



USER MANUAL

HOW TO USE LIVE CONTROLS AND EFFECTS

V1.2.5

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INTRODUCTION

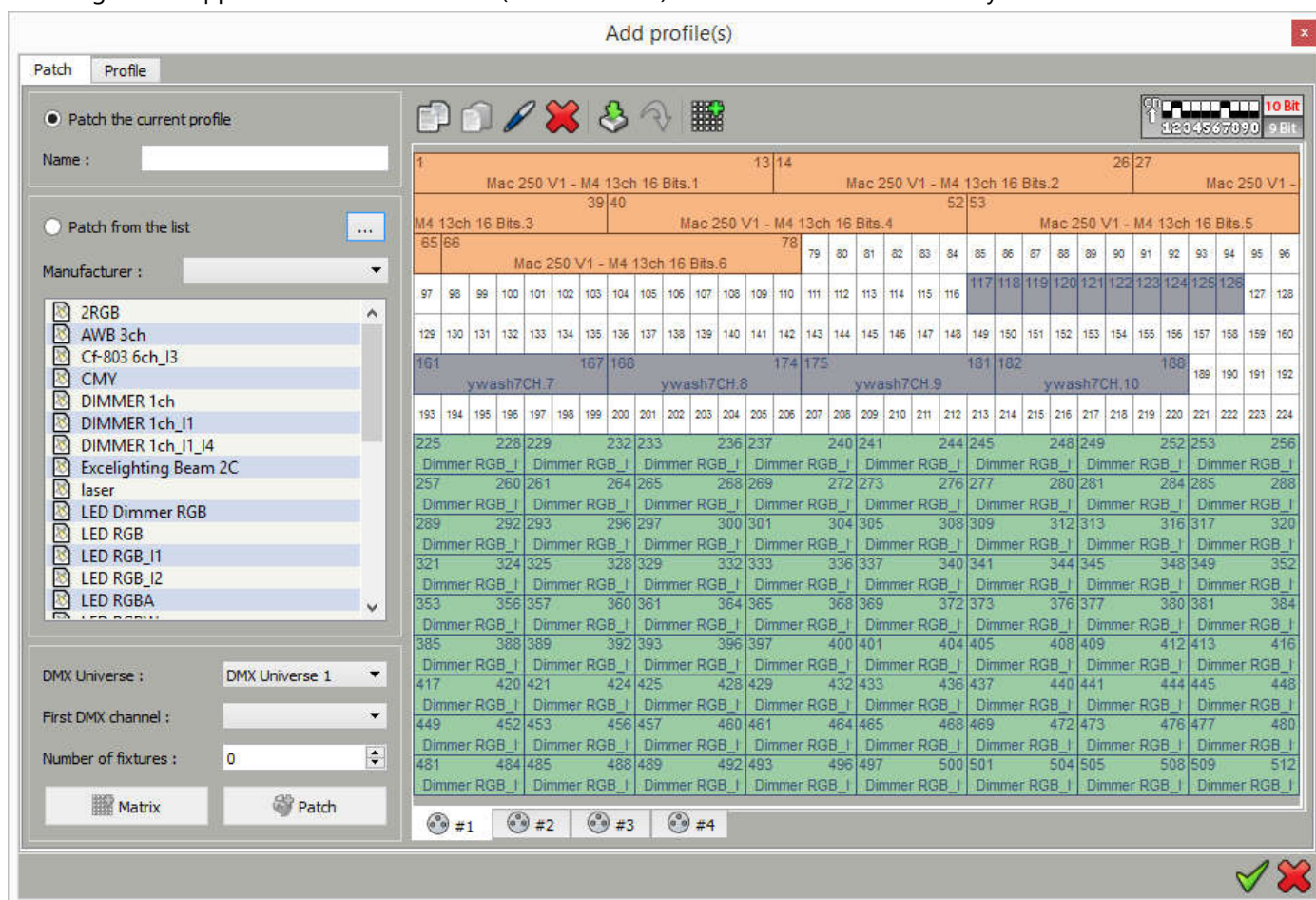
This chapter describes how to use the controls and the effects of the software after having created a DMX patch.

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

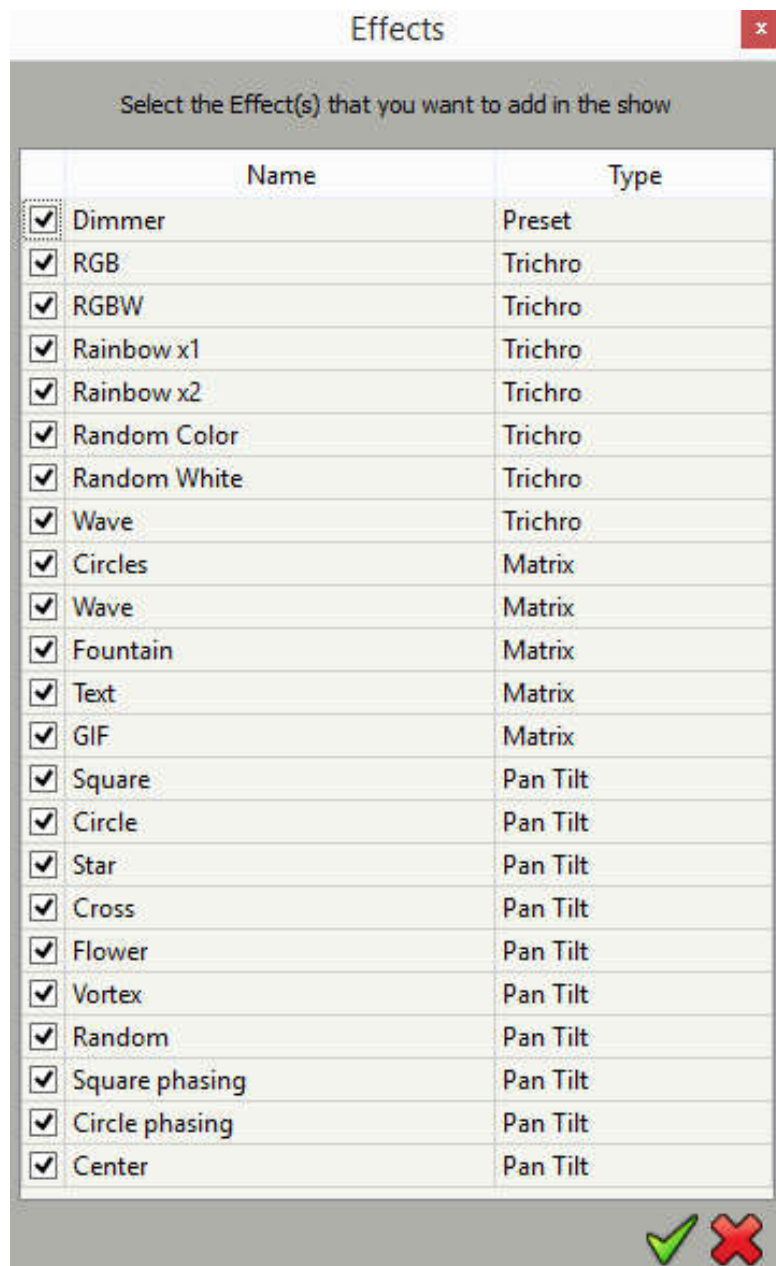
Control functions and control efficiency depend on the quality of the profiles used in the DMX patch. With accurate profiles and channel descriptions, the software will create additional control possibilities and accurate commands to help with lighting programming.

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

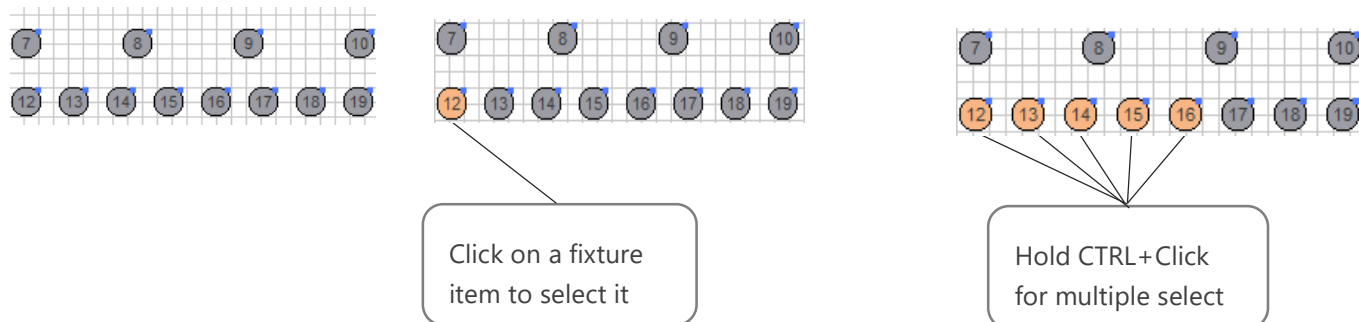
SOFTWARE RESULT AFTER EFFECTS CHOICE AND VALIDATION

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

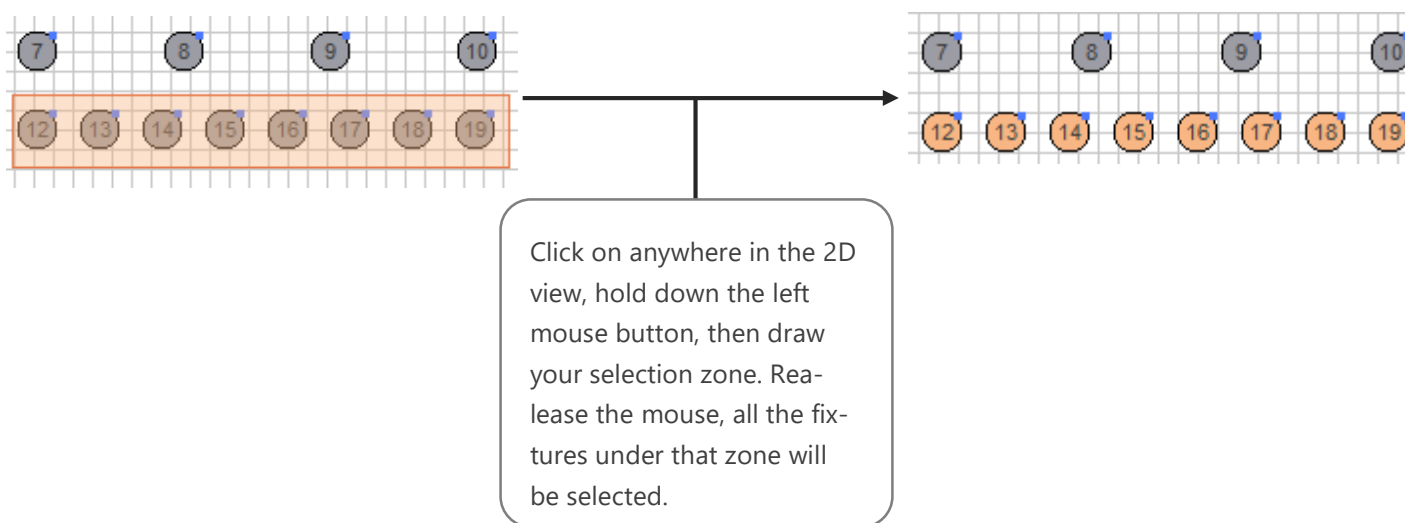
- Effects tab:** Located at the top left, it contains a grid of effect buttons such as Dimmer, Strobe, Prism, Gobo rotation, RGB, RGBW, Rainbow x1, Rainbow x2, Random Color, Random White, Wave, Circles, Fountain, Text, GIF, Square, Circle, Star, Cross, Flower, Vortex, Random, Square phasing, Circle phasing, and Center.
- Selection toolbar:** A vertical toolbar on the right side of the Effects tab, containing various icons for selection and manipulation.
- 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. It includes a row of 19 columns, each with a value (0 or 100) and a status (off or on).
- Presets window:** A small window at the bottom right, showing a grid of preset values (1-32).

FIXTURES SELECTION

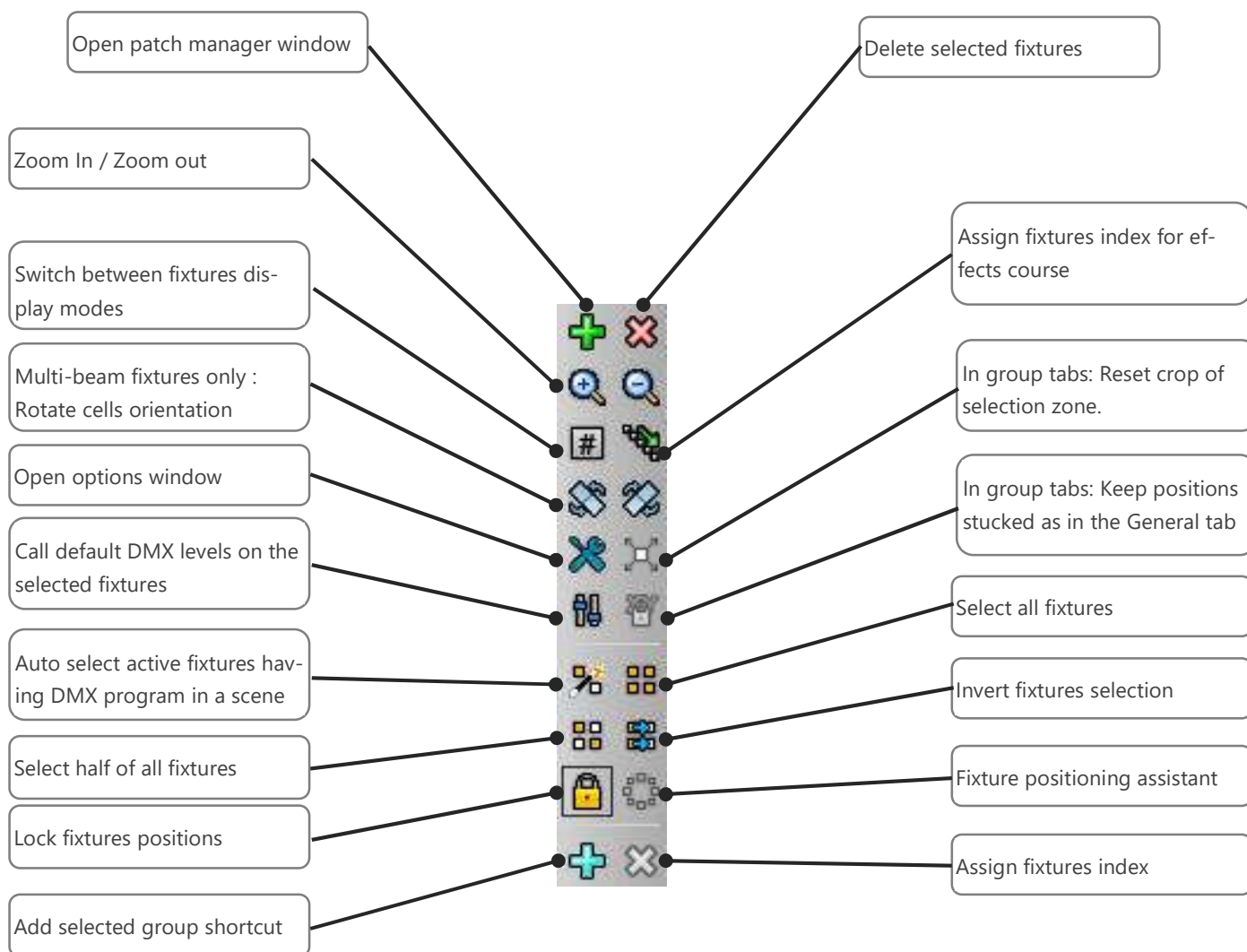
In the 2D area you can select / unselect the fixtures by clicking on their pictograms



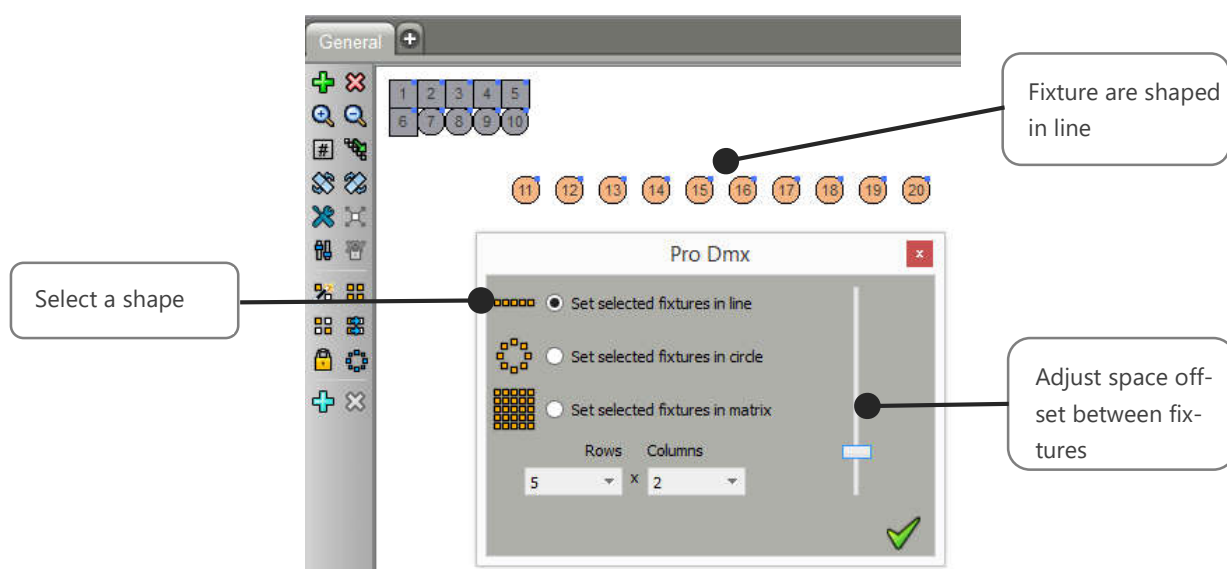
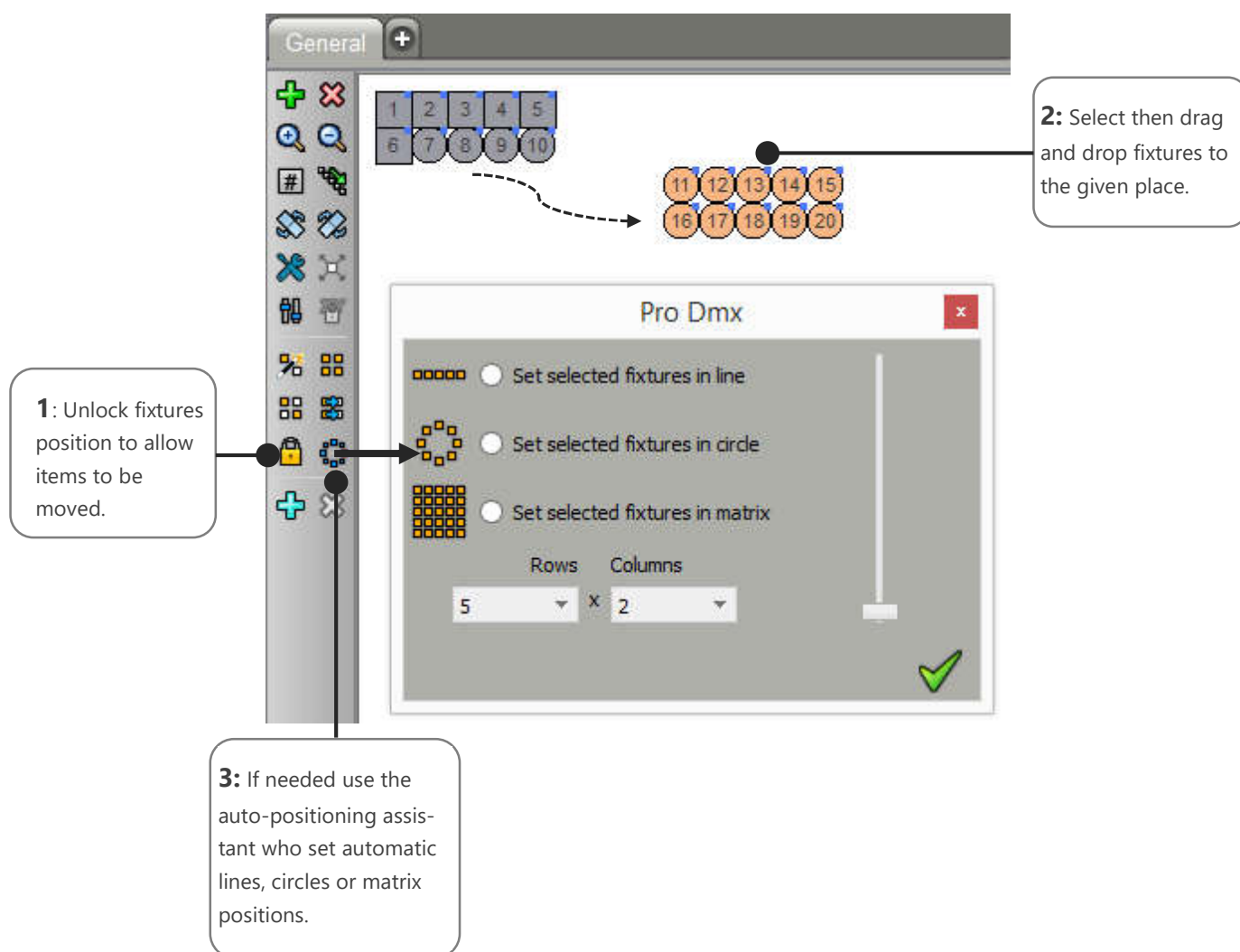
You can also select them by drawing a selection zone



SELECTION TOOLBAR

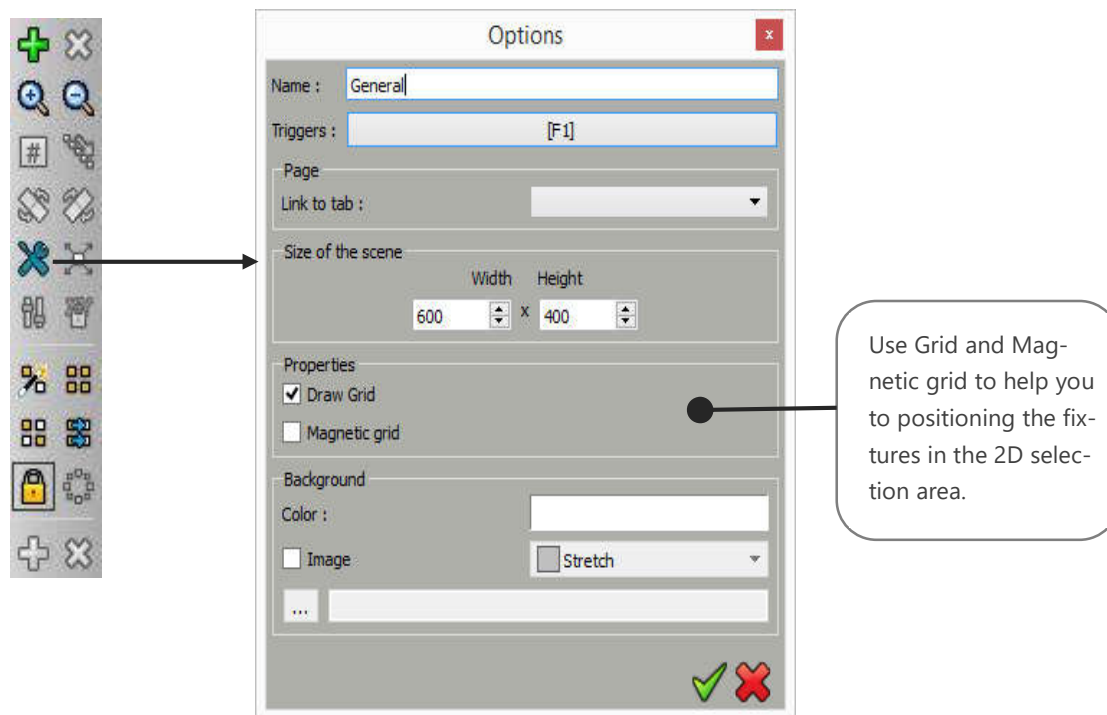


ARRANGE FIXTURES IN THE SELECTION AREA

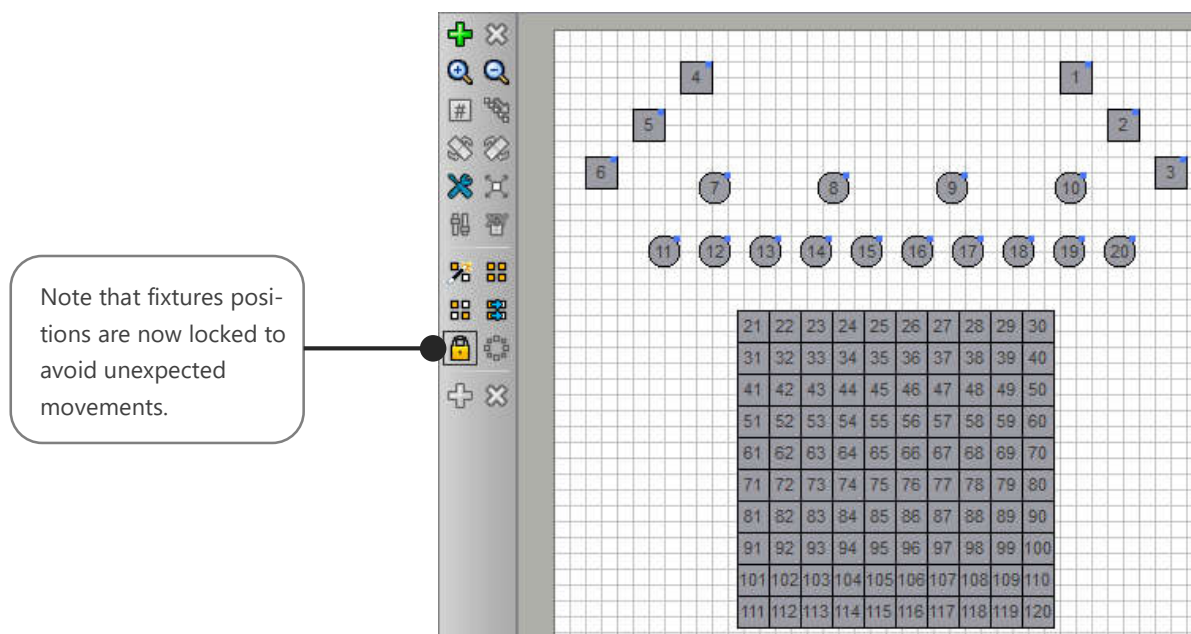


FIXTURES POSITIONING OPTIONS

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



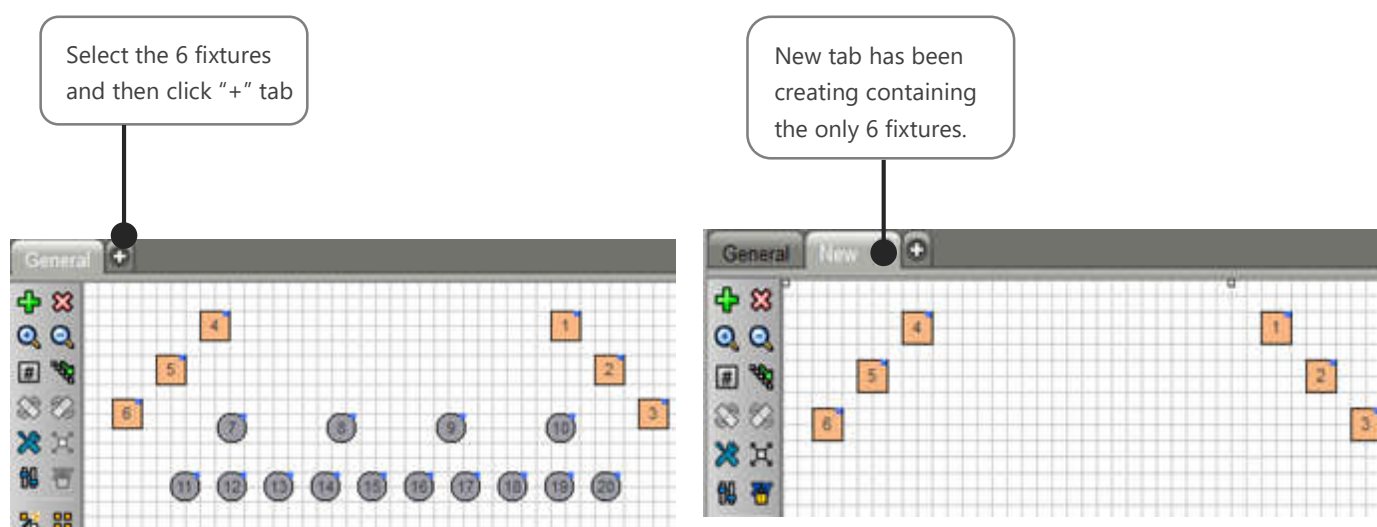
Final positioning result:



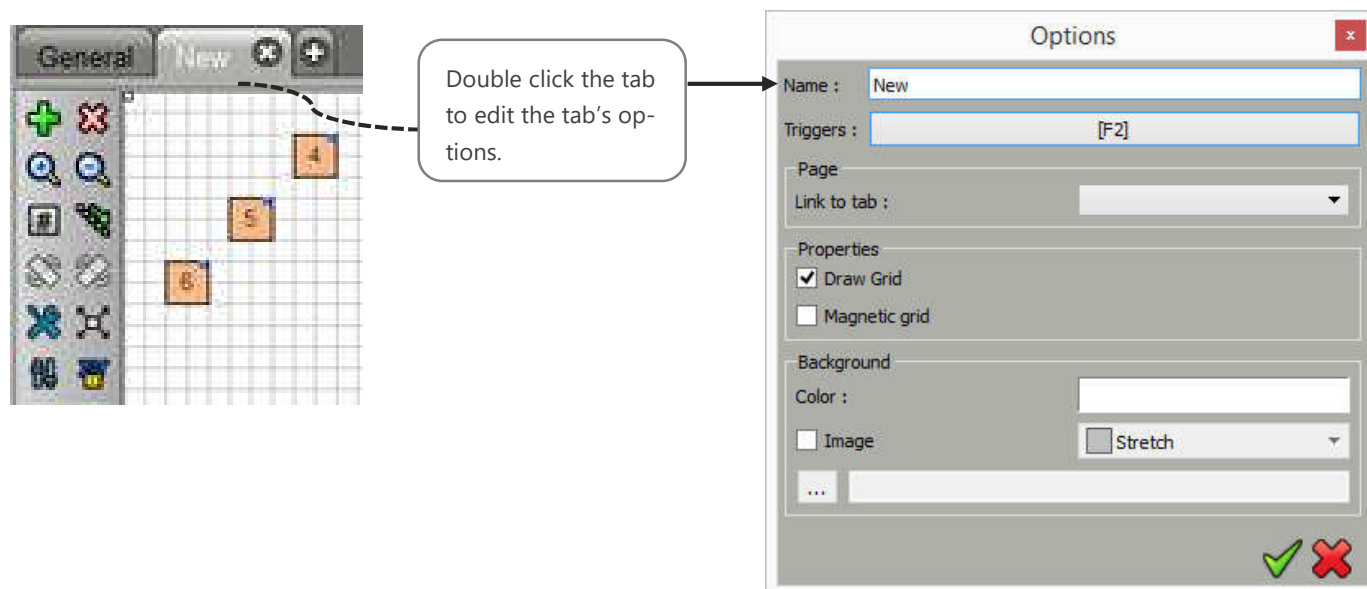
CREATING FIXTURES GROUPS

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.

The diagram illustrates the configuration options for a fixture group, divided into two main sections: **Options** and **Triggers**.

Options Dialog:

- Name:** A text field for editing the group name (e.g., "New").
- Triggers:** A field showing the assigned keyboard trigger (e.g., "[F2]").
- Page:** A dropdown menu for selecting a page.
- Link to tab:** A dropdown menu to link a scene's tab to the fixture group.
- Properties:**
 - ☒ **Draw Grid:** Enables a grid for fixture placement.
 - ☐ **Magnetic grid:** Enables a magnetic grid for alignment.
- Background:**
 - Color:** A color selection field.
 - ☐ **Image:** A checkbox to use a background image.
 - Stretch:** A dropdown menu for image scaling.

Triggers Dialog:

- Shortcut:** A section for assigning a keyboard shortcut.
- Midi trigger:**
 - ☒ **No Midi trigger**
 - ☐ **Midi Note**
 - ☐ **Midi Ctrl Change**
 - ☐ **Midi Prog Change**
 - Fields for **Channel**, **Value**, **Min**, and **Max**.
- DMX:**
 - ☒ **No DMX trigger**
 - ☐ **DMX Level**
 - ☐ **DMX Scale**
 - Fields for **DMX Universe**, **Channel**, **Value**, **Min**, and **Max**.
- SA Triggers:**
 - Fields for **Buttons**, **Remote**, and **External Contacts**.
- Auto release:** A checkbox at the bottom left.

Callouts and Explanations:

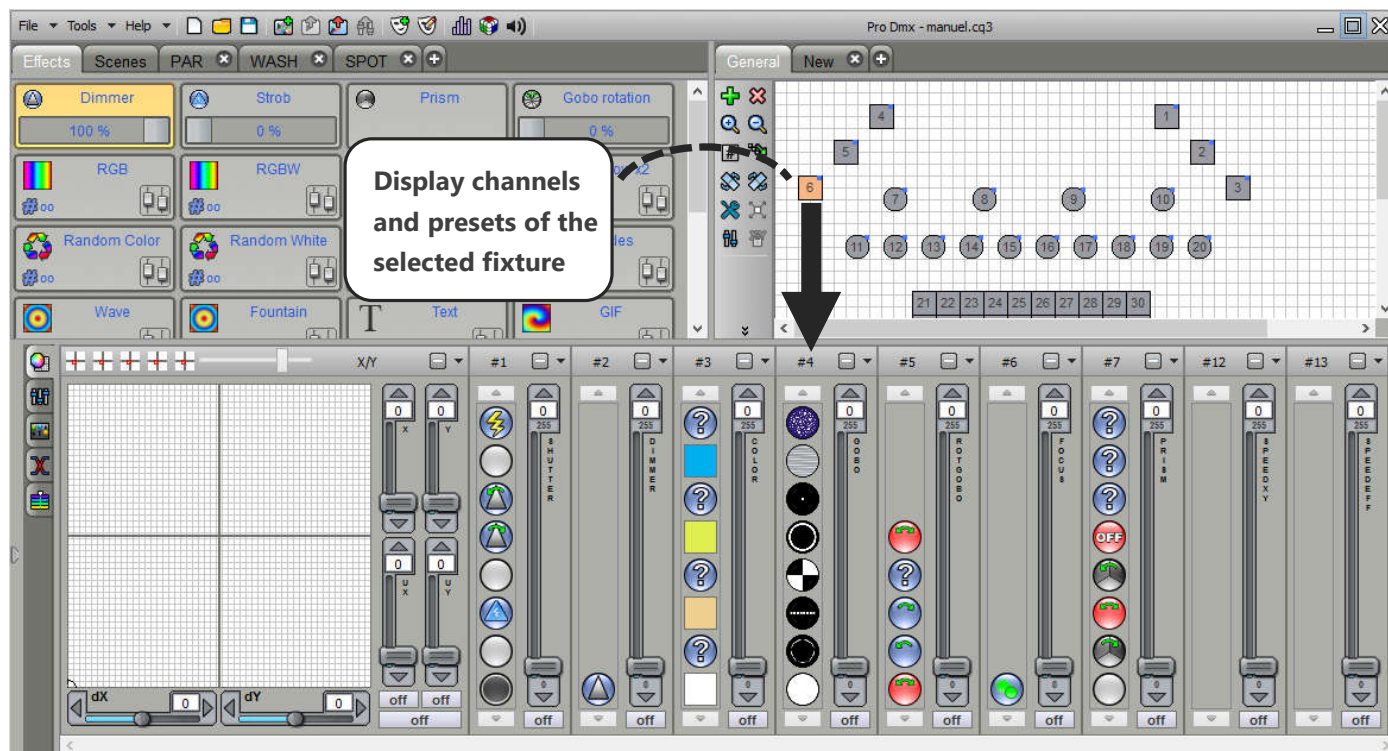
- Edit the group name:** Points to the Name field in the Options dialog.
- Assign group triggers:** Points to the Triggers field in the Options dialog.
- Link a scene's tab to a fixture group:** Points to the Link to tab dropdown in the Options dialog.
- Draw a grid to facilitate fixtures placement:** Points to the Draw Grid checkbox in the Options dialog.
- Magnetic will help for alignment:** Points to the Magnetic grid checkbox in the Options dialog.
- Draw background color or picture on the selection area:** Points to the Background section in the Options dialog.
- Keyboard shortcut:** Points to the Shortcut section in the Triggers dialog.
- MIDI trigger, MIDI notes or controls:** Points to the Midi trigger section in the Triggers dialog.
- DMX-IN trigger from an external DMX console signal:** Points to the DMX section in the Triggers dialog.
- DMX interface's buttons, IR remote or external closure contacts:** Points to the SA Triggers section in the Triggers dialog.

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.

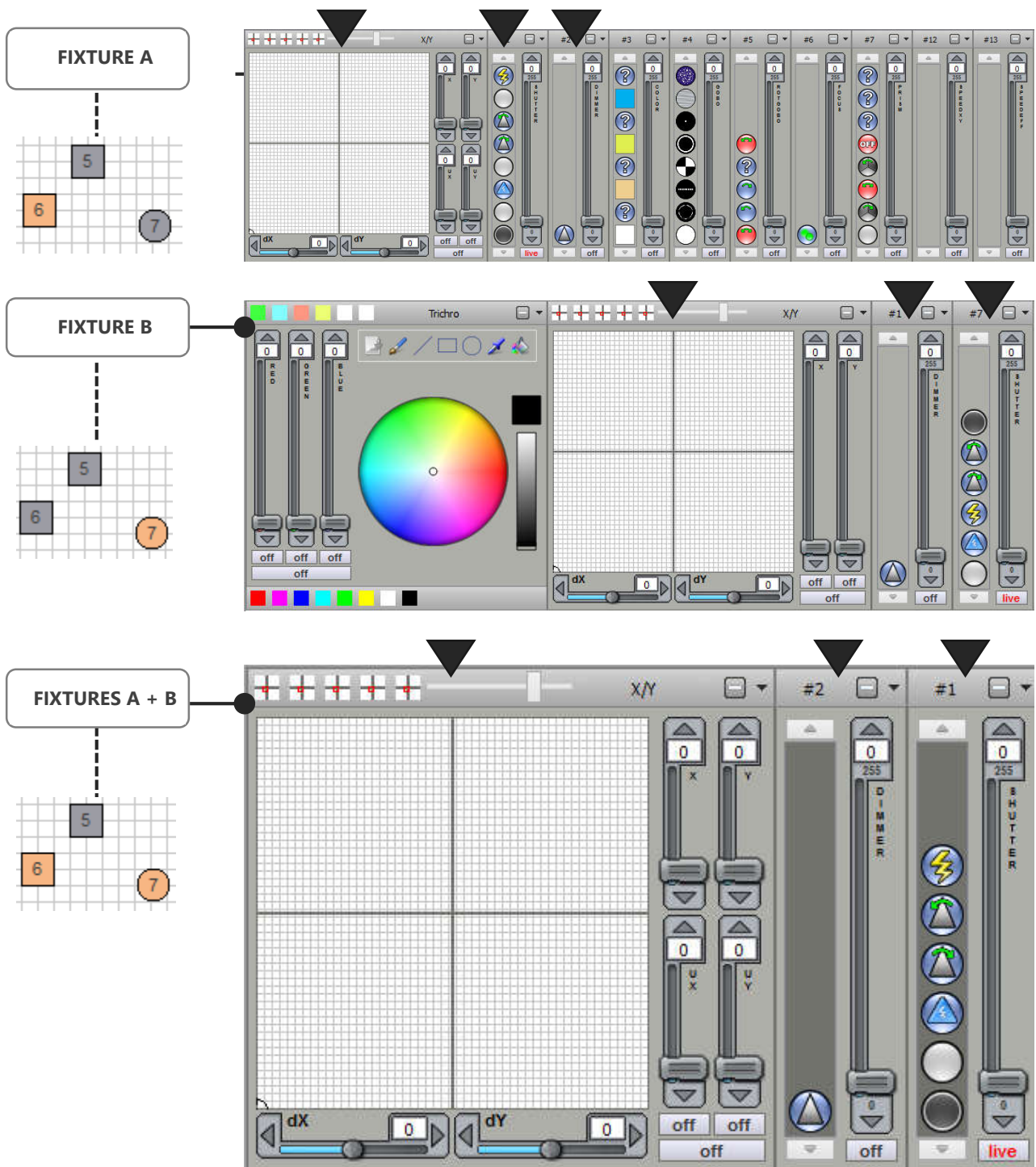
Common channels and presets controls will be displayed in the control window (below the Selection area). There you can see all the profile's channels that have been defined earlier using the profile editor.

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



COMMON CHANNELS DISPLAY

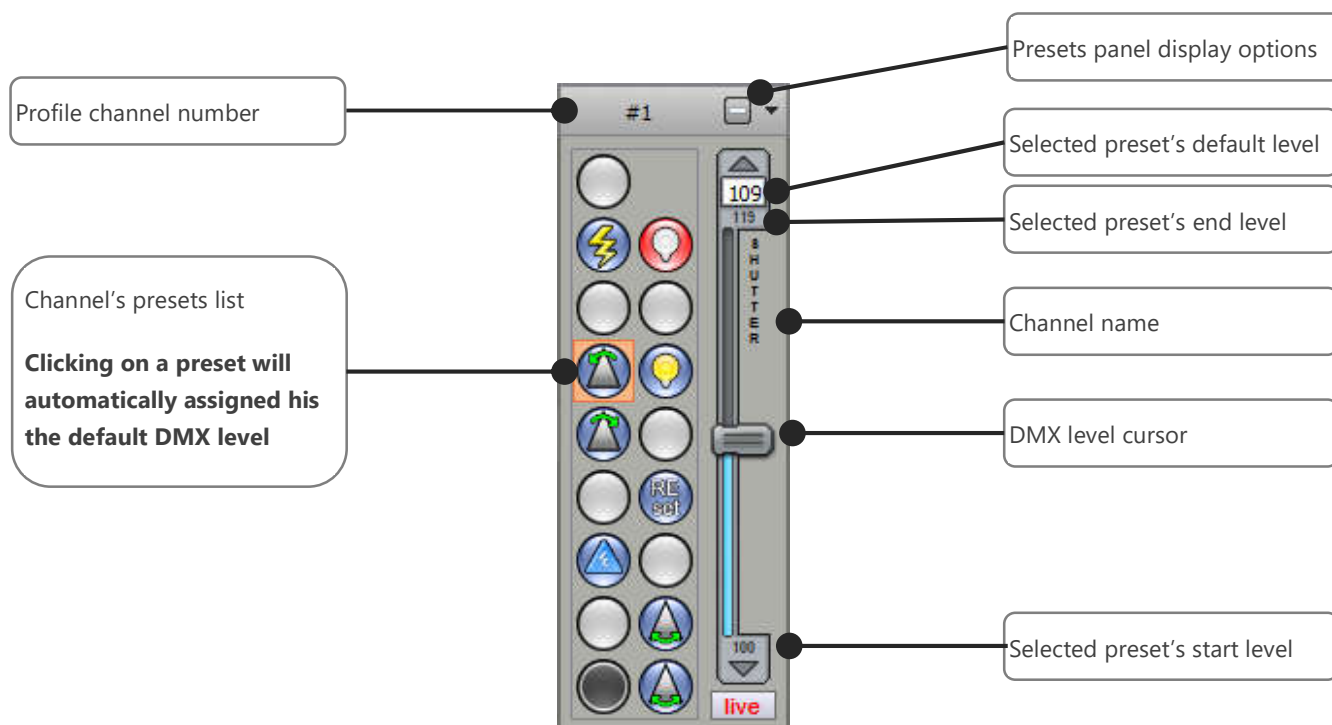
If you select different fixtures based on different profiles, the software will only display the common channels between those profiles. For example with 2 different fixtures with an RGB function, the software will show the RGB palette. If the fixtures have both a Pan and Tilt, the software will display 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:



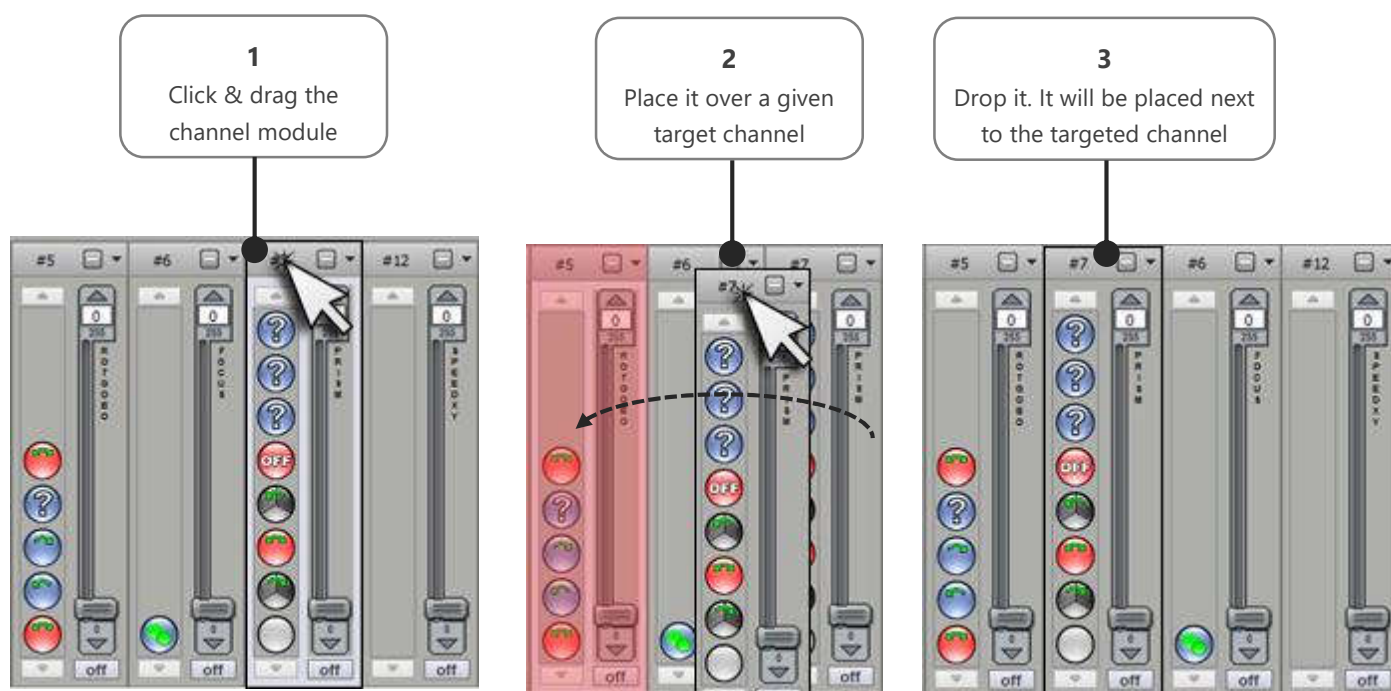
When a preset is selected, the cursor can move from the minimum to the maximum DMX value of the preset (refer to the user manual: **How to create Profiles**). You can click on the preset image a second time to unselect it and return to the DMX value 0.

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.

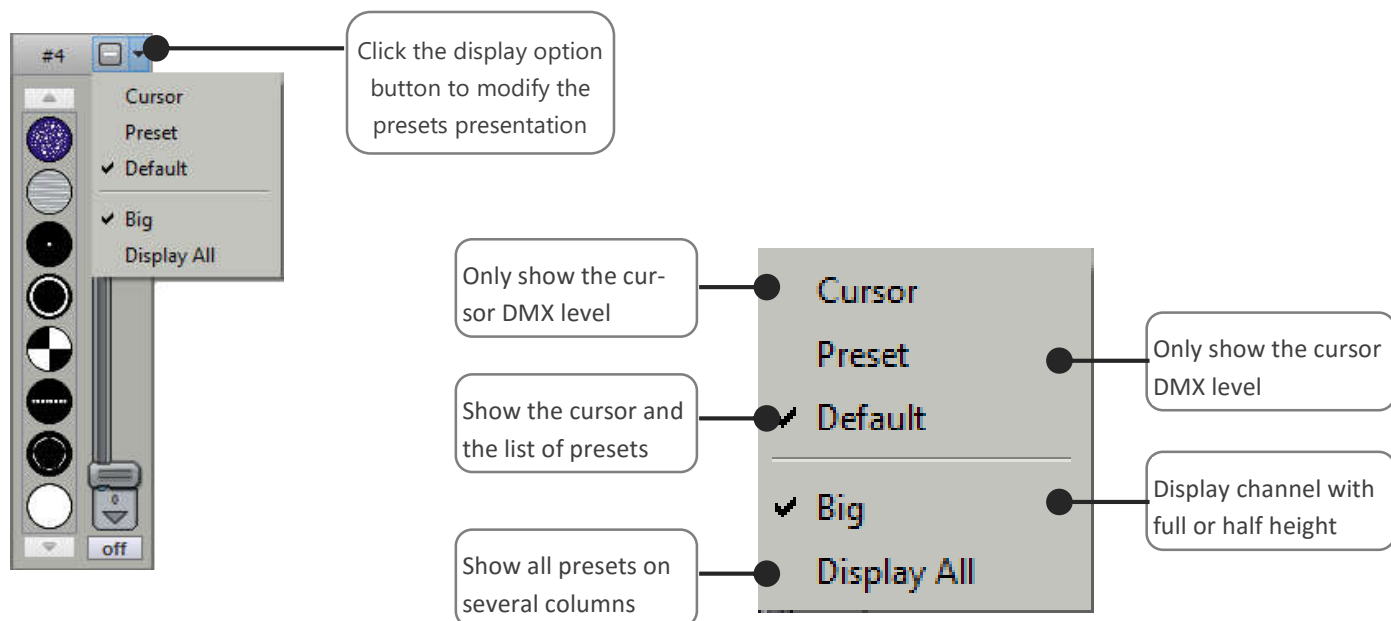
DMX levels and presets values are activated only on the selected fixtures in the selection area. Make sure that you select the right fixture at any time.

CUSTOMIZE THE PRESET WINDOW – DISPLAY OPTIONS

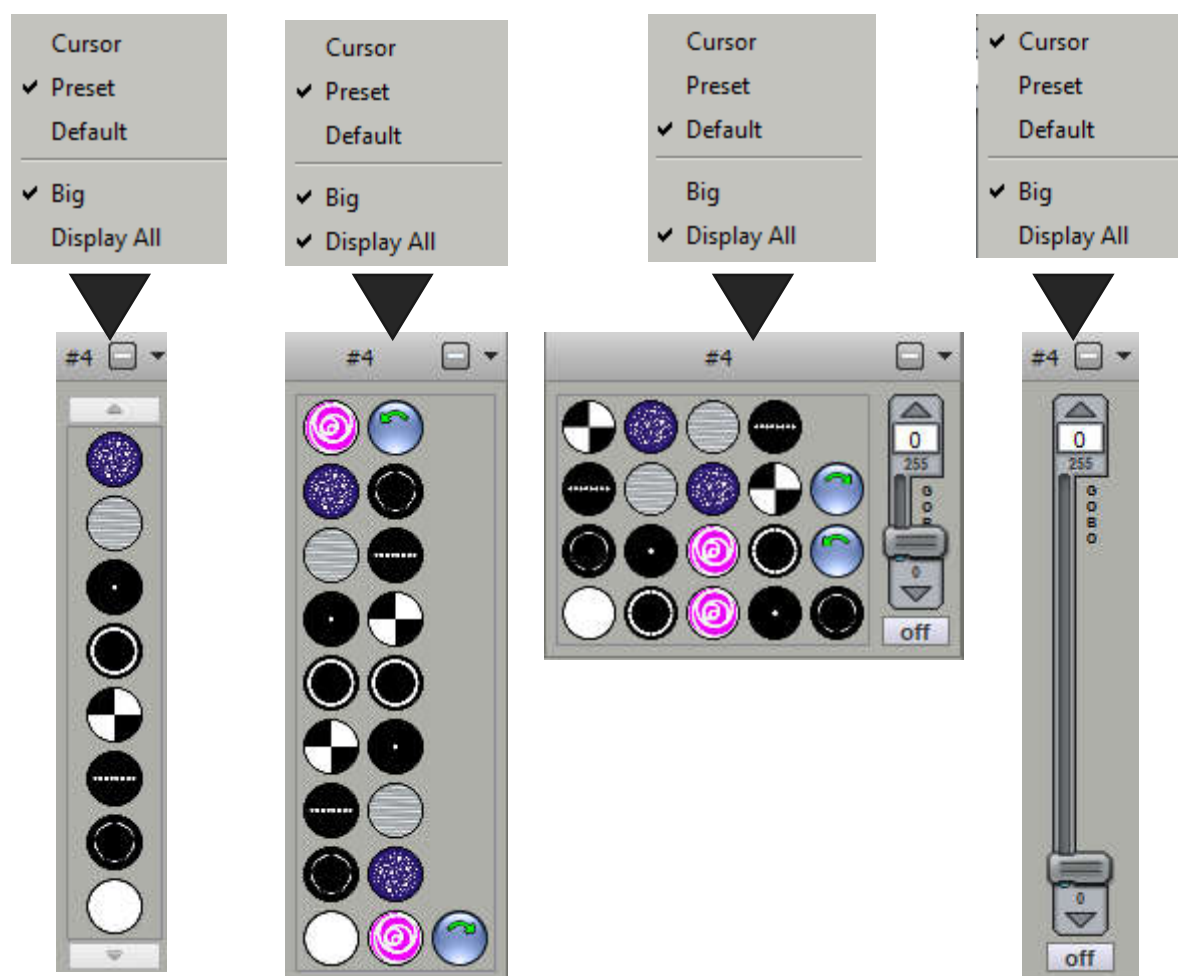
The software offers several customization options to provide an effective working space work surface to users. Each preset channel can be moved by clicking in the upper part of the channel and by drag and drop to the desired location as following:



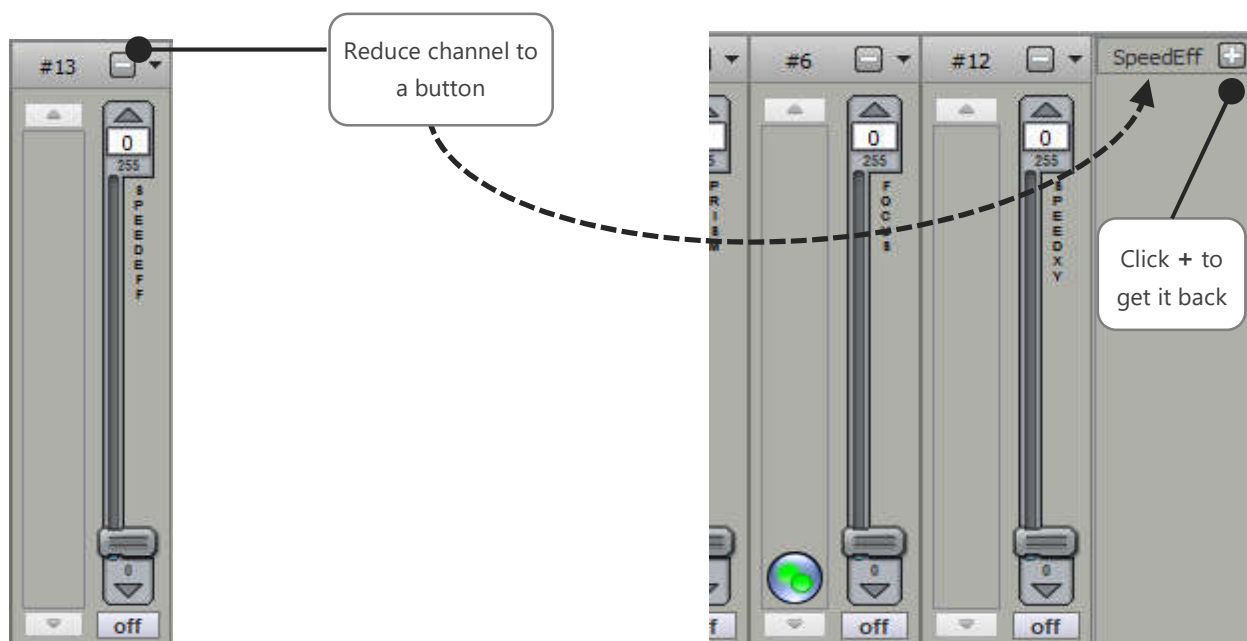
Presets display possibilities:



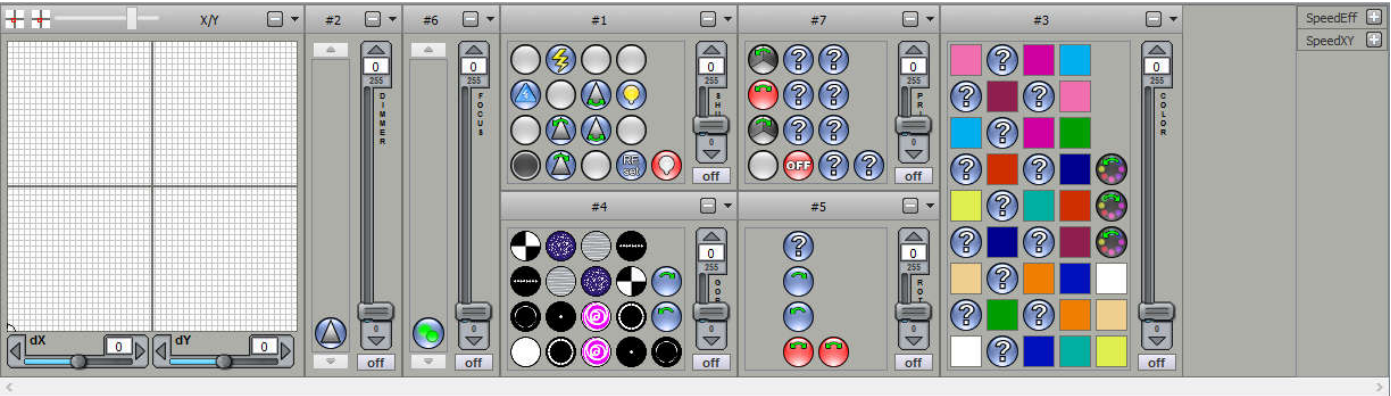
Choose the combination that you need to optimize the space as shew in the following examples:



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.

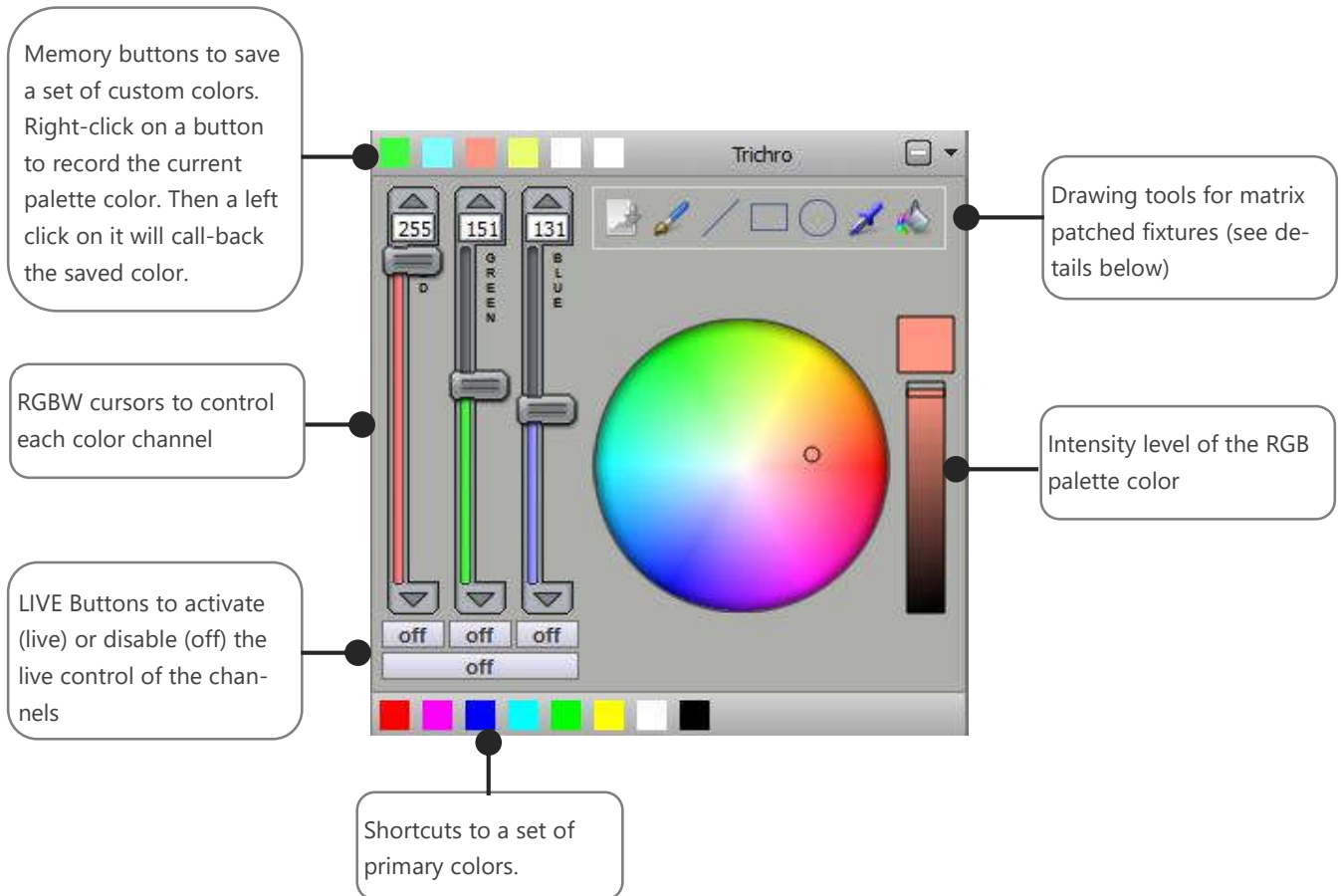
Cursor for DMX pan / tilt and XY channels (8 or 16 bits).

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.

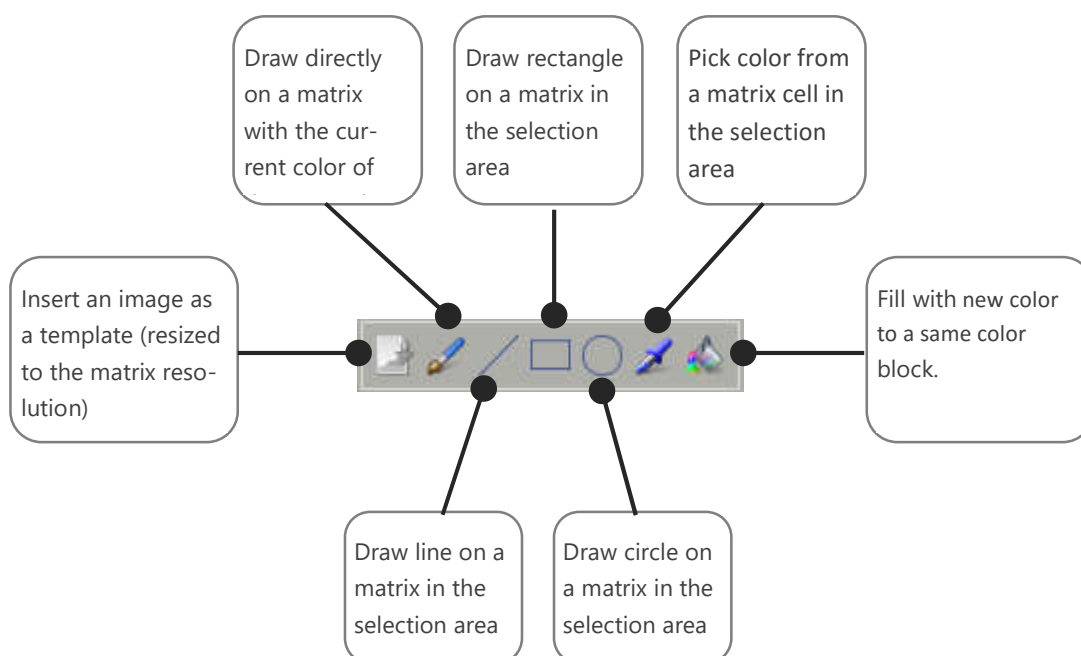
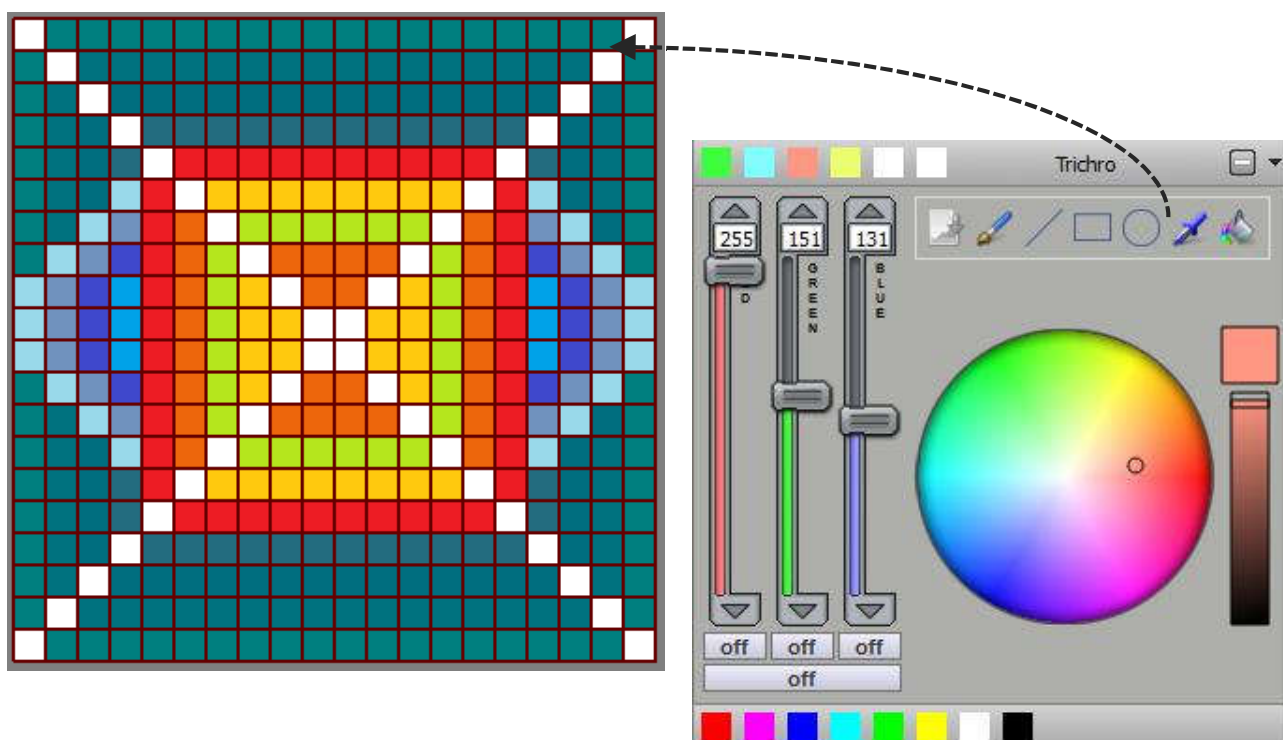
A detailed view of the XY preset window. It features a large grid at the top. Below the grid are two horizontal sliders labeled 'dx' and 'dy'. To the right of the grid are four vertical sliders labeled 'x', 'y', 'u x', and 'u y'. At the bottom right, there are three buttons labeled 'off', 'off', and 'off'. Callout lines point from various parts of the window to descriptive text boxes.

FOCUS ON RGB OR CMY COLOR PRESET



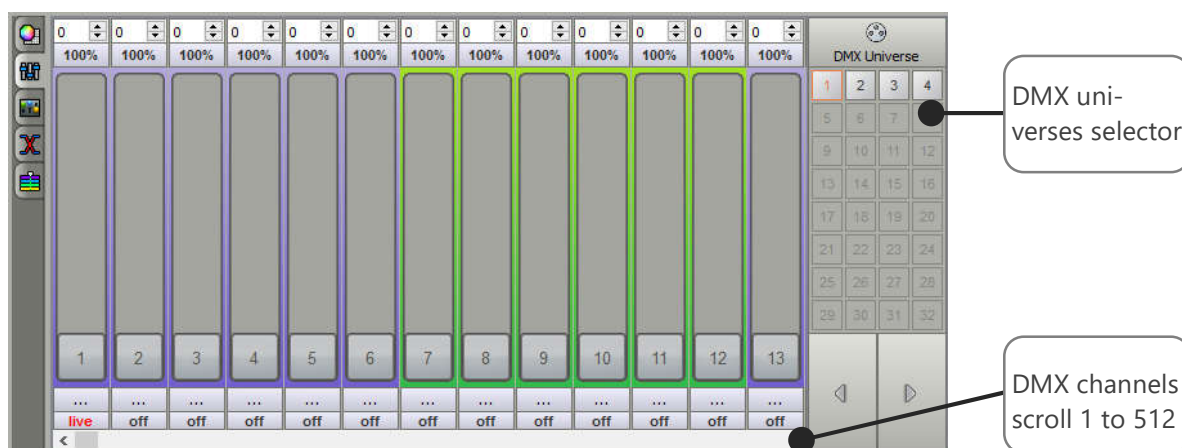
Note: There is an automatic calculation of the color white, if the selected devices have a channel white / Amber.

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



DMX level is editable in this field. Adjust it by mouse wheel scrolling or tape in the field

Click anywhere on the fader track to assign a DMX level

"live" tag when channel is playing live.

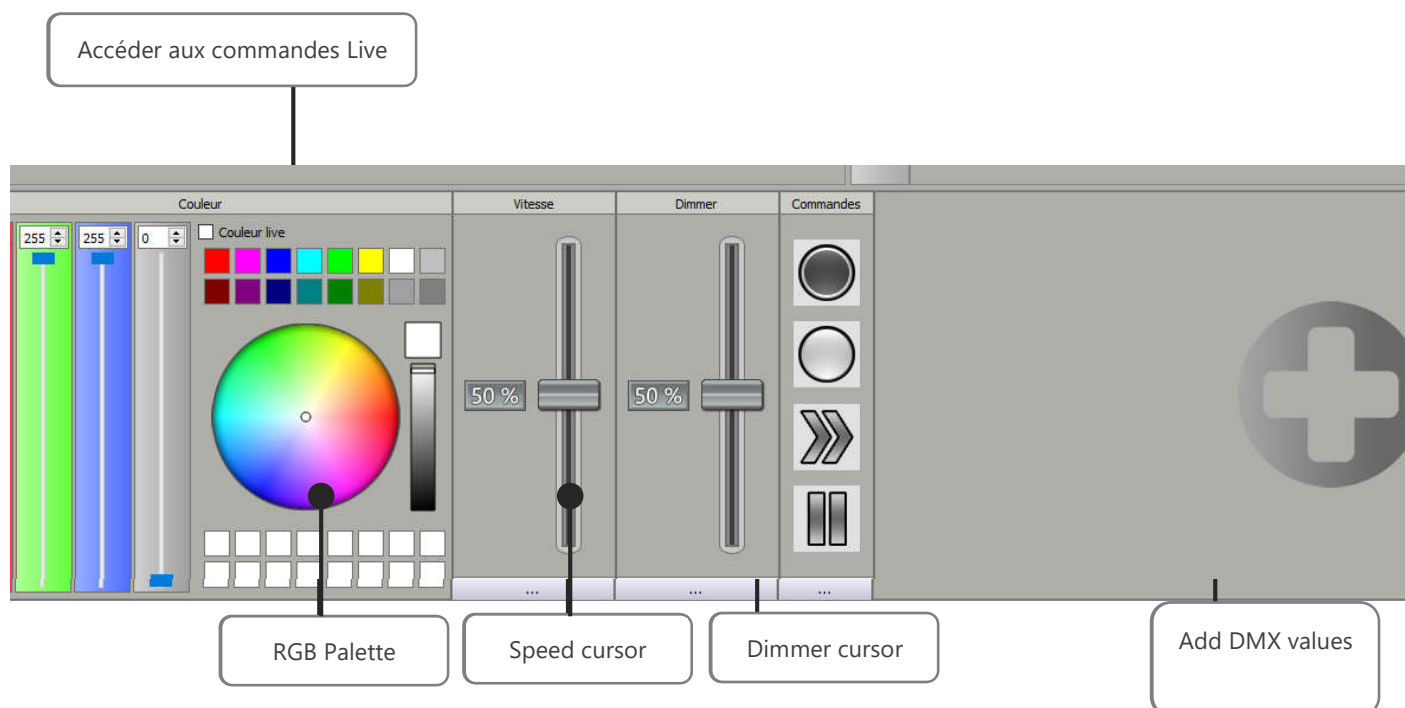
Assign a live shortcut to the channel (Keyboard, Midi, Dmx-In)

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.

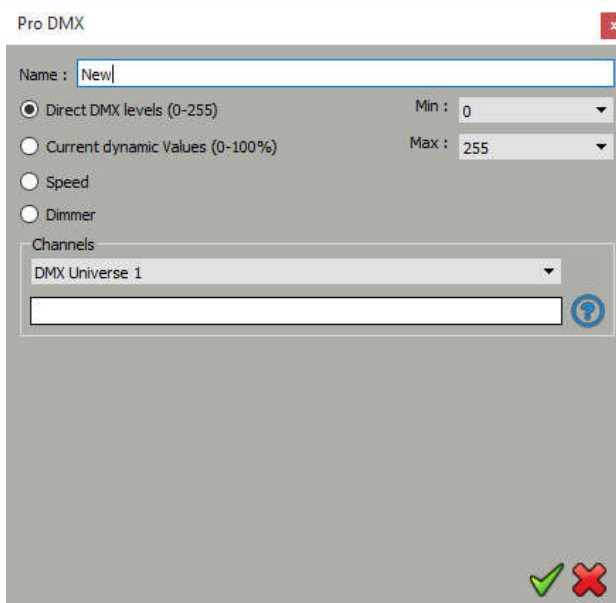
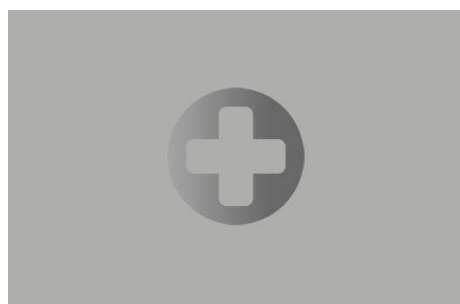
The channel mode can be useful for quick test on some channels or when your fixture's profile is not provided in the software library and when you do not get the documents related to its DMX chart.

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.



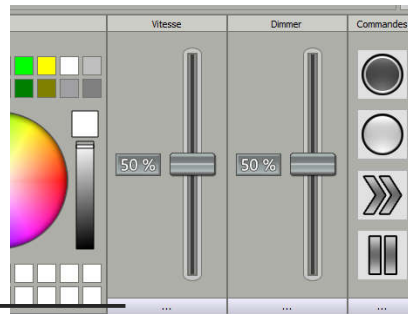
CUSTOMIZABLE DMX CHANNELS



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

can

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 :

✓

✗