TUTORIAL
LASERS PATTERN CREATION

V1.0

Summary

1. INTRODUCTION

In Studio DMX, lasers can display different lasers shape. It can be a circle, a triangle, a line etc.

The template is the default template shape that will use Studio DMX.

There are 32 availables.

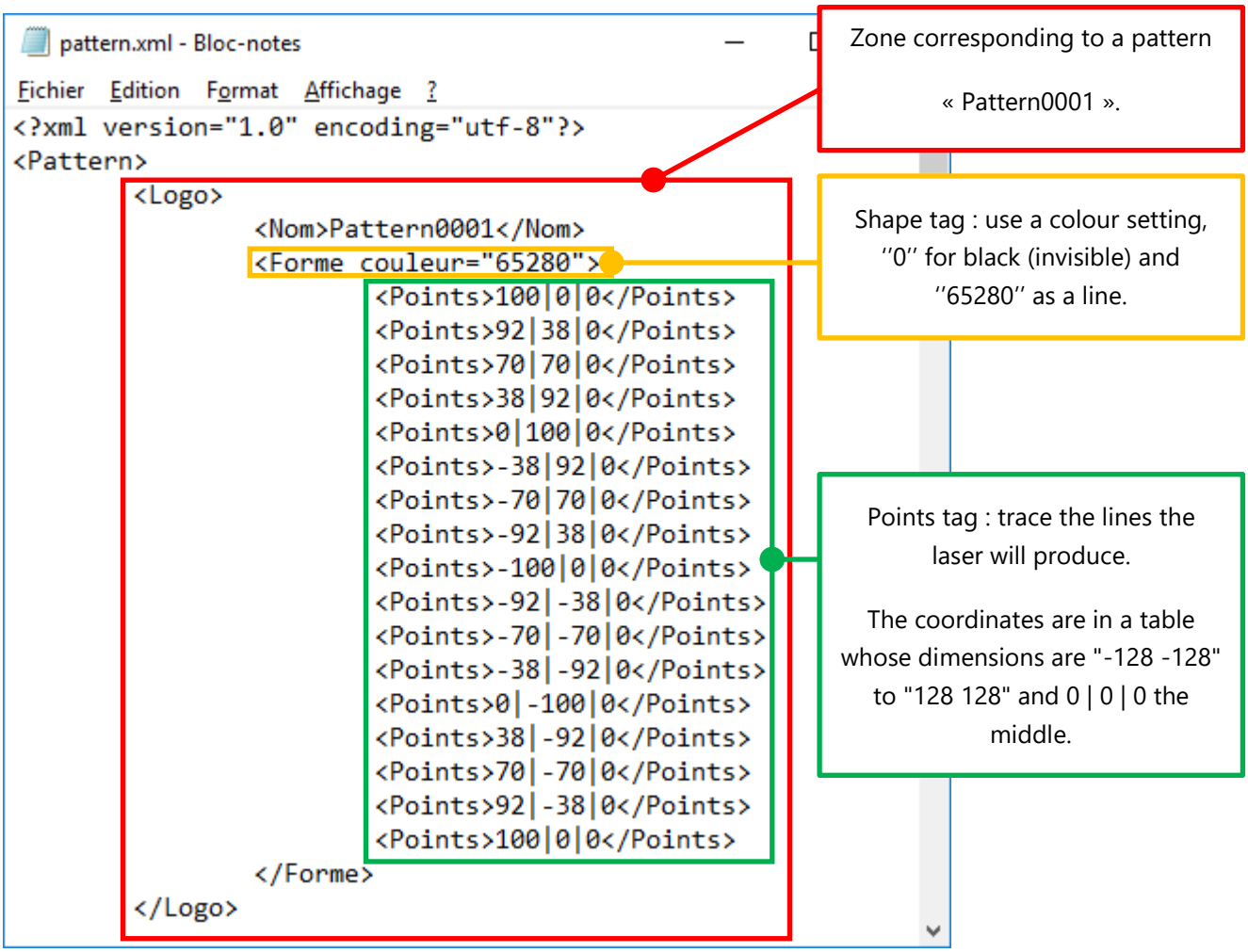
This tutorial explains how to create your own pattern.

2. XML FILE PRESENTATION

Patterns are created in a modifiable file ''pattern.xml''.

By default, the file is located in the folder "C:\Chromateq\System\Patterns".

To edit it, open it with the windows notepad.

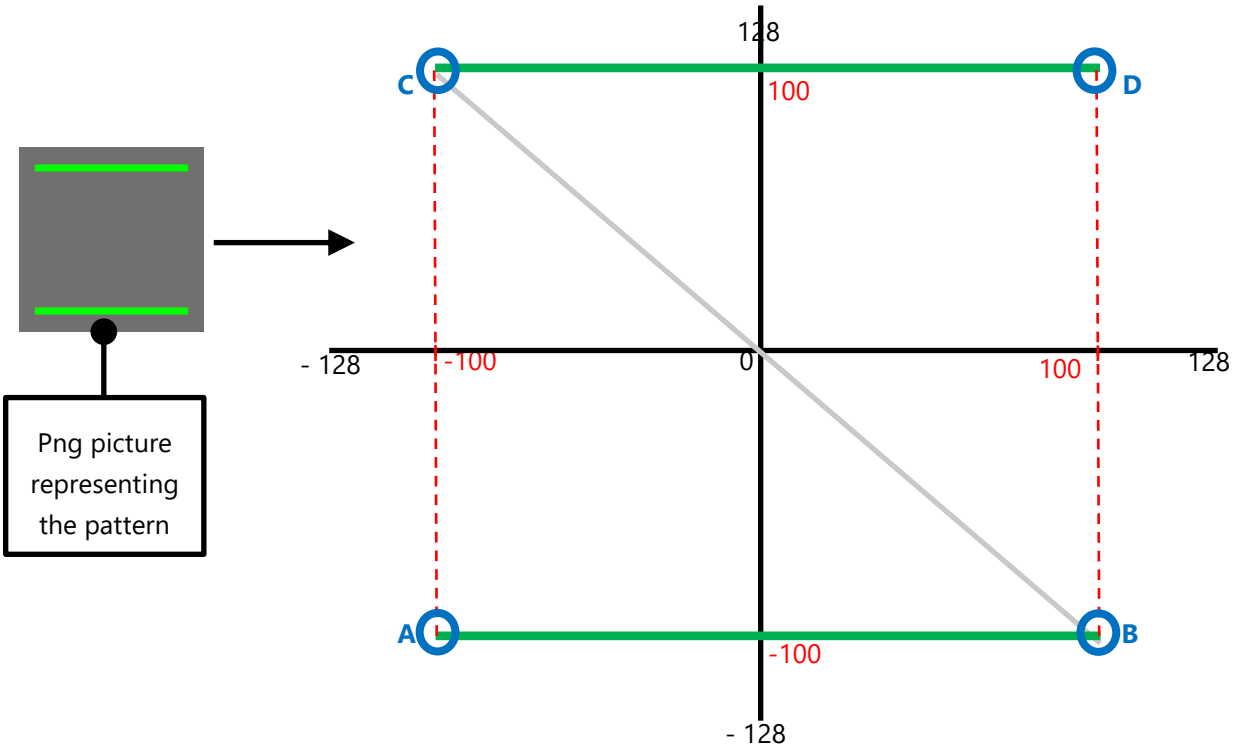


3. CREATE A PATTERN

To create a pattern you need an image (128x128 px) in png format representing the shape of the laser that will serve as icon in the profile editor then add the pattern in the XML file.

Example :

To create a pattern of the form below, add the png image in the **Patterns** directory and edit the XML file:




```
<Logo>
    <Nom>Pattern00023</Nom>
    <Forme couleur="65280">
        A <Points>-100|-100|0</Points>
        B <Points>100|-100|0</Points>
    </Forme>
    <Forme couleur="0">
        B <Points>100|-100|0</Points>
        C <Points>-100|100|0</Points>
    </Forme>
    <Forme couleur="65280">
        C <Points>-100|100|0</Points>
        D <Points>100|100|0</Points>
    </Forme>
```

Full line A -> B

Invisible line B -> C

Full line C -> D

Coordinates of points A, B, C and D