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How to use the effects generator

In PRO DMX 2, effects are assigned:
To the channels of a predefined fixtures selection, in a scene button, for live and standalone use.
To the channels of an active fixtures selection, in an effect button for simple use only for live.

After adding and editing a scene button or effect button, use the effects generator to generate a succession of steps automatically and create effects quickly and easily.
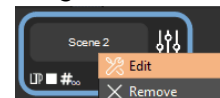
Effects selection in PLAYER mode
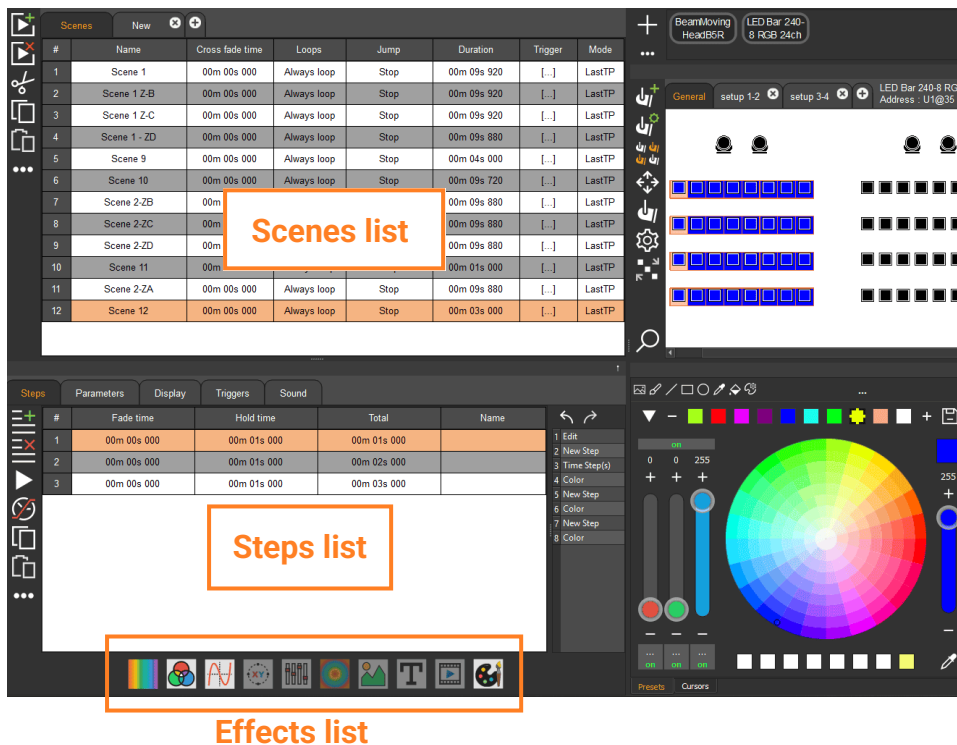
Add a scene to display the steps list and the effects list available depending on the type of devices selected.

Effects selection in PRO mode
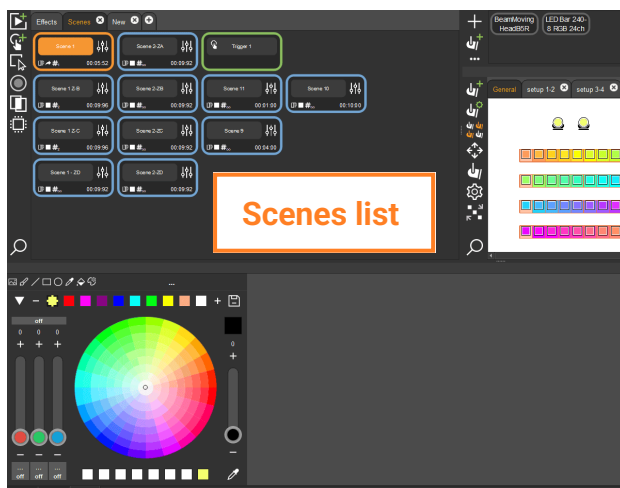
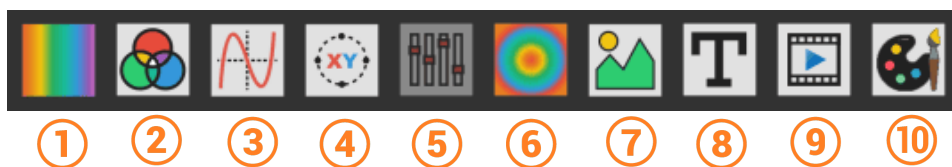Add a scene , edit the scene to display the effect settings window. Right click on the scene button to edit the scene, or control click to access the edition tab directly.

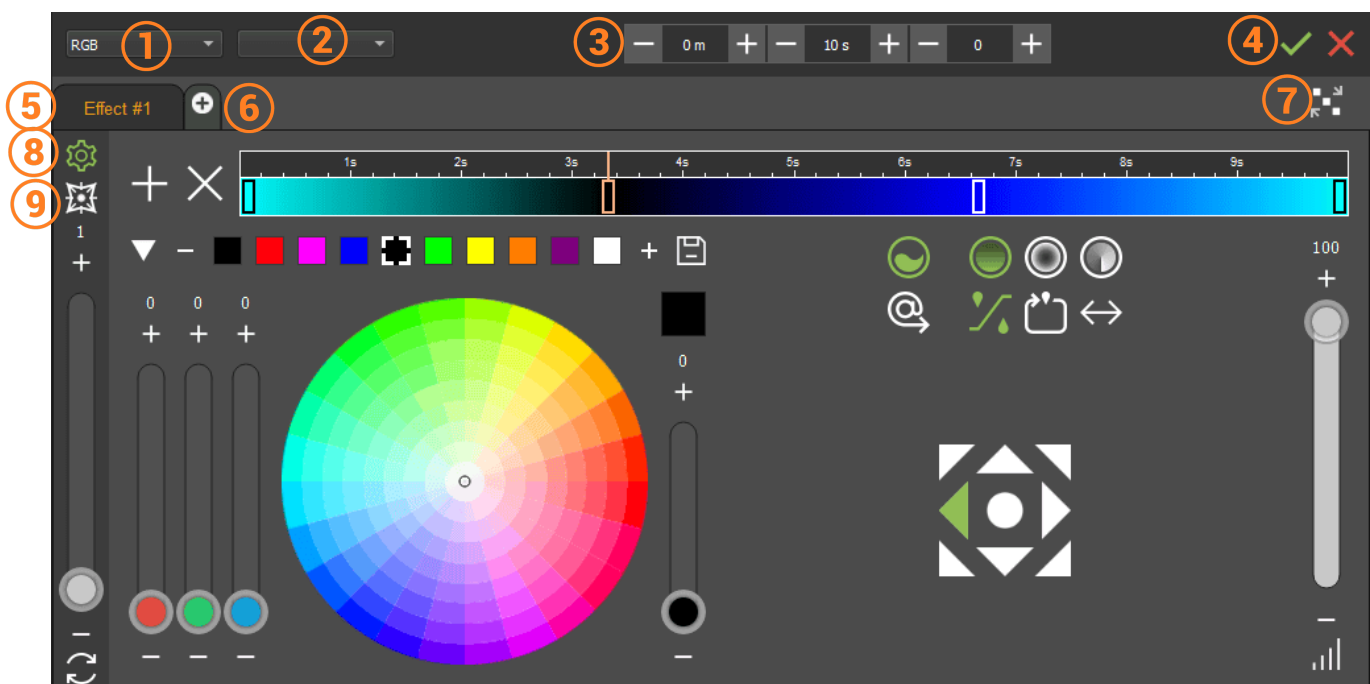**Steps list**
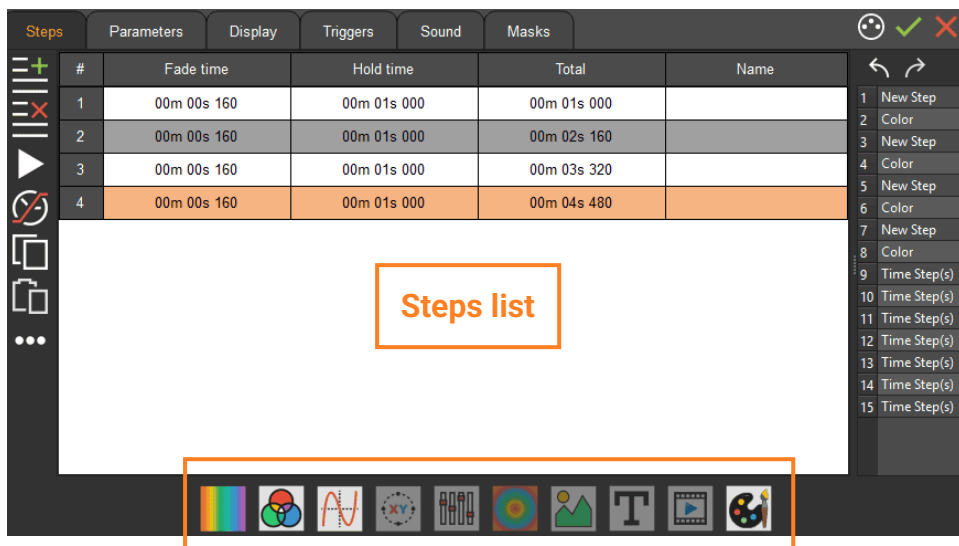
Effects list

Effects list

Click on one effects to open the effect settings window.

1. Gradient
2. Sequencer
3. Curves
4. Pan/Tilt
5. Preset/channel
6. Animated
7. Media
8. Text
9. Vidéo
10. Paint

Shared settings

3

1. Assign channels to the effect
2. Priority rules for multi-layering "Last takes priority" , "High takes priority", "colour Mask" define overlay colour
3. Cycle time
4. Confirm / Quit
5. Current effect tab (layer)
6. Add a tab to use multi-layers
7. IDs assignment
8. Main settings
9. Transformation settings
10. Loop per cycle

Transformation settings
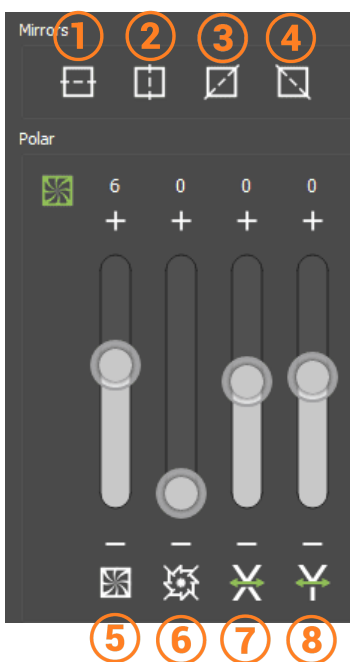
Use and combine symmetry tools :
1. Horizontal mirror
2. vertical mirror
3. Oblique mirrors
4. Oblique mirrors

Polar coordinates :
5. Polar multiply
6. Kaleidoscopic effect
7. X offset
8. Y offset

Gradient effect

Select fixtures, then click on the gradient effect.

1. Colour gradient sections
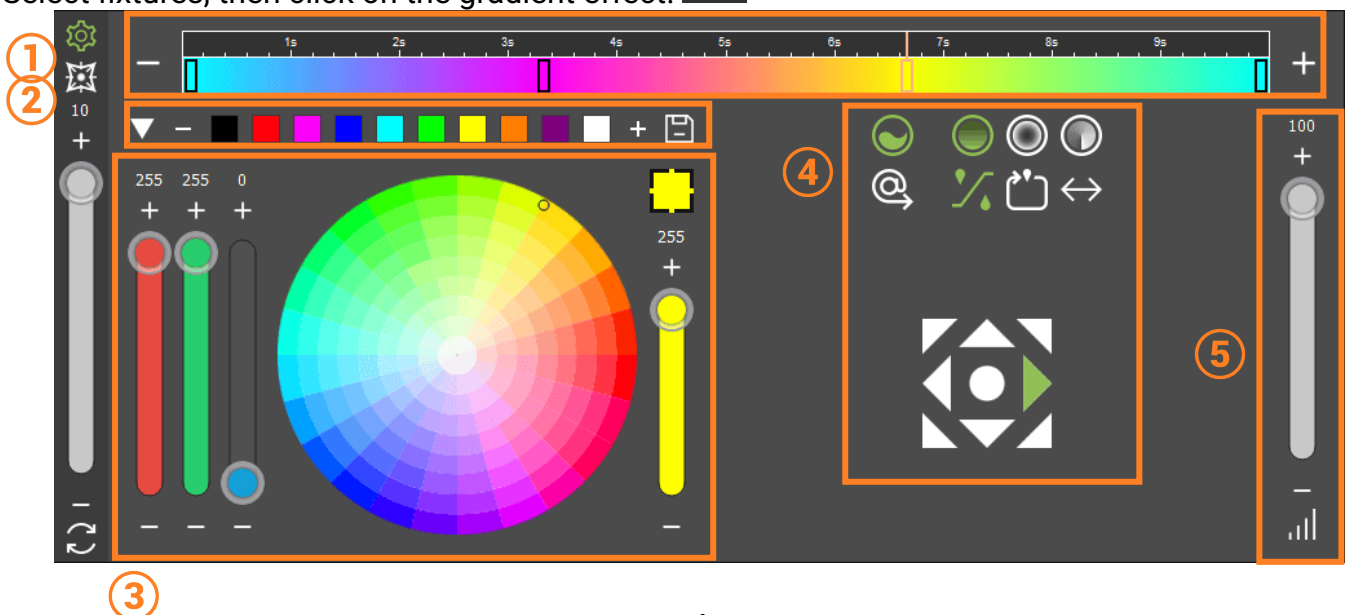
Select a section ![section] to edit or reposition a colour. Use the minus ![minus] icon to delete a section, and the plus ![plus] icon to insert a new one.

2. Saved colour palettes

![dropdown] Click the dropdown arrow to expand the list of saved palettes.

Use the minus ![minus] icon to delete a palette entry.

Use the plus ![plus] icon to add a new colour.
Click on a colour swatch to edit it using the RGB sliders and the colour picker.

Click Save ![save] to store the modified palette. To apply it, select a section and assign the desired colours to generate your gradient.

3. Colour picker, RGB sliders and dimmer :

Select a section to fine-tune its colour. Adjust the Red, Green, and Blue values using the RGB sliders or the colour picker. Use the dimmer slider on the right-hand side to control the output intensity.

4. Gradient options:

![icon] Dynamic gradient.

![arrows] Use the arrow keys to control movement.

![icon] Linear gradient

![icon] Radial gradient

![icon] Conical gradient

![icon] Fade transitions

![icon] Loop gradient
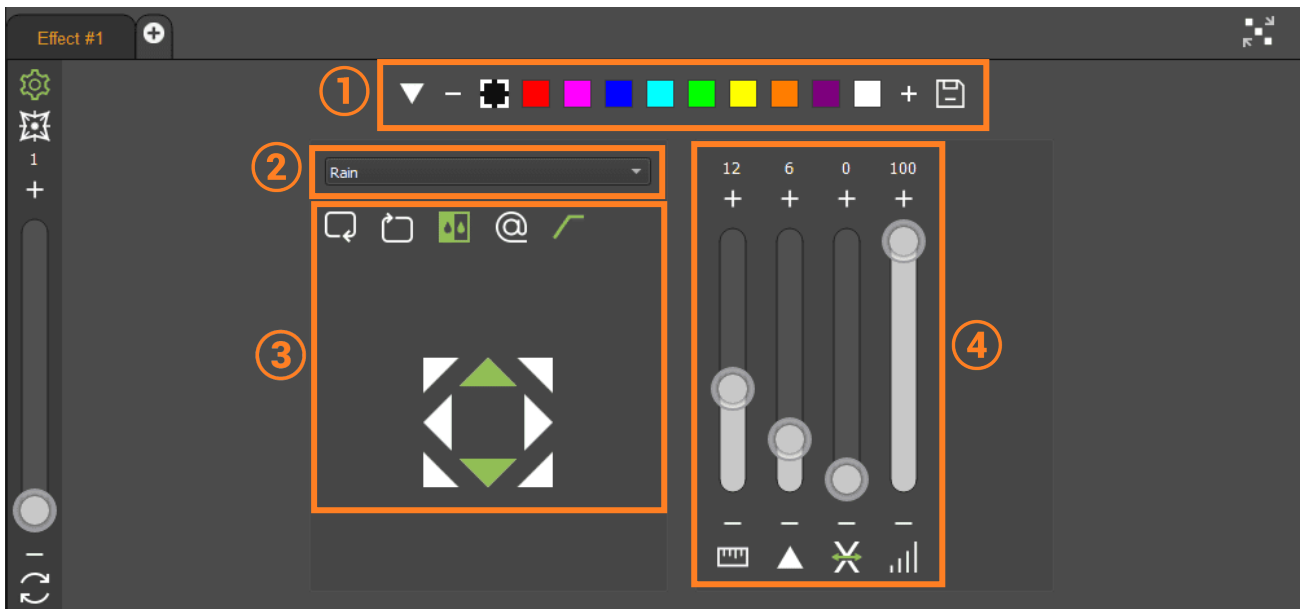
![icon] Spacing colours evenly

![icon] Follow patch addresses

5. General dimmer slider
Adjusts the overall intensity

Sequencer effect

Select fixtures, then click on the Sequencer effect ![icon]. Select a sequence from the list and use the settings to customise it.

1. Saved colour palettes

▼ Click the dropdown arrow to expand the list of saved palettes.

Use the minus ▬ icon to delete a palette entry.

Use the plus ➕ icon to add a new colour.
Click on a colour swatch to edit it using the RGB sliders and the colour picker.

Click Save 💾 to store the modified palette. The effect use the colours from the selected palette.

2. Sequencer effects list

3. Options

Select and combine to modify the sequence. See the result live

4. Setting sliders

▦ Size

▲ Quantity

✕ X Offset

✕ Y Offset

↔ Space

✕ Fade

⟳ Lifespan

▦ General dimmer

Curve effect

Select fixtures, then click on the Curve effect ![icon]. Custom each channels with different curves and set them up.

1. Type of curve and display
Select DMX level curve

2. Direction arrows

3. DMX channels
Tick the box to add channels. Each channel has its own curve and its own parameters.

4. Setting sliders
![icon] Curve amplitude
![icon] Phase
![icon] Ratio
![icon] Offset
![icon] Phasing
![icon] General dimmer

Pan/Tilt effect

Select fixtures, then click on the Pan/Tilt effect , create complex pan/tilt effects.

1. Position trace shape
2. Shape points
3. Reset all parameters
4. Play the selected position shape (1.)
5. Change the reading direction
6. Zoom Selection
7. Precision
8. Parameters sliders

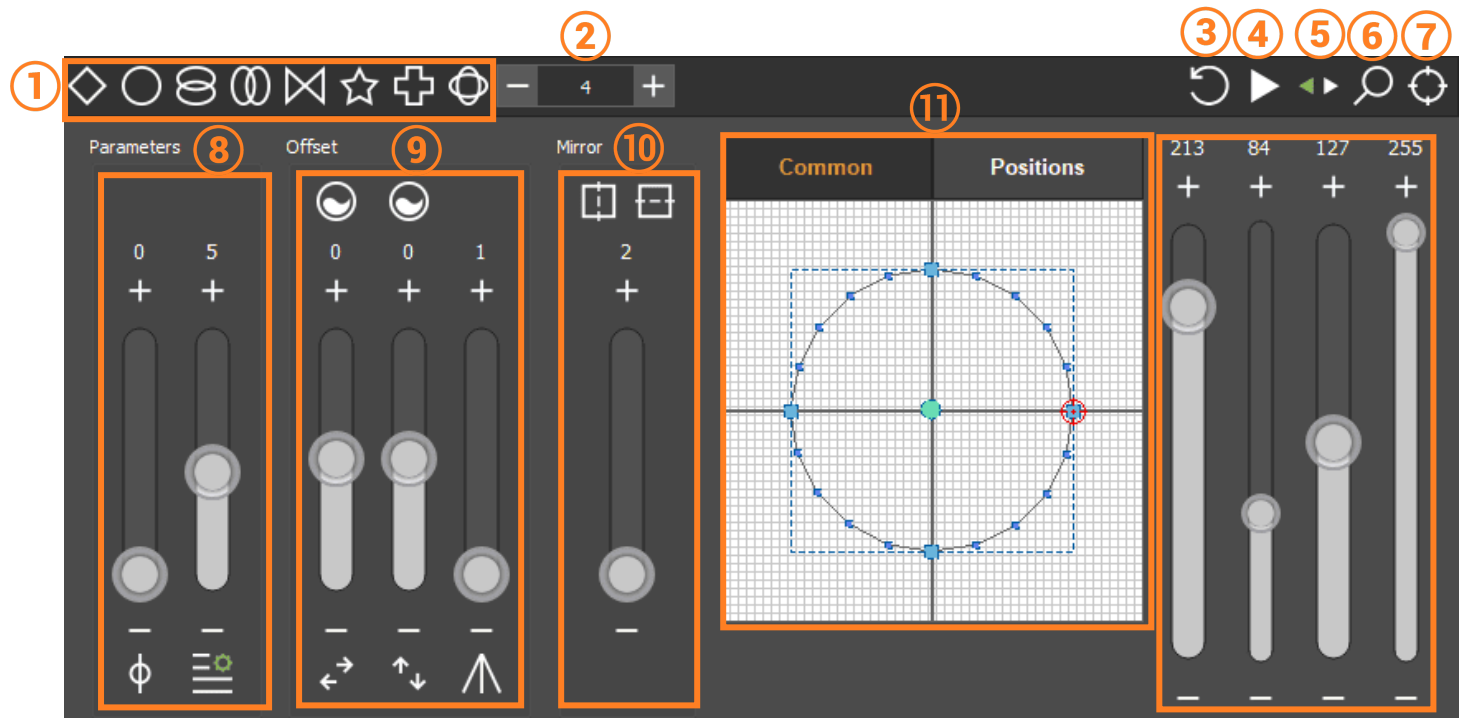   ![phasing icon] Phasing slider to add a delay

   ![steps icon] Number of steps between 2 shape points
9. Offset and dynamic offset sliders

   ![pan icon] Change the Pan (X) position

   ![tilt icon] Change the Tilt (Y) position

   ![gap icon] Gap changes the fixtures reference

   ![dynamic offset icon] Click on the icon to activate the dynamic offset and set the interval
10. Mirror slider

    ![vertical symmetry icon] Click on the icon to activate vertical symmetry

    ![horizontal symmetry icon] Click on the icon to activate horizontal symmetry

Use slider to change the symmetry centre
11. Position configuration area,resize and move shape points
12. XY sliders

The common mode

All selected fixtures follow the same shape with the same direction

The position mode

Click on the position tab to switch to position mode. Fixtures follow the same shape with a different position. Resize and move the shape points for each fixtures.
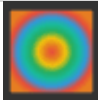
Channel/Preset custom cursor

Select a channel or a preset that you want assign to the button. All show fixtures channels/presets are available.(1)
Then set the interval as a percentage (2) or in DMX values.(3)
(4) Tick the "*cursor*" box to display a slider in the button
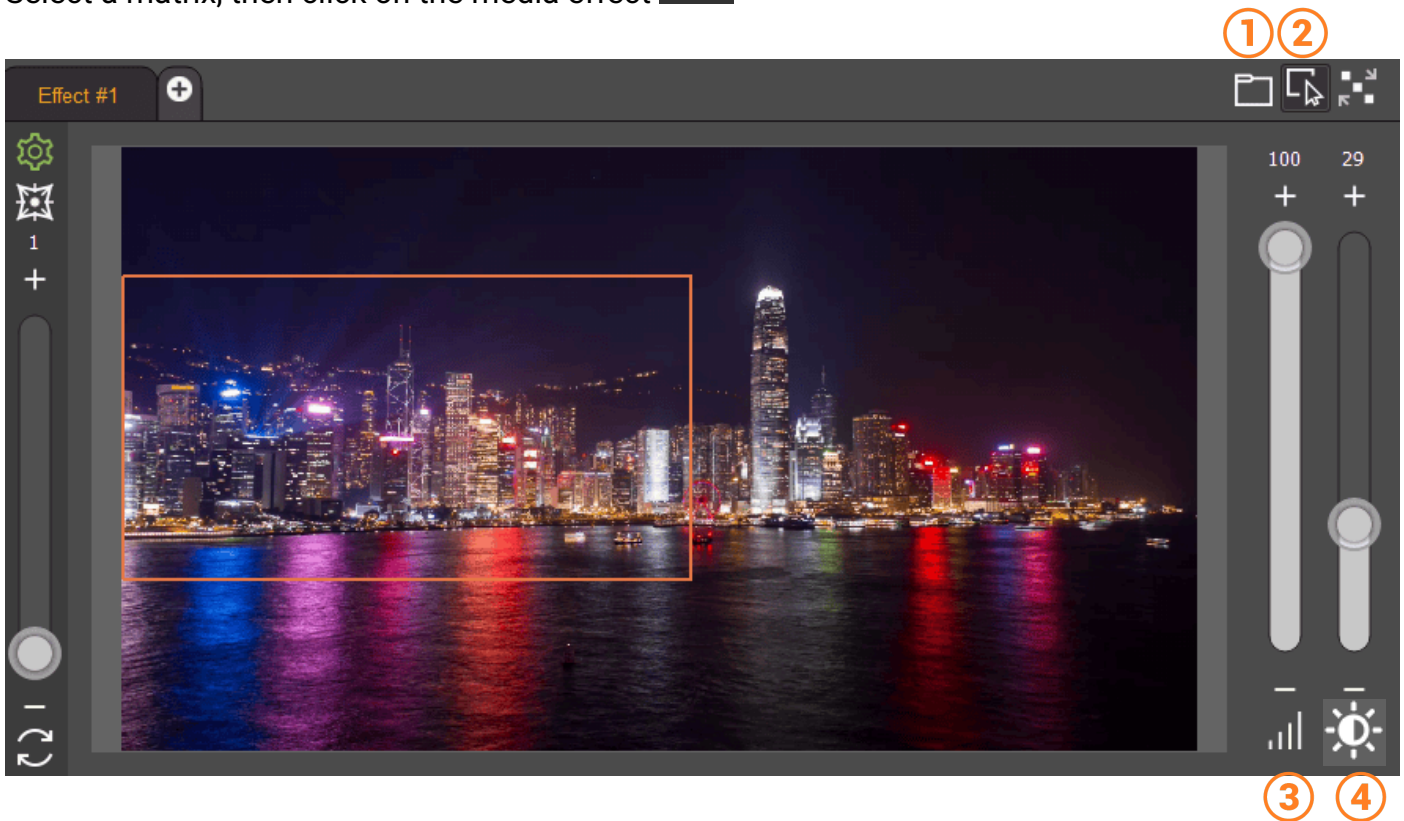
Animated effect

Select a matrix, then click on the animated effect
Select an effects library by clicking on the tab. Click on an effect available.

1. Library tab
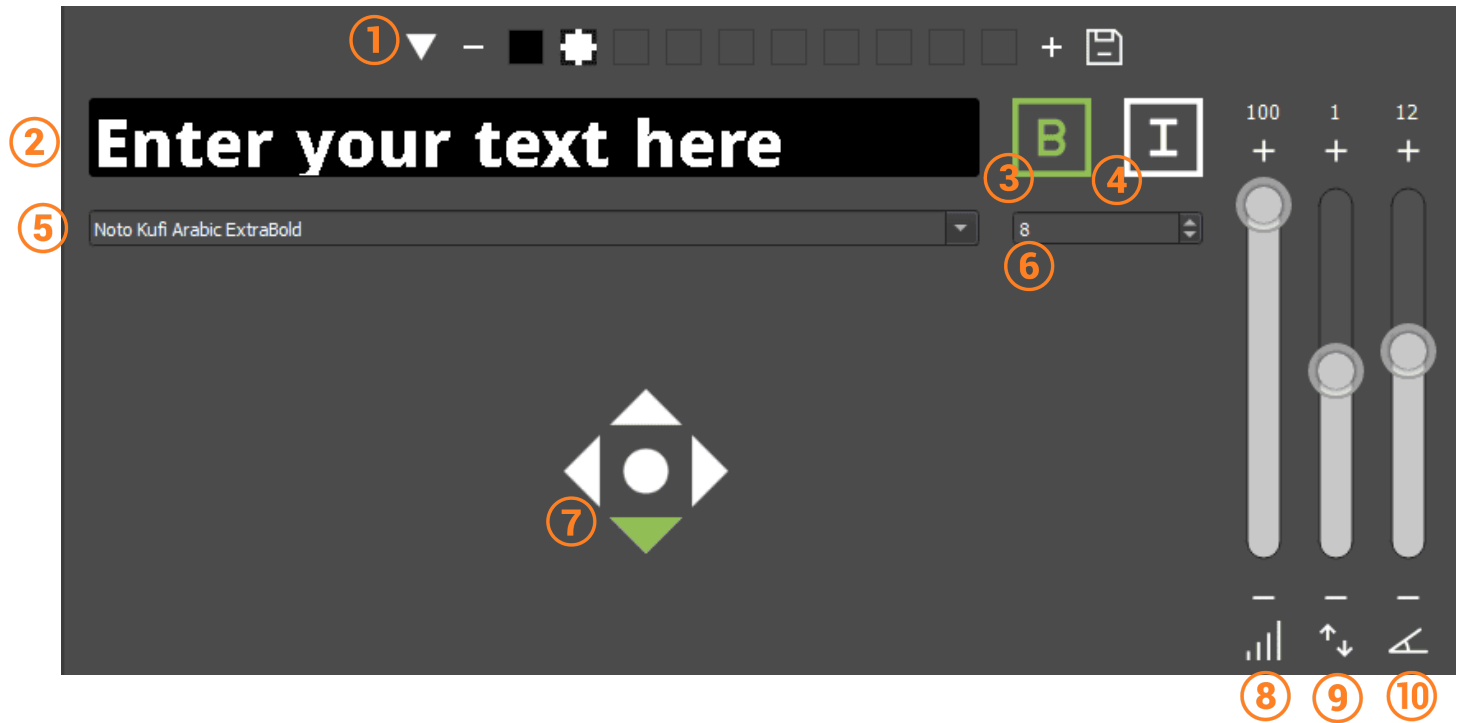2. Dimmer
3. Saturation

Media effect

Select a matrix, then click on the media effect

1. Upload a picture
2. Selection zone marked by an orange rectangle
3. Dimmer
4. Saturation

Text effect

Select a matrix, then click on the text effect

1. Colour palette (2 colours available)
2. Text zone
3. Bold button
4. Italic button
5. Typeface selection list
6. Typeface size
7. Arrow keys
8. Dimmer
9. Offset
10. Rotation

Video effect

Select a matrix, then click on the vidéo effect

1. Upload video
2. Loop the video or the sequence define between markers
3. Selection zone marked by an orange rectangle
4. Play video
5. Stop video
6. Vidéo player
7. Markers, move start marker and end marker to define the sequence to be played
8. Dimmer
9. Saturation

Paint effect

Select a matrix, then click on the Paint effect
Create an animation from a sketch, use mirror tools for a more elaborate effect.
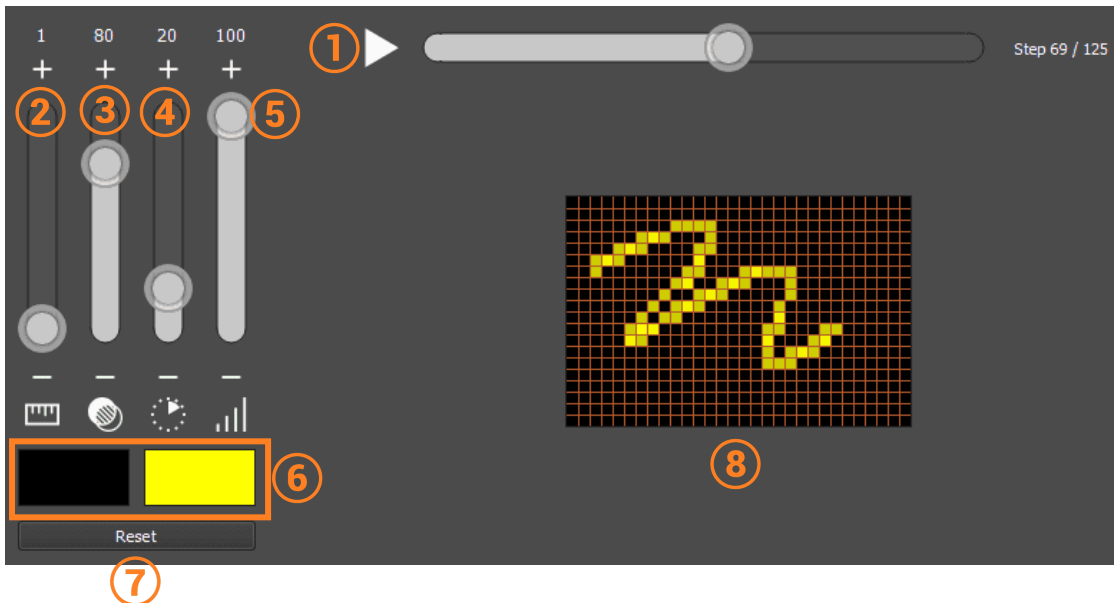
1. Steps sequence player, click on pause to add different paths with different colours to specific steps
2. Brush size
3. Alpha layer
4. Life time of the path
5. Dimmer
6. Contrast colour
7. Reset all
8. Matrix selected

Multi-layer

Multiply different effects and combine them by selecting priority rules.
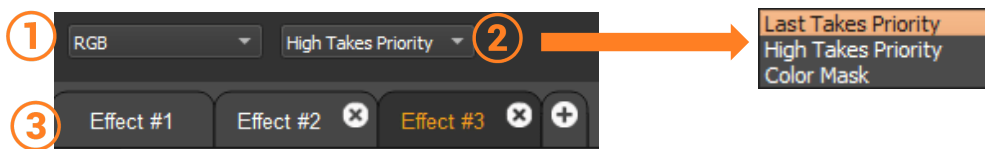
1. Assign channels to the effect
2. Priority rules for multi-layering :
    Last takes priority: the last DMX level setting takes priority
    High takes priority: the high DMX level setting takes priority
    Colour mask: define the layer colour to be masked

Effect button

In the PRO mode, when you patch fixtures a confirmation window opens to import the channels that may be affected by the default effects button into the Effects tab.

These effect buttons do not have a predefined selection like scene buttons. The effect can be played on an active selection.
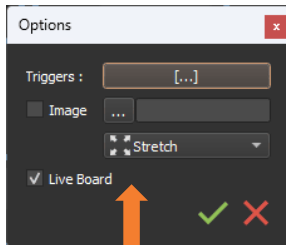
Double click on the "Effect" tab to display the option window and tick the "Live Board" box for live use.

Add and edit an effect button

Add a effect button then, right click to display the menu
Select *Edit* for effect parameters (or ***Edit Effect*** once it has been defined.)
or control click to access the edition tab directly.

Set up effects, parameters, display and live triggers as in the scene buttons.