

## Table of contents

How to use scenes.....	2
Create a scene in PLAYER mode .....	2
Add a scene and steps.....	3
Adjust step fade time and step hold time .....	3
Scene parameters .....	3
Scene priority.....	3
Release mode.....	4
Scene display settings .....	4
Live triggers settings .....	4
Create a scene in PRO mode .....	6
Add a scene and steps.....	6
Adjust step fade time and step hold time.....	7
Scene parameters .....	8
Scene priority.....	8
Release mode.....	8
Scene display settings .....	9
Live triggers settings.....	9
Use selection tool .....	10
Add a trigger button.....	11
Display and live triggers settings .....	11
Time triggers.....	11
Single trigger.....	12
Permanent trigger.....	12

# How to use scenes

Scenes allow you to play static or dynamic DMX levels from memorised steps. 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.

## Create a scene in PLAYER mode

#	Name	Cross fade time	Loops	Jump	Duration	Trigger	Mode
1	Scene 1	00m 00s 000	Always loop	Stop	00m 09s 920	[...]	LastTP
2	Scene 1 Z-B	00m 00s 000	Always loop	Stop	00m 09s 920	[...]	LastTP
3	Scene 1 Z-C	00m 00s 000	Always loop	Stop	00m 09s 920	[...]	LastTP
4	Scene 1 - Z-D	00m 00s 000	Always loop	Stop	00m 09s 880	[...]	LastTP
5	Scene 9	00m 00s 000	Always loop	Stop	00m 04s 000	[...]	LastTP
6	Scene 10	00m 00s 000	Always loop	Stop	00m 09s 720	[...]	LastTP
7	Scene 2-ZB	00m 00s 000	Always loop	Stop	00m 09s 880	[...]	LastTP
8	Scene 2-ZC	00m 00s 000	Always loop	Stop	00m 09s 880	[...]	LastTP
9	Scene 2-ZD	00m 00s 000	Always loop	Stop	00m 09s 880	[...]	LastTP
10	Scene 11	00m 00s 000	Always loop	Stop	00m 01s 000	[...]	LastTP
11	Scene 2-ZA	00m 00s 000	Always loop	Stop	00m 09s 880	[...]	LastTP
12	Scene 12	00m 00s 000	Always loop	Stop	00m 03s 000	[...]	LastTP

#	Fade time	Hold time	Total	Name
1	00m 00s 000	00m 01s 000	00m 01s 000	
2	00m 00s 000	00m 01s 000	00m 02s 000	
3	00m 00s 000	00m 01s 000	00m 03s 000	

### Scenes list :

- 1- Add tab
- 2- Scenes list tab
- 3- Add a scene
- 4- Remove a scene
- 5- Cut a scene
- 6- Copy a scene
- 7- Paste a scene
- 8- Selected scene



### Steps list :


- 1- Steps tab
- 2- Add a step
- 3- Remove a step
- 4- Play steps
- 5- Fade Time / Hold time
- 6- Copy a step
- 7- Past a step
- 8- Effects list
- 9- Scene parameters
- 10- Scene display settings
- 11- Triggers settings

- 12- Sound settings

- 13- Action list

## Add a scene and steps


Add scene  select the fixture or a fixtures group, add 1 step , use the presets to save DMX values in the step. Add another step with another DMX values, repeat as many times as you like.

Play to see the sequence of steps 

Name or comment on each step by double-clicking on the selected step name box

Name
Blue step

## Adjust step fade time and step hold time

In the step list, click on fade/hold time icon  to display fade time fields and hold time fields, then adjust.

Fade time:	—	0 m	+	—	0 s	+	—	200	+
Hold time:	—	0 m	+	—	1 s	+	—	0	+

Double-click directly in the selected step box to display the fields, then adjust.

#	Fade time	Hold time	Total	Name					
1	—	0 m	+	—	0 s	+	—	80	+
2	00m 00s 080	00m 01s 000	00m 02s 080						
3	00m 00s 000	00m 01s 000	00m 03s 080						

## Scene parameters

In the steps list, in the scene parameters tab

Parameters

Steps	Parameters	Display	Triggers	Sound						
Name :	Scene 12	1	Password :							
3	Cross fade time :	—	0 m	+	—	1 s	+	—	0	+
Loops :	Always loop	4	Jump :	Stop	5					
6	Priority :	<input type="radio"/> HTP	<input type="radio"/> LastTP	<input type="radio"/> Stand Alone	7	Release Mode :	None	7		

- 1- Scene name
- 2- Lock scene
- 3- Scene fade-in and fade-out times
- 4- Loop number
- 5- scene behaviour after loop (stop, pause, next)
- 6- Scene priority :
- 7- Release mode

### Scene priority

- Highest takes priority (HTP) : Don't release any scene, the output takes the highest level on each channel.
- Latest Action (LTP) : Don't release any scene, the last scene triggered has the priority.
- Stand Alone : Release all playing scenes.


## Release mode

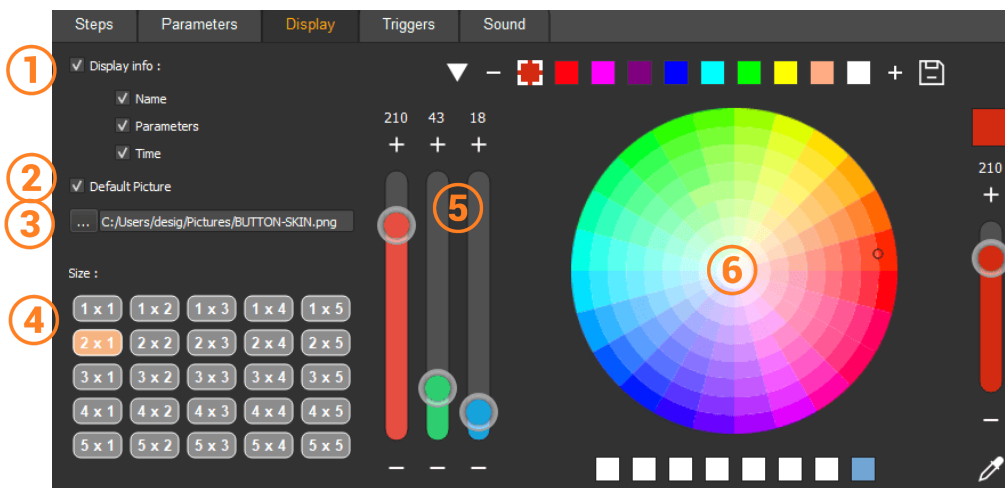
- If identical channel(s) : Release all scenes playing on identical channel(s).
- Release Auto : Release all the scenes with the same 'Release Mode' (Release Auto).
- Release All : Release all playing scenes.
- Release List : Release the scenes in the list if they are playing.

Click directly in the various boxes of the scene to define the corresponding parameters and display the triggers tab.

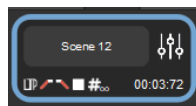
#	Name	Cross fade time	Loops	Jump	Duration	Trigger	Mode
1	Scene 12	00m 01s 000	Always loop	Stop	00m 03s 480	[...]	LastTP

## Scene display settings

In player mode the scene button display settings are available for live board using 



- 1- Tick to display all the information or each of them independently.
- 2- Uncheck default display to upload custom picture
- 3- Upload custom picture
- 4- Select the button ratio
- 5- Adjust RGB values
- 6- Select the button outline colour



Default scene button

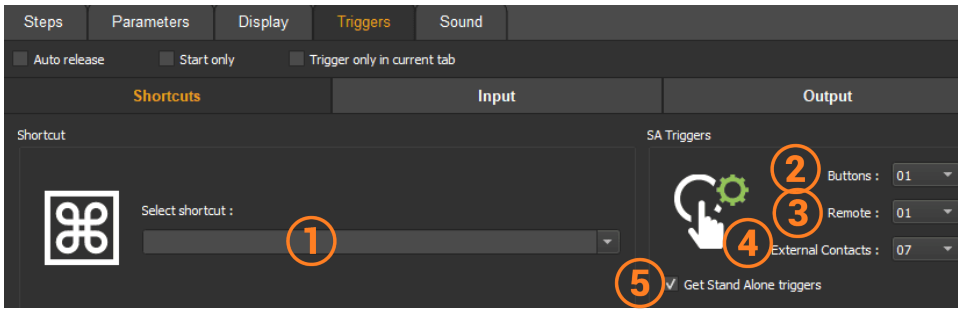
## Live triggers settings

For each trigger tab (Shortcut, Input, Output) select the trigger behaviour:

**Auto release** : Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself.

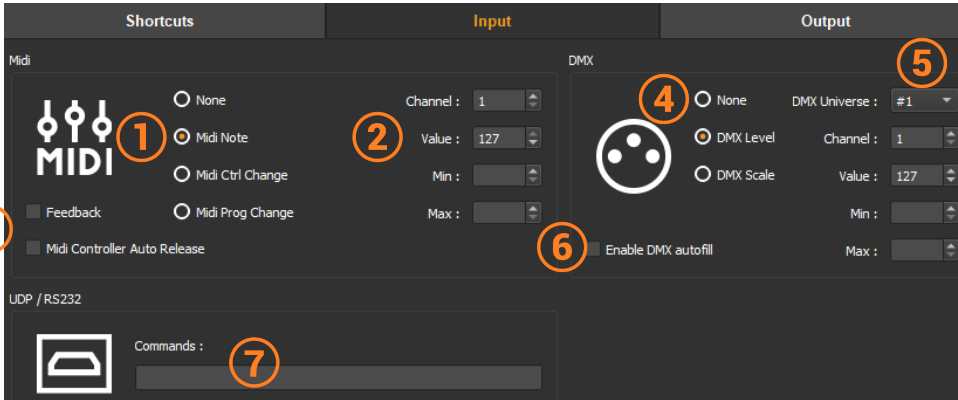
**Start only** : Only start the scene

**Trigger only in current tab** : trigger only the scene in the current tab



## Shortcuts

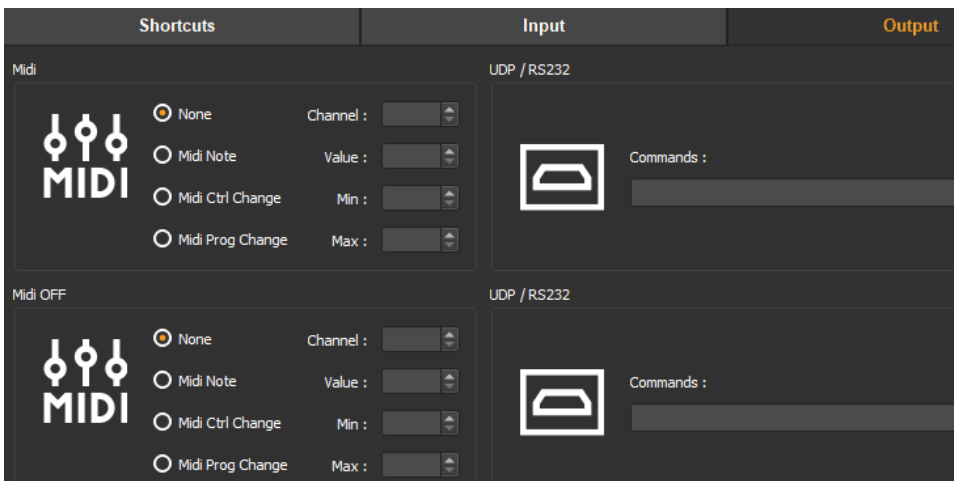
- 1- Keyboard shortcuts
- 2- Control device Button
- 3- IR remote
- 4- Dry contacts
- 5- Enable/disable previous settings



## Input

- 1- Midi Note input trigger selection
- 2- Channel, value selection
- 3- Select options according to your Midi controller.
- 4- DMX input trigger selection
- 5- Univers, channel, value selection
- 6- Use DMX desk to select the value directly
- 7- Enter UDP/RS232

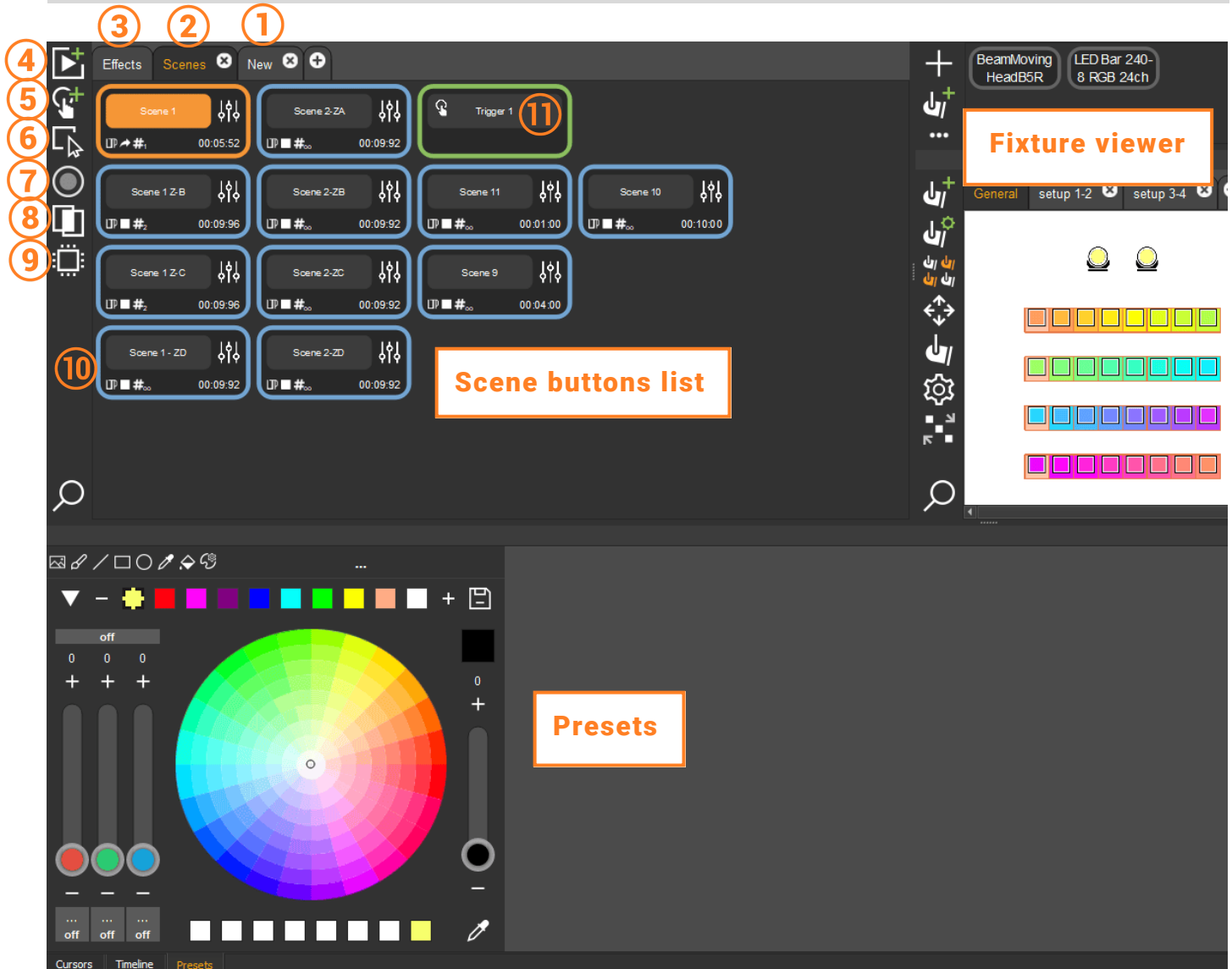
In **Output** tab select the value or enter commands to send triggers to another device



Click directly in the trigger boxes of the scene to display the triggers tab.

#	Name	Cross fade time	Loops	Jump	Duration	Trigger	Mode
1	Scene 12	00m 01s 000	Always loop	Stop	00m 03s 480	[...]	LastTP


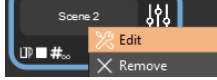
## Create a scene in PRO mode



- 1- New tab
- 2- Current tab
- 3- Preset effect button
- 4- Add scene
- 5- Add trigger button
- 6- Selection tool

- 7- Record button
- 8- Merge scene
- 9- import scenes from the current device's memory
- 10- Scene button
- 11- Trigger button

## Add a scene and steps

Add a scene , right click on the scene button to edit the scene , or control click to access the edition tab directly.



### Steps list :


- 1- Steps tab
- 2- Add a step
- 3- Remove a step
- 4- Play steps
- 5- Fade Time / Hold time
- 6- Copy a step
- 7- Past a step
- 8- Effects list
- 9- Scene parameters
- 10- Scene display settings
- 11- Triggers settings
- 12- Sound settings
- 13- Mask tab
- 14- DMX on/off
- 15- Actions list

Select the fixture or a fixtures group, add 1 step , use the presets to save DMX values in the step. Add another step with another DMX values, repeat as many times as you like.

Play to see the sequence of steps 

Name or comment on each step by double-clicking on the selected step name box

Name
Blue step

 confirm when finished. Click on a scene button to play the scene.

## Adjust step fade time and step hold time

In the step list, click on fade/hold time icon  to display fade time fields and hold time fields, then adjust.

Fade time:	—	0 m	+	—	0 s	+	—	200	+
Hold time:	—	0 m	+	—	1 s	+	—	0	+

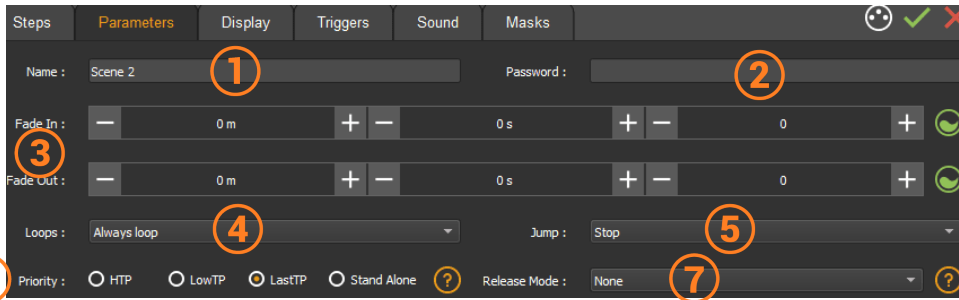
Double-click directly in the selected step box to display the fields, then adjust.

#	Fade time	Hold time	Total	Name					
1	—	0 m	+	—	0 s	+	—	80	+
2	00m 00s 080	00m 01s 000	00m 02s 080						
3	00m 00s 000	00m 01s 000	00m 03s 080						

## Scene parameters

In the steps list, in the scene parameters tab

Parameters



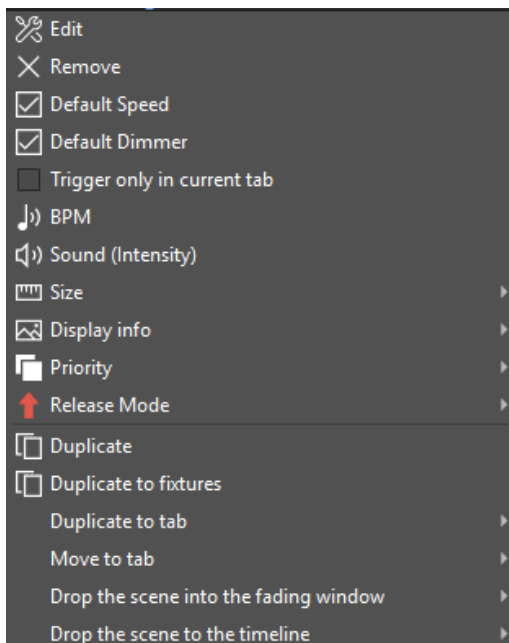
- 1- Scene name
- 2- Lock scene
- 3- Scene fade-in and fade-out times
- 4- Loop number
- 5- scene behaviour after loop (stop, pause, next)
- 6- Scene priority :
- 7- Release mode
- 8- Dynamic fade

### Scene priority

- Highest takes priority (HTP) : Don't release any scene, the output takes the highest level on each channel.
- Latest Action (LTP) : Don't release any scene, the last scene triggered has the priority.
- Stand Alone : Release all playing scenes.

### Release mode


- If identical channel(s) : Release all scenes playing on identical channel(s).
- Release Auto : Release all the scenes with the same 'Release Mode' (Release Auto).
- Release All : Release all playing scenes.
- Release List : Release the scenes in the list if they are playing.

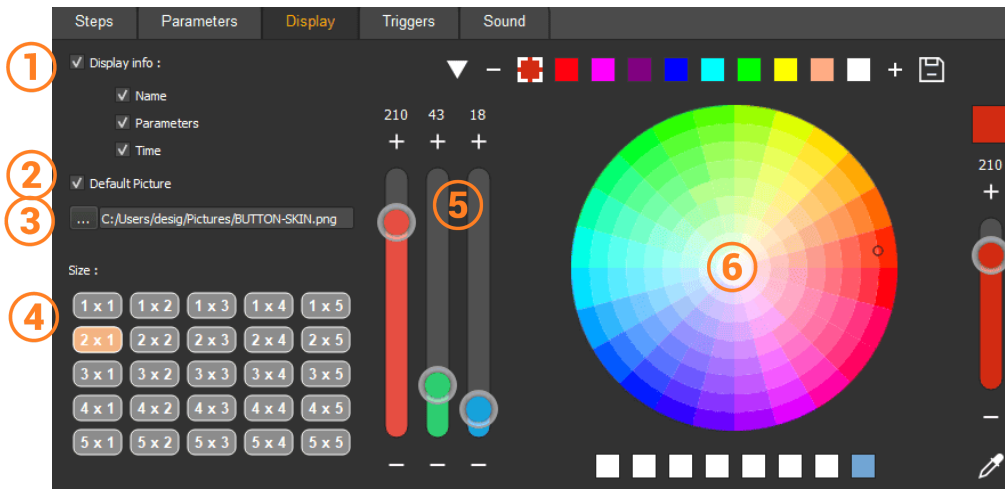


Right click on the scene button to access options list directly.

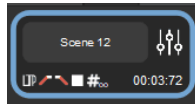


## Scene display settings

In player mode the scene button display setting is available for live board using. 



- 1- Tick to display all the information or each of them independently.
- 2- Uncheck default display to upload custom picture
- 3- Upload custom picture
- 4- Select the button ratio
- 5- Adjust RGB values
- 6- Select the button outline colour



Default scene button

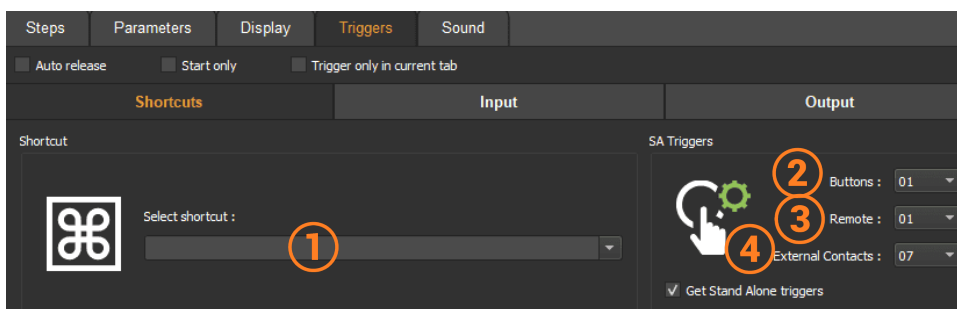
## Live triggers settings

For each trigger tab (Shortcut, Input, Output) select the trigger behaviour:

**Auto release** : Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself.

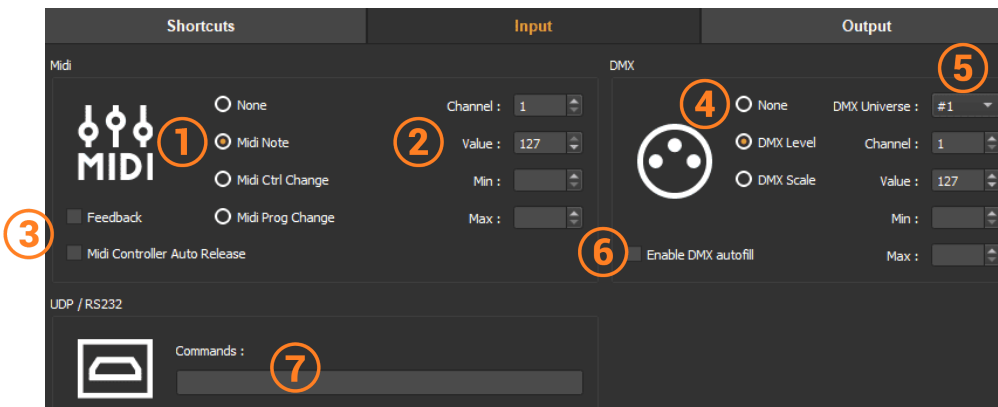
**Start only** : Only start the scene

**Trigger only in current tab** : trigger only the scene in the current tab



### Shortcuts

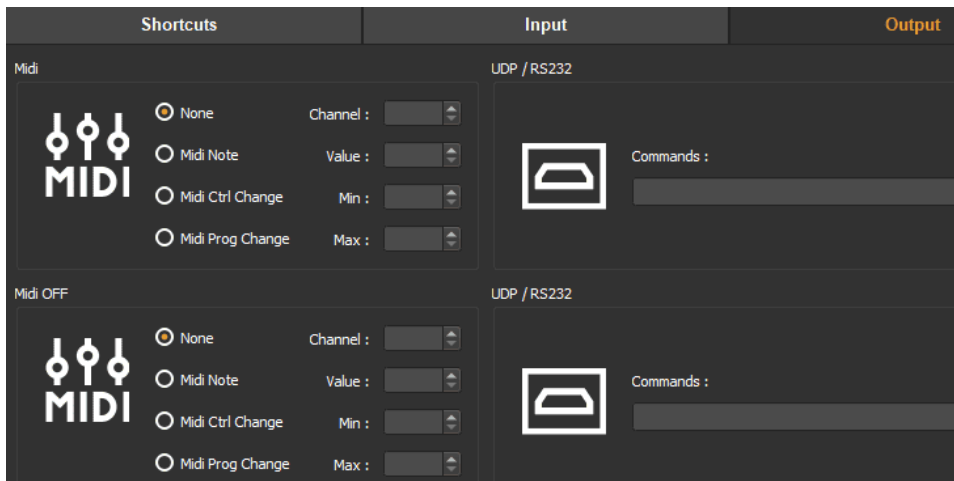
- 1- Keyboard shortcuts
- 2- Device Button
- 3- IR remote
- 4- Dry contacts
- 5- Enable/disable previous settings



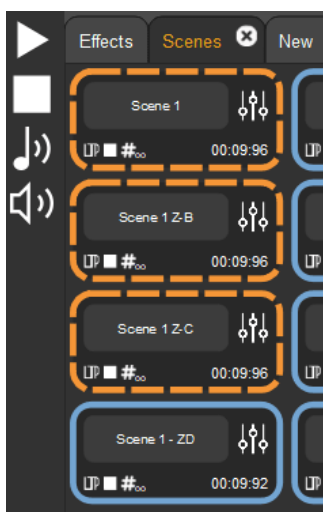
## Input


- 1- Midi Note input trigger selection
- 2- Channel, value selection
- 3- Select options according to your Midi controller.
- 4- DMX input trigger selection
- 5- Univers, channel, value selection
- 6- Use DMX desk to select the value directly
- 7- Enter UDP/RS232

In **Output** tab select the value or enter commands to send triggers to another device




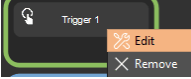
## Use selection tool

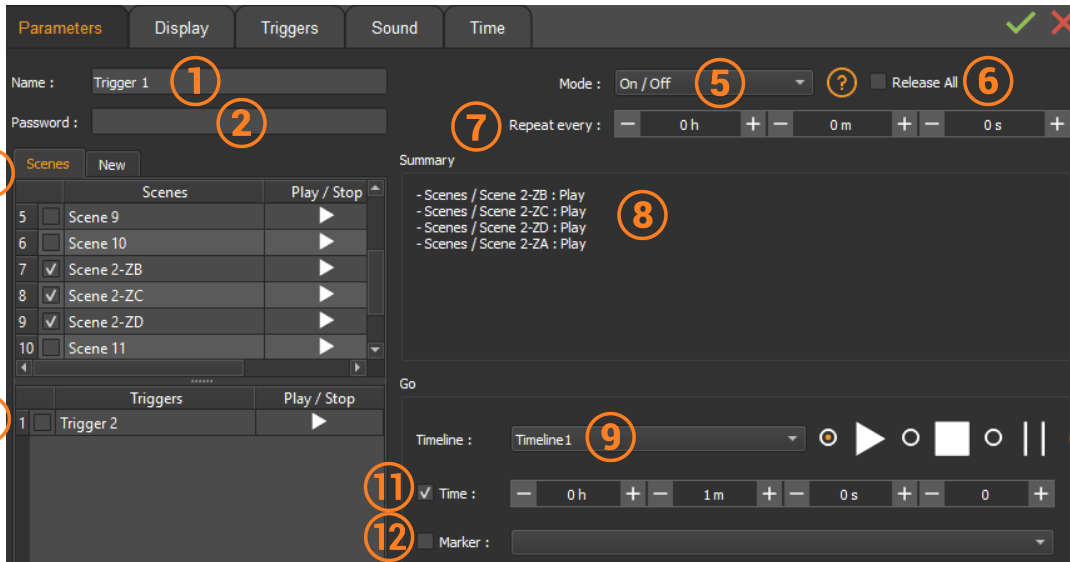


To play scenes simultaneously, click on selection tool.  Select several scenes then click on play to start them simultaneously.

## Add a trigger button

Play scenes simultaneously, and go to selected duration or marker on a timeline.

Click on  to add trigger button. Right click on the trigger button to edit  or control click to access the edition tab directly.

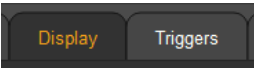


- 1- Trigger name
- 2- Password
- 3- scenes list
- 4- Triggers list
- 5- Play mode
- 6- Release all playing scenes.
- 7- Repeat time
- 8- Selected scenes
- 9- selected timeline
- 10- Playing behaviour
- 11- Going to selected time
- 12- Going to selected marker

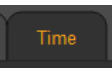
Play mode

- **Start / Stop** : Default mode, the button is activated for a short time to start or stop scenes from the list and start timeline events.
- **On / Off** : the Button is activated as long as a scene from the list is playing.
- **Auto Release** : Play and stop scenes from the list as long as the button is activated.
- **Release All** : Release all activated buttons except the scenes started by the trigger.

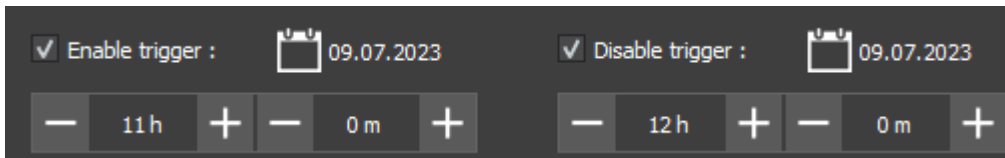
## Display and live triggers settings

Display and live triggers options works in the same way as scene buttons. Go to the display and triggers tab to setting up the options. 

## Time triggers

In time tab,  assign a trigger period. Organize and repeat triggers over the year in specific ways.

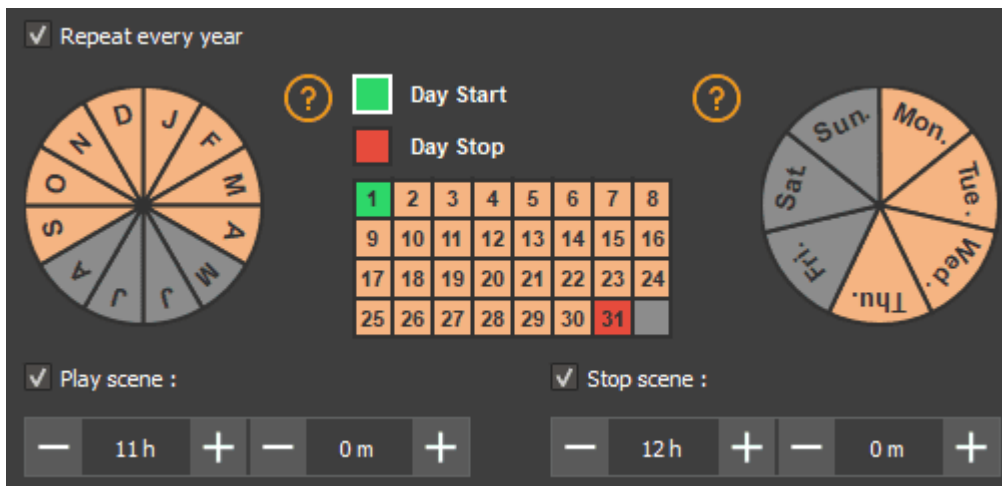
## Single trigger



Check "Enable trigger" and "disable trigger" to determine a period. Select a date (timetable icon) and time (hour/minutes fields) of trigger activation and then disable trigger.

Without shutdown, the scene will play indefinitely until another event replaces it with another scene triggering or manual shutdown.

## Permanent trigger



For example above: the scene plays from Monday to Thursday from 11 am to noon from 1st to 20 of each month, from September to April.

Check "Repeat every year" to set the monthly and then daily triggers.

Select or deselect the months of active triggers in the left wheel. (selection in orange)

After selecting the green square for the start day or the red square for the end day, determine the period of the month during which the trigger will be active.

Select or deselect the days of the week or the trigger will be active in the right wheel. (selection in orange)

Select a start time and an end time of trigger.

**Note:** For a daily repetition, if the start time is after the end time, the trigger will stop the next day, even if the next day has not been selected.