

USER MANUAL

HOW TO CREATE PROFILES

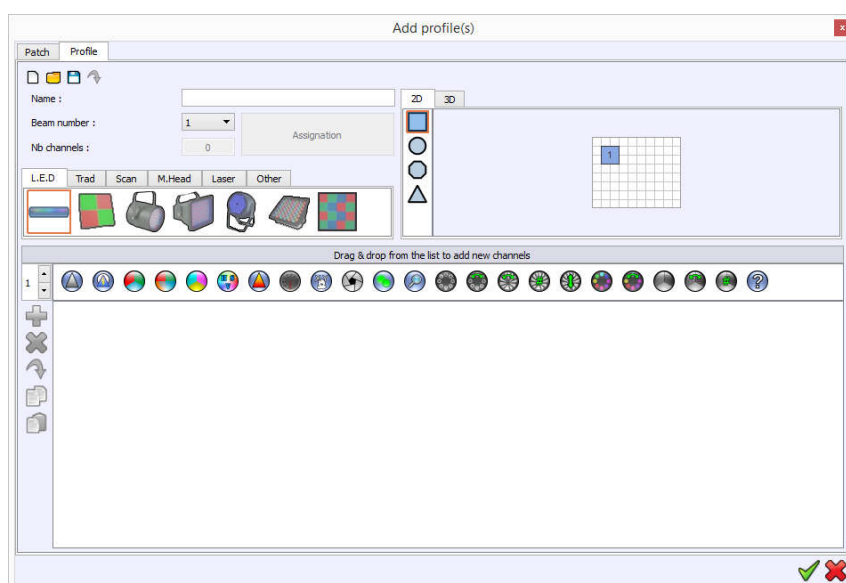
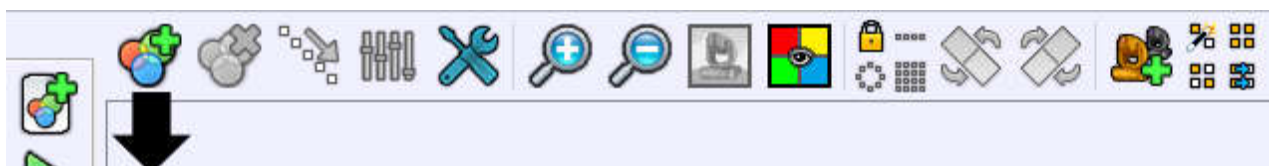
V 1.0

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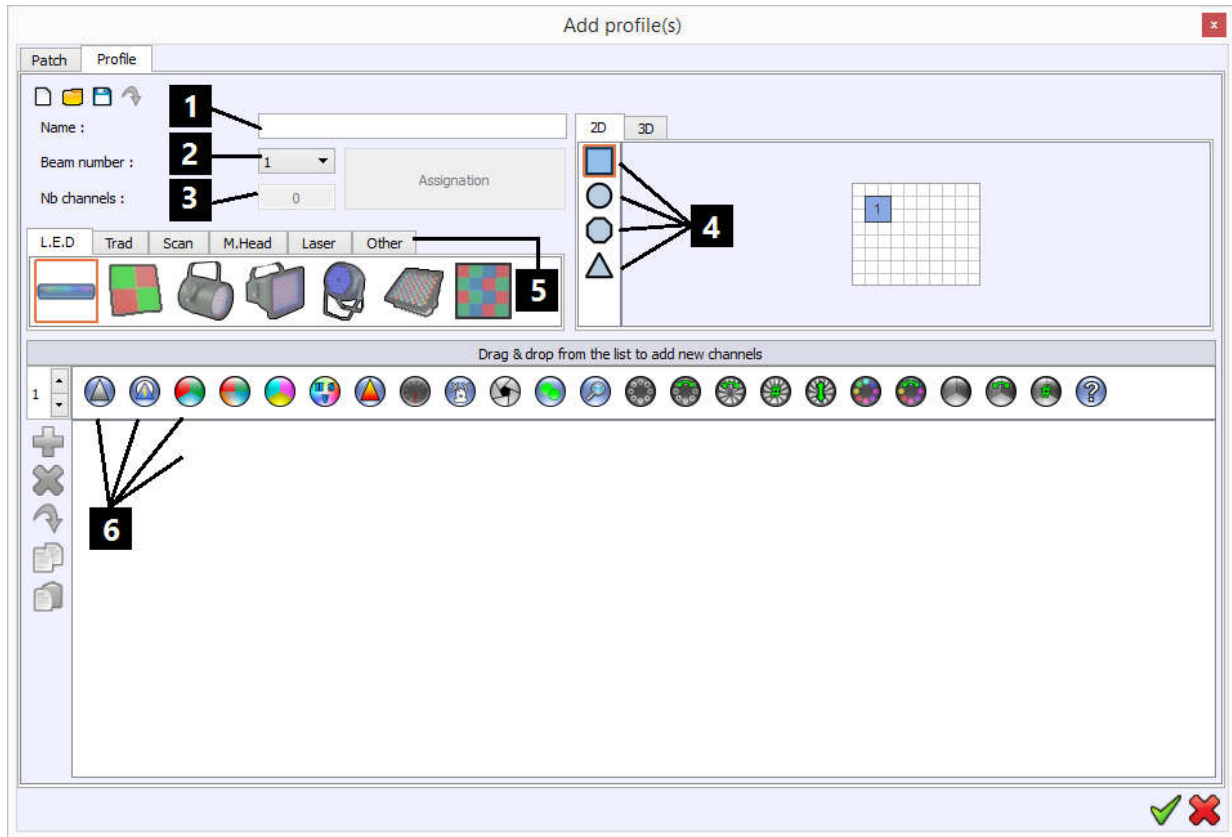
This chapter describes how to easily create a fixture Profile with the software in a very short time. The Profile Editor is included in the software making it is very easy to access the Editor and create or update Profiles. You must start the software before you begin to create the Profile. This part requires to have the technical user manual of your lightings fixtures available with the complete channels description to create its profile. 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). It is possible to create a simple as well as a complicate profile.

OPENING THE PROFILE EDITOR

Click on the profile *Add* button to open the Profile Editor. The Add function is the first button on the left of the 2D tool ribbon. The Patch Editor window will show up and there you can choose between the *Patch tab* and *Profile tab*. Select the *Profile tab* to use the profile editor.

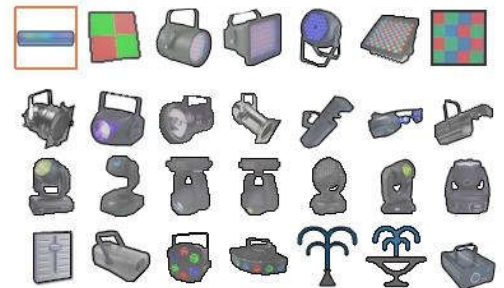


CREATING A PROFILE



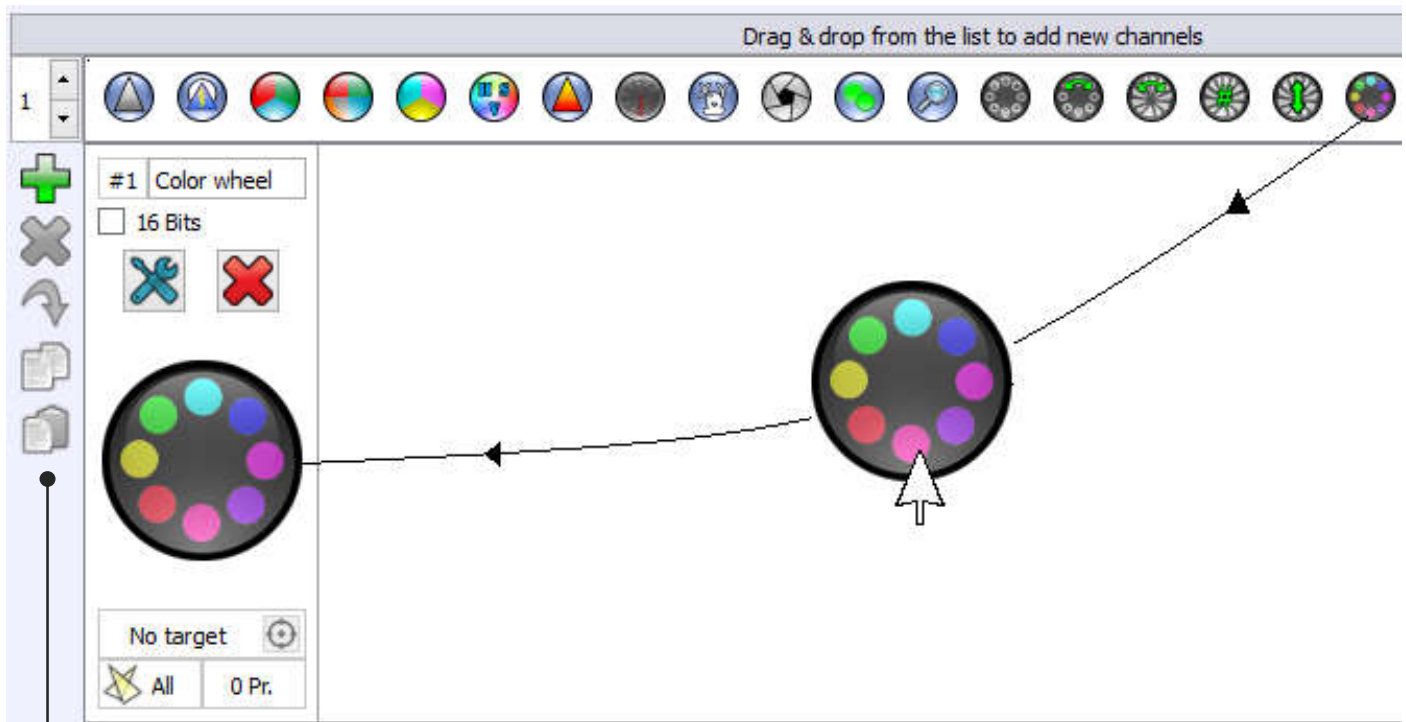
Profile Editor tab

- 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



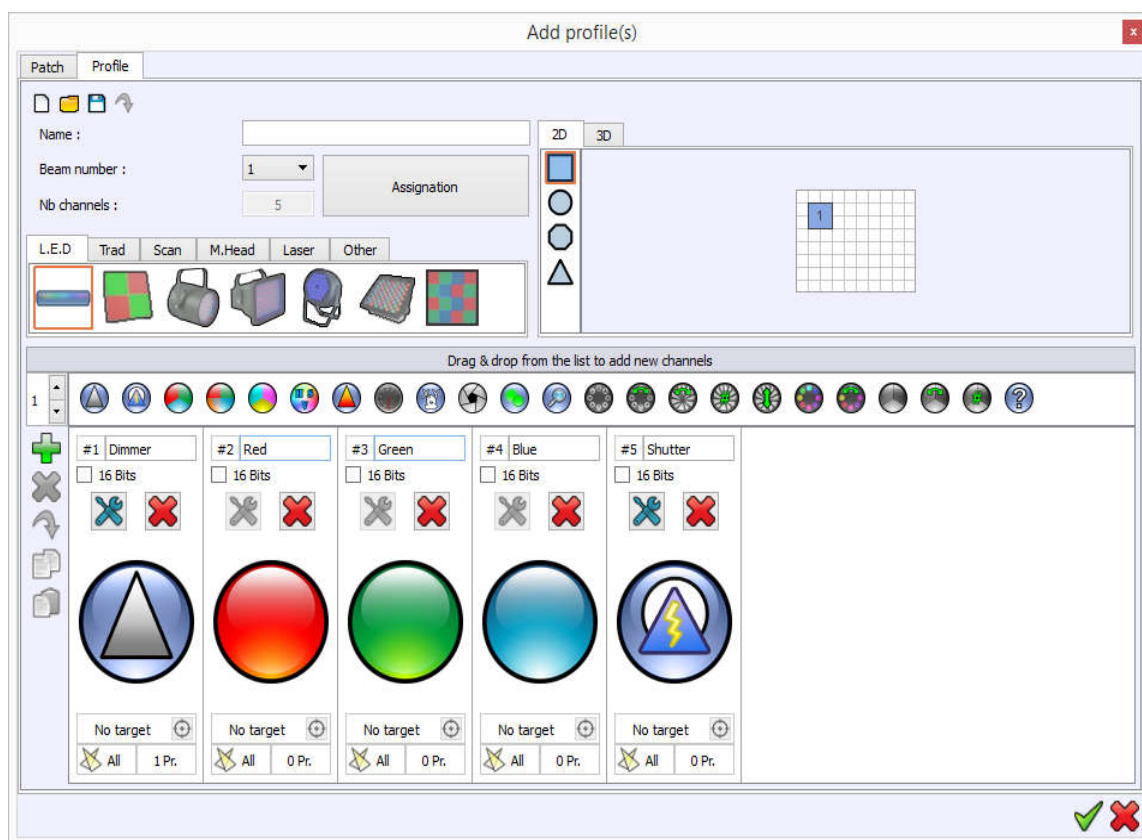
CREATING AND ADDING CHANNELS

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 Paste 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**

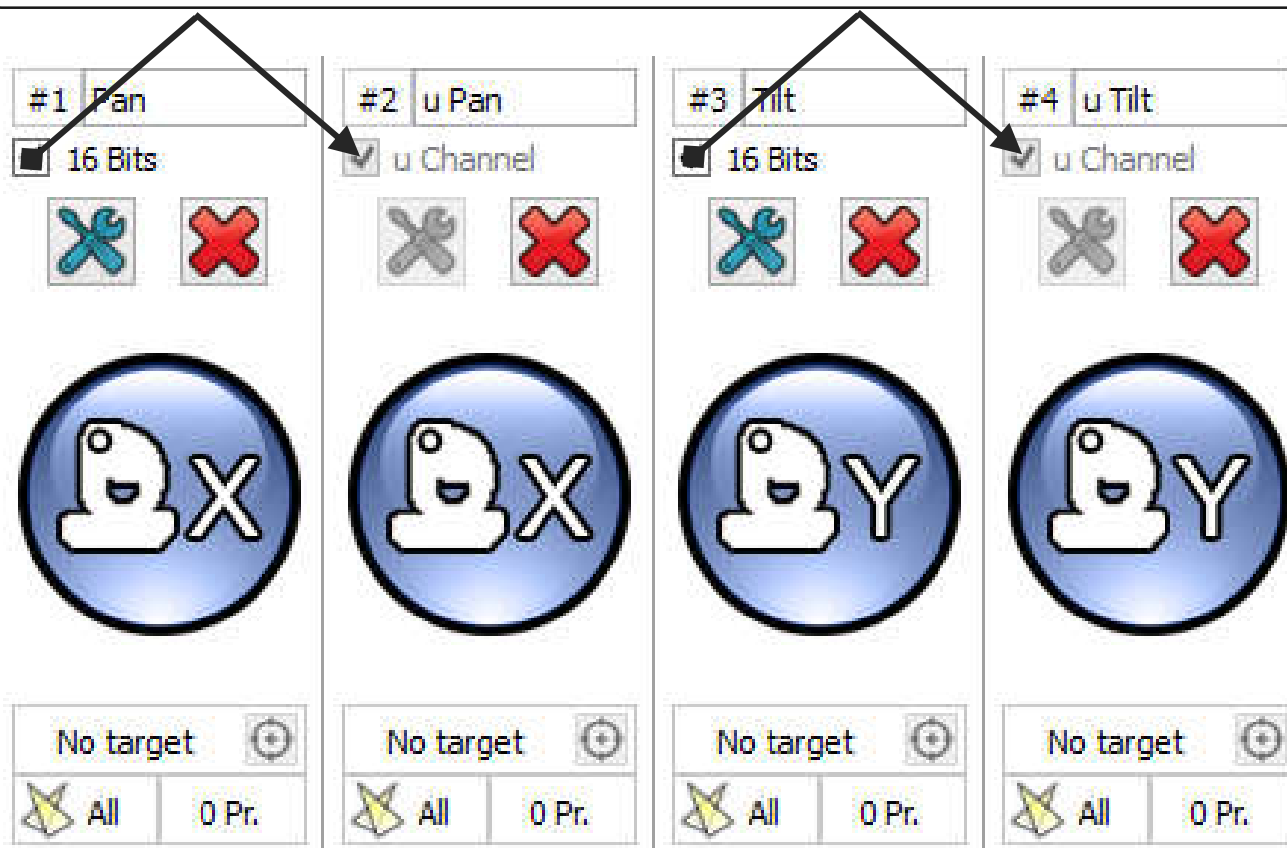
This channel is mainly used for the strobe effect but it can sometime also include and manage a dimmer

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.

This example gives the Pan and Tilt channels turned on 16 bits definition

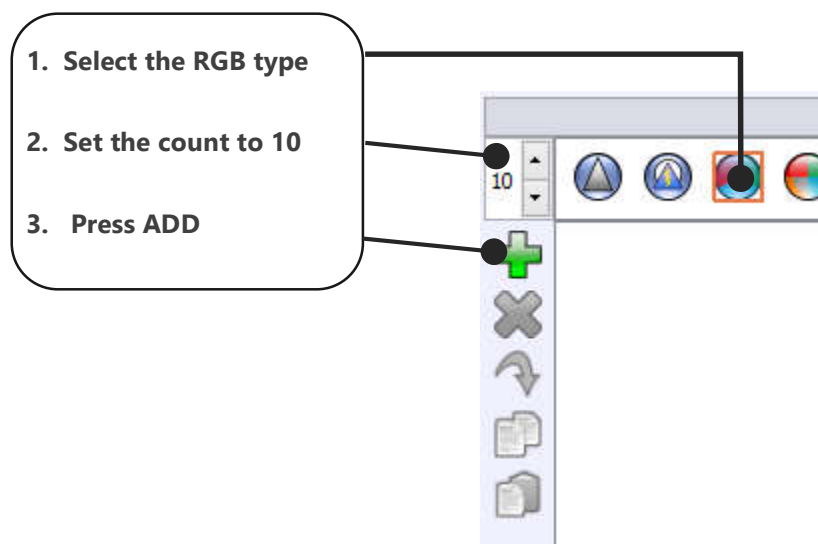


Pan Tilt and 16 bit channels

INSERT MULTIPLE CHANNELS IN THE SAME TIME

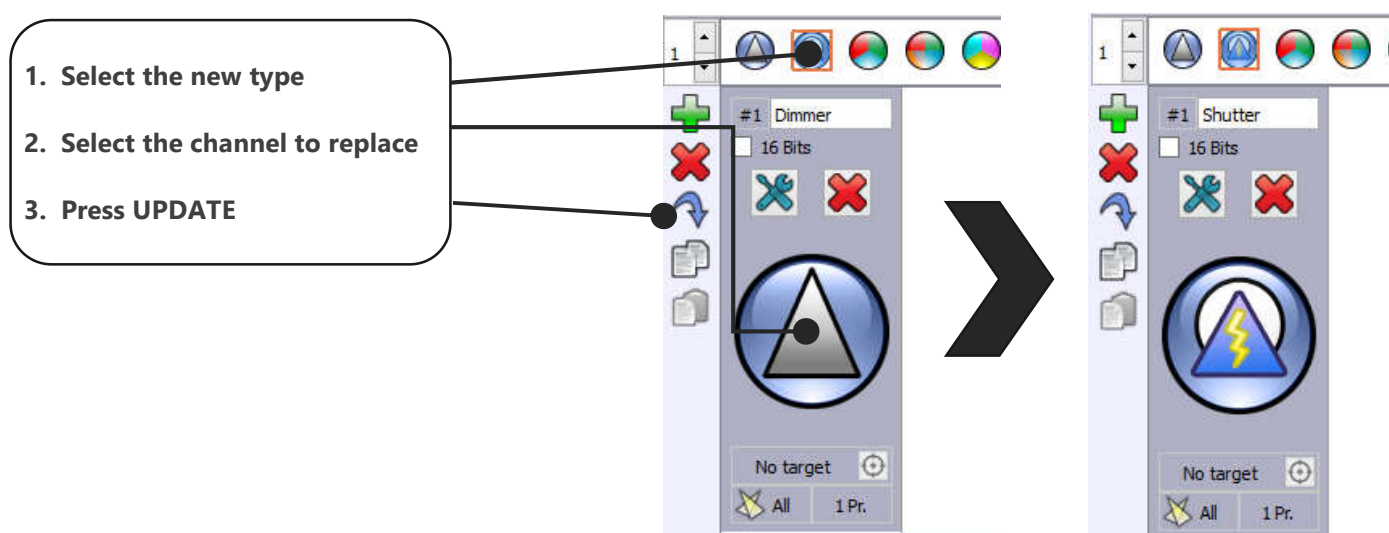
To be more efficient, it's possible to add multiple iterations of a channel type in one time.

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:

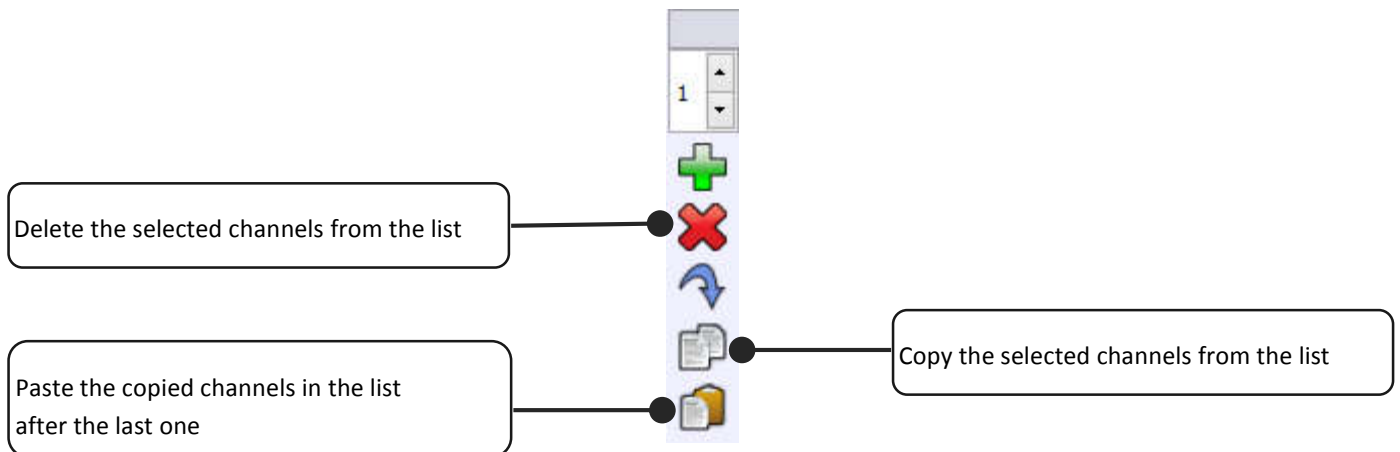


REPLACE A CHANNEL TYPE WITH ANOTHER TYPE

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

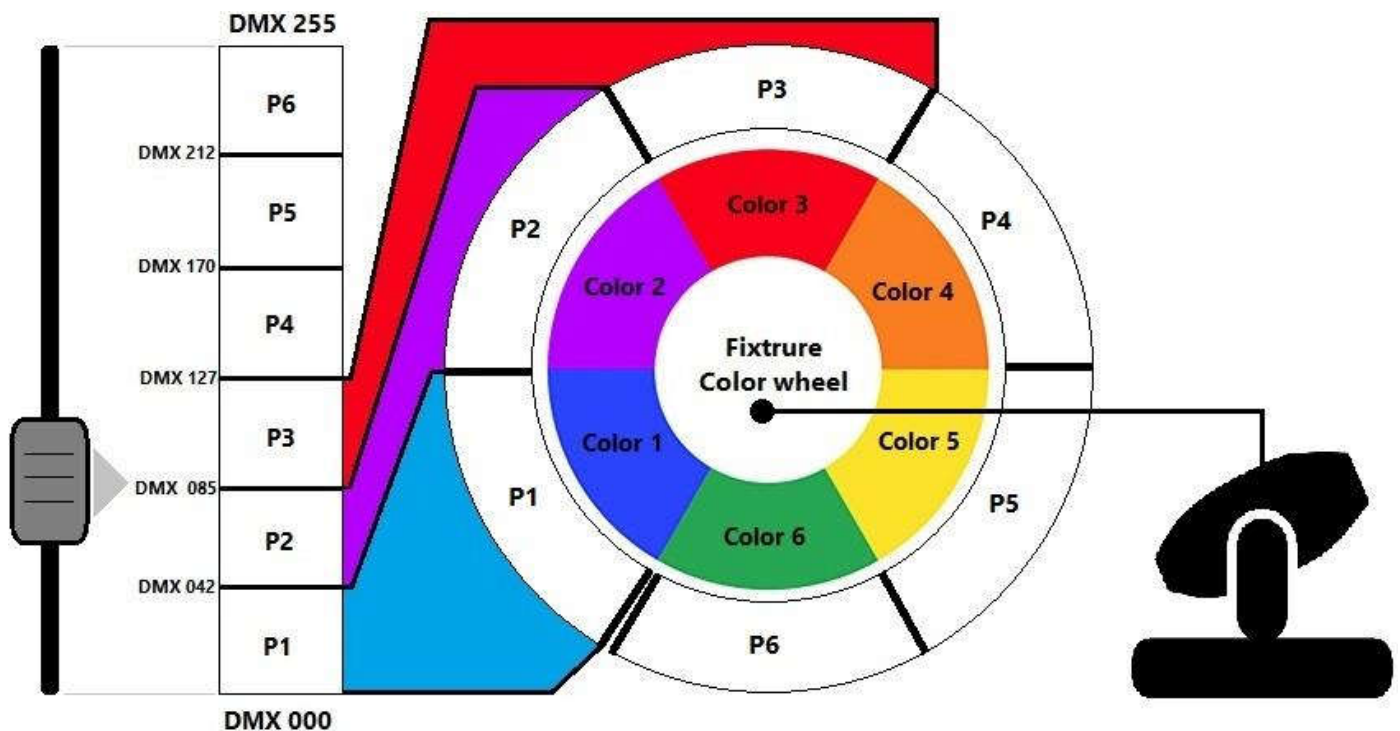


OTHER COMMODITIES



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 example show how the color wheel of a standard moving-head fixture can be easily controlled thanks to pre-sets. Here the color wheel has 6 colors. To control them, the manufacturer divided the color wheel dmxd channel in 6 sections called Presets. In our case when the DMX channel takes a dmxd level between 0 to 42, preset 1 will be called. The moving head knows it must set his color wheel to the blue position. Now if the dmxd level is moved to 86, that's into the levels range of the preset 3 so the red color will be positionned.

Some effects like PAN-TILT, RGB, CMY, White/Amber cannot receive channel's presets. These features will request any-time 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 ADD button of a channel to create the presets.

After a few seconds the preset window will show up.

#1 Gobo wheel

16 Bits

No target

All

0 Pr.

Add Preset button

Gobo wheel

Colors Gobos Laser Other

Classic

255

0

Preset window for Gobo channels

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

The left section shows all the available presets contained in the software.
The right section is for the actual presets inserted in 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

Gobo wheel

Colors Gobos Laser Other

Classic

Classic0011

Default preset

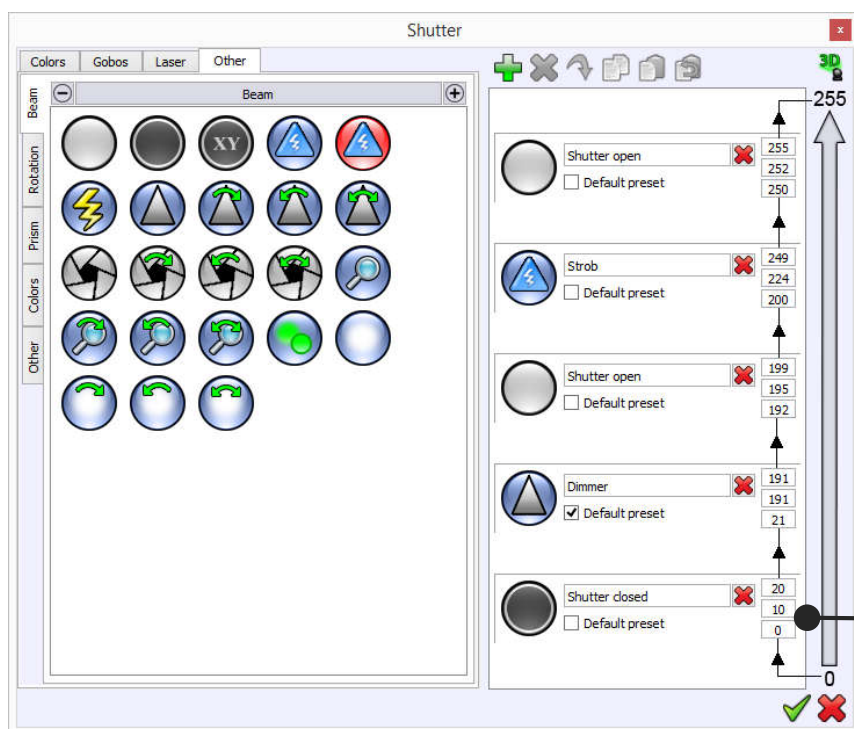
127

95

63

255

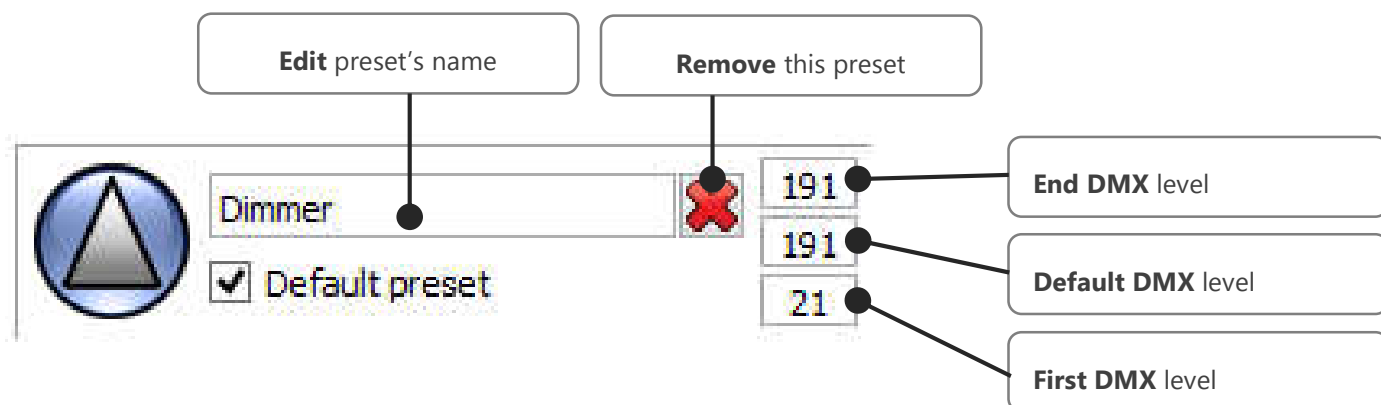
0



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*, default and start DMX values and assign a DMX value as default:



- **The first** value is the DMX value that starts the preset.
- **The end** value is the DMX value that stops the preset.
- **The default** value is the DMX values that uses the software to reach the preset.

Here the software will call that Dimmer preset with DMX191, the higher level for this preset, that means that the dimmer will be 100% on the lighting fixture. This help to program faster 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 program effect generator. For example, if you wish to turn on your light, you must open the shutter, possibly the Iris, and increase the dimmer. The default value will help you to do it in one click by accessing the default channel DMX values directly. It is important to set up good default DMX values for each channel.

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

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

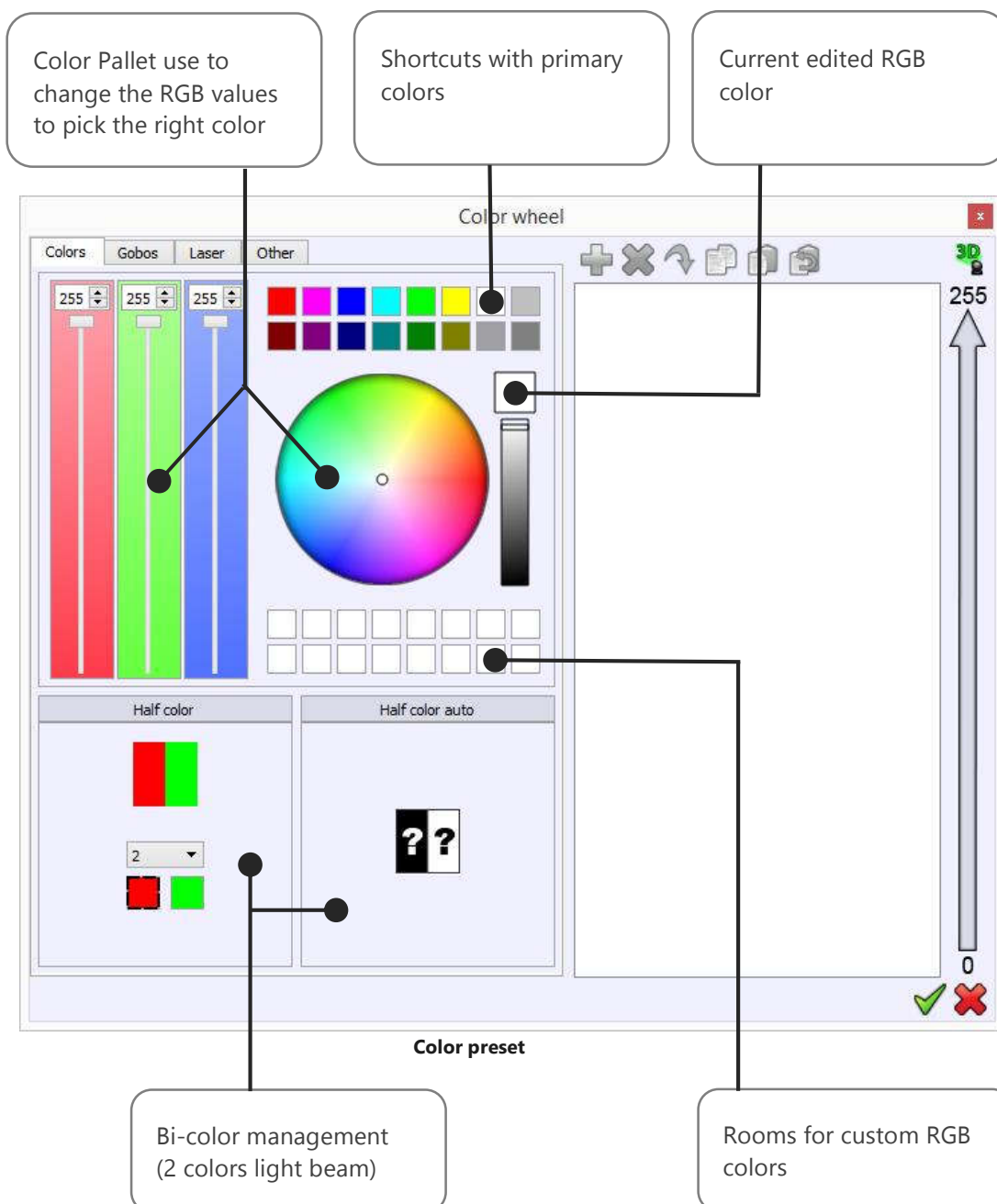
GOBOS AND OTHER PRESETS

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.

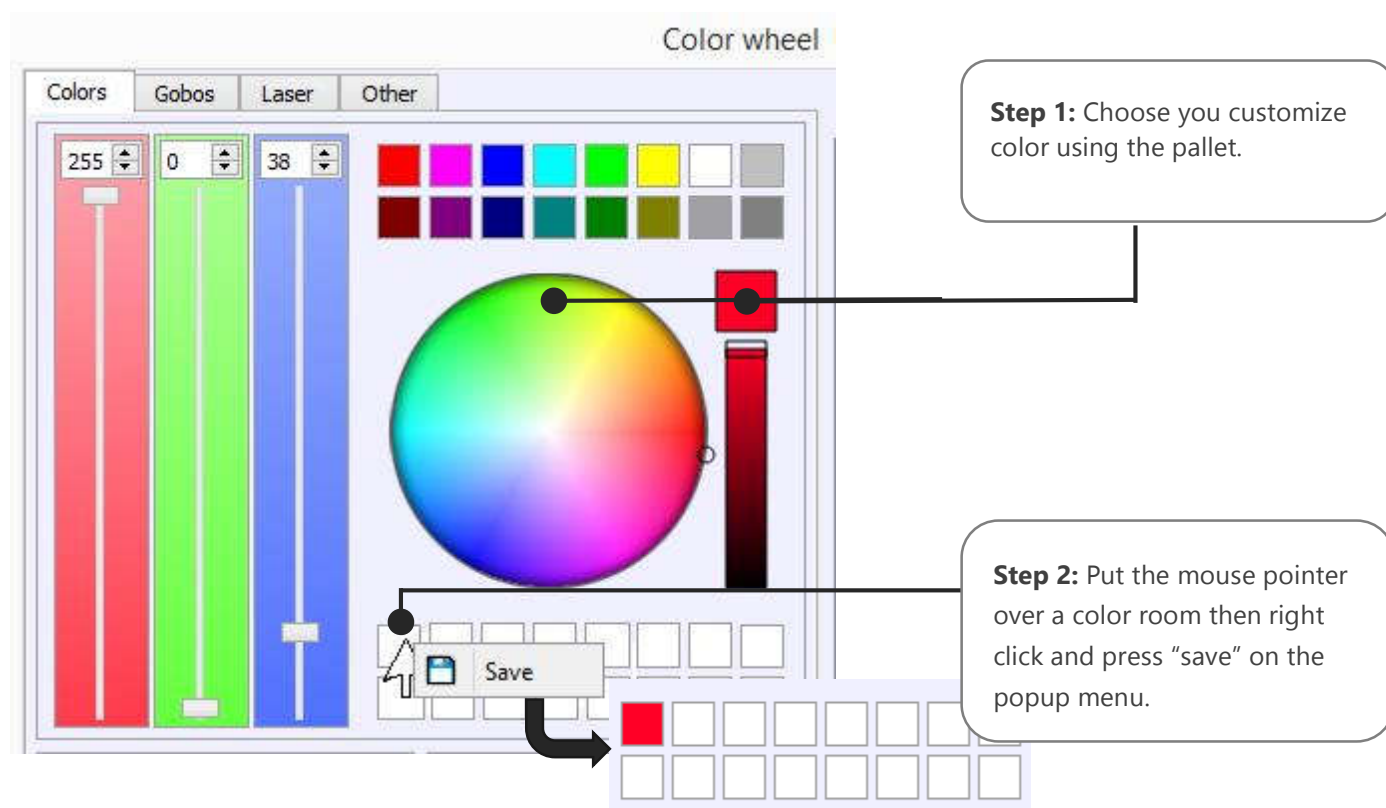
- Select the family of preset that you need.
- Select a gobo image or another image from the list as before.
- Drag and drop the picture from the left hand area to the right hand preset area.
- Set the start, and default DMX values of the preset.

COLOR PRESETS

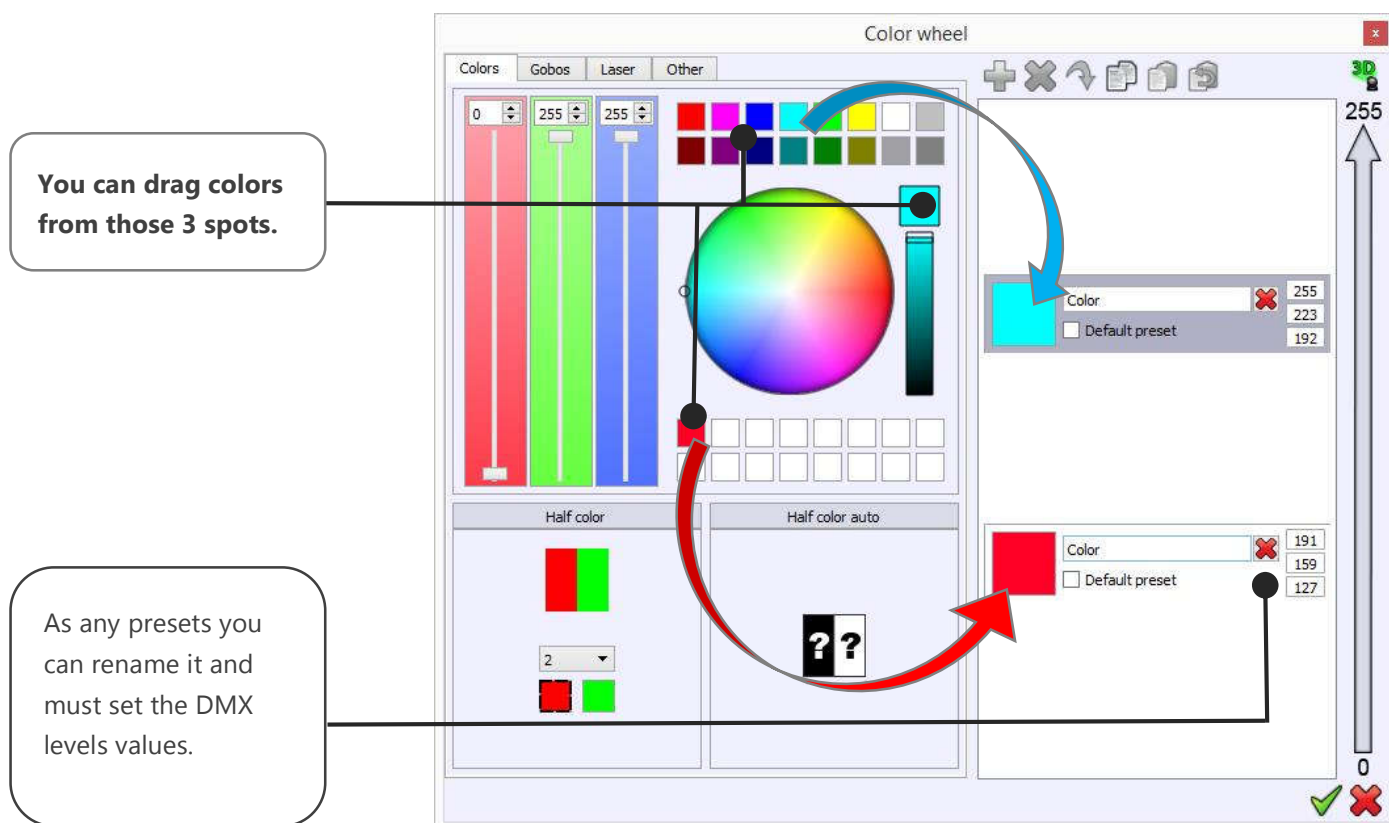
This presets category is used to create Color presets. With a Color-Wheel channel type, the color tab will be selected automatically.



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.

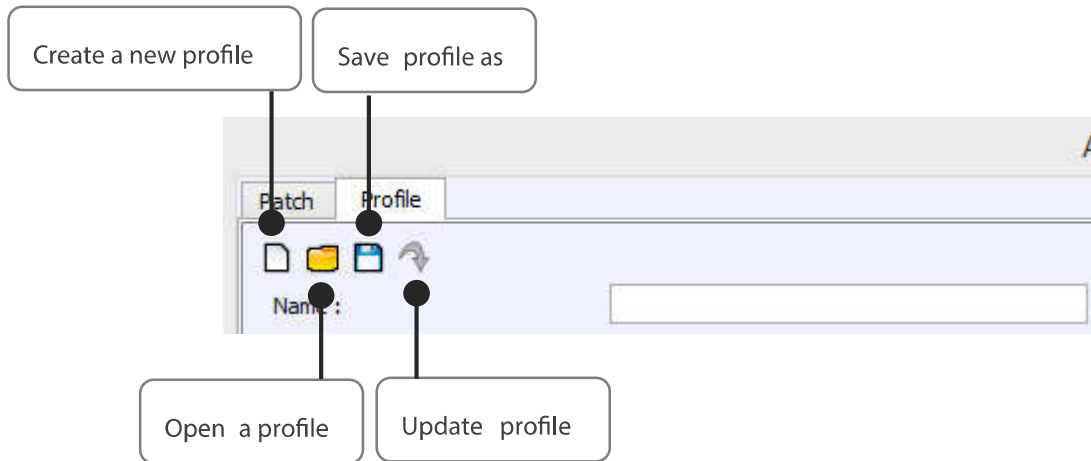
You can choose 2 different colors with the Half Color option.

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 directly in the current project. Just open the Patch window and refer to the user manual How To Patch DMX Profile.

You are now able to create your own Profile. Refer to the user manual of your lighting equipment to know what are the channels and presets to be created.