

# USER MANUAL

## HOW TO USE LIVE CONTROLS AND EFFECTS

V1.2.5

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## INTRODUCTION

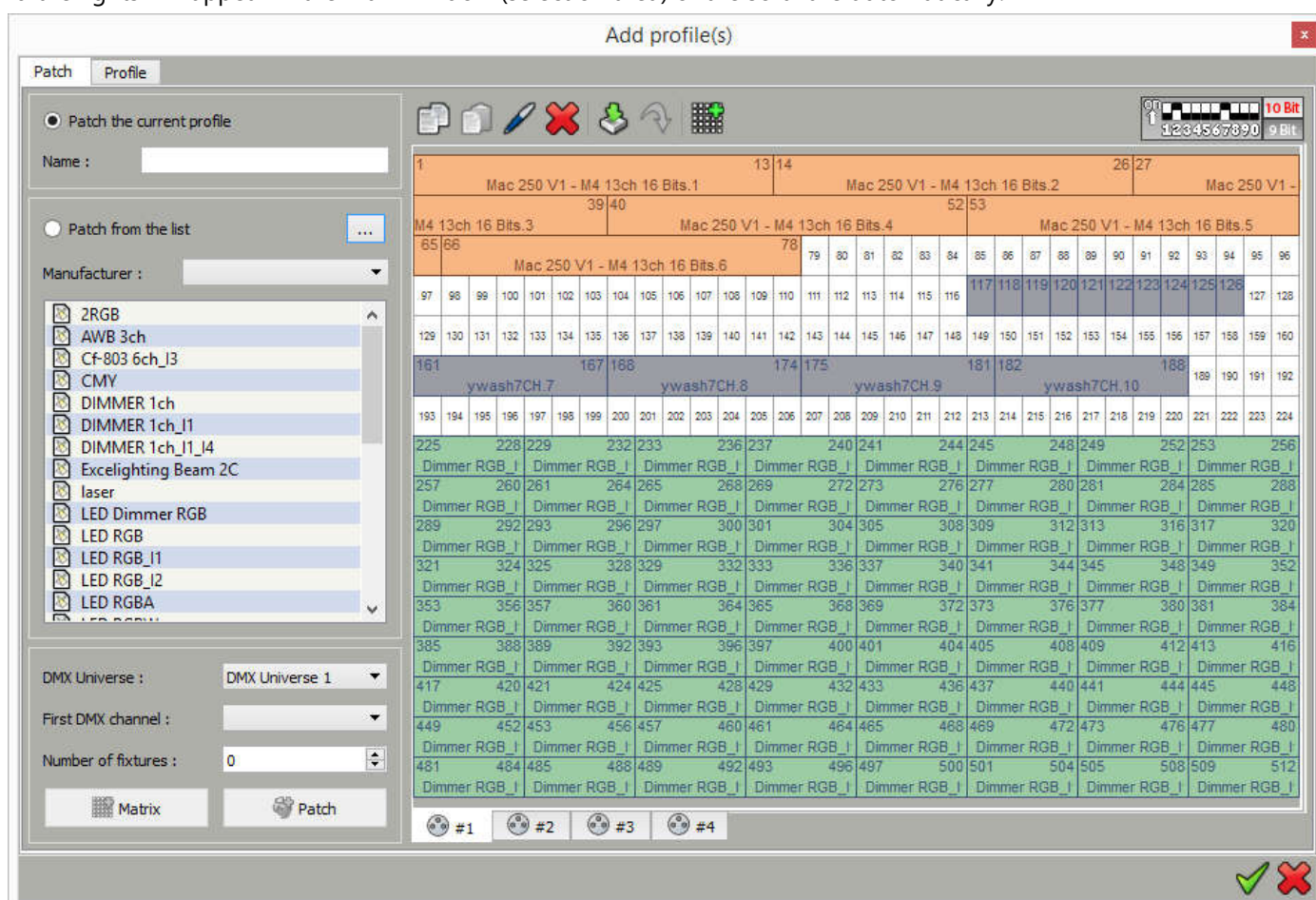
This chapter describes how to use the controls and the effects of the software after having created a DMX patch.

Once the DMX Patch is confirmed, all the corresponding controls and effects buttons will automatically appear.

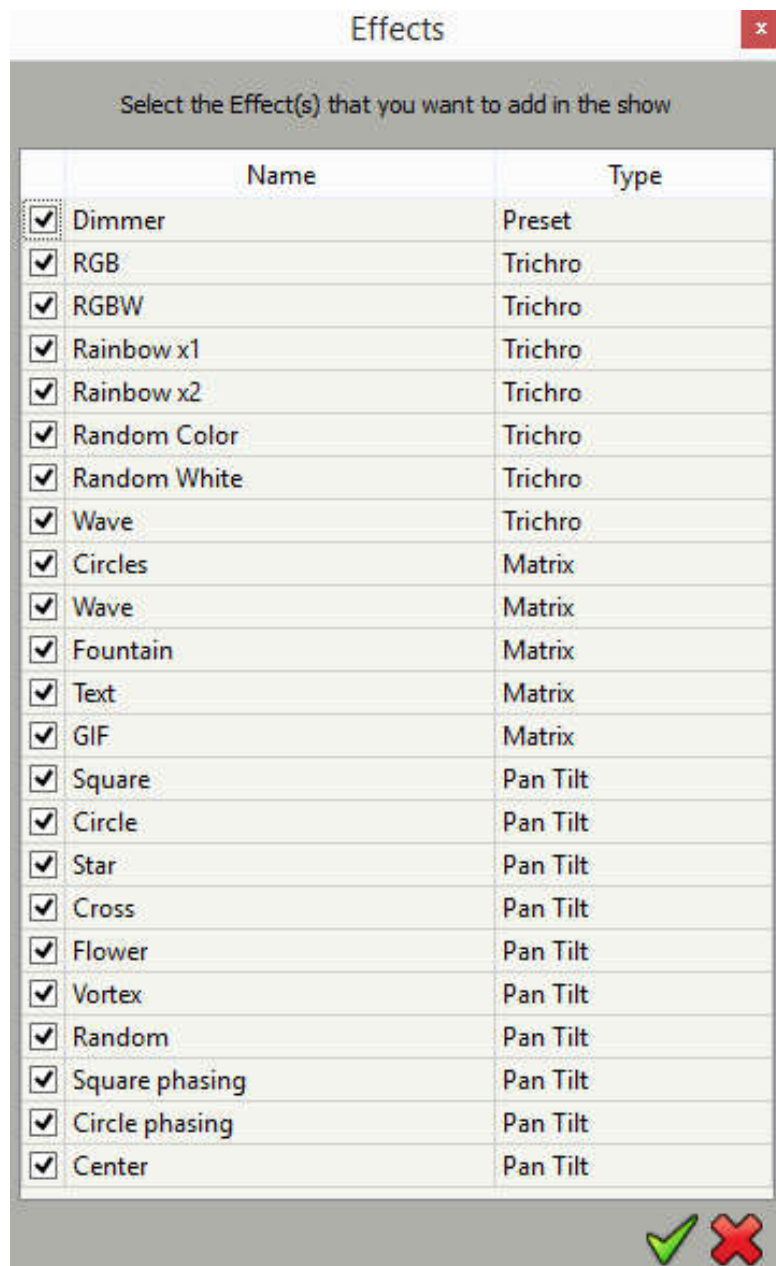
Control functions and control efficiency depend on the quality of the profiles used in the DMX patch. With accurate profiles and channel descriptions, the software will create additional control possibilities and accurate commands to help with lighting programming.

## DMX PATCH, CONTROLS AND EFFECTS

The software uses the Patch information to generate powerful functions that will help you to create great effects in a very short time. When the Profiles and DMX addresses match the lights, you can confirm the Patch. Then the profiles and the lights will appear in the main window (selection area) of the software automatically.



After the Patch validation, the software will prompt you to choose several type of 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. The type and number of effect depend on the channels types and features declared in the profiles.

After confirmed the list of effects, all the profiles used in the Path appear in the selection area and the effect buttons appear in the effect tab of the software.

Effect selection window

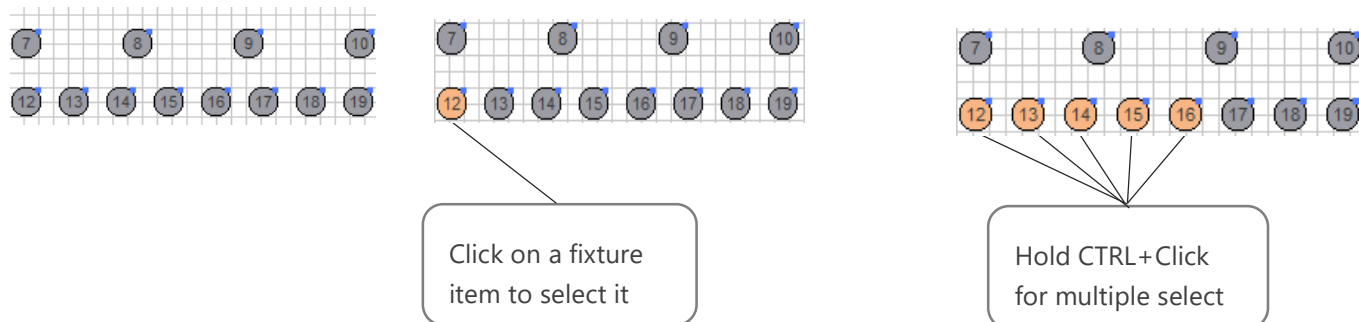
## SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

The screenshot displays the Pro DMX software interface with the following components labeled:

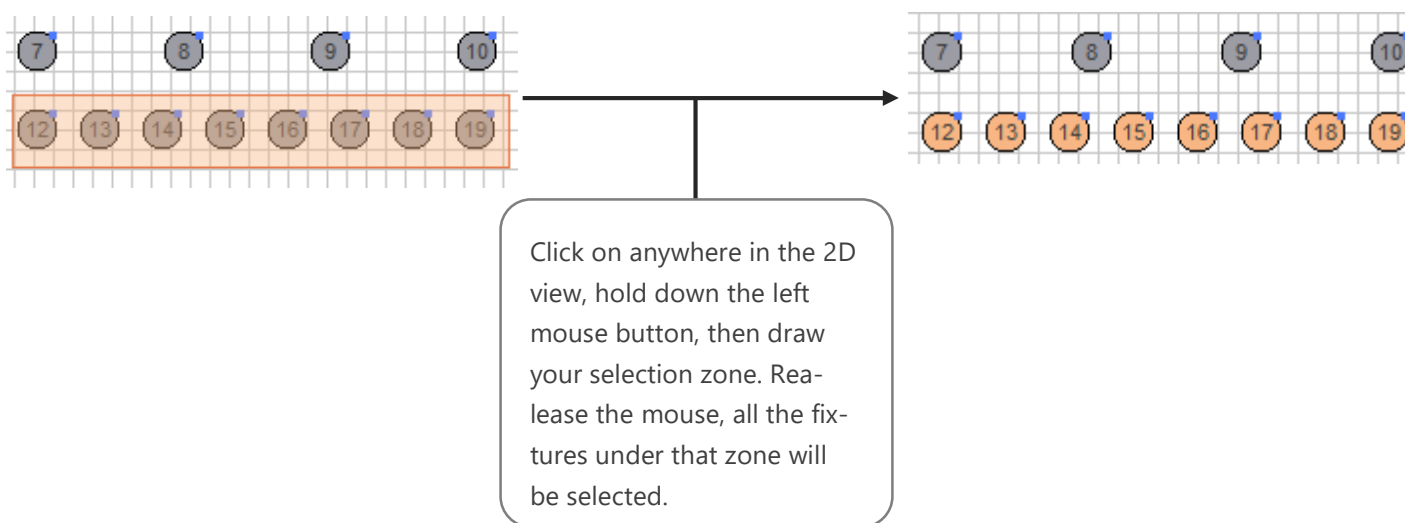
- Effects tab:** Located at the top left, it contains a grid of effect buttons such as Dimmer, Strobe, Prism, Gobo rotation, RGB, RGBW, Rainbow x1, Rainbow x2, Random Color, Random White, Wave, Circles, Fountain, Text, GIF, Square, Circle, Star, Cross, Flower, Vortex, Random, Square phasing, Circle phasing, and Center.
- Selection toolbar:** A vertical toolbar on the right side of the Effects tab containing various selection and manipulation tools.
- Fixtures selection's area:** A grid of fixture numbers (1-120) on the right side of the interface, with a smaller grid of fixture numbers (1-32) below it.
- Patch result:** A horizontal bar at the bottom of the interface showing the results of the patching process, with columns for fixture numbers (1-19) and their corresponding DMX Universe values.
- Presets window:** A small window at the bottom left of the interface, showing a list of presets.

## FIXTURES SELECTION

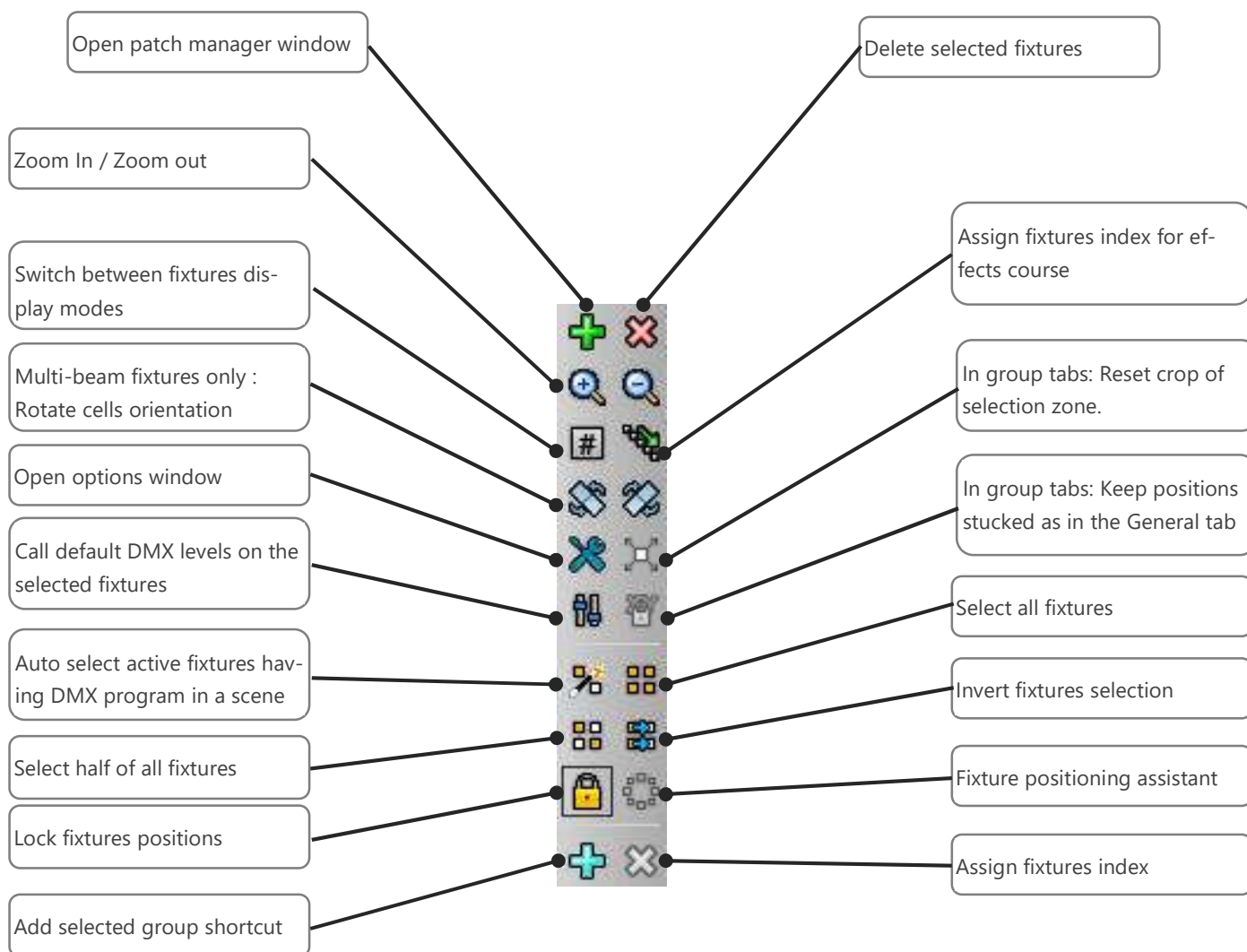
In the 2D area you can select / unselect the fixtures by clicking on their pictograms



You can also select them by drawing a selection zone

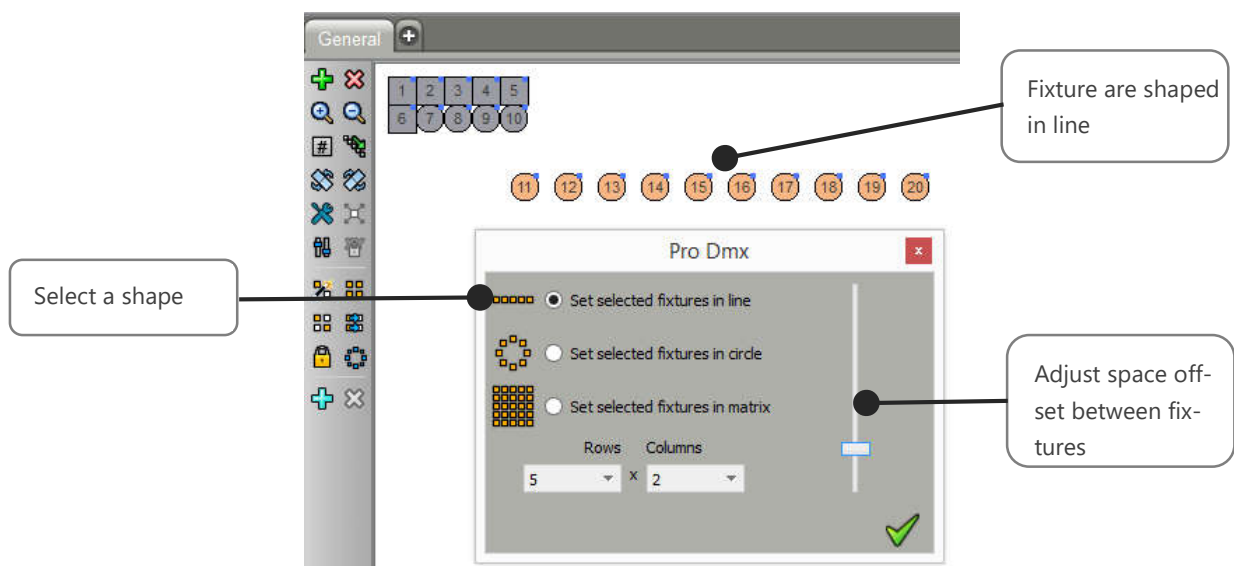
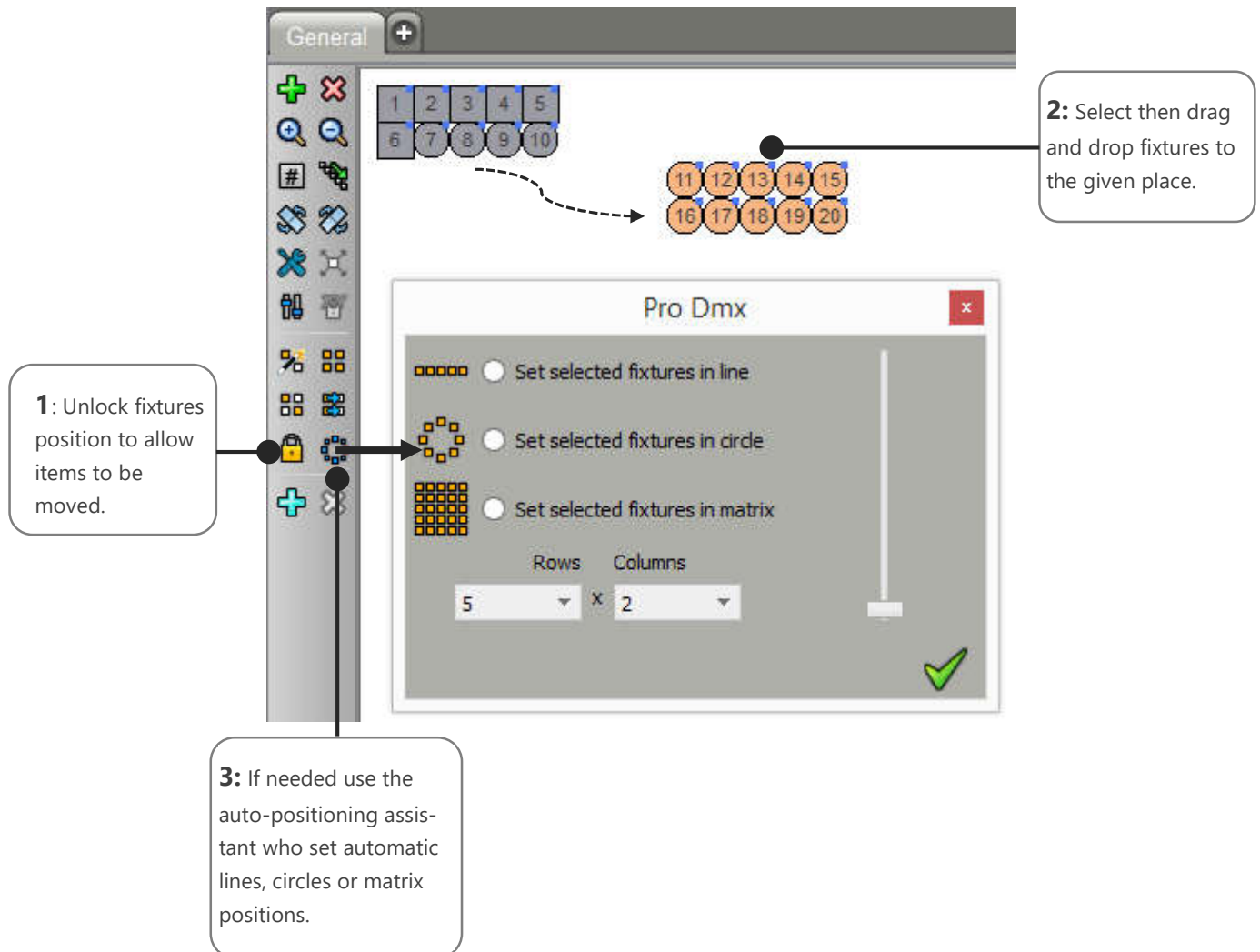


## SELECTION TOOLBAR





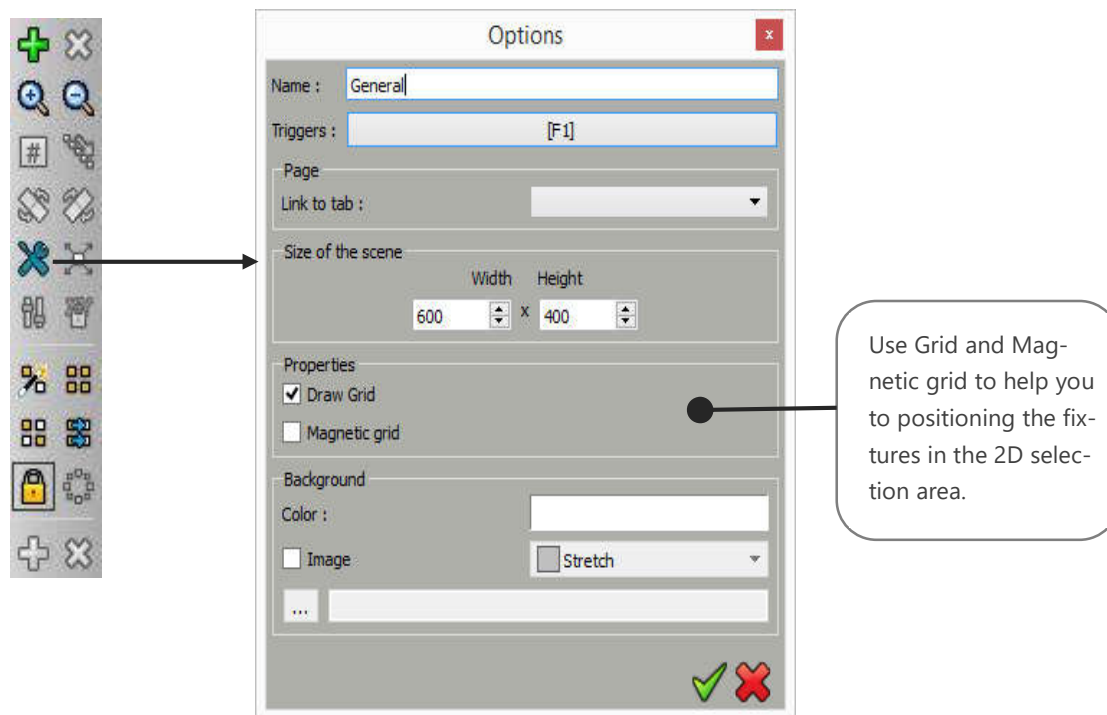
## ARRANGE FIXTURES IN THE SELECTION AREA



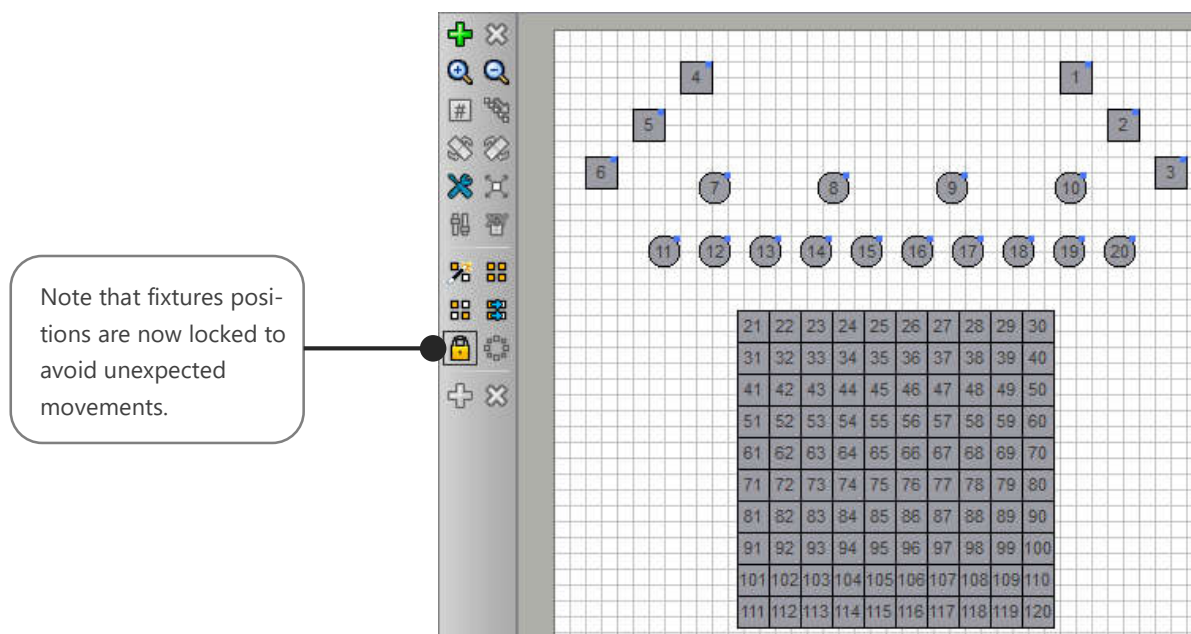


## FIXTURES POSITIONING OPTIONS

Here we show you how to activate the grid and magnetic grid of the selection area from the options window.



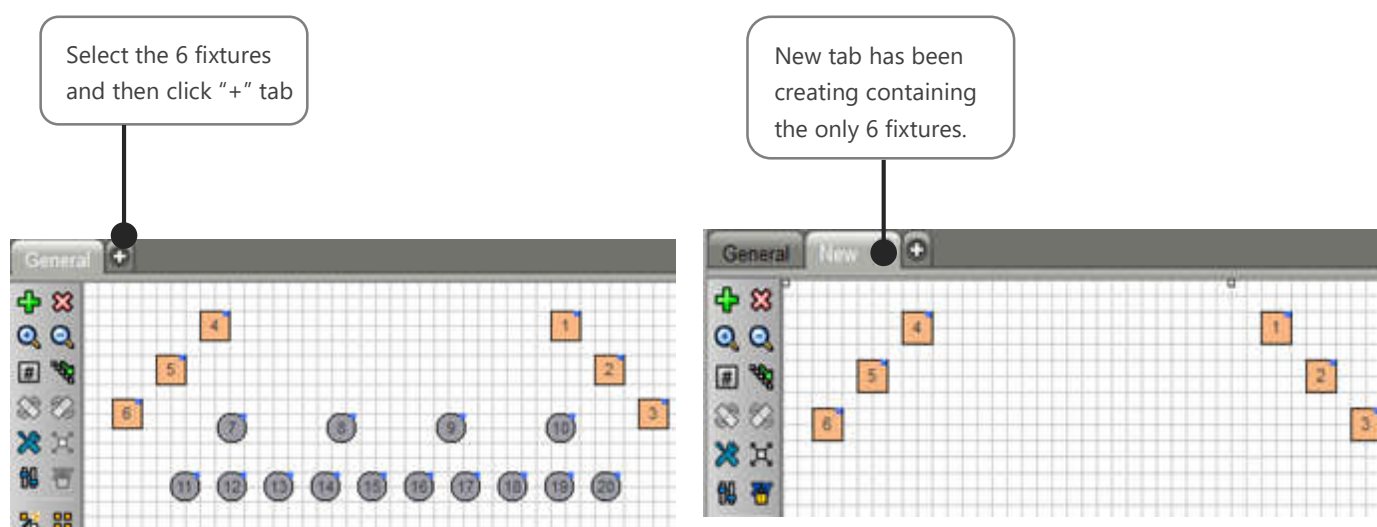
**Final positioning result:**



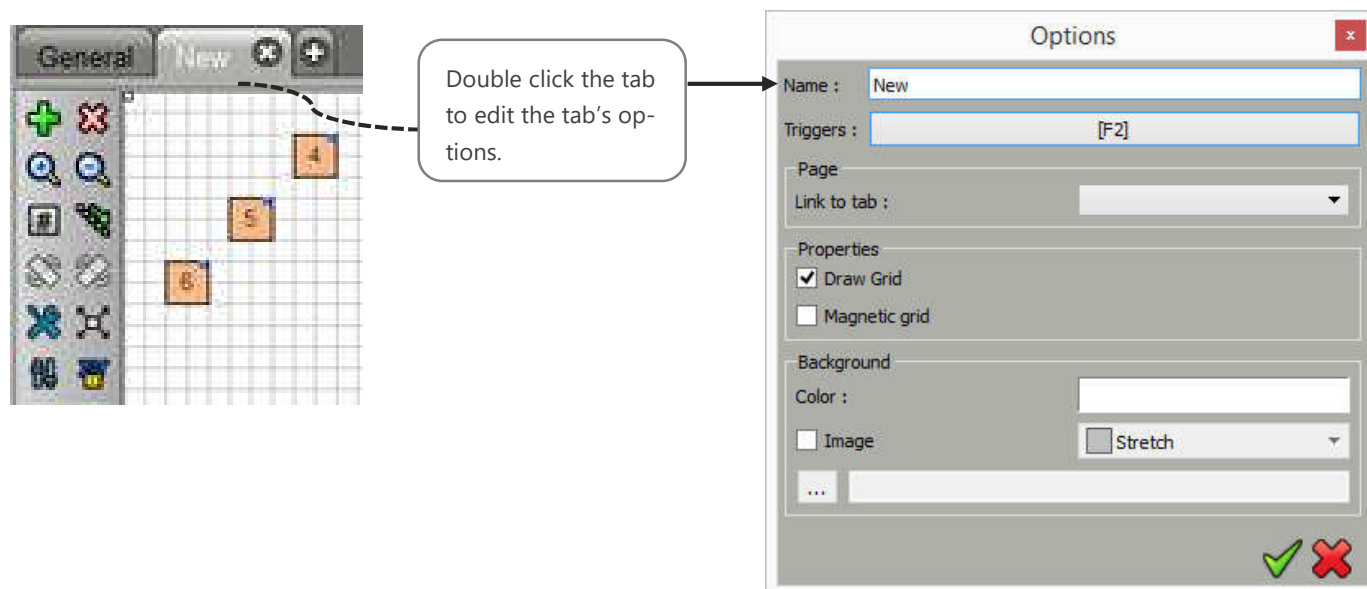
## CREATING FIXTURES GROUPS

It is possible to add fixtures groups as a tab by clicking the tab "+" at the top of the selection area. If fixtures are selected when you click the "+" button, they will be automatically included in the new group tab.

In the following example, let's create a fixture group for our 6 moving heads spot:



Now let's rename this new group:



**Note:** The General tab still and will ever contains the all fixtures of the complete patch.

## FIXTURES GROUP OPTIONS

Each group can be called by default with F1 to F12 keyboard keys, but it is also possible to assign different triggering signals to call a group.

Edit the group name

Assign group triggers

### Options

Name :

Triggers :

Page  
Link to tab :

Properties  
☒ Draw Grid  
☐ Magnetic grid

Background  
Color :   
☐ Image 

Stretch

✓
✗

Link a scene's tab to a fixture group. Calling the group the linked scene tab will be displayed too for an immediate scenes access.

Draw a grid to facilitate fixtures placement. Magnetic will help for alignment.

Draw background color or picture on the selection area.

Triggers

Shortcut

Select shortcut :

Midi trigger

MIDI

☒ No Midi trigger

☐ Midi Note

☐ Midi Ctrl Change

☐ Midi Prog Change

Channel :

Value :

Min :

Max :

DMX

DMX

☒ No DMX trigger

☐ DMX Level

☐ DMX Scale

DMX Universe :

Channel :

Value :

Min :

Max :

SA Triggers

SA

Buttons :

Remote :

External Contacts :

☐ Auto release
 
✓
✗

Keyboard shortcut.

MIDI trigger, MIDI notes or controls.

DMX-IN trigger from an external DMX console signal.

DMX interface's buttons, IR remote or external closure contacts.

User Manual – How to use live controls and effects

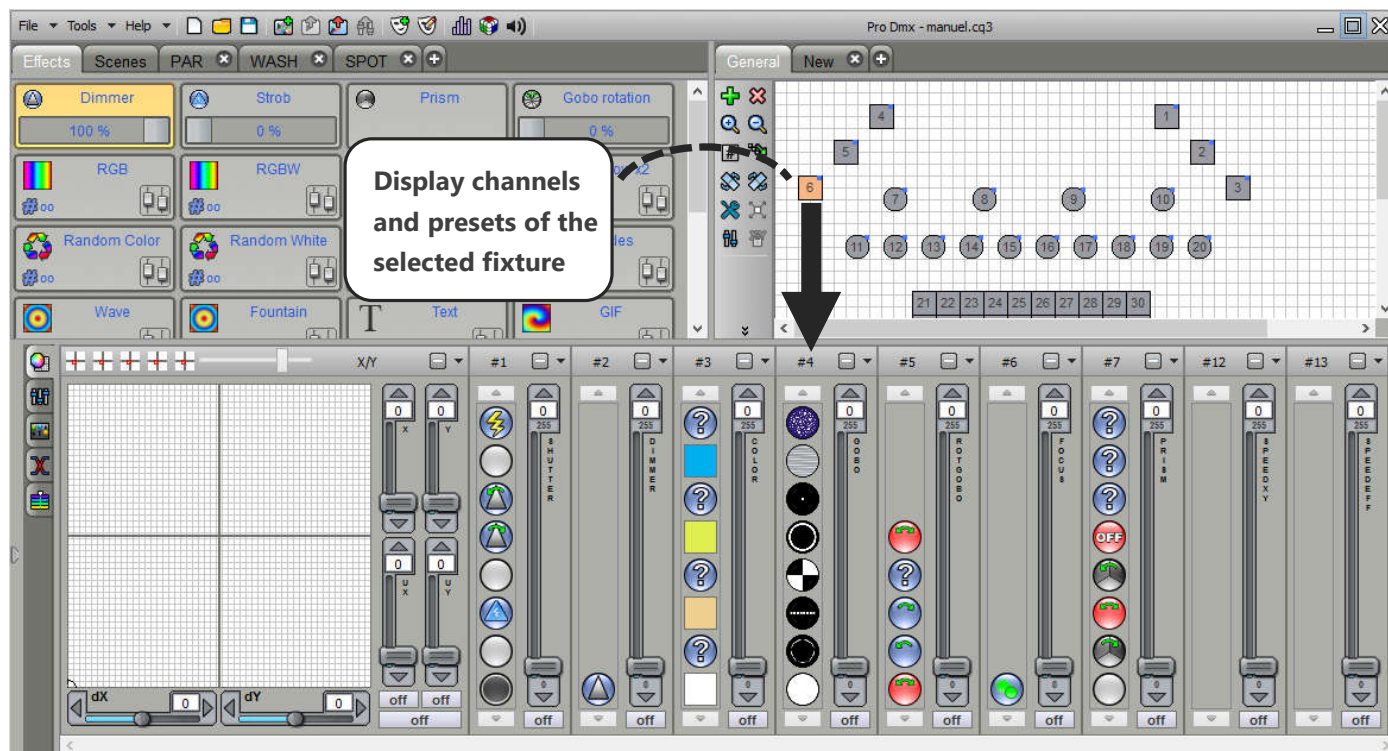
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## FIXTURES SELECTION AND PRESETS CONTROLS

When you select one or several types of fixtures from in a selection tab, the software compares the profiles and will only show their common channels and presets.

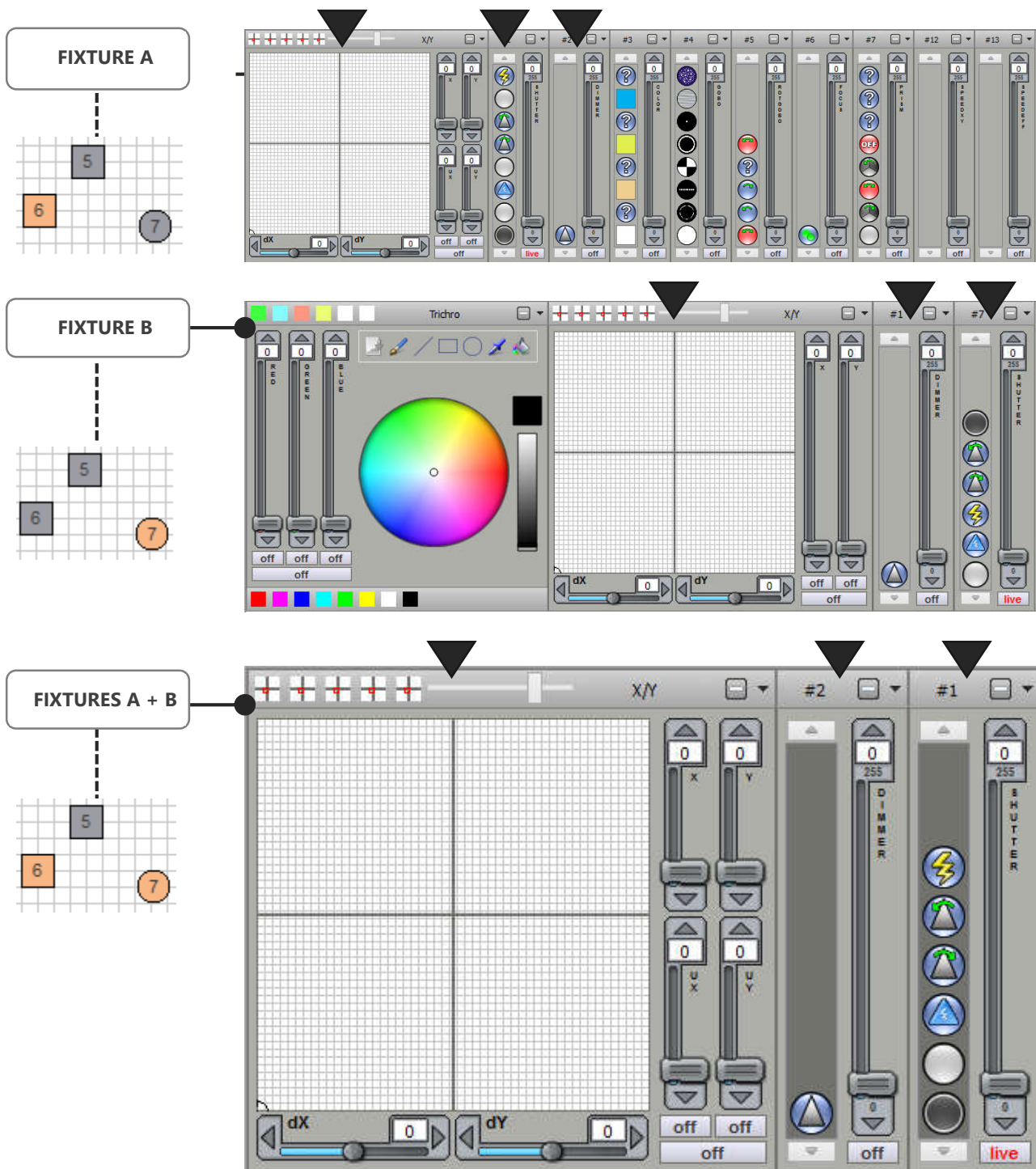
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

If only one type of fixture is selected then the whole profile's channels and presets will be displayed as following:



## COMMON CHANNELS DISPLAY

If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display the Pan&Tilt Palette. If they have a dimmer, dimmer will be shown. But if only one of them has an RGB, the software won't display the RGB palette. See the following example:

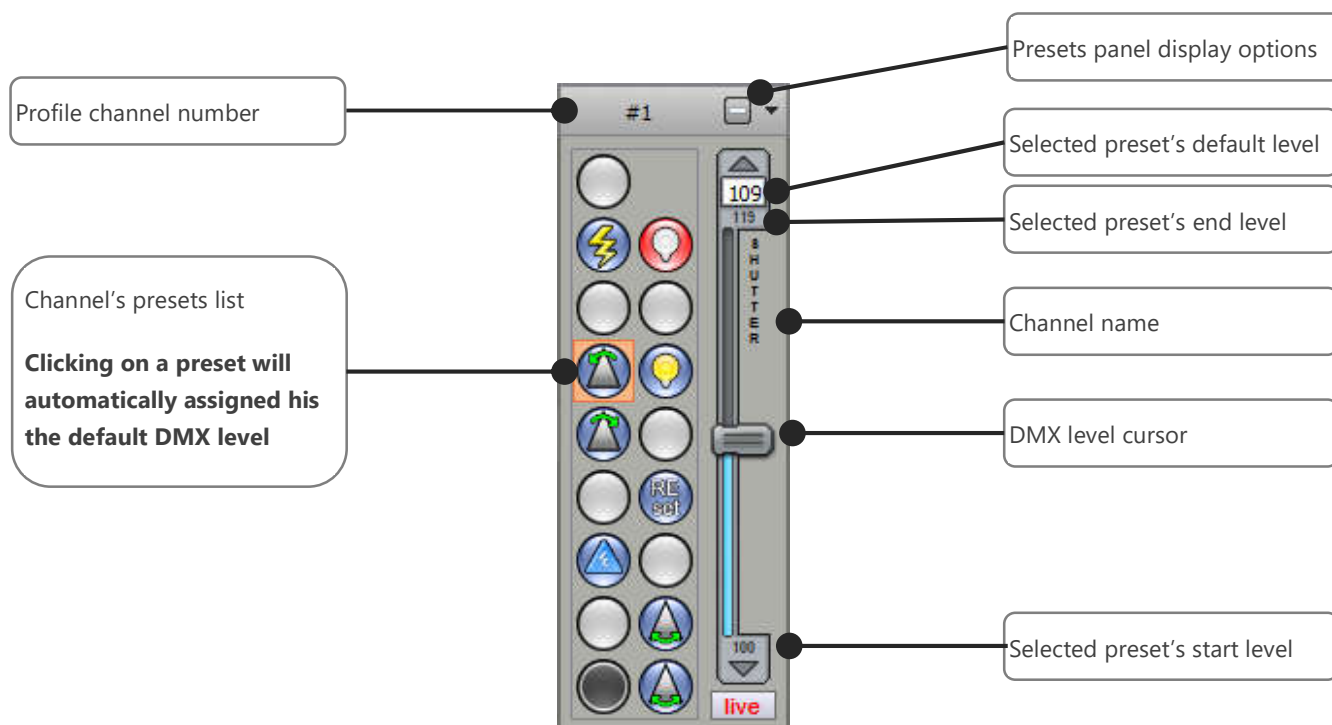


**NOTE:** Common channels that can be displayed are RGB, CMY, RGBY, RGBA, Pan&Tilt, Dimmer, Focus, Iris and Zoom.



## PRESET MODE CHANNEL DISPLAY

When you select several fixture based on the same profile, the software displays all the profile's channels. Each channel's control module is displayed as following:



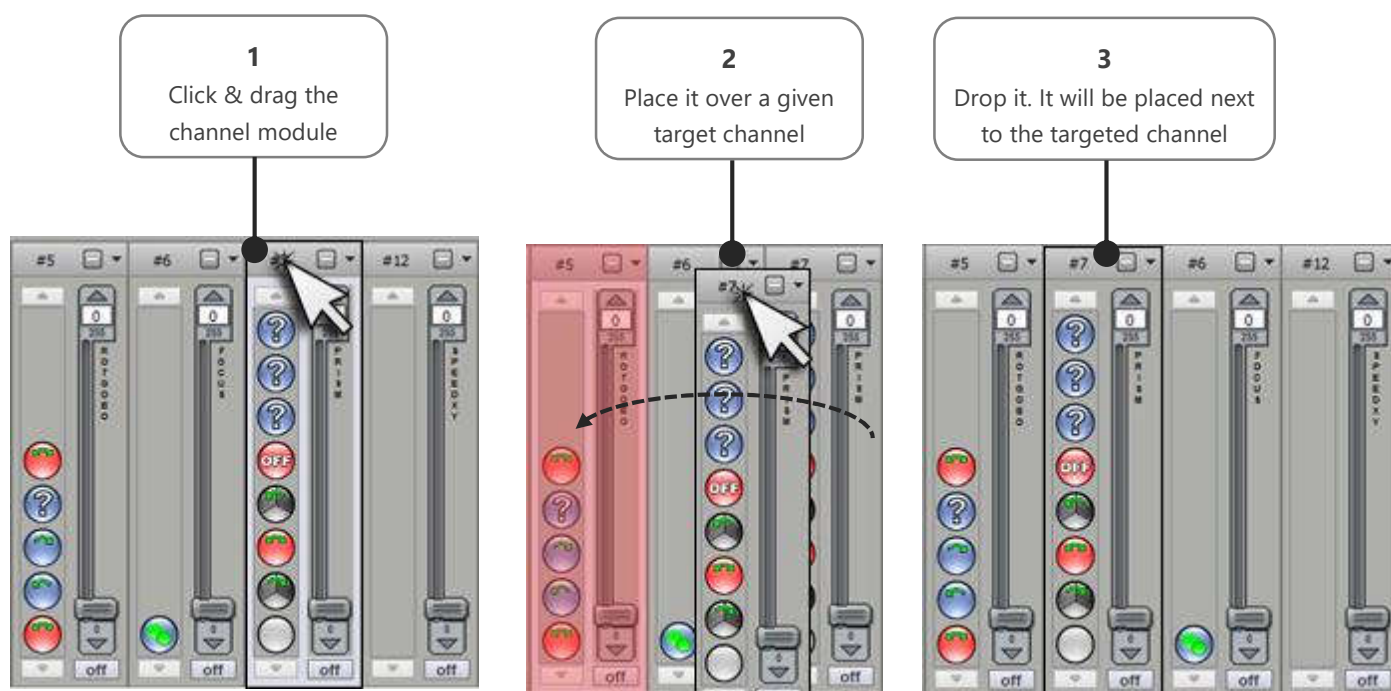
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

The presets display mode automatically manage the DMX universes. You do not need to switch from one DMX universe to another one like in the channels faders display mode.

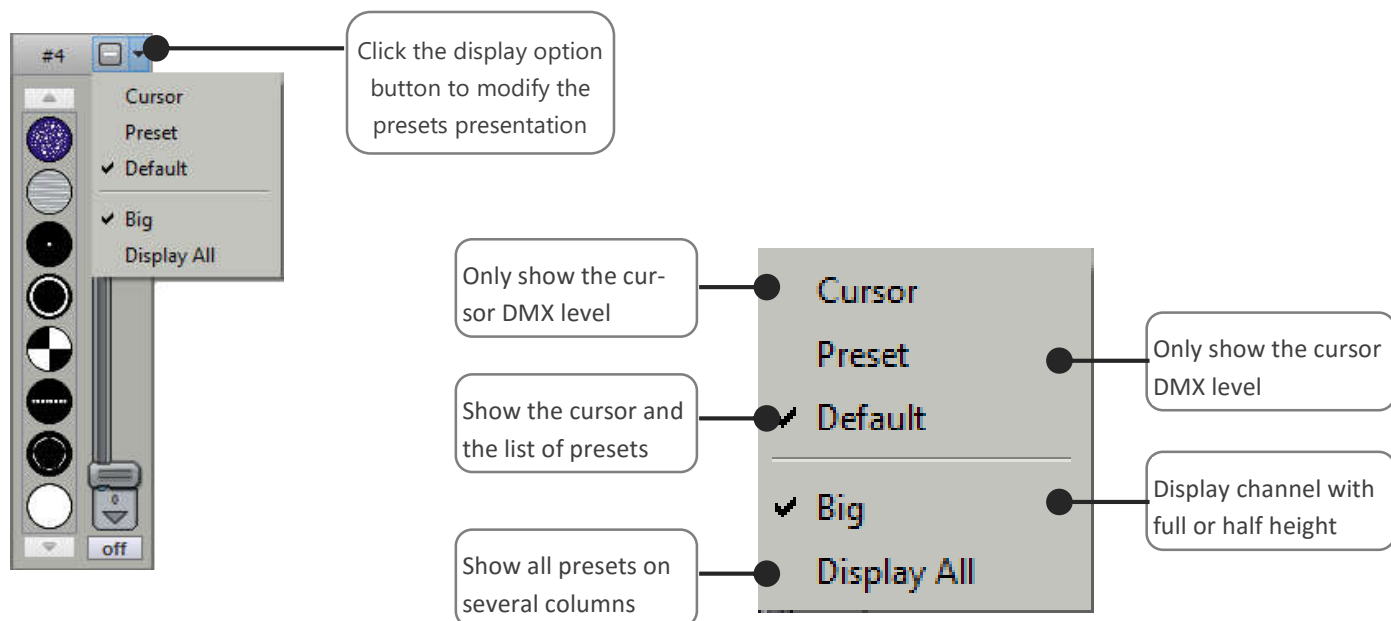
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

## CUSTOMIZE THE PRESET WINDOW – DISPLAY OPTIONS

The software offers several customization options to provide an effective working space work surface to users. Each preset channel can be moved by clicking in the upper part of the channel and by drag and drop to the desired location as following:

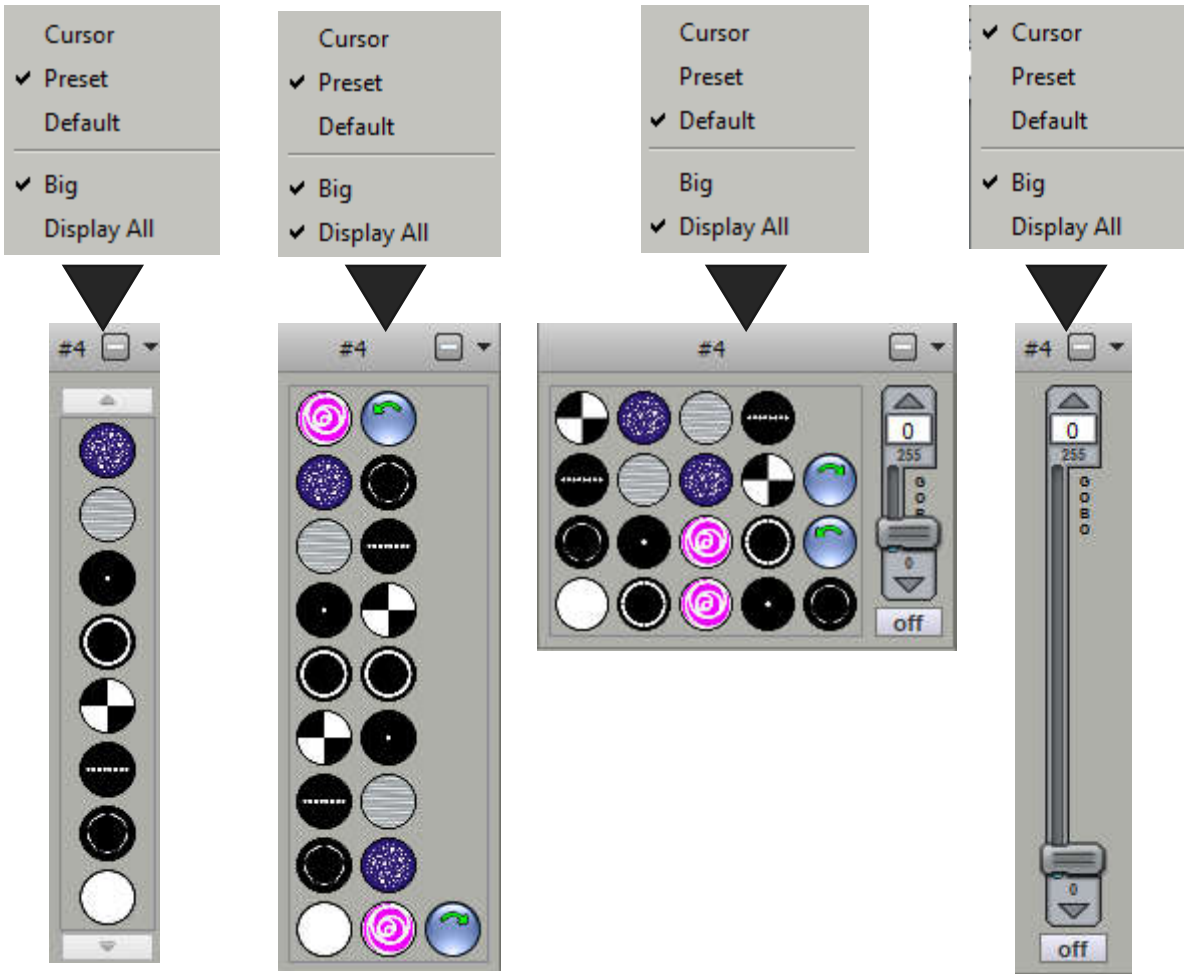


Presets display possibilities:

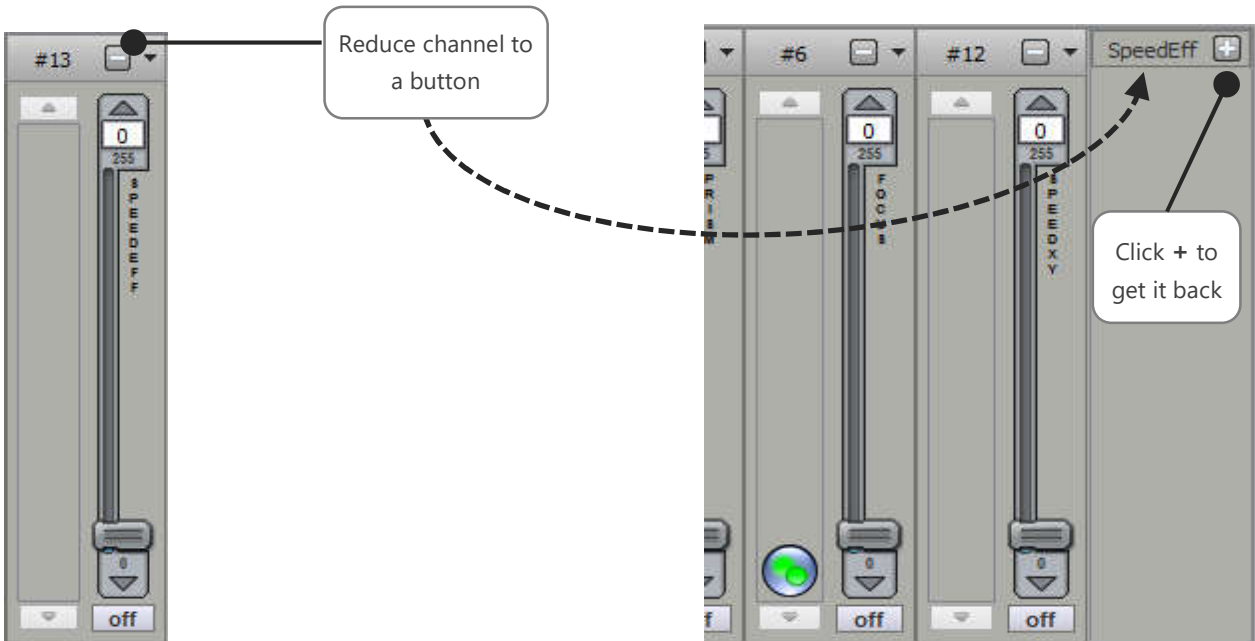




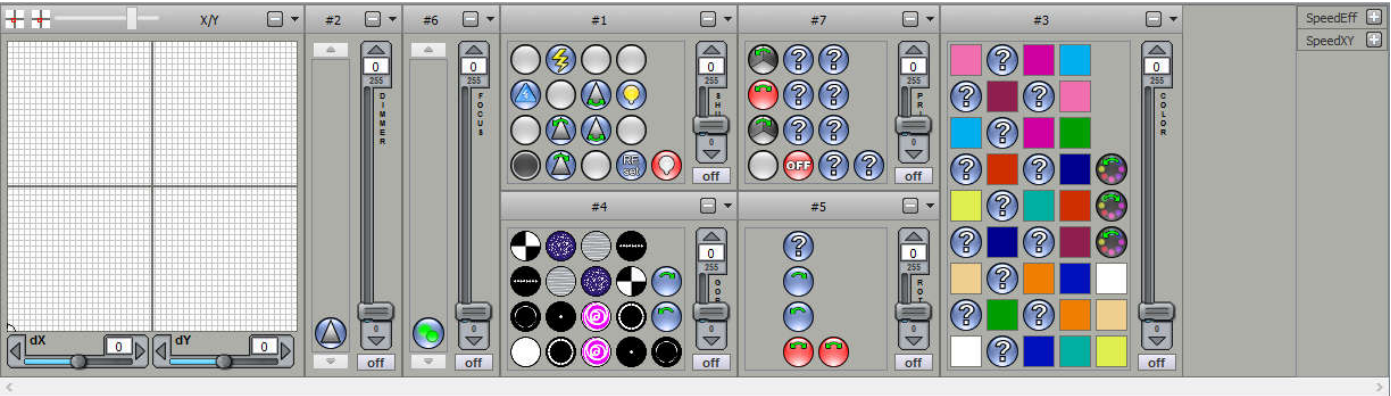
Choose the combination that you need to optimize the space as shew in the following examples:



Finally to maximize the display optimization, it is also possible to reduce the channels into a single button. Click on the "-" button on top of the channel. This feature is useful to hide some useless channels (example: the reset, the speed channels)



Result of customized presets windows:



FOCUS ON PAN AND TILT PRESET

If the selected devices have channels a pan tilt movement, a specific window appears in the presets window.

Adjust the precision of the beam positioning with the mouse.

XY record buttons, to save sets of positions. Right click on a button to record selected fixtures positions. Then left click to call back the saved XY position

Grid of XY position. Selected fixtures will take the current XY position. Left click moves right to the mouse pointer. Right click moves following on the mouse movement.

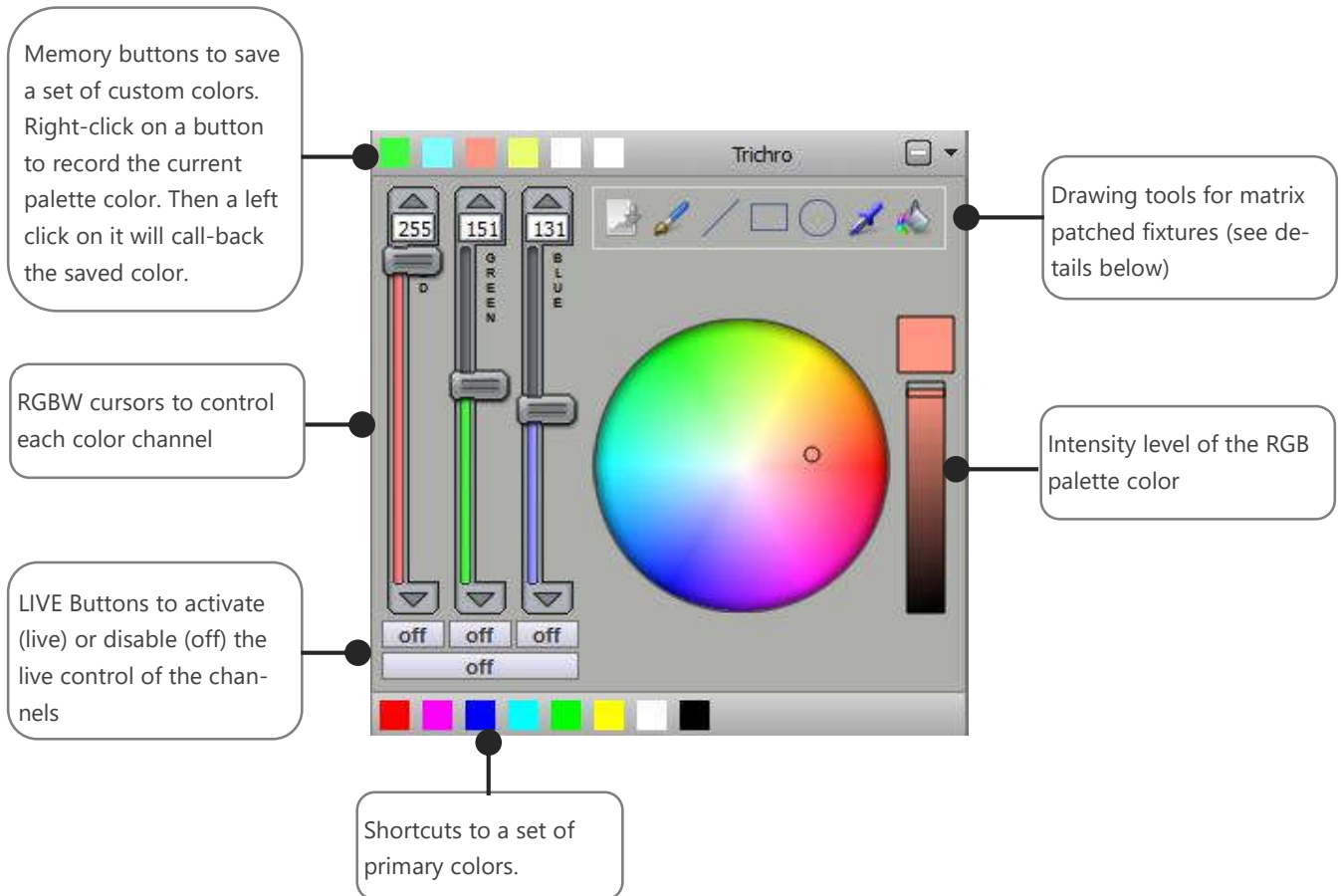
Cursor for DMX pan / tilt and XY channels (8 or 16 bits).

LIVE Buttons to activate (Live) or disable (off) the live control of the channels

Make an X and Y de-phasing and create a fan-like effect. An offset angle is applied to the XY position of each selected fixtures.

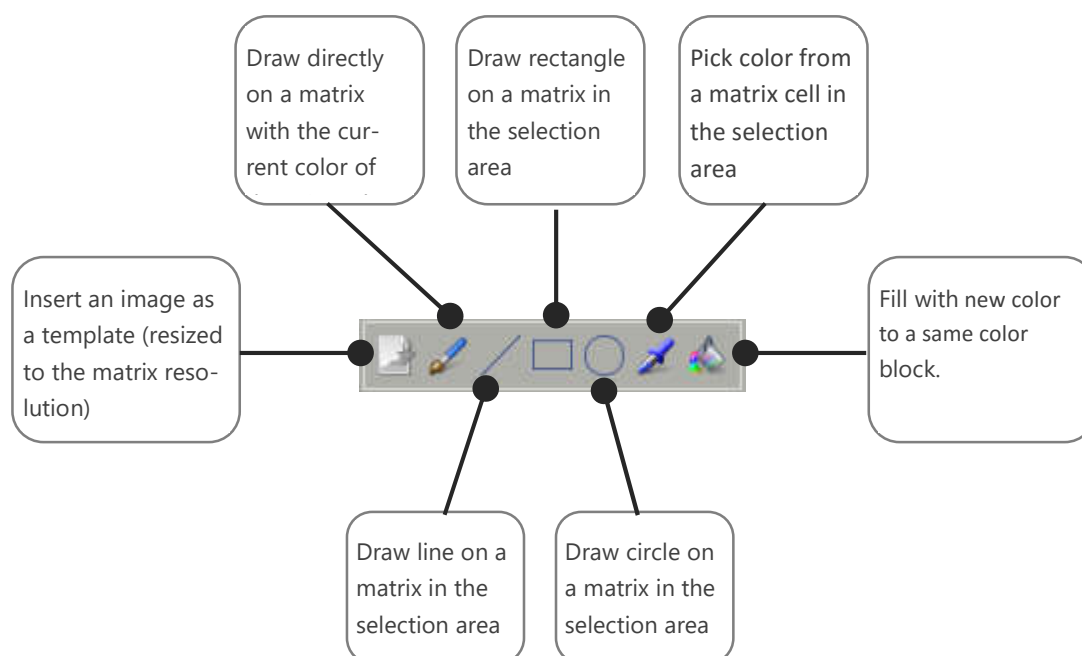
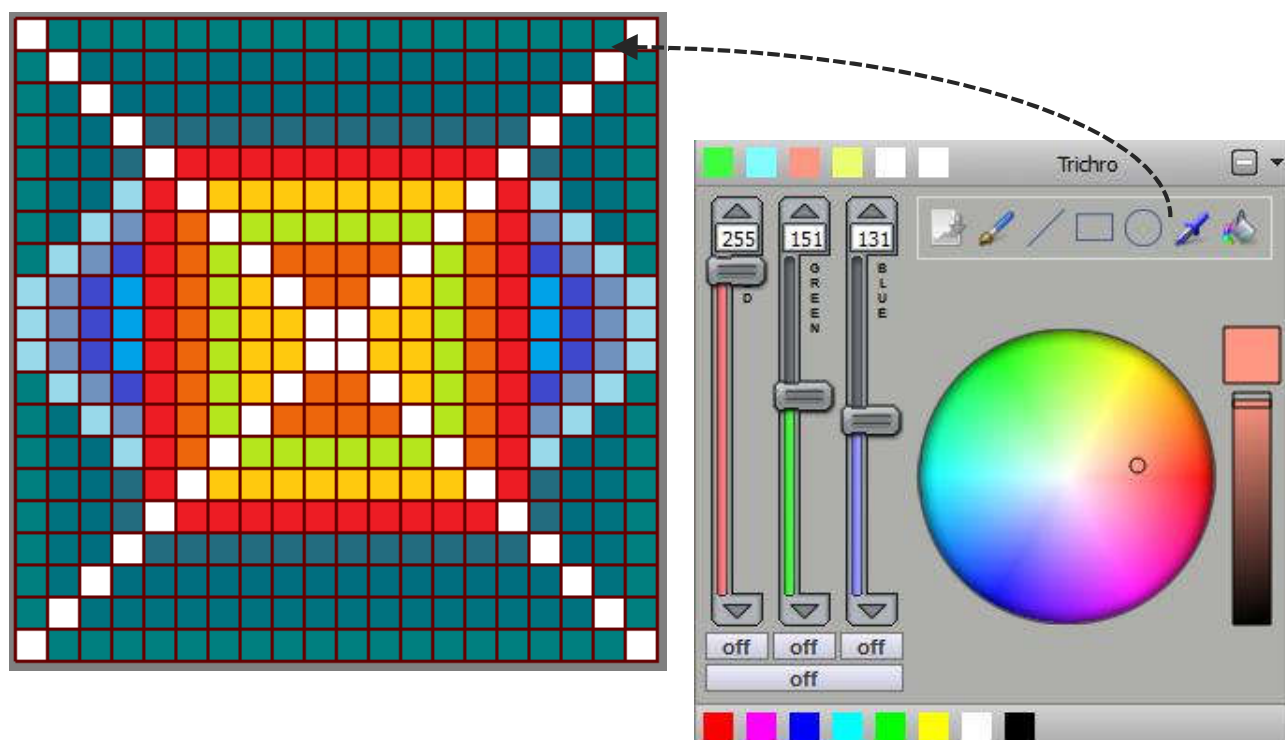
A detailed view of the XY preset window. It features a large grid at the top. Below the grid are two vertical sliders labeled 'x' and 'y', each with a '0' at the top and a '255' at the bottom. To the right of these sliders are two more sliders labeled 'u x' and 'u y', also with '0' and '255' markers. At the bottom, there are two horizontal sliders labeled 'dx' and 'dy', each with a '0' in the middle. To the right of these are two buttons labeled 'off' and 'off'. Above the grid, there are several small square buttons with red and white patterns. To the right of the grid, there are two buttons labeled 'off' and 'off'.

## FOCUS ON RGB OR CMY COLOR PRESET



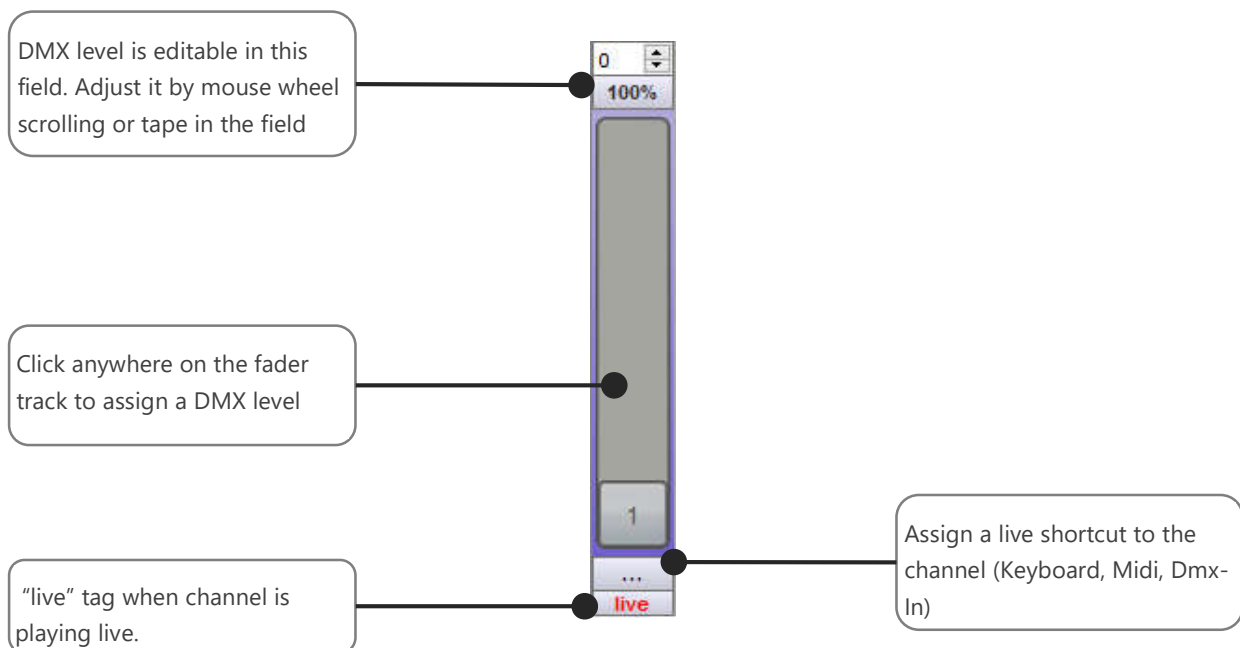
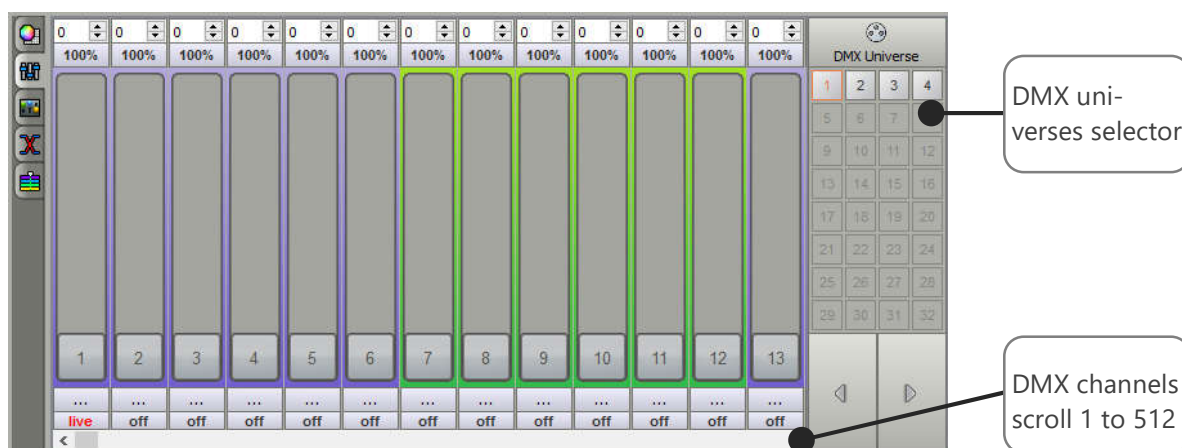
**Note:** There is an automatic calculation of the color white, if the selected devices have a channel white / Amber.

## FOCUS ON THE RGB PALETTE TO DRAW ON RGB FIXTURES MATRIX



## FADER MODE CHANNELS DISPLAY

The second control mode is the channels mode, it uses conventional faders for each DMX channels. The circuits are represented as a table of 512 DMX channels per universe

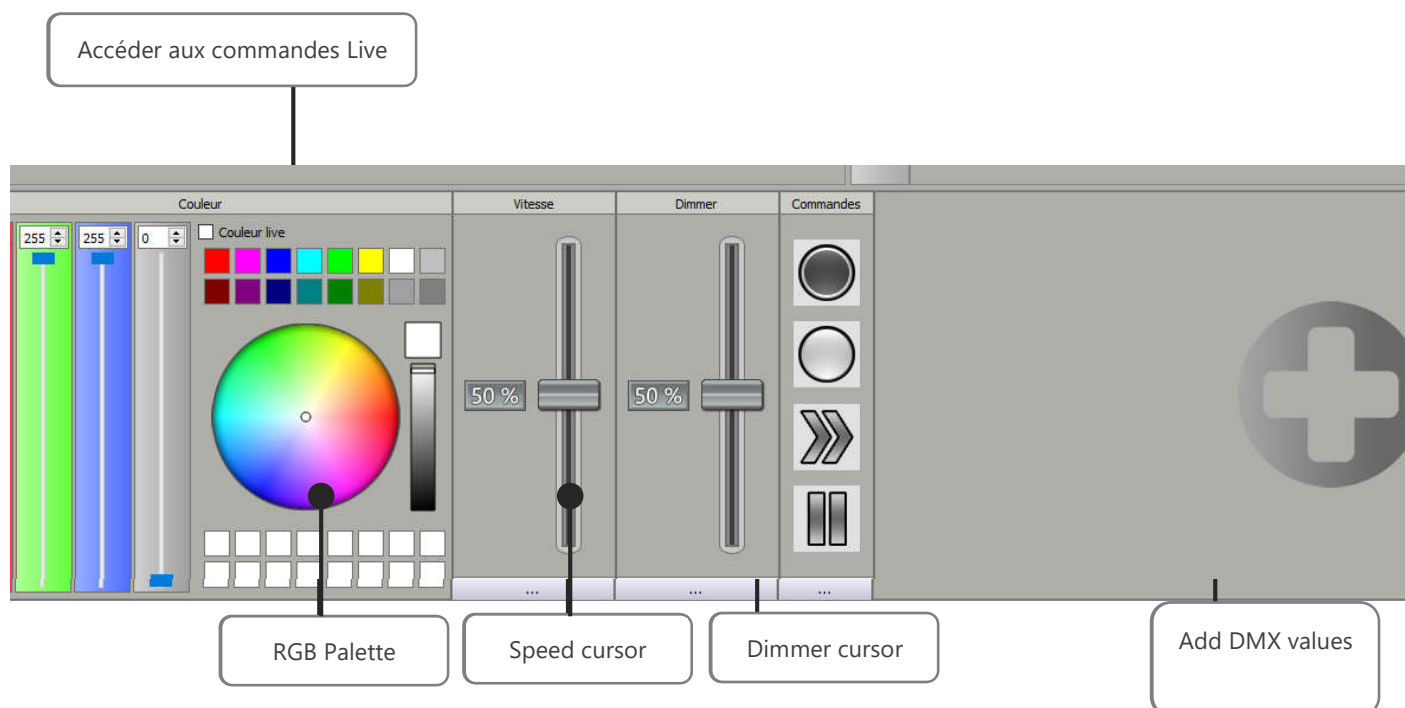


The software offers 3 background colors for the channels. Grey for channels not associated with a profile, and 2 other colors to distinguish the channel associated with odd and even appliances.

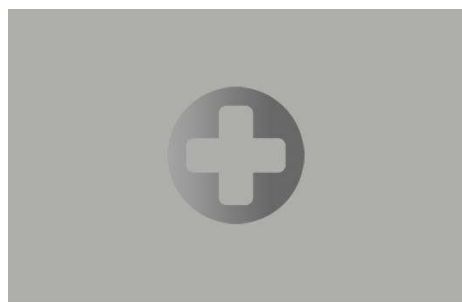
The channel mode can be useful for quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

## LIVE COMMANDS DISPLAY

Live commands allow you to take control on the scenes. Untick the « live color » box to get back to the initial DMX Programming. Keep in mind that the cursors of the live commands are general and will impact your show in its whole. However, you can also customize your own commands to interact on specific channels.

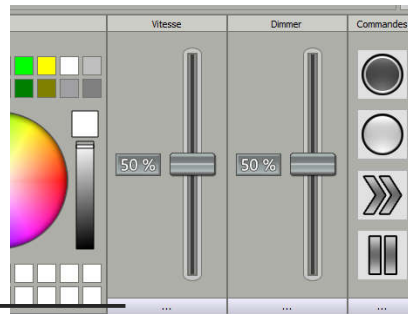


## CUSTOMIZABLE DMX CHANNELS



You can also add customizable channel controls. « Current dynamic values » allows you to decrease DMX levels of specific channels such as the « zoom ». You can organise Live commands and customizable channels live commands via the « drag and drop » function.

## RACCOURCIS MIDI ET CONTROLES DMX DANS LE LIVE BOARD



Assign shortcut to Live commands :

Triggers

Input

Output

Shortcut

Select shortcut :

Midi trigger

MIDI

☐ Feedback

☒ No Midi trigger
 ☐ Midi Note
 ☐ Midi Ctrl Change
 ☐ Midi Prog Change

Channel :

Value :

Min :

Max :

3

?

☐ Following values
 ☐ Following channels

RS232

Commands :

DMX

☒ No DMX trigger
 ☐ DMX Level
 ☐ DMX Scale

DMX Universe :

Channel :

Value :

Min :

Max :

3

?

☐ Following channels

SA Triggers

Buttons :

Remote :

External Contacts :

✓

✗