

如何创建场景

控制软件使用指南



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如何创建场景

场景功能允许您根据已记忆的步骤来播放静态或动态的 DMX 环境。通过这种方式，您可以轻松地对您的灯具进行编程设置。

软件左侧设有场景按钮，可随时调用或启动这些场景。

在玩家模式创建场景

The screenshot displays the software interface for creating and managing scenes and steps. The interface is divided into several sections:

- Scenes List:** A table listing 12 scenes with columns for #, Name, Cross fade time, Loops, Jump, Duration, Trigger, and Mode. Callouts 1-8 point to various elements in this section.
- Steps List:** A table listing 3 steps with columns for #, Fade time, Hold time, Total, and Name. Callouts 9-13 point to various elements in this section.
- Fixtures viewer:** A section on the right showing a grid of fixtures and their addresses. Callout 1 points to the 'Fixtures viewer' label.
- Presets:** A color wheel and sliders for setting colors and intensities. Callout 13 points to the 'Presets' label.

Numbered callouts (1-13) indicate specific functions and elements within the interface:

- 1: Add scene button
- 2: Scene list label
- 3: Add step button
- 4: Remove step button
- 5: Play step button
- 6: Fade time/hold time button
- 7: Copy step button
- 8: Paste step button
- 9: Steps list label
- 10: Steps list table
- 11: Steps list parameters
- 12: Steps list triggers
- 13: Steps list actions

场景列表：

- 1- 添加标签
- 2- 场景列表标签
- 3- 添加场景
- 4- 移除场景
- 5- 渐变时间/停留时间
- 6- 复制场景
- 7- 粘贴场景
- 8- 选择场景

步骤列表：

- 1- 步骤标签

2- 添加步骤

- 3- 移除步骤
- 4- 播放步骤
- 5- 渐变时间/停留时间
- 6- 复制步骤
- 7- 粘贴步骤
- 8- 效果列表
- 9- 场景参数
- 10- 场景显示设置
- 11- 触发设置
- 12- 声音设置
- 13- 行动列表

添加一个场景和步骤

添加场景  选择单个灯具或灯具组, 添加一个步骤 , 使用预设功能在步骤中保存 DMX 值.再添加一个步骤, 并设置不同的 DMX 值, 可以重复操作无数次.

根据步骤顺序 播放 

通过双击选定步骤的名称框, 为每个步骤命名或添加备注。

Name
Blue step

修改步骤渐变时间和停留时间

在步骤列表中, 点击渐变/停留时间图标  以显示渐变时间和停留时间的字段, 然后进行调整。

Fade time:	—	0 m	+	—	0 s	+	—	200	+
Hold time:	—	0 m	+	—	1 s	+	—	0	+

直接在选定的步骤框内双击以显示相关字段, 然后进行调整。

#	Fade time		Hold time		Total		Name		
1	—	0 m	+	—	0 s	+	—	80	+
2	00m 00s 080		00m 01s 000		00m 02s 080				
3	00m 00s 000		00m 01s 000		00m 03s 080				

场景参数

在步骤列表中, 在场景参数选项卡

Parameters

Steps Parameters Display Triggers Sound

Name : Scene 12 Password :

3 Cross fade time : — 0 m + — 1 s + — 0 +

Loops : Always loop 4 Jump : Stop 5

6 Priority : ☐ HTP ☒ LastTP ☐ Stand Alone ? Release Mode : None 7 ?

- 1- 场景名称
- 2- 锁定场景
- 3- 场景渐入和渐出的时间
- 4- 循环编号
- 5- 循环之后的场景行为 (停止、暂停、继续)
- 6- 场景优先级
- 7- 释放模式

场景优先级

- 最高优先级 (HTP) : 不要释放任何场景, 输出结果将在每个通道上采用最高级别设置。
- 最新行动 (LTP) : 不释放任何场景, 触发的最后一个场景具有优先级。
- 脱机 : 释放全部播放的场景。

释放模式

- 如果是相同的通道:释放所有在同一通道中播放的场景
- 释放自动:释放所有以相同释放模式(自动释放)的场景

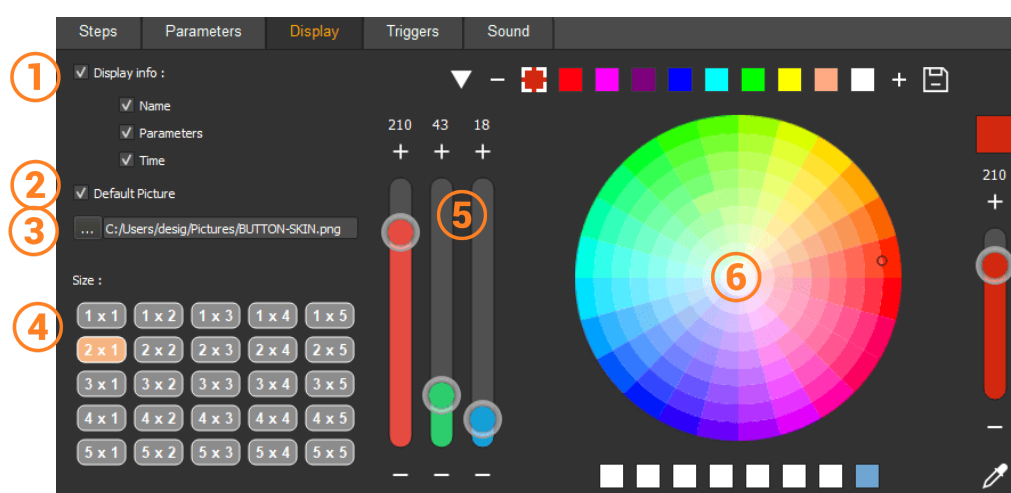
- 释放全部:释放全部播放中的场景
- 释放列表:释放列表中正在播放的场景

直接在场景中的各个方框内点击，以设定相应的参数，并显示触发选项卡。

#	Name	Cross fade time	Loops	Jump	Duration	Trigger	Mode
1	Scene 12	00m 01s 000	Always loop	Stop	00m 03s 480	[...]	LastTP

场景显示设置

在玩家模式下，场景按钮的显示设置可用于实时面板的使用。



- 1- 勾选“显示全部信息”可显示所有信息，或单击每个选项可单独显示其内容。
- 2- 取消默认显示设置，以上传自定义图片
- 3- 上传自定义图片
- 4- 选择按钮比例
- 5- 调整RGB值
- 6- 选择按钮的轮廓颜色



默认场景按钮

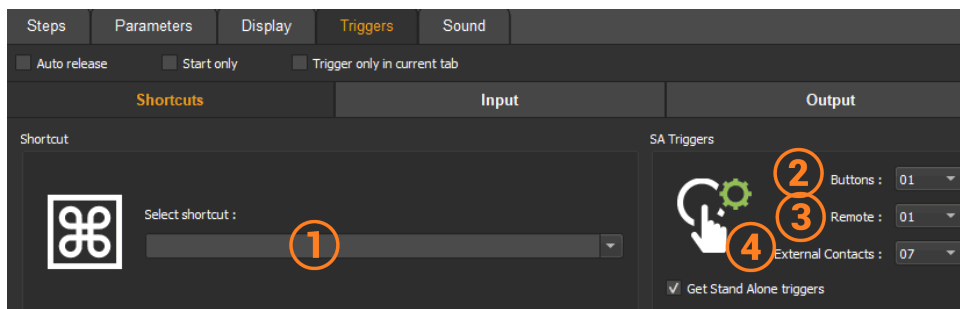
实时触发设置

对于每个触发选项卡（快捷键、输入、输出），选择触发行为：

自动释放：一旦触发器被松开，就会立即释放场景；只要触发器处于激活状态，场景就会一直保持激活状态。

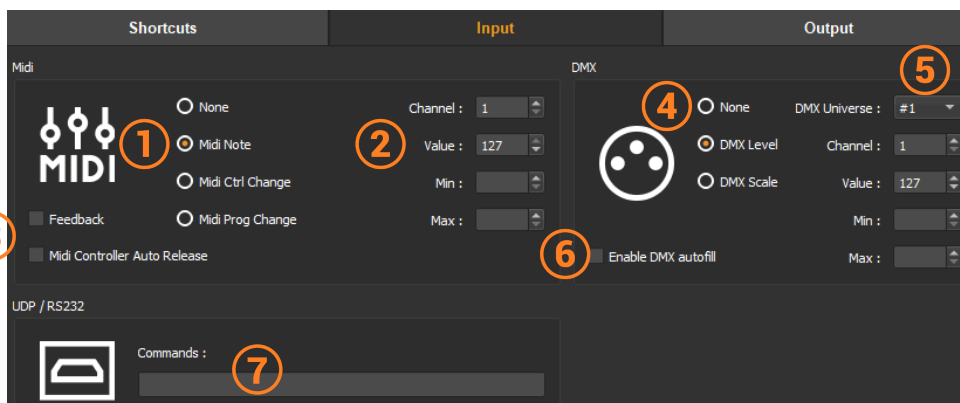
只开始：只启动该场景

仅在当前标签页触发：仅触发当前标签页中的场景



快捷键

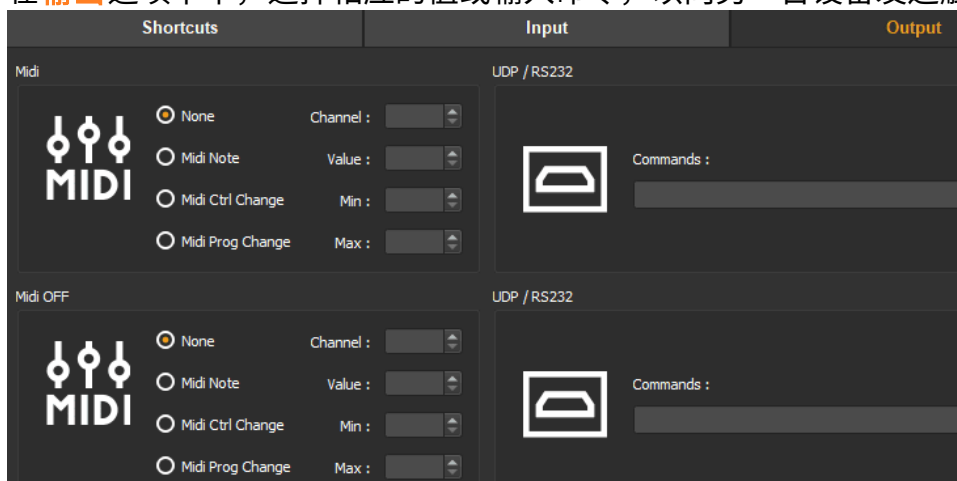
- 1- 键盘快捷键
- 2- 控制设备按钮
- 3- 红外遥控
- 4- 干触点
- 5- 启用/禁用先前设置



输入

- 1- MIDI 音符输入触发选择器
- 2- 通道，值选择
- 3- 根据您的 MIDI 控制器选择相应的选项。
- 4- DMX 输入触发选择
- 5- 集合，通道，值选择
- 6- 使用 DMX 控制台直接选择数值
- 7- 输入 UDP/RS232 命令

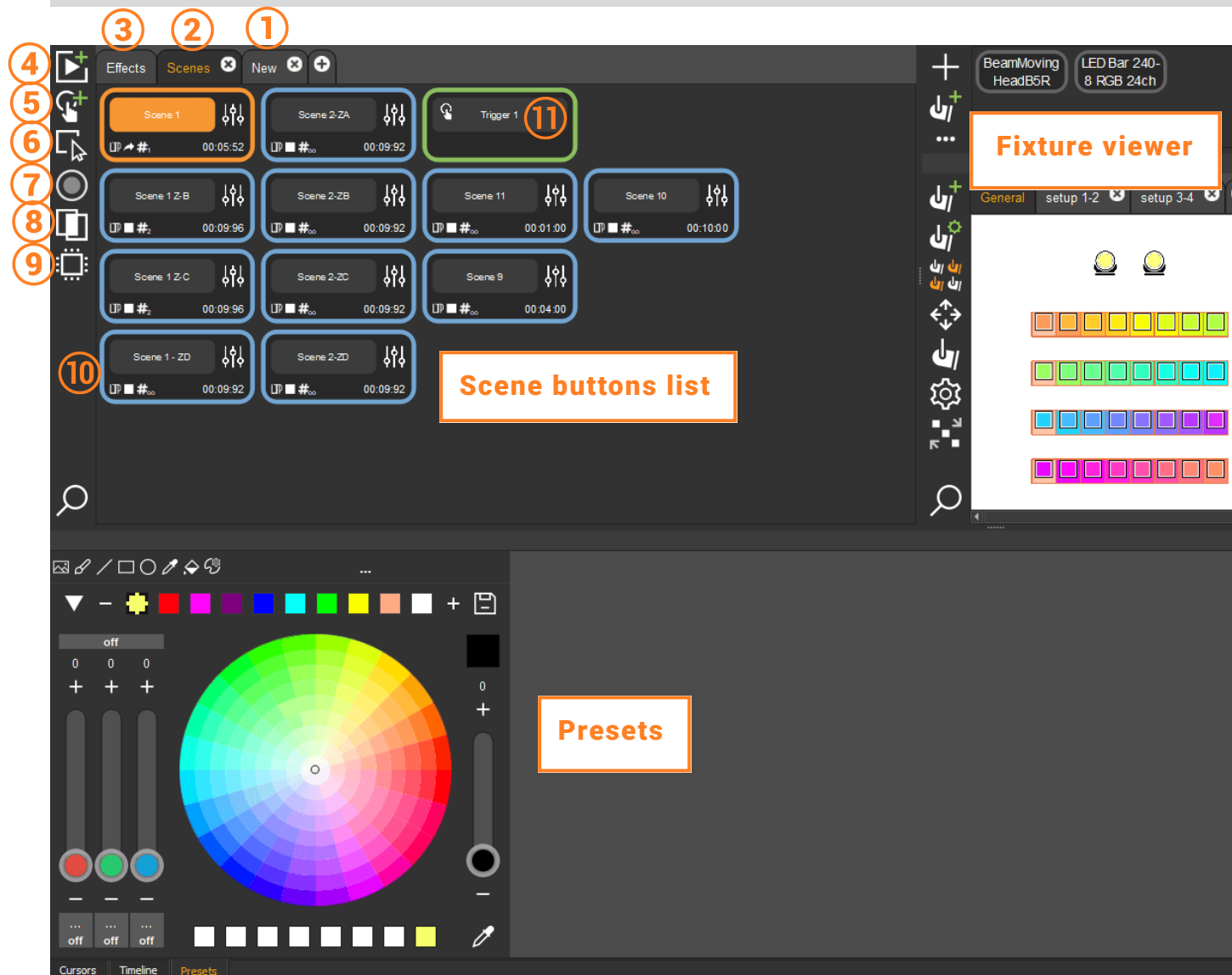
在**输出**选项卡中，选择相应的值或输入命令，以向另一台设备发送触发信号。



直接点击场景中的触发框即可显示触发选项卡。

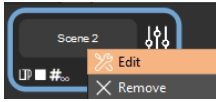
#	Name	Cross fade time	Loops	Jump	Duration	Trigger	Mode
1	Scene 12	00m 01s 000	Always loop	Stop	00m 03s 480	[...]	LastTP

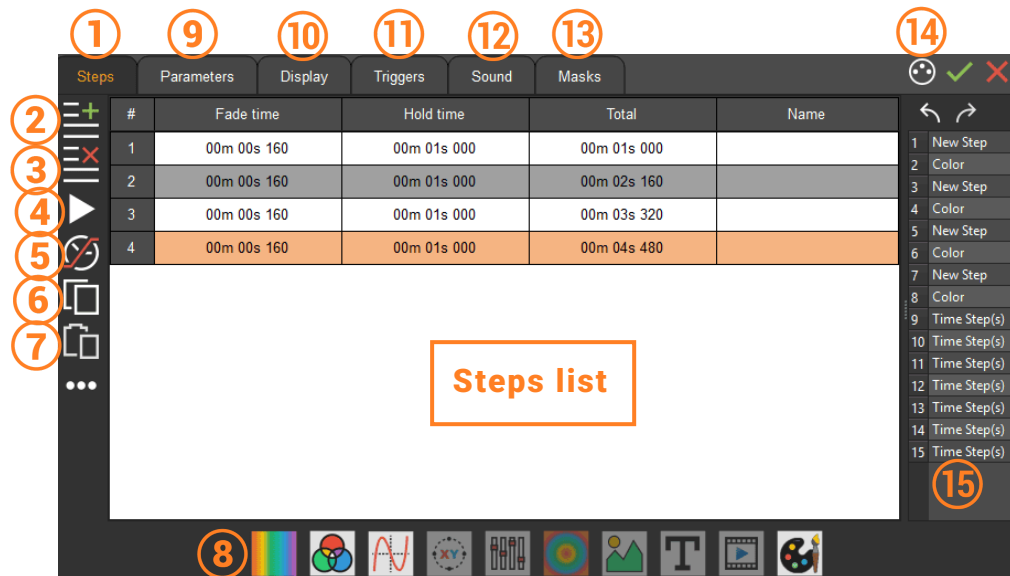
在专业模式创建场景



- | | |
|-----------|------------------|
| 1- 新标签 | 7- 录制按钮 |
| 2- 当前标签 | 8- 合并场景 |
| 3- 预设效果按钮 | 9- 从当前设备的内存中导入场景 |
| 4- 添加场景 | 10- 场景按钮 |
| 5- 添加触发按钮 | 11- 触发按钮 |
| 6- 选择工具 | |

添加场景和步骤

添加场景 ，右键点击场景按钮可对场景进行编辑 ，或者点击控制按钮以直接进入版本选项卡。



步骤列表：

- 1- 步骤选项
- 2- 添加步骤
- 3- 移除步骤
- 4- 播放步骤
- 5- 渐变时间/停留时间
- 6- 复制步骤
- 7- 粘贴步骤
- 8- 效果列表
- 9- 场景参数
- 10- 场景显示设置
- 11- 触发设置
- 12- 声音设置
- 13- 标记选项
- 14- DMX 开/关
- 15- 行动列表

选择一个灯具或灯具组，添加 1 个步骤 ，使用预设功能来在步骤中保存 DMX 值。再添加一个步骤，并设置不同的 DMX 值，您可以根据需要重复此操作任意次数。

以步骤的顺序播放观看 

通过双击选定步骤的名称框，为每个步骤命名或添加备注。

Name
Blue step

 完成操作后请确认。点击场景按钮即可播放该场景。

调整步骤渐变时间和步骤停留时间

在步骤列表中，点击“渐变/停留时间”图标  显示渐变时间字段和保持时间字段，进行调整。

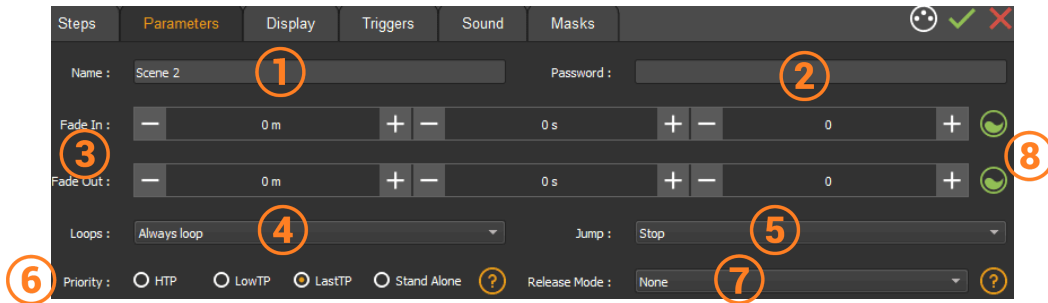
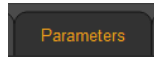
Fade time:	—	0 m	+	—	0 s	+	—	200	+
Hold time:	—	0 m	+	—	1 s	+	—	0	+

直接在选中的步骤框内双击以显示相关字段，然后进行调整。

#	Fade time	Hold time	Total	Name
1	—	+	—	80
2	00m 00s 080	00m 01s 000	00m 02s 080	
3	00m 00s 000	00m 01s 000	00m 03s 080	

场景参数

在步骤列表中，在场景参数选项卡内

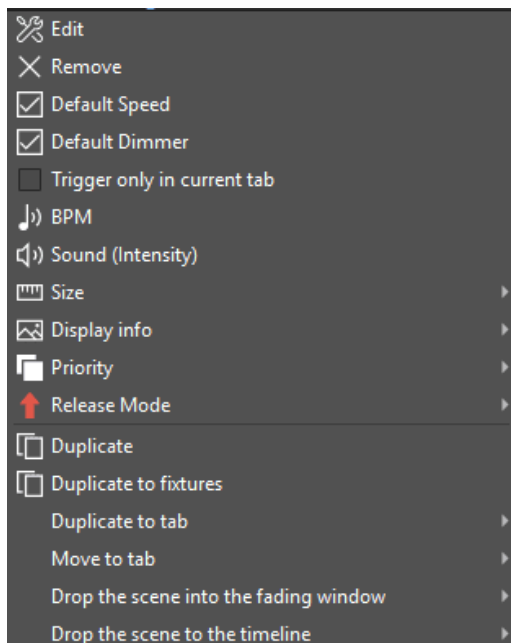


场景优先级

- 最高优先级（HTP）：不要释放任何场景，输出结果将在每个通道上采用最高级别设置。
- 最新行动（LTP）：不释放任何场景，触发的最后一个场景具有优先级。
- 脱机：释放全部播放的场景。

释放模式

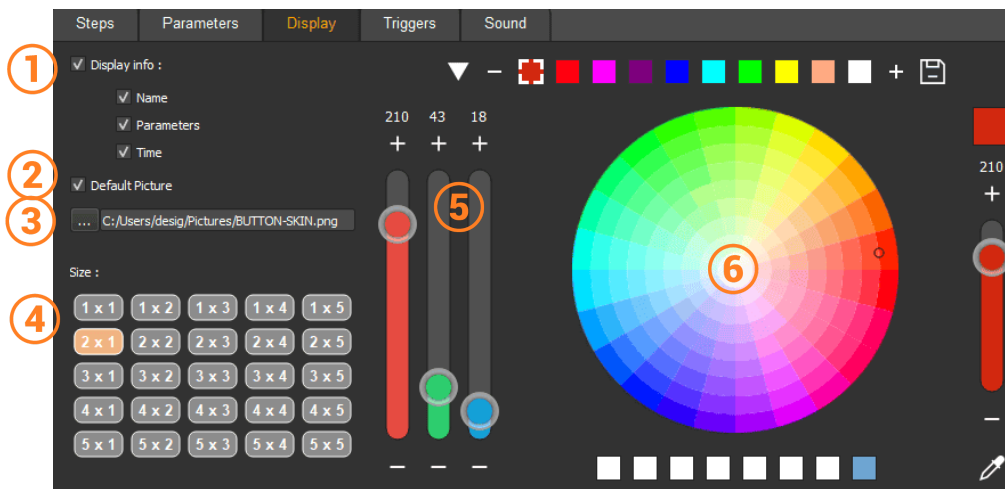
- 如果是相同的通道:释放所有在同一通道中播放的场景
- 释放自动:释放所有以相同释放模式(自动释放)的场景
- 释放全部:释放全部播放中的场景
- 释放列表：如果列表中的场景正在播放，将其释放。



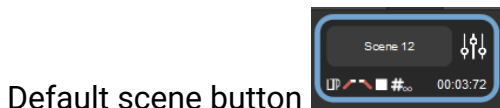
Right click on the scene button to access options list directly.右键点击场景按键，即可直接进入选项列表。

Scene display settings

In player mode the scene button display setting is available for live board using. 



- 1- Tick to display all the information or each of them independently.
- 2- Uncheck default display to upload custom picture
- 3- Upload custom picture
- 4- Select the button ratio
- 5- Adjust RGB values
- 6- Select the button outline colour



Default scene button

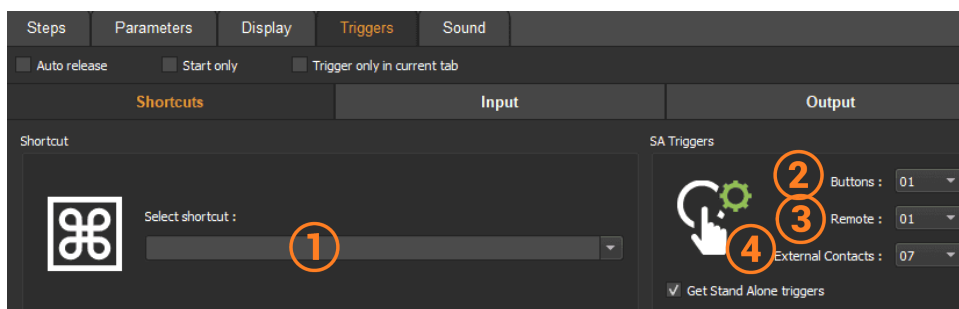
Live triggers settings

For each trigger tab (Shortcut, Input, Output) select the trigger behaviour:

Auto release : Release the scene as soon as the trigger is released, the scene remains activated as long as the trigger is active itself.

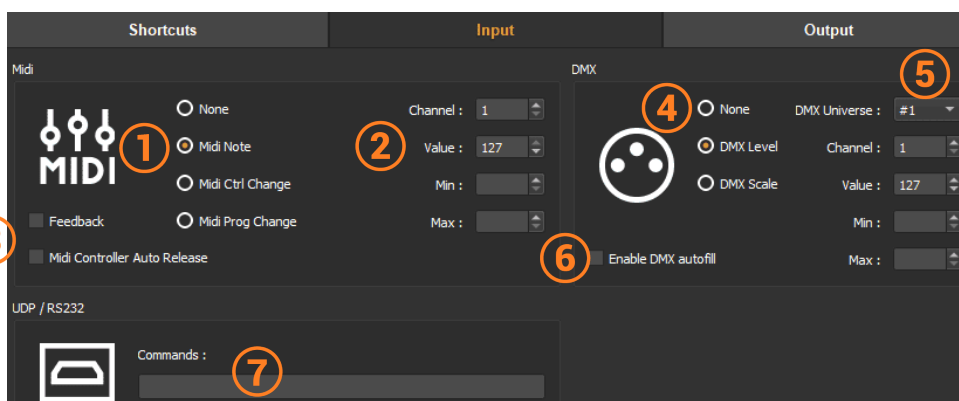
Start only : Only start the scene

Trigger only in current tab : trigger only the scene in the current tab



Shortcuts

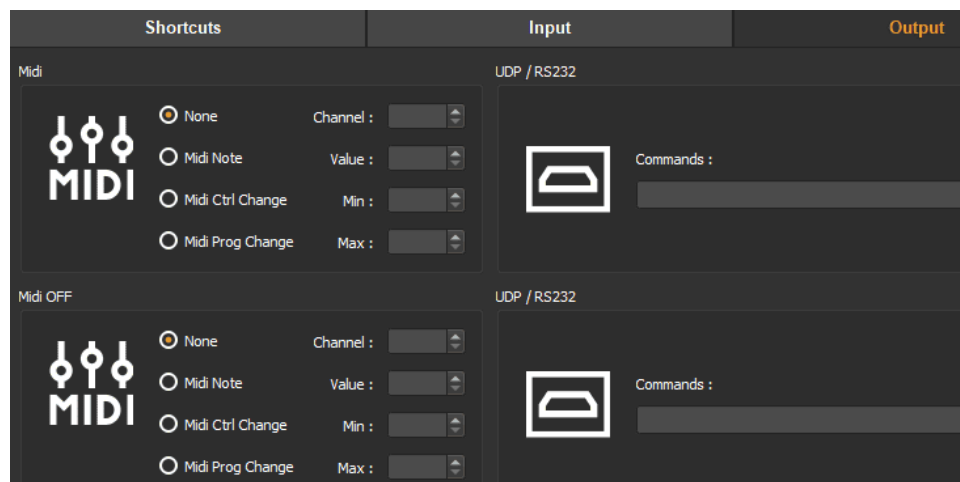
- 1- Keyboard shortcuts
- 2- Device Button
- 3- IR remote
- 4- Dry contacts
- 5- Enable/disable previous settings



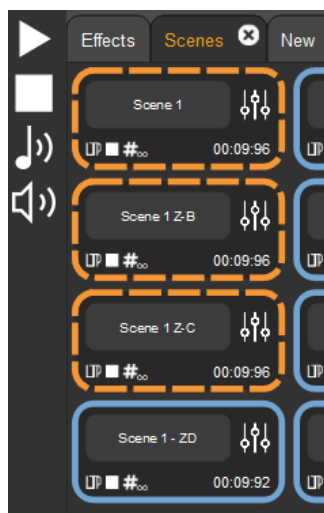
Input

- 1- Midi Note input trigger selection
- 2- Channel, value selection
- 3- Select options according to your Midi controller.
- 4- DMX input trigger selection
- 5- Univers, channel, value selection
- 6- Use DMX desk to select

In **Output** tab select the value or enter commands to send triggers to another device



Use selection tool

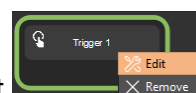


To play scenes simultaneously, click on selection tool. 
Select several scenes then click on play to start them simultaneously.

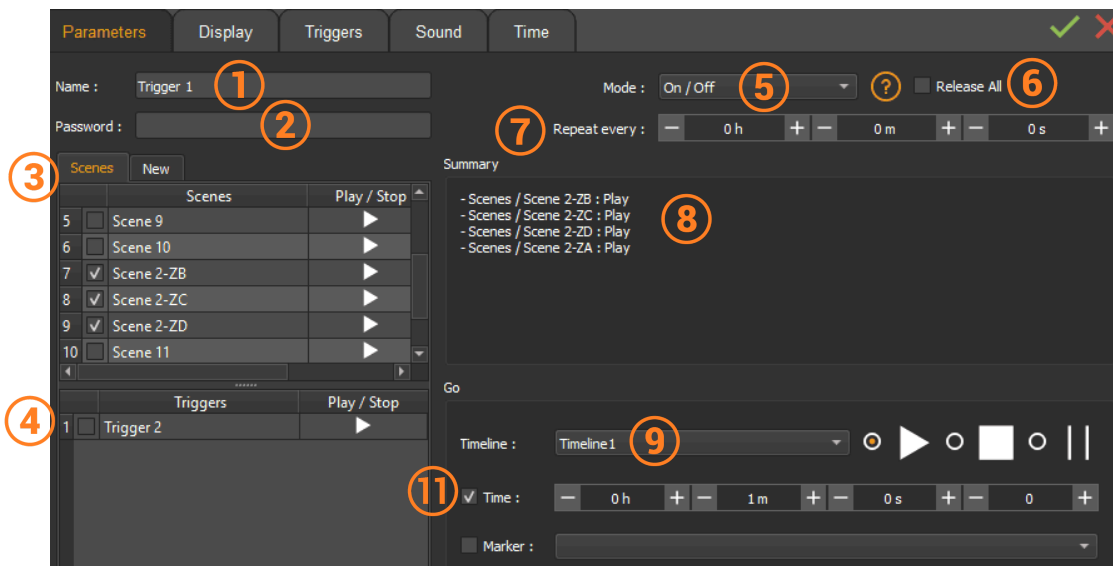
Add a trigger button

Play scenes simultaneously, and go to selected duration or marker on a timeline.

Click on  to add trigger button. Right click on the trigger button to edit or control click to access the edition tab directly.



- 1- Trigger name
- 2- Password
- 3- scenes list
- 4- Triggers list
- 5- Play mode
- 6- Release all

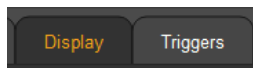


Play mode

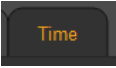
- **Start / Stop** : Default mode, the button is activated for a short time to start or stop scenes from the list and start timeline events.
- **On / Off** : the Button is activated as long as a scene from the list is playing.
- **Auto Release** : Play and stop scenes from the list as long as the button is activated.
- **Release All** : Release all activated buttons except the scenes started by the trigger.

Display and live triggers settings

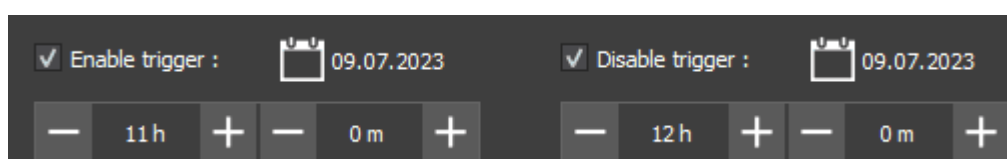
Display and live triggers options works in the same way as scene buttons. Go to the display and triggers tab to setting up the options.



Time triggers

In time tab,  assign a trigger period. Organize and repeat triggers over the year in specific ways.

Single trigger



Check "Enable trigger" and "disable trigger" to determine a period. Select a date (timetable icon)

and time (hour/minutes fields) of trigger activation and then disable trigger.

Without shutdown, the scene will play indefinitely until another event replaces it with another scene triggering or manual shutdown.

Permanent trigger

The interface is for configuring a permanent trigger. It includes a checkbox for "Repeat every year" which is checked. Below this are two circular wheels: the left wheel for months (S, O, N, D, J, F, M, A, M, J, J, A) and the right wheel for days of the week (Sun., Mon., Tue., Wed., Thu., Fri., Sat.). Between the wheels is a calendar grid with a green square for "Day Start" on the 1st and a red square for "Day Stop" on the 31st. Below the calendar are two checkboxes: "Play scene :" and "Stop scene :", both checked. At the bottom are two time selection fields: "11 h" for play and "12 h" for stop, each with minus and plus buttons. There are also "0 m" fields for minutes.

For example above: the scene plays from Monday to Thursday from 11am to noon from 1st to 20 of each month, from September to April.

Check "Repeat every year" to set the monthly and then daily triggers.

Select or deselect the months of active triggers in the left wheel. (selection in orange)

After selecting the green square for the start day or the red square for the end day, determine the period of the month during which the trigger will be active.

Select or deselect the days of the week or the trigger will be active in the right wheel. (selection in orange)

Select a start time and an end time of trigger.

Note: For a daily repetition, if the start time is after the end time, the trigger will stop the next day, even if the next day has not been selected.