

USER MANUAL

HOW TO PATCH PROFILES (LIBRARIES)

V1.4.2

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INTRODUCTION

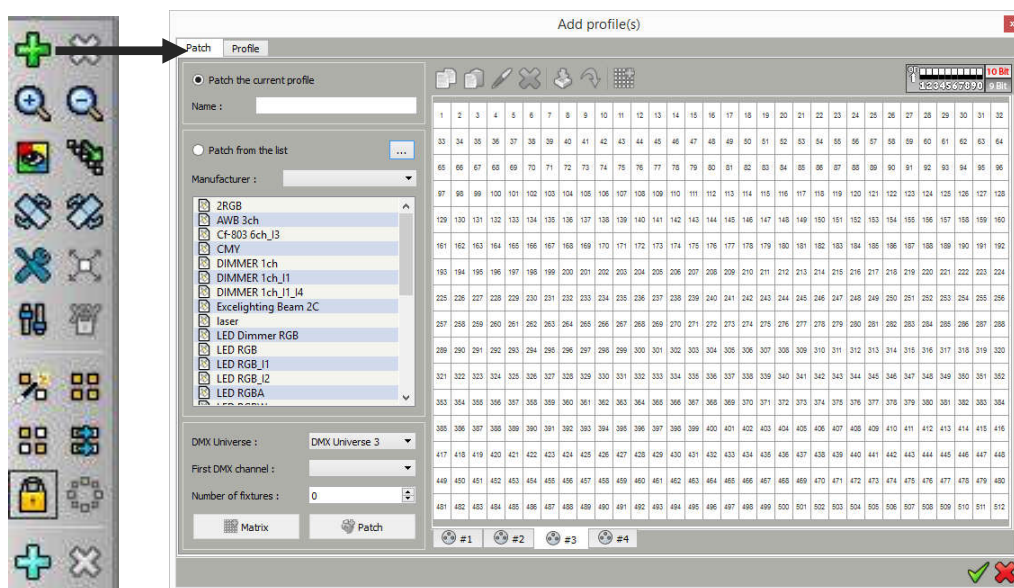
This chapter describes how to easily and quickly Patch fixture profiles with the included software Patch Manager.

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.

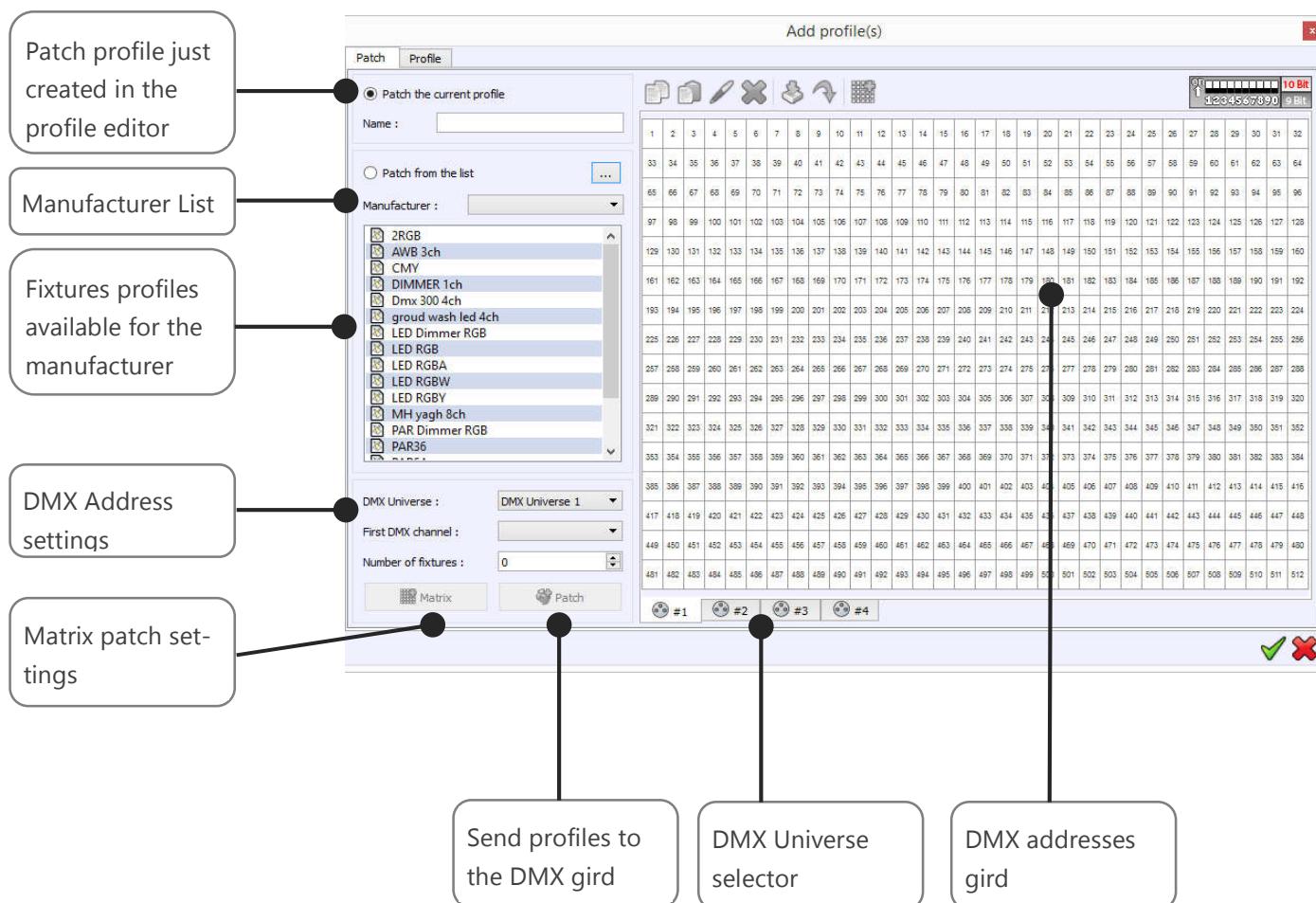
OPENING THE PATCH MANAGER

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:

The image shows a software window for assigning profiles to a patch. It includes a list of profile types, a manufacturer dropdown, and fields for DMX universe, channel, and number of fixtures. A 'Patch' button is at the bottom right. Numbered steps 1 through 6 are connected to specific UI elements by lines.

1. Select the option Patch from The List (selected by default)
2. Select a manufacturer or the '.' for standards RGB profiles like here with a LEDPAR + Dimmer
3. Select the universe where to patch
4. Select the 1st DMX channel (= the DMX address of your 1st fixture)
5. Select number of fixtures to add to the patch. (Here we have 6 units)
6. Click **Patch** to add the profiles into the patch grid

Open the profiles folder

Abstract
AC Lighting
Acdc
Acme
Actor Mate
ADj
Aeon Light
AFX
Aiweidy
Aldabra

2RGB
AWB 3ch
CMY
DIMMER 1ch
LED Dimmer RGB
LED RGB
LED RGBA
LED RGBW
LED RGBY
PAR Dimmer RGB
PAR36
PAR54
PAR64
WA 2ch

DMX Universe : DMX Universe 1

First DMX channel : 1

Number of fixtures : 6

Matrix Patch

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.

The screenshot shows a software interface for patching DMX addresses. The main window displays a grid of 512 DMX addresses, organized in rows of 16 and columns of 32. The first 24 addresses (1 to 24) are highlighted in blue and labeled 'LED Dimmer RGB'. The grid is divided into sections by column headers: 1, 4, 5, 8, 9, 12, 13, 16, 17, 20, 21, 24. The bottom of the interface features four fixture selection buttons labeled #1, #2, #3, and #4. A status bar at the top right indicates '10 Bit' and '9 Bit' settings. At the bottom right, there are green and red checkmark icons.

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](#).

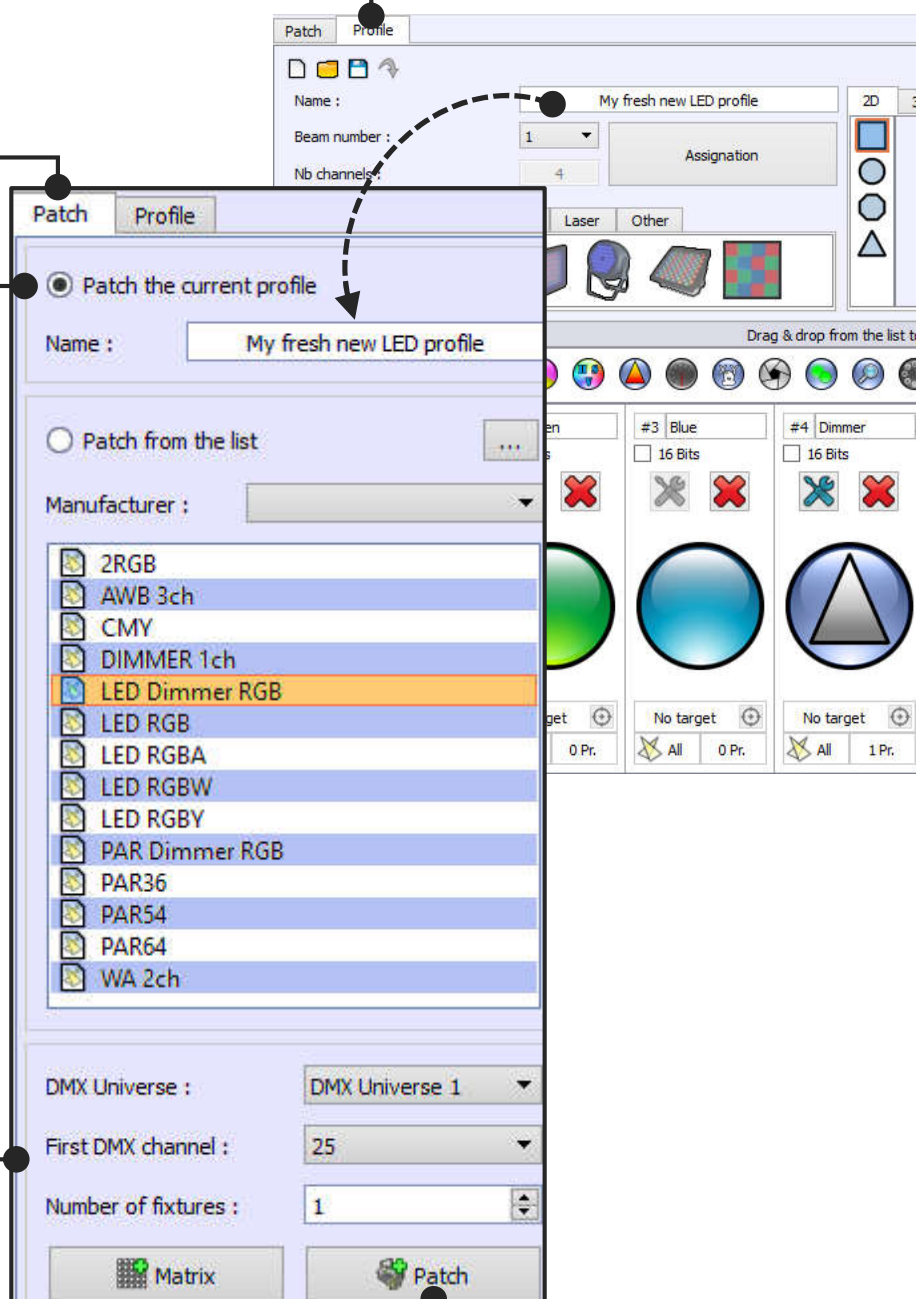
1. Create a fresh new profile in **Profile tab**

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

3. Select Patch current the profile

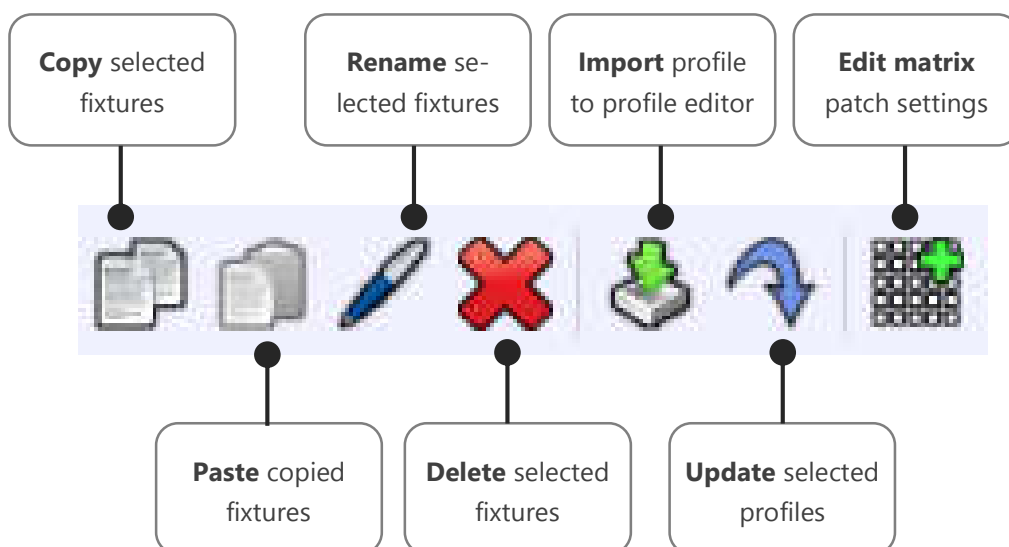
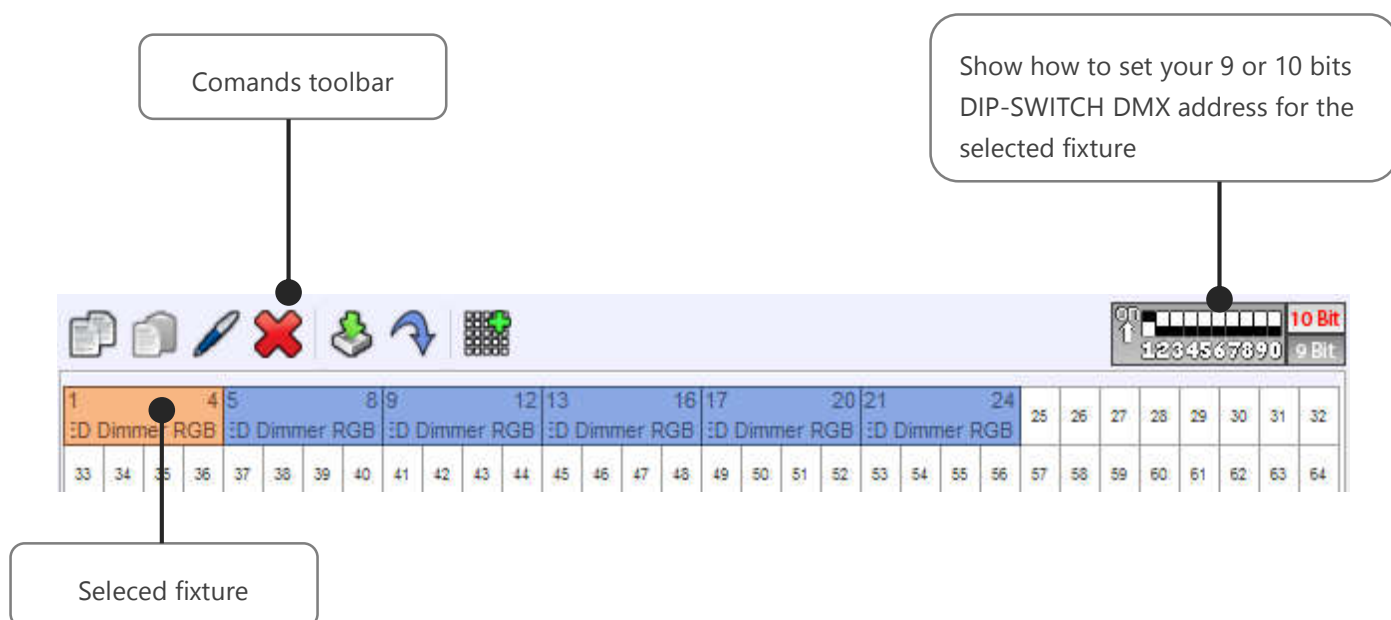
4. Select the **DMX universe** with the 1st **DMX channel** where you want to patch and then choose the **number of fixtures** to insert

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



UPDATING PROFILES IN THE PATCH

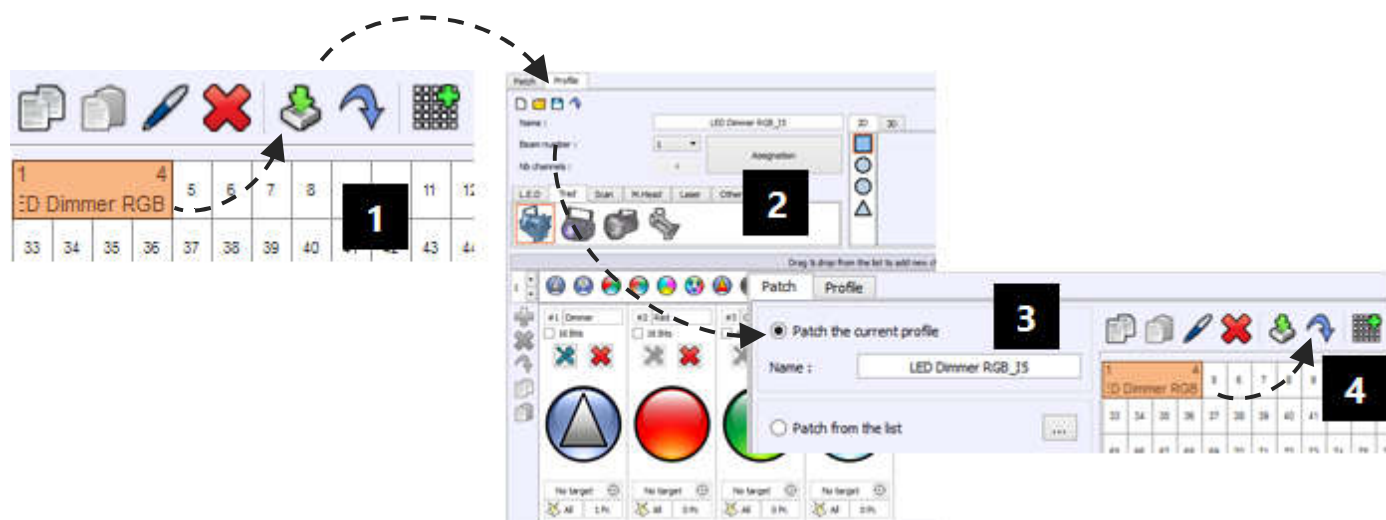
A profile can be updated from the profile list or directly from the current edited profile. The new profile need to have the exact same channels number. You can modify profiles with the profile editor (Profile Tab) and update it in the patch area. Follow the steps to do it:

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.

1	3	4	6	7	9	10	12	13	15	16	17	18	19	20	21	22
LED RGB.1	LED RGB.2	LED RGB.3	LED RGB.4	LED RGB.5												
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83
84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117
LED RGB.1	LED RGB.2	LED RGB.3	LED RGB.4	LED RGB.5												
118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134
135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	

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

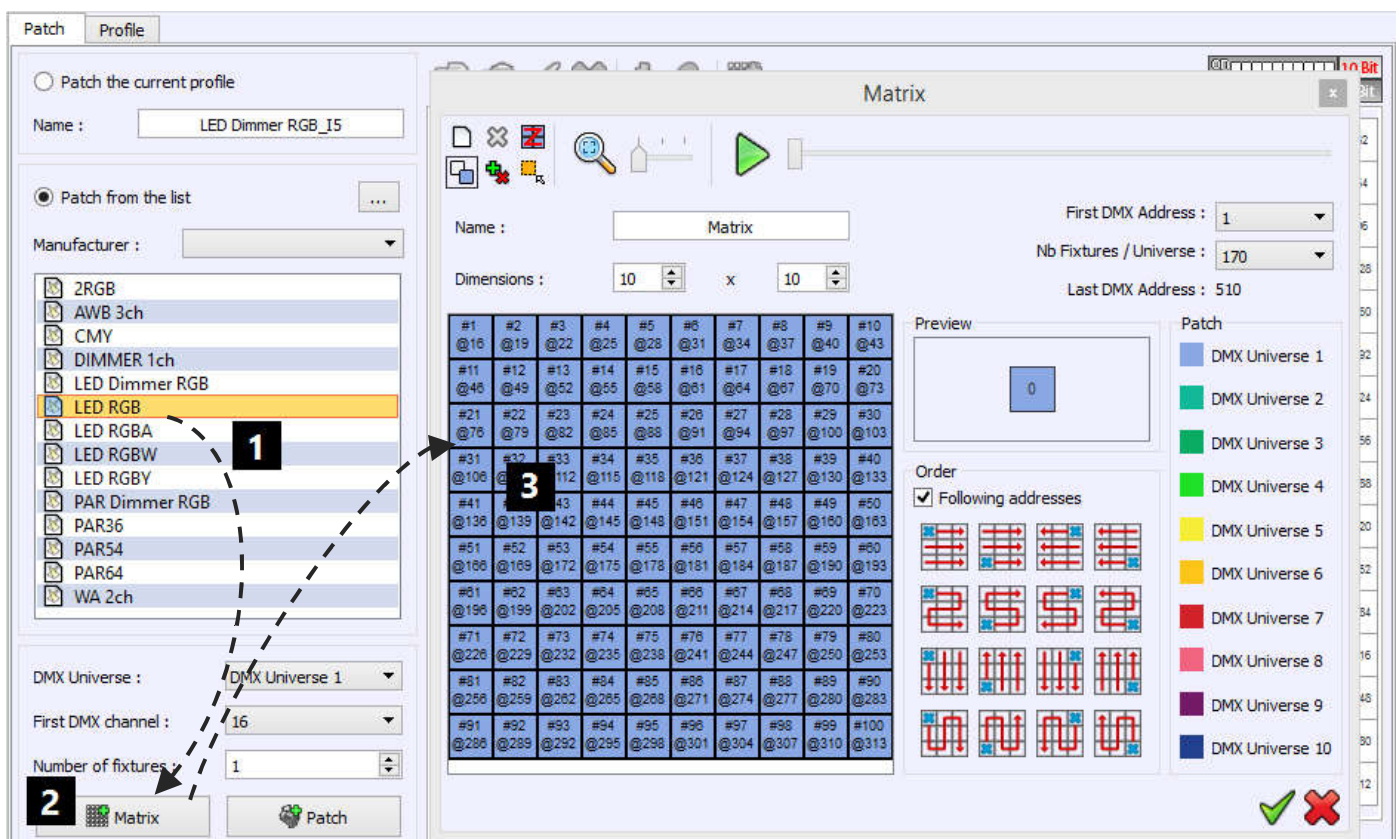
You can setup your lighting fixtures as a matrix. This configuration will give you more options to generate visual effects with the tool effects generator, included in the editor mode. Matrix mode is mainly used with LED/RGB lighting systems, but it can operate with dimmers too.

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.

The screenshot shows the 'Matrix' configuration window. On the left, four callout boxes point to specific parts of the interface:

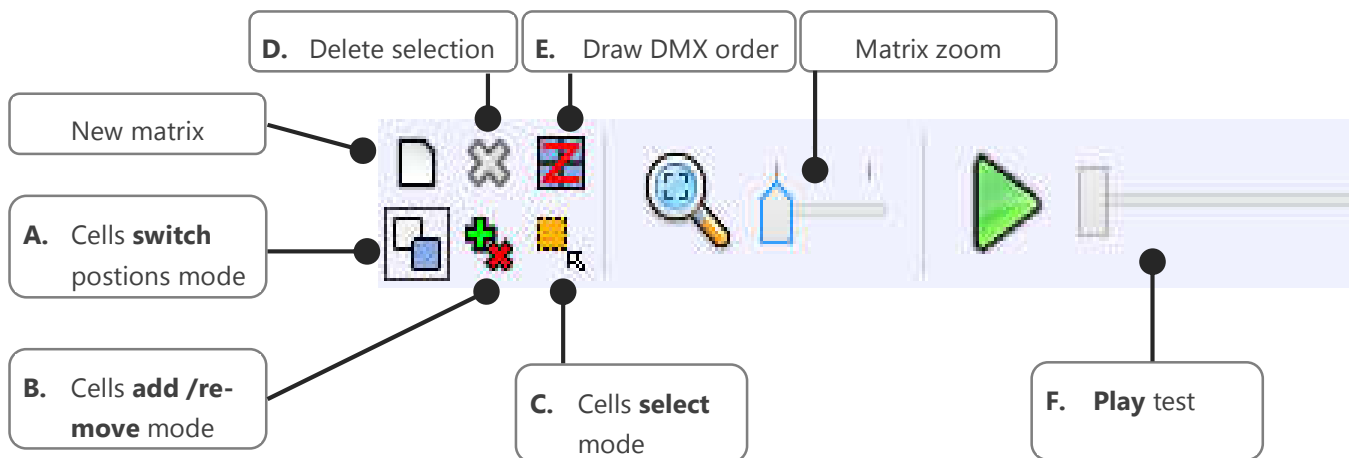
- Matrix tools:** Points to the top toolbar containing icons for file operations, zoom, and playback.
- Matrix Name:** Points to the 'Name' field, which currently contains the text 'Matrix'.
- Dimensions Columns * Rows:** Points to the 'Dimensions' field, showing '10' columns and '10' rows.
- Matrix cells (also called pixels):** Points to the main grid of 100 cells, each containing a unique address (e.g., #1 @16, #2 @19, etc.).

On the right side of the window, there are additional settings and a patch list:

- DMX Address Settings:** 'First DMX Address' is set to 1, 'Nb Fixtures / Universe' is set to 170, and 'Last DMX Address' is set to 510.
- Preview:** A small window showing a single pixel with the value '0'.
- Order:** A section with a checked box for 'Following addresses' and a grid of 16 icons representing different fixture patterns.
- Patch:** A list of 10 DMX Universes, each with a corresponding color swatch (DMX Universe 1 to 10).

A callout box at the bottom right points to the 'Order' section, labeled 'DMX addresses auto-ordering'.

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

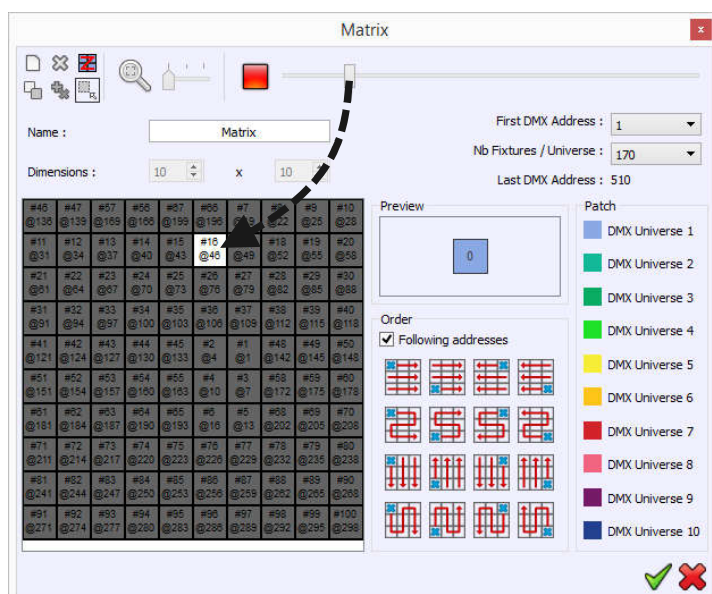
C: Select a part of the matrix. Hold the key CTRL + click cells or draw a selection rectangle over the cells.

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 patch

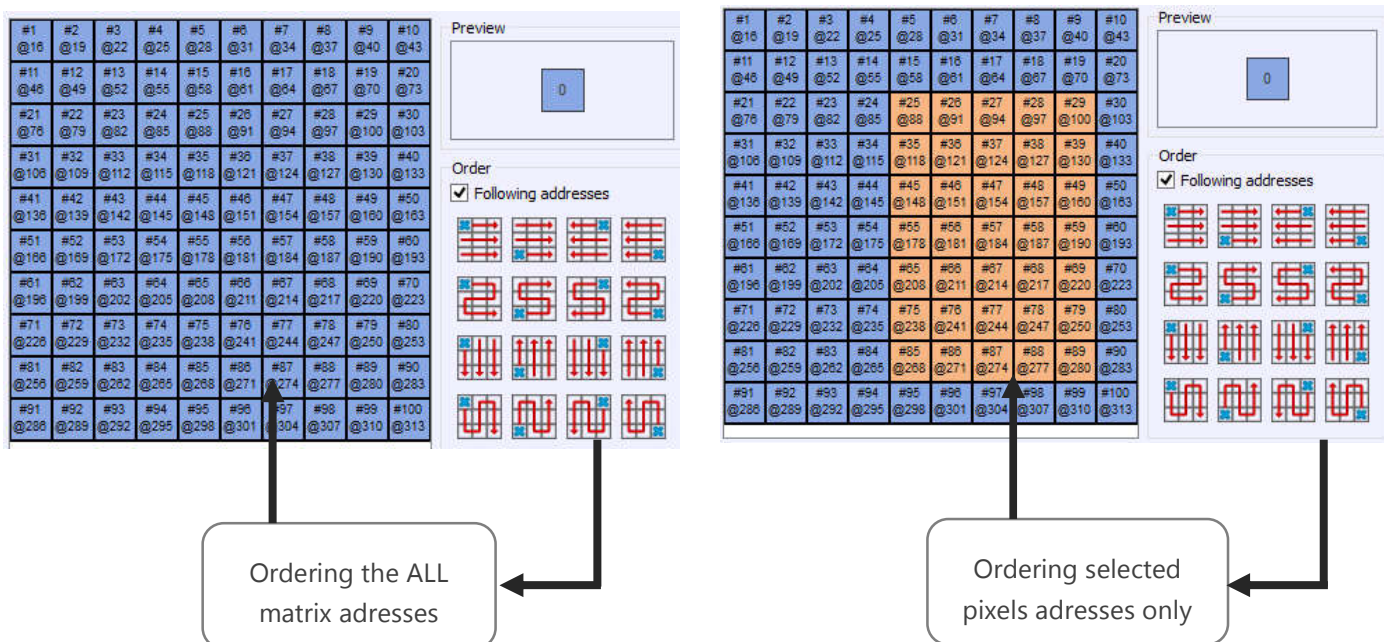
SIMULATE AND CHECK DMX ADDRESSES



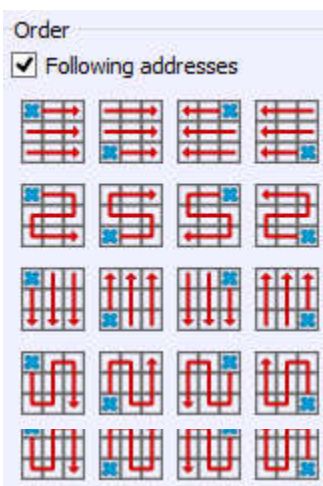
When you use the Play tool, your lighting fixtures will turn on automatically one by one according the order you have set them up. With this option you can check if your DMX patch matches the lighting fixtures themselves. The opening beam option will depend on the default DMX preset of each profile's 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 are 16 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.



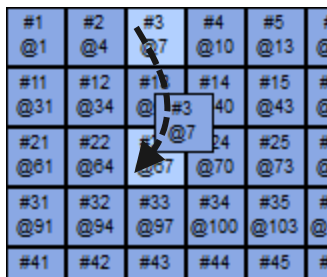
FOLLOWING ADDRESSES OPTION



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



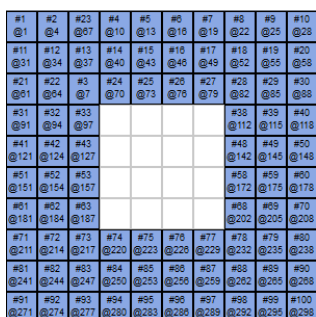
You can reorganize the matrix with a simple drag and drop from 1 light position to another. The light position order in the matrix and the DMX channel of the light will change. This is very useful in case some mistakes appear on the installation and you need to switch several fixtures.

REMOVE FIXTURES FROM THE CELLS

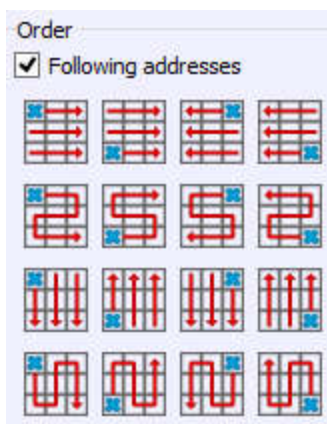


With the Remove option, you can delete fixtures from the matrix configuration.

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



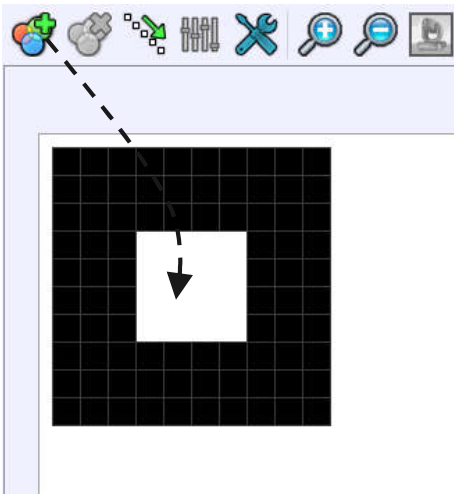
Then you can create a hole in the matrix field and thought free some channels.



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.

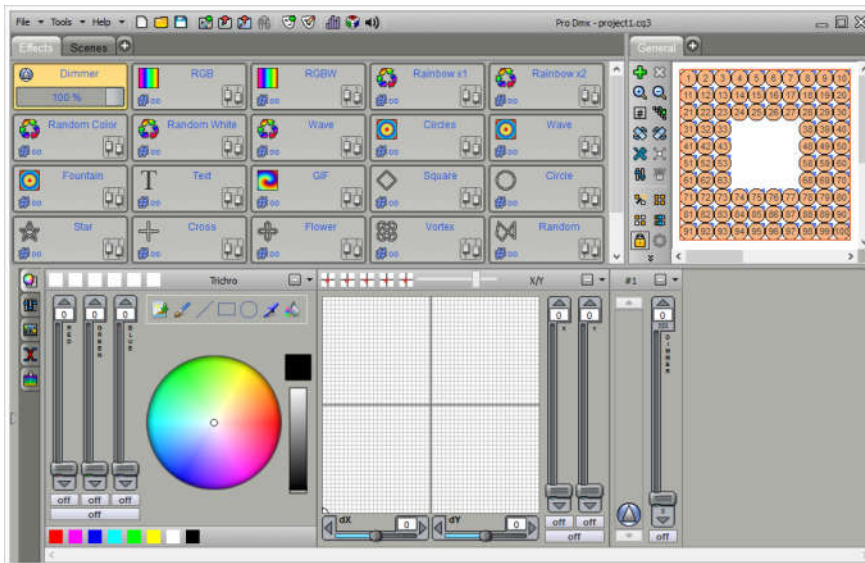
UPDATING AND MODIFYING THE PATCH



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 preprogrammed lighting effects.

Effects ✕

Select the Effect(s) that you want to add in the show

	Name	Type
<input checked="" type="checkbox"/>	Dimmer	Preset
<input checked="" type="checkbox"/>	RGB	Trichro
<input checked="" type="checkbox"/>	RGBW	Trichro
<input checked="" type="checkbox"/>	Rainbow x1	Trichro
<input checked="" type="checkbox"/>	Rainbow x2	Trichro
<input checked="" type="checkbox"/>	Random Color	Trichro
<input checked="" type="checkbox"/>	Random White	Trichro
<input checked="" type="checkbox"/>	Wave	Trichro
<input checked="" type="checkbox"/>	Circles	Matrix
<input checked="" type="checkbox"/>	Wave	Matrix
<input checked="" type="checkbox"/>	Fountain	Matrix
<input checked="" type="checkbox"/>	Text	Matrix
<input checked="" type="checkbox"/>	GIF	Matrix
<input checked="" type="checkbox"/>	Square	Pan Tilt
<input checked="" type="checkbox"/>	Circle	Pan Tilt
<input checked="" type="checkbox"/>	Star	Pan Tilt
<input checked="" type="checkbox"/>	Cross	Pan Tilt
<input checked="" type="checkbox"/>	Flower	Pan Tilt
<input checked="" type="checkbox"/>	Vortex	Pan Tilt
<input checked="" type="checkbox"/>	Random	Pan Tilt
<input checked="" type="checkbox"/>	Square phasing	Pan Tilt
<input checked="" type="checkbox"/>	Circle phasing	Pan Tilt
<input checked="" type="checkbox"/>	Center	Pan Tilt

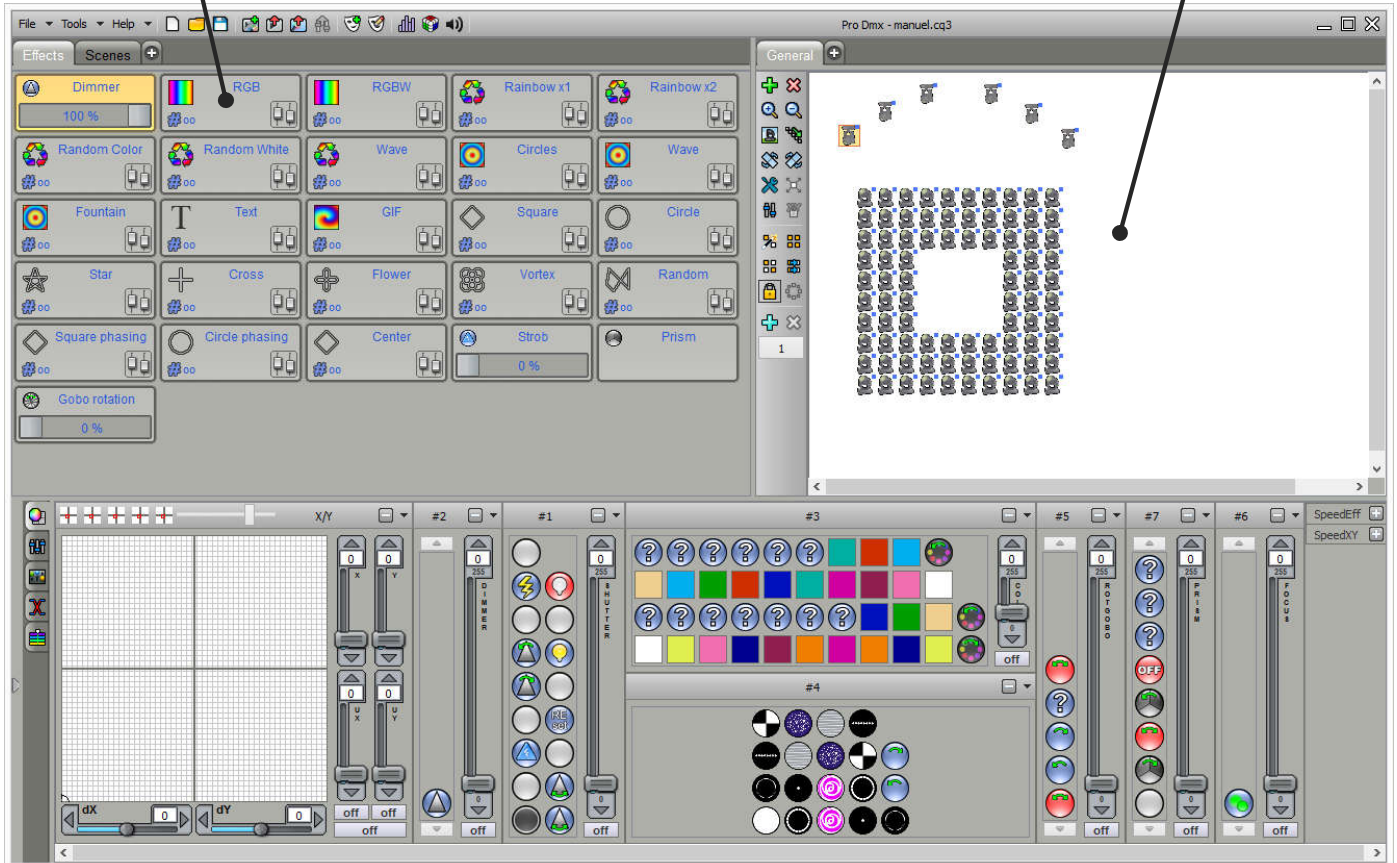



Just choose and confirm the list of the effect that you want to create and the effect button will appear automatically in the main window of the software.

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 preprogrammed 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.

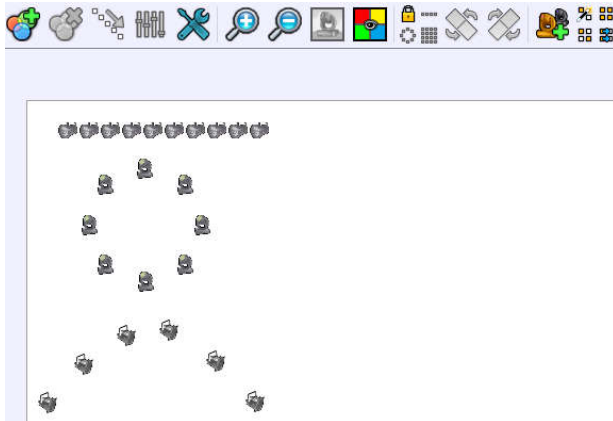


Result of a Patch successfully created

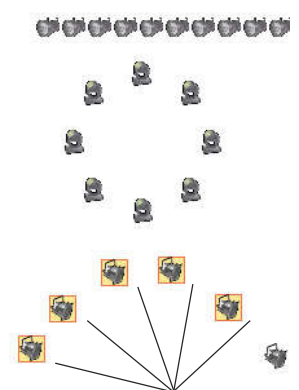
Now the software is ready to work and you can program your show or do some live actions.

FIXTURE SELECTION AND PRESET FOR LIVE CONTROLS

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

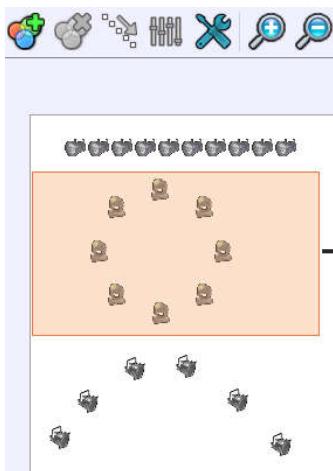


Click on a fixture item to select it

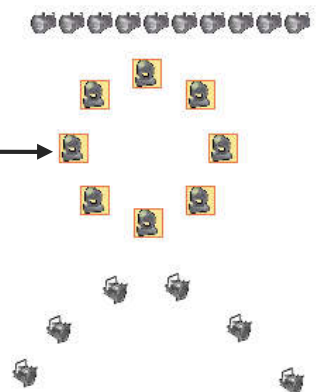


Hold CTRL+Click for multiple select

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.

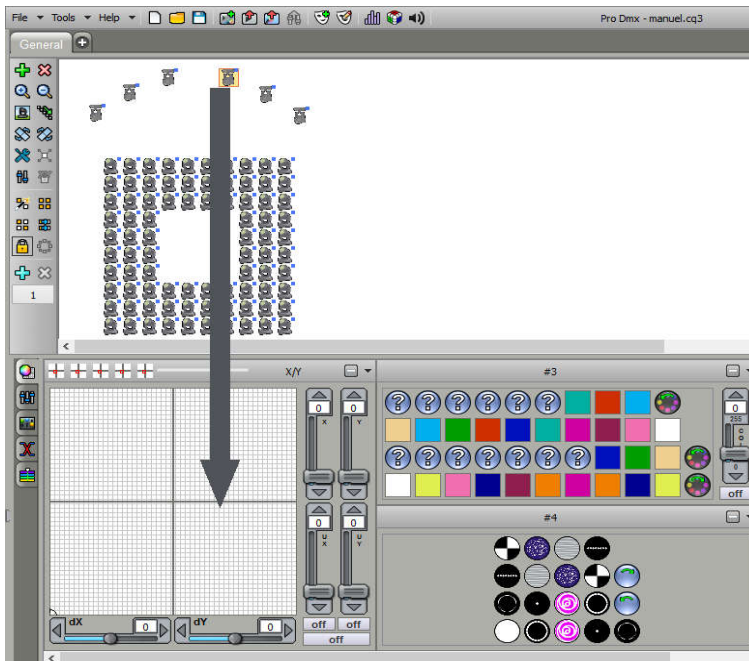


When the lock position is activated, you can unselect fixtures by clicking the item a second time.



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

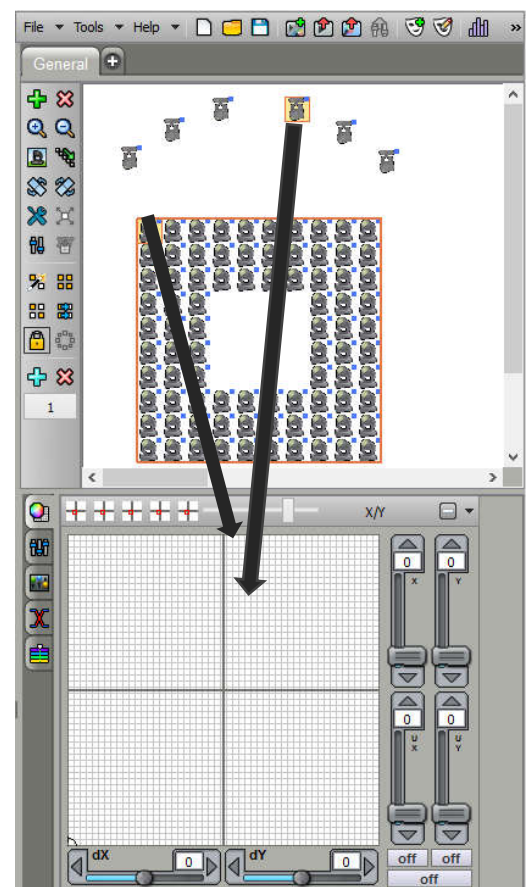


When you select a fixture, its channels and presets appear in the presets panel located just below the 2D area. (You can see all the profile's channels that were earlier defined using the Profile Editor)

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 RGB 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

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.



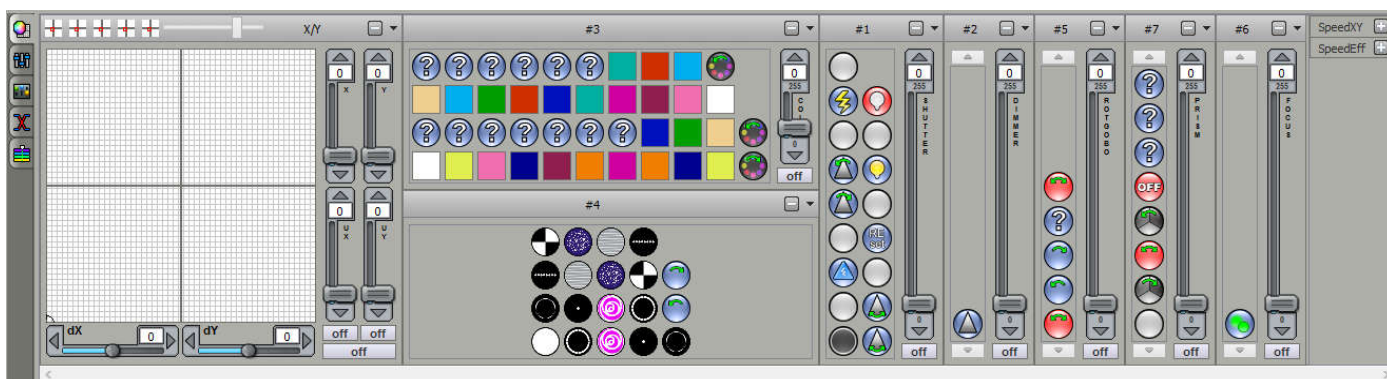
Assign a live shortcut to the channel (Keyboard, Midi, Dmx-In)

THE PRESET DISPLAY MODE

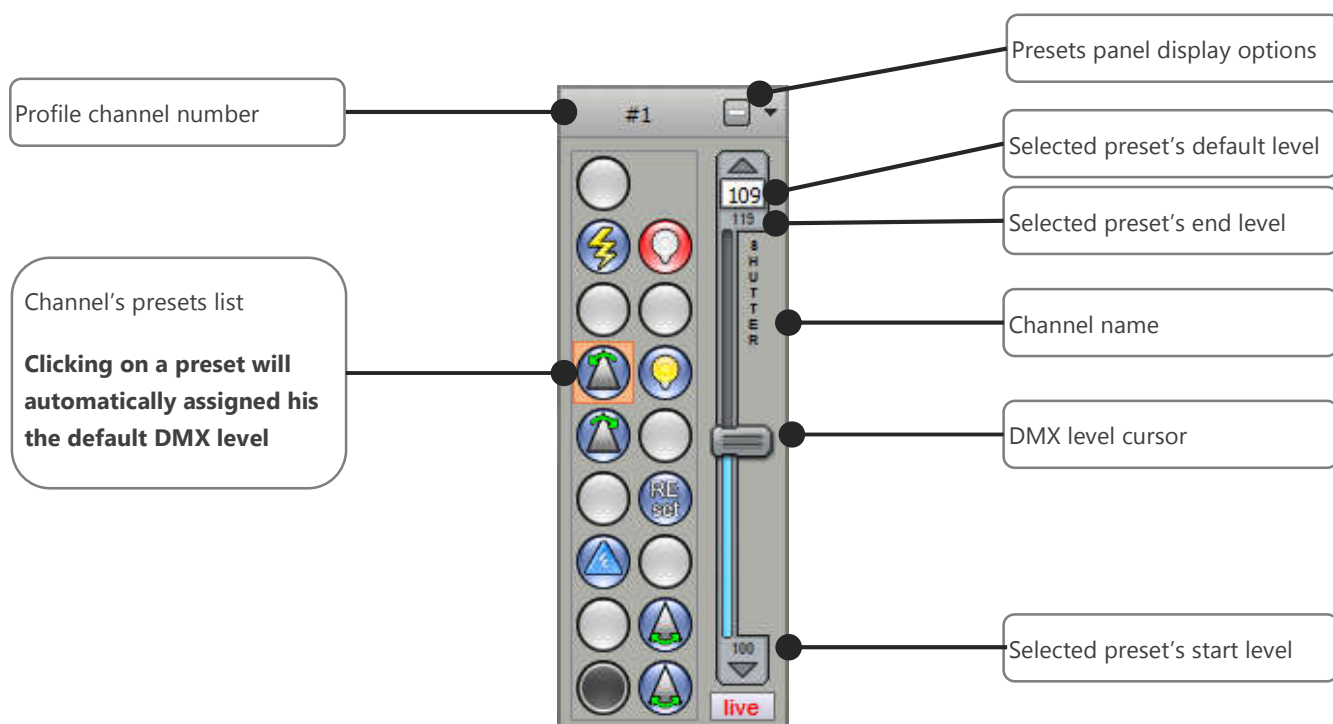
The second and more interesting control mode is the Preset mode. It's the software's default control mode. It provides a board containing palettes who mix cursors and presets menus, embedding powerful tools like RGB color mixing palette and the Pan&Tilt palette.



If no fixtures are selected, there's no presets to show and then the presets board stays an empty window.

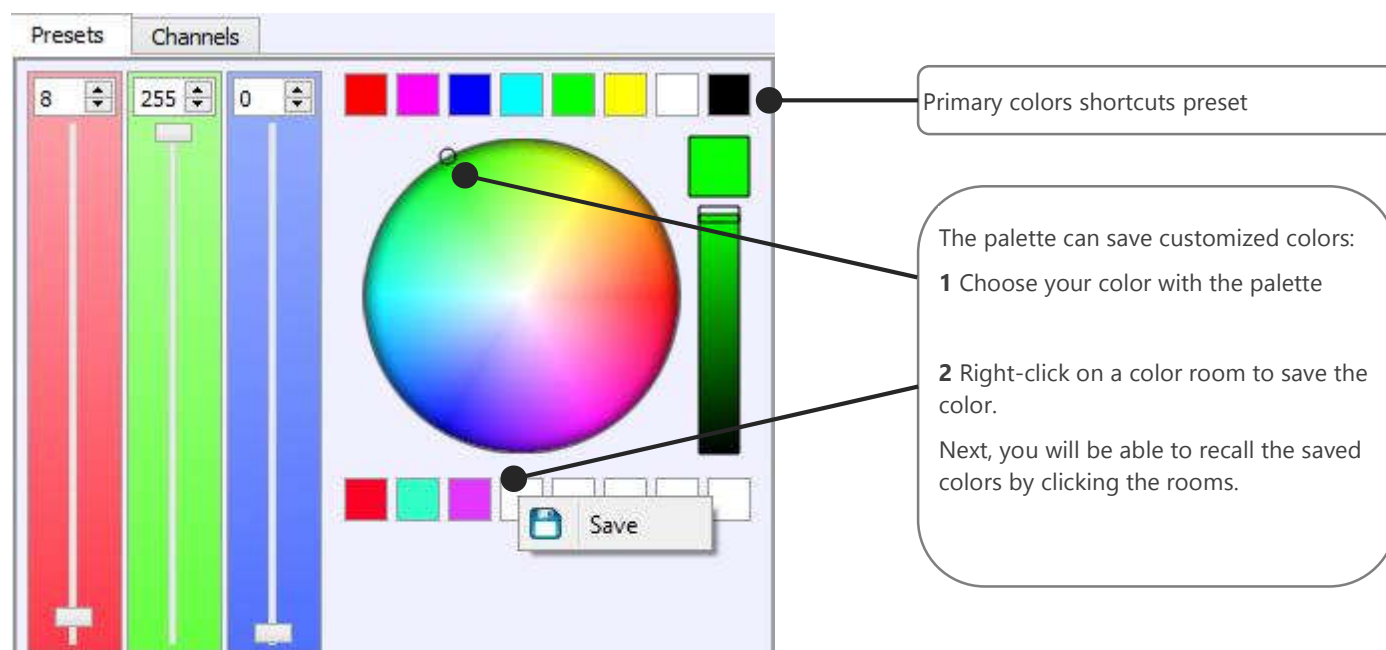


DMX Presets Control

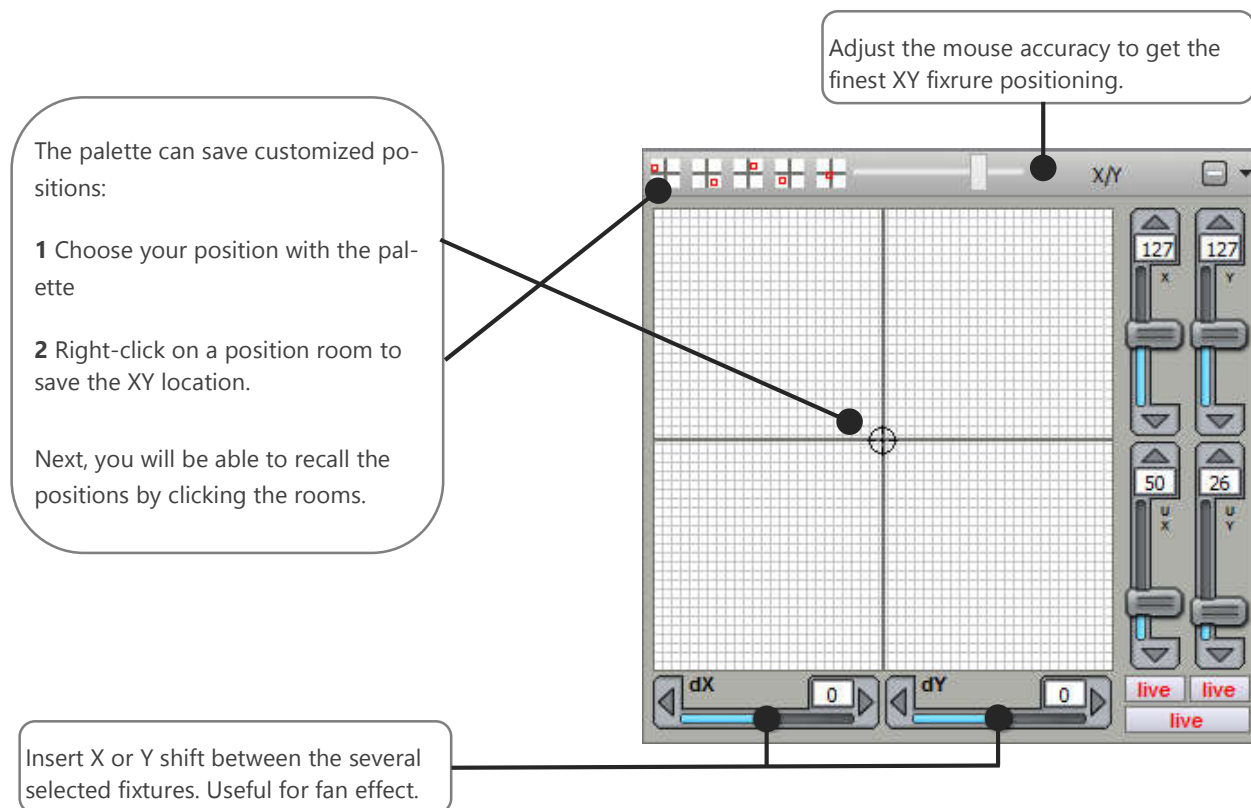


When the preset is selected the main cursor can move from the start to the end DMX level of the preset (refer to the user manual: **How to create Profiles**). You can click on the Preset a second time to unselect it and return to the DMX level 0.

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.