USER MANUAL

HOW TO CREATE PROFILES

V. 1.5.4

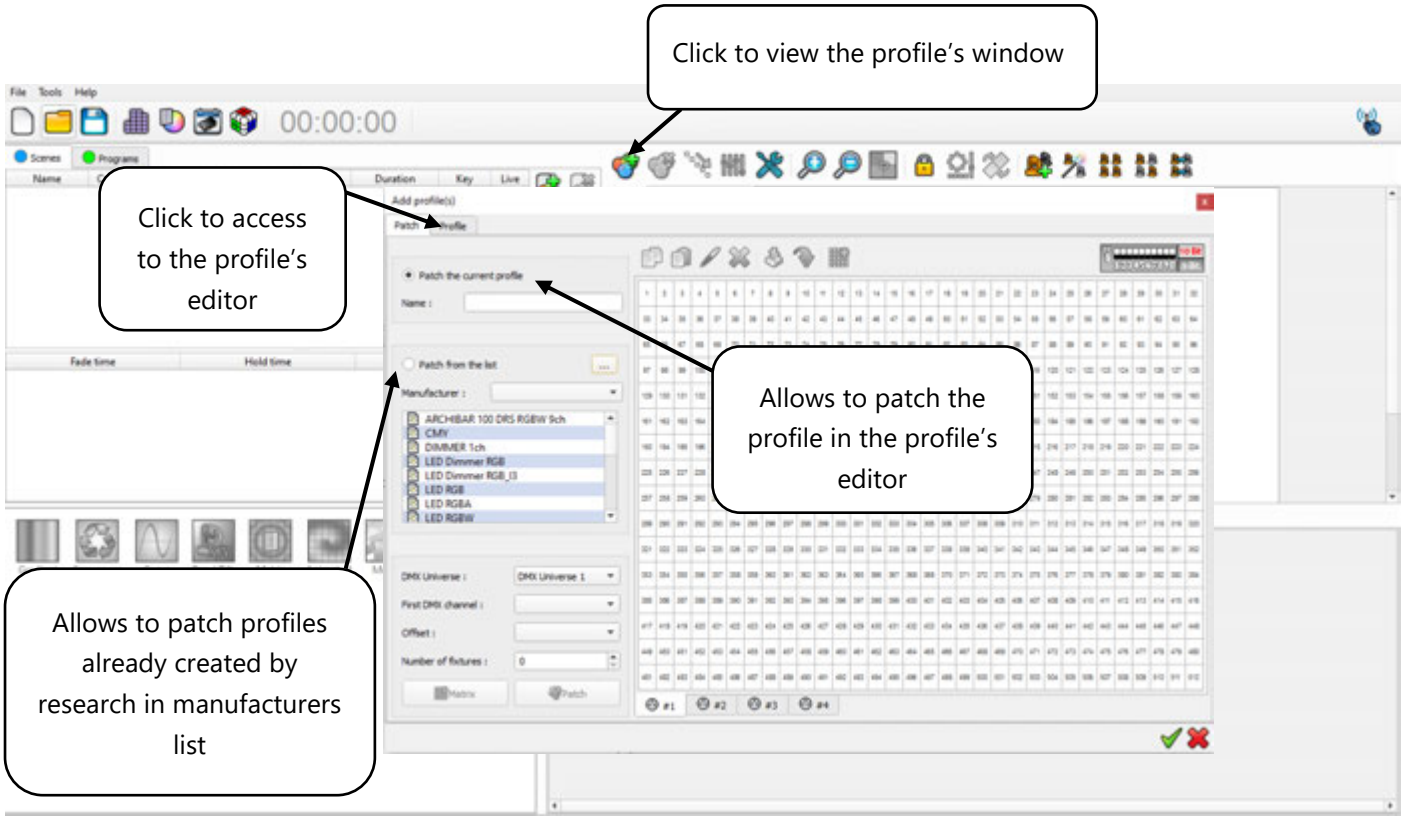
SUMMARY

INTRODUCTION

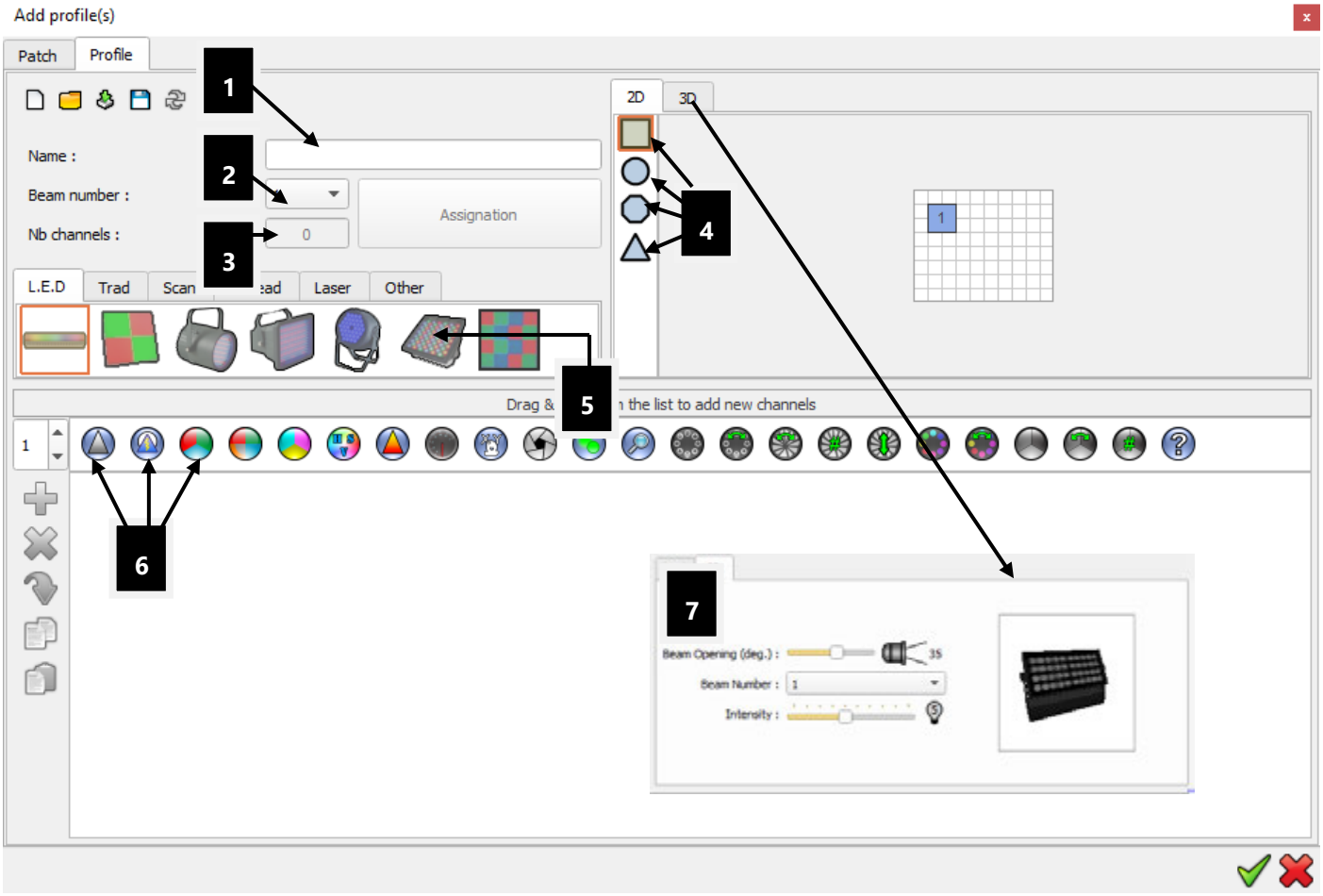
This chapter describes how to create a fixture Profile with the software. The Profile Editor includes a Library with more than 7.000 fixtures' profiles. If you cannot find your fixture, editing a new profile is very easy fast; the only thing you need is the technical user manual of your lightings fixtures (with its complete channels description). The Profile Editor can create all type of profile, like single to multiple lightbeams (Dimmer or RGBWA) or single to multiple Pan Tilt also Master channels management (RGB, XY, Dimmer). You can also update at any time an existing profile.

OPENING THE PROFILE EDITOR

Launch the software and go into the profile's editor



CREATING A NEW PROFILE



Profile Editor tab

1 Enter your Profile name in the Name field.

2 The light sources count will be automatically updated. Alternatively, you can change the light source count if you know how many beams(sources) your fixture uses.

3 Show the channels total.

4 Tool bar containing a square, circle, hexagon and triangle. Choose the beam shape you wish to be displayed for the 2D view in the Editor mode window.

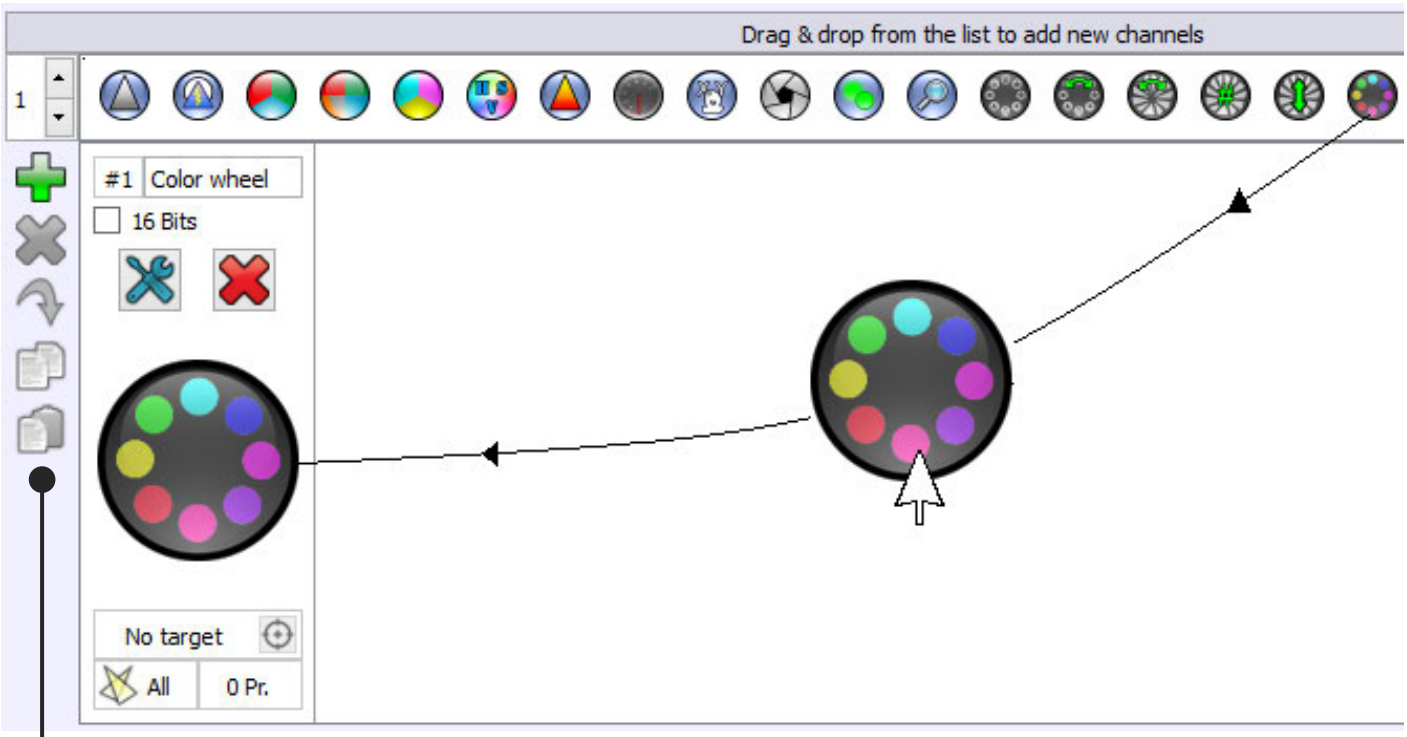
5 Choose a picture for your fixture (depending on the kind of fixture you want to create the profile) from LED, Trad, Scan, M.H, Laser, Other. This picture will be displayed in the Editor mode window. Having the appropriate picture is very important because it will be easier to identify each fixture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

6 Channels types selector.

7 Device appearance and beam intensity as he will represented in the 3D simulation software.

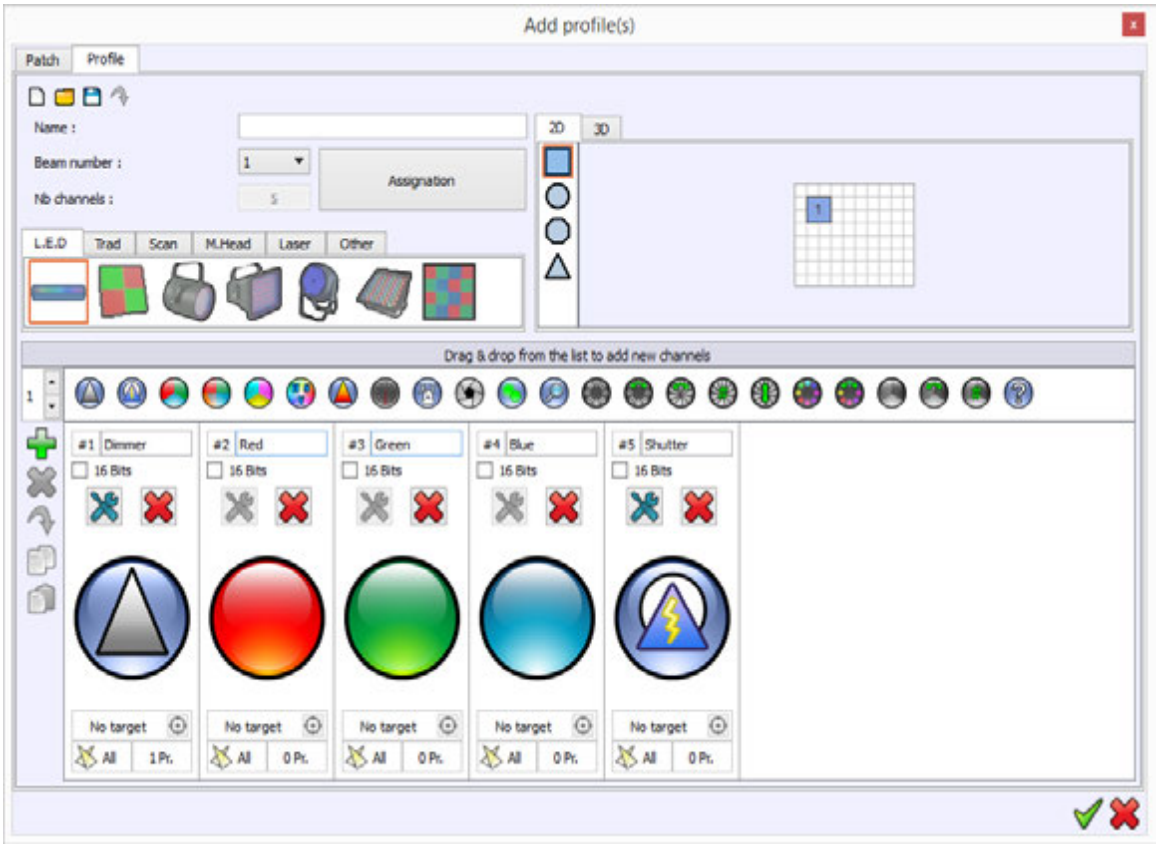
CREATING AND ADDING CHANNELS

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



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

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



LIST OF AVAILABLE CHANNELS TYPES

The channels list gives all the common features available on DMX lighting fixtures:

Commun feature's channels types list

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.

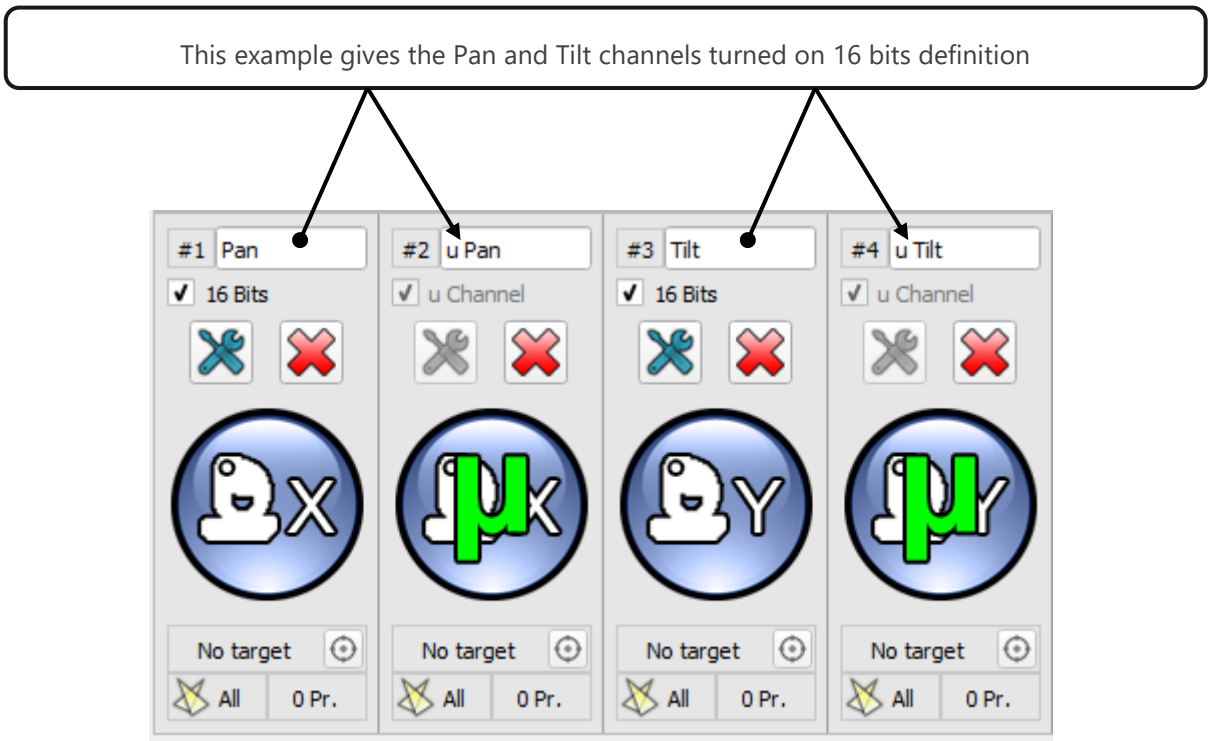
CHANNEL TYPE : **SHUTTER**

This channel is mainly used for the strobe effect but it can sometime also include and manage a dimmer effect.

CHANNELS INTO 16 BITS DEFINITION

All channels can be turned on 16 bit definition. The 16 bits function is an extra channel that is used to increase the accuracy of the dimming. Instead of getting 255 DMX levels per single channel, you get 65535 available levels by combining two channels.

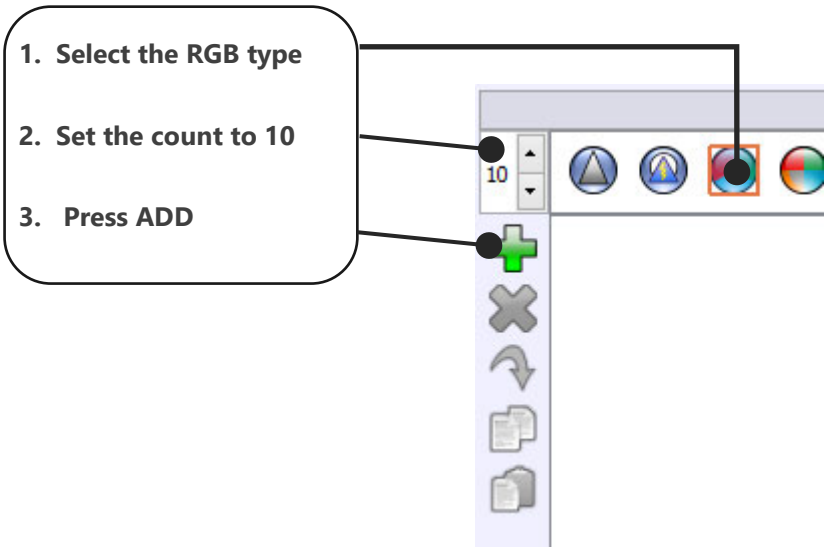
Any channel can be turned to 16 bits definition. Select the 16 bits option on the channel then a second channel will appear. You can drag and drop the channel to change its position in the list.



Pan Tilt and 16 bit channels

INSERT MULTIPLE CHANNELS IN THE SAME TIME

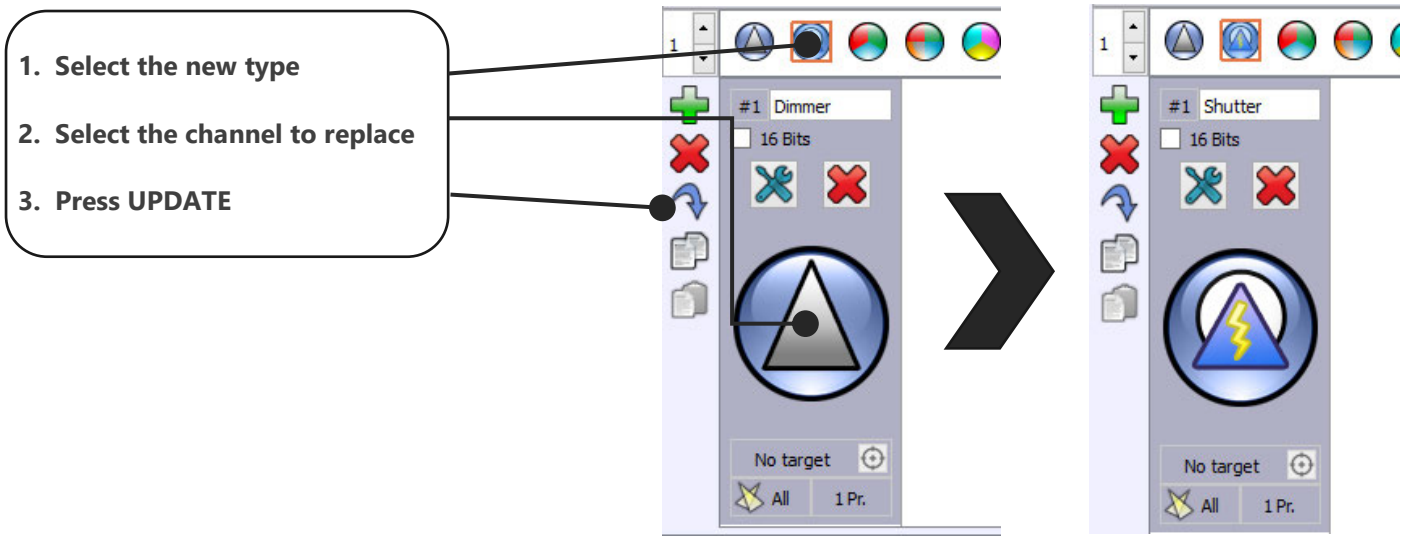
When you need to add several channels of the same type: just write the number after having selected the channel. For example if for a specific lightning fixture you need 10 RGB channels to control 10 RGB sources,



instead of repeating 10 times the same RGB channels adding procedure you can:

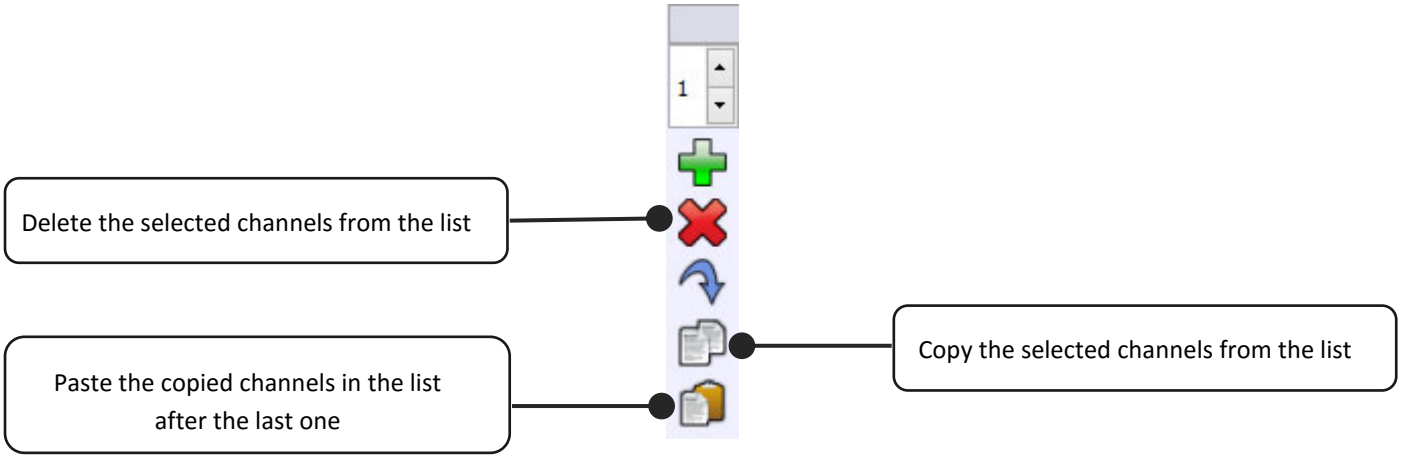
REPLACE A CHANNEL TYPE WITH ANOTHER TYPE

Here let's see how to replace the DIMMER type to a SHUTTER type:



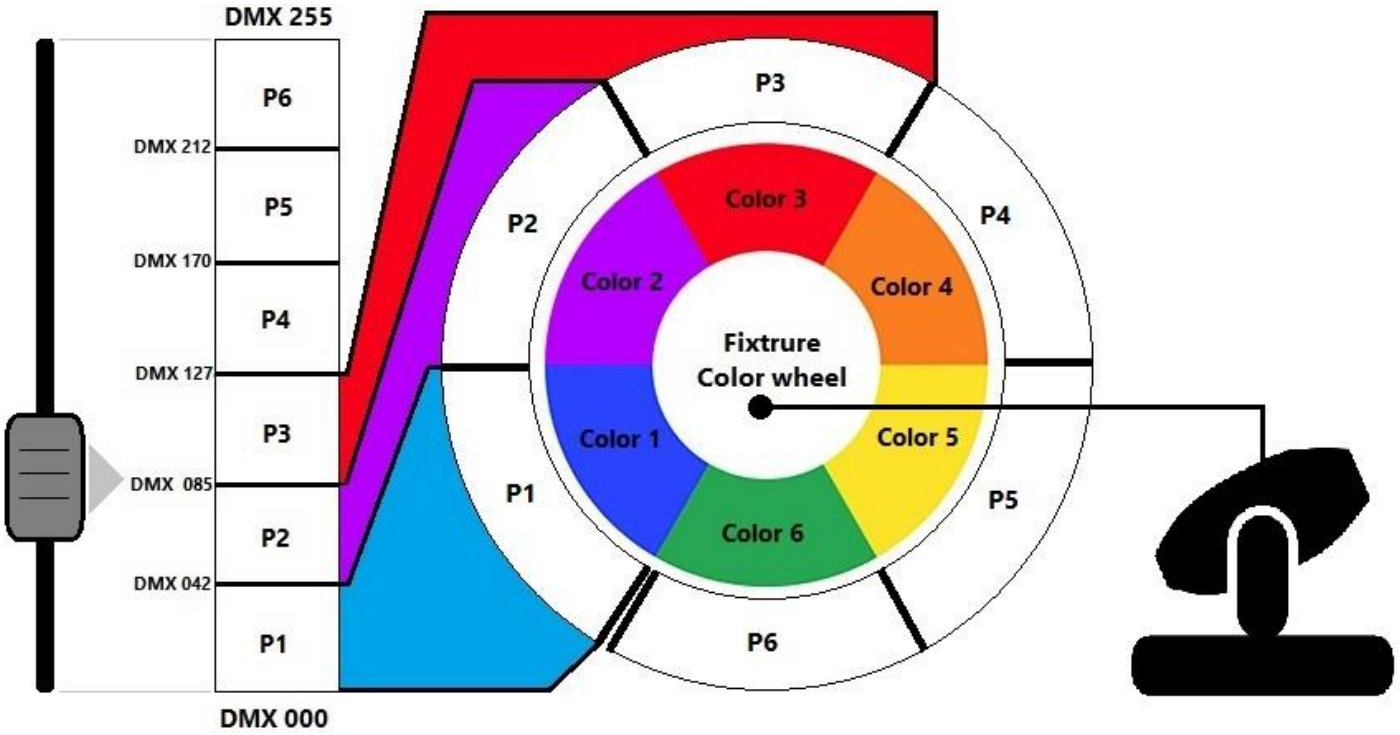
A drag and drop during pressing "CTRL" can also do the operation.

OTHER COMMODITIES



WHY 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. With good preset settings you will be able to program a show much faster.



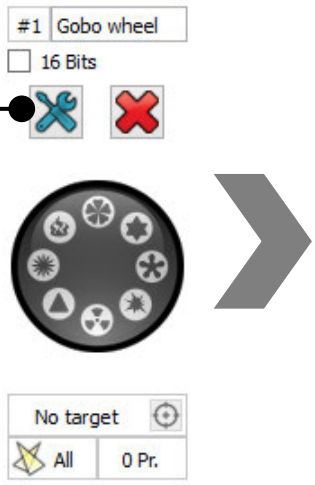
This exemple shows how the color wheel of a standard moving-head fixture can be controlled thanks to the presets. Here the color wheel has 6 colors. To control them, the manufacturer divided the color wheel dmx channel in 6 sections called Presets. In our case when the DMX channel takes a dmx level between 0 to 42, preset 1 will be called. The moving head will set his color wheel to the blue position. Now if the DMX level is moved to 86, the levels range of the preset 3 will be positioned on the red color.

Some effects like PAN-TILT, RGB, CMY, White/Amber cannot receive channel's presets. These features will request anytime the full 0-255 level range For that, the software provides a dedicated control boards *(*Color Palet, Pan/Tilt control windows, etc...). Simply dropping a specific channel in to the channels area is sufficient.

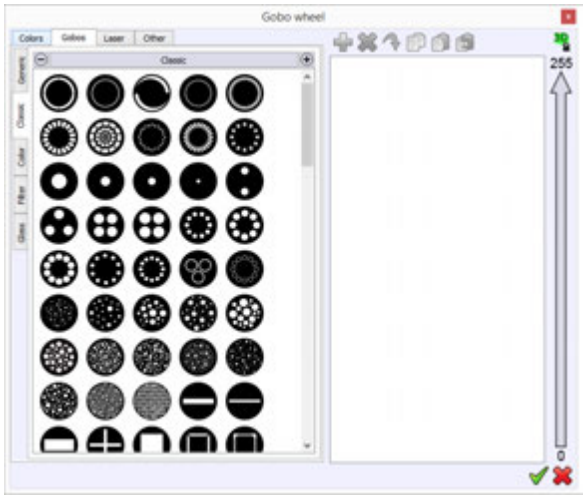
HOW TO CREATE PRESETS ON CHANNELS?

Click on the Tools button of a channel to create the presets.

After a few seconds the preset window will show up.



Add Preset button



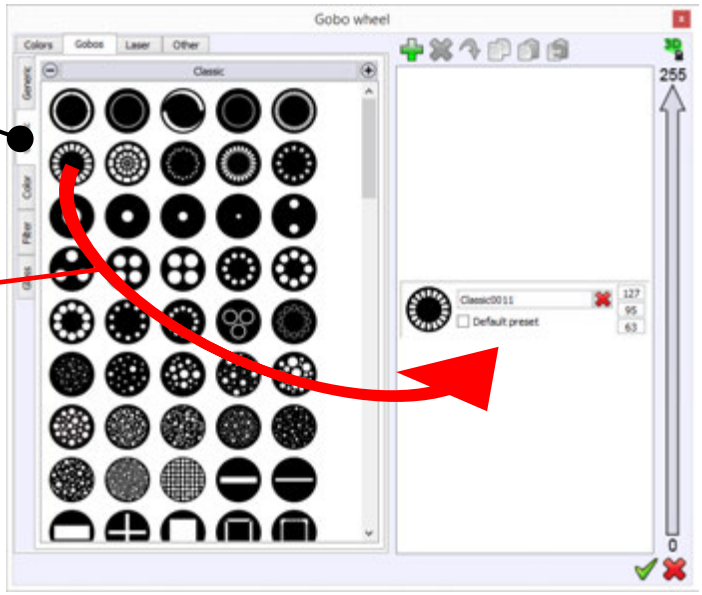
Preset window for Gobo channels

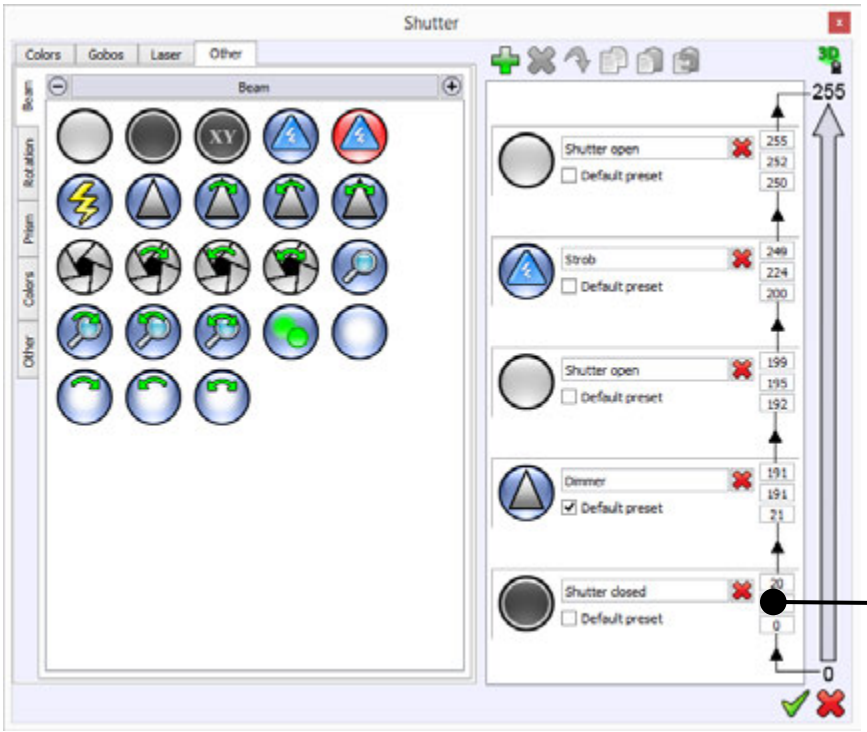
The preset window is divided in two, left and right areas:

The left section shows all the available presets available.
The right section shows the current presets applied on that channel.

Select the family of preset that you need from the left hand section

Drag and drop the chosen preset to the right section. A new preset item will appear

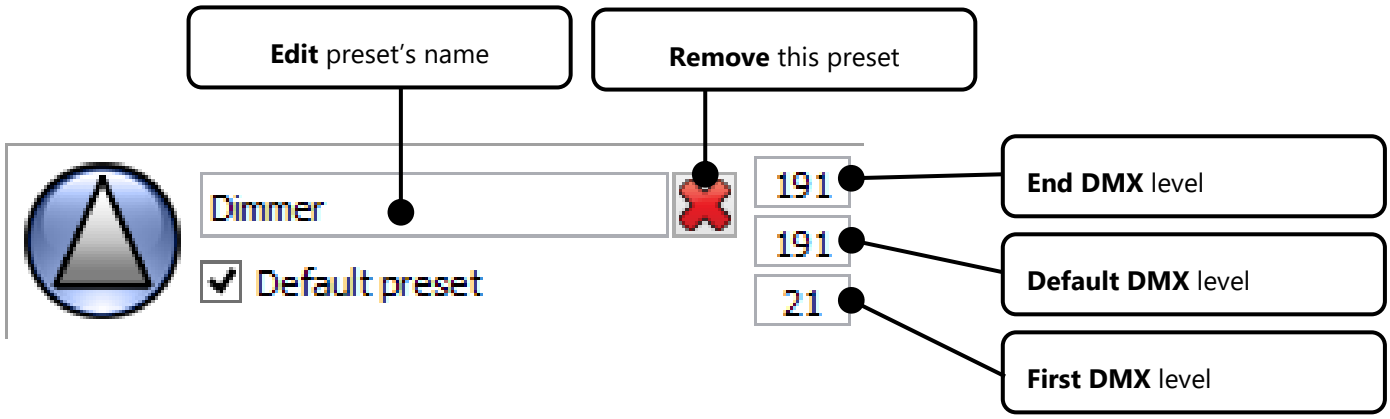




The first preset is located on the bottom - You may need to scroll down to reach it.

New preset for shutter channel

If you look carefully at each preset, you can change the name of the preset, choose the *end*, and *start* DMX values as well as a default DMX value:



- **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.

  Here the software will call that Dimmer preset with DMX191, the higher level for this preset; which means that the dimmer will be open at 100%. This saves time to program the show: you call the dimmer preset => you get full beam by default.

ABOUT THE DEFAULT PRESET

Click 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 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.

Keep adding the presets by dragging and dropping them into 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 board in the Editor window. Some functions of the Live Board will also use the preset values.

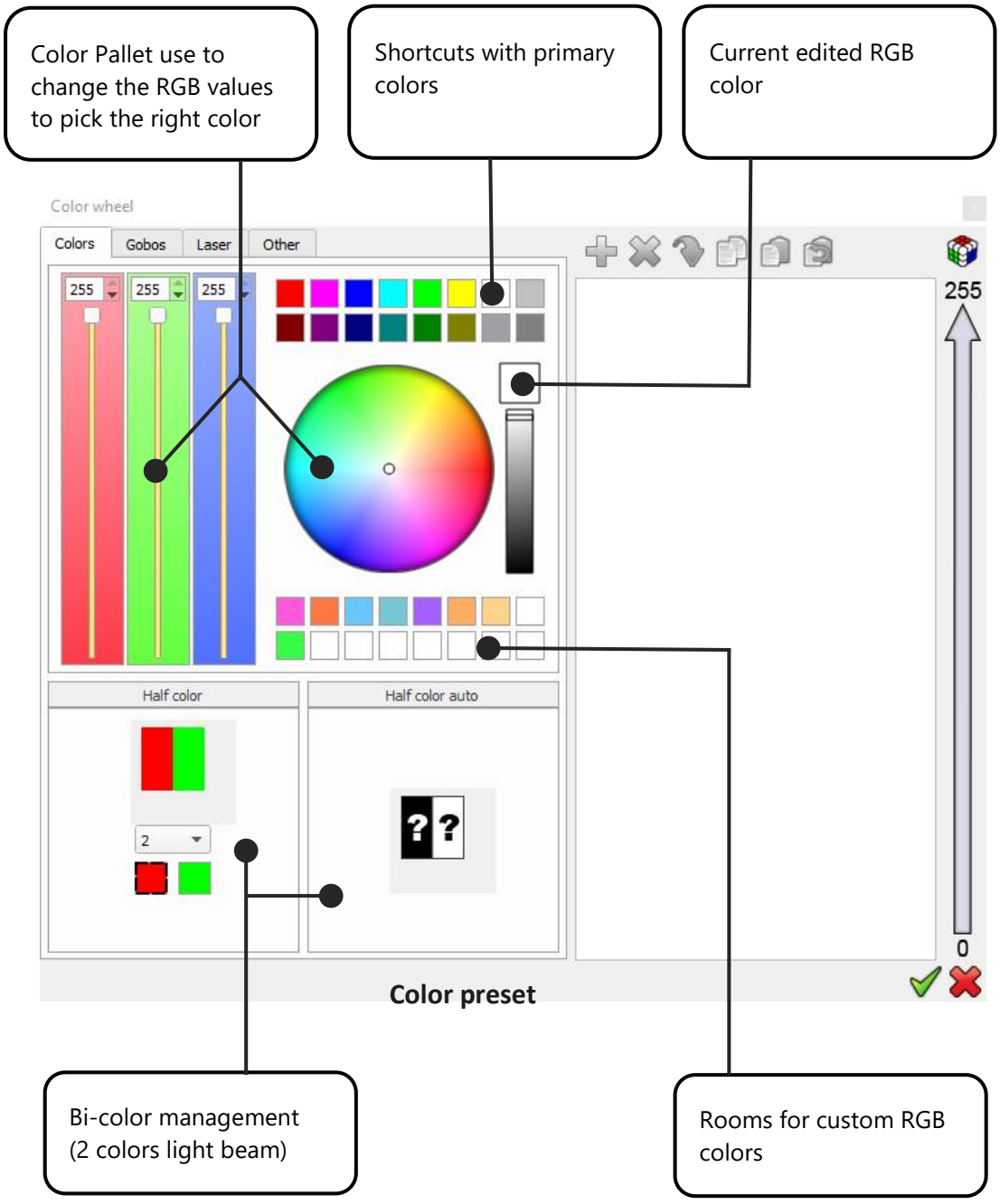
GOBOS AND OTHER PRESETS

The GOBO tab is used to create gobos presets. With a Gobo-Wheel channel, this tab will be selected automatically. The software gives you other categories tabs, they depend on the channel type used. They all work exactly the same as the gobo presets.

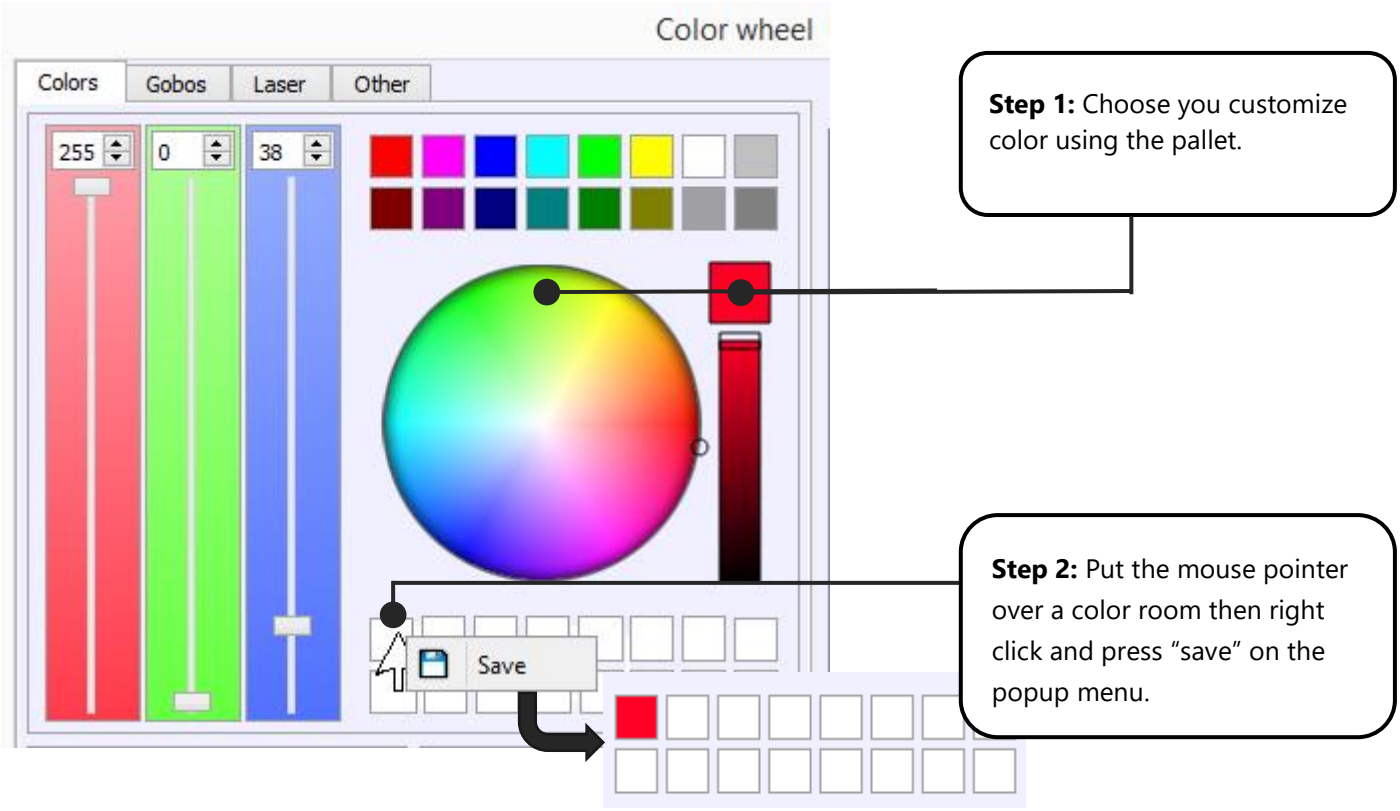
- Select the family of preset that you need.
- Select a gobo image or another image from the list as before.
- Drag and drop the picture from the left hand area to the right hand preset area.
- Set the start, and default DMX values of the preset.

COLOR PRESETS

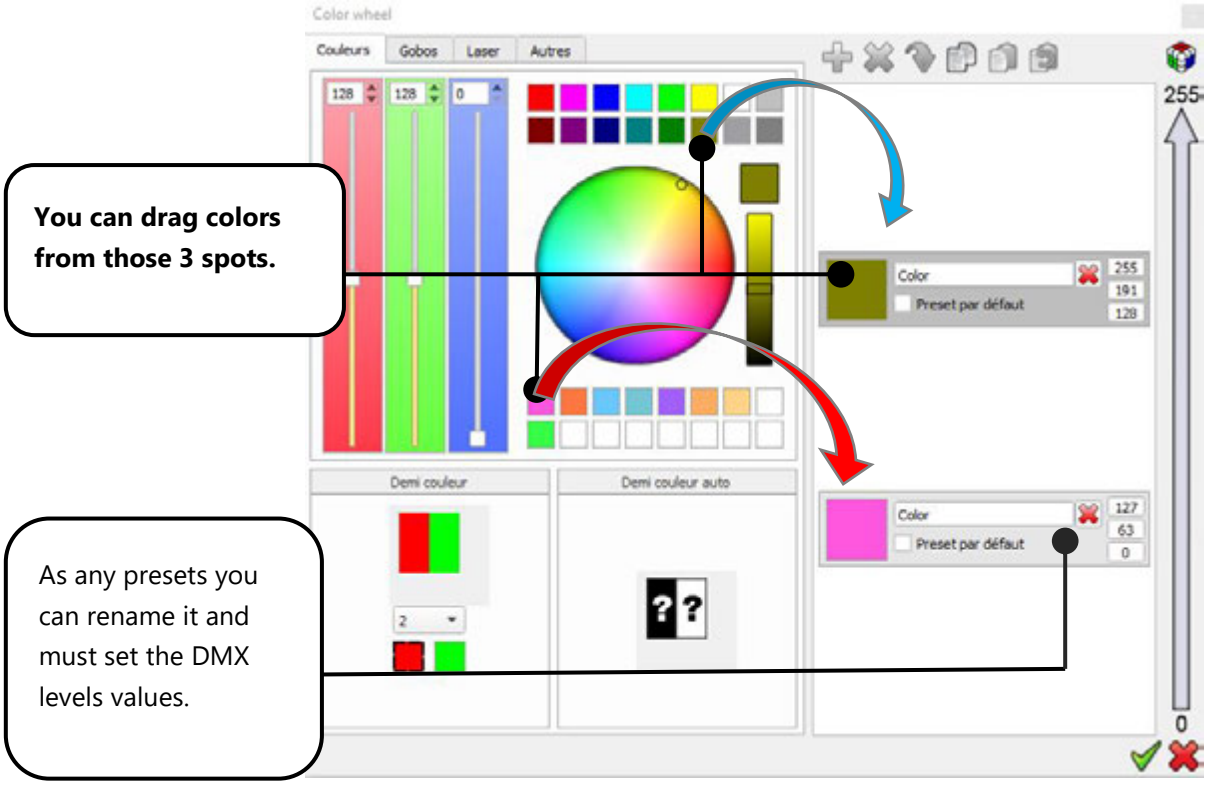
This presets category is used to create Color presets. With a Color-Wheel channel type, the color tab will be selected automatically.



Let’s see how to record your customize RGB colors:



Now you can insert color presets in the channel as usual with drag & drop:



DUAL COLOR PRESET

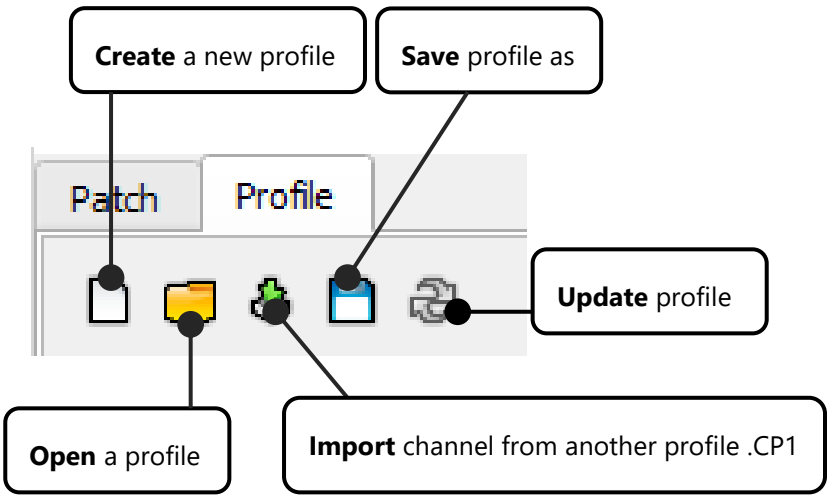
The Dual color function is available within the color family preset. There are 2 possible options: Half Color and Half Color Auto. You can choose 2 different colors with the Half Color option.

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.

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



All the Profiles are saved in the Profile folder of the software installation directory. We recommend you to 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 straight away in the current project. Just open the Patch window and refer to the user manual How To Patch a DMX Profile.

You are now able to create your own Profile. Read carefully the instructions in the user manual of your lighting equipment to know what are the channels and presets that need to be created, then refer to the How to Patch a DMX Profile Chapter.

USER MANUAL

HOW TO CREATE SCENES & PROGRAMS

V 1.5.4

SUMMARY

INTRODUCTION

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

Steps, Scenes and programs are the basis of the DMX programming. You must understand what there are and how they respectively work before programming your show.

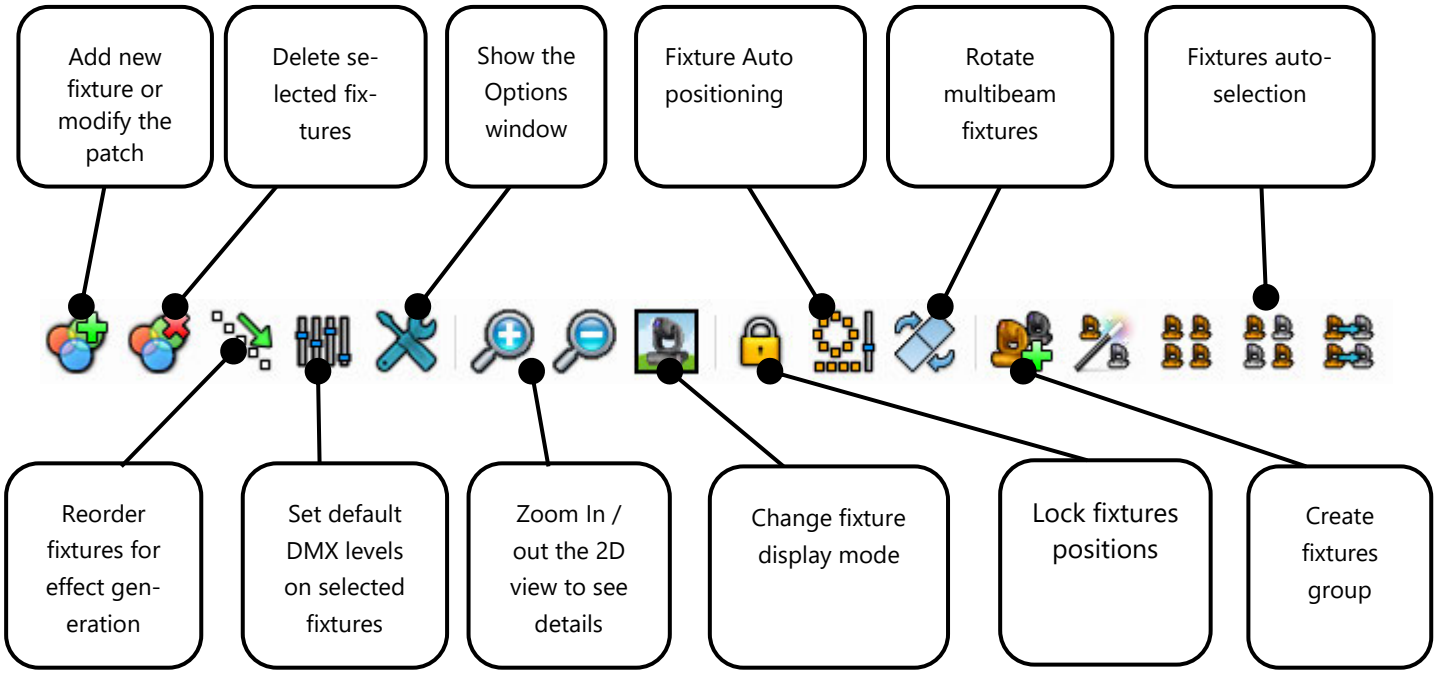
You must start the software and apply the DMX Patch before beginning to create Scenes and Programs. Please refer to the user manuals **How to create Profiles** and **How to Patch Profiles**.

PATCH AND CONTROL

Efficient programming requires a good patch, and a good patch always starts with good profiles. Make sure that your profiles are correct and match the lighting fixtures of your project. Last but not least, you must carefully check if all the DMX addresses you assigned in the software patch match the lightings fixtures themselves.

Please refer to the user manuals ***How to create profiles*** and ***How to Patch Profiles*** to learn everything about these two preliminary stages. When the patch is done, you should test it and check that the fixtures are well responding to the software commands.

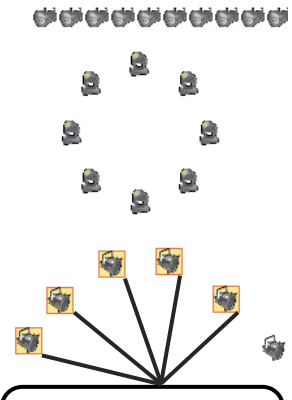
FIXTURES 2D VIEW MENU



FIXTURE SELECTION

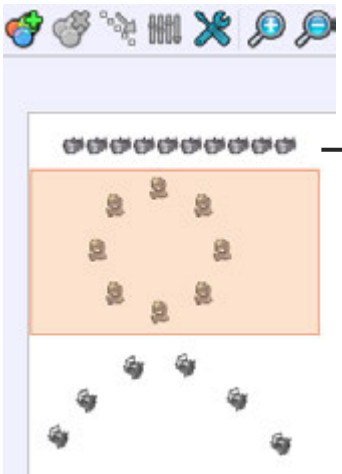
In the 2D area you can select / unselect the fixtures by clicking on their pictograms

Click on a fixture item to select it

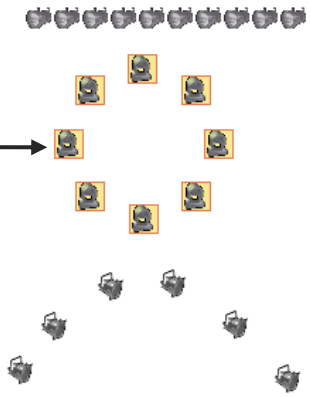


Hold CTRL+Click for multiple select

You can also select them by drawing a selection zone. Unselect all of the fixtures by clicking anywhere on the 2D area.



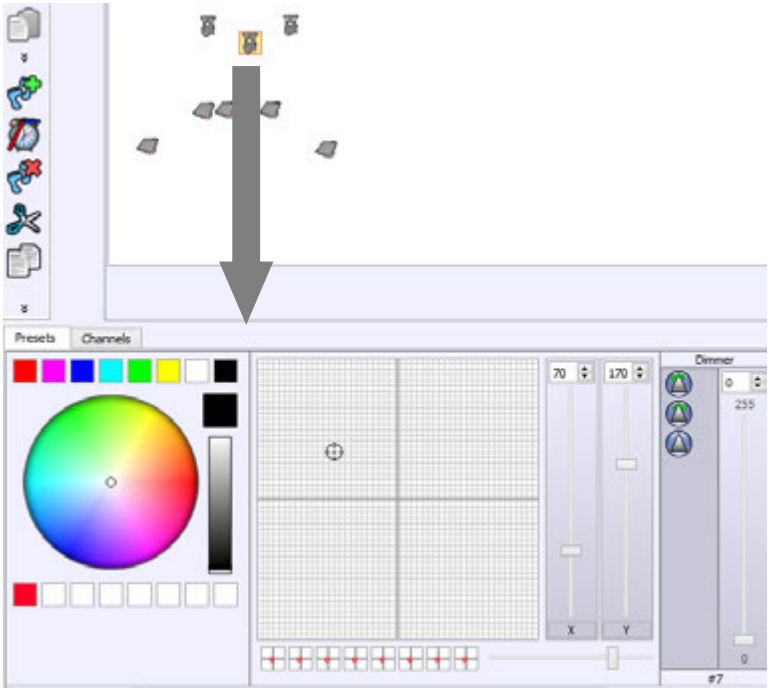
Click on anywhere in the 2D view, hold down the left mouse button, then draw your selection zone. Release the mouse, all the fixtures under that zone will be selected.



When the lock position is activated, you can unselect fixtures by clicking the item a second time.

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

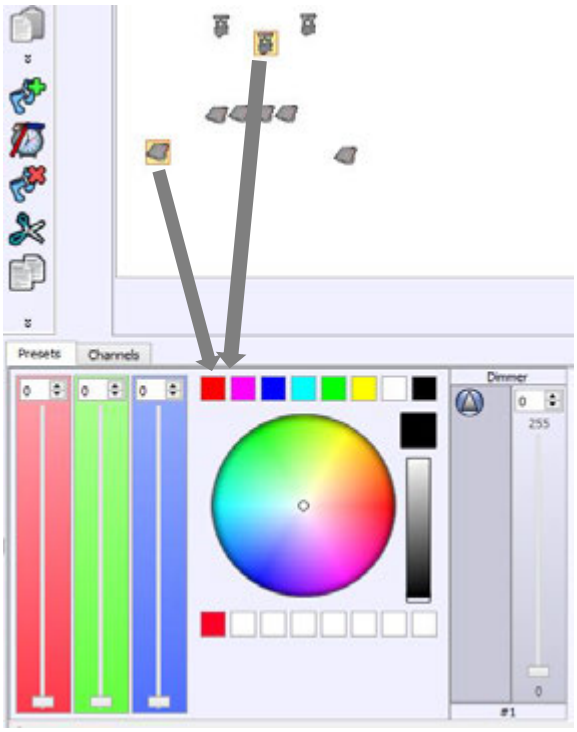
CHANNELS CONTROL PANEL



When you select a fixture, its channels and presets appear in the presets panel located just below the 2D area. (You can see all the profile's channels that were earlier defined using the Profile Editor)

If you select 2 or more different fixtures with different profiles 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 pallet. If the 2 fixtures have both a Pan and Tilt, the software will display the Pan and Tilt pallet. But if only one of them has RGB color, the software won't display the RGB Color pallet. Commons channels are shown others are hid.

The types of commons channels who can be displayed are: RGB, CMY, RGBY, RGBA, Pan, Tilt, Dimmer, Focus, Iris and Zoom.

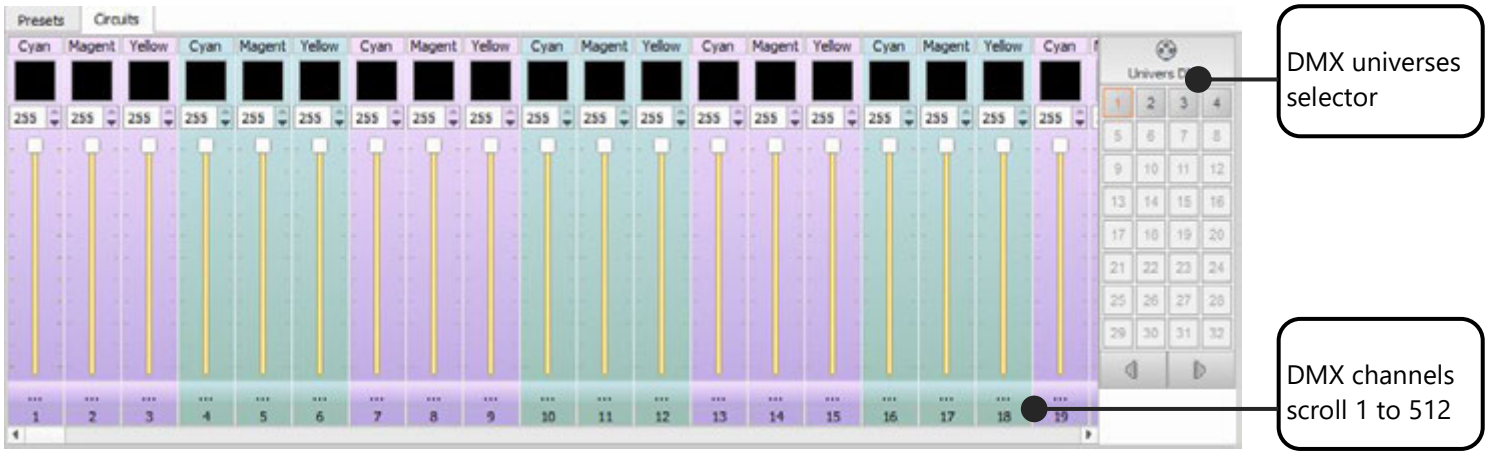


CHANNELS AND PRESETS WINDOW

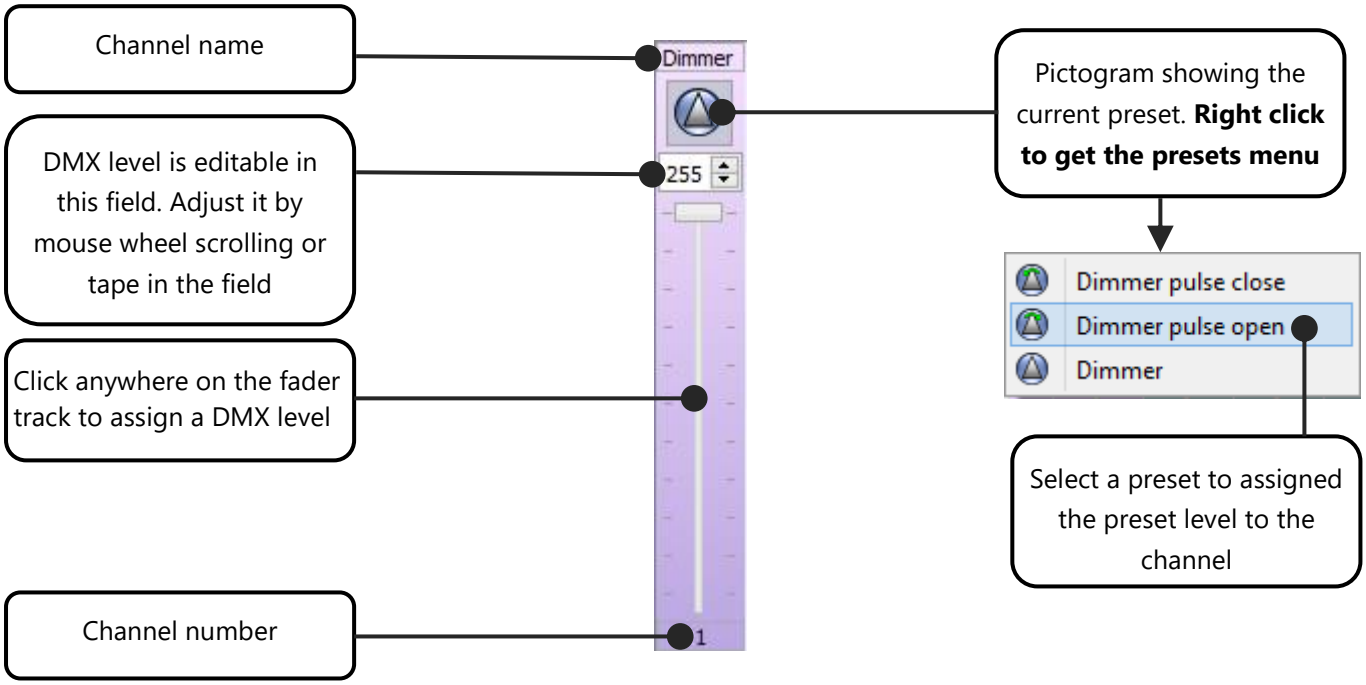
The DMX controls window appears under the 2D area. There's two possible types of controls display: the Channel display mode and the Preset display Mode.

THE CHANNEL DISPLAY MODE

The Channel mode shows a traditional fader board for each of the 512 DMX channels. 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 fader colors helping to distinguish the odd and even fixture channels.



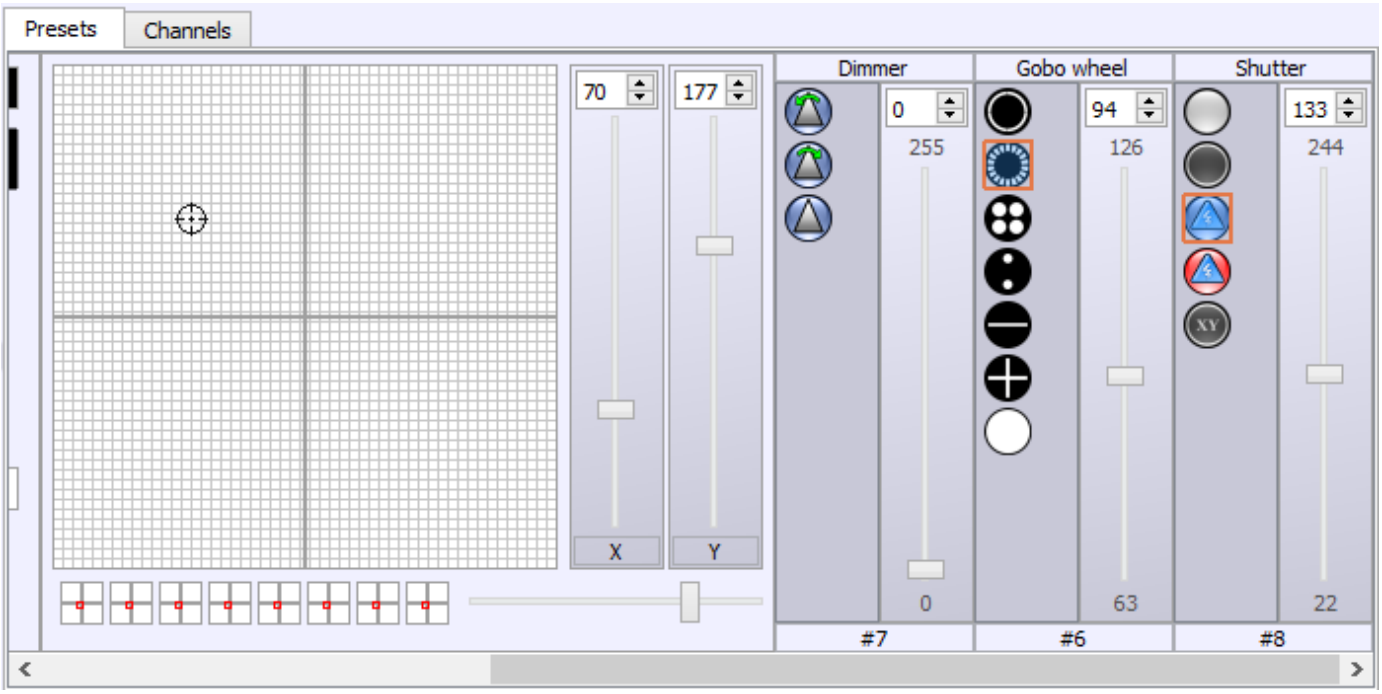
MX fader Control



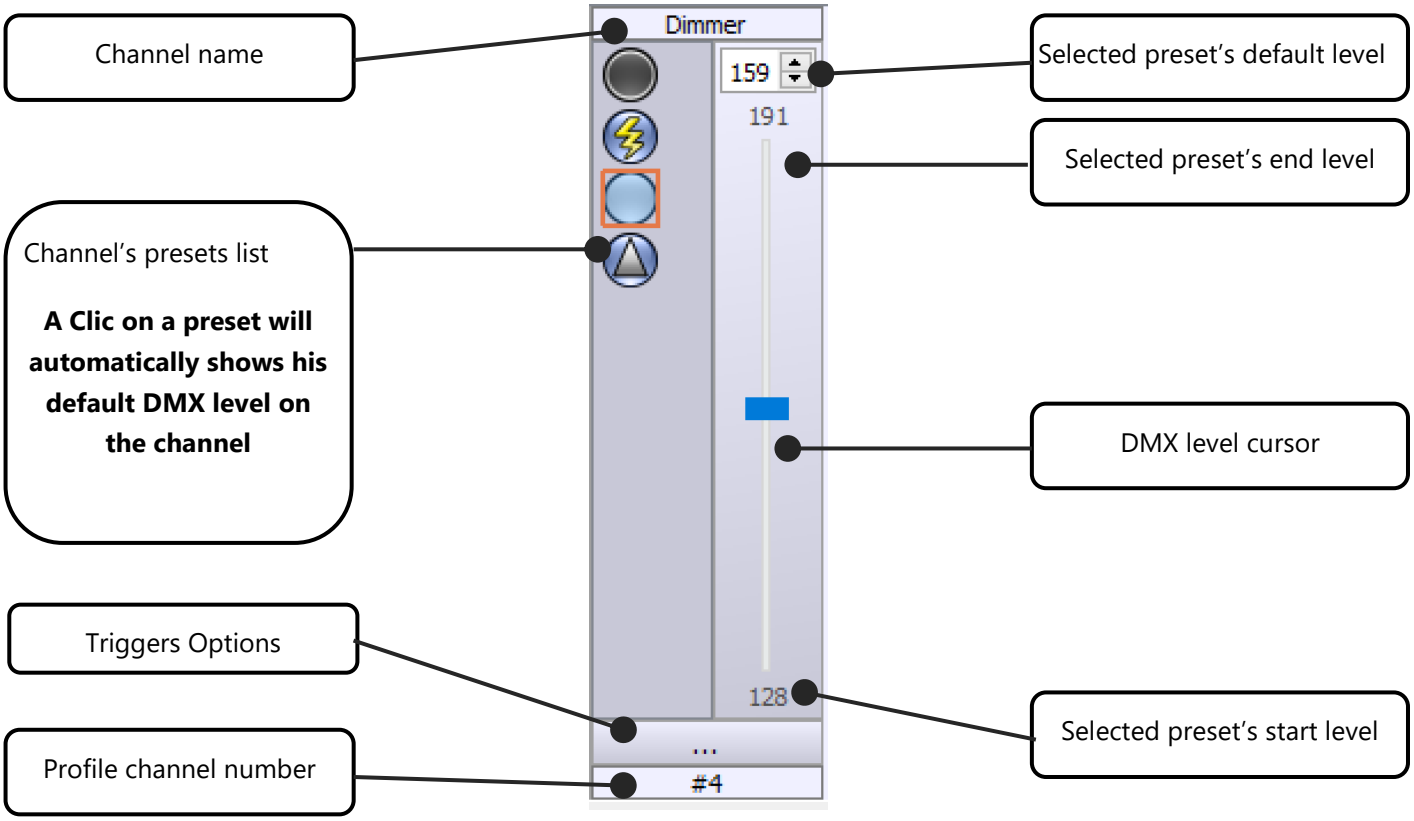
THE PRESET DISPLAY MODE

The second and most convenient control mode is the Preset mode. It's the software's default control mode. It provides a board containing palettes who mix cursors and presets menus, embedding powerful tools like RGB color mixing palette and the Pan&Tilt palette.

⚠ If no fixtures are selected, no presets can be shown and then the presets board stays an empty window.



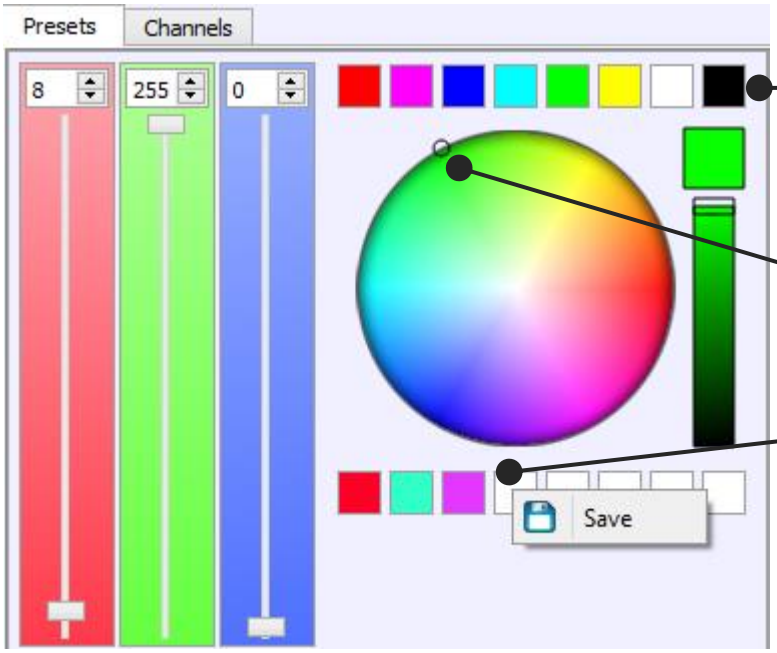
NOTE: The Preset Mode is very convenient as it automatically manages different DMX Universes while in the Channel mode, users shall switch manually from one universe to another. In this way, users should only focus on selecting the right fixtures in their 2D Zone.



DMX Preset Control

When the preset is selected the main cursor can move from the start to the end DMX level of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset a second time to unselect it and return to the DMX level 0.

The Color mixing palette for the RGB, RGBW, RGBA and CMY channels:



Primary colors shortcuts set

The palette can save customized colors:

1 Choose your color with the palette

2 Right-click on a color room to save the color.

Next, you will be able to recall the saved colors by clicking the rooms.

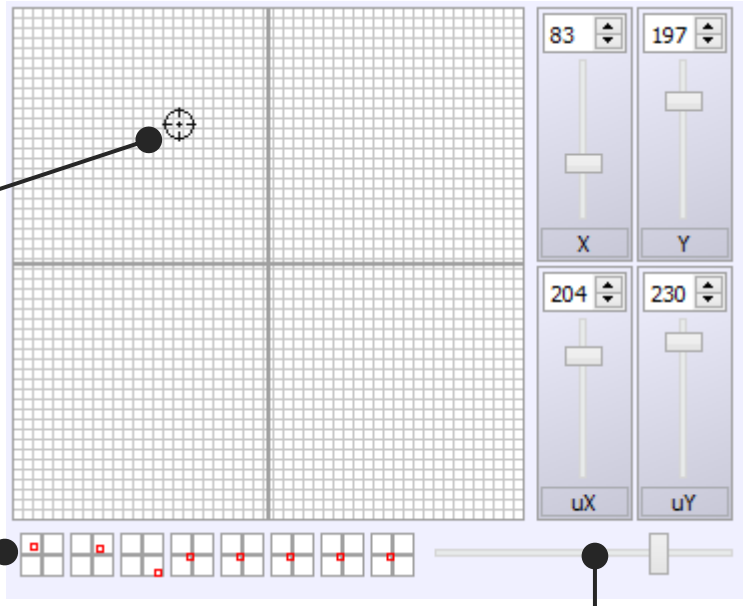
The Pan and Tilt palette for the XY channels:

The palette can save customized positions:

1 Choose your position with the palette

2 Right-click on a position room to save the XY location.

Next, you will be able to recall the location by clicking the rooms.



Adjust the mouse accuracy to get finest XY positioning.

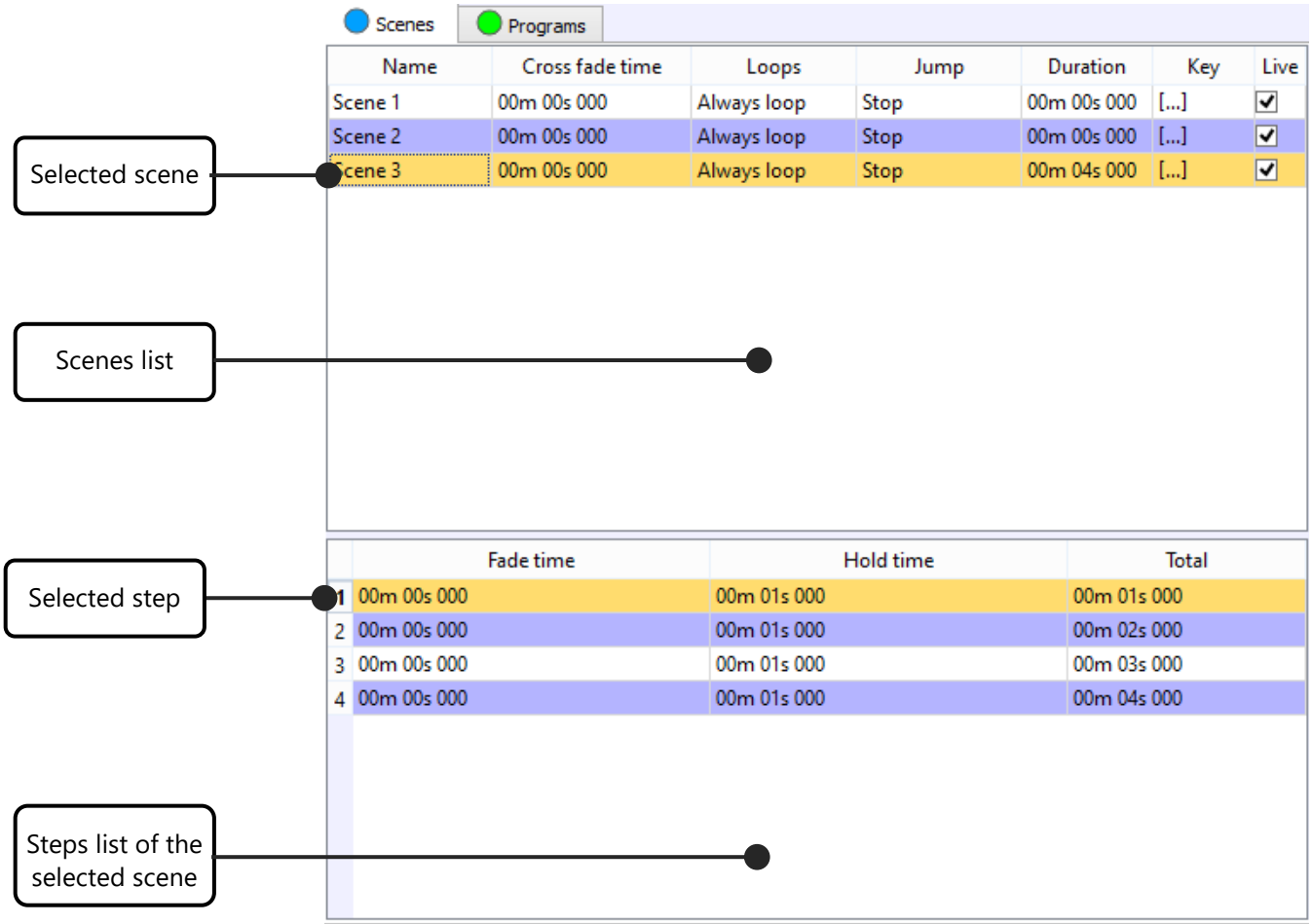
USING SELECTIONS AND PRESETS

By selecting the fixtures in the 2D area and using the Presets commands you can see your lightings fixtures reacting and changing state. That means that the DMX communication is well established and that the software is communicating with your system. It is very useful to use the selections and presets to do your lighting system's checking.

Now that everything is working well and that you are familiar with the fixtures selection as well as the control windows, you can start creating scenes and programs for the show.

STEPS, SCENES, PROGRAMS AND SEQUENCES

Before continuing to read the manual, it is important to know everything about the technical vocabulary used. Here the software uses **Steps** and **Scenes**. But some DMX controllers may call steps "*scenes*" and scenes "*programs*". To avoid any confusions, read the explanations below.



Lists of Scenes and Steps

STEP

A Step is a DMX memory that can record a fixed DMX level per channel. Each step records the 512 channels of each DMX universe you are using. For example, if you connect 2 interfaces you will have two universes so 2 times 512 channels available (1024). Each step has the capacity to record 1024 (2*512) DMX levels.

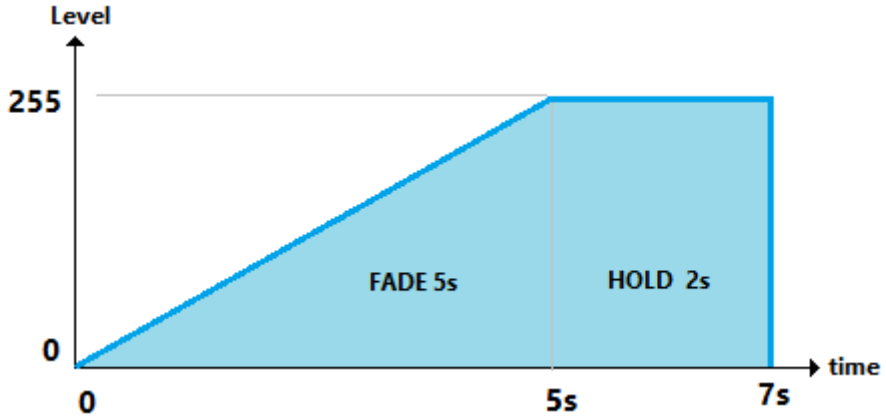
Steps also include an Hold Time and a Fade Time.

The Hold time is the duration that steps maintain the DMX levels when it's played.

The Fade Time is the duration that steps take to fade and reach the DMX levels when it's played.

Example: A step with channel 1 set to level 255, 2 seconds of hold time of and 5 seconds of fade time 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 2 seconds.



The steps list links up several steps that you create one after one and makes the scene show.

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

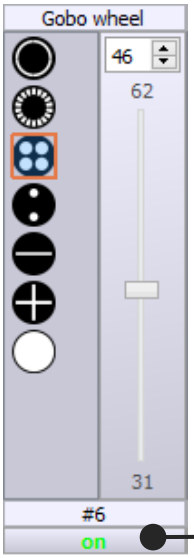
SCENE

Scenes have not the same functions than steps. A scene cannot record DMX levels so it must use steps for that. Consequently, scenes must contain at least one step to be operational. In fact, when you play a scene you are playing the steps contained in that scene.
Only one scene can play on the same time. Starting a new scene it will stops the current playing one.

⚠ 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 similar to a Scene but it take some nuances.
First of all, a program cannot be recorded in the stand alone interface. You can play it live only.



To be effective, the DMX channels to be controlled with a program need to be activated to be able to manage the DMX levels. We speak about active channels in a program. Unused channels in a program are considering as inactive channels. They are ignored when program is playing. All channels can be set in ON/OFF mode (active/inactive) and will use the latest priority when the user plays multiple programs.

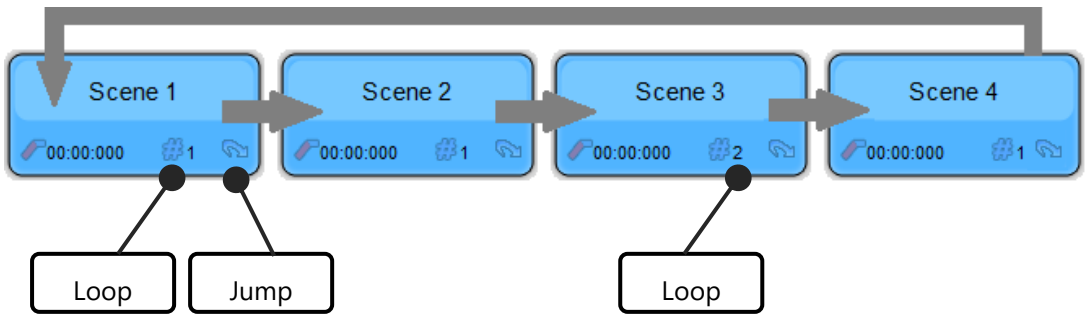
Thanks to that you can play several programs in a same time acting like layers. Therefore, for a given lighting fixture you can manage its effects across multiple programs. (start strob, fix a color, make a black out by closing the shutter…)

Another difference is that programs cannot jump to another program.

Mode ON = Active channel

SEQUENCE

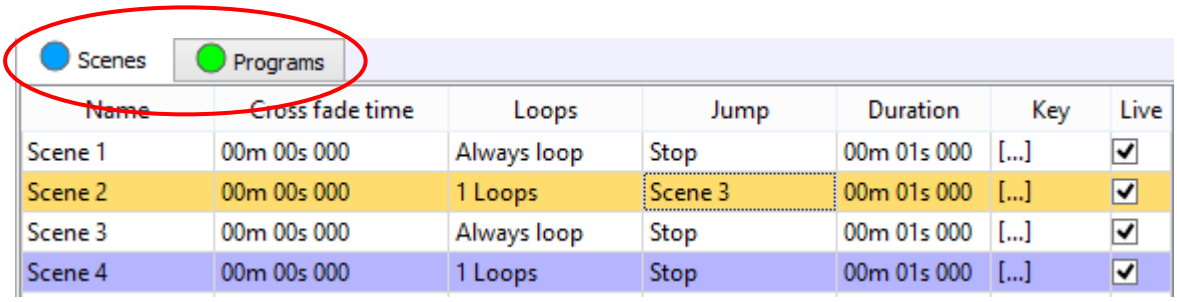
A Sequence is an organisation of several scenes that play consecutively, jumping from one to another.



⚠ Only scenes can be sequenced, this is not possible with programs.

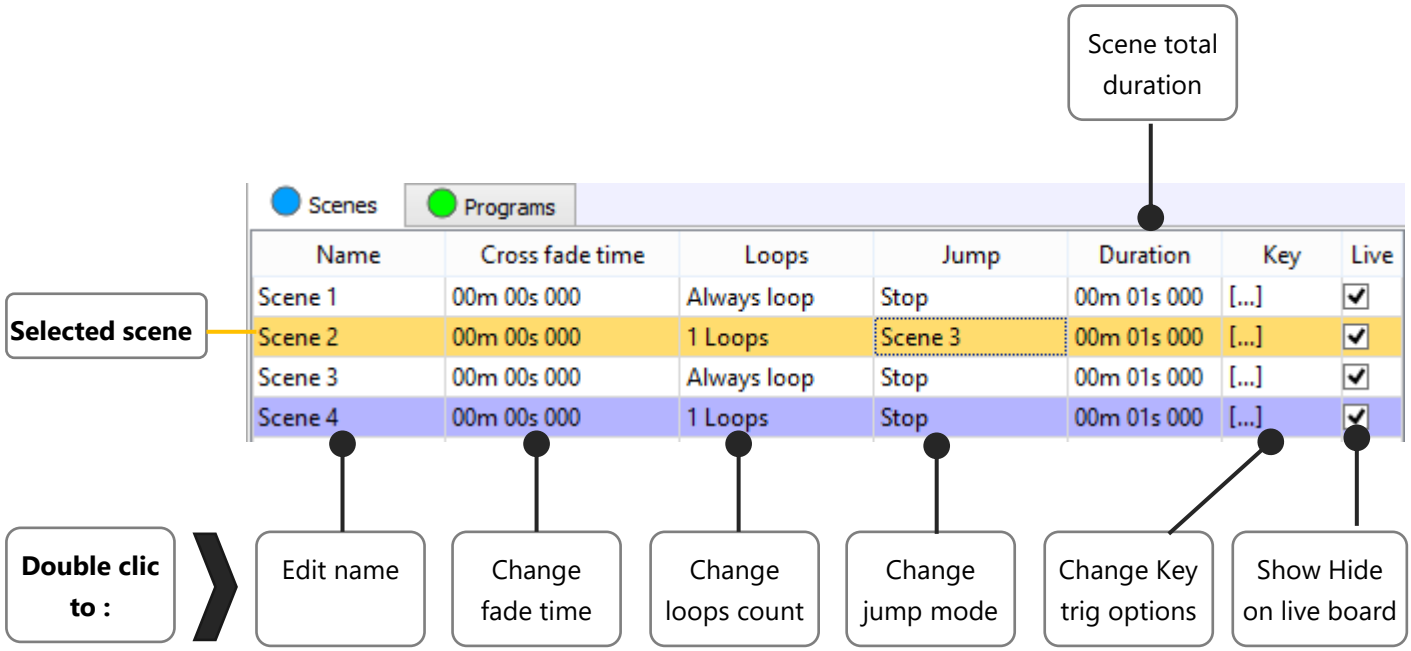
CREATING AND SAVING SCENE AND PROGRAM CONTENTS

The list of Scenes is located on the top left section of the screen. To display scenes and programs, just select the corresponding tab:

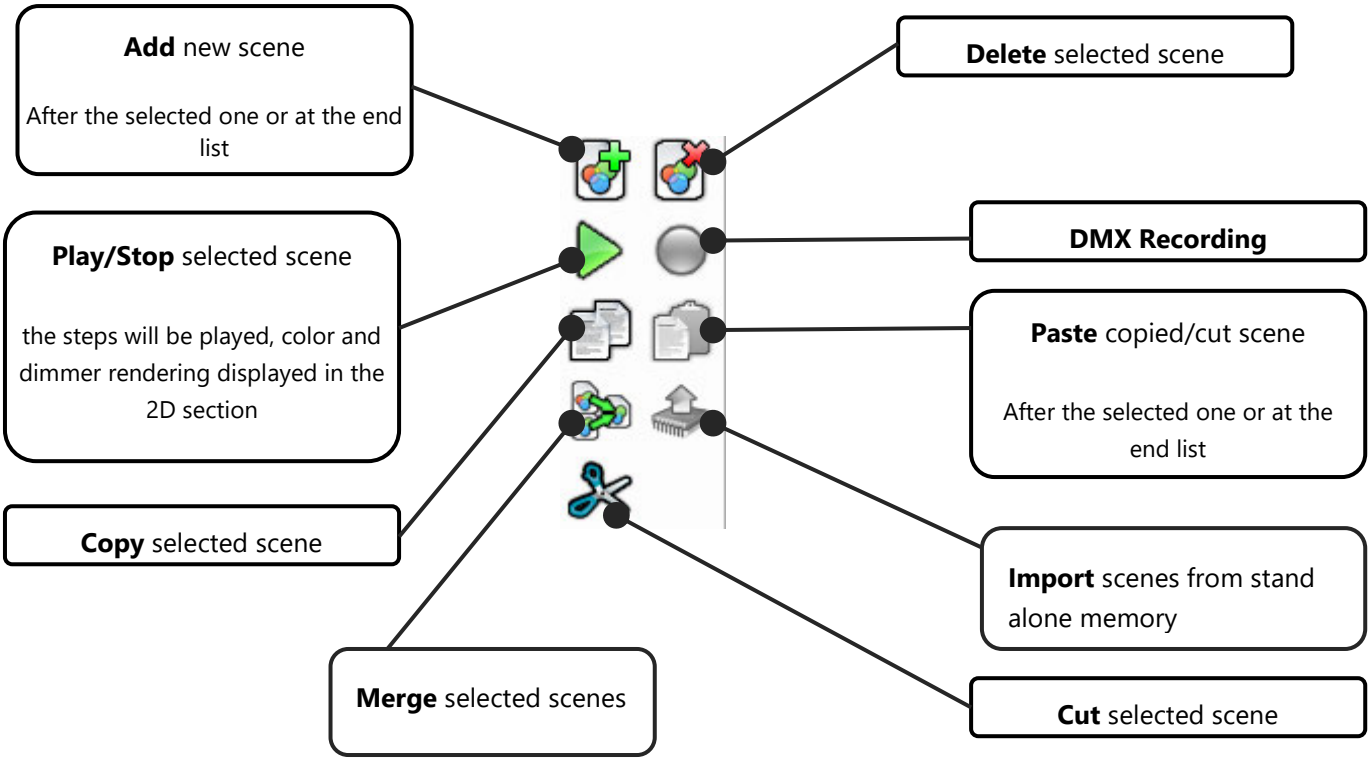


Name	Cross fade time	Loops	Jump	Duration	Key	Live
Scene 1	00m 00s 000	Always loop	Stop	00m 01s 000	[...]	☑
Scene 2	00m 00s 000	1 Loops	Scene 3	00m 01s 000	[...]	☑
Scene 3	00m 00s 000	Always loop	Stop	00m 01s 000	[...]	☑
Scene 4	00m 00s 000	1 Loops	Stop	00m 01s 000	[...]	☑

The scene's commands ribbon is located on the right of the scene list and allow these actions:

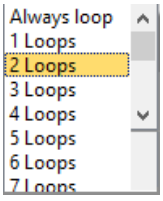


Scenes have settings options that can be configured:

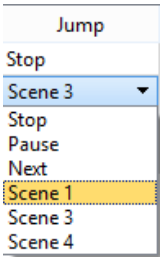


Fade time: This time can also be named Fade In Time, the DMX level will fade to reach the first step of the scene within the fade time duration; double click on the dedicated field to change the values.

Loops: Each scene always loops by default. That means that when the last step of the scene has finished playing, the scene comes back to play the first step and go on until the end of the loop number.



Jump: By default the field is empty meaning that the scene stops playing when the loop number is reached. You can also choose to pause on the last step and keep playing his dmx levels. But also choose to jump to the next scene automatically or to a specific existing scene.



Key trigger: show up a setting window to assign various triggering possibilities for the scene. A few more options like playing a sound with the scene or customizing the live board scene's button. Read more about trigger options in the dedicated chapter below

Live: If you check the box, allow you to display or not the scene button in the "liveboard"

Modifications done in the field and tabs are immediately applied. Adding scene, creating step and settings choices are easy to use. Don't forget to save your show regularly.

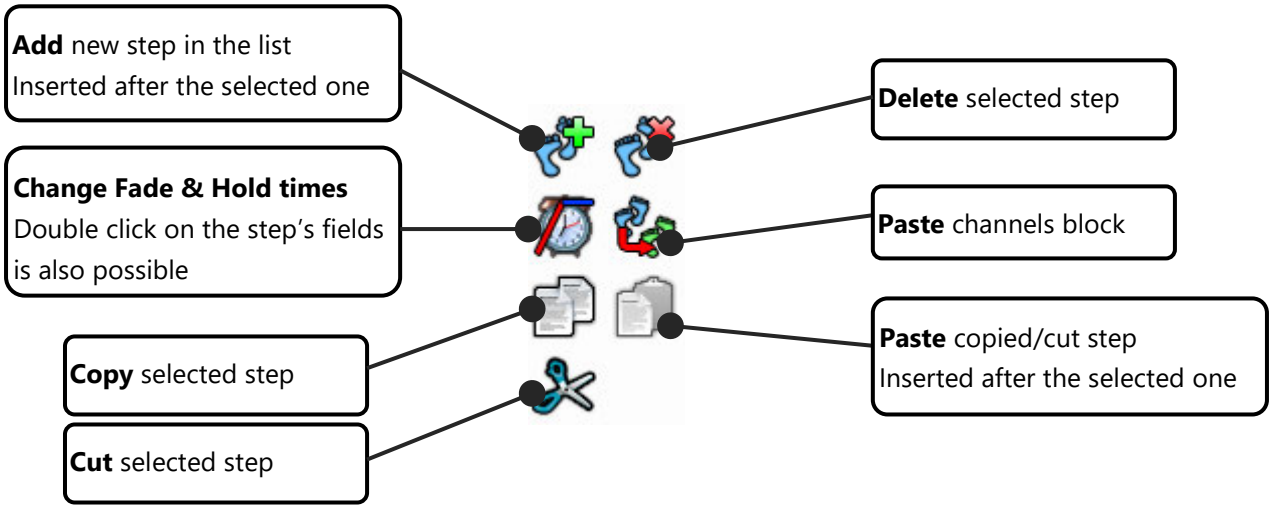
DMX recording: Allow when the device is connected in DMX IN to record steps directly from the DMX signal recepted in the software

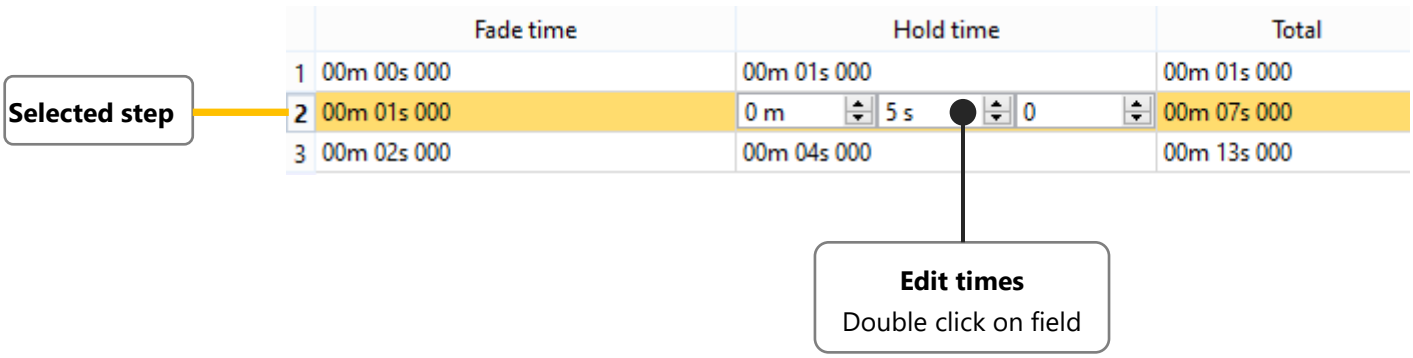
⚠ Add a new Scene, create its DMX content with the steps and work on it by adjusting its options. You will see how easy it is. The changes made in the scene section are recorded automatically but take care to save the project often for a strengthened security.

CREATING AND SAVING STEP CONTENTS

A Step records the DMX levels, which we name “the DMX content” of a scene. There is a single step in a static scene and multiple steps in a dynamic scene. Steps records the DMX levels according the user fixture selection and actions on the presets and channels control boards. Each user modification done has an impact on the step content.

The Step commands tools ribbon is located on the right of the Step list and allow these actions:



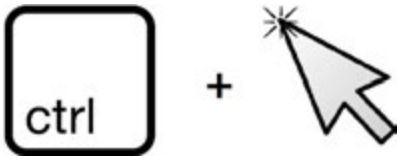


It is very user friendly to build the scenes content linking up several steps. Add a step, select fixtures and adjust the DMX level from the presets or channels control boards. You can see effect on your lighting system. Then choose how long you want to fade to this step DMX levels state and how long you want to hold it. Then you can create the next step by repeating the same process. You can get a preview of your steps sequence with the play button of the scene commands ribbon.

STEPS MULTI-SELECTION

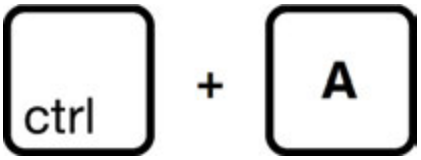
Multi-selections are possible in the list of steps this is how to handle them using **CTRL** or **SHIFT** keys and the **mouse**:

Select particular steps holding CTL+Click



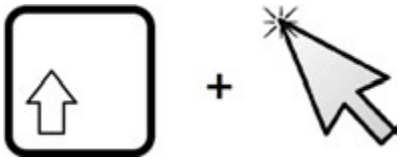
	Fade time	Hold time	Total
1	00m 00s 000	00m 01s 000	00m 01s 000
2	00m 00s 000	00m 01s 000	00m 02s 000
3	00m 00s 000	00m 01s 000	00m 03s 000
4	00m 00s 000	00m 01s 000	00m 04s 000
5	00m 01s 000	00m 05s 000	00m 10s 000
6	00m 02s 000	00m 04s 000	00m 16s 000

Select ALL holding CTRL+A



	Fade time	Hold time	Total
1	00m 00s 000	00m 01s 000	00m 01s 000
2	00m 00s 000	00m 01s 000	00m 02s 000
3	00m 00s 000	00m 01s 000	00m 03s 000
4	00m 00s 000	00m 01s 000	00m 04s 000
5	00m 01s 000	00m 05s 000	00m 10s 000
6	00m 02s 000	00m 04s 000	00m 16s 000

Select a steps block holding Maj + Click



	Fade time	Hold time	Total
1	00m 00s 000	00m 01s 000	00m 01s 000
2	00m 00s 000	00m 01s 000	00m 02s 000
3	00m 00s 000	00m 01s 000	00m 03s 000
4	00m 00s 000	00m 01s 000	00m 04s 000
5	00m 01s 000	00m 05s 000	00m 10s 000
6	00m 02s 000	00m 04s 000	00m 16s 000

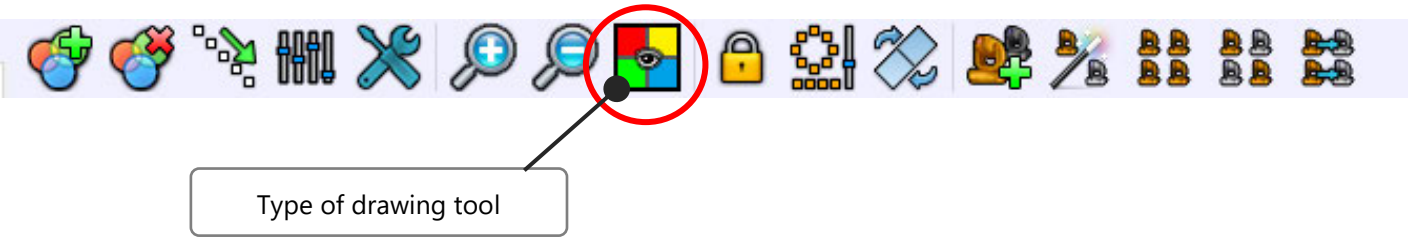
When multiple steps are selected, don't forget that all the user actions will affect them. You can for example select all the steps with CTRL+A, then go to change the hold time with 2 seconds for all the selection and then select some fixtures and change some DMX levels, like assigning a 100% dimmer for all the steps. The new dimmer's DMX level will be automatically applied to each of the selected steps.

PREVIEW OPTIONS

This software benefits from a highly intuitive interface: throughout the programming process, users can have an overview of the effects they apply in the 2D Zone, as well as in the 3D zone.

2D ZONE

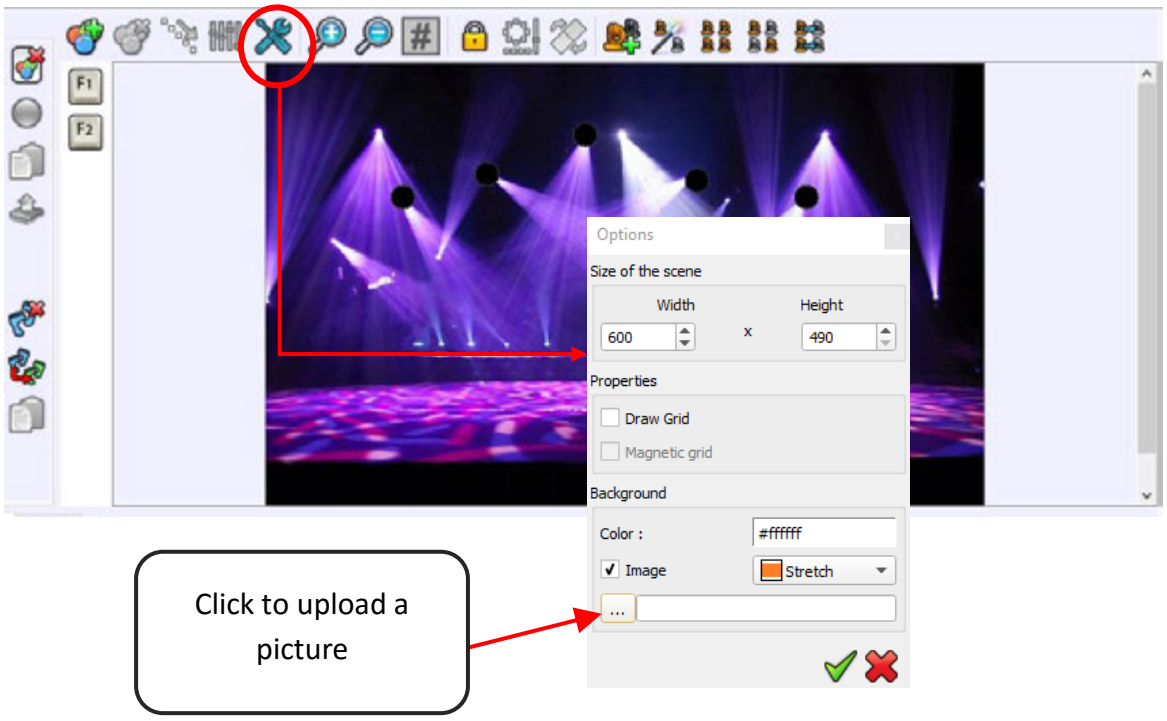
To have an instant visualisation of your actions, select the fixtures in the 2D Zone and click on “type of drawing” next to the “zoom options” until you get the following icon :



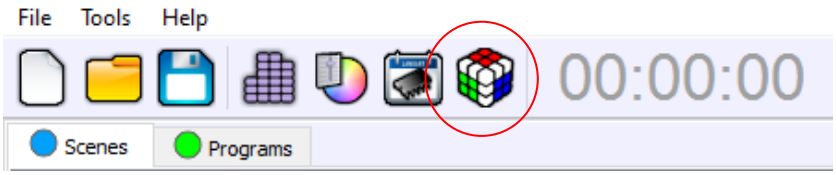
You can then watch the color effects operating on your fixtures in the 2D Zone, as well as in the 3D screen.

Tips: In order to prepare your show in the most realistic conditions, you can add a picture to the back-ground of the 2D Zone.

Click on “options” to upload a picture:



3D configuration

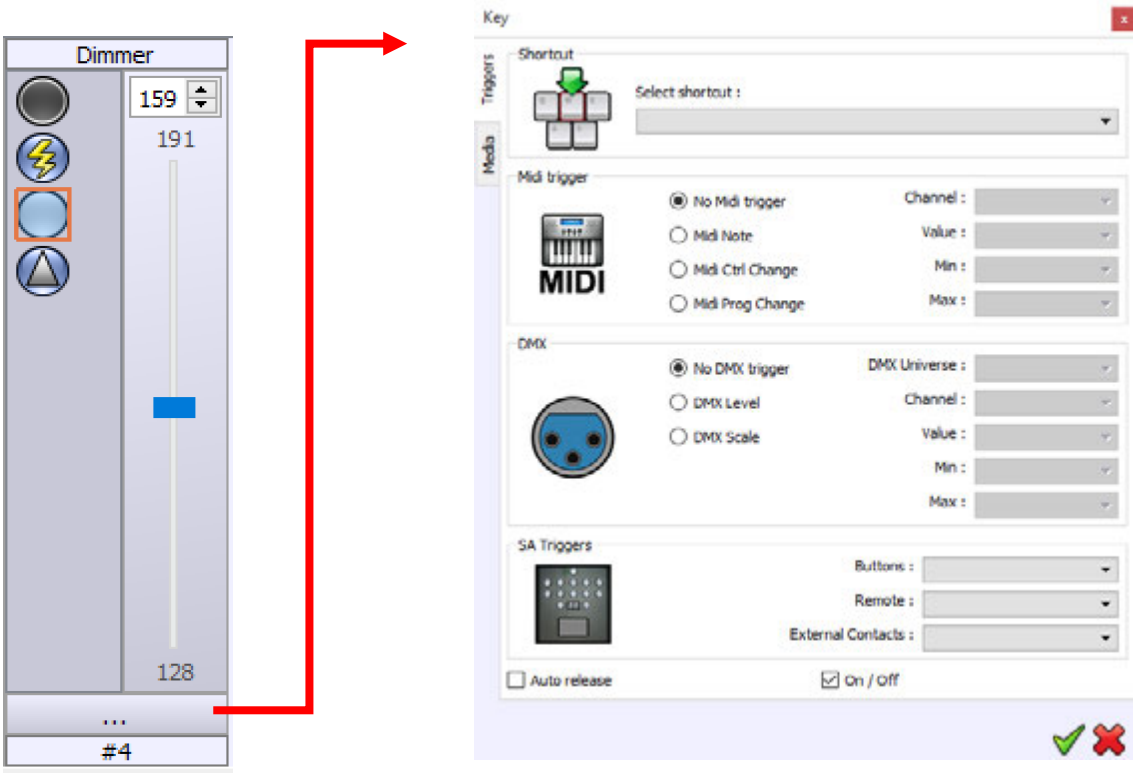


To open the 3D Visualisation screen, click on the cube in the tool bar above the Scenes and Programs list.

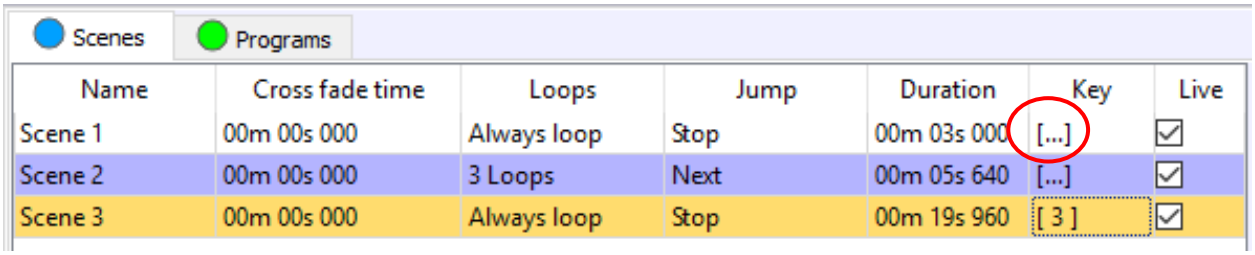
Read the Users Manuals of the 3D simulation Software to learn about the numerous 3D functions available.

TRIGGERS SETTINGS

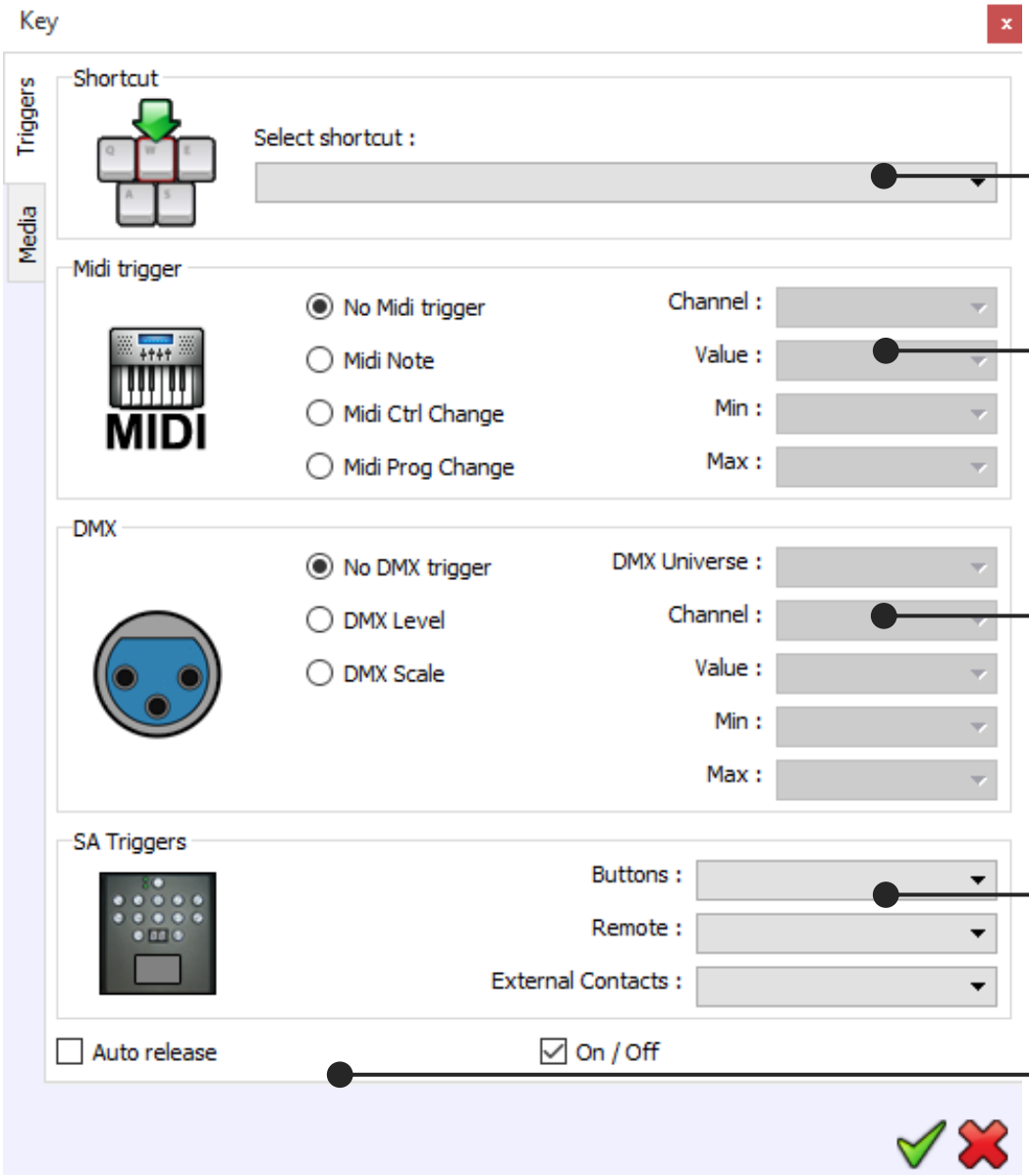
The software allows users to apply different triggers options. Midi fader, key board shortcuts … these options can be accessed from both Channel display mode and Preset display mode.



You can also access triggers options from the Scenes and Programs list:



TRIGGERS OPTIONS



Assign keyboard shortcut

Assign a Midi trigger

Any midi controller desk can be connected to the computer.

Assign a DMX-IN trigger

Use the DMX input of the interface and assign any input DMX channels as a trigger.

Assign an interface trigger

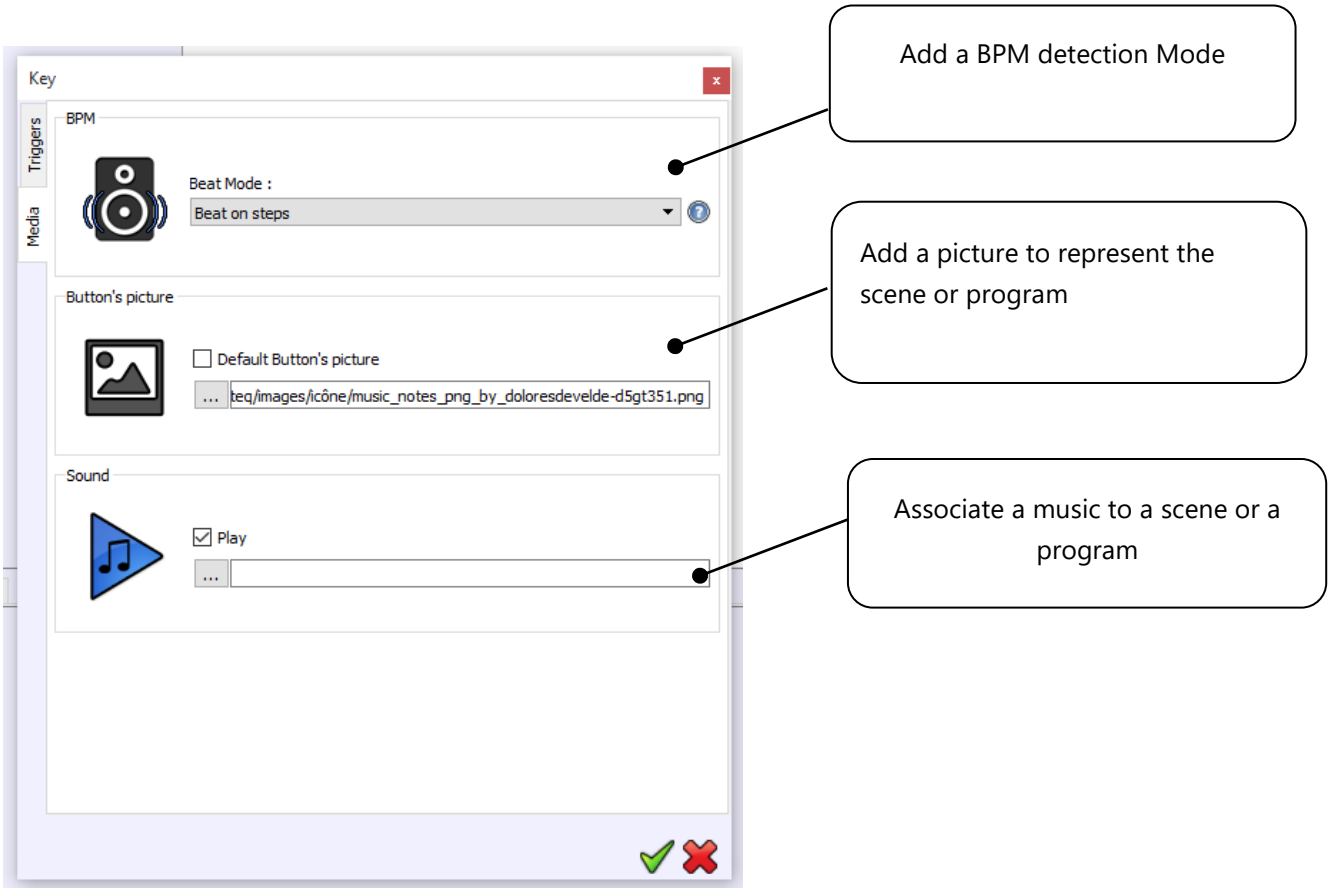
Use the interface buttons, external contacts or IR Remote to as a trigger.

Set auto-release mode

Scene will stop byitself when trigger is OFF (flash mode)

MEDIA OPTIONS

You can set Triggers Options according to external media, such as an audio folder.



Add a BPM Mode :

- **Beat on steps:** Move steps to steps dry on the beat.
- **Beat with fade and hold:** Move steps to steps on the beat keeping hold and fade times.
- **Restart on beat:** Play scene on time but restart it from step 1 on each beat.
- **Loop on beats:** Scene will keep playing on each beat
- **Beat On/Off:** Start and Stop scene on each beat. (Convenient for shutter effects)

This manual explains the basics of DMX programming. It goes through the scenes and programs creation process in the software. You can also create some amazing visual effects with the Effects Generator tool. To handle this powerful effects engine for RGB colors, dimmer and pan-tilt movements, refer to the manual **How to use the Effects Generator**.

USER MANUAL

DRIVER AND SOFTWARE INSTALLATION

V 1.5.4

SUMMARY

THIS CHAPTER DESCRIBES HOW TO INSTALL THE SOFTWARE AND THE INTERFACE DRIVERS ON WINDOWS AND MACINTOSH COMPUTER SYSTEMS.

SYSTEM REQUIREMENTS

WINDOWS, MAC OS X, LINUX

XP, Vista 32/64, Seven, 8, 10

MacOSX 10.4 (Tiger) or higher

2 Ghz CPU

2 Ghz RAM

450 MB free disk space

1 CD Rom drive

1 or more USB 2.0 port

Vidéo 1024 x 768 screen definition or higher

Required configuration for 3D : graphic card with 2Ghz ram

INSTALLING AND UPDATING THE SOFTWARE FOR WINDOWS

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

- Insert the software's CD into the CD-ROM drive. The installer should launch and the installation will appear.
  If the Installer does not appear, browse and find the setup file in the CD-ROM.
- Click Install Software to proceed with the installation.
- Choose the setup language.
- Click OK then 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 install destination location window appears, accept the default location: "c:\..." or click "Browse" to specify another one. 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.
- Click on "Extract" for extract the drivers when the "USB DMX Drivers'" window appear and click on "next" for install them then click on "Done"
- 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.

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.

INSTALLING AND UPDATING THE DMX DEVICE DRIVER FOR WINDOWS

THE FOLLOWING INSTRUCTIONS WILL GUIDE YOU TO INSTALL THE DMX DEVICE DRIVER. DRIVER INSTALLATION MAY BE DIFFERENT DEPENDING OF THE PC OPERATING SYSTEM. THEREFORE YOU COULD GET SOME DIFFERENCES IN YOUR INSTALLATION PROCESS.

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.

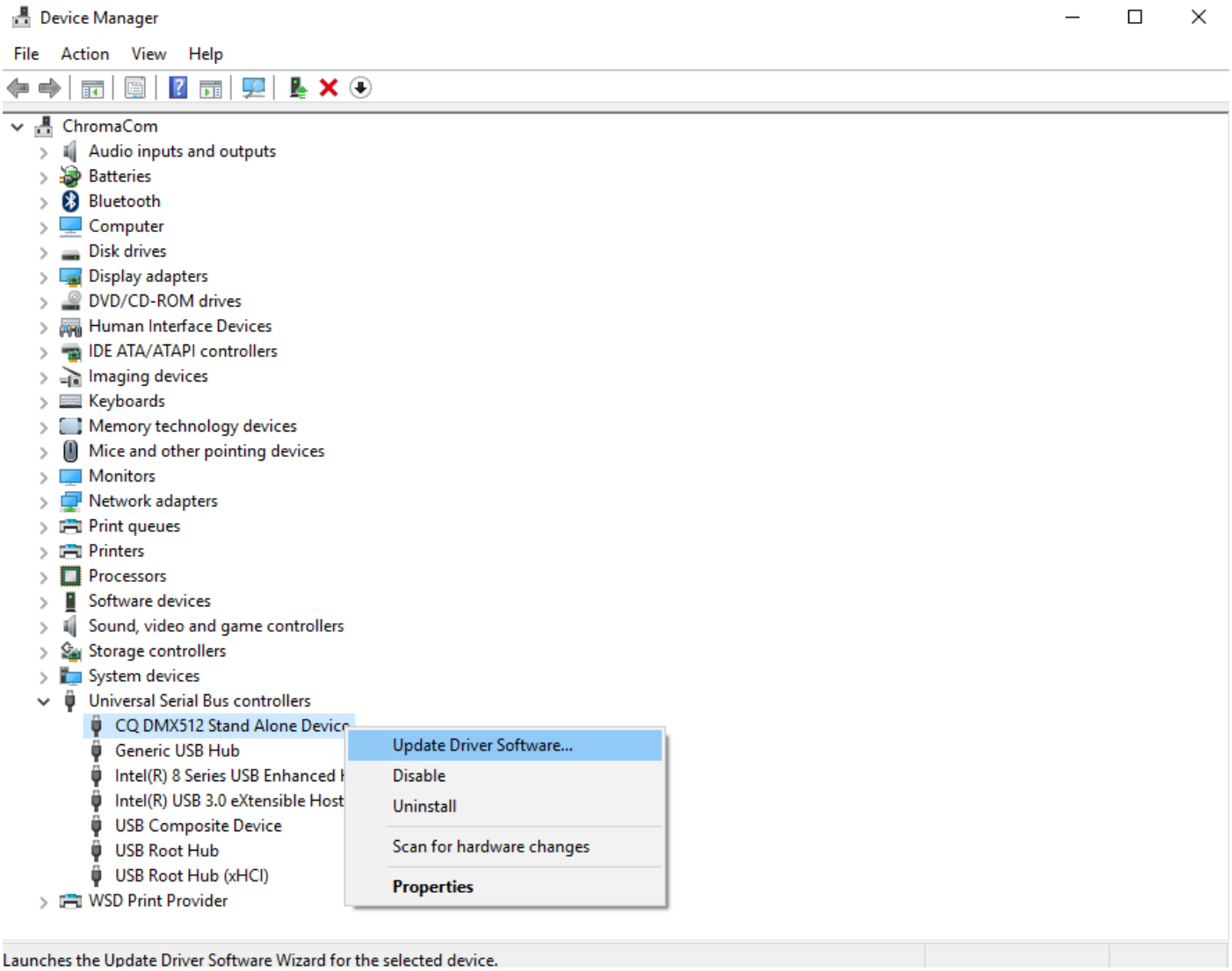
- Insert the software CD into the CD-ROM drive or download the driver form the internet.
- If you have already installed the software (recommended), you can find a Driver folder in the software installation directory (C:\my software). We strongly recommend using this folder as the default file for the 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.

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 for 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.



INSTALLING AND UPDATING THE SOFTWARE FOR MAC OS X

THE PURPOSE OF THIS CHAPTER IS TO PROVIDE A SIMPLE SOFTWARE INSTALL PROCEDURE WITH MAC OSX SYSTEM (10.4, 10.5, 10.6 AND UPPER).

In the CD Rom, double-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 Command + 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.

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.

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.1.2.2.dylib.

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

USER MANUAL

HOW TO PATCH PROFILES (LIBRARIES)

V1.5.4

SUMMARY

INTRODUCTION

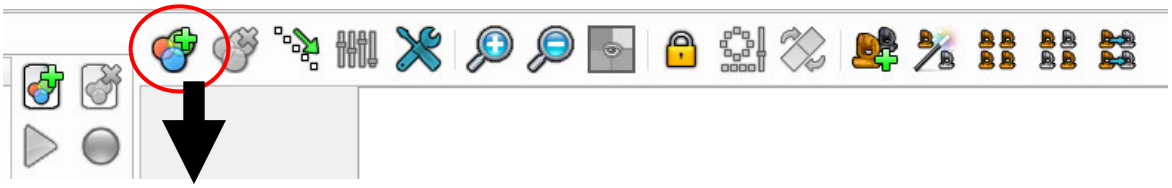
This chapter describes how to easily and quickly Patch fixtures profiles with the **Patch Manager**.

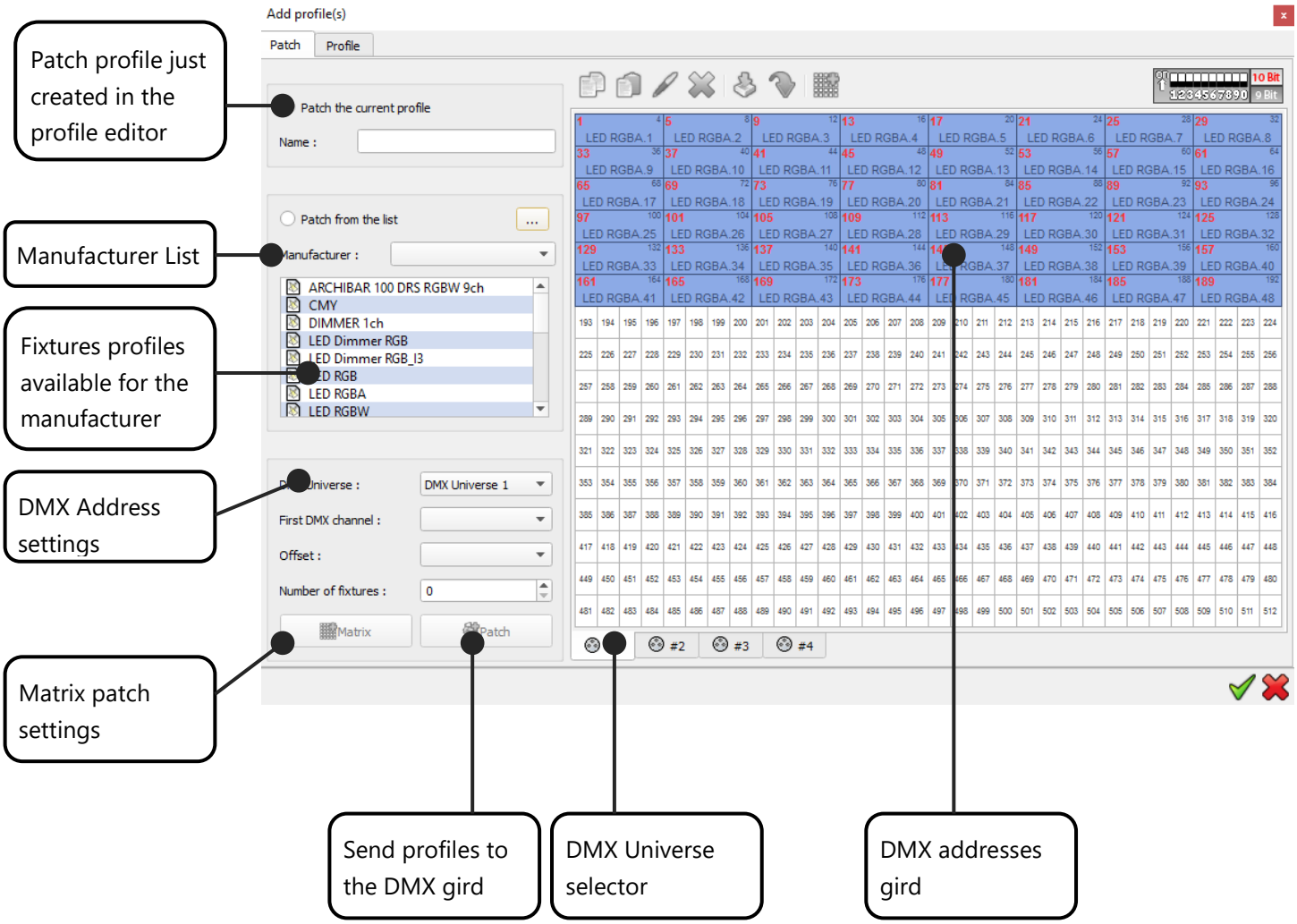
Patching fixtures means assigning a DMX channel address to corresponding software's profiles. The DMX address can be chosen from 1 to 512 according the universal DMX standard. All DMX controllers, including DMX softwares, send DMX datas to the light system using up to 512 DMX channels. The first DMX channel number assigned to a profile in the software must match the DMX address on the lighting fixture itself.

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

OPENING THE PATCH MANAGER

Click the Add button, the Patch Manager will show up and you can update the Patch in this window.

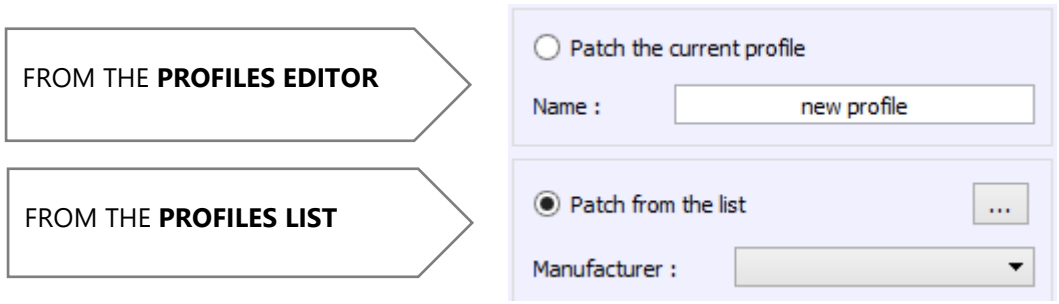




The patch manager window is divided in 2 sections. The left area is for profiles catalog and information's. The right area is the DMX addresses grid where to place the effective address of the profiles. **The first DMX channel number assigned to a profile in the software must match the DMX address on the lighting fixture itself.**

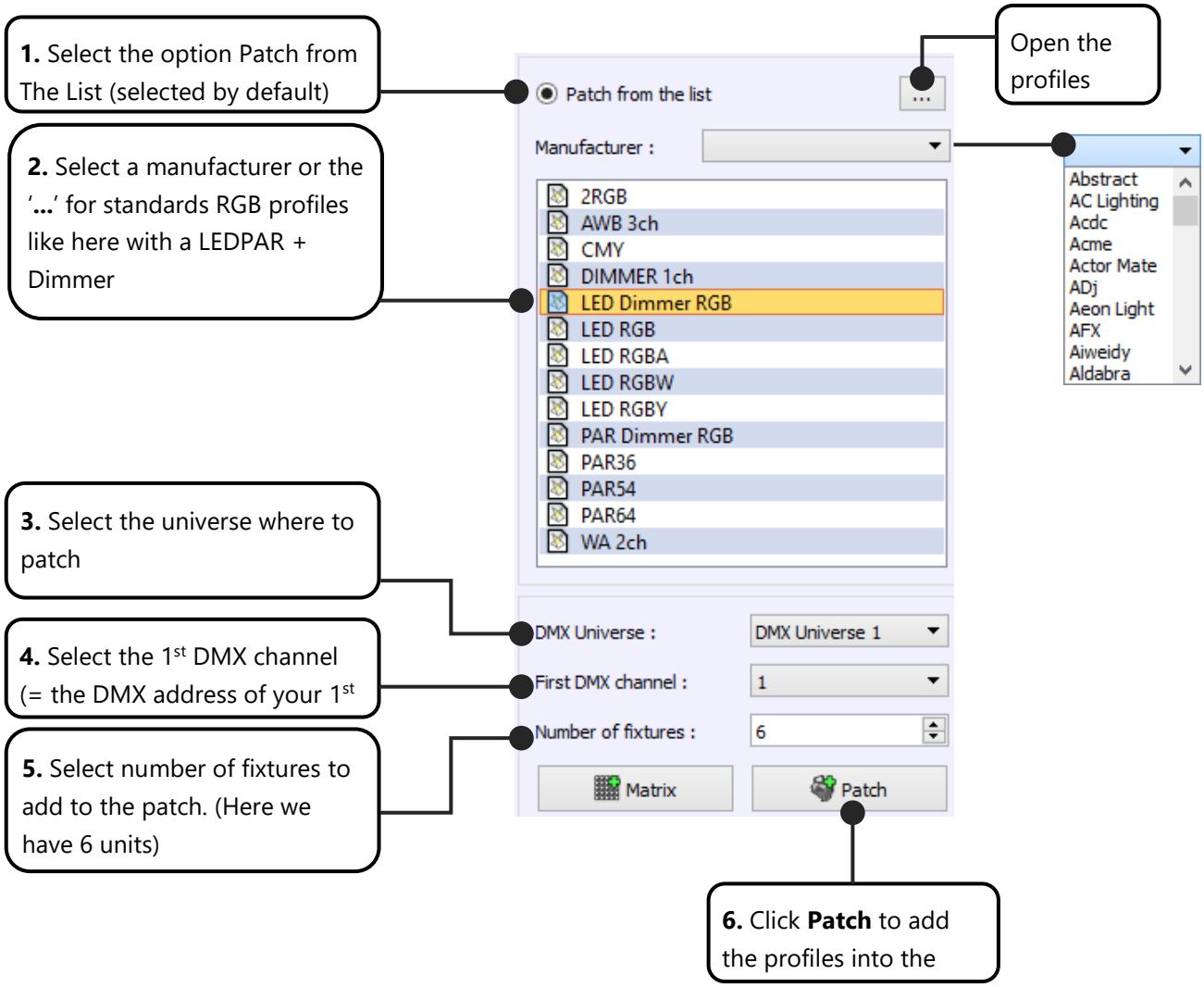
ASSING PROFILES TO THE PATCH

There are 2 ways to add profiles to the patch of 512 channels and organize your patch to match your actual physical lighting fixtures DMX addresses:

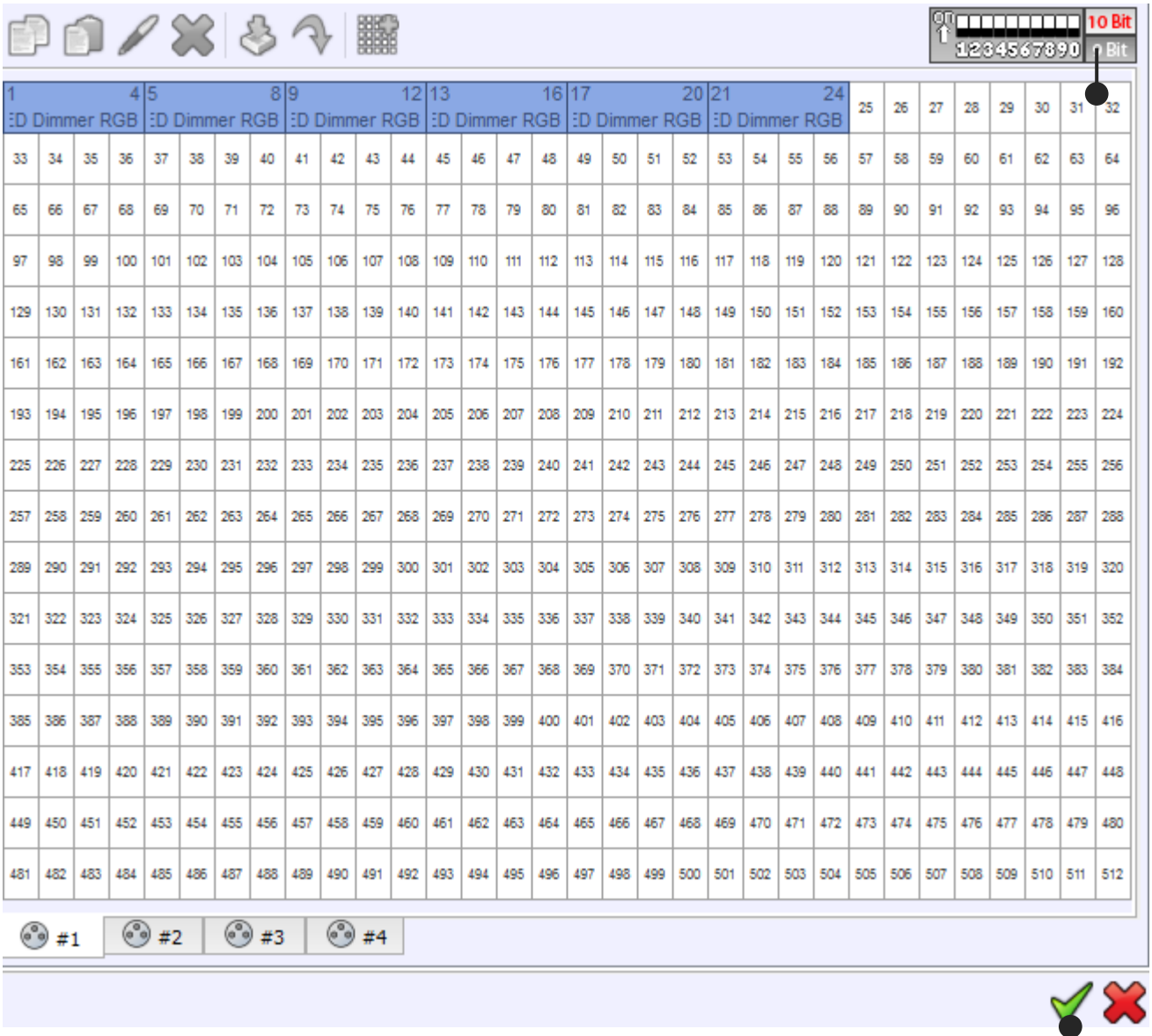


PATCH PROFILES FROM THE LIST

From the list, you can patch existing profiles files provided in the software. Follow those 6 steps:



Here is the result. You can see the 6 LED Dimmer RGB's profiles consecutively patched from address 1 on DMX universe 1. The first fixture starts with DMX address 1 and the five others will follow starting at the next available DMX channel.



Patch DMX addresses grid – DMX Universe 1

It is not possible to patch several fixtures on a same channel. When channels already recive a profile, you cannot patch anything over it. You can use the key CTRL and SHIFT for an advanced selection.

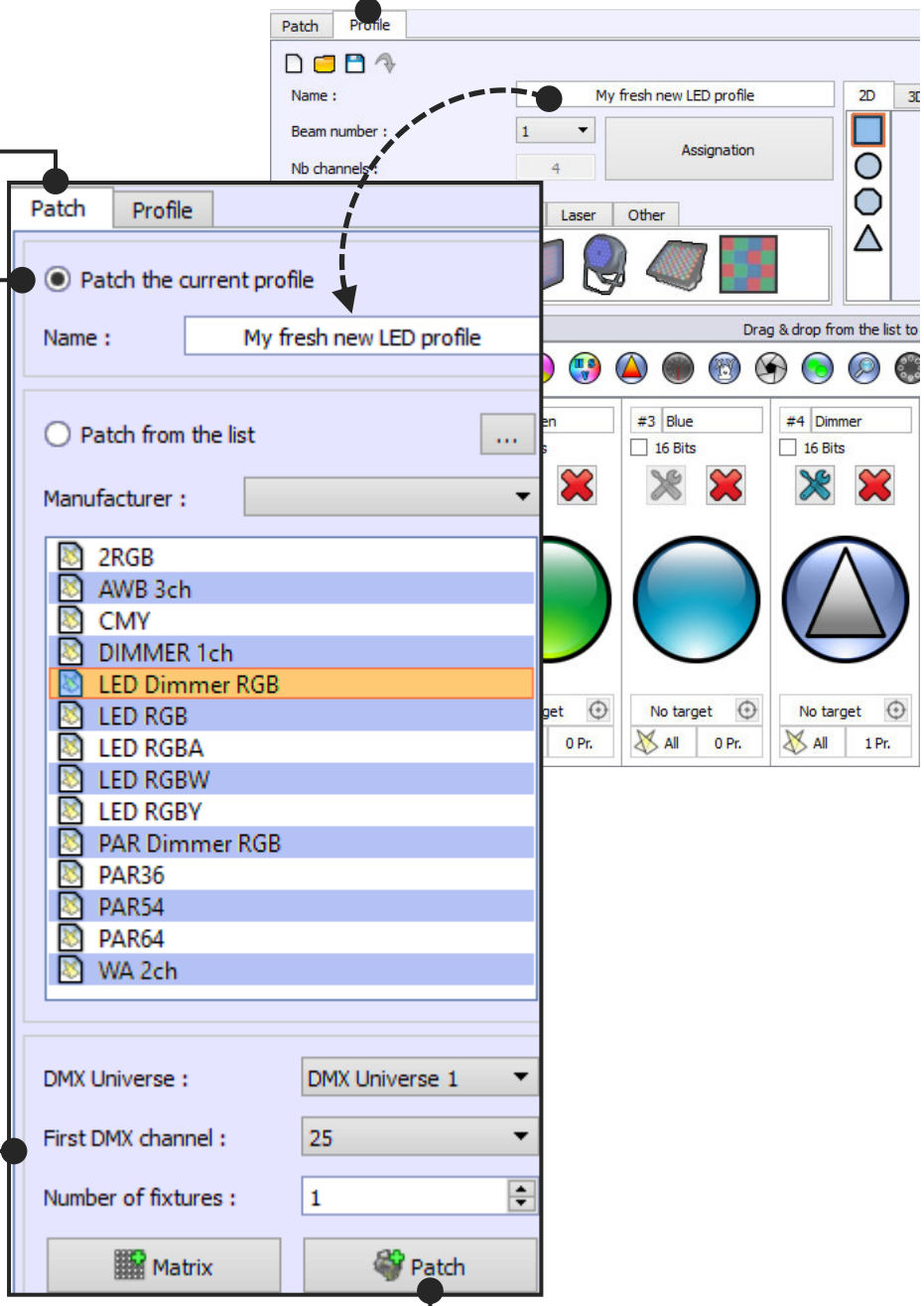
PATCH PROFILE FROM THE PROFILE EDITOR

You can add a freshly created profile by using the Profile Editor. If you want to create a profile refer to the user manual *How To Create Profiles*.

1. Create a fresh new profile in **Profile tab**

2. Come back to the **Patch tab**

3. Select Patch current the profile

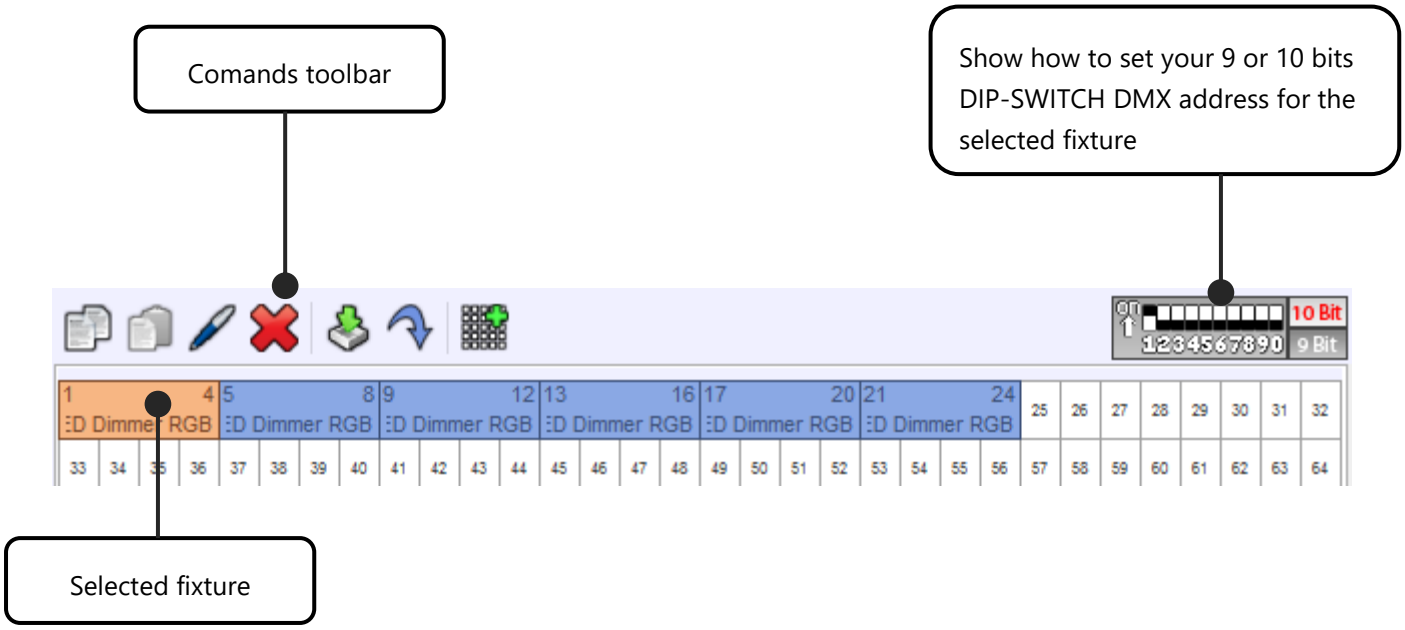


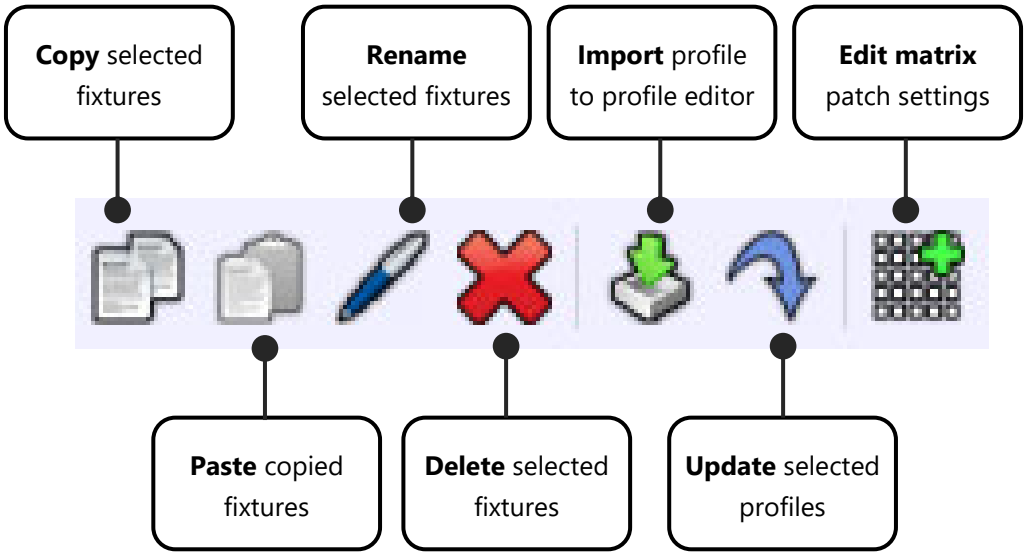
4. Select the **DMX universe** with the 1st **DMX channel** where you want to patch and then choose the **number of fixtures** to insert

5. Click **Patch** to insert profile into the patch.

PATCH COMMAND TOOLS

At the top of the DMX grid you'll find a commands tools bar. They are accessible only if there is one or more patched fixtures and if least one of them has been selected.





UPDATE A PROFILE IN THE PATCH

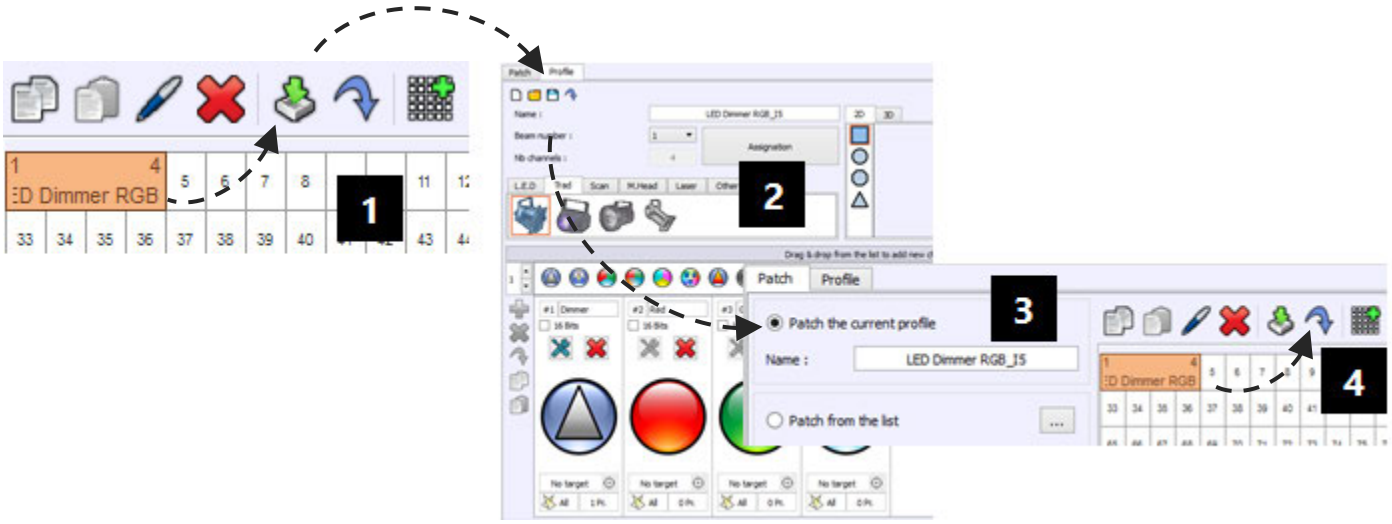
A profile can be updated from the profile list or directly from the current edited profile. The new profile need to have the exact same channels number. You can modify profiles with the profile editor (Profile Tab) and update it in the patch area. Follow the steps to do it:

Step 1: Select the profile that needs to be updated in the patch grid area.

Step 2: Edit it and modify it in the profile editor tab.

Step 3: Return in the patch tab and selected the freshly current modified profile.

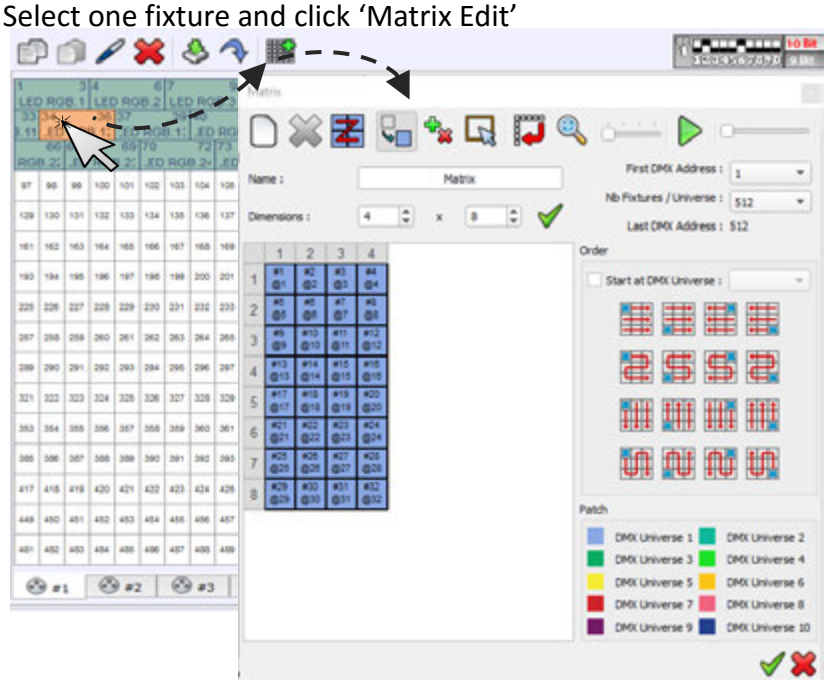
Step 4: Click Update



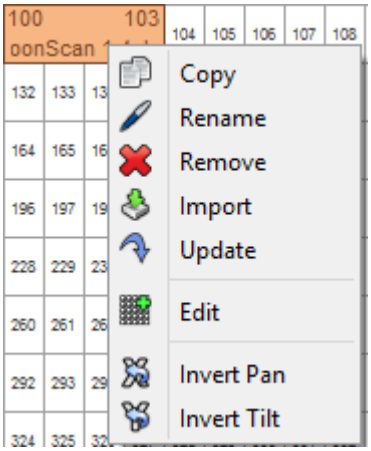
The new profile must have the same number of channels to replace the old one

EDIT AND UPDATE A MATRIX IN THE PATCH

You can edit and update a matrix configuration by selecting only one fixture's item of a matrix, in the DMX grid. Select one fixture and click 'Matrix Edit'



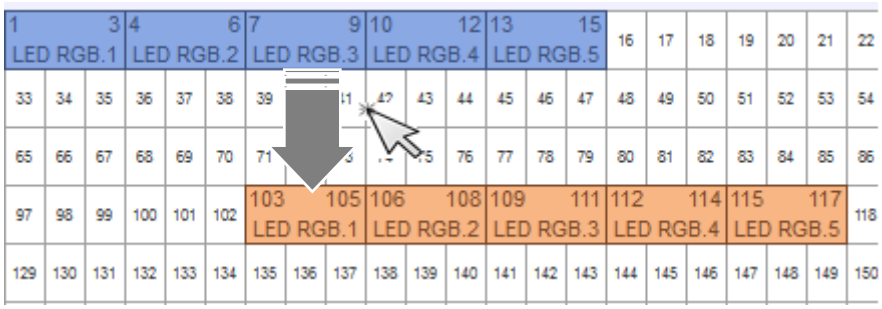
INVERT THE PAN AND TILT CHANNELS



Right click over the fixture's item will show up the local menu where you can inverse the pan and tilt. This feature is useful to synchronize beam movements when the lighting fixtures are positioned upside down across the stage.

CHANGING PROFILE DMX ADDRESSES

A DMX address designate the first DMX channel number used by a fixture. Therefore the DMX channel number assigned to a light in the software's patch must match the DMX address on the lighting fixture itself. Of course, the profile's channels features must also match DMX chart of the lighting fixture itself.



You can use the drag and drop to move a profile across the DMX grid 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 already have created 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.

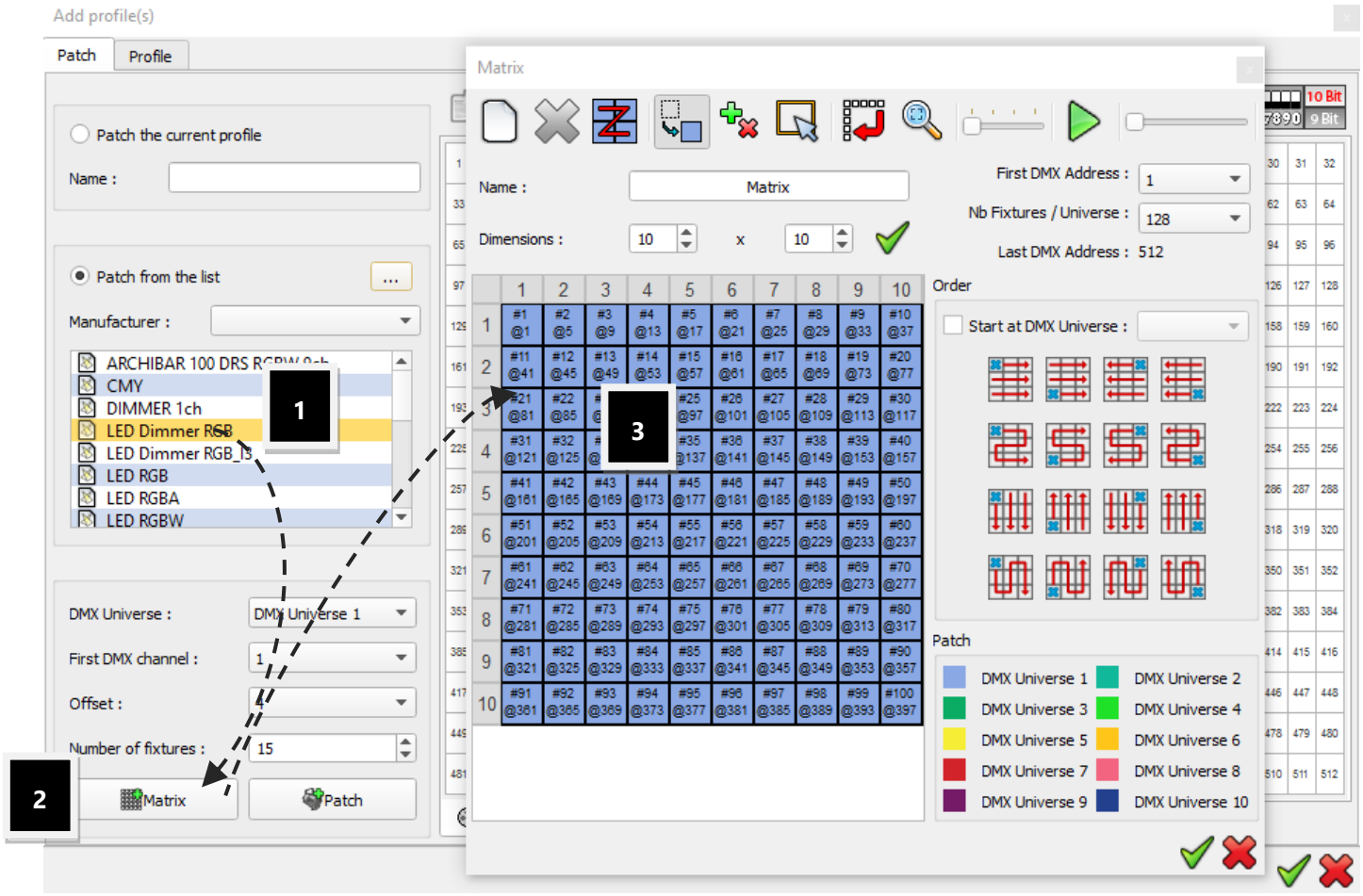
Tips : you can also drag and drop a profile across different DMX univers, through the Univers Tabs.

CREATING A LIGHTING FIXTURES MATRIX

You can setup your lighting fixtures as a matrix. This configuration will give you more options to generate visual effects with the tool effects generator, included in the editor mode. Matrix mode is mainly used with LED/RGB lighting systems, but it can operate with dimmers too.

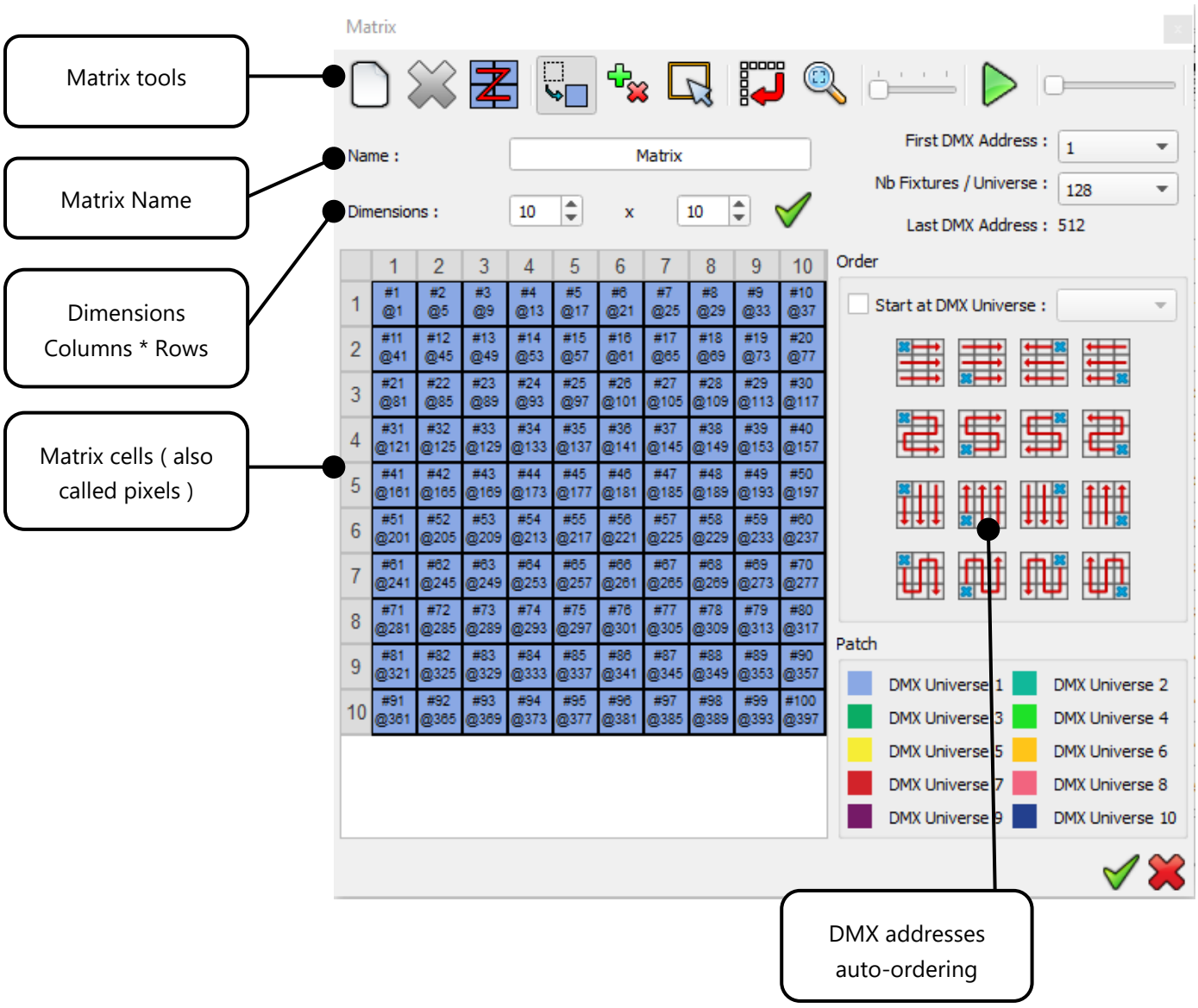
The Matrix Editor has been created to allow users to create any possible matrix and manage pixels configuration. If the lighting system installation is fixed and if you are not allowed to change the DMX addresses physically, our tool helps to reproduce exactly the same patch and DMX wiring like is set your lighting system.

Step 1: Select a Profile from the Current or from the List
Step 2: Click the Matrix option to open matrix manager
Step 3: Setup the matrix

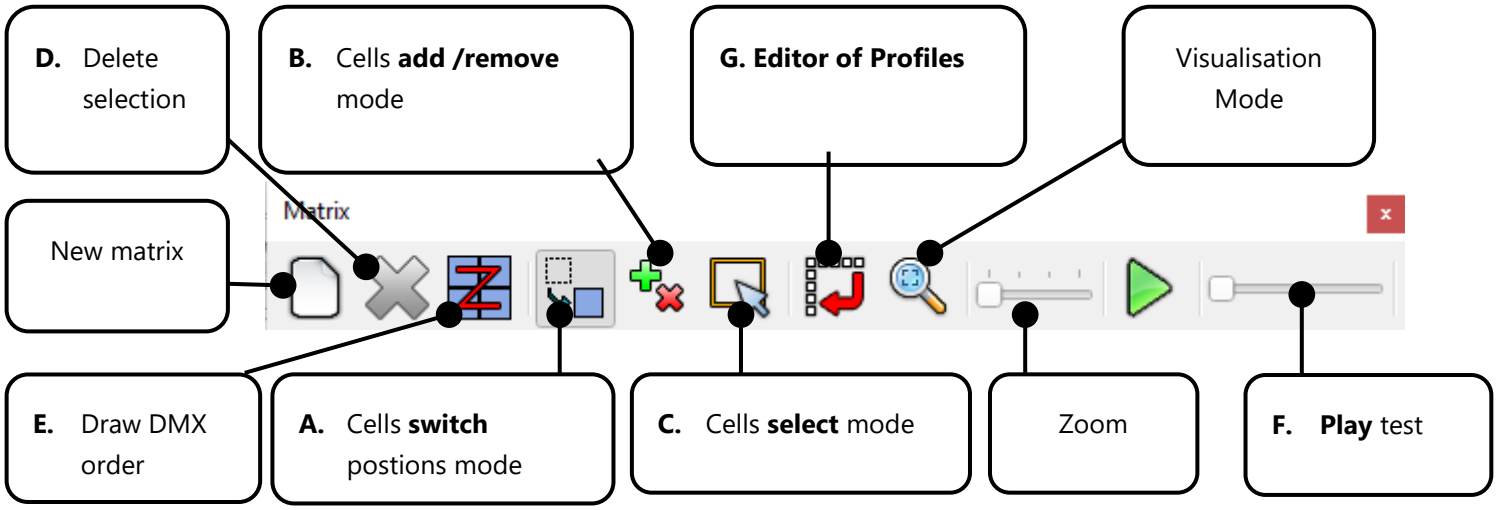


⚠ You need to ensure you got enough free DMX channels to create a large matrix.

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. Here is a configuration with 10 columns and 10 rows.



MATRIX TOOL BAR



A: Drag and drop a cell to switch the 2 cells positions in the matrix and their DMX addresses.

B: Delete or add a cell of the matrix by clicking over the cells

C: Select a part of the matrix. Hold the key CTRL + click cells or draw a selection rectangle over the cells.

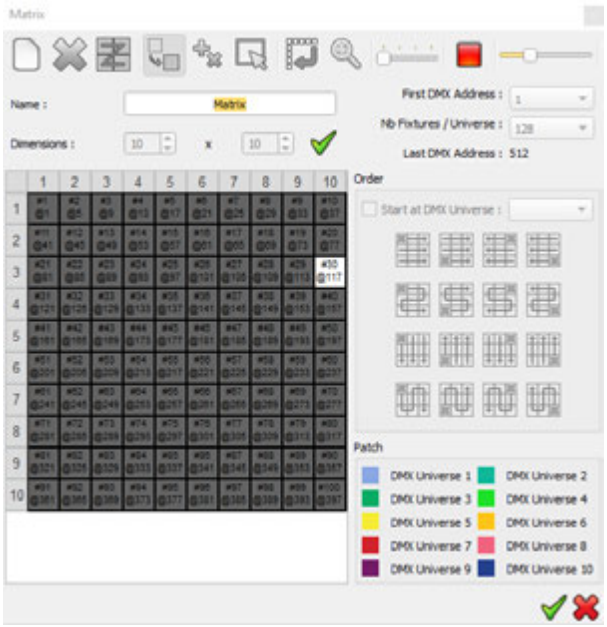
D: Remove the fixture from the matrix for the selected cells

E: Draw the fixtures addresses ordering path over the matrix cells

F: Play a general test to check your matrix partch

G : The editor of profiles allows users to configure the Beams of their fixture (the latter must be multi beams). The modification will be effective in the Matrix only. To set up a modification by default, you shall go back into the profile editor.

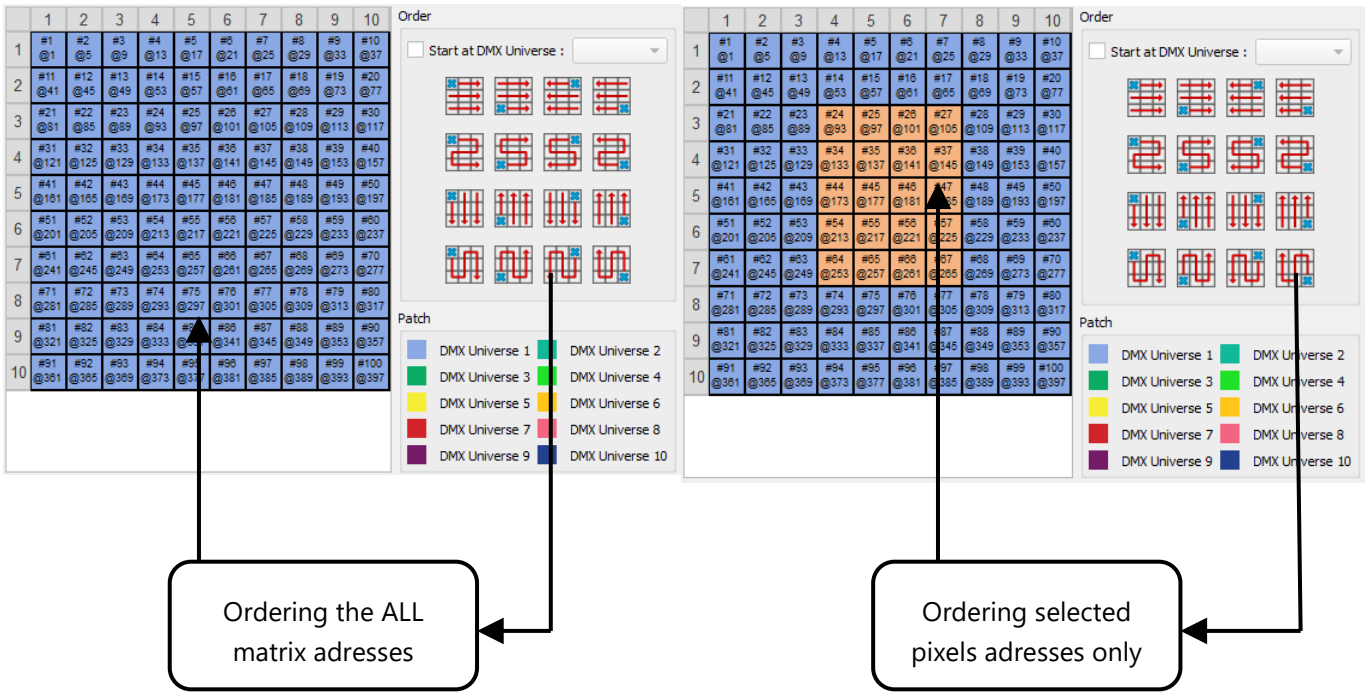
SIMULATE AND CHECK DMX ADDRESSES



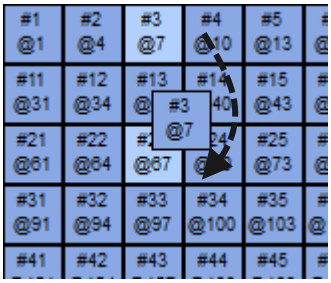
When you use the Play tool, your lighting fixtures will turn on automatically one by one according the order you have set them up. With this option you can check if your DMX patch matches the lighting fixtures themselves. The opening beam option will depend on the default DMX preset of each profile's channel. The Dimmer, Shutter and Iris channels must have a correct default preset. For RGB, each channel will be set to their maximum intensity.

ORDERING THE MATRIX'S CELLS

You can define the fixtures DMX addresses in a logical order over all or selected part of the matrix pixels. There are16 possible configurations (from left to right, right to left, up to down, etc...), choose the one that matches your lighting system ordering (using pixel selection or global). After selecting a configuration, all the DMX addresses will be arranged to match the chosen configuration.



MODIFY MANUALLY SOME CELLS DMX ADDRESSES

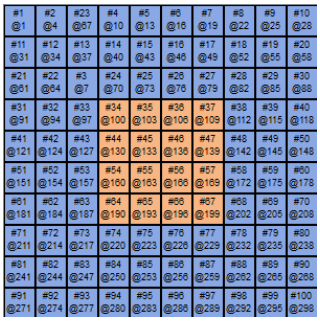


You can reorganize the matrix with a simple drag and drop from 1 light position to another. The light position order in the matrix and the DMX channel of the light will

change. This is very useful in case some mistakes appear on the installation and you

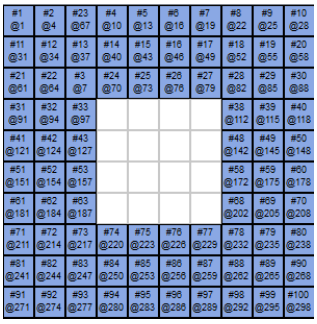
need to switch several fixtures.

REMOVE FIXTURES FROM THE CELLS

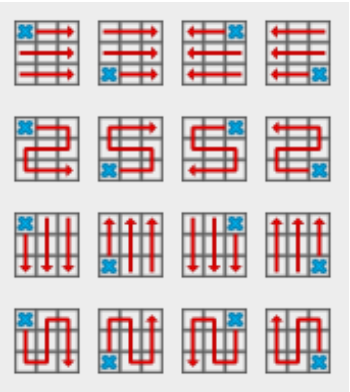


With the Remove option, you can delete fixtures from the matrix configuration.

First, you must select the fixture that you want to remove with the selection tool.



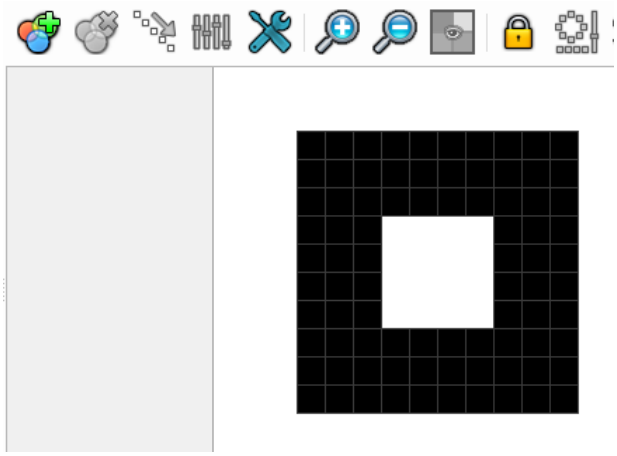
Then you can create a hole in the matrix field and thought free some channels.



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.

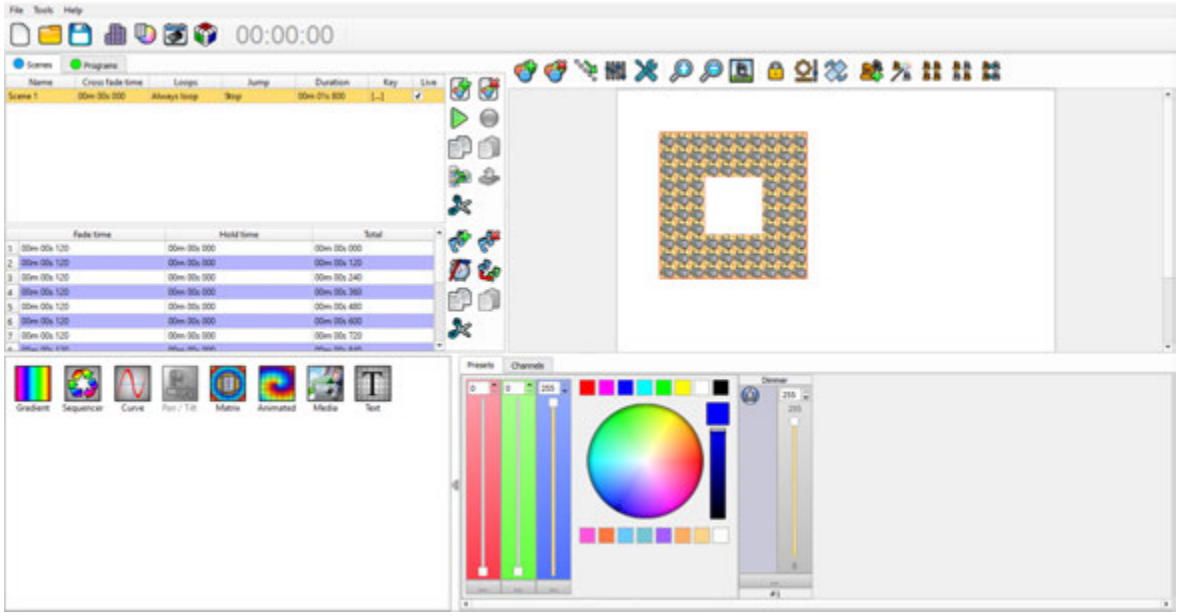
UPDATING AND MODIFYING THE PATCH



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 tool ribbon to open the Patch manager again and do 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 change some DMX addresses, then the content of your scenes and programs will automatically move to the new DMX addresses.

PATCH CONSEQUENCES IN THE SOFTWARE

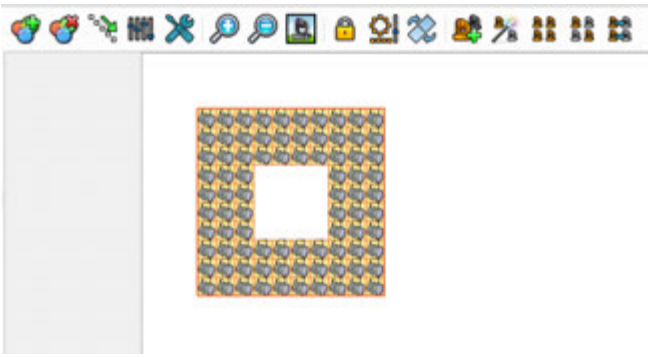


When the Profiles and DMX addresses match the lighting fixtures, you can confirm the Patch and click OK. The software uses the patch information and can generates powerful functions that will help you to create your show in a very short time.

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.

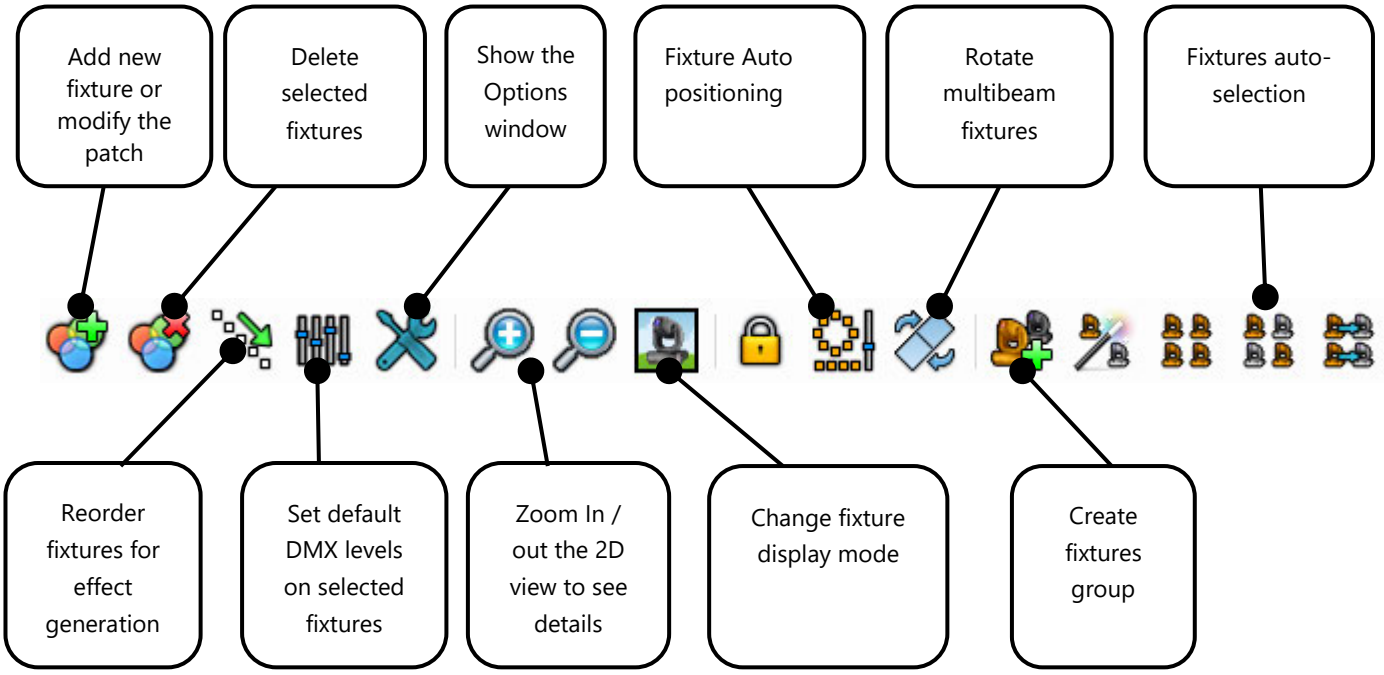
Now the software is ready to work and program your show. When you select fixtures from the 2D area, the fixtures dedicated channels appear below.

2D GRAPHIC AREA



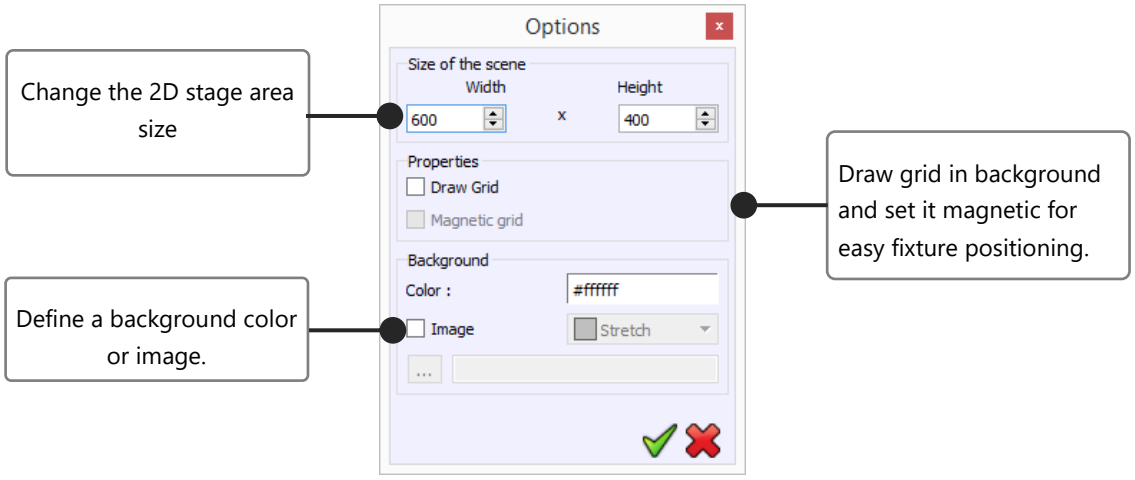
The 2D graphic area displays the light profiles. The 2 default actions of the mouse are to select fixture profiles with a left click and change the position of the selection in the 2D area. To change position, left Click and hold it then move the selection somewhere else. Additional commands are possible in the 2D ribbon.

Commands icons of the 2D ribbon tools allows you to:

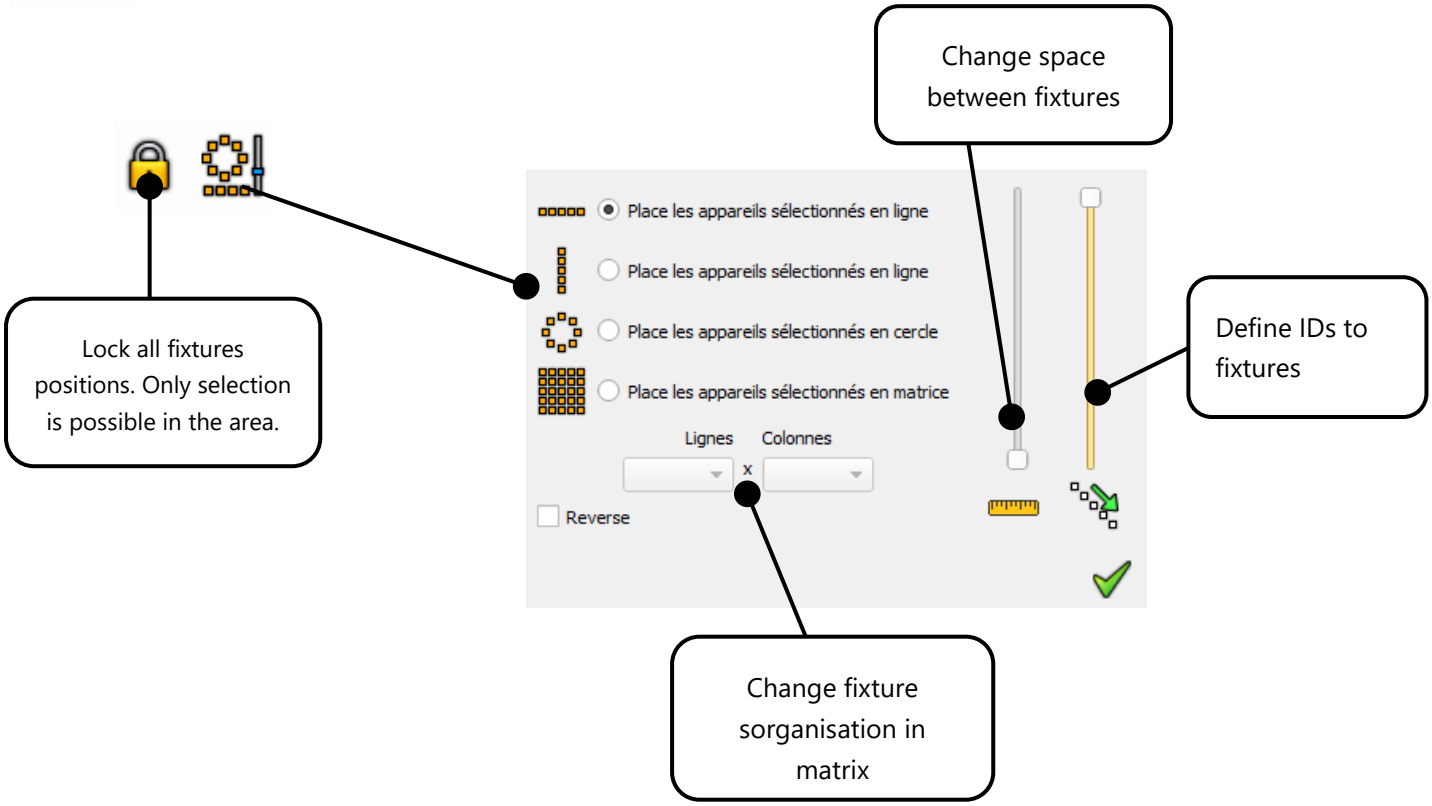


FOCUS ON THE OPTIONS COMMAND

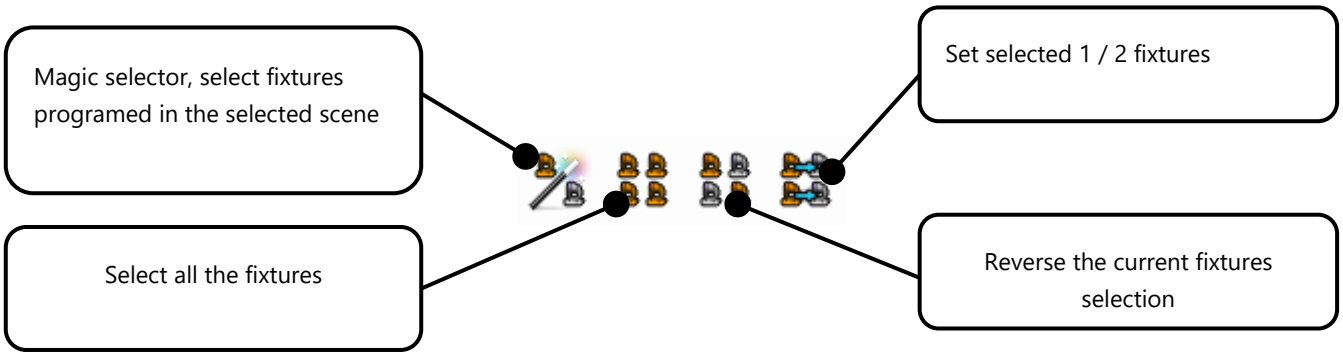
Select a new color from the color palette to change the background and define an image to the 2D area background. You can display a view of a stage or room and place all the fixtures in their respective locations.



FOCUS ON THE AUTO-POSITIONING COMMAND

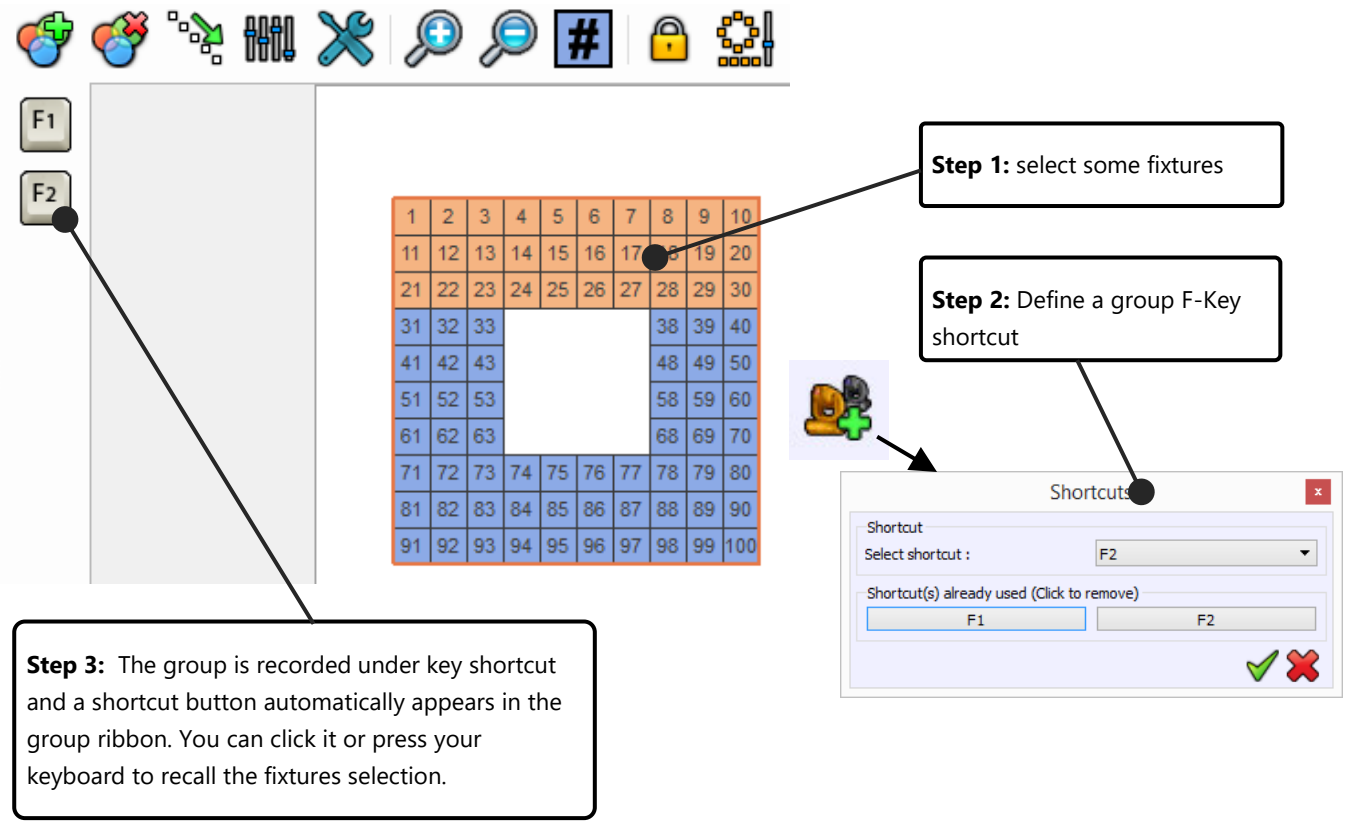


FOCUS ON AUTO-SELECTING COMMAND



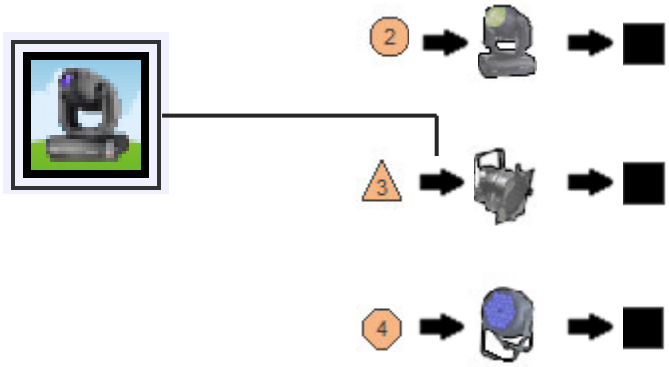
FOCUS ON GROUP COMMAND

This command allows to record a fixture selection under the F1 to F12 keys of your keyboard. To do that, fisrt select a group of fixtures, then press the Group command and choose the shortcut F-key you want to use to recall your group selection at any time.



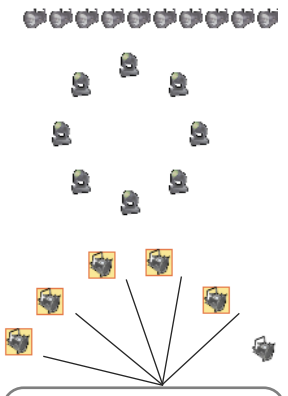
FOCUS ON FIXTURE DISPLAY MODE COMMAND

Switch between image or shaped icon to display fixtures items. You can choose the fixture's image and the shaped icon in the Profile Editor. (you must update the profile to change the fixture image).

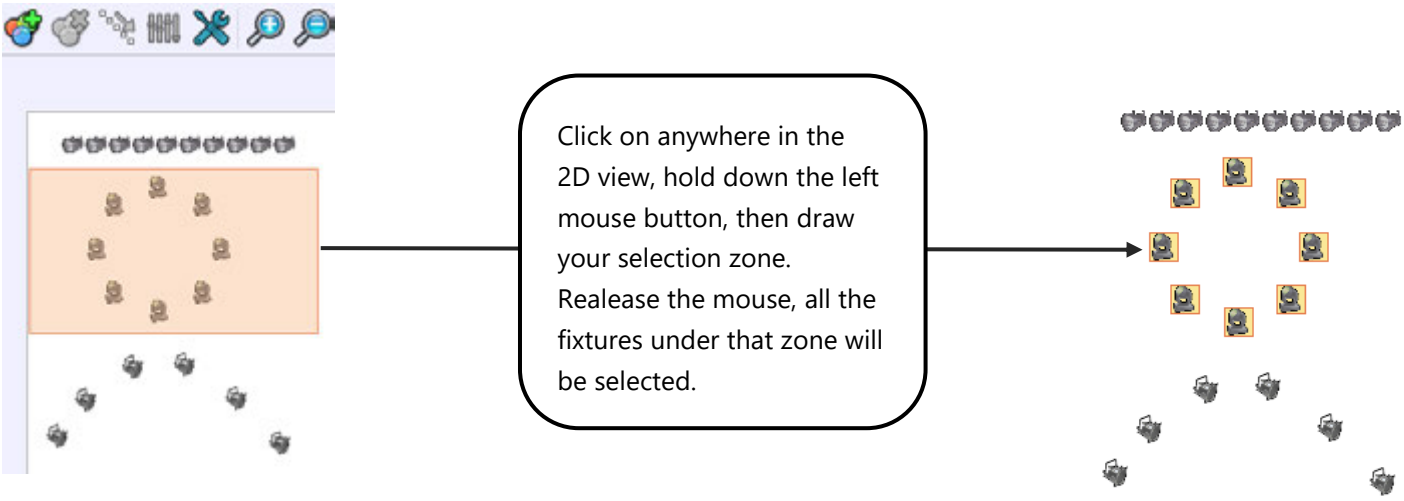


FIXTURE SELECTION

In the 2D area you can select / unselect the fixtures by clicking on their pictograms



You can also select them by drawing a selection zone

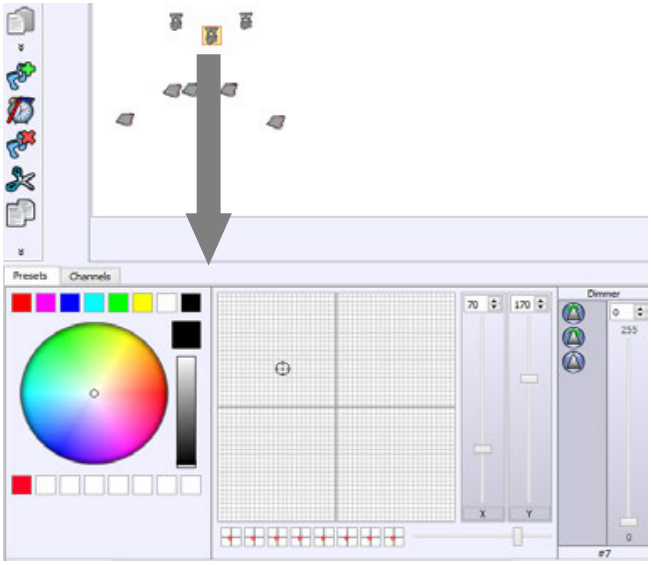


You can unselect all of the fixtures by clicking anywhere on the 2D area.


When the lock position is activated, you can unselect fixtures by clicking the item a second time.

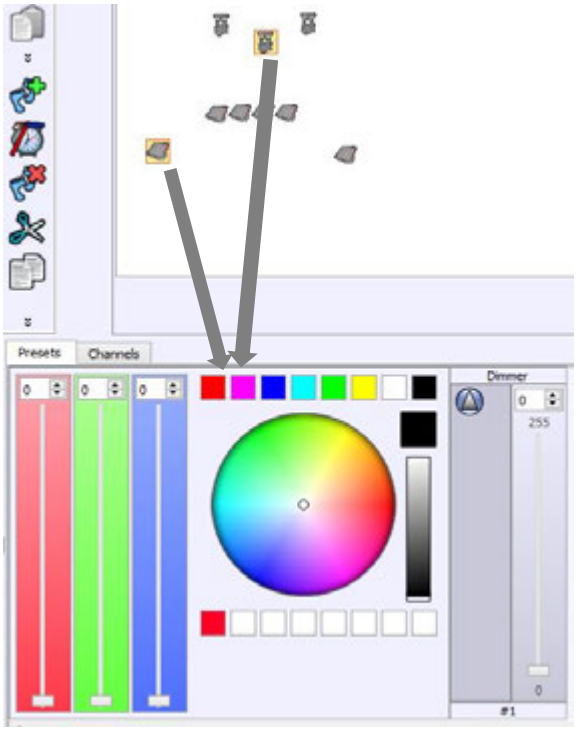
DMX levels and presets values are activated only on the selected fixtures in the 2D area. Make sure that you select the right fixture every time.

FIXTURE'S CHANNELS CONTROL PANEL



When you select a fixture, its channels and presets appear in the presets panel located just below the 2D area. (You can see all the profile's channels that were earlier defined using the Profile Editor)

If you select 2 or more different fixtures with different profiles 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 pallet. If the 2 fixtures have both a Pan and Tilt, the software will display the Pan and Tilt pallet. If they both have a dimmer, the software will display the dimmer. But if only one of them has RGB color, the software won't display the RGB Color pallet. Commons channels are shown others are hided.



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

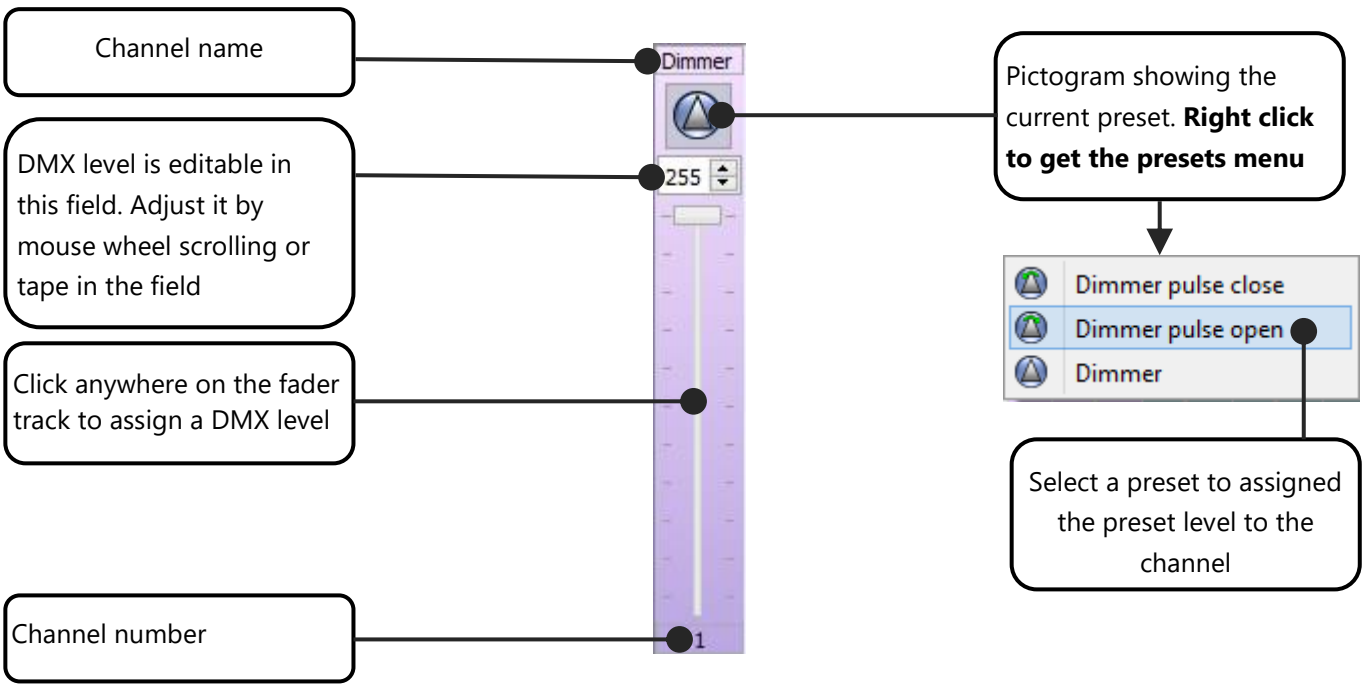
CHANNELS AND PRESETS WINDOW

Under the 2D area is located the DMX controls window. There's two possible types of controls display.

THE CHANNEL DISPLAY MODE

The Channel mode shows a traditional fader board for each of the 512 DMX channels. 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 fader colors helping to distinguish the odd and even fixture channels.

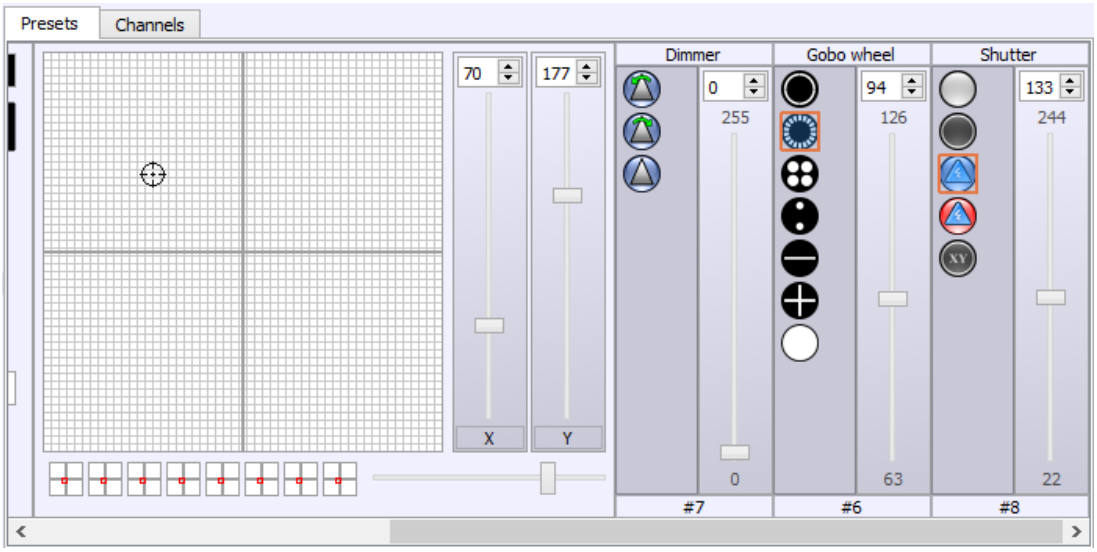
DMX fader Control

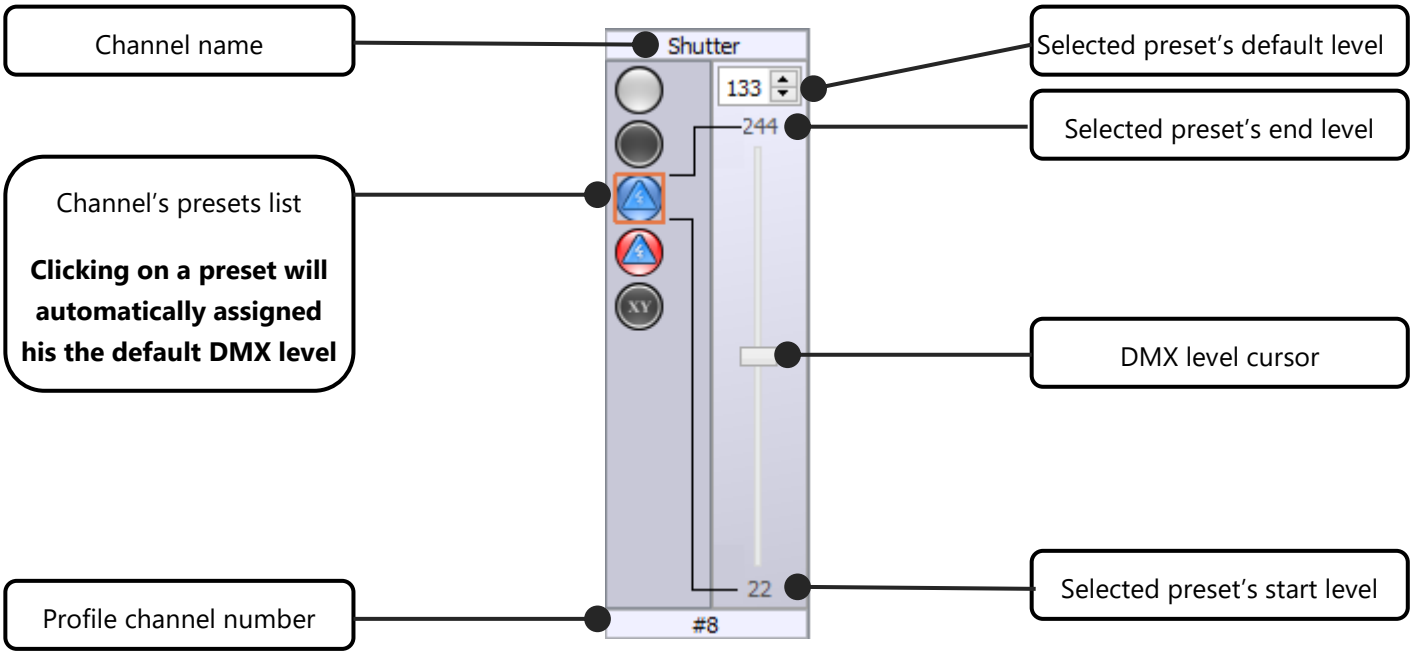


THE PRESET DISPLAY MODE

The second and more interesting control mode is the Preset mode. It's the software's default control mode. It provides a board containing palettes who mix cursors and presets menus, embedding powerful tools like RGB color mixing palette and the Pan&Tilt palette.

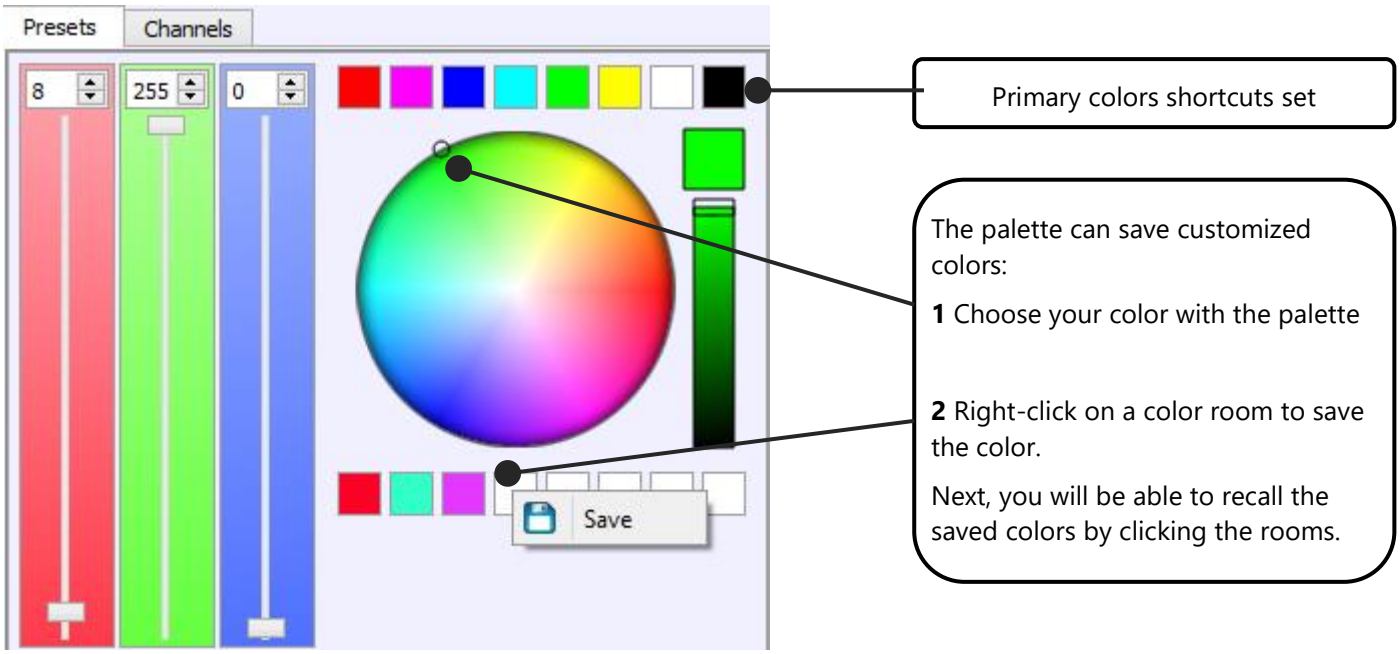
⚠ If no fixtures are selected, there's no presets to show and then the presets board stays an empty window.





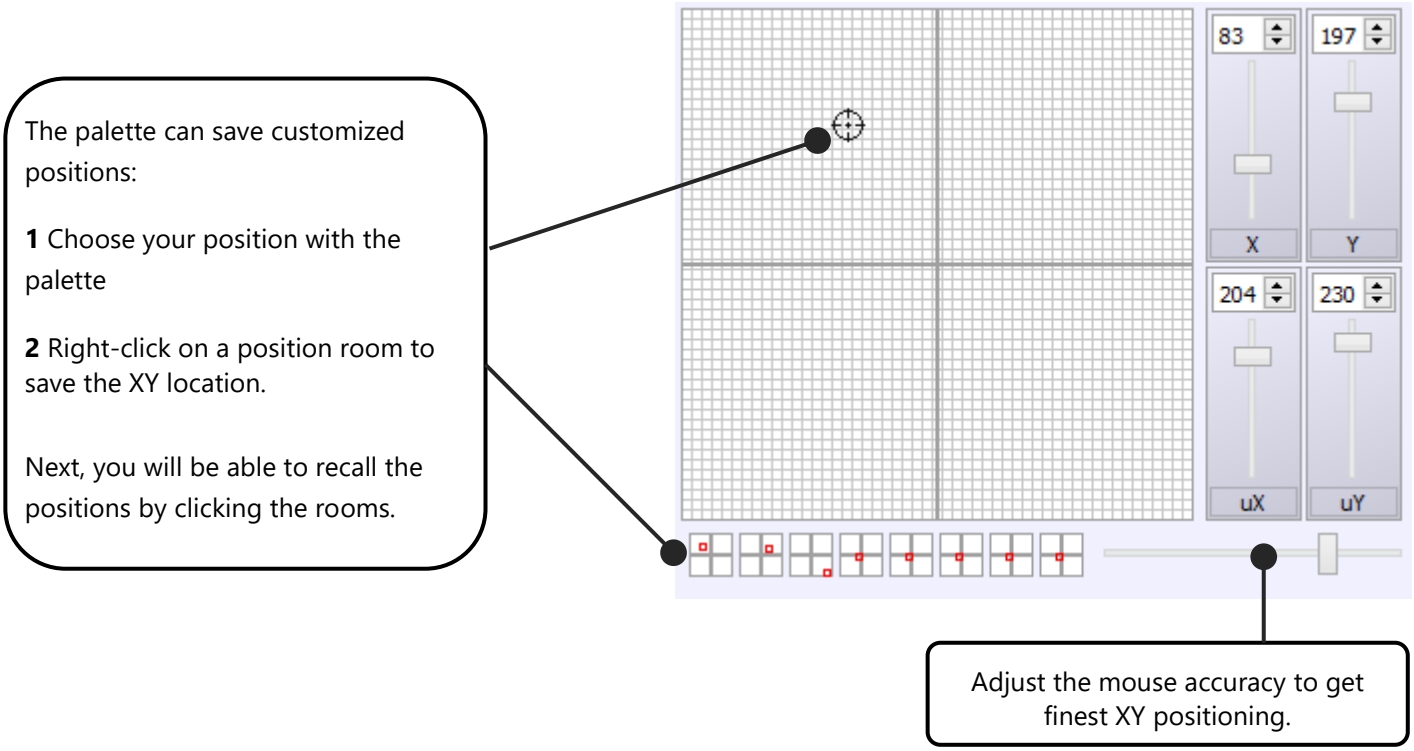
DMX Preset Control

When the preset is selected the main cursor can move from the start to the end DMX level of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset a second time to unselect it and return to the DMX level 0.



The Color mixing palette for the RGB, RGBW, RGBA and CMY channels:

The Pan and Tilt palette for the XY channels:



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

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.

USER MANUAL

HOW TO SAVE THE SCENE IN MEMORY

1.5.4

SUMMARY

INTRODUCTION

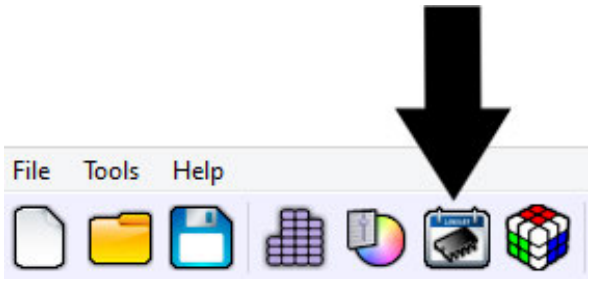
This chapter explains how to write scenes and their content into the internal memory of the Stand Alone interfaces. The software has a specific Stand Alone mode which can play a show without the need of a computer. Users will be able to set the interface's parameters, change content and choose scene triggers. Obviously, the software must be running and several scenes created before you can open and use the Stand Alone mode functions. Please refer to the precedent manuals to go through the creation of scenes.

Scene preparation with the Editor Mode

Each scene must contain 1 or more steps (each Step containing DMX values for the activated channels). See the dedicated manual "**How to create scenes and programs"** 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 as the Jump option cannot be applied to them. You can then record the steps and scenes content: fade time, loops and jumps.

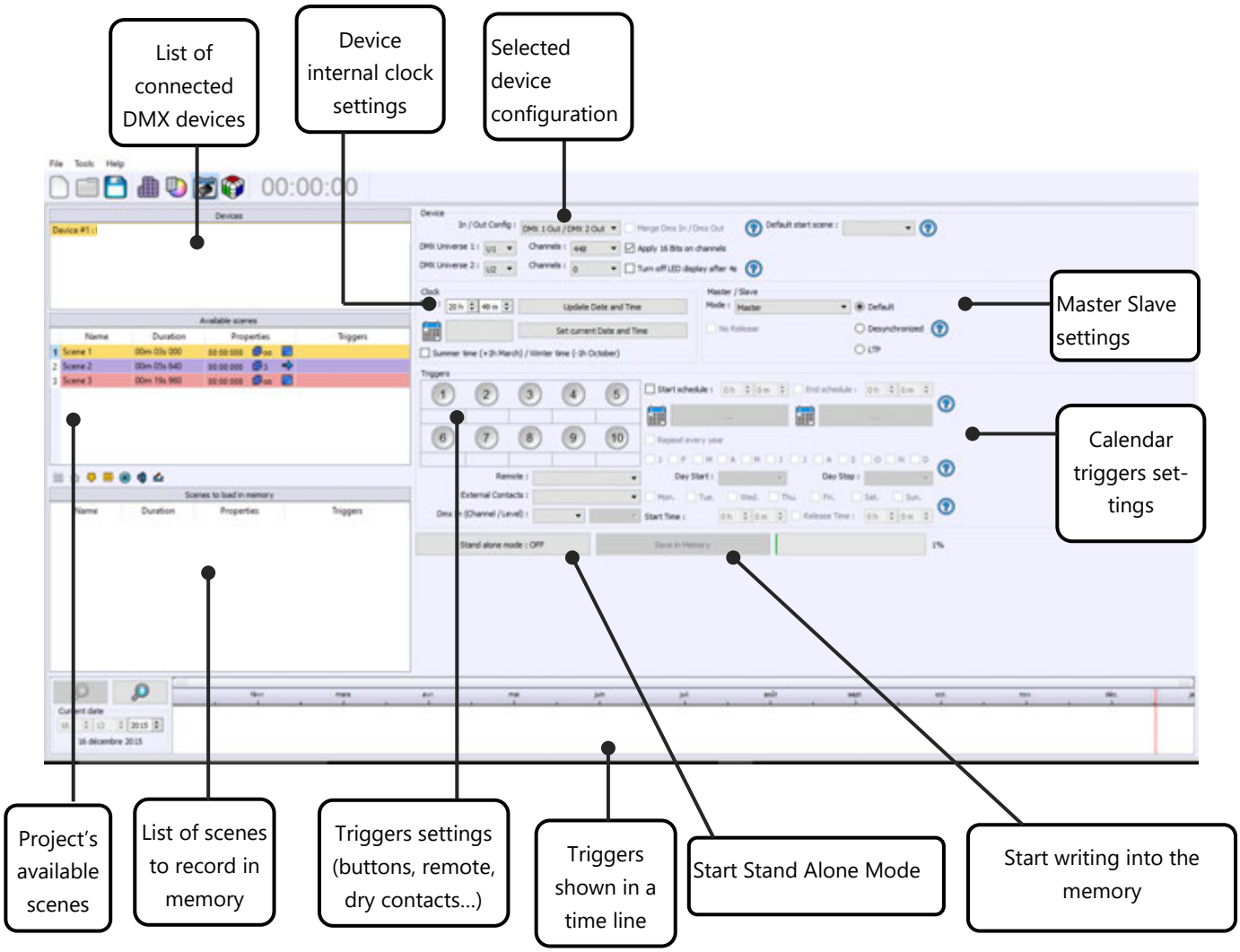
Opening the Stand Alone Mode

Once the software opened, access the Stand Alone mode by clicking on the Stand Alone mode button located on the main tool bar.



The Stand Alone mode appears and shows all the 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.

DESCRIPTION OF THE STAND ALONE MODE



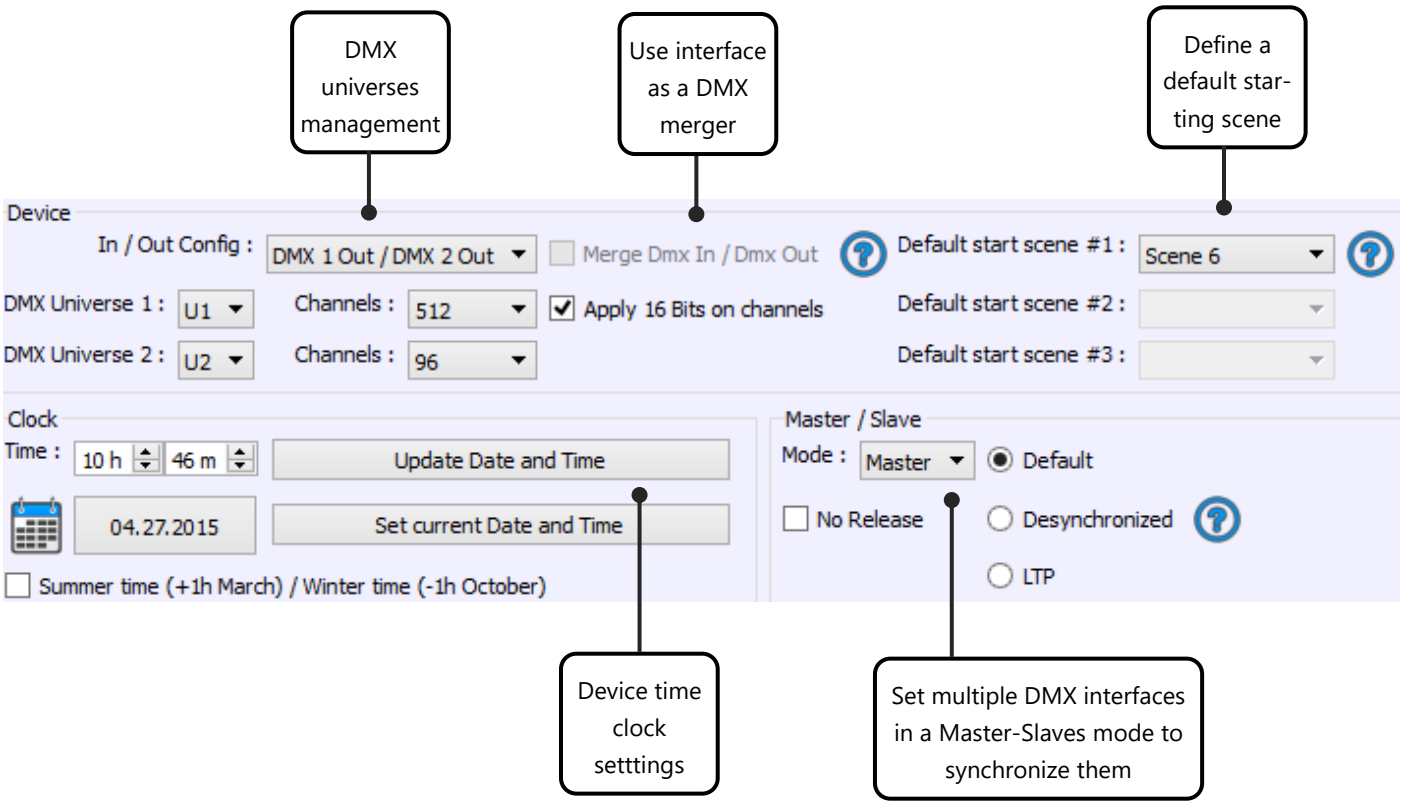
* WARNING : the window of the connected devices may remain empty if you connect the device after having started the software. In this case, save your project, and close the software. Once you have plugged in your USB device or connected to its wifi connexion, you can restart the software to allow detection of all devices.

Time line note:

The graphical time line can simulate and display the yearly, monthly and daily time triggers. This is not a programing control, it simply shows triggers to help organizing them.

STAND ALONE PARAMETERS OF THE CONNECTED INTERFACES

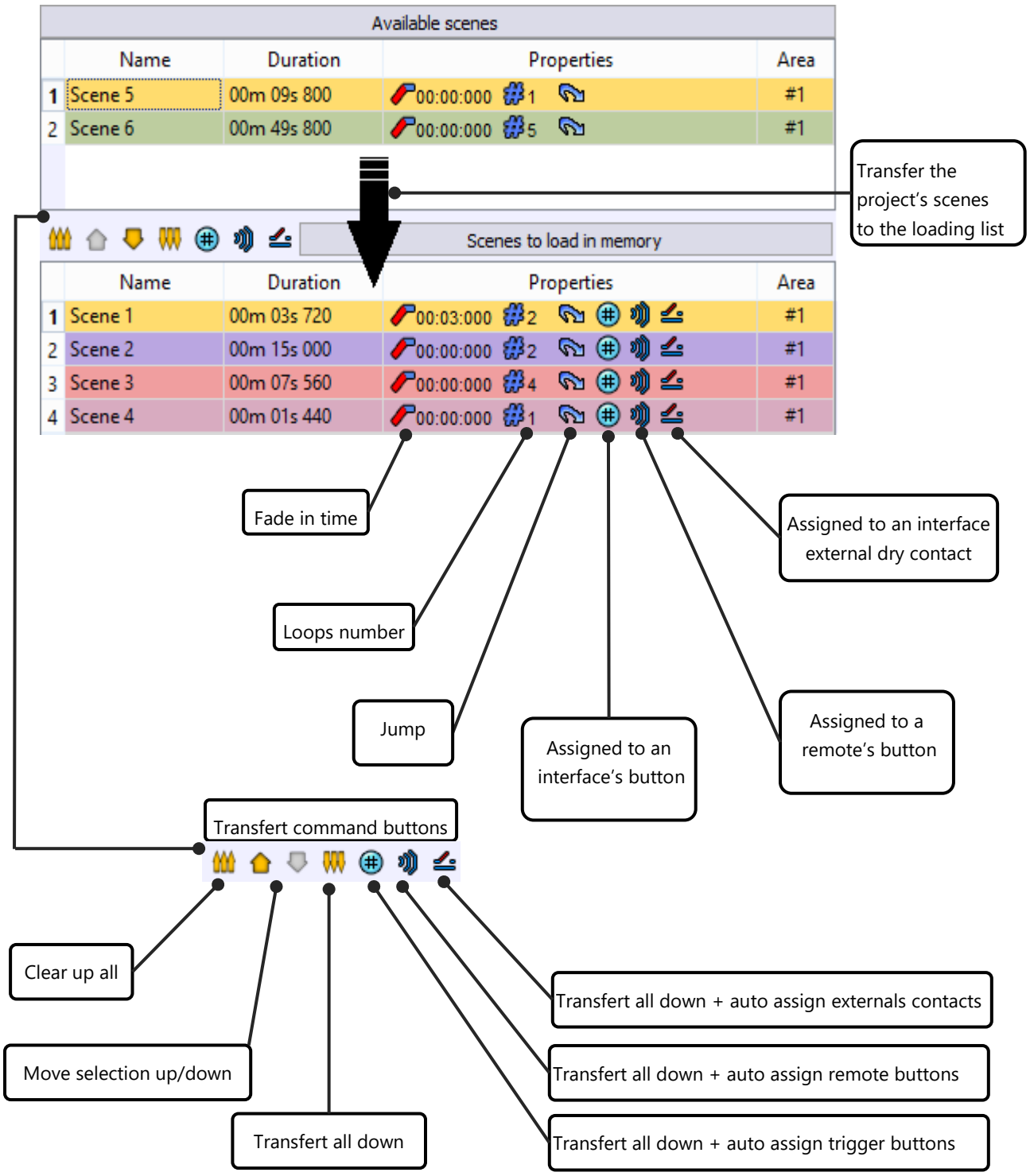
In the Stand Alone mode, the first options, right to the devices list, regard the interfaces themselves. Select one of the interfaces from the list to change its configuration and parameters.



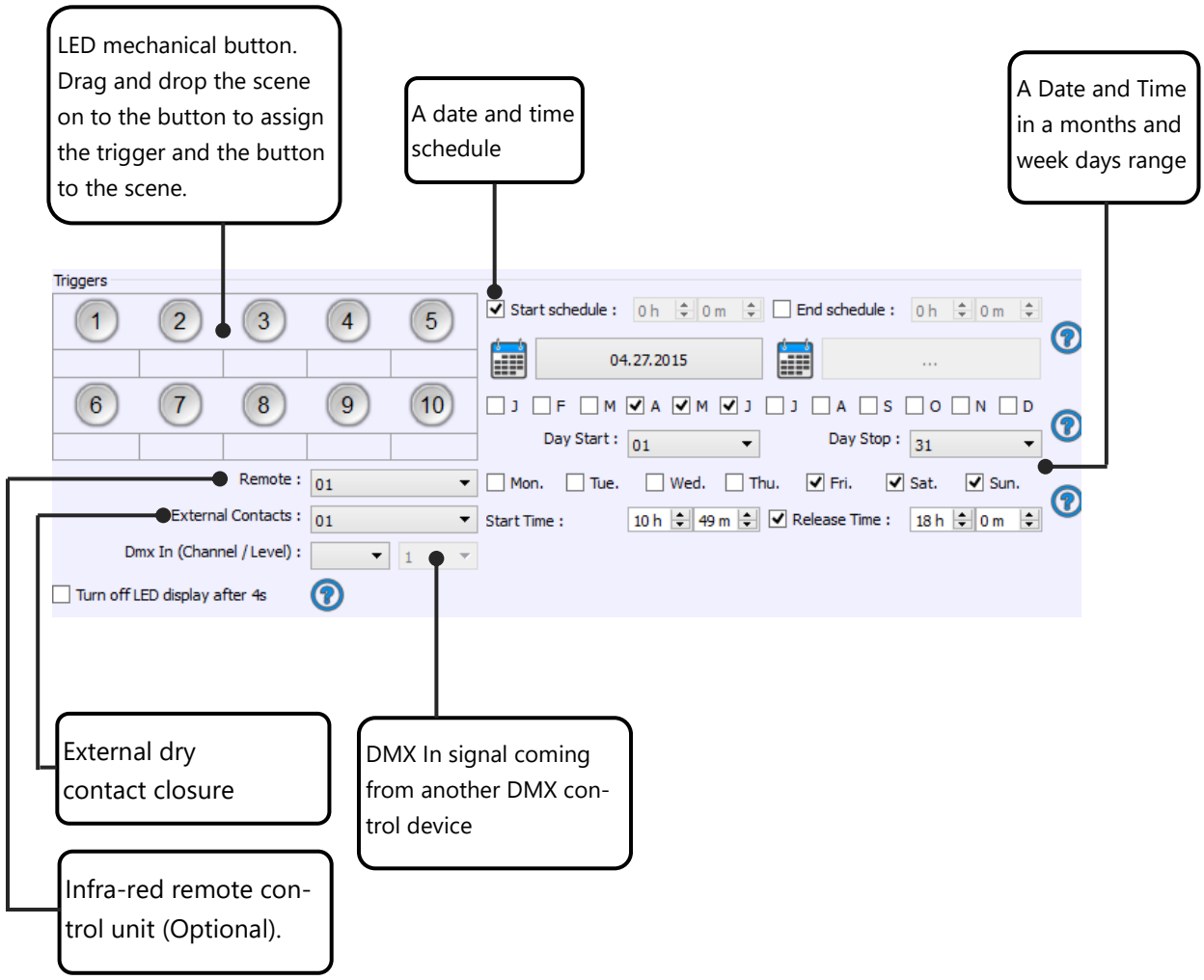
- **DMX universes:** Change the In/Out configuration of the DMX lines when using 2 DMX universes or when triggering scenes via the DMX input signal of another extra controller. This connects the software's DMX universes to the interface outputs and optimises the storage capacity of the controller. You can choose the number of activated channels for each DMX universes.
- **Master/Slave:** Select the Slave/Master mode when using multiple interfaces and synchronized their stand alone modes.
- **Default Start Scene**: The selected scene 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).
- **16 Fine bits on channels**: Allow the interface to calculate the DMX signal as a 16 bit micro channel signal. Use the DMX Patch to set up which are the 16 Bit channels.
- **Device internal 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 also be updated using the current time and date of the computer, simply use the option: Set current Date and Time.
- **Summer/Winter time:** if your 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. By clicking that option you will be allow to update the dates of the summer / winter times for the coming years.

STAND ALONE PARAMETERS FOR SCENES

The list of scenes contains all the project's scenes excepted the ones who do not contain steps. The list gives the name and time of the scenes and their advanced settings:



The window below defines all the possible scene trigger actions in the Stand Alone interface memory. After selecting one of the scenes from the “scene to load in memory” list you may adjust its standalone triggers as following.



ADVANCED STAND ALONE PARAMETERS DESCRIPTION

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 slave interfaces will also have the same number of scenes and the same number of steps than the Master one. The Master interface will control all the slave interfaces' triggers and generate a synchronization signal to make sure that the show is well played. Only 1 interface can be defined as 'Master'.

WARNING: 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 set 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. Steps' size depends on the number of activated output channels. The more channels you activate, the larger the step size will be, and as a result, the smaller the memory capacity shall be. 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's trigger to a one of the interface's LED buttons, simply drag a scene from the list and drop it on one of the buttons. The name of the scene will be displayed under the button and the scene will automatically move to the List of scenes which can be recorded in the memory. You can assign 10 different scenes (max of 255 scenes allowed) to the 10 buttons. 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 a 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

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.

The recovery only operates on 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.

ALL POSSIBLE TIME TRIGGER SCENARIOS:

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, year).
Scenes will start exactly at the scheduled date and time.

START SCHEDULE + MONTHS AND 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, year).

One or several months + days of the week are added to the selected scene (January to December, Monday to Sunday). Months and 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 + 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, 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 + MONTHS AND 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, 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 months and 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.

DEVICE'S CLOCK UPDATE

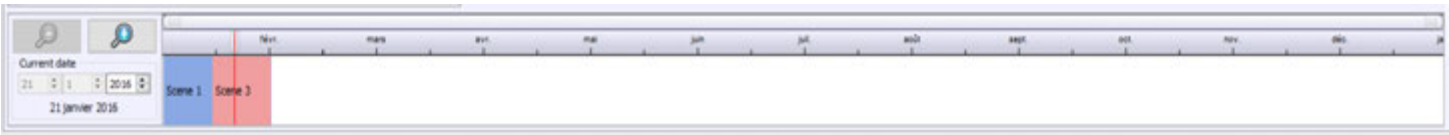
It's possible to update the device's internal clock. Device must be connected to the computer, drivers must be correctly installed and the device detecd by the software.

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).
- Date and clock time schedules (Date, year, month, day, hour, minutes and week days).

TIME TRIGGER TIME LINE VIEWER



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
- Month and week's days

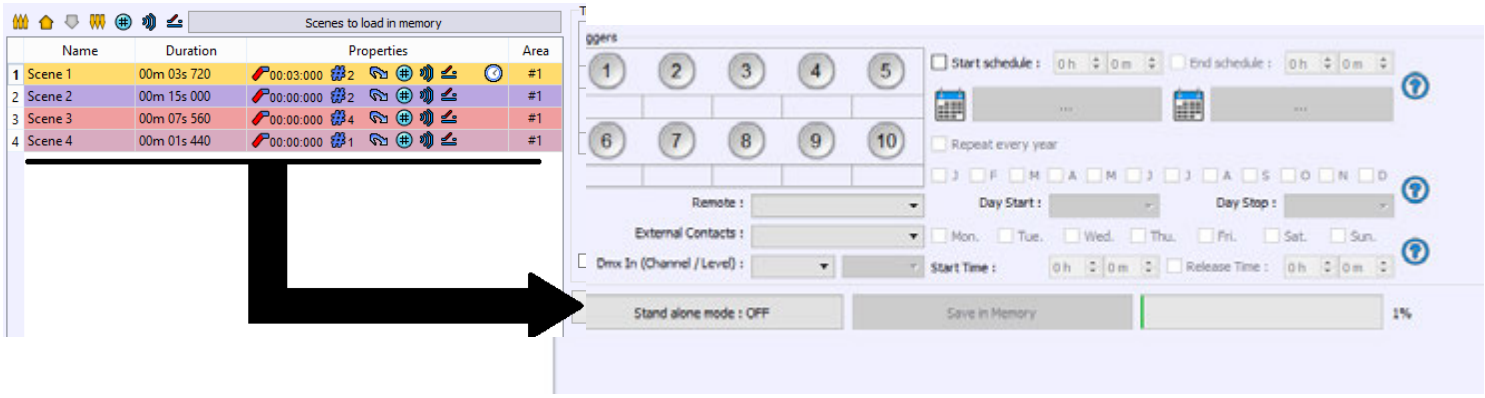
Each scene is displayed with a different color to distinguish its position in the lime line.
The Time Line offers the following options:

- 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 any time you have the possibility of checking the time and date triggers for a given period.

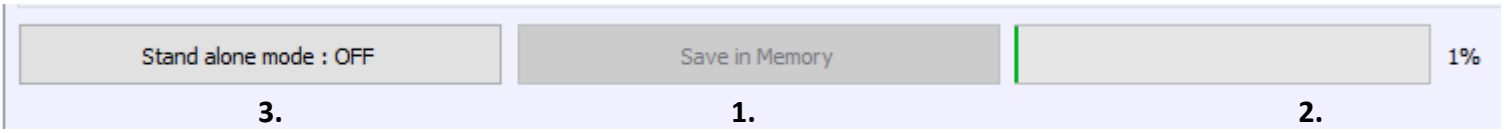
WRITING AND UPDATING THE STAND ALONE MEMORY

Only scenes placed in the “scenes to load in memory” list can be written into the interface memory:



Scene List and SA memory writing

Simply drag and drop a scene from the available project’s scenes 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.



“Save in memory” button (1.) writes the show into the memory. The available memory is shown in the capacity gauge (2.). 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.

To launch the Stand Alone Mode, click the “Stand Alone Mode ON/OFF” button. With the interface connected to the computer, you can take control back of the interface and return to the Editor mode in order to modify the content of a scene.

The memory content can be changed on site with a computer and a mini USB cable. We suggest you to also bring the original file with you to recover the DMX patch of the original project.

You can now write one to several shows into the Stand Alone interface memory. Refer to the other user manual to get more details on the former stages of DMX programing.

USER MANUAL

HOW TO START A NEW PROJECT

V. 1.5.4

SUMMARY

INTRODUCTION

This user guide contains detailed information about all the software features and commands. It includes step-by-step procedures for both 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 that you have a basic 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.

Video tutorials are available online

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 according to their specificities.

DMX512

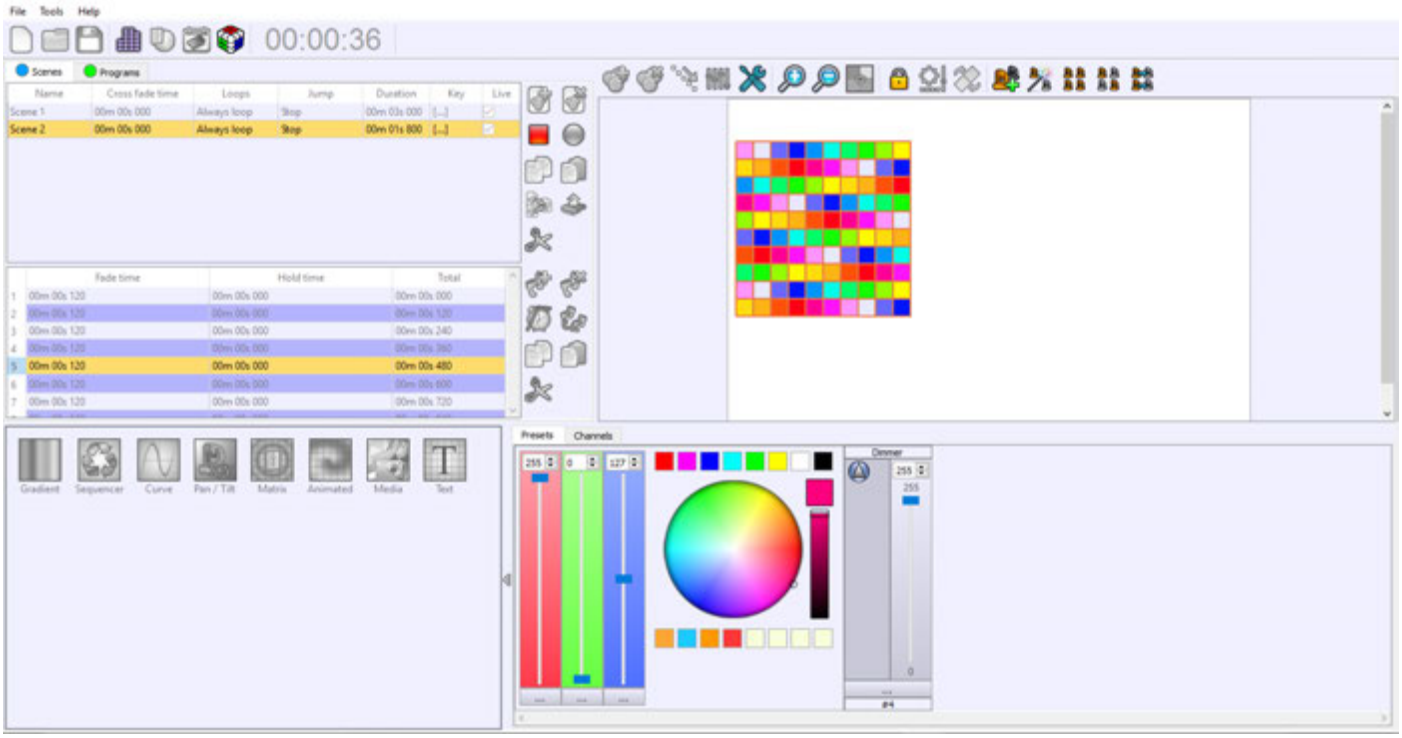
Light shows designed with the software are fully DMX512-compatible for use with all DMX professional lights.

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.

STARTING THE SOFTWARE

The first time you open the software, the Editor view appears straight away.
The Editor Mode is the main mode of the software. It allows to complete 85% of the features. With this mode you can create fixtures **profiles**, **patch** profiles, create steps, scenes, programs and set many advanced options.

We have designed this screen as user friendly as possible to allow professionals to beginners to be able to handle the software in a matter of minutes.



Editor Mode window

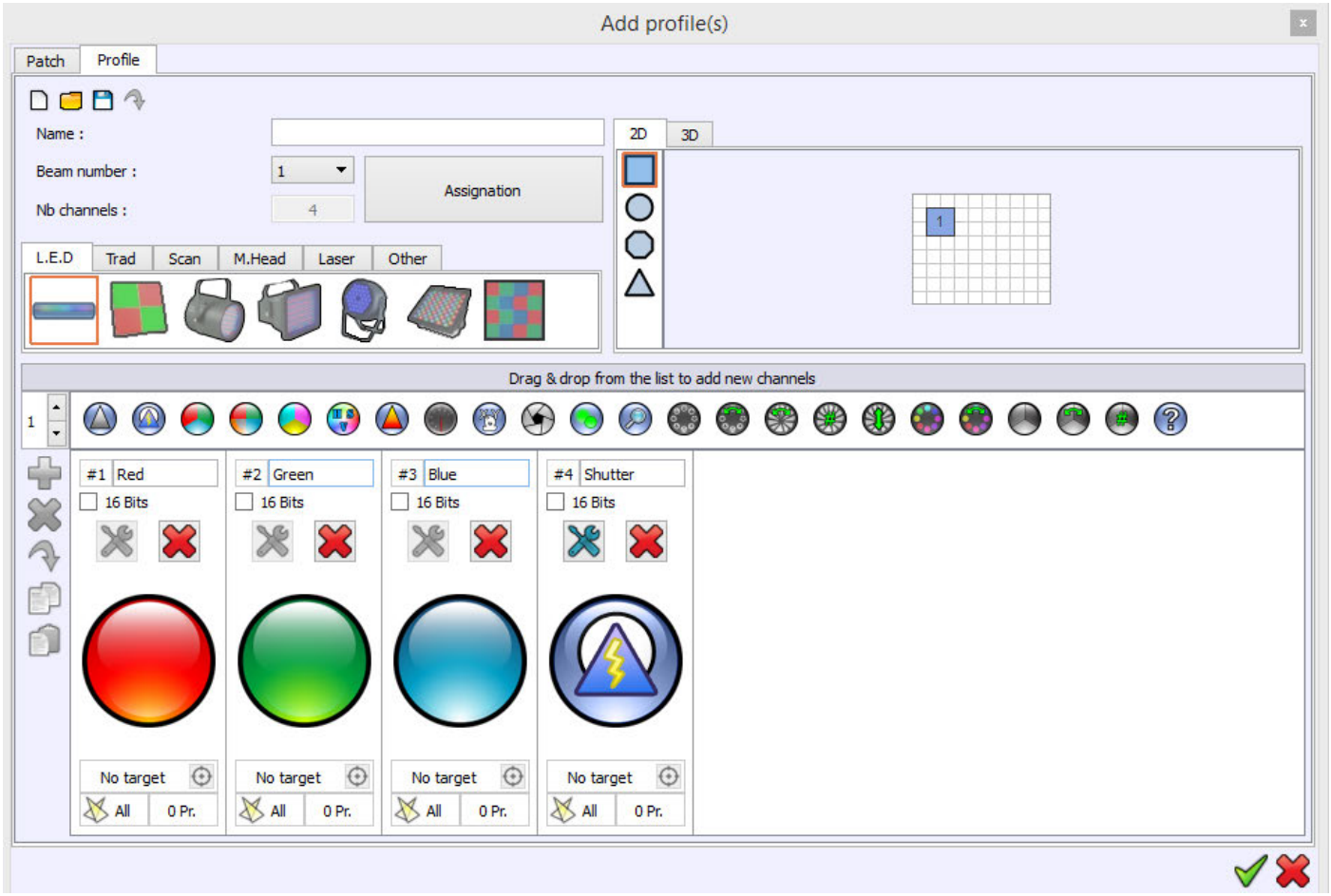
The first time you open the Editor mode, this will an empty show, with no devices or programs. You must read and follow the following chapters to successfully create your show.

PROFILES

The first step for your show is to include and patch some profiles in the project. You will program the software to work with specific lightings. The Profiles stage allows the software to recognize and manage all the lightings features. First of all, make sure that your profiles are correctly configured and that they fully match with your lightings fixtures.

CREATING AND UPDATING PROFILES

This section describes how to create a fixture profile with the software. The Profile Editor is included in the software. Start the software and let's see how to create and update a fixture profile. Video Tutorials are also available.



Profile Editor

Refer to the *How to create Profiles user manual* and follow the detailed instructions.
All PDF manuals are on download and included in the « Manual » directory of the CD-ROM (Mac and PC).

PATCHING DMX PROFILES

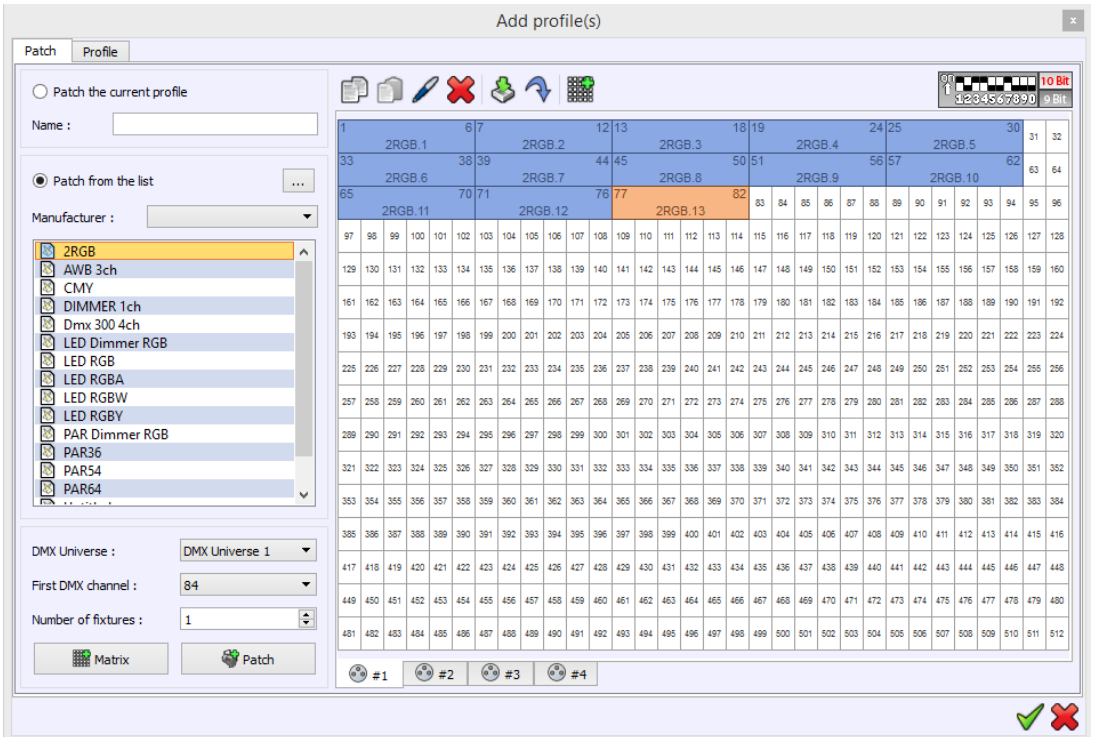
This chapter describes how to easily and quickly patch fixture profiles with the included “Patch Manager”.

What is patching about?

To patch a fixture is the way to assign it to a specific DMX Channel. All the fixture’s profiles in your show must be patched to their specific DMX channel (also named DMX Address).

A DMX address can be choosen between the 1 to 512 channels defined by the DMX standard protocol.
The software sends 512 DMX datas to the lighting fixtures. So make sure that the DMX channels you have choosen to patch your profiles on are really matching with the DMX addresses you have set on your lighting fixtures themselves.

The patch Editor is included in the software. In the editor view, click on the “Add” profiles button to open it.



Patch Manager

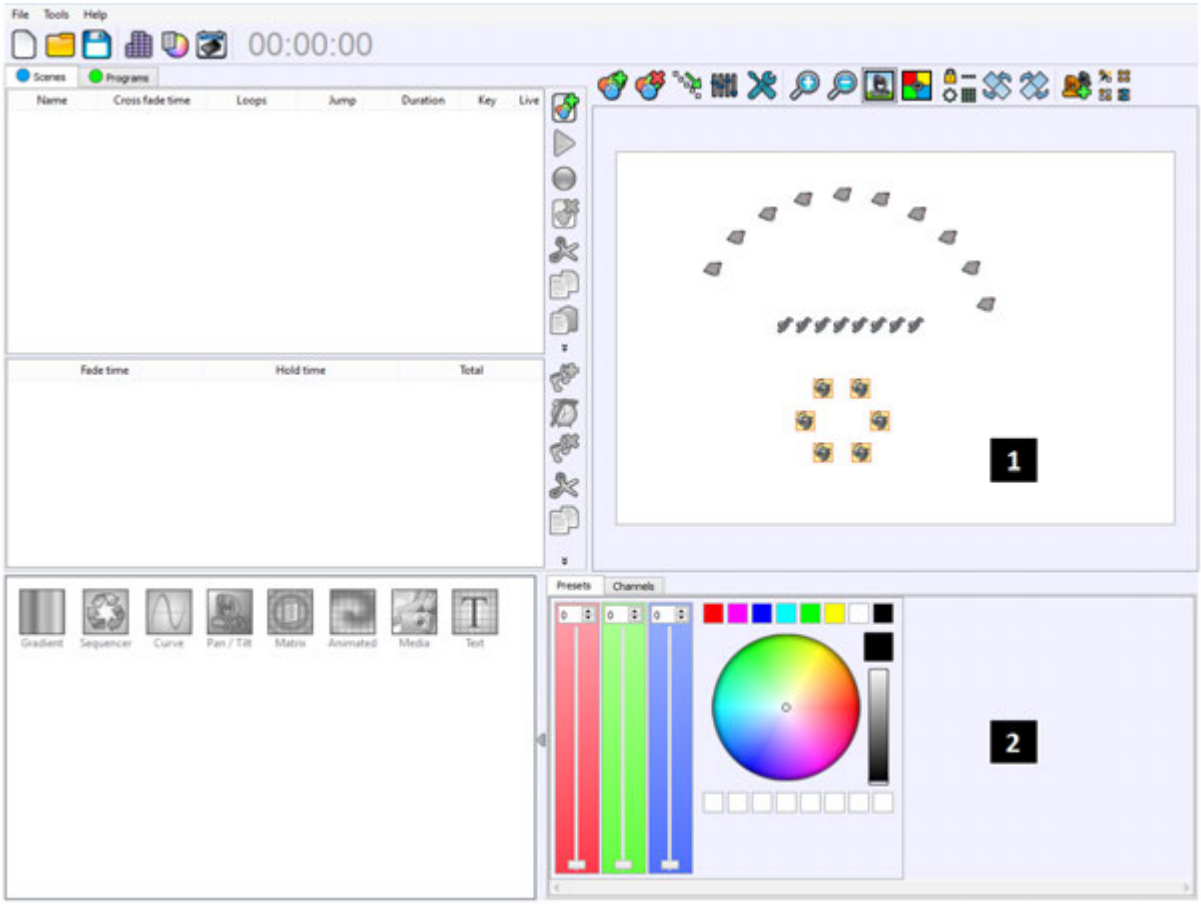
Refer to the How To Patch Profiles user manual and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).

CONFIRMING AND VALIDATING THE PATCH

When profiles match DMX fixtures addresses, we consider that the patch is confirmed. The software can now use the patch and profiles information's to generate powerful control boards that will help you to create your show in a very short time.

All the profiles will appear in the Editor Window. The fixtures icons are drawn in the 2D area. It's is possible to organize them like they are located on your stage and then get a complete 2D view of the project.

If you select some fixtures icon from the 2D area, the board containing the controls specific to those fixtures will appear below.



Editor mode after Patch

1 Editor 2D view area

2 Specific control's board for the selected fixtures in the 2D area

A good Patch with good profiles are the base of good programming. When profiles perfectly match fixtures you save programming time and the final visual result will be incredibly improved.

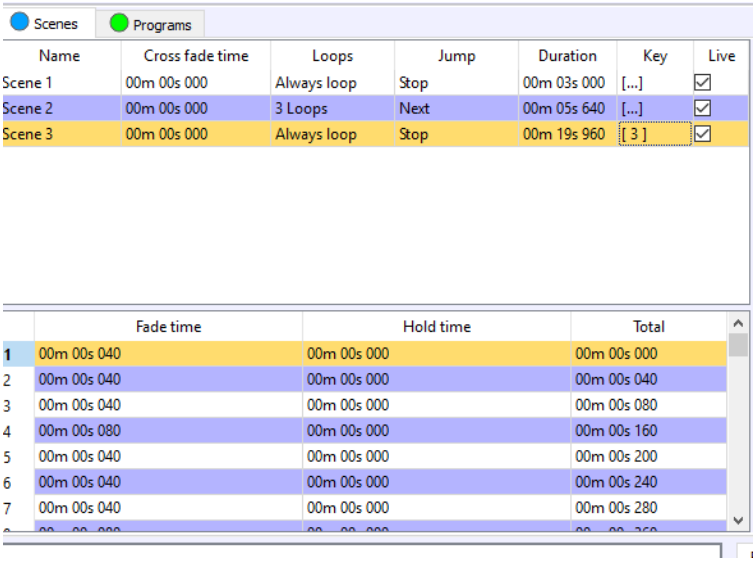
Refer to the *How To Patch Profiles user manual* and follow the detailed instructions. All manuals are downloadable and are included in the Manual directory of the CD ROM under PDF format (Mac and PC).

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 base 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 meanings. The software uses Steps and Scenes, but they could also be called Scenes and Programs. Below are some explanations.



Steps and Scenes

STEP

A Step is a memory who can record a single DMX level for each DMX channel and for each DMX Universe.
Basically, using a single universe so 512 DMX channels, means that each step can record 512 DMX levels.
Now, for example, if you connect 2 interfaces you will have 2 universes so 2*512 DMX channels available (a total of 1024 channels). In that case, each step will record the 1024 DMX levels.

Steps also include a Hold Time and a Fade Time.

Steps are played one after one, regarding that:

The **Hold time** is the duration that the steps will hold the DMX levels.

The **Fade Time** is the duration that the steps will take fading to reach the DMX levels.

> *For example a step programed with:*
>
> *DMX channels 1, 2 and 3 set to level 255.*
> *Hold time set to 2 seconds.*
> *Fade time set to 5 seconds.*
>
> *Considering that all the starting DMX values are 0, the step will play like this:*
>
> *DMX levels will fade from 0 to reach 255 within 5 seconds. Then the step will maintain the levels 255 on the 3 channels for 2 seconds.*

It is possible to combine several steps and create them one after one in a list of step.
(Some traditional DMX desks use the word 'Scene' instead of 'Step'. But the using is exactly the same)

SCENE

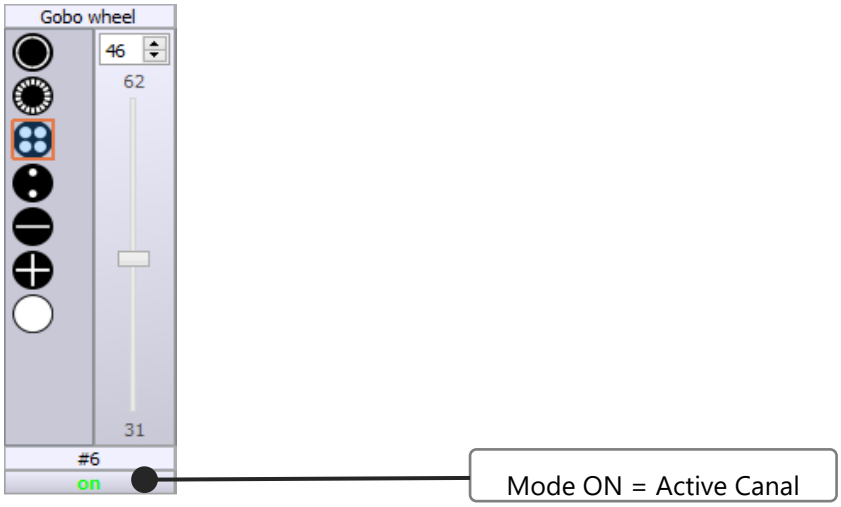
A Scene is a list of steps, it contains a suite of steps who are played consecutively. Scenes have not the same functions than steps, they cannot record DMX levels. They must use the steps for that. Consequently, Scenes must contain at least one step to be operational. In fact, when you play Scenes,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

PROGRAM

A Program is the same as a Scene, but we can play many programs at the same time and they can't jump automatically to another program. Programs always have priority on scenes.
Channels become "activated" or "ON"automatically when a DMX level is modified. You can define them manually with the channels windows or using presets with ON/OFF buttons

A full light 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).



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 RBG channels.

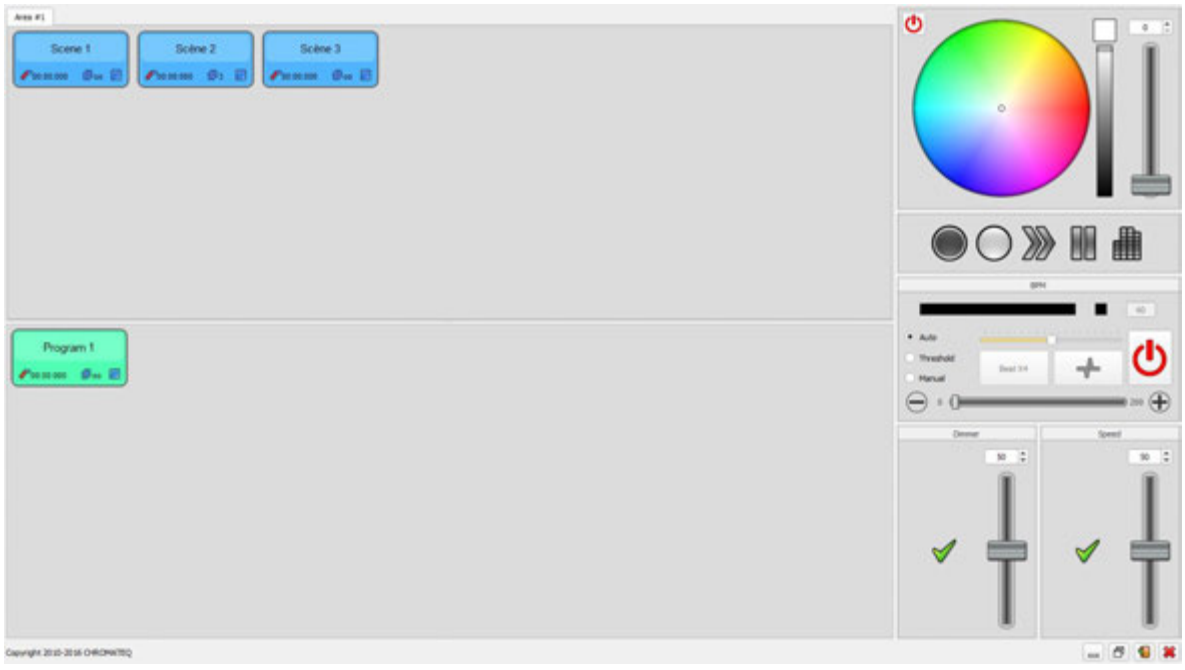
List of Effects

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).

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 and trigger them directly from 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. Blue buttons represent the scenes, and green buttons the programs.

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).



Live Board Mode

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).

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.

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.

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

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.

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 for 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.

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

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

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 mouse button, move the mouse to a different area to bring the object to this place, then release the button to drop the object.

USER MANUAL

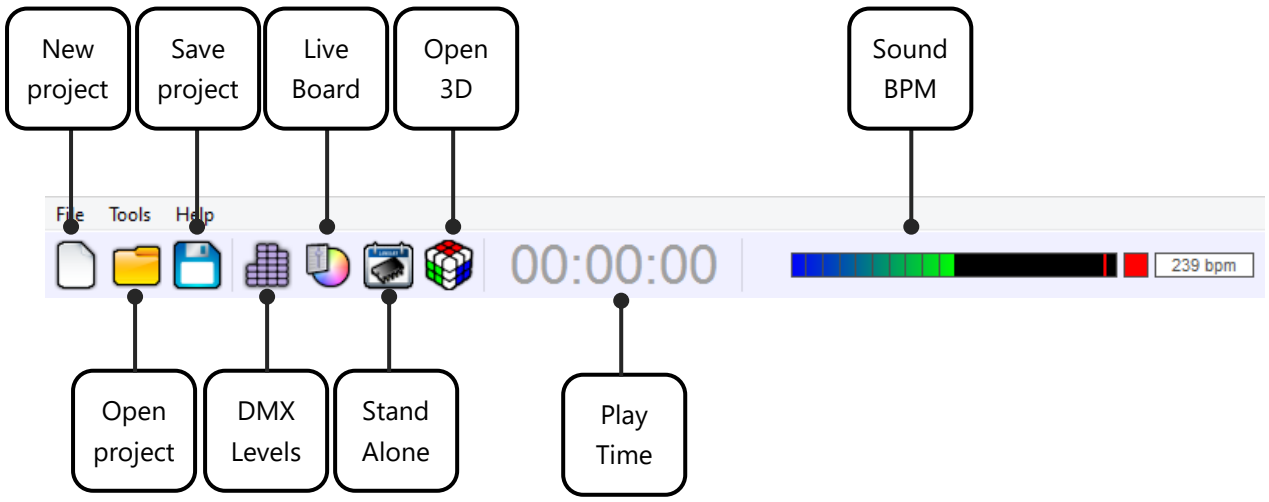
HOW TO USE THE ADVANCED OPTIONS

V.1.5.4

SUMMARY

INTRODUCTION

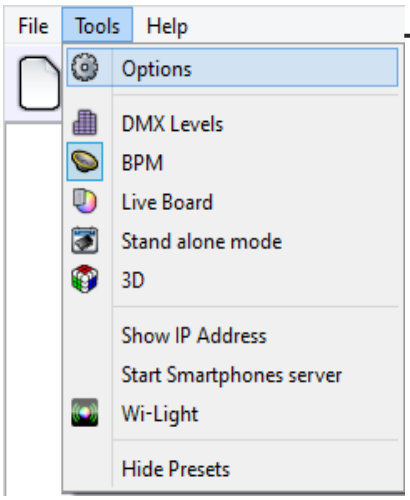
This chapter describes how to use the software's Advanced Options. They allow users to configure the software according to their needs and convenience. The main advanced options are in the tool ribbon located on top of the Editor window.



- **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.
- **Displaying scenes and programs' time.**
- **Displaying the BPM calculator**. For display the Beat Auto calculator, use the chapter about audio option of this manual.
- **Open 3D** for go into the 3D real time simulation software.

OPTION WINDOW

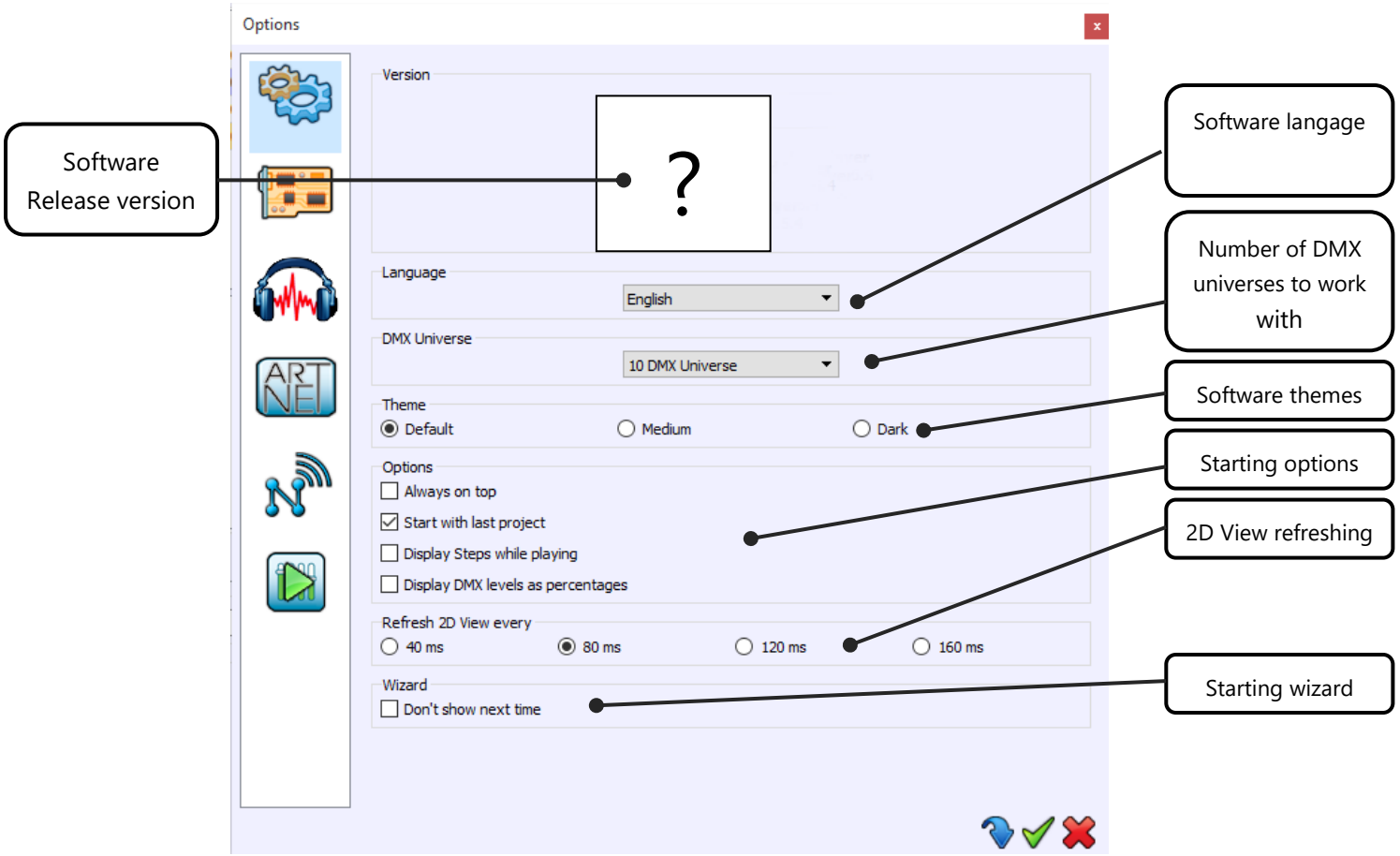
The options window is available from the Tools menu of the Editor mode. Select the Options link to open the window.



Open the Advanced Option Window

You directly access to the general options. You can also configure; the Device options, the audio settings, the artnet and network options, as well as the Live Board mode.

GENERAL OPTIONS

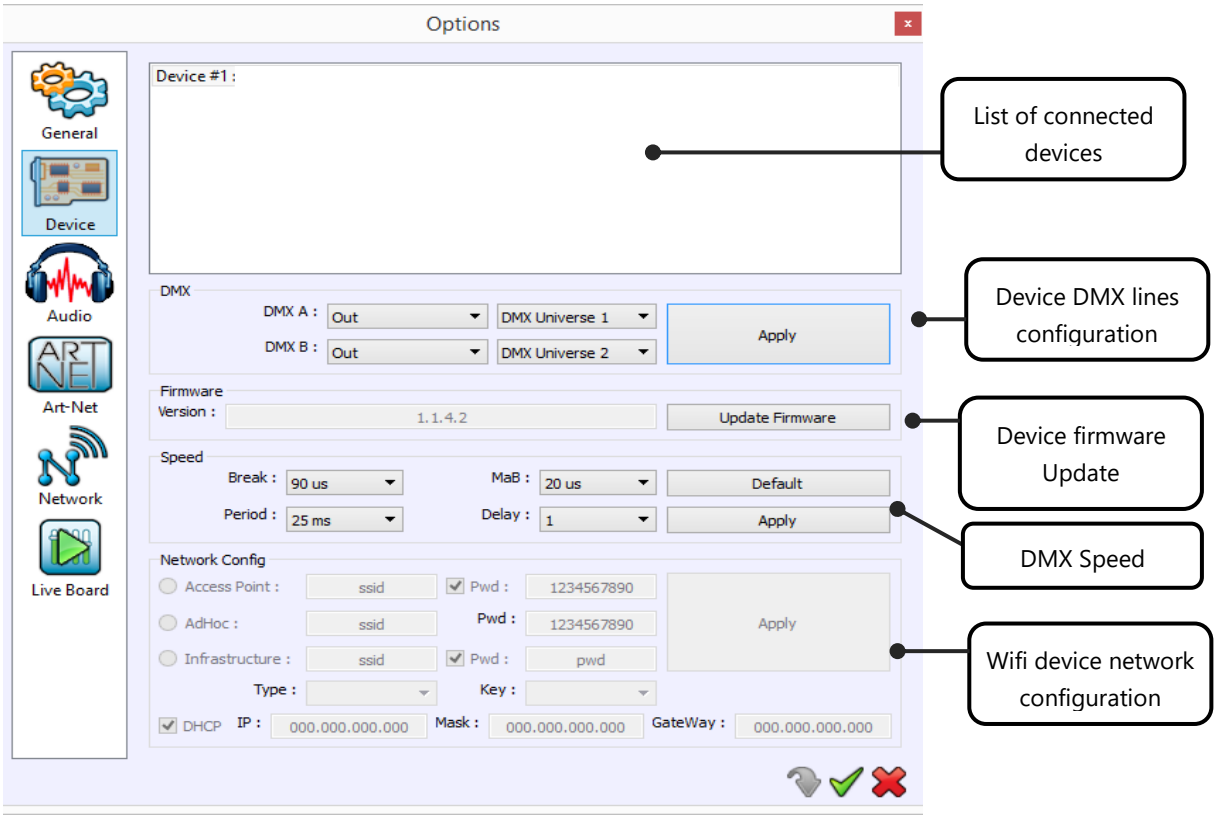


The General Options page shall impact the software's general display :

- **Version** of the software, to check if any updates are required.
- **Langages** available; English is set by default.
- **DMX Universe:** The software can manage up to 128 universes. To increase software performances, select only the number of DMX universes that you actually need.
- 3 **Themes** available.
- **Starting options:**
  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.
  Start with last project: Will automatically load the last project you were working on. This is a default option.
  Display steps while playing: In the editor mode, highlight the current playing step in the list while playing scene.
  Display DMX level as percentage: Show levels as percentages instead of absolute value: 0 is 0% 255 is 100%.
  Refresh 2D view every…: Refresh the 2D zone. Pick the higher value for the best performances.
- **Wizard, don't show next time**: Don't show anymore the splash wizard upcoming when you start the software.

DEVICES OPTIONS

This page manages the electronics cards connected to your computer. It shows interfaces connected to the different USB ports of your computer. They are ordered by serial number going from the lowest to the highest serial number. The list contains devices names, DMX configurations and DMX universes assignments. *If the window of the connected devices remain empty, restart the software after having plug in the devices to your USB ports.*



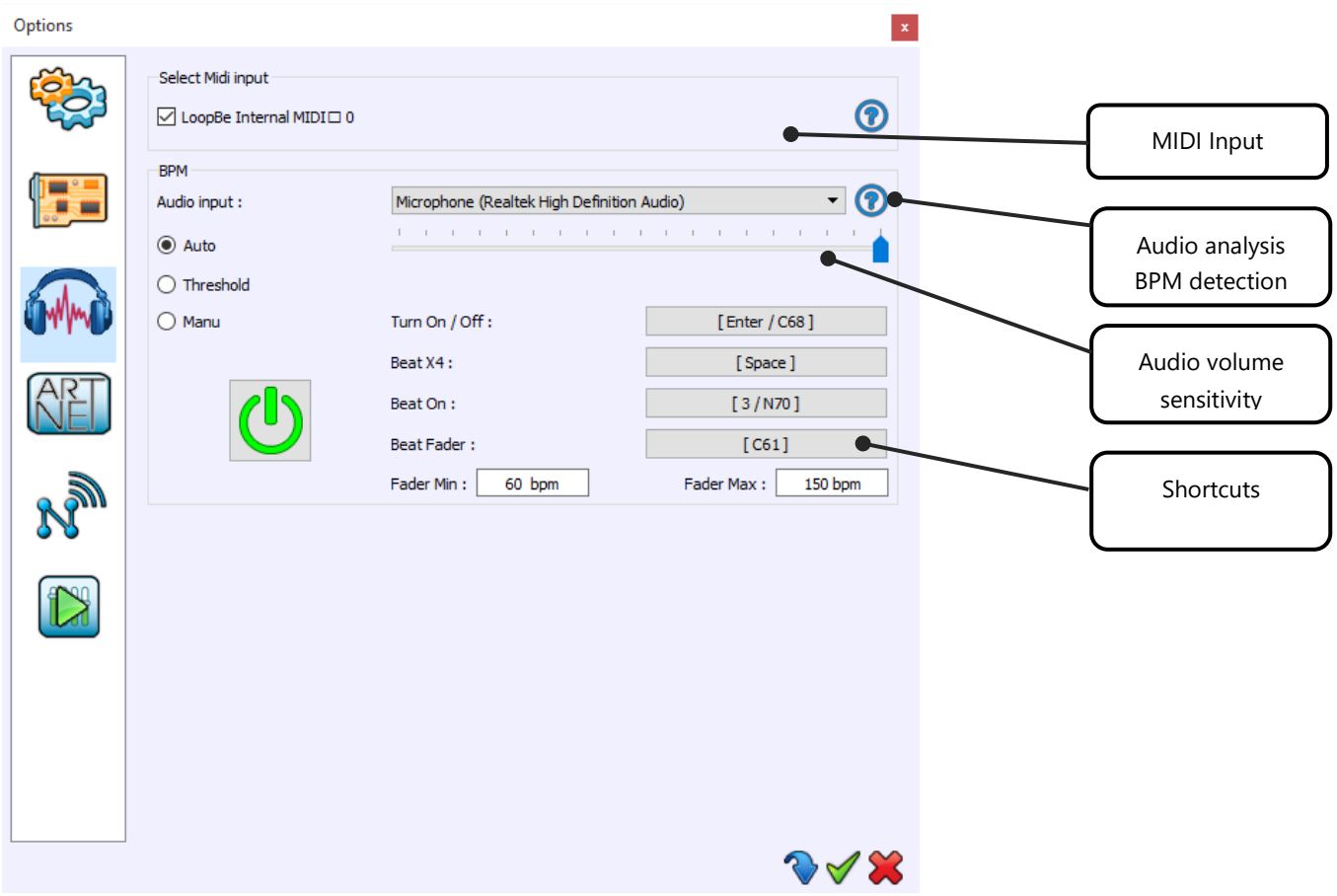
DMX: Configures the XLR DMX lines of the Device. For each lines (DMX A – DMX B) you can :
- Define the communication mode: In or Out (depending on if the interface allows it or not)
- Assign a DMX universe. For example with 2 lines defined as 2 Outputs you can set the same universe on the 2 XLR and use your hardware like a DMX Splitter.

Click on the Apply button to confirm the new configuration.

Firmware: Firmware version of the selected device. You can automatically update the Firmware. This process takes few minutes and you must never disconnect your device during the updating process or it will be damaged.

Speed: 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 settings are important if some of your lightings equipment are incompatible. Lowering the speed may solve the problem but in our experience, the problem usually comes from a cable, a connection or a fixture.

AUDIO OPTIONS



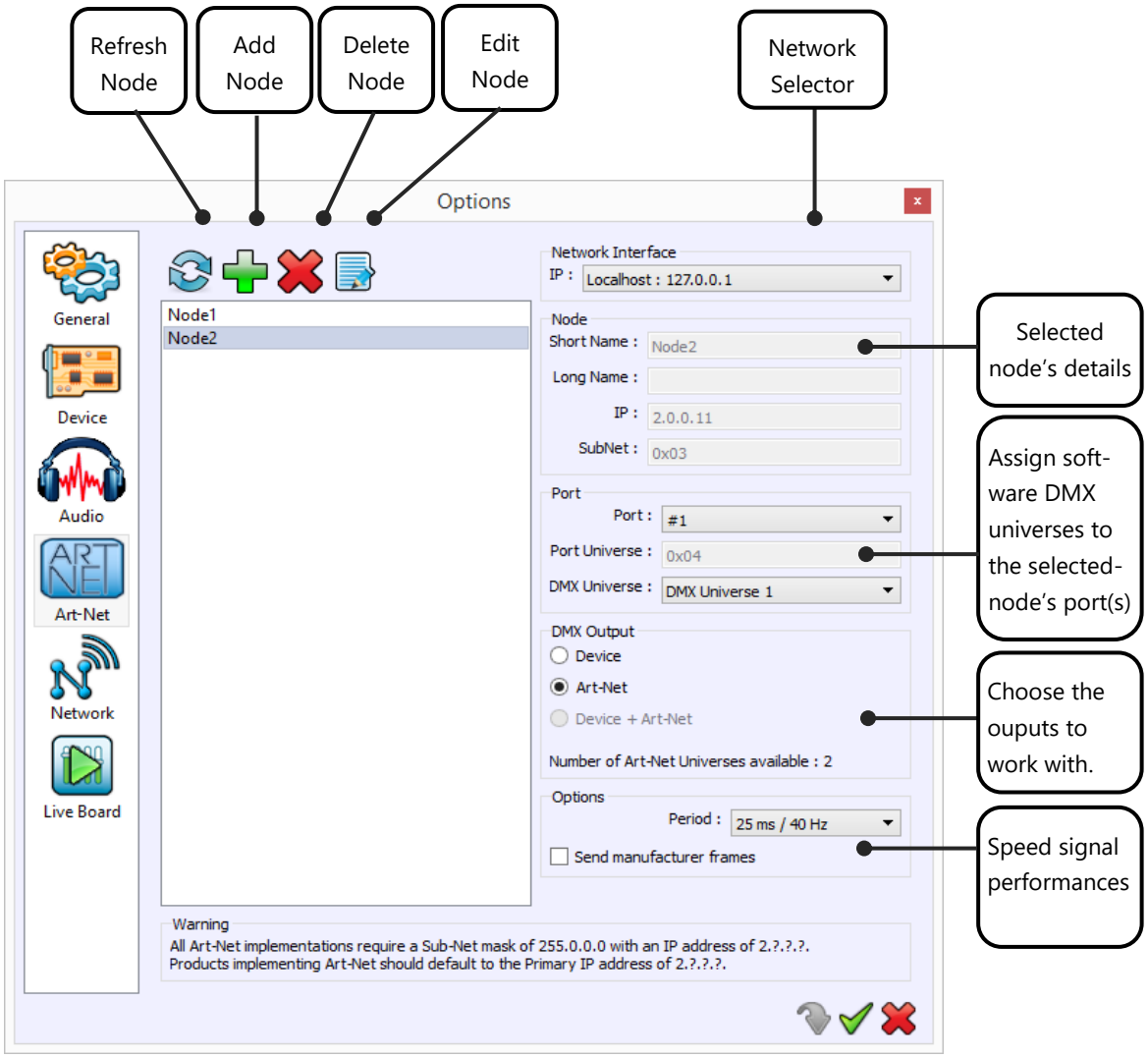
MIDI: Select a MIDI Input activate midi notes and midi control commands.

BPM

- **Audio Input:** Select one of the available audio input for the beat detection. If you play music from the computer, you must select your audio device as audio input. To do this please check the local Help by clicking the help button right to the audio input selector.
- **Sound Level:** Adjust sound level to get analysed.
- **Algo:** With the selector you can choose from multiples detection algorithms depending of the kind of music you are going to play. Check them to get the finest beats detection
- **Treshold**: Same as Algo with extra a detection threshold that you can set manually by moving the red cursor in the software's sound meter.
- **Manual**: Set a manual BPM by taping 4 times the BPM button.
- **Shortcuts**: Choose keyboard shortcuts to control the bpm commands.

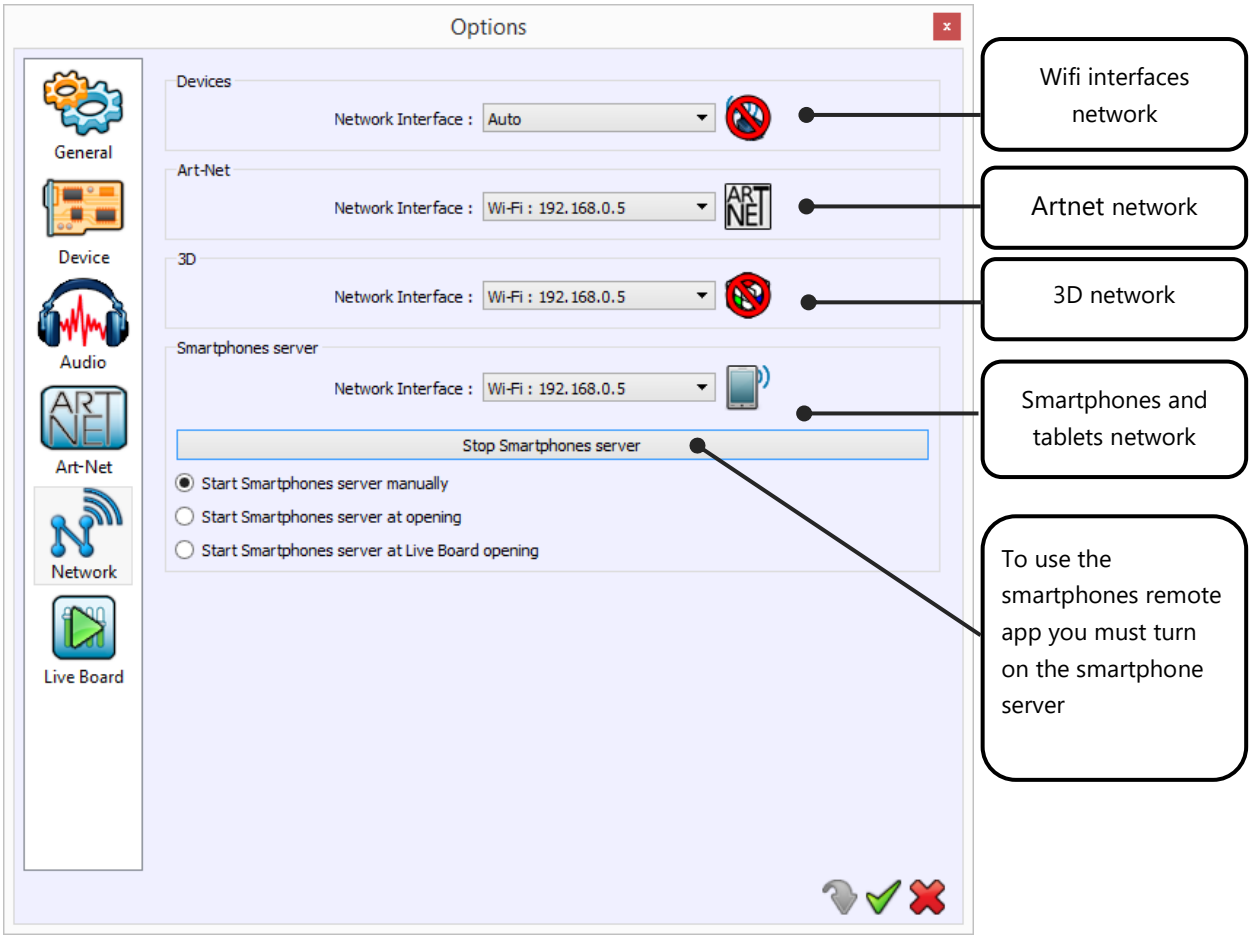
TIPS: The Audio Mode selected (Auto, Treshold, or Manual), display the corresponding beats detection bar in the Editor Mode, as well as in the Live Board Mode.

ARTNET OPTIONS



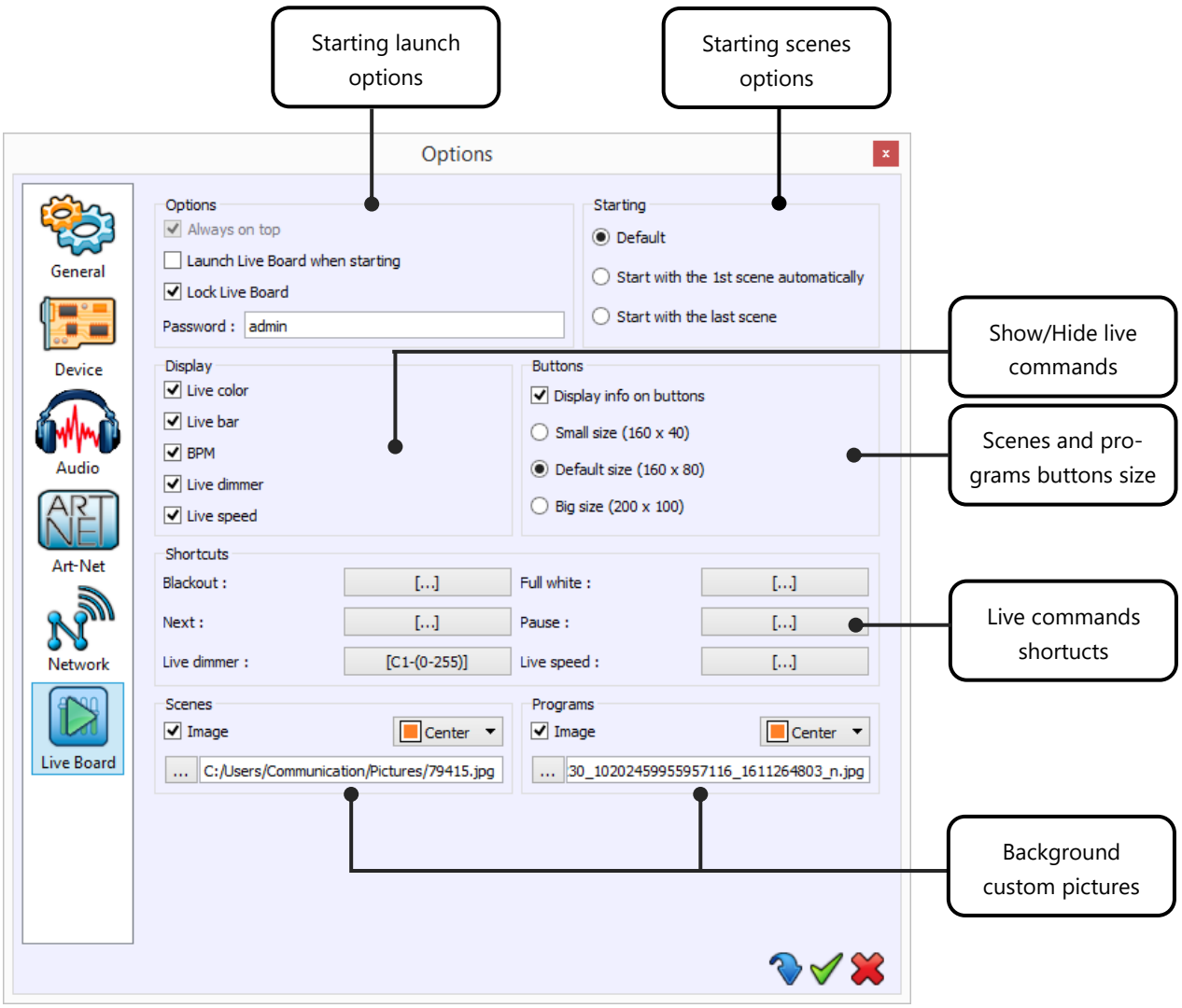
- **Refresh node:** auto-detect connected Artnet devices on the network.
- **Node**: show node name and Ethernet details.
- **Port:** assign the software's universes to the node device ports. (one node get handle 1 to 4 DMX universes)
- **Dmx output:** Choose to work with Artnet or DMX interface or both of them. Choosing the only items you need to work with can improve software's performances.
- **Option**: Adjust the communication speed. Can solve some communication problems depending on the manufacturers.

NETWORK OPTIONS



THE LIVE BOARD PAGE OPTIONS

The software allows to customize the Live Board Mode commands according to your needs. Moreover, you can also make the Live Board Mode the only functionality of the software possible to access; useful if you ask someone to take over the show and want to avoid any accidental settings changes.



Loading options:

- **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.

Starting options:

- **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.

Display options:

- Show/Hide the Live Color Palette.
- Show/Hide the Live Toolbar with the Black Out, Full White, Next Scene and Pause options.
- Show/Hide Audio – BMP module
- Show/Hide the Live Dimmer cursor.
- Show/Hide the Live general Speed cursor.

Buttons options:

Customize the buttons size to optimize the space of your liveboard window.

Shortcuts options:
Assign shortcuts to the live board main commands. It can be keyboard key, DMX input channel or MIDI Note/Control.

Scenes/Programs images options:
Define custom backgrounds for both scenes and programs window area.

USER MANUAL

HOW TO USE THE EFFECTS GENERATOR

V. 1.5.4

SUMMARY

INTRODUCTION

INTRODUCTION

This chapter explains the Live Effect function and how to use the effect generator and its options to quickly and easily create an impressive show.

The effect generator allows to create complex visual effects in a short time in generating automatically the steps of a scene. There are 2 families of possible effects: Standard effects that can be applied to any type of fixtures and the Matrix effect that can only be applied to fixtures under matrix configuration.

It is paramount to correctly add your fixtures in the projects with the DMX patch tool in order to get all the benefits of the Effect Generator. The effects that will be proposed by the software depend on the type of fixtures included in the project.

Tutorial videos are available online

DISPLAY AND OPEN THE EFFECT GENERATOR

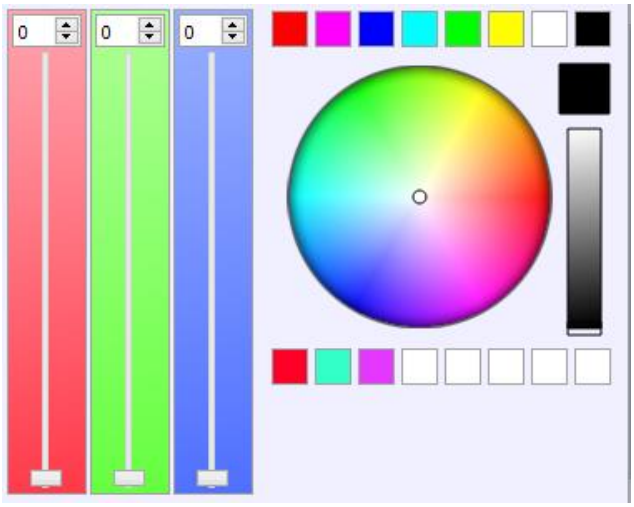
The software does not displays the effects list available as long as you have not selected one or several fixtures.

To display the list, you must select 1 or several fixtures in the selection area then create a new scene or program in the tabs. Once you have been through these two stages, the software can generate available effects in the window below the scenes and programs list.

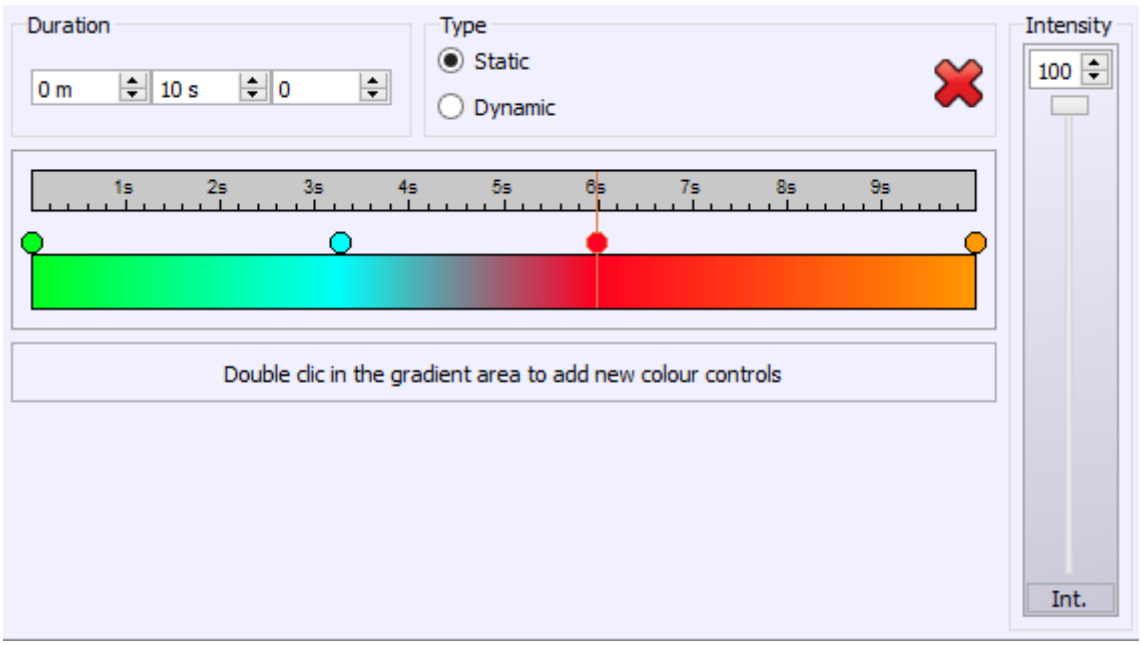
PRESENTATION OF THE EFFECTS AVAILABLE

List of all available Effects

Note: In all effects presented thereafter, you can change the color with the controls color palette.



GRADIENT EFFECT



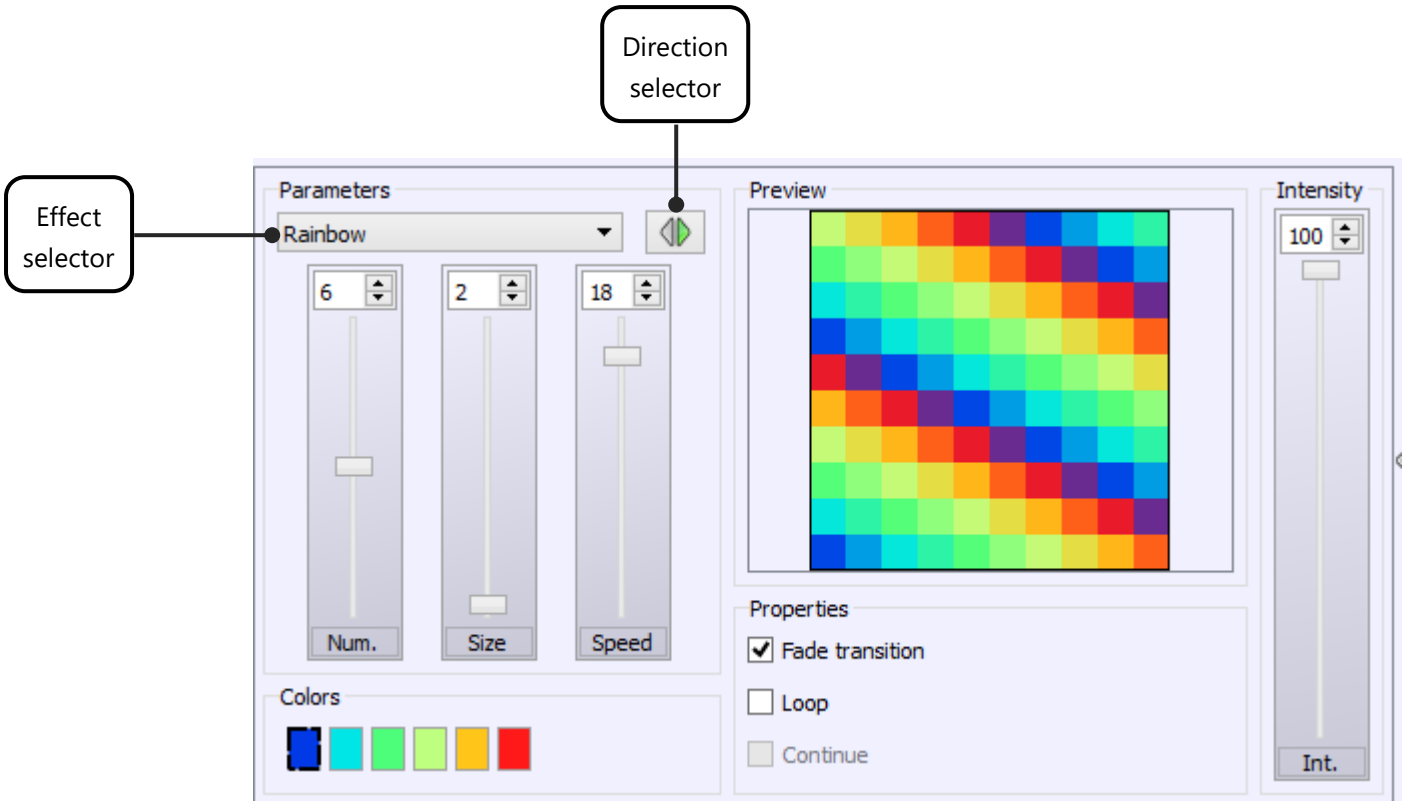
The gradient effect creates colors fades on a group of devices.

Double-click on the color box to add new control points whose you can change color and location.

Two types of gradients are available:

- **Static gradient*:*** the generated effect contains a single step and devices reproduce the colors fade according to their ID and device selection.
- **Dynamic gradient:** all selected devices fade from one color to another. The fade time is adjustable in the "Time" box, the time corresponding to each control point is visible in the Timeline above.

SEQUENCER EFFECT

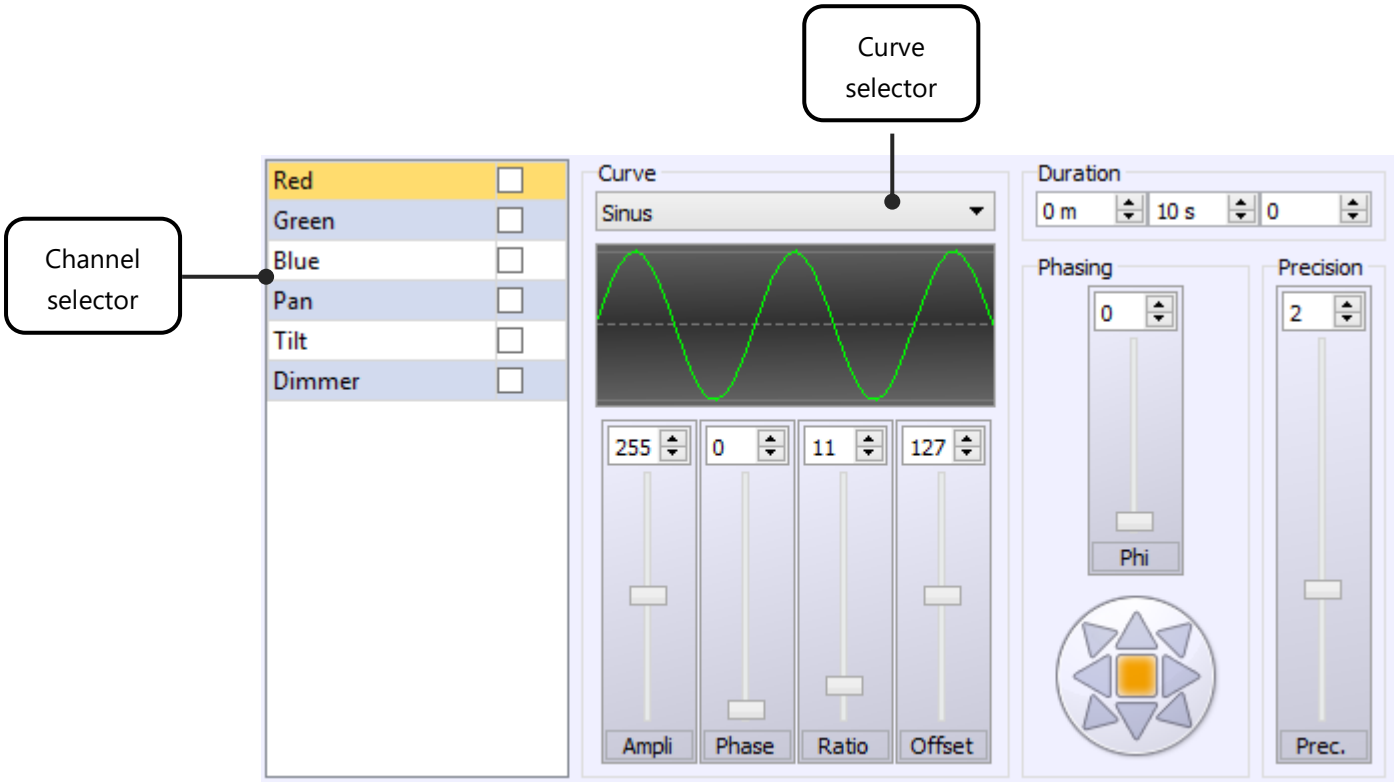


The Sequencer effect creates sequences of linear colors. It has several types of effects that can be selected via the drop-down list of parameters. For each effect, you can choose the direction of course, the number of colors, change the colors, the size of each color area (number of devices) and speed.

In the **'Properties'** you can set the types of color transitions (fade or direct), the course of the effect (single or round trip) and the continuity of the effect.

The effect parameters can be changed until the desired result. There are endless of possibilities.

CURVE EFFECT



The effect curve allows to assign a mathematical curve in each channel of the devices selected, varying the DMX level (0 to 255) of the channel according to the selected curve. To assign a channel, just check it in the list. The different curves are available from the drop-down list.

For each type of curve, it is possible to adjust various parameters such as amplitude, phase, ratio and off-set.

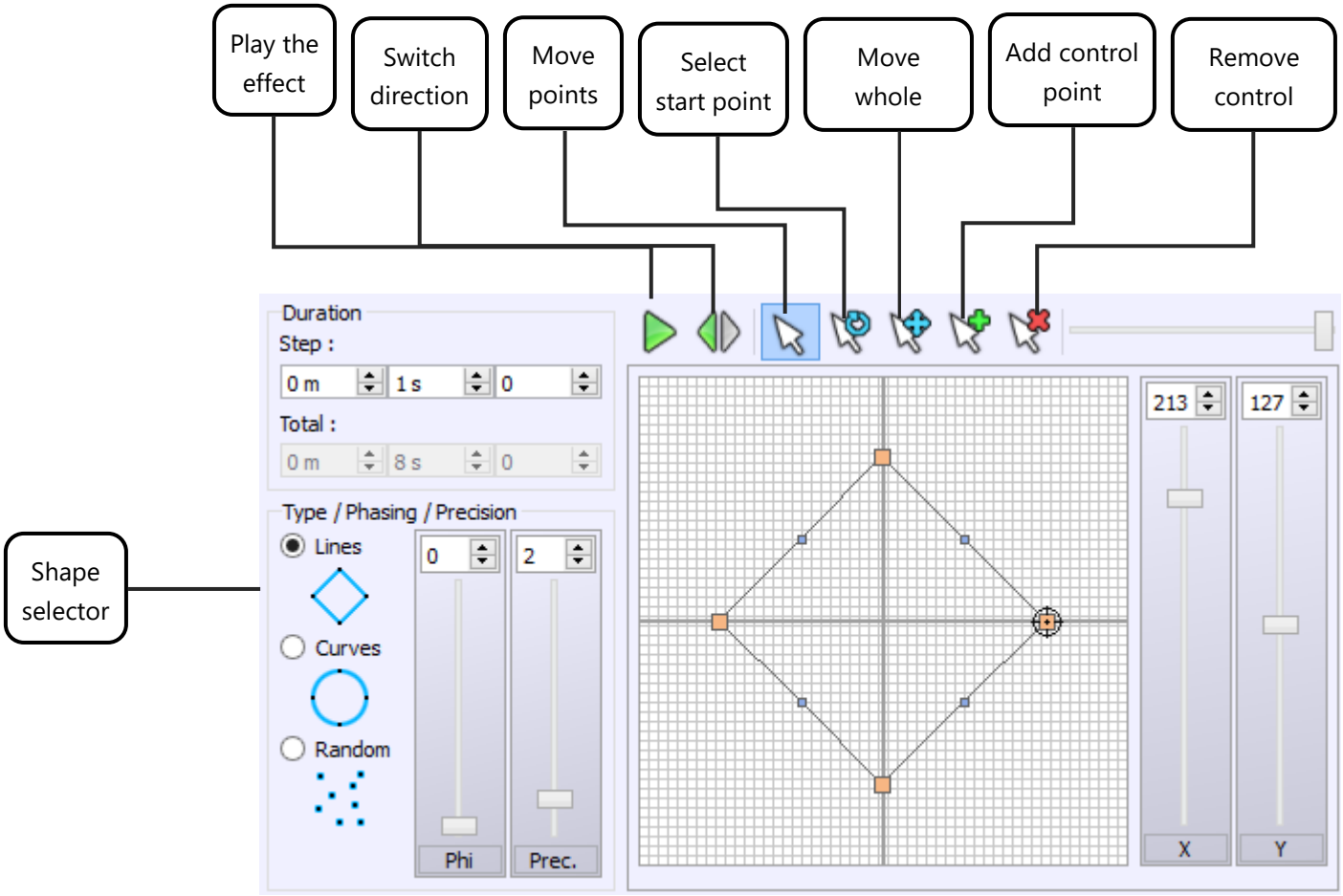
The duration, common to all effect's channels, can be changed in the 'duration' box located on the top right corner.

Finally, it is possible to play with 4 parameters to define the final result:

- **Ampli:** the selected devices will play the same effect with a regular DMX amplitude.
- **The phase PHI:** selected devices will play the same effect with a time lag between each selected device.
- **Ratio:** Adjust the number of samples and therefore the number of steps generated.
- **Offset:** the selected devices will play the same effect with a regular offset of the DMX range added between each selected device and depending on the selected curve (Typically, this parameter is mainly used on Pan Tilt circuits and provides a spread positioning of devices).

Note: The higher the ratio of the curve is, the more accurate the desired result will be.

PAN TILT EFFECT



The Pan Tilt effect allows to quickly create movements and shapes for Moving Heads or Scanner. It offers seven basic shapes such as lines, a circle, a random route, a star, a cross, a flower and a vortex.

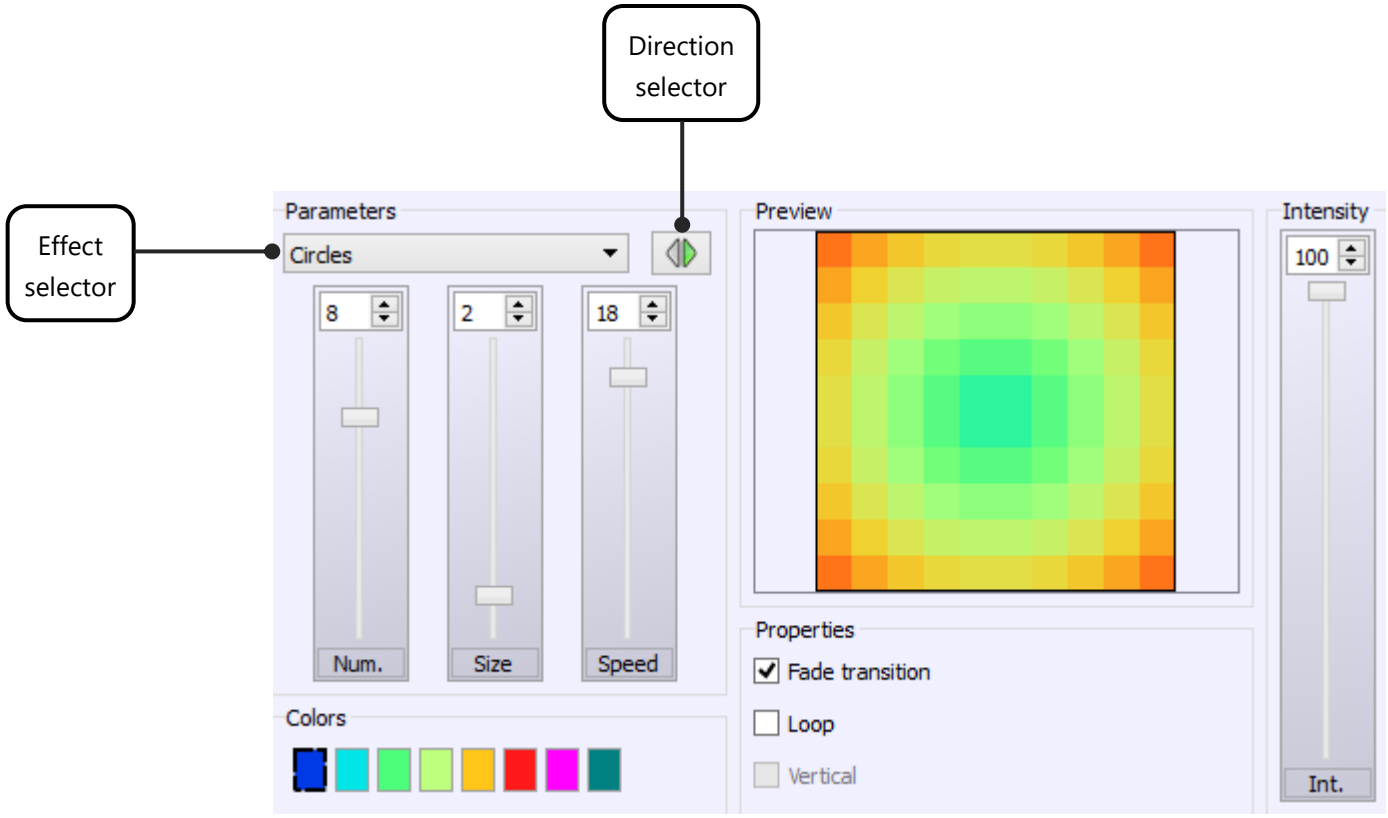
When you select a shape, you will be asked to enter the number of control points of the shape (in orange). These points are used to modify the geometry created.

The record box of "Duration" changes the time between each checkpoint and influences the overall speed of the effect.

Finally, parameters allows to:

- **Phase PHI:** the selected devices will play the same effect with a time lag.
- **Precision PREC**: Adjust the number of samples and therefore the number of generated steps. Blue dots between each checkpoint represent steps that will be generated to create the movement. The speed of the effect will also be changed.
- **Shift / Dx Dy**: the selected devices will play the same effect with a regular offset of the DMX range (Typically, this parameter provides a spread positioning of devices).

MATRIX EFFECT



The Matrix effect creates color effects for device matrices with RGBW / CMY circuits. It has several types of effects that can be selected via the drop-down list.

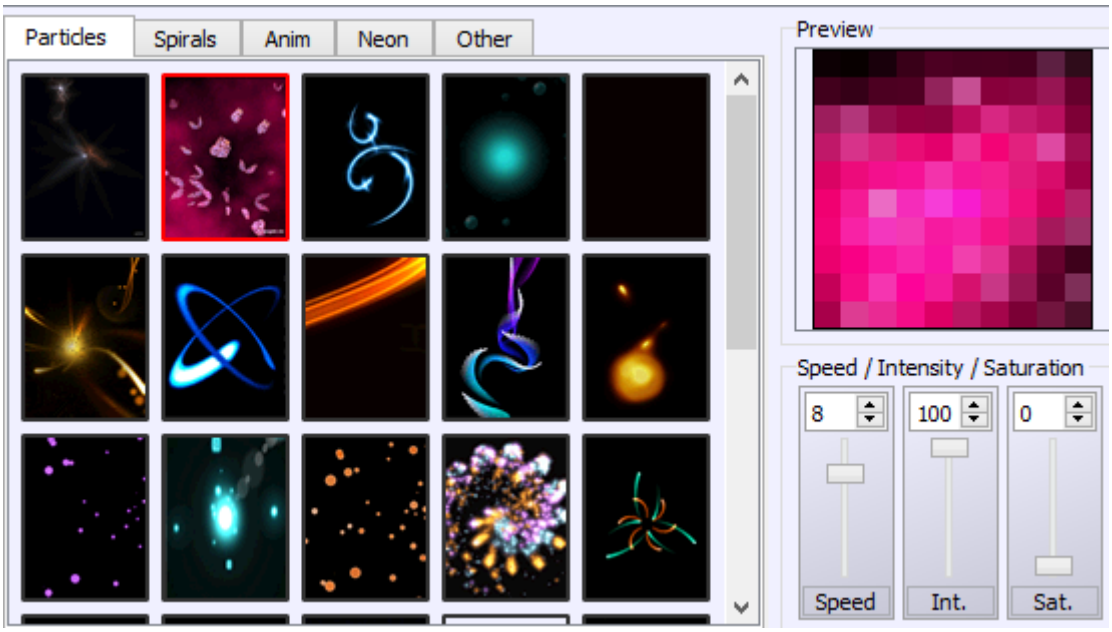
For each effect, you can choose the direction of the course, the number of colors, change the colors, the size of the area of each color (number of devices) and speed.

The properties allows to select (depending on the effect) the type of transitions between colors (fade or break), the course of the effect (single or round trip) and the direction of the effect (vertical or horizontal).

Intensity will manage the global dimmer of the effect.

This effect works only with profiles patched as a matrix. It is mandatory to create a DMX Patch with a matrix for your lighting devices. (Refer to “creation of profiles” and “patching profiles” chapters).

ANIMATED EFFECTS



Animated effect is applied to matrices with RGBW / CMY circuits only and allows you to select an animation dispatched within 5 families' tabs. For each animation, you can adjust the speed, intensity and colors saturation.

MEDIA EFFECT

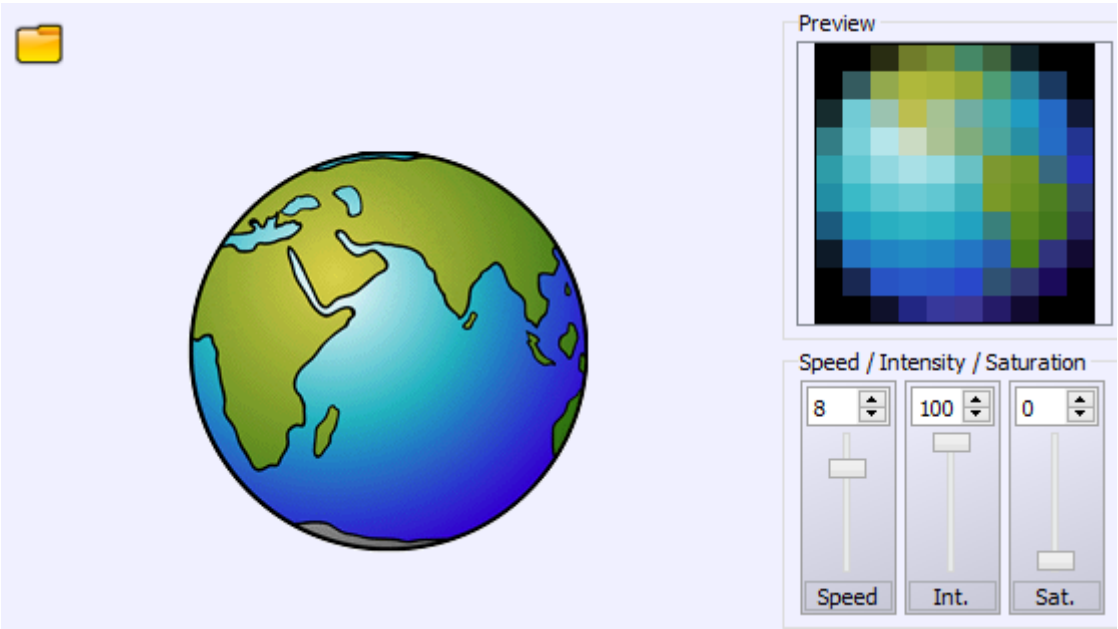
The Media effect allows to assign all media types (image, animated GIF, video) on a matrix RGB / CMY.

For each media, you can adjust the speed, intensity and color saturation.

The "Open" button allows to select the file to be applied to the matrix.

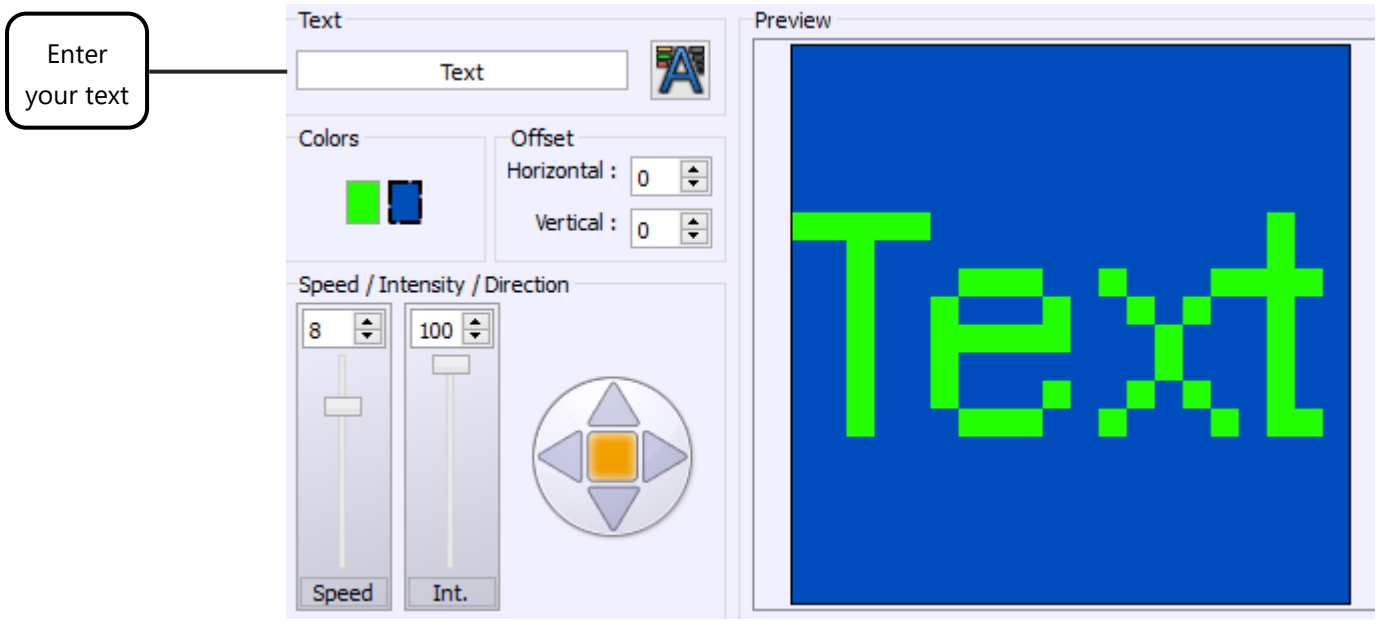
If you select a video, Play / Pause, Record and Stop buttons appear.

You just have to position in the video and press the Record button to start recording the video. When you stop recording (Stop button), the preview allows you to preview the final render. Repeat if necessary and confirm the effect.



Note: The software recalculates the resolution of media files depending on the resolution of the selected matrix. Thus, file with too high resolution will not be visible properly and rendering will not be true. It is therefore preferable to choose video files and images with low resolution and if possible respecting the resolution (height x width) of the RGBW matrix.

TEXT EFFECT



The Text effect allows to simply scroll text on a RGB / CMY matrix. The input box allows you to type the text to display as well as the font to use.

You can change the colors of text and background and playing on the positioning of the text in the matrix with horizontal and vertical offset buttons.

The parameters are used to vary the speed, intensity and the course direction of the text.

Tips: When using the HTP mode, you can combine several matrices effects ; such as a text with an animation on the background for instance.

CREATE ADDITIONAL STATIC LEVELS IN THE EFFECTS

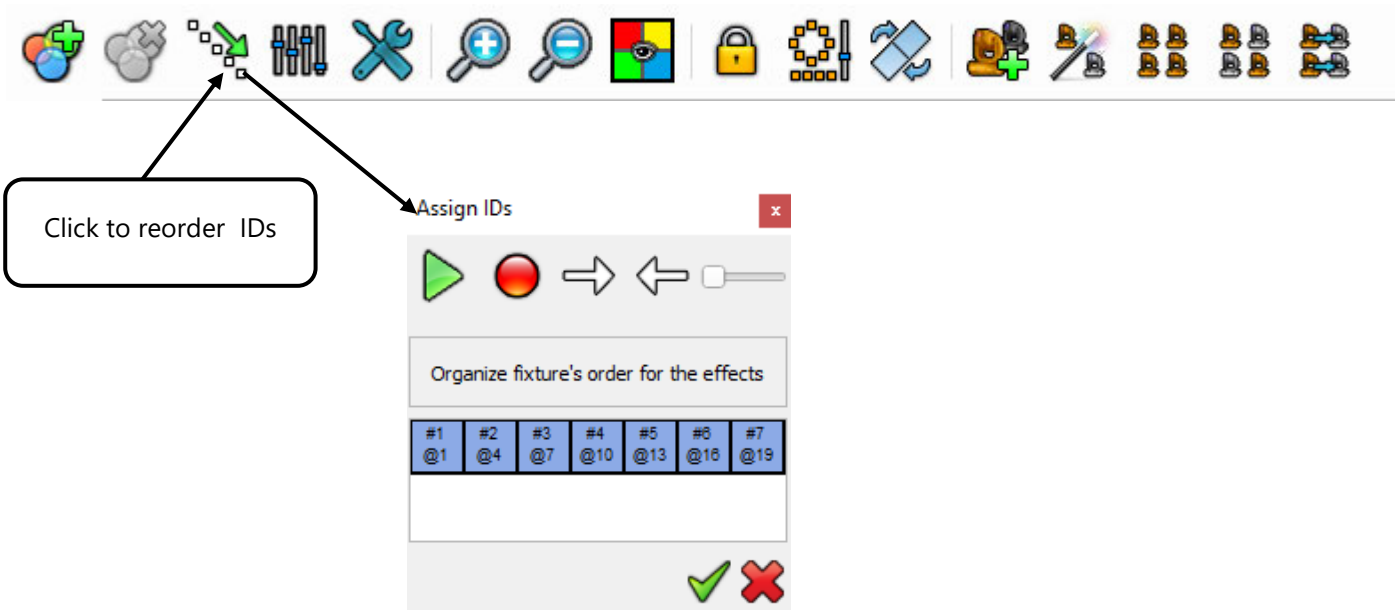
For each effect, you can assign static levels to circuits which are not affected by the effect (via the presets or the channels window).

These levels are affected by device family and are specific to the effect. If you want to create static levels for several families of devices, you must select each family one by one while editing effects and assign the desired levels.

When you click on an effect button, the levels corresponding to the selection shall be automatically triggered.

COURSE ORDER OF THE FIXTURES

When you add new devices, an index is allocated to them (according to their default DMX address). The devices course for each effect depends on this index. However, if you want to change the order, you can reassign devices' indexes via the "Assign IDs" button in the 2D view toolbar. Select the fixtures that need to be reorganized and press the button to display the "Assign IDs" window and then define the new index order:



Fixture choice order

You can reorder devices by drag and drop or via the arrows on the toolbar. The course goes from left to right. The play button allows you to view the new course order before validating by forcing DMX levels of current device to 255 (see output window and 2D view).

It is possible to call the index window at any time during effect edition.

The effect generator is one of the important features of this software. It saves time and efforts to users in automatically generating the relevant DMX levels to the channels selected, and according to the required effects. Complex visual effects can be perfomed by anyone ; pro as novices.

The software includes additional options to customize the interface according to the needs of its user. Find out more about those options in the « How to use the Advanced options » chapter.

USER MANUAL

HOW TO USE THE LIVE BOARD

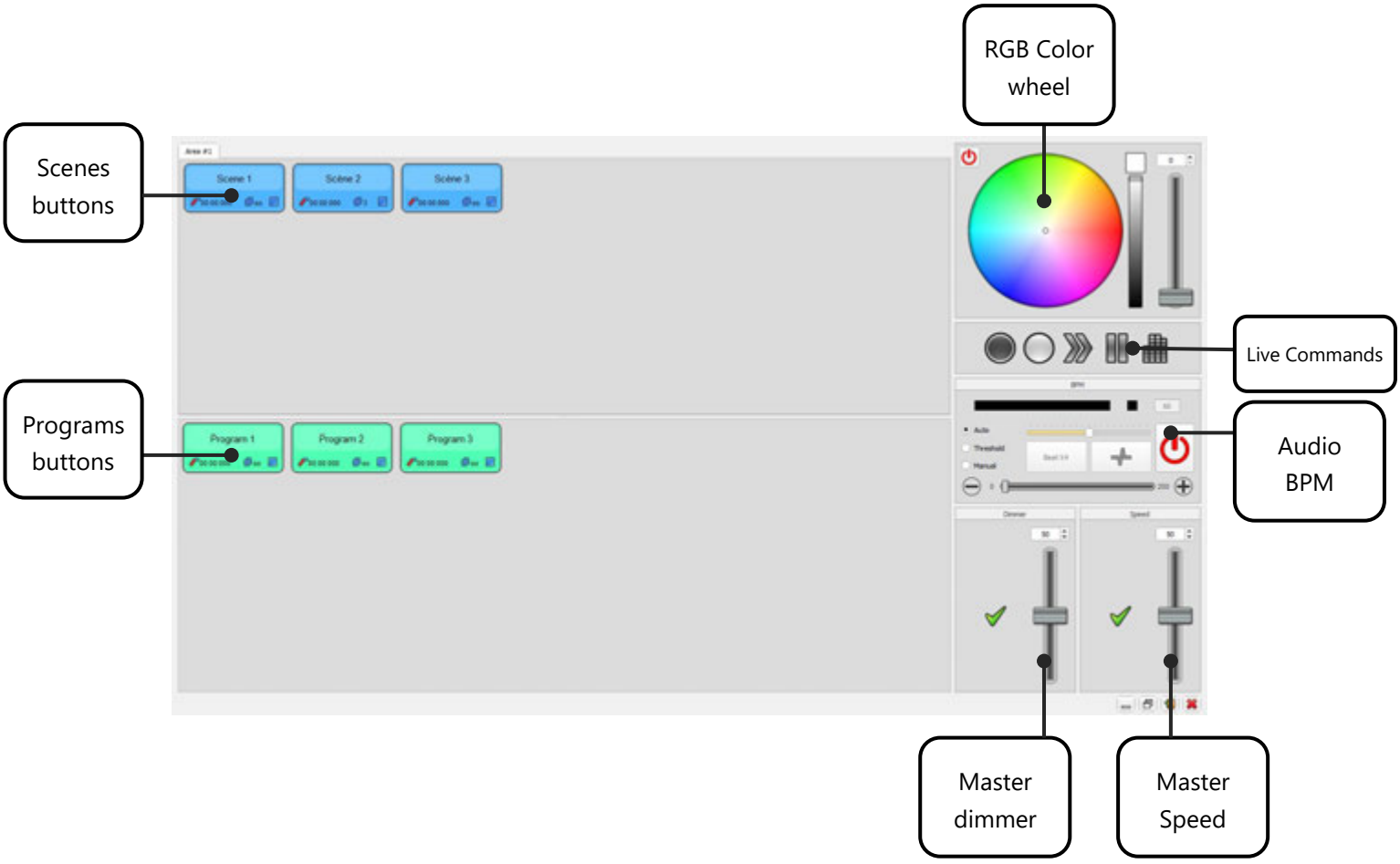
V. 1.5.4

SUMMARY

INTRODUCTION

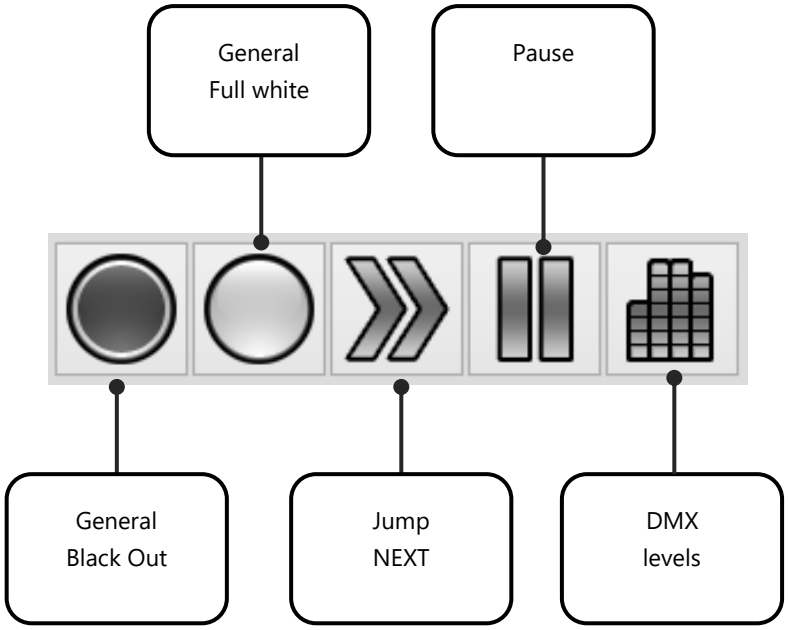
This chapter describes how to take control of the commands how to play and trigger scenes, programs and sequences from the Live Board Mode. It will and how to easily take control of the Live Board commands.

When all your steps are created and your scenes and programs are configured with the Editor mode, you can play and trigger them directly with the Live Board mode. This mode includes some extra 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 more about the scene creation process.



COMMANDS OF THE LIVE BOARD MODE

BASIC FUNCTIONS

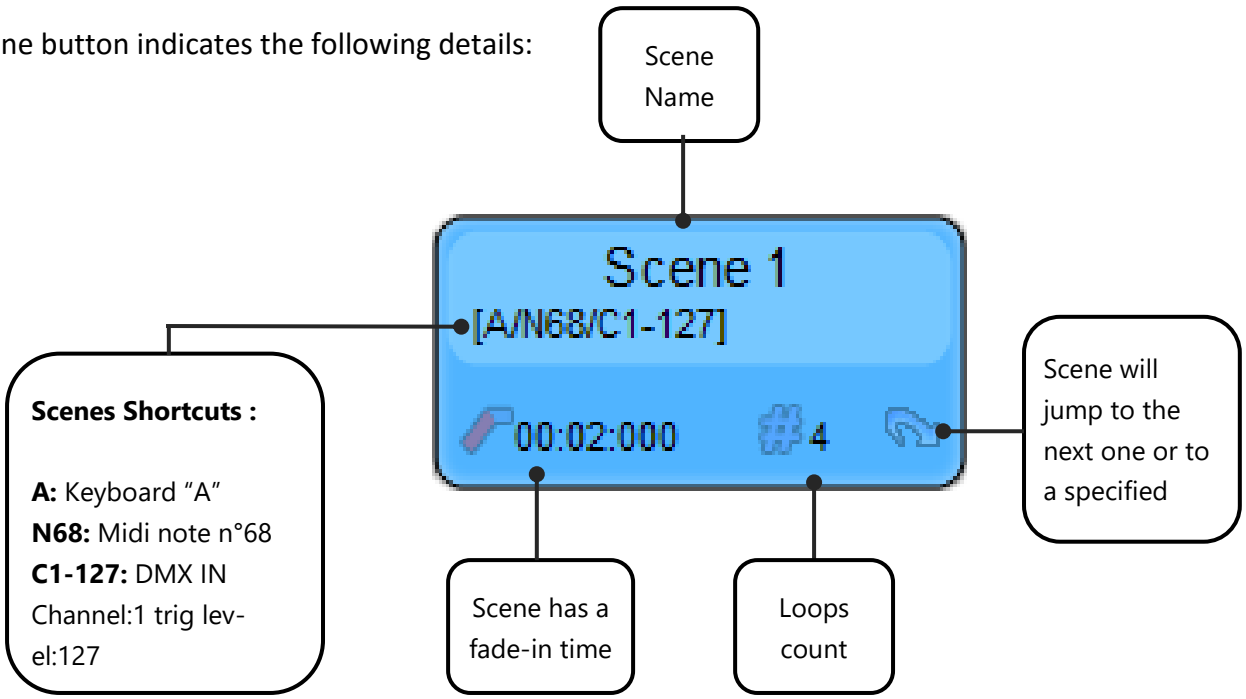


- **General Black Out:** Close fixtures beams and turn off lights. The Pan and Tilt channels are still active
- **General Full White:** Turn on all the lights and open the light beams, the RGB DMX values will be set to their maximum white color.
- **Next Scene**: Jump directly to the next Scene.
- **General Pause**: Freeze the scene at its current DMX levels.
- **DMX Levels:** Show or hide the DMX levels window.

SCENE, PROGRAM BUTTONS AND SEQUENCES

Under the 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 in the Editor mode. Note that the scenes and programs order follows the scenes and programs lists order set in the Editor mode.

A scene button indicates the following details:



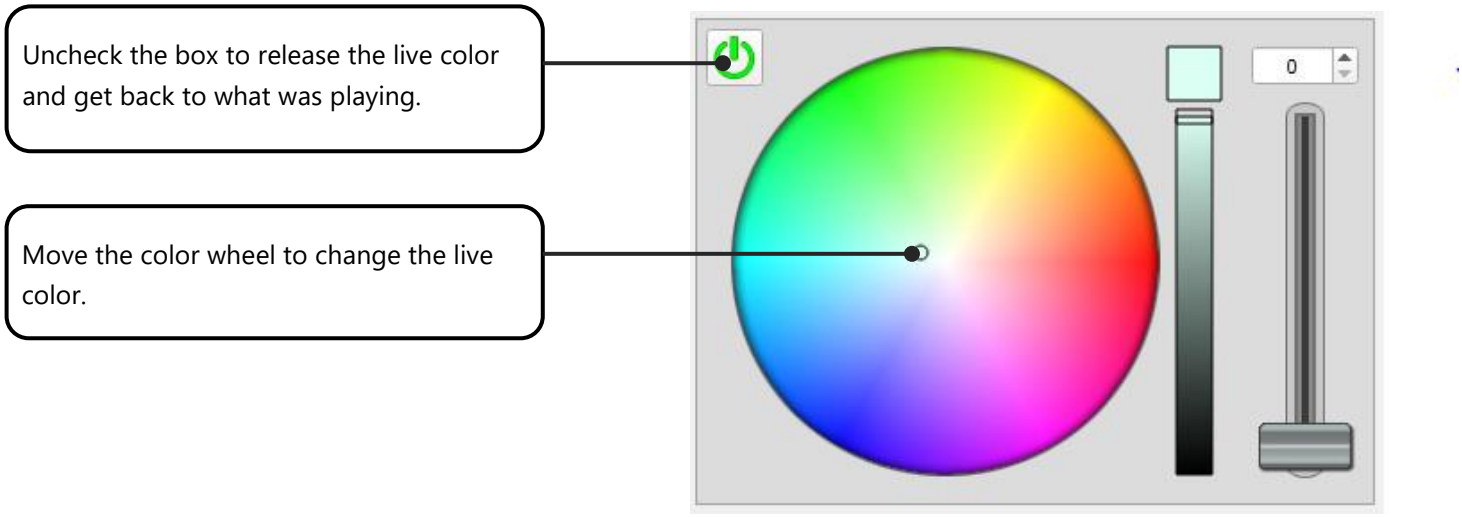
Left click on a scene button to trigger and play the program. Then click on another scene button to play something else. Is the software can play only 1 scene at a time in the Stand Alone mode, the live board mode allows to play several programs simultaneously.

In addition, the Live Board mode can play sequences by itself as it follows the number of loops and the jump options set up. A sequence is a suite of scenes that automatically plays 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.

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 to impact straight away the fixtures selected; 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 that their scenes have DMX values over 0.

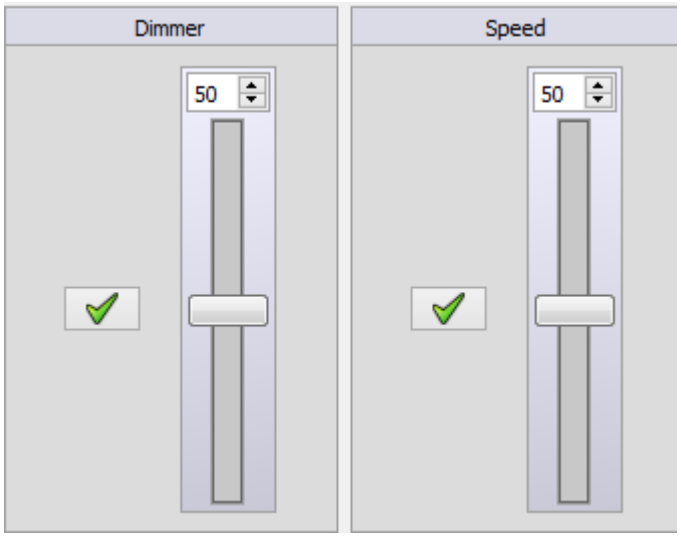
For example, you have 4 LED RGB fixtures. You select the 2 first ones and program the scene 1 with some steps. In Live Board, after triggering scene 1, the color palette can change the RGB values of the 2 first fixtures only.

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.

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.

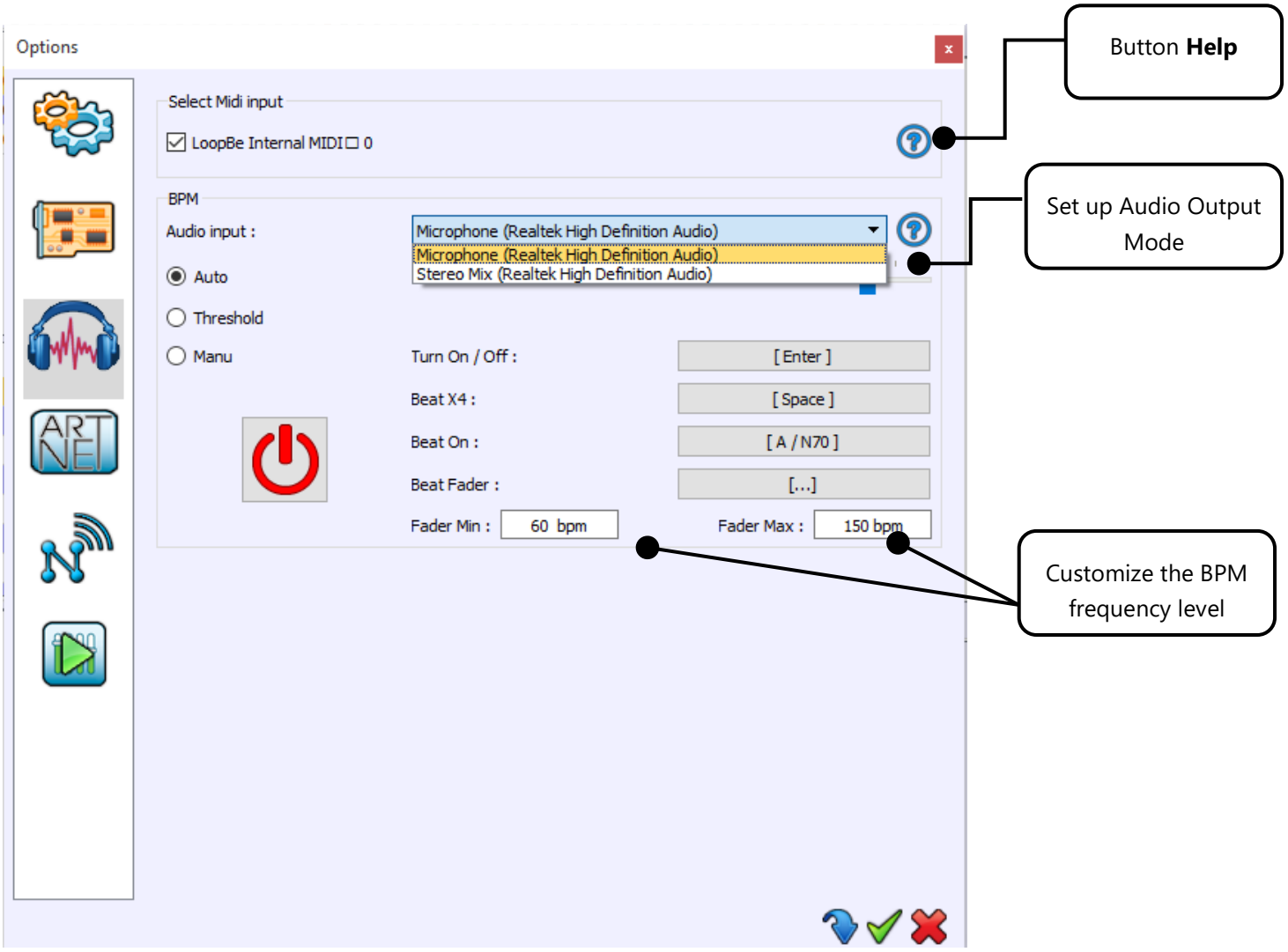
The Full White command is compatible with the Dimmer cursor so you can dim all the fixtures of your project together when the Full White is activated.

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.

AUDIO ANALYSIS – BPM TRIGERING

The software allows trigger options based on an audio source. For instance, « beats on steps » means that the steps of the scene will play following the rythm of the music.

⚠ The software is set on your microphone output by default. To get the best of your BPM options, the first thing to do is to set up the audio output on « Stereo Mix ». The « Stereo Mix » outout option shall not be proposed during the 1st use of the software. Follow the instructions described in the « Help Tab » to access the Stereo Mix Output options.

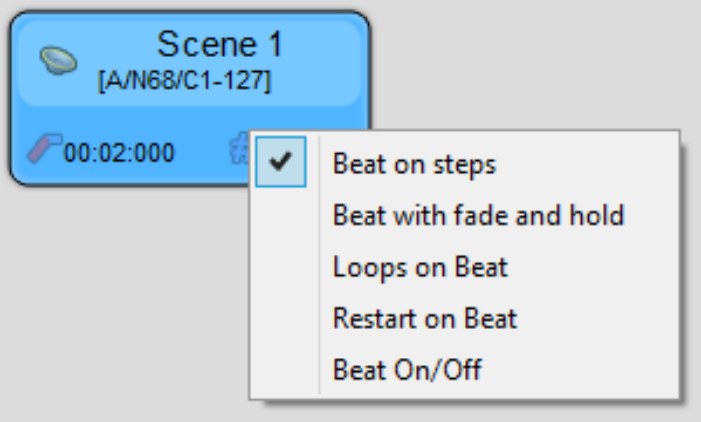


Window of the Audio Options

ADD A BPM MODE TO YOUR SCENES AND PROGRAMS

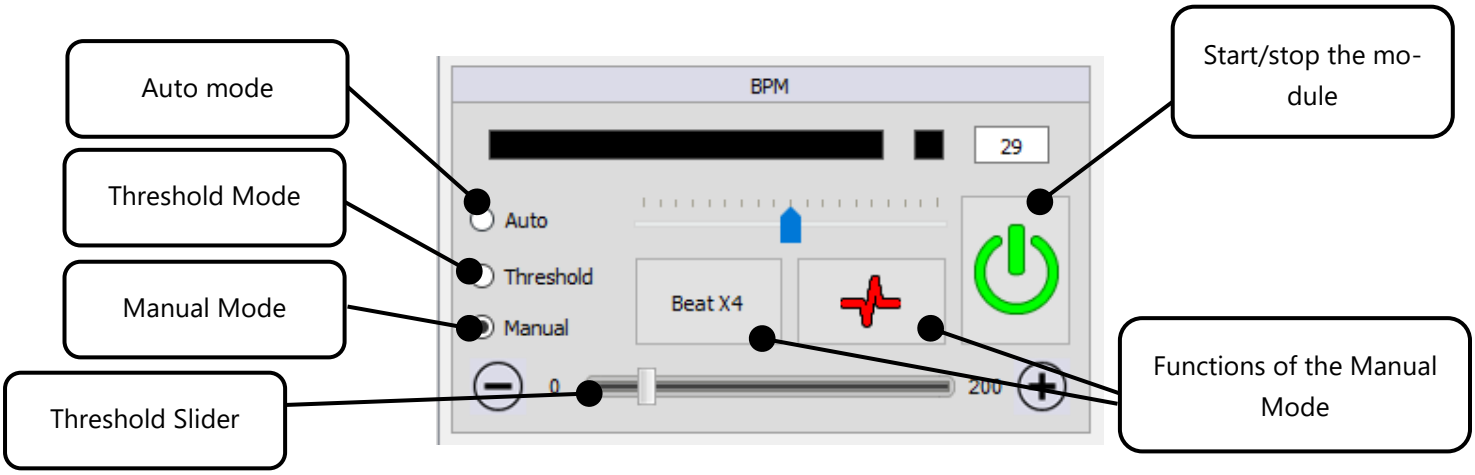
Right click over a scene/program button to set a BPM mode. You can choose between different BPM modes:
like playing steps on the beat or trigger the scenes on the whole scene on the beat.

- **Beat on steps:** Move steps to steps dry on the beat.
- **Beat with fade and hold:** Move steps to steps on the beat keeping hold and fade times.
- **Restart on beat:** Play scene on time but restart it from step 1 on each beat.
- **Beat On/Off:** Start and Stop scene on each beat. (Convenient for shutter effects)



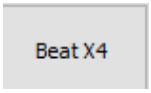
SOUND DETECTION SETTINGS

Reminder : The software is set on your microphone output by default.



Sound detection modes:

- **Auto:** Auto detection algorithm
- **Threshold:** Auto detection algorithm with adjustable sound threshold (Move the red cursor in the sound meter to adjust the beat detection threshold)
- **Manual:** Define manually the tone frequency



By clicking the tab Beat x1, Beat x2, Beatx3 or Beatx4 at the precise moments of the music, you indicate to the software the beats which you wish to take into account.

When you click this tab, you indicate a beat to stress. If you wish to use this option, it is recommended to parametrize a shortcut (CTRL + Click)

ADVANCED LIVE BOARD OPTIONS

HTP MODE

The Live Board Mode is set by default in LTP (Latest Take Priority). It means that when several scenes are simultaneously played and when the latter use identical channels, the last scene activated by the user will be played over the common channels of the other scenes.

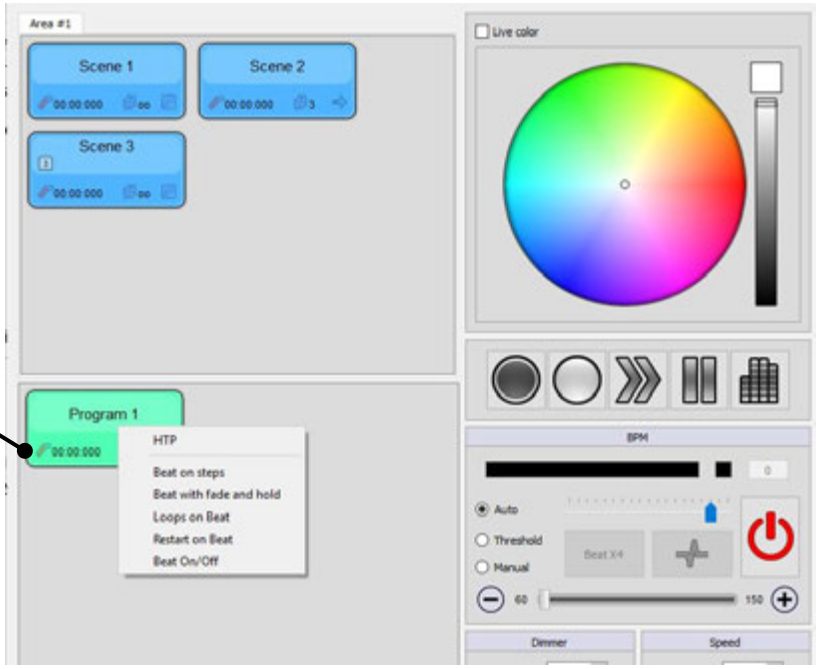
Scenes | Programs

Name	Cross fade time	Loops	Duration	Key	HTP	Live
Program 1	00m 00s 000	Always loop	00m 03s 480	[...]	☐	☑
Program 2	00m 00s 000	Always loop	00m 02s 000	[...]	☐	☑
Program 3	00m 00s 000	Always loop	00m 02s 000	[...]	☐	☑

A right click on the button of a program allows however to activate the mode HTP (Highest Takes Priority). This means that the software will take the highest value on the identical channels (whether it is those of the program or the manual modification of the channel). So, if you have a fixture parametrized to a certain lighting intensity, and that the same fixture has a different intensity in another program, then in HTP, the software chooses the intensity having the highest DMX value on the channel (the highest is the closest to 100 %).

For example if your 1st program has an intensity equal to 75 %, and your 2nd program has a 50 % intensity, then it is the intensity of the 1st program which is played.

Right click on a program to define the order of priority of scenes using identical channels



SECURITY OPTIONS

Multiples 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.

USER MANUAL

TROUBLESHOOTING

V. 1.5.4

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.

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.

SYSTEM REQUIREMENTS

Windows, MAC OS X, LINUX

XP, Vista 32/64, Seven, 8, 10

MacOSX 10.4 (Tiger) or higher

2 Ghz CPU

2 Ghz RAM

450 MB free disk space

1 CD Rom drive

1 or more USB 2.0 port

Vidéo 1024 x 768 screen definition or higher

Required configuration for 3D : graphic card with 2Ghz ram

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. If the interface is not still detected, verify the drivers' installation and if the system recognize the **CQ DMX512 stand Alone 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 if the Patch matches the light itself; universe, address,… 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 the red LED and the DMX drivers located on U2 and U3 position on the PCB. You may need to replace them.
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. 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.