



USER MANUAL

HOW TO PATCH PROFILES (LIBRARIES)

V1.5.0

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INTRODUCTION

This chapter describes how to easily and quickly Patch fixtures profiles with the **Patch Manager**.

Patching fixtures means assigning a DMX channel address to corresponding software's profiles. The DMX address can be chosen from 1 to 512 according the universal DMX standard. All DMX controllers, including DMX softwares, send DMX datas to the light system using up to 512 DMX channels. The first DMX channel number assigned to a profile in the software must match the DMX address on the lighting fixture itself.

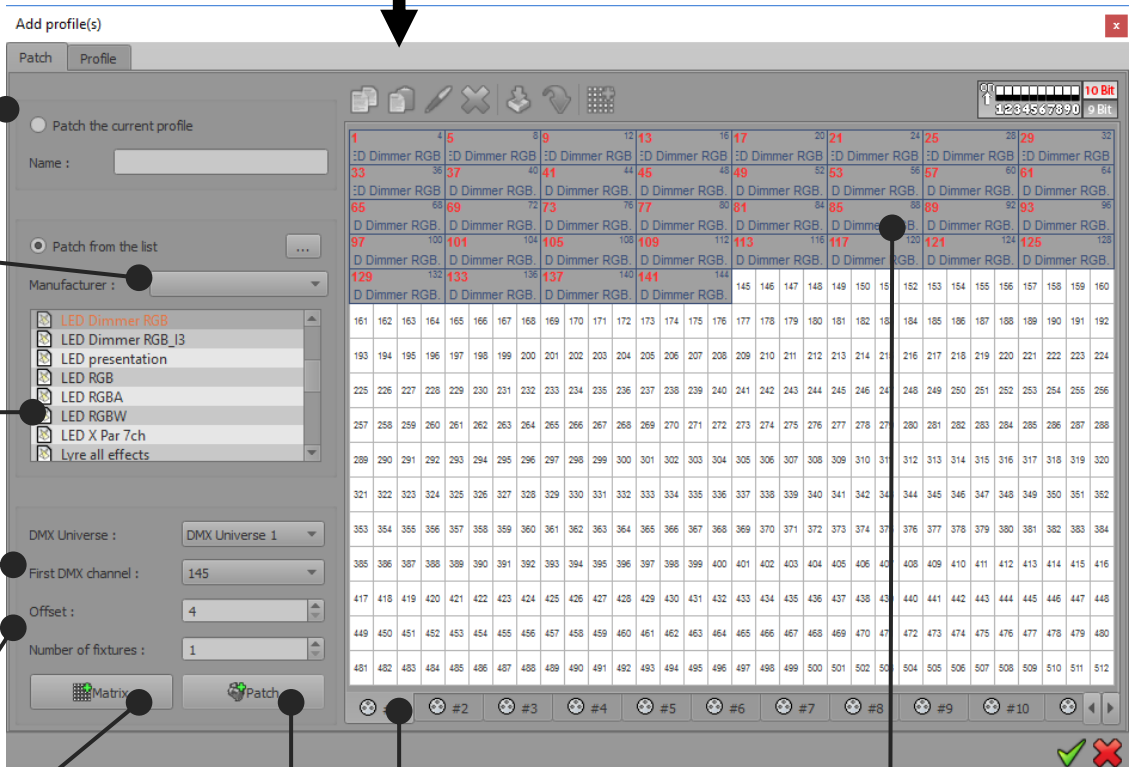
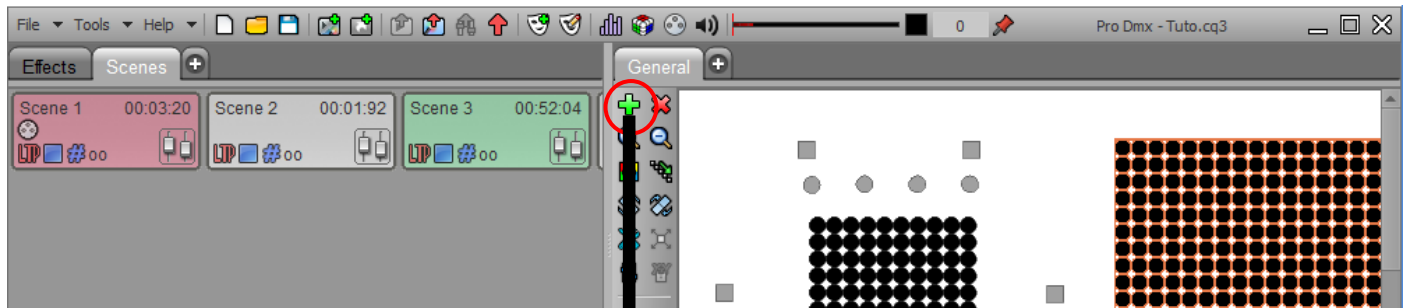
You must start the software before you begin patching profiles and make sure you have some profiles available.



Video tutorials are available online

OPENING THE PATCH MANAGER

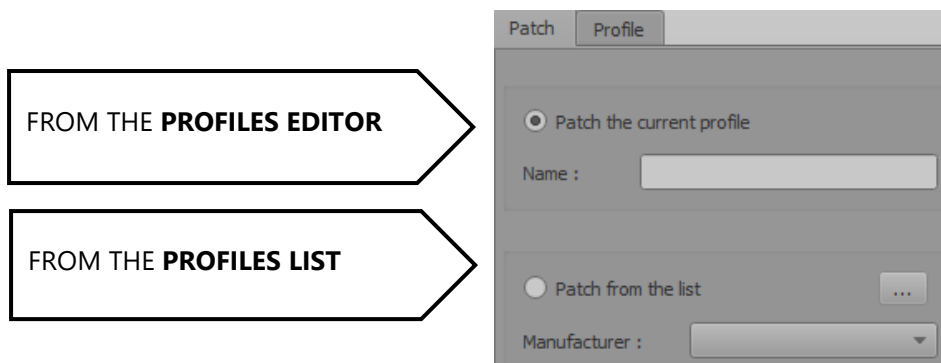
Click the Add button, the Patch Manager will show up and you can update the Patch in this window.



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.**

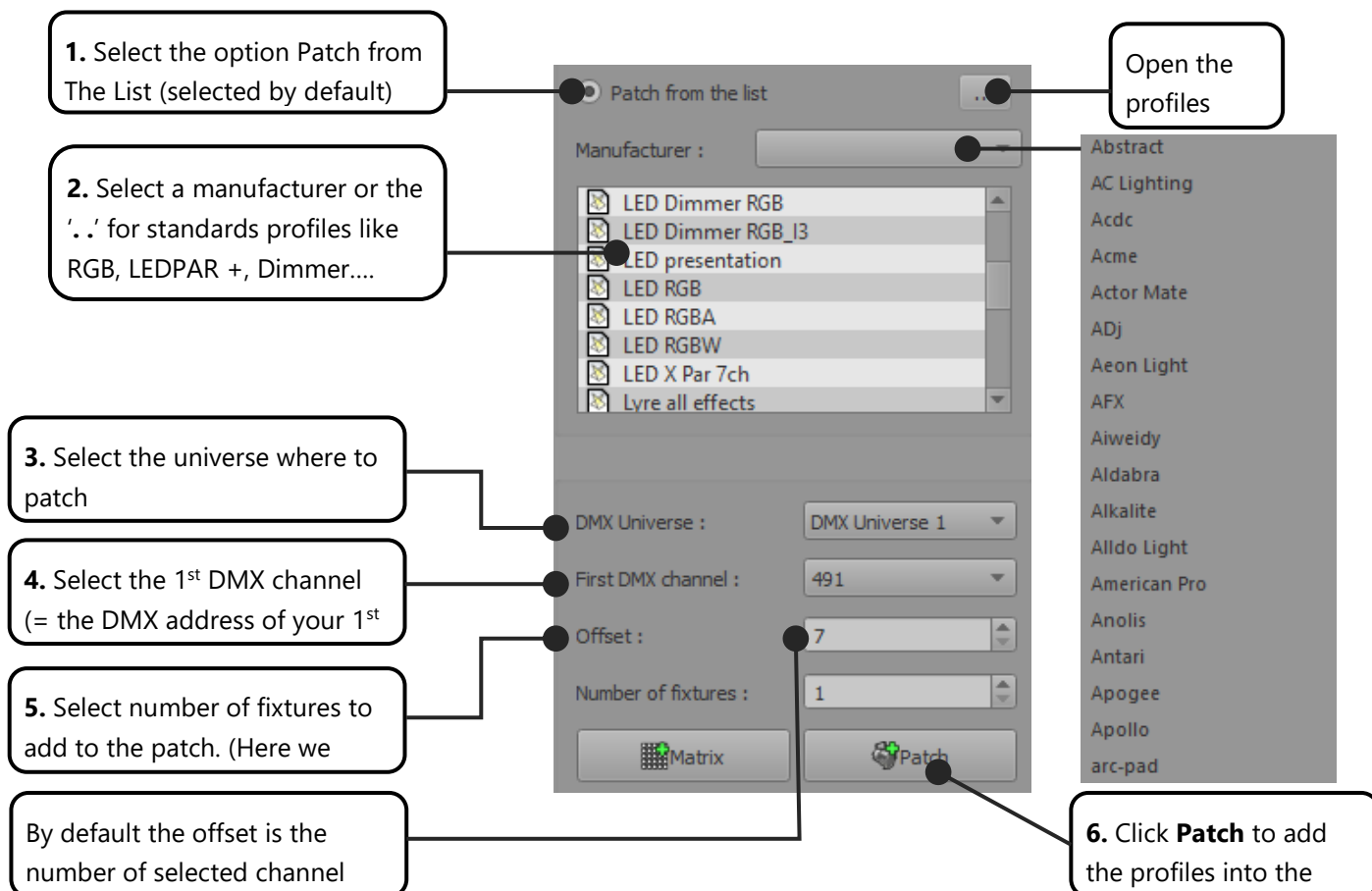
ASSING PROFILES TO THE PATCH

There are 2 ways to add profiles to the patch of 512 channels and organize your patch to match your actual physical lighting fixtures DMX addresses:

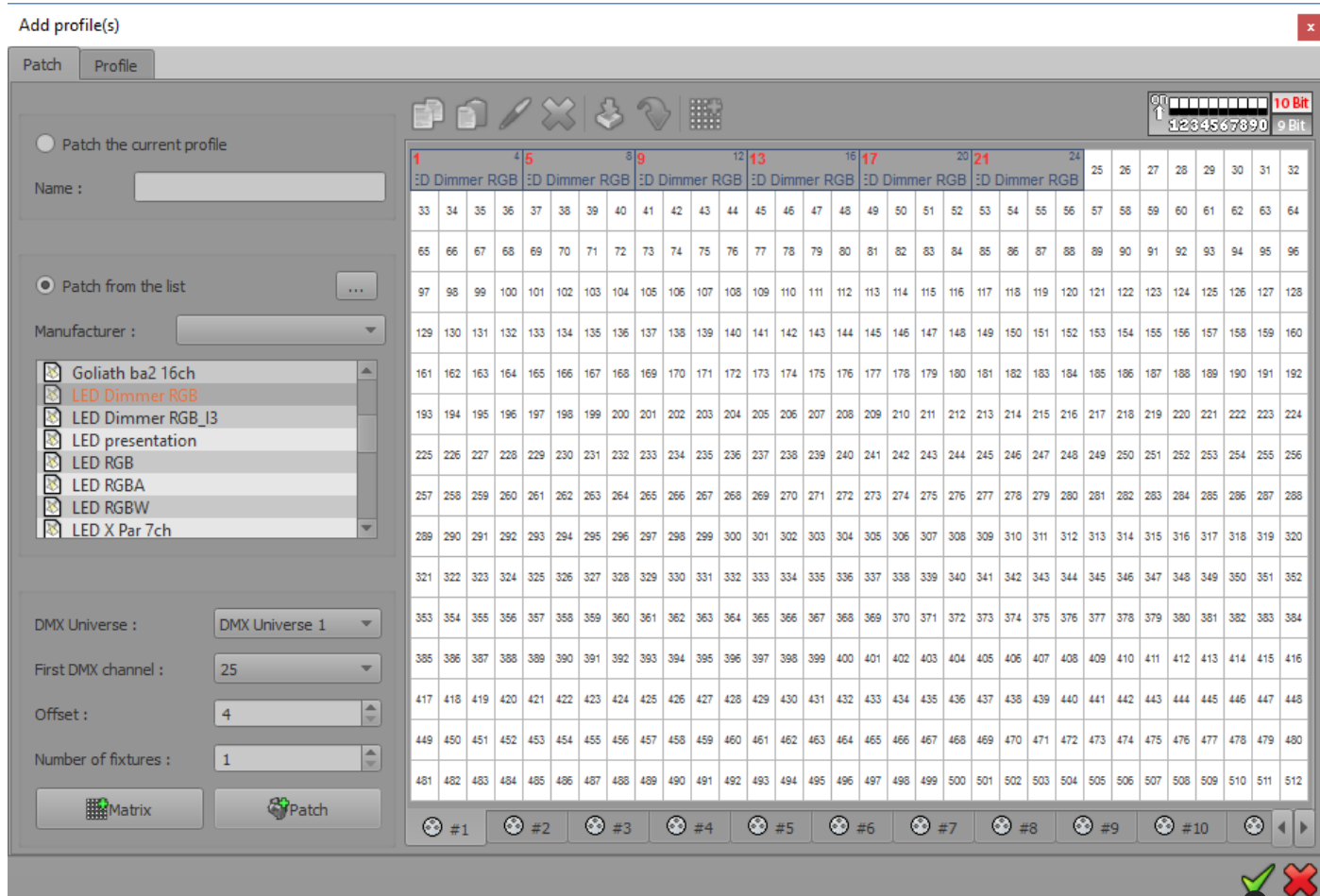


PATCH PROFILES FROM THE LIST

From the list, you can patch existing profiles files provided in the software. Follow those 6 steps:



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



Patch DMX addresses grid – DMX Universe 1

Click **OK** to validate the patch

1 fixture = 1 adresse



It is not possible to patch several fixtures on a same channel. When channels already recive 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

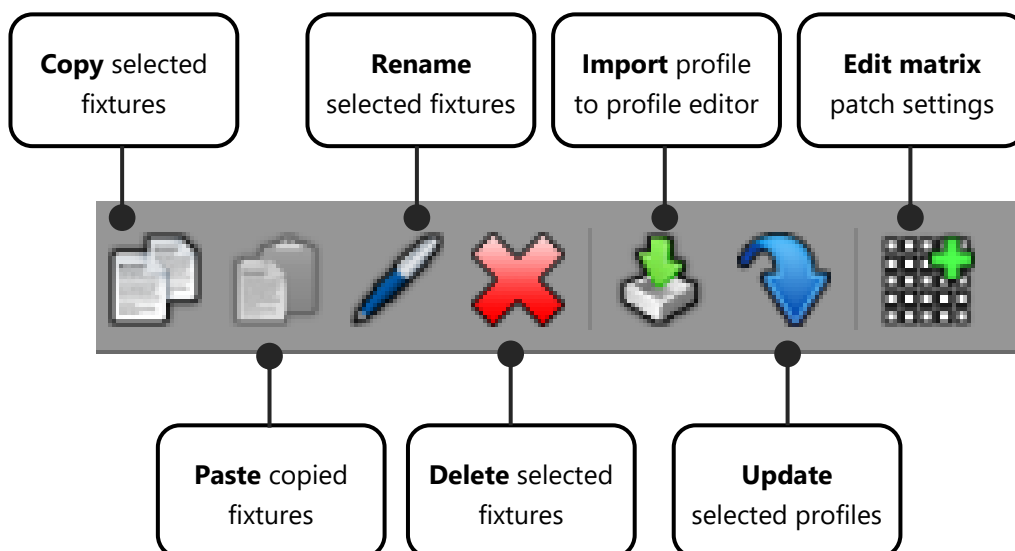
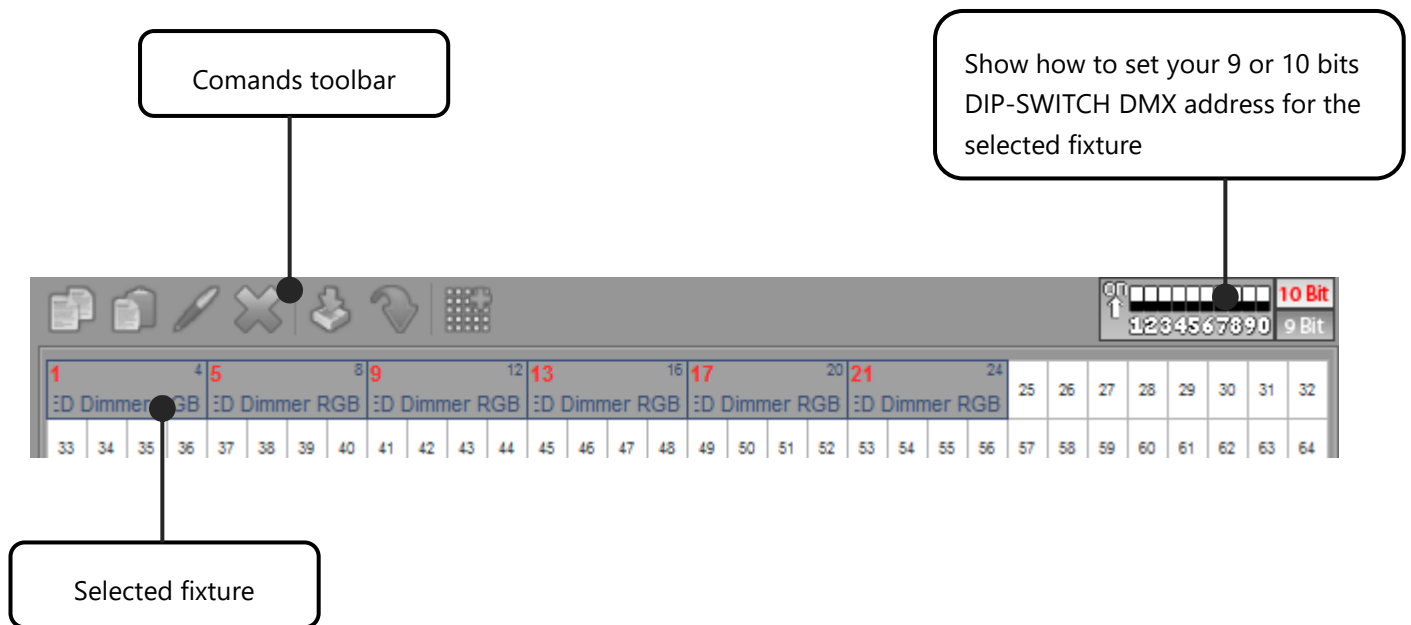
You can add a freshly created profile by using the Profile Editor. If you want to create a profile refer to the user manual [*How To Create Profiles*](#).

The screenshot shows the 'Add profile(s)' dialog box in the software. The 'Patch' tab is selected. The 'Name' field contains 'My new led profile'. The 'Patch the current profile' radio button is selected. The 'Manufacturer' dropdown is set to '01Spot LED 7ch'. The 'DMX Universe' is set to 'DMX Universe 1', 'First DMX channel' is '1', 'Offset' is '4', and 'Number of fixtures' is '1'. The 'Patch' button is highlighted. The background shows the 'Profile' tab of the software interface with a list of profiles and a 'Drag & drop from the list to add new' section.

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 least one of them has been selected.



UPDATE PROFILE IN THE PATCH

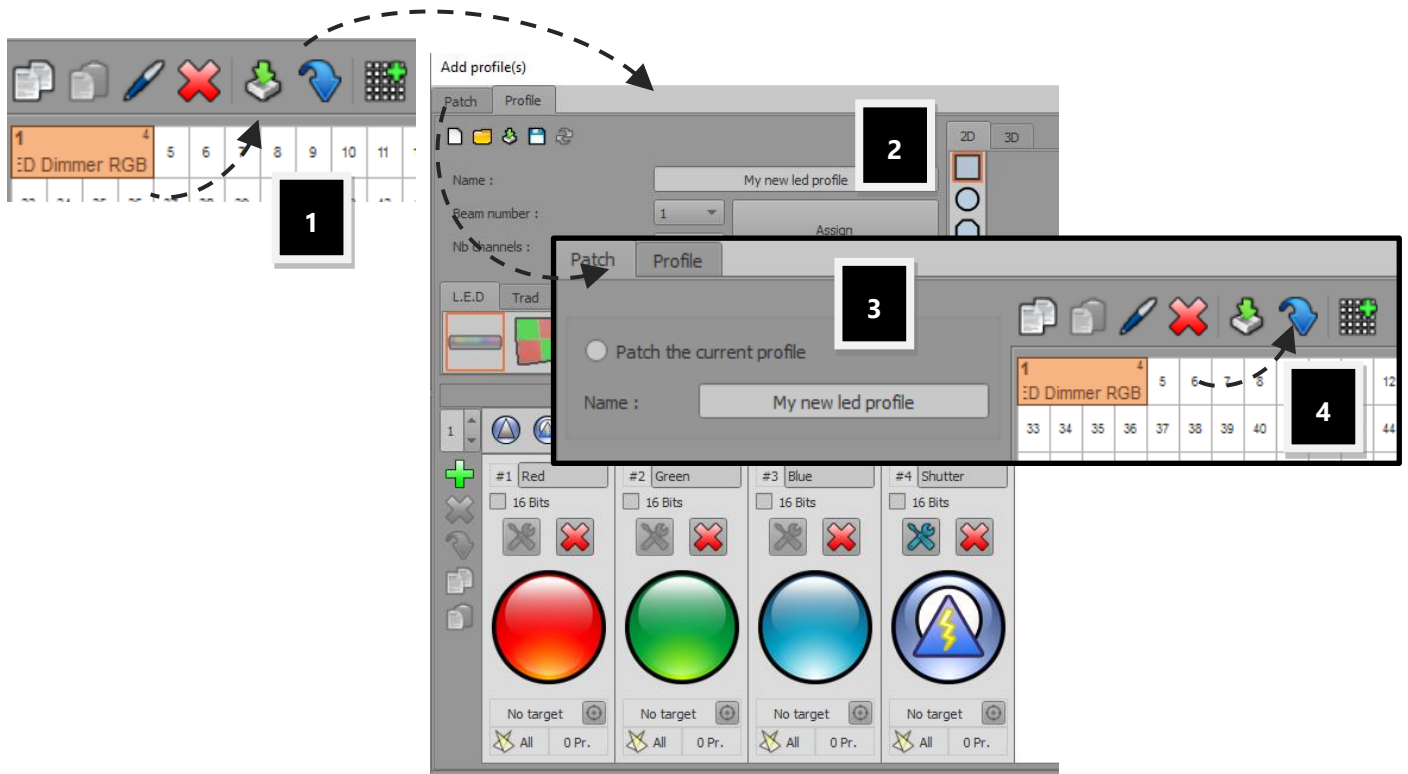
A profile can be updated from the profile list or directly from the current edited profile. The new profile need to have the exact same channels number. You can modify profiles with the profile editor (Profile Tab) and update it in the patch area. Follow the steps to do it:

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.

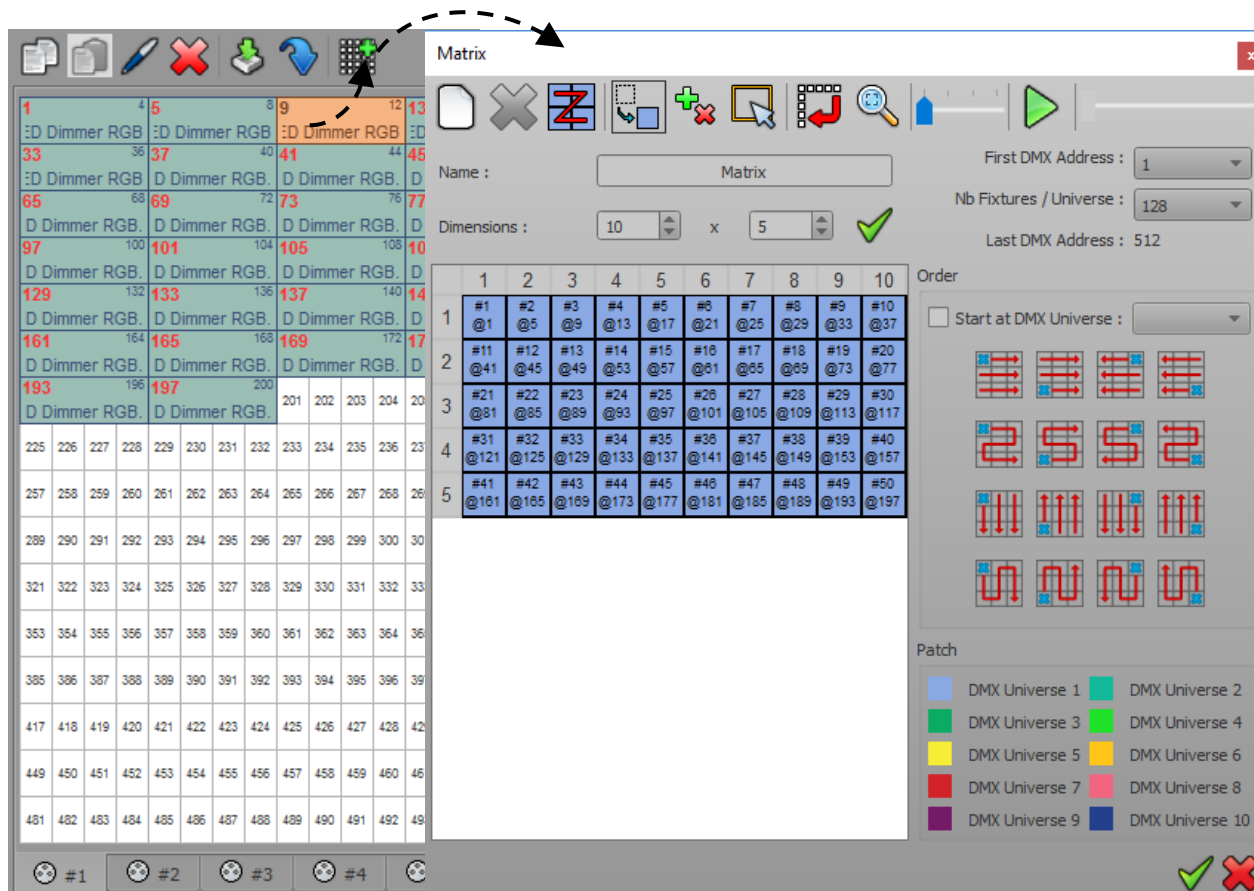
Step 4: Click Update



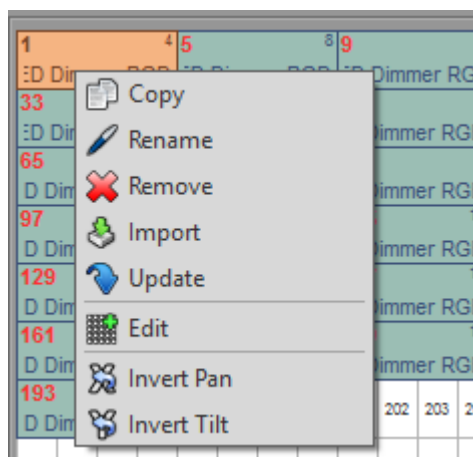
The new profile must have the same number of channels to replace the old one

EDIT AND UPDATE A MATRIX IN THE PATCH

You can edit and update a matrix configuration by selecting only one fixture's item of a matrix, in the DMX grid. Select one fixture and click 'Matrix Edit'



INVERT THE PAN AND TILT CHANNELS



Right click over the fixture's item will show up the local menu where you can inverse the pan and tilt. This feature is useful to synchronize beam movements when the lighting fixtures are positioned upside down across the stage.

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	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	105	106	108	109	111	112	114	115	117	118					
LED RGB.1	LED RGB.2	LED RGB.3	LED RGB.4	LED RGB.5												
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 drop 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.

Tips : you can also drag and drop a profile across different DMX univers, through the Univers Tabs.

CREATING A LIGHTING FIXTURES MATRIX

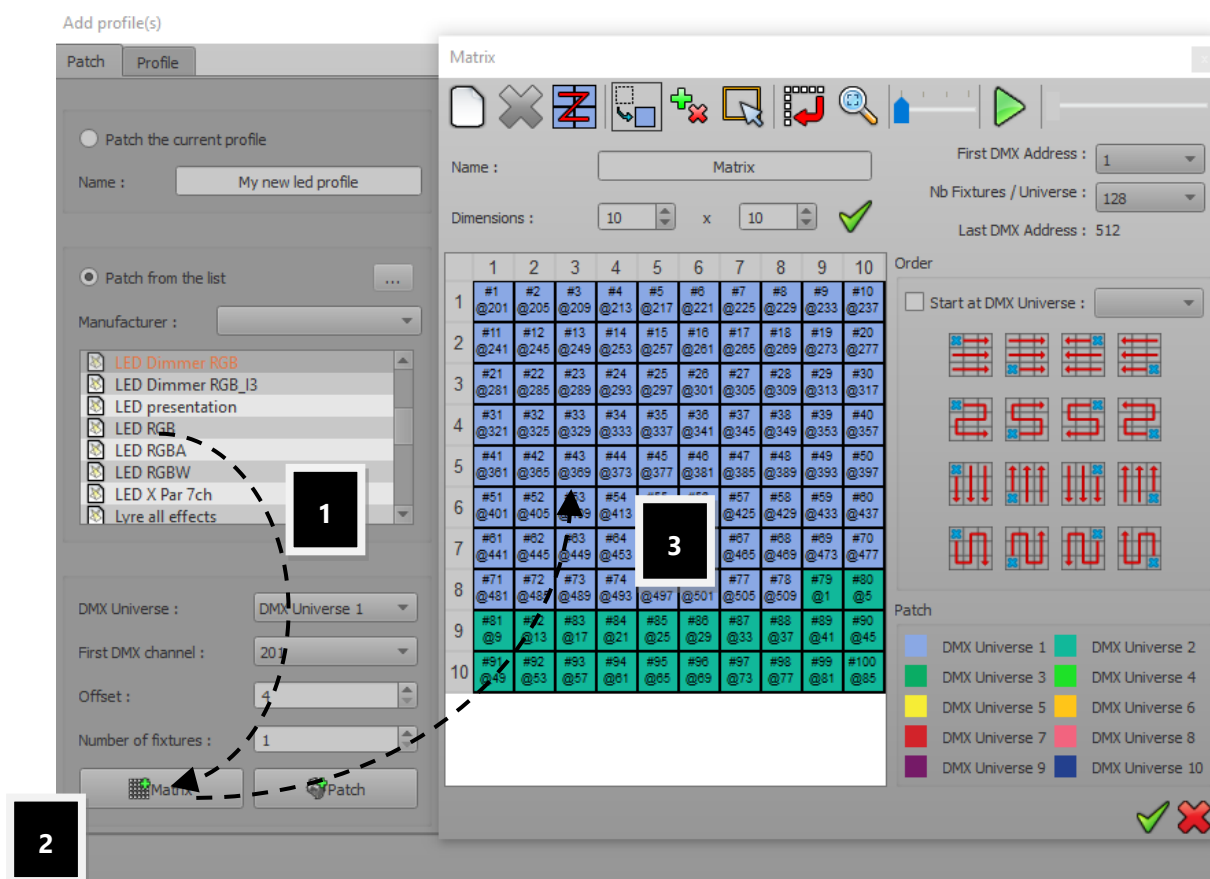
You can setup your lighting fixtures as a matrix. This configuration will give you more options to generate visual effects with the tool effects generator, included in the editor mode. Matrix mode is mainly used with LED/RGB lighting systems, but it can operate with dimmers too.

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 you got enough free DMX channels to create a large matrix.

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.

Matrix tools

Matrix Name

Dimensions
Columns * Rows

Matrix cells (also called pixels)

Matrix

Name : Matrix

First DMX Address : 1

Nb Fixtures / Universe : 128

Last DMX Address : 512

Dimensions : 10 x 10

	1	2	3	4	5	6	7	8	9	10
1	#1 @201	#2 @205	#3 @209	#4 @213	#5 @217	#6 @221	#7 @225	#8 @229	#9 @233	#10 @237
2	#11 @241	#12 @245	#13 @249	#14 @253	#15 @257	#16 @261	#17 @265	#18 @269	#19 @273	#20 @277
3	#21 @281	#22 @285	#23 @289	#24 @293	#25 @297	#26 @301	#27 @305	#28 @309	#29 @313	#30 @317
4	#31 @321	#32 @325	#33 @329	#34 @333	#35 @337	#36 @341	#37 @345	#38 @349	#39 @353	#40 @357
5	#41 @361	#42 @365	#43 @369	#44 @373	#45 @377	#46 @381	#47 @385	#48 @389	#49 @393	#50 @397
6	#51 @401	#52 @405	#53 @409	#54 @413	#55 @417	#56 @421	#57 @425	#58 @429	#59 @433	#60 @437
7	#61 @441	#62 @445	#63 @449	#64 @453	#65 @457	#66 @461	#67 @465	#68 @469	#69 @473	#70 @477
8	#71 @481	#72 @485	#73 @489	#74 @493	#75 @497	#76 @501	#77 @505	#78 @509	#79 @513	#80 @517
9	#81 @521	#82 @525	#83 @529	#84 @533	#85 @537	#86 @541	#87 @545	#88 @549	#89 @553	#90 @557
10	#91 @561	#92 @565	#93 @569	#94 @573	#95 @577	#96 @581	#97 @585	#98 @589	#99 @593	#100 @597

Order

Start at DMX Universe :

DMX Universe 1

DMX Universe 2

DMX Universe 3

DMX Universe 4

DMX Universe 5

DMX Universe 6

DMX Universe 7

DMX Universe 8

DMX Universe 9

DMX Universe 10

Patch

DMX Universe 1

DMX Universe 2

DMX Universe 3

DMX Universe 4

DMX Universe 5

DMX Universe 6

DMX Universe 7

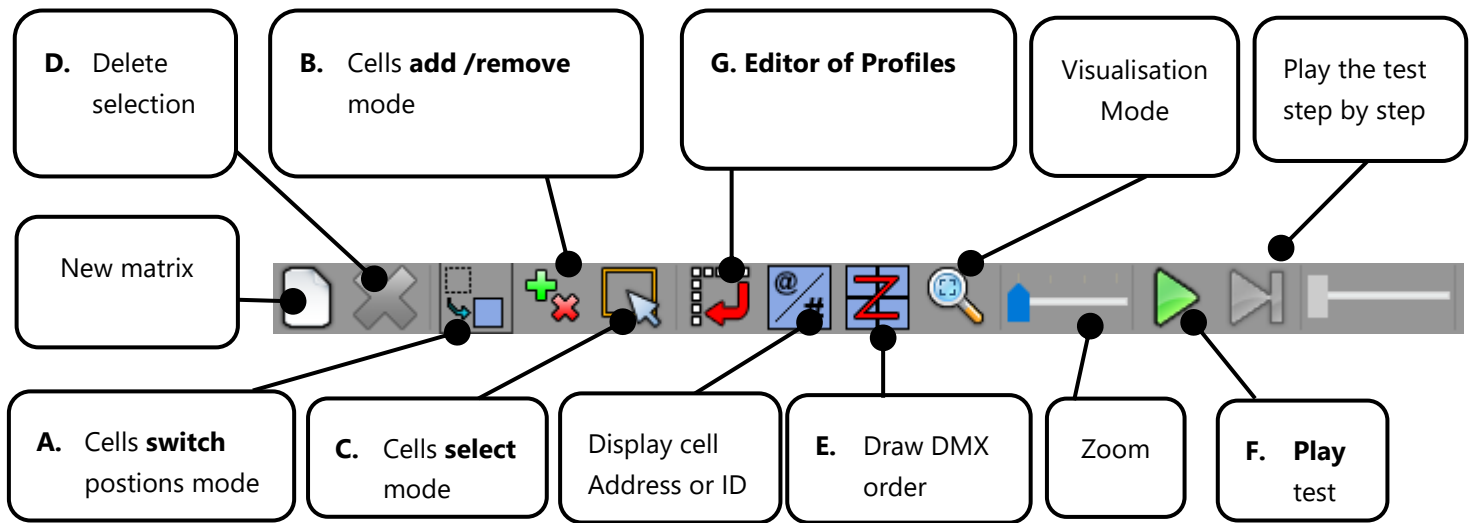
DMX Universe 8

DMX Universe 9

DMX Universe 10

DMX addresses auto-ordering

MATRIX 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.

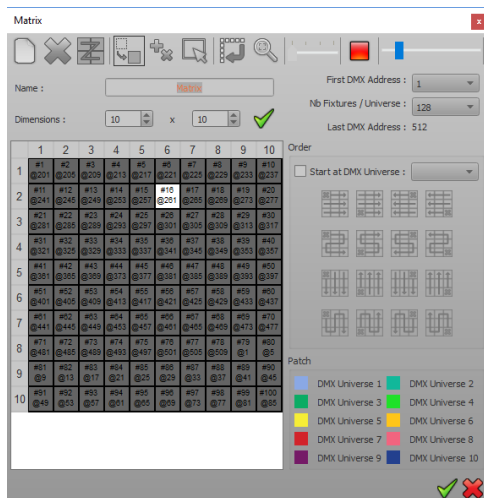
D: Remove the fixture from the matrix for the selected cells

E: Draw the fixtures addresses ordering path over the matrix cells

F: Play a general test to check your matrix patch

G : The editor of profiles allows users to configure the Beams of their fixture (the latter must be multi beams). The modification will be effective in the Matrix only. To set up a modification by default, you shall go back into the profile editor.

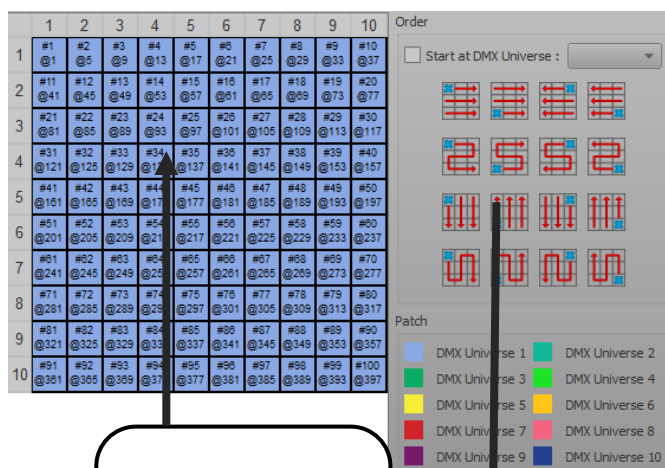
SIMULATE AND CHECK DMX ADDRESSES



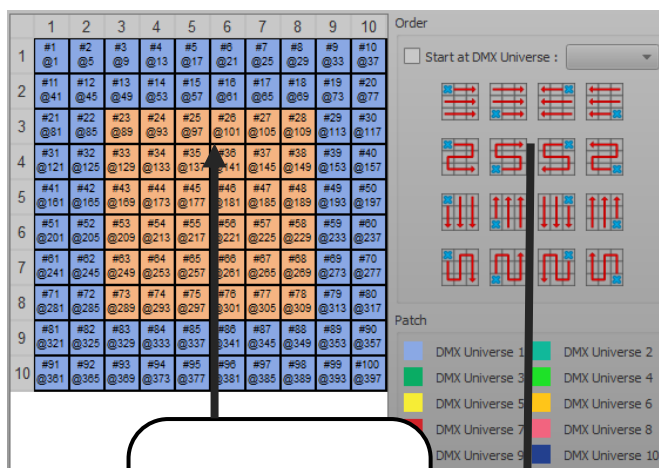
When you use the Play tool, your lighting fixtures will turn on automatically one by one according the order you have set them up. With this option you can check if your DMX patch matches the lighting fixtures themselves. The opening beam option will depend on the default DMX preset of each profile's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



Ordering the ALL matrix addresses



Ordering selected pixels addresses only

MODIFY MANUALLY SOME CELLS DMX ADDRESSES

#1	#2	#3	#4	#5	#6
@1	@4	@7	@10	@13	@16
#11	#12	#13	#14	#15	#16
@31	@34	@37	@40	@43	@46
#21	#22	#23	#24	#25	#26
@61	@64	@67	@70	@73	@76
#31	#32	#33	#34	#35	#36
@91	@94	@97	@100	@103	@106
#41	#42	#43	#44	#45	#46
@131	@134	@137	@140	@143	@146

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

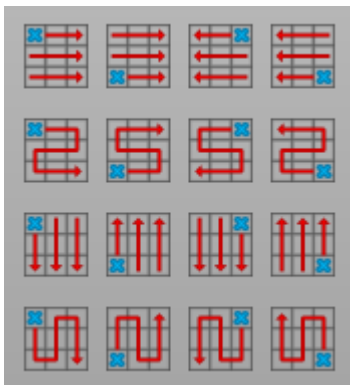
#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
@1	@4	@7	@10	@13	@16	@19	@22	@25	@28
#11	#12	#13	#14	#15	#16	#17	#18	#19	#20
@31	@34	@37	@40	@43	@46	@49	@52	@55	@58
#21	#22	#23	#24	#25	#26	#27	#28	#29	#30
@61	@64	@67	@70	@73	@76	@79	@82	@85	@88
#31	#32	#33	#34	#35	#36	#37	#38	#39	#40
@91	@94	@97	@100	@103	@106	@109	@112	@115	@118
#41	#42	#43	#44	#45	#46	#47	#48	#49	#50
@121	@124	@127	@130	@133	@136	@139	@142	@145	@148
#51	#52	#53	#54	#55	#56	#57	#58	#59	#60
@151	@154	@157	@160	@163	@166	@169	@172	@175	@178
#61	#62	#63	#64	#65	#66	#67	#68	#69	#70
@181	@184	@187	@190	@193	@196	@199	@202	@205	@208
#71	#72	#73	#74	#75	#76	#77	#78	#79	#80
@211	@214	@217	@220	@223	@226	@229	@232	@235	@238
#81	#82	#83	#84	#85	#86	#87	#88	#89	#90
@241	@244	@247	@250	@253	@256	@259	@262	@265	@268
#91	#92	#93	#94	#95	#96	#97	#98	#99	#100
@271	@274	@277	@280	@283	@286	@289	@292	@295	@298

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.

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
@1	@4	@7	@10	@13	@16	@19	@22	@25	@28
#11	#12	#13	#14	#15	#16	#17	#18	#19	#20
@31	@34	@37	@40	@43	@46	@49	@52	@55	@58
#21	#22	#23	#24	#25	#26	#27	#28	#29	#30
@61	@64	@67	@70	@73	@76	@79	@82	@85	@88
#31	#32	#33					#38	#39	#40
@91	@94	@97					@112	@115	@118
#41	#42	#43					#48	#49	#50
@121	@124	@127					@142	@145	@148
#51	#52	#53					#58	#59	#60
@151	@154	@157					@172	@175	@178
#61	#62	#63					#68	#69	#70
@181	@184	@187					@202	@205	@208
#71	#72	#73	#74	#75	#76	#77	#78	#79	#80
@211	@214	@217	@220	@223	@226	@229	@232	@235	@238
#81	#82	#83	#84	#85	#86	#87	#88	#89	#90
@241	@244	@247	@250	@253	@256	@259	@262	@265	@268
#91	#92	#93	#94	#95	#96	#97	#98	#99	#100
@271	@274	@277	@280	@283	@286	@289	@292	@295	@298

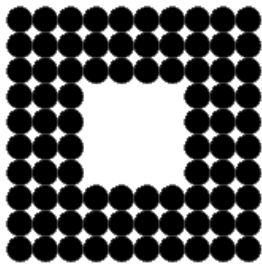
Then you can create a hole in the matrix field and thought free some channels.



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.

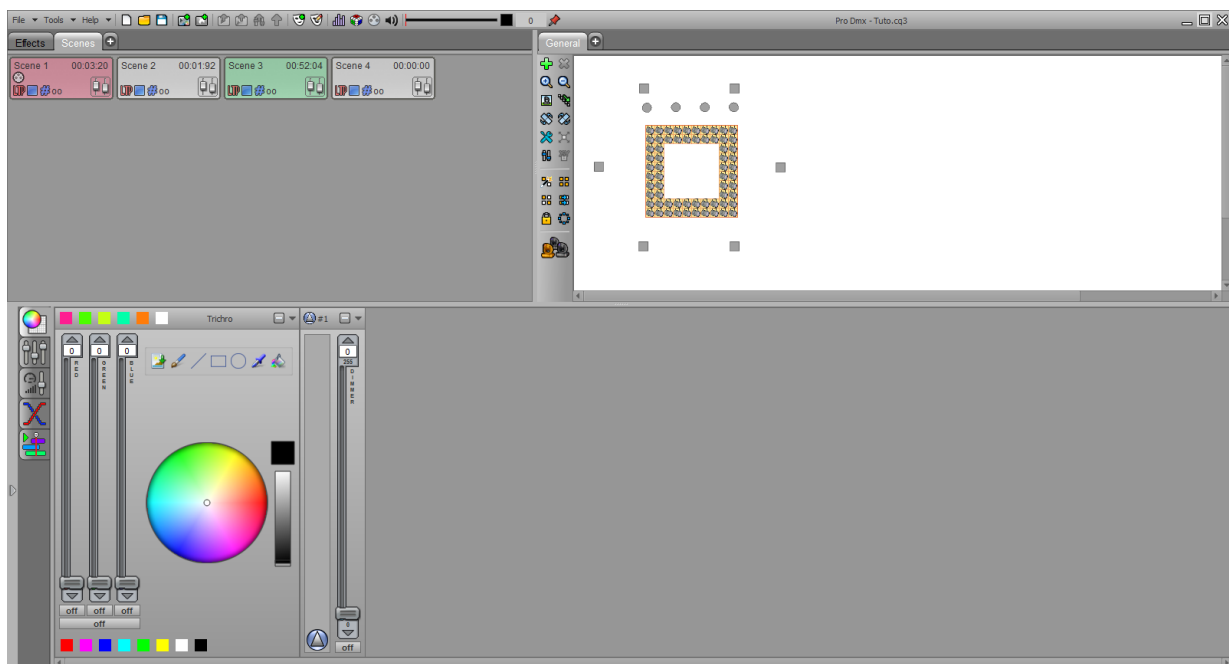
UPDATING AND MODIFYING THE PATCH



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



When the Profiles and DMX addresses match the lighting fixtures, you can confirm the Patch and click OK.

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.

Now the software is ready to work and program your show. When you select fixtures from the 2D area, the fixtures dedicated channels appear below. 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 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.

The software uses the patch information and can generate powerful functions and specific effects that will help you to create and play live your show in a very short time.

Just refer to the user manual **How to use the live controls** for perfect programming.