



USER MANUAL

HOW TO CREATE PROFILES

V. 1.7.0

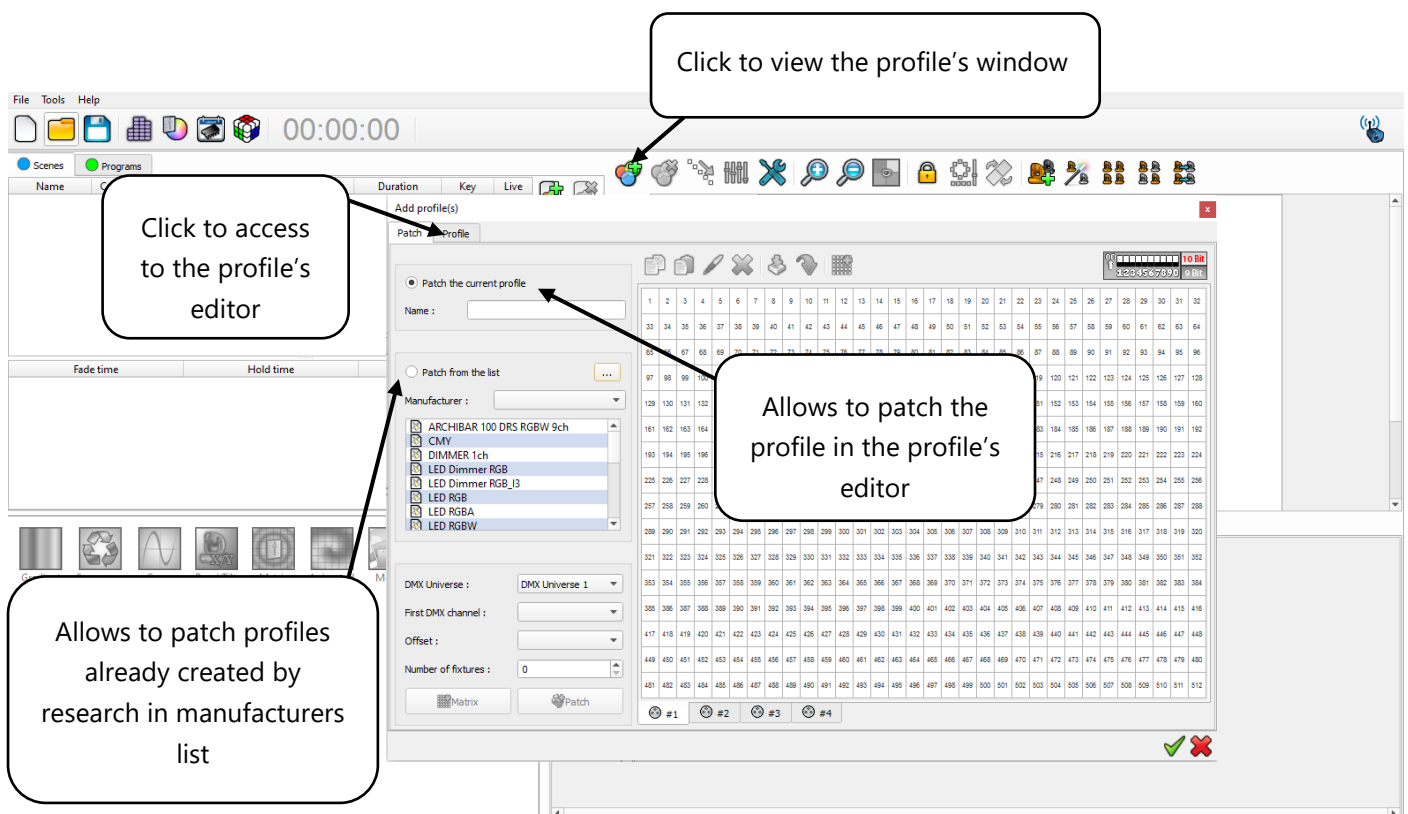
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INTRODUCTION

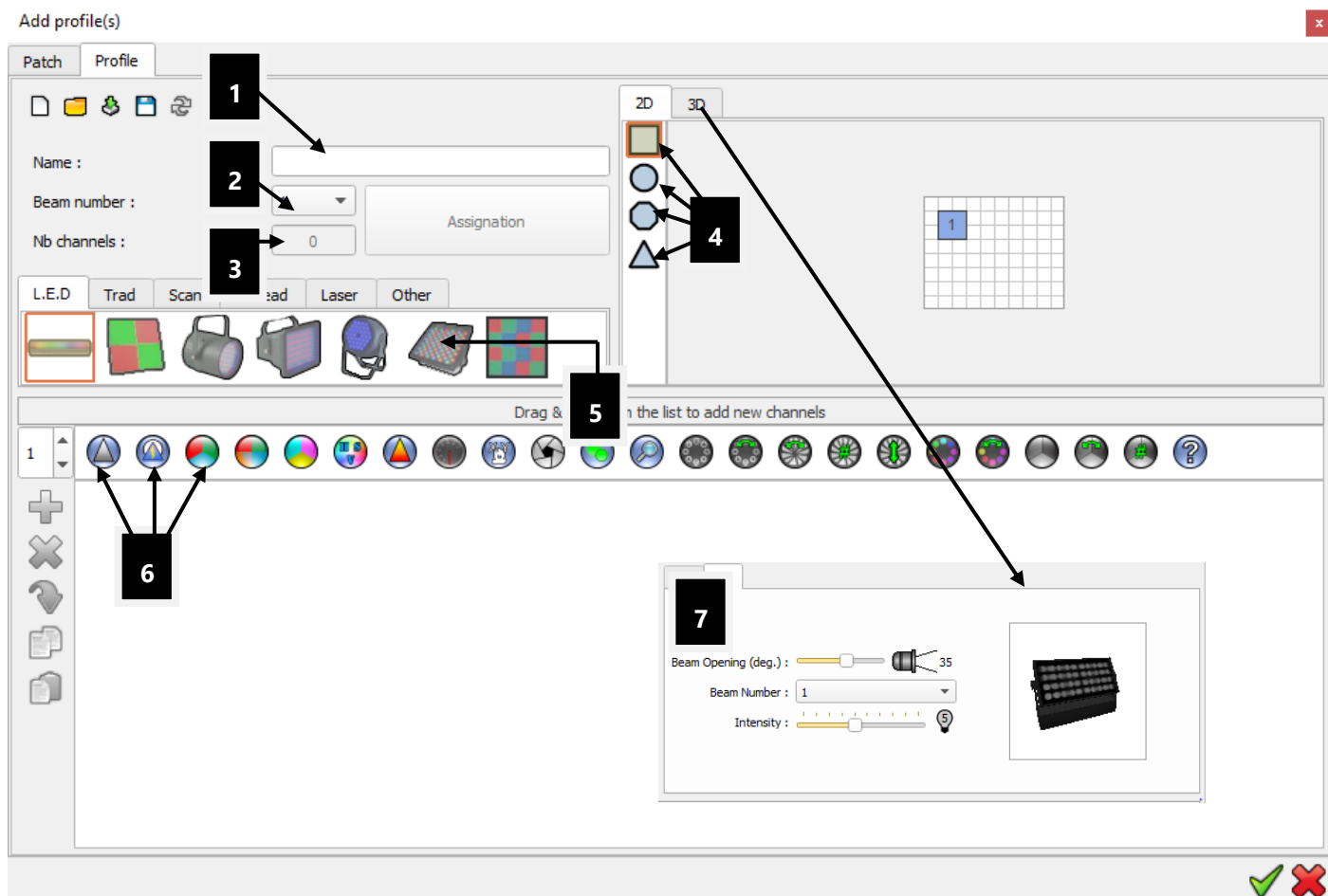
This chapter describes how to create a fixture Profile with the software. The Profile Editor includes a Library with more than 7.000 fixtures' profiles. If you cannot find your fixture, editing a new profile is very easy fast; the only thing you need is the technical user manual of your lightings fixtures (with its complete channels description). The Profile Editor can create all type of profile, like single to multiple lightbeams (Dimmer or RGBWA) or single to multiple Pan Tilt also Master channels management (RGB, XY, Dimmer). You can also update at any time an existing profile.

OPENING THE PROFILE EDITOR

Launch the software and go into the profile's editor

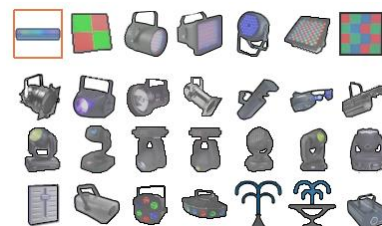


CREATING A NEW PROFILE



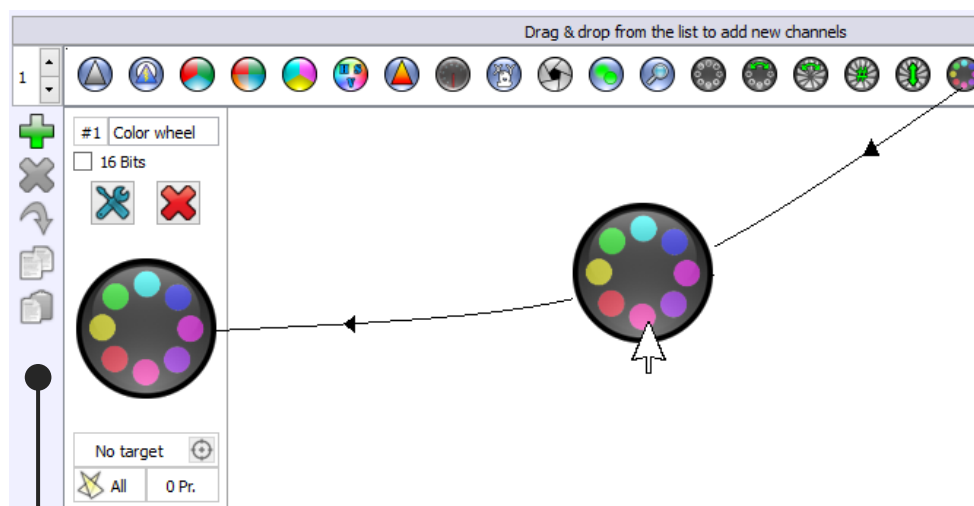
Profile Editor tab

- 1** Enter your Profile name in the Name field.
- 2** The light sources count will be automatically updated. Alternatively, you can change the light source count if you know how many beams(sources) your fixture uses.
- 3** Show the channels total.
- 4** Tool bar containing a square, circle, hexagon and triangle. Choose the beam shape you wish to be displayed for the 2D view in the Editor mode window.
- 5** Choose a picture for your fixture (depending on the kind of fixture you want to create the profile) from LED, Trad, Scan, M.H, Laser, Other. This picture will be displayed in the Editor mode window. Having the appropriate picture is very important because it will be easier to identify each fixture you work with and it will also improve the selection process.
- 6** Channels types selector.
- 7** Device appearance and beam intensity as he will represented in the 3D simulation software.

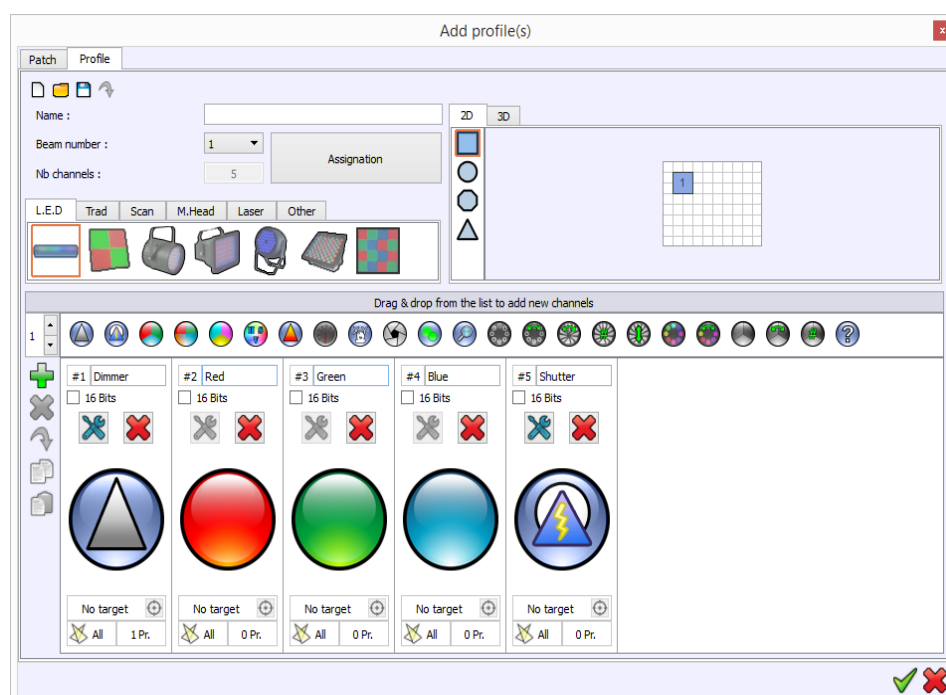


CREATING AND ADDING CHANNELS

Choose the channels that you want to add to your Profile. **Drag and drop channels from the list** of common channels to the area under the list. These channels will then appear in this area and the Nb Channels will increase. You can change the order of the channels by dragging and dropping them



It is possible to use the left commands. You can Add, Remove, Update, Copy and Past a channel. You must select one or several channels before using those options.



This example shows one Dimmer channel, one RGB (Red, Green, Blue) and 1 Shutter

LIST OF AVAILABLE CHANNELS TYPES

The channels list gives all the common features available on DMX lighting fixtures:



Commun feature's channels types list

DIMMER, SHUTTER, RGB, CMY, WHITE/AMBER, DIMMER COLOR, SPEED, PAN TILT, IRIS, FOCUS, ZOOM, GOBO WHEEL, GOBO WHEEL ROTATION, GOBO ROTATION, GOBO INDEX, GOBO SHAKE, COLOR WHEEL, COLOR WHEEL ROTATION, PRISM, PRISM ROTATION, PRISM INDEX.



CHANNEL TYPE : **SHUTTER**

This channel is mainly used for the strobe effect but it can sometime also include and manage a dimmer effect.

CHANNELS INTO 16 BITS DEFINITION

All channels can be turned on 16 bit definition. The 16 bits function is an extra channel that is used to increase the accuracy of the dimming. Instead of getting 255 DMX levels per single channel, you get 65535 available levels by combining two channels.

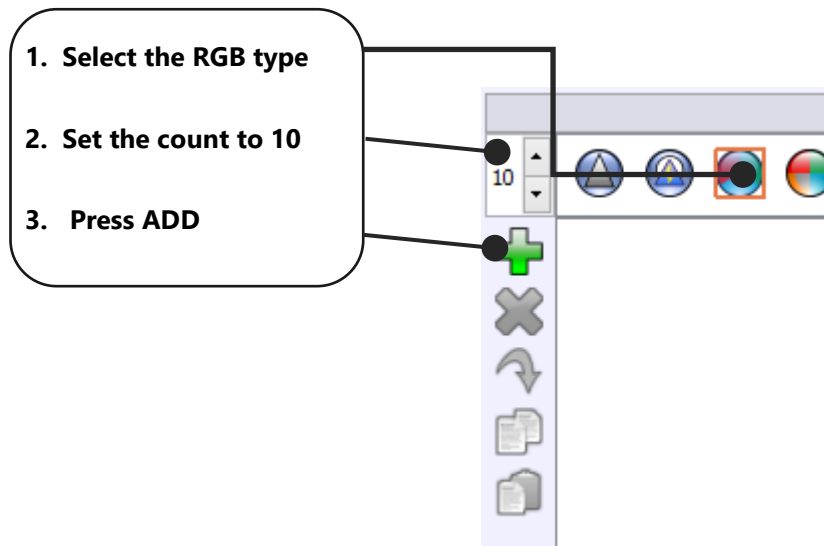
Any channel can be turned to 16 bits definition. Select the 16 bits option on the channel then a second channel will appear. You can drag and drop the channel to change its position in the list.

This example gives the Pan and Tilt channels turned on 16 bits definition



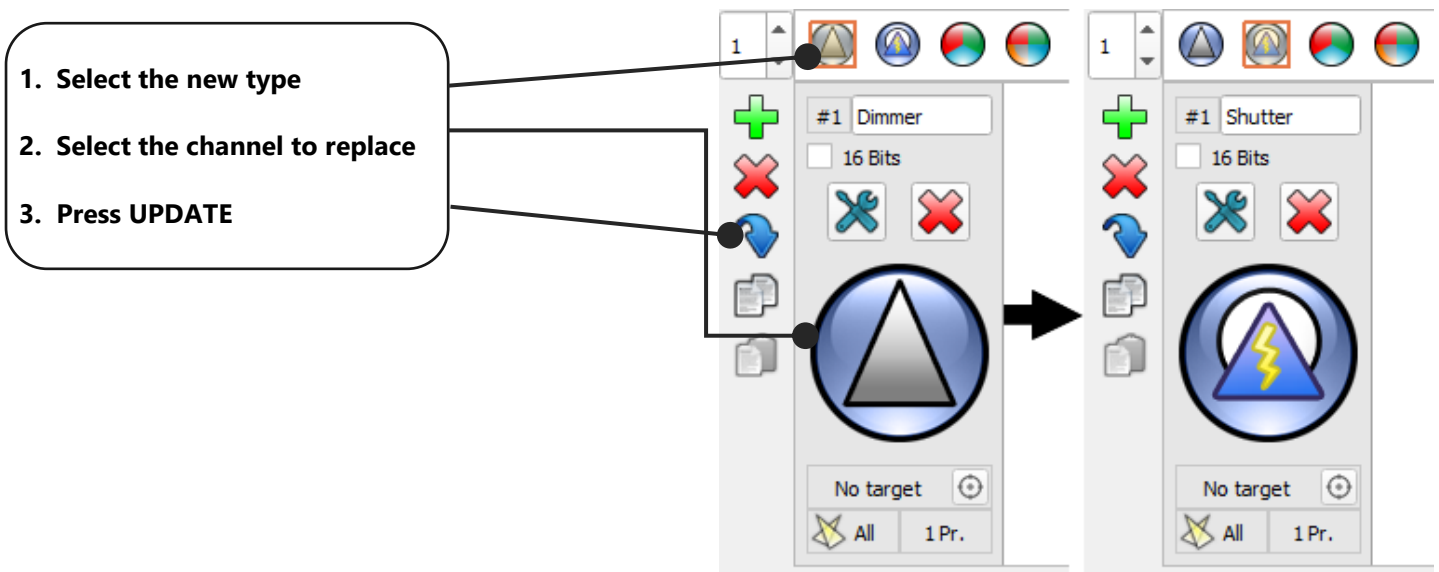
INSERT MULTIPLE CHANNELS IN THE SAME TIME

When you need to add several channels of the same type: just write the number after having selected the channel. For example if for a specific lightning fixture you need 10 RGB channels to control 10 RGB sources, instead of repeating 10 times the same RGB channels adding procedure you can:



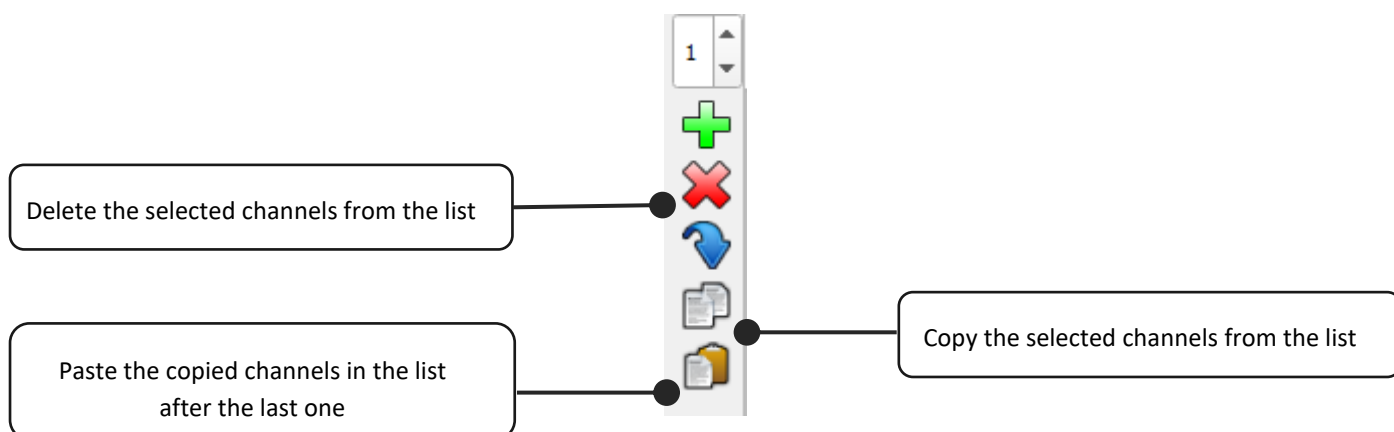
REPLACE A CHANNEL TYPE WITH ANOTHER TYPE

Here let's see how to replace the DIMMER type to a SHUTTER type:



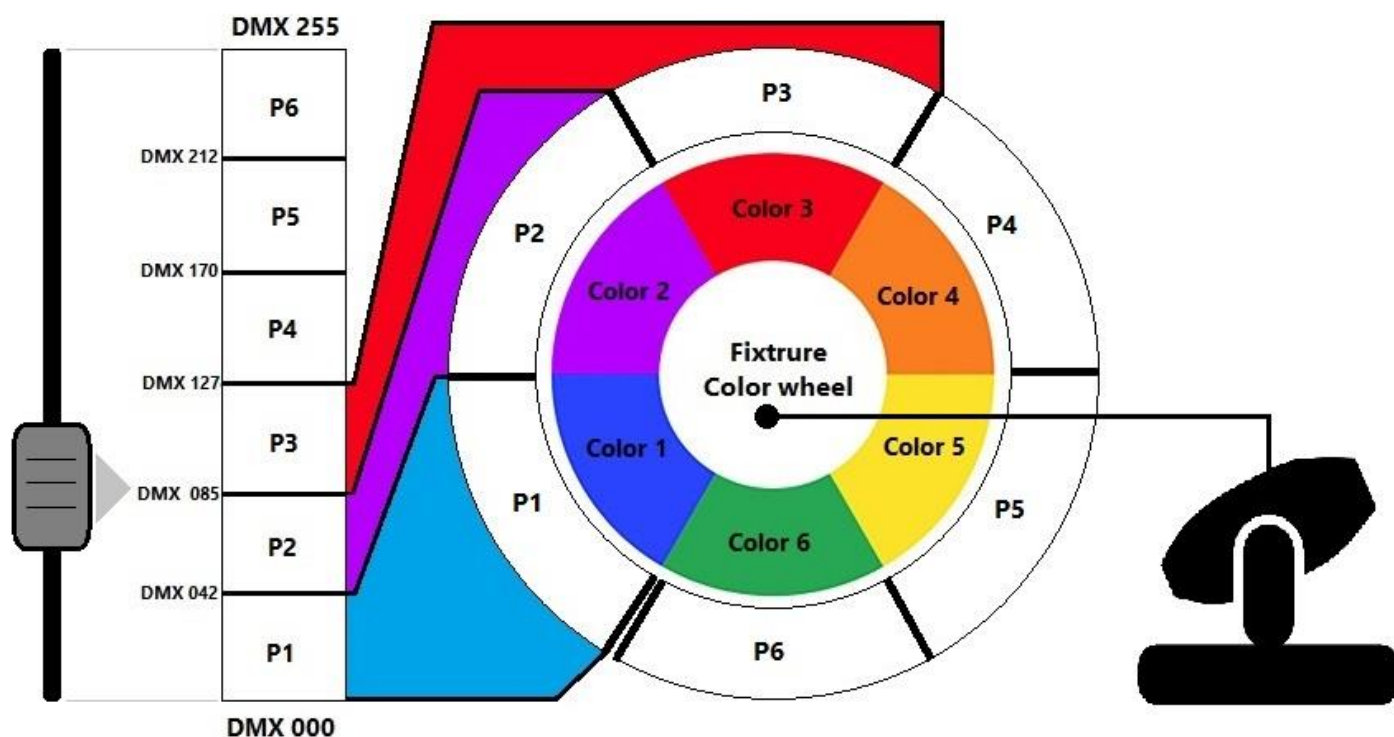
A drag and drop during pressing "CTRL" can also do the operation.

OTHER COMMODITIES



WHY CREATING PRESETS ON THE CHANNELS ?

It is possible to add and create some presets for a channel. The preset is a DMX range or part of the 255 values available in the channels. With good preset settings you will be able to program a show much faster.



This example shows how the color wheel of a standard moving-head fixture can be controlled thanks to the presets. Here the color wheel has 6 colors. To control them, the manufacturer divided the color wheel dmx channel in 6 sections called Presets. In our case when the DMX channel takes a dmx level between 0 to 42, preset 1 will be called. The moving head will set his color wheel to the blue position. Now if the DMX level is moved to 86, the levels range of the preset 3 will be positioned on the red color.

Some effects like PAN-TILT, RGB, CMY, White/Amber cannot receive channel's presets. These features will request anytime the full 0-255 level range. For that, the software provides a dedicated control boards (Color Palet, Pan/Tilt control windows, etc...). Simply dropping a specific channel in to the channels area is sufficient.

HOW TO CREATE PRESETS ON CHANNELS?

Click on the Tools button of a channel to create the presets.

After a few seconds the preset window will show up.

Add Preset button
channels

Preset window for Gobo

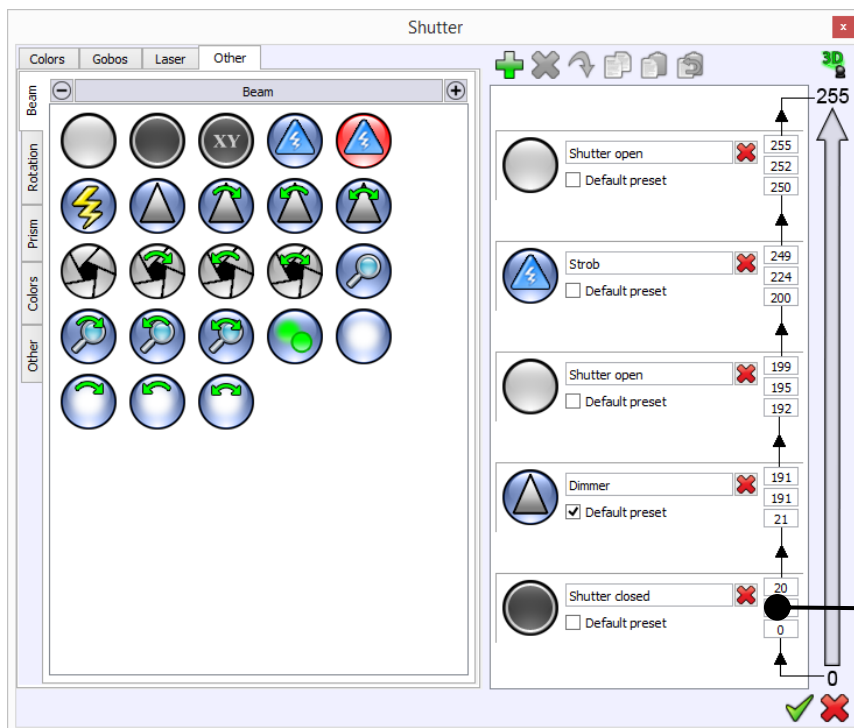
The preset window is divided in two, left and right areas:

The left section shows all the available presets available.

The right section shows the current presets applied on that channel.

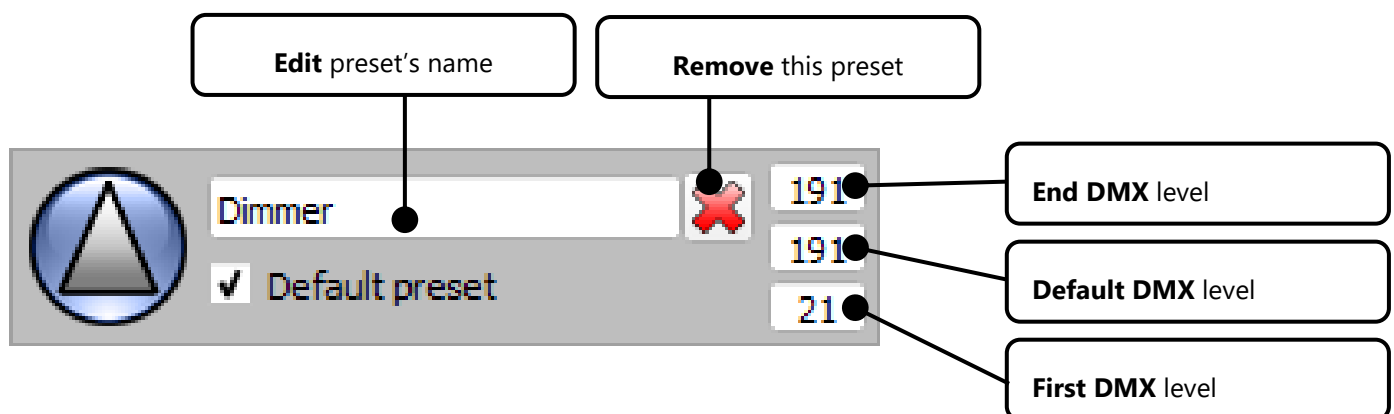
Select the family of preset that you need from the left hand section

Drag and drop the chosen preset to the right section. A new preset item will appear



New preset for shutter channel

If you look carefully at each preset, you can change the name of the preset, choose the *end*, and *start* DMX values as well as a default DMX value:



- **The first** value is the DMX value that starts the preset.
- **The end** value is the DMX value that stops the preset.
- **The default** value is the DMX values that uses the software to reach the preset.

Here the software will call that Dimmer preset with DMX191, the higher level for this preset; which means that the dimmer will be open at 100%. This saves time to program the show: you call the dimmer preset => you get full beam by default.

ABOUT THE DEFAULT PRESET

Click the DEFAULT box to assign the default value of the preset as the default DMX value of the channel. Each channel can have only one default value. They are for use with the option Set Default DMX Levels and with the Effect Generator. For example, if you wish to turn on your light, you must open the shutter, possibly the Iris, and increase the dimmer. The default value will help you to do it in one click by accessing the default channel DMX values directly. It is important to set up good default DMX values for each channel.

You can assign a new picture to a preset. Click on the preset image in the right hand section and select the new picture that you wish to use by clicking on it in the software data base on the left. Click on the Update button (blue arrow above the right hand section) to assign the new picture to the existing preset of the channel.

Keep adding the presets by dragging and dropping them into the right hand section and choosing the end and start DMX values for all of them. The list you have created will be used and displayed on the channels board in the Editor window. Some functions of the Live Board will also use the preset values.

GOBOS AND OTHER PRESETS

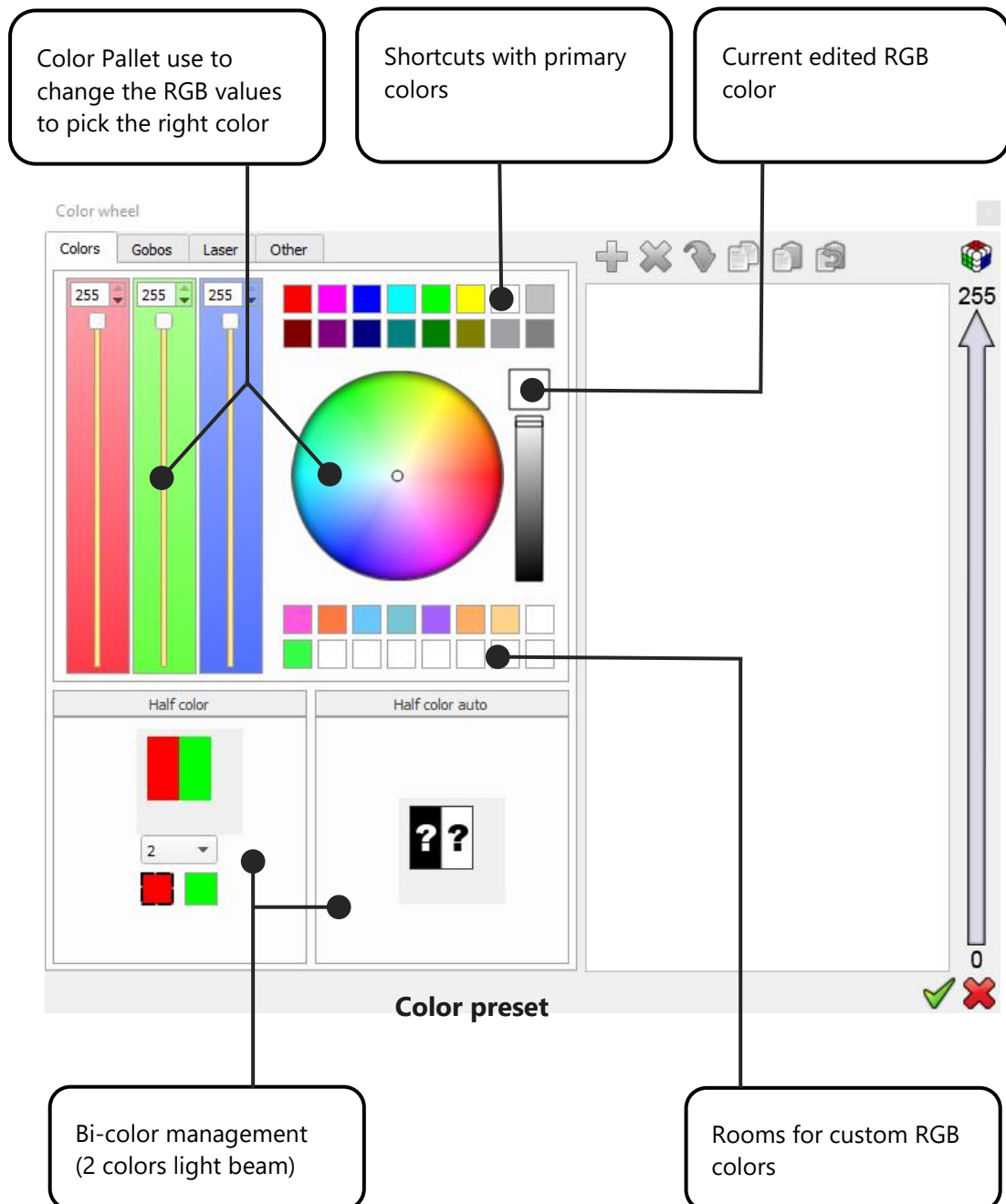
The GOBO tab is used to create gobos presets. With a Gobo-Wheel channel, this tab will be selected automatically. The software gives you other categories tabs, they depend on the channel type used. They all work exactly the same as the gobo presets.

- Select the family of preset that you need.
- Select a gobo image or another image from the list as before.
- Drag and drop the picture from the left hand area to the right hand preset area.
- Set the start, and default DMX values of the preset.

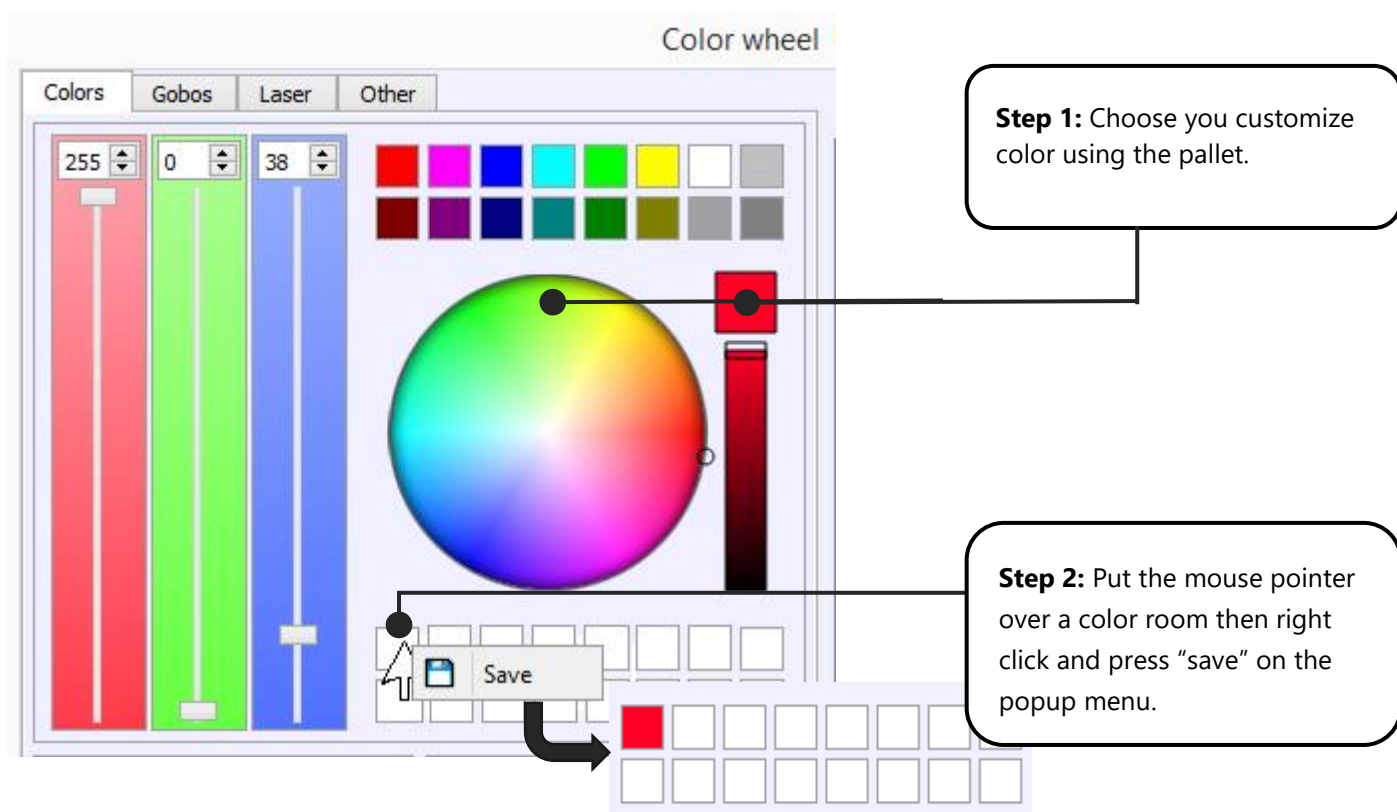
It is possible to create your own Gobo from a .PNG image. The file must be 128x128 pixels, and the image must contain areas of transparency around the Gobo picture. Then, copy the new .PNG files into the System / Gobo / ... directory of the software. After restarting the software, the new Gobos will be displayed automatically with the list of the Gobos wheel type channel.

COLOR PRESETS

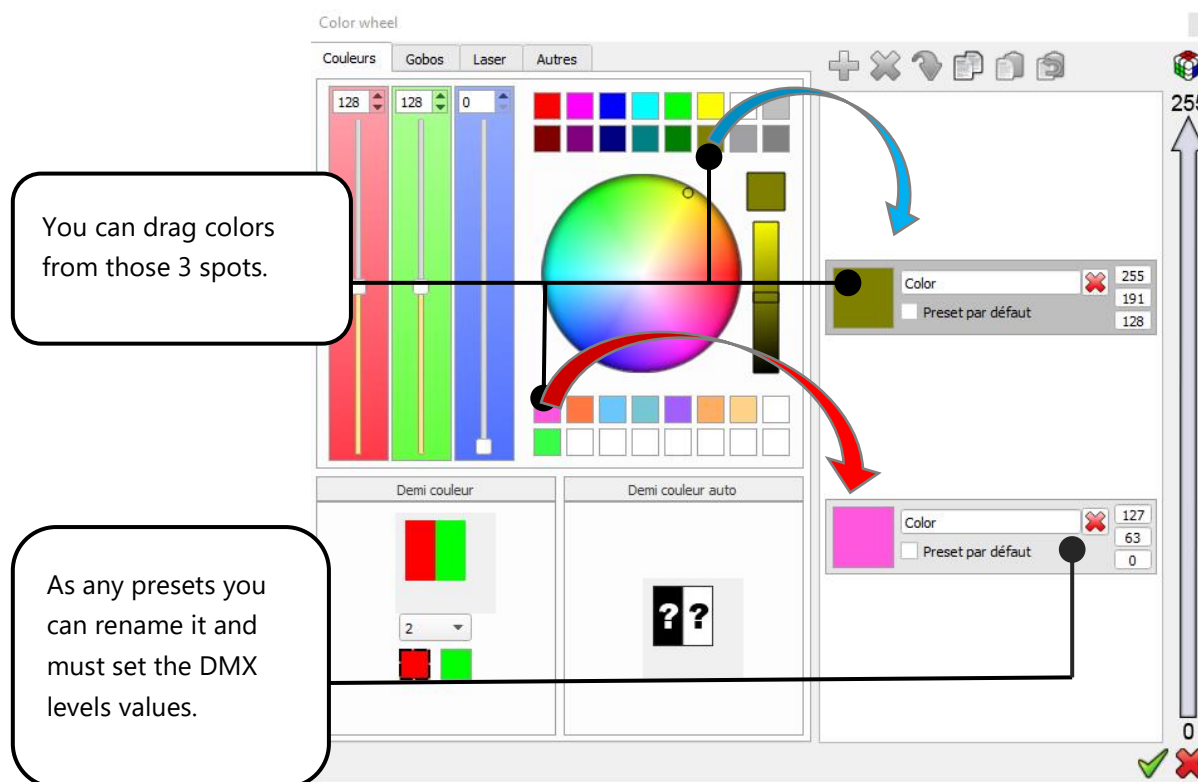
This presets category is used to create Color presets. With a Color-Wheel channel type, the color tab will be selected automatically.



Let's see how to record your customize RGB colors:



Now you can insert color presets in the channel as usual with drag & drop:



DUAL COLOR PRESET

The Dual color function is available within the color family preset. There are 2 possible options: Half Color and Half Color Auto.

- **Half color :**

You can choose 2 different colors with the Half Color option.

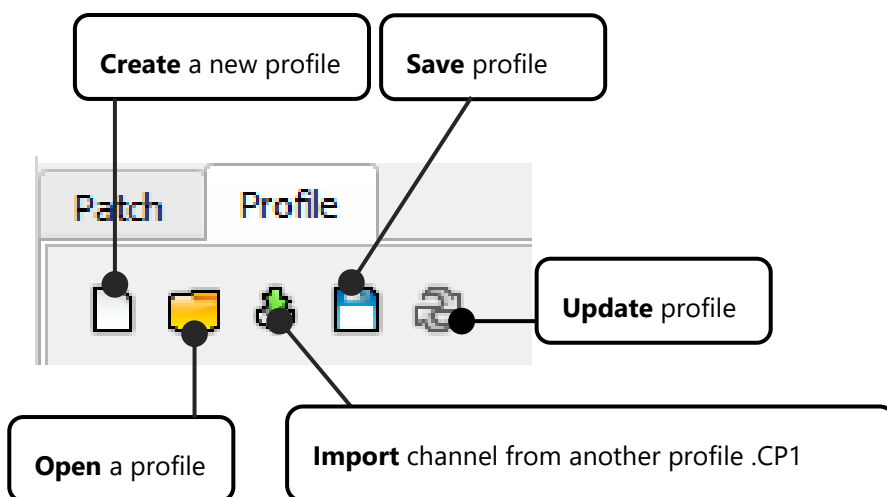
Select the first color square and change it using the palette then do likewise for the second color. Drag and drop the half color in the right hand preset area.

- **Half color Auto :**

When you drag and drop it in the right hand area, the Half Color Auto option will automatically choose the color for you. This option will save your time, simply create all the colors first and use the Half Color Auto between each color.

SAVING, LOADING AND MODIFYING PROFILES

At the top of the Profile Editor window, 4 options are available. Simply use the option you need when necessary



All the Profiles are saved in the Profile folder of the software installation directory. We recommend you to save all your new Profiles in the same directory or create a personal folder to save them all in.



We also recommend keeping a backup of all your Profiles in case you reinstall your system or encounter hard drive failure.

We would also like to invite you to exchange your Profiles and send them to your dealer or distributor to keep our database updated regularly.

INCLUDING AND USING PROFILES IN THE PROJECT

The Profile you have just created can be used straight away in the current project. Just open the Patch window and refer to the user manual How To Patch a DMX Profile.

You are now able to create your own Profile. Read carefully the instructions in the user manual of your lighting equipment to know what are the channels and presets that need to be created.