

# USER MANUAL

## HOW TO USE LIVE CONTROLS AND EFFECTS

V1.5.1

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## INTRODUCTION

This chapter describes how to use the controls and the effects of the software after having created a DMX patch.

Once the DMX Patch is confirmed, all the corresponding controls and effects buttons will automatically appear.

Control functions and control efficiency depend on the quality of the profiles used in the DMX patch. With accurate profiles and channel descriptions, the software will create additional control possibilities and accurate commands to help with lighting programming.

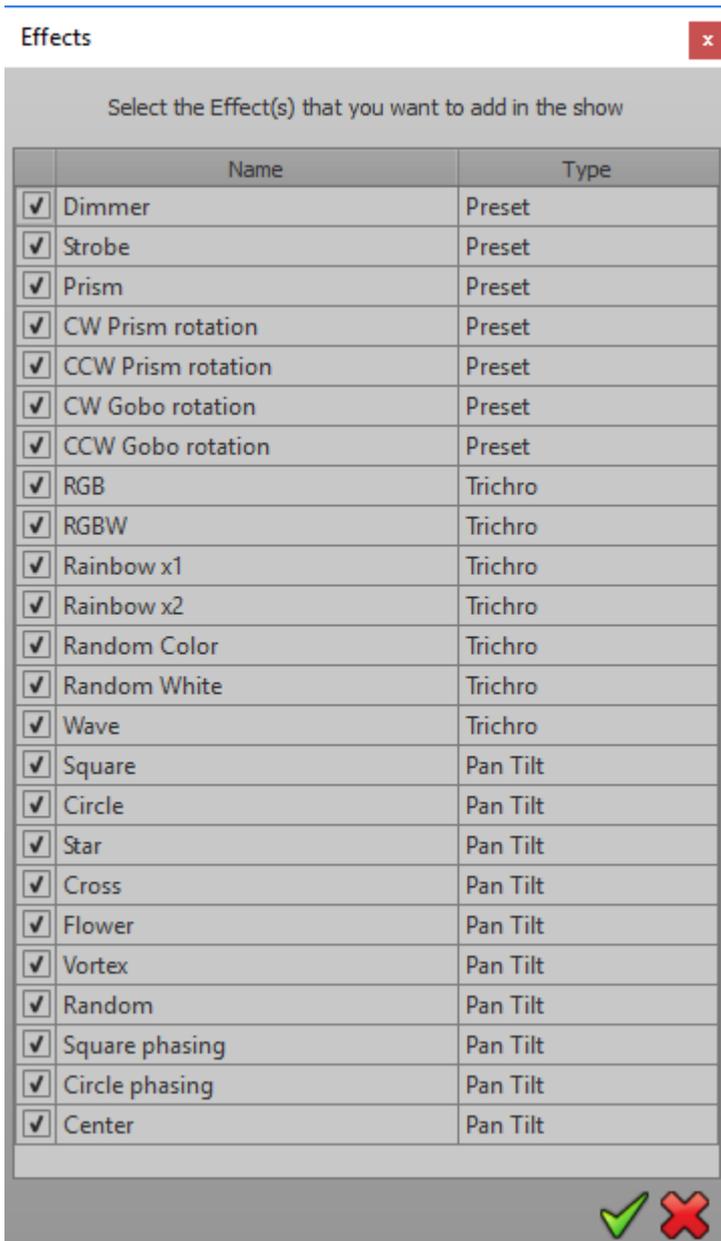
## DMX PATCH, CONTROLS AND EFFECTS

The software uses the Patch information to generate powerful functions that will help you to create great effects in a very short time. When the Profiles and DMX addresses match your fixtures, you can confirm the Patch. Then the profiles and the lights will appear in the main window (selection area) of the software automatically.

After the Patch validation, the software will prompt you to choose several types of effects.

The screenshot displays the 'Add profile(s)' dialog box in the software. The dialog has two tabs: 'Patch' and 'Profile'. The 'Patch' tab is active, showing a 'Name:' field and a 'Manufacturer:' dropdown menu. Below the manufacturer menu is a list of profiles: 01Spot LED 7ch, 2pan2tilt, 6CUBE-FX 14ch, 6CUBE-FX 16ch, ARCHIBAR 100 DRS RGBW 9ch, Carrée 2D, CMY, and Cold White & Cold Warm. There are also fields for 'DMX Universe:' (set to 'DMX Universe 1'), 'First DMX channel:', 'Offset:' (set to 0), and 'Number of fixtures:' (set to 0). At the bottom of the dialog are 'Matrix' and 'Patch' buttons.

The main window behind the dialog shows a DMX patch grid. The grid is a table with columns representing DMX addresses (from 1 to 512) and rows representing fixture channels. The grid is divided into sections labeled 'Lyre all effects.1' through 'Lyre all effects.4'. Each cell in the grid contains a DMX address and a label, such as 'Dimmer RGB\_I'. The grid is currently empty, with only the DMX addresses visible in the cells.

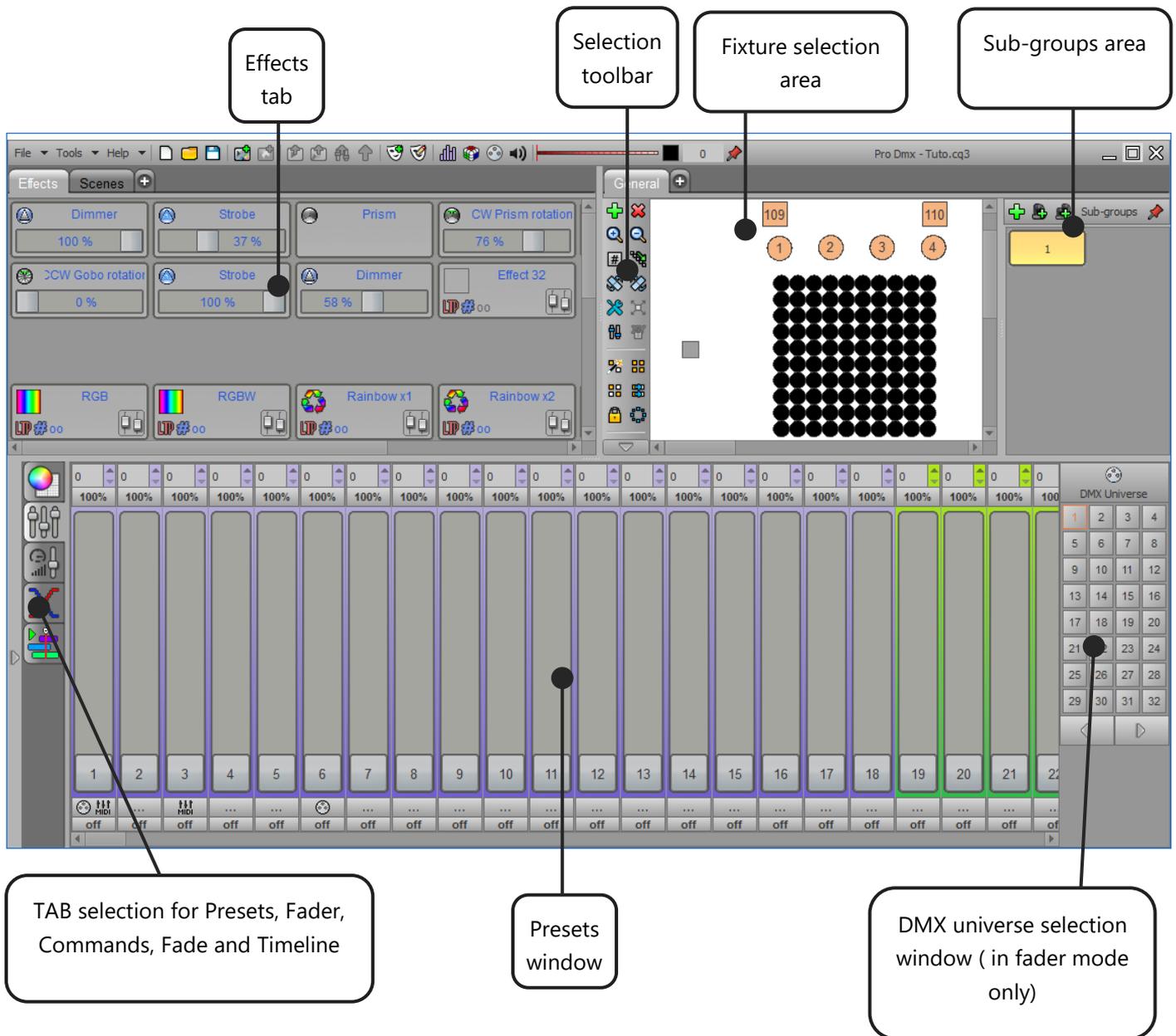


Just choose and confirm the effect from the list that you want to create and the effect button will appear automatically in the main window of the software. The type and number of effects depends on the channel types and features in the profiles.

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.

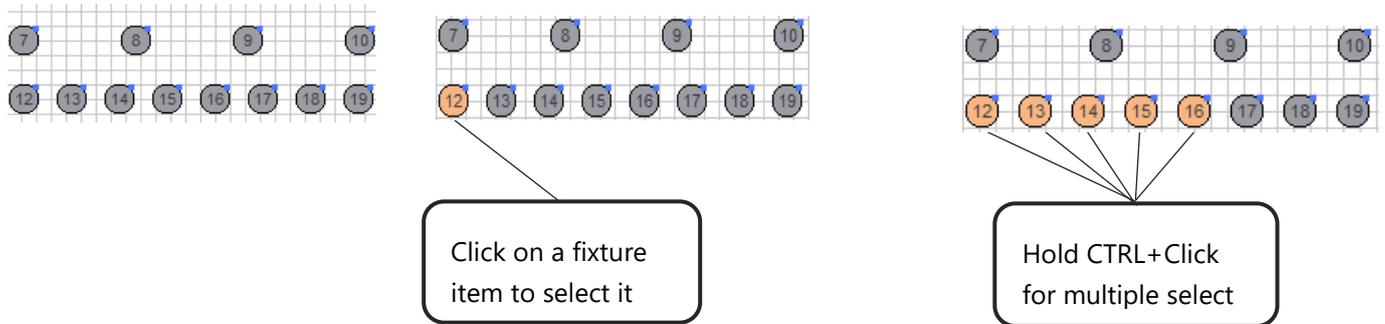
**Effect selection window**

# SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

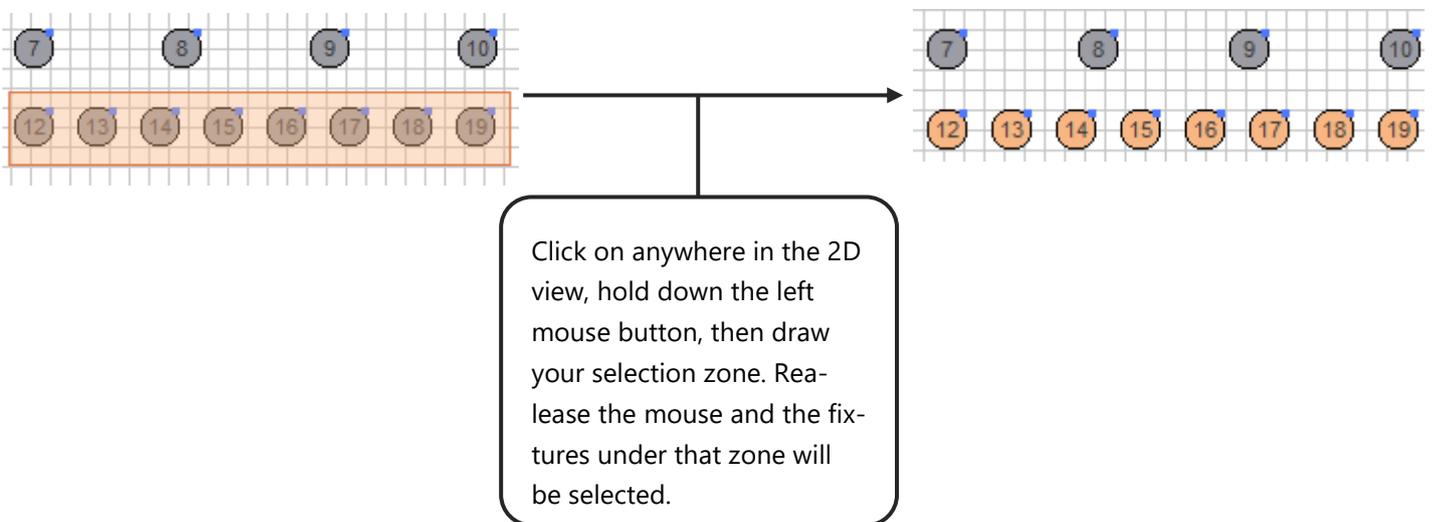


## FIXTURES SELECTION

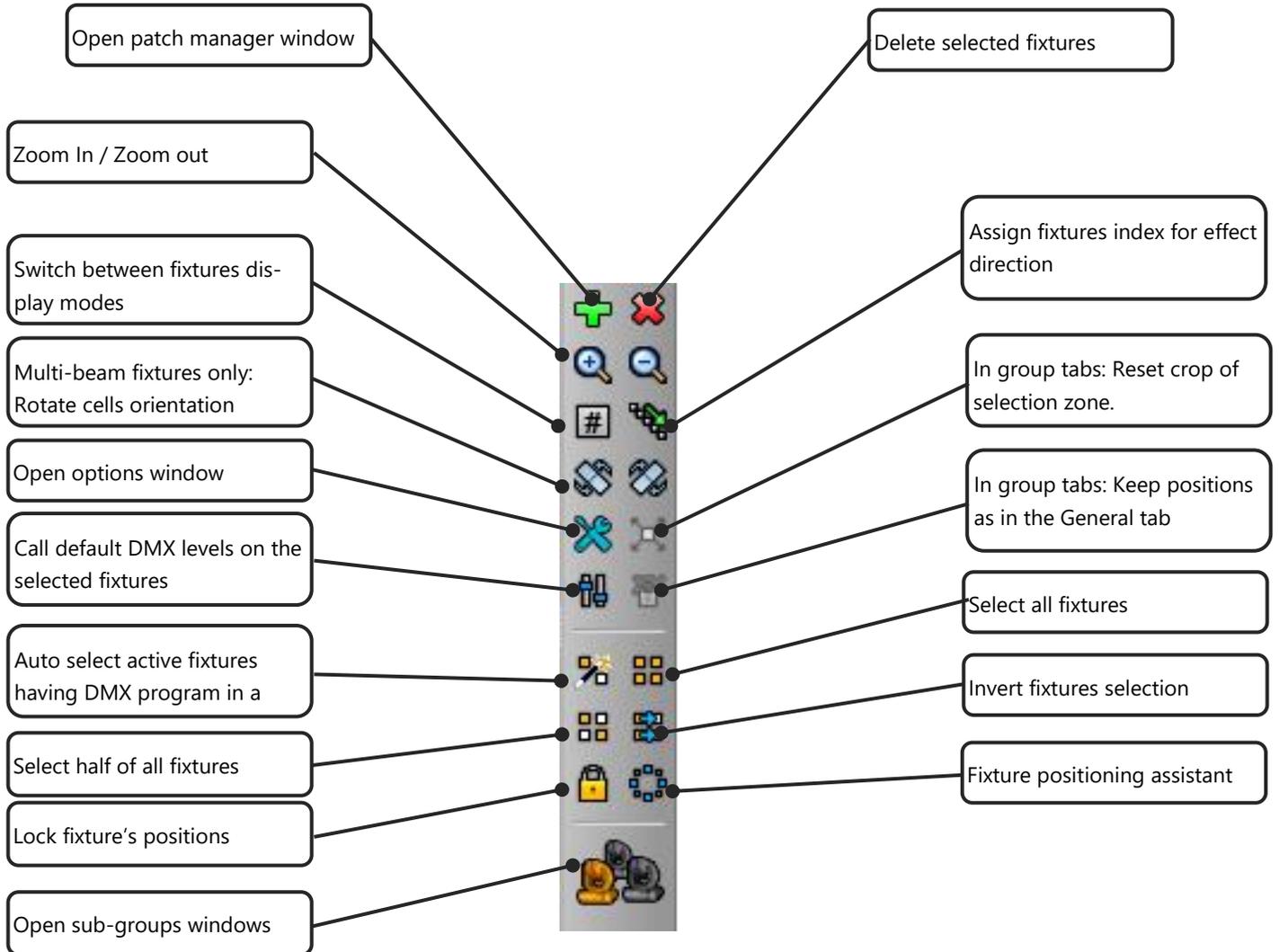
In the 2D area you can select / unselect the fixtures by clicking on their pictograms



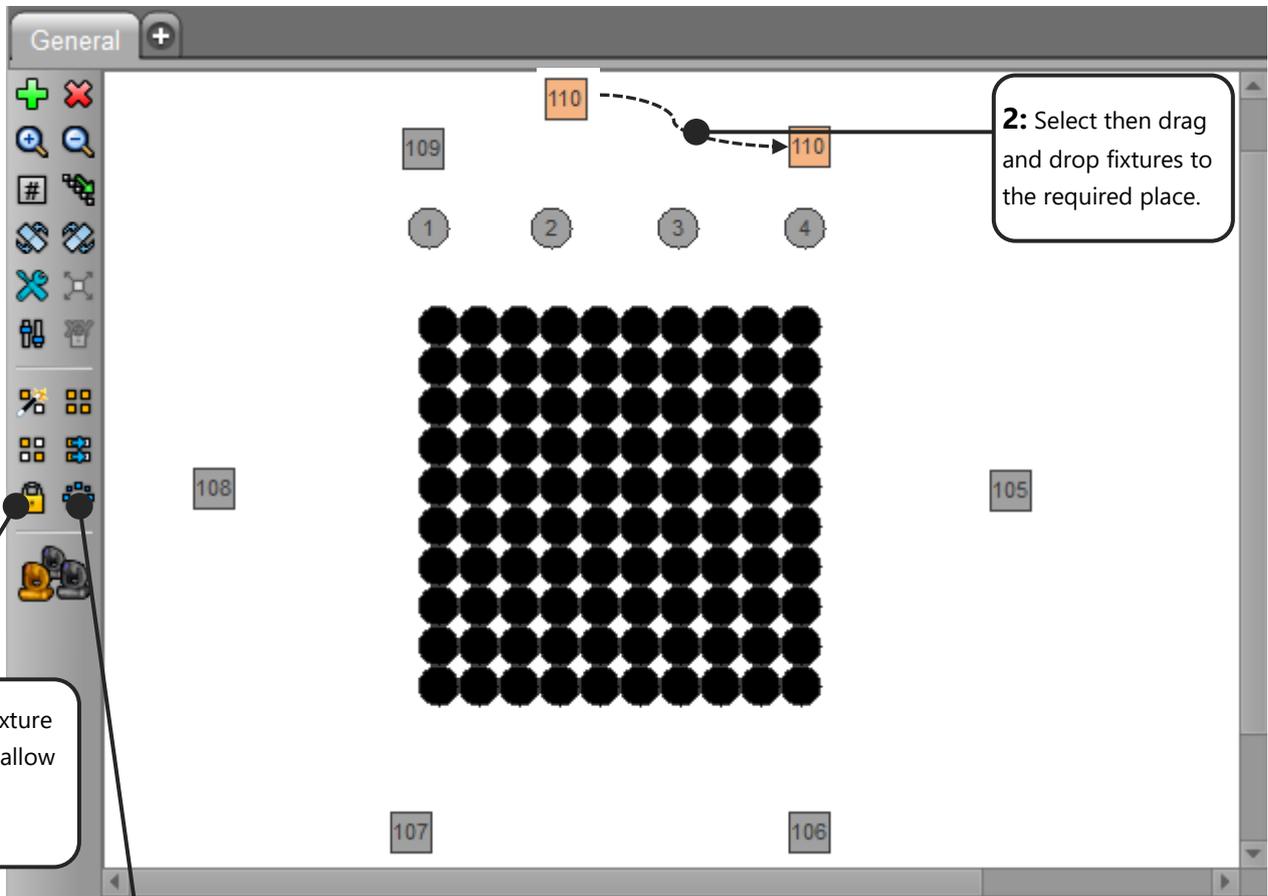
You can also select them by drawing a selection zone



# SELECTION TOOLBAR



## ARRANGE FIXTURES IN THE SELECTION AREA

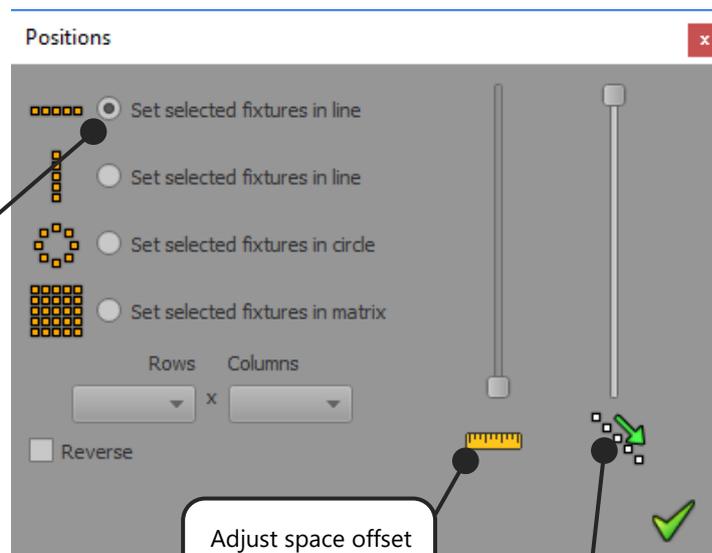


1: Unlock fixture position to allow items to be moved.

2: Select then drag and drop fixtures to the required place.

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

Select a shape

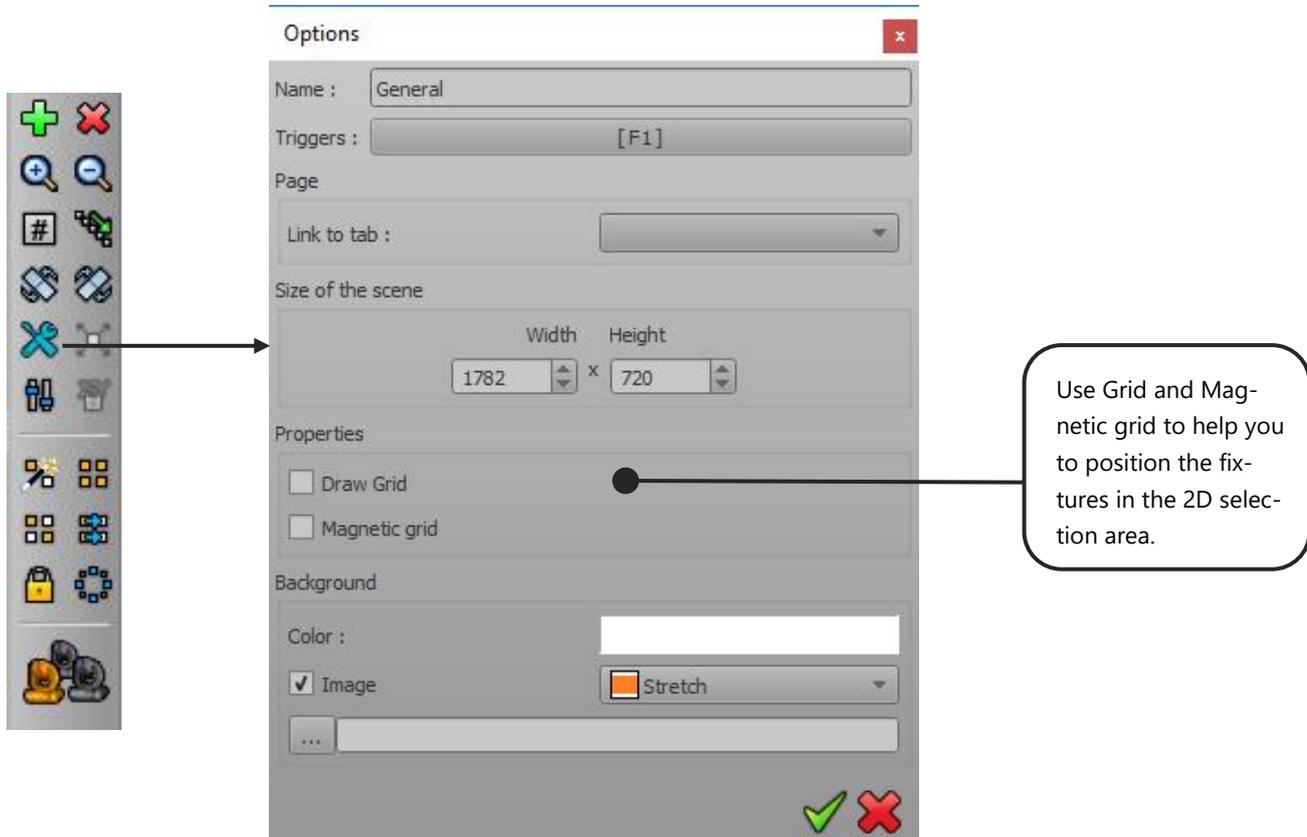


Adjust space offset between fixtures

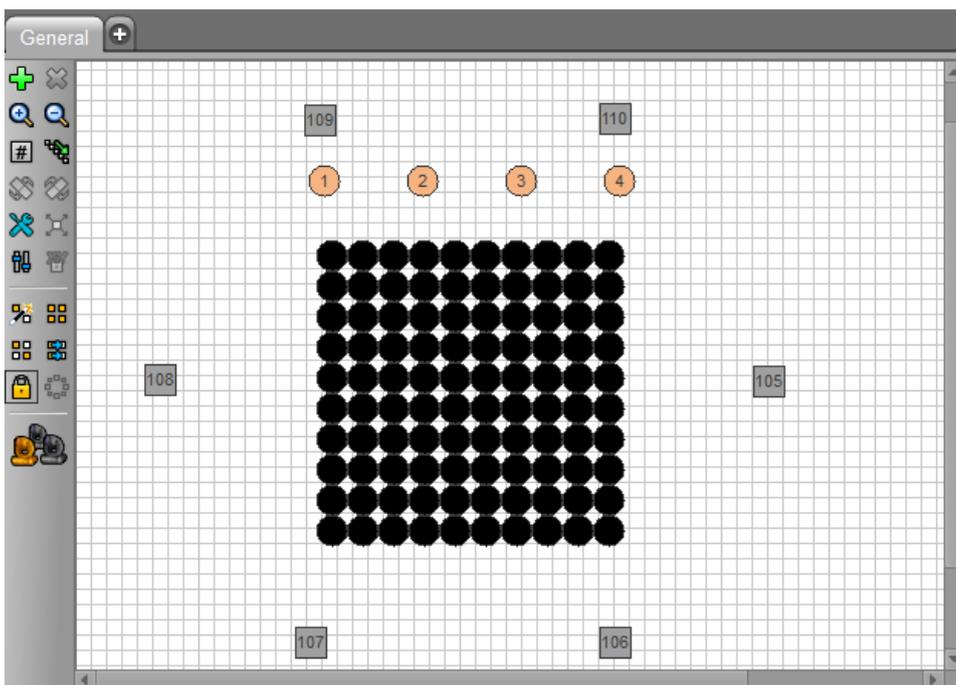
Adjust fixtures IDs

## FIXTURES POSITIONING OPTIONS

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



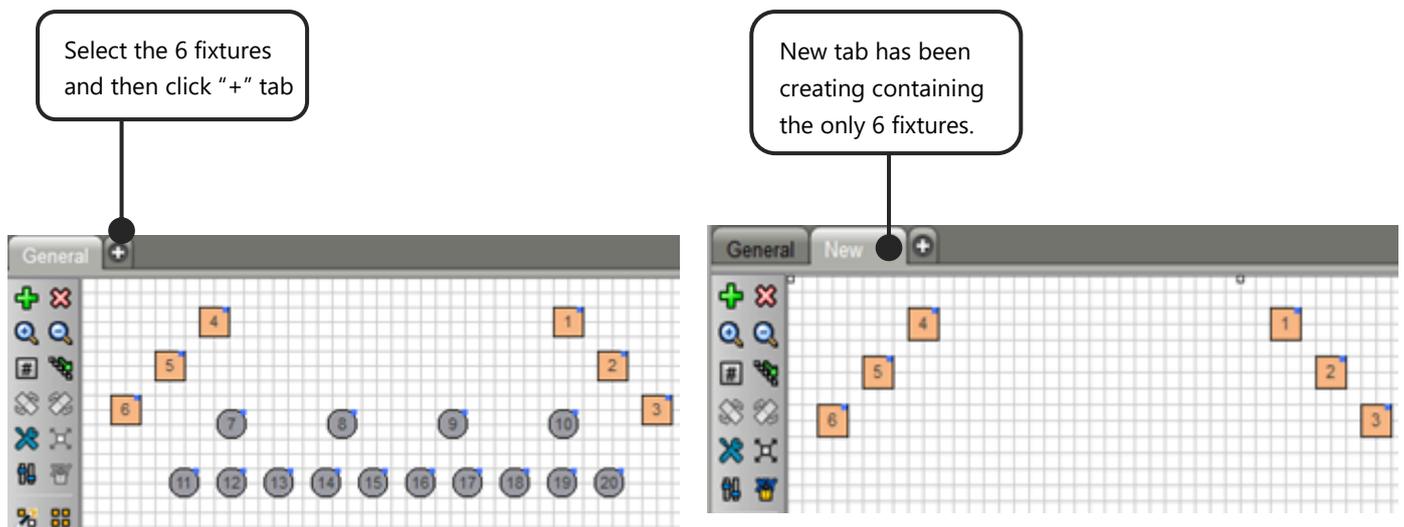
### Final positioning result:



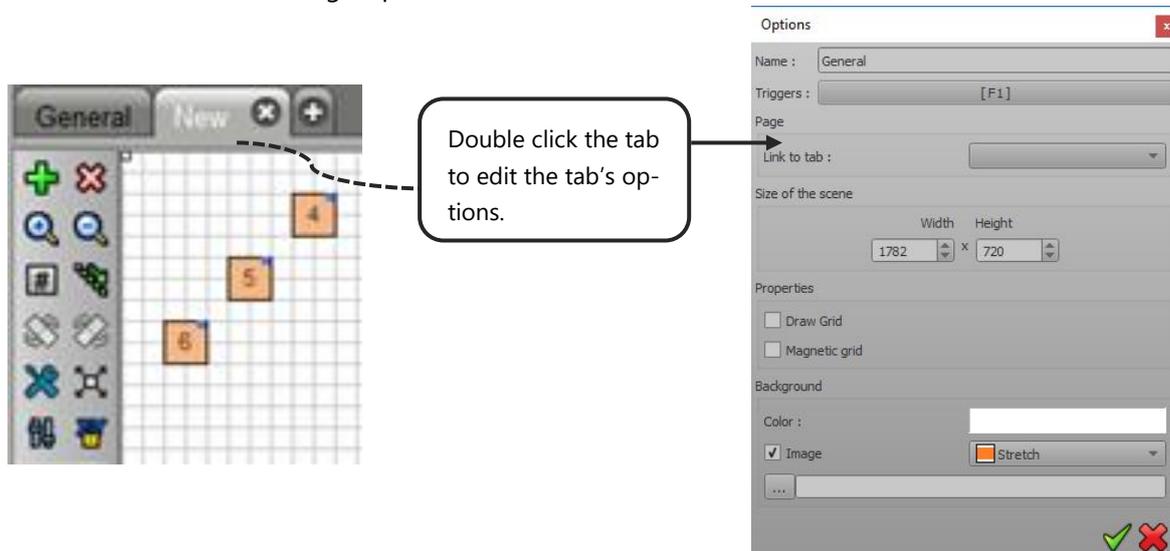
## CREATING FIXTURES GROUPS

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 :
- Size of the scene
  - Width : 1782
  - Height : 720
- Properties
  - Draw Grid
  - Magnetic grid
- Background
  - Color :
  - Image
  - Stretch

**Triggers (Shortcuts)**

- Shortcut
- Select shortcut :
- SA Triggers
  - Buttons :
  - Remote :
  - External Contacts :

**Triggers (Input)**

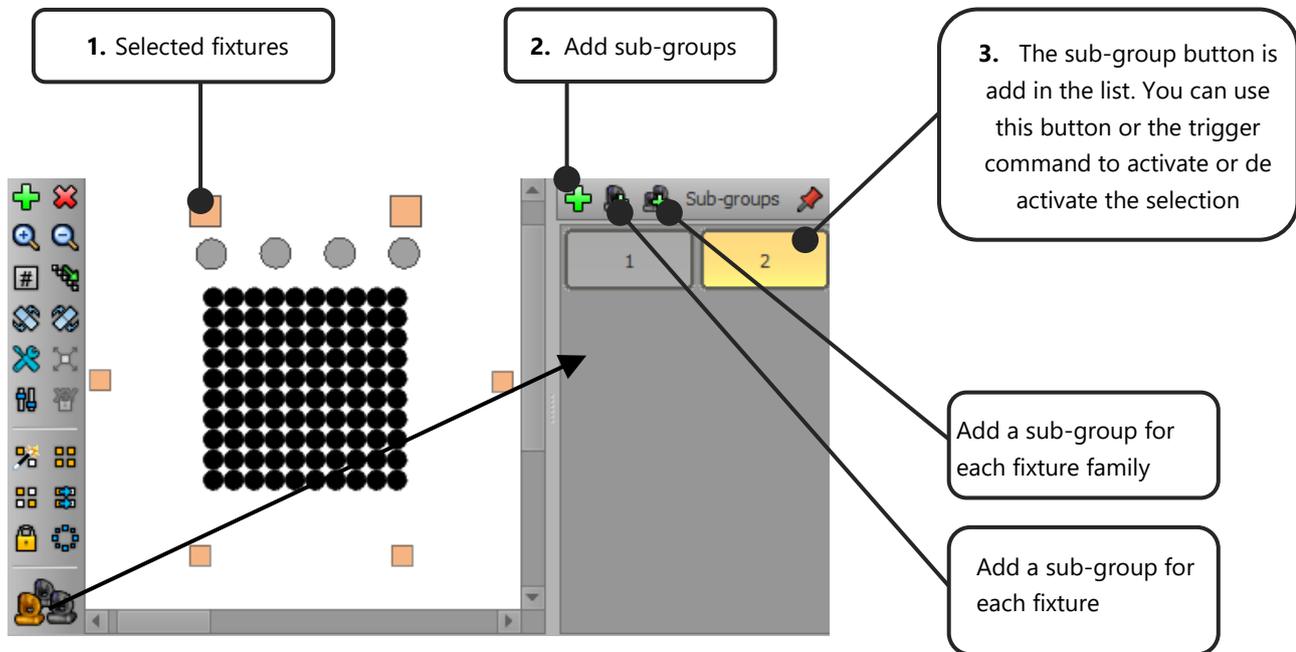
- Midi trigger
  - No Midi trigger
  - Midi Note
  - Midi Ctrl Change
  - Midi Prog Change
- RS232
  - Commands :
- DMX
  - No DMX trigger
  - DMX Level
  - DMX Scale

**Callout Boxes:**

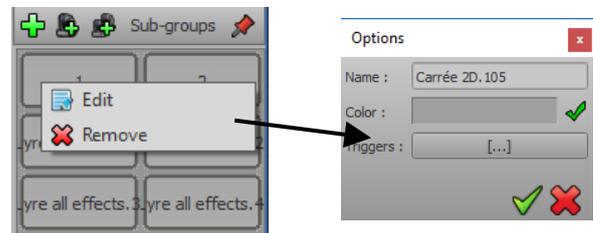
- Edit the group name
- Assign group triggers
- Link a scene's tab to a fixture group. When you call the group, the linked scene tab will be displayed too for immediate scene access
- Draw background color or picture on the selection area
- Keyboard shortcut
- MIDI trigger, MIDI notes or controls
- RS232 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

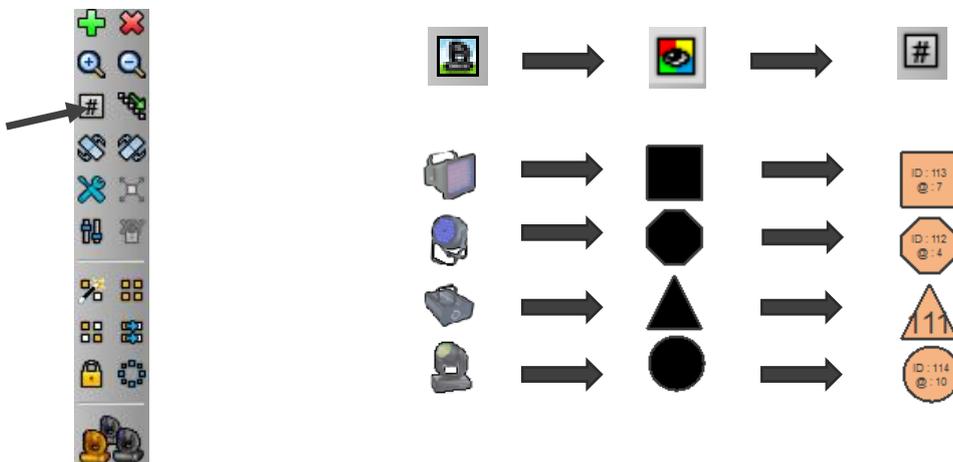
The Sub-Groups allow you to store different sub-group selections that can be called up at any time by using the keys of your keyboard, the mouse or manually from another external device via other triggers.



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



## 2D DISPLAYING MODE

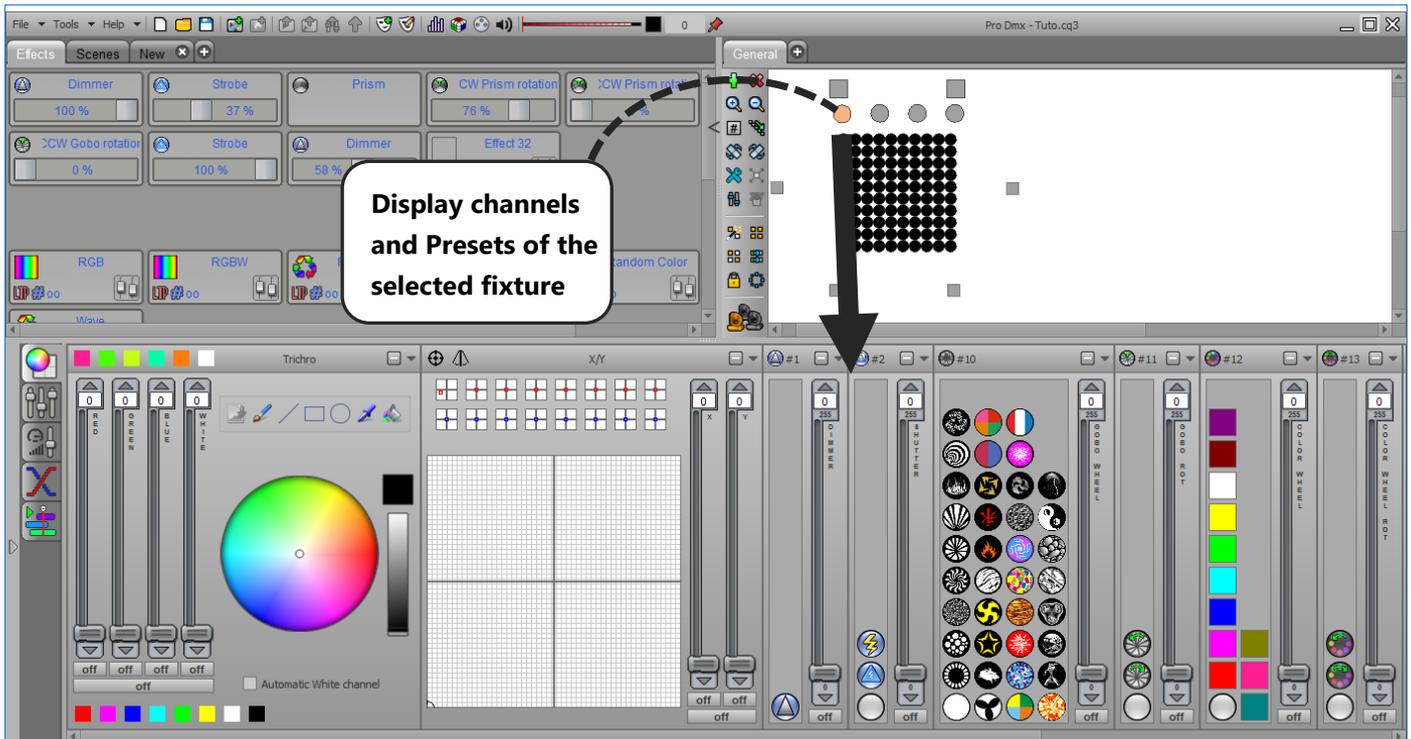


## FIXTURES SELECTION AND PRESETS CONTROLS

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.

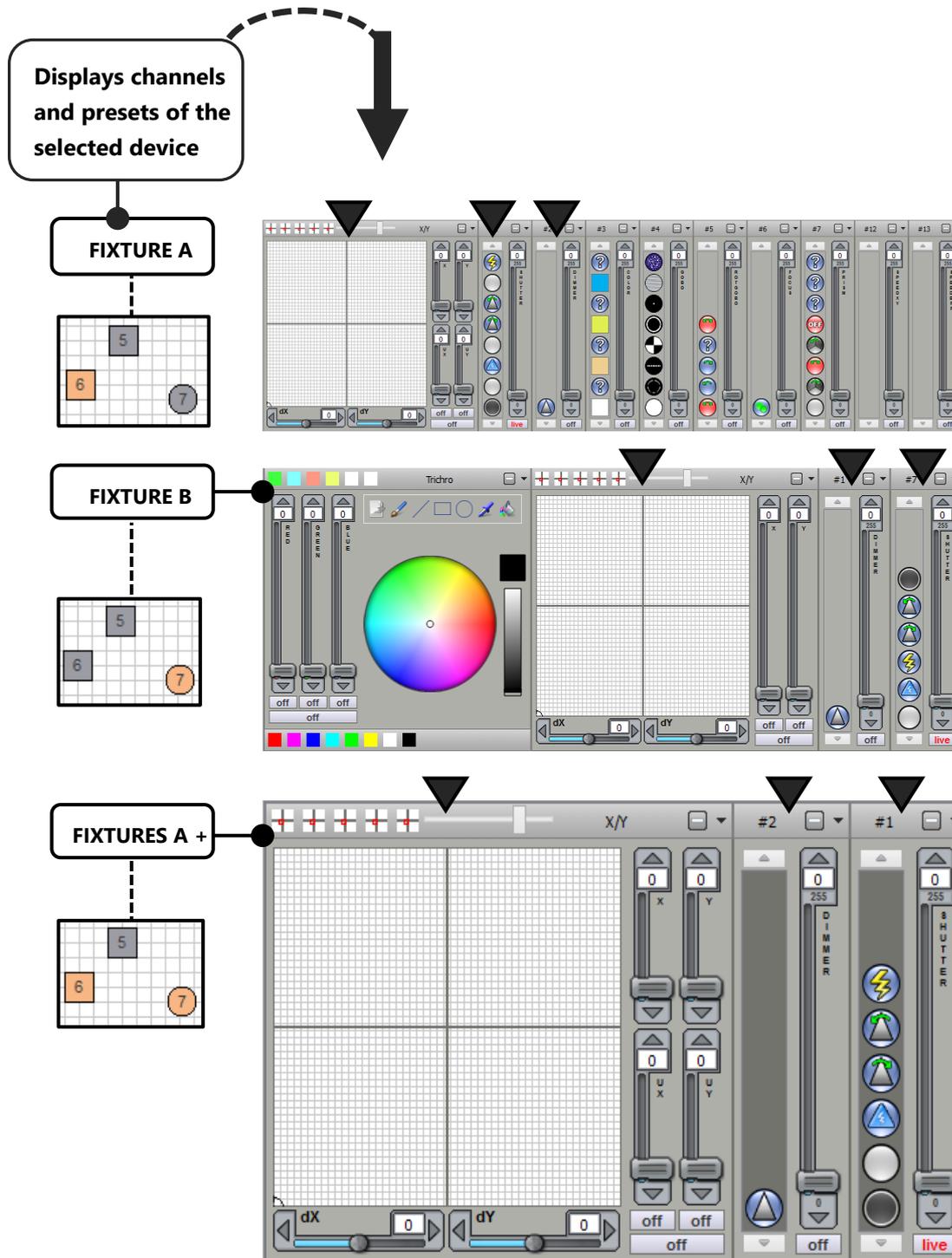
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

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



## COMMON CHANNELS DISPLAY

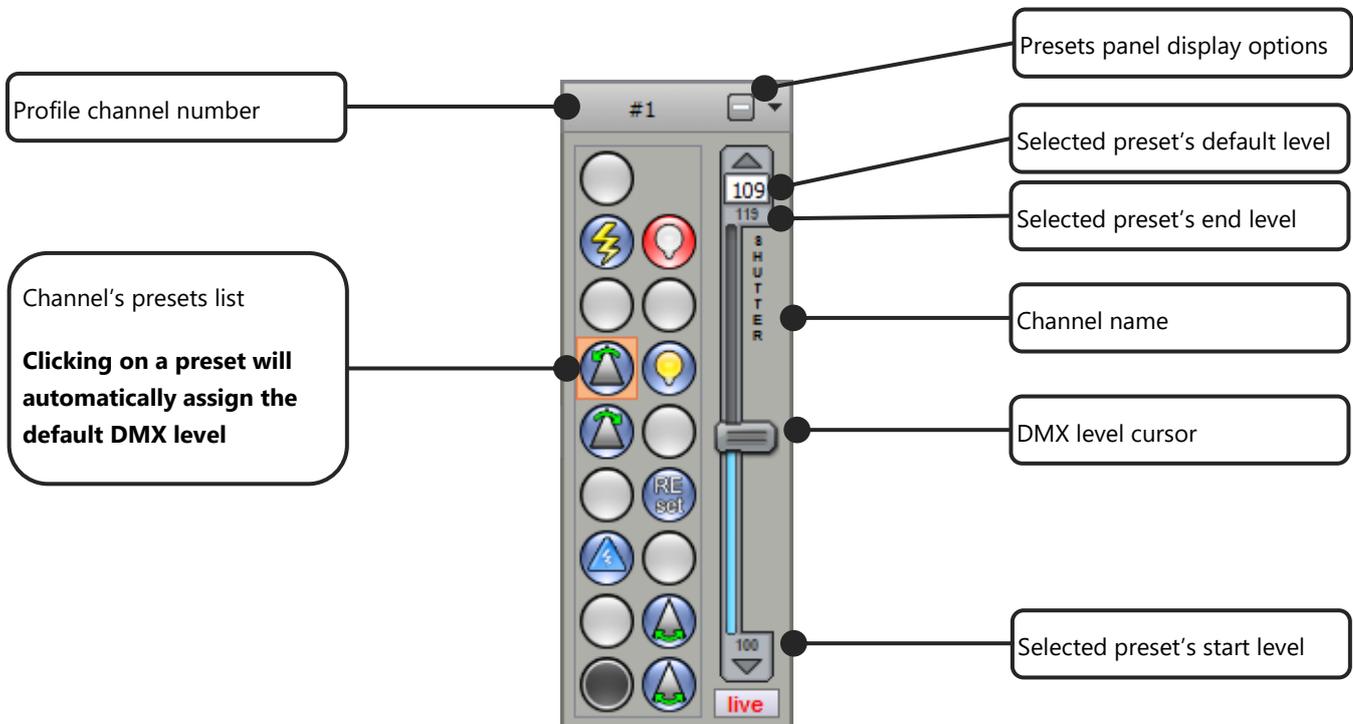
If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display 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:



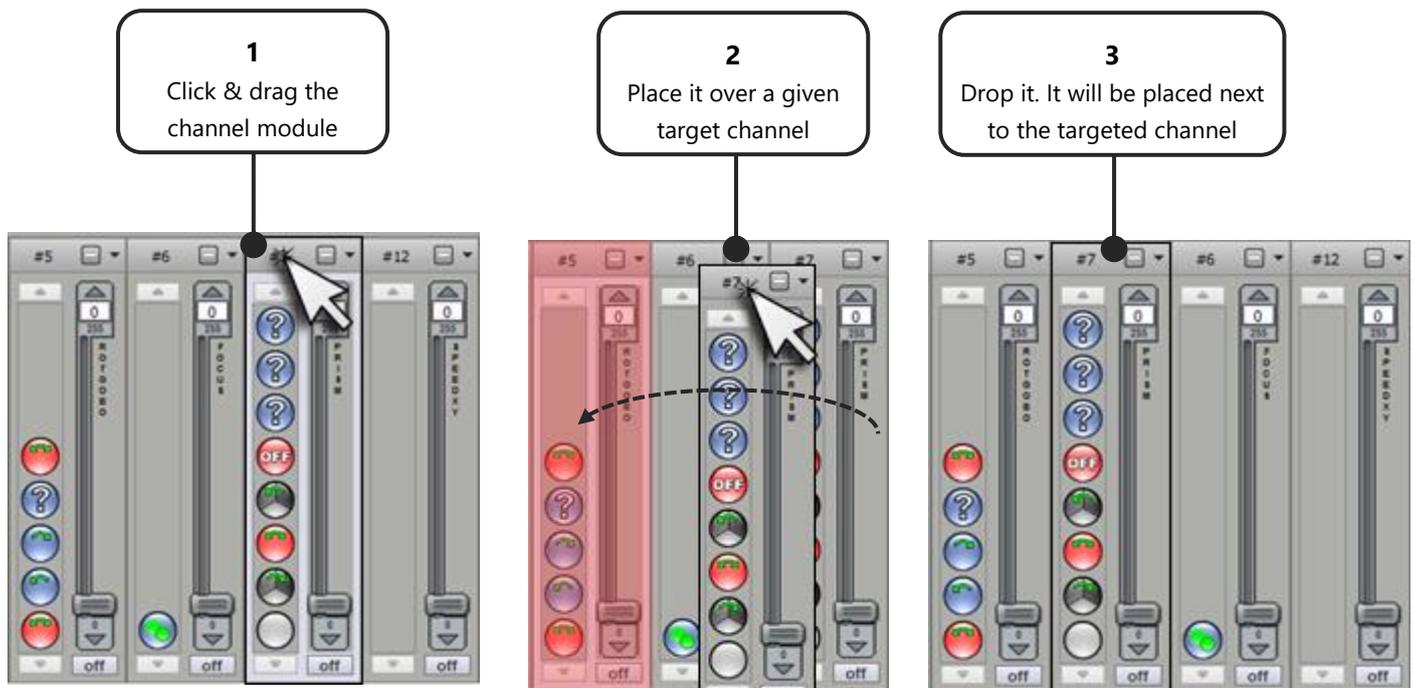
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

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.

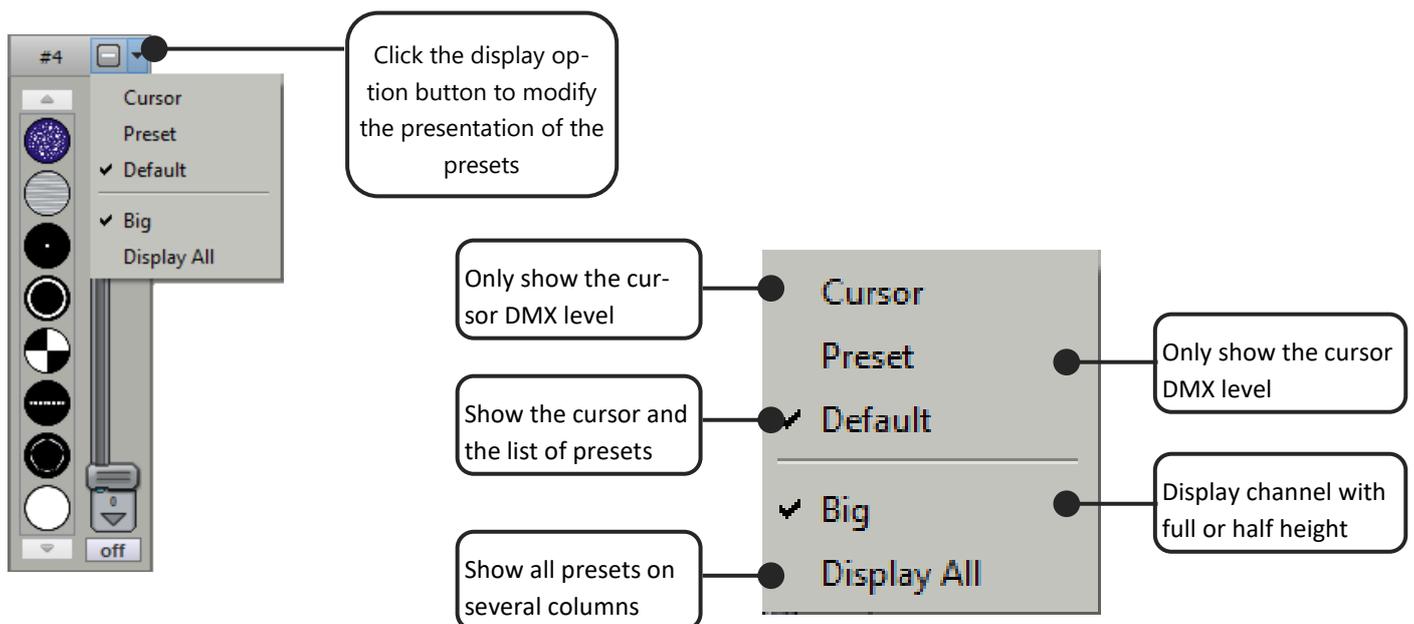
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

## CUSTOMIZE THE PRESET WINDOW – DISPLAY OPTIONS

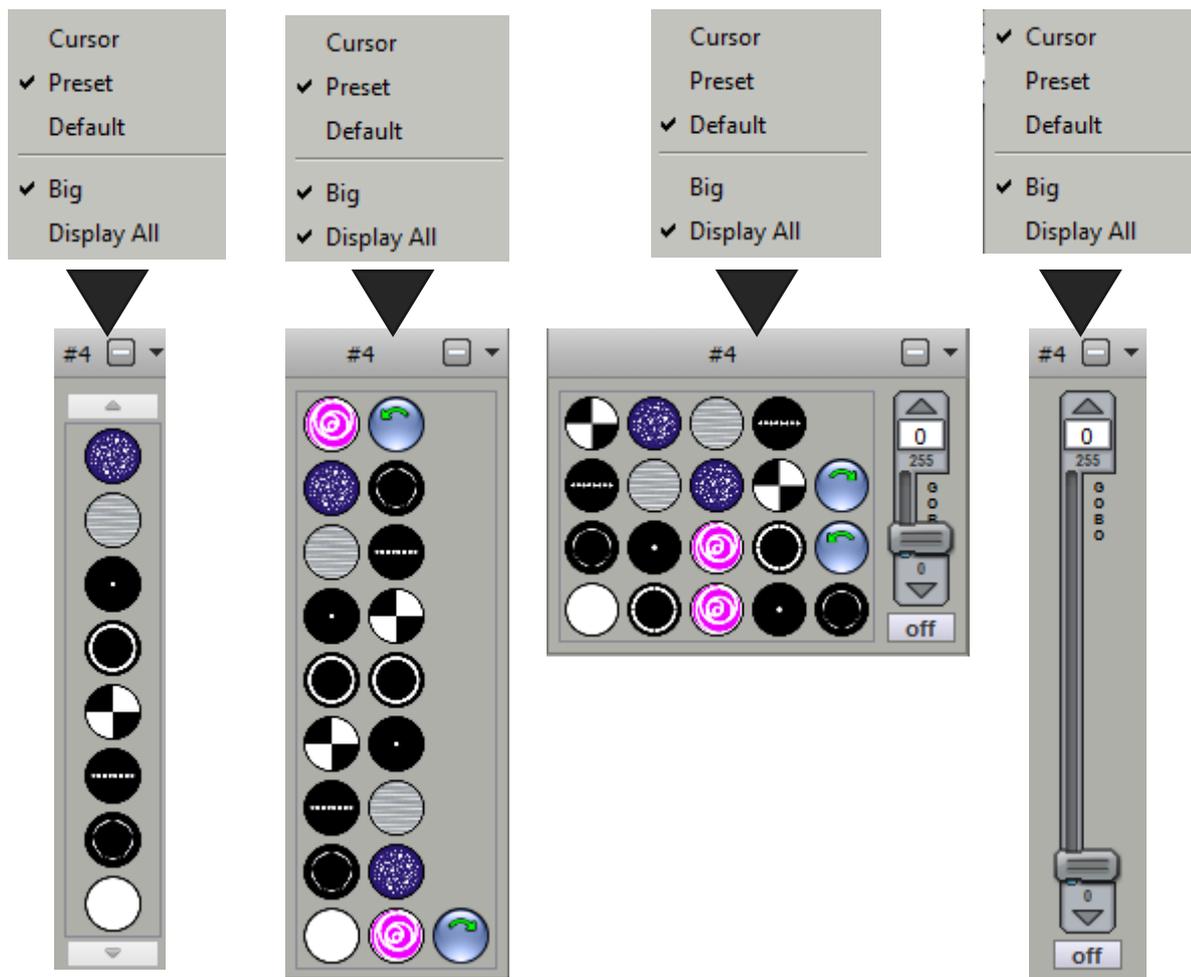
The software offers several customization options to provide an effective working space work surface to users. Each preset channel can be moved by clicking in the upper part of the channel and by dragging and dropping to the desired location as following:



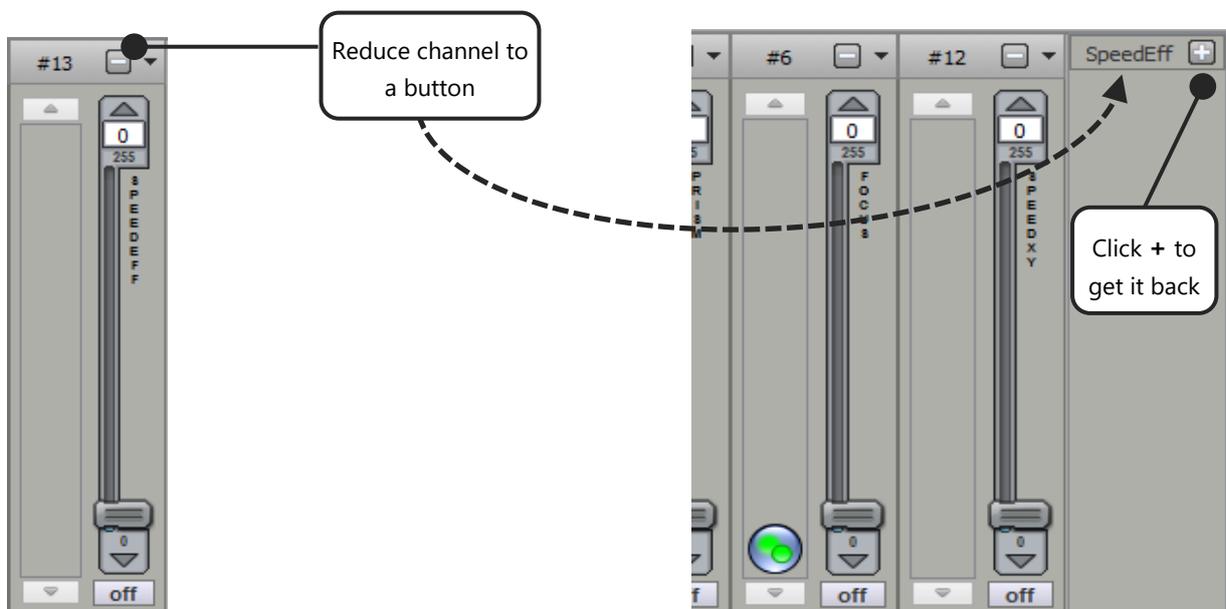
Preset display possibilities:



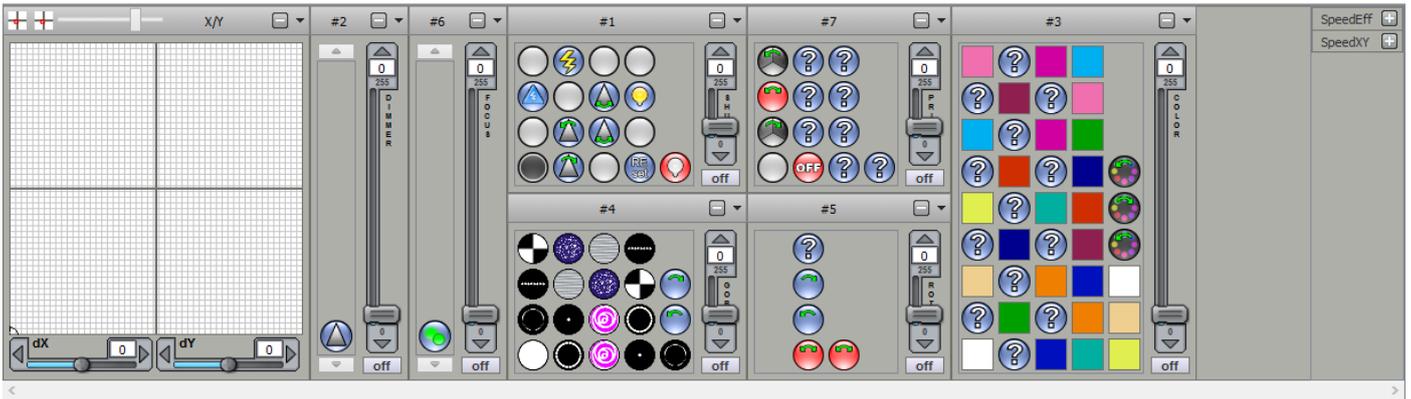
Choose the combination that you need to optimize the space as shown in the following examples:



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.

Adjust the precision of the beam positioning with the mouse.

Create X and Y de-phasing and create a fan-like effect. An offset angle is applied to the XY position of each selected fixtures.

XY record buttons, to save sets of positions. Right click on a button to record selected fixtures positions. Then left click to call back the saved XY position

Grid of XY position. Selected fixtures will take the current XY position. Left click moves fixtures to the mouse pointer. Right click moves following on the mouse move-

Offset

Faders for DMX pan/tilt and XY channels (8 or 16 bits).

LIVE Buttons to activate (Live) or disable (off) the live control of the channels

## FOCUS ON RGB OR CMY COLOR PRESET

The image shows a software interface titled "Trichro" with several control elements. At the top left, there are four memory buttons (pink, green, yellow, cyan) and two white buttons. Below these are four faders labeled "0", "0", "0", and "0" for "DMR", "RMR", "MLB", and "WHITE" channels. To the right of the faders is a drawing toolbar with icons for a hand, pencil, eraser, rectangle, circle, and lasso. In the center is a large color wheel. To the right of the wheel is a vertical intensity slider. Below the faders are four "off" buttons for live control, and a "Circuit White Automatique" button. At the bottom left is a row of color shortcuts: red, magenta, cyan, blue, green, yellow, white, and black.

Memory buttons to save a set of custom colors. Right-click on a button to record the current palette color. Then a left click on it will recall the saved color.

RGBW faders to control each color channel.

LIVE Buttons to activate (live) or disable (off) the live control of the channels.

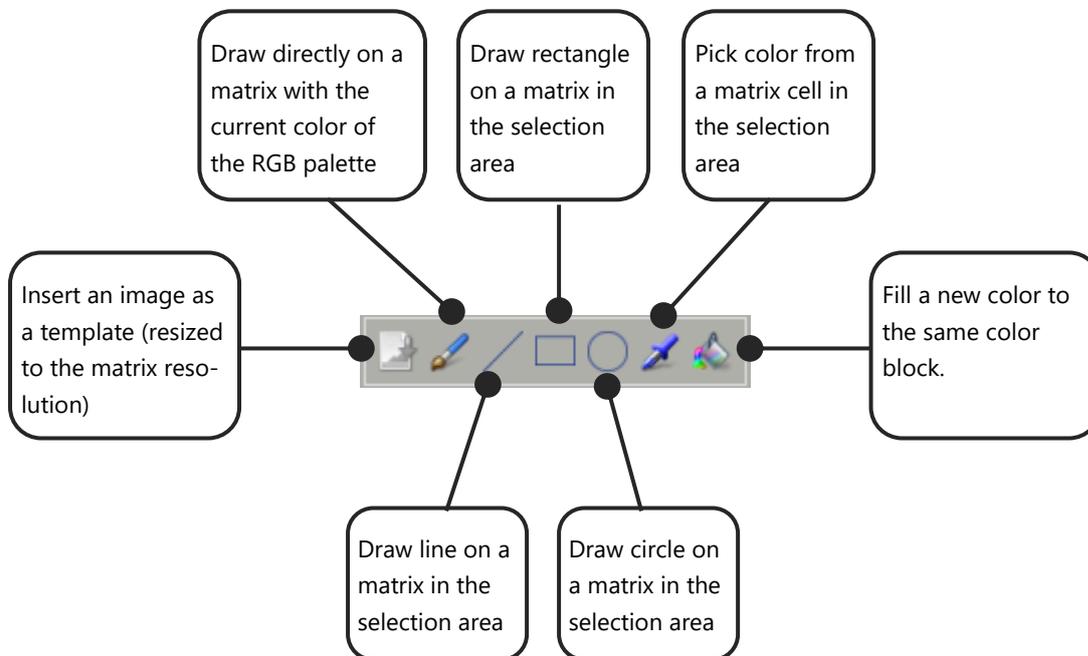
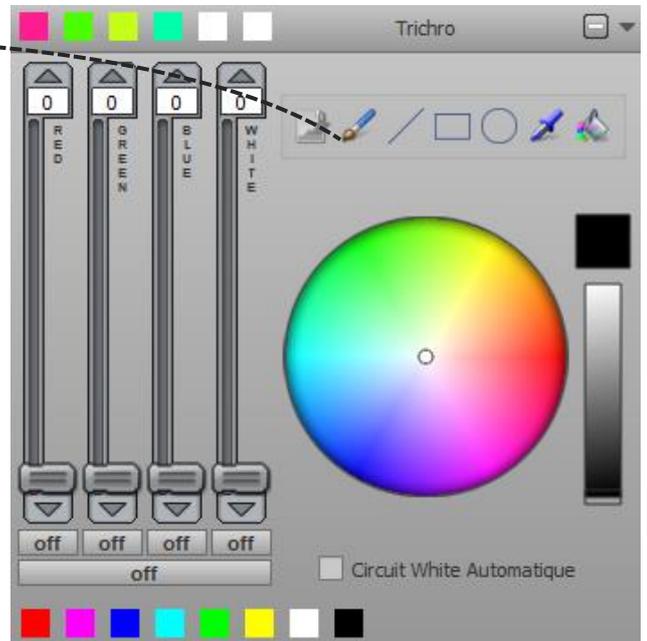
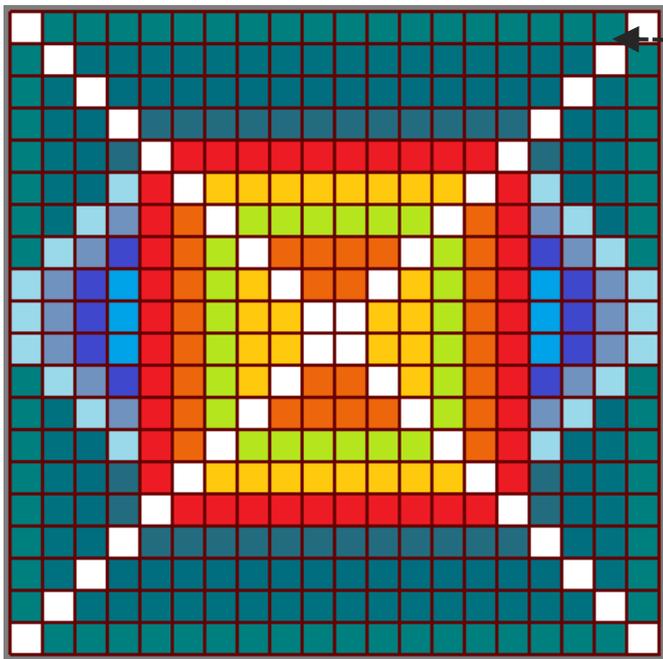
Shortcuts to a set of primary colors.

Drawing tools for matrix patched fixtures (see details below).

Intensity level of the RGB palette color.

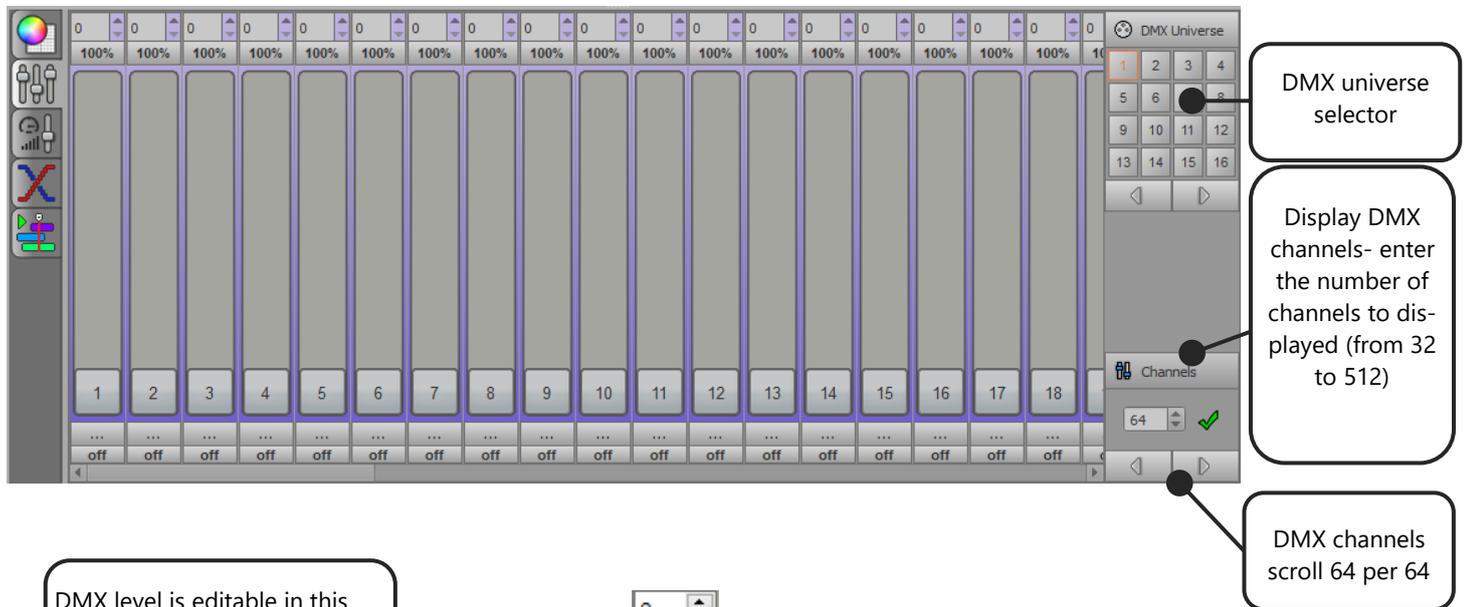
Automatically calculate white channel levels on RGBW fixtures (average value of the 3 colors).

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



DMX level is editable in this field. Adjust it by mouse wheel scrolling or tap in the field

Click anywhere on the fader track to assign a DMX level

"Live" tag when channel is playing live (active).

Assign a live shortcut to the channel (Keyboard, MIDI, DMX In)

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.

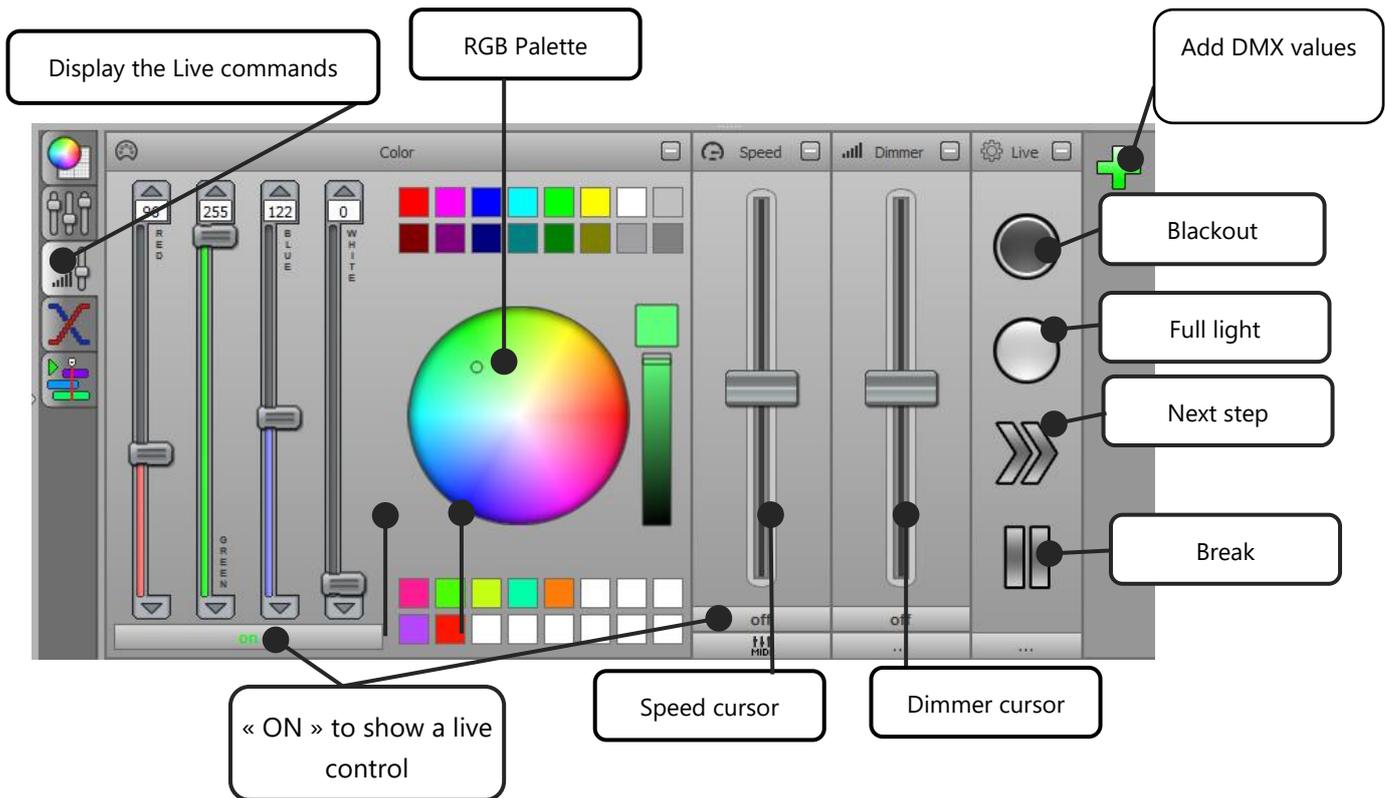
The channel mode can be useful for a quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

## LIVE COMMANDS DISPLAY

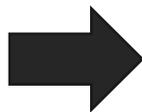
Live commands allow you to take control of the scenes with some general functions. When a command is activated, the fader will display an ON button below the cursor. Uncheck the ON buttons below the fader to get back to the initial DMX Programming.

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

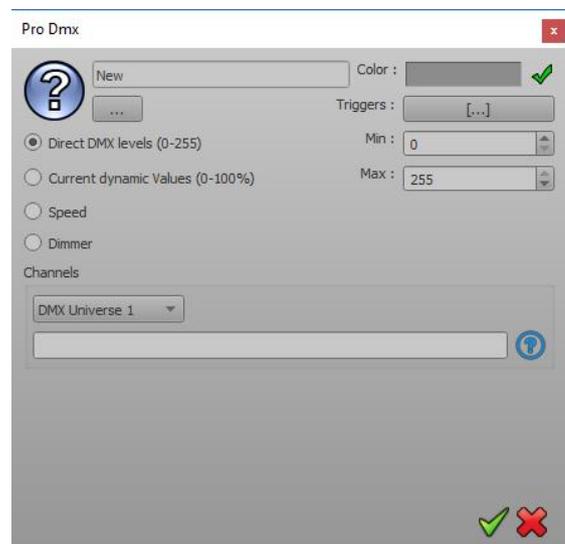
However, you can also customize your own commands and faders to interact on specific channels.



## 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:

The image shows a lighting control software interface. The top part is a control panel with various sliders and buttons. A callout box points to a button in the 'Live' section, with the text: "Assign a control trigger (Keyboard, MIDI, DMX- In)".

Below this, a 'Triggers' dialog box is shown. It has tabs for 'Shortcuts', 'Input', and 'Output'. The 'Shortcuts' tab is active. It contains a 'Shortcut' section with a keyboard icon and a 'Select shortcut' dropdown menu. The 'Value' field is set to 100. Below this is the 'SA Triggers' section, which includes a keyboard icon and dropdown menus for 'Buttons', 'Remote', and 'External Contacts'. A green checkmark and a red X are visible at the bottom right of the dialog box.