USER MANUAL

HOW TO PATCH PROFILES (LIBRARIES)

V1.4.2

SUMMARY

INTRODUCTION

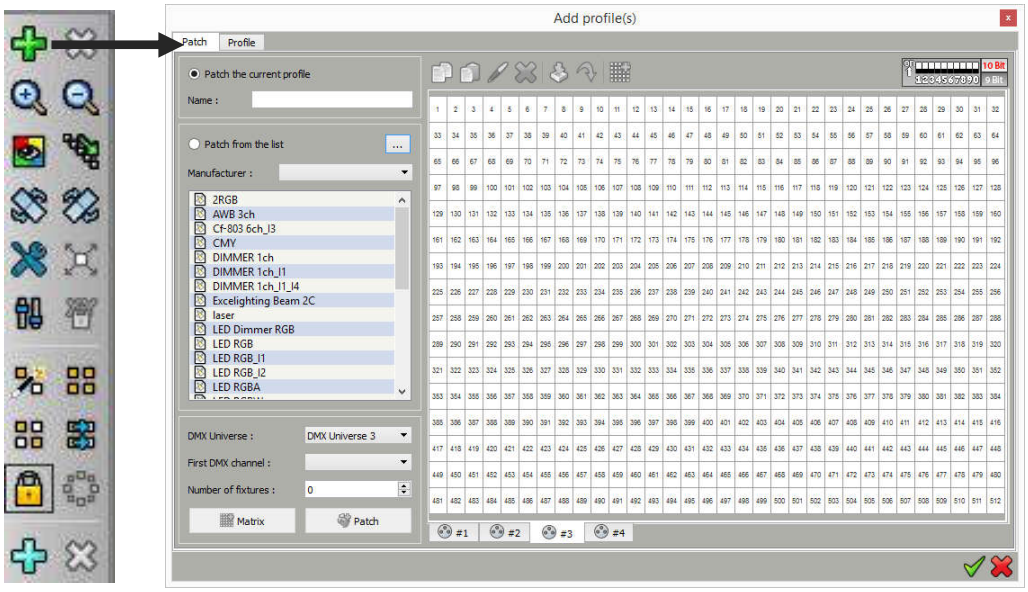
This chapter describes how to easily and quickly Patch fixture profiles with the included software Patch Manager.

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

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

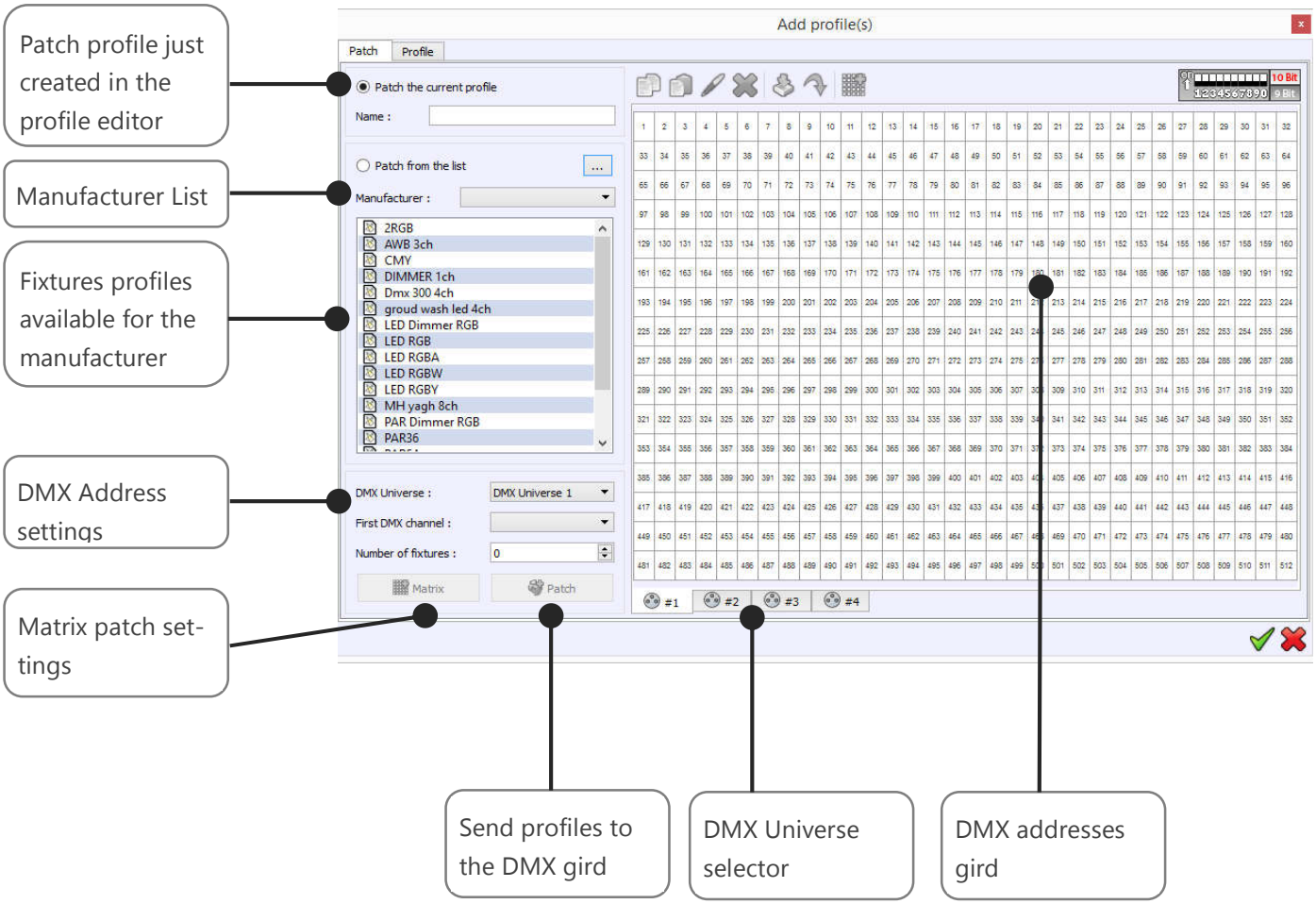
OPENING THE PATCH MANAGER

After starting up the software click on the Add button to open the Patch Manager. The Add function is the first button on the left of the 2D tool ribbon. The Patch Manager will show up and you can update the patch in this window.



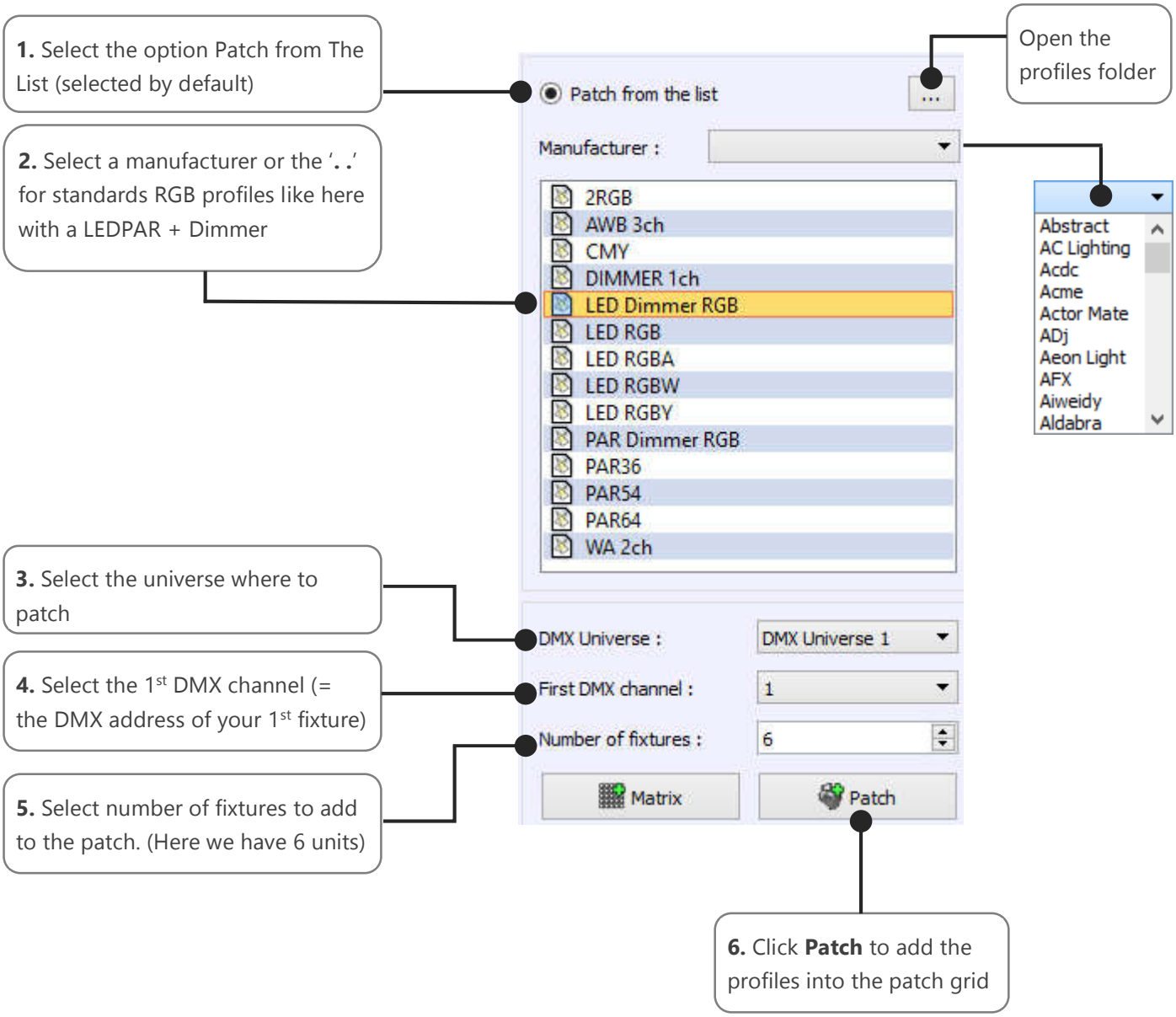
THE PATCH MANAGER WINDOW

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.**

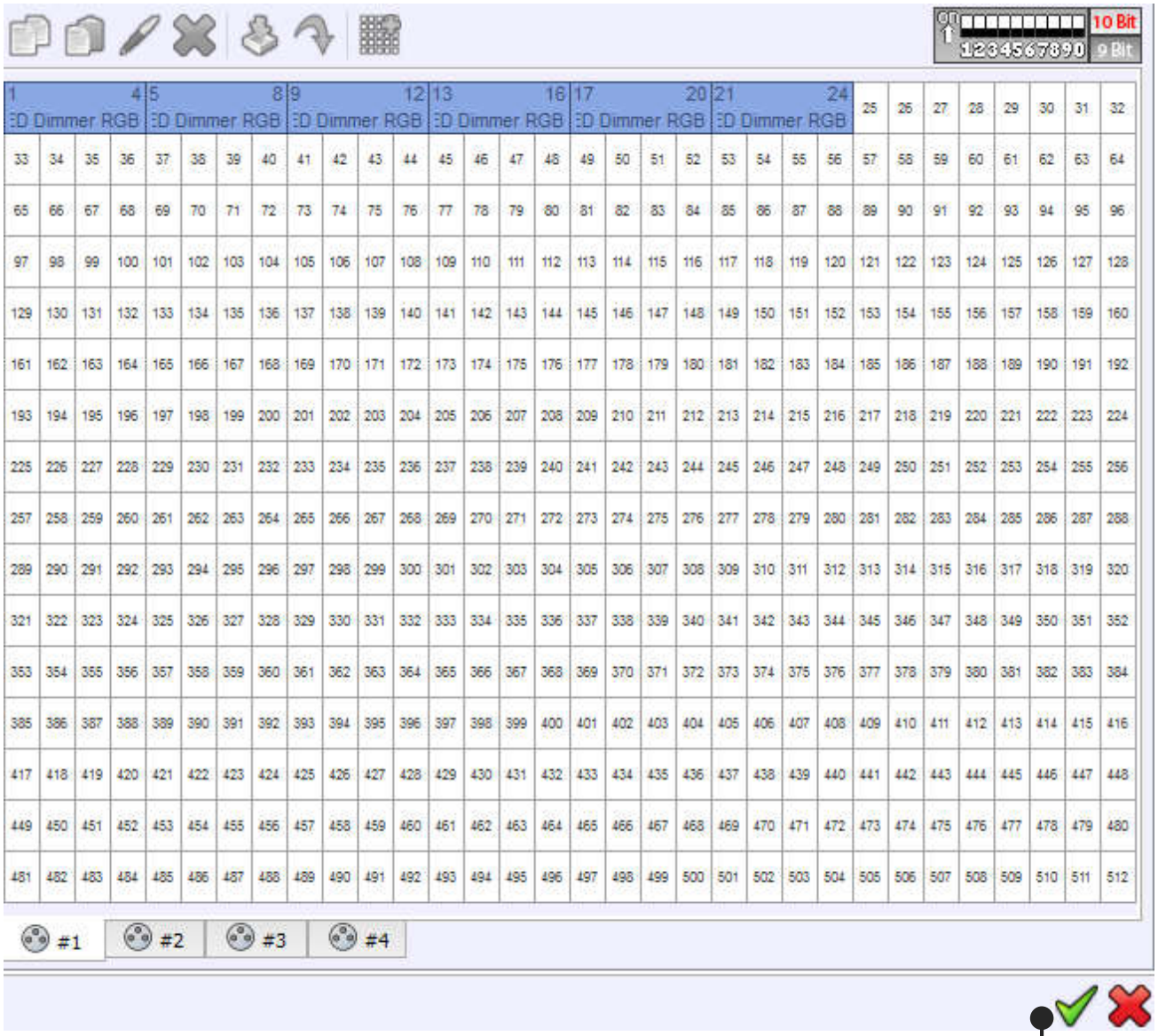


ASSIGN PROFILES TO THE PATCH

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

Click **OK** to validate the patch

It is not possible to patch several fixtures on a same channel. When channels already receive 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*.

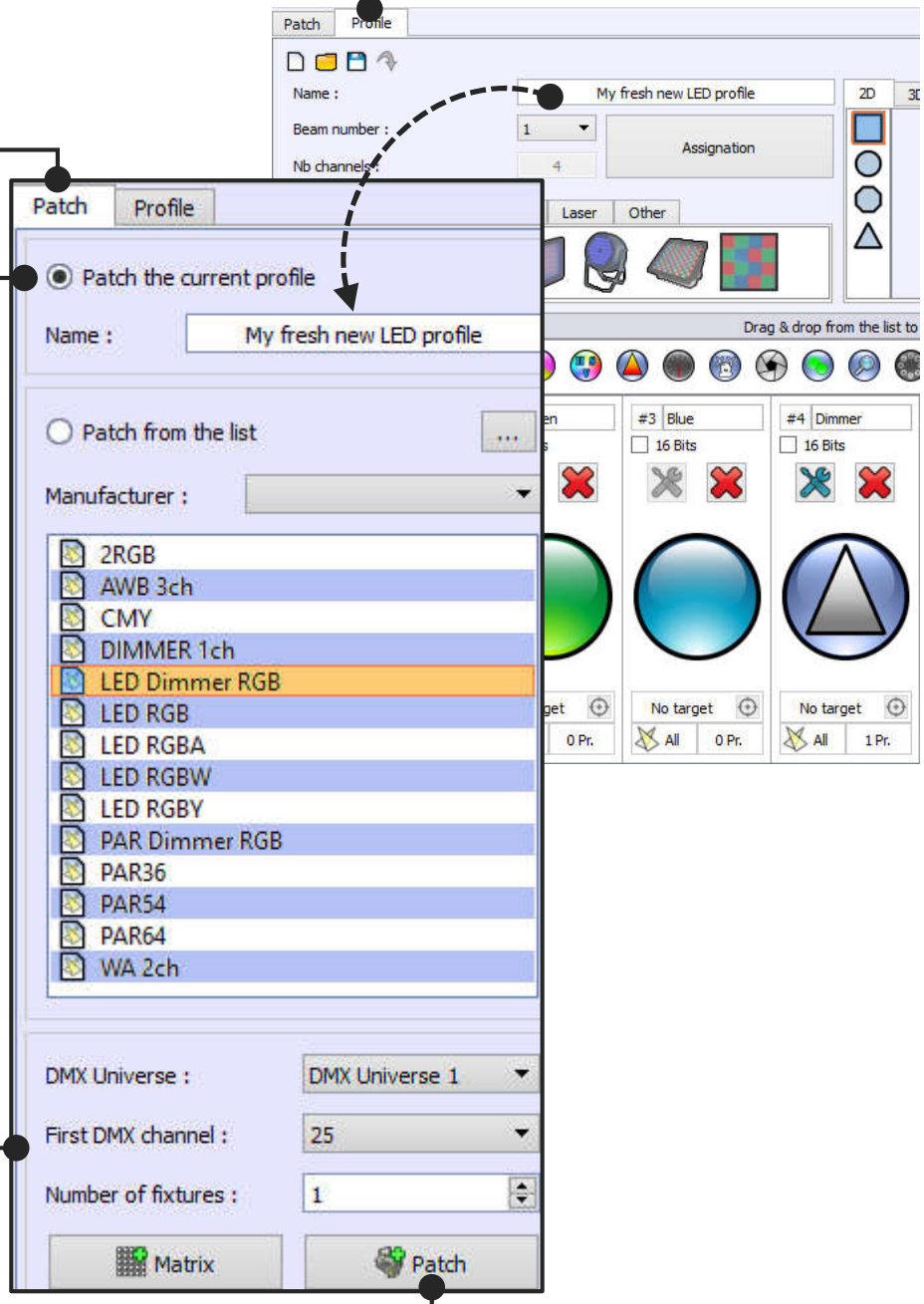
1. Create a fresh new profile in **Profile tab**

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

3. Select Patch current the profile

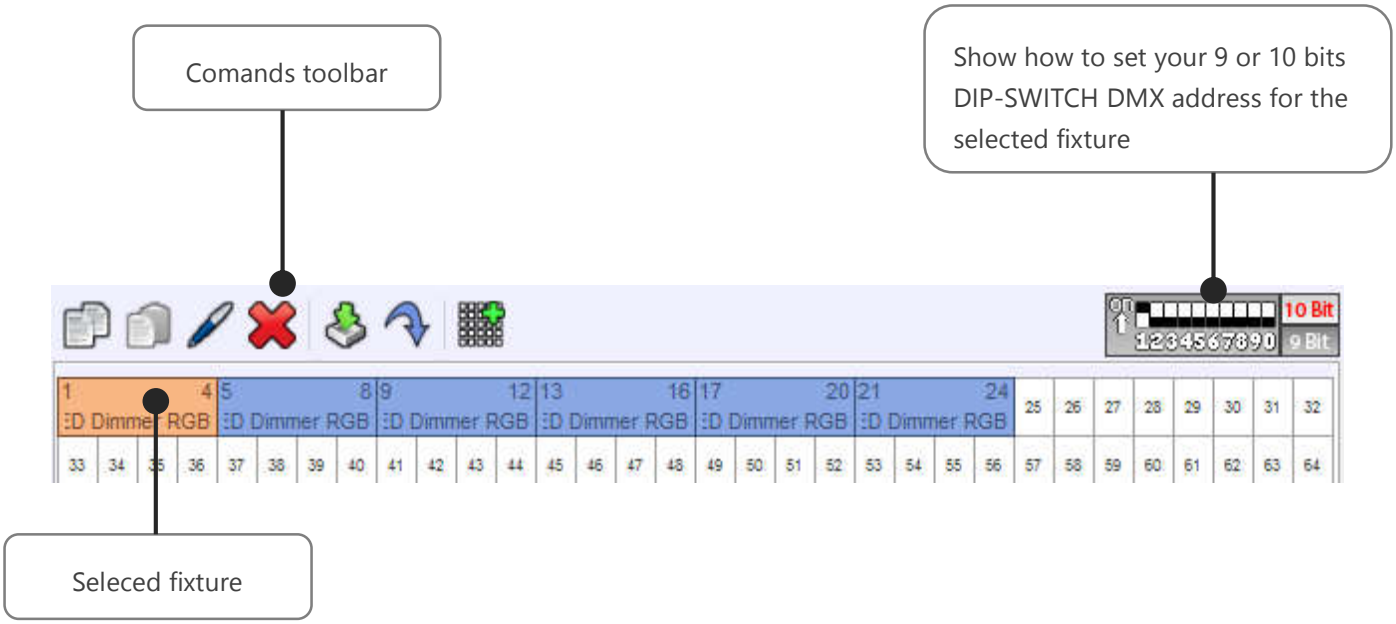
4. Select the **DMX universe** with the 1st **DMX channel** where you want to patch and then choose the **number of fixtures** to insert

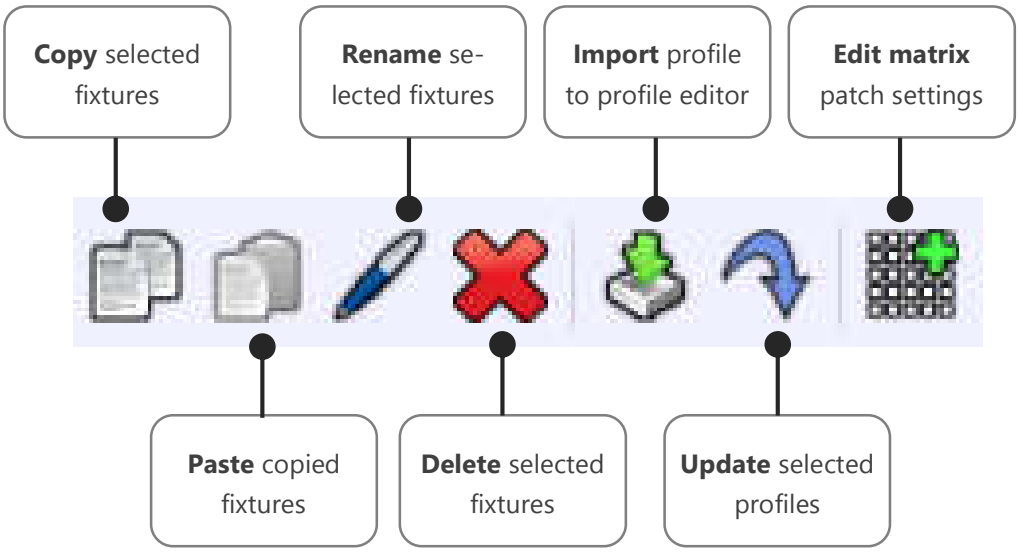
5. Click **Patch** to insert profile into the patch.



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 ore more patched fixtures and if least one of them has been selected.

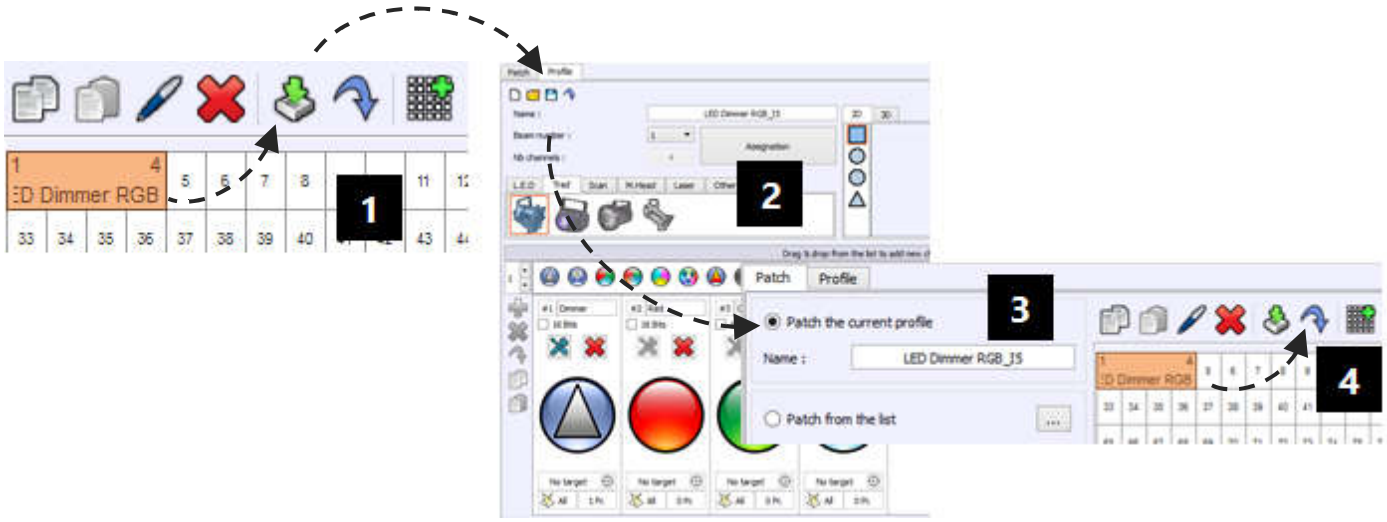




UPDATING PROFILES IN THE PATCH

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:

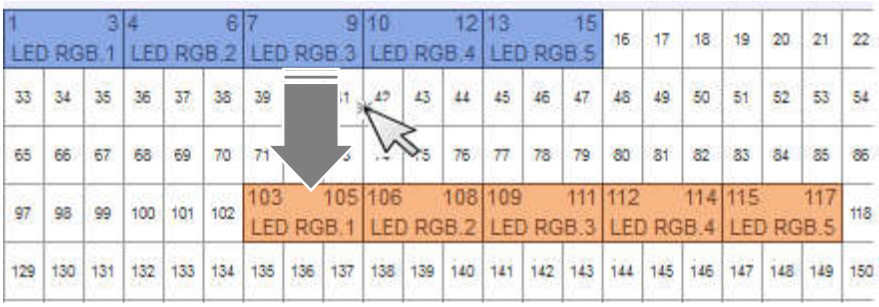
Step 1: Select the profile that needs to be updated in the patch grid area.
Step 2: Edit it and modify it in the profile editor tab.
Step 3: Return in the patch tab and selected the freshly current modified profile.
Step 4: Click Update



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

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.



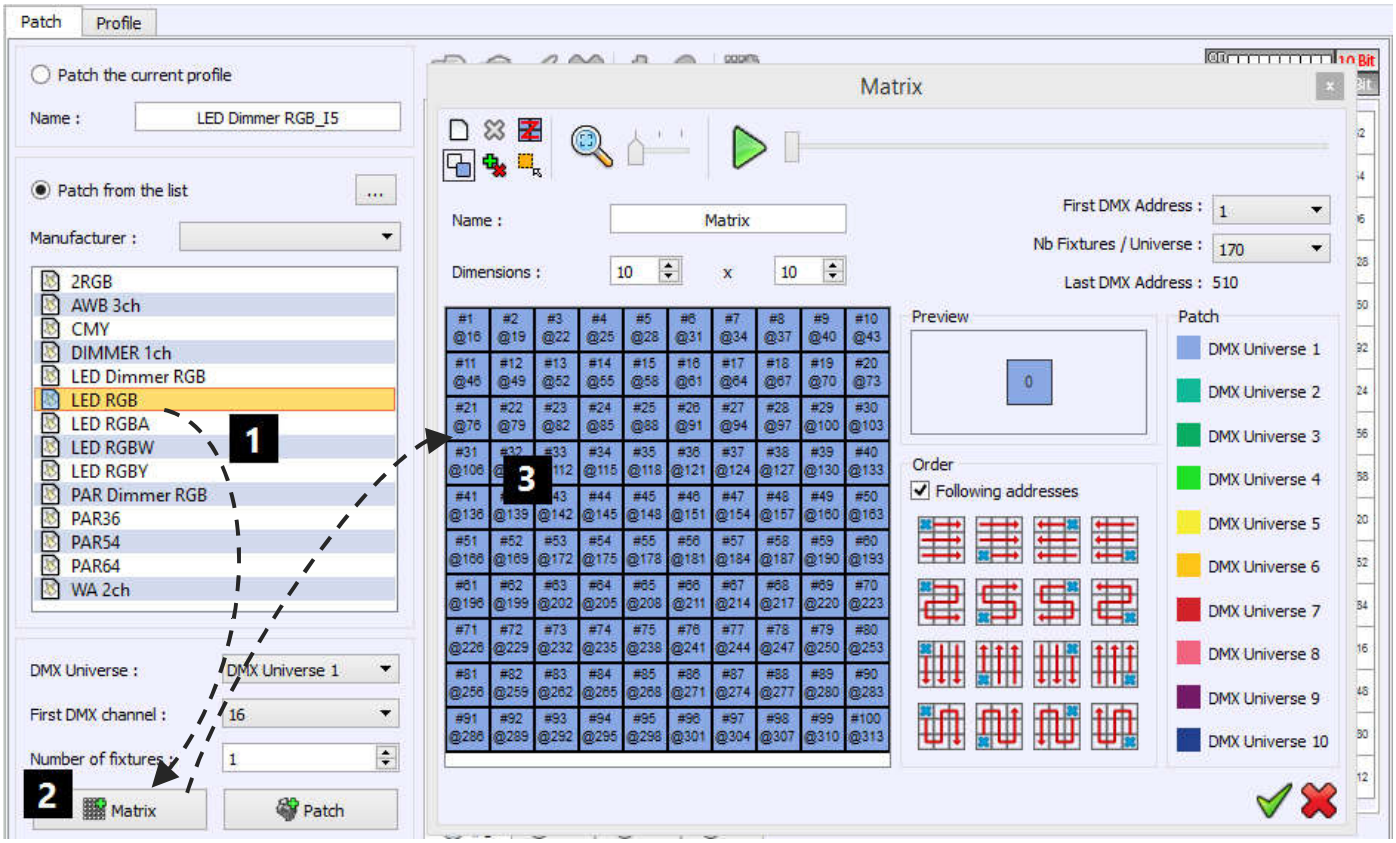
You can use the drag and to move a profile across the DMX grid to a new DMX address. Select one or several profiles (they will be highlighted in orange), then move them to a new DMX address. If you already have created scenes and programs, the address modification will be applied directly to each scene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

CREATING A MATRIX OF LIGHTS AND ORDERING THE CELLS

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.

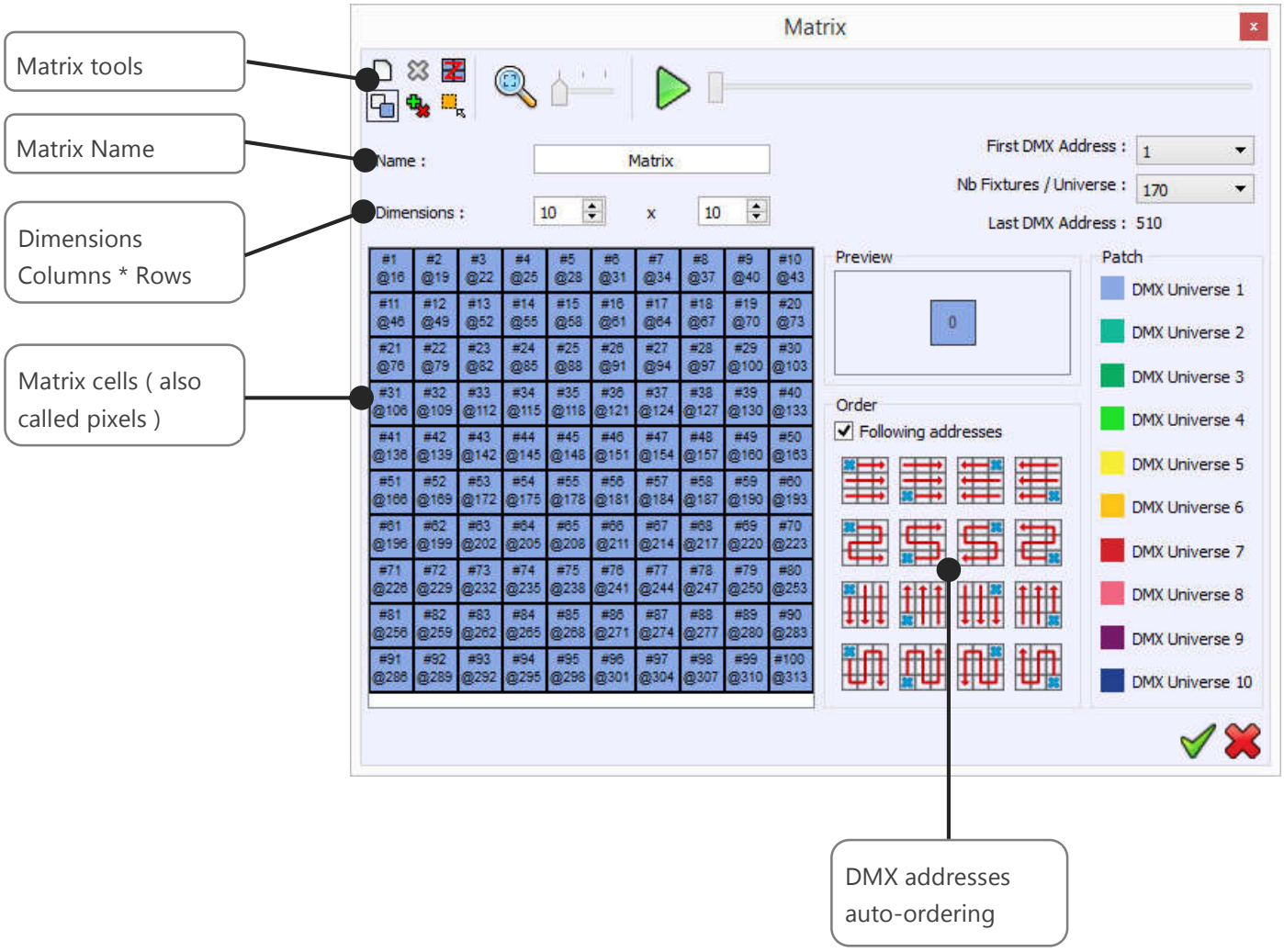
Step 1: Select a Profile from the Current or from the List
Step 2: Click the Matrix option to open matrix manager
Step 3: Setup the matrix



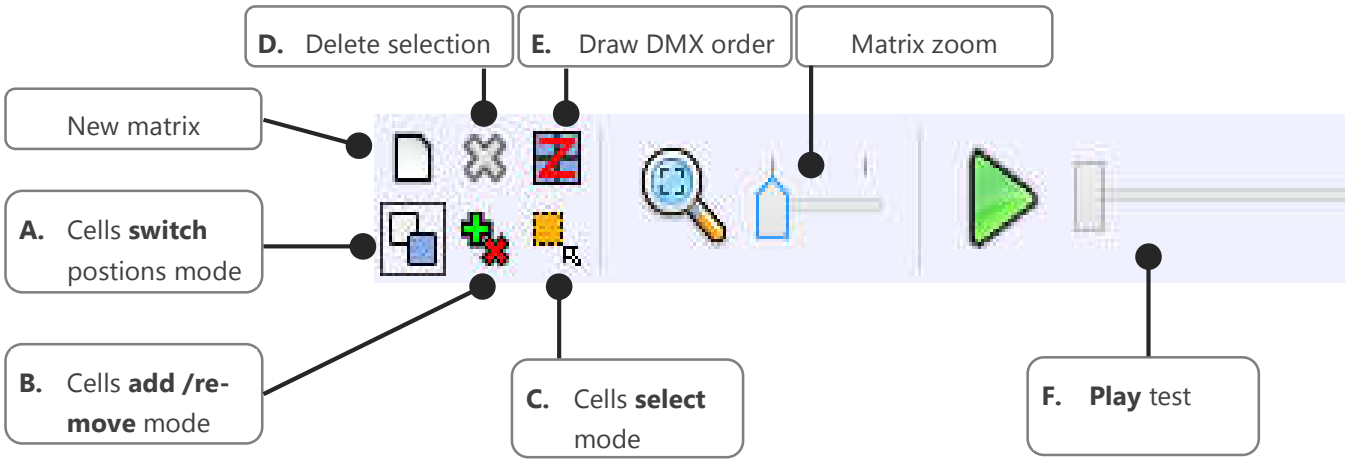
You need to ensure that you got enough free DMX channels to create a large matrix.

MATRIX SIZE

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 COMMANDS 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

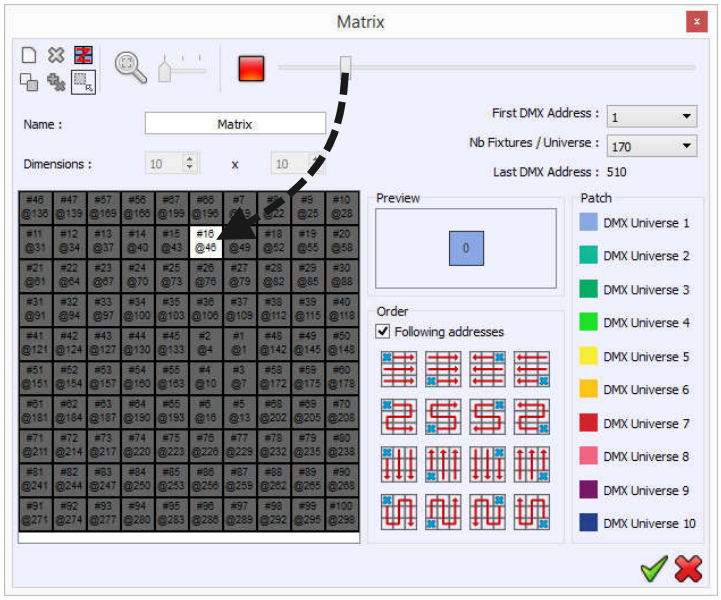
C: Select a part of the matrix. Hold the key CTRL + click cells or draw a selection rectangle over the cells.

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

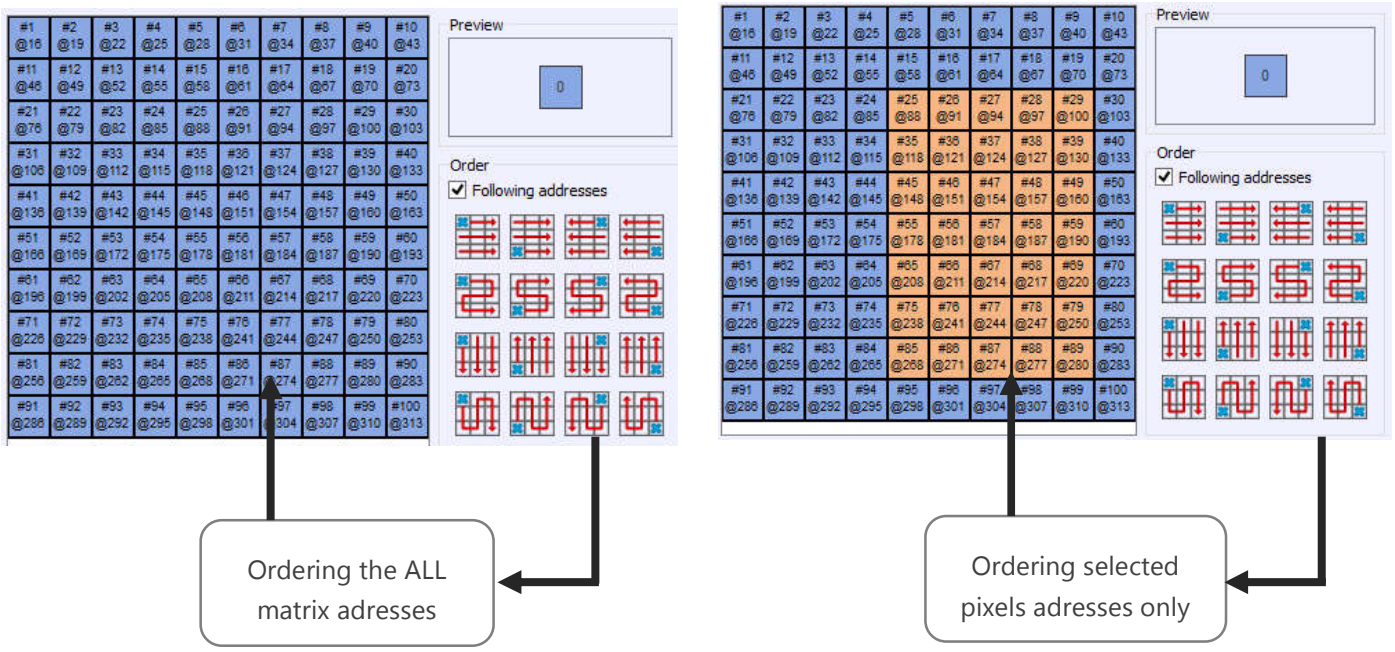
SIMULATE AND CHECK DMX ADDRESSES



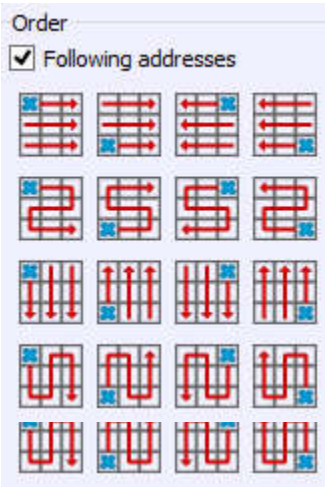
When you use the Play tool, your lighting fixtures will turn on automatically one by one according the order you have set them up. With this option you can check if your DMX patch matches the lighting fixtures themselves. The opening beam option will depend on the default DMX preset of each profile's 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.



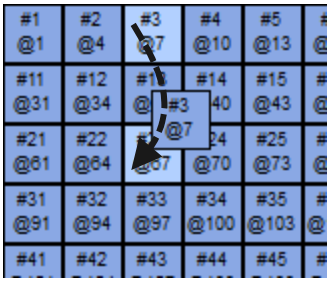
FOLLOWING ADDRESSES OPTION



You can use the selection tool to choose some the pixels to reorder. By activating the *Following Address* option, when you apply a specific logical order, you will re-order the pixels and cells addresses consecutively starting from the lower DMX address found in your selection and auto-increasing for the following ones.

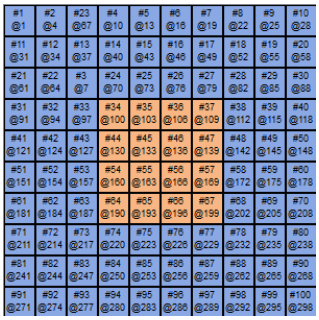
For example, if you select 6 pixels of 3 channels each with the DMX addresses 5, 8, 15, 18, 25, 28. The Following Address option **will exchange** the cells to order them like this 5, 8, **11**, **14**, **17**, **20**

MODIFY MANUALLY SOME CELLS DMX ADDRESSES



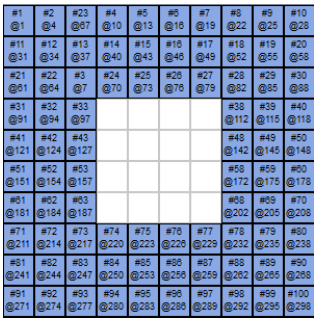
You can reorganize the matrix with a simple drag and drop from 1 light position to another. The light position order in the matrix and the DMX channel of the light will change. This is very useful in case some mistakes appear on the installation and you need to switch several fixtures.

REMOVE FIXTURES FROM THE CELLS

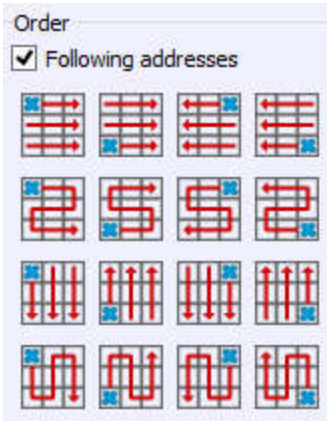


With the Remove option, you can delete fixtures from the matrix configuration.

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



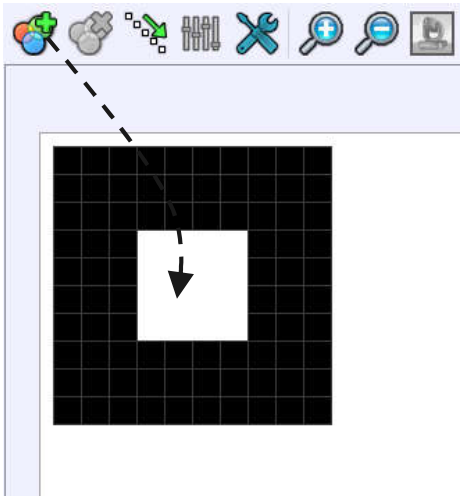
Then you can create a hole in the matrix field and thought free some channels.



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.

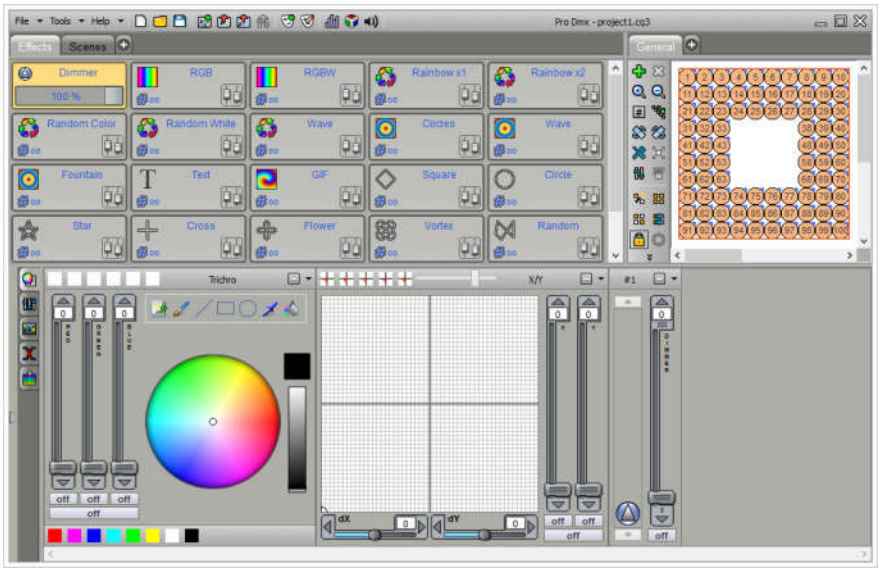
UPDATING AND MODIFYING THE PATCH



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



The software uses the Patch information and generates powerful functions that will help you to create your show in a very short time and with amazing effects.

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.

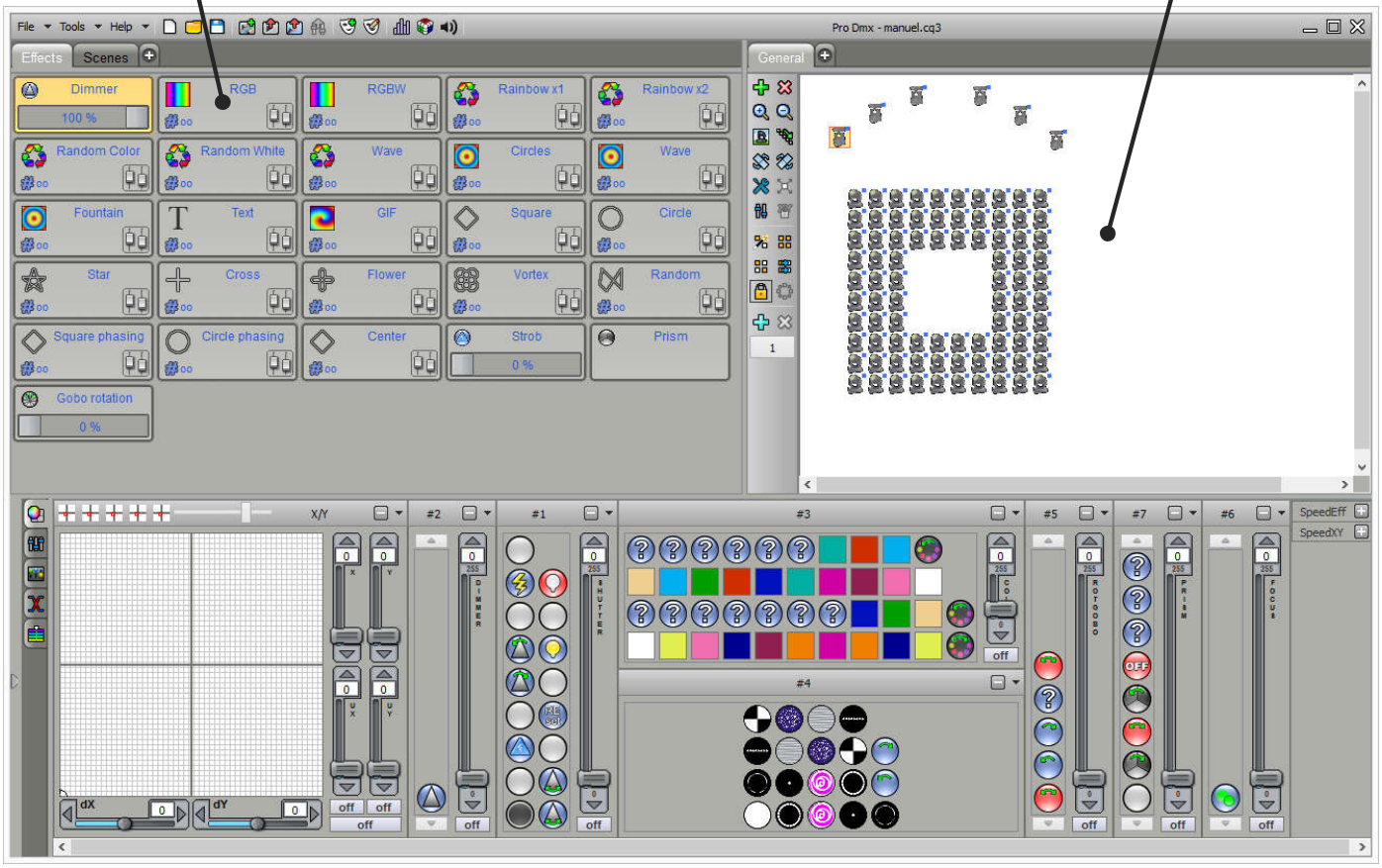
After validation, the software will propose you to choose several type of preprogramed lighting effects.

Just choose and confirm the list of the effect that you want to create and the effect button will appear automatically in the main window of the software.

After confirmed the list of effects, all the profiles used in the pacth appear in the selection 2D area and the preprogramed effects buttons appear in the effect Tab of the software.

Effects tab containing the preprogramed effects. Select some fixtures first to be able to play the effects on it.

You can give a different position to each lights in the selection area to have a complete view of the project and to help for their selection.

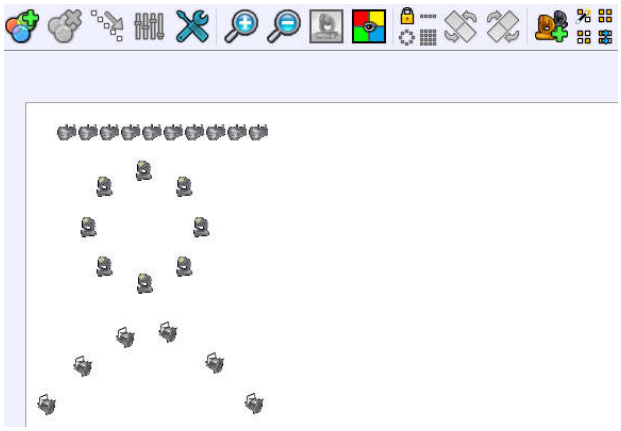


Result of a Patch successfully created

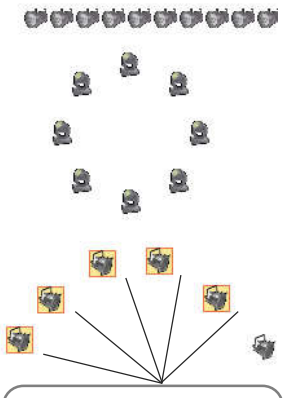
Now the software is ready to work and you can program your show or do some live actions.

FIXTURE SELECTION AND PRESET FOR LIVE CONTROLS

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

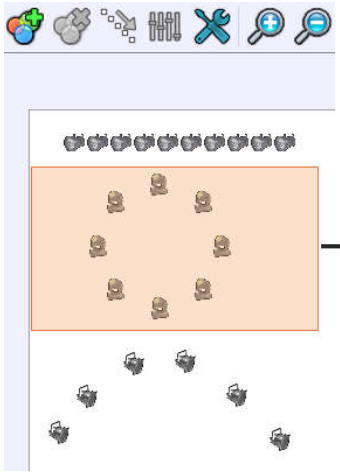


Click on a fixture item to select it

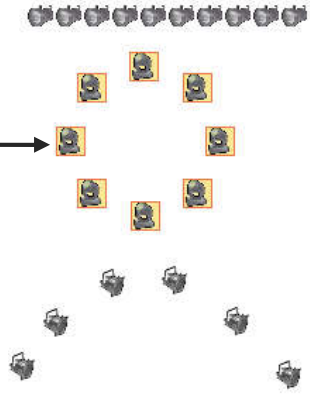


Hold CTRL+Click for multiple select

You can also select them by drawing a selection zone



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.

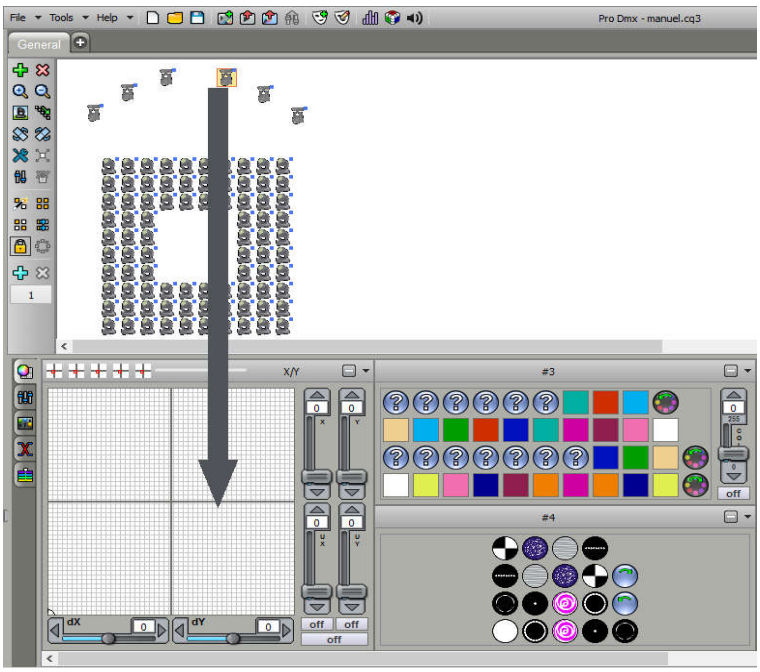


You can unselect all of the fixtures by clicking anywhere on the 2D area.

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

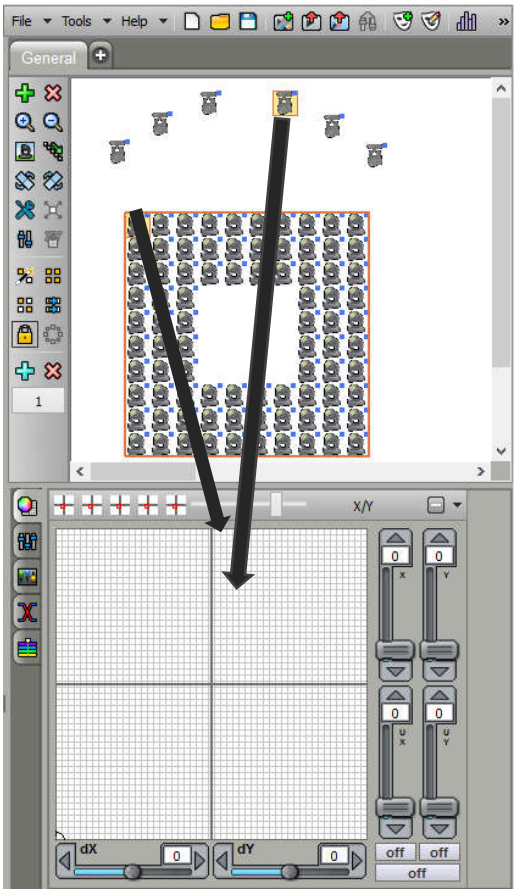


When you select a fixture, its channels and presets appear in the presets panel located just below the 2D area. (You can see all the profile's channels that were earlier defined using the Profile Editor)

If you select 2 or more different fixtures that use a different profile then the software will only display the common channels.

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

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

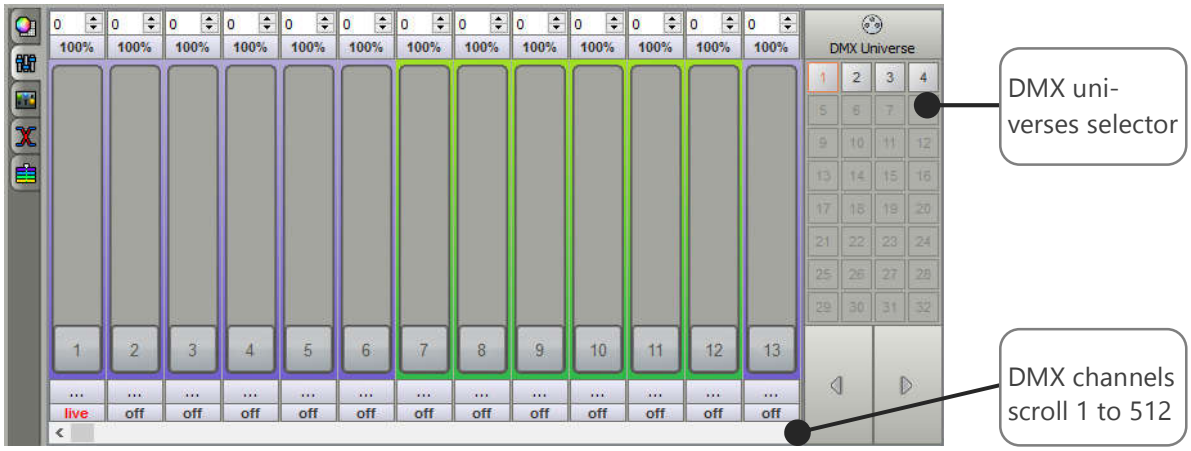


CHANNELS AND PRESETS WINDOW

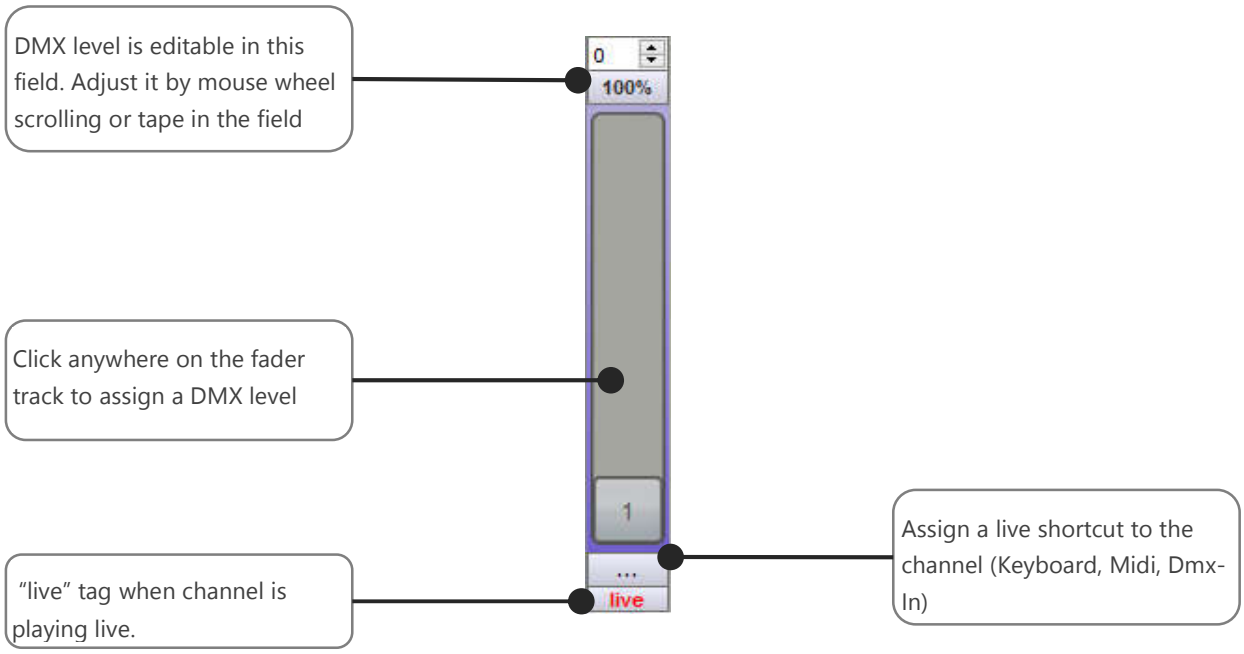
Under the 2D area is located the DMX controls window. There's two possible types of controls display.

THE CHANNEL DISPLAY MODE

The Channel mode shows a traditional fader board for each of the 512 DMX channels. The software can manage multiple 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.



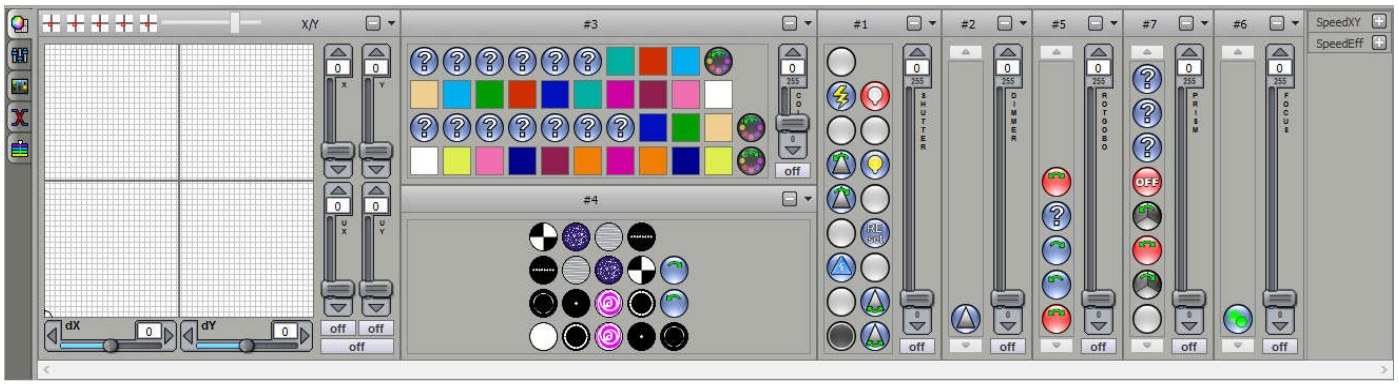
DMX fader control



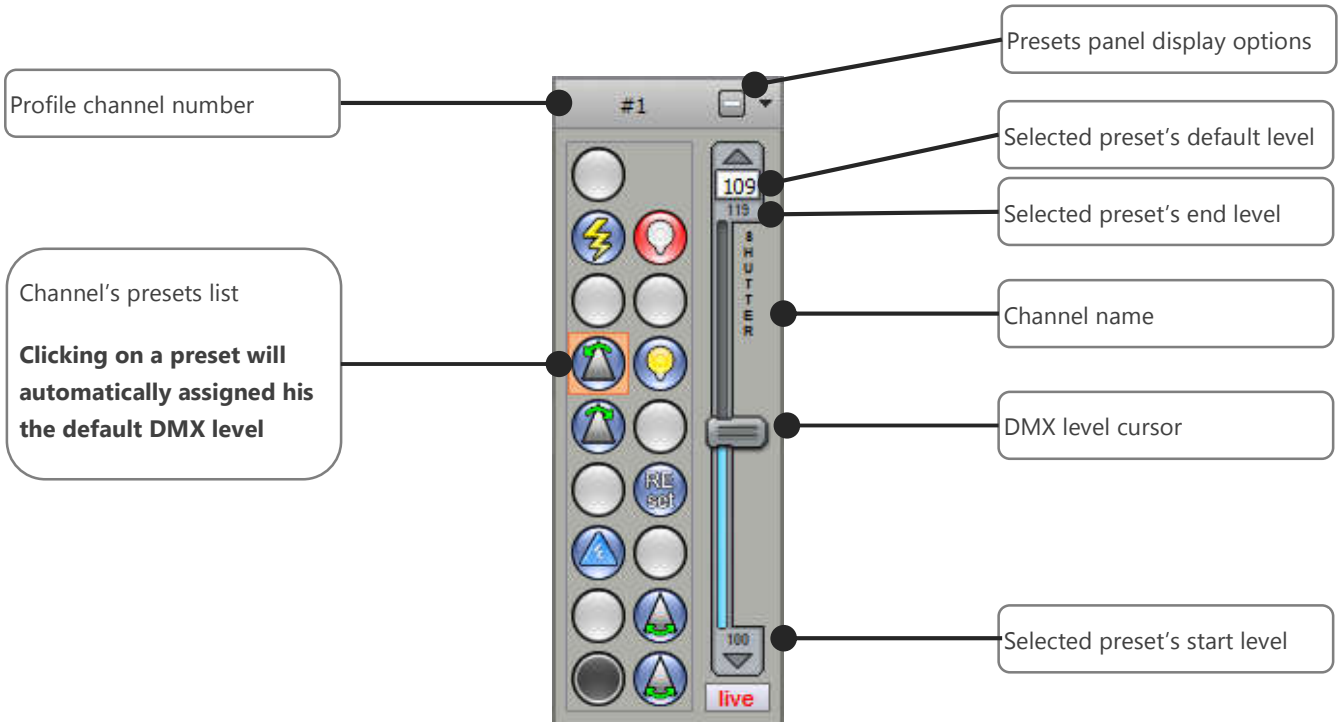
THE PRESET DISPLAY MODE

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.

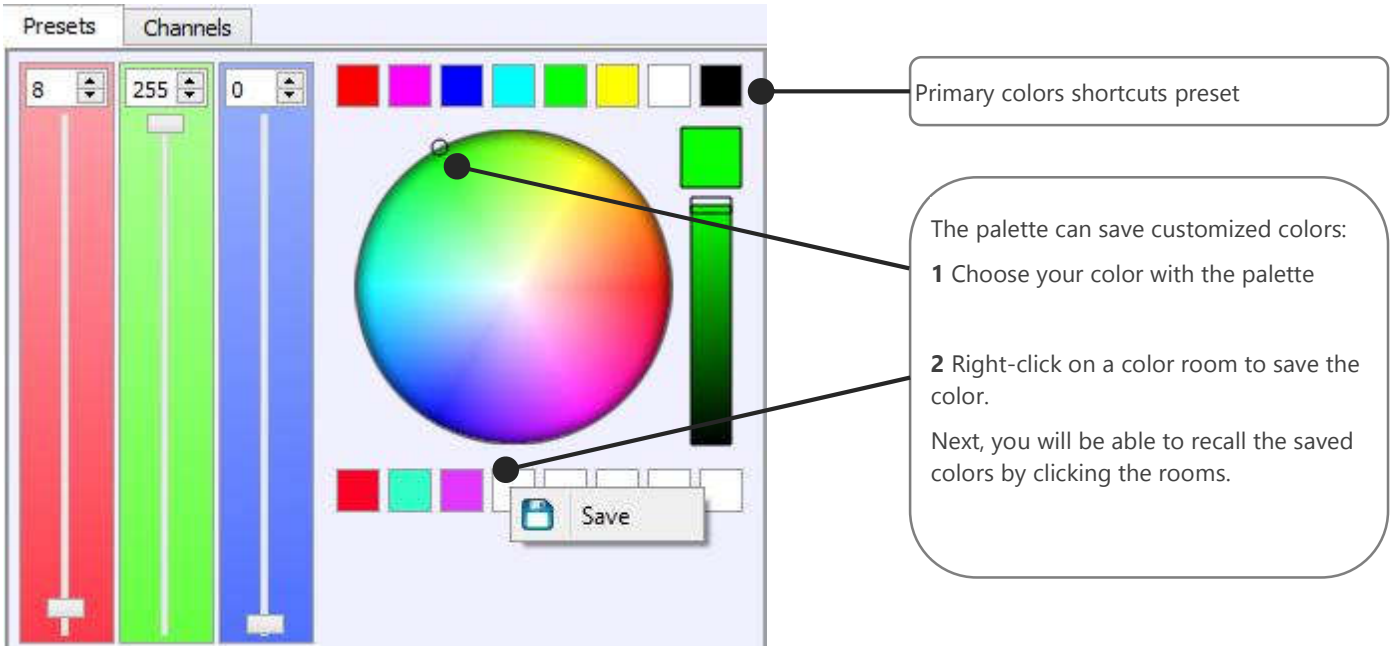


DMX Presets Control

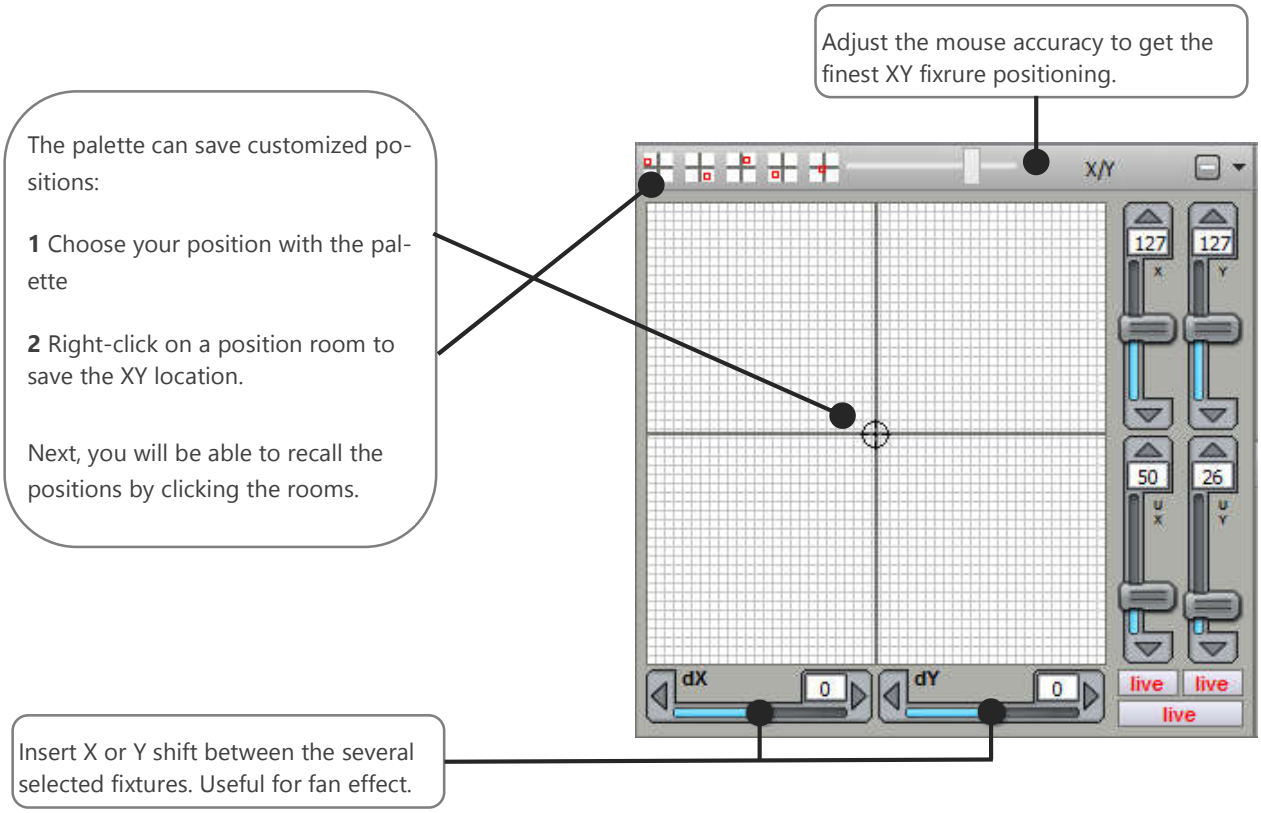


When the preset is selected the main cursor can move from the start to the end DMX level of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset a second time to unselect it and return to the DMX level 0.

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 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 a 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.