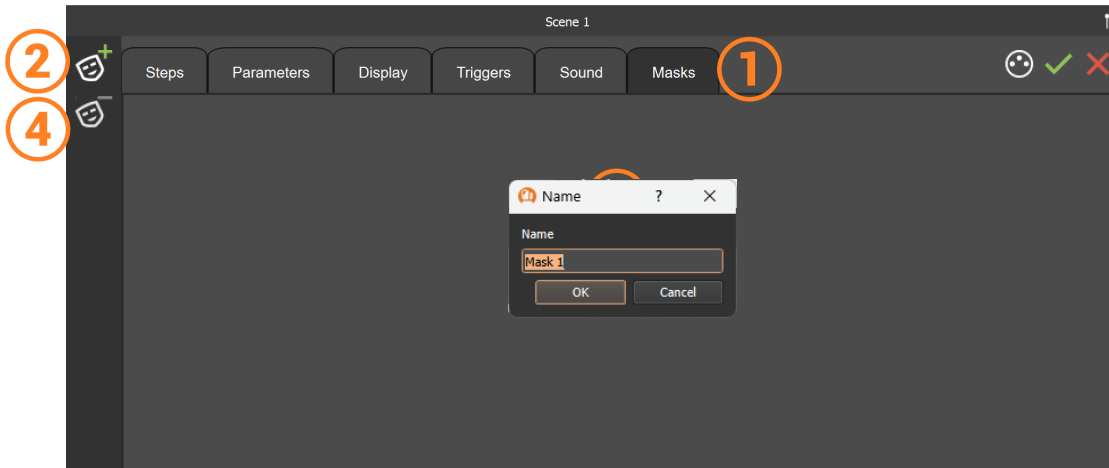


Using DMX Masks

DMX Masks contain DMX levels that have priority in scenes. They are common to all scenes, if we change the value in a Mask it will be applied to all scenes.

Create a Mask



1. Select the Mask tab from the scene edition window
2. Add a new mask
3. Rename and validate the creation of the new Mask
4. Delete the selected Mask

Program DMX levels in a Mask

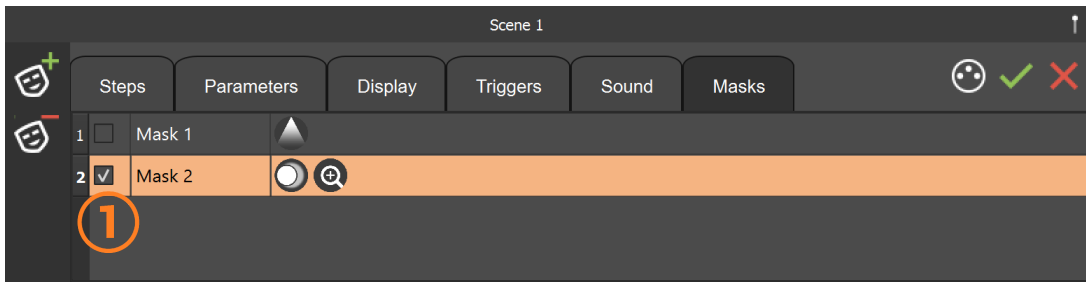
When a mask is selected, the DMX levels required must be programmed in the same way as for adding them to a scene



1. Select the desired Mask
2. Enable channels with desired values, channels switch to "LTP"
3. The icon of the channels used is displayed in the Mask
4. To delete a channel from the Mask click on "LTP" then "on" to go to "off"

Apply a Mask in a scene

When Masks are created, they can be applied in each scene of the project.



1. Check the desired mask(s) in each scene to activate them

Masks are played in all scenes where they are enabled and have priority if they play on channels already used in scenes.