

USER MANUAL

HOW TO USE SCENES

V.1.2.8

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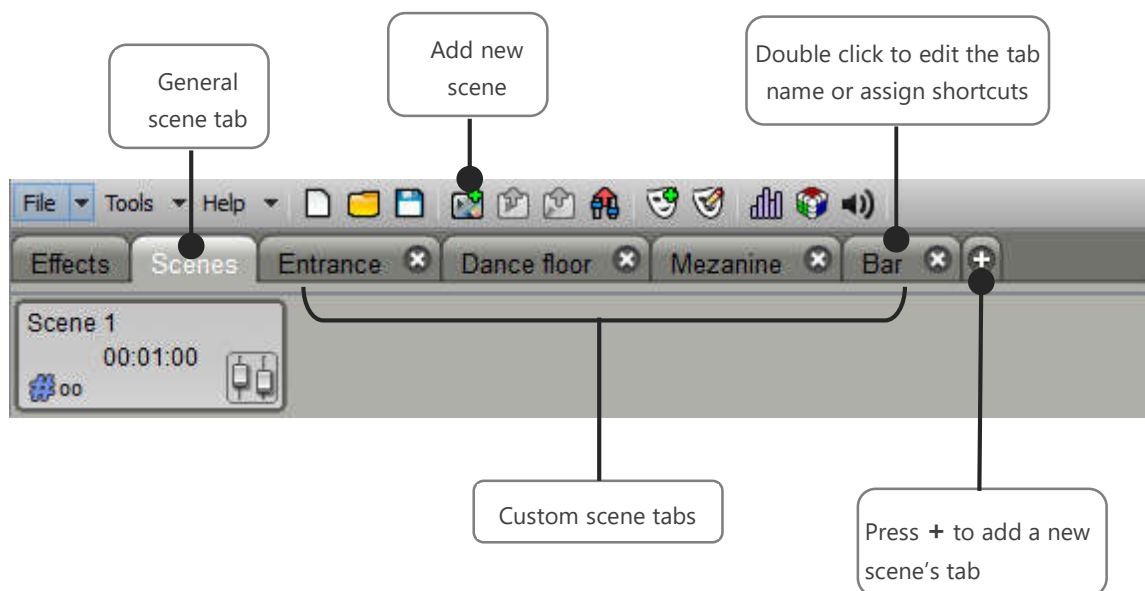
INTRODUCTION

Scenes allow to play static or dynamic DMX levels from steps or memories. In this way, you can easily customize the programming of your fixtures.

Scenes button are displayed on the left side of the software and can be called or started at any time. In this chapter you will learn how to create and use scenes, organize them within the tabs as well as in the timeline.

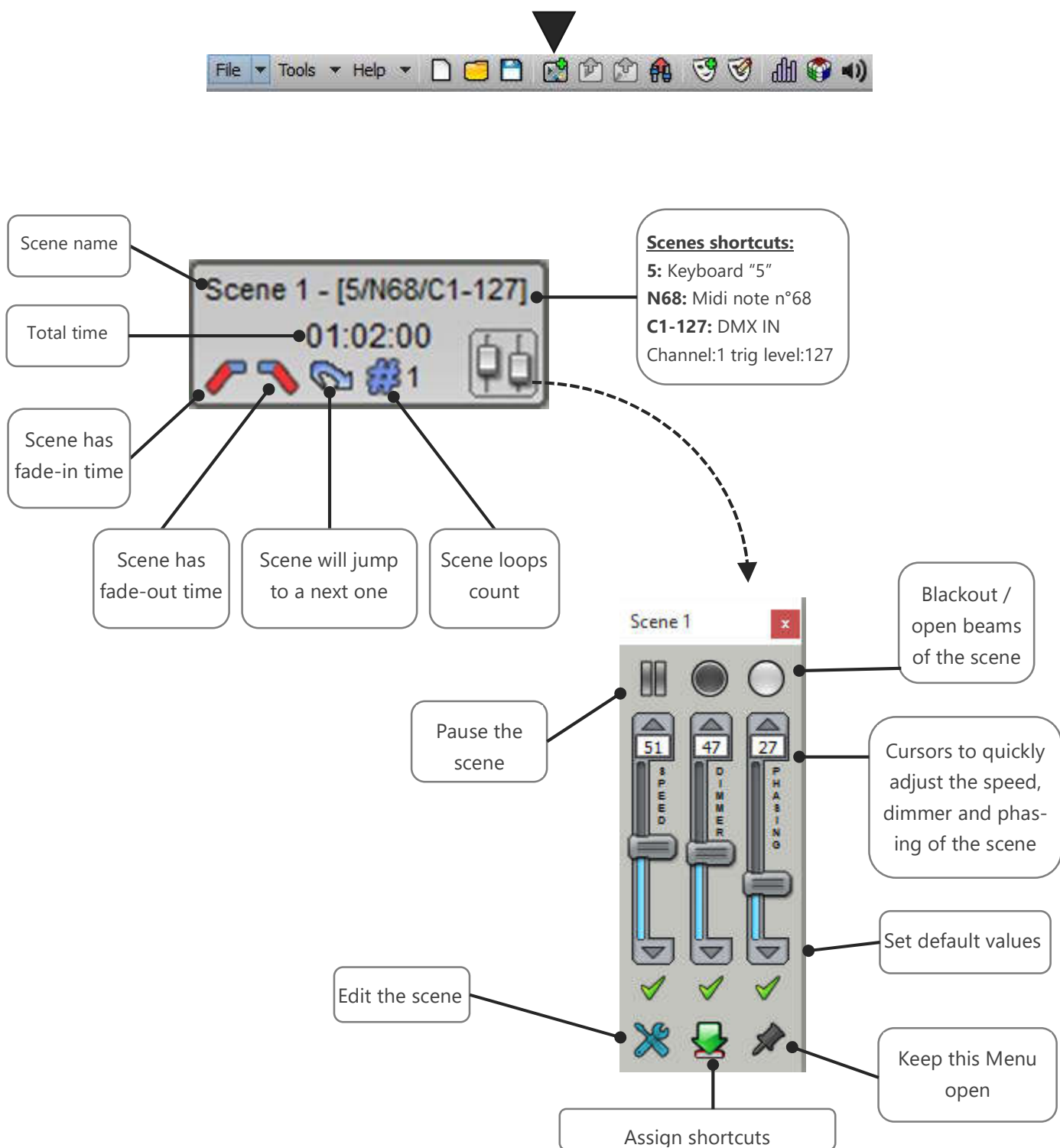
ORGANIZE SCENES IN TABS

New scenes can be created in the dedicated "Scenes" tab. However, you can also add an unlimited number of scenes tabs to optimize your workspace.



CREATING A SCENE BUTTON

To create a new scene, use the "Add" button on the main toolbar. The scene will be added to the active tab. Be careful that the active tab is not the "Effects tab", otherwise an effect will be created instead of a scene.

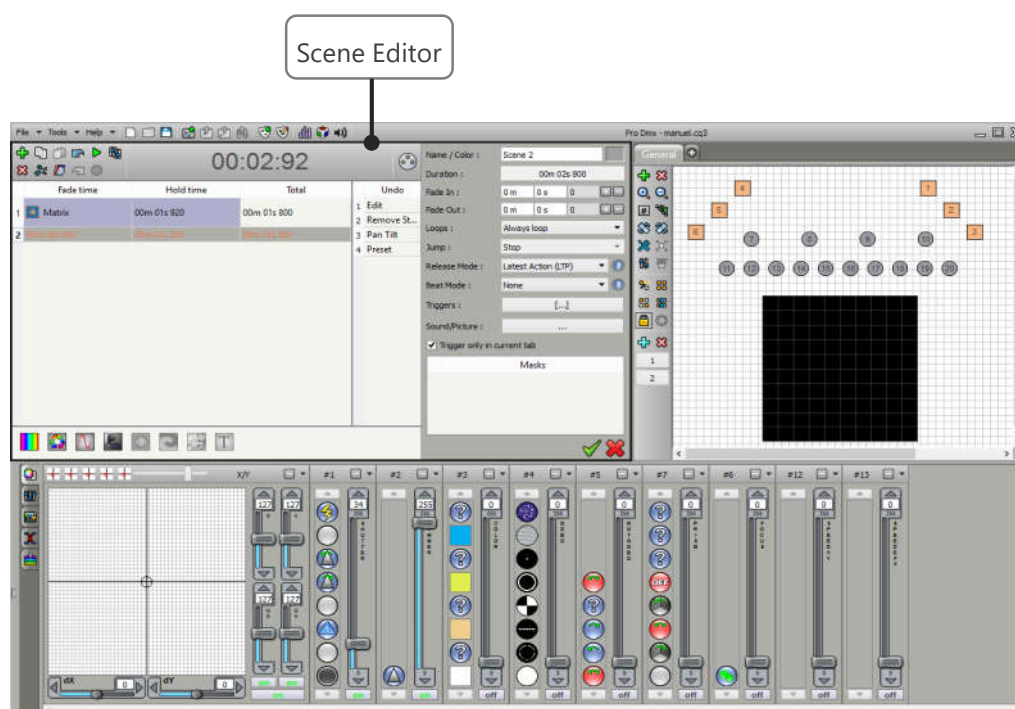


Right-click a scene button to open the context menu and access to the different properties of the scene.

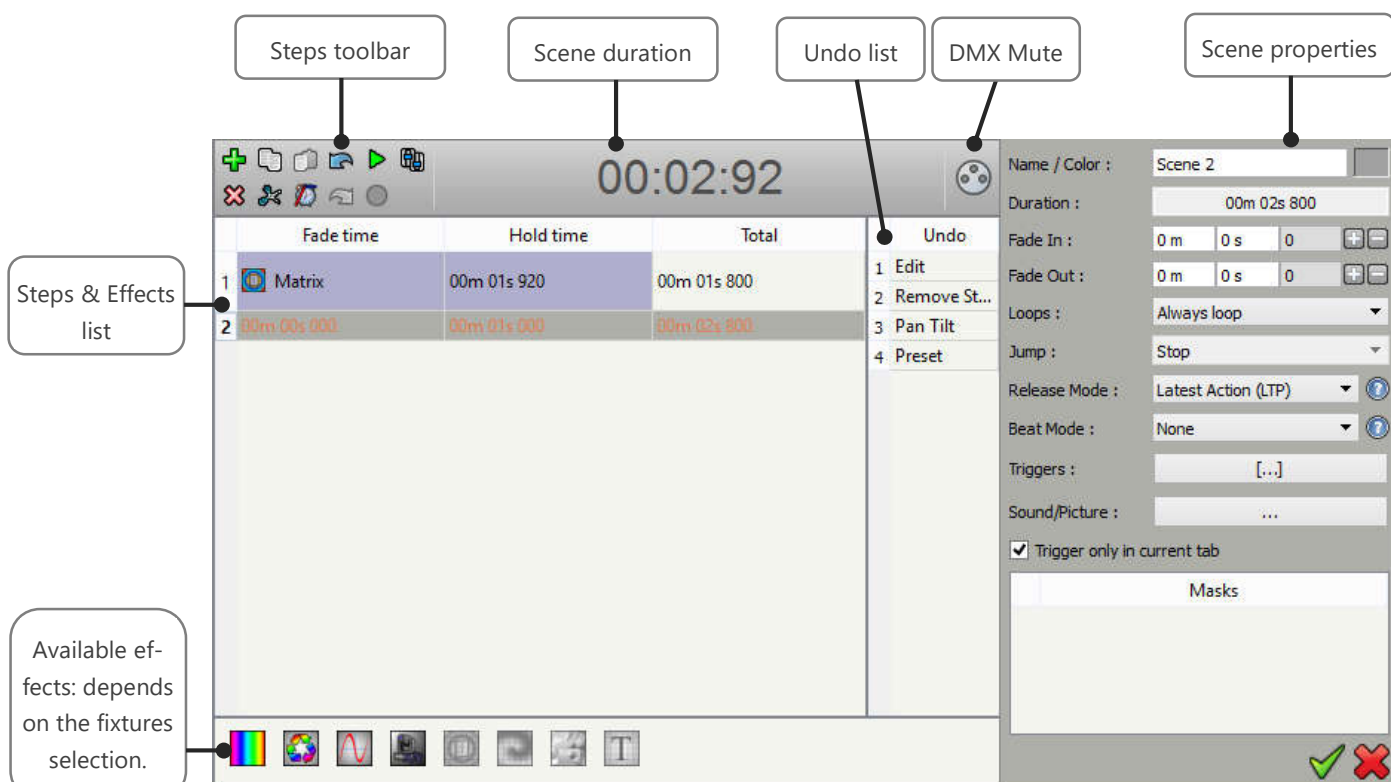
The image shows a context menu for 'Scene 2' with the following options and their corresponding callout boxes:

- Edit**: Edit the scene
- Remove**: Delete the scene
- Default Speed**: Reset speed to the default value
- Default Dimmer**: Reset dimmer to the default value
- Duplicate**: Duplicate the scene in a new button
- Release Mode**: Define triggering mode : HTP, LTP...
- Beat Mode**: Define a beat mode for audio triggering
- Drop the scene into the fading window**: Add the scene in the manual Fading tool
- Drop the scene to the timeline**: Add the scene in the timeline

EDITING A SCENE'S CONTENT



The edit window opens instead of the scenes tabs and leaves room for the fixtures selection and presets view.



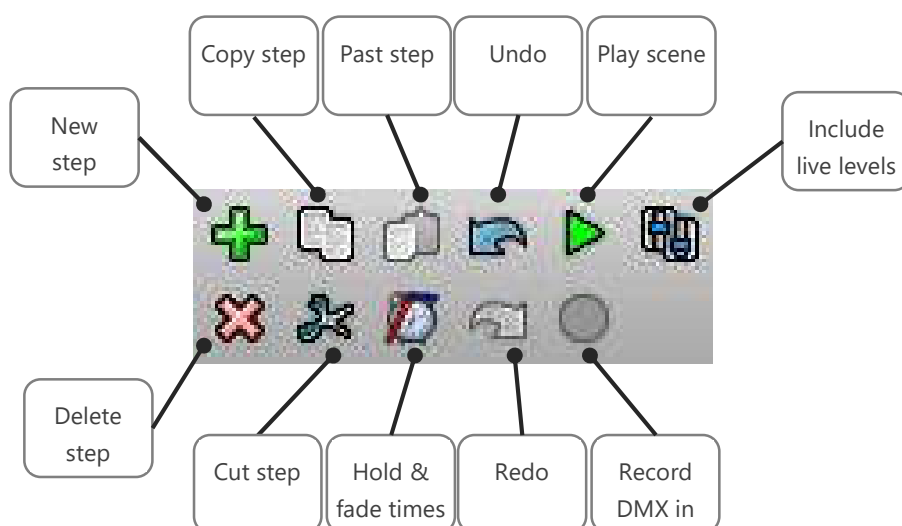
Scene duration:

The duration of the scene, or the cumulative steps of the list with their waiting and fading times.

Mute DMX:

Send or mute the DMX signal of the scene while editing. By muting the scene's DMX signal you can program the scene without disturbing what's currently playing on the show.

Steps toolbar:



Scene properties:

Choose to jump at the end of scene. Following the completion of the number of loop the scene can directly stop (Stop), go to next scene or to a defined scene

Choose a release mode of the scene

Choose triggers and shortcuts to start the scene

Choose a mask to use. See the mask section below

The screenshot shows the 'Scene properties' dialog box with the following fields and callouts:

- Name / Color :** Scene 2 (with a color selection icon)
- Duration :** 00m 07s 720
- Fade In :** 0 m 2 s 0
- Fade Out :** 0 m 2 s 0
- Loops :** 2 Loops
- Jump :** Next
- Release Mode :** Latest Action (LTP)
- Beat Mode :** None
- Triggers :** [...]
- Sound/Picture :** ...
- ☒ Trigger only in current tab
- Masks :** (empty list box)

Edit name and add a color to the scene (clik green cross to get back to default color)

Show scene duration

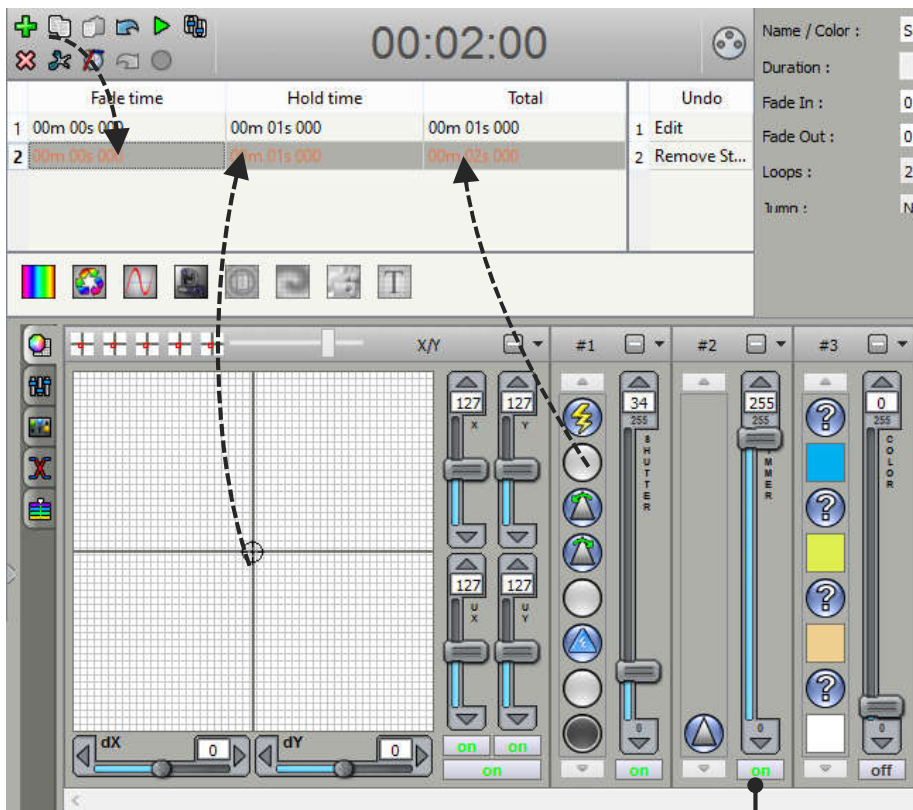
Set fade in and out times

Set number of loops

Choose a BMP mode to play on the music beat

Choose a background for the button and some audio file to play

ADD AND CREATE STEPS IN A SCENE



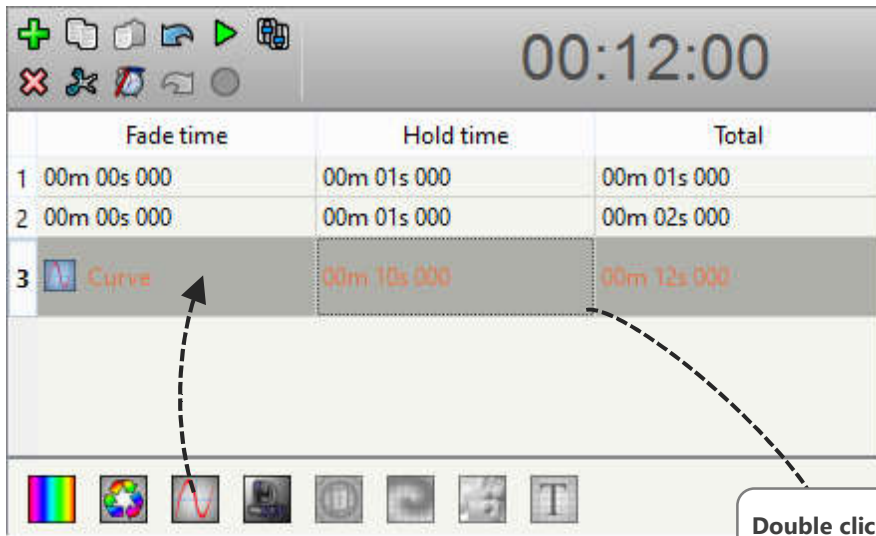
1: Click on the "+" button to add a step after the current step of the scene.

2: Set DMX levels by moving faders and picking presets in both presets and faders control windows.

Note: DMX channels changes are affected to the selected fixtures only.

Used channels are turned ON.
Click the ON button to remove the channel from the current step.

ADD AND CREATE EFFECTS IN A SCENE

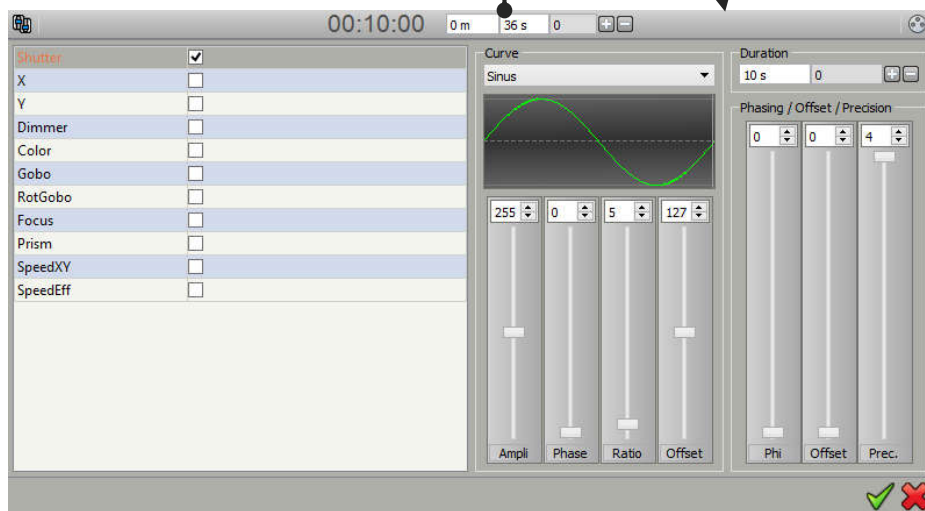


	Fade time	Hold time	Total
1	00m 00s 000	00m 01s 000	00m 01s 000
2	00m 00s 000	00m 01s 000	00m 02s 000
3	00m 00s 000	00m 10s 000	00m 12s 000

You can add effects to the rest of the current step by clicking an effect down the window from those available (see the manual on the effects for the types of effects). An effect is played only once in the list, it is necessary to set a repeating time to the effect when there are other steps in the list like in this example.

Double click to edit the effect

Repeating time



00:10:00 0 m 36 s 0

Shutter ☒

X ☐

Y ☐

Dimmer ☐

Color ☐

Gobo ☐

RotGobo ☐

Focus ☐

Prism ☐

SpeedXY ☐

SpeedEff ☐

Curve: Sinus

Duration: 10 s

Phasing / Offset / Precision

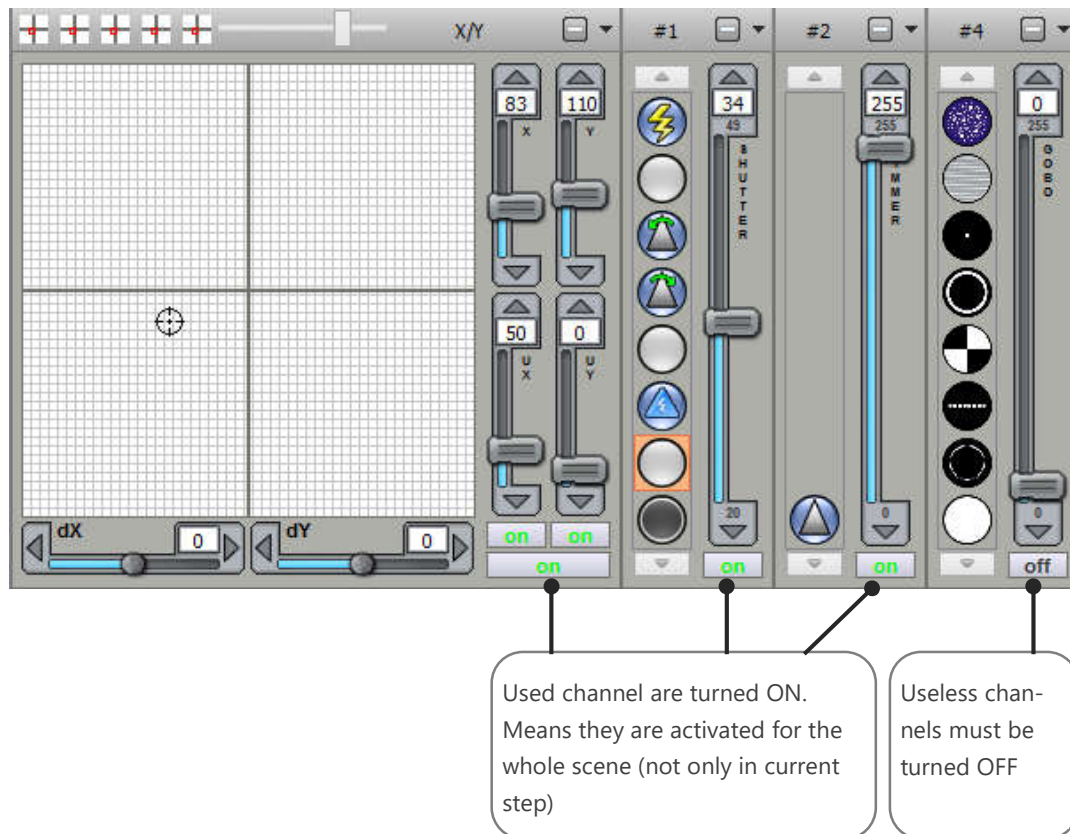
0 0 4

Ampli Phase Ratio Offset

Phi Offset Prec.

USE THE CHANNELS AND PRESETS CONTROL WINDOWS

Actions on a channel or on a preset control involve a change of the channel state. Channel will be turn ON. That means that for all the selected fixtures, this channel is activated. It is important to understand priorities and to know who the active channels in a scene are. Unused channels must be turned OFF to avoid possible conflicts between scenes especially when they are playing simultaneously.



ENABLE OR MUTE THE DMX OUTPUT

It is possible to edit a scene at any moment, even while it is played. At the opening of the scene editor, the DMX output can be activated (DMX on) or muted (DMX OFF) depending on the following conditions:

The scene's DMX output comes activated when:

- Edited scene is not playing and nothing else is playing.
- Edited scene is playing and no other scene is playing.
- Edited scene is playing while other scenes are playing but they don't have any common channels between them.

In other cases, the scene's DMX output comes muted:

Modifications to the scene will not be sent to the DMX output to avoid disturbing the DMX show progress.

When the DMX signal is cut the duration of the scene is displayed in red:



The screenshot shows a software interface for editing scenes. At the top, there is a red bar with a large digital display showing '00:02:00'. To the left of the display are several icons for scene management. To the right is a red circle with a diagonal line through it, indicating a muted or disabled state. Below the red bar is a table with columns for 'Fade time', 'Hold time', 'Total', and 'Undo'. The table contains two rows of data. A callout box points to the red circle icon, stating: 'It is possible to reactivate the DMX signal with DMX OFF / OFF option'.

	Fade time	Hold time	Total	Undo
1	00m 00s 000	00m 01s 000	00m 01s 000	1 Edit
2	00m 00s 000	00m 01s 000	00m 02s 000	2 Pan Tilt

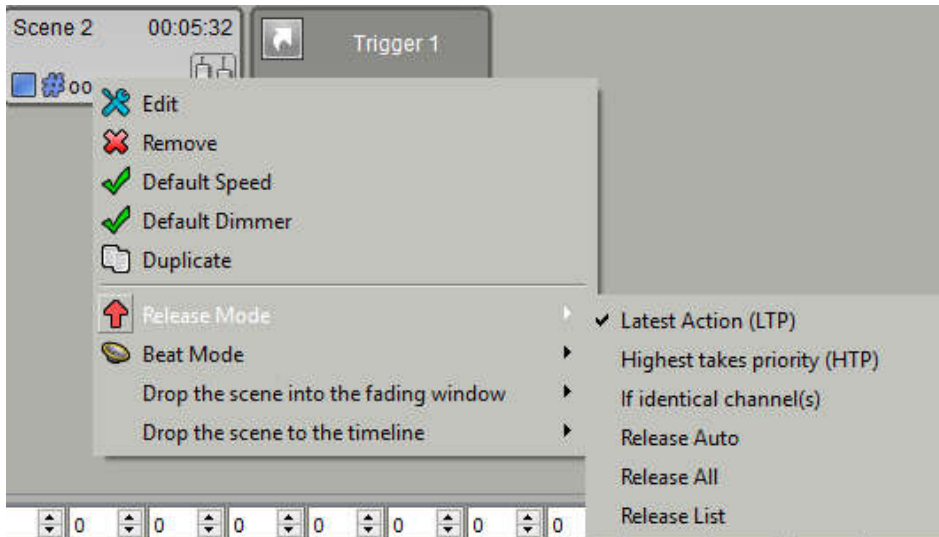


If the DMX output of the scene is activated while other scenes are playing and sharing DMX then, there, the edited scene takes priority.

Example: current scene A is using the shutter channel strobe mode. If you create a new scene B, changing the shutter channel will overwrite what current scene A is doing.

RELEASE SCENE OPTIONS

There are different triggering modes:



Last action (LTP): When the scene is triggered, it does not stop any other scene. The last scene triggered takes priority over the shared active channels of the others playing scenes.

Highest takes priority (HTP): The scene with the highest DMX values takes priority over the shared active channels of the others playing scenes.

If identical circuits: The scene automatically stop all scenes playing at least one identical channel.

Example: scene A plays pan and tilt + dimmer channels. Scene B plays pan and tilt or dimmer or both. Playing scene B will stop scene A automatically.

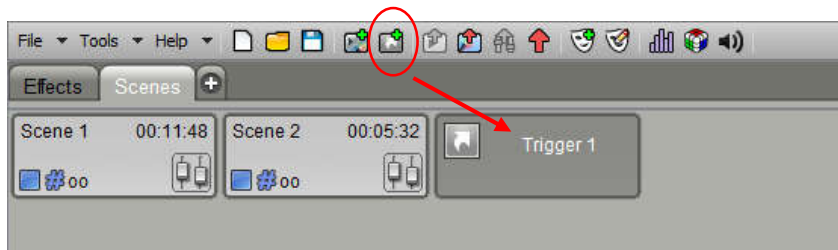
Release Auto: When the scene is triggered, it automatically stops all the scenes having the same mode of release.

Release All: When the scene is triggered, it automatically stops all the scenes playing in the current scene tab only. Scenes playing in the other scene tabs will not be stopped.

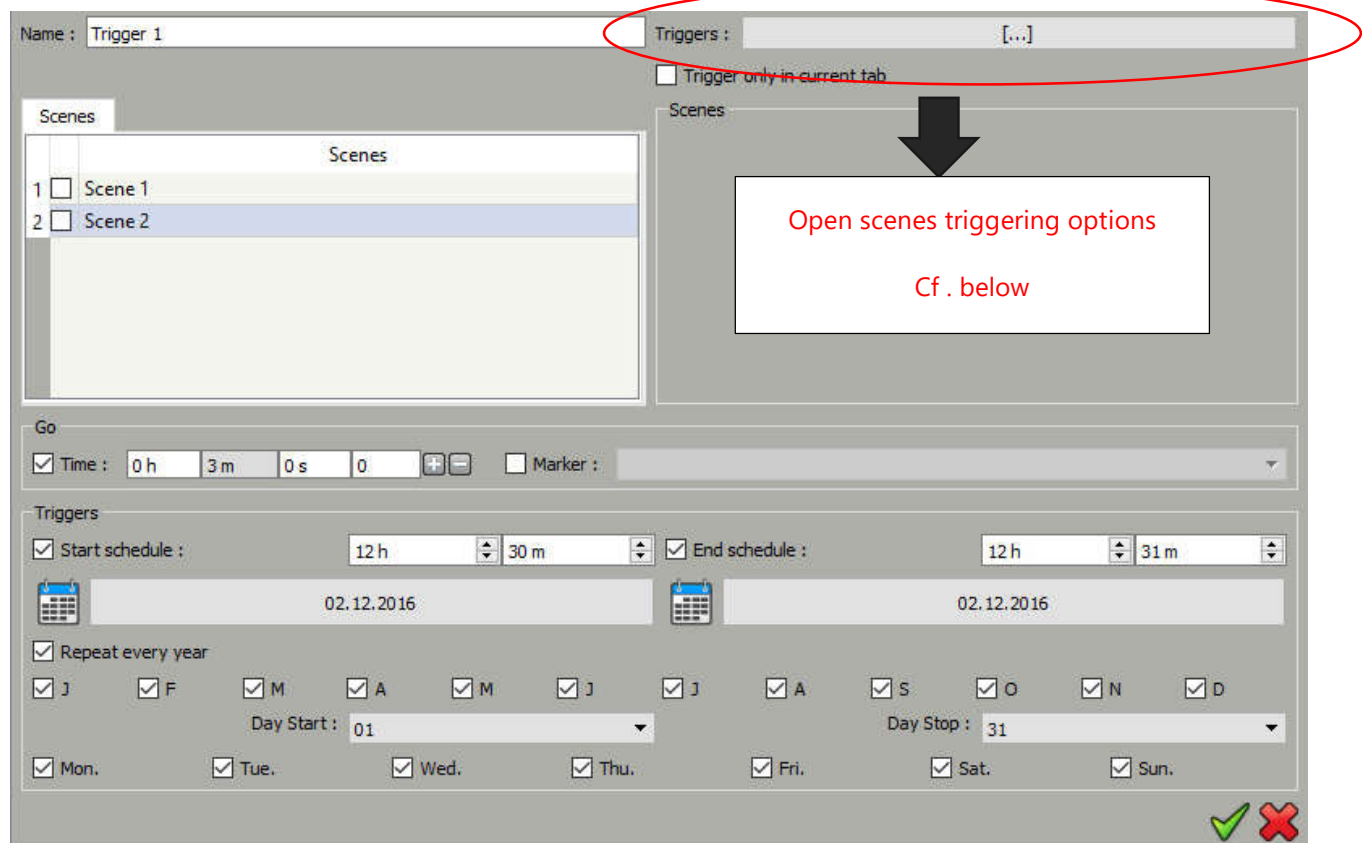
Release List: When the scene is triggered, it stops all the scenes contained in the list (if they are playing).

TRIGGER SHORTCUT

Optimize your efficiency in live and add trigger button to call one or several scenes.

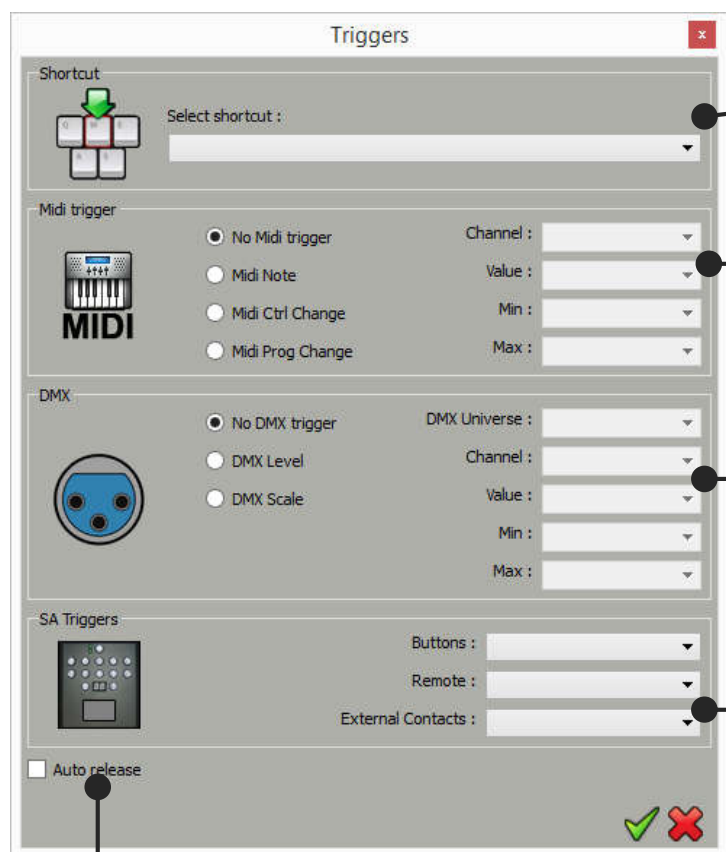


Right click one the Trigger button to edit trigger options of the associated scenes. You will be able to add calendar and time triggering information, depending on the type of device you are using ; some devices do not allow calendar triggering option.



SCENES TRIGGERING

Optimize your control in Live and assign triggering shortcuts to scenes using; keyboard keys, midi, DMX, etc.



The 'Triggers' window is divided into four main sections:

- Shortcut:** Features a keyboard icon and a 'Select shortcut:' dropdown menu.
- Midi trigger:** Includes a MIDI keyboard icon, radio buttons for 'No Midi trigger', 'Midi Note', 'Midi Ctrl Change', and 'Midi Prog Change', and dropdowns for 'Channel', 'Value', 'Min', and 'Max'.
- DMX:** Includes a DMX connector icon, radio buttons for 'No DMX trigger', 'DMX Level', and 'DMX Scale', and dropdowns for 'DMX Universe', 'Channel', 'Value', 'Min', and 'Max'.
- SA Triggers:** Includes a remote control icon, dropdowns for 'Buttons', 'Remote', and 'External Contacts', and an 'Auto release' checkbox.

Callouts provide additional information:

- Assign keyboard shortcut:** Choose key from the list
- Assign a Midi trigger:** Any midi controller desk can be connected to the computer
- Assign a DMX-IN trigger:** Use the DMX input of the interface and assign any input DMX channels as a trigger
- Assign an interface trigger:** Use the DMX interface buttons, external contacts or IR Remote as a software trigger

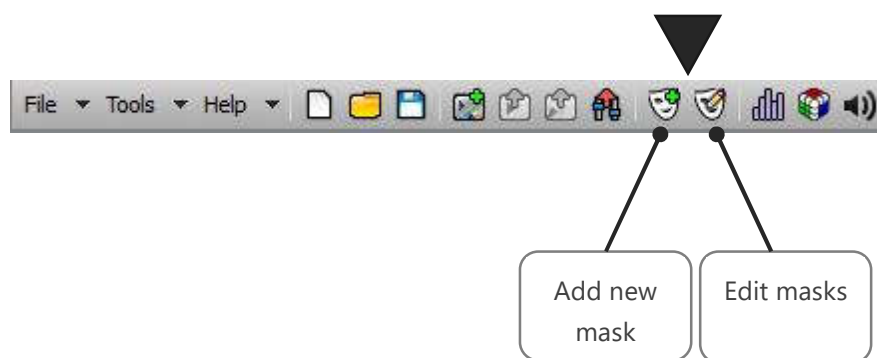
Auto release: Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself.

The software is able to detect, recognize and assign triggers from an external device (such as keyboard's key, MIDI button or slider or potentiometer, DMX console fader...).

Example: A midi console is connected to the computer. When pressing a button or turning a potentiometer on the console, the software automatically detects the values and shall auto-assign it. Then, it's still possible to change it manually.

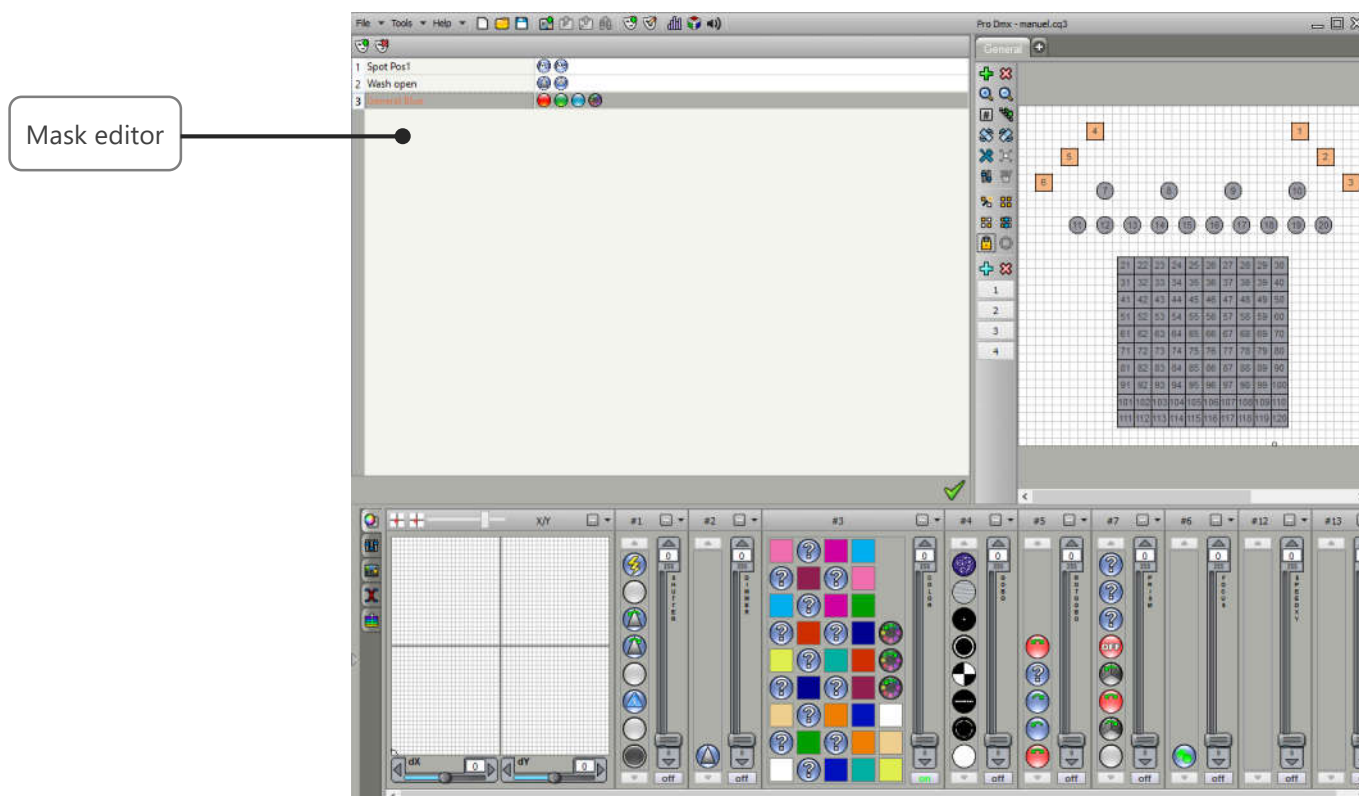
USING DMX MASKS

Once they have been created with the mask editor, masks are usable in the scene editor. A mask contains DMX levels, it's similar to a single step who will play over all the steps of the scenes.



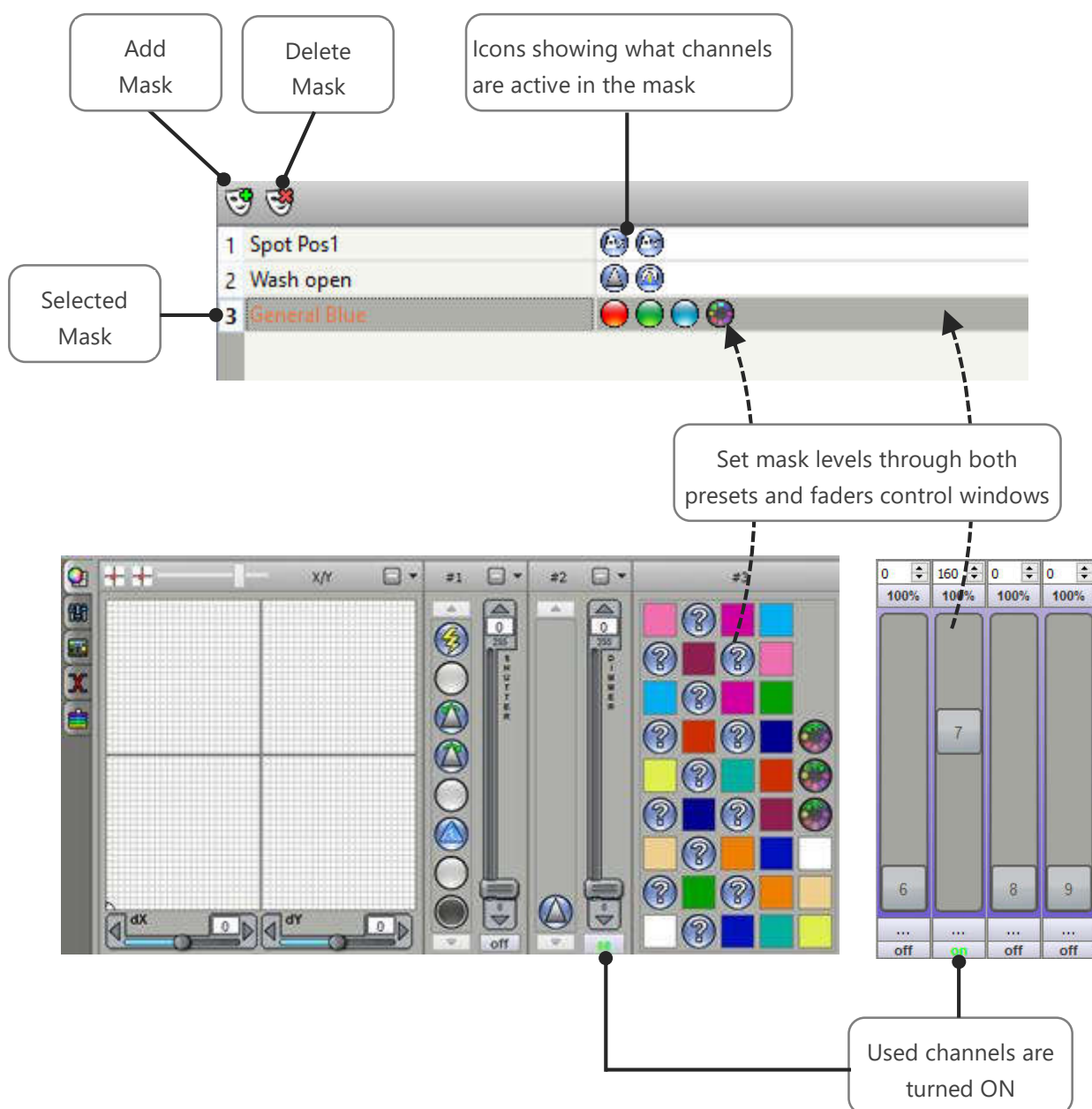
Add new mask: This command will create a new mask. If there are active live channels, then levels will be included in that new mask.

Edit new mask: This command opens the mask editor.



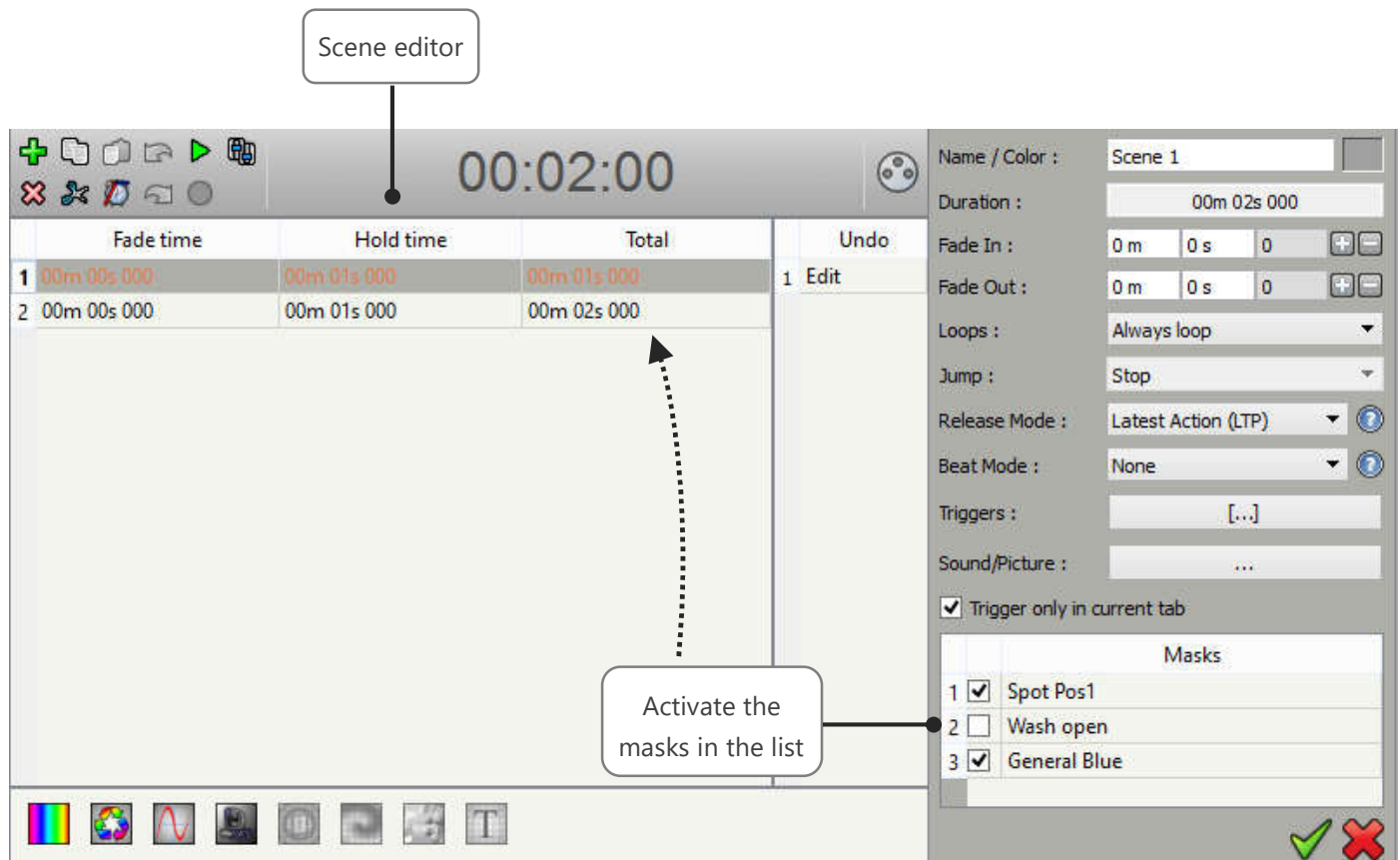
PROGRAMING DMX CHANNELS IN A MASK

When a mask is selected you can set the desired DMX levels using faders or preset controls windows, exactly like in programming a scene's step. Like in the scene editor, used channels in the mask are turned ON to let you know what channel is active in the selected mask. If you don't need a channel anymore in a mask, just click the ON button to turn it OFF.



APPLY MASKS IN A SCENE

Once the masks have been created, you can apply them in any scene of your project. Edit a scene and check the masks you want to apply for the edited scene.



Mask will play over all the steps of the whole scenes. If the scene is playing on some same channels than the mask then the mask will takes priority.

USING SCENES WITH THE TIMELINE OR CROSS FADES TOOLS

All scenes, unlike the effects can be integrated into the timeline (Timeline) or in fades. Please also refer to the manual of the timeline and cross-fade.