

PROFILES EDITOR

Pro DMX 2 Software

User Guide



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1. INTRODUCTION

In the software, a large library of device profiles is available, they are grouped by manufacturer in the patch window. The technical specifications of the fixtures are recorded channel by channel, in order to allow the software to generate the corresponding features and Patch automatically the selected device.

Sometimes devices are missing, they must then be created with the profile editor.

The purpose of this chapter is to guide the user in the creation of profiles of lighting fixtures according to their technical DMX features.

About us

The Profile Editor allows you to create, add, and edit fixture profiles. It allows you to set and configure their representation in the 2D and 3D window and generate their different DMX functions in the software.

Prerequisites

Protocol DMX

DMX characteristics and functions of the lights.

Have the technical document containing the DMX charts and DMX table of the fixture.

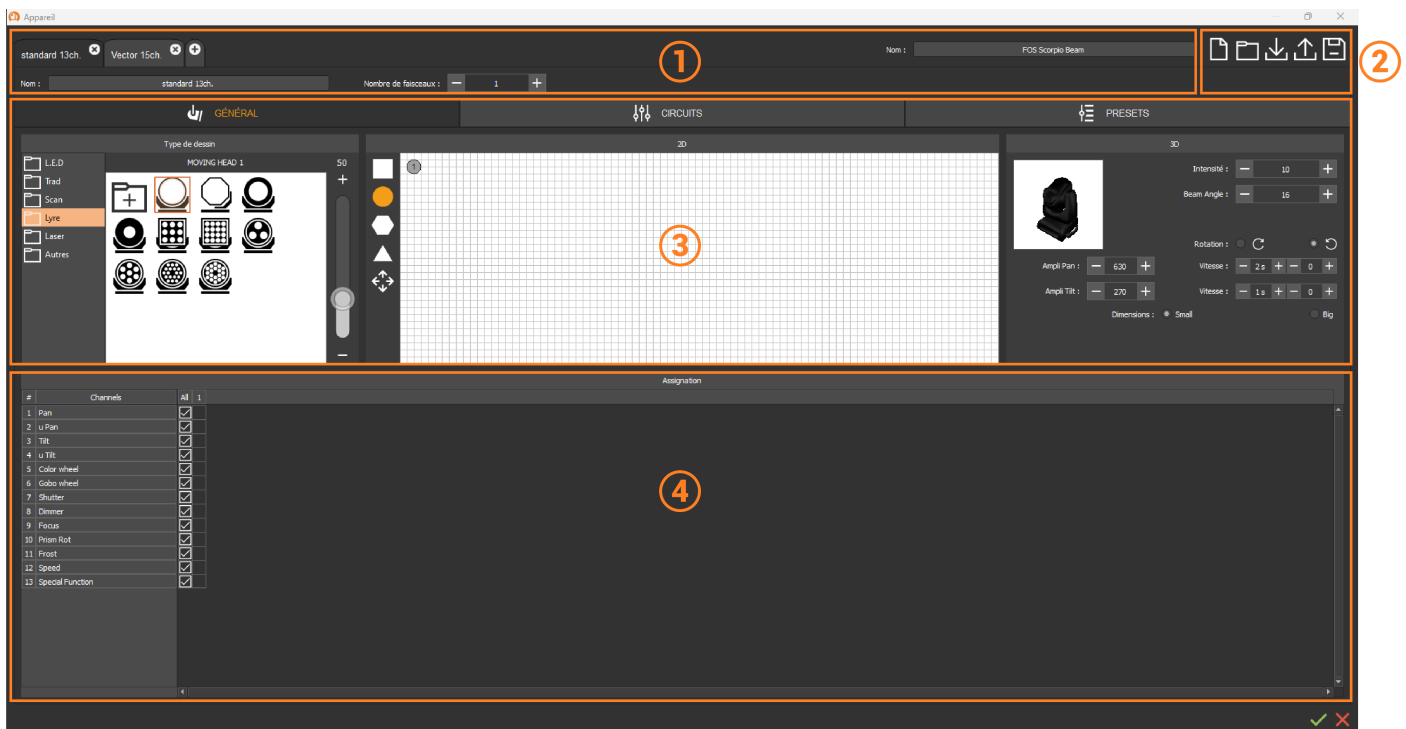
2. OPEN THE PROFILE EDITOR



Click on the open icon available in:

- The "Tools" menu,
- The toolbar of the fixture selection window
- The patch window

Quick presentation of Interfaces



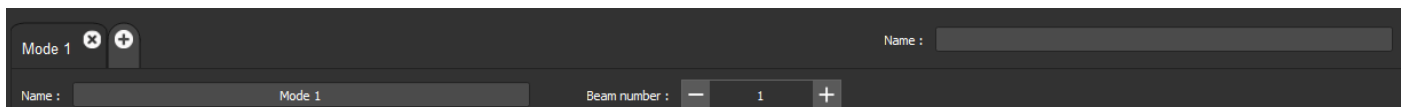
1. General information and profile modes
2. File management options
3. Fixture setting and channels tabs
4. Beam section associated to the fixture

3. CHOOSE THE TYPE OF FIXTURE

In order to create a device profile, it is necessary to have the technical documentation containing the table of DMX channels, DMX values, DMX functions and DMX modes. The information should be entered in the fields provided for this purpose, in order to generate the corresponding functionalities in the software.

Basic information

The graphic interface of the profile editor allows you to have a global view of the type of device, and to fill in its basic information and features quickly.

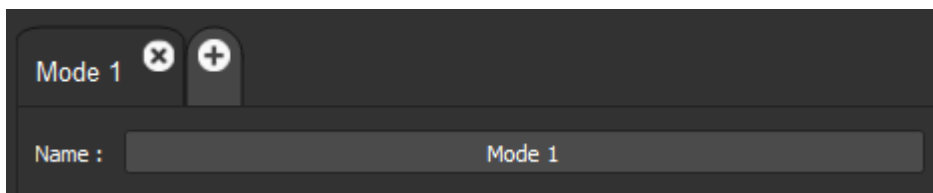


Device name

Insert the name of the device mentioned in its technical documentation.

Tabs Modes

Some devices have multiple modes of use with additional channels for each mode. It is recommended to create modes one after the other, the channels are duplicated automatically when the next mode is created.



Name the mode in the field

Add a mode by clicking on +

Delete a mode by clicking on x

Beam number

When devices have several beams, it is possible to control them independently or together, depending on their channels and modes.

Add beams is related to the **2D** section and the **Assignment** section of the fixture setting tab.



Add or **delete** beams by clicking on the + or -.

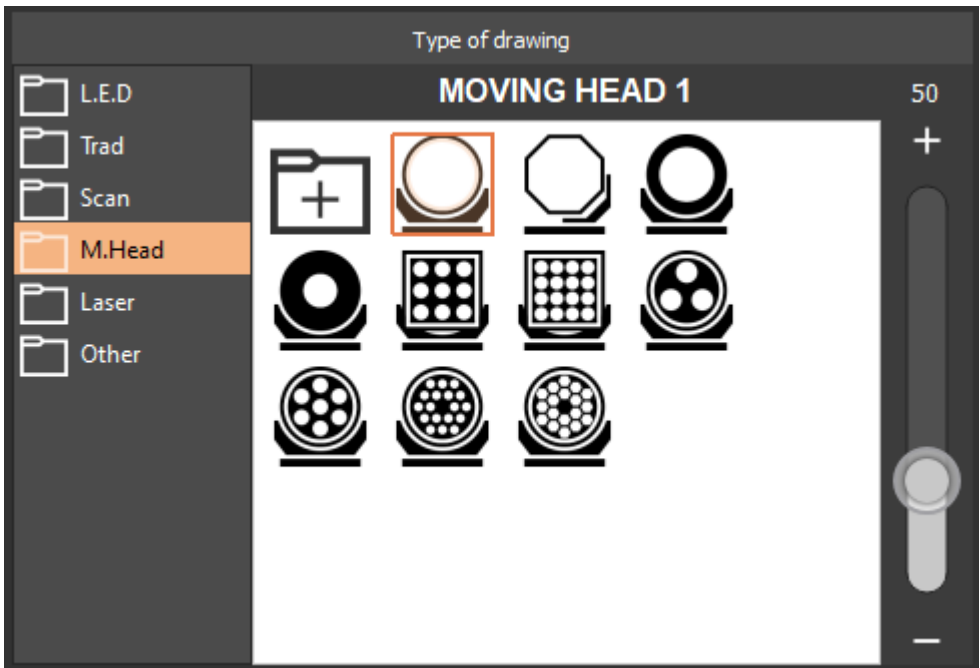
General tab

The General tab allows you to specify the type of device with its graphic presentation and physical characteristics. It includes several sections (Drawing Type, 2D, 3D, Assignment) linked according to the defined features.

Type of drawing

This section allows you to choose a device icon. Icons are grouped by folder and type: L.E.D, Trad, Scan, Lyre, Laser, Other

Each type corresponds to a 2D shape and 3D features.

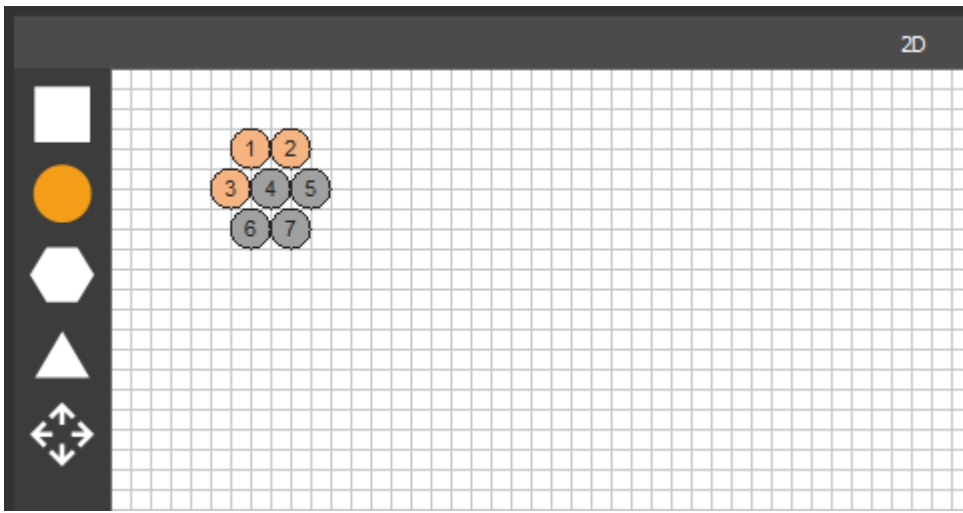


Import a .PNG file in the folder to personalize the fixture icon visual via the folder with + icon

Adjust the size of the icons via the right slider

2D

For each type of device, there is a simplified shape which is numbered and schematized in section 2D. The shape number is related to the beam number of the device.



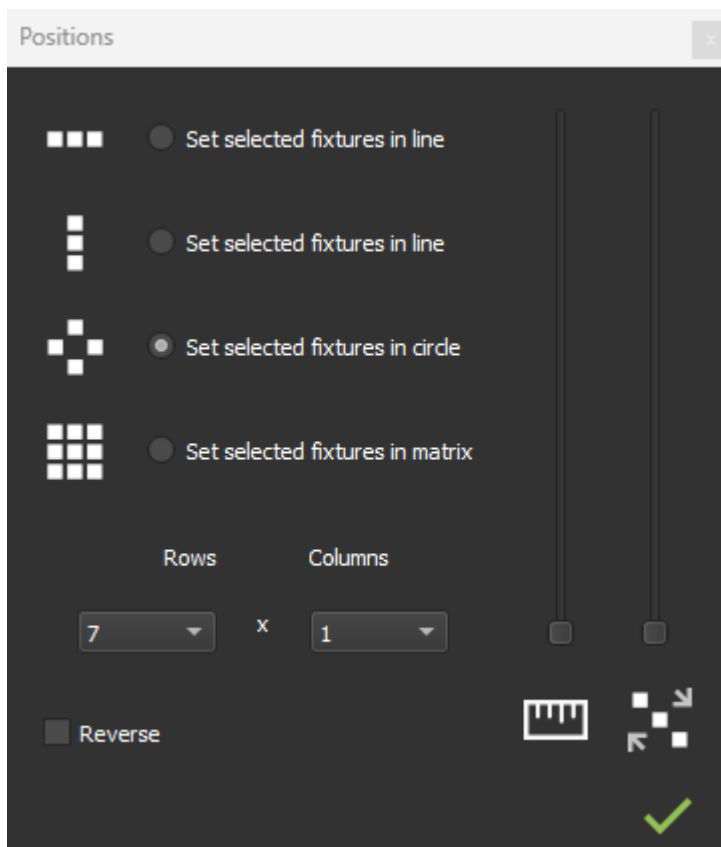
Manual placement by selected beams.

Multi-selection, CTRL+click.

Partial or total selection by click and drag.

From the options on the left, it is possible to change the simplified shape associated to the device and rearrange the positioning of a group of beam.

Position window



Organize the selected beams in different ways by checking a choice.

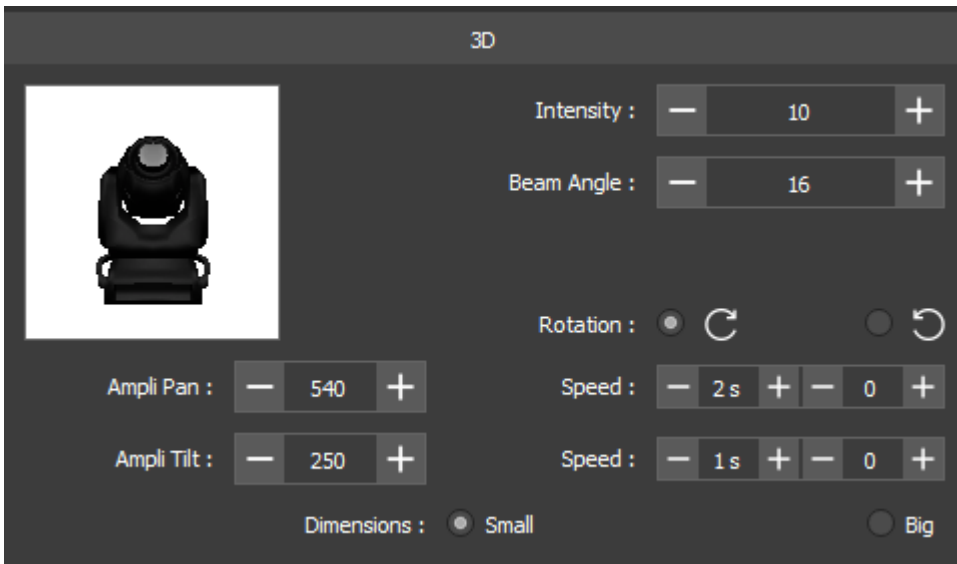
Change their spacing and order via the sliders on the right.

Define the length and width of the matrix (even one).

Reverse the number order by checking the reverse box.

3D

Section of physical parameters of the device and its 3D display in the 3D simulation software.



Fill in the fields according to the fixture documentation.

Assign beams

Summary table of the channels and their respective beam assignments.

#	Channels	All	1
1	Pan	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	u Pan	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	Tilt	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4	u Tilt	<input checked="" type="checkbox"/>	<input type="checkbox"/>
5	Color wheel	<input checked="" type="checkbox"/>	<input type="checkbox"/>
6	Gobo wheel	<input checked="" type="checkbox"/>	<input type="checkbox"/>
7	Shutter	<input checked="" type="checkbox"/>	<input type="checkbox"/>
8	Dimmer	<input checked="" type="checkbox"/>	<input type="checkbox"/>
9	Focus	<input checked="" type="checkbox"/>	<input type="checkbox"/>
10	Prism Rot	<input checked="" type="checkbox"/>	<input type="checkbox"/>
11	Frost	<input checked="" type="checkbox"/>	<input type="checkbox"/>
12	Speed	<input checked="" type="checkbox"/>	<input type="checkbox"/>
13	Special Function	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Check beams to associate them with a channel.

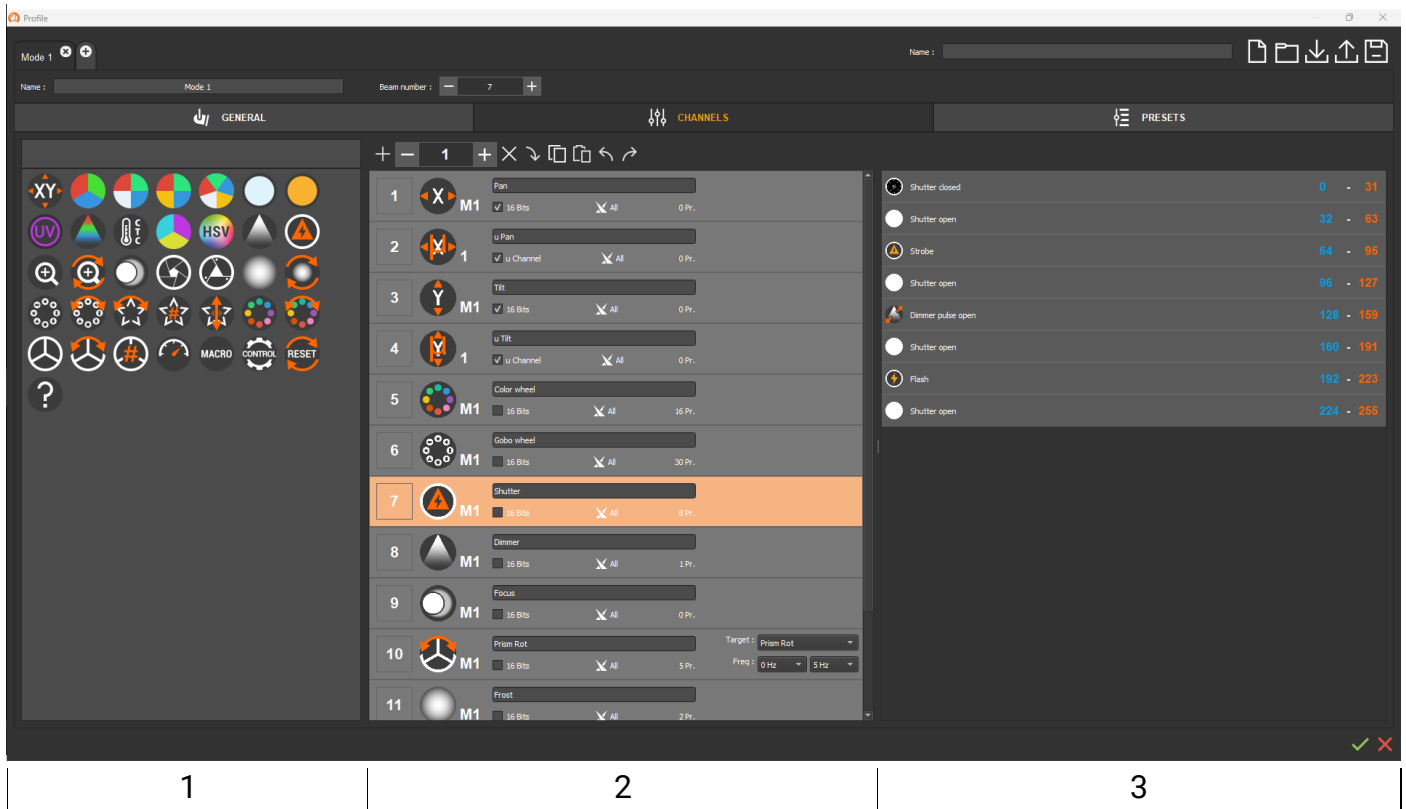
Check ALL to associate all beams with the channel.

4. ASSIGN A FUNCTION TO A CHANNEL

To add functions to a fixture, click on the CHANNEL tab.

tab circuits

The Channels tab allows you to create the list of DMX channels of a fixture according to the DMX protocol available in the documentation and established by the manufacturer.



- 1: List of available channel icons
- 2: List of channels added to the device
- 3: List of Presets associated with the channel

Functions by channel

A list of function icons (1.) from the most common ones is available in the left section. Each function is assigned to a specific channel (2.), according to the channel order of the fixture's documentation.

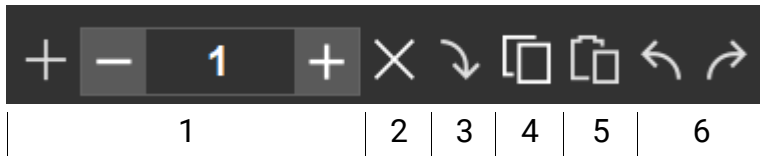
Add a channel by clicking and dragging from section 1 to section 2.

Replace a function by dragging on the channel.

Select an icon by clicking and use the toolbar to organize the list.

Multi-select by holding the CTRL key.

Toolbar :



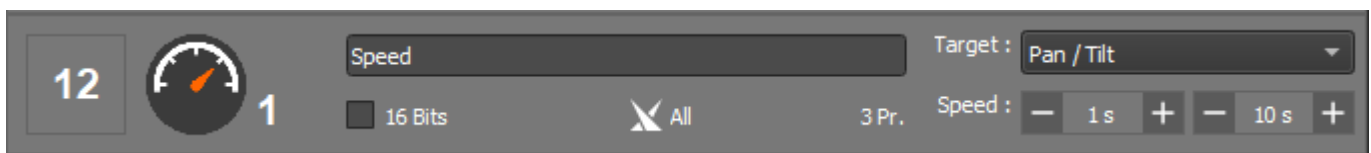
- 1: Add several time the selected effect
- 2: Remove
- 3: Update / Replace (select one icon and 1 channel)
- 4: Copy
- 5: Paste
- 6: Cancel / restore

Specific settings : 16 Bits and 3D

To add the 16-Bits channel of a channel, check the 16 Bits box, the associated channel is then added automatically bellow.

For some channels, 3D parameters have to be filled in, such as a target channel to specify on which channel and device function they are applied, as well as the associated minimum/maximum values.

3D parameters can also be filled in via the PRESET tab.



Presets

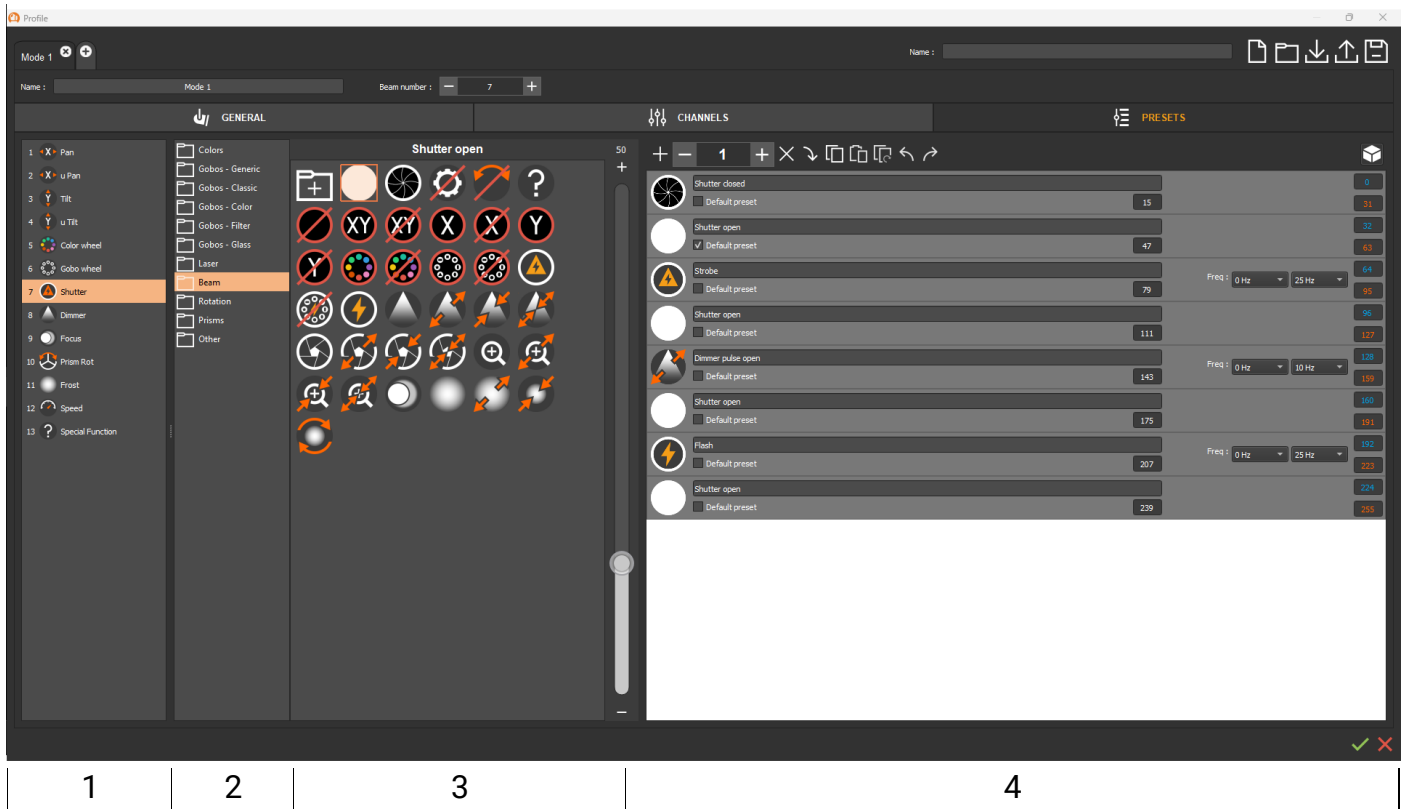
This section shows the list of Presets associated with a channel. They are added in the PRESETS tab.

5.DETERMINING PRESETS

Click on the PRESETS tab to associate and set Preset to the device's channels.

Preset tab

It allows you to add presets to channels. A preset memorize a range of DMX values between 0 and 255 in order to quickly access to a particular channel level and to a device function.



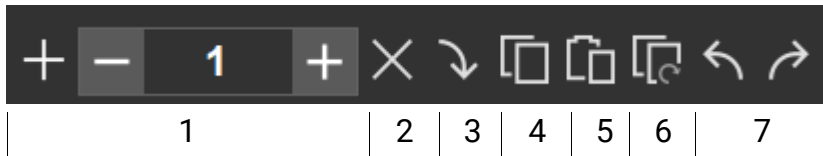
- 1: List of channels and functions associated with the device
- 2: List of Available Preset Icon and Effect Families
- 3: Preset icons contained in the family
- 4: Presets list of the channels

Channel Presets

Select a channel from list 1 to assign presets to it. By default, an icon folder is automatically proposed.

In the same way as in the Channels tab, it is possible to add or replace a preset icon by **click** and **drag** to section 4 or with the toolbar.

Toolbar:



- 1: Add several time the selected effect
- 2: Remove
- 3: Update / Replace (select one icon and 1 channel)
- 4: Copy
- 5: Paste
- 6: Paste in the opposite order
- 7: Cancel / restore

Range of DMX values



A preset is a range of DMX values between 0 and 255.

In the dedicated fields, enter the start (blue) and end (red) values of the preset with reference to the lighting documentation.

After entering a DMX range, it is stored and will be repeated automatically on the next new preset.

Preset and default values

Each preset has a default preset that corresponds to the DMX value applied when using the preset in the software. By default, this is the intermediate and average value of the preset.

	Shutter closed	<input type="checkbox"/> Default preset	15	0	31
	Shutter open	<input checked="" type="checkbox"/> Default preset	47	32	63
	Strobe	<input type="checkbox"/> Default preset	79	64	95
	Shutter open	<input type="checkbox"/> Default preset	111	96	127
	Dimmer pulse open	<input type="checkbox"/> Default preset	143	128	159
	Shutter open	<input type="checkbox"/> Default preset	175	160	191
	Flash	<input type="checkbox"/> Default preset	207	192	223
	Shutter open	<input type="checkbox"/> Default preset	239	224	255

Also for each channel a default Preset can be set and checked. it allows the software to call this DMX level automatically to open the beam. The default Preset checkbox is therefore selected on a single beam opening preset.

Presets and 3D settings



For Presets, 3D parameters can be specified.

Click on the 3D icon on the right side of the toolbar to display the 3D options.

Target: Select the Targets channel on which the Preset effect will be applied.

Freq: The minimum and maximum frequency in Hertz of the effect associated with the Preset.

Time: The minimum and maximum time in seconds performed by the effect.

Angle: The angle of rotation in degrees.

%: Preset effect intensity percentage

Gobo Preset on Gobo Wheel

Add the motion presets of Gobos, Index, Rotary, Shake by duplicating the gobos(s) in the order corresponding to the device manual. Check the corresponding box and fill in the associated minimum and maximum values.

Gobo presets on the Gobo Wheel channel can be given additional parameters such as **Index**, **Rotary**, **Shake** and **Clockwise** or **Counterclockwise** Rotation.

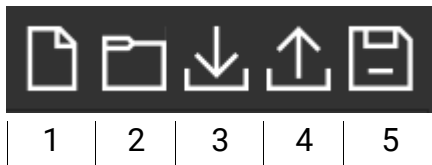
On the Gobo preset, check the corresponding box and fill in the associated minimum and maximum values.



For the **Rotary** preset specify the direction of rotation (**CW**: Clockwise; **CCW**: Counter Clockwise) by checking the corresponding box.

6.MANAGEMENT OF PROFILES

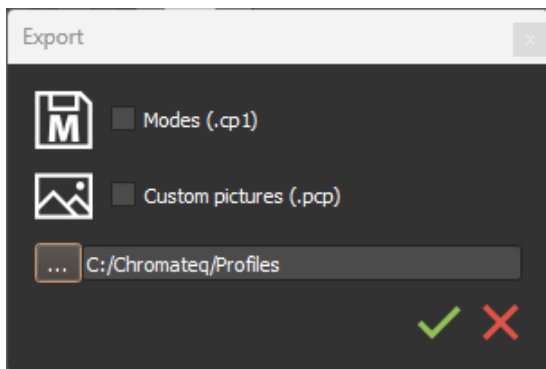
Use the profile management island bar to save, or change created profiles. The file extension is saved in .cp1



- 1: New profile
- 2: Open
- 3: Import
- 4: Export
- 5: Register

Save a profile and its modes

Save a profile to the same .cp1 file (5.)

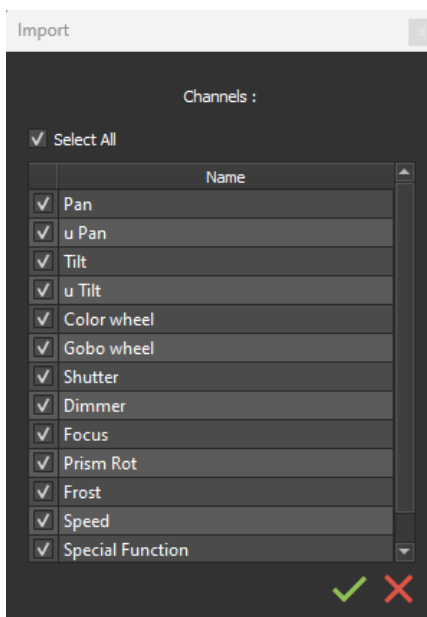


Export Profile's Modes (4)

Add custom and added images to profiles.

Check the corresponding box in the export window, then choose the destination path before validating.

Import a selection of channels



Some channels and their Presets are common to several devices. To be more efficient, import (3) a channel selection and their presets identical to the profile you want to create.

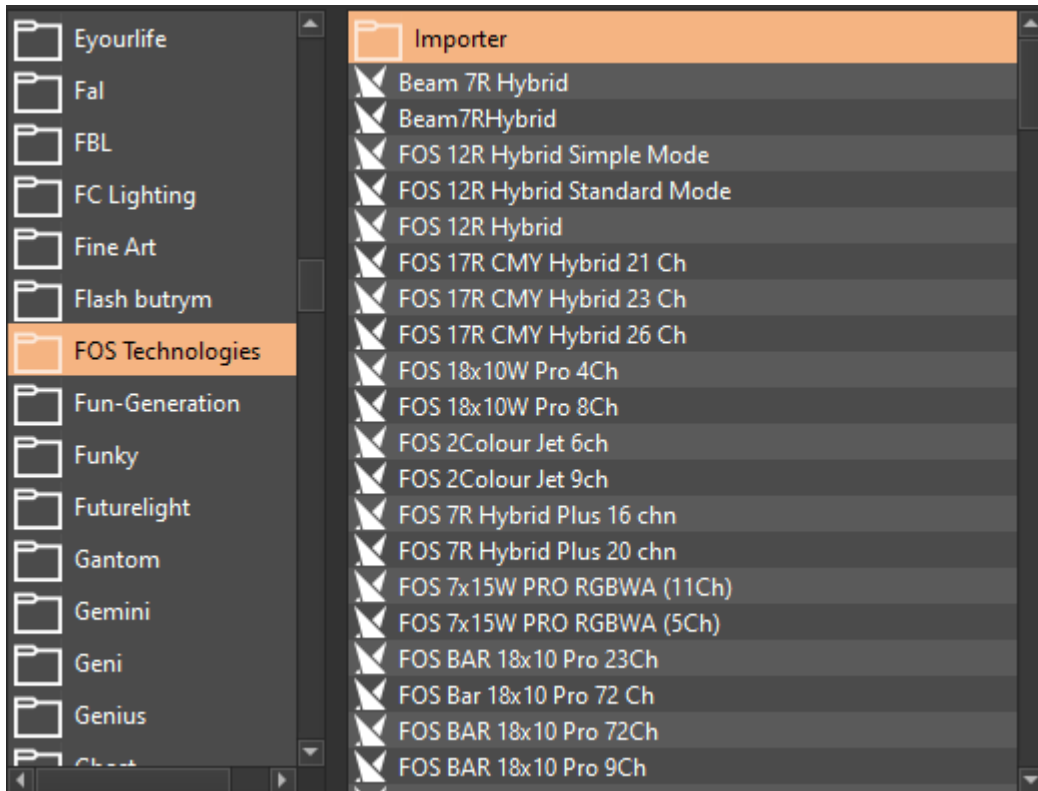
Select the channels by **checking** the desired box(es).

Edit and modify a profile.

Open a profile (2) to change it before saving it again (5 or 4).

Add a profile in the library

Once the profile has been created and saved, add it to the library via the import icon located in the folders of each manufacturer and located in the patch window of the software.



SUMMARY OF IMPORTANT STEPS

To create a profile, follow the steps below :

- Have the documentation ready.
- Open the profile editor in the software.
- Specify the device name.
- Select the device type.
- Add all the fixture channels corresponding to the fixture's lighting effects and functions.
- Add the presets for each channel of the fixture.
- The 3D options are optional and not compulsory.
- If necessary, create any additional modes for the fixture.
- Save the files.