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



to open the patch manager.

🙆 Add profile(s)																								_	-		×
Manufacturer :	Profiles :	Ę	- •	ŀ	ſò	Ø	' ×	$\langle \rangle$	ን ሳ	¢	+													or Î	1234	5678	10 Bit 90 9 Bit
Profiles 🚔	Import *						_																				
AbleLite	ADJ jolt Panel FX - DMX Traits - 126	1	2	3	4 5	6	7	8	9 10	11	12	13	14 1	5 16	17	18	19 20	21	22	23 2	4 25	28	27	28	8 30	31	32
	ADJ jolt Panel FX - DMX Traits - 13			35	36 37		30	40	41 42			45	16 1	7 46	10	50	1 52	63	54	55 6	8 57	68	60		1 62	63	
	ADJ joit Panel FX - DMX Iraits - 141		~	~	30 37			~		-	-	~	~ ~	·												0.5	
AC Lighting	ADJ joit Panel FX - DMX Traits - 36	65	66	67	68 69	70	71	72	73 74	75	76	77	78 7	9 80	81	82	33 84	85	86	87 8	8 89	90	91	92	43 94	95	96
Acdc	ADJ jolt Panel FX - DMX Traits - 41ch																								_		
Acme	ADJ jolt Panel FX - DMX Traits - 51	97	98	aa .	100 101	102	103	104	105 100	5 107	108	109	110 11	11 11.	2 113	114 1	15 116	117	118	119 12	121	122	123	124 1	25 126	127	126
	🔀 ADJ jolt Panel FX - DMX Traits - 6ch	129	130	131	132 133	134	135	136	137 138	8 139	140	141	142 14	43 14	4 145	146 1	47 148	3 149	150	151 15	2 15	3 154	155	156 1	57 158	159	160
	🔀 ADJ jolt Panel FX - DMX Traits - 81			-		-	-			-	-			-			_	-			-	+	\vdash				_
	ADJ jolt Panel FX - DMX Traits - 9ch	161	162	163	164 165	5 166	167	168	169 170	0 171	172	173	174 17	75 17	8 177	178 1	79 180	181	182	183 18	4 18	186	187	188 1	39 190	191	192
Adkins		193	194	195	196 197	198	199	200	201 203	2 203	204	205	206 20	07 20	3 209	210 2	11 213	2 213	214	215 21	6 217	7 218	219	220 2	21 222	223	224
P7 Aeon Light				_	_	_				_				-			_	-			_						_
		225	226	227	228 229	230	231	232	233 23	4 235	236	237	238 23	39 🧨	241	2 2	43 24	245	246	247 24	8 249) 250	251	252 2	53 254	255	256
	DIMMER 1ch	267	260	260	200 201	202	202	284	205 20		200	200	270 27	71		774 7	75 270	2 277	270	270 26	0 20	202	202	204 2	05 206	207	200
Aiweidy	ERA 150 Wash	2.51	200	205	200 20	202	205	204	200 200	207	200	209	210 21			2	10 210	211	210	215 20	N 20	202	200	204 2		207	
Aldabra	🔀 FOS Scorpio Beam	289	290	291	292 293	294	295	296	297 298	8 299	300	301	302 30	33 30	4 305	306 3	07 308	3 309	310	311 31	2 313	3 314	315	316 3	17 318	319	320
	HYBRIDE 180																	-				+			-		
	LED Dimmer RGB	321	322	323	324 325	5 326	327	328	329 33	0 331	332	333	334 33	35 33	6 337	338 3	39 34	341	342	343 34	4 34	, 346	347	348 3	49 350	351	352
	LED RGB	353	354	355	356 357	358	359	360	361 36	2 363	364	365	366 36	87 36	369	370 3	71 373	2 373	374	375 37	6 377	1 378	379	380 3	81 382	383	384
Mode : stand	ard 13cl - Nb channels : 13	385	386	387	388 389	390	391	392	393 394	4 395	396	397	398 39	99 40	0 401	402 4	03 404	405	406	407 40	16 409	3 410	411	412 4	13 414	415	416
				-		-				-	-			-				-			-						
DMX address :	1 + Universe : - 1 +	417	418	419	420 421	422	423	424	425 420	6 427	428	429	430 43	31 43	2 433	434 4	35 430	3 437	438	439 44	0 44	442	443	444 4	45 446	447	448
		449	450	451	452 453	454	455	456	457 458	8 459	460	461	462 46	63 46	4 465	466 4	67 468	469	470	471 47	2 473	3 474	475	476 4	77 478	479	480
Number of fixtures :	1 + Offset: - 0 +						-										_	-									_
		481	482	483	484 485	5 486	487	488	489 490	0 491	492	493	494 49	95 49	8 497	498 4	99 500	501	502	503 50	4 505	6 506	507	508 5	09 510	511	512
DMX RDM		• ©) 1	C) 2	C	3	0	94	0	⊙ 5	5] (•	;	<u>ن</u>	(98	6) () 1	ð 🌔	6	5)		\leftarrow	\rightarrow
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DMX address : Number of fixtures : DMX RDM	1 + 1 + 3 offset: - 1 + - 0 + - 0 +	417 449 481	 418 450 462 1 	419 451 483	420 421 452 453 484 485 ••••••••••••••••••••••••••••••••••••	422 454 488	423 455 487) 3	424 456 488	425 421 457 451 489 494 ••• 49	8 427 8 459 0 491	 428 460 492 5 	429 481 493	430 43 462 46 494 45	31 43 63 46 95 49	2 433 4 465 3 497	434 4 488 4 498 4	35 430 67 468 99 500	3 437 3 489) 501	438 470 502	439 44 471 47 503 50	10 44 12 473 14 503	442 1 474 3 506	443 475	444 4	15 446 77 478 09 510	447 479 511	443 480 512 ->

- 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





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 **Leven** 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.



Validate to apply settings
Define the starting universe
Set the starting address
Set the number of devices per universe

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.





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



Validate directly