User manual

ArtDMX – DMX control software

V1.7

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1. How to start a new Project

1.1. Introduction

This user guide contains detailed information about all the software features and commands. It includes step-by-step procedures for using the software on select Macintosh and Windows platforms; describes how to easily create and start a show in a very short time and refers to more advanced user manuals for additional information. This guide assumes you have a basic working knowledge of your operating system, including using a mouse, selecting items in menus and dialog boxes, and opening and closing files. For information about these and other basic techniques, refer to your operating system manual.

With the software you can:

Create original light shows for all DMX lights in a straightforward fashion and in a very short time.

Run test simulations of your light shows, on-screen, “live” on a DMX network of light fixtures.

Download light shows to a controller (USB/DMX interface) and play back scenes without a computer.

What is a software Light Show (project) ?

- A light show is a set of commands that tells your lights what to do and when to do it.
- A software light show can be as simple as one light that displays a single color or it can involve dozens of different lights, each with its own unique effect or layers of effects.
- There are two main components in every software light show: Lights and Effects. Using the patch and program Editor, you can add lights to the show and assign effects to each light.

DMX512

- Light shows designed with the software are fully DMX512-compatible for use with all DMX professional lights.
- Traditionally, in order to design a DMX light show you needed to have a lighting control console and highly specialized knowledge of the DMX512 protocol. Now, however, you can use the software’s intuitive, optimized drag and drop interface to design professional quality, DMX compatible shows directly on your computer.

1.2. System Requirements

Windows	Macintosh
Windows 98, ME, 2000, XP, Vista 32/64, Seven	Mac OS X 10.4 (Tiger) or greater
1 Ghz CPU	1 GHz CPU
512 MB RAM	512 MB RAM
150 MB free disk space	150 MB free disk space
1 CD Rom drive	1 CD Rom drive
1 or more USB 2.0 port(s)	1 or more USB 2.0 port(s)
Video 1024 x 768 screen definition or higher	Video 1024 x 768 screen definition or higher

1.3. Installing software and drivers

This chapter describes how to install the software and the interface drivers on selected Windows and Macintosh computer systems. To make sure the software starts correctly all drivers must be installed on each system before you run the software.

1.4. Software and Driver Installation on Windows

Before you install the software close all running applications, disable virus protection and ensure your computer has enough memory and free disk space.

Insert the software CD into the CD ROM drive. The installer should launch and the installation will appear. If the Installer does not appear, locate the Setup file in the CD ROM.

Driver installation varies from system to system, therefore you may see subtle differences in your installation.

Refer to the **How to Install Software and Drivers** user manual and follow detailed instructions for Windows Systems. All manuals are downloadable and can be found in the Manual directory of the CD ROM under PDF format (Mac and PC).

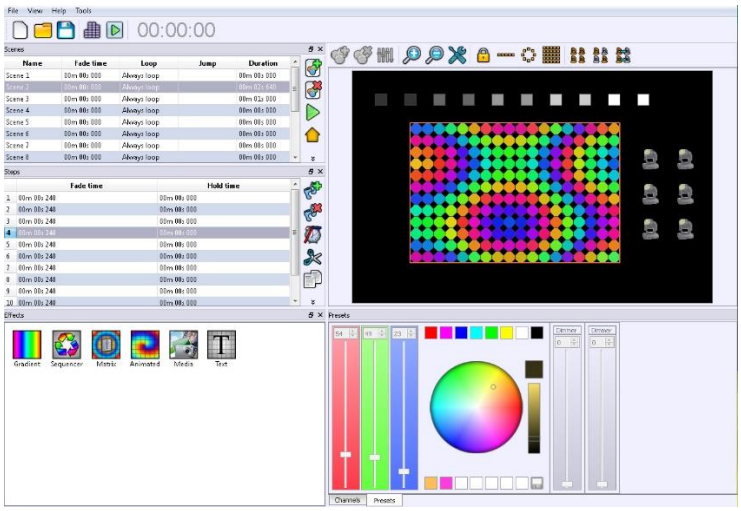
1.5. Software and Driver Installation on Mac

Refer to the **How to Install Software and Drivers** user manual and follow the detailed instructions for Mac Systems. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

1.6. Editor Mode

The first time you start the software you will be taken directly to the Editor mode. It is the main mode the software uses and it will allow you to complete 85% of the functions. With this mode you can create Profiles, Patch Profiles, Select and control profiles, create Steps, create scenes and programs and configure the advanced options.

We have made this mode as user friendly as possible to allow any users, from professionals to beginners, to be able to familiarize themselves with the software in a matter of minutes.



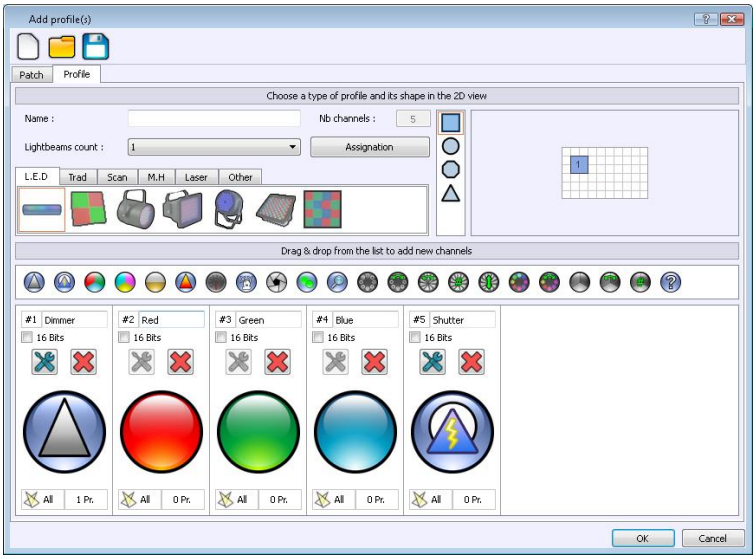
Editor Mode

The first time you open the Editor mode it will not contain any devices or programs. You must read and follow the proceeding chapters to successfully create your show.

The first step for your show is to include and patch Profiles in the project. You will programed the software to work with specific lights and allow the software to manage all the light functions. First you will have to make sure your profiles are set up correctly and that their coordinates match the assigned lights.

1.7. Creating and updating Profiles

This chapter describes how to easily create a fixture Profile with the software in a very short time. The Profile Editor is included in the software making it is very easy to access the Editor and create or update Profiles. You must start the software before you begin to create the Profile.



Profile Editor

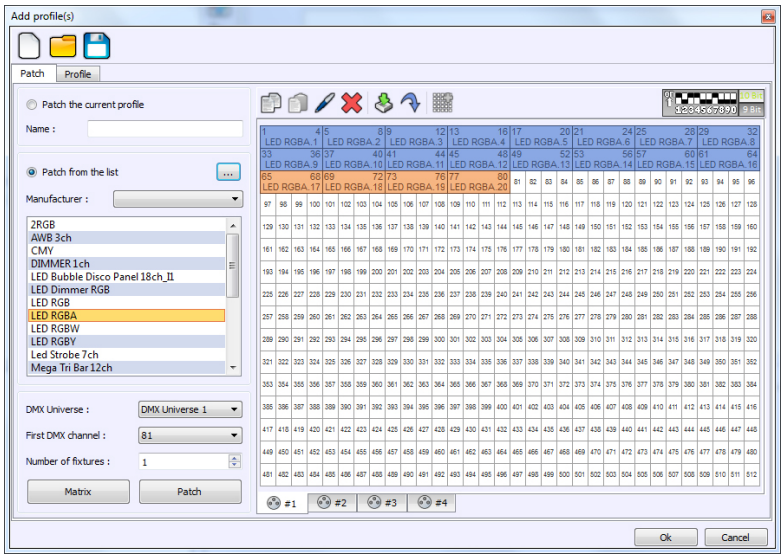
Refer to the **How To create Profiles** user manual and follow the detailed instructions. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

1.8. Patching DMX Profiles

This chapter describes how to easily and quickly patch fixture profiles with the included software Patch Manager.

Patching fixtures means assigning a DMX Channel value to various software profiles. The value can be chosen from between 1 to 512 of the universally available channels. Any DMX light show, including shows designed with the software, sends data to the lights using up to 512 separate channels. The DMX Channel Number assigned to a light in the software must match the DMX address on the light itself.

The patch Editor is included in the software, you must start the software before you begin patching profiles and make sure you have some profiles available. After starting up the software click on the Add button to open the Patch Manager. The Add function is the first button on the left of the 2D tool ribbon.



Patch Manager

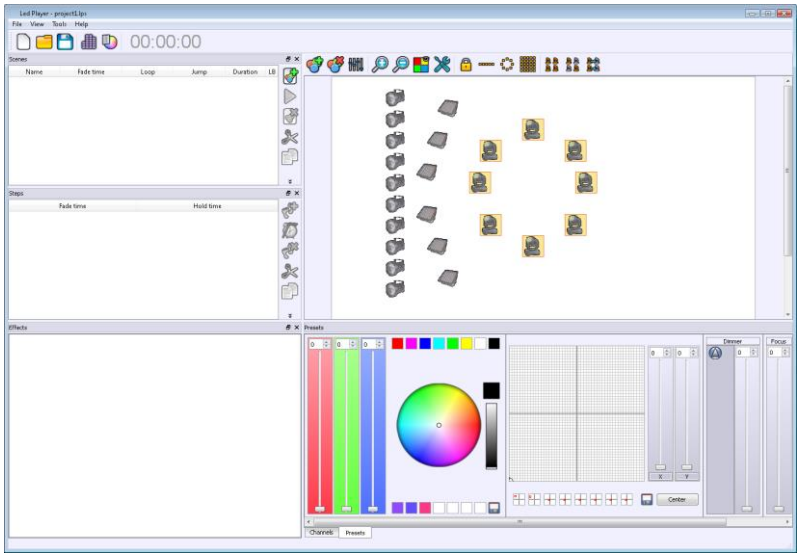
Refer to the **How To patch Profiles** user manual and follow the detailed instructions. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

1.9. Confirming and Validating the Patch

When the Profiles and DMX addresses match the lights this means that the Patch is confirmed. The software uses the Patch information to generate powerful functions that will help you to create your show in a very short time.

All the profiles appear in the Editor Window and their light beam shapes are shown in the 2D Editor area so it is possible to have a complete view of the project from the 2D software area. When you select fixtures from the 2D area, the fixtures' dedicated channels appear below.

After successfully patching profiles and becoming familiar with the software commands and controls you can start to program your show. The software uses a very user-friendly method and powerful functions to create the scenes and the programs of the show.



Editor mode after Patch

A good Patch with good profiles is the basis of good programming. When the profiles match your fixture perfectly you will save time programming the show and the final visual result will be incredibly improved.

Refer to the **How To Patch Profiles** user manual and follow the detailed instructions. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

1.10. Creating Steps, Scenes and Programs

This chapter describes how to easily and quickly create Steps, Scenes and Programs with the software.

Steps, Scene and Programs are the basis of the DMX programming. You must understand what there are and what they can do before programming your show. They will make your show unique by using customized programming.

Before continuing to read the manual it is important to know everything about the words used and their meaning. The software uses Step and Scenes, but they could also be called Scene and Programs. Below are some explanations.

Scenes

Name	Fade time	Loop	Jump	Duration	LB
Scene 1	00m 00s 000	Always loop		00m 03s 840	☑
Scene 3	00m 00s 000	Always loop		00m 00s 000	☑
Scene 4	00m 00s 000	Always loop		00m 00s 000	☑
Scene 5	00m 00s 000	Always loop		00m 04s 000	☑
Scene 6	00m 00s 000	Always loop		00m 00s 000	☑
Scene 7	00m 00s 000	Always loop		00m 00s 000	☑
Scene 2	00m 00s 000	Always loop		00m 01s 000	☑

Steps

	Fade time	Hold time
1	00m 00s 000	00m 01s 000
2	00m 00s 000	00m 01s 000
3	00m 00s 000	00m 01s 000
4	00m 00s 000	00m 01s 000

Steps and Scenes

Step

A Step is a memory that can record a fixed DMX level per channel. Each step can record 512 channels or more per time, depending on how many DMX universes you are using. For example, if

you connect 2 interfaces you will have 2*512 channels available (1024). So each step has the capability to record 1024 (2*512) DMX levels. Steps also include a Hold Time and a Fade Time.

The Hold time is the duration that steps maintain the DMX level for each channel.

The Fade Time is the duration that steps take to reach the DMX level for each channel.

For example, a step with channels 1, 2 and 3 set to level 255, a hold time of 2 seconds and a fade time of 5 seconds will play like this: The starting DMX values are 0 so the DMX level will fade from 0 and reach 255 within 5 seconds then the step will maintain the level 255 on the 3 channels for 2 seconds.

It is possible to combine several steps and create them one after one. You can create a list of steps. Some traditional DMX desks use the word Scene instead of Step. But the functions and the results are exactly the same.

Scene

A Scene is a list of steps, they contain a suite of steps that are played consecutively. Scenes have different functions than steps, they cannot record DMX levels so they must use the steps for that. Consequently, Scenes must contain at least one step to be operational. In fact, when you play Scenes, you are playing the steps that are contained in the scene. Some traditional DMX desks use the word Program instead of Scene. But the functions and the results are exactly the same.

Program

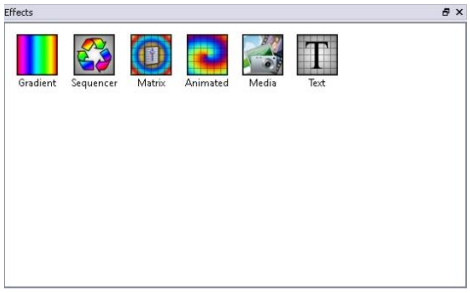
A Program is the same as a Scene. We can use the 2 words for the same functions and the same results. A show is created with a suite of scenes so consequentially a suite of steps that contain the DMX level fixed by the Preset on the selected fixtures.

Refer to the How To create Scenes and Programs user manual and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).

1.11. Creating Scenes with the Effects Engine

The software includes an effects engine generator with different type of incredible effects. Each effect will produce different visual result.

The effects list appears when you select fixtures from the 2D Profile area. The software will automatically show the available effects depending on the fixture channels and functions. For example you have more effects for a Matrix and a light with Pan and Tilt or RGB channels.



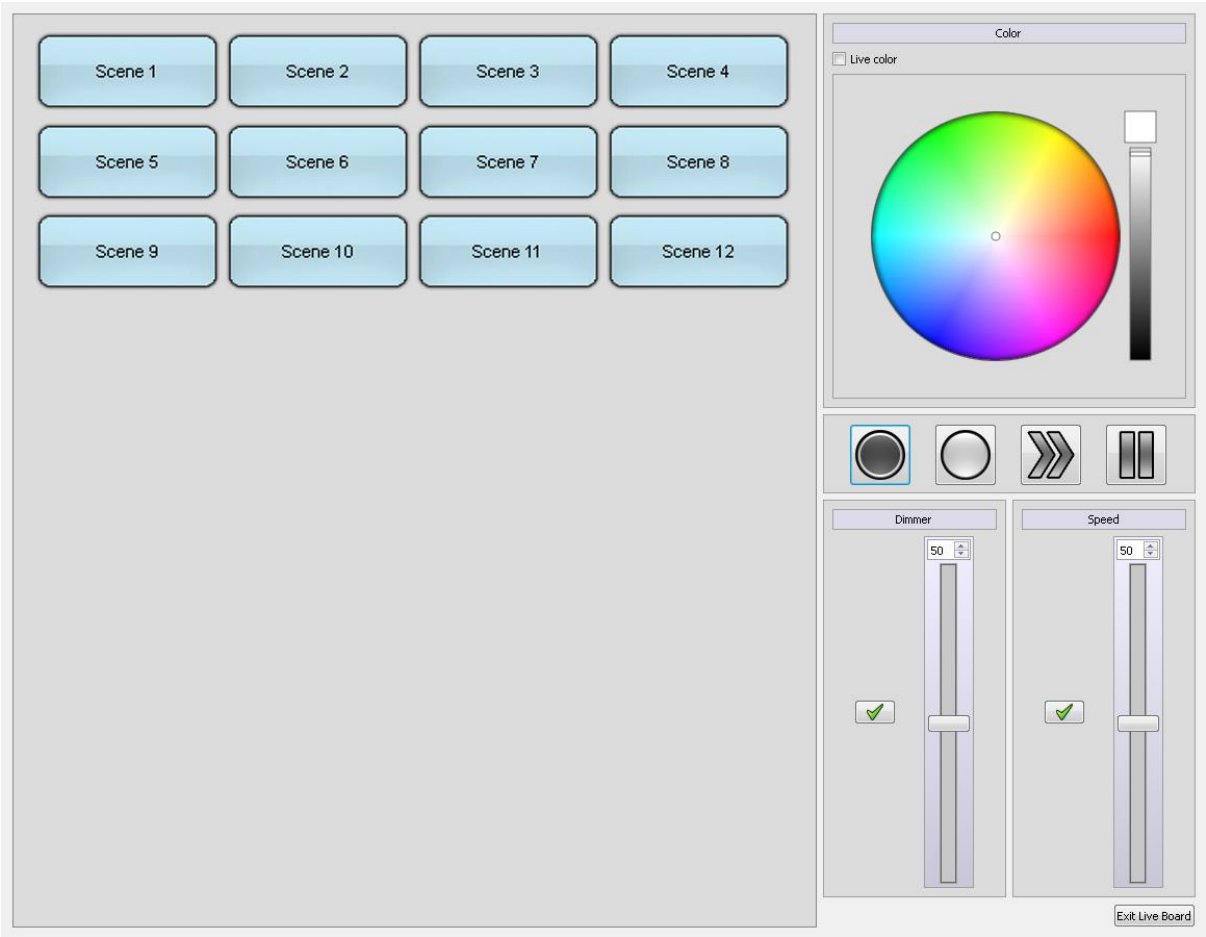
List of Effects

Refer to the **How To use the Effects Generator** user manual and follow the detailed instructions. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

1.12. Live Board Mode

This chapter describes how to quickly use the Live board to trigger scenes, programs and sequences and how to easily take control of the Live Board commands.

When all your steps are created and your scenes are configured with the Editor mode you can play them and trigger them directly with the Live Board mode. This mode gives you some additional basic functions like the Color Picker Palette, Black Out, Full White, Pause, Next Scene, General Dimmer and the speed controls.



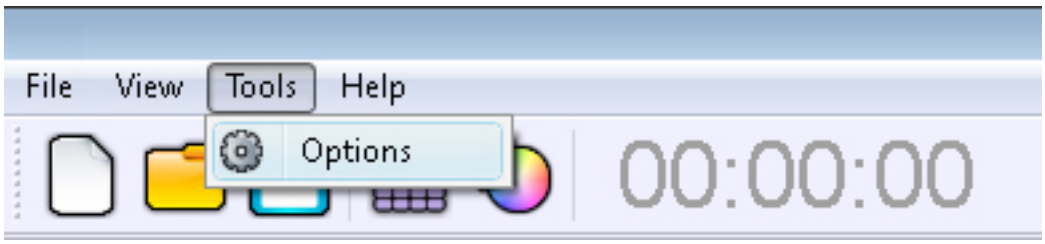
Live Board Mode

In Live Board mode each scene is shown as a button that can be turned on or off. The software can play only 1 scene at a time as in the Stand Alone mode.

Refer to the **How To use the Live Board** user manual and follow the detailed instructions. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

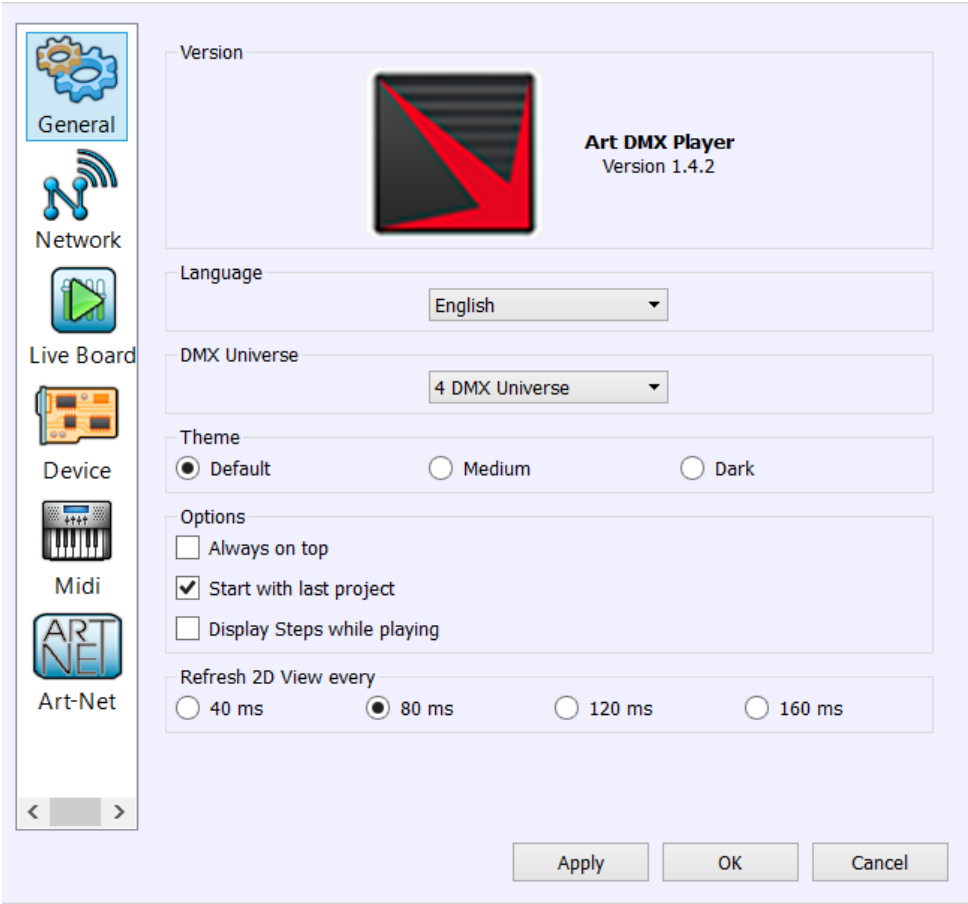
1.13. Advanced Options

This chapter describes how to quickly and easily use the software Advanced Options. They have multiple benefits and will allow you to configure the software as you wish. The options window is available from the Tools menu of the Editor mode. Select the Options link to open the window.



Open the Advanced Option Window

By clicking on one of the options window images you are able to configure the Live Board, the Editor mode and the Hardware Devices. The option window is important because it offers more professional and advanced possibilities for the software.



Advanced Options of the software

Refer to the **How To use the Advanced Options** user manual and follow the detailed instructions. All manuals are downloadable and are included in the **Manual** directory of the CD ROM under PDF format (Mac and PC).

2. How to Patch Profiles (Libraries)

This chapter describes how to easily and quickly Patch fixture profiles with the included software Patch Manager.

Patching fixtures means assigning a DMX Channel value to various software profiles. The value can be chosen from between 1 to 512 of the universally available channels. Any DMX light show, including shows designed with the software, sends data to the lights using up to 512 separate channels. The DMX Channel Number assigned to a light in the software must match the DMX address on the light itself.

You must start the software before you begin patching profiles and make sure you have some profiles available.

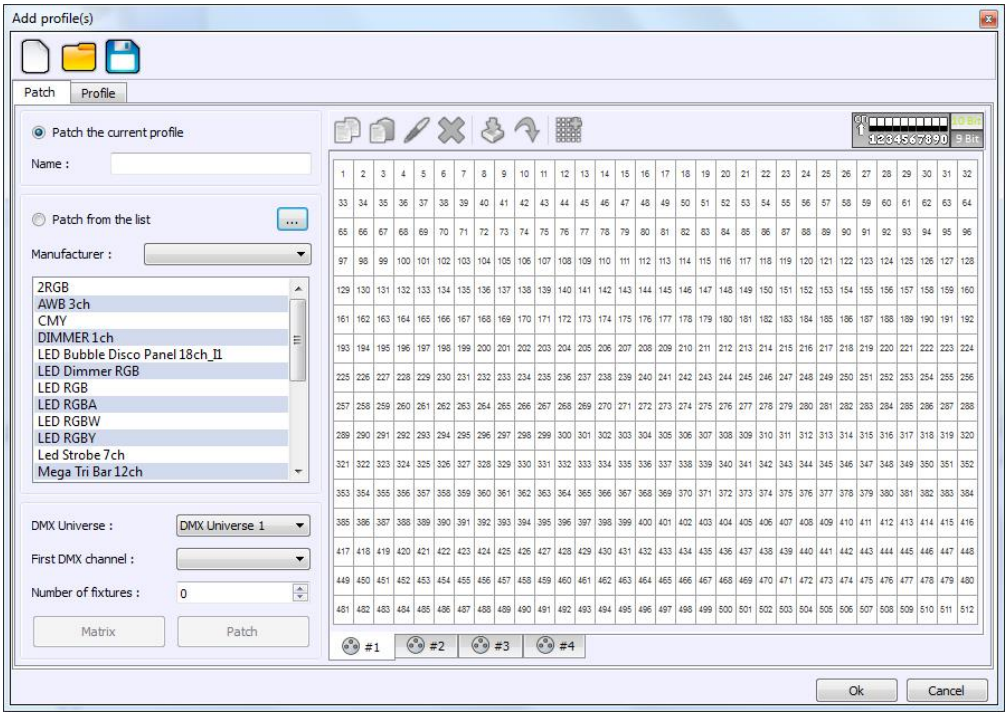
2.1. Opening the Patch Manager

After starting up the software click on the Add button to open the Patch Manager. The Add function is the first button on the left of the 2D tool ribbon.


Or


Add Buttons

The Patch Manager will appear and you can update the Patch in this window.



Patch Editor page

The Patch window is divided into 2 parts. The left part is for Profile configuration and profile information. The right part is for the effective address of the profiles. The DMX Channel Number assigned to a profile (light) in the software must match the DMX address on the light itself.

2.2. Adding Profiles to the Patch

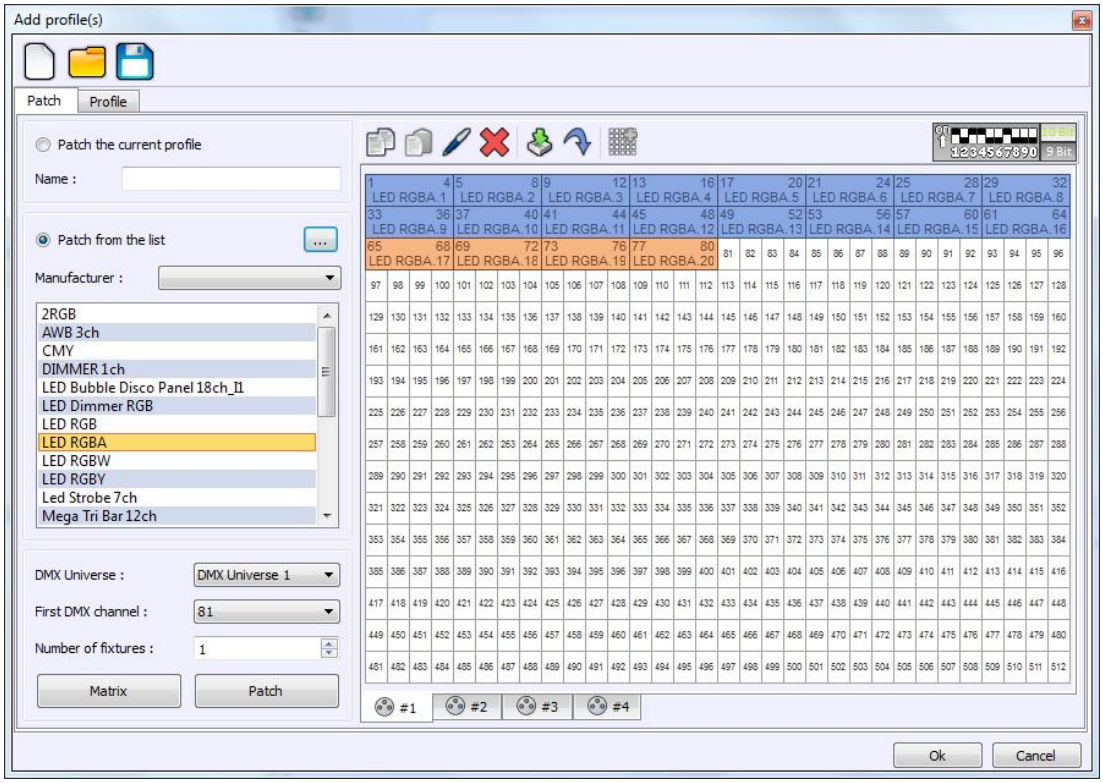
There are 2 ways to add profiles to the Patch of 512 channels and organize your patch to match the actual physical fixture channels.

Patch Profiles from the List

You can add existing profile files that have been saved on your hard drive.

In the left part of the window:

- Choose the option Patch From The List (selected by default)
- Choose a manufacturer from the Manufacturer field or select the dot for standard RGB fixtures. A list of available Profiles will appear
- Choose a Profile from the list (for example Led Dimmer RGB)
- Below the list, choose the DMX Universe that you want to use for that patch (the profile will be added to the 512 channel of the chosen universe)
- Choose the First DMX Channel value
- Choose the Number Of Fixture to add to the patch



Patch Profiles

Then you can use the Patch or Matrix button to add the profiles in the project. In the above example, we have chosen 20 fixtures RGBA. The first light starts with address 1 and the other 19 profiles use the following available DMX addresses. It is not possible to patch several fixtures on the same

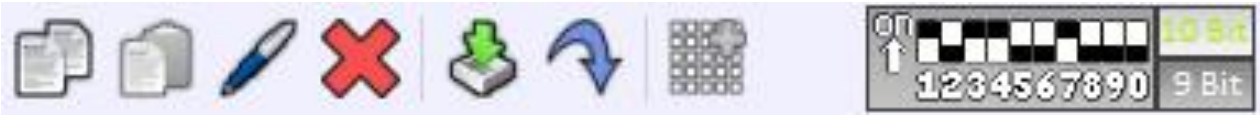
channel. If the channels are busy, you cannot patch a new profile on the used channels. You can use the key CTRL and SHIFT for an advanced selection. Just Click on Ok button to confirm the Patch.

Patch Profile from the Profile Editor

You can add a freshly created profile by using the Profile Editor. If you want to create a profile just refer to the manual **How To Create Profiles**. Then choose Patch The Current Profile and choose the different options located below the list. (DMX universe, First DMX channel, Number of Fixtures).

2.3. Available Patch options

At the top of the right window (512 addresses) you have all the available options. They are only active if you select one or several fixtures that have been dropped in the right part of the DMX table.



Patch options

Possible actions:

- Copy a profile in the 512 channel grid
- Paste a Profile in the 512 channel grid
- Rename a profile in the DMX grid
- Delete a profile from the 512 channels
- Import a profile from the Profile Editor
- Update a profile from the profile list or from the current profile. (To update: select a profile from the grid section and its equivalent or updated profile from the list, the details of the profile will appear in the Profile tab)
- Update a Profile with a new one from the Profile Tab. You can Edit your profile, correct and update it. The new profile must have the same number of channels to replace the old one
- Edit and update a Matrix Lighting configuration. Select 1 light of the matrix
- Display the DIP SWITCH starting DMX address values (10 or 9 bits) of the selected fixture
- Invert the Pan and Tilt channels by right click on the Profil

It is only necessary to perform the actions that will serve your patch option requirements.

2.4. Updating Profiles in the patch

You can update a profile dropped in the patch area with another profile. The new profile need to have a matching channel number. You can modify profiles with the profile Editor (Profile Tab) and update it in the patch area. It is possible to update from the current profile. Select the profile that needs to be updated in the right area, then Edit it and update it from the Profile Tab. Return in the Patch Tab and replace the selected Profile with the one updated.

2.5. Changing Profile DMX addresses

The DMX Channel Number assigned to a light in the software (patch) must match the DMX address on the light itself. The profile channel features must also match the light itself.

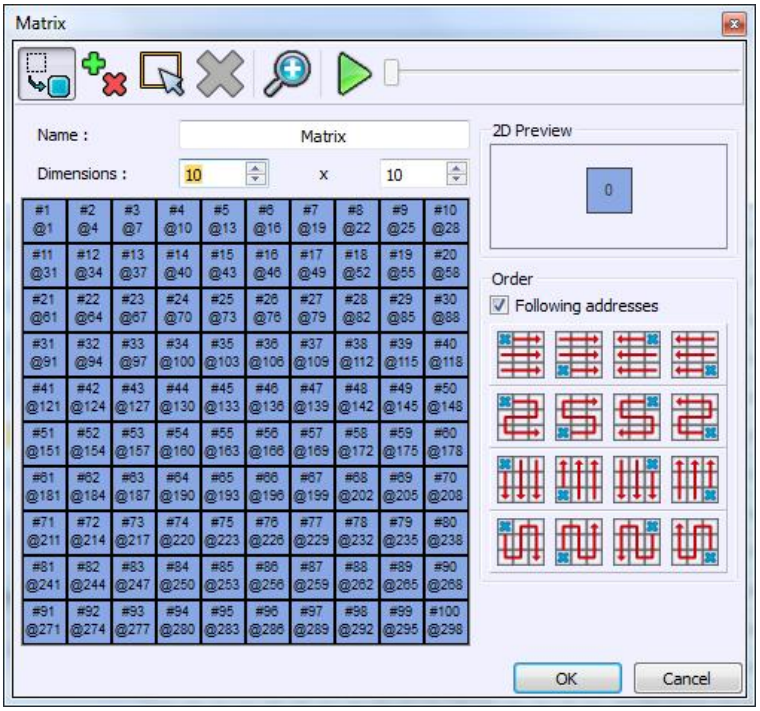
You can drag and drop a profile from the right part to a new DMX address. Select one or several profiles (they will be highlighted in orange), then move them to a new DMX address. If you create scenes and programs, the address modification will be applied directly to each scene and program. In this way your show content will manage all the new addresses in an easy and timely fashion.

2.6. Creating a Matrix of Lights and ordering the cells

You can setup your lights as a matrix. This configuration will give you more options to generate visual effects with the program generator that is included in the editor mode. The Matrix option is mainly for the LED RGB lights, but it can be use with Dimmer too.

The Matrix Editor has been created to allow users to create any possible matrix and pixel configuration. If the installation is fixed and you are not allowed to change the DMX address physically, our tool can reproduce exactly the same patch and DMX wiring.

Select a Profile from the Current or from the List, then choose the Matrix option to open and setup the matrix. You need enough free DMX channel to create a large matrix.



Matrix Editor

You can choose the Name and the Dimensions of the matrix. For the matrix Dimensions, the first value is the number of columns and the second value is the number of lines. If you change one of the values, the number of cells will be automatically updated. In the above example there is a configuration with 10 columns and 10 lines.

You can choose a logical Order for the DMX addresses of the selected pixels of the matrix (Profiles) or for all the pixels. There are16 possible configurations (from left to right, right to left, up to down,

etc...), choose the one that matches your light order (selected or global). After selecting a configuration, all the DMX addresses will be changed to match the chosen configuration.

You can use the selection option to choose some of the pixels to delete them or reorder them with the logical ordering tool. By activating the Following Address option and choose a logical Order, you will order the pixel and cell addresses consecutively from the lower address until the following one. For example, if you select 6 pixel of 3 channels with the DMX address 5, 8, 15, 18, 25, 28. The Following Address option will exchange the cells to order them like this 5, 8, 11, 14, 17, 20 and will take the 3 following channels each time.

2.7. Matrix Editor Options

The Matrix Editor provides some additional functions for modifying and checking the matrix order. They are located at the top of the Matrix Editor window.

Matrix editor options

You can (from left to right):

- Invert 2 cell positions of the matrix and their DMX address
- Delete or add a cell of the matrix
- Select a part of the matrix
- Remove lights from the matrix
- Zoom in and out to see the cell beam of the matrix
- Play a general test to check your matrix configuration

Simulate and check DMX addresses

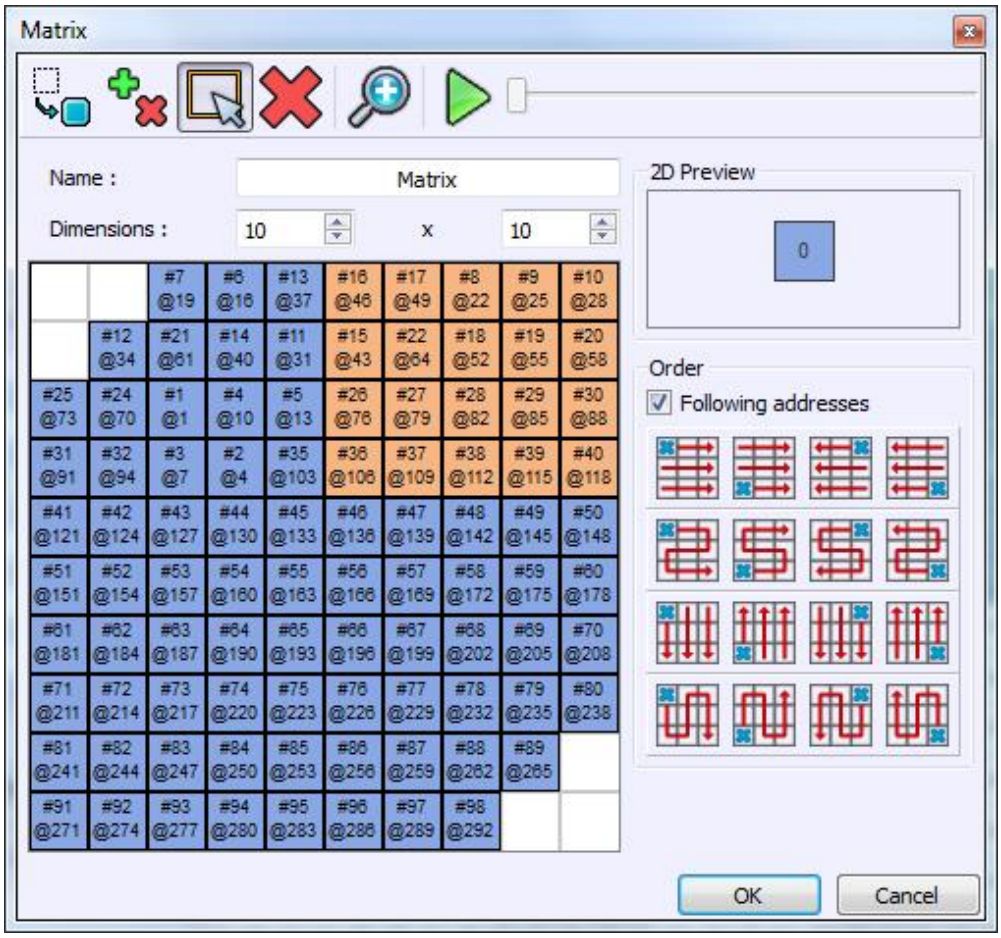
When you use the Play option, your lights will turn on automatically one by one according to the order you have set them up. With this option you can check if your DMX Patch matches the lights themselves. The opening beam option will depend on the Default DMX Preset of each Profile channel. The Dimmer, Shutter and iris channels must have a correct default preset. For RGB, each channel will be set to their maximum intensity.

2.8. Modify manually the Cell DMX addresses of the matrix

You can reorganize the matrix with a simple drag and drop from 1 light position to another. The light position order in the matrix and the DMX channel of the light will change. This is very useful in case some mistakes appear on the installation and you need to switch several fixtures.

When you use the Remove option, you can delete fixtures from the matrix configuration. You must select the fixture that you want to remove with the Select option. Then you can create a hole in the matrix field and free some channels. To re-use the free channels, click on one of the 16 Order configuration to change the DMX addresses of the fixtures. When the fixture DMX address has changed the newly available addresses will be automatically reassigned to the fixtures following on in sequential order. You will then have more channels available after the matrix and should you wish you can decide to increase the size of the matrix and add more fixtures. The Software can manage up to 32 DMX universes in a matrix.

The main advantages here are that you can increase the size of your matrix when you use the free channels and you don't need to change the DMX addresses one by one.



Remove or Order cells and pixels from matrix

2.9. Updating and modifying the Patch

You can change and update the patch anytime you want to remove, add fixtures or change their DMX addresses. Click on the ADD button of the 2D toll ribbon to open the Patch manager again and make modifications. The changes will appear in the 2D area of the software after confirmation of the new patch.

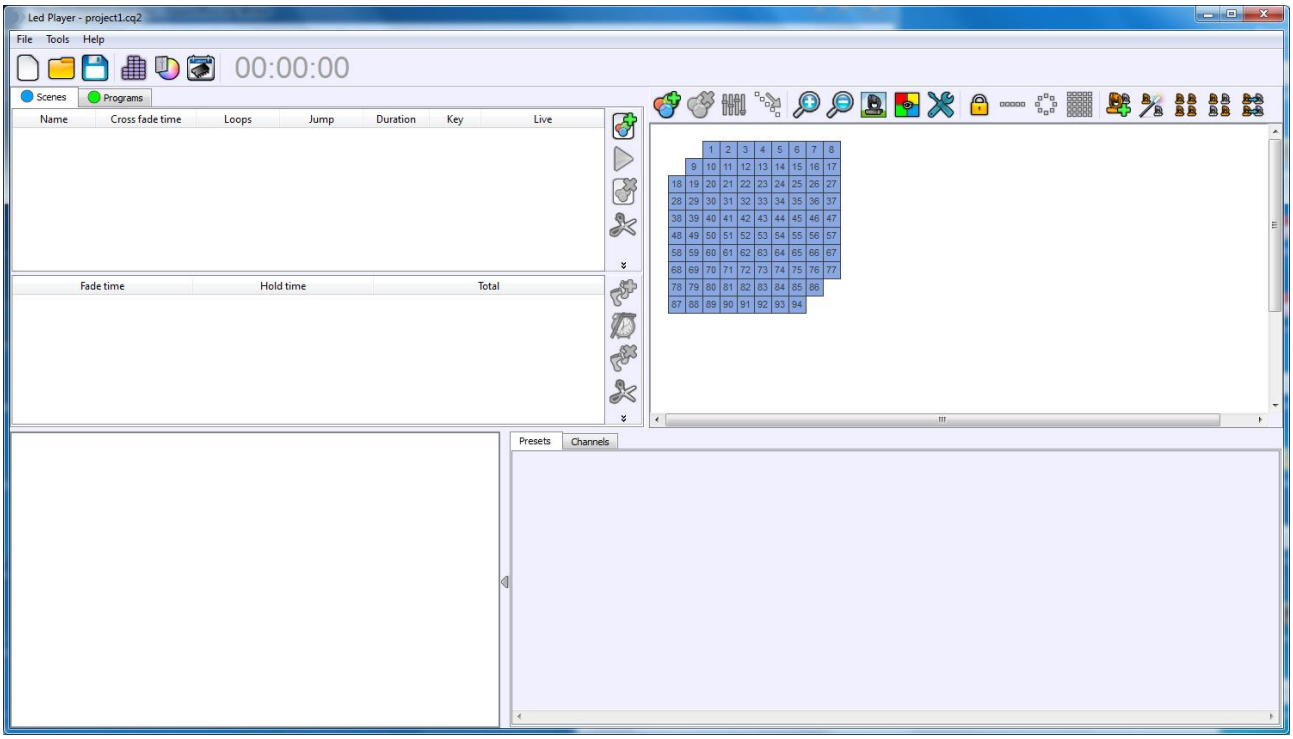
If you have created several scenes and you decide to chance some DMX addresses, then the content of your scenes and program will automatically move to the new DMX addresses.

2.10. Patch Consequences in the software

When the Profiles and DMX addresses match the lights, you can confirm the Patch and click OK. The software uses the Patch information and generates powerful functions that will help you to create your show in a very short time.

All the profiles appear in the Editor Window and their light beam shapes are shown in the 2D Editor area, so it is possible to have a complete view of the project from the 2D software area.

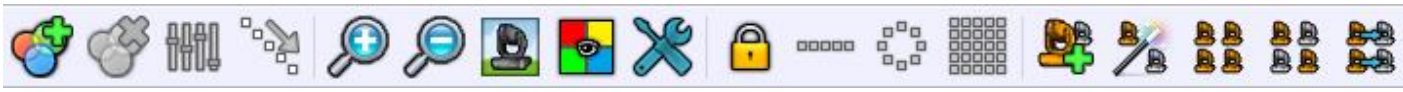
Now the software is ready to work and program your show. When you select fixtures from the 2D area, the fixtures dedicated channels appear below.



Patch result

2.11. 2D Graphic area

The 2D graphic area displays the light profiles. The 2 default actions of the mouse are to select fixture profiles with a left click and change the position of the selection in the 2D area. To change position, left Click and hold it then move the selection somewhere else. Additional options are possible in the 2D ribbon (P. 3), the functions of the icons from left to right allow you to:



2D Area Options

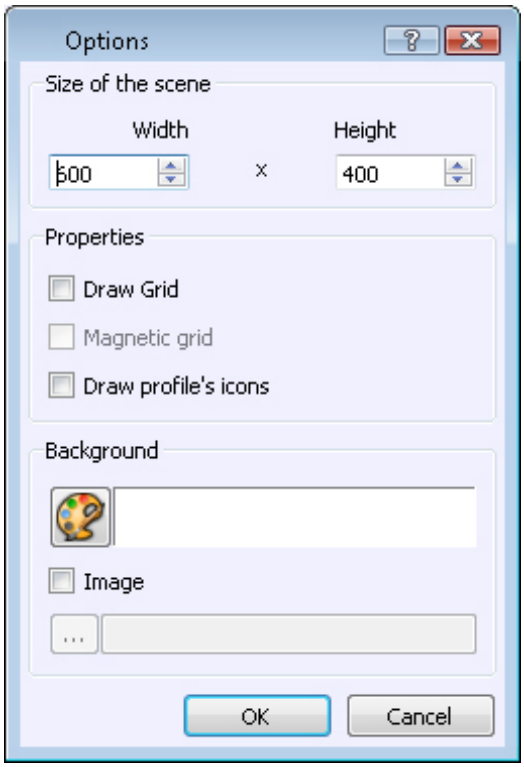
- Add a new fixture to the project or change the Patch and DMX addresses
- Remove the selected fixtures from the project
- Set a Default DMX Level on the selected fixtures. The channel default levels are the ones set in each profile. You can quickly open the beam, turn on the lamp and set the fixtures to center position.
- Change the Item order of the Light (useful for the effect generator to define the order of the sequence to generate)
- Zoom In on the fixtures to have a more visible profile of them
- Zoom Out on the fixtures to see their technical details and DMX features
- Draw Colors and display the light beam color or intensity of the fixtures
- Change the display of the selected light by type or by details
- Open the Options windows and change the parameters and the appearance of the 2D area. The options are described later on in this user manual
- Lock the fixture position so only the fixture selection is allowed and the fixture will not move in the 2D area

- Set Selected Fixture In Line
- Set Selected Fixture In Circle
- Set Selected Fixture In Matrix, defining columns and lines
- Add a shortcut keys to the current selection. You can recall or deselect the selection by using the F1 to F12 keyboard keys
- Magic selection, select all the fixtures used in the current step of scenes and programs
- Select All
- Select 1/2
- Inverse Selection

2D area options

Click on the Option button and the window will appear. Then you can:

- Change the Size Of The Scene, decrease or increase the Width and Height values of the 2D area. When you use a lot of fixtures for a project it is necessary to update the size to see all the profiles.
- Draw A Grid on the 2D area to display a regular grid on top of the 2D zone
- Magnetize The Grid and help position the profiles within the area
- Draw Profile's Icon to display the picture of the fixture instead of the light beam shape. You can choose the picture in the Profile Editor then you must update the profile to change the fixture image.
- Change Background color and select a new color from the color palette
- Add an Image to the 2D area background, you can display a view of a stage or room and position all the fixtures in their respective locations.



2D View options

Click OK to apply the modifications.

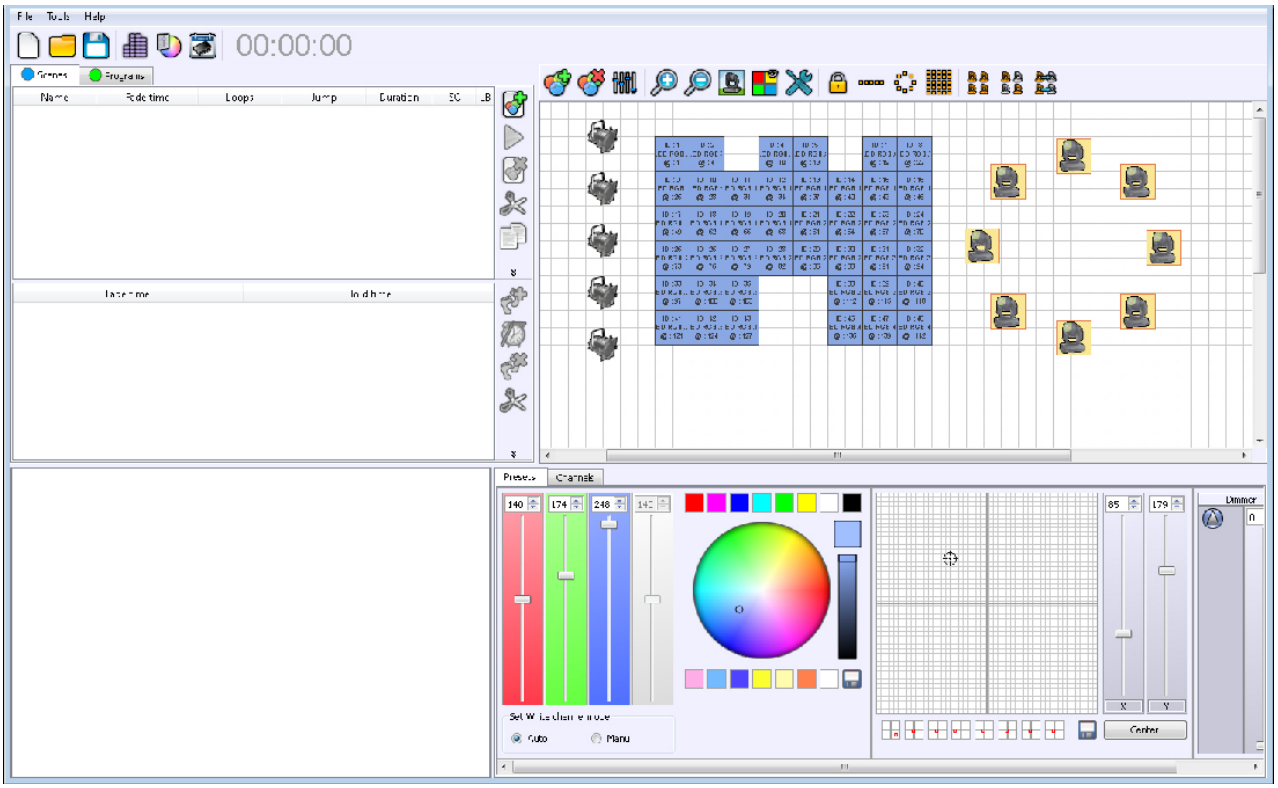
2.12. Fixture selection

In the 2D area you can select the fixtures from their displays. Left click on a fixture to select it or left click on several fixtures to select them.

You can also left click anywhere in the area and hold it to select several fixtures at a time. When you select one or several profiles from the same type their channels and Presets will appear in the Preset Window and below the 2D area. You can see all the profile channels that you defined earlier using the Profile Editor.

If you select 2 or more different fixtures that use a different profile then the software will only display the common channels. For example, if you select 2 different fixtures with a RGB function, the software will show the RGB Color Palette. If the 2 fixtures have both a Pan and Tilt option, the software will display the Pan and Tilt Palette. If they both have a dimmer, the software will show the dimmer. But if only one of them has the RGB the software won't display the RGB Color Palette and so on for the other channels. The common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan, Tilt, Dimmer, Focus, Iris and the Zoom.

You can deselect all of the profiles by clicking on the 2D area. When you have locked the position of the fixture in the 2D area, you can deselect the fixtures by clicking on them a second time. DMX level and preset values are activated only on the selected fixtures in the 2D area. Make sure that you select the right fixture every time.



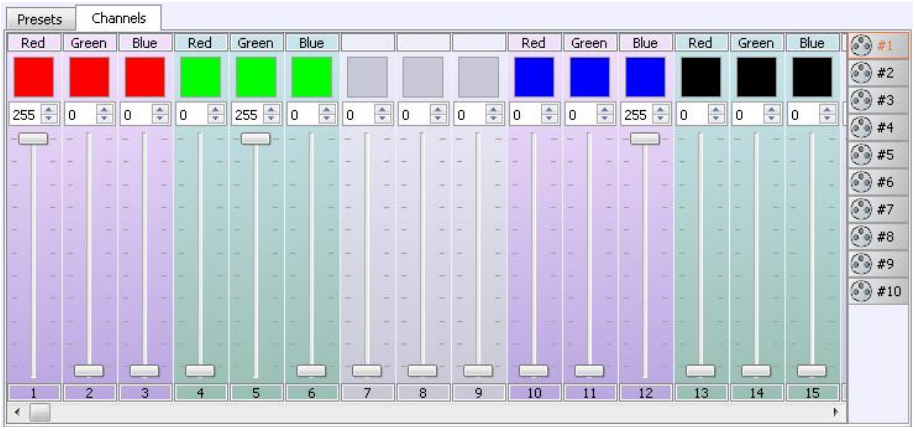
Fixture position and location in Editor

2.13. Channels and Preset window

Below the 2D area there is the window for DMX controls. You have 2 possible types of direct control.

CHANNEL mode

The first one is the Channel mode and uses a traditional cursor table for each of the 512 DMX channels.



DMX Cursors Control

Click anywhere on a cursor level to assign a DMX value to the channel. The DMX value is displayed in the DMX field located above the cursor. You can adjust the DMX value by scrolling with the mouse or with the DMX field.

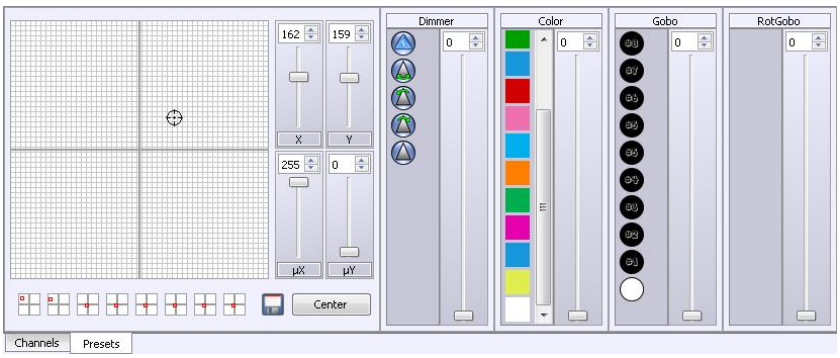
Above the DMX field there is a picture which shows the current preset selection. When you right click on the image a list of possible DMX levels and images are displayed, these are the presets and you define them with the Profile Editor. When you select a preset from the list its DMX value will be applied to the cursor. A complete and accurate list of presets is the base of a good show.

At the top of the cursor area there is the name of the channel that has been set using the Profile Editor. At the right of the cursor window you can see the Universes selection. The software can manage 4 DMX universes of 512 channels each, so users have the possibility to switch from 1 universe to another.

There are 2 colors on the channels to distinguish the odd and even fixture channels.

PRESET mode

The second control (default one) and the most important is the Preset mode. It is the default mode used by the software. It uses cursors with DMX presets and powerful tools like the Color Palette and the Pan Tilt Palette.



DMX Preset Control

The software displays all the profile channels. Each channel has a main cursor and a list of presets that is located on the left hand section of the main cursor. Each preset has a default DMX value, clicking on a preset will automatically affect the DMX value. This action saves time because you don't need to search for the exact DMX value every time. When the preset is selected, the main cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset image a second time to deselect it and return to the DMX value 0.

RGB Color pallet

The software has a Color Palette for the RGB, RGBW, RGBA and CMY profile channels. The color palette can save customized color; select a neutral color item, change the color from the palette and click on the save image then you can recall the colors or modify them.

Pan Tilt movement Pallet

The software has a Pan and Tilt Palette for the Pan, Tilt, fine Pan and Fine Tilt profile channels. The Pan and Tilt Palette can save some XY positions, select an item position, change the Pan and Tilt values on the palette and click on the save image. You can recall and modify the recorded positions anytime you want.

If no fixtures are selected, the presets are not displayed and the preset area is empty.

The Preset mode can automatically manage the DMX universes. You do not need to switch from one DMX universe to another one like in the Chanel mode.

2.14. Creating Scenes and Programs

After successfully patching profiles and becoming familiar with the software commands and controls you can start to program your show. The software uses a very user-friendly method and powerful functions to create the show. Just refer to the user manual **How To Create Scene And Programs** for perfect programming.
Now you are able to create and update your DMX patch and use the control mode. A good Patch with good profiles is the basis of good programming. When the profiles perfectly match your fixture you will save time programming the show and the final visual result will be incredibly improved. It is now time to find out how to create scenes, programs and sequences.

3. How to save Scenes in Memory

This chapter describes how to quickly and easily write scenes and their content into the internal memory of the Stand Alone interfaces. The software has a specific Stand Alone mode to set up the interface parameters, change content and choose scene triggers. The software must be running and several scenes created before you can open and use the Stand Alone mode functions.

3.1. Scene preparation with the Editor Mode

Creating scenes is carried out using the software's main mode, the Editor mode. The content of each scene must be defined and programmed with 1 or more steps (each Step contains DMX values for the activated channels). See the LED Player manual for more information on setting up steps and scenes. The software will only save the scenes and their content in the memory of the Stand Alone interface. Programs will not be saved. You can record the steps and their content, scene fade time, scene loop number and jump to scene information.

The Editor mode can be used to program the scene content, give a simulation of the show and confirm it before it is saved in the interface memory. Programs cannot be saved in the memory because they don't use the Jump to option.

Simply refer to the user manual **How To Create Scenes And Programs** and follow the instructions to create scenes swiftly and easily.

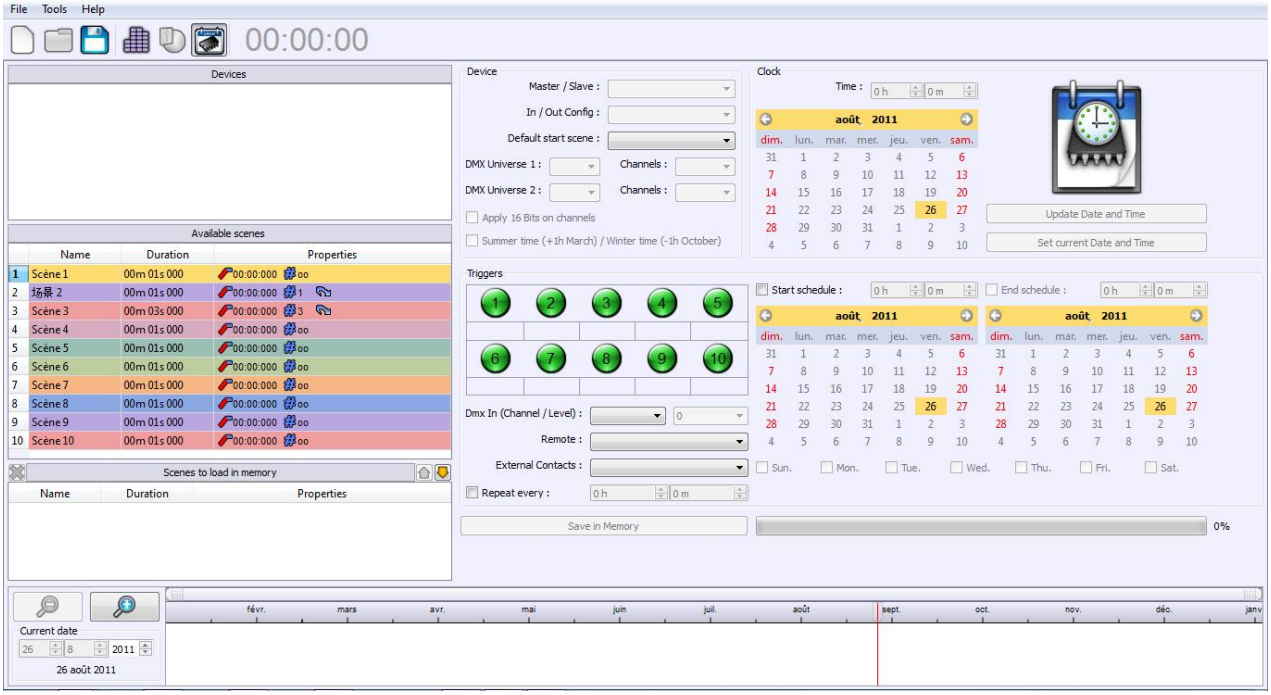
3.2. Opening the Stand Alone Mode

After starting the software, open the Stand Alone mode by clicking on the Stand Alone mode button located on the main tool bar. The Stand Alone mode is the last icon on the right of the main tool bar.

Main tool bar

The Stand Alone mode will appear and show all available functions. All the options displayed in this mode are only for use with the Stand Alone mode and therefore cannot be used with a computer.

3.3. Description of the Stand Alone mode



Stand Alone mode window

At the top left of the screen is the list of interfaces connected to the computer.

At the centre left of the screen is the scene list created using the editor mode.

The last window on the bottom left of the screen is the list of scenes that can be written into the interface memory.

At the top right of the screen is the interface clock. It shows the time and date of the selected interface. You can modify the minutes, hours, days, months and years. The interface clock can be updated using the current time and date of the computer, simply use the option: Set current Date and Time.

At the centre right of the screen are all the scene trigger functions.

At the bottom of the screen is the graphical time line that can simulate and display the yearly, monthly and daily time triggers.

3.4. Stand Alone parameters of the connected interfaces

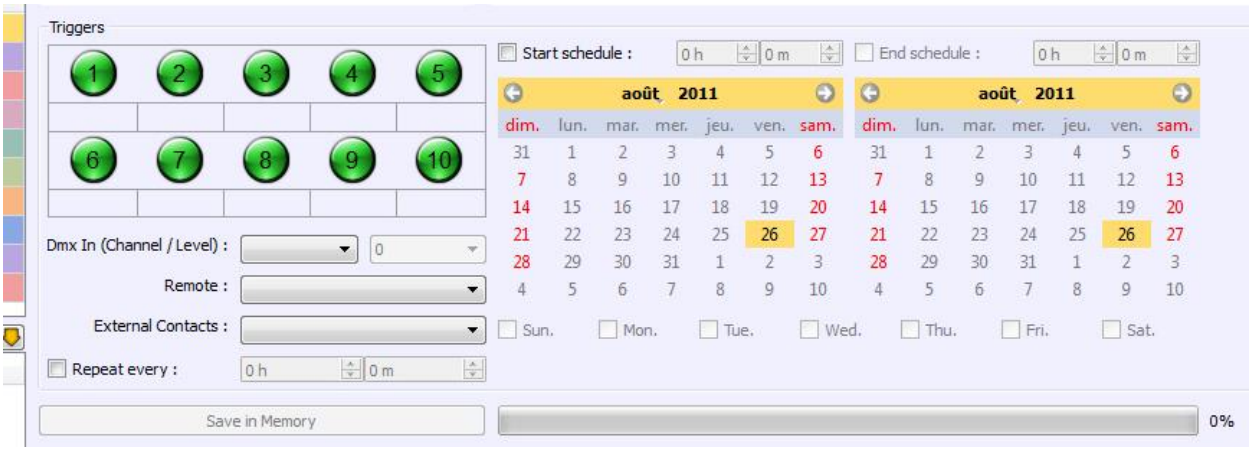
Interface Stand Alone parameters

In the Stand Alone mode, the first options, under Device, manage the configuration of the selected interface.

The list of the connected and detected interfaces is found at the top left of the screen (Device). The interfaces without Stand Alone options are displayed here too. On the right of the list are the interface parameters. Select one of the interfaces from the list to modify its configuration and parameters. It is possible to:

- Select the Slave/Master mode when using several interfaces.
- Change the In/Out configuration of the XLR when using 2 DMX Universes or when triggering scenes via the DMX signal of another controller.
- Select the Default Start Scene. The scene selected from the list will play automatically after powering up the interface (with USB or external power supply). If no scene is selected, the interface will play scene 00 and send the value 00 to the fixtures (Black Out).
- Choose the Universe: This connects the DMX universes to the interface outputs and optimises the storage capacity of the controller. You can choose the number of activated channels for each DMX universes.
- Apply the 16 Fine bit_option to the channels to allow the interface to calculate the DMX signal as a 16 bit micro channel signal. Use the DMX Patch to set up the 16 Bit channels.
- Activate Summer/Winter time if the country has an energy-saving policy and add or remove 1 hour every 6 months. This can be configured in advance for up to 16 years.
- Update the dates of the Summer Time / Winter Time for the coming years.
- Update the internal Time and Date of the interface manually.
- Update the internal Time and Date of the interface with the current time.

3.5. Stand Alone parameters for Scenes



Stand Alone parameters for Scenes

The list of Scenes is found below the interface list. Scenes which do not contain steps will not be displayed in this list. The list gives the name and time of the scenes and their advanced options:

- Scene Fade time duration
- Loop number
- Jump to another scene value
- All Triggers associated with the scene

The options located to the right of the scene list are for defining all the scene trigger actions and the Stand Alone interface memory.

After selecting one of the scenes from the list you may trigger it by:

- LED mechanical button. Drag and drop the scene on to the button to assign the trigger and the button to the scene.
- DMX In signal coming from another DMX control Device.
- Infra-Red remote control unit (Optional).
- External contact closure.
- A repeat time.
- A Date and Time
- One or several days of the week.

3.6. Description of Advanced Stand Alone parameters

Master / Slave mode

When using this function the interface under slave mode will strictly follow all the trigger actions and the clock generated by the Master Interface. The Master interface will control all the slave interface triggers and generate a synchronization signal to guarantee the show is executed well. Only 1 interface can be used as the Master. The slave interfaces will have the same number of scenes and the same number of steps as the Master one. All the interfaces must be programmed at one time.

How do I define the master/slave interface?

In the Stand Alone mode select one interface from the list of devices. You can choose the Master option from the Stand Alone parameters of that interface. Only 1 master is allowed, meaning the other interfaces will automatically be under Slave mode. The software will arrange the list of interfaces by ascending order of the interface serial numbers. For example, if you have the interface serial 20 and 55, the first one showed in the list will be serial 20.

Stand Alone Input and Output configuration

It is not possible to change the In/Out configuration of an interface with 512 channels or less. Their configuration is fixed to Output mode only.

The In/Out configuration modification is only possible with 1024 channel interfaces (2x512). You can choose the double output configuration or the in and Out configuration. In the second case, the second DMX is configured like an input and will receive a DMX signal instead of sending DMX data to the lights.

Choose DMX Universes and the number of activated output channels

The Stand Alone interface has a fixed memory size. Scenes and Steps use the memory capacity. Step size is based and depends on the number of activated output channels. The more activated output channels the larger the step size and smaller the memory capacity. The memory does not record any of the DMX channels which are over the indicated channel number.

The software will choose the best channel number according to the DMX Patch configuration of the fixtures. This value can be changed manually.

LED switch mechanical button triggers

To assign a scene to a one of the interface's LED buttons and enable the trigger you only need to drag a scene from the list and drop it on one of the buttons. The scene name will be displayed under the button. The scene will automatically move to the List of scenes which can be recorded in the memory. You can assign 10 buttons to 10 different scenes (max of 255 scenes allowed). You do not have to respect the Scene order and number. For example, you can assign scene number 20 to button 1. You can create a sequence of several scenes where each scene is looping and can jump automatically to the following one. In this case you can assign a LED trigger button to the first scene of the sequence to trigger and play the beginning of the entire sequence.

DMX In triggers from an external DMX source

The DMX In trigger option works only in Stand Alone mode and only with the 1024 channels and 2 DMX Universe interfaces (2x512 and 2 XLR connector on the interface)

To use the DMX In trigger options the interface must be configured under In/Out mode with 512 channel Inputs and 512 channel outputs. In this case the second interface XLR connector (DMX B) can receive an external DMX signal and will work under DMX In mode.

For each scene you may choose a Channel number and a DMX value between 0 to 255 for DMX triggers.

When the interface receives a DMX signal, scenes are triggered when the DMX In signal reaches the DMX value of the dedicated channel or when the DMX In value is higher than the Trigger DMX value. The scene will stop when the DMX In value is lower than the Trigger DMX value.

It is possible to use several DMX In trigger values on the same channel to manage several scene triggers. For example, on channel 001, Scene 1 is triggered from DMX 50 to DMX 99, Scene 2 from DMX 100 to DMX 149, Scene 3 from DMX 150 to DMX 199, Scene 4 from DMX 200 to DMX 249 and Scene 5 from DMX 250 to DMX 255. Nothing is triggered from DMX 00 to DMX 49.

External Contact Closure triggers

This function uses Pins 1-5 of the second RJ45 connector of the Stand Alone interface. By connecting different configurations of pins 1-4 to pin 5, up to 15 different triggers can be assigned. See pages 19-20 for details.

Refer to the Datasheet file for further information and instructions on how to connect the wires to the RJ45 connector.

Infra-Red remote control triggers

You can connect an external IR receiver module to the Stand Alone interface. This optional product includes 2 IR remote control units and allows you to trigger scenes within a range of up to 20 meters. Remote controls are standard to each interface, so you can control several interfaces simultaneously with one remote control or control several different zones with the same remote control.

Refer to the Datasheet file for further information and instructions on how to connect the IR receiver to the RJ45 connector.

Automatic Scene recovery after power failure

The recovery only works for scenes with a repeat time or a Start and Stop time.

A scene which is in the interval between its Start time and Stop time can be triggered automatically following a power cut after the power has returned.

Scene recovery works in Stand Alone mode (without a computer): In the event of a power cut, the interface will have memorized which scene was being played before the power was cut off and it will restart the scene automatically just after the power returns.

3.7. All possible Time trigger scenarios

Repeat time

Scenes will repeat themselves without any additional Time Trigger information.

A repeat time is added to the selected scene (from 1 minute to 24 hours).

To activate the repeat time, the scene must be manually triggered by a trigger action (LED button, external contact closure, IR remote control or DMX In). The repeat time will also be activated if the same scene is triggered and replayed at another time.

The repetition will stop when another trigger action occurs or when the scene is stopped while it is playing.

The Scene loop number and the jump to another scene options will not cancel the repeat time, so it is possible to repeat a scene sequence.

For example, with a 5 minutes repeat time, the scene will restart automatically 5 minutes after it first started.

An activated scene or sequence with a repeat time can be recovered automatically after a power failure.

Start Schedule

Scenes will start and will be triggered using a chosen date and time.

A trigger schedule (Time and date) is added to the selected scene (minute, hour, day, month, and year).

Scenes will start exactly at the scheduled date and time.

The repetition will stop when another trigger action is performed or when the scene has finished executing its loop number.

Start Schedule + Repeat Time

Scenes will start on a chosen date and time and repeat thereafter.

A repeat time is added to the selected scene (from 1 minutes to 24 hours).

A trigger schedule (Time and date) is added to the selected scene (minute, hour, day, month, and year).

Scenes start exactly at the selected time and date.

Scene Repeat rules are the same and the activated scene or sequence with a repeat time can be recovered automatically after a power failure.

The repeat will stop when another trigger action is performed or if the scene is stopped mid-play.

Start schedule + Days of the week

Scenes will start and will be triggered from a chosen date and time.

A trigger schedule (Time and date) is added to the selected scene (minute, hour, day, month, and year).

One or several days of the week are added to the selected scene (Monday to Sunday). Days of the week are only available if a Start schedule is selected.

Scenes start exactly at the chosen time for each selected day. You may select a start schedule date from before the current date as only the scene week days and start time will be taken into account. (This also works directly after the interface has just been powered up).

Scenes stop playing when another trigger action is performed or when the scene has finished executing its loop number. However, the scene will restart again on each selected day of the week without fail.

Start schedule + Days of the week + Repeat Time

Scenes will start and will be triggered from a chosen date and time.

A trigger schedule (Time and date) is added to the selected scene (minute, hour, day, month, and year).

One or several days of the week are added to the selected scene (Monday to Sunday).

Days of the week are only available if a Start schedule is selected.

A repeat time is added to the selected scene (from 1 minutes to 24 hours).

Scene Repeat rules are the same and the activated scene or sequence with a repeat time can be recovered automatically after a power failure.

Scene rules for the week day triggers remain the same.

Scenes stop playing when another trigger action is performed or when the scene has finished executing its loop number. However, the scene will restart again on each selected week day.

Start Schedule + Stop Schedule

Scenes will start and will be triggered from a chosen date and time and will stop playing at a chosen Stop Schedule.

A trigger schedule (Time and date) and a Stop schedule are added to the selected scene (minute, hour, day, month, and year).

Scenes will start exactly at the chosen Start schedule date and time and will stop exactly at the Stop schedule date and time.

Scenes will stop when another trigger action is performed, when the scene finishes executing its loop number, when it is stopped directly or when it reaches the Stop schedule time and date.

The scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.

Start Schedule + Stop Schedule + Repeat Time

Scenes will start and will be triggered from a chosen date and time and will stop playing at a chosen Stop Schedule. The scene will repeat between the time intervals.

A trigger schedule (Time and date) and a Stop schedule are added to the selected scene (minute, hour, day, month, and year).

A repeat time is added to the selected scene (from 1 minutes to 24 hours).

Scenes will start exactly at the chosen Start schedule date and time and will stop exactly at the Stop schedule date and time.

The scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.

Scene Repeat rules are the same and the activated scene or sequence with repeat time can be recovered automatically after a power failure.

Scenes will stop when another trigger action is performed, when it is stopped directly or when it reaches the Stop schedule time and date.

Start Schedule + Stop Schedule + Days of the Week

Scenes will start and will be triggered from a chosen date and time and will stop playing at a chosen Stop schedule. The scene will repeat between the time intervals.

A trigger schedule (Time and date) and a Stop schedule are added to the selected scene (minute, hour, day, month, and year).

One or several days of the week are added to the selected scene (Monday to Sunday). Days of the week are available only if a Start schedule is selected.

Scenes will start exactly at the chosen Start schedule date and time and will stop exactly at the Stop schedule date and time.

Scene rules for the week day triggers remind the same.

The scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.

Scenes will stop when another trigger action is performed, when it is stopped directly or when it reaches the Stop schedule time and date.

Start Schedule + Stop Schedule + Week Days + Repeat Time

Scenes will start and will be triggered from a chosen date and time and will stop playing at a chosen Stop schedule. The scene will repeat between the time intervals.

A trigger schedule (Time and date) and a Stop schedule are added to the selected scene (minute, hour, day, month, and year).

One or several days of the week are added to the selected scene (Monday to Sunday). Days of the week are only available if a Start schedule is selected.

A repeat time is added to the selected scene (from 1 minutes to 24 hours).

Scenes will start exactly at the chosen Start schedule date and time and will stop exactly at the Stop schedule date and time.

Scene Repeat rules are the same and the scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.

Scene rules for the 'week days' triggers remain the same.

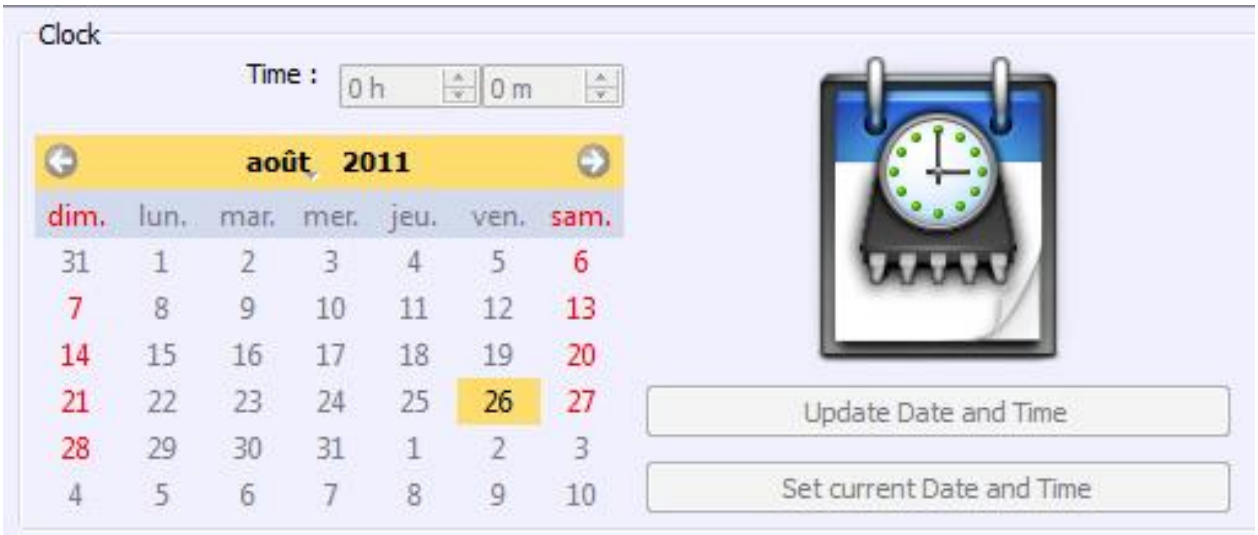
The scene will be recovered automatically if a power failure occurs between the Start schedule and the Stop schedule time and date.

Scenes will stop when another trigger action is performed, when it is stopped directly or when it reaches the Stop schedule time and date.

Scenes will always be triggered on the selected days of the week without fail.

3.8. Updating the Interface Real Time Clock

You can update the internal Clock of the Stand Alone interface. The interface must be connected to the computer, the drivers installed correctly and the interface detected by the software.



Interface Clock adjustment

In the Stand Alone mode of the software the Interface Stand Alone parameters are used to adjust the time and date of the selected interface. You can update the clock:

- Manually, using the Update Day and Time option.
- Automatically, from the computer's current time and date using the Set current date and time option.

3.9. Summary of all possible triggers

The software allows you to add all the triggers listed below to the Stand Alone interface:

- Mechanical LED switch buttons (x10 buttons located on top of the interface)
- External contact closures (x15 possible actions with the 5 wires of the RJ45 connector)
- Infra-Red Remote Control (x10 possible actions, next/previous scene, Pause, Scene speed, General Dimmer, Stop current scene. Optional IR trigger feature can be ordered separately.
- DMX IN (One or several DMX values can be used on a DMX channel to trigger scenes). This option available only with the Stand Alone 102 channel interface and requires 2 XLR connectors (output + input).
- Clock and Schedules (Date, year, month, day, hour, minute and week days).

3.10. Time trigger Time Line viewer

Time Line and Time and date trigger simulation

The software includes a Time Line which can display an overview of all the time triggers. The Time Line is located at the bottom of the screen.

The Time Line can display the following triggers:

- Start Schedules
- Stop Schedules

- Repeat Time
- Week days

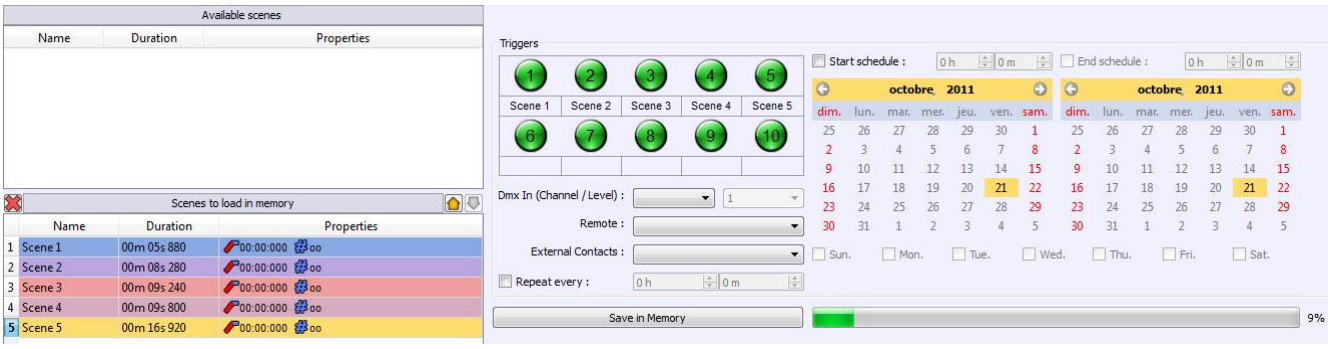
Each scene is displayed with a different color to distinguish its location in the Time line. The Time Line offers the following options:

- Display the entire year (12 months)
- Display the complete month (31 days)
- Display the full day (24 hours)
- Time resolution adjustment
- Current date adjustment
- Time zoom

At all times you have the possibility of verifying the time and date triggers for a given period.

3.11. Writing and Updating the Stand Alone memory

Only scenes placed in the last list of the Stand Alone mode can be written into the interface memory. The scenes must already be placed in the list before they can be saved to memory.



Scene List and SA memory writing

To place scenes in the list simply drag and drop a scene from the available scene list to the list of scenes to be written into the memory. Adding a trigger action (LED Button, Contact, IR remote, DMX In, Repeat Time and Start Time) will automatically transfer the selected scene into the list of scenes to be written into the memory.

To write the show into the memory use the software's Save in memory button.

The available memory is shown to the right of the Save/Load in memory button.

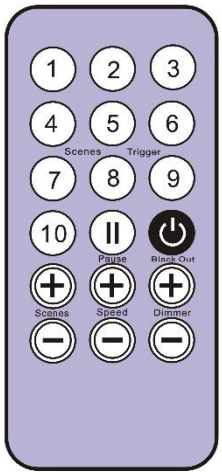
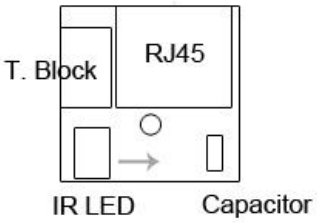
If the memory is full, only the first scene will be written into the memory and not the following scenes. You can optimize the memory space by reducing the number of DMX outputs in use. This number can be changed using the DMX Patch or with the In/Out Configuration option of the Stand Alone interface configuration.

After writing scenes in the memory the interface will automatically switch to the Stand Alone mode after 5 seconds. Then the default scene or scene 00 (Black Out) will play. With the interface connected to the computer, it is possible to take control of the interface and return to the Editor mode in order to modify the scene content.

The memory content can be changed on site with a computer and a mini USB cable. We recommended bringing the original file to update and recover the DMX patch of the original project.

You can now write a complete show into the Stand Alone interface memory. Refer to the other user manual to get more details on the former features of the software.

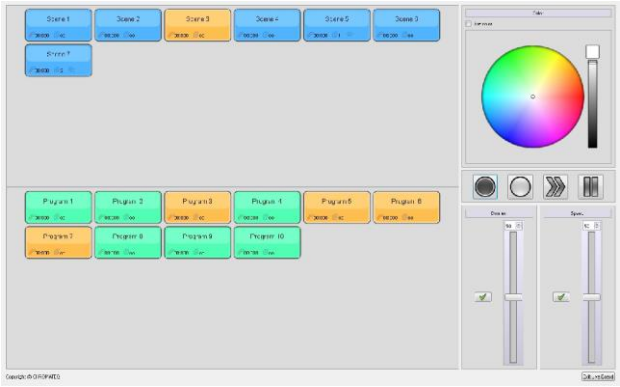
4. IR Remote Control Unit and IR receiver LED (Optional feature)

 	Button 1 to 10 must be assigned to a scene via the software. Each button can trigger a different scene. With the remote control, a scene cannot be stop directly with the button scene number, to stop a scene you must use the Stop/Black Out button or trigger another scene. Pause button to freeze the current scene to its actual state. Stop/Black Out button to stop the current scene and play the empty scene number 00. All DMX channel are to 00 levels. +/- for scene trigger. Select the next or previous scene automatically. You don't need to hold the button to validate and play a scene. The next or previous scene will play directly after selected. +/- for Scene speed. Increase or decrease the speed of the current scene. A different speed can be chosen separately for each scene. +/- for General dimmer. Increase or decrease the RGB, CMY and dimmer channels of the fixtures. The CMY, RGB, Dimmer channels are defined in the Profile of the fixture. To use the IR remote control, an external PCB with a IR receiver LED must be connected before to the RJ45 #1 of the Stand Alone interface. The standard RJ45 cable distance is about 20 meter maximum

5. How to use the Live Board

This chapter describes how to quickly use the Live board to trigger scenes, programs and sequences and how to easily take control of the Live Board commands.

When all your steps are created and your scenes and programs are configured with the Editor mode you can play them and trigger them directly with the Live Board mode. This mode gives you some additional basic functions like the Color Picker Palette, Black Out, Full White, Pause, Next Scene, General Dimmer and the speed controls. Refer to the user manual **How To Create Scenes and Programs** to learn the scene creation process.



Live Board mode

5.1. Scene, Program buttons and Sequences

In Live Board mode each scene and program are shown as a button that can be turned on or off. You can see the complete list of scenes and programs that have been programmed and verified in the Editor mode. The scene and program order follows the scene list order used in Editor.

A scene button indicates:

- The Name of the Scene or the Program
- If the Scene or the Program has a time fade
- The number of loops; how many times the loops will be played
- If the Scene will jump to the next following Scene (not allowed for Programs)
- If the Scene will jump to a chosen Scene
- Left click on a scene button to trigger and play the program. Then click on another scene button to play something else. The software can play only 1 scene at a time as in the Stand Alone mode but it can play several program at a time with the computer.

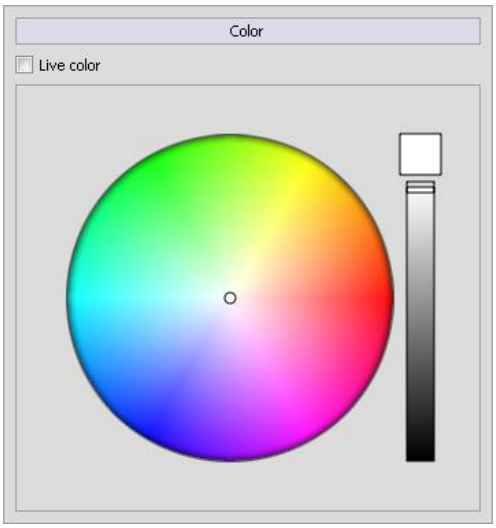
In the Live Board mode, like the Editor mode, each scene will play the number of loops and the jump option so it is possible to leave the software to play sequences by itself.

A sequence is a suite of scenes that automatically play in a specific order. By choosing scene loop numbers and jump options you can create a sequence with several scenes from the Editor mode. You only need to trigger the first scene of the sequence in the Live Board mode to play the complete sequence.

5.2. RGB W/A, CMW Color Pallet

When playing a scene, you can, at any time, use the Color Palette located on the right hand part of the Live Board mode and instantaneously change the current color of your lights.

Simply left click anywhere in the Color Palette, the color prompt will appear and the palette will indicate the new DMX values of the color. The Color Palette can only command the Red, Green, Blue, White and Amber channels. This function is exclusive to lights with the RGBW/A feature.



RGB W/A Color Pallet

By using the Color Palette, you control only the lights that are playing in the current scene and not the other lights. The color palette only controls activated fixtures.

Fixtures are activated when they have been selected in the Editor mode and their scene content DMX values are different to 0.

For example, you have 4 LED RGB fixtures. You select the 2 first ones and program the scene 1 with some steps. In Live Board, after triggering scene 1, the color palette can change the RGB values of the 2 first fixtures only.

The Color Palette manages also White and Amber light features in Auto or Manual mode. The Palette has an additional cursor located in the left hand section. In manual mode you can modify the White/Amber intensity. In Auto mode the cursor is not used and the Palette automatically manages the 4 colors.

You can release the color control and continue to play the original content of the current scene by deselecting the small case of the Color Palette.

5.3. Live Board commands

The software gives a few basic commands like:

- General Black Out to close fixture beams and turn off lights. The Pan and Tilt channels are still active
- General Full White to turn on all the lights and open the light beams, the RGB DMX values will be set to their maximum
- Next Scene to jump directly to the next Scene
- General Pause, to freeze the scene at its current DMX levels

Live Board commands

You can use these functions any time you need.

5.4. Dimmer and Speed cursor

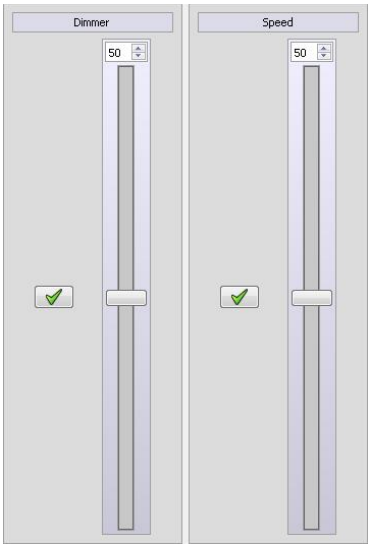
The software has 2 cursors located on the right hand part of the window.

The cursor on the left is for the fixture Dimmer, it manages the dimmer channels and the RBG channels for all the activated fixtures. For example, you are using 10 traditional lights and 4 RGB LED lights in your project but the current scene that is playing has been programmed for the 6 traditional lights and for 2 RGB lights. When you use the dimmer cursor, only the 6 and 2 lights used for the scene will have their dimmer updated.

The centre position is the default one. When you move the Dimmer cursor up the dimmer and RGB values increase constantly until their maximum. It is possible that the level of the dimmer and RGB are set to their maximum in the current scene, so moving the cursor up won't affect the dimmer intensity. When you move the Dimmer cursor down the dimmer and TGB channels decrease with a percentage calculated from the default values. Therefore, you can only reach the minimum when the cursor is at its lowest position. The percentage method allows the users to keep a color in dimming mode constantly.

The Full White command is compatible with the Dimmer cursor so you can dim all the fixtures of your project together when the Full White is activated.

The cursor on the right is for the General Speed; it manages the speed of the scenes. Simply move the cursor up or down to accelerate or decelerate your program. This cursor will increase or decrease the time between each step to fasten or slow down the scene.



Dimmer and Speed cursor

5.5. Live Board options

Several options are available to configure the Live Board mode, for example, you can hide or display commands or you can set up a password to secure and protect the software from possible modifications by unknown users. Refer to the manual **How to Use The Advanced Options**.
With this manual you are now able to trigger and play scenes yourself or pass the commands to

someone else. The Live Board is very user friendly and it can be easily operate by touch screen so it is possible to leave the control in the hands of a novice.

6. How to create Profiles (Libraries)

This chapter describes how to easily create a fixture Profile with the software in a very short time. The Profile Editor is included in the software making it is very easy to access the Editor and create or update Profiles. You must start the software before you begin to create the Profile.

This part requires to have the technical user manual of your lights available with the channels description inside to create its profile. The Profile Editor can create all type of profile, like single to multiple beams (Dimmer or RGBWA) or single to multiple Pan Tilt or Master channels management (RGB, XY, Dimmer). It is possible to create a simple as well as a complicate profile.

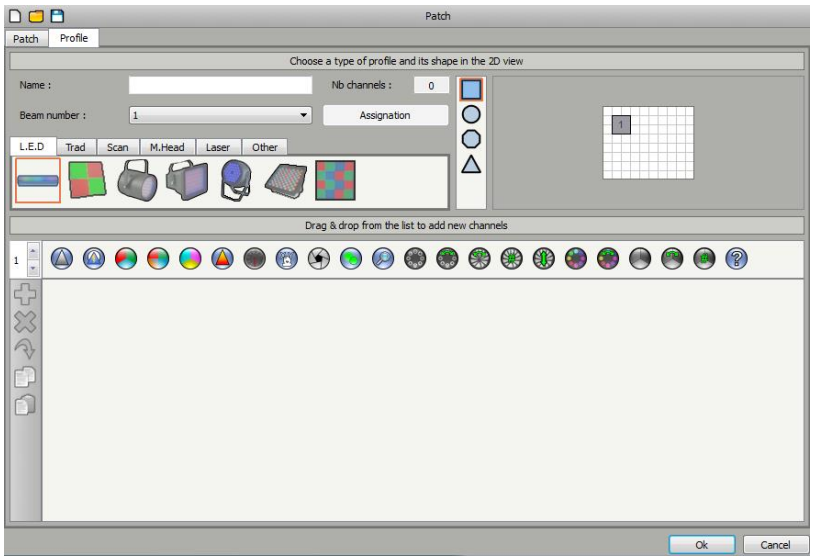
6.1. Opening the Profile Editor

After starting up the software, you must click on the Add button to open the Profile Editor. The Add function is the first button on the left of the 2D tool ribbon.


Or


Add Buttons

The Patch Editor will appear and you can choose between the Patch or Profile pages. Select the Profile page to use the Profile Editor.



Profile Editor page

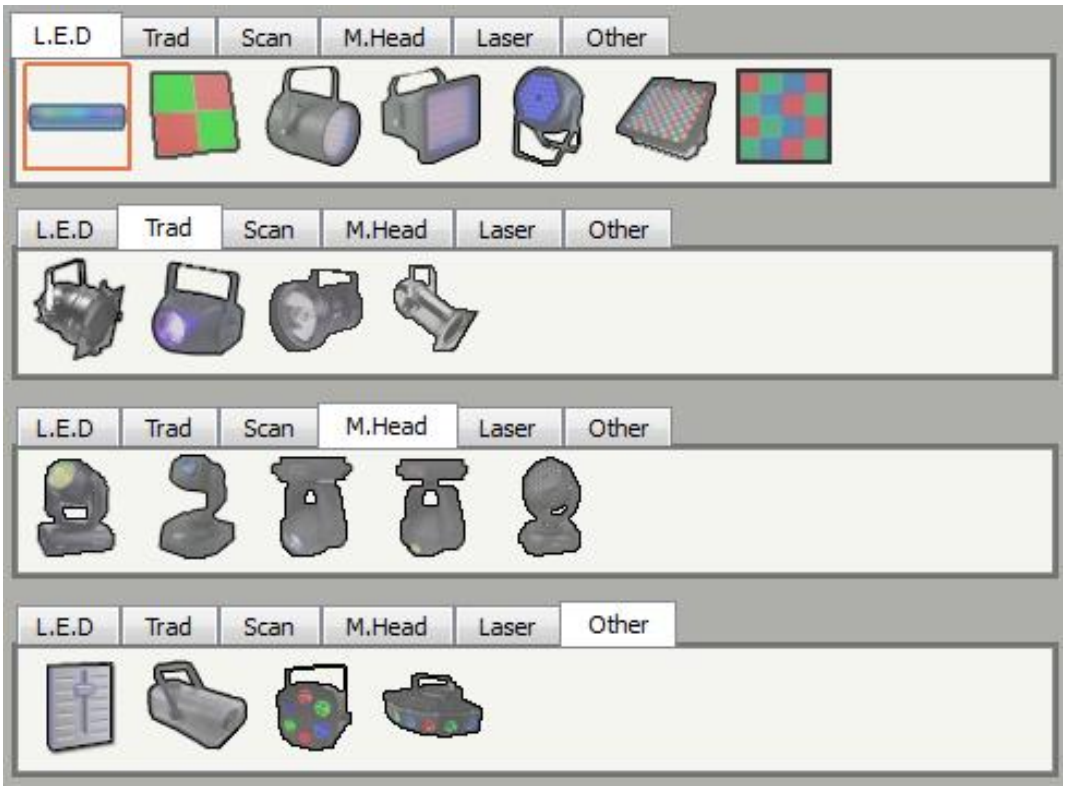
6.2. Creating a Profile

Enter your Profile name in the Name field.

On the right hand side you will see a bar containing a square, circle, hexagon and triangle. Choose the shape of the beam that you wish to be displayed for the 2D view in the Editor mode (default mode when you start the software).

The Nb Channels and the Light Beam Count will be automatically updated. Alternatively, you can change the Light Beams Count if you know how many beams your fixture uses.

Choose a picture for your fixture (depending on the kind of fixture you want to create) from LED, Trad, Scan, M.H, Laser, Other. This picture will be displayed in the Editor mode. Having the appropriate picture is very important because it will be easier to graphically distinguish each fixture you work with and it will also improve the selection process.



Type of Fixtures

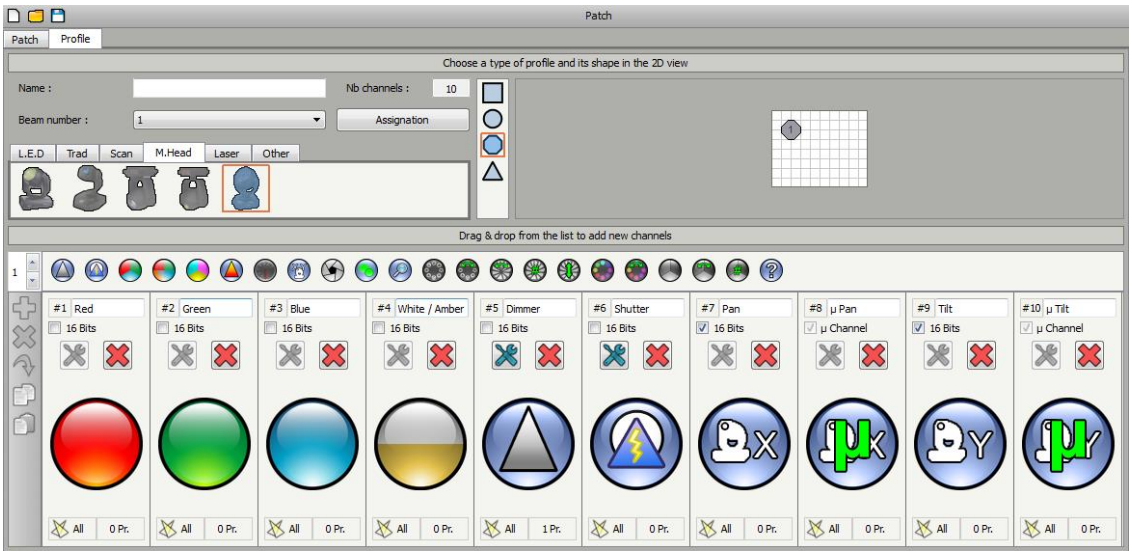
6.3. Creating and adding Channels

Choose the channels that you want to add to your Profile. **Drag and drop channels from the list** of common channels to the area under the list. These channels will then appear in this area and the Nb Channels will increase. You can change the order of the channels by dragging and dropping them.

Commun Channel list

It is possible to use the channel options to the left of the channel area. You can Add, Remove, Update, Copy or Past a channel. You must select one or several channels before using these options.

This example shows 1 Dimmer channel, 1 RGB (Red, Green, and Blue) and 1 Shutter:



Example of channels

List of possible Channels

The channel list gives all the common possibilities available for fixtures:

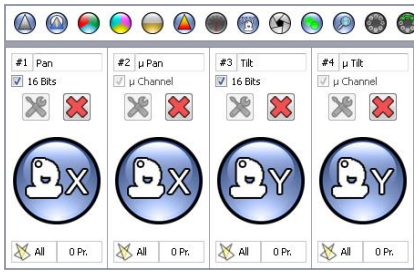
DIMMER, SHUTTER, RGB, CMY, WHITE/AMBER, DIMMER COLOR, SPEED, PAN TILT, IRIS, FOCUS, ZOOM, GOBO WHEEL, GOBO WHEEL ROTATION, GOBO ROTATION, GOBO INDEX, GOBO SHAKE, COLOR WHEEL, COLOR WHEEL ROTATION, PRISM, PRISM ROTATION, PRISM INDEX, UNDEFINE.

Channel Shutter

This channel is mainly used for the Strobe function and preset but it can also include and manage a dimmer function and preset.

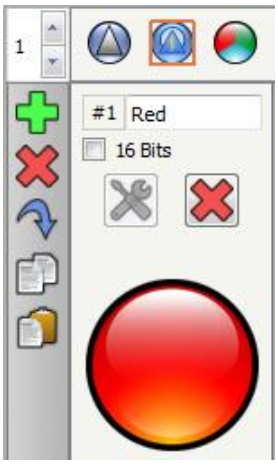
16 Bit on the Channels

All channels can be used under 16 bit. The 16 bit function is an extra channel that is used to increase the accuracy of the dimming. Instead of 255 available values per channel, you have 65 535 available values for 2 channels. Select the 16 bit option on the channel then a second channel will appear. You can drag and drop the channel to change its position in the list. This example gives the Pan and Tilt under 16 bits:



Pan Tilt and 16 bit channels

It is also possible to add more channels and update the channels by using the tools located on the left part of the Channels list.



Additional tools for channels

If you select a type of channel or an existed channel in the list, then it is possible to do the following actions:

Choose a number of channel to create in the list.

Add in the list the selected type of channel as many as the number above.

Delete the selected channels from the list.

Copy the selected channel from the list

Paste the Channel in the list after the current one.

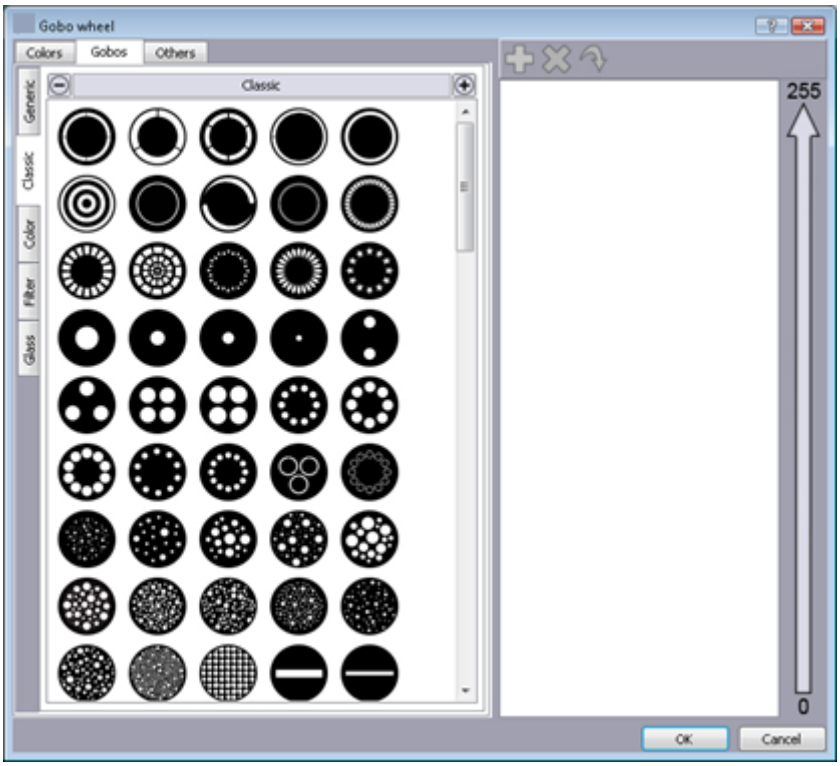
6.4. Creating Presets on the Channels

It is possible to add and create some presets for a channel. The preset is a DMX range or part of the 255 values available in the channels. For example a preset can in script the channel values from 20 to 51 for a specific function. The presets are important and useful, because they allow you to reach a DMX value quickly. With good preset settings you will be able to program a show much faster.

Some channels like PAN, TILT, RGB, CMY, White/Amber cannot receive presets. These functions will request the 255 values every time and the software *gives a dedicated function (*Color Palette, Pan/Tilt control windows, etc...). Merely dragging and dropping a specific channel in to the area is sufficient.

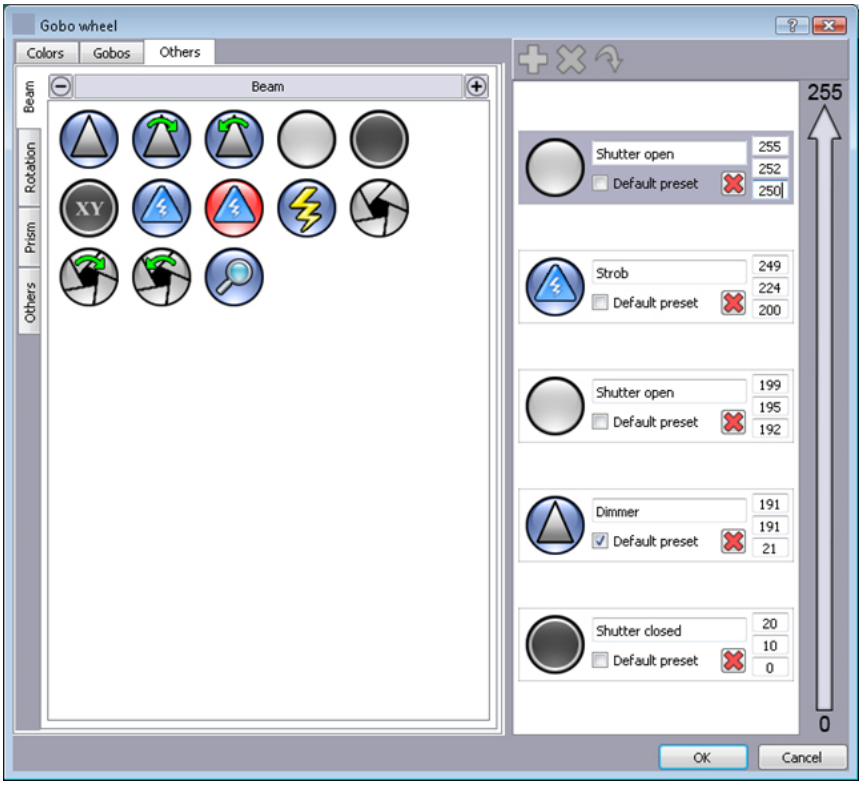
Click on the ADD button (the blue spanner & screwdriver located under the 16 bit option) of a channel to create the presets. After a few seconds the preset window will appear.

Add Preset button



Preset window for Gobo channels

The preset window is divided in to 2 areas, left and right. The left hand section shows all the available presets contained in the software. The right hand section is for the actual presets that you select for that channel. Select the family of preset that you require from the left hand section and drag and drop the chosen preset in to the right hand section. A new preset will appear.



New preset for shutter channel

The first preset is located on the bottom of the right hand section (you may need to scroll down to see it*)* If you look carefully at each preset, you can change the name of the preset, choose the *end*, default and start DMX values and assign a DMX value as default.

The first value is the DMX value that starts the preset.

The end value is the DMX value that stops the preset.

The default value is the DMX values that uses the software to reach the preset.

Default preset

Tick the DEFAULT box to assign the default value of the preset as the default DMX value of the channel. Each channel can have only one default value. They are for use with the option Set Default DMX Levels and with the program effect generator. For example, if you wish to turn on your light, you must open the shutter, possibly the Iris, and increase the dimmer. The default value will help you to do it in one click by accessing the default channel DMX values directly. It is important to set up good default DMX values for each channel.

You can assign a new picture to a preset. Click on the preset image in the right hand section and select the new picture that you wish to use by clicking on it in the software data base on the left. Click on the Update button (blue arrow above the right hand section) to assign the new picture to the existing preset of the channel.

Continue adding the desired presets by dragging and dropping them in to the right hand section and choosing the end and start DMX values for all of them. The list you have created will be used and displayed on the channels of the Editor mode. Some functions of the Live Board will also use the preset values.

Gobo and other presets

The GOBO family is used to create gobo presets for the channel. With a Gobo Wheel channel, this family will appear automatically. The software gives you several families, they depend on the type of channel used in the list of channels and work exactly the same as the gobo presets.

Select the family of preset that you need.

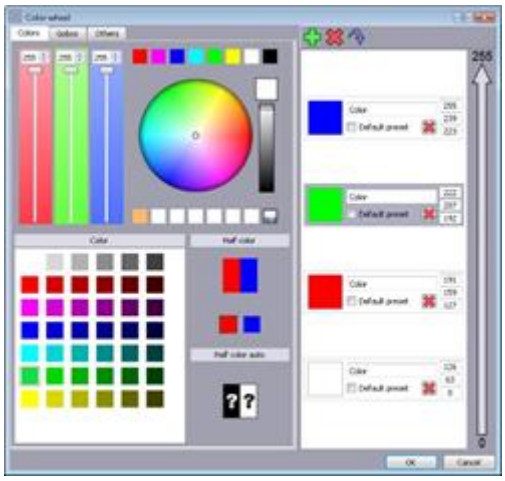
Select a gobo image or another image from the list as before.

Drag and drop the picture from the left hand area to the right hand preset area.

Choose the start, and default DMX values of the preset.

Color preset

This family of presets is used to create Color presets for the channel. With a Color Wheel channel, this family will appear automatically.



Color preset

At the top of the window, there is a palette you can use to change the RGB values of your color.

Under this palette there is a list of all 42 colors available. They can all be modified using the palette.

Select one of the colors in the list.

Choose or modify the selected color by clicking on different colors in the palette

Drag and drop you color from the list to the right hand area

A new color preset will appear

You can then rename it and change the DMX values of this preset

Dual color preset

The Dual color function is available within the color family preset. There are 2 possible options: Half Color and Half Color Auto.

You can choose 2 different colors with the Half Color option.

Select the first color square and change it using the palette then do likewise for the second color. Drag and drop the half color in the right hand preset area.

When you drag and drop it in the right hand area, the Half Color Auto option will automatically choose the color for you. This option will save your time, simply create all the colors first and use the Half Color Auto between each color.

6.5. Saving, loading and modifying Profiles

At the top of the Profile Editor window, 3 options are available. Simply use the option you need when necessary: Create a new Profile, Open an existing Profile, Save a Profile as.

All the Profiles are saved in the Profile folder of the software installation directory. We recommend you save all your new Profiles in the same directory and create a personal folder to save them all in. We also recommend keeping a backup of all your Profiles in case you reinstall your system or encounter hard drive failure.

We would also like to invite you to exchange your Profiles and send them to your dealer or distributor to keep our database updated regularly.

Including and using Profiles in the project

The Profile you have just created can be used directly in the current project. Just open the Patch window and refer to the user manual How to Patch DMX Profile.

Now you are able to create your own Profile. Refer to the user manual of the lighting equipment for the available presets, then you can use the Profile Editor to add channels and presets and customize your Profile.

7. How to create Scenes and Programs

This chapter describes how to easily and quickly create Steps, Scenes and Programs with the software.

Steps, Scene and programs are the basis of the DMX programming. You must understand what there are and what they can do before programming your show.

You must start the software and apply the DMX Patch before beginning to create Scenes and Programs. Please refer to the user manuals **How to create Profiles** and **How to Patch Profiles** to execute these actions effectively.

7.1. Patch and Controls

Good programming always start with a good Patch. A good patch always starts with good Profiles. You need to make sure that your profiles are correct and match the light features, then you must check that the DMX addresses set up in the patch match the light itself.

Please refer to the user manual **How to create Profiles** to learn about this aspect and refer to the user manual **How to Patch Profiles** to learn everything about the patch function.

When the Patch is done, you need to test it and check that the Controls and Commands of the fixtures are correct.

7.2. Fixture selection

In the 2D area you can select the fixtures from their displays. Left click on a fixture to select it or left click on several fixtures to select them. You can also left click anywhere in the area and hold it to select several fixtures at a time.

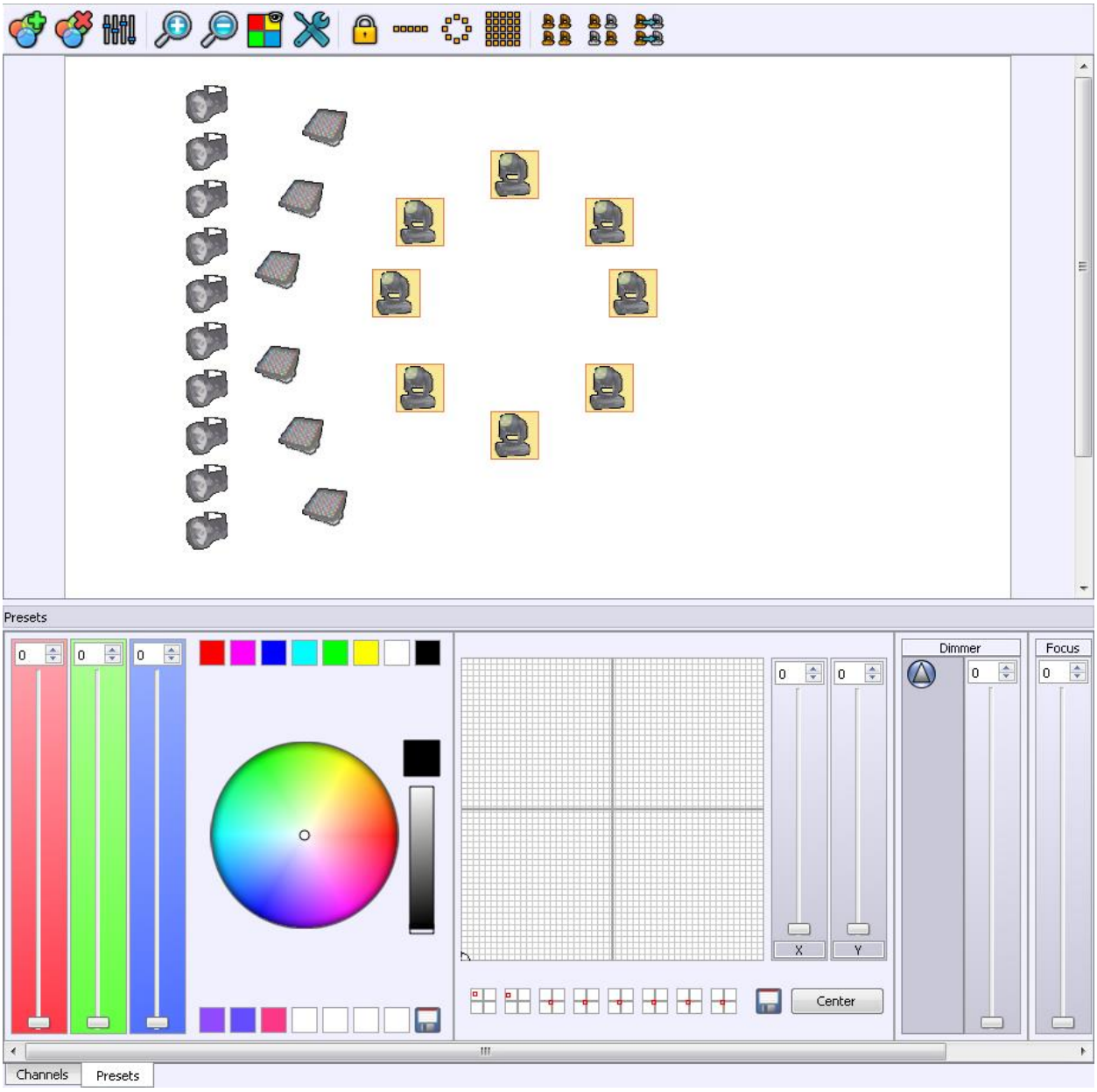
When you select a light its channels and presets will appear in the Preset Window below the 2D area. You can see all the profile channels that you defined earlier using the Profile Editor.

If you select 2 or more different fixtures that use a different profile then the software will only display the common channels. For example, if you select 2 different fixtures with a RGB function, the software will show the RGB Color Palette. If the 2 fixtures have both a Pan and Tilt option, the software will display the Pan and Tilt Palette. If they both have a dimmer, the software will display the dimmer. But if only one of them has the RBG the software won't display the RGB Color Palette and so on for the other channels.

The common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan, Tilt, Dimmer, Focus, Iris and the Zoom.

You can deselect all of the profiles by clicking on the 2D area. When you have locked the position of the fixture in the 2D area you can deselect the fixtures by clicking on them a second time.

DMX level and preset values are activated only on the selected fixtures in the 2D area. Make sure that you select the right fixture every time.



Fixture position and location in Editor

7.3. Channels and Preset window

Below the 2D area there is the window for DMX controls. You have 2 possible types of control.

CHANNEL mode

The first one is the Channel mode and uses a traditional cursor table for each of the 512 DMX channels.

DMX Cursors Control

Click anywhere on a cursor level to assign a DMX value to the channel. The DMX value is displayed in the DMX field located above the cursor. You can adjust the DMX value by scrolling with the mouse or with the DMX field.

Above the DMX field there is a picture which shows the current preset selection. When you right click on the image a list of possible DMX levels and images are displayed: these are the presets and you define them with the Profile Editor. When you select a preset from the list its DMX value will be applied to the cursor. A complete and accurate list of presets is the base of a good show.

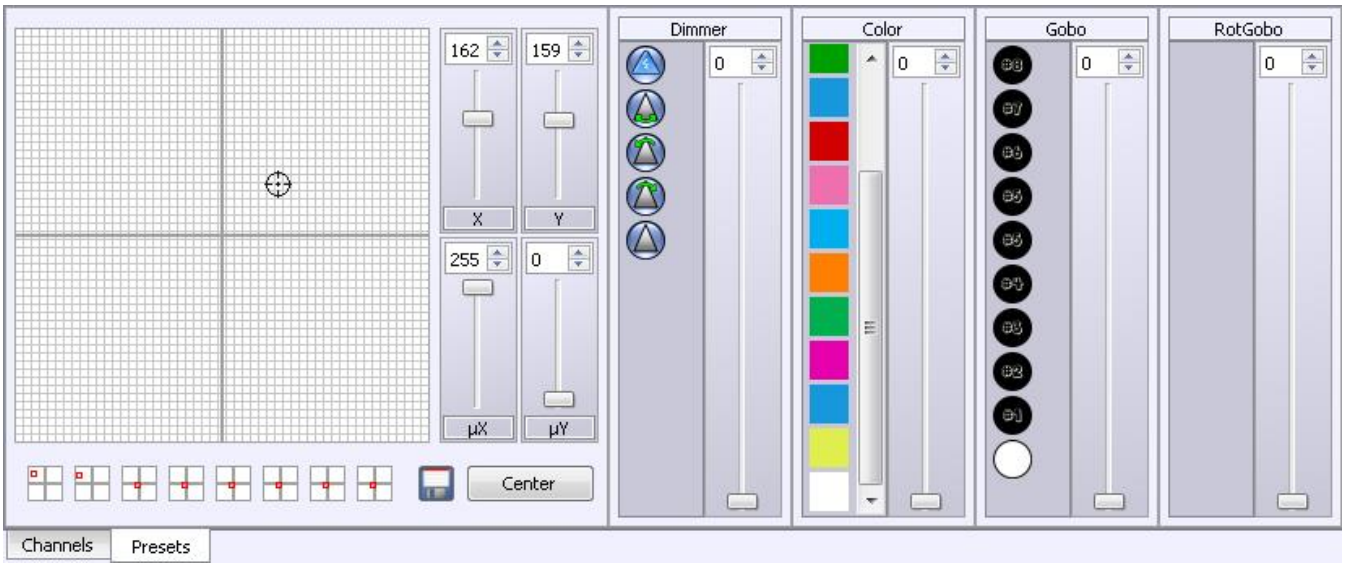
At the top of the cursor area there is the name of the channel that has been set using the Profile Editor.

At the right of the cursor window you can see the Universes selection. The software can manage 4 DMX universes of 512 channels each so users have the possibility to switch from 1 universe to another.

There are 2 colors on the channels to distinguish the odd and even fixture channels.

PRESET mode

The second and most important control is the Preset mode. It is the default mode used by the software. It uses cursors with DMX presets and powerful tools like the Color Palette and the Pan Tilt Palette. If no fixtures are selected, the presets are not displayed and the preset area is empty.



DMX Preset Control

The software displays the profile channels. Each channel has a main cursor and a list of Presets located in the left hand section. Each Preset has a default DMX value; clicking on a preset will automatically affect the DMX value. When the preset is selected the main cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset image a second time to deselect it and return to the DMX value 0.

The software has a Color Palette for the RGB, RGBW, RGBA and CMY channels. The color palette can save customized color: select a color item, change the color from the palette and click on the save icon so you will be able to recall the colors.

The software also has a Pan and Tilt Palette for the XY channels. The Pan and Tilt Palette can save some XY positions: select an item position, change the Pan and Tilt values on the palette and click on the save icon. You can recall and modify the recorded positions anytime you want.

The Preset mode can automatically manage the DMX universes. You do not need to switch from one DMX universe to another one like in the Chanel mode.

7.4. Using the Selections and Presets

By selecting the fixtures in the 2D area and using the Preset functions and their DMX levels you can see your lights reacting and changing state. This means that the DMX communication is established and the software is communicating with the lights. It is very useful to use the selections and Presets to do a functioning test of your lights.

Now that everything is working well and you have become familiar with the fixture selection and the control windows you can start creating scenes and programs for the show.

7.5. Steps, Scenes, Programs and Sequences

Before continuing to read the manual, it is important to know everything about the words used and their meaning. The software uses Step and Scenes, but they could also be named Scene and Programs. Below are some explanations.

Scenes

Name	Fade time	Loop	Jump	Duration	LB
Scene 1	00m 00s 000	Always loop		00m 03s 840	☑
Scene 3	00m 00s 000	Always loop		00m 00s 000	☑
Scene 4	00m 00s 000	Always loop		00m 00s 000	☑
Scene 5	00m 00s 000	Always loop		00m 04s 000	☑
Scene 6	00m 00s 000	Always loop		00m 00s 000	☑
Scene 7	00m 00s 000	Always loop		00m 00s 000	☑
Scene 2	00m 00s 000	Always loop		00m 01s 000	☑

Steps

	Fade time	Hold time
1	00m 00s 000	00m 01s 000
2	00m 00s 000	00m 01s 000
3	00m 00s 000	00m 01s 000
4	00m 00s 000	00m 01s 000

List of Scene and Step

Step

A Step is a memory that can record a fixed DMX level per channel. Each step can record 512 channels or more per time depending on how many DMX universes you are using. For example, if you connect 2 interfaces you will have 2*512 channels available (1024). So each step has the capability to record 1024 (2*512) DMX levels.

Steps also include a Hold Time and a Fade Time.

The Hold time is the duration that steps maintain the DMX level for each channel.

The Fade Time is the duration that steps take to reach the DMX level for each channel.

For example, a step with channels 1, 2 and 3 set to level 255, a hold time of 2 seconds and a fade time of 5 seconds will play like this: The starting DMX values are 0, so the DMX level will fade from 0 and reach 255 within 5 seconds, then the step will maintain the level 255 for the 3 channels for 2 seconds.

It is possible to combine several steps and create them one after one. You can create a list of steps.

Some traditional DMX desks use the word Scene instead of Step. But the functions and the results are exactly the same.

Scene

A Scene is a list of steps; they contain a suite of steps that are played consecutively. Scenes have different functions than steps, they cannot record DMX levels so they must use the steps for that. Consequently, Scenes must contain at least one step to be operational. In fact, when you play Scenes, you are playing the steps that are contained in the scene.

Some traditional DMX desks use the word Program instead of Scene. But the functions and the results are exactly the same.

Program

A Program is almost the same as a Scene. The 2 words can be used for the same functions and the same results. Programs cannot jump to another Program. It is possible to trigger several Programs at a time. To be effective, the program need to activate the DMX channels to use thee associated DMX level. In a Program, all the channels can be set in ON/OFF mode and use the latest priority when the user play Programs.

Sequence

A Sequence is an organisation of several scenes that play consecutively.

7.6. Creating and saving Scene and Program contents

The list of Scenes is located on the top left hand section of the screen. The Scene options are located on the right hand tool ribbon of the scene list and allow these actions:

Add a new Scene after the selected one to create a new scene in the list

Play the selected Scene; the steps will be played and the color and dimmer rendering displayed in the 2D section

Remove the selected Scene: to delete a Program definitively from the list

Cut the selected Scene: to delete a Program definitively from the list and record it in the computer buffer

Copy the selected Scene: to copy the Scene content in the buffer

Paste the selected Scene: to add the Scene after the selected Program

It is possible to drag and drop a scene somewhere else in the list so it is very easy to reorder the program list content.

Scene and Program option ribbon

Scenes have several aspects and options that can be configured. At the top of the Program list you can:

- Change the Name: double click on the Name field and type a new content
- Change the Fade time. This time can also be named Fade In Time, the DMX level will reach the first step of the scene with the fade time duration; double click on the dedicated field to change the values
- Change the Loop number; each scene always loops by default meaning that when the last step of the scene has finished playing, the scene comes back to play the first step and so on until the end of the loop number
- Change the Jump value; by default the field is empty meaning that the scene stops playing when the loop number is reached. You can also choose to go or Jump to the next scene automatically or go directly to a chosen program
- Display the Duration of the scene takes into account the number of loops.
- Active LB, so you can choose to display, or not, the program in the Live Board mode

Scenes

Name	Fade time	Loop	Jump	Duration	LB
Scene 1	00m 00s 000	Always loop		00m 03s 840	☑
Scene 3	00m 00s 000	Always loop		00m 00s 000	☑
Scene 4	00m 00s 000	Always loop		00m 00s 000	☑
Scene 5	00m 00s 000	Always loop		00m 04s 000	☑

Scene and Program configuration

The changes made in the Scene section are applied automatically but it is best to save the project frequently for added security. Add a new Scene, create its DMX content with the steps and work on it by choosing its options. You will see how easy it is.

7.7. Creating and saving Step contents

A Step records the DMX values so it is the DMX content of Scenes. You can have only one Step in a standard Scene or several for dynamic Scenes. Steps react with the 2D fixture Selection, the Preset and Channel Controls. Every modification has an impact on the step content.

The list of Scenes is located on the lower left hand section of the screen. The Step options are located on the right hand tool ribbon of the Step list and allow these actions:

Add a new Step after the selected one to create a new Step in the list

Change the Fade and Hold Time values or double click on the field

Remove the selected Steps; to definitively delete Steps from the list

Cut the selected Steps; to definitively delete Steps from the list and record them in the computer buffer

Copy the selected Steps; to copy the Steps content in the buffer

Past the selected Steps; to add the Steps after the selected one

Step option ribbon

It is very user friendly to create the content of scenes with several steps. Add a step, select several fixtures and choose the DMX values on Presets or Channels. You can see the lighting effect. Then choose how long you want to keep this effect and how long you need to reach this effect. Then you can create another step by repeating the same process.

You can simulate your steps sequence with the Play button of the Scene option ribbon.

Multi-selections are possible in the list of Steps, the modifications directly effect the programming because each selected Step can be modified on their DMX levels and also on their options. Multi selection is possible with the mouse and also with the CTRL or SHIFT keys. You can also use the shortcut CTRL+ A to select all the steps of the list. For example, if you want to change and adjust the

Focus of the fixture for the scene, select all the steps, select the fixture that you wish to adjust the Focus of and change the DMX value from the Preset Control Window. The new DMX level will be automatically applied to the selected steps.

With this manual you have read the basics to start programming a show. Each show is unique and will be programmed in a different way. The software is the perfect tool because it can manage the different changes. Now it is your time to use the software and program Scenes, step by step, for your show.

You can also create some amazing visual effects with the Effects Generator tool. The software includes a powerful effects engine for Colors, RGB, Dimmer and Pan Tilt movements. Refer to the manual **How to use the Effects Generator** to learn everything about the effects engine.

8. How to use the Advanced Options

This chapter describes how to quickly and easily use the software Advanced Options. They are benefit and will allow you to configure the software as you wished.

The main advanced options are in the tool ribbon located on top of the Editor window. You can:

Create a New project. The current project will be replaced by a blank one and the software will prompt you to save.

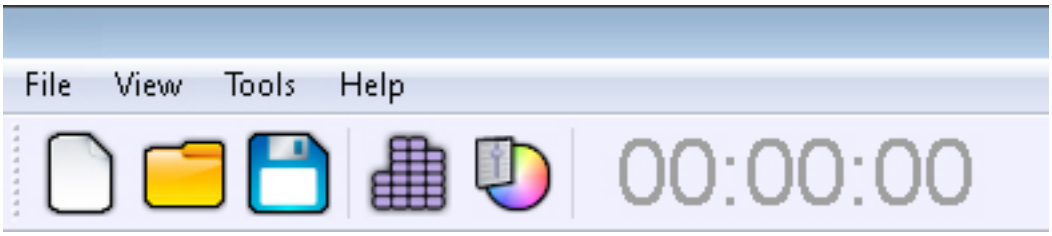
Open an existing project; the software will prompt you to save your current project.

Save the current project.

Display the DMX Levels in real time; the DMX output window will appear and gives the current state of all the DMX outputs from the 4 DMX universes.

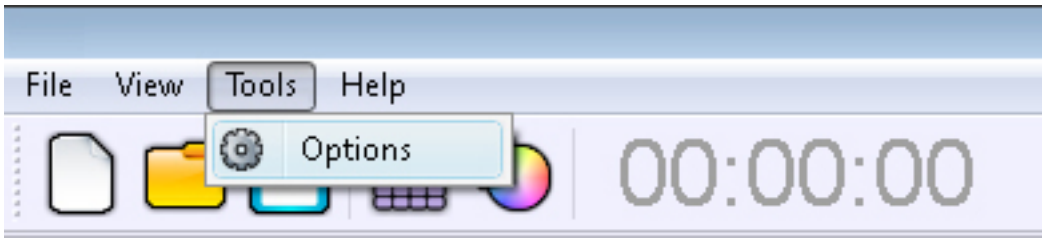
Switch to the Live Board Mode to run the Live Board mode.

Switch to the Stand Alone mode and program the memory of the hardware<



Main advanced Options

The options window is available from the Tools menu of the Editor mode. Select the Options link to open the window.



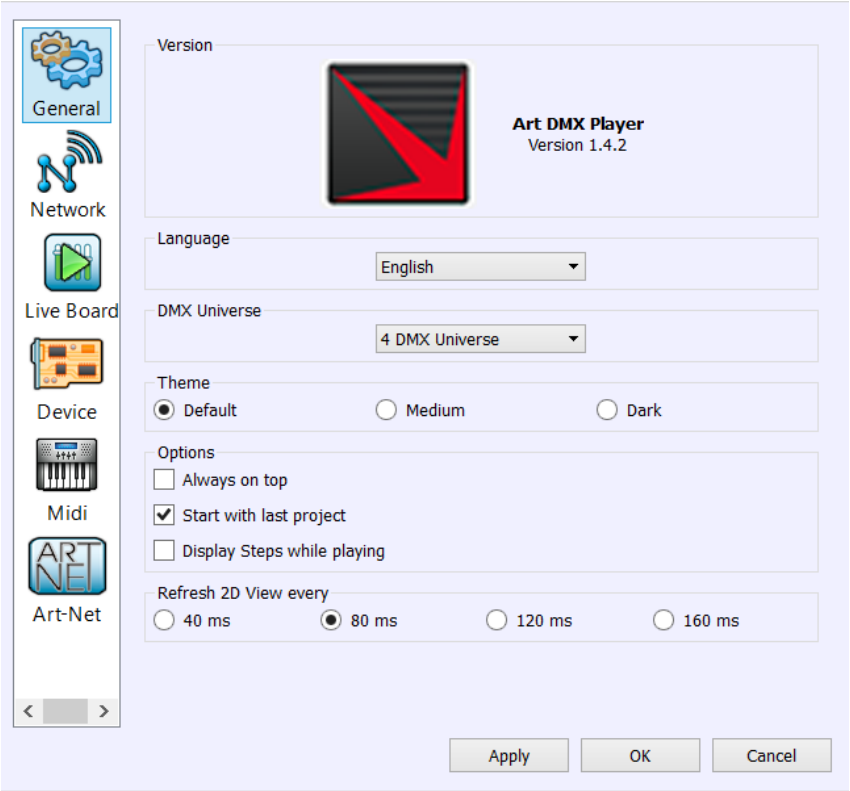
Open the Advanced Option Window

By clicking on one of the options window images, you are can configure the Live Board, the Editor mode and the Hardware Devices. The option window is important because it gives you more professional and advanced possibilities for your software.

8.1. General options

The General page options globally affect the software and contain the following:

- Version; This shows you if your software is completely up to date.
- Language; Use this to choose one of the available languages. The default language is English. Simply confirm or apply to display the new selected language.
- Theme; Here you can choose between 3 different themes; Default, which gives a light appearance to the software; Medium; or Dark, which gives the software a darker appearance overall.
- Starting: Start with last project; when you start up the software this option automatically loads the last project you were working on. This is a default option.
- Refresh 2D view every; Give several timing to improve or not the software rendering. Take the higher value for the best performances.



General Options

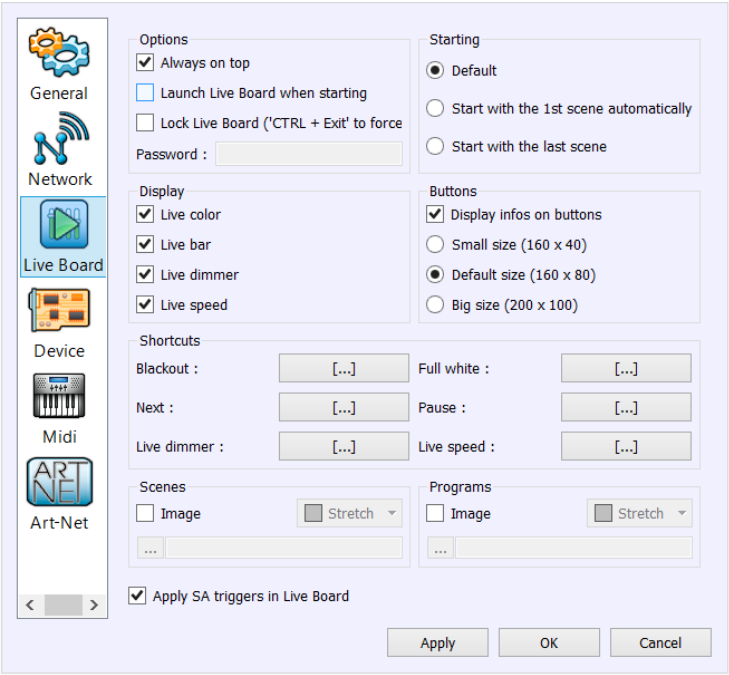
8.2. Live Board options

The Live Board page options affect the Live Board mode and display the following possibilities and commands:

- Always On Top; this will display the Live Board mode as the main screen and over all the other applications that are running on your computer. It makes the Live Board the main

display application and you will not be able to switch to or display another application without deselecting the option.

- Launch Live Board When starting; this displays the Live Board directly when you open and load the software. The user won't be able to access the Editor mode and will be able to trigger its programs.
- Lock Live Board; select this to secure your show and all the scenes that you have programmed. In this mode the user cannot access the Editor mode unless he knows the password to unlock the software. Activate and enter your password to protect the system. If you have forgotten your password you can cancel this option with the key combination CTRL + click on **Exit Live Board**.



Live Board Options

- Display/don't display the Live Colour Palette.
- Display/don't display the Live Toolbar with the Black Out, Full White, Next Scene and Pause options.
- Display/don't display the Live Dimmer cursor.
- Display/don't display the Live general Speed cursor.
- Start the Live Board as Default, scenes will not be automatically triggered when the user switches to the Live Board.
- Start With The 1st Scene Automatically; when the user switches to or opens the Live Board the first program of the list will automatically play. This option, combined with the Launch Live Board When Starting is a great solution to automatically start and play the show with a simple double click on the application.
- Start With The Last Scene; the software will remember the last scene played before the software was closed and the software will start up the same program when you open the Live Board software.

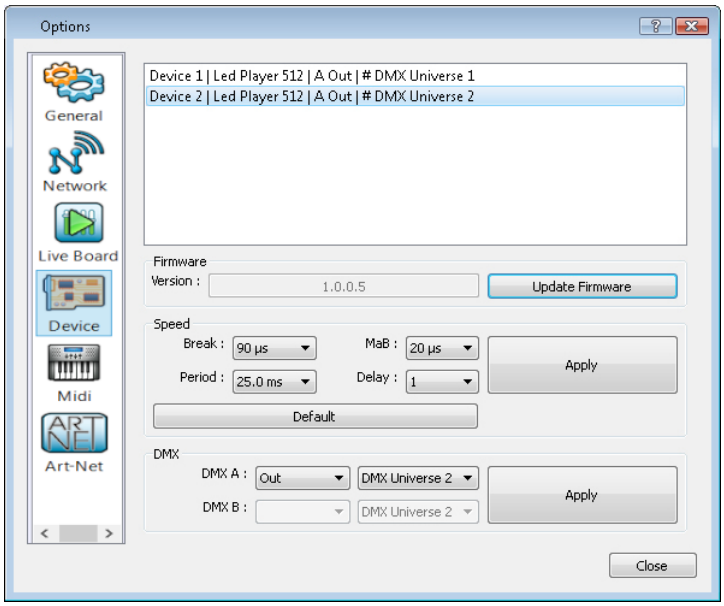
With all these functions you can see that it is very easy to customize the Live Board and make is user friendly by setting a limited number of possibilities for the final user. Therefore an installer can configure the software and pass the control system on to anybody, professional or otherwise.

8.3. Hardware Device options

The Device Page options are reserved for the connected electronic board connected to your computer and they allow these:

The Device Page options are reserved for the electronic board connected to your computer and they allow the following:

- Display the List of the interfaces connected to the different USB ports of your computer. They are ordered by serial number order from the lowest serial to the highest serial number. The list contains the name, the DMX configuration of the device and the DMX universe affectation.
- Firmware version of the selected device; you have the option of automatically updating the Firmware with the software. This process takes a few minutes and you must never disconnect your device during the updating process or it will be destroyed.
- Speed; this is for choosing the speed of the DMX. 4 values are available to configure the DMX signal parameters which will affect the speed of the DMX signal. Click Apply to confirm the speed and observe the result on the pilot LED of the interface. Speed functions are important if any of your fixtures are incompatible; lowering the speed may solve the problem but in our experience, the problem usually stems from a cable, a connection or a fixture.
- Configure the XLR of the Device; you can choose the communication mode by selecting In or Out (depending on if the interface allows it or not) and connect the DMX universe to the selected output. For example with 2 XLR and 2 Output you can set the same universe on the 2 XLR and use your hardware like a DMX Splitter. Click on the Apply button to confirm the new configuration.



Device Options

This manual is the last step in learning everything about the software. From now on you will be able to configure your software as you see fit and also be able to pass the control of it on to another user.

9. Driver and software installation

This chapter describes how to install the software and the interface drivers on selected Windows and Macintosh computer systems.

System Requirements:

Windows	Macintosh
Windows 98, ME, 2000, XP, Vista 32/64, Seven	MacOSX 10.4 (Tiger) or greater
1 Ghz CPU	1 GHz CPU (Intel)
512 MB RAM	512 MB RAM
150 MB free disk space	150 MB free disk space
1 CD Rom drive	1 CD Rom drive
1 or more USB 2.0 port	1 or more USB 2.0 port
Video 1024 x 768 screen definition or higher	Video 1024 x 768 screen definition or higher

9.1. Installing and updating the software for Windows

Before you install the software, close all running applications, disable virus protection, and ensure your computer has enough memory and free disk space.

Insert the software CD into the CD ROM drive. The installer should launch and the installation will appear. If the Installer do not appear, find the Setup file in the CD ROM.

- Click Install Software to proceed with the installation.
- Choose the setup language.
- Click OK and click NEXT to proceed with the installation.
- After reading the license agreement, select I Accept The Agreement and click Next.
- After reading the Software Information, click Next.
- When the Select Destination Location window appears, accept the default location: c:\Program Files\..., or click Browse to make your own selection. After selecting the folder location, click Next.
- When the Select Start Menu Folder window appears, accept the default location or click Browse to make your own selection. After selecting the Folder Name, click Next.
- When the Select Additional Task window appears, accept the default setting or deselect the task that you don't want then click Next.
- Review the Pre-Installation Summary information and click Install.
- The installation will begin. You can cancel at any time during the installation.
- The Install Complete screen will appear once the installation is finished. Click Done or OK to quit the installer.
- If you have already installed the interface drivers, you are ready to run the software and begin creating light shows. If not, proceed to Installing interface Driver for Windows.

9.2. To update the Software:

You can proceed with a new installation. It will update the old files automatically. But we advise you to uninstall the previous software version before. Don't forget to save all the important files in a backup before, then proceed to the de-installation that is available in the Windows start menu of the software.

9.3. Installing and updating the DMX Device Driver for Windows

The following instructions will guide you through the task of installing the DMX Device driver. Driver installation varies from system to system, therefore you may see subtle differences in your installation.

Follow the instructions to install the drivers for your interface.

Note:

Do not click Cancel or Skip at any time during the installation. Doing so will prevent your driver from being properly installed on your computer.

Insert the software CD into the CD-ROM drive or download the driver form the internet.

If you have already installed the software (recommended), you can find a Driver folder in the software installation directory. We strongly recommend using this folder as the default file for the Windows Wizard installation.

After you attach the interface to your computer, Windows will detect new hardware and launch the New Hardware Wizard.

Select the recommended option to have wizard search for and install the best driver for your device and click Next.

Windows will search for the driver software. Select CD-ROM Drive or the folder which contains the driver (select the Driver folder in the installation directory) if prompted and click Next.

When Windows has completed the driver installation, click Finish.

Note:

Windows XP will prompt you to select the best match from a list of drivers. After selecting the driver and clicking next, you will receive a warning that the drivers are not signed. Click continue anyway.

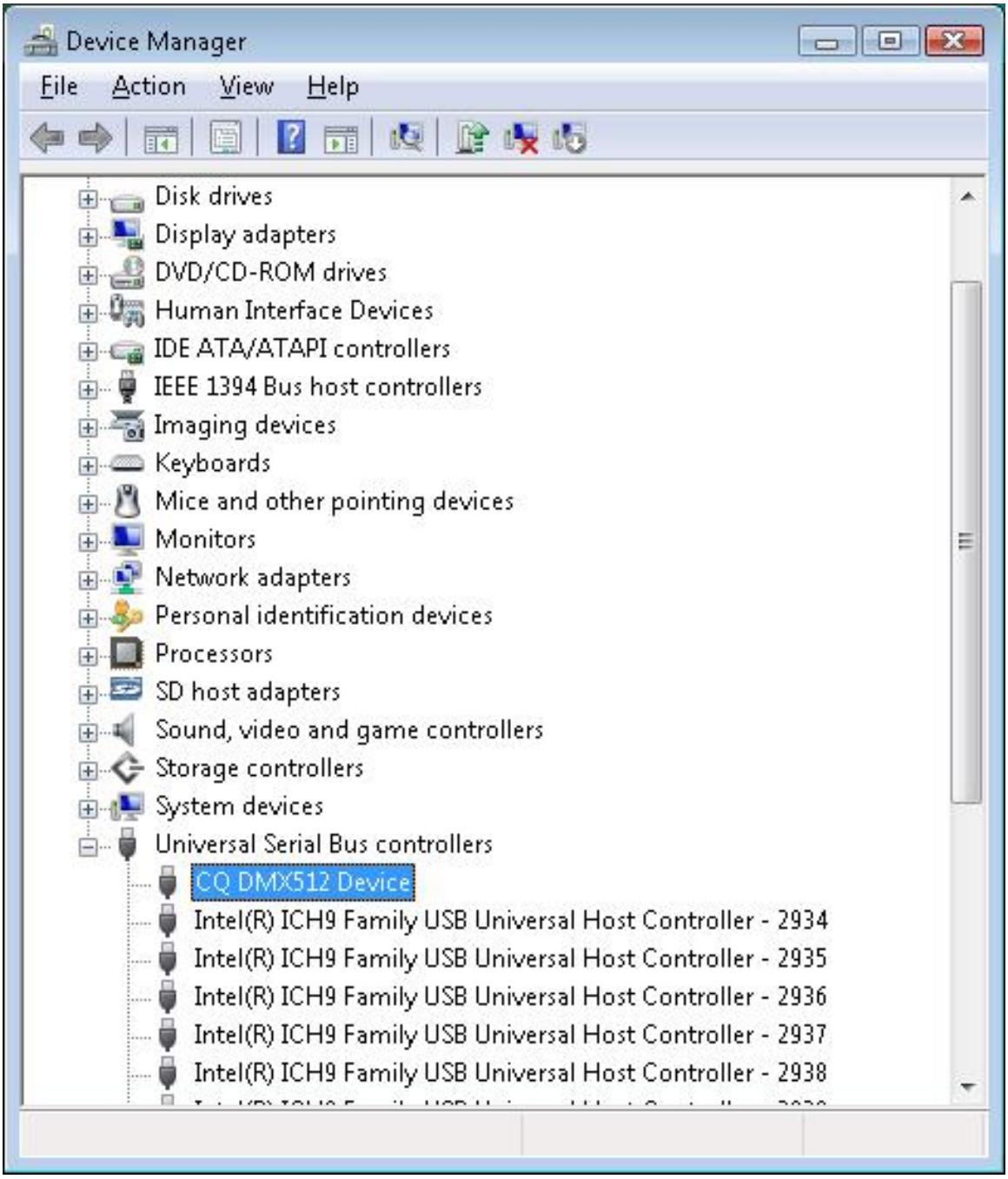
Refer to the Update Driver procedure to install the Driver on Windows Seven because Seven install automatically signed drivers only. There is a chance that Windows may ask you to install the driver a second time, if so, the New Hardware Wizard then guides you through the installation of the DMX Interface drivers following the steps above.
You must install the driver for each new USB port of your computer, when your hardware is attached to a new USB connector of your computer.

9.4. To update the Driver:

When a new driver version is available, you may choose to update the windows driver.

- Open the Device Manager of Windows and select you hardware device (CQ DMX512 Device for example).
- Right click on the device and select Update Driver.

- Select Browse My Computer Fro driver Software.
- Select Let Me Pick From A List Of Device Drivers On My Computer.
- Select the folder that contains or where you would like to put the new driver and click Next.



9.5. Installing and updating the software for MAC OS X

The purpose of this chapter is to provide users with a simple procedure for installing the Software under MAC OSX system (10.4, 10.5, 10.6 and later).

- In the CD Rom, ddouble click on the .PKG.ZIP file to decompress the .PKG file to your desktop. A .PKG file appear on your desktop.
- Double click on the .PKG file and follow installation instructions. The .PKG install the driver at the same time.

- To proceed with the driver installation, users must use the Root or Administrator password because it requiers to copy some files in specific folder that a single users are not allowed to open.
- When the installation is completed, just create an alias for your dock or on your desktop. Use Control + CLIC or right click on the .APP file to create the alias.
- Drag and drop the alias for your folder or your dock.

Note:

Before user running the software, you must install the drivers to your Mac by using the Root or administrator password.

The Application won't start if the drivers are not well installed.

9.6. Installing the CQ DMX512 Device Driver for MAC OS X

The .PKG installs driver automatically on Version 0.3, 10.4, 10.5 and 10.6. You must know you administrator password (root) to complete the installation.

To check if your drivers are well installed, you can check the /USR/LOCAL/LIB/ directory with your terminal and see if these files are well installed: libftd2xx.dylib and libftd2xx.0.1.7.dylib.

If the software do not start, just refer to the driver installation instructions gives in the driver's folder of the application.

10.Glossary of Terms

DMX512: DMX is a shortened form of Digital MultipleX. It describes a standard method of data transmission that allows the interconnection of lighting control equipment by different manufacturers. The DMX512 protocol was developed in 1986 by a committee of the USITT (United States Institute for Theater Technology) to provide a standard interface with which to control dimmers from lighting consoles. It allows a maximum of 512 channels per DMX line and each channel can reach 255 levels. Channels have a dimming function with 255 values.

Fixture: A predefined DMX device containing channels. It is used for any type of lighting device like spot, moving head, scanners, and lasers, follow spot or visual effect devices like smoke machines.

Channel: A DMX or analogue output. It can use 255 digital values. Also known as DMX channel, which, for the purposes of this guide, is synonymous with DMX address. Any DMX light show, including shows designed with the software, sends data to the lights using up to 512 separate channels. The DMX Channel Number assigned to a light in the software must match the DMX address on the light itself. Since each light uses three channels, (one each for red, green, and blue,) the DMX Channel number indicates the first of three consecutive DMX channels that the light receives.

Address: A digital number from 1 to 512 for a channel or a fixture. Address numbers define which channel is concerned.

Universe: A group of 512 DMX channels, or the group of three analogue channels on the rear of the product.

Profile: A overview of the fixture channels functions and descriptions. The Profile shows all the channel presets and channel numbers and defines the fixture type.

Profile Editor: A tool to create new Profiles and give the user more control options.

Patch Editor: A tool to assign different channels to the fixtures and create matrix configurations. It is composed of several universes with 512 channels each.

RGB: Acronym for red, green, blue. In the RGB color model, all colors are produced by combining various levels of red, green, and blue. The software includes an RGB color picker. A lighting feature for Red Green Blue color.

Step: A target state for one or more channels which will fade to the new values over a preset time. More than one scene may be active simultaneously.

Scene or Program: A number of steps, recalled automatically over time. More than one sequence may be running simultaneously.

Fade: Fade effect is a smooth transition, back and forth, between two colors. The effect slowly increases the intensity of one color of light while simultaneously reducing the intensity of the other color.

Triggers: An input in to the system that recalls a scene or sequence. Triggers include user-mode buttons, the real-time-clock and the three configurable inputs on the rear of the product.

Brightness / Dimmer: Also known as intensity or luminance. A measure of the rate of flow of light energy (luminous flux) per unit area leaving a surface in a particular direction. A lighting feature to modify the intensity of the lamp.

Color: The impact of light source colors is determined by the combination of three factors: hue, saturation, and luminance. Hue indicates whether a color looks red, orange, yellow, green, blue, violet, etc. Saturation represents how pure a color is, and luminance (brightness) identifies how strong the color is. The software includes a color picker to help you choose from over 16.7 million possible colors.

Strobe: The Strobe effect produces a series of light flashes. Very short, bright flashes can produce a "stop action" effect, where actions seem intermittent. Strobe rate Refers to the number of flashes per second, or how many times in one second the light is illuminated.

Drag and Drop: This action allows you to move objects to a different part of the software. Click on the object you wish to move then, holding down the button, move the mouse to a different area to bring the object to this place, then release the button to drop the object.

Shutter: A lighting feature that quickly opens or closes the light beam.

Preset: A DMX range or part of the 255 values available in the channels. For example a preset can inscribe the channel values from 20 to 51 with a specific function.

Default Preset: This preset is used to setup a default level for the channels. One default preset per channel is allowed. If no default preset is defined with the Profile Editor, the software will use the value 0 as its default preset.

11.Troubleshooting

This user guide contains detailed information about all the software and hardware troubleshooting and how to deal with any problems.

This guide assumes you have a basic working knowledge of your operating system, including using a mouse, selecting items in menus and dialog boxes and opening and closing files. For information about these and other basic techniques refer to your operating system manual.

Green USB Interface Led
The green Led is for the USB. The green USB Led is on when the interface is connected to the computer and the software is closed. The green USB Led flashes slowly when communication is operating effectively between the software and the device. It indicates the software has detected the hardware and has started reading it.
Red DMX Interface Led
The red Led are for the DMX. The red DMX Led are off when the interface is connected to the computer and the software is closed. The red DMX Led is on when the software is has been opened, has detected the device and is communicating with it. The speed of the DMX affects the red DMX Led and at a slow speed the led will start flashing.

The Green USB Led is on and the Red DMX Led is off when the software is running.	
Your interface has not been detected by the software.	Close the software, connect again the interface et restart the software. The interface must be connected to the computer before starting the software. Check if the latest driver has been correctly installed and the system has detected the connected device.
If the interface has not been detected, check the drivers installation and if the system recognize the QT DMX512 DEVICE.	Turn off your anti-virus and other applications than could be using the same system resources as the software. Read the installation and update driver procedure (MAC + PC).
If the drivers are fine and devices detected.	Check if the hardware is compatible with the software and refer to your dealer or manufacturer's web site for compatibility instructions.
The green USB Led and Red DMX Led are flashing quickly when the interface is connected.	
Your interface has a problem and do not work properly.	You need to return the hardware to your dealer or to the manufacturer for repair or exchange.
The Green USB Led and Red DMX Led are off when the interface is connected.	
Your interface has a problem and do not work properly.	Check the USB cable and the power. You need to return the hardware to your dealer or to the manufacturer for repair.
The Green USB Led is flashing slowly and Red DMX Led is on but there is no DMX signal when the device is connected and detected by the software.	
The light do not respond to the DMX commands.	Check the software DMX Patch and if the DMX address match with the Patch and the light itself. Check the DMX universe assignation from the TOOL/OPTIONS/DEVICE menu of the software.
The light do not respond to the DMX commands.	Check your DMX cable. Check the XLR connector to make sure it is connected properly.
The light do not respond to the DMX commands.	A DMX line cannot support more than 25 fixtures per line and 200 meter of cable without losing the DMX signal.

	We recommended using a DMX amplifier, DMX booster or DMX splitter to extend your DMX line and increase the DMX signal level.
The light do not respond to the DMX commands.	Open the interface and check the fuses that protect the DMX line located on F1, F2, F3 and F4. You may need to replace them.
The light do not respond to the DMX commands.	Check your fixture using another controller to see if it is merely a problem with your light.
The Green USB Led is flashing slowly and the Red DMX Led is off when the device is connected and detected by the software.	
If you don't have a DMX signal.	Check if the interface is connected well and detected by the software. Check the red LED and the DMX drivers located on U2 and U3 position on the PCB. You may need to replace them. Check the DMX cable and the XLR.
If you have a DMX signal.	Check the red LED of the interface.
There is no DMX Output Signal on the line and the fixtures are not responding.	
The green LED is flashing slowly and the red LED are on. The interface is connected and detected. Drivers are fine.	Check your USB cable and make sure that it is a shielded cable and that it is in line with all USB 2.0 specifications. We recommend using the cable supplied with the package. It is possible that one of your DMX cables is faulty. Double check each cable and test them one by one if necessary. Some DMX cables have the Pin 2 and 3 inverted, make sure that the Data – is connected to Pin 2 of the XLR and the Data + is connected to Pin 3 and the Ground to Pin 1 of the XLR. 1 faulty cable can disturb the entire DMX line. Make sure that your cable has the Ground, Data + and Data – connected separately on each Pin of the XLR and make sure that the housing (ground/earth) of the XLR cable is not connected to Pin 1 of the XLR. Add a DMX booster, Splitter or amplifier.
The Interface cannot output more than 10 DMX channels.	
Only the 10 first channels are active.	Update the software and contact your dealer or the manufacturer.

I've got a bad DMX signal without a constant signal and my fixture is frequently losing the DMX signal.	
Light loose the DMX signal for a short time.	You need to check your firmware version in the TOOLS/OPTIONS menu and then in the DEVICE section. You can find the firmware version and update it if necessary. You must have a firmware version superior to V.1.0.0.3 to correct a bad DMX signal. Check your computer minimum requirement.
How do I update the Firmware of the interface?	
A Firmware is a kind of small software embedded in the hardware interface. It can be updated to improve general functioning or offer additional functions. The update procedure is only possible on Windows systems and allows you to update the firmware easily. You must connect the interface to your computer and make sure the drivers are installed correctly. Select OPTIONS in the TOOLS menu of the software and go to the Device board. If the interface is detected properly the features will appear in the window. Check the current firmware version and update it with the new version if necessary. To get the latest firmware version you must install the latest software version.	
My device is detected by the software but disconnects frequently and loses the USB communication after a short time.	
After a short time the USB communication may stop and the GREEN LED will not flash anymore and remaining ON.	You need to return the hardware to your dealer or to the manufacturer for repair or exchange.
The software will not start.	
Windows : Check if the driver is installed correctly. Check if the same application is already running in the task or application manager of your system. Turn off your anti-virus and other applications than could be using the same system resources as the software. Restart your computer. Reinstall the software completely.	MAC OS X : Check if the driver is installed correctly with the Terminal. Application won't start without the driver installed. Check the software and drivers installation manual. Reinstall the software completely.
The software starts but cannot detect the interfaces.	
Software cannot detect the interface.	Check if the latest driver has been correctly installed and the system has detected the connected device.

	Turn off your anti-virus and other applications than could be using the same system resources as the software. check if the hardware is compatible with the software and refer to your dealer or manufacturer's web site for compatibility instructions.
How do I update the drivers?	
Windows : You must update the driver manually and refer to the user manual "How to install software and drivers". Also refer to your operating system manual to learn how to update a driver. You have the "Driver" folder in the installation directory.	MAC OS X : The installation package (file .PKG) will automatically install or reinstall the new driver for you. You must use the ROOT or ADMIN password to complete the software and driver installation correctly.
How do I update the software?	
Uninstall your current version. We recommend saving all your shows and profiles in a different folder beforehand. Then download the latest version from the web site and proceed to a normal installation. The new installation will replace the principal and system files only.	
What do I need to do before contacting my resale merchant or the manufacturer?	
Note the serial number of the device, the version of the firmware, the version of the software, the system used and the version of your system. Read the entire troubleshooting manual and attempt all of the solutions.	

If you have a problem not listed above simply contact your official dealer or the manufacturer directly to report your problems and receive a solution. Each product has a 24 month international guarantee.

12.Contact:

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