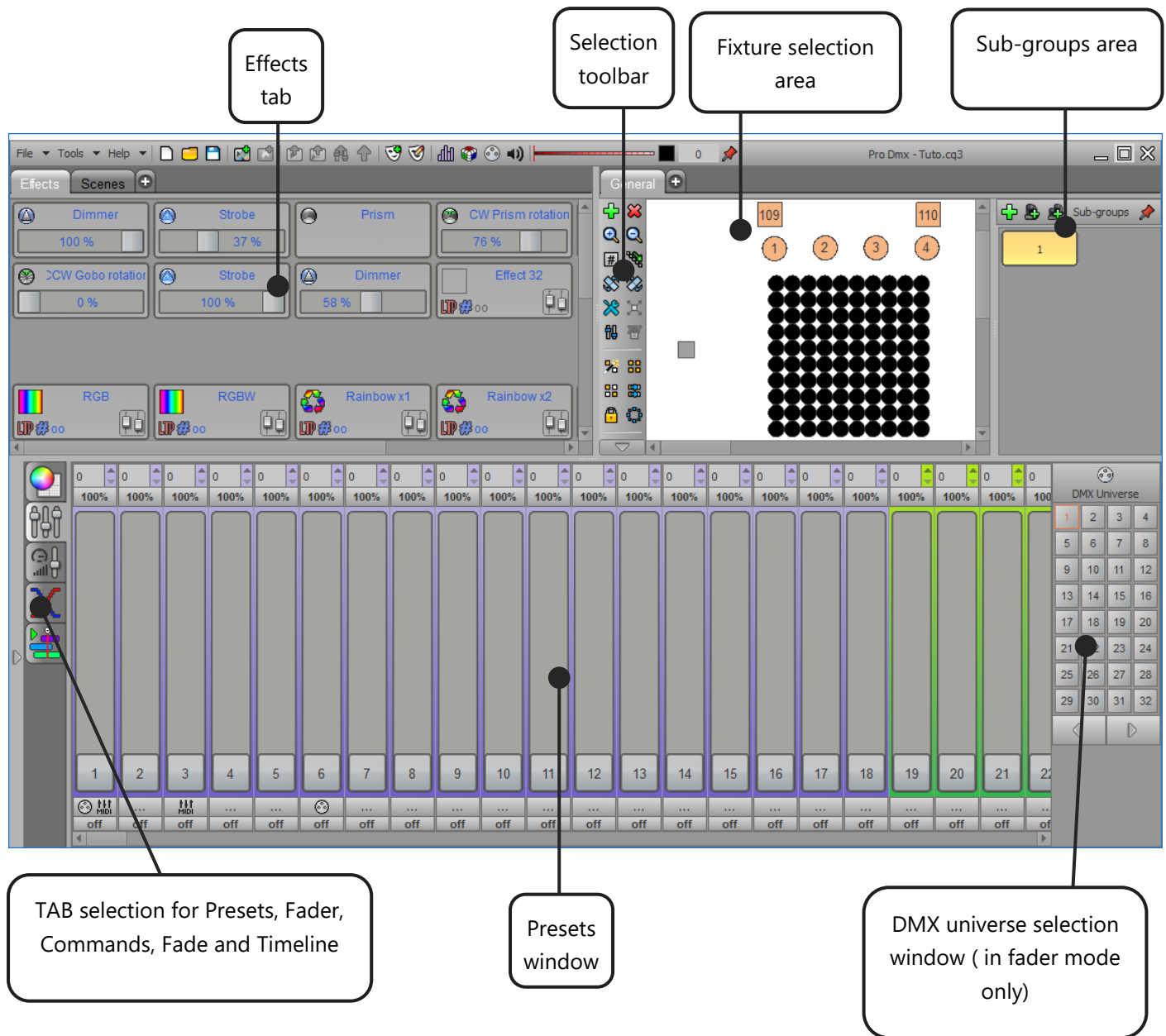



Just choose and confirm the effect from the list that you want to create and the effect button will appear automatically in the main window of the software. The type and number of effects depends on the channel types and features in the profiles.

After you confirm the list of effects, all the profiles used in the Path appear in the selection area and the effect buttons appear in the effect tab of the software.

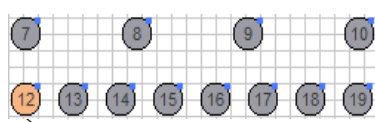
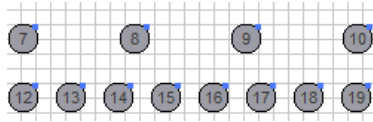
Effect selection window

## SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

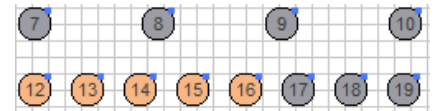


## FIXTURES SELECTION

In the 2D area you can select / unselect the fixtures by clicking on their pictograms

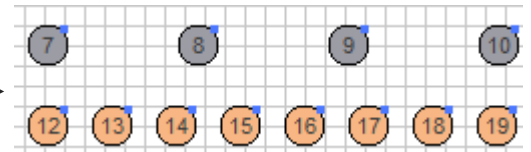
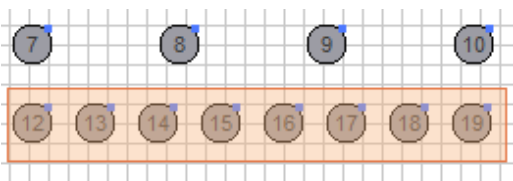


Click on a fixture item to select it



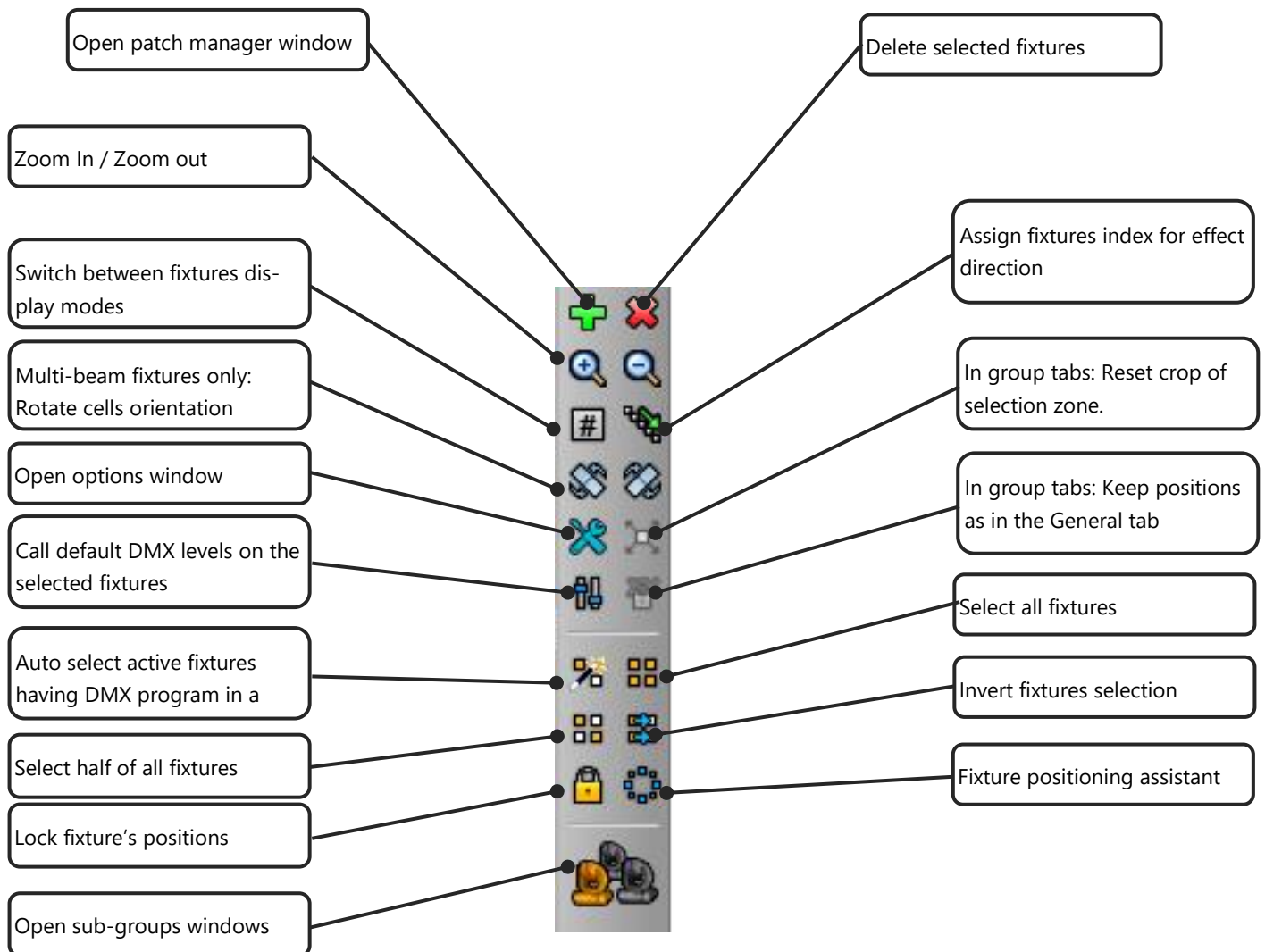
Hold CTRL+Click for multiple select

You can also select them by drawing a selection zone

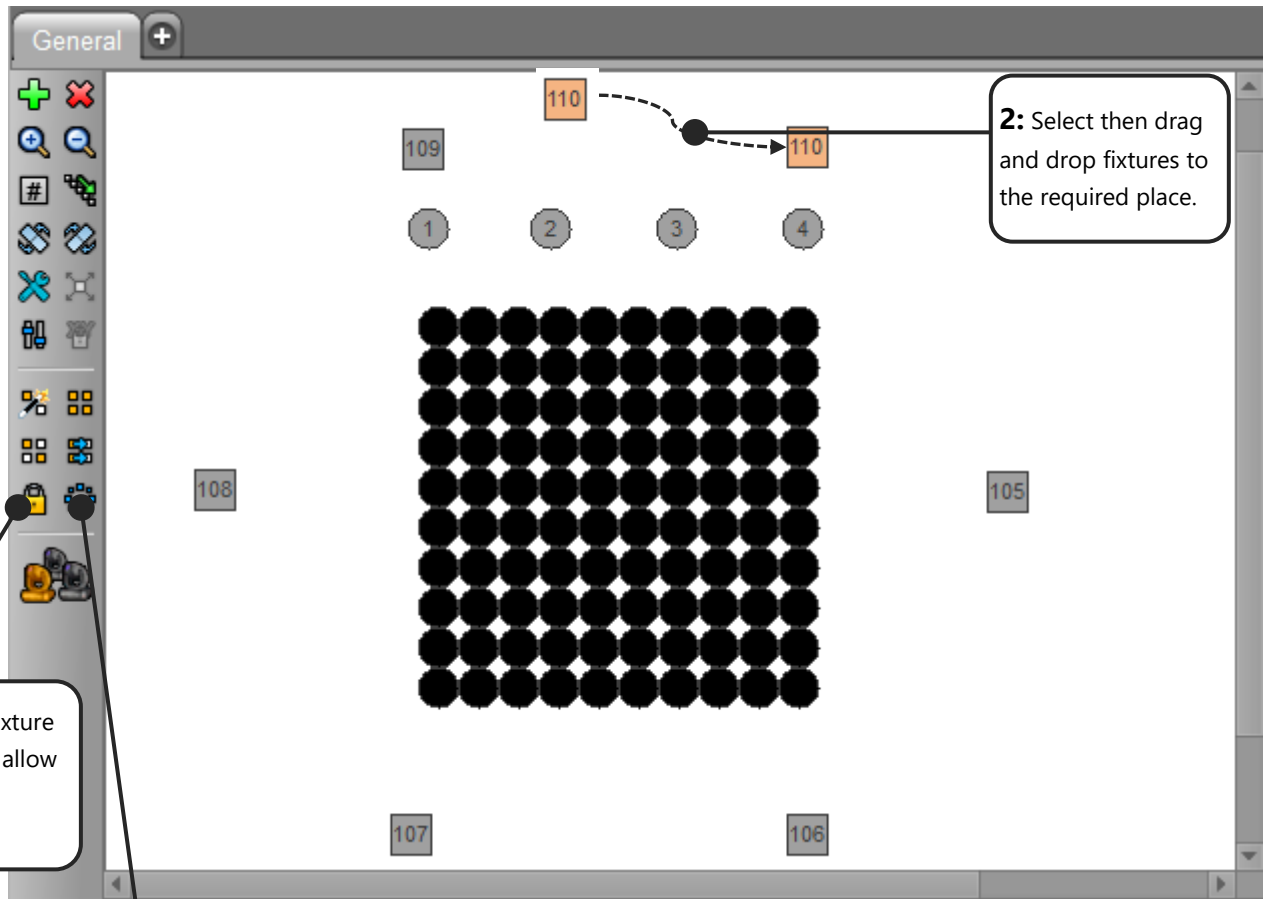


Click on anywhere in the 2D view, hold down the left mouse button, then draw your selection zone. Release the mouse and the fixtures under that zone will be selected.

## SELECTION TOOLBAR

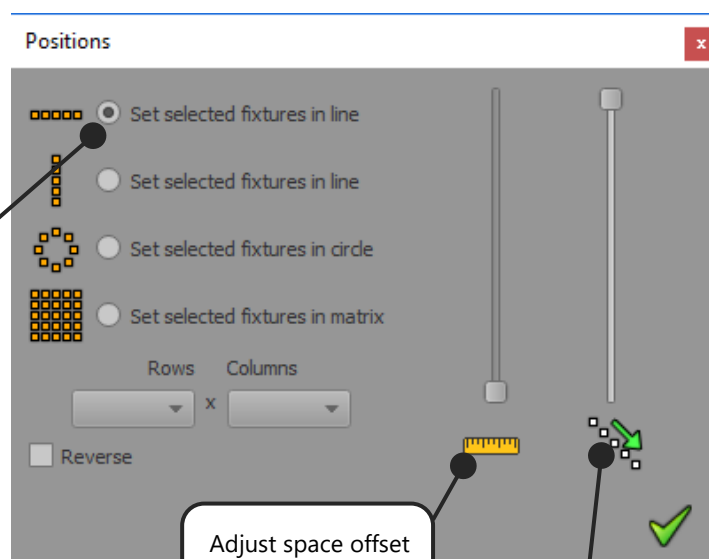


## ARRANGE FIXTURES IN THE SELECTION AREA



**3:** If needed, use the auto-positioning assistant to set automatic lines, circles or matrix positions.

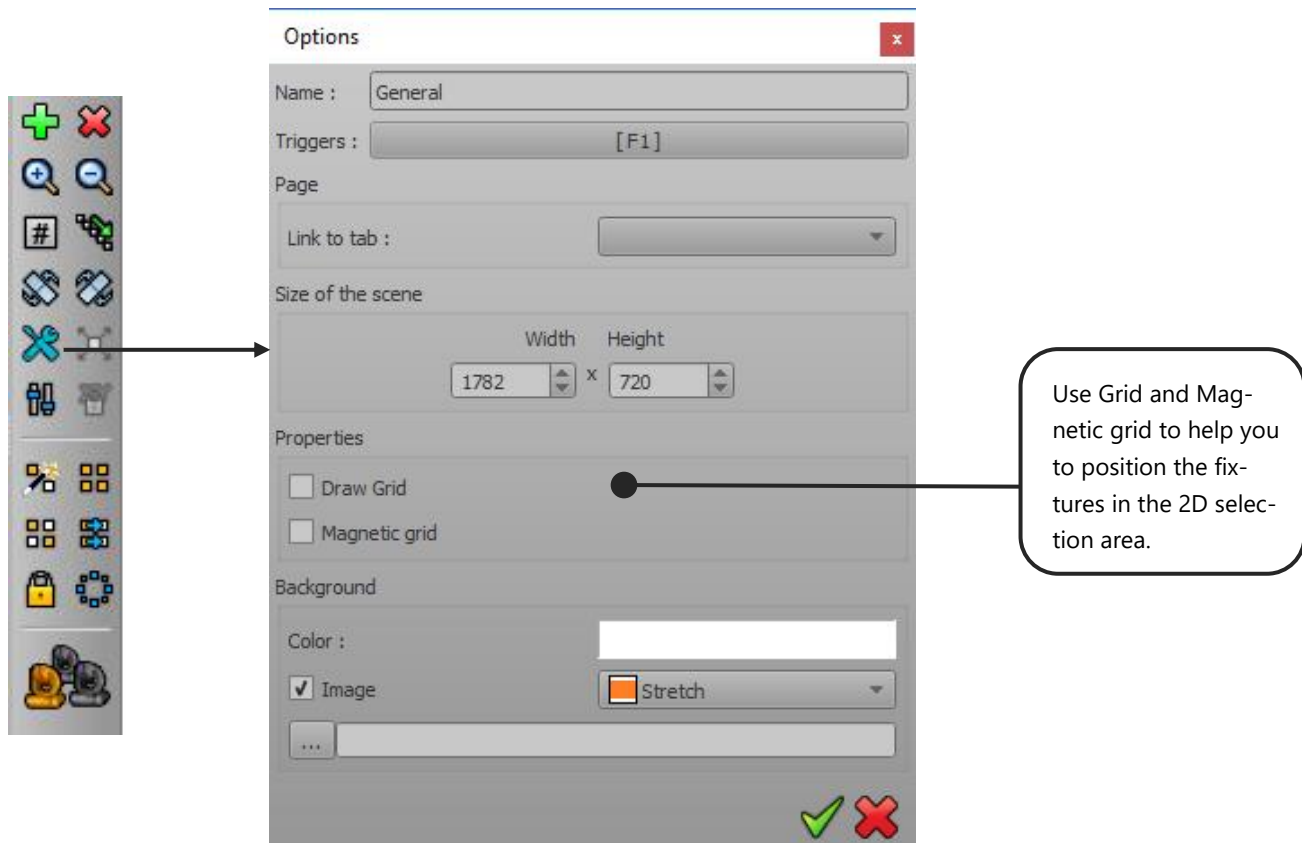
Select a shape



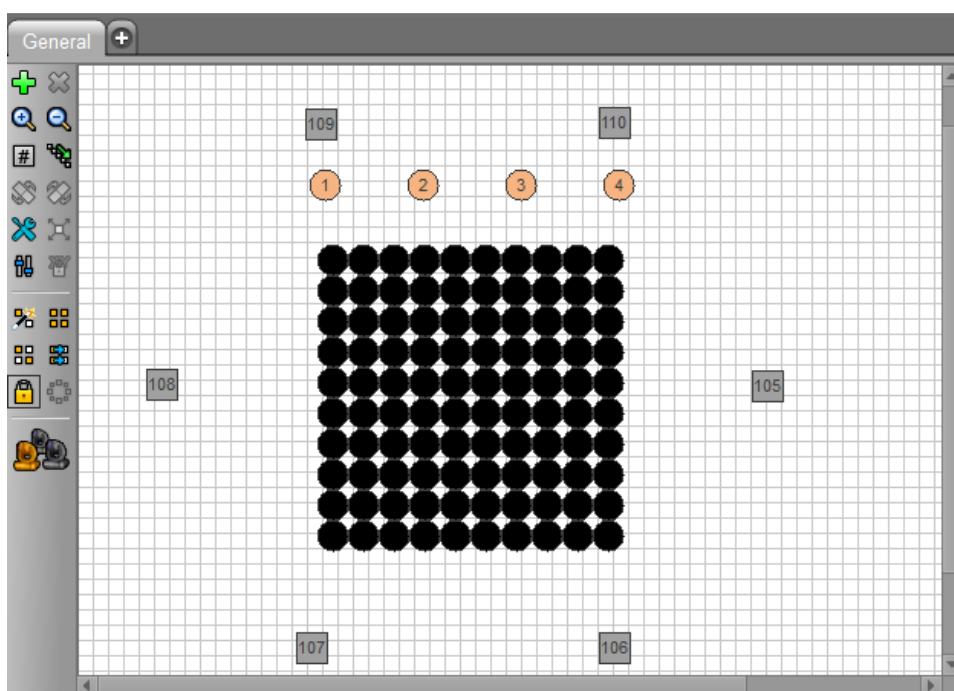


## FIXTURES POSITIONING OPTIONS

Here we show you how to activate the grid and magnetic grid of the selection area from the options window.



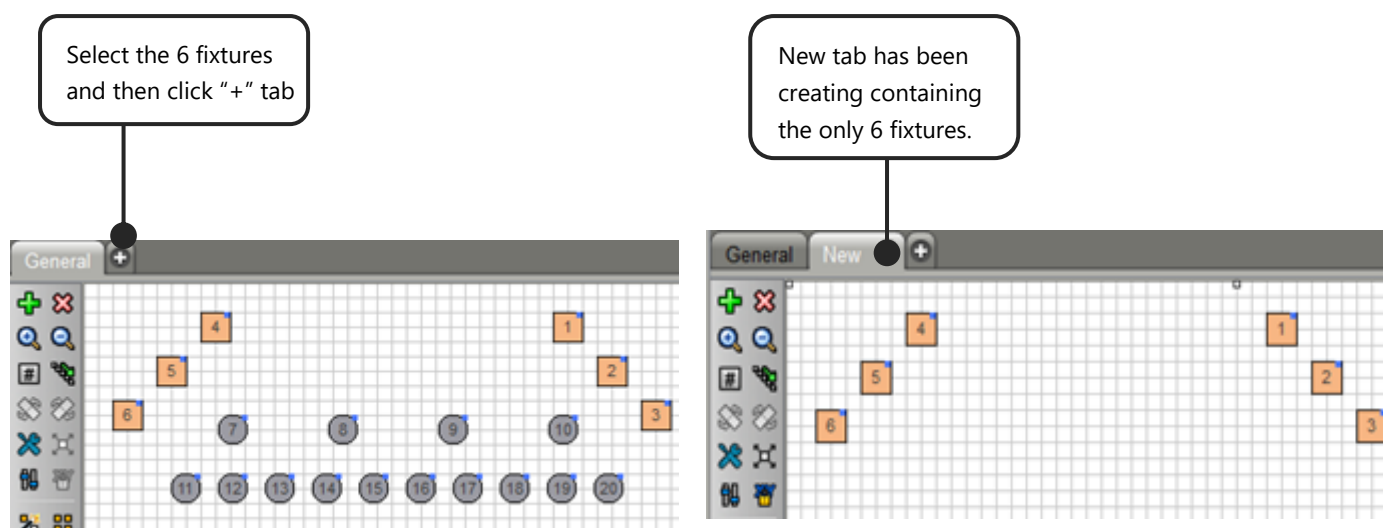
### Final positioning result:



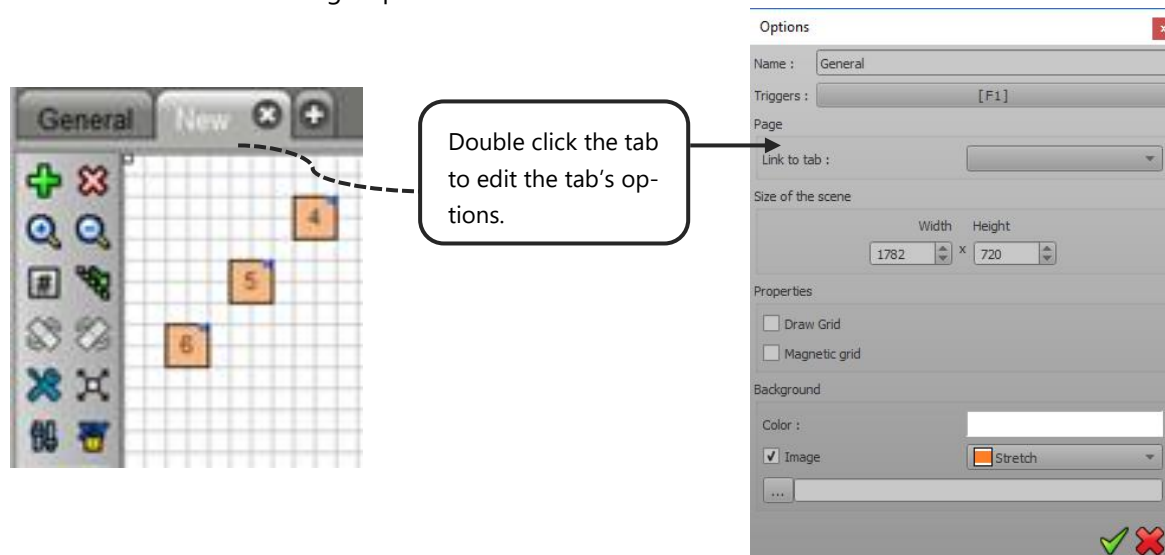
## CREATING FIXTURES GROUPS

It is possible to add fixture groups as a tab by clicking the tab "+" at the top of the selection area. If fixtures are selected when you click the "+" button, they will be automatically included in the new group tab.

In the following example, let's create a fixture group for our 6 moving head spots:



Now let's rename this new group:



**Note:** The General tab will always contain the all fixtures of the complete patch.

## FIXTURES GROUP OPTIONS

Each group can be called by default with the F1 to F12 keyboard keys, but it is also possible to assign different triggers to call a group.

**Options**

- Name :** General
- Triggers :** [F1]
- Page**
- Link to tab :** (Dropdown menu)
- Size of the scene**
  - Width: 1782
  - Height: 720
- Properties**
  - ☐ Draw Grid
  - ☐ Magnetic grid
- Background**
  - Color :** (Color picker)
  - ☒ Image
  - Stretch** (Dropdown menu)

**Triggers (Shortcuts)**

- Shortcut**
  - Select shortcut : (Dropdown menu)
- SA Triggers**
  - Buttons : (Dropdown menu)
  - Remote : (Dropdown menu)
  - External Contacts : (Dropdown menu)

**Triggers (Input)**

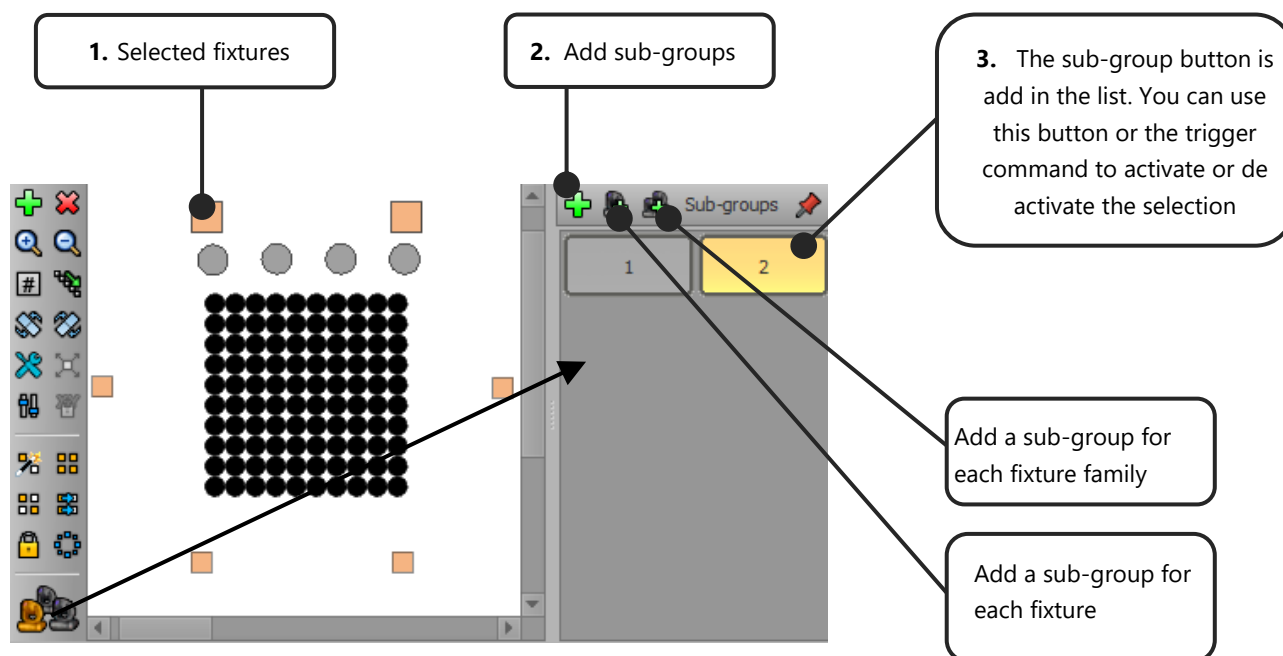
- Midi trigger**
  - ☒ No Midi trigger
  - ☐ Midi Note
  - ☐ Midi Ctrl Change
  - ☐ Midi Prog Change
  - Channel : (Dropdown menu)
  - Value : (Slider)
  - Min : (Slider)
  - Max : (Slider)
- RS232**
  - Commands : (Text input)
- DMX**
  - ☒ No DMX trigger
  - ☐ DMX Level
  - ☐ DMX Scale
  - DMX Universe : (Dropdown menu)
  - Channel : (Dropdown menu)
  - Value : (Slider)
  - Min : (Slider)
  - Max : (Slider)

**Callouts:**

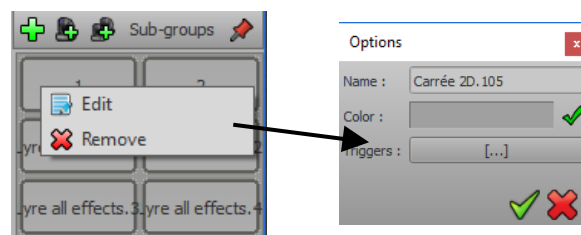
- Edit the group name
- Assign group triggers
- Link a scene's tab to a fixture group. When you call the group, the linked scene tab will be displayed too for immediate scene access
- Draw background color or picture on the selection area
- Keyboard shortcut
- MIDI trigger, MIDI notes or controls
- RS232 command and trigger from an external RS232
- DMX-IN trigger from an external DMX console signal
- DMX interface's buttons, IR remote or external closure contacts

## CREATE FIXTURES' SUB-GROUPS

The Sub-Groups allow you to store different sub-group selections that can be called up at any time by using the keys of your keyboard, the mouse or manually from another external device via other triggers.



It is possible to rename, choose a color and assign triggers to each sub-group by right clicking on it.



## 2D DISPLAYING MODE

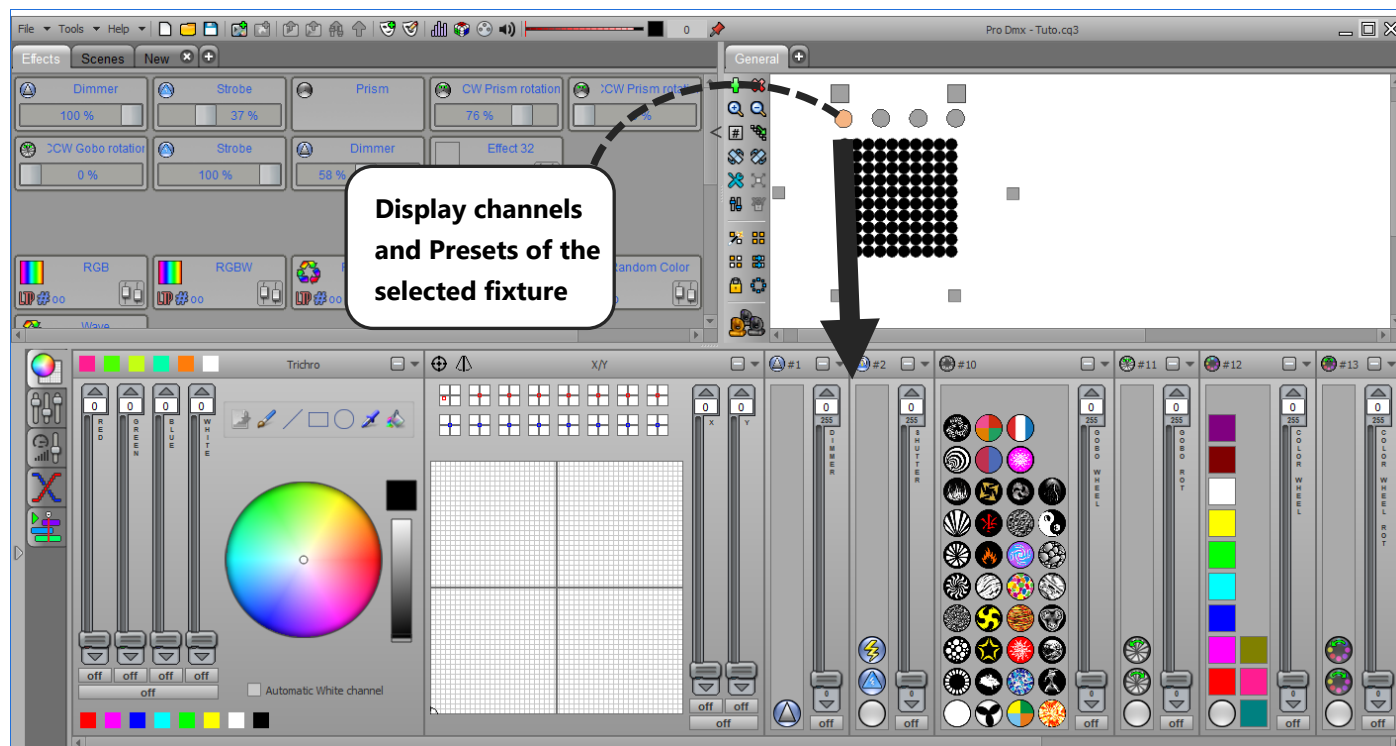


## FIXTURES SELECTION AND PRESETS CONTROLS

When you select one or several types of fixture from in a selection tab, the software compares the profiles and will only show their common channels and presets.

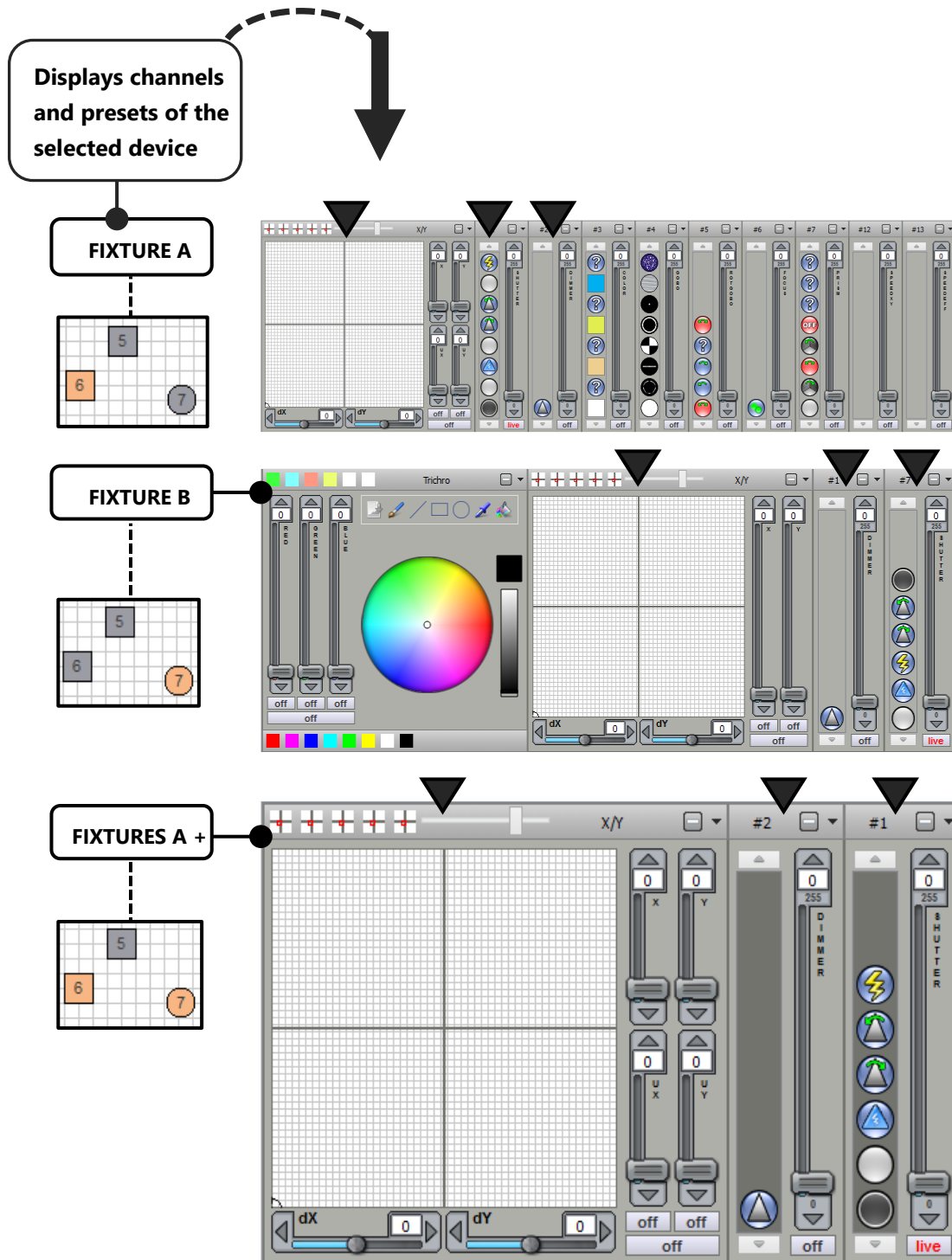
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

If only one type of fixture is selected, then the whole profile's channels and presets will be displayed as following:



## COMMON CHANNELS DISPLAY

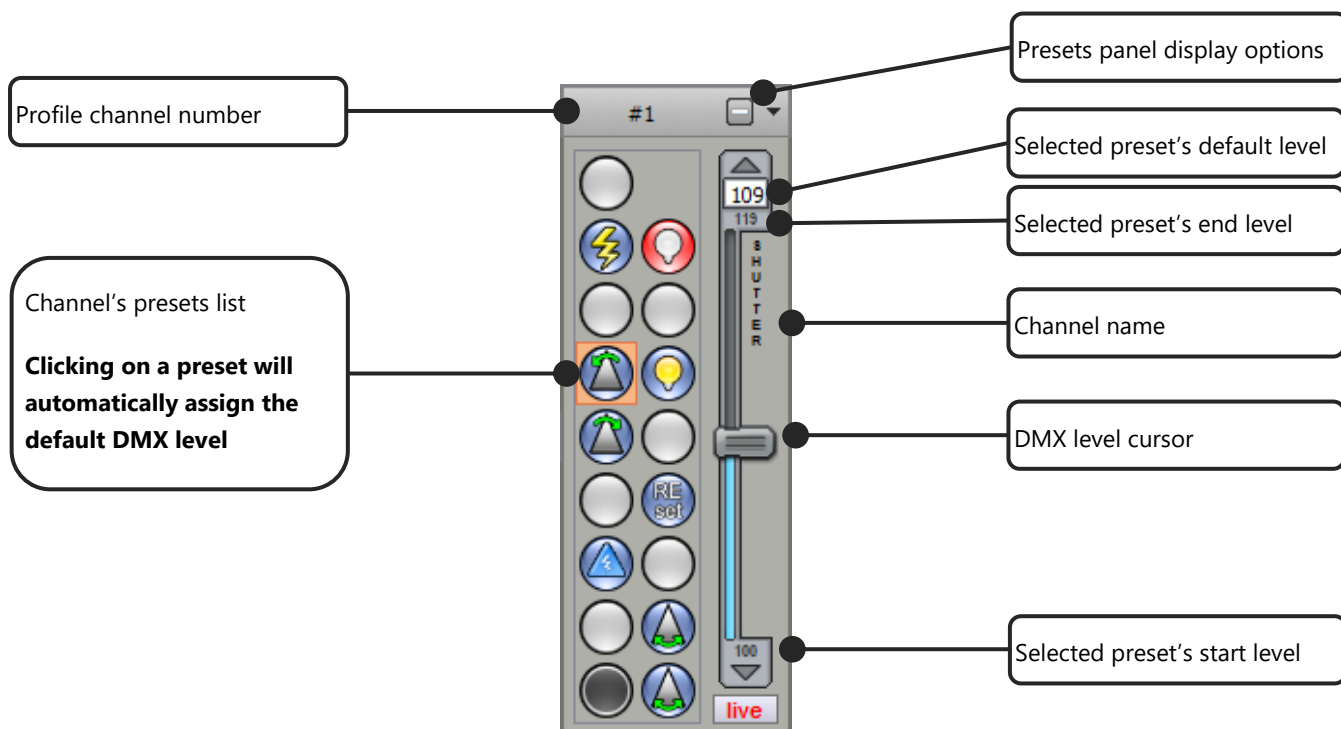
If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display the Pan & Tilt Palette. If they have a dimmer, the dimmer will be shown. But if only one of them has an RGB, the software won't display the RGB palette. See the following example:



**NOTE:** Common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan&Tilt, Dimmer, Focus, Iris and Zoom.

## PRESET MODE CHANNEL DISPLAY

When you select several fixtures based on the same profile, the software displays all the profile's channels. Each channel's control module is displayed as following:



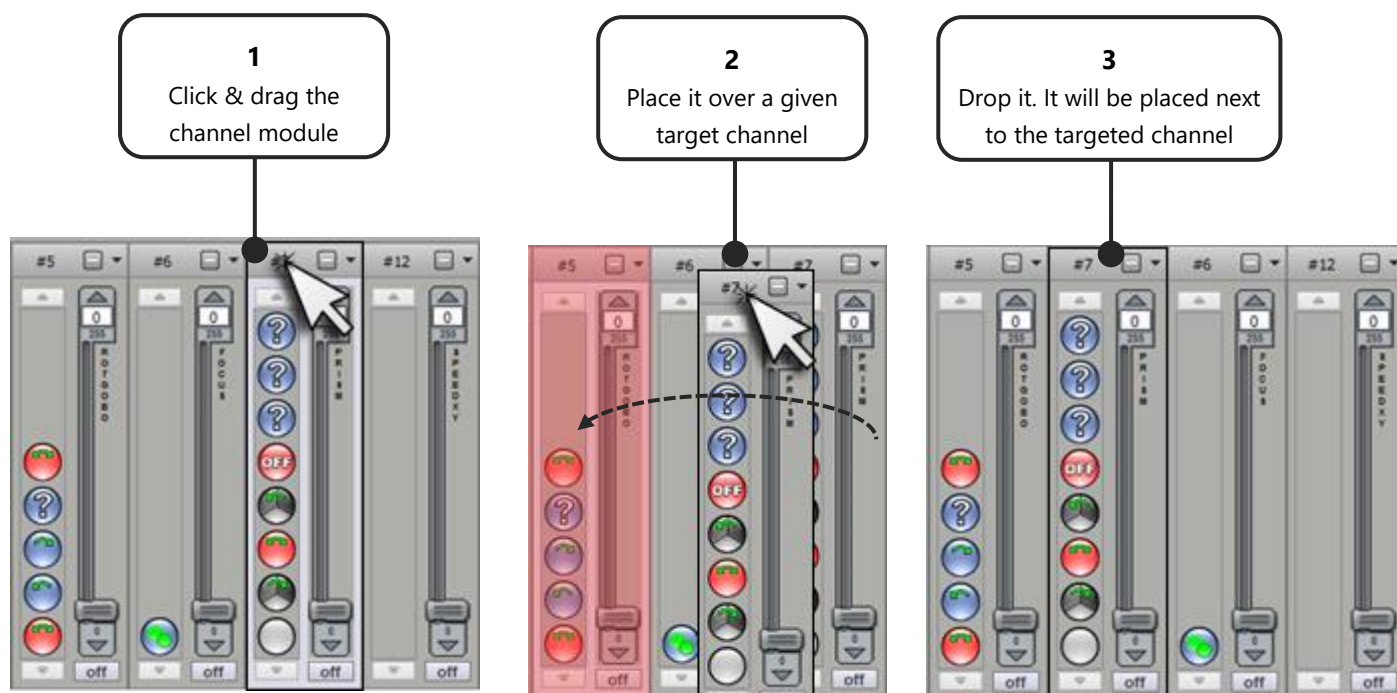
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

The presets display mode automatically manages the DMX universes. You do not need to switch from one DMX universe to another one like in the channel fader display mode.

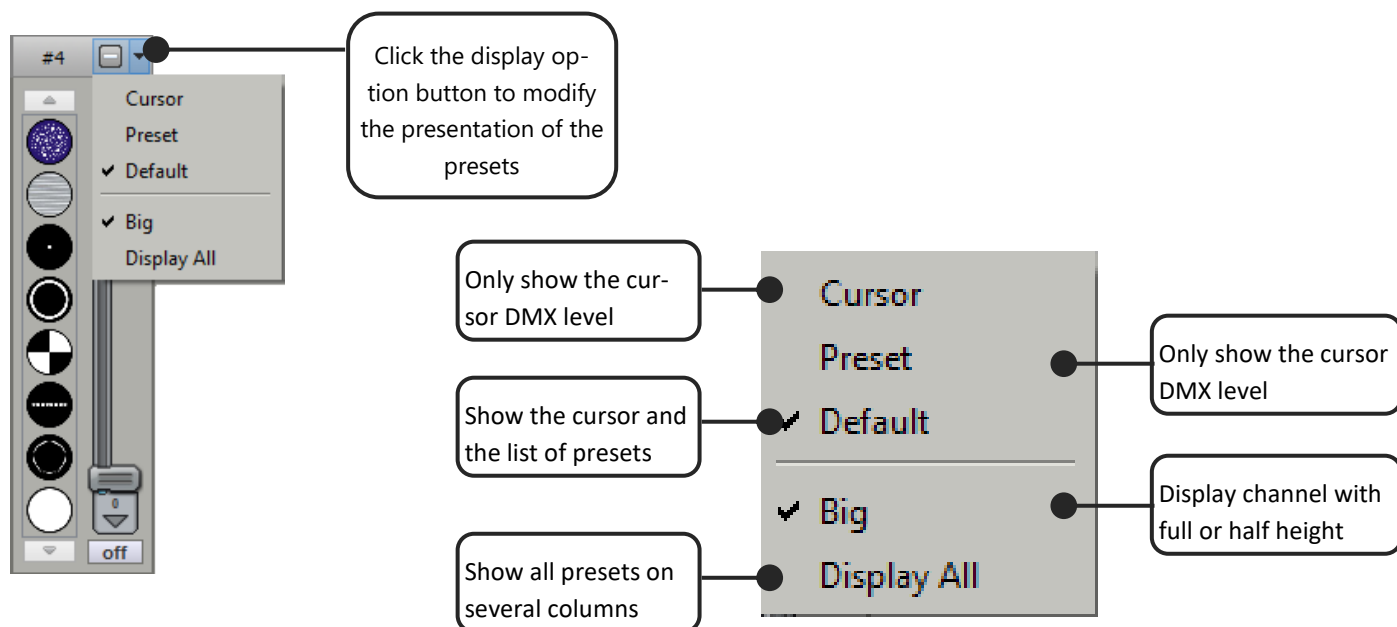
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

## CUSTOMIZE THE PRESET WINDOW – DISPLAY OPTIONS

The software offers several customization options to provide an effective working space work surface to users. Each preset channel can be moved by clicking in the upper part of the channel and by dragging and dropping to the desired location as following:

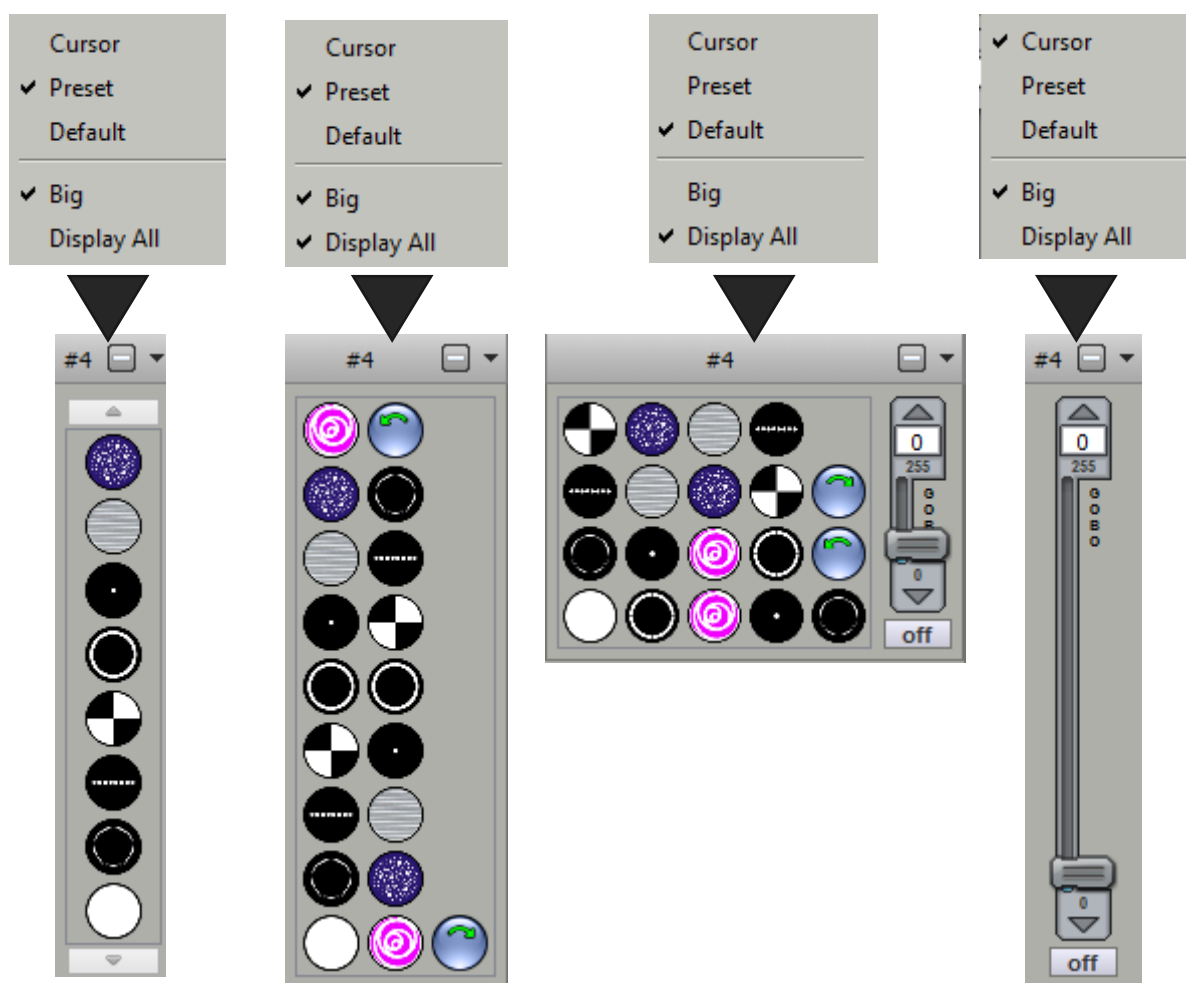


Preset display possibilities:

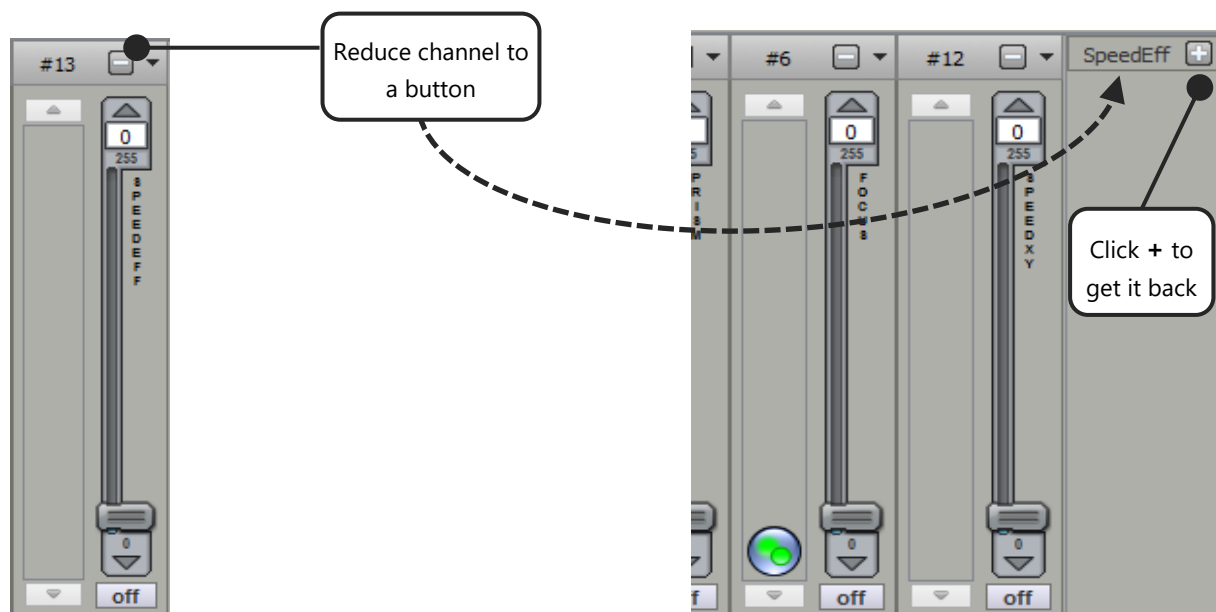




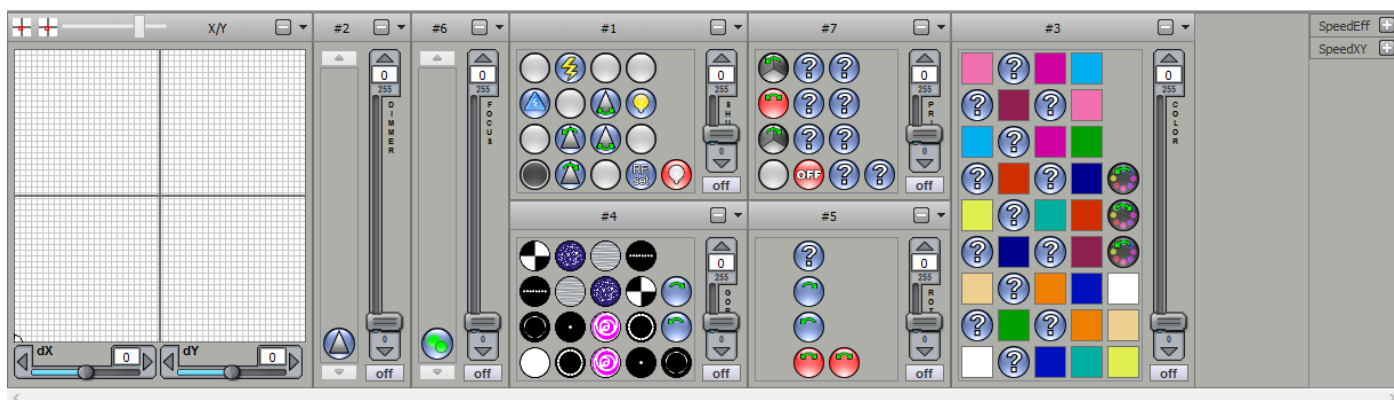
Choose the combination that you need to optimize the space as shown in the following examples:



Finally, to maximize the display optimization, it is also possible to reduce the channels into a single button. Click on the "-" button on top of the channel. This feature is useful to hide some unused channels (for example: the reset, the speed channels)

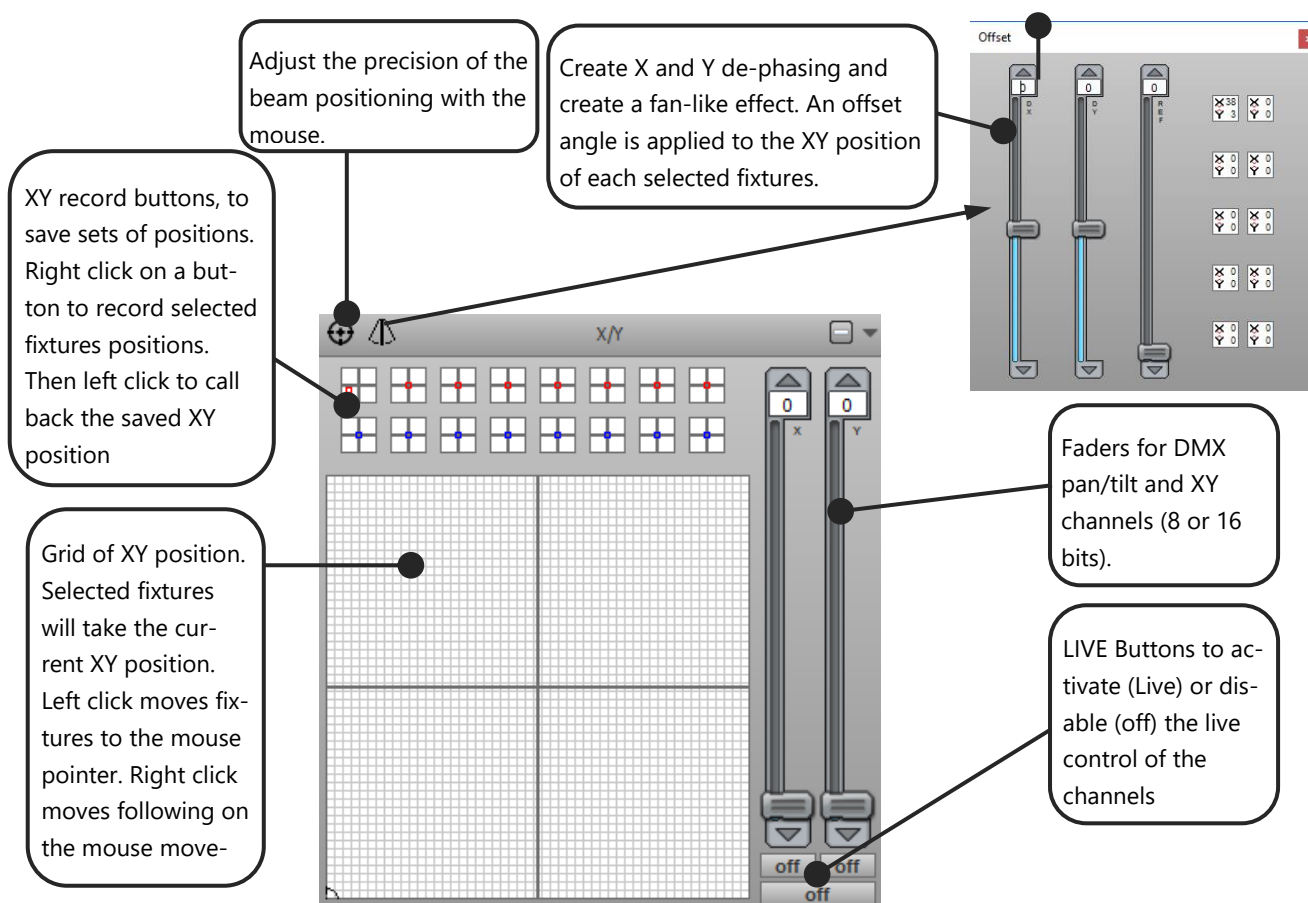


Result of customized Presets windows:

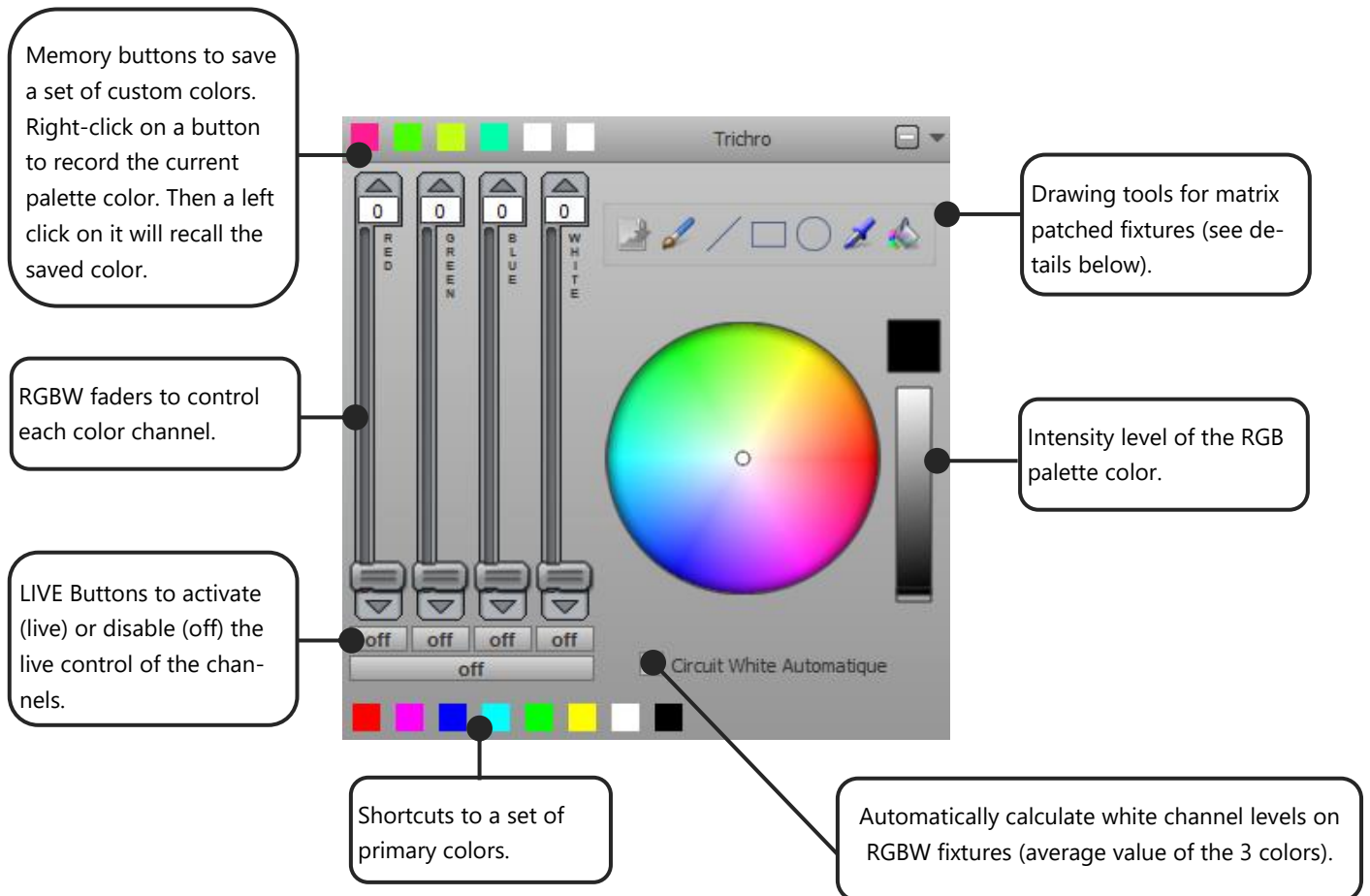


## FOCUS ON PAN AND TILT PRESET

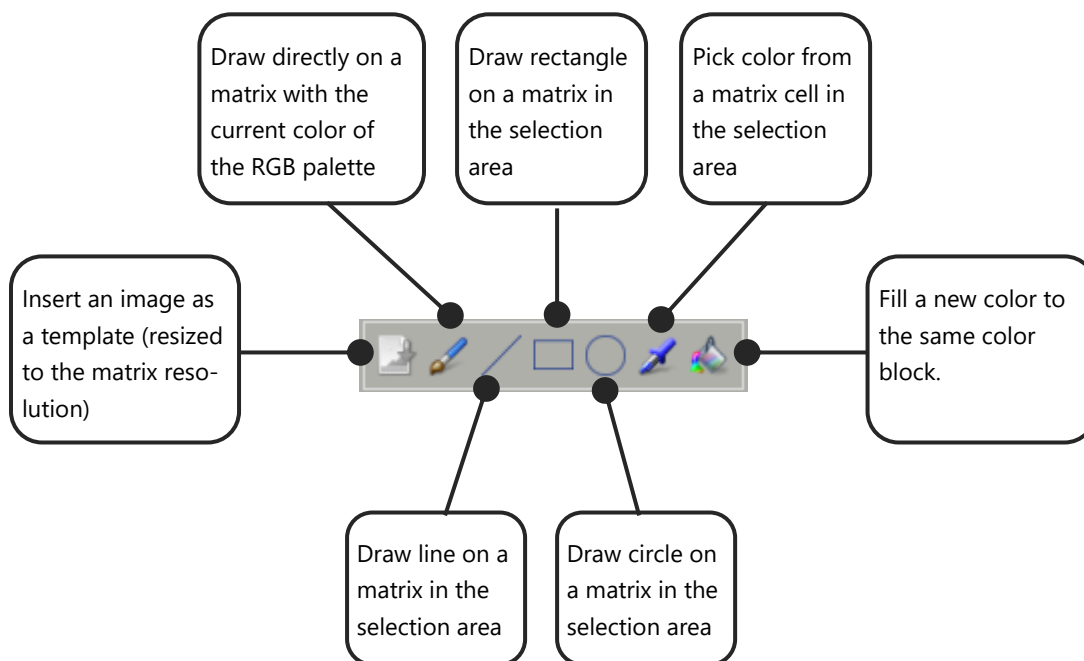
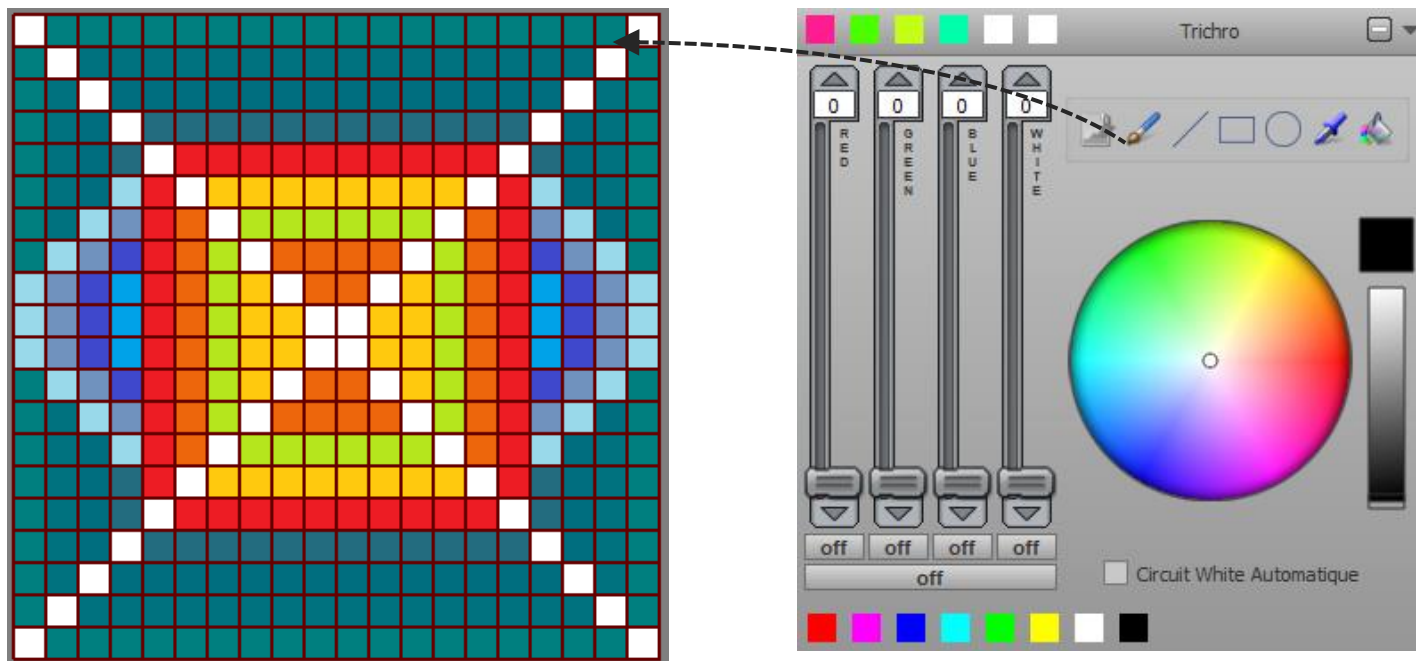
If the selected devices have pan and tilt channels, a specific window appears in the Presets window.



## FOCUS ON RGB OR CMY COLOR PRESET

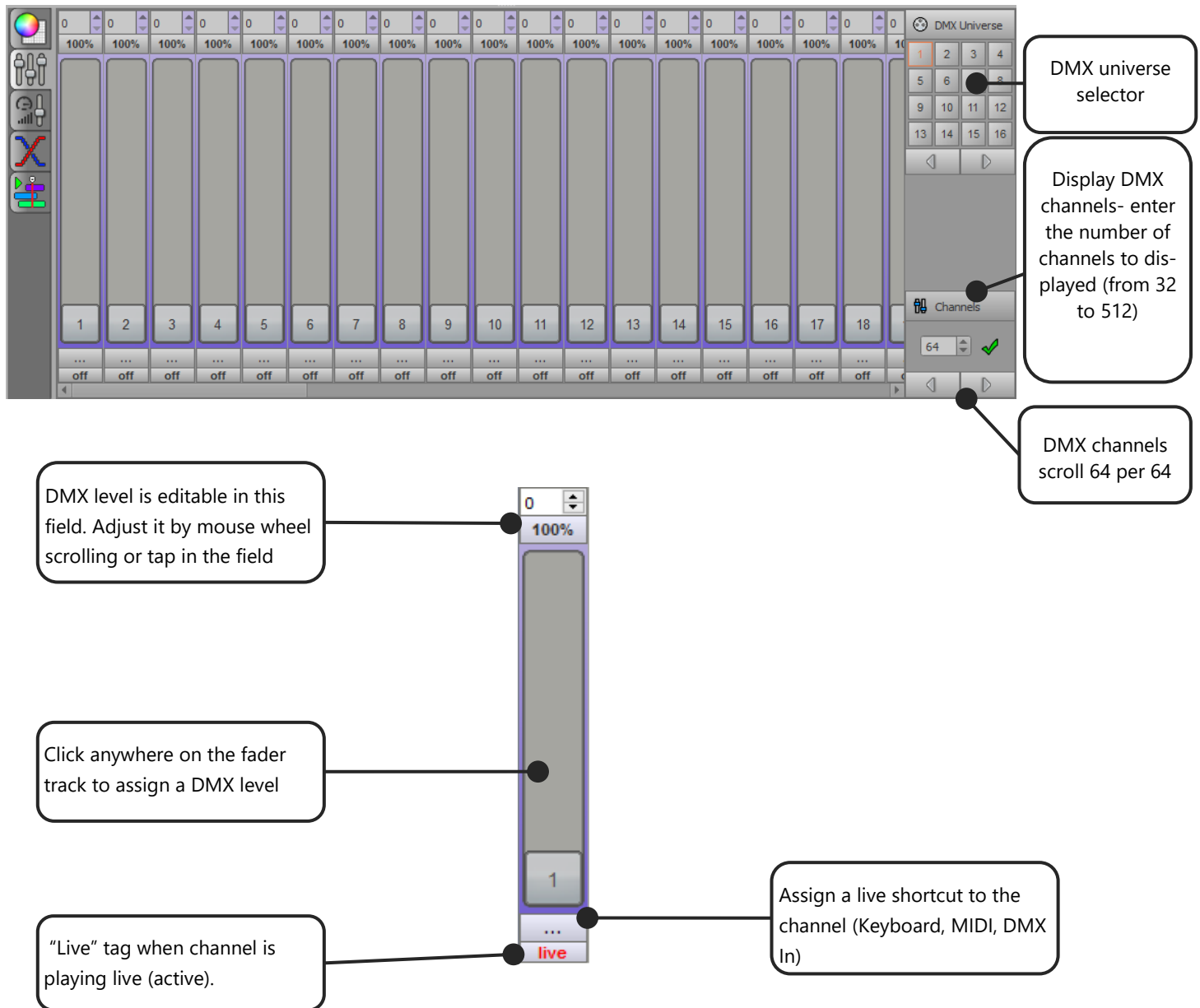


## FOCUS ON THE RGB PALETTE TO DRAW ON RGB FIXTURES MATRIX



## FADER MODE CHANNELS DISPLAY

The second control mode is the channels mode. It uses conventional faders for each DMX channel. The parameters are represented as a table of 512 DMX channels per universe



The software offers 3 background colors for the channels. Grey for channels not associated with a profile, and two other colors to distinguish the channel associated with odd and even fixtures.

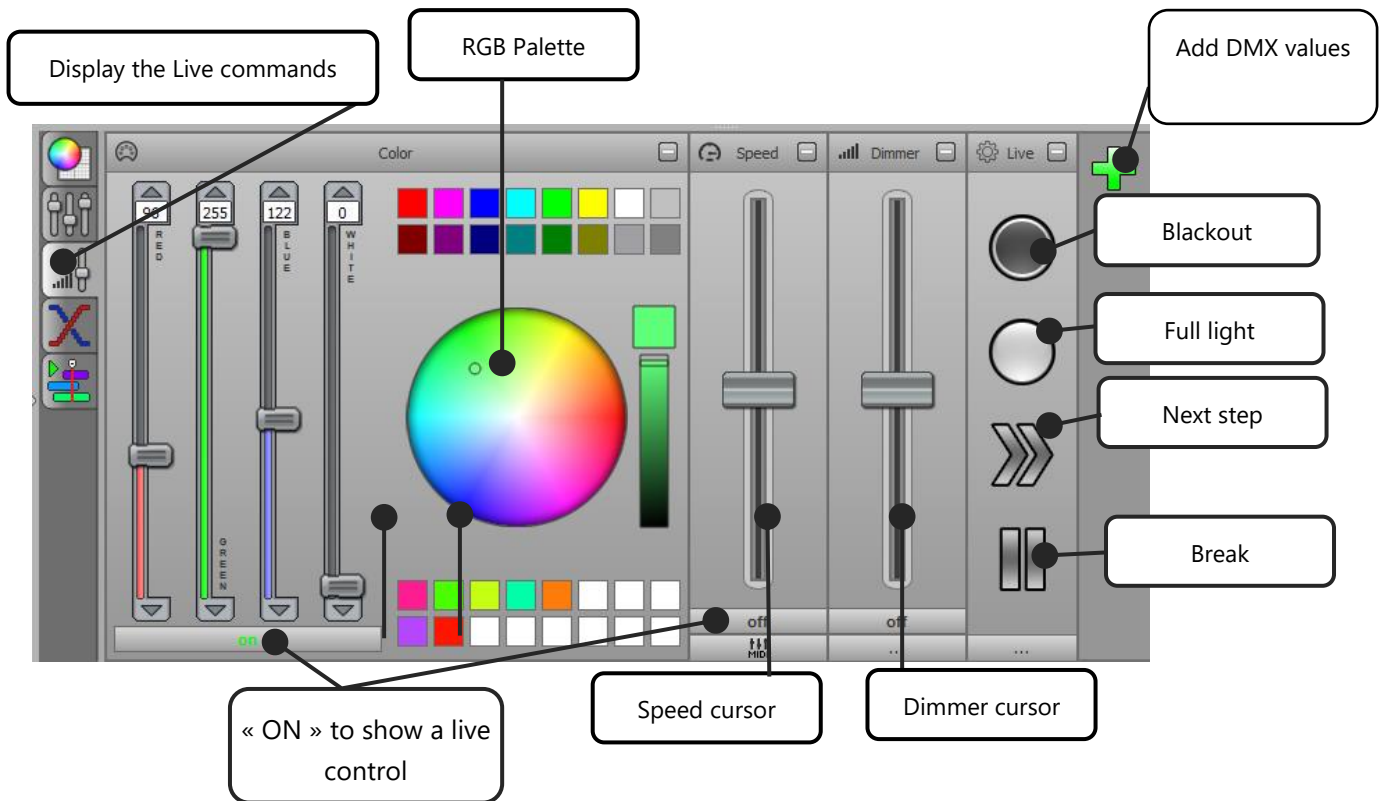
The channel mode can be useful for a quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

## LIVE COMMANDS DISPLAY

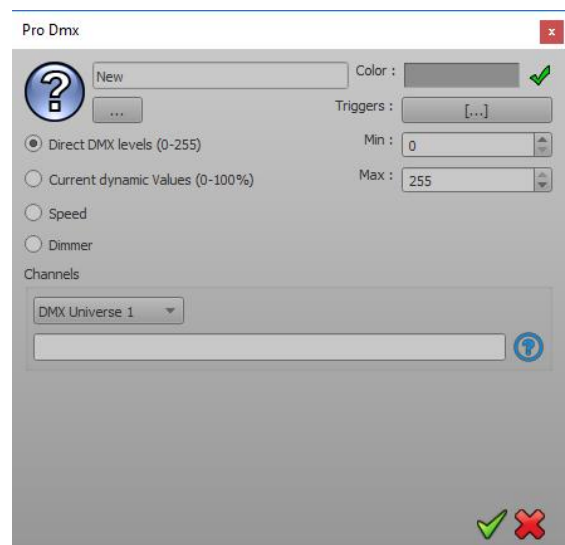
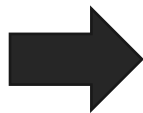
Live commands allow you to take control of the scenes with some general functions. When a command is activated, the fader will display an ON button below the cursor. Uncheck the ON buttons below the fader to get back to the initial DMX Programming.

Keep in mind that the live commands are general and will impact directly in on your show.

However, you can also customize your own commands and faders to interact on specific channels.



## CUSTOMIABLE DMX CHANNELS AND FADERS



You can add customizable channel controls. « Current dynamic values » allows you to change the DMX levels of specific channels such as the « zoom ». You can organize Live commands and customizable channels live commands via the « drag and drop » and minimize functions. You can rename and change the color of the fader. You can also choose to control the dimmer or the speed of the selected scene in the list. A list of scenes will appear when this option is selected.

## MIDI TRIGGERS AND LIVE COMMAND DMX CONTROL

Assign shortcut to Live commands:

