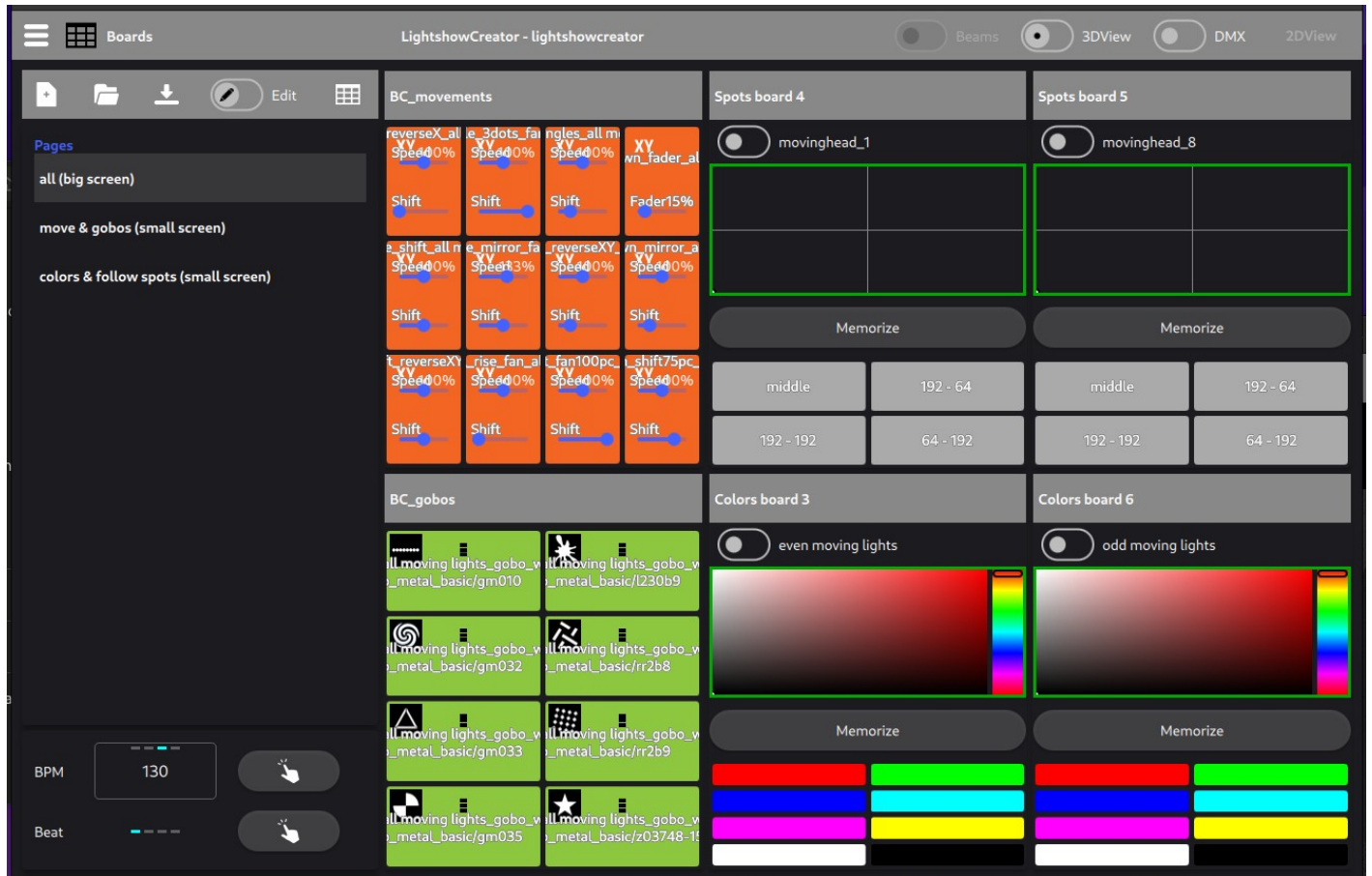# The Lighting Controller

Drawer menu
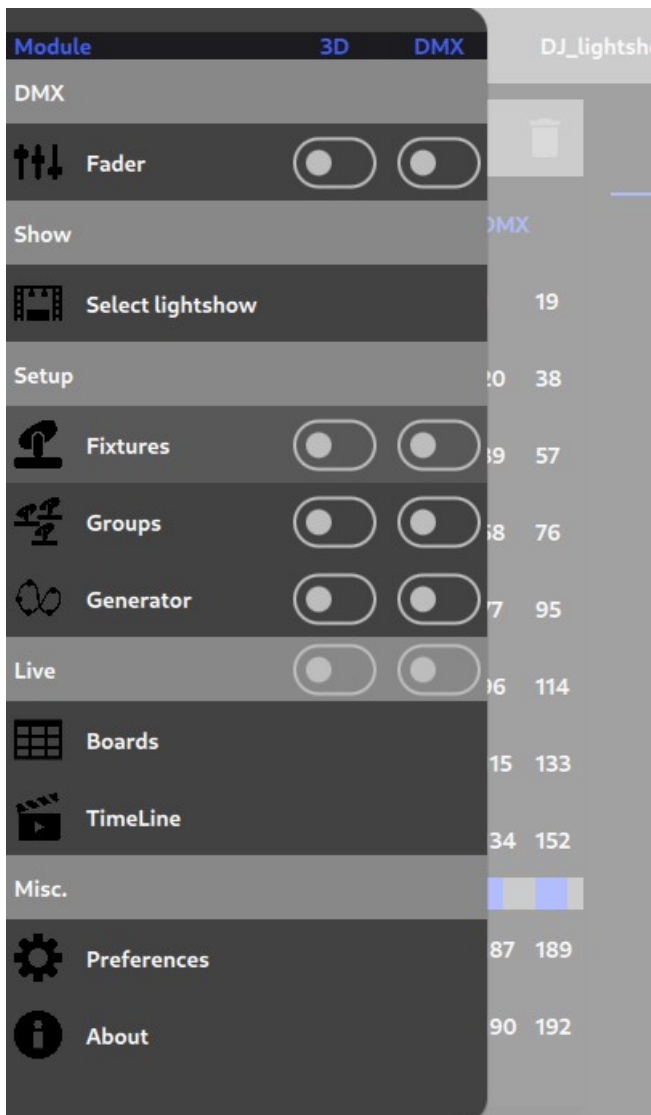
Button « burger »

Opens the drawer menu.

Drawer menu

Selects the module.

Column « Module »
Shows the icon and the name of the module.

Column « 3D »
The module in the same line drives or not the 3D channels.

Column « DMX »

The module in the same line drives or not the DMX channels,

Section « DMX »

Module « Fader »
Drives the DMX outputs with the faders (no patch).
Fader #1 drives the DMX output #1.
...
Fader #512 drives the DMX output #512.

Section « Show »

Module « Select lightshow »
Opens a window to select an existing lightshow or create a new one.

Section « Setup »

Module « Fixtures »
Declares your DMX fixtures.

Module « Groups »
Defines groups of DMX fixtures.
It is very important to define groups for an optimal use of our software.

Module « Generator »
Creates lighting scenes.

Section « Live »

Module « Boards »
Lays out the lighting scenes buttons.

Module « TimeLine »
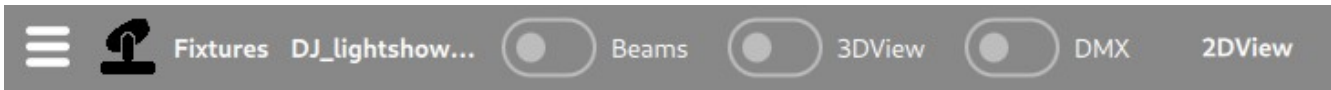Creates synchronized sound and light shows.

Section « Misc ellaneous »

Module « Preferences »
Adjusts the main parameters.

Module « About »
Shows the main informations of the software.

Title bar

Button « burger »
Opens the drawer menu.

Icon and name of the selected module (here it is « Fixtures »).

Name of the current lightshow (here it is « DJ_Lightshow ... »).

Switch « Beams »
Switches on the light beam of the selected fixtures in the selected module.
This option forces by default the following channels:
- pan / tilt to 50 %
- shutter to « open »
- dimmer to 100 %
- iris to 100 %
It is possible to change these levels and force other channels with the option « Highlite » in the module « Fixtures » > window « Profile edition » > window « Edit channel level ».
This is useful when you want for instance to program a scene with only gobo effects.

See this video for more understanding: keypoint - show beams

Switch « 3DView »
Links the channels of the selected module to the 3DView.

Switch «DMX»
Links the channels of the selected module to the DMX interface(s).

Button « 2DView »
Opens / closes the 2D view of the DMX fixtures.

Module « Faders »

This module useful to discover the DMX functions of a new DMX fixture, when you do not have its manual.

Button « Reset » (counter clockwise arrow)
Disables the faders (no action on outputs).

Switch « DMX »
Shows the DMX channels driven by the other modules in red color.

List « Universe »
Selects the universe.

Sliders
The slider #1 drives the channel #1 of the DMX / 3D output (when « on » in the title bar).
...
The slider #512 drives the channel #512 of the DMX / 3D output (when « on » the title bar).
The red color shows the level controlled by the other modules (Generator, Boards, ...).
The green color shows the level is overrided by the slider.

The scroll bar below the sliders scrolls from slider #1 to #512.

Module « Select lightshow »

Selects the lightshow.
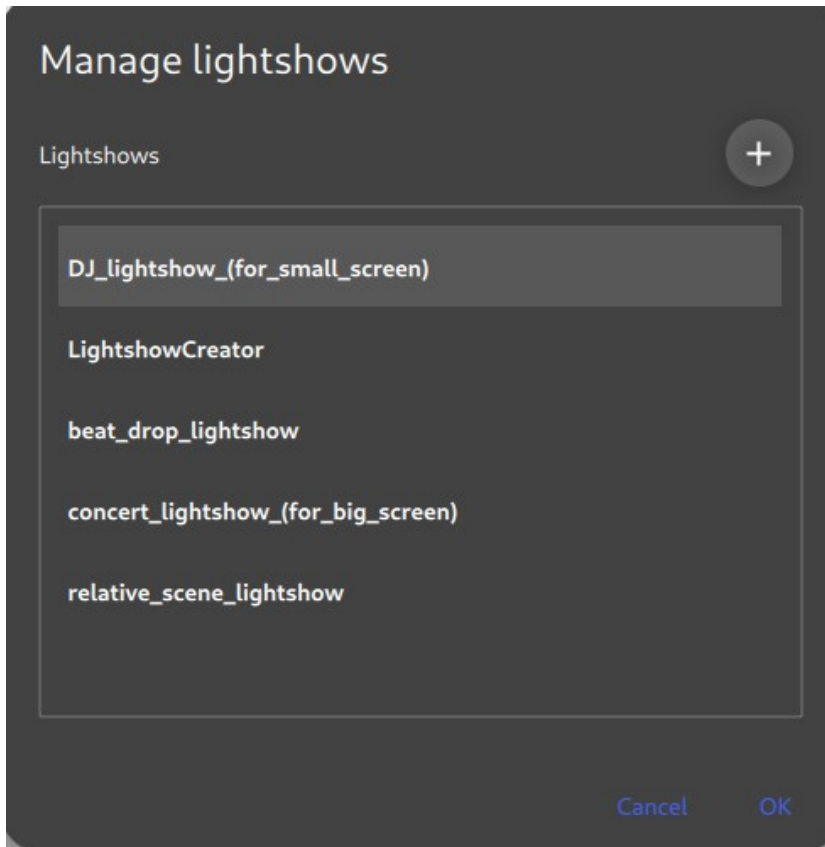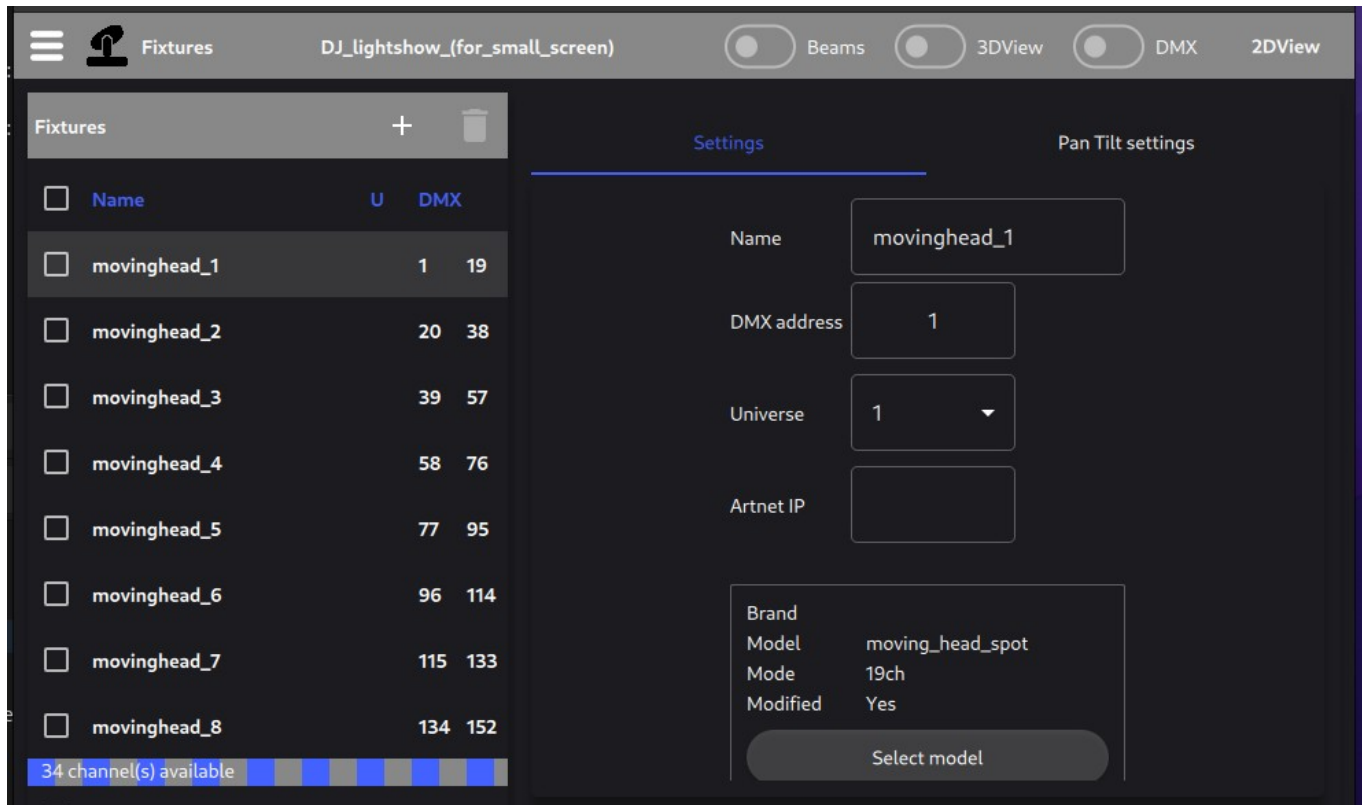

List « Lightshow »
Shows the available lightshows.

Button « + »
Creates a new lightshow.

Module « Fixtures »

Declares your DMX fixtures.

Example of DMX fixture creation : create fixture

List of fixtures.

Button « + »
Adds a new fixture.

Button « Delete »
Deletes the selected fixture.

Column « Name »
Shows the name of the fixture.

Column « U » (for « Universe »)
Shows the universe (this box is empty when the first universe is selected).

Column « DMX »
Shows the first and last DMX addresses of the fixture.

Check box
Selects the fixture.

Blue bar
Shows the free channels between two fixtures.

Red bar
Shows the overlapped channels between two fixtures.

When this red bar exists, the software will not manage properly the fixtures ; this has to be fixed.

Popup menu on a fixture
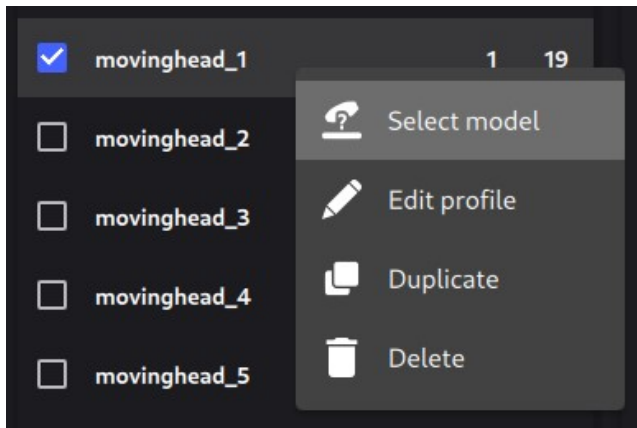
Menu « Select Model »
Opens the window « Choose a fixture model » to select a brand and model of DMX fixture.

Menu « Edit profile »
Opens the window « Profile edition » to edit the channels & levels of the fixture.

Menu « Duplicate »
Opens a window to enter the number of same DMX fixtures in the lightshow.

Menu « Delete »
Deletes the fixture.

Tab « Settings »

String box « Name »
Enters the name for the fixture selected in the list of fixtures.

String box « DMX address »
Enters the DMX address of the fixture.

Drop down list « Universe »
Enters the universe of the fixture.

String box « Artnet IP »
Shows the Artnet IP of the fixture (useless without Artnet connection).

Text box « Brand »
Shows the brand of the fixture.

Text box « Model ».
Shows the model of the fixture.

Text box « Mode »
Shows the mode of the fixture (for instance « 19 channels »),

Text box « Modified »
Shows whether the original model has been modified or not.

Button « Select model »
Opens the window « Choose a fixture model » to select a brand and model of DMX fixture.

Button « Duplicate »
Opens a window to enter the number of same DMX fixtures in the lightshow.

Window « Chose a fixture model »
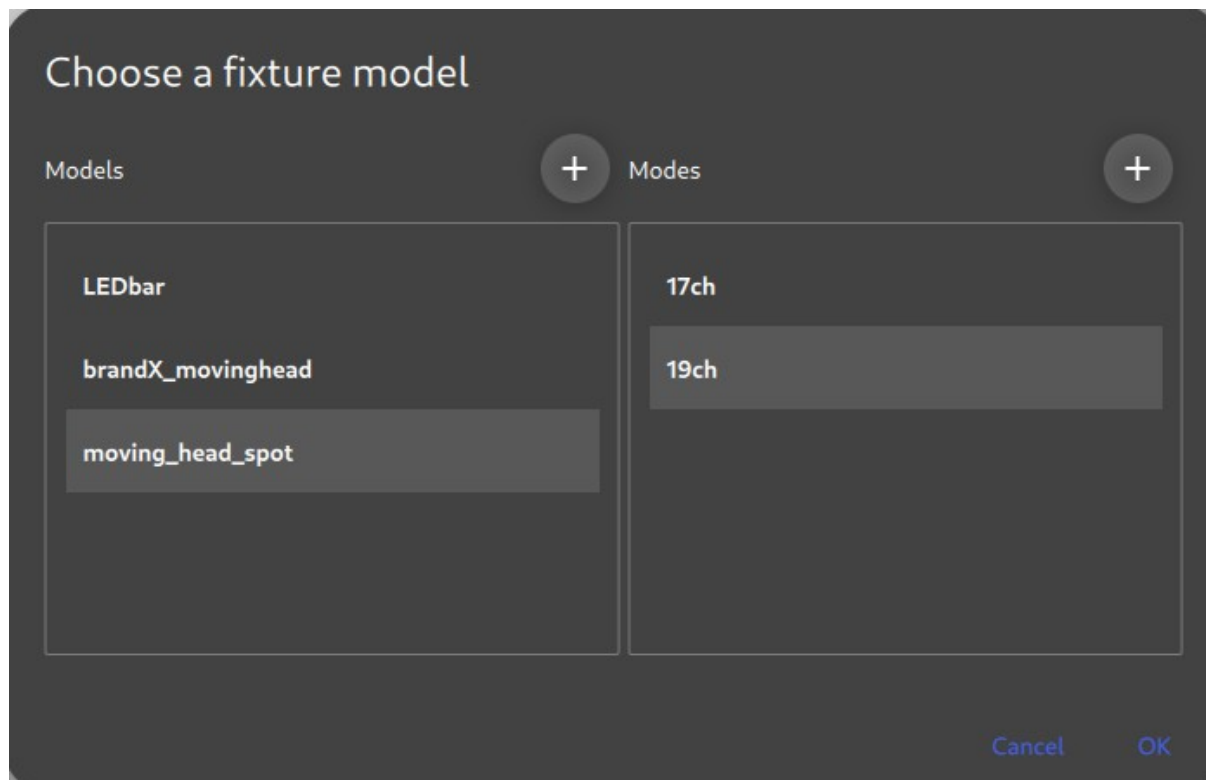
Section « Models »

List « Models »
Shows the DMX fixtures in the lightshow.

Button «+ »
Opens this popup menu
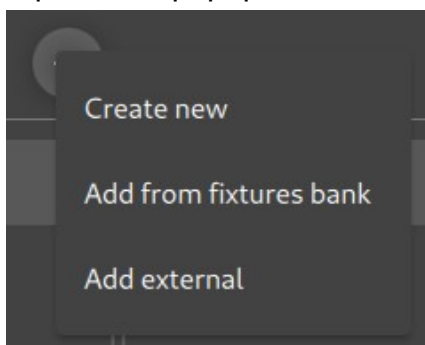
Menu « Create new »
Creates a new DMX fixture.

Menu « Add from fixtures bank »
Imports a DMX fixture from the software's bank.

Menu « Add external »
Imports a DMX fixture from an external location (like a USB stick for instance),

Popup menu on a model
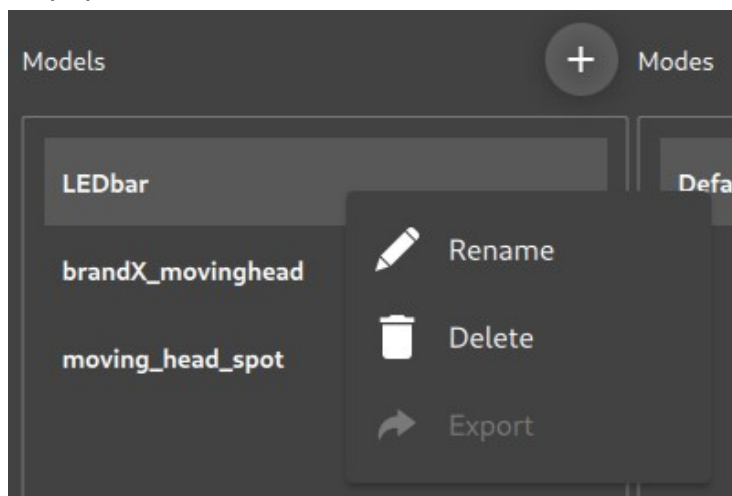
Menu « Rename »
Renames the model.

Menu « Delete »
Deletes the model in the lightshow (not in the software's bank).

Menu « Export »
Exports the profile in a chosen exernal location (a USB stick for instance).

Section « Modes »

List « Modes »
Shows the modes of the DMX fixture selected in the list of Models.

Button «+ »
Creates a new mode.

Popup menu on a mode
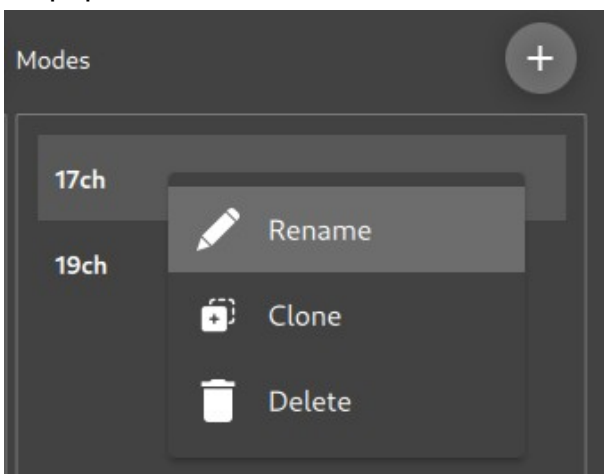
Menu « Rename »
Renames the mode.

Menu « Clone »
Clones the mode.

Menu « Delete »
Delete the mode in the lightshow (not in the software's bank).

Tab « Pan Tilt settings »
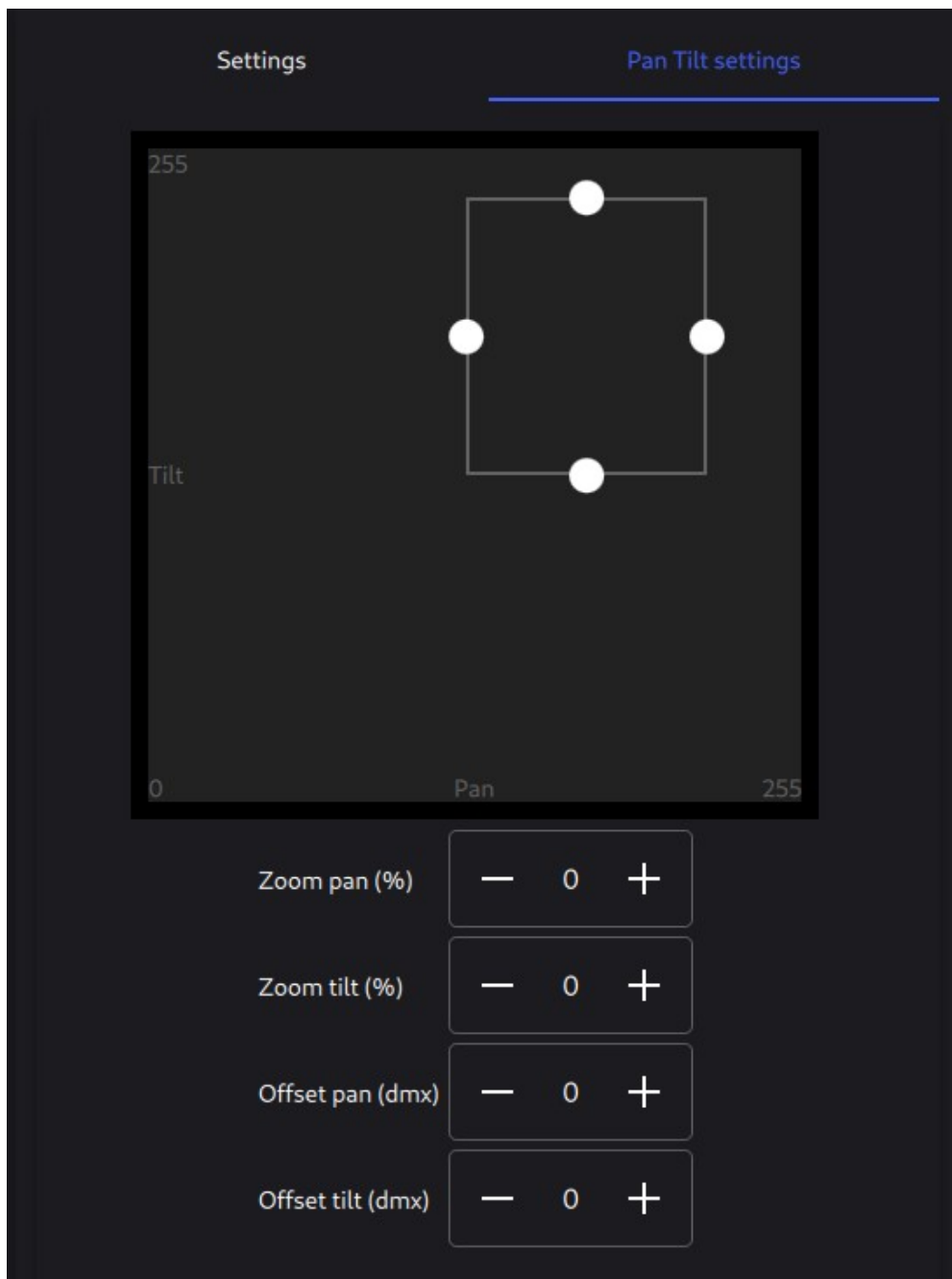
Section « Pan / Tilt »
Adjust the limits of the pan / tilt movement of the selected fixture, with the four white points.

Spin box « Zoom »
Expands / narrows the movement.

Spin box « Offset »
Offsets the pan / tilt movement.

All these parameters are applied on all the other modules (« Generator », « Boards »), except the module « Faders ».

See this video for more understanding : keypoint - pan tilt limitations

Window « Edit Profile » - tab « Channels »
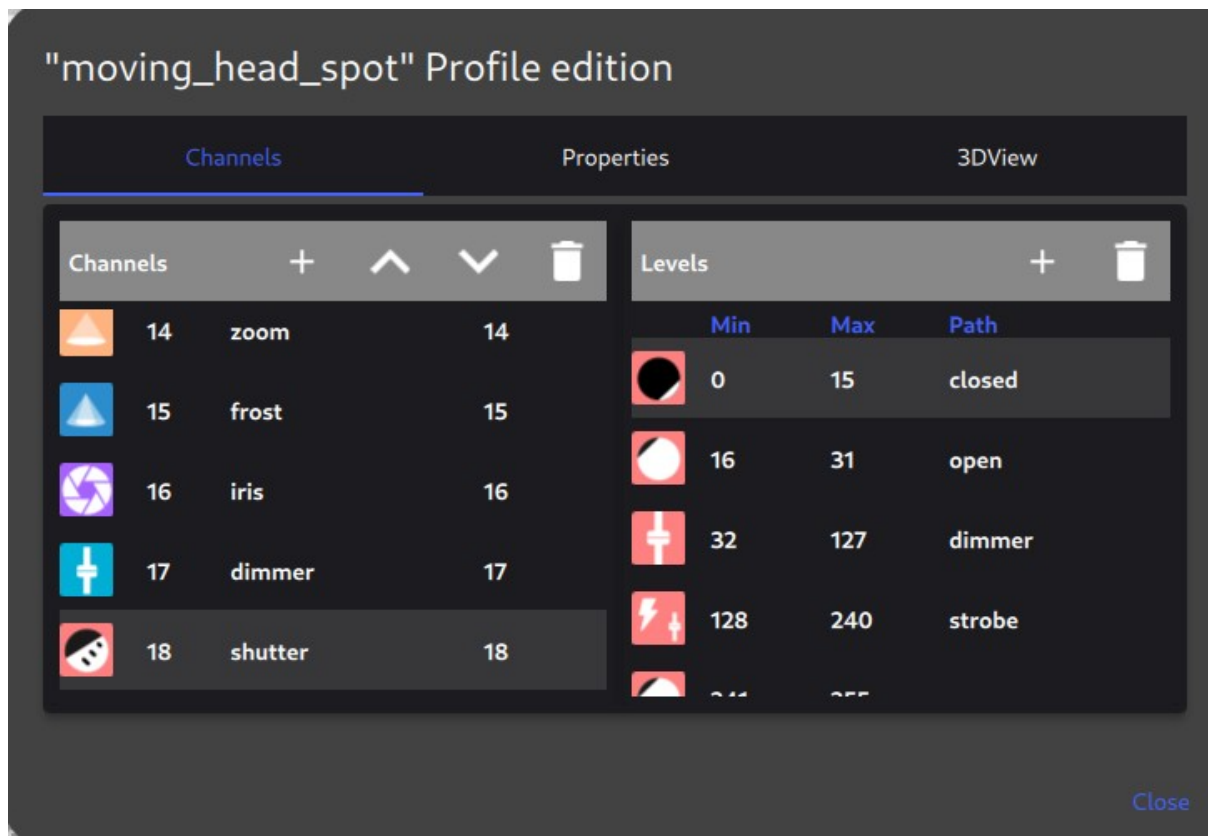
Tool bar « Channels »

Button « + »
Adds a channel.

Button « up » / « down »
Moves up / down the selected channel.

Button « Delete »
Deletes the selected channel.

List « Channels »

Each line shows :
- the icon of the channel
- the channel number inside the fixture
- the name of the channel
- the DMX address of the channel.

Popup menu on a channel
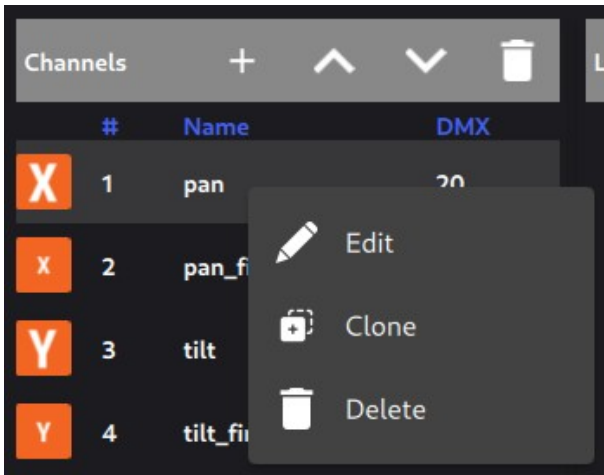
Menu « Edit »
Edits the selected channel (opens the window « Edit fixture channel »).

Menu «Clone»
Adds a clone of the selected channel (including its levels).

Menu « Delete »
Deletes the selected channel.

Tool bar « Levels »

Button « + »
Adds a level.

Button « Delete »
Deletes the selected level.

List «Levels»
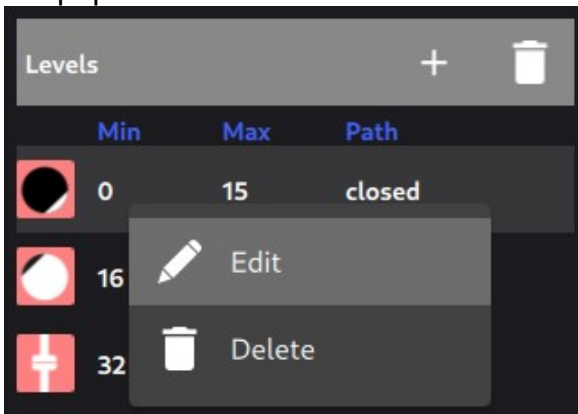Each line shows :
- the icon of the level
- the min level of the level
- the max level of the level
- the name of the level

Popup menu on a level

Menu « Edit »
Edits the selected level (opens the window « Edit channel level »).

Menu « Delete »
Deletes the selected level.

Window « Edit fixture channel »
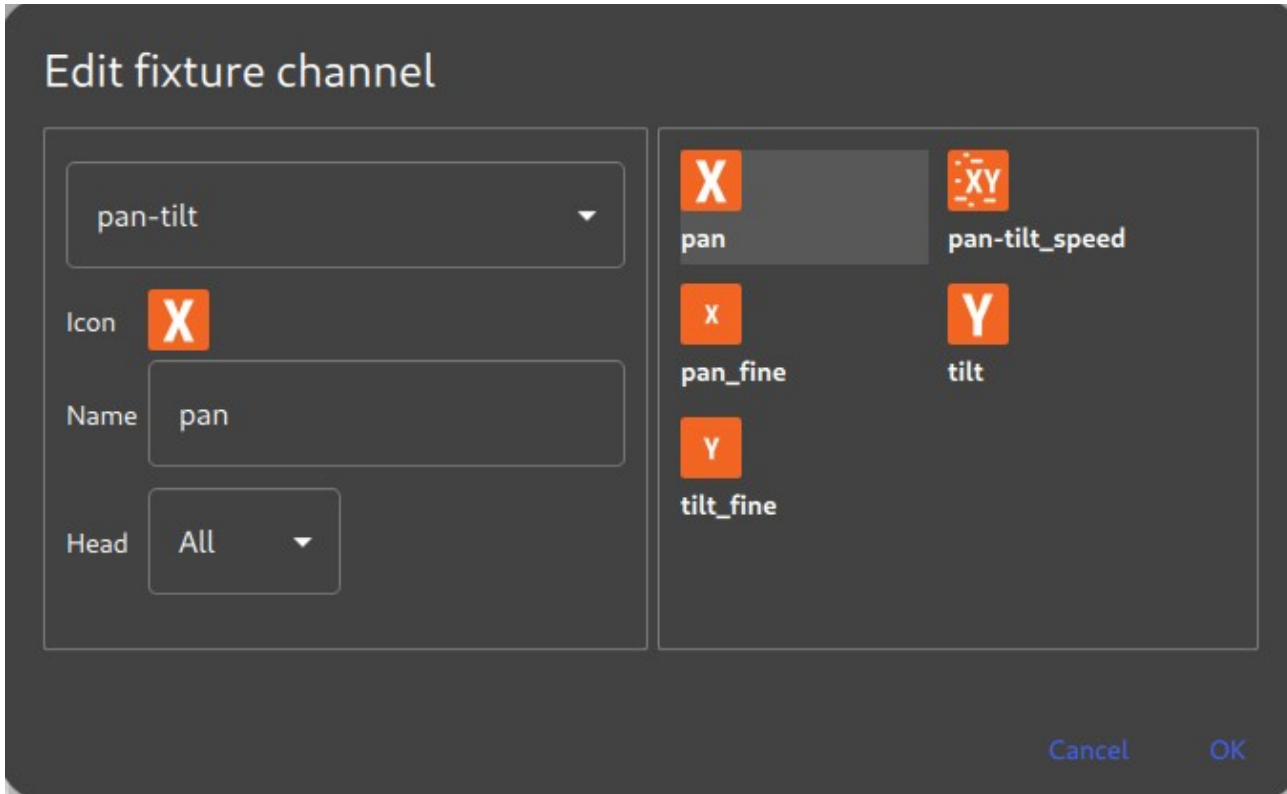
Left section

Drop down list
Selects the family of channels.
Some exemples of family of channels :
- family « pan/tilt » with the channels pan, pan_fine, tilt, tilt_fine, pan-tilt_speed.
- family « animation » with the channels animation, animation_fade, animation_rotate, ...

Icon
Shows the selected channel.

String box « Name »
Enters the name of the channel.

Drop down list « Head »
Selects the part of the fixture.
This is for multi-heads fixtures.
Select « All » for mono-head fixtures.

Right section

Shows the available channels from the selected family of channels.
Click on an icon to select it.

Window « Edit fixture level»

Upper section

String box « Min »
Enters the lower value of the level.

Double cursor slider
Adjusts the lower and higher values of the level.

String box « Max »
Enters the higher value of the level.

Check box « fixed »
Specifies that all values from min to max do the same effect.
For example :
- the level « open » is « fixed »
- the level « strobe » is not « fixed »

Left section

Icon
Shows the icon of the selected level.

Stringbox « Name »
Enters the name of the selected level.

Check box « Highlite »
Forces a specific level which will be used by the function « Show beams ».

Right section

Shows the available levels from the selected channel.
Click on an icon to select it.

Window « Edit Profile » - tab «Properties»
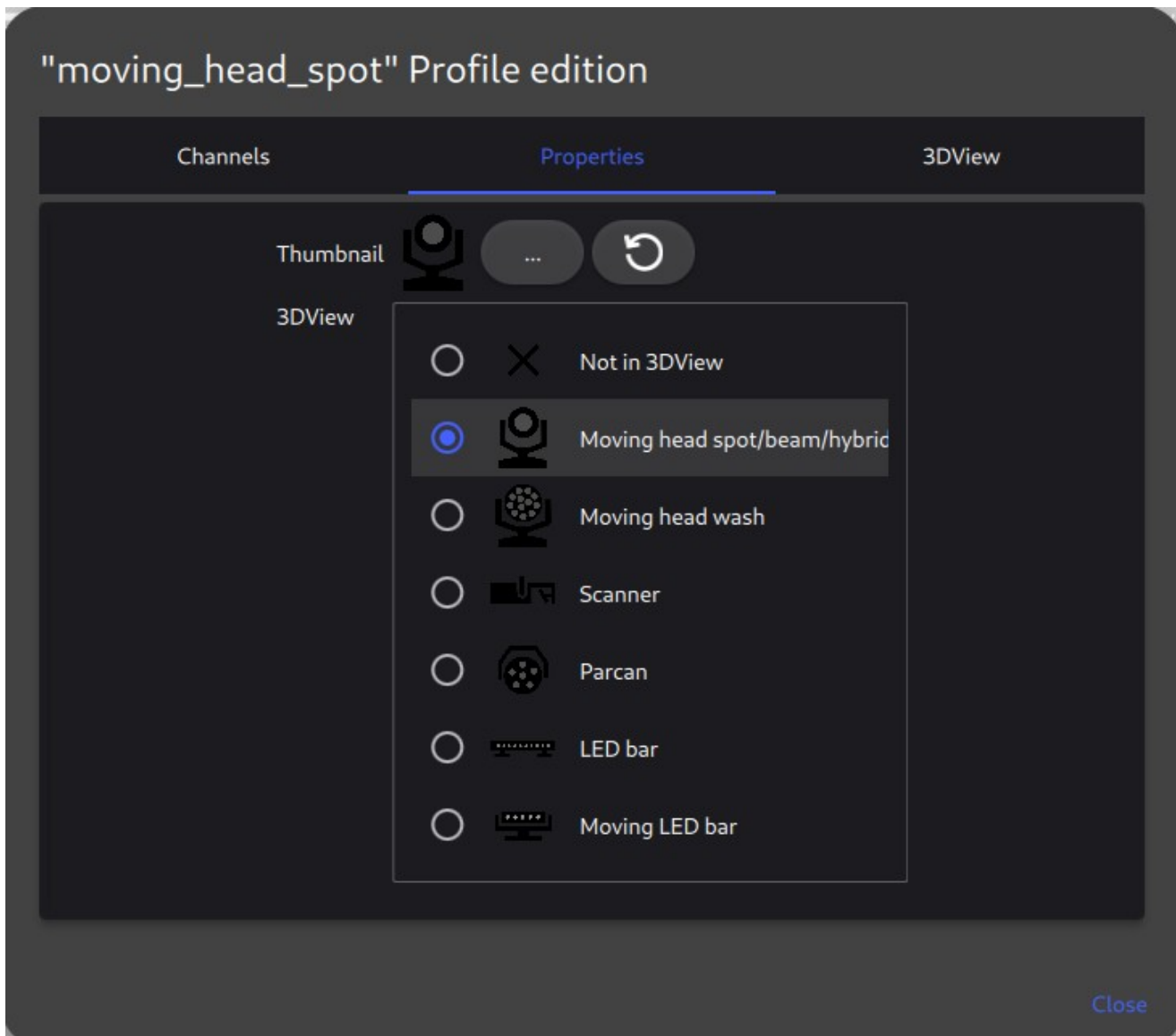
Button « Thumbnail »
Changes the thumbnail of the fixture in 2DView.

Button « Reset »
Cancels the icon change.

List « 3DView »
Selects the type of the fixture in the 3D view.
« not in 3DView » is for the fixtures that 3DView is not able to show, like a mirror ball.

Window « Edit Profile » - tab «3DView»
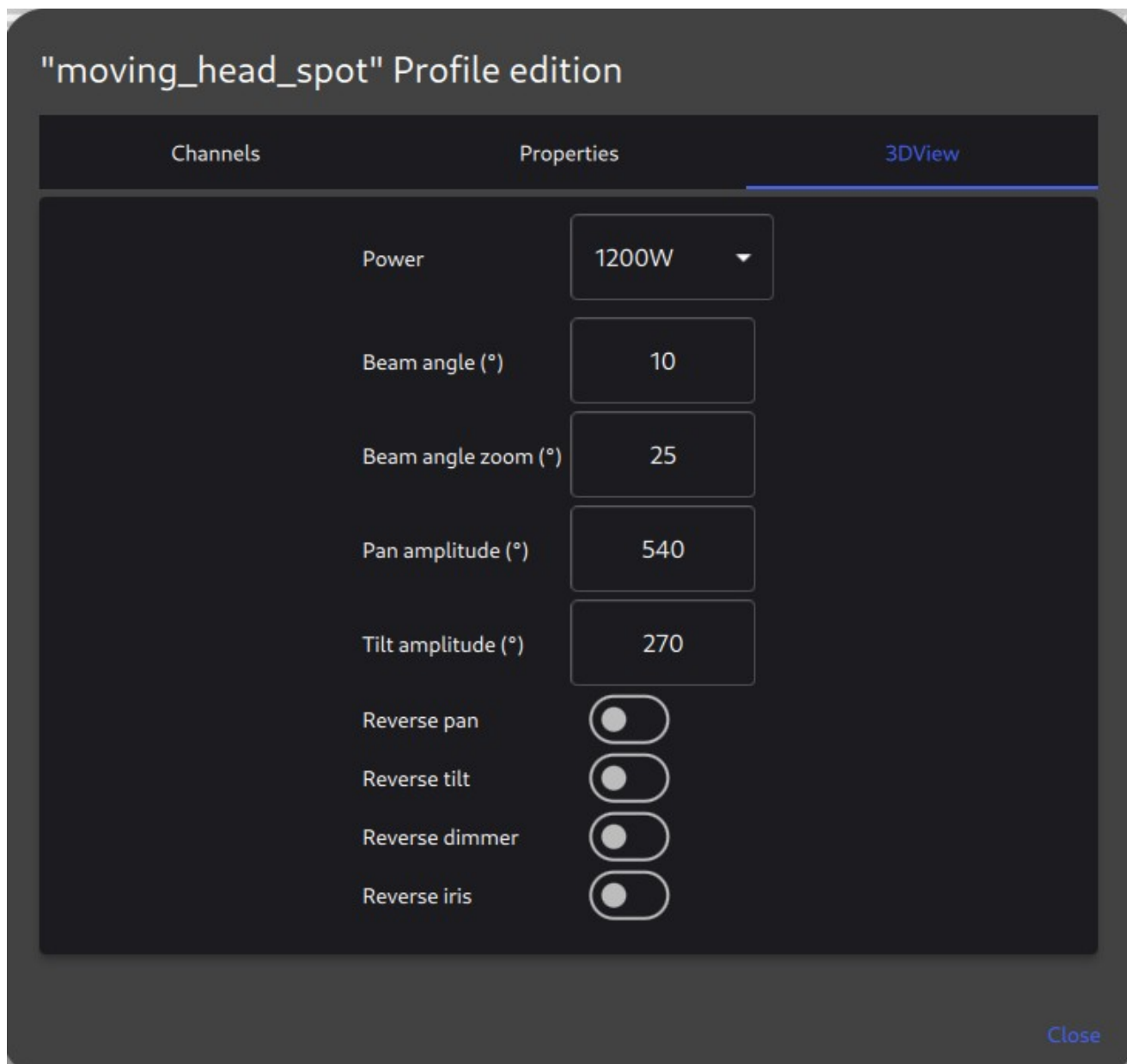
This tab is only for our 3D rendering « 3DView ».

Drop down list « Power »
Selects the power of the beam.

String box « Beam angle »
Enters the angle in degres of the beam.

String box « Beam angle zoom »
Enters the max angle in degres of the beam, when the fixture has the «zoom » function.
Enter the same value as the « Beam angle » value without « zoom » function.

String boxes « Pan amplitude »
Enters the max amplitude in degres for pan.

String boxes « Tilt amplitude »
Enters the max amplitude in degres for tilt.

Check box « Reverse pan »
Reverses the pan movement (left to right / right to left),

Check box « Reverse tilt»
Reverses the tilt movement (down to up / up to down),

Check box « Reverse dimmer »
Reverses the dimmer curve (0 to 255 = max to min).

Check box « Reverse iris»
Reverses the iris curve (0 to 255 = open to closed).

2DView

Put a picture of your stage as background picture here and move the fixtures's thumbnails over the position of the real DMX fixtures.
The selection of the fixtures for the different modules is done here.
Each module has his own fixture selection.
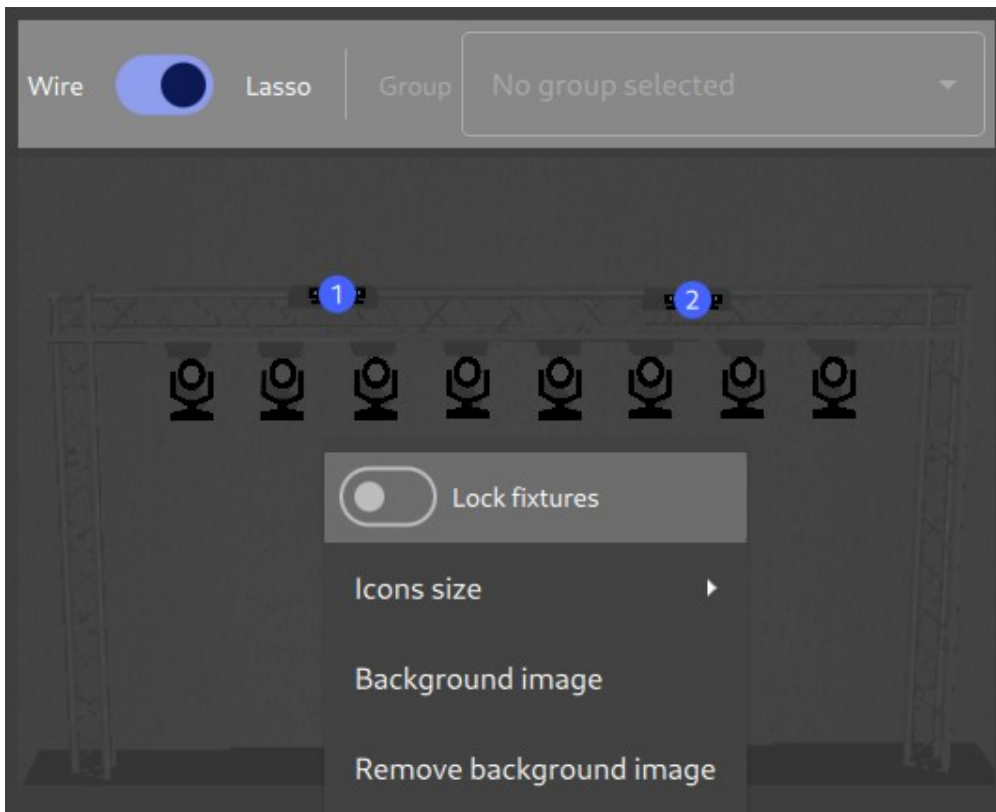
Tool bar

Switch « Wire / Lasso »
Selects the fixtures with a wire or a lasso.

Drop down list « Group »
Selects an existing group.

View

The number in a blue circle says the fixture is selected.

Popup menu « Lock fixtures »
Blocks the possibility to move the thumbnails of the fixtures.

Popup menu « Icon size »
Adjusts the size of the thumbnails.

Popup menu « Background image »

Loads a picture to put it on background.

Popup menu « Remove background image »
Removes the background picture.

Module « Groups »

It is very important to define the group of DMX fixtures.
The process of automatic lightshow creation in the module « Boards » is based on the groups.
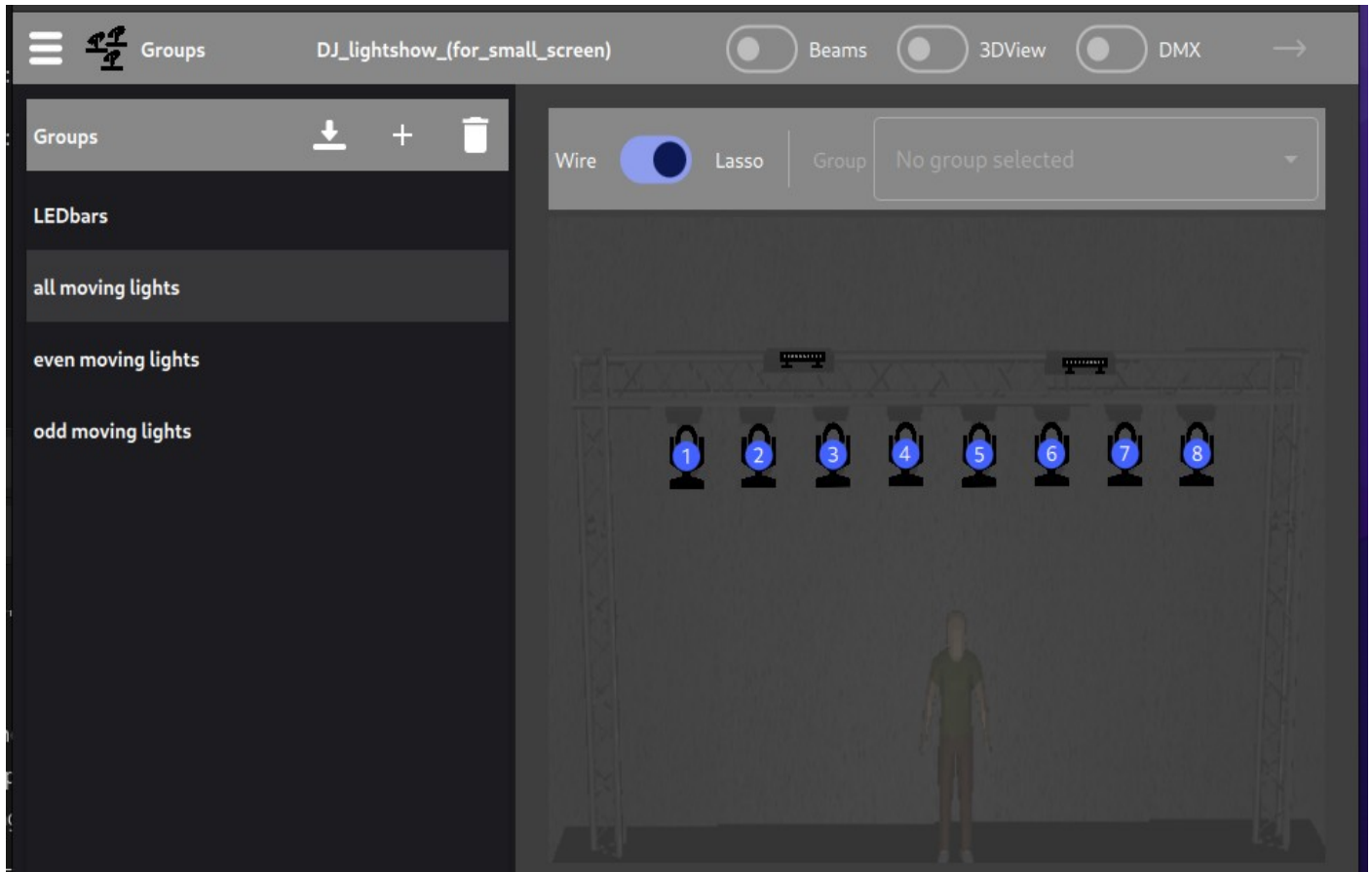
Tool bar

Button « Save »
Saves the selected group.

Button « + »
Adds a new group.

Button «Delete»
Deletes the selected group.

List of groups

Shows the groups

Popup menu on a group
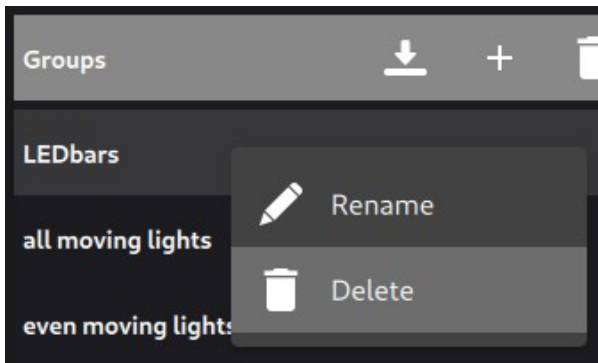
Menu « Rename »
Renames the group.

Menu « Delete »
Deletes the group,

Section 2DView

2DView is always open when the module « Groups » is selected.
Declare here the fixtures of to the group.

Example of group creation : create group

Module « Generator »

First of all, you have to select the fixtures in 2DView.
Then create lighting scenes here.
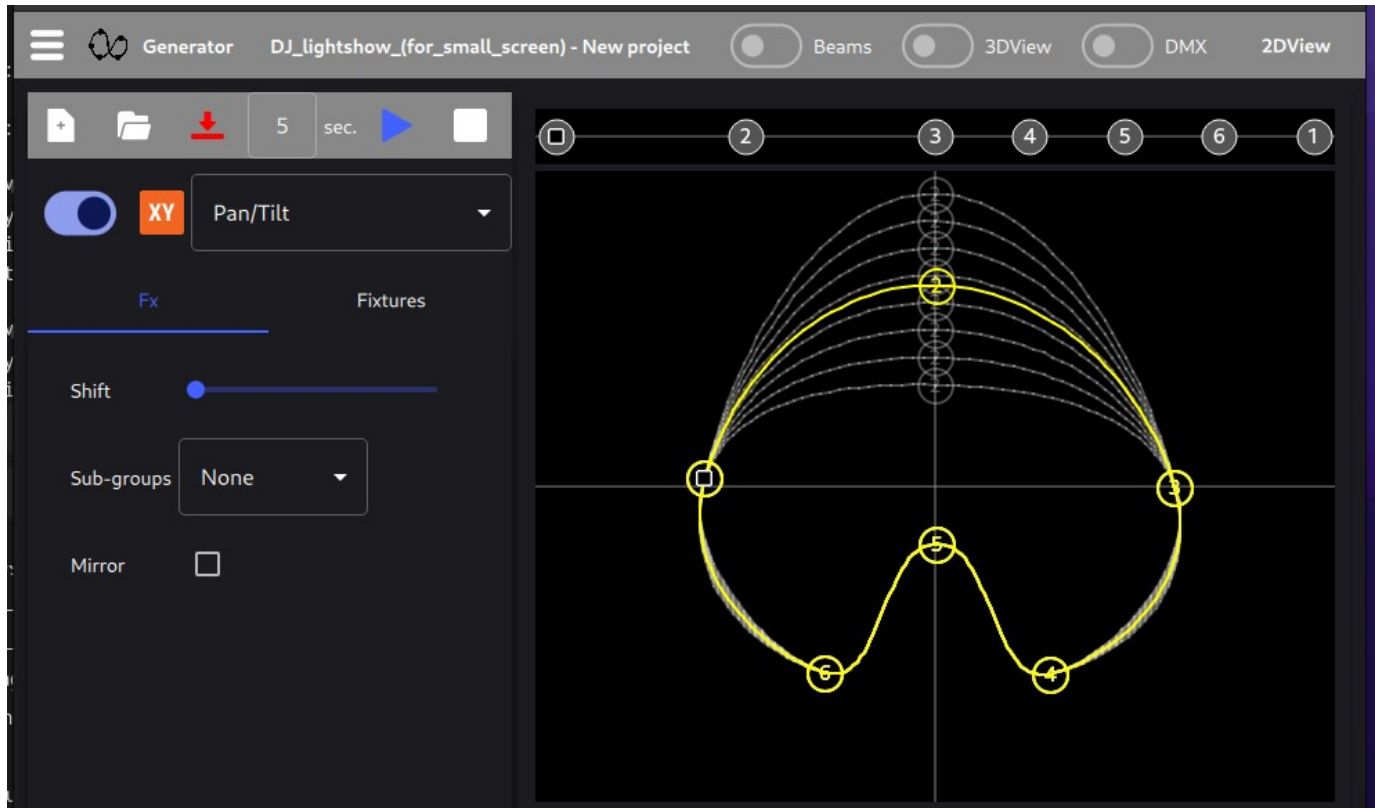
See this example of scene creation: create a scene

Tool bar

Button « New »
Creates a new « scene » project.

Button « Open »
Opens an existing « scene » project.

Button « Save »
Saves the « scene » project.

String box (sec.)
Enters the duration of the scene.

Button « Play »

Plays the scene.

Button « Stop »
Stops the scene running.

Bar « channel »

Switch
Switches on / off the selected channel.
« off » means the channel will not override the other scenes in the modules of « Live »

Icon
Shows the icon of the selected channel.

Drop down list
Selects the channel.
It is possible to switch on/off the channels in the drop down list.

Tab « Fx »

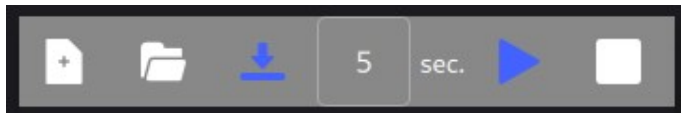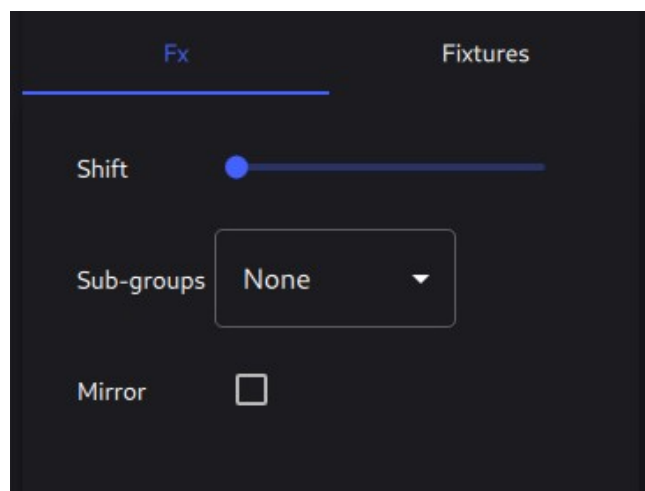This tab allows to add some effects between the fixtures.

Slider « Shift »
Adjusts the shift between the fixtures selected in 2DView, in the curve.

Drop down list « Sub-groups »
Makes different sub-group of the fixtures selected in 2DView.

Check box « Mirror »
Mirros the movement of the fixtures selected in 2DView

Tab « Fixtures »
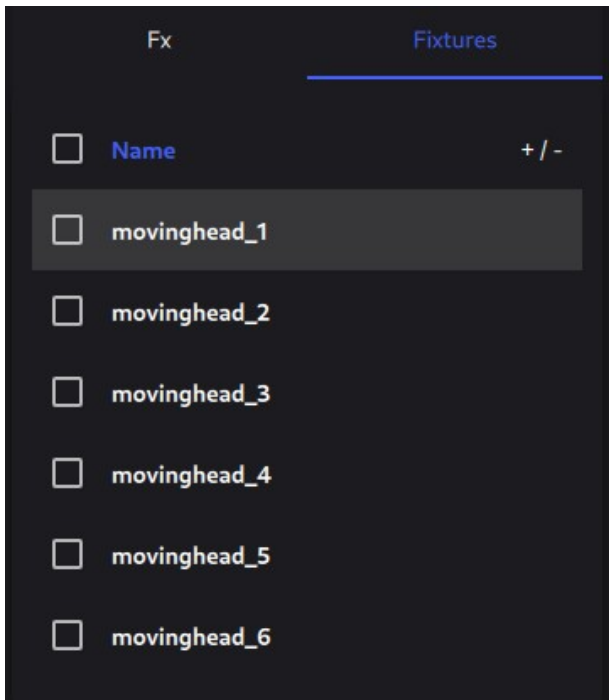
This tab shows the fixtures of the « scene » project.
It allows to adjust separately the points of each fixture.

Check box « Names »
Selects the fixture.

Button « +/- »
To add / remove a fixture in an existing « scene » project.

To know: when this tab is selected, all actions in the curve will concern only the fixtures selected in the list.

Popup menu
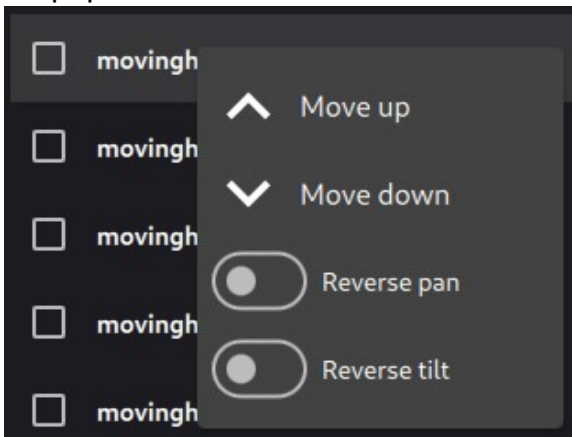
Menu « Move up / down »
Moves the fixture up or down.

Menu « Reverse pan »
Reverses the pan movement.

Menu « Reverse tilt »
Reverses the tilt movement.

Curve for pan / tilt channels
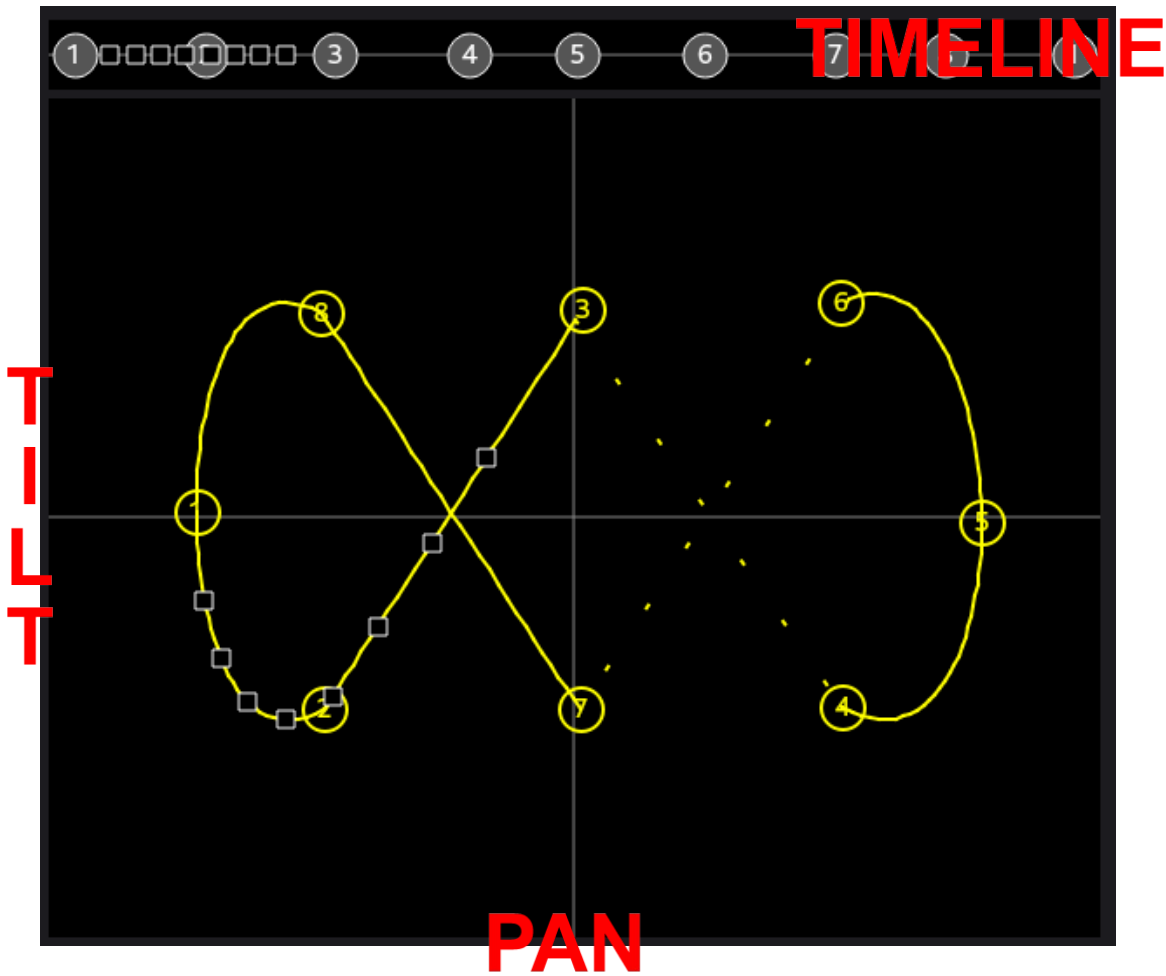
This curve is an example of curve for a pan/tilt movement.
It has 8 points.

The « Timeline »

The horizontal line at the top shows the time. This is the timeline of Generator.
It is possible to move the points left or right.

Timeline popup menu

Menu « Link to ... »
Links the time point to a time point of another channel.

Menu « Unlink »

Unlinks the time point.

<u>The « Curve »</u>

The yellow curve shows the pan/tilt movement.
« pan » is horizontal and « tilt » is vertical.

The black squares in the curve represent the fixtures.

The point #1 in the curve matches with the point #1 in the timeline.
The point #2 in the curve matches with the point #2 in the timeline.
 ...

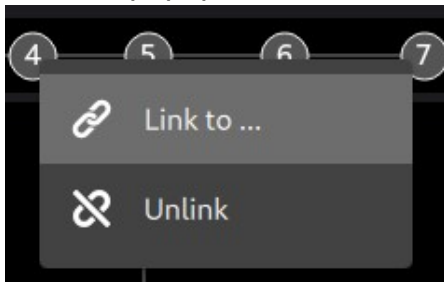The curve from one point to another can be :
- a line (yellow line)
- a curve (yellow curve)
- a snap (yellow dots)

Popup menu on a dot
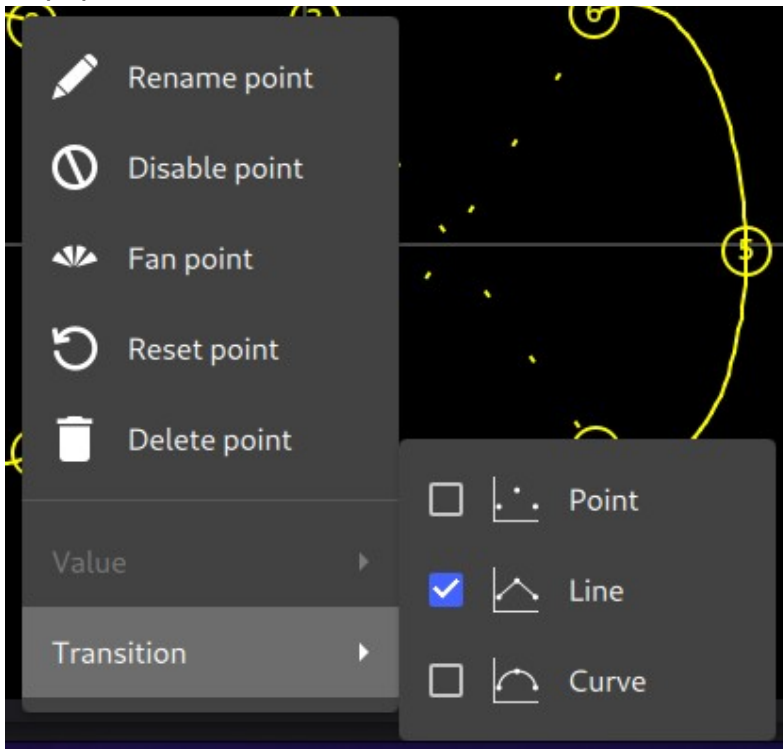
Menu « Rename point »
Renames the point.

Menu « Disable point »
Disables the point.
It will not override the other scenes in the modules of « Live ».

Menu « Fan point »
Fans the point of all fixtures from the first point to the last point.
This is an example of « fan » effect.
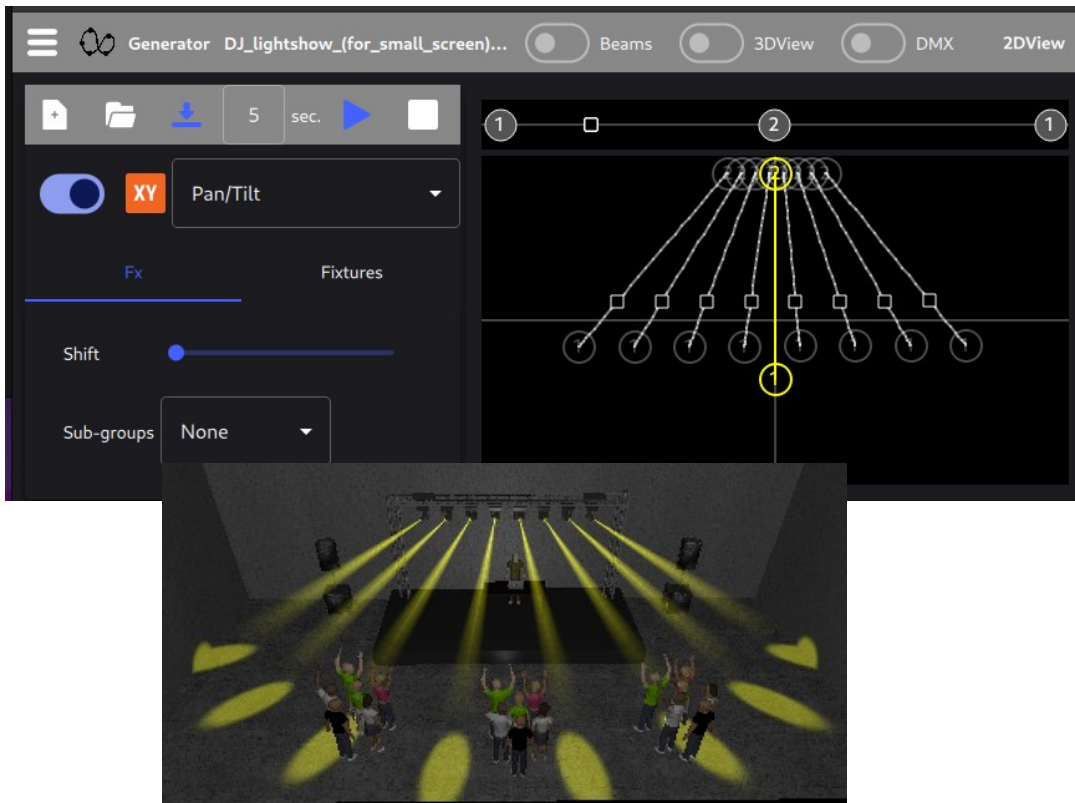
« Reset point »
Resets the points of all fixtures (in case of they have been « fixture » separately changed) to the same the point.

« Delete point »
Deletes the point.

« Value »
Not used with pan/tilt.
It will be explained later with other channels.

« Transition »
Sets the transition from the previous point in:
- line
- curve
- snap mode

Popup menu in the curve area
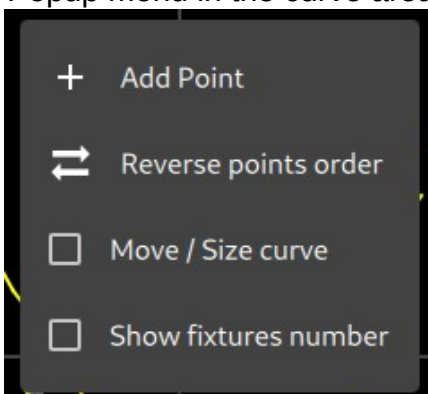
« Add point »

Adds a point.

« Reverse points order »
Reverses the order of the points.

« Move / Size curve »
Moves and resize the curve.

« Show fixtures number »
Shows the number of each fixture nearby their position in the curve.

Curve for RGB channels
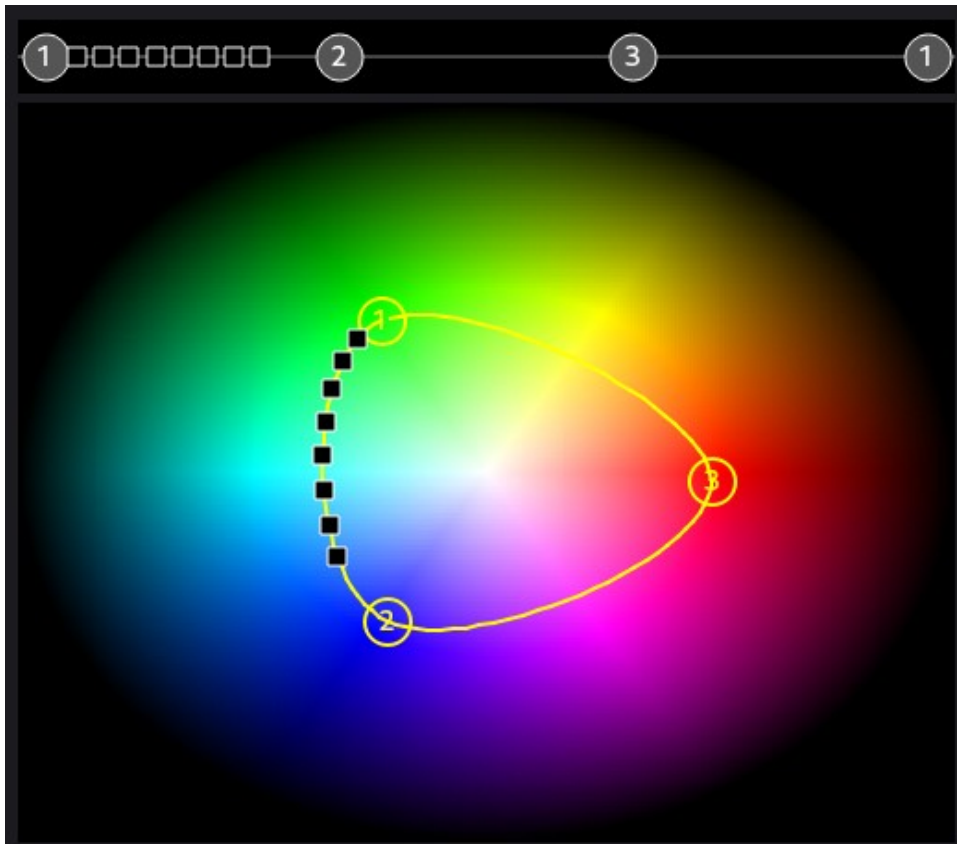
The background color wheel is fixed.
There is no horizontal/vertical axes ; just put the points overs the chosen color.

This curve is an example of curve for a RGB color fade.
It has 3 points.

Curve for the other channels

In mode « standard »

This curve is an example of curve for the channel « shutter ».
The shutter is open from time #1 to time #2.
The strobe effect starts at time #2 and the strobe speed increases until the time #3.
Then the strobe effect stays at max speed until the end of the scene.

In mode «floating points»
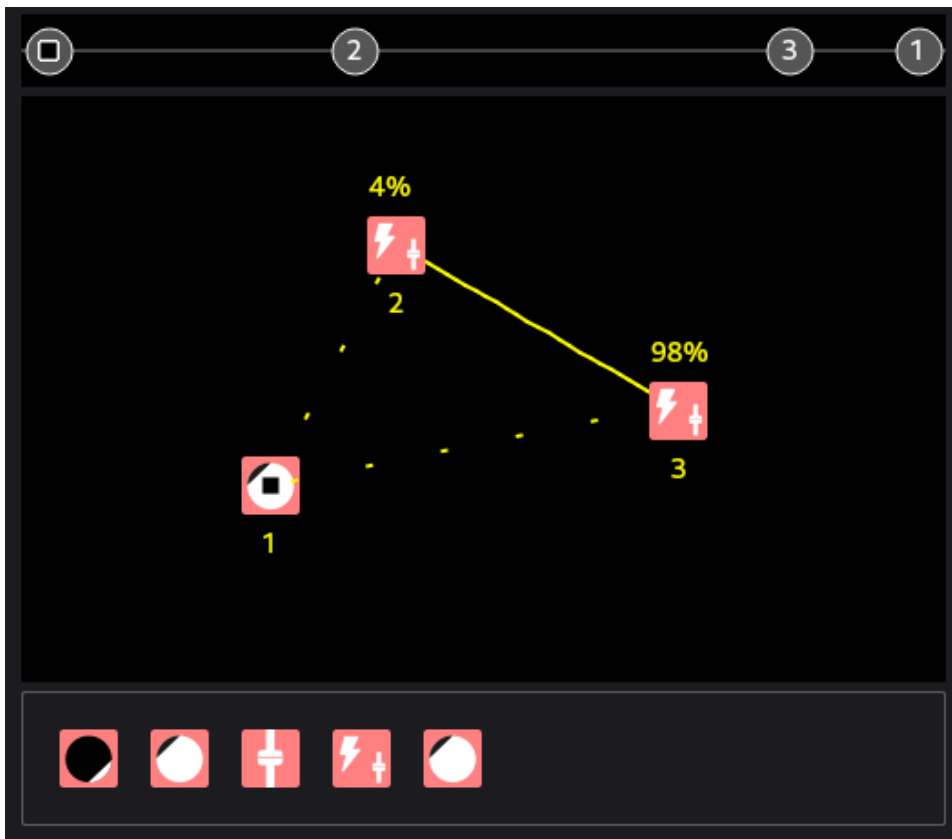
The result is the same as with the « standard » mode.
Only the display is different.
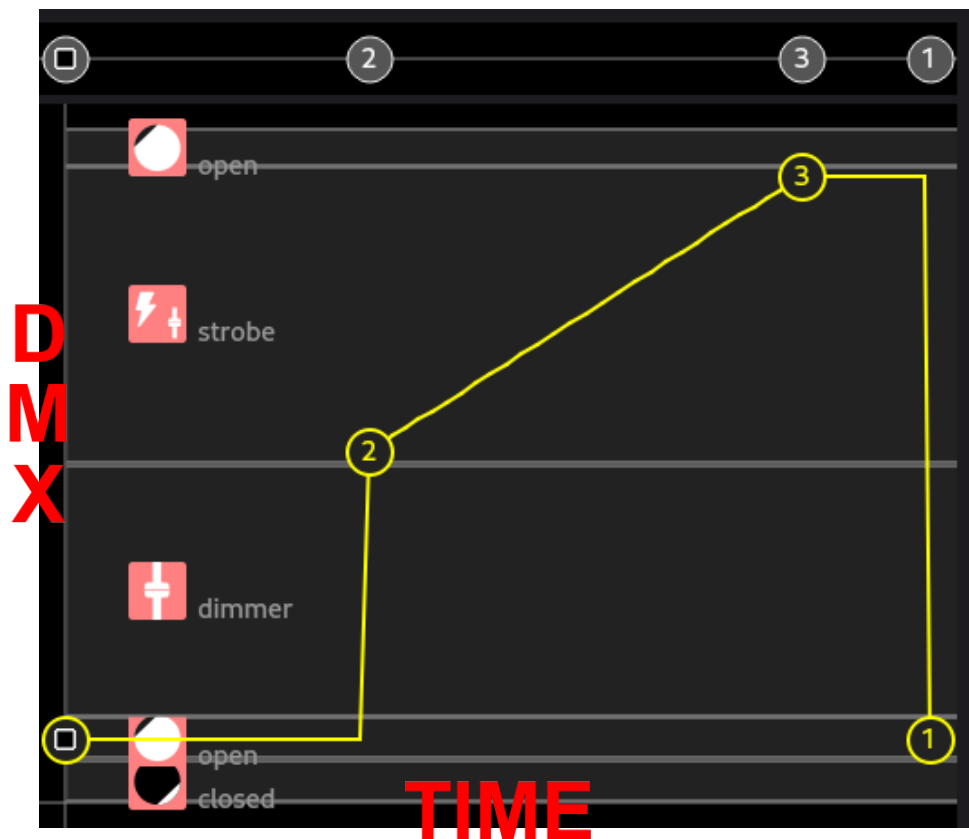There is no horizontal and vertical axes.
The section at the bottom of the curve shows the available levels. Just drag and drop the chosen level in the curve.

The « floating points » mode is useful with small screen, especially with channels having a lot of levels,

The menu « Value » is useful here to adjust a level when it is not fixed, like the two « strobe » points ion this example.
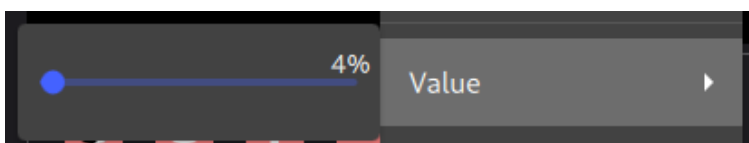
See this video for more understanding : floating points

Module « Boards »

Play the show here with buttons of scenes, boards of buttons, and pages of boards, ...

Tool bar

Button « New »
Creates a new project.
A project in « Boards » is a layout of buttons / boards / pages.
There can be several projects. The fixtures and the lighting scenes are the same, and there are different project customized for different users.
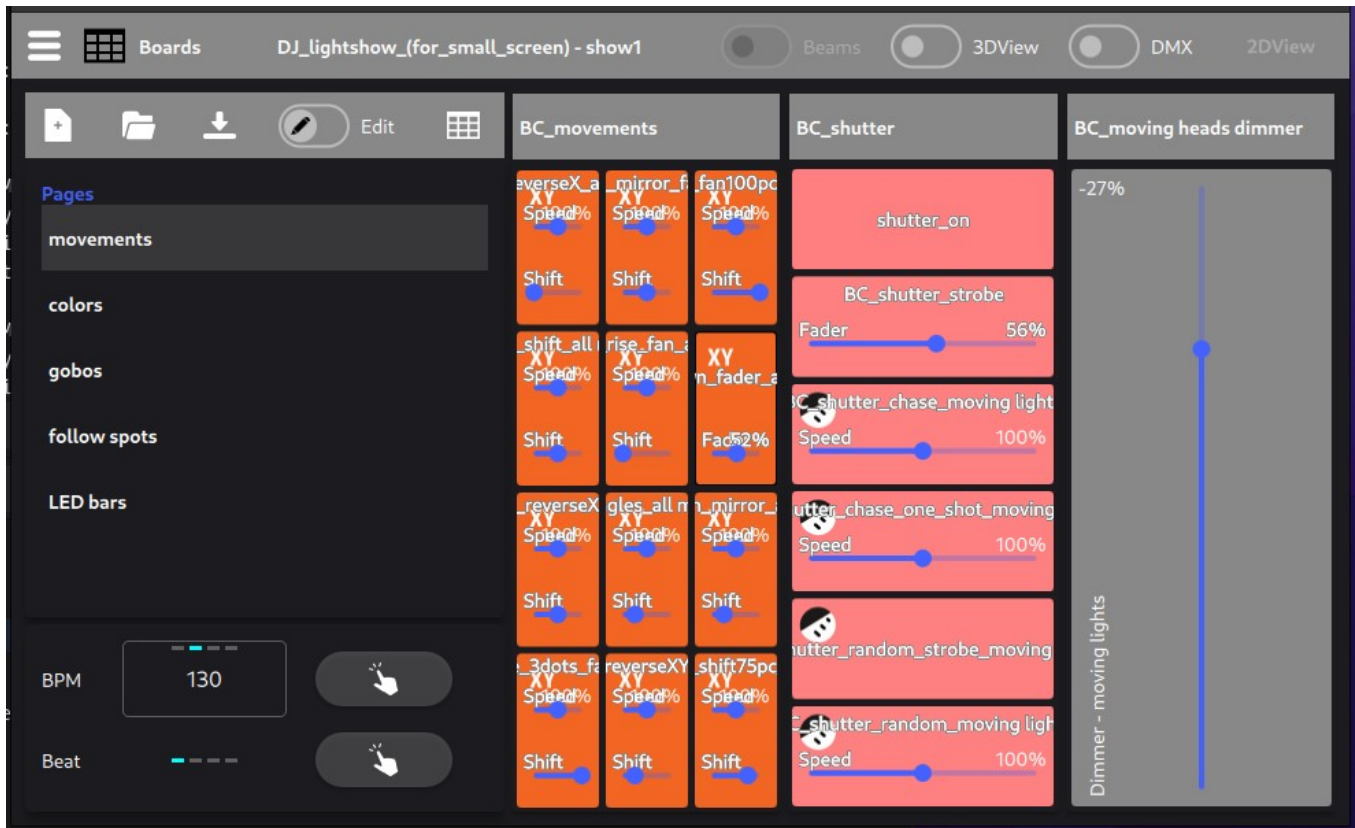
Button « Open »
Opens an existing project.

Button « Save »
Saves the existing project.
See this video for more understanding : multi projects

Switch « Edit »
Enables the functions to modify the project.

Button « child window »
Opens a second window of buttons / boards / pages.

Tab « Pages »
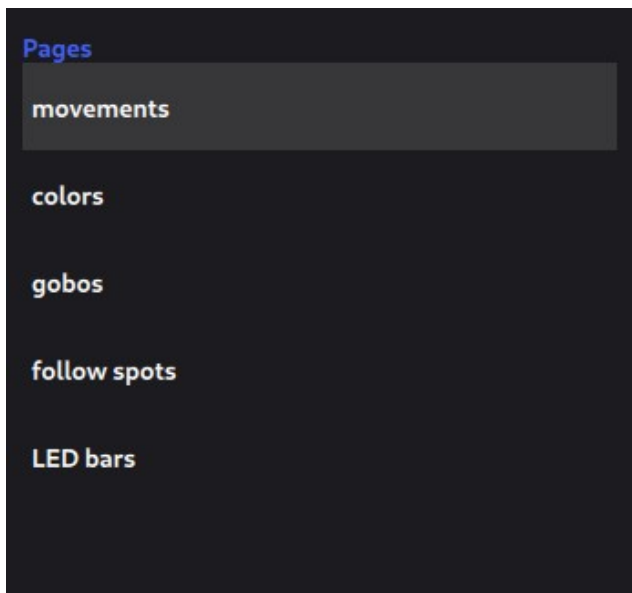
Shows the pages of boards.

Buttons board
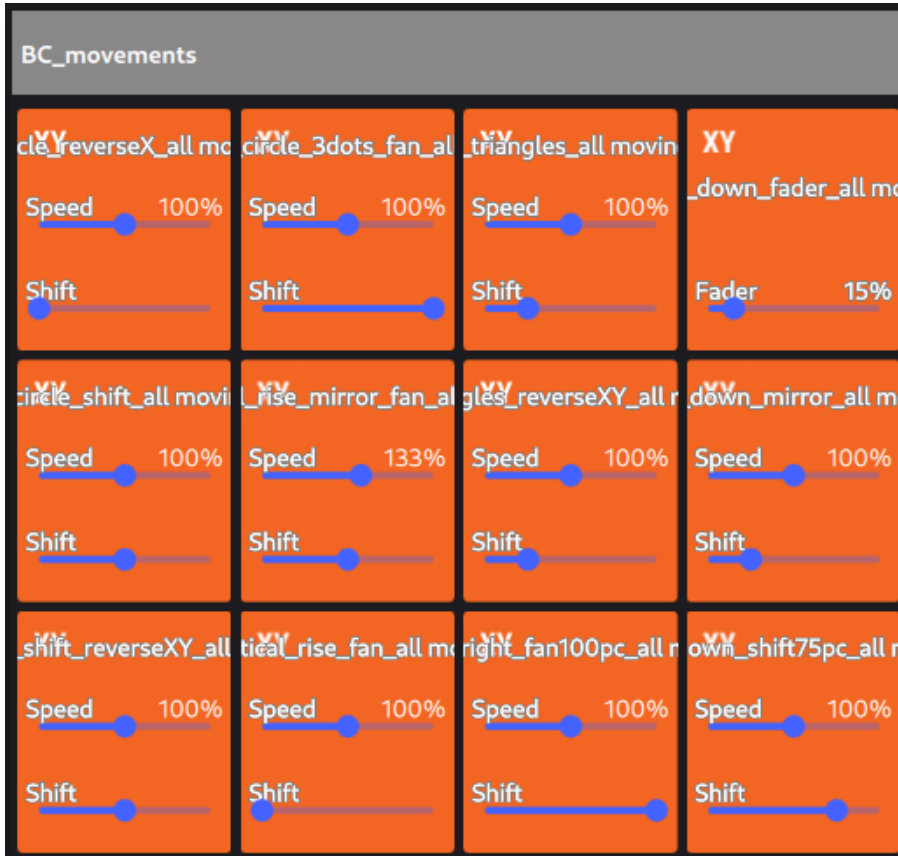
This board contains scene buttons with the possibility to override their speed and their shift effect.

Fader board

This board contains sliders and tumblers for dimmer control over channels, or speed control over scene buttons.

Color board
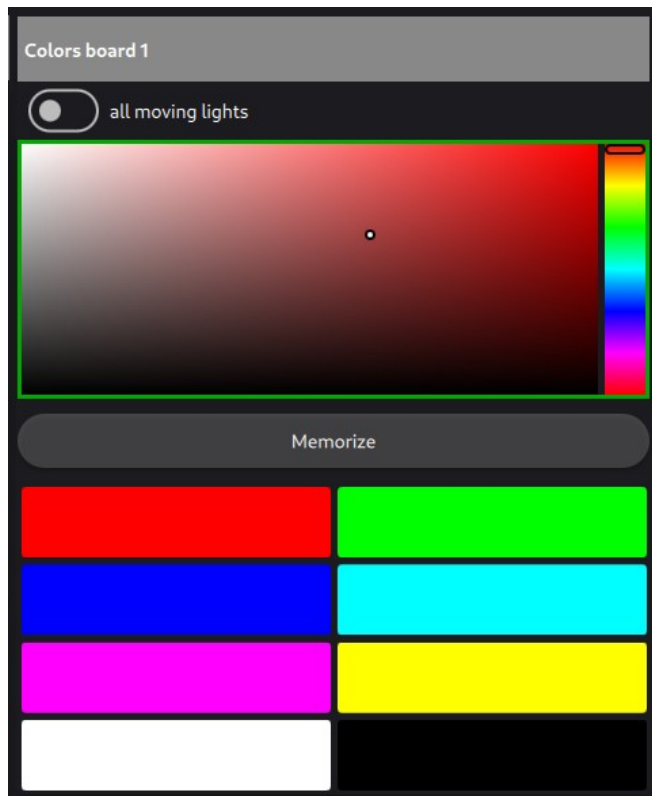
This board contains a color wheel with color memories to control the color of a group of fixtures.

Switch
Switches on / off the board.

Color wheel
Adjusts the color.

Button « Memorize »
Memorizes the color of the color wheel in a color button.

Color buttons
Memories of colors.

See this video for more understanding : color board

Follow spot board
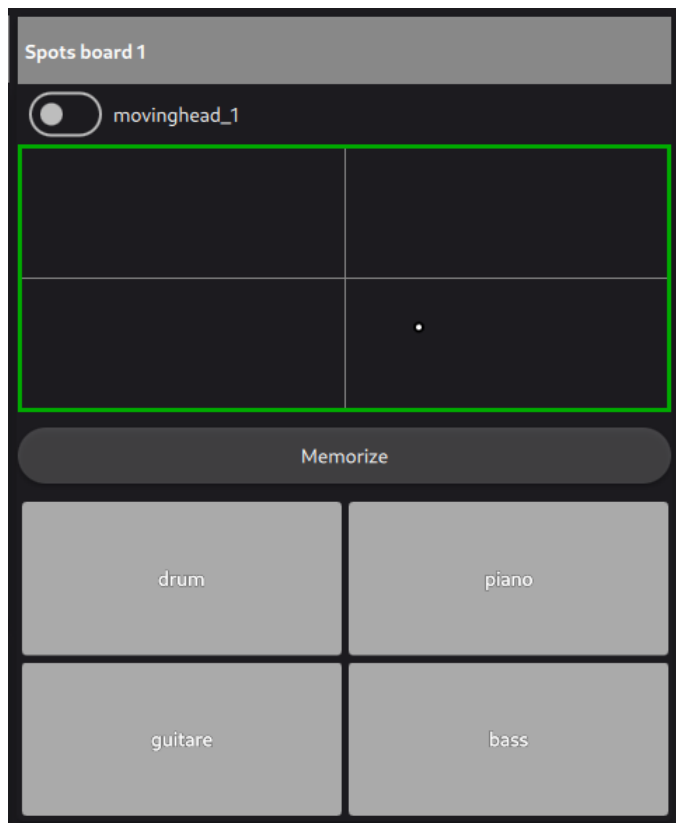
This board contains a pan / tilt section with positions memories to control the movement of a fixture.

Switch
Switches on / off the board.

Pan / tilt section
Adjusts the pan / tilt position.

Button « Memorize »
Memorizes the pan / tilt position of the pan / tilt position section in a pan / tilt button.

Pan / tilt buttons
Memories of pan / tilt positions.

See this video for more understanding : follow spot

Beat / BPM
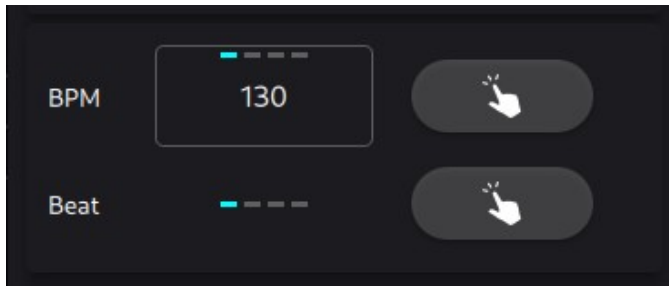
String box « BPM »
Enters the BPM.

Button « BPM »
Tap the button to change the BPM.

String box « Beat »
Enters the Beat.

Button « Beat »
Tap the button to change the beat.

Example of beat using : beat drop

Module « Boards » in mode « Edit »

Organize here buttons of scenes, boards of buttons, and pages of boards.

Section « Pages »

Button « ...> (three dots) or popup menu,

Menu « Add board »
Opens the popup menu.

Menu « Board Creator »
Opens the window « Board creator.
(see the module « Boards – Board creator »)
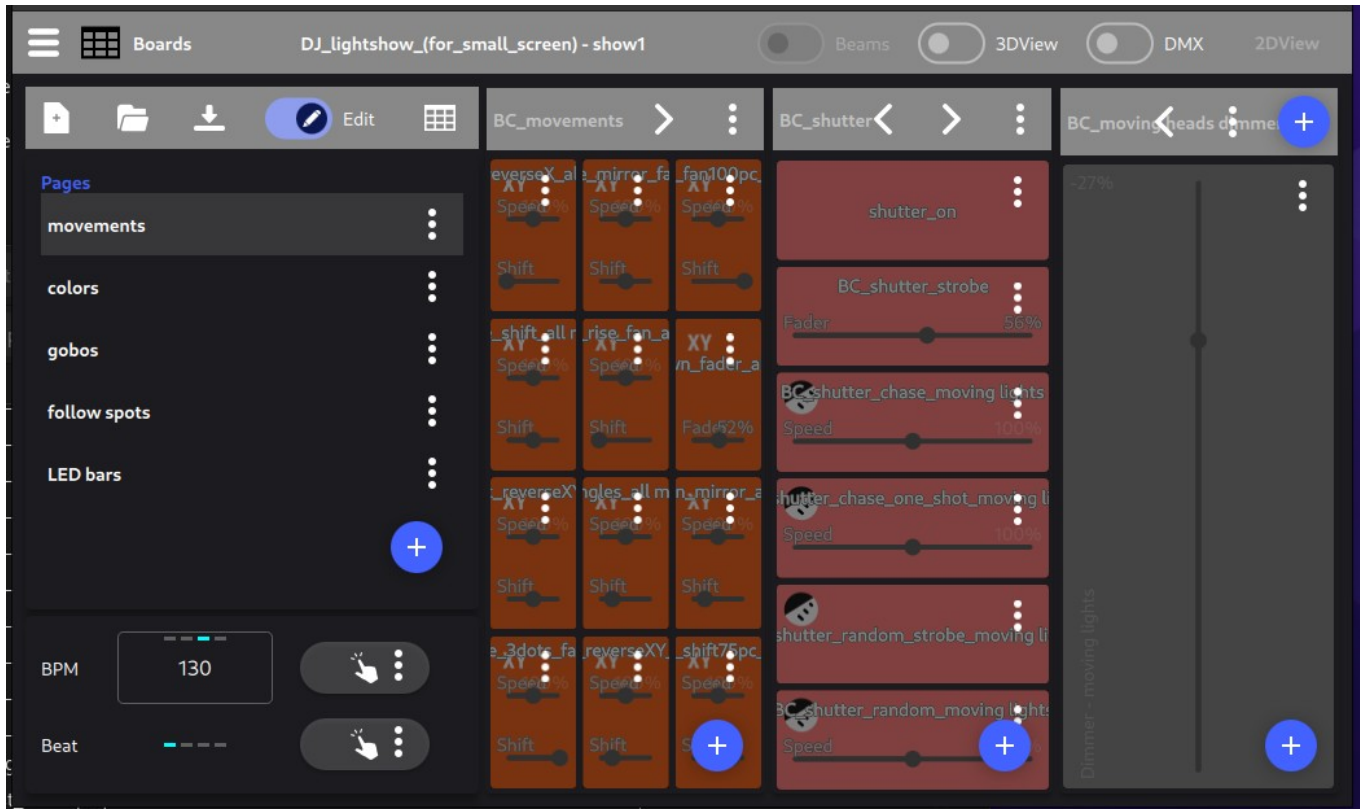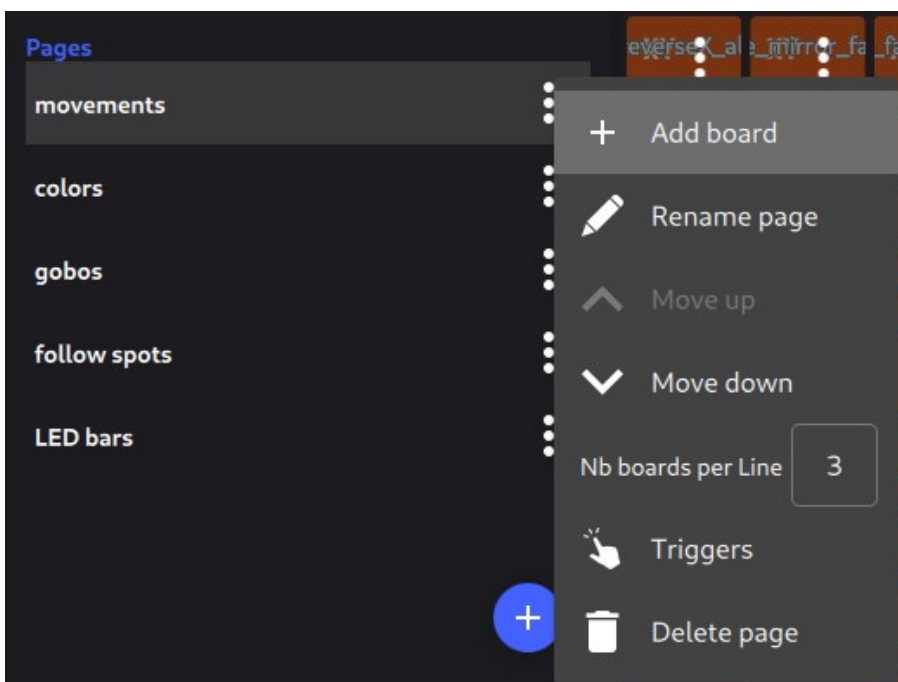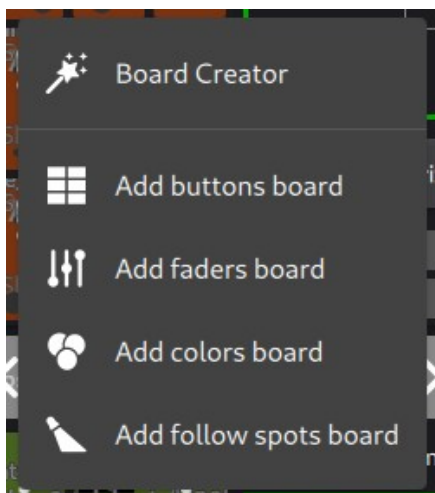
Menu « Add buttons board »
Adds an empty board for buttons.

Menu « Add faders board »
Adds an empty board for faders,

Menu « Add colors board »
Opens a window to select a group, and adds a board with a color wheel for the selected group.

Menu « Add follow spots board »
Opens the 2DView to select a fixture, and adds a board with a pan / tilt section for the selected fixture.

Menu « Rename page »
Renames the page.

Menu « Move Up / Down »
Moves up or down the page.

Menu « Nb boards per line »
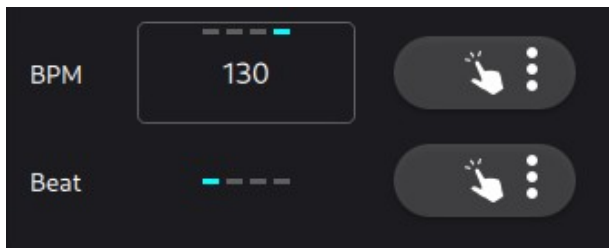Enters the max number of boards in one line of boards.

Menu « Trigger »
Opens a window « Triggers ».

Menu « Delete page »
Deletes the page.

Button « + » (in blue color)
Adds a page.

Section « Beat / BPM »

Button « ...> (three dots)
Opens the window « Triggers ».

Tool bar boards
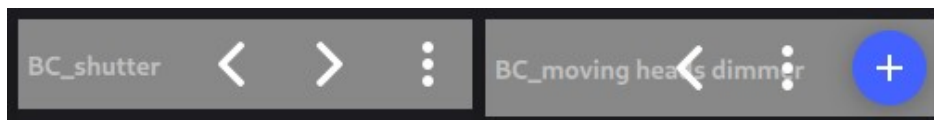
Button « < » and « > »
Moves the board to the left / right.

Button « + » (in blue color)
Adds a board.

Tool bar button « ...> (three dots)
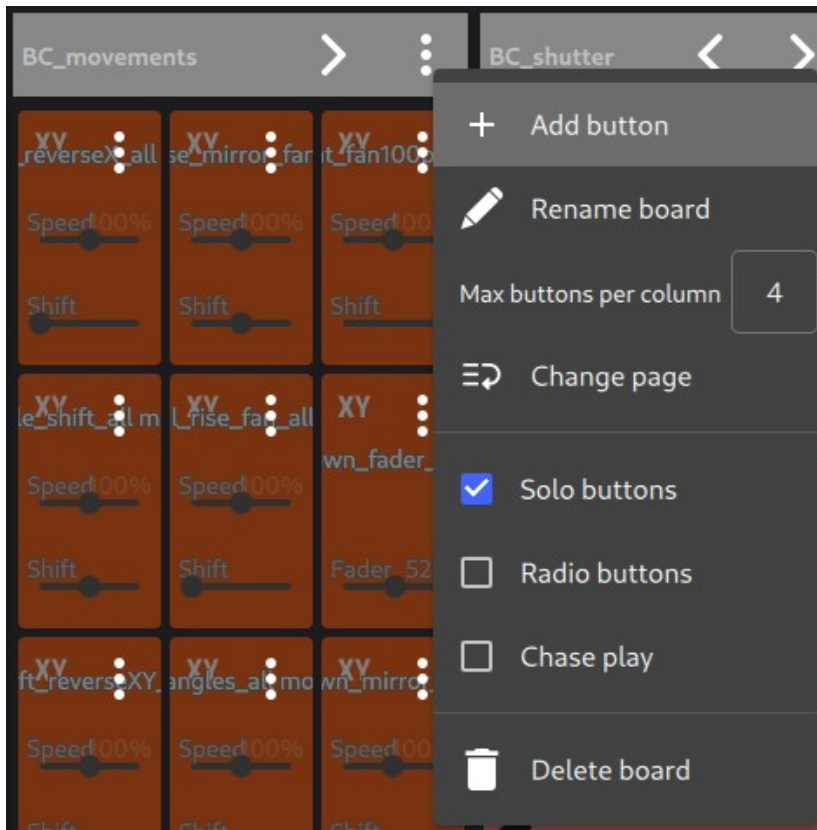
Menu « Add button »
Opens the popup menu.
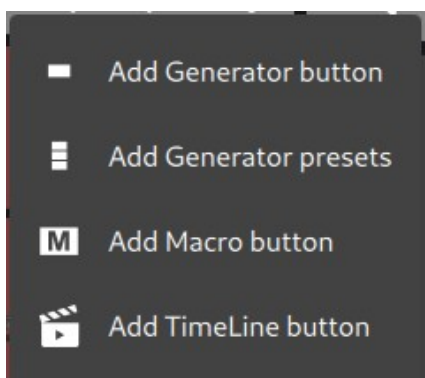
Menu « Add Generator button
Opens the window « Choose a Generator project ».
And adds the chosen project.

Menu « Add Generator Preset »
Opens the window « Choose a Generator project ».
And adds one button per point of the chosen channel of the chosen project.

Menu « Add Macro button.
Adds a Macro button.

Menu « Add TimeLine » button.
Adds a TimeLine button.

Menu « Rename board »
Renames the board.

Menu « Max buttons per column »
Enters the max number of buttons in one column of buttons.

Menu « Change page ».
Sends the button to another page.

Menu « Solo buttons ».
The next pressed button releases the previous one.

Menu « Radio buttons ».
The second click on the button has no effect on it.

Menu « Chase play »
Plays one button after each other.

Menu « Delete board ».
Deletes the board.

Section buttons

Button « ...> (three dots) in the scene button
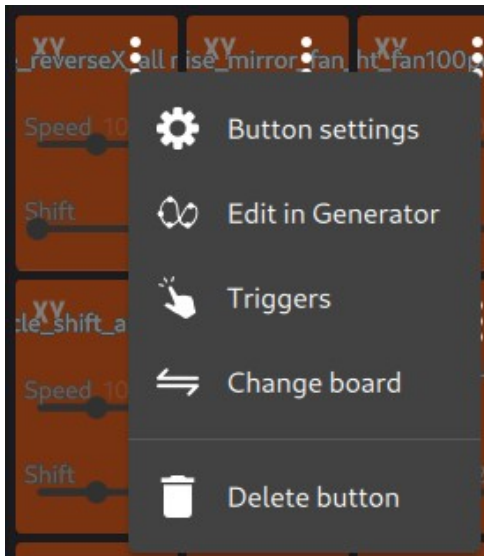
Menu « Button settings »
Opens the windows « Button settings ».

Menu « Edit in Generator »
Goes in the module « Generator » and edits the scene in.

Menu « Triggers »
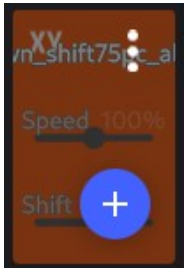Opens the window « Triggers »

Menu « Change board »
Sends the button to another board.

Menu « Delete button »
Deletes the button.

Button « + »

Opens this popup menu to add a button.
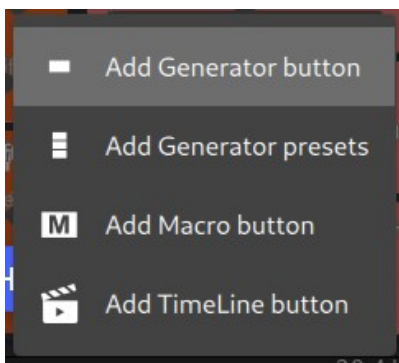
Menu « Add Generator button »
Opens a window to select a generator scene and add it as a button in the board.

Menu « Add Generator presets »
Opens a window to select a generator scene and add in the board one button per point of a chosen scene channel.

Menu « Add Macro button »
Adds a Macro button, with the specific menu options.
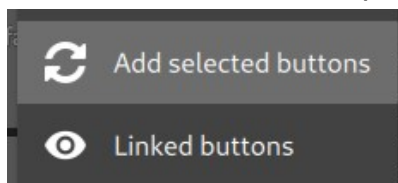
Menu «Add selected buttons»
Adds the scene buttons selected (with a big black check mark)
in the list of linked buttons.

Menu « Linked buttons »
Opens the list of linked buttons.

Menu « Add TimeLine » button.
Open a window to select a TimeLine project and it as a button in the board.

To move the buttons inside the board, drag and drop them.

ving lights_gobo_whe
al_basic/l230b9

_all moving lights_gobo_whe
bo_metal_basic/gm010

_all moving lights_gobo_whe
bo_metal_basic/gm032

_all moving lights_gobo_whe
bo_metal_basic/rr2b8

Window « Button settings »

<u>Tab « Miscellaneous »</u>
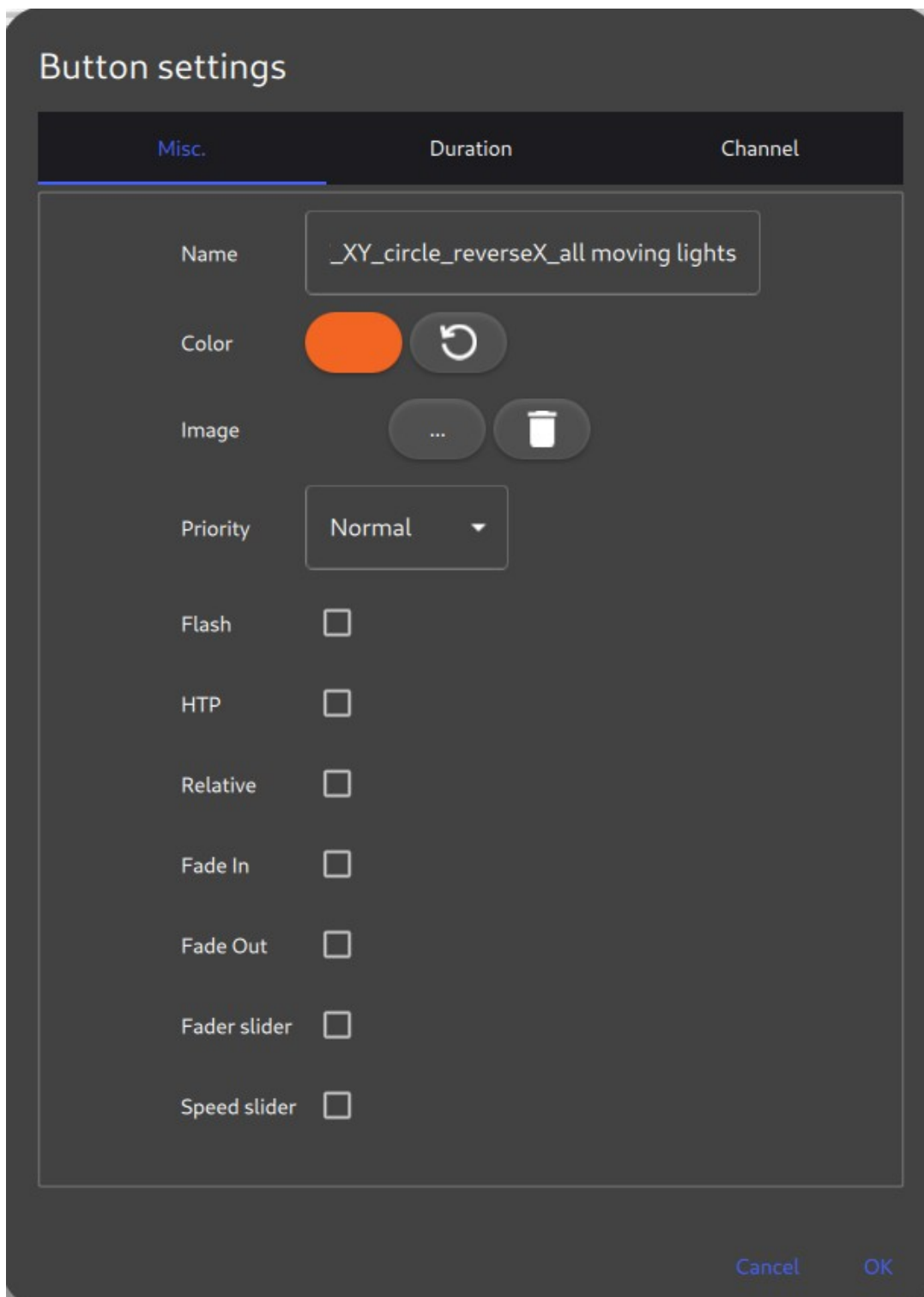
String box « Name »
Enters the name of the button.

Buttons « Color »
The first button opens a « Color window » to change the background color of the button.
The second button resets the color of the button.

Buttons « Image »
The first button opens the window to select a picture for button's background.
The second button removes the background image.

Drop down list « Priority »
Selects the priority of the button to « Normal », « Low » or « High ».

Check box « Flash »
Set the button in flash mode. This means the button switches off when you release the mouse left button.

Check box « HTP »
The levels of the channels override the levels of the channels of the other buttons when they have a higher value.

Check box «Relative»
The movements of the channels are added to the other movements which are already running.
See this video for more understanding: keypoint - relative scene

Check box «Fade In »
The « dimmable » channels fade in when the button is switched on.

Check box «Fade Out »
The « dimmable » channels fade out when another button is switched on.
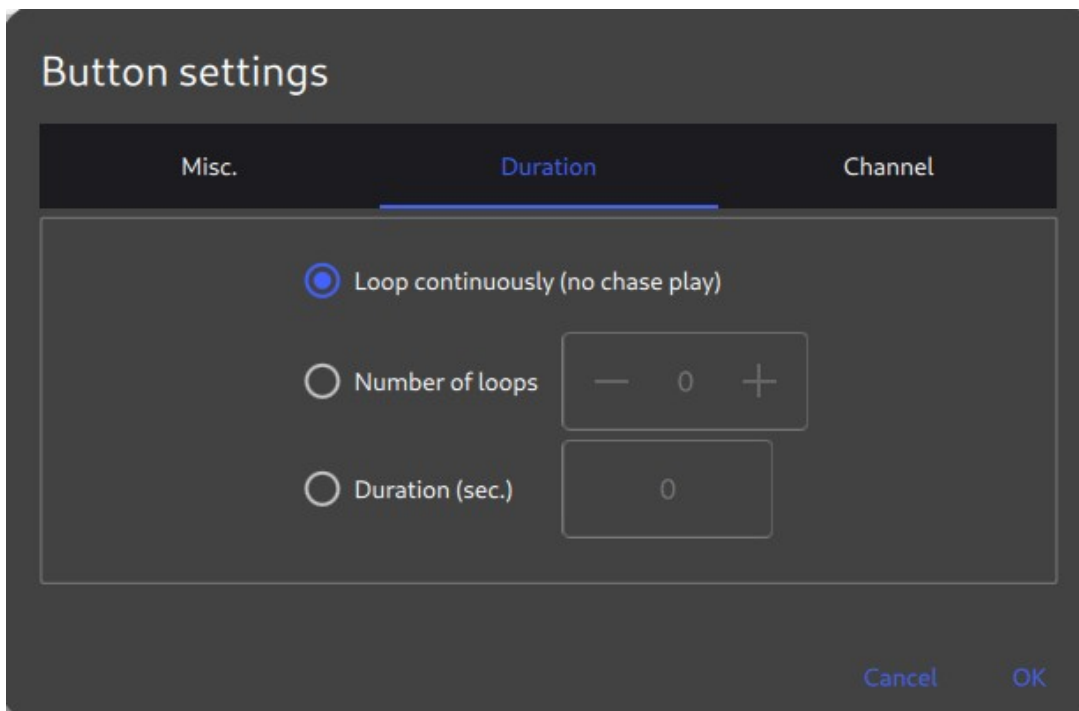
Check box Fader slider
Adds a slider into the button to dim the « dimmable » channels.

The « dimmable » channels names are: dimmer, white, amber, red, green, blue, cyan, magenta, yellow, uv.

Check box « Speed slider »
Adds a slider into the button to change the speed of the scene of the button.

Radio box « Loop continuously (no chase play) »
The scene button stays on.
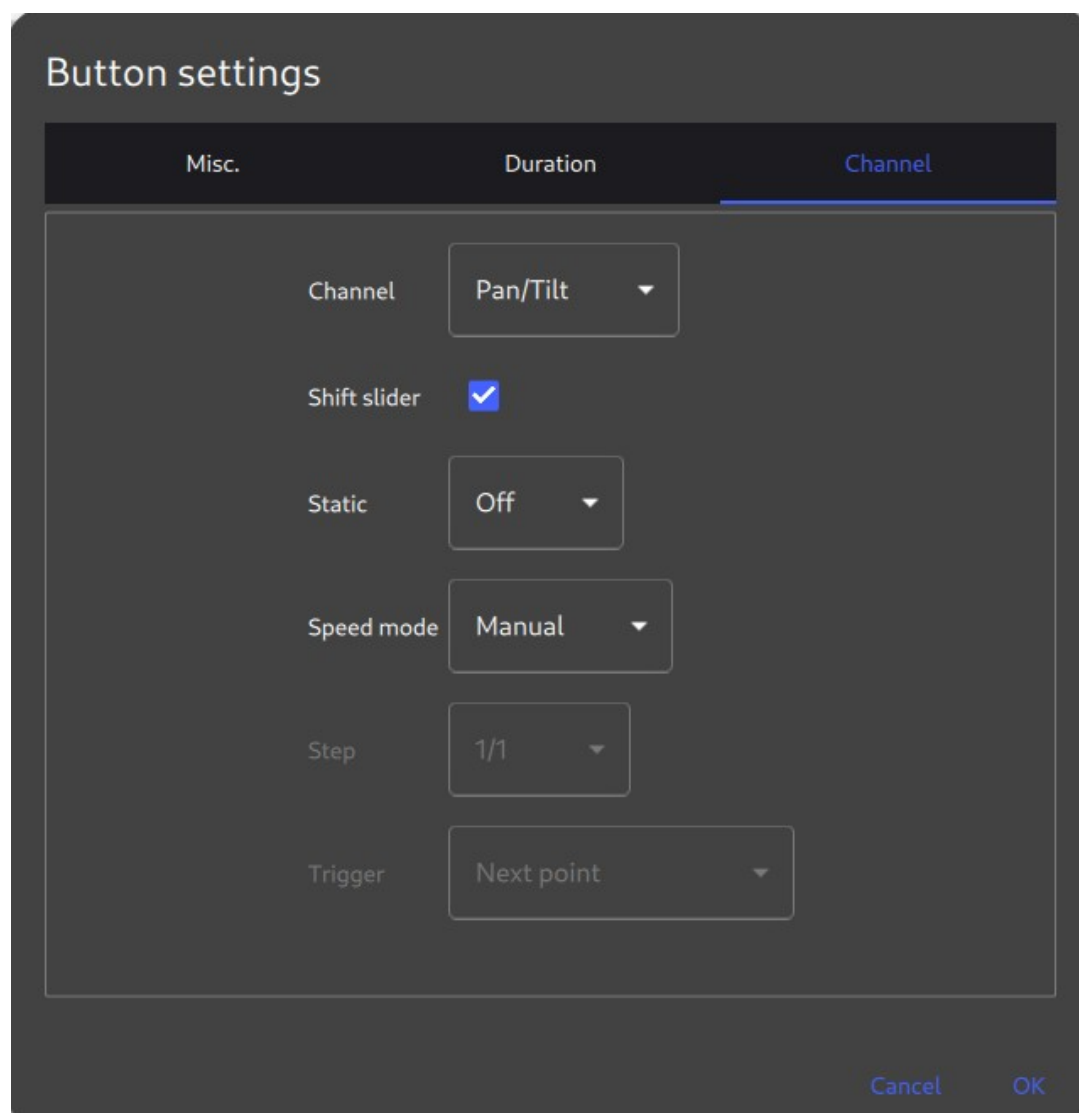If the board is in chase mode, the chase will stop at this button.

Radio box and spin box « Number of loops »
Sets a number of scene loops before the scene button switches off.

Radio box and string box «Duration (sec.)»
Sets a duration before the scene button switches off.

Drop down list « Pan/Tilt »
Selects the channels for the following parameters.

Check box « Shift slider »
Adds a slider in the button to control the shift effect between the fixtures.

Drop down list « Static »
« Off »   the scene runs.
« #nb »   the scene is static and shows the point #nb.

Drop down list «Speed mode»
« Manual »   the scene runs at normal speed.
« Beat »   the scene runs with the points sync with the beat.
«BPM»   the scene runs with the points sync with the BPM.

Drop down list «Step» (for Beat/BPM speed mode)
« 1/1 »   the scene plays the points at normal speed.
« 1/2 »   the scene plays the points twice faster than the Beat/BPM speed.
« 1/4 »   the scene plays the points four times faster than the Beat/BPM speed.

« 2/1 »   the scene plays one point every 2 Beat/BPM.
« 4/1 »   the scene plays one point every 4 Beat/BPM.
...
« 32/1 »   the scene plays one point every 32 Beat/BPM.

Drop down list « Trigger » (for Beat/BPM speed mode)
« Next point »   goes to the next point with the next « Beat/BPM »
« Return to point #1 »   goes back to the first point with the next « Beat/BPM »
« Shift increment »   moves forward one shift with the next « Beat/BPM »

Windows « Triggers »

This window is available to trigger the pages, the scene buttons and the Beat/BPM buttons.
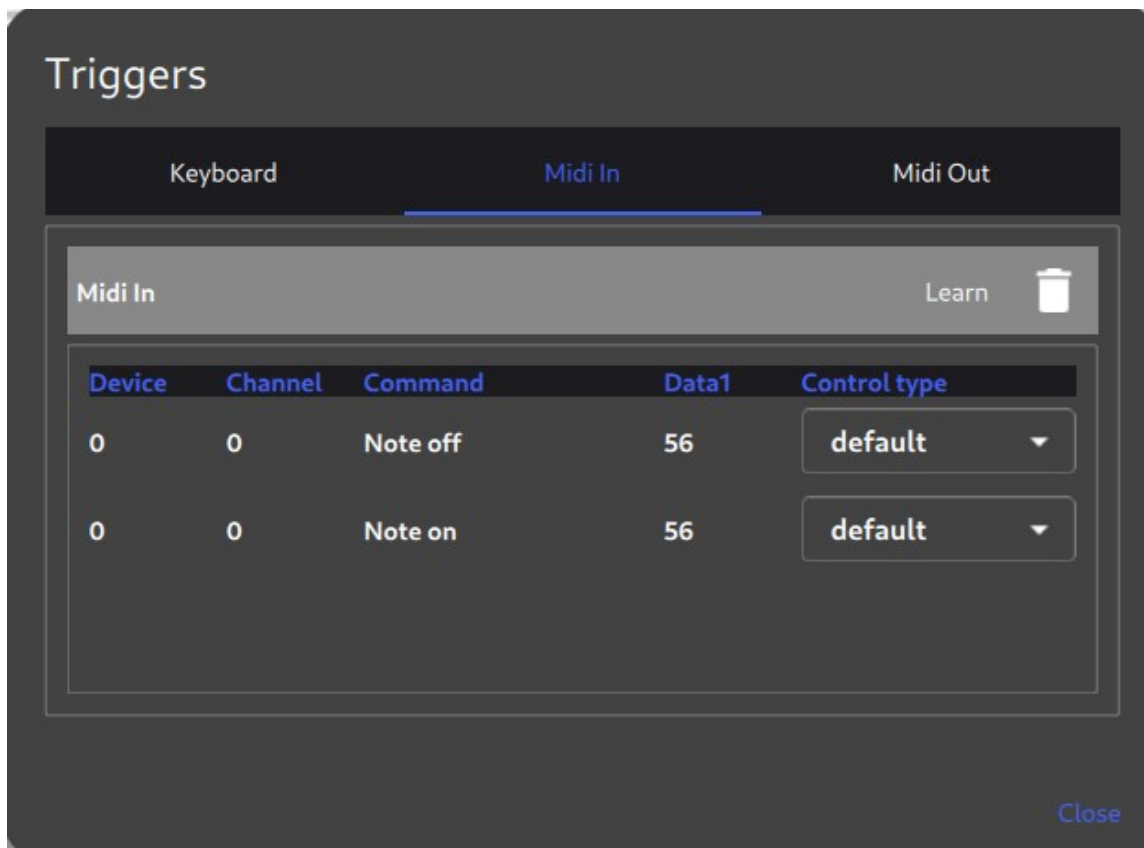

Tab « Keyboard.
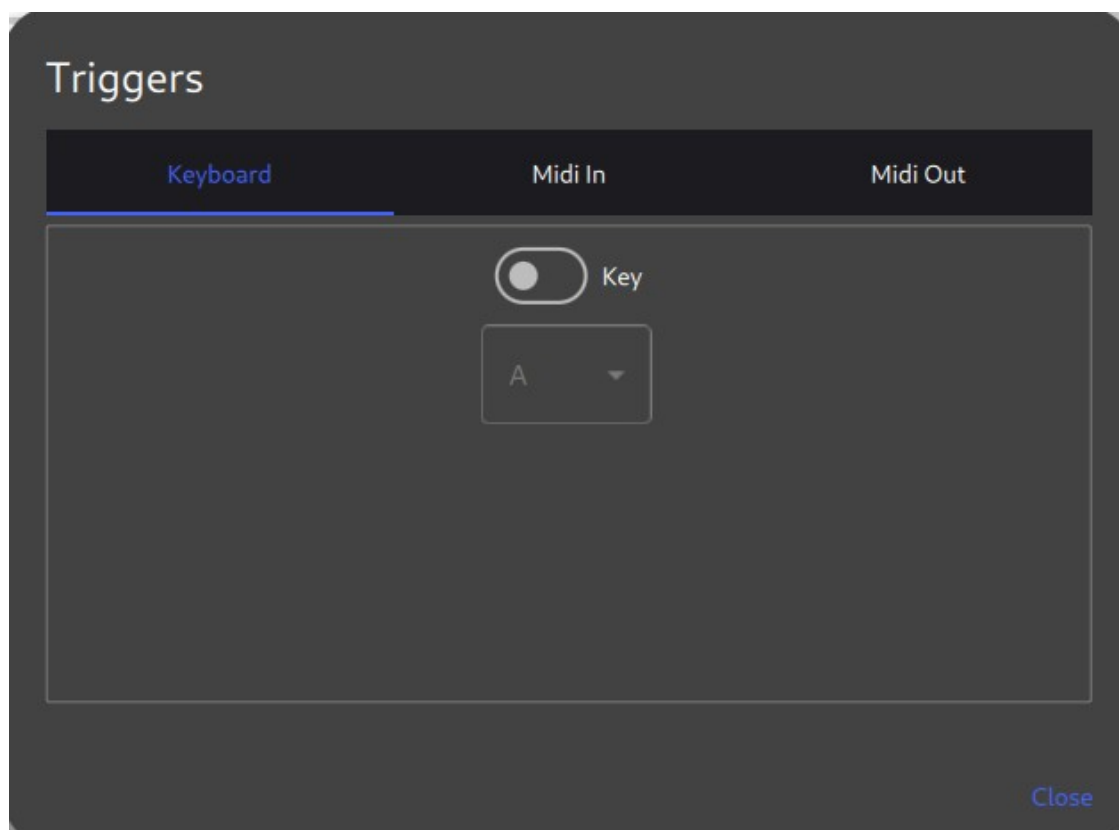
Switch « Key »
Switches on the keyboard trigger.

Drop down list
Selects the trigger keyboard key.

Tab « Midi In »

Button « Learn »
Waits for a midi message and adds it in the list of trigger commands,
This screenshot shows an example of midi message.

Button « Trash »
Removes the trigger command.

List « Device »
Shows the ID of the midi device.

List « Channels »
Shows the midi channel.

List « Command »
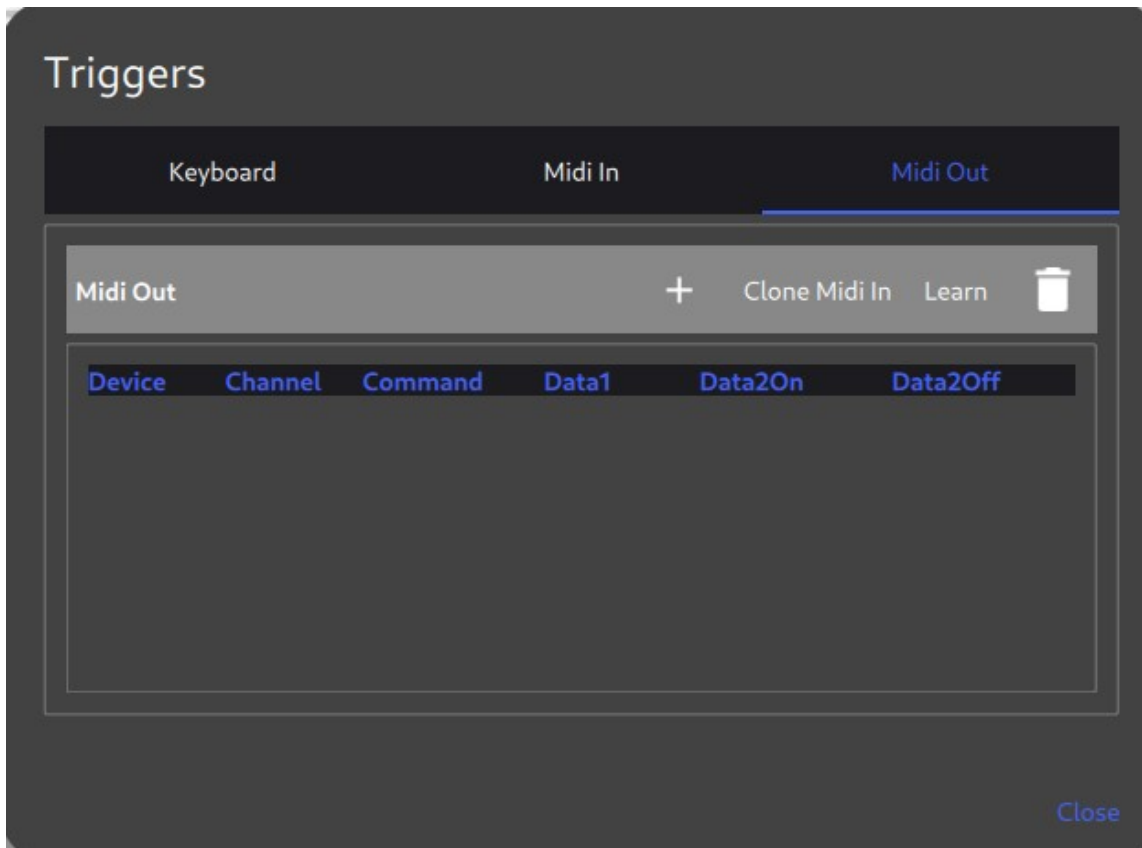Shows the type of midi command.

List « Data1 »
Shows the parameter « data1 » of the midi command.

Drop down list « Control type »
Select the type of midi control.

Tab « Midi Out »

Button « + »
Adds a midi out command in the list of trigger commands.

Button « Clone Midi In »
Adds a clone of the midi in command in the list.

Button « Learn »
Waits for a midi message and adds it in the list.

Button « Trash »
Removes all the trigger commands from the list.

List « Device »
Shows the ID of the midi device.

List « Channels »
Shows the midi channel.

List « Command »
Shows the type of midi command.

List « Data1 »
Shows the parameter « data1 » of the midi command.

List « Data2On»
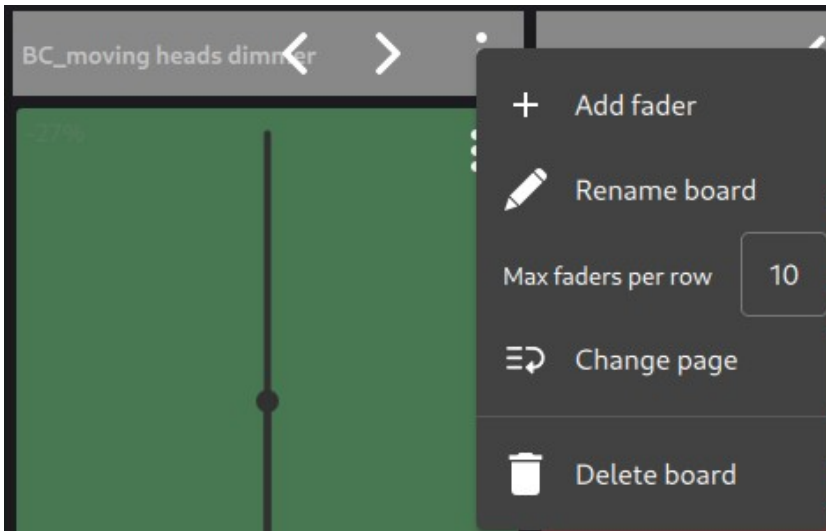Shows the parameter « data2on » of the midi command.

List « Data2Off»
Shows the parameter « data2off »» of the midi command.

Tool bar button « ...> (three dots)

Menu « Add fader »
Adds a dimmer fader or a speed dimmer.

Menu « Rename board »
Renames the board.

Menu « Max faders per row »
Enters the max number of faders in one line of faders.
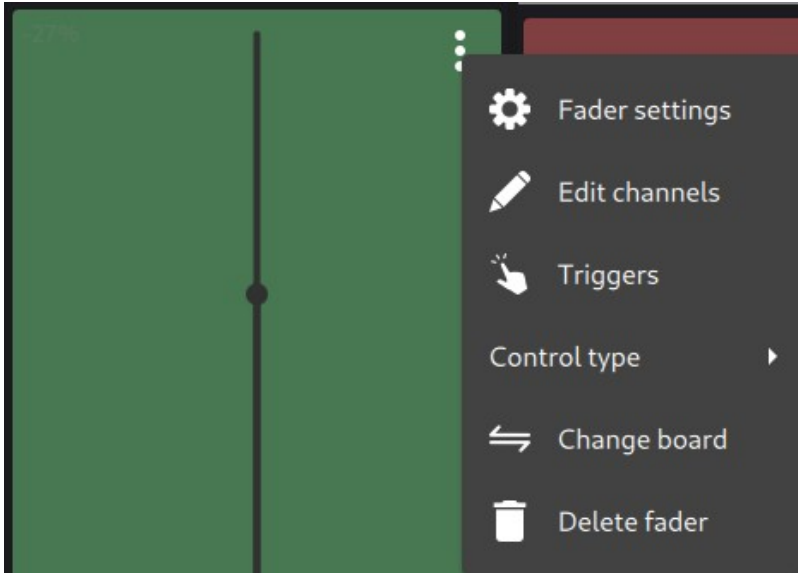
Menu « Change page»
Sends the board to another page.

Menu « Delete board »
Deletes the board.

Button « + » (in blue color)
Adds a dimmer fader or a speed dimmer.

Button « ...> (three dots) in the dimmer fader

Menu « Fader settings »
Opens the window « Fader settings ».

Menu « Edit channels »
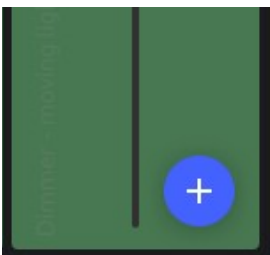Opens the window « Select fixtures channels ».

Menu « Triggers »
Opens the window « Triggers ».

Menu « Control type »
Sets the control to a dimmer control or a tumbler control.

Menu « Change board »
Sends the fader to another board.
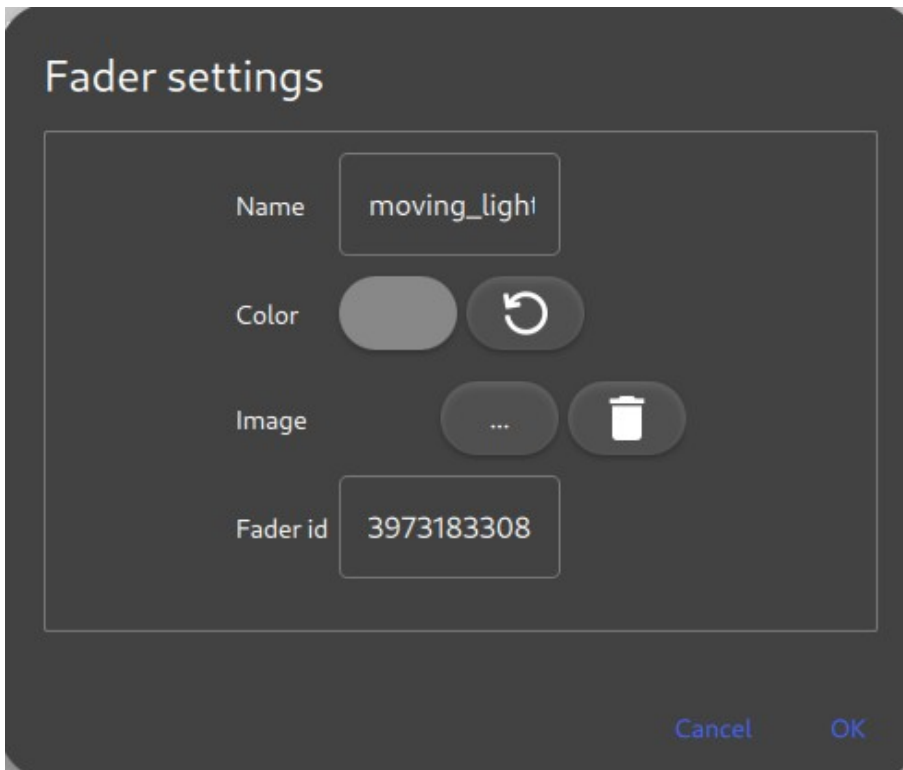
Menu « Delete fader»
Deletes the fader.

Button « + »

Adds a fader.

Window « Fader settings »

String box « Name »
Enters the name of the fader.

Buttons « Color »
The first button opens a « Color window » to change the background color of the fader.
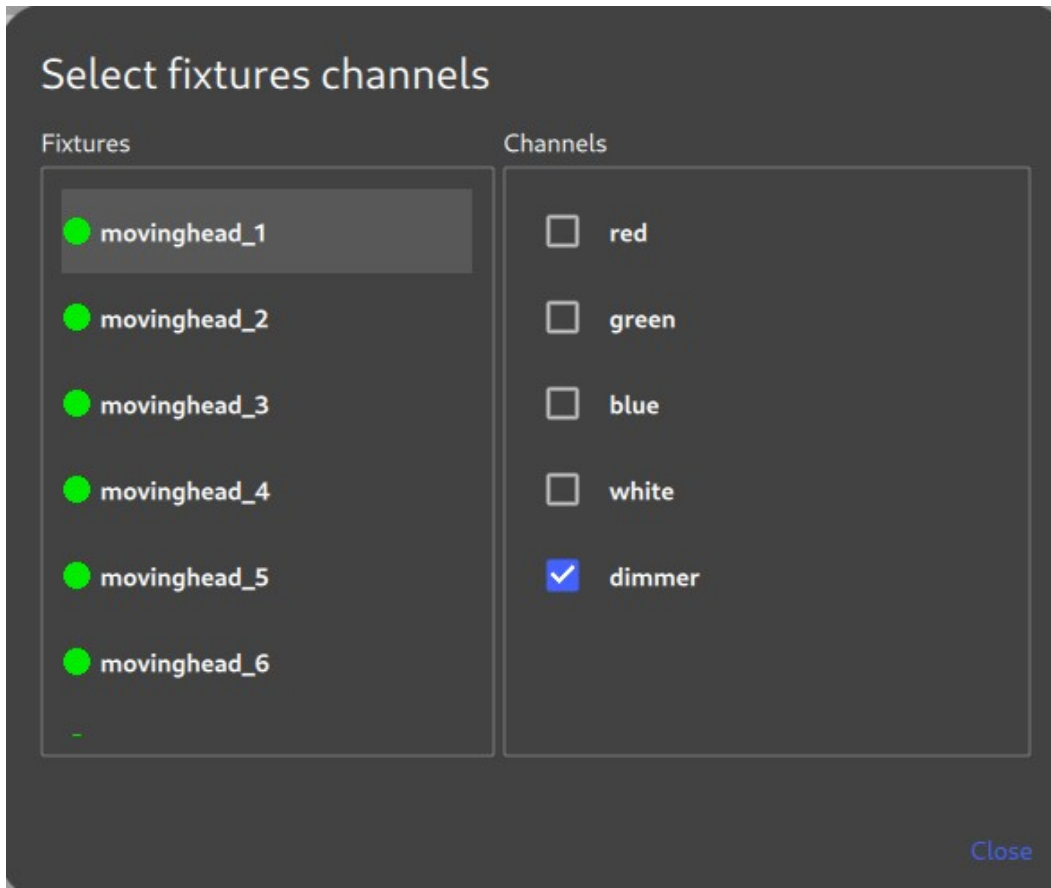The second button resets the color of the fader.

Buttons « Image »
The first button opens the window to select a picture for fader's background.
The second button removes the background image.

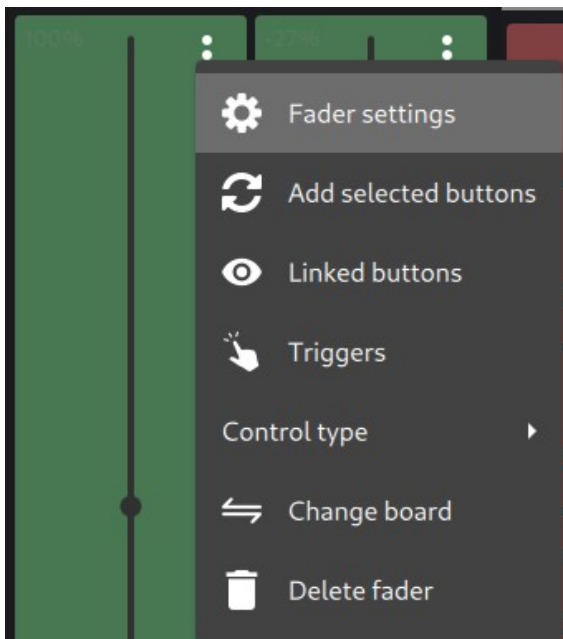String box « Fader Id »
Enters the ID of the fader.

Window « Select fixtures channels »

Declare here the channels driven by the fader.

Column « Fixtures »
Selects the fixture.
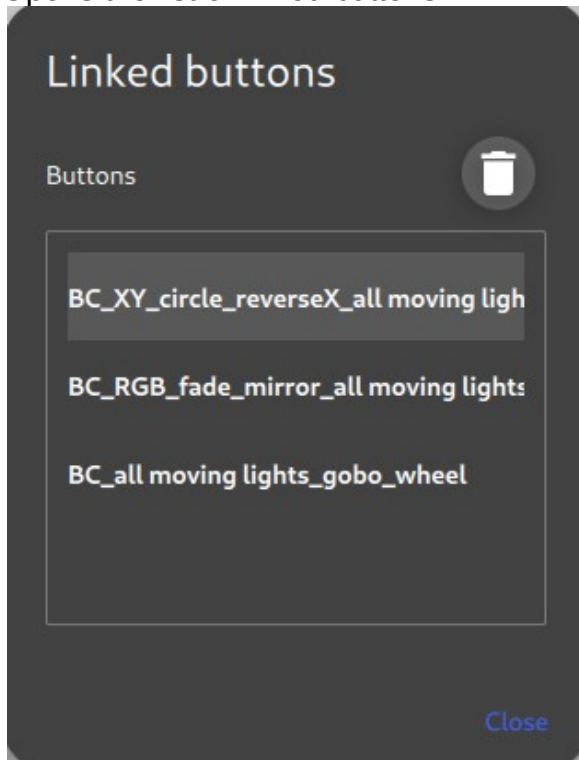

Button « ...> (three dots) in the speed fader

Menu « Fader settings »
Opens the window « Fader settings » (same window than for the dimmer fader).

Menu «Add selected buttons»

Adds the scene buttons selected (with a big black check mark) in the list of linked buttons.

Menu «Linked buttons»
Opens the list of linked buttons.

The button « Delete » deletes the selected linked button.

Menu « Triggers »
Opens the window « Triggers »

Menu « Control type »
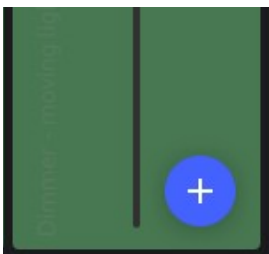Sets the control to a dimmer control or a tumbler control.

Menu « Change board »
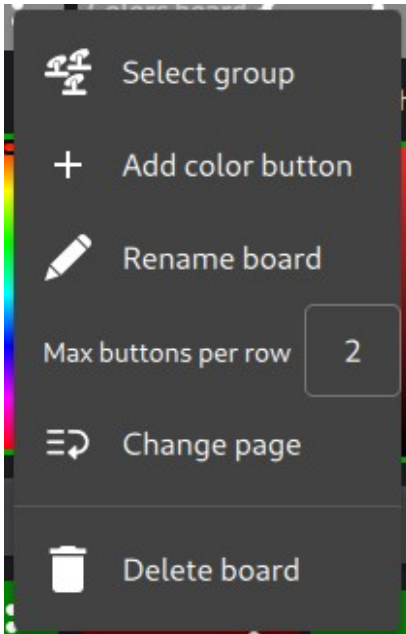Sends the fader to another board.

Menu « Delete fader»
Deletes the fader.

Button « + »

Adds a fader.

Tool bar button « ...> (three dots)

Menu « Select group »
Selects the group to control the color.

Menu « Add color button »
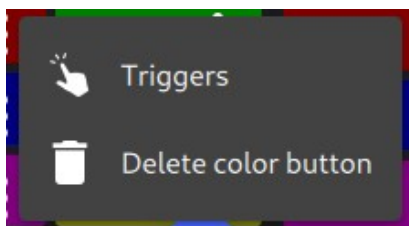Adds a color button below the color wheel.

Menu « Rename board »
Renames the color board.

Menu « Max buttons per row »
Enters the max number of buttons in one line of color buttons.

Menu « Change page»
Sends the color board to another page.

Menu « Delete board »
Deletes the board.

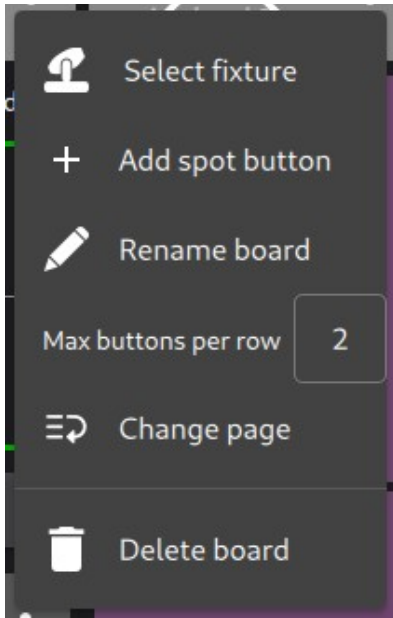Button « ...> (three dots) in the color button

Button « Triggers »
Opens the window « Triggers »

Button « Delete color button »
Deletes the color button.

Button « + » (in blue color)
Adds a color button.

Module « Boards – follow spot board » in mode « Edit »

Tool bar button « ...> (three dots)

Menu « Select fixture »
Selects the fixture to control the pan/tilt.

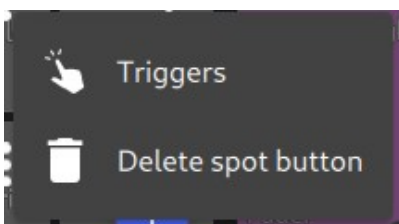Menu « Add spot button »
Adds a spot button.

Menu « Rename board »
Renames the board.

Menu « Max buttons per row »
Enters the max number of buttons in one line of spot buttons.

Menu « Change page»
Sends the follow spot board to another page.

Menu « Delete board »
Deletes the board.

Button « ...> (three dots) in the spot button

Button « Triggers »
Opens the window « Triggers »

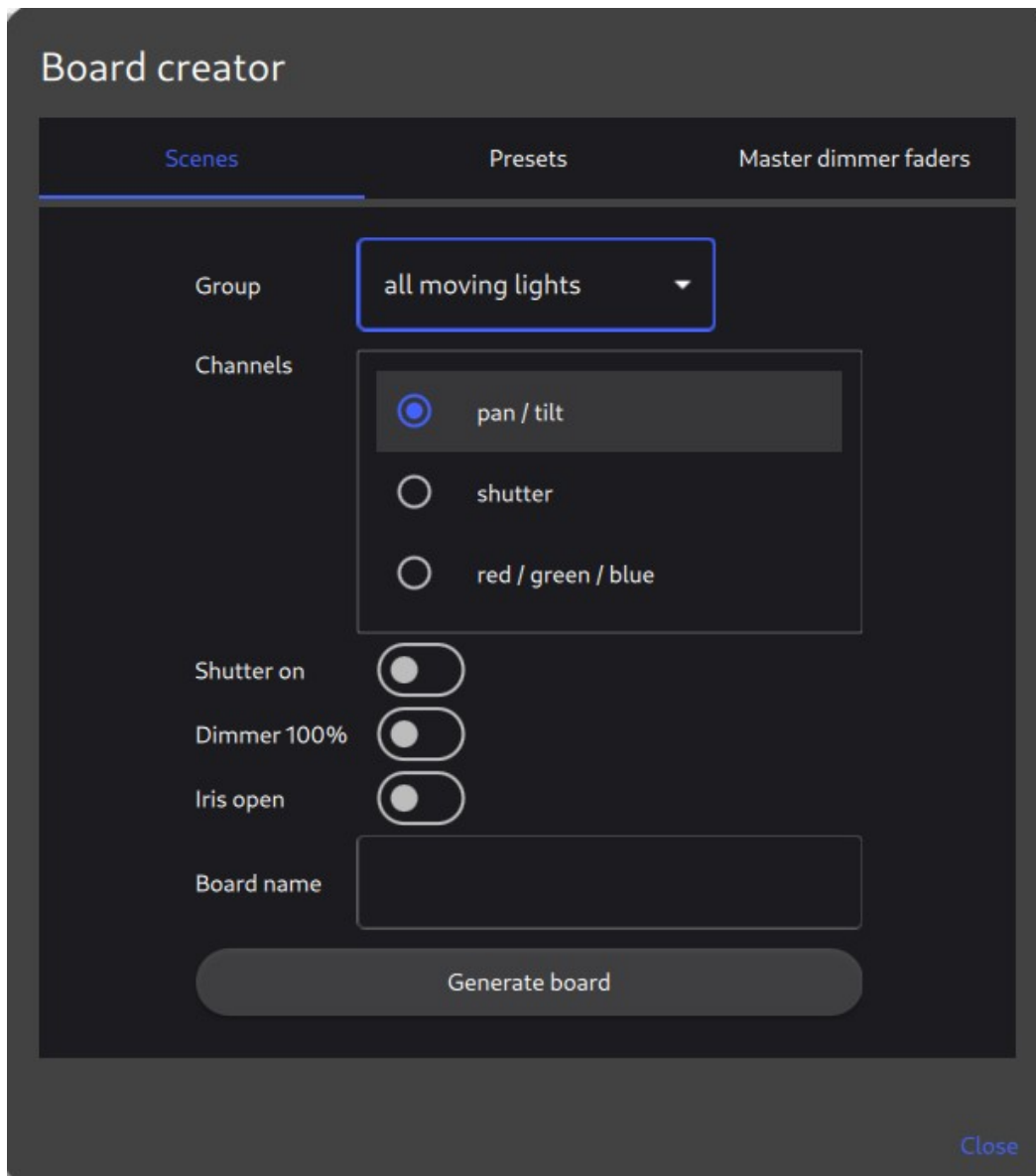Button « Delete color button »
Deletes the spot button.

Button « + » (in blue color)
Adds a spot button.

Module « Boards – Board creator »

Board creator generates boards of buttons, presets and sliders.

This lightshow has been 100 % created with « Board creator » : Board creator

Tab « Scenes »

Drop down list « Group »
Selects the group of fixtures.

Radio buttons « Channels »
Select the channel.

Switch « Shutter on »
Sets the channels « shutter » to the level « on » for all generated scenes.

Switch « Dimmer 100 % »
Sets the dimmer channel to 100 % for all generated scenes.

Switch «Iris 100 % »
Sets the iris channel to 100 % for all generated scenes.

String box «Board name»
Enters the name of the board to generate.

Button « Generate board »..
Generates the board with preprogrammed scenes.

Tab « Presets »

Drop down list « Group »
Selects the group of fixtures.

Drop down list « Channel »
Selects the channel.

Check boxes « Levels »
Select the levels to generate (one button per level).
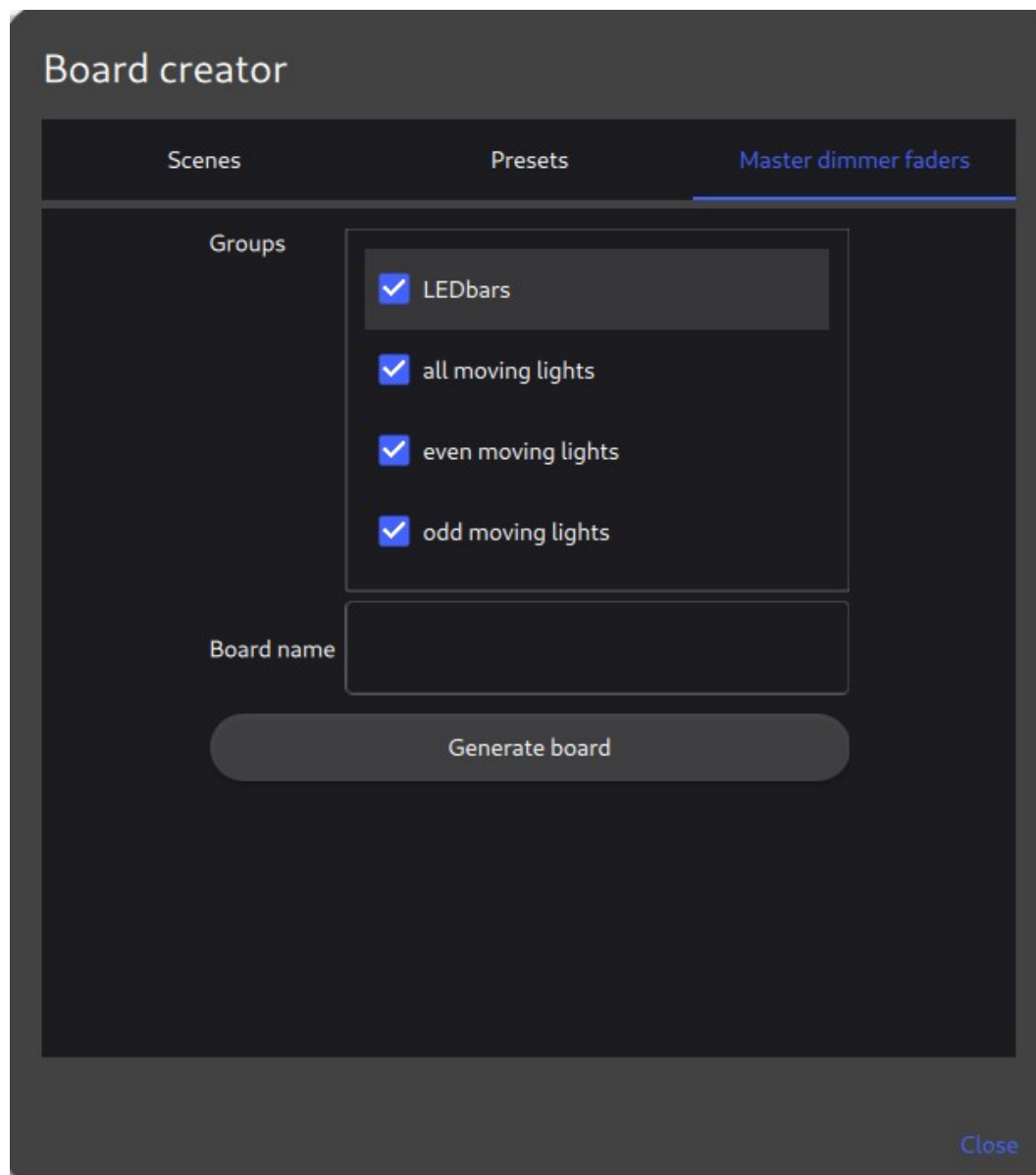
String box «Board name»
Enters the name of the board to generate.

Button « Generate board »..
Generates the board.

Tab « Master dimmer faders »

Check boxes « Groups »
Select the groups to generate (one master fader per group).
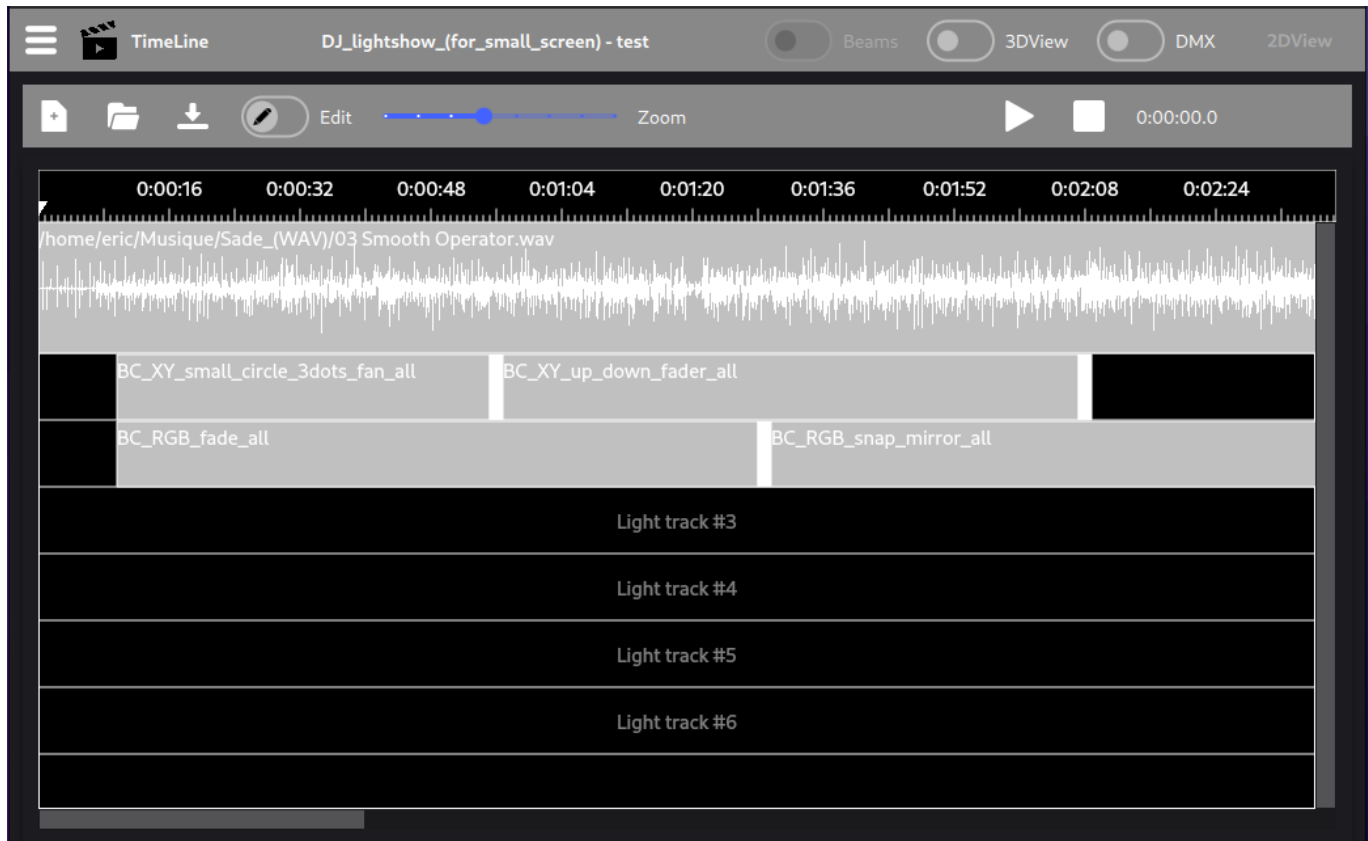
String box «Board name»
Enters the name of the board to generate.

Button « Generate board »..
Generates the board.

Module « Timeline »

Play the synchronized sound and light show here,

Button « New »
Creates a new TimeLine project.

Button « Open »
Opens an existing TimeLine.

Button « Save »
Saves the TimeLine project.

Switch « Edit »
Enables the functions to change the project.

Slider « Zoom »
Zoom in / out the time in the timeline.

Button « Play »
Plays the timeline.

Button « Stop »
Stops the timeline playing.

Text box « 0.00.00.0 »
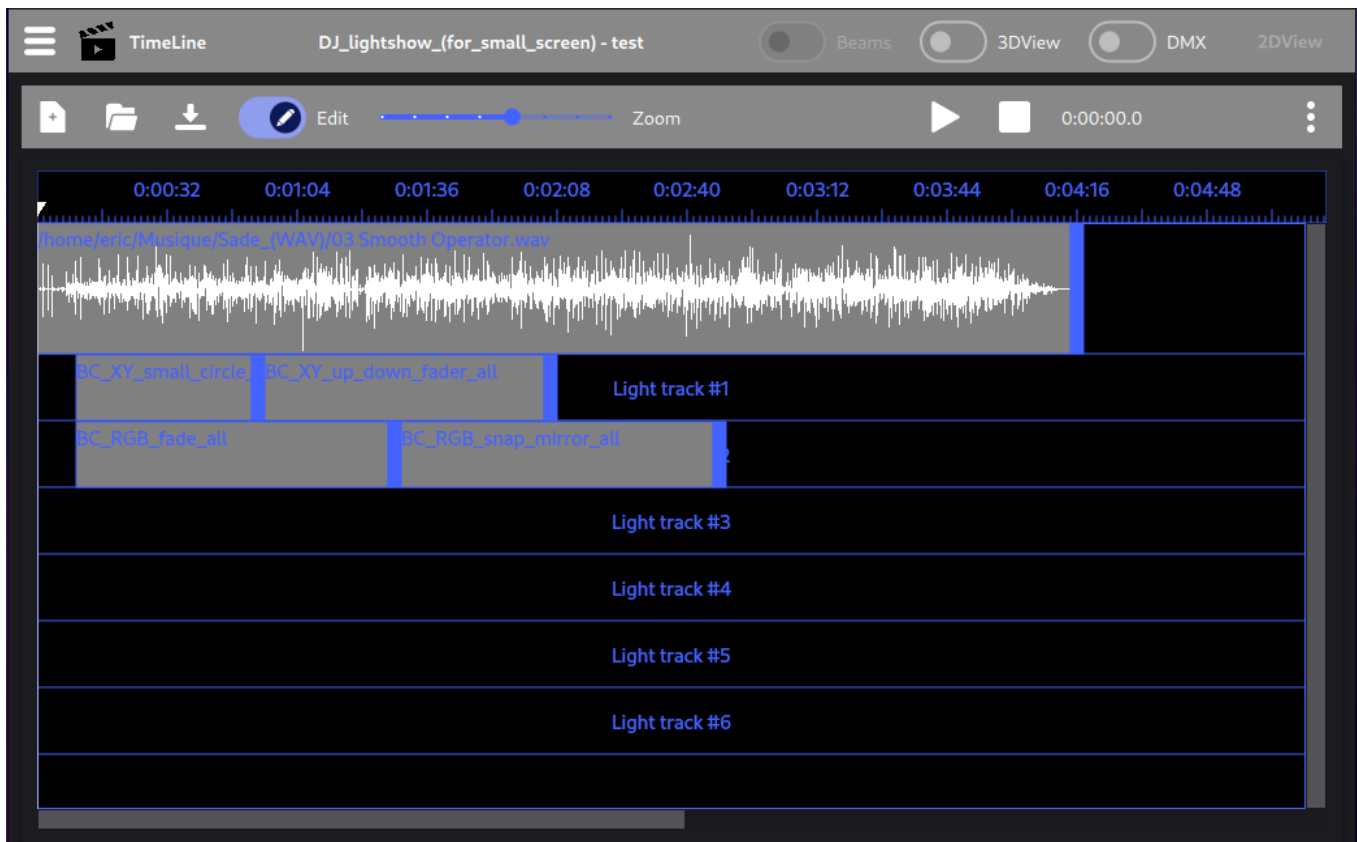Show the time of the cursor.

Section timeline.
The first track at the top shows the time.
The second track shows the audio file.
The next track show the lighting scene files.
At the bottom part of this section, there is a scrool bar to scroll the tracks along the time.
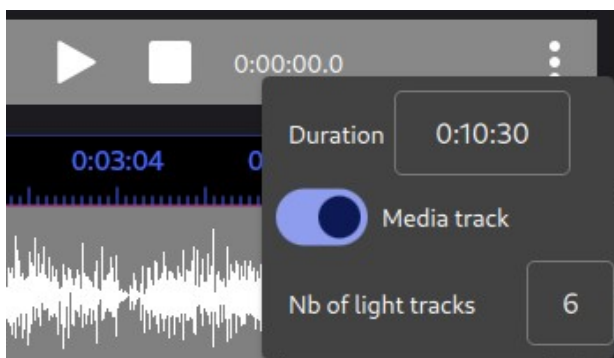
Button « ... » (three dots)
(at the right of the tool bar)
Open this menu.
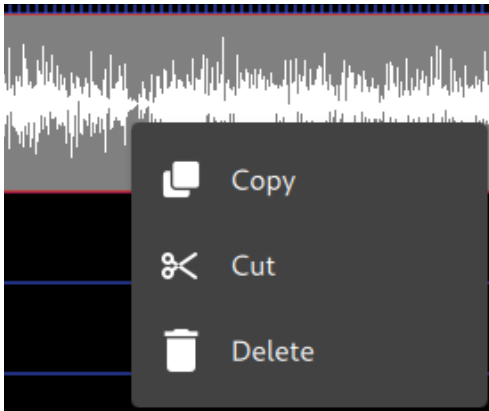

String box « Duration »
Enters the duration of the timeline.

Switch « Media track »
Shows the track which receives the media files.

String box « Nb of light tracks »
Enters the number of tracks for the lighting scenes.
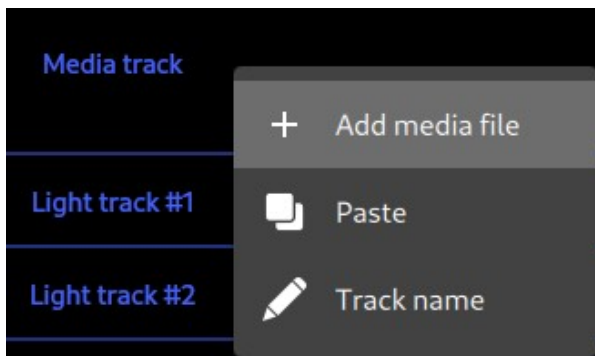
Media block popup menu

Menu « Copy »
Copies the media block.

Menu « Cut »
Cuts the media block.

Menu « Deletes »
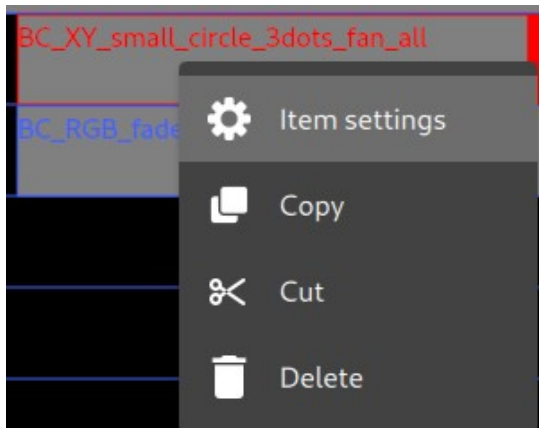Deletes the selected blocks.

Media track popup menu

Menu « Add media file »
Adds a media file.

Menu « Paste »
Pastes the blocks from the clipboard in the track.

Menu « Track name »
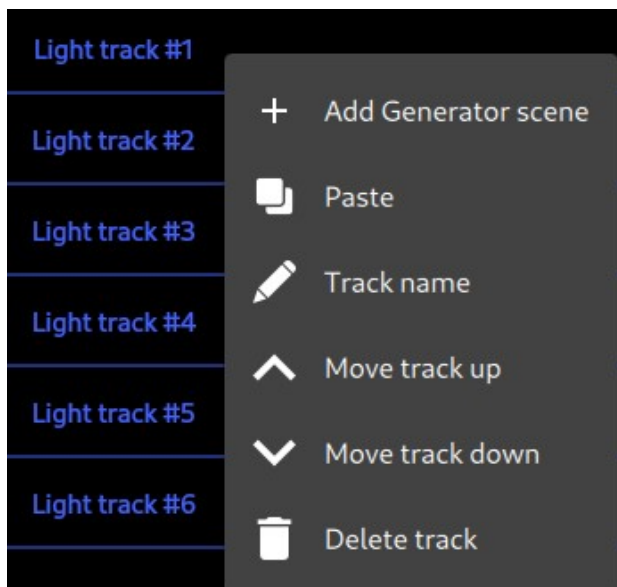Renames the track.

Light block popup menu

Menu « Item settings »
Opens the window « Scene settings »

Menu « copy »
Copies the selected blocks.

Menu « Cut »
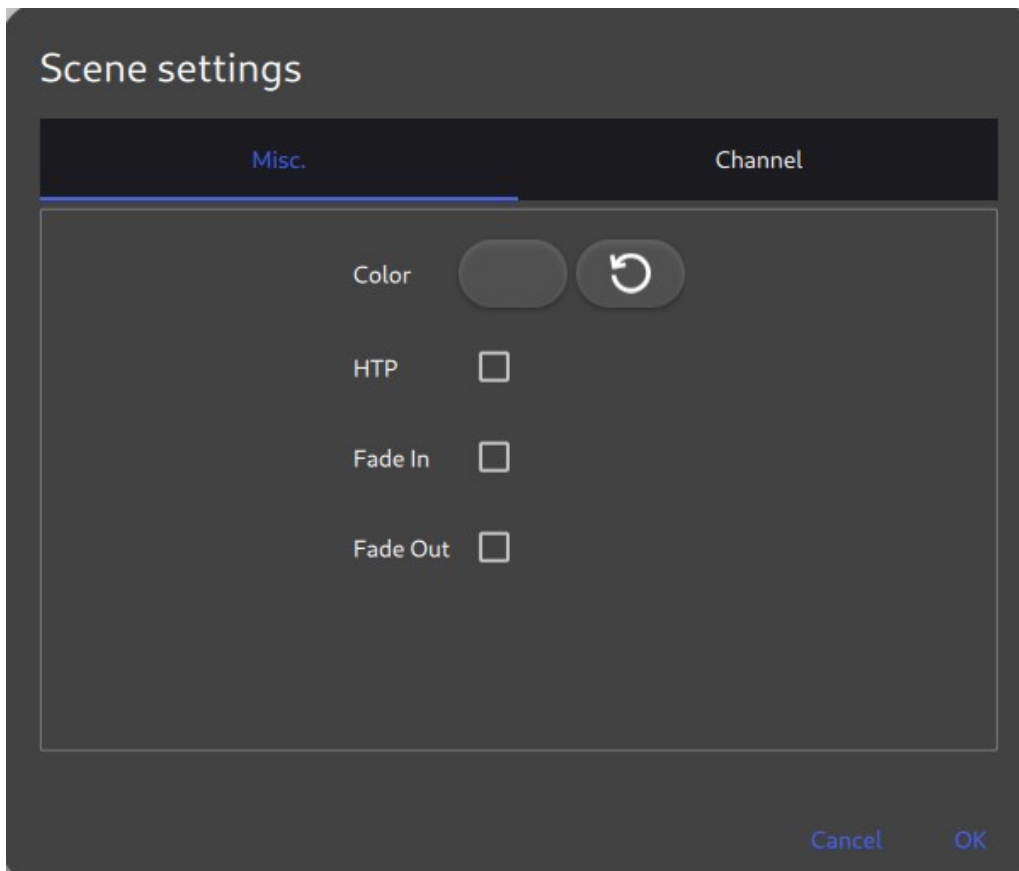Cuts the selectred blocks.

Menu « Delete »
Deletes the selected blocks.

Light track popup menu

Menu « Add Generator scene »
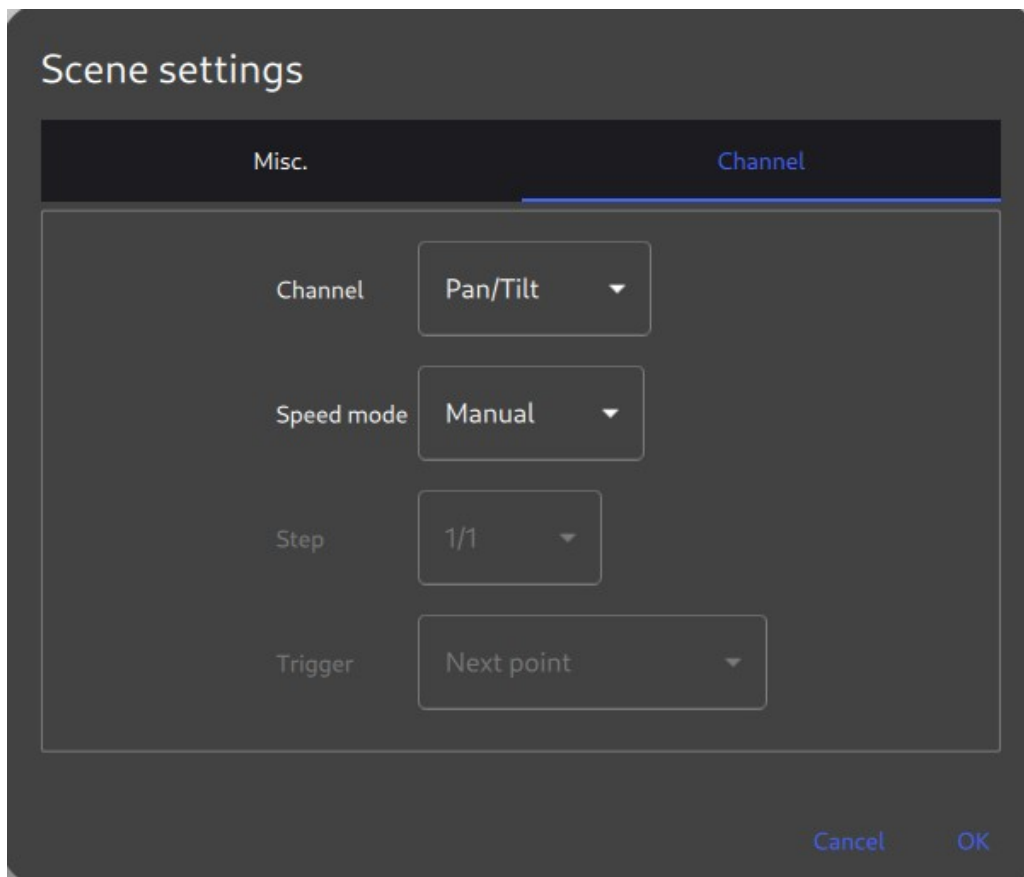Opens the window « Open Generator project ».

Window « Scene settings »

All controls : same functions than in the window « Button settings » > tab « Miscellaneous »,

All controls : same functions than in the window « Button settings » > tab « Channel »,

Module « Preferences »
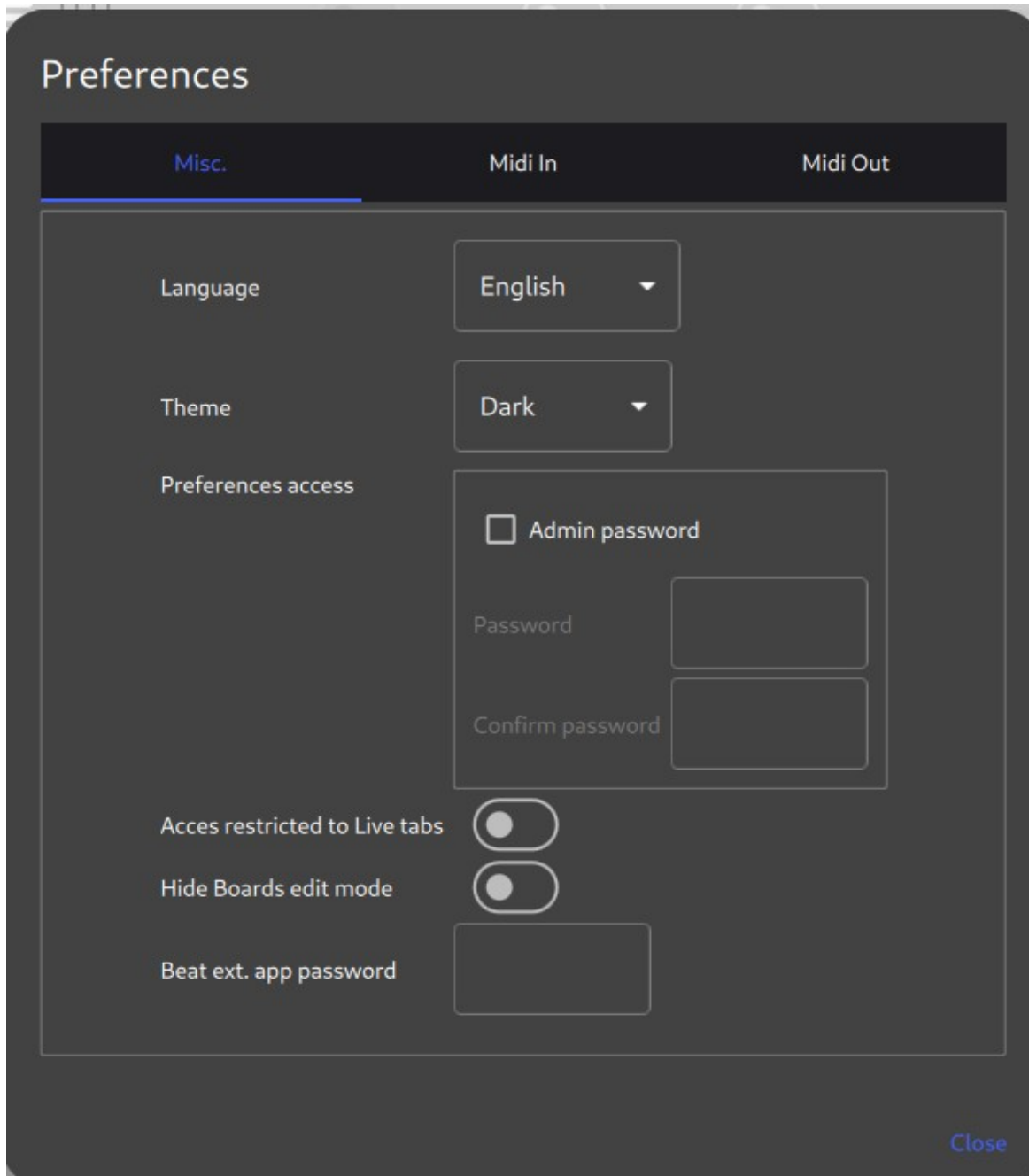
Drop down list « Language »
Sets the language of the software.

Drop down list « Theme »
Sets the theme of the software,
« Dark »   dark background and light text (the screenshot is in « dark » mode)
«Light»   light background and dark text
«System»   copies the theme of the Operating System

Check box « Admin password »
Adds a security access to the window « Preferences ».

String box « Password »
Enter a password.
String « Confirm password »
Enter the same password.

Check box « Access restricted to Live tabs »
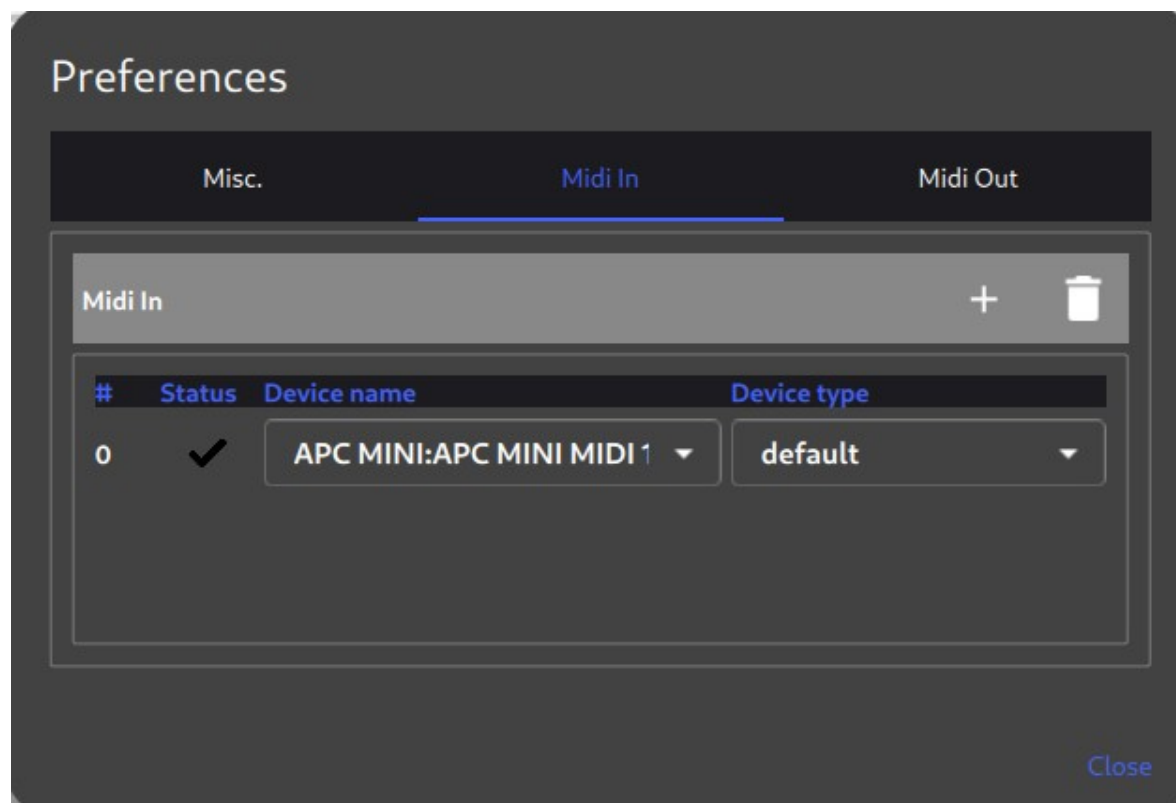Allows to use only the module « Live ».

Check box « Hide edit modein Live »
Does not allow to change the settings in the module Live,

String box « Beat ext. app password »
Enter a password for communication with the external application « Beat2Light ».

Tab « Midi In »

Button « + »
Adds a midi device in the list of midi devices.

Button « Delete »
Removes a midi device from the list.

List « # »
ID of the midi device.

List « Status »
« ✓ » when the device is active.
« x » when the device is not active.

Drop down list « Device name »
Name of the midi device given by the Operating System.

Drop down list « Device type »
For specific midi devices which operates differently than the others.
Leave « Default » when your midi device is not in the list.

Tab « Midi Out »

Button « + »
Adds a midi device in the list of midi devices.

Button « Delete »
Removes a midi device from the list.
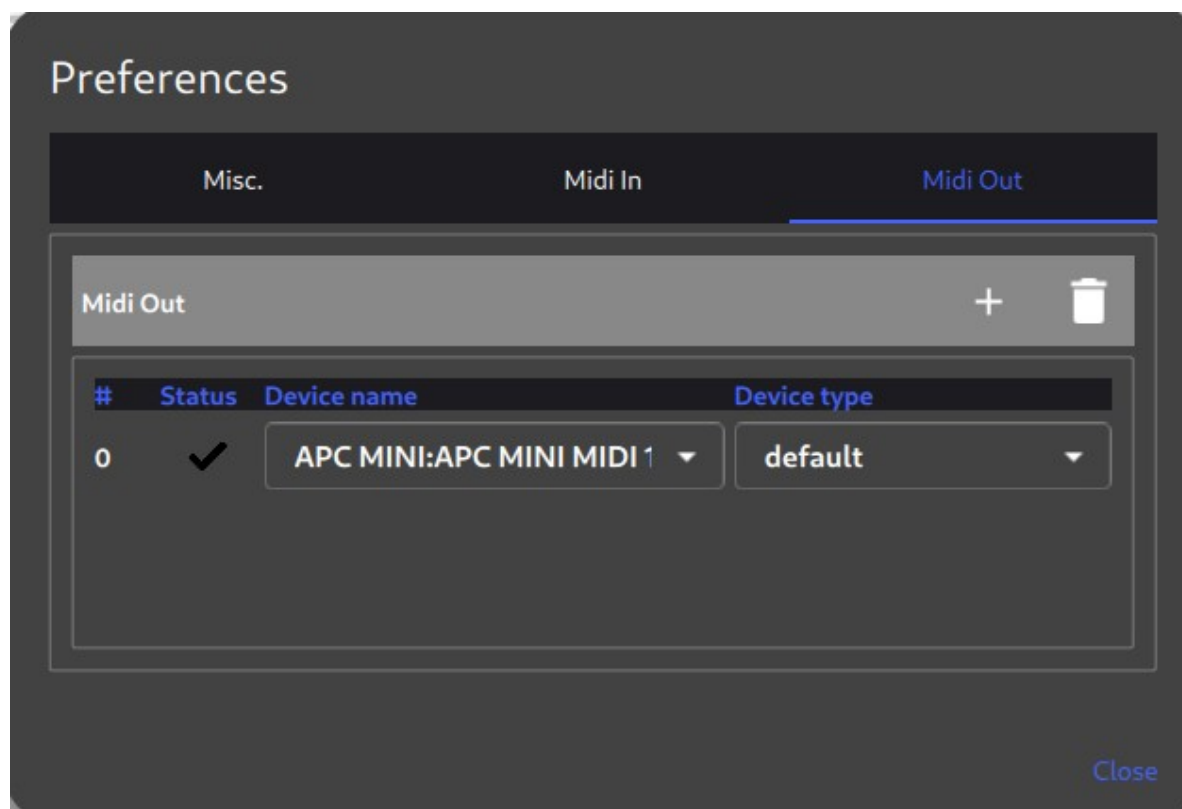
List « # »
ID of the midi device.

List « Status »
« ✓ » when the device is active.
« x » when the device is not active.

Drop down list « Device name »
Name of the midi device given by the Operating System.

Drop down list « Device type »
For specific midi devices which operates differently than the others.
Leave « Default » when your midi device is not in the list.

Module « About »

First line
Name of the lightshow.

Second line
List of the DMX interfaces found.

Third line
Number of available Artnet devices.

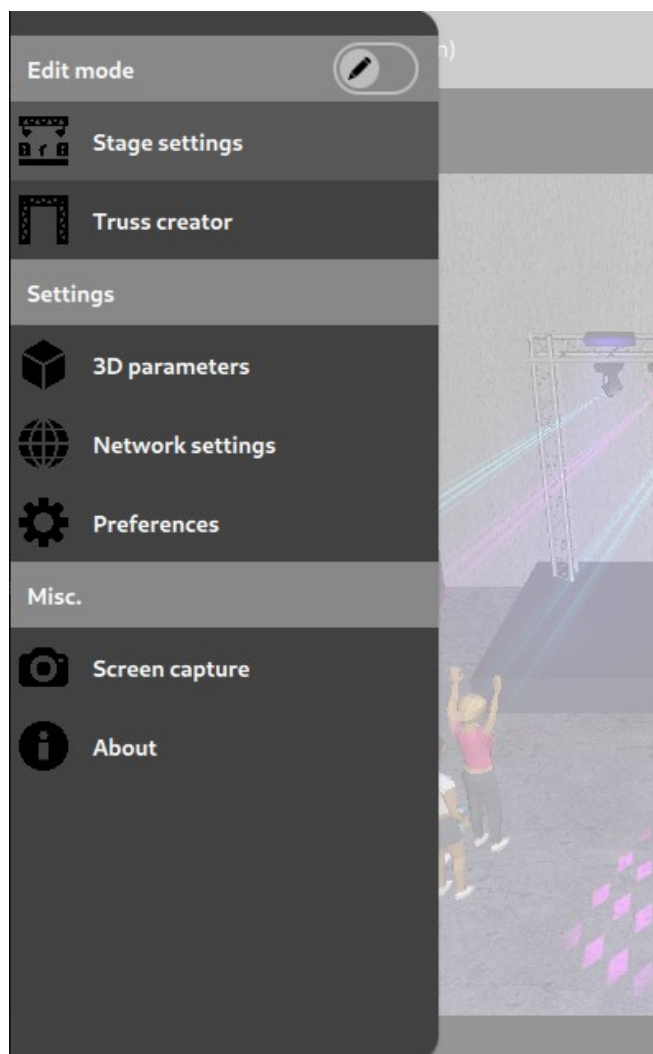Bottom line
Software version.

3DView

Button « burger »

Opens the drawer menu.

Button « ... » (three points)
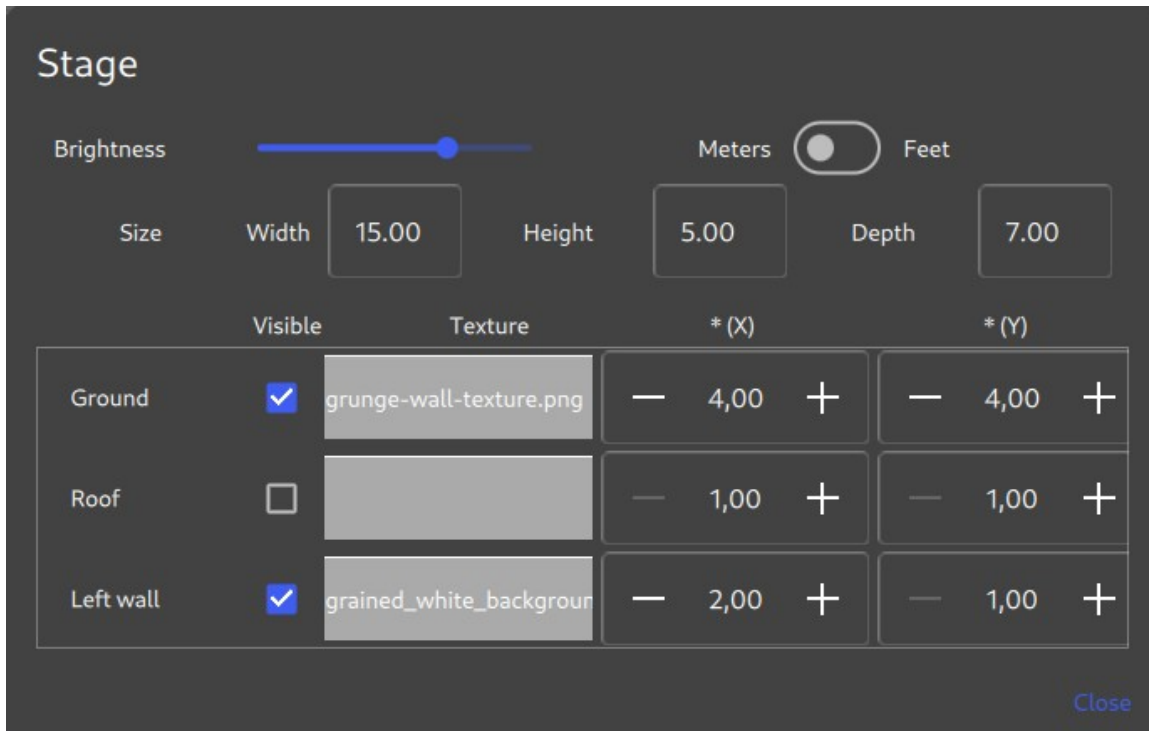
ERIC

<u>Drawer menu</u>

Selects the module.

<u>Section « Edit mode »</u>

Switch
Activates the mode Edit.
To change the elements (objects and DMX fixtures).

Module « Stage settings »

Slider « Brightness »
Adjusts the brightness of the whole stage.

Switch « Meters / Feet »
Select the unit of mesurement : meters of feet.

String boxes « Size »
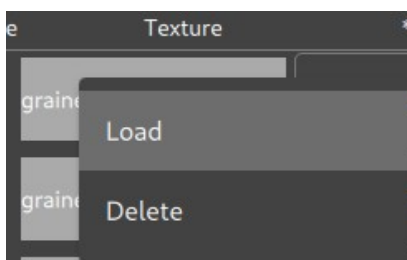Adjusts the size (width, height, depth) of the stage.

Section « Ground, Roof, Left wall, Right wall, Back wall, Front wall »

Check box « Visible »
Shows the part.

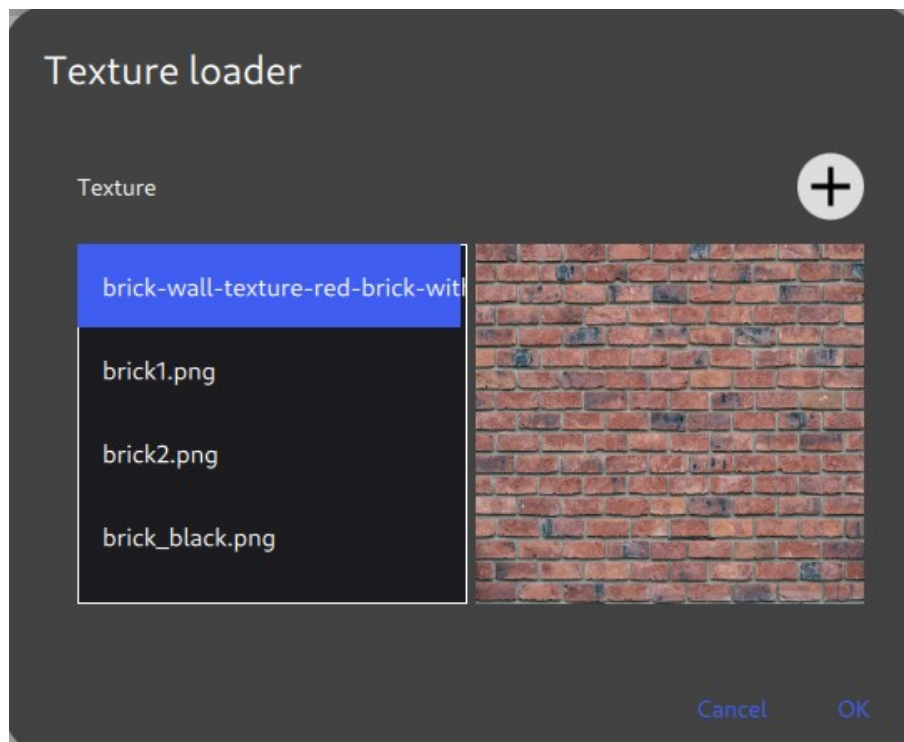Button « Texture »
Opens popup menu.

Button « Load »
        Open the window « Texture loader »

List box « Texture »
Selects a texture from the software's bank.

Button « plus »
Opens a window to select an external texture.

Button « Delete »
Removes the texture.

Spin box « *(X) »
Set the repetition of the texture on X axis.

Spin box « *(Y) »
Set the repetition of the texture on Y axis.

Module « Truss creator »

Generates a truss system.

Drop down list « Shape »
Selects the shape to generate (line, rectangle or cube).

Drop down list « Type »
Selects 3 or 4 columns truss.

Button « Color »
Selects the color of the truss.

Spin boxes « Length, Height, Depth »
Adjusts the size of the generated truss.
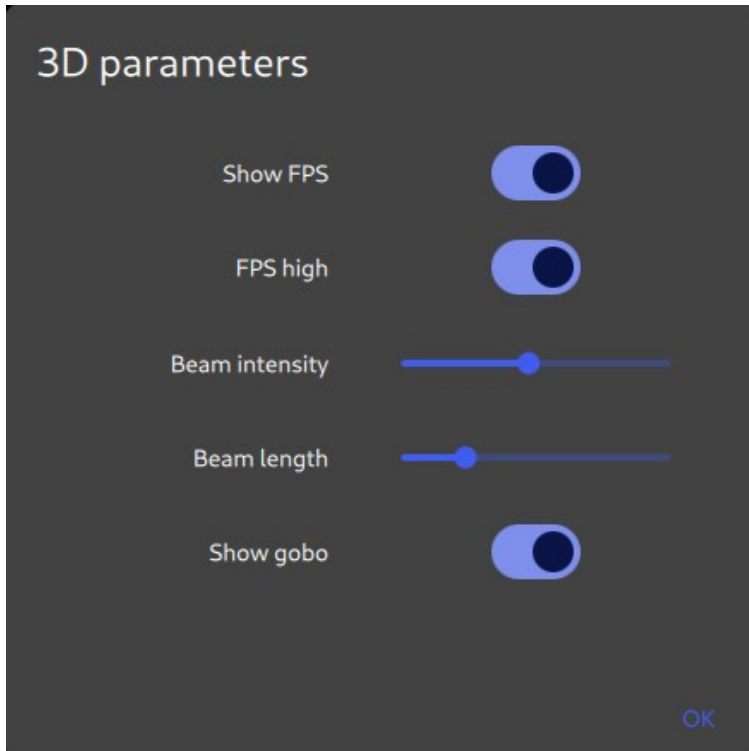
String box « Group - Name »
Enters the name for the group of the truss.

Drop down list « Group - Key »
Selects a shortcut key for the group of the truss.

Example of truss creation: truss creator

Module « 3D parameters »

Switch « Show FPS »
Shows view refresh speed in of frames per seconds at the left side of title bar.

Slider « Beam intensity »
Adjusts the intensity of the beams of the DMX fixtures.

Slider « Beam length»
Adjusts the length of the beams of the DMX fixtures.

Switch «Show gobo»
Show the gobos of the DMX fixtures.

Module « Network settings »

String box « IP adress »
Enters the IP of the system where the main program is running.
(127.0.0.1 by default ; when both are running on the same system)

String box « TCP port »
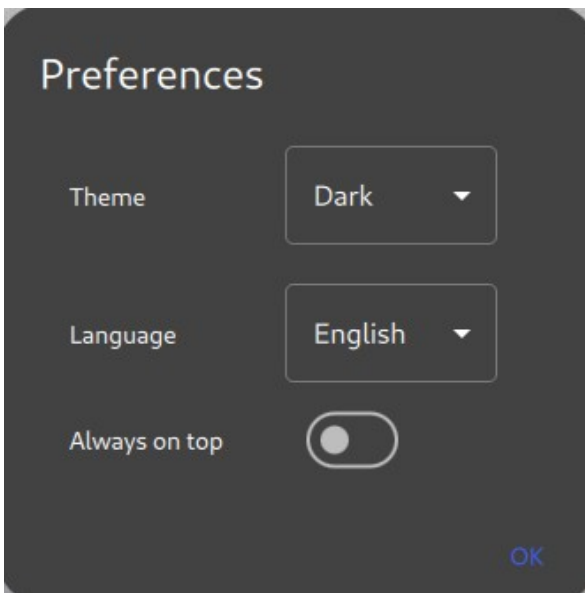Enters the TCP port of the communication with the main program.
(7348 by default)

String box « UDP port »
Enters the UDP port of the communication with the main program.
(7347 by default)

Button « Reset »
Resets these parameters to default state.

Module « Preferences »

Drop down list « Theme »
« Dark » selects the dark theme.
«Light» selects the light theme.
«System» copies the theme of the system.

Drop down list « Language »
Sets the language of the program.

Switch box « Always on top »

Forces the window of the program always over the other windows in the system.

Module « Screen capture »

Makes a screenshot of the window of the program and saves it in the « picture » system folder.

Module « About »

First line
Number of faces in the 3D view.

Second line
Software version.

Third line
3D API technology.

Date : 02 of May 2024