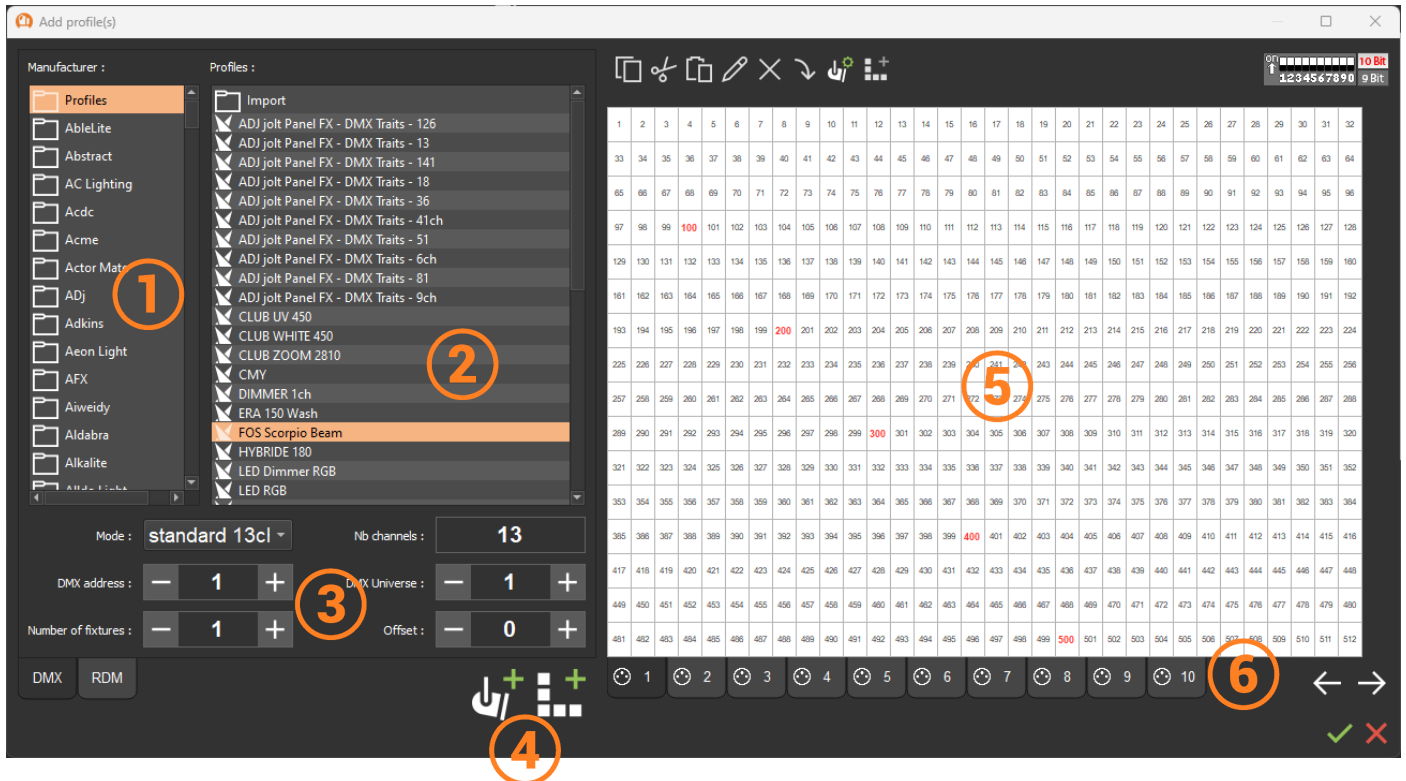# Patch fixture profiles

After editing a fixture profile and saving it in the profile editor libraries, assign it to DMX addresses 1 to 512 within the universe defined in the patch manager.

Patch manager

Click on the icon [icon] to open the patch manager.

1. Manufacturer's libraries
2. Profiles list
3. Patch settings
4. Adding profiles / Adding matrix
5. Addressing grid by universe
6. Universes Tabs

Patch a profile

Select a profile in a manufacturer's library
In the patch settings :

1. Select the profile mode corresponding to a number of channels
2. Select a start address
3. Select a universe
4. Select the number of devices

5. Select the offset addresses between two profiles if needed
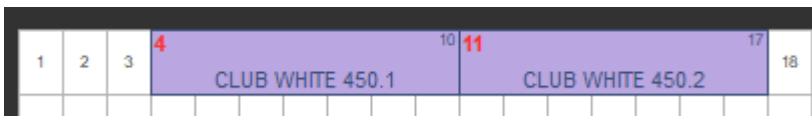6. Add the profile(s) to the address grid
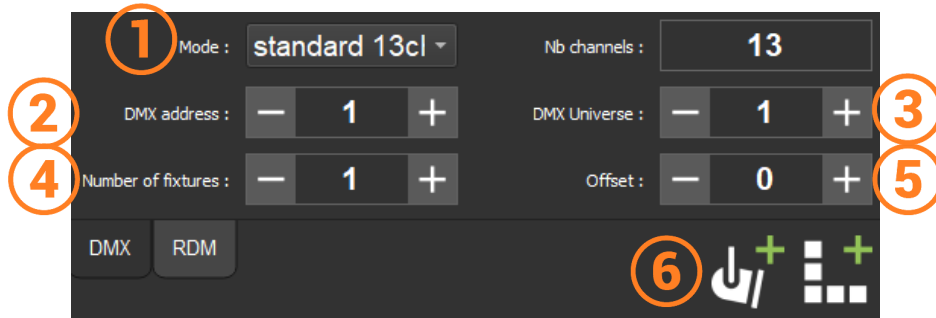
Automatic patch

Patch profiles one by one either drag and drop from the list to the address grid or by double clicking the profile.

In the address grid, change the starting address of a profile by clicking and drag to move it on the grid.

The starting address is written in red in the left corner of the profile interval

Validate or delete the patch

Addressing Grid Toolbar

DMX address indicator in DIPSWITCH format of the selected profile.

1. Copy
2. Cut
3. Paste
4. Rename
5. Remove
6. Update a modified profile in the profile editor / replace one profile with another of the same number of channels
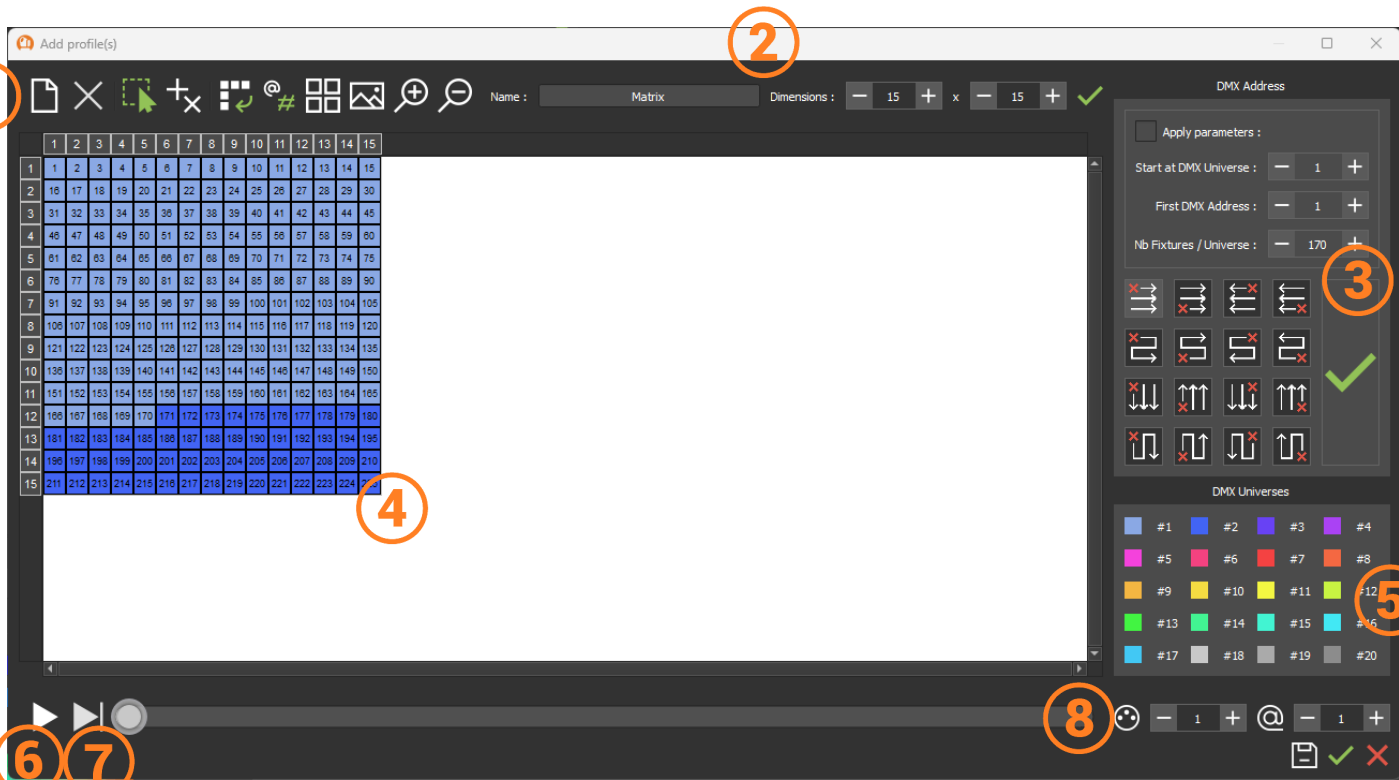7. Profiles Editor
8. Matrix Editor

Patch a matrix of profiles

Select a profile from the list as before and then click on the matrix add icon ▣➕ to edit a matrix.
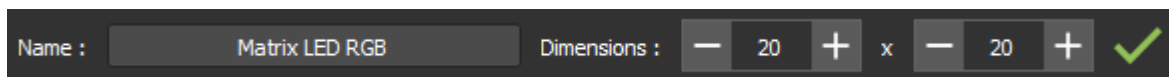
Matrix Editor

1. Toolbar
2. Name and resize the matrix
3. Settings and order of address
4. Viewing cells or pixels
5. Universe indicator by color
6. Automatic scrolling of the addressing order
7. Manual scrolling of the address order
8. Cell search by universe and address

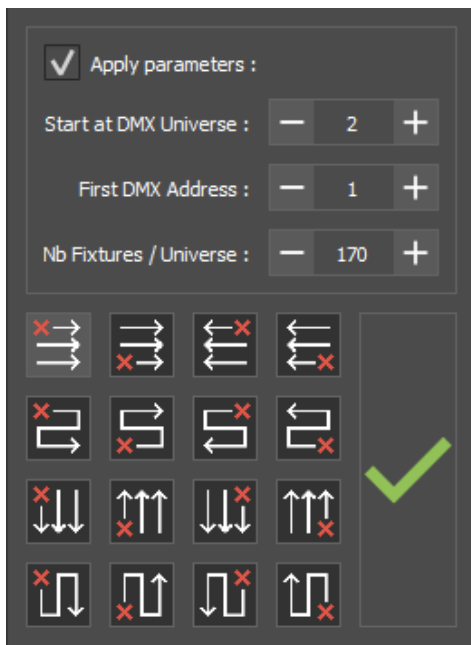## Set up a matrix

Name and set the dimensions of the matrix according to the number of pixels and then validate

By default, the matrix will be automatically patched to the first available address either at the address 1 of Universe 1 or following profiles already patched.

1. Validate to apply settings
2. Define the starting universe
3. Set the starting address
4. Set the number of devices per universe

5. Choose the address order and validate

Matrix Editor Toolbar

1. New matrix
2. Remove selection / Add to selection
3. Select
4. Add or delete pixels
5. Type of drawing numbered by address or ID
6. Diagram of order address
7. Import an image as a template / delete template
8. Zoom / Zoom out

Addressing simulator

Quickly check the match of DMX addresses with the order of physical devices.

1. Click to automatically scroll the activation of each cell one by one
2. Click for manual scrolling cell by cell
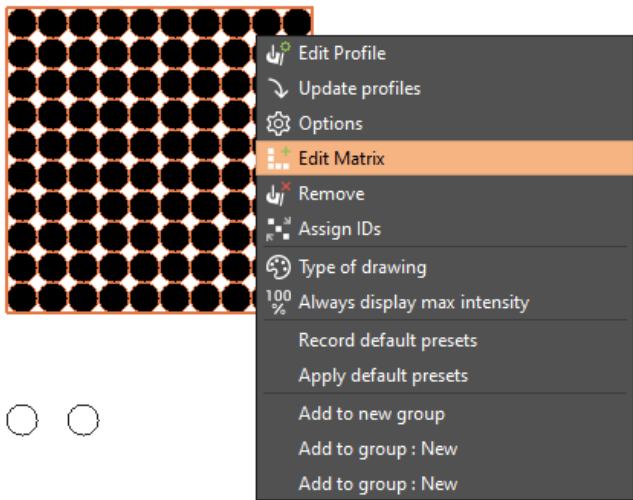3. Select a cell according to its universe and its starting address

The cells light up as you scroll to check that they match the physical matrix.

Validate or delete the matrix in the matrix editor and then validate the patch in the patch manager

Change the matrix patch

Once the matrix patch is validated and visible in the Device Manager window, access the matrix editor directly by right click without going through the patch manager.

Menu	
Edit Profile	
Update profiles	
Options	
Edit Matrix	
Remove	
Assign IDs	
Type of drawing	
Always display max intensity	
Record default presets	
Apply default presets	
Add to new group	
Add to group : New	
Add to group : New	

Apply the changes to see the result directly in the device management window.

Validate directly