



USER MANUAL

HOW TO USE THE GENERAL OPTIONS

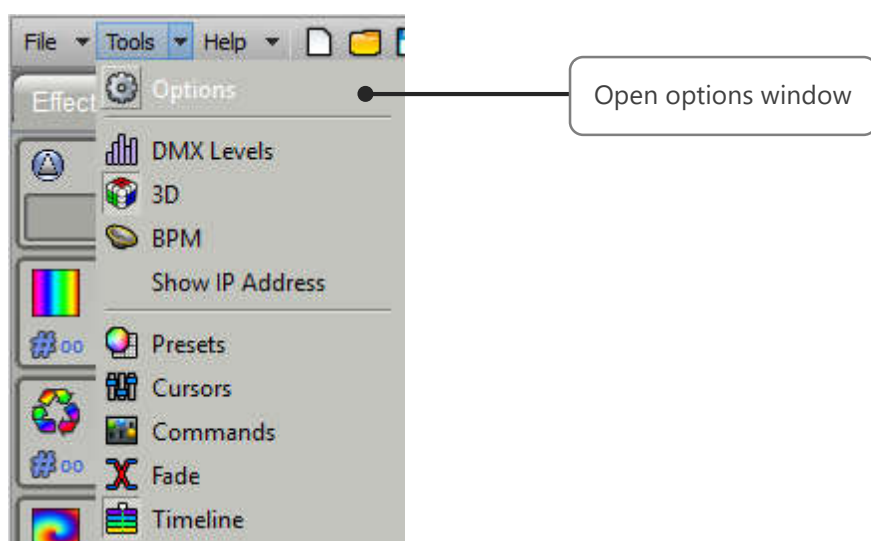
V.1.2.8

SUMMARY

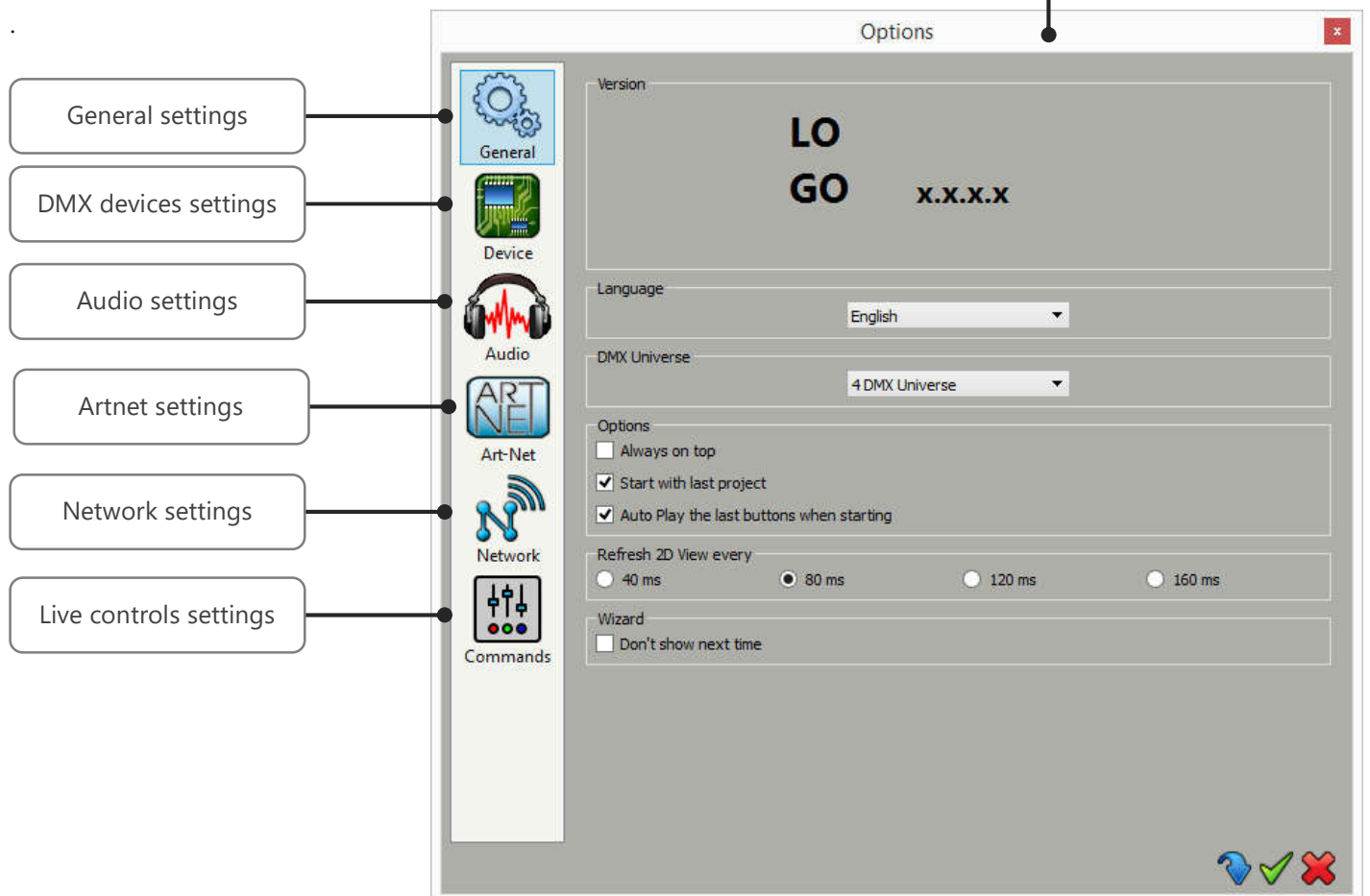
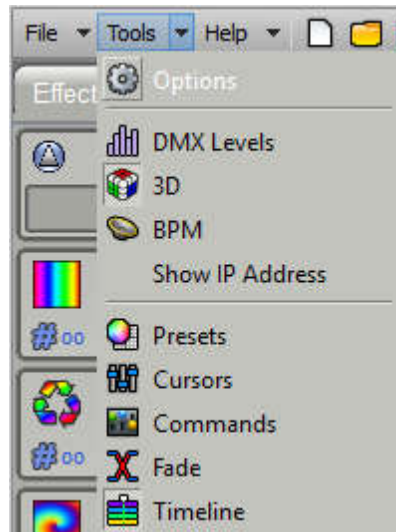
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INTRODUCTION

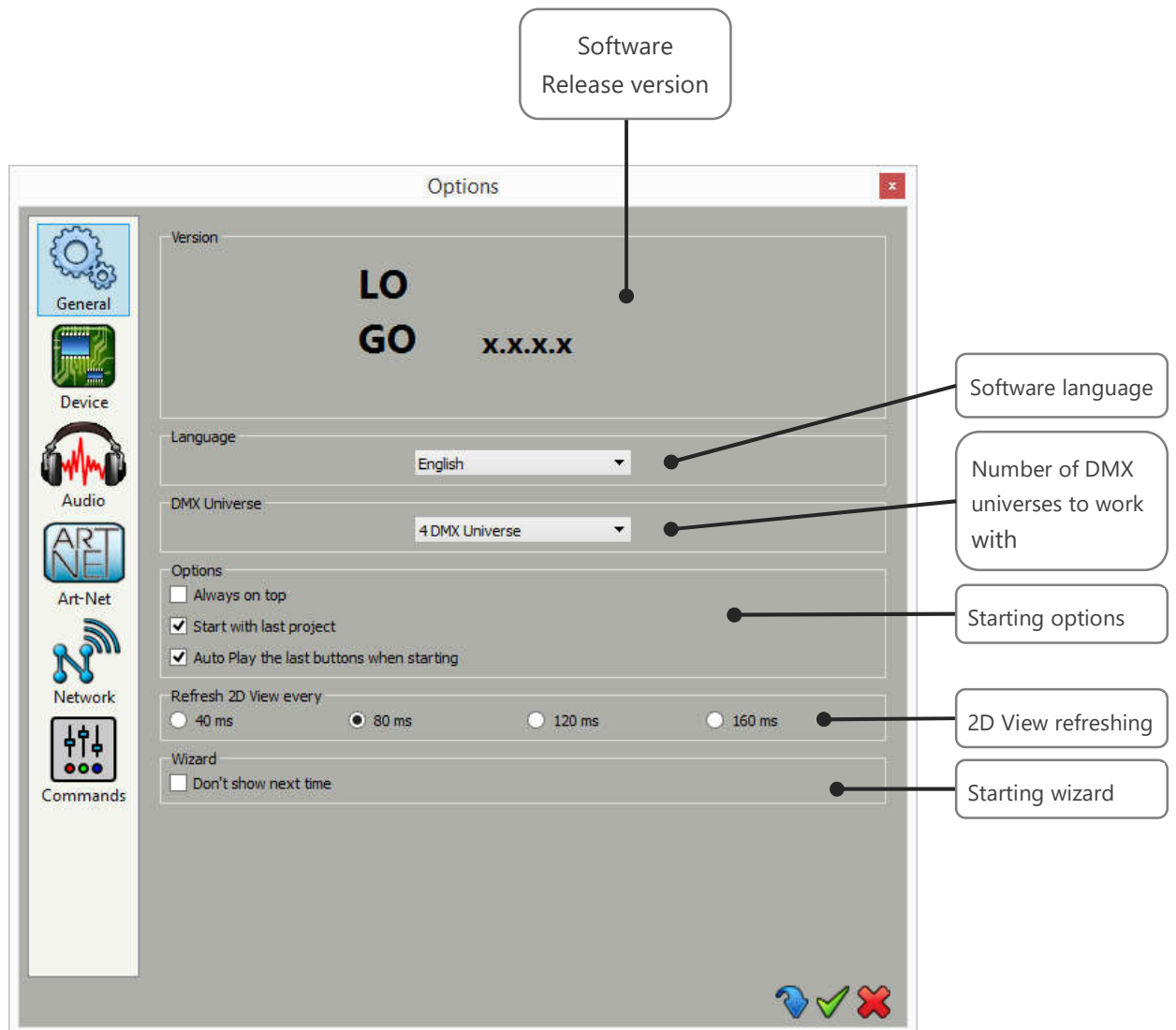
This chapter presents the Advanced Options. They will allow you to configure the software as you wished. The main advanced options are in the tool menu of the software.



OPTION WINDOW



GENERAL OPTIONS



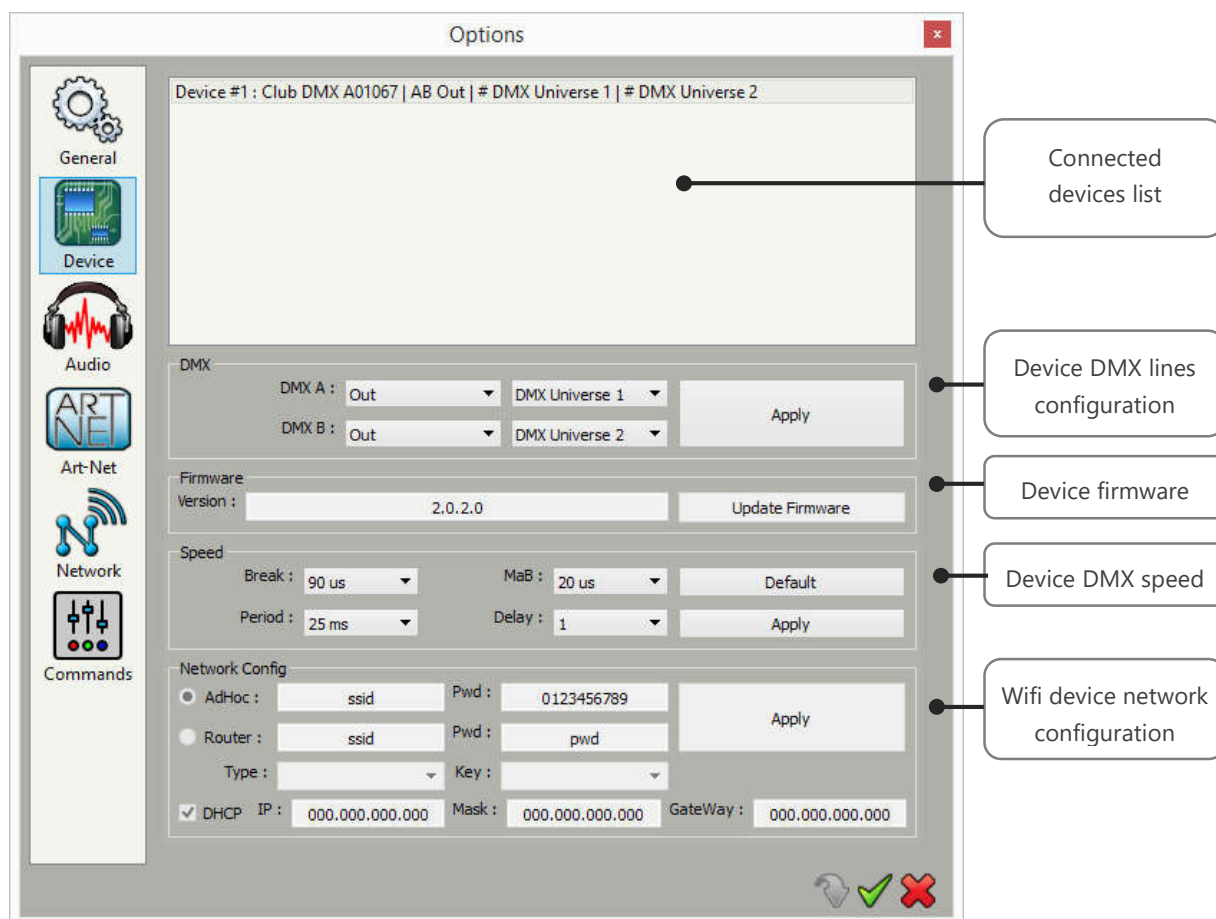
- **DMX Universe:** The software can manage up to 128 universes. To increase software performances select here only the number of DMX universes that you need.

Starting options:

- **Always on top:** Keep the software in the foreground.
- **Start with last project:** Will automatically load the last project you were working on. This is a default option.
- **Auto play last buttons:** Will call back and play buttons that where playing at the previous software closure.
- **Refresh 2D view every:** Give several timing to regulate the software rendering. Pick the higher value for the best performances.
- **Wizard, don't show next time:** Don't show anymore the splash wizard upcoming when you start the software.

DEVICES OPTIONS

This page manage the electronics cards connected to your computer. It shows the list of connected interfaces to the different USB ports of your computer. They are ordered by serial number going from the lowest to the highest serial number. The list contains devices names, DMX configurations and DMX universes assignments.



DMX: Configure the XLR DMX lines of the Device. For each lines (DMX A – DMX B) you can:

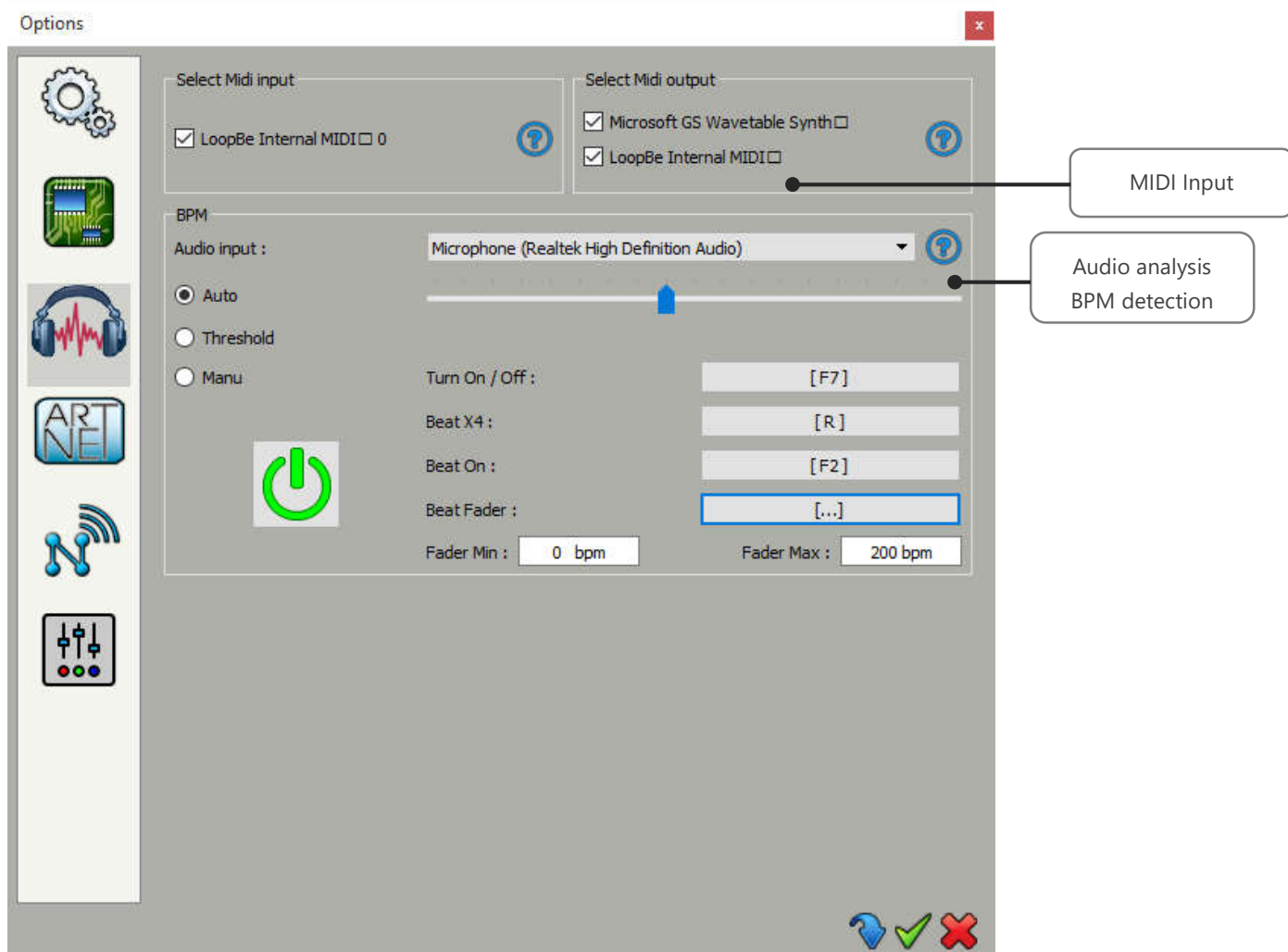
- Define the communication mode: In or Out (depending on if the interface allows it or not)
- Assign a DMX universe. For example with 2 lines defined as 2 Outputs you can set the same universe on the 2 XLR and use your hardware like a DMX Splitter.

Click on the Apply button to confirm the new configuration.

Firmware: Firmware version of the selected device. You have the option of automatically updating the Firmware with the software. This process takes a few minutes and you must never disconnect your device during the updating process or it will be destroyed.

Speed: 4 values are available to configure the DMX signal parameters which will affect the speed of the DMX signal. Click Apply to confirm the speed and observe the result on the pilot LED of the interface. Speed settings are important if some of your lightings equipment are incompatible. Lowering the speed may solve the problem but in our experience, the problem usually comes from a cable, a connection or a fixture.

AUDIO OPTIONS



MIDI: Select a MIDI Input activate midi notes and midi control commands.

BPM

- **Audio Input:** Select one of the available audio input for the beat detection. If you play music from the computer, you must select your audio device as audio input. To do this please check the local Help by clicking the help button right to the audio input selector.
- **Sound Level:** Adjust sound level to get analysed.

Sound detection modes:

- **Auto:** Auto detection algorithm
- **Threshold:** Auto detection algorithm with adjustable sound threshold (Move the red cursor in the sound meter to adjust the beat detection threshold)
- **Manual:** Define manually the tone frequency

Beat X4

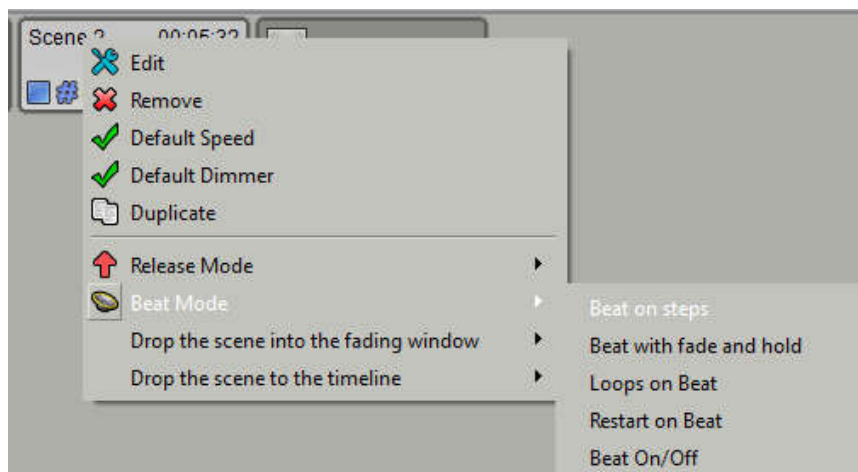
By clicking the tab Beat x1, Beat x2, Beatx3 or Beatx4 at the precise moments of the music, you indicate to the software the beats which you wish to take into account.



When you click this tab, you indicate a beat to stress. If you wish to use this option, it is recommended to parametrize a shortcut (CTRL + Click)

ADD BPM MODE TO SCENES AND PROGRAMS

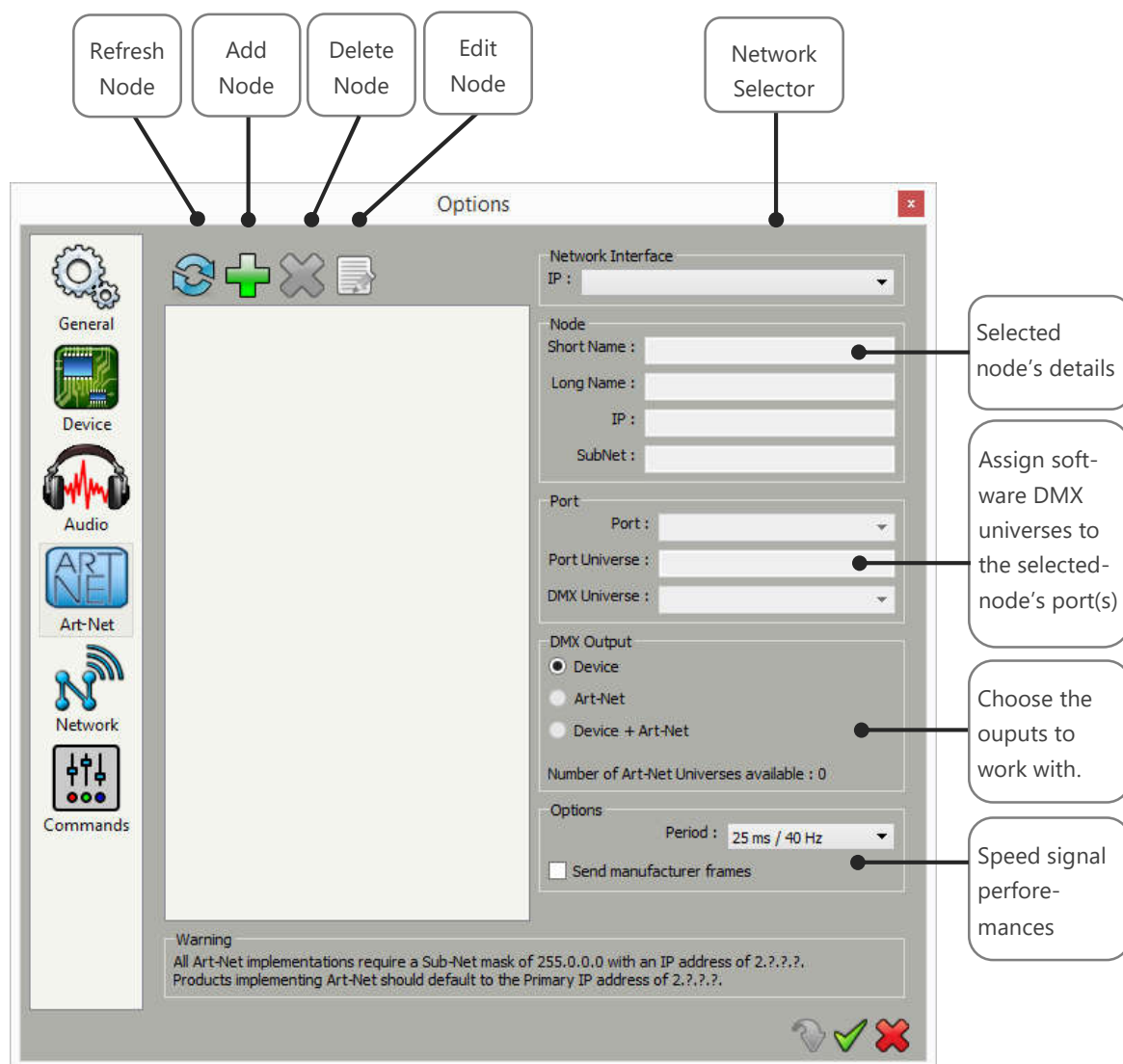
Right click on a scene or program button to display the different Beat mode choices



The software allows trigger options based on an audio source. For instance, « beats on steps » means that the steps of the scene will play following the rythm of the music.

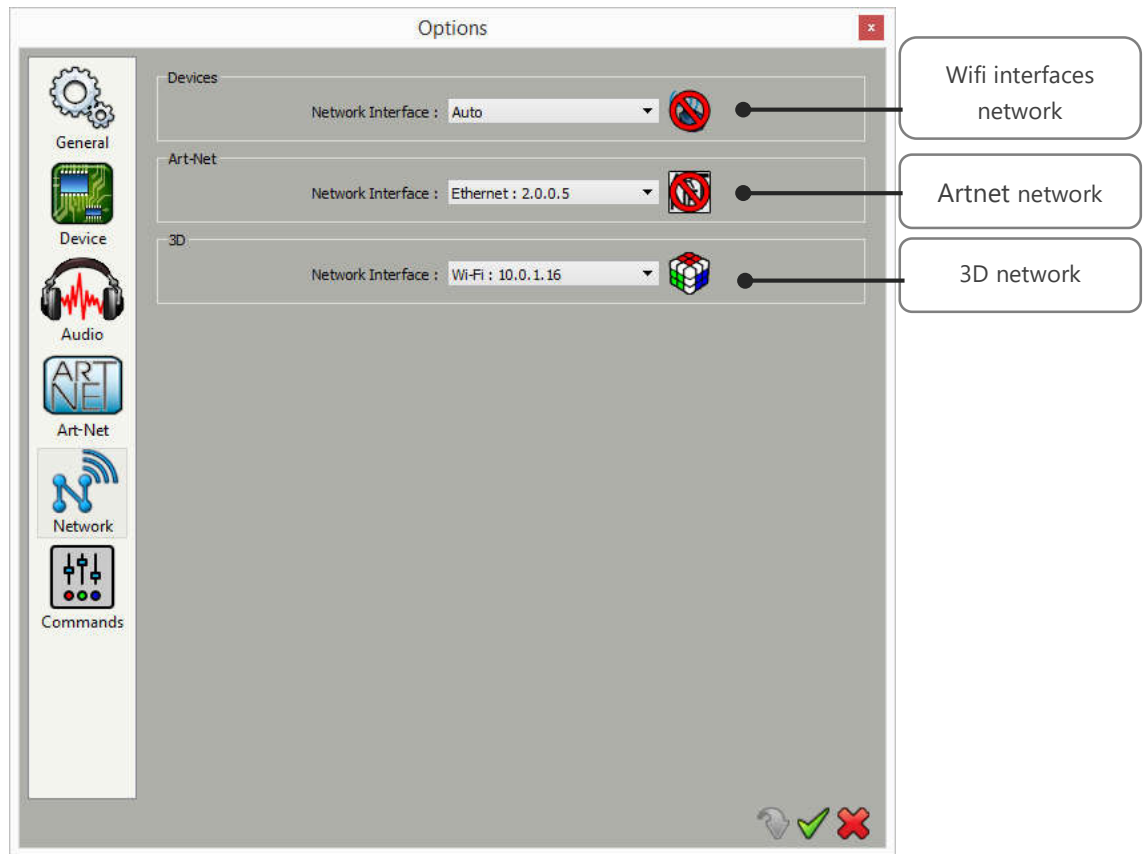


The software is set on your microphone output by default. To get the best of your BPM options, the first thing to do is to set up the audio output on « Stereo Mix ». The « Stereo Mix » outout option shall not be proposed during the 1st use of the software. Follow the instructions described in the « Help Tab » to access the Stereo Mix Output options. Reminder : The software is set on your microphone output by default.



- **Refresh node:** auto-detect connected Artnet devices on the network.
- **Node:** show node name and Ethernet details.
- **Port:** assign the software's universes to the node device ports. (one node get handle 1 to 4 DMX universes)
- **Dmx output:** Choose to work with Artnet or DMX interface or both of them. Choosing the only items you need to work with can improve software's performances.
- **Option:** Adjust the communication speed. Can solve some communication problems depending on the manufacturers.

NETWORK OPTIONS

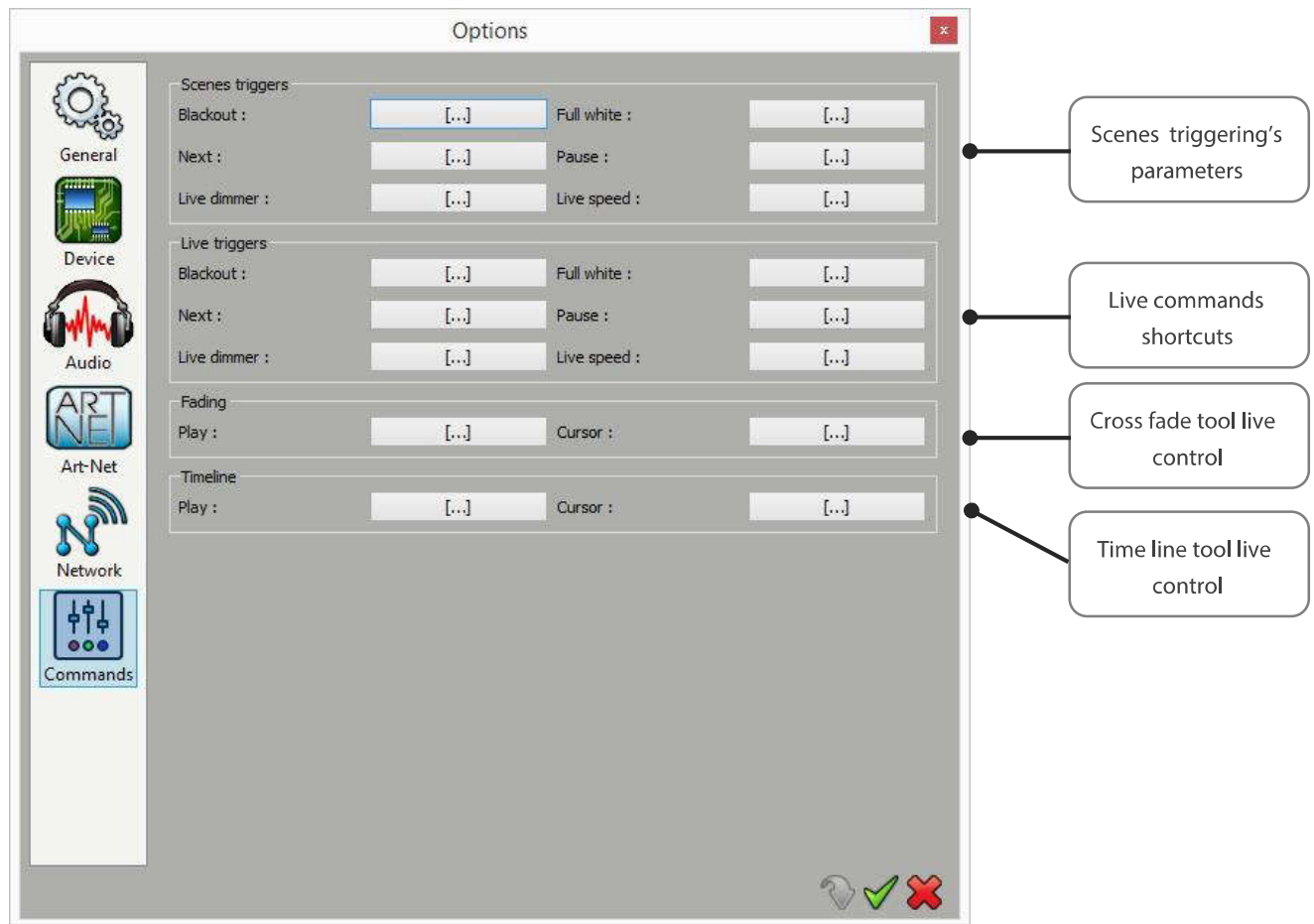


Device:

The software allows to communicate with our wifi interfaces. By default, the program selects a network interface most of the time, you do not have to worry about that part. However, if your computer has multiple network adapters, or if for some reason or another, the software chooses a bad network interface, you can force the use of the interface of your choice by selecting the manual option. In all cases, if a connection problem occurs, the icon will indicate this by a prohibited direction and flash in the toolbar.

Artnet:

Similarly, you can select the network interface in charge of the ArtNet part. If you select a network interface manually, the software will prompt you in this case that interfaces with an IP address starting with 2. Computer's adequate IP address should be assigned before using the software in this case.



As for scenes, effects, groups or tabs, the software allows you to assign commands (keyboard shortcut, MIDI control, DMX In, button interfaces, remote or dry contact) to the various functions listed in the page. The only limit is on sliders like the speed s or dimmer s which can only be controlled with MIDI control or DMX In .

Whenever you set a command , a summary brackets is visible on the corresponding button. Keyboard shortcuts are represented by their character (the A key gives [A] label), MIDI gives a [N68] to a midi note on channel 68, a DMX IN assignment will be represented labelled like [C1-128] which means channel 1 - level 128 .