

# USER MANUAL

## HOW TO USE EFFECTS

V.1.2.8

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## INTRODUCTION

This chapter describes the effect generator and its options. The effect generator allows to quickly create complex visual effects in generating automatically the steps of a scene.

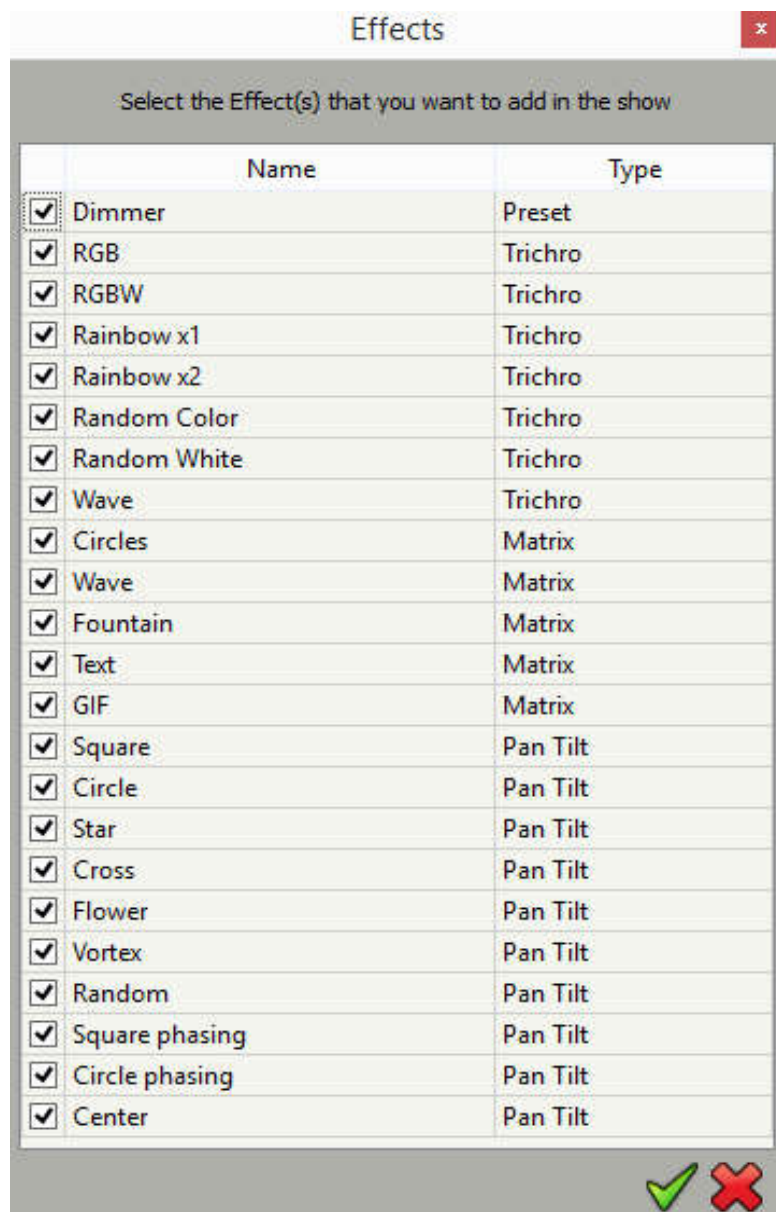
You can find the "effect tab" next to the "scenes tab". In this specific "effect tab" (which is impossible to remove), the effects are calculated dynamically and can be changed in real time.

These effects are 'global' and as a result, can be applied on a selection of fixtures having channels in common.

For example; you may create a « circle effect », and apply it to different moving heads and scanners fixtures, all of them having the same pan and tilt channels.

The same effect can thus be applied simultaneously an indefinite number of times. The use of "effects" buttons is limited to a "live" context. It is therefore impossible to include them in the Timeline or in the manual fades.

## Select effect window



When you add new fixture profiles, the software automatically offers to add "effects" buttons corresponding to circuits your fixtures have (Pan, Tilt, RGBW, CMY). From the generated list, simply check or unchecked the effect you want to add from the list.

In addition to dynamic effects such as color or sequencer of pan tilt, the software offers to add effects such as "preset" (cf. presentation of different effects) for key circuits such as dimmer, shutter etc. ... which allows to turn on your headlights. They will be active by default on your new fixtures which allows you to start working immediately with the beams on.

All effects added to the fixture creation can be changed at any moment and in real time. In addition, if your project already contains fixtures with the corresponding effects, the software does not add redundant effects in order not to complicate the presentation and use of the software.

For example: you already have a "circle" pan tilt effect, it will not be proposed to re-create it as it is applicable to any family of projectors with pan tilt.

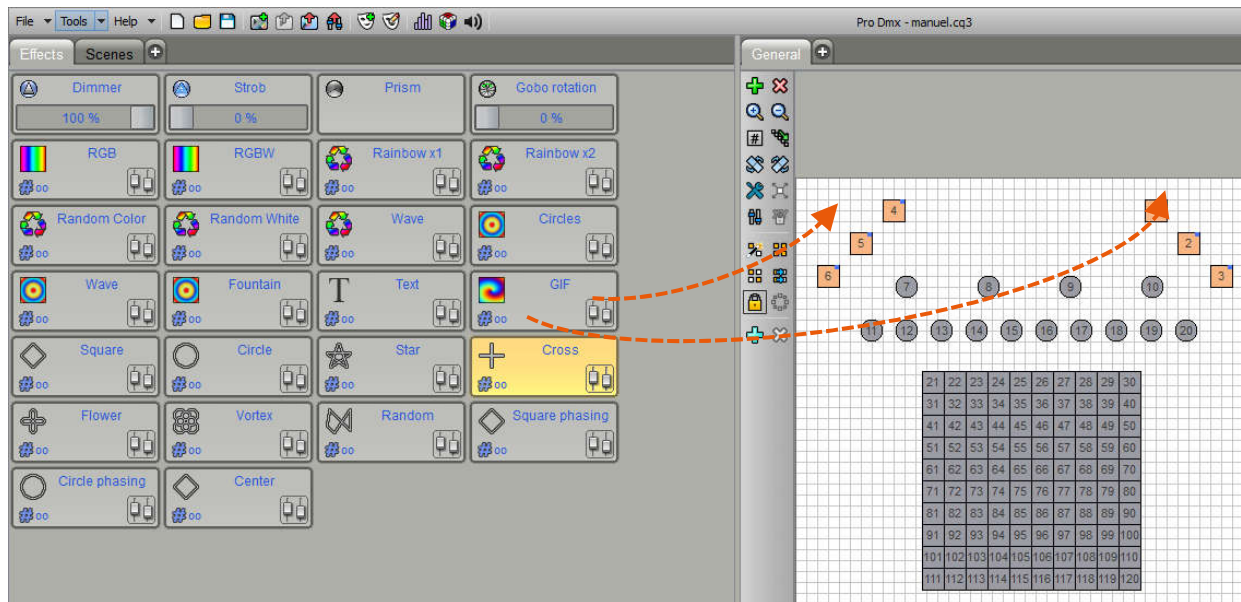
It is also possible to create new "effect" buttons at any time via the "New effect" button of the main toolbar at the top of software:



Add an effect button in the current tab

## USE THE LIVE EFFECT BUTTONS

To activate an "effect" button, it takes at least one selected fixture having channels according to the effect type. A trigger with the button will launch the execution of the effect on the fixture(s) selection. We can thus run multiple "instances" of the same effect on different fixtures selections.



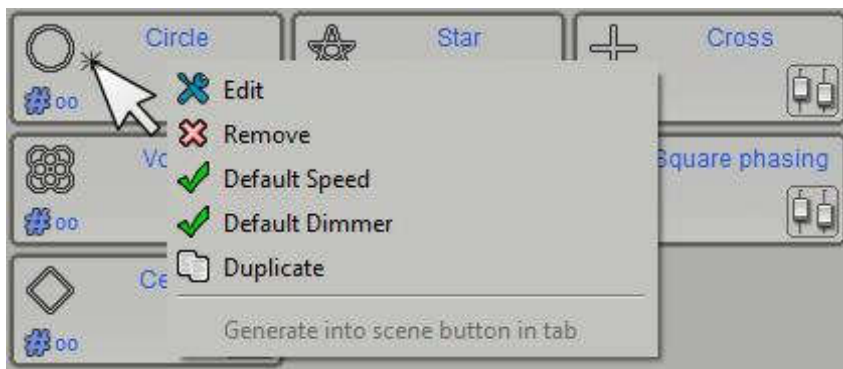
**Note:** You can combine multiple effects on the same machine as long as they relate to different circuits. If you trigger an effect on a fixture already playing another effect involving the same circuits, the previous effect is released. Example: a group of fixtures plays a "circle" pan tilt and you apply another pan tilt movement, the effect "circle" will be released on these fixtures.

Effect is displayed as active (orange) on a fixtures selection only if that selection is playing this effect. From there, it is possible to stop the effect for this specific selection of fixtures.

It is possible to release all effects simultaneously via the "release all effects" button of the main toolbar:



## EFFECTS EDITION



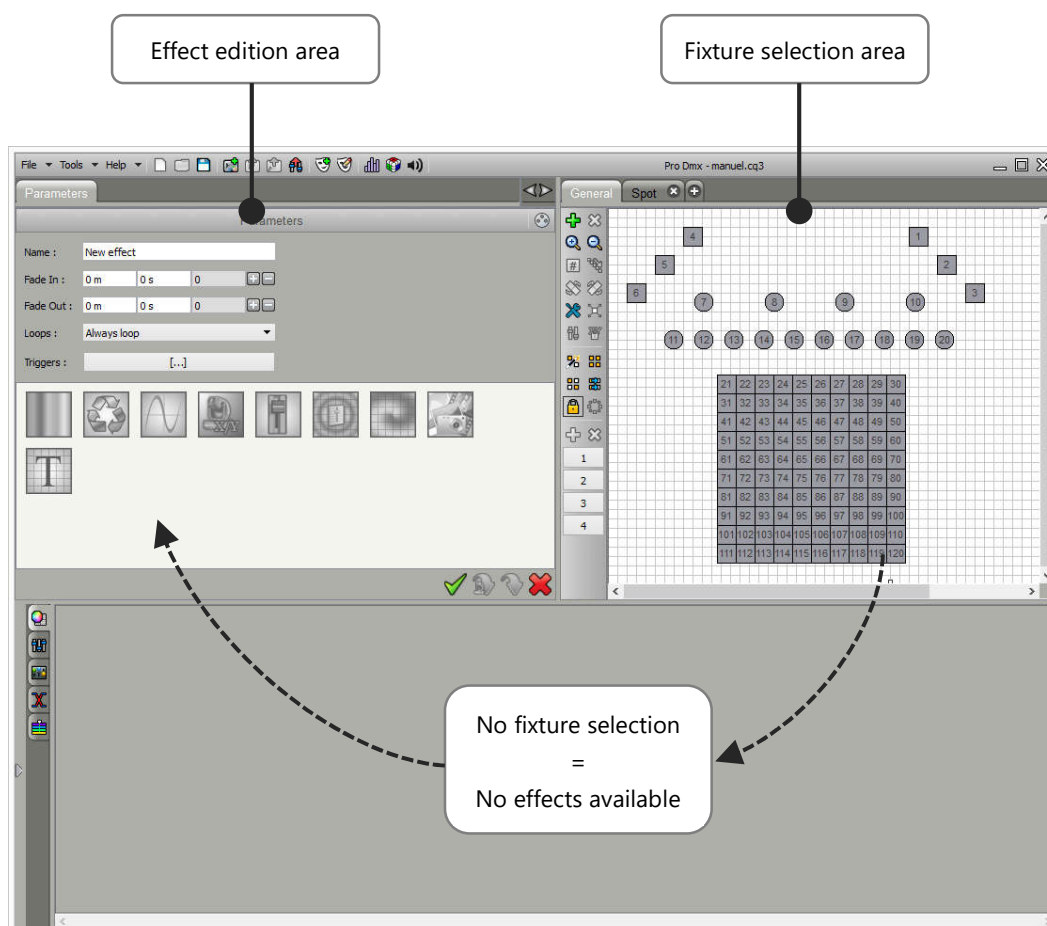
To edit an effect there is two ways:

CTRL + Click over a button

OR

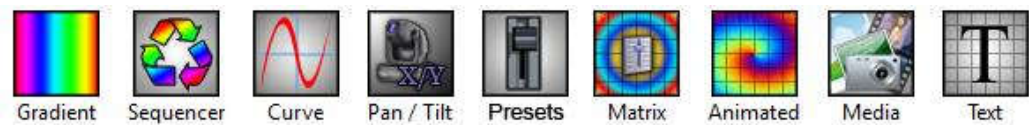
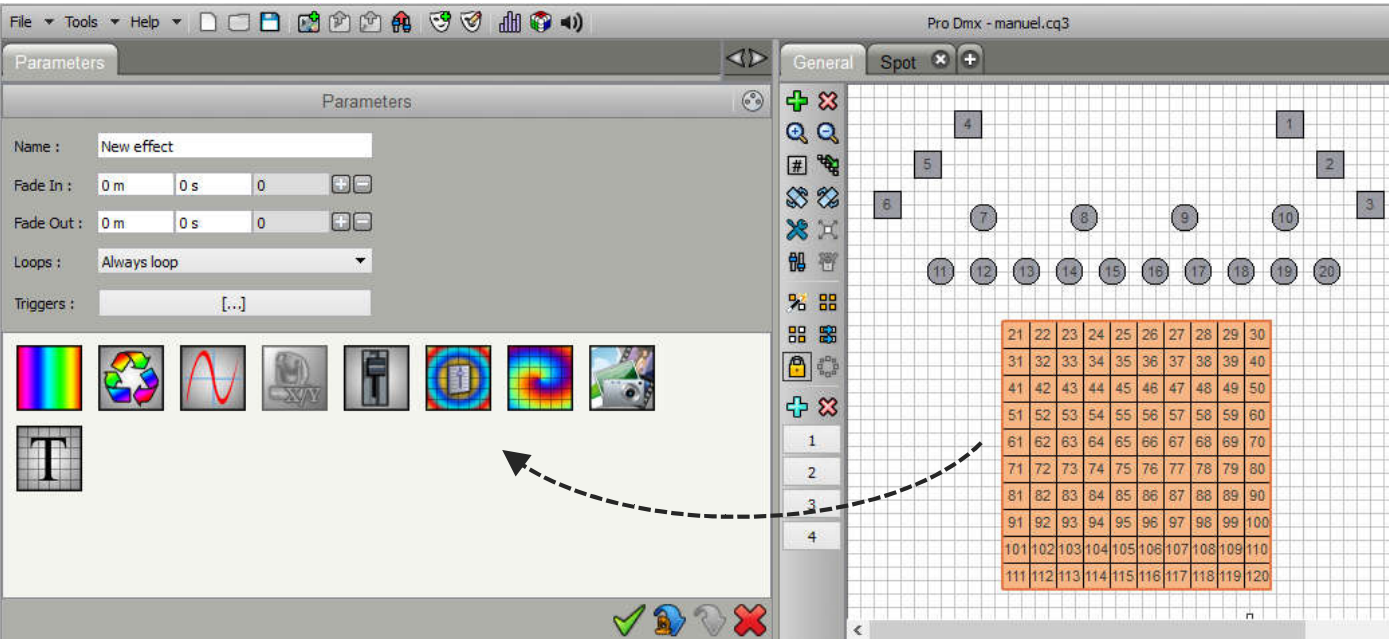
Right click over an effect button and then press "Edit" in the pop up menu.

When editing a fresh new effect, the effect list appears as inactive because the software need first to know witch fixture(s) to work with in order to define where to apply the new. effect.



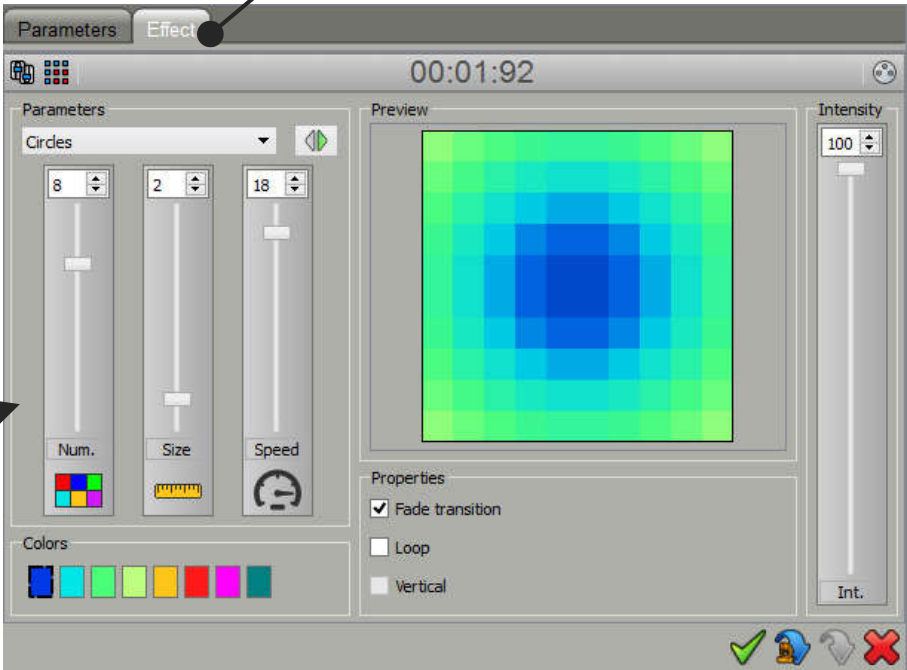
It is necessary to correctly add fixtures in the project with the DMX patch manager of the software to use efficiently the effects. The effect functions are in close relation with the type of fixture used in the project.

Now, with a fixture selection, you can choose one of the effects provided for the selected fixtures types:

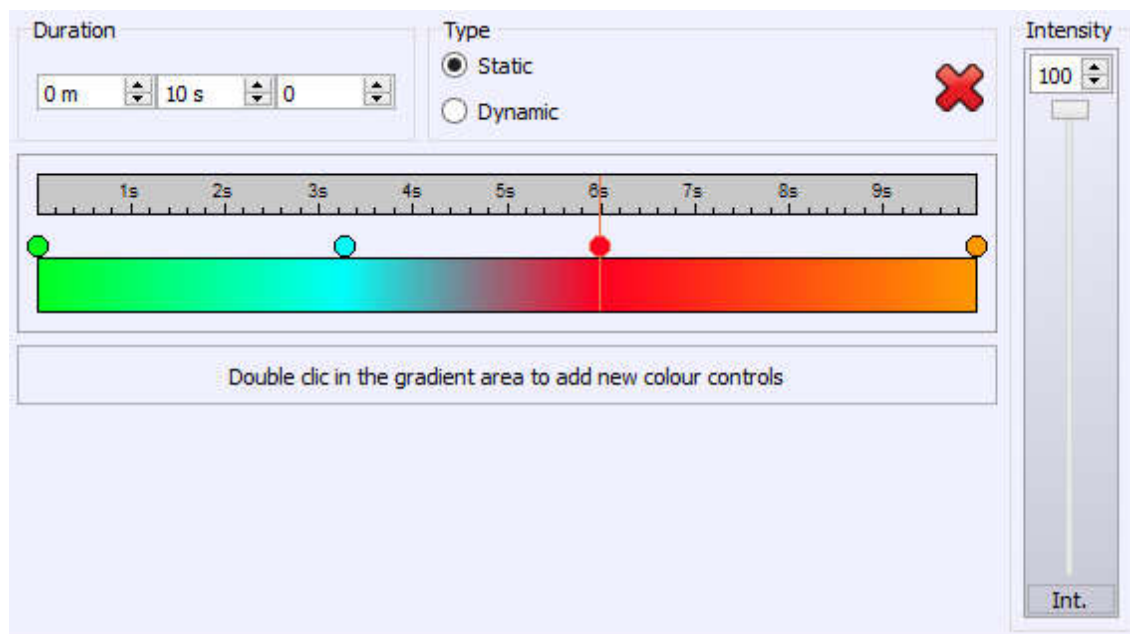


Picking an effect will automatically load the according effect tab in the effect editor area

Specific effect tab



## GRADIENT EFFECT



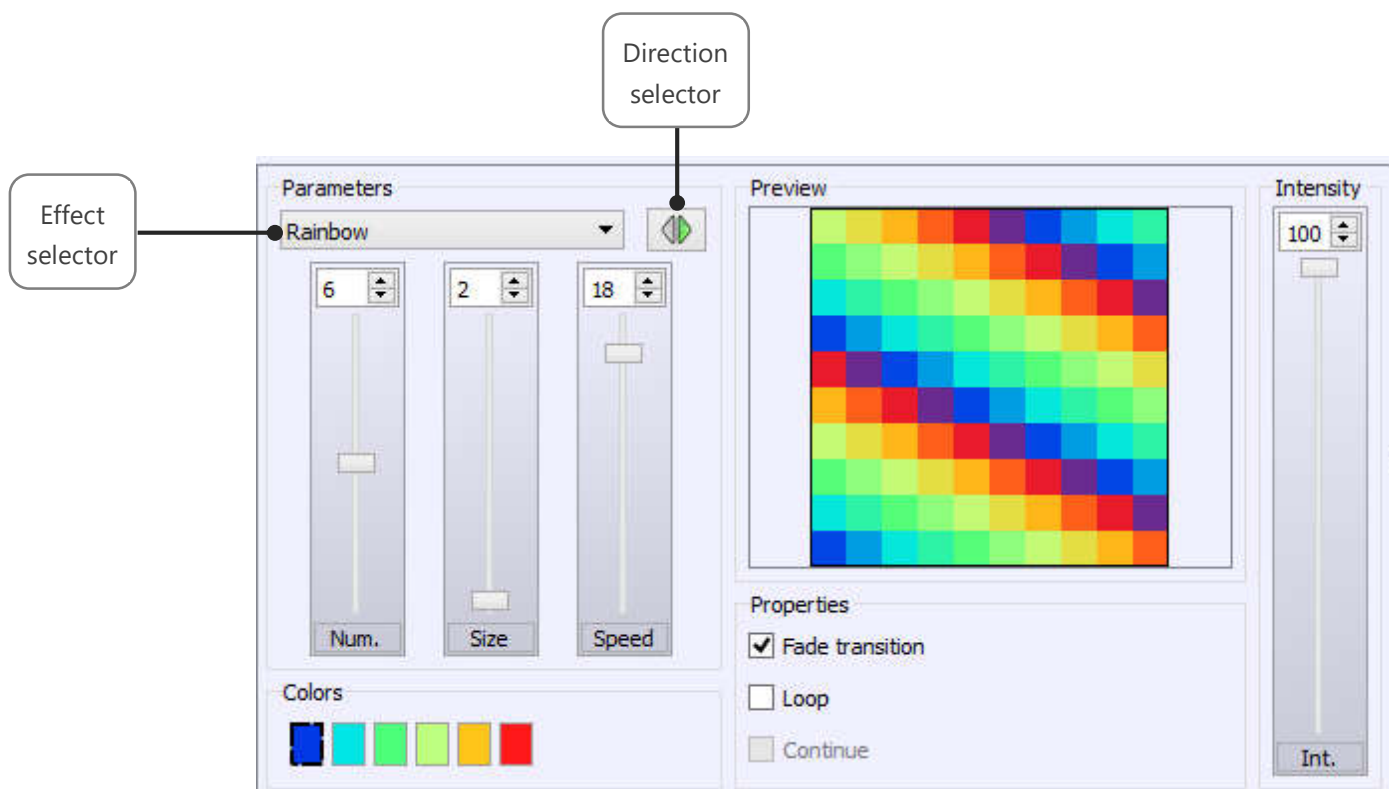
The gradient effect creates colors fades on a group of fixtures.

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 fixtures reproduce the colors fade according to their ID and fixture selection.
- **Dynamic gradient:** all selected fixtures 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.

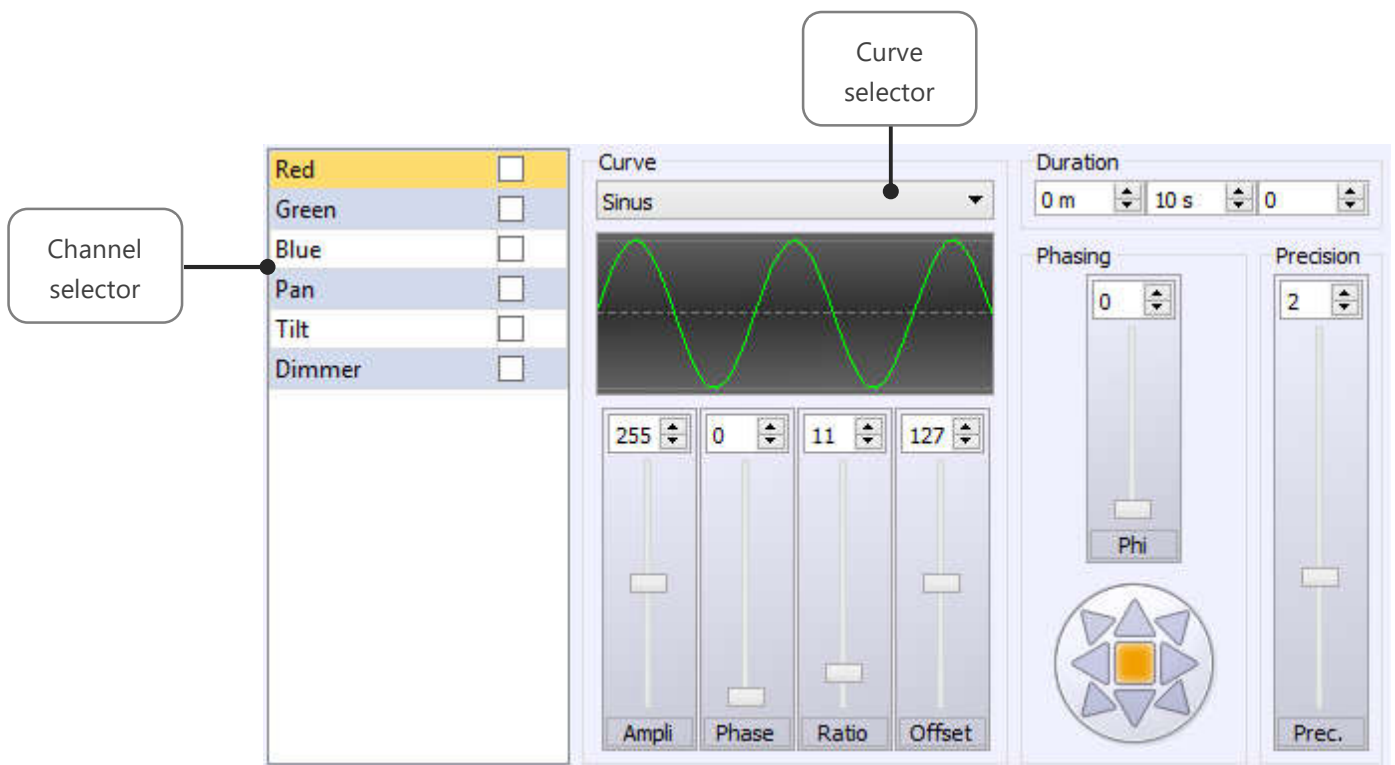




The Sequencer effect creates sequences of linear colors. It has several types of effects that can be selected via the drop-down list of parameters. For each effect, you can choose the direction of course, the number of colors, change the colors, the size of each color area (number of fixtures) and speed.

Properties allow to select (depending on the effect) type 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.



The effect curve allow to assign a mathematical curve in each channel of the fixtures selection 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 offset.

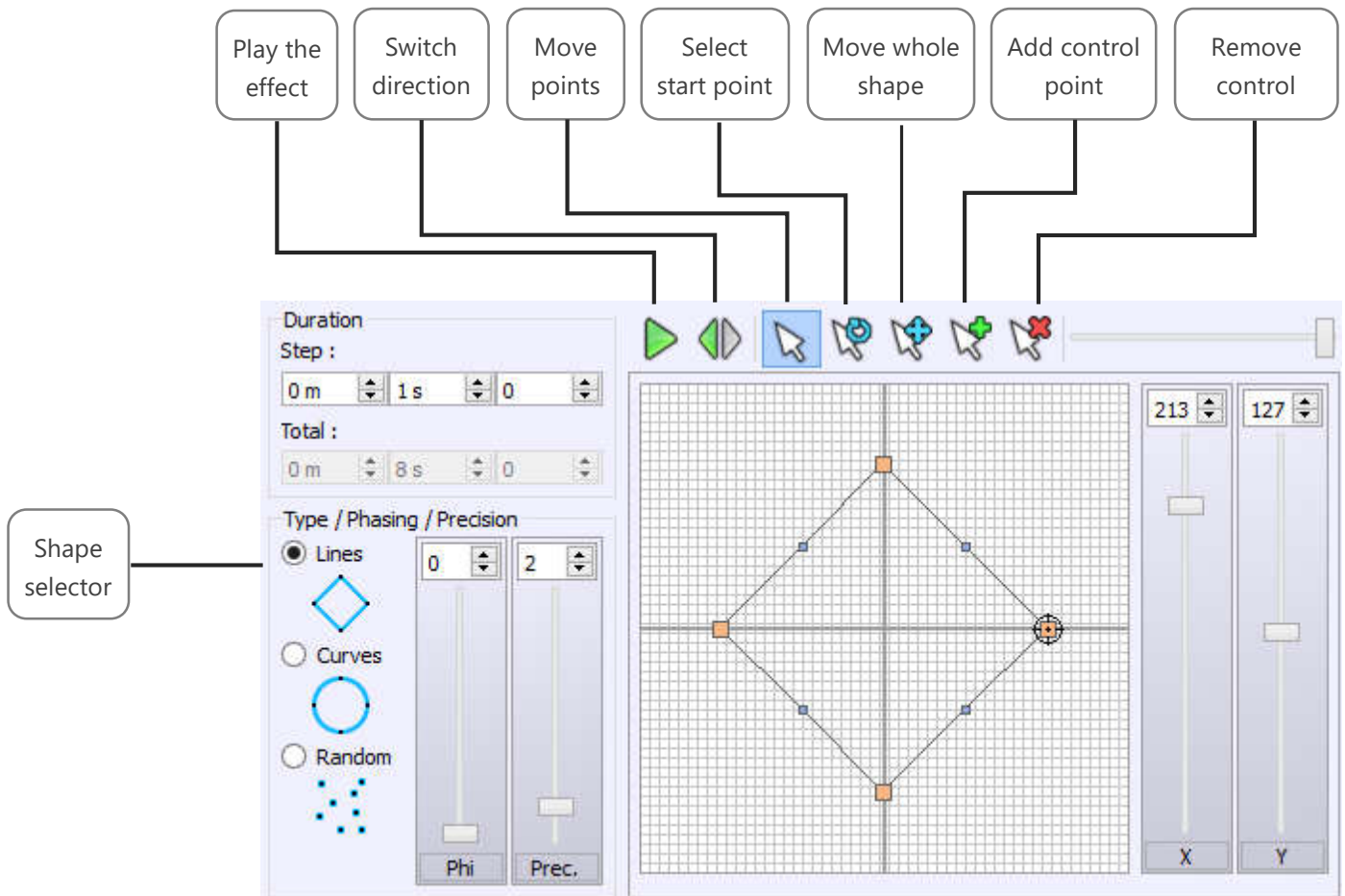
The duration, common to all effect's channels can be changed in duration box provided above and to the right of the effect.

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

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

**Note:** The higher the ratio of the curve, the higher the accuracy will be to get the desired result.

## PAN TILT EFFECT



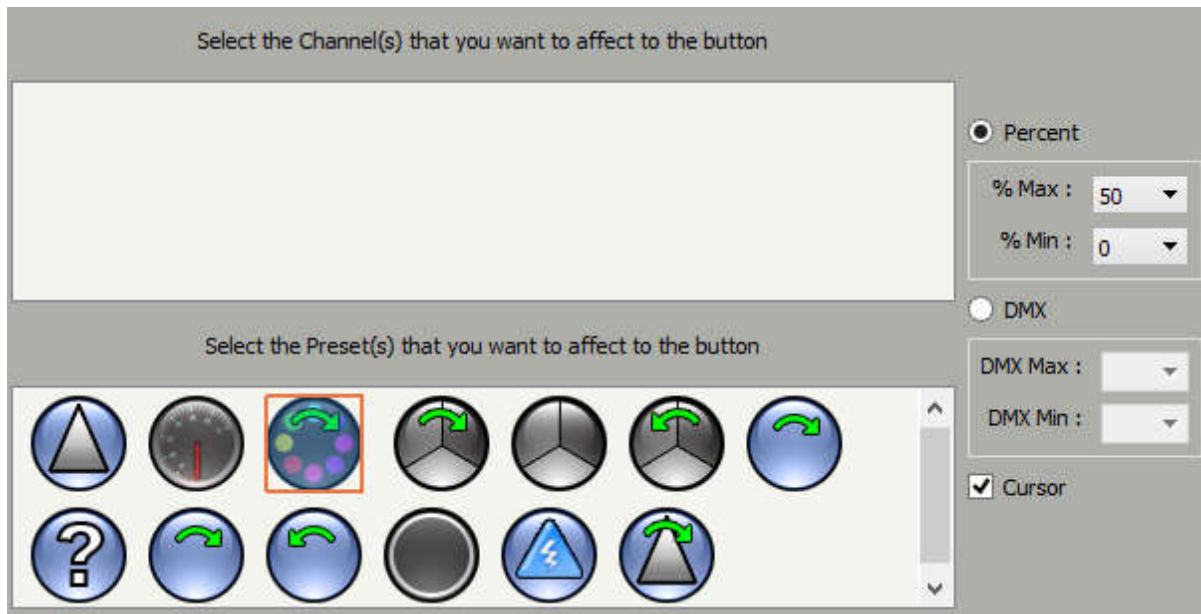
The Pan Tilt effect allows to quickly create movements and shapes for Moving Heads or Scanner. It offers seven basic shapes such as lines, a circle, a random route, a star, a cross, a flower and a vortex.

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 influence the overall speed of the effect.

Finally, parameters allows to:

- **Phase PHI:** the selected fixtures 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 fixtures will play the same effect with a regular offset of the DMX range (Typically, this parameter provides a spread positioning of fixtures).



The preset effect allows to create buttons that you assigned with one or more channel(s)/preset(s). These special buttons can display or not a slider to adjust the level within the range of circuits or selected presets.

**Note:** When the preset effect button is created and visible in the Effects tab, right-clicking in the area of the slider affects the value of the cursor and starts the effect simultaneously. Left-click lets you adjust the slider value before triggering the effect.

For each button, you can choose between modes:

- **Percentage:** DMX level variation occurs between Min and Max percentage of the range of circuits or selected presets.
- **DMX:** DMX level variation occurs between Min and Max DMX levels of the range of circuits or selected preset.

For example, you can create a button to control circuits and presets such as Dimmer-type or Shutter-type of all of your fixtures and assign levels of your selection of fixtures simultaneously in a single operation.

You can create buttons with common cursor on one or several specific channels and/or on one or several specific preset(s). This tool is particularly interesting to manage common functions of the selected fixtures.

## MATRIX EFFECT ON FIXTURE'S SELECTION

This effect works only with the fixtures patched as a matrix from the DMX patch window of the software.

**Note:** There is an option only available with matrix effects. This option allows to apply and recalculate the matrix effect to the current selection (select the entire matrix or just a part of the matrix).

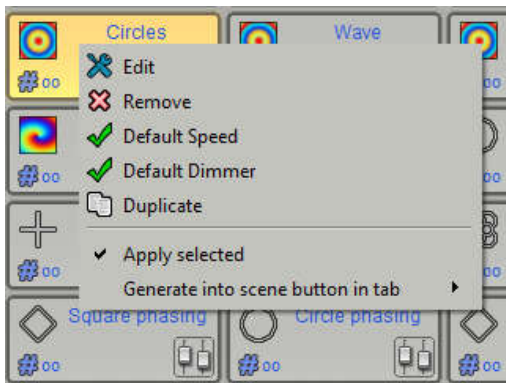
There is two ways to active this option:

- **During the scene of Effect or program Edition**

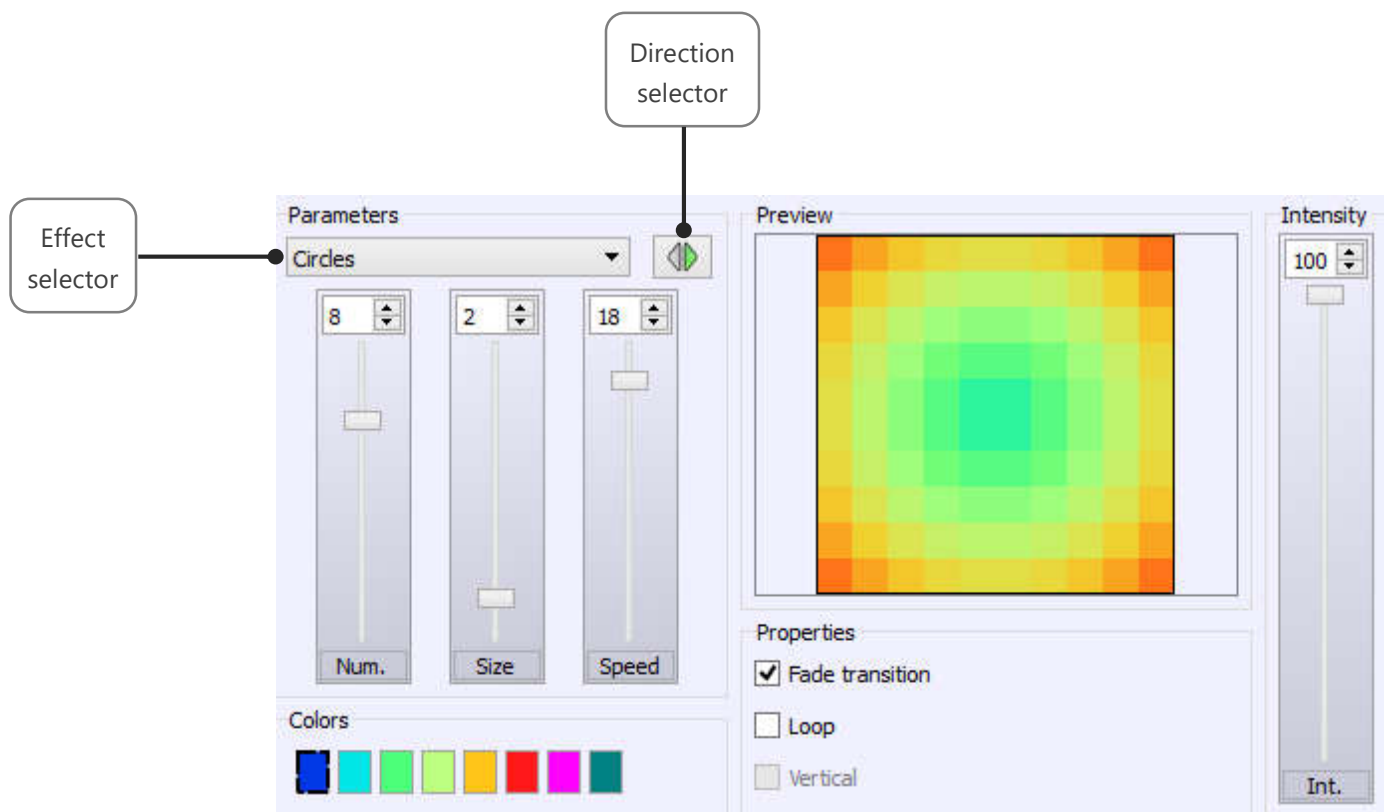


Click on the « Apply Selected » button of the tools option ribbon above the effect.

- **Using of the effect in Live**



Right click on the effect button (in the Effect tab) and select the « Apply selected » option. The effect option will be visible after starting and playing the effect.



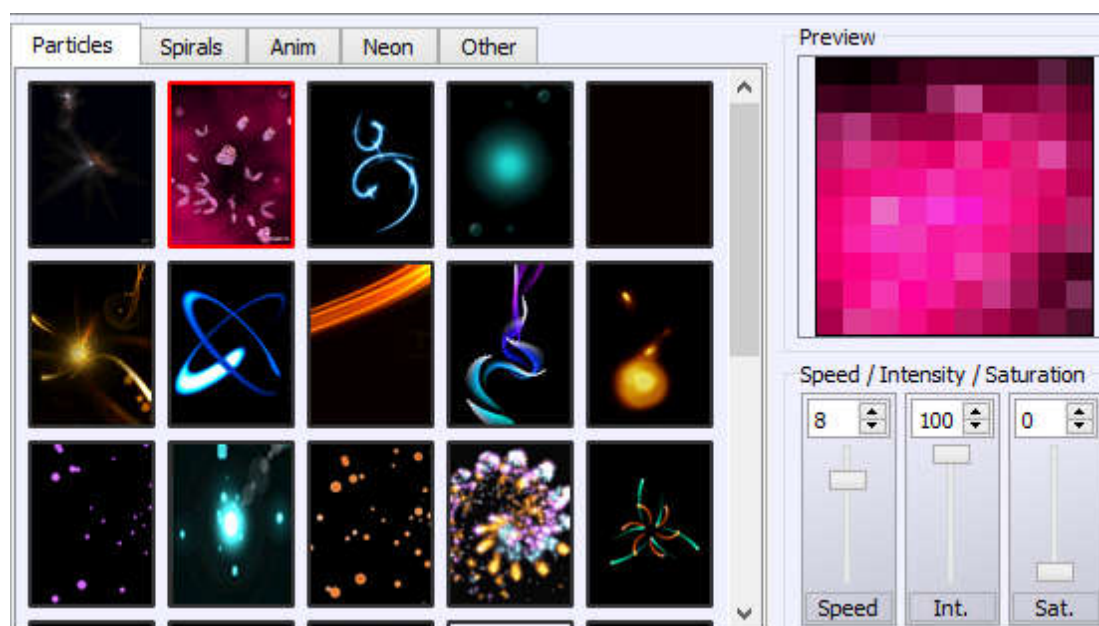
The Matrix effect creates color effects for fixture matrices with RGBW / CMY circuits. It has several types of effects that can be selected via the drop-down list.

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

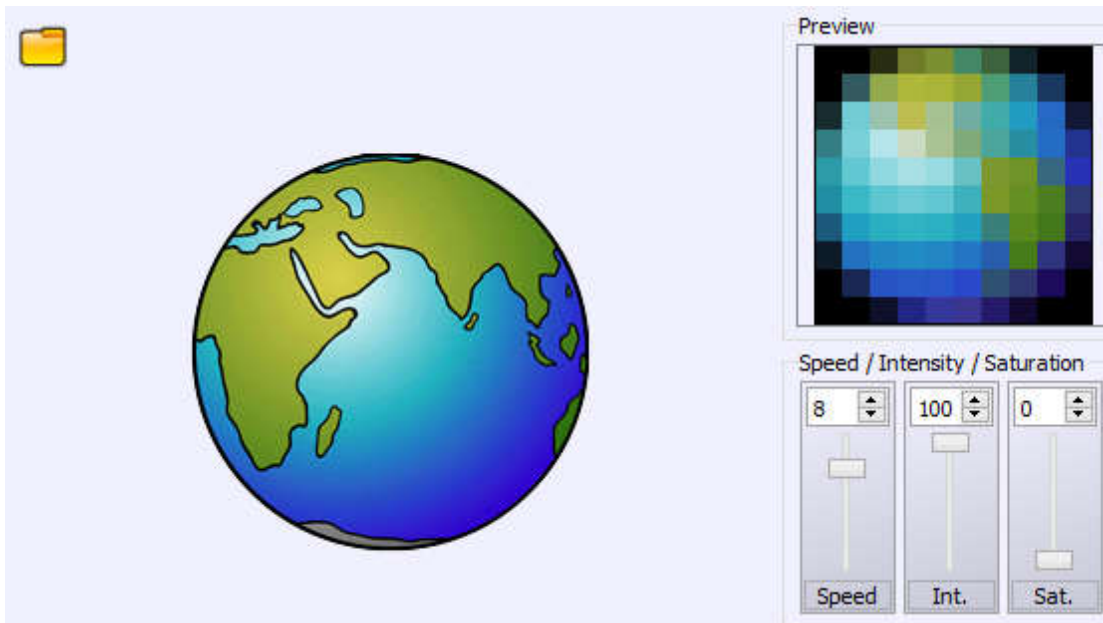
The properties allows to select (depending on the effect) the type of transitions between colors (fade or break), the course of the effect (single or round trip) and the direction of the effect (vertical or horizontal).

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 fixtures. (See creation of profiles and patching profiles).



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.



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.

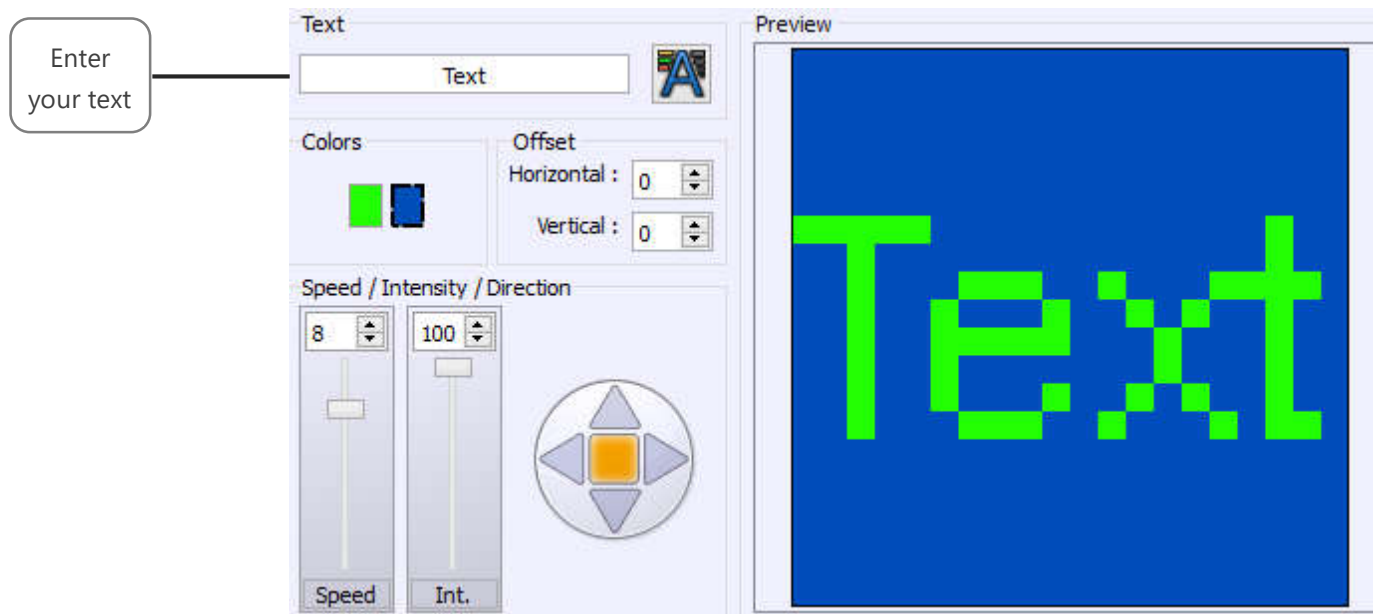
The "Open" button allows to select the file to be applied to the matrix.

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.





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.

## CREATE ADDITIONAL STATIC LEVELS IN THE EFFECTS

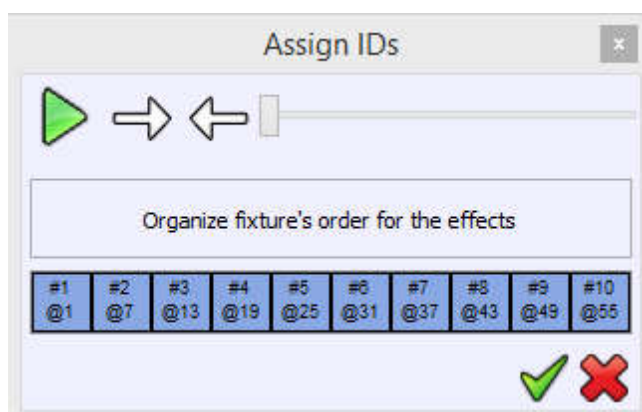
For each effect, you can assign static levels to circuits which are not affected by the effect (via presets or the channels window).

These levels are affected by fixture family and are specific to the effect if it is added. If you want to create static levels for several families of fixtures, you must select each family one by one while editing effect and assign the desired levels.

Effect button will restore these levels at the same time than the effect depending on the selection when you will trigger it.

## COURSE ORDER OF THE FIXTURES

When you add new fixtures, it is assigned an index (according to their default DMX address). The fixtures course in effects is performed according to this index. However, if the order does not satisfy you it is possible to reassign fixtures indexes via the "Assign IDs" button in the 2D view toolbar. To do this, select fixtures to be reorganized and press this button to display the "Assign IDs" window and then define the new index order:



You can reorder fixtures 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 fixture to 255 (see output window and 2D view).

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

Now that you are able to create scenes and effects, refer to the textbook “how to use the timeline” to optimize your control of the shows and synchronize scenes triggering with other media; audio and video.