Conventions

Step
>   Fixed value & transition mode (fade/snap) for each channel, with a duration.

Scene (or light scene)
>   Sequence of steps.

Media file
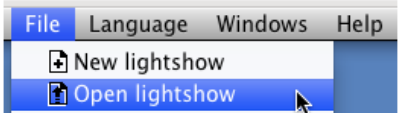>   Audio or video file (mp3, wav, avi, jpg, png, ...),

Timeline
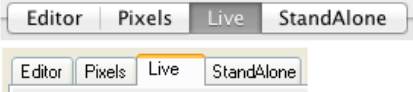>   Horizontal sequence of scenes & media files.

LightShow
>   Folder which contains all data from a specific show (fixtures profiles, dmx addressing, light scenes, live panel setting, 3DView setting, ...).

Graphical User Interface conventions
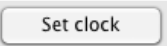
main menu	File Language Windows Help ➕ New lightshow 📄 Open lightshow
tabs	Editor Pixels Live StandAlone Editor Pixels Live StandAlone
toolbar	☰ ➕ 📄 ⬇ ⬆ ▶ ⏸ ⏹
popup menu	✔ Enable ✖ Disable ▦ DMX Address right mouse click
list view	# Name Duration 1 Step 1 00:01.00 2 Step 2 00:01.00
drop down box	Zone #1 disable
button	Set clock
check box	☐ Auto start

The software tabs

Editor
> Program conventional fixtures (moving lights, scanners, parcans, ...)
> - Fixtures
>> Declare fixtures and assign them DMX addresses
> - Steps
>> Create scenes step by step (now fixture based instead of DMX based)
> - Generator
>> Create scenes with the shapes generator
> - 2Dview
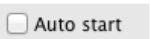>> Tool to view and select the fixtures

Pixels
> Program multi-RGB fixtures (with independent LED pixels).
> Visualize the stage and the fixtures.
> Create scenes with build-in effects
> (rainbow, text scrolling, GIF anim, picture motion)

Live
> Playback panel
> - Buttons
>> - create pages with buttons to trigger the scenes
> - TimeLine
>> - create horizontal timelines of sync audio/video files and light scenes
> - Sequential List
>> - create vertical sequential lists of light scenes

StandAlone
> Interface running the show without computer.
> Create timelines, add calendar trigger, and upload all in the interface

3DView
> Create your stage and position your fixtures.
> Visualize the lightshow in the 3D rendering

Keyboard shortcuts

Editor		F2
	Fixtures	ctrl / cmd + F1
	Steps	ctrl / cmd + F2
	Generator	ctrl / cmd + F3

Pixels		F3

Live		F4
	Buttons	ctrl / cmd + F1
	TimeLine	ctrl / cmd + F2

StandAlone		F5

Universes 1..6	ctrl + 1..6 (not available under MacOS because not allowed by the OS)

The demonstration lightshow

The software contains a demonstration lightshow called "demo_show".
Please open this lightshow in the software, and watch in 3DView how the scenes
(Editor/Generator/Pixels) are made, and how they are organized in Live.
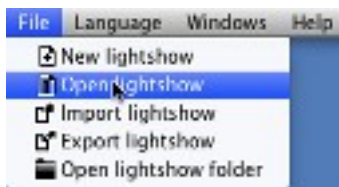These videos show the demo_show:
demo show
demo show TimeLine

The tutorials

They are here: YouTube > TLCtuto
Please watch them.

Main menu

File

- New lightshow
  - Create a new empty lightshow
- Open lightshow
  - Ppen an existing lightshow
- Import lightshow
  - Import a lightshow (for instance from an usb key)
- Export lightshow
  - Export an existing lightshow (for instance to a usb key)
- Open lightshow Folder
  - Open the folder which contains all the lightshows
- Hard Midi & DMX patch (obsolete)
  - Hard patch Midi and DMX input to DMX outputs (better to use "Fixtures Midi inputs" and "Fixtures DMX inputs from "Fixtures module")
  - Hard patch DMX outputs (should not be useful anymore)
- Preferences
  - Set the main preferences (see below)
- Quit
  - Close the software

Language

select the language (needs software restart)

Windows

- 3DView
  - Open the 3D rendering window
- DMX Bargraph
  - Open the window showing the dmx levels
- ScreenControl
  - Open the window showing the media files
- Live Buttons windows
  - Open all Live Buttons child windows
- Live TimeLine window
  - Open TimeLine child window
- Live Sequential list window
  - Open Sequential list child window

Help

Home - open the web site (Internet)
Manual - open the included pdf manual
Tutorials - open the tutorials page (Internet)
Forum - open the technical forum (Internet)
About - show infos (software version, connected interfaces, …)

Main Preferences
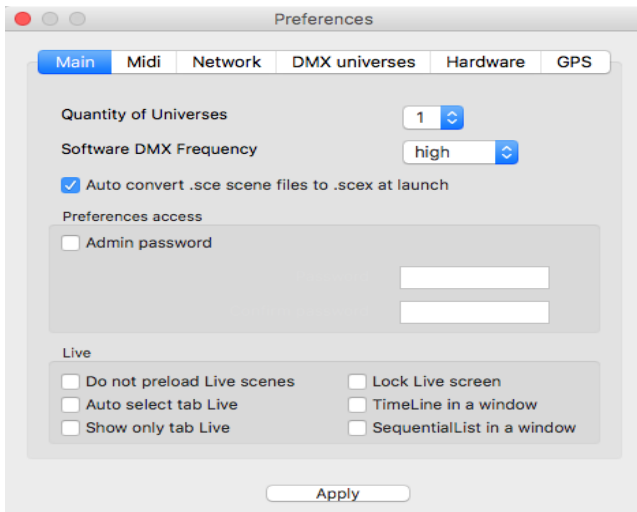
Tab "Main"

      Quantity of Universes

            Select the quantity of software universes (512 channels each)

      Software refresh rate

            Select to "low" or "medium" if your computer is too slow

      DMX nap speed

            This is the refresh frequency of the DMX signal, when there is no channel activity in the software. Select "high" in case of some of your fixtures go in "auto" mode.

      Auto convert .sce scene files to .scex at launch

            Automatically converts old DMX based scene files to fixture based scene files, if not existing at launch time

      Admin password

            Administrator password to protect main preferences access

      Do not preload Live scenes

            Disable the preloading (caching) of light scenes in memory (saves memory, but less reactive when triggering a scene)

      Auto select tab Live

            Tab Live is selected after program start

      Show only tab Live

            Other tabs than Live can not be selected

      Lock Live Screen

            Disable modifications by the user in tab Live

      TimeLine in a window

            Switch tab Live in an external window

      Sequential list in a window

            Switch tab Sequential list in an external window

Tab "Midi"

      Midi In enable

            Check to enable midi in messages from midi devices

            Click the "add" button to add a new midi device

            Double click in the "Midi device" column to choose a midi device

            Click the "remove" button to remove a line after selecting

      Midi Out enable

            Check to enable midi out messages to midi devices (turn on leds, ...)

            Click the "add" button to add a new midi device

            Double click in the "Midi device" column to choose a midi device

            Click the "remove" button to remove a line after selecting

Tab "Network"
- Software
  - IP of the host computer ("127.0.0.1" by default)
- External App.
  - Enable for control from an external program like the smartphone app "Live Mobile" or the "Virtual DJ" plugin, ...
- Artnet
  - Enable to control Artnet devices
  - Please watch this tutorial: Artnet setup
- Ports
  - Change the values only when conflicts with other apps
- Reset
  - Reset ports to default value
- Local IPs
  - List of host computer internal IP adresses

Tab "DMX universes"
- Enable DMX universes mapping
  - Check to activate software DMX universe to hardware DMX universe mapping
  - Double click in the "DMX universe" column to choose a hardware DMX universe

Tab "Hardware"
- Enable Ethernet Interfaces
  - Check to allow using compatible ethernet DMX interface (not USB)
- 1, 2, 3, 4, 5, 6
  - IP adresse of up to 6 ethernet DMX interfaces
- Autodetect interfaces
  - Click to detect compatible ethernet DMX interfaces currently connected to the LAN
- Use broadcast messages (only for Windows OS)
  - Allow faster auto-detection of ethernet DMX interfaces
- Ports
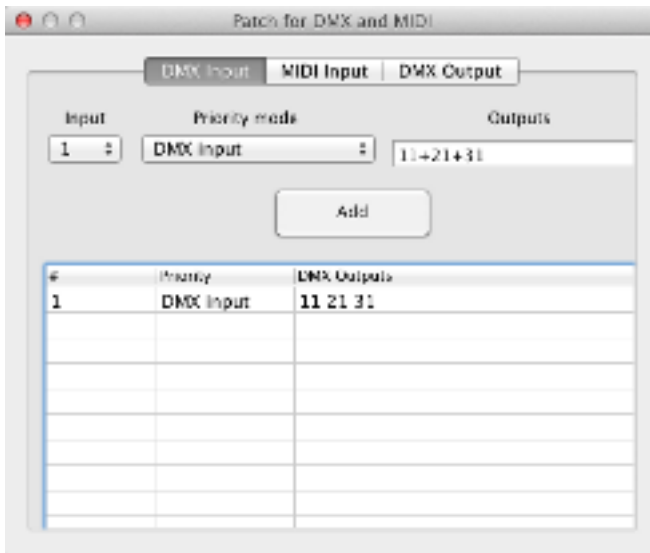 - Change the values only when conflicts with other apps
- Reset
  - Reset ports to default value

Tab "GPS"
- Trigger buttons in Live with sunset / sunrise
- Enter your GPS location, or select a city in the list.

Midi and Dmx patch (obsolete)

Tab "Dmx input" (better to use "Fixtures DMX inputs from "Fixtures module")
- select the input channel in the drop down box
- select the priority mode in the drop down box
- enter the outputs, with "+" between channels (example "11+21+31")
- click on "Add"
- right click on a line to Open / Delete it

Tab "Midi input" (better to use "Fixtures Midi inputs" from "Fixtures module")
- press "learn" and type the Midi key in the Midi device
- select the priority mode in the drop down box
- enter the outputs, with "+" between channels (example "11+21+31")
- right click on a line to Open / Delete it

Tab "Dmx output" (should not be useful anymore)
- select the universe in the drop down box
- enter the channel
- enter the outputs, with "+" between channels (example "11+21+31")
- click on "Add"
- right click on a line to Open / Delete it

Editor > Fixtures
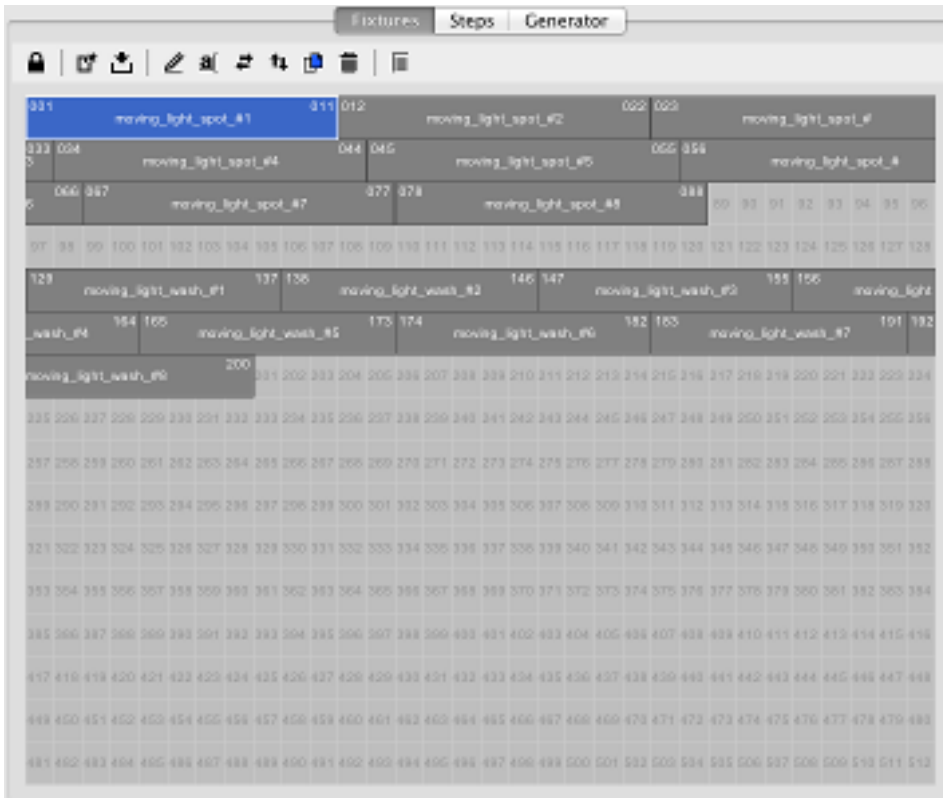
Toolbar
- Menu
  - Export the dmx addressing list
  - Fixtures DMX inputs - Direct patch DMX inputs to fixtures channels
  - Fixtures Midi inputs - Direct patch Midi inputs to fixtures channels
- Lock screen - lock all actions on fixtures
- Add fixtures (see below)
- Save dmx addressing
- Edit fixture
- Rename fixture
- Reverse pan/tilt
- Duplicate fixture - add more identical fixtures to next dmx channels
- Remove fixture - remove the fixture from the dmx addressing

Popup menu on a fixture
- Edit fixture - to change channels/levels/3D/... parameters
- Rename fixture
- Reverse pan/tilt
- Duplicate fixture
- Clone fixture - declare more than one fixture at the same dmx address
- Change universe
- Artnet IP address - enter the Artnet IP address of the fixture
- Remove fixture

Popup menu on screen
- Add fixture &   - Lock screen

Use the lasso (or the ctrl/command key) to multi-select fixtures.
Click on "save the dmx addressing" to save the dmx addressing.
Please watch this tutorial: declare your fixtures and make groups

Editor > Fixtures > Add Fixtures
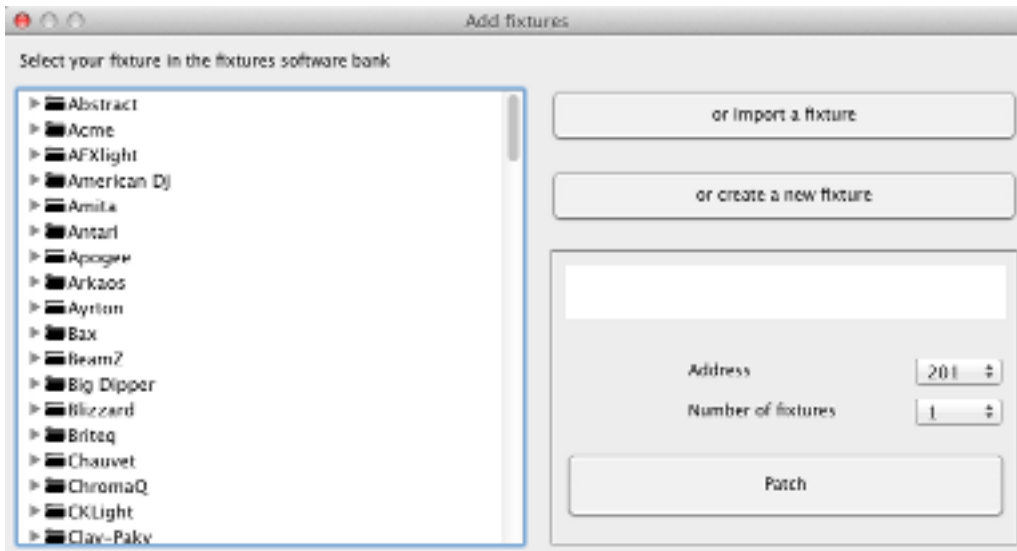
Use the "Add fixtures" function to open this window.

Select your fixture in the software bank

In case of your fixture is not in the software bank, you can ask our support team to do the the personality file for you here . When available, use the option "**import a fixture**" to import the file in your lightshow.

In case of you wish to create a new personality file by yourself, use the option "**create a fixture**". Enter the name and the number of channels, and use the "Edit fixture" option to edit the fixture (see below). Please watch this tutorial: create a new fixture profile .

Enter the starting address.

Enter the number of fixtures (same model).

Click on "Patch" to add all fixtures in the dmx addressing.

Editor > Fixtures > Edit fixture
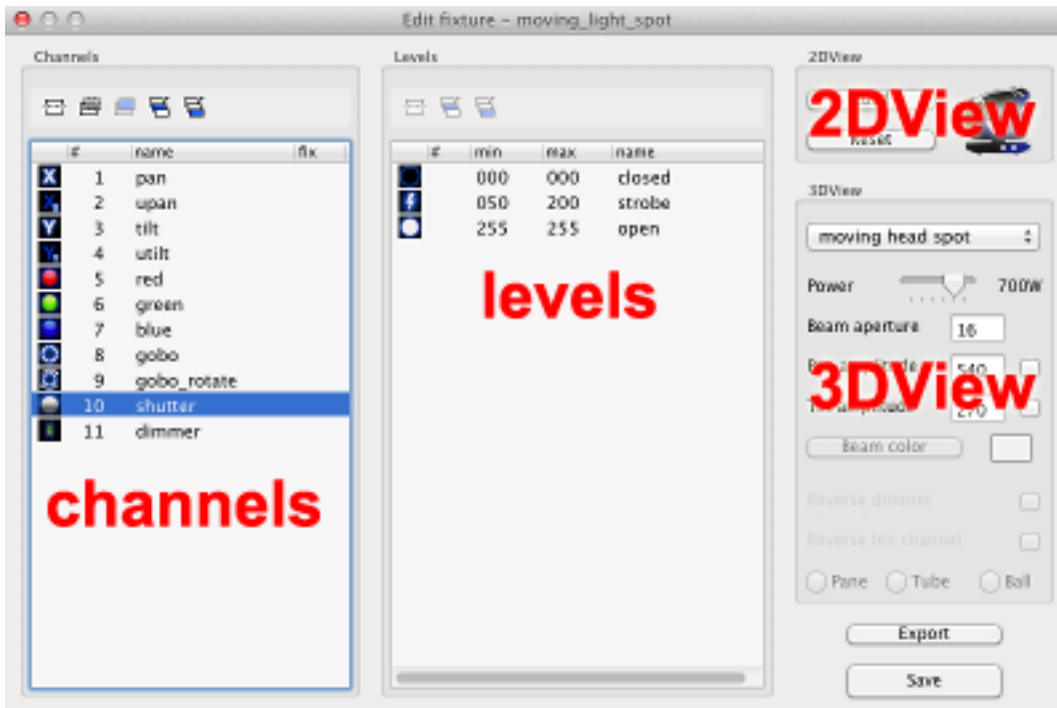
Use the option "Edit fixture" to open this window.

Section "Channels"
     Click in the "channel" list view to select the channel.
     toolbar - Move up/Move down/Cut/Copy/Paste/Insert/Add a channel
     popup menu - Edit/Cut/Copy/Paste a channel, and Strict values (for levels)
     double click to edit a channel

Section "Levels"
     Click in the "level"list view to select the level.
     toolbar - Cut/Insert/Add a level
     popup menu - Edit/Cut a level.
     double click to edit a level

Section "2DView"
     Select a picture for the fixture.
     This picture will be displayed in the "Editor > 2DView" section.
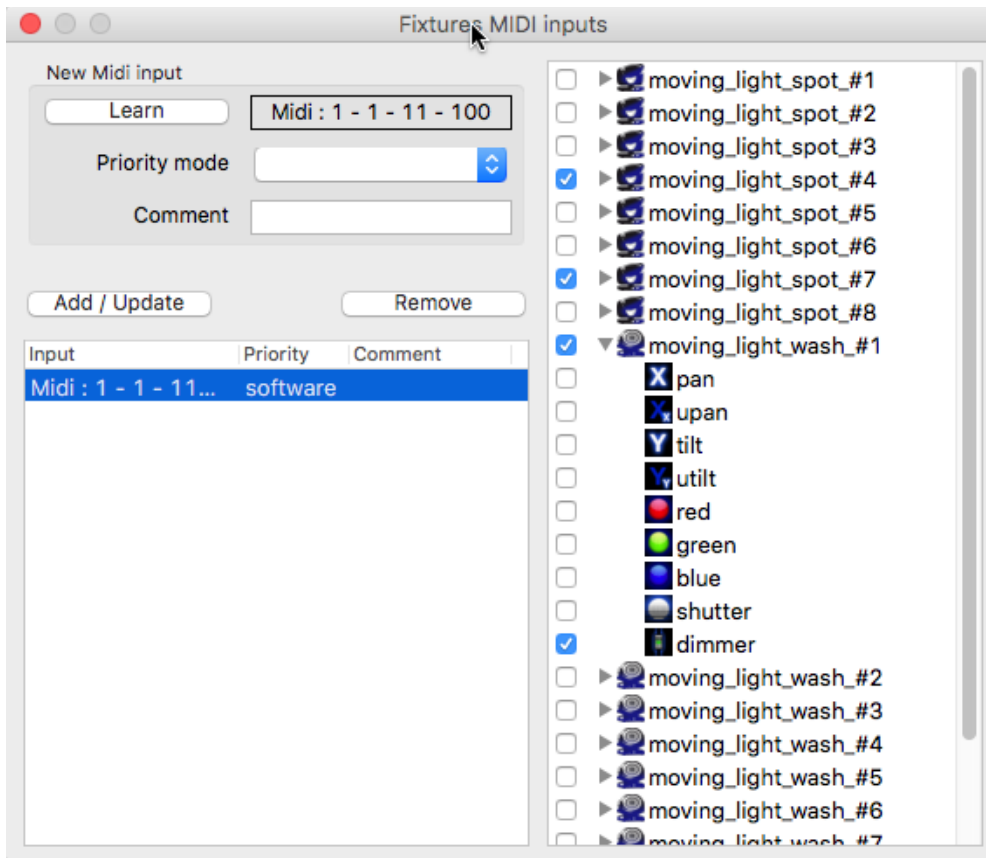
Section "3DView"
     Set the 3D parameters of the fixture.
     These parameters will be displayed in the external window "3DView".

Click on "Export" to export the personality file outside of the lightshow (for instance in a usb key).
Click on "Save" to save the fixture in your lightshow.

Editor > Fixtures > Fixtures Midi / DMX inputs

- For Midi : Press "learn" and type the Midi key in the Midi device
- For DMX : Type the DMX channel in the DMX input field
- Select the priority mode in the drop down box
- Enter a comment
- Click "Add / update" to add a rule in the list
- Select the rule in the list
- Check the channels you want to associate in the tree on the right
- Click "Remove" to remove the selected rule

Editor > 2DView
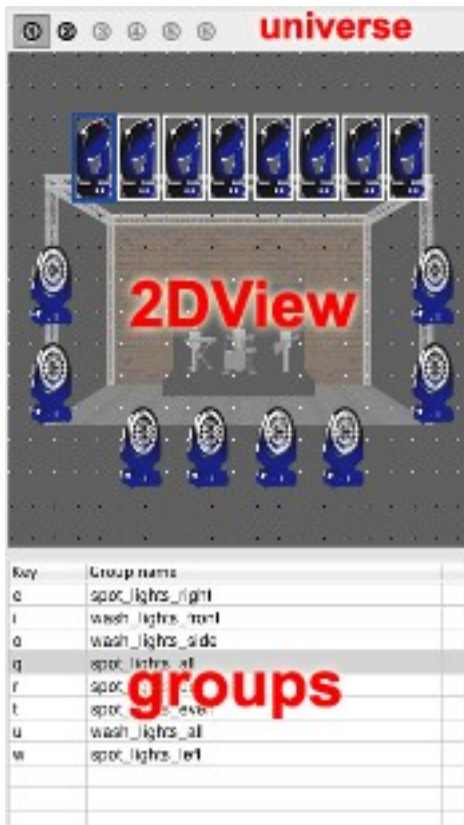
Toolbar
- Select all universes (not suitable for tab "Fixtures") or select the universe number

Popup menu on a fixture
- Change picture
- Hide fixture
- Fixtures same model - select all/even/odd/invert/deselect
- Add new group - create a new group of fixtures in the list view
- Images size
- Show grid
- Snap to grid
- Show hidden fixtures
- Change background - show a picture behind the fixtures (your stage for instance)
- Remove background
- Lock fixtures - lock the locations of the fixtures

Popup menu in the group list view
- Add new group
- Update fixtures in group - add/remove a fixture in an existing group
- Edit selected group - change the name and the key of an existing group
- Delete selected group

Select the fixtures with the lasso (or with the ctrl/command key).

Editor > Steps (now fixture based)

Toolbar
- Menu
  - Palette - enter the "Palettes" edition mode
- New scene
- Open scene
- Insert scene - insert a scene before the current step
- Save scene
- Save scene as
- Show all fixtures
- Show used fixtures - show fixtures used in the scene
- Show selected fixtures - show fixtures from selected group
- Ungroup fixtures in selection - do not affect the other similar channels of the group
- Ungroup channels in fixture - do not affect the other similar channels inside the fixture
- Play / Stop
- DMX - drives the dmx outputs when green (for Steps)
- 3D - drives the 3D outputs when green (for Steps)

Section "Faders"
Move faders with the mouse.
Grey faders means "channel disabled".
Green faders means "channel used".
Red faders means "palette is used on the channel" - Right click to release palette.
Click on channel icon to select it. Use ctrl/command key or shift key for multi-selection.
Click on level icon to show its levels and palettes.
Click on the text dmx value to enter a new value with the keyboard.
Click above/below the fader cursor to jump one level up/down.
Click on the "fade / snap" icon (below the fader) to set the transition mode.

Popup menu
- Disable channel - do not override the corresponding output
- Copy channel
- Paste on this step only (from the current mouse cursor position)
- Paste all steps (from the current mouse cursor position)
- Set "fade" state of channel on all steps

- Set value of channel on all steps
- Flip pan value on all steps - only on pan channels
- Flip tilt value on all steps - only on tilt channels
- Select all channels
- Show levels - (colors, gobos, …) and palettes

Section "Pan/Tilt"
Press the left mouse button to set pan/tilt position of current step.
Popup menu
- Lock pan (or tilt) when necessary
- Center position - put pan & tilt in the middle position
Pan/Tilt heads list
Multi-select the Pan/Tilt heads to work on with ctrl/command key

Section "RGB/CMY"
Press the left mouse button to set the color.
Adjust the brightness with the fader.
RGB/CMY list
Multi-select the group to work on with ctrl/command key

Section "Steps"
Toolbar & popup menu
- Add – add a line at the end of the list
- Delete
- Copy
- Paste
- Insert
- Save as palette - record the current step as a palette entry
- Up / Down - move the line up / down
Click in the below left text box "Step ..." to change the name of the step.
Click in the below right text box "00:01:00", to change the duration of the step.

Please watch this tutorial: <u>create a scene step by step</u>

Editor > Steps > Palettes edition mode

The red toolbar means you are in Palettes edition mode.
In this mode, each line in the "steps" list corresponds to a memory of the channels value.
Then you can use these "memories" from Steps and Generator modules.
The goal is to be able to change these memorized values without having to edit the multiple scenes who use them.
To exit Palettes edition, you can click "new" on the toolbar or load a light scene.

Editor > Generator
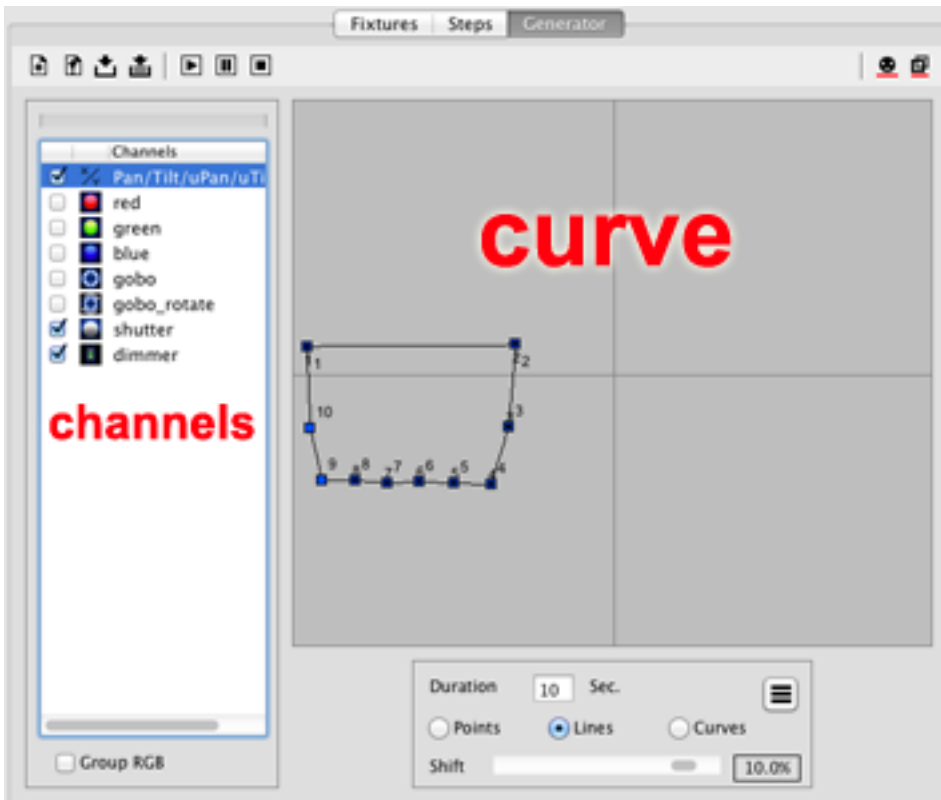
First of all, select a group of fixtures, in Editor > 2DView.

Toolbar
- Menu
  - Fixtures order
  - Reverse Pan/Tilt
- New project
- Open project
- Save project
- Save project as
- Play / pause / stop
- DMX - drives the dmx outputs when green (for Generator)
- 3D - drives the 3D outputs when green (for Generator)

Section "Channels"
Select the line to see its curve in section "Curve".
Check the check box to enable the channel.
Right click on "Pan/Tilt" line to reverse the pan/tilt movements.
When the line Pan/Tilt is selected, the points show pan/tilt positions.
When another line is selected, the points show the time (abscissa axe),
and the dmx value (ordinate axe).

The "Multi Pan/Tilt shift " slider allows to add a delay between multiple Pan/Tilt heads.
When "Explode multi Pan/Tilt" is checked, multiple Pan/Tilt heads are exploded in virtual
fixtures (you can see them in the "Fixtures order" window).
When "Group RGB/CMY" is checked, the RGB/CMY channels are joined together
and the curve shows a RGB wheel.

Section "Curve"
Popup menu
- Add point
- Delete point
- Reverse points order
- Move/Size shape
- Lock Pan
- Lock Tilt
- Show fixtures name - Show fixtures names on the curve instead of fixture number
- … palettes of the current point (if existing) – Right click to release palette

Below the curve display
Click on the menu button to Load/Save/Delete a curve or create a New curve.
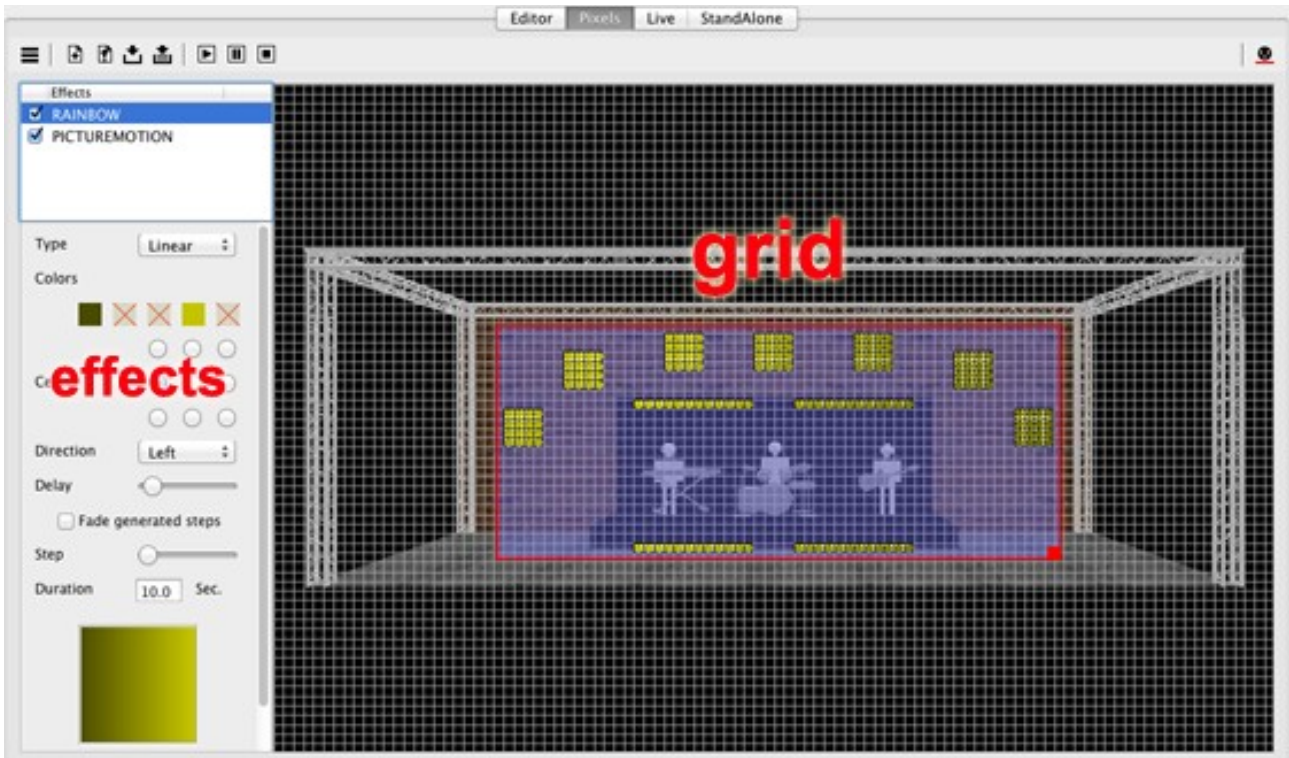Set the total duration.
Select Points/Lines/Curves between points.
Adjust the delay between all fixtures.

Please watch this tutorial: create a scene with shape generator

Pixels

Toolbar
- Menu
  - Settings
    - set grid witdh & height
    - set LED curve (adjust maximum and logarithmic curve)
    - fade mode for the generated scene
- New
- Open
- Save
- Save as
- Play / Pause / stop
- DMX - drives the dmx outputs when green (for Pixels)

Section "grid"
Popup menu in background
- Add fixture (see below)
- Paste
- Change background - show a picture behind the fixtures (your stage for instance)
- Remove background
- Lock fixtures - lock the location of the fixtures
- Lock effects - lock the effects

Popup menu on a fixture
- Fixture name and adressing – no action
- Fixture properties (see below)
- Cut
- Copy
- Rotate left/right
- ... (same as in background popup menu)

Section "effects"
  Popup menu in the list view
    - Rename effect
    - Pull effect to front/Back - manage priority for effects with transparent background
    - Delete effect
    - Create effect - (select the fixtures before)
      - Chaser effect
      - Rainbow effect
      - ScrollText effect
      - Gif anim effect - display a gif file (animated picture)
      - Picture motion effect - display a picture with movement

Pixels > Fixture properties

Use the option "Add / Fixture properties" to open this window.

Toolbar
> - Open fixture - from the software's bank
> - Export fixture - to a usb key for instance

You can ask our support team to do the the personality file for you <u>here</u> . When available, use the option "Open fixture" to import the file in your lightshow.

Or you can create yourself the fixture in this window.

Section "Dmx addressing"
> - dmx address
> - universe
> - Artnet IP - only if the fixture is linked to the software via Artnet
> - name

Section "Shared channels"
> - First/Last channels - enter the number of common channels (dimmer, shutter, ...)
> before/after the RGB channels
> - Edit - set a default value for these channels

Section "Pixels"
> - Horizontal/Vertical - nb of lines and colunms of pixels
> - Type - with or without "white" and "amber" channels
> - Led shape - (shape in the view)

Section "Pixels addressing"
> - Start corner
> - Orientation
> - Snake mode
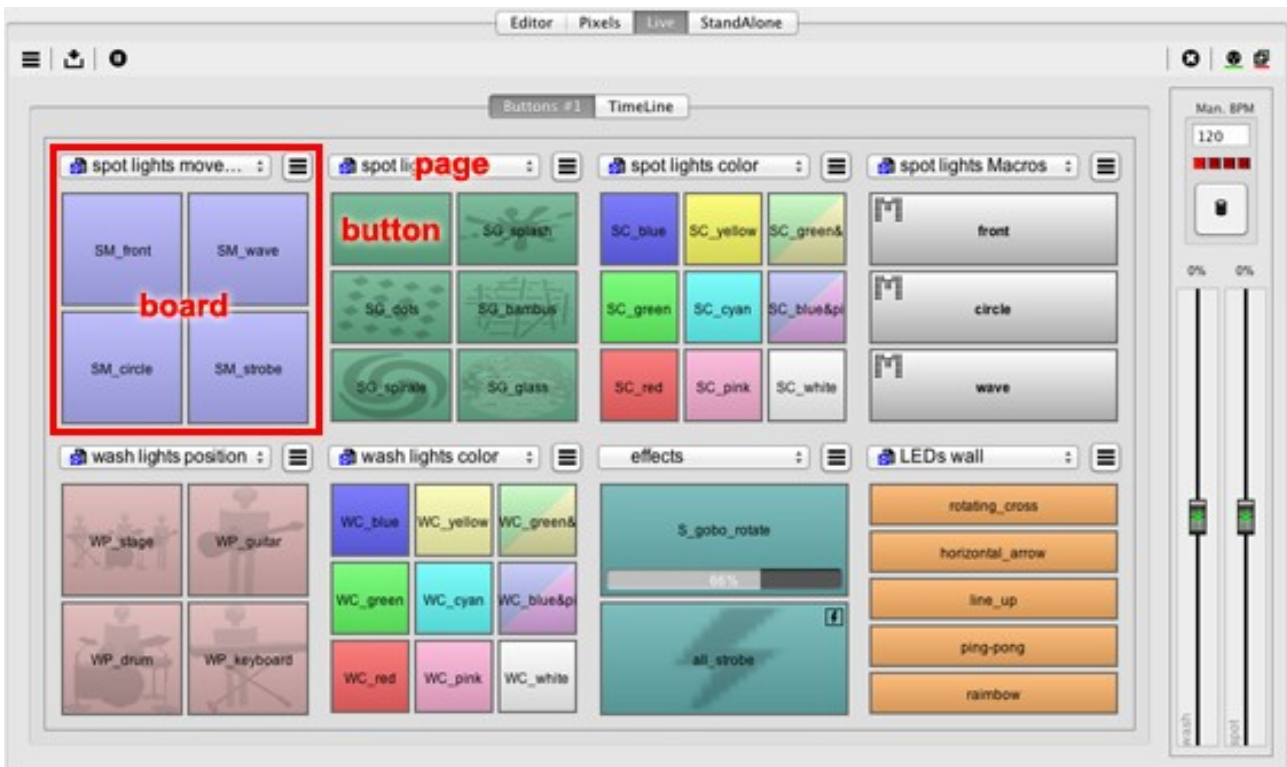> - Patch - apply the changes

Mouse addressing - click on the pixels in the matrix for manual addressing

Popup menu in the matrix
     - Enable
     - Disable - when the pixel does not exist (for non rectangular shapes)
     - Dmx address - to enter manually a dmx address

Please watch this tutorial: create a pixels mapping scene

Live > Buttons

Toolbar
- Menu
- Live settings
- Number of Master Faders (see below)
- Hide auto BPM section (Windows only)
- DMX on at launch
- External control (IE : for the smartphone app "Live Mobile")
- Fade in/out time (between buttons press)
- Midi shortcuts for buttons in section "Tools"
- Buttons settings
- Display : informations in the buttons (see below)
- Size of button's font
- Buttons board : manage buttons tabs and/or windows (up to 10)
- Midi shortcuts for button "Hold"
- Export midi triggers
- Export DMX triggers
- Save - Force the saving for page & buttons organization (also auto saved at software exit)
- Hold – press or release more than one button in one shot

Toolbar in section" Tools"
- Freeze - pause the whole show in Live (for Buttons, TimeLine and Sequential list)
- DMX - drives the dmx outputs when green (for Buttons, TimeLine and Sequential list)
- 3D - drives the 3D outputs when green (for Buttons, TimeLine and Sequential list)

Button at the right of a page name (or right-click on a blank page)
- Add page
- Rename page
- Remove page
- Add Steps scene - add a new button linked to a Steps scene
- Add Generator scene - add a new button linked to a Generator project
- Add Pixels scene - add a new button linked to a Pixels project
- Add media file - add a new button linked to a media file
- Add TimeLine - add a new button launching a TimeLine
- Add macro button - add a new macro button linked to currently pressed buttons
(to trigger several buttons in one shot)

- Solo buttons - only one button can be 'on' in the page
- Check used buttons - mark the clicked buttons
- Reset used buttons - remove the mark on clicked buttons
- Chase play - play next button, after current button ends its first loop or duration
- Random play - play randomly a new button, after current button ends its first loop or duration
- Visible in external application - IE : visible in smartphone app "Live Mobile" (when external control is enabled)

Popup menu on a button
- File name associated with the button – No action
- Edit - open the scene project in the corresponding module
- Rename button
- Move button - (within the page)
- Remove button - (only the button ; the linked file is not deleted)
- Button color - color of the button
- Button image - image in background of the button
- Remove button image
- Change file - link the button to another file of same type
- Speed properties - speed of light scene / speed slider / master speed fader associated
- Button trigger - (see below)
- Fade in - the scene fades in, at button "on"
- Fade out - the scene fades out, at button "off"
- Button duration - set the duration of the button after what it will be released
- Pause at end - pause at the last step of the scene (no loop)
- Flash button - "on" / "off" with left mouse button down / up
- Auto start - "on" at software launch
- Release all buttons - Release all other buttons when pressed
- Fader slider - slider in the button to fade from first step to last step
- Preset slider - slider in the button to select the step

Live > Master Faders & BPM (at the right side of the boards)

- Manual BPM
    Enter the manual BPM

- Auto BPM (Windows only)
    Check to enable

- Master Faders
    Adjust proportionally dimmer or speed
    Popup menu
        - Type
            - Dimmer - adjust proportionally the levels of the channels
            - Speed - adjust proportionally the speed of the scenes
        - Rename - give a name to the Master Fader
        - Channels - select the channels to adjust (for dimmer only)
        - Reset - return to 0

The Master dimmer faders and the Fade in/out functions take care exclusively of the following channels:
dimmer, white, amber, red, green, blue, cyan, magenta, yellow, uv, par_can, par_can_{color}.

Live > Buttons > Speed Properties
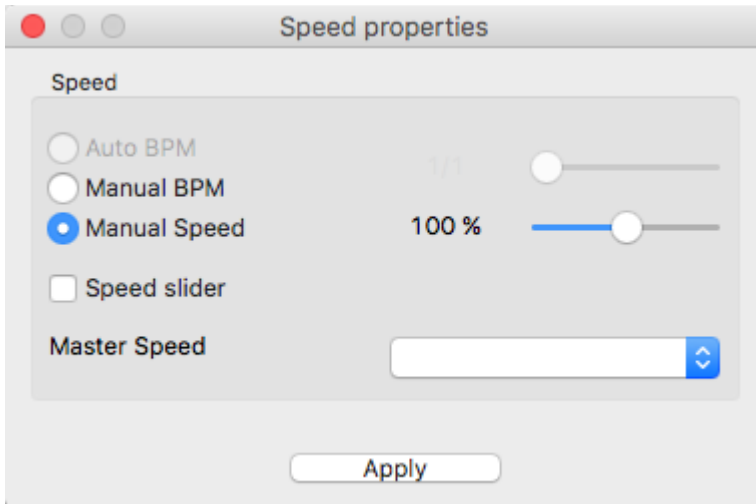
Use the option "Speed properties" to open this window.

Manual BPM
    Follow the manual PBM.

Manual speed
    Adjust the speed with the slider.

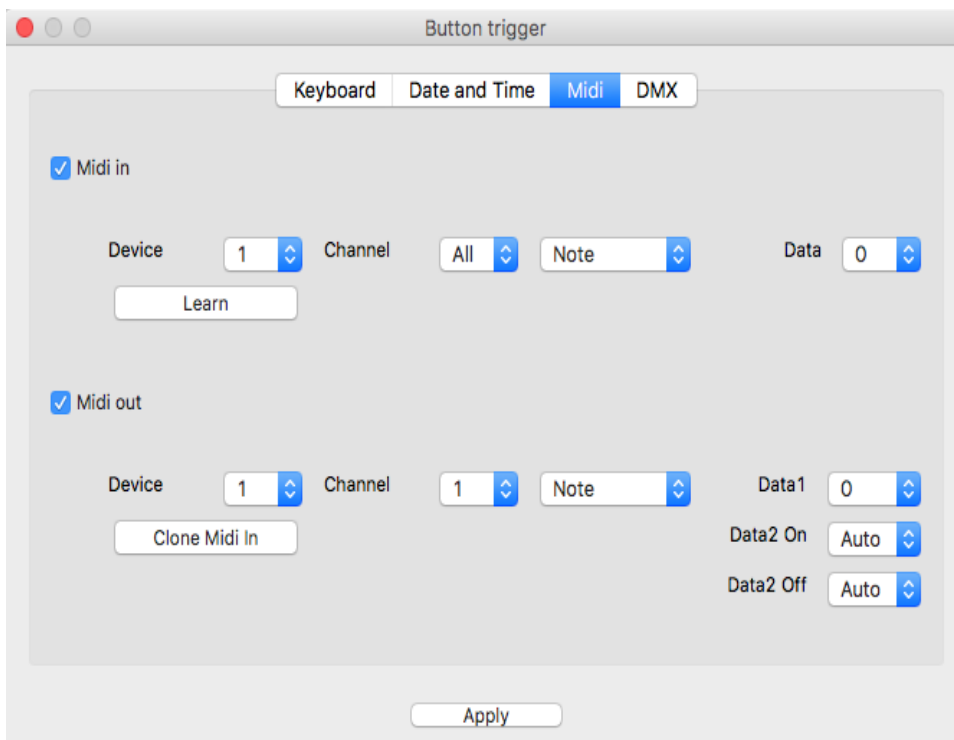Speed Slider
    Show a speed slider inside the button.

 Master Speed
    Select one of the available Master Speed faders (at the right side of the boards).

Live > Buttons > trigger

Use the option "Button trigger" to open this window.

Tab "Keyboard"
        Check the box and select a keyboard key.

Tab "Date and Time"
        Check the box and select the date and time for "on" and "off" trigger.
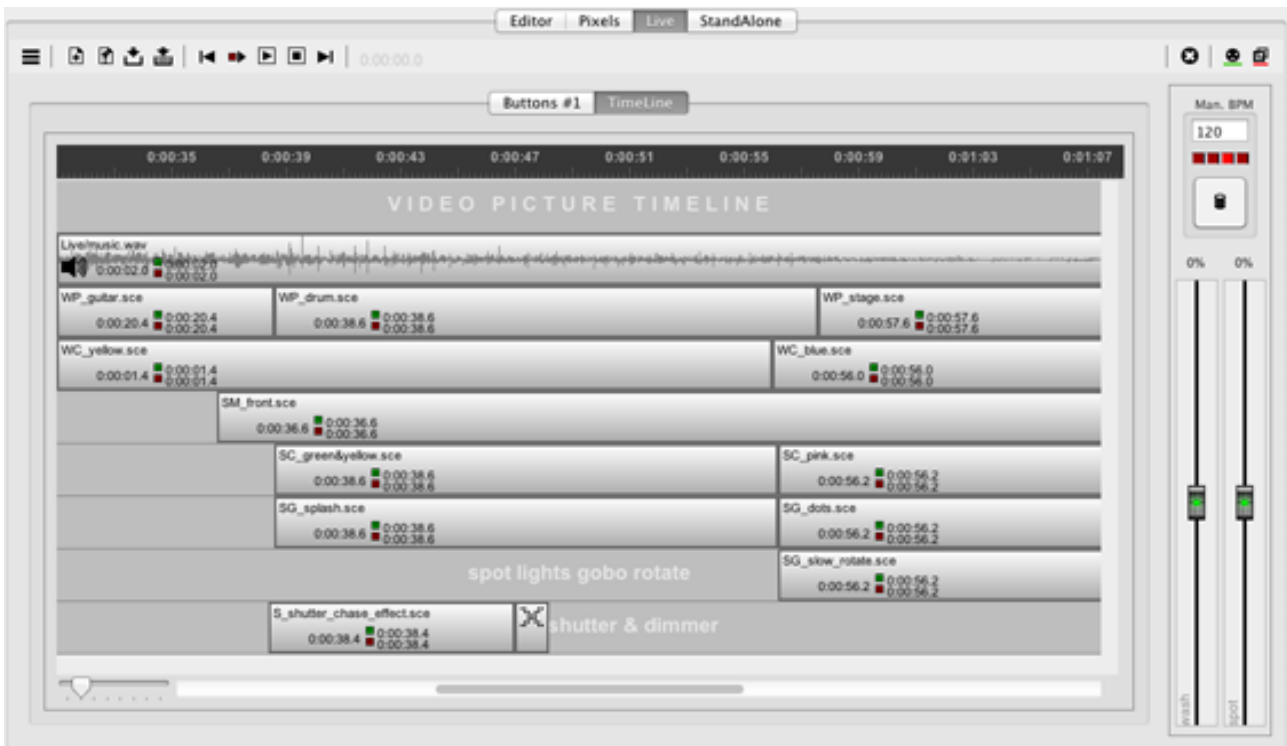
Tab "Midi"
        Check the "Midi in" box and use the "learn" function to collect the midi message.
        Check the "Midi out" box if you want to drive a feedback on the midi device. Click "Clone
        Midi In" to clone midi in device, channel and message values.

Tab "DMX"
        Check the box and select the dmx address.

Live > TimeLine

Toolbar
- Menu
    - Live settings (see above)
    - TimeLine settings
        - Timeline duration (in hh:mm:ss)
        - Nb of light timelines – (for light scenes)
        - Comment timeline - add comments along the timeline
        - Media timelines - add the audio & video timelines
        - Waveform for WAV PCM (need reload)
        - Midi shortcuts for buttons in toolbar
- New
- Open
- Save
- Save as
- Go to beginning
- Play from red marker
- Play / pause
- Stop
- Go to last event

Popup menu in background
- Add Media file (on a media timeline)
- Add Steps scene (on a light timeline)
- Add Generator scene (on a light timeline)
- Add Pixels scene (on a light timeline)
- Add "OFF" tool - switch off the scene/media file
- Add "PAUSE" tool - pause the whole timeline
- Add "STOP" tool - stop the whole timeline
- Add "BPM" tool -
- Add timestamp - yellow mark in the line showing the time, events will be magnetized on it
- Select All
- Paste
- Edit Timeline name
- Disable Timeline - not played in run mode
- Lock events - lock all the blocks

Popup menu on a block
- File name associated with the event – No action
- Edit - open the scene project in the corresponding module
- Change file - link the block to another file
- Properties (for media files only)
- No sound
- Loop
- Volume (for media files only)
- Manual BPM
Properties (for scene files only)
- Auto BPM
- Manual BPM
- Manual speed
- Master Speed (select one of the available Master Speed faders)
- Loop
- Fade In
- Fade Out
- Move to green marker / red marker / specific time
- Delete
- Cut
- Copy
- Paste

Catch the green marker with the mouse to move it (play marker).
Use the keyboard arrows to move the green marker.
Double-click on the top of the TimeLine to set the red marker (memo marker).
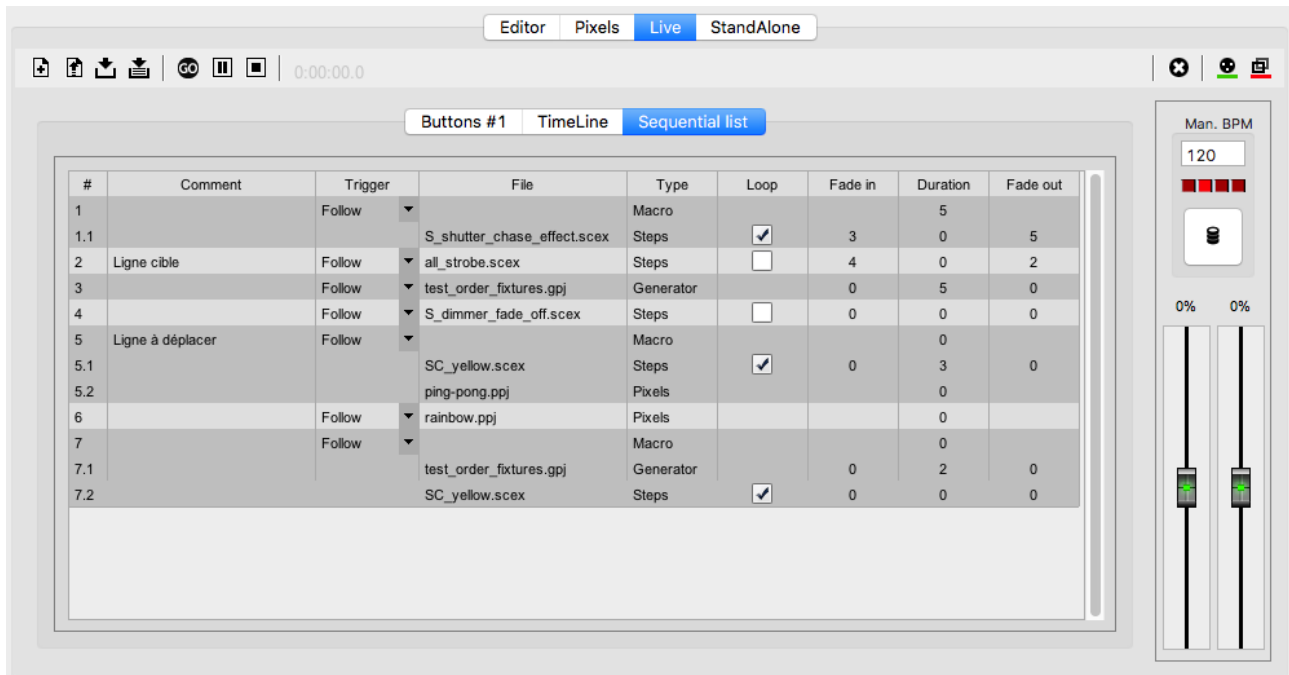Catch the red marker to move it.
Use the shift+keyboard arrows to move the red marker.
Drag the event blocks to move them. You can drag the light scene events across the light timelines.
Use +/- on the numeric keyboard to zoom in/out.
Use the PgUp/PgDown on the keyboard to move the horizontal scrollbar.

Live > Sequential list

#	Comment	Trigger	File	Type	Loop	Fade in	Duration	Fade out
1		Follow ▼		Macro			5	
1.1			S_shutter_chase_effect.scex	Steps	✔	3	0	5
2	Ligne cible	Follow ▼	all_strobe.scex	Steps	☐	4	0	2
3		Follow ▼	test_order_fixtures.gpj	Generator		0	5	0
4		Follow ▼	S_dimmer_fade_off.scex	Steps	☐	0	0	0
5	Ligne à déplacer	Follow ▼		Macro			0	
5.1			SC_yellow.scex	Steps	✔	0	3	0
5.2			ping-pong.ppj	Pixels			0	
6		Follow ▼	rainbow.ppj	Pixels			0	
7		Follow ▼		Macro			0	
7.1			test_order_fixtures.gpj	Generator		0	2	0
7.2			SC_yellow.scex	Steps	✔	0	0	0

Toolbar
- Menu
    - Live settings (see above)
- New
- Open
- Save
- Save as
- Go – start the list at the current line (yellow line)
- Pause
- Stop

Popup menu in background
- Add Steps scene (at the end of the list)
- Add Generator scene (at the end of the list)
- Add Pixels scene (at the end of the list)
- Add Macro line (at the end of the list)

Popup menu on a line
- File name associated with the line – No action
- Edit - open the scene project in the corresponding module
- Move to – move the line after the number entered (0 for first position)
- Add Steps scene (just after the clicked line)
- Add Generator scene (just after the clicked line)
- Add Pixels scene (just after the clicked line)
- Add Macro line (just after the clicked line)
- Delete

Double-click inside the grid to change the values or edit the texts.

Operating rules
"trigger" action is executed at "duration" time
"duration" = 0 means infinite duration
with "no loop", the first reached between 'end of scene' and "duration" wins
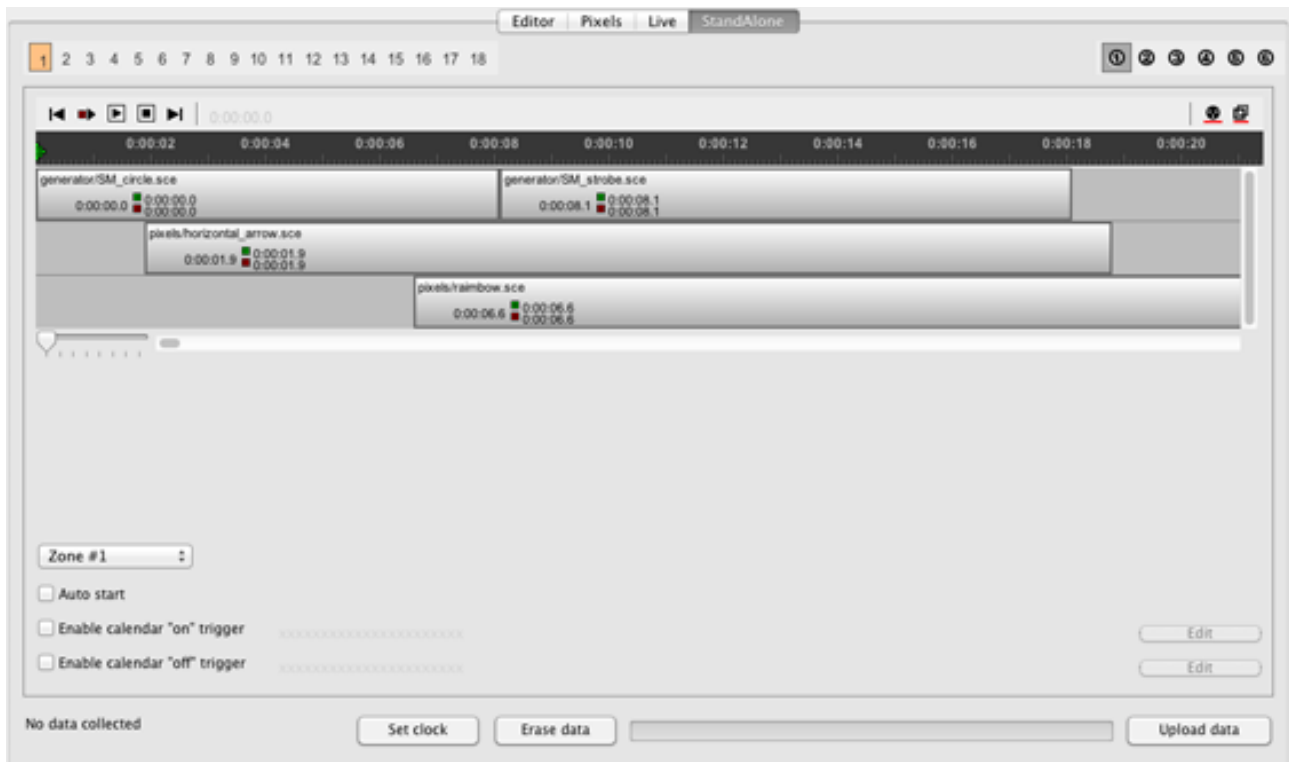"Go" jumps to the next line
"duration" time includes "fade in" time

Live > hidden parameter

Switch on "Auto BPM" on software start
- open the file, "*../YourLightshow/Live/live.ini*"
- find the section "*[live]*"
- add the line "*auto_bpm_on = yes*" in that section

StandAlone

Toolbar "buttons"
> - select the standalone button (the number of buttons depends of the interface)

Toolbar "universe"
> - select the universe

Toolbar "TimeLine"
> - New timeline
> - Save as "Steps" scene file (loadable in tab Steps)
> - Go to beginning
> - Play from red marker
> - Play / pause
> - Stop
> - Go to end
> - DMX - drives the dmx outputs when green
> - 3D - drives the 3D outputs when green

Dropdown box "Zone"
> Select the zone for the standalone button.
> Two different zones can be played simultaneously.
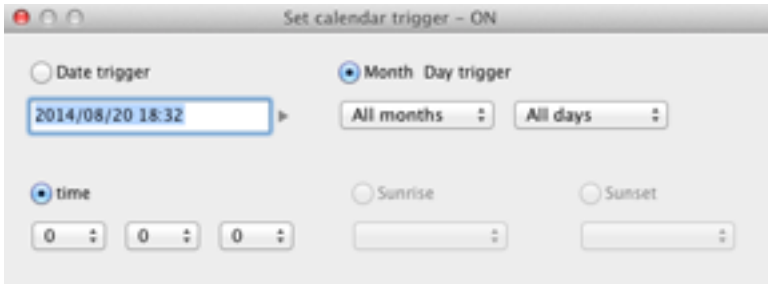> One zone can play only one timeline.

Check box "Auto start"
> - the button is "on" at interface power on

Check box "Enable calendar "on"/"off" trigger"
> - set the date & time parameters to trigger the button

StandAlone > calendar trigger

Select "date" or "month/day".
Select the time (sunrise / sunset options are not available).

Button "Set clock"
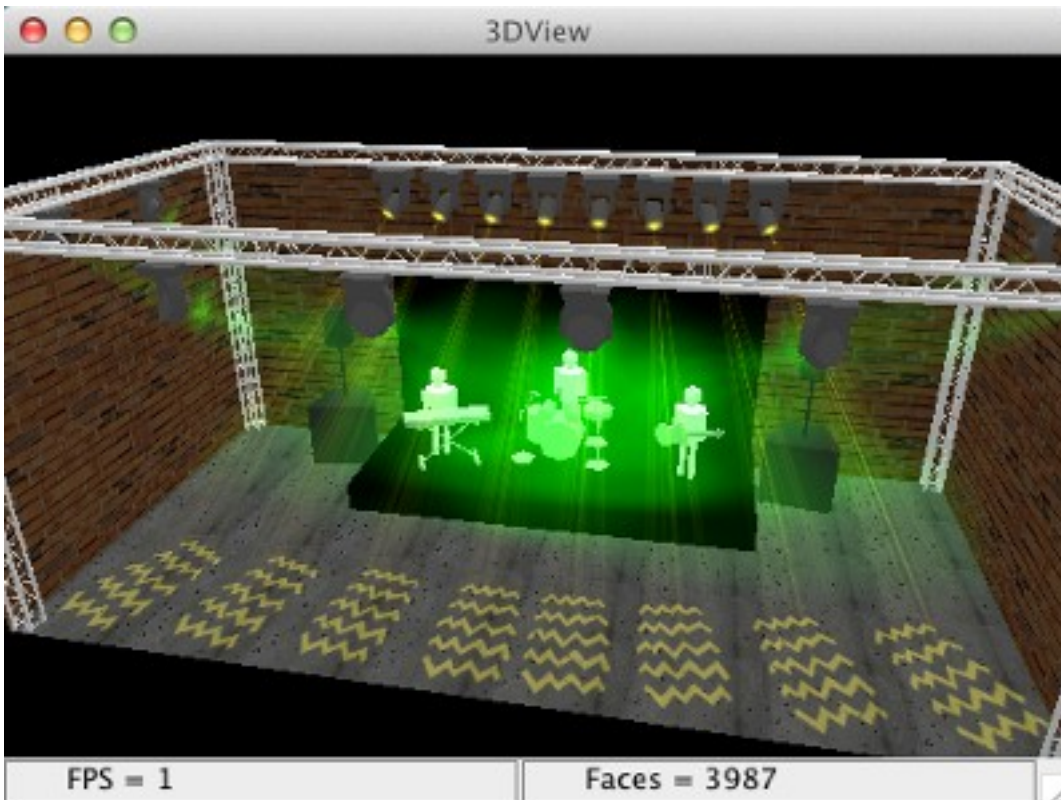- copy the computer clock data into the interface clock memory

Button "Erase data"
- erase the standalone memory

Button "Upload data"
- upload the timelines for all buttons, into the standalone memory

3DView

Popup menu in background
     - Stage setting
         size of stage, brightness, textures on walls
     - Object setting
         add objects and set position, orientation, scale and color
     - Fixtures setting
         set shape, position, orientation, scale and color of the existing fixtures
     - 3D setting
         3d rendering, beam resolution & rendering, frames per second,
         window always on top, auto rotation
     - Print
     - Export as 2DView background (in the tab Editor)

Special object

It is possible to put a picture over the object "*picture_panel*" in folder "*_special*", with the popup menu over the object.
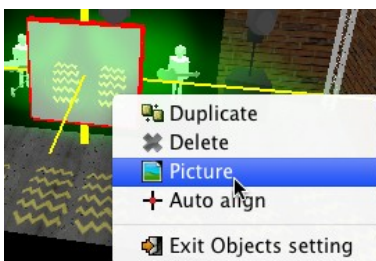
Keyboard shortcuts

arrows	rotate
shift + arrow	move
page up/down	zoom
+ / -	zoom