USER MANUAL

HOW TO USE EFFECTS

V.1.5.1

SUMMARY

INTRODUCTION

This chapter explains how the Live Effect Buttons, the Effect Generator, and their options work.

Scenes allow you to play static or dynamic DMX states from "steps" or "memory". It 's easy to customize the programming of your devices.
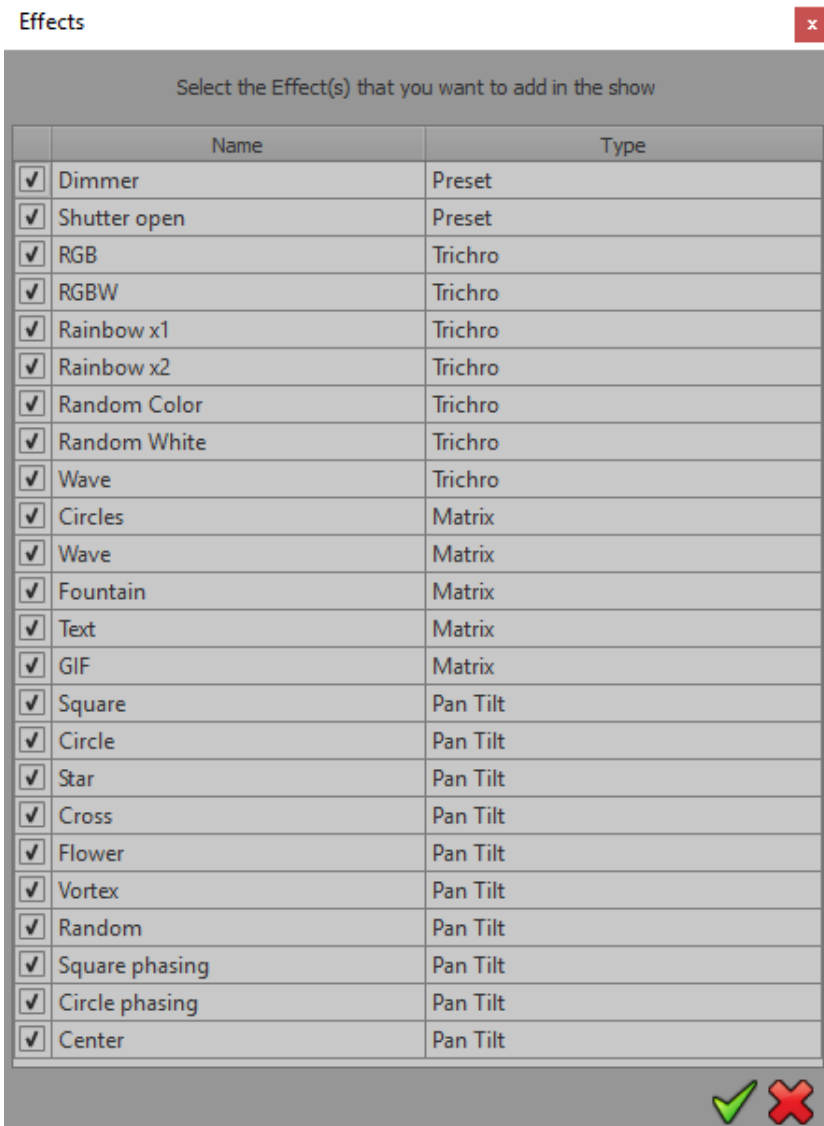
In addition to the "Scenes" tab, the software has an "Effects" tab. It is created automatically and can't be deleted. Unlike the effects that can be added in classic scenes, the effects of this tab are dynamically calculated and can be changed in real time. The effects are global and play only on a selection of devices. Unlike scenes, effects cannot be added in the timeline.

The main advantage of this is that it is possible to quickly apply the same overall effect to different groups of devices having the effect channel features. It is possible to create for example a single "circle" pan tilt effect and to apply it at any time to a common selection of Moving Heads or Scanners of different types with XY.

The same effect can thus be applied simultaneously an indefinite number of times. The use of "effects" buttons is limited to a "live" context. It is therefore impossible to include them in the Timeline or in the manual fades.

CREATION OF LIVE EFFECTS BUTTONS (PRO SOFTWARE)

Select effect window

Effects		
Name	**Type**	

Select the Effect(s) that you want to add in the show

Name	Type
✓ Dimmer	Preset
✓ Shutter open	Preset
✓ RGB	Trichro
✓ RGBW	Trichro
✓ Rainbow x1	Trichro
✓ Rainbow x2	Trichro
✓ Random Color	Trichro
✓ Random White	Trichro
✓ Wave	Trichro
✓ Circles	Matrix
✓ Wave	Matrix
✓ Fountain	Matrix
✓ Text	Matrix
✓ GIF	Matrix
✓ Square	Pan Tilt
✓ Circle	Pan Tilt
✓ Star	Pan Tilt
✓ Cross	Pan Tilt
✓ Flower	Pan Tilt
✓ Vortex	Pan Tilt
✓ Random	Pan Tilt
✓ Square phasing	Pan Tilt
✓ Circle phasing	Pan Tilt
✓ Center	Pan Tilt

When you add new fixture profiles, the software automatically offers to add "effects" buttons corresponding to features your fixtures have (Pan, Tilt, RGBW, CMY). From the generated list, simply check or unchecked the effect you want to add from the list.

In addition to dynamic effects such as color or sequencer of pan tilt, the software offers to add effects such as "preset" (ie presentation of different effects) for key circuits such as dimmer, shutter etc. ... which allows to turn on your beams. They will be active by default on your new fixtures which allows you to start working immediately with the beams on.

All effects added to the fixture creation can be changed at any moment and in real time. Additionally, if your project already contains fixtures with the corresponding effects, the software does not add redundant effects in order not to complicate the presentation and use of the software.

For example: you already have a "circle" pan tilt effect, it will not be proposed to re-create it as it is applicable to any group of fixtures with pan and tilt.

It is also possible to create new "effect" buttons at any time via the "New effect" button of the main toolbar at the top of software:

Add an effect button in the current tab

USE THE LIVE EFFECT BUTTONS

To activate an "effect" button, it takes at least one selected fixture having the effect's features. Triggering with a button will execute the effect on the fixture(s) selection. We can therefore run multiple "instances" of the same effect on different fixtures selections.
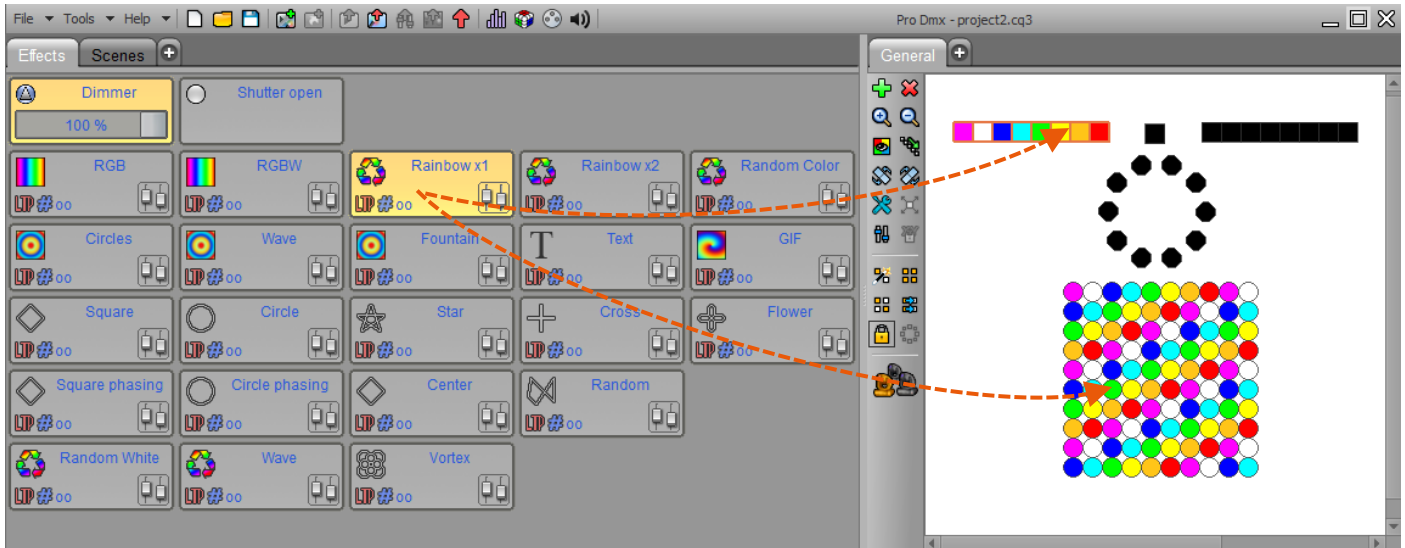
Note: You can combine multiple effects on the same machine as long as they relate to different parameters. If you trigger an effect on a fixture already playing another effect involving the same parameters, the previous effect is released. Example: a group of fixtures plays a "circle" pan tilt and you apply another pan tilt movement, the effect "circle" will be released on these fixtures.
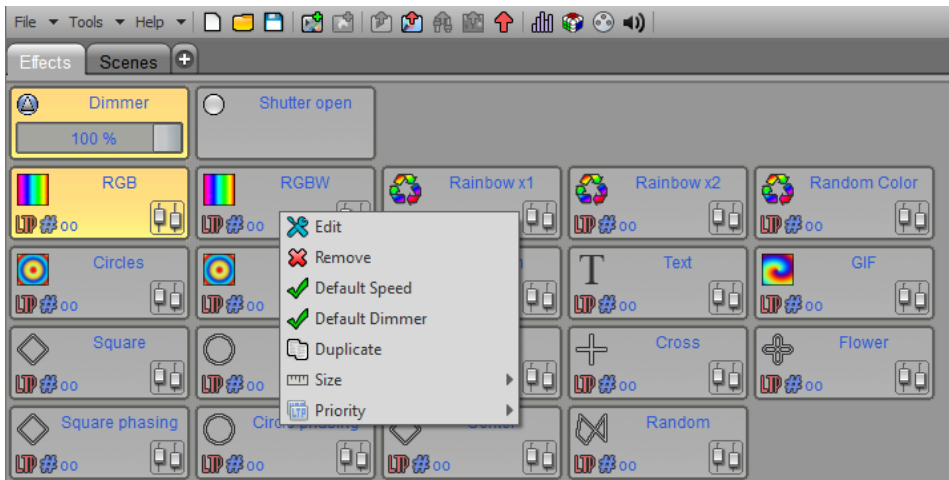
Effect is displayed as active (orange) on a fixtures selection only if that selection is playing this effect. From there, it is possible to stop the effect for this specific selection of fixtures.

It is possible to release all effects simultaneously via the "release all effects" button of the main toolbar:
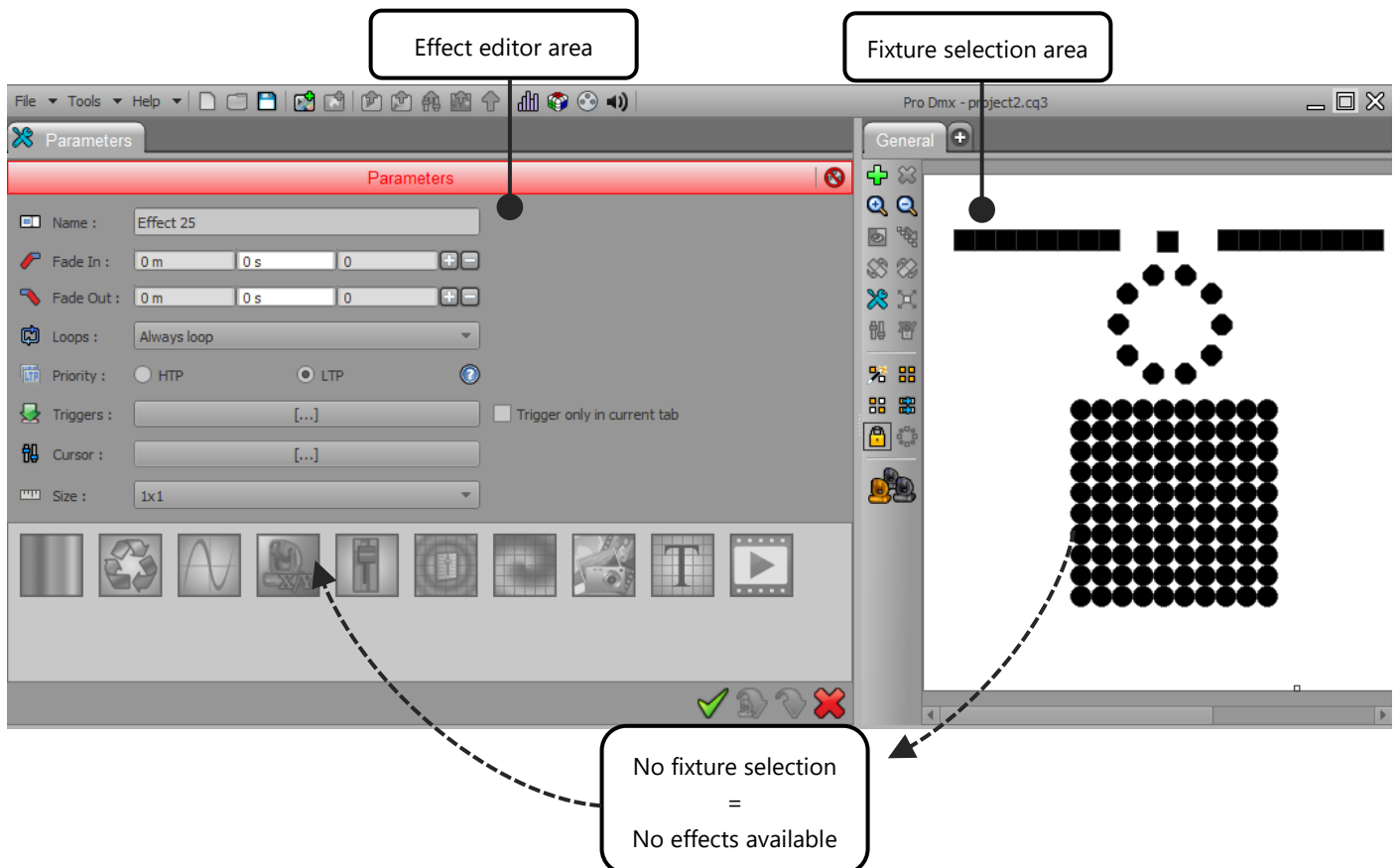

Release all active effects buttons

There are two ways to edit an effect:

CTRL + Click over a button.

OR

Right click over an effect button and then press "Edit" in the pop up menu.

Effect editor area

Fixture selection area

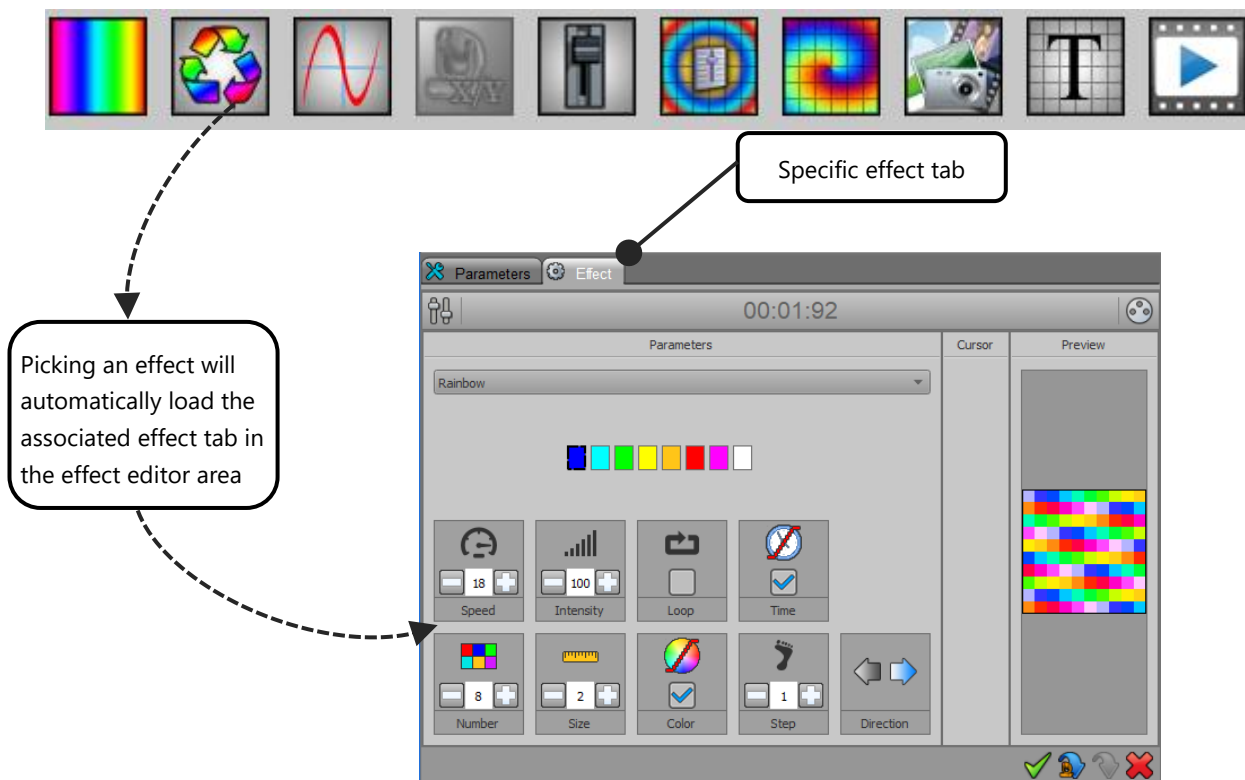No fixture selection
=
No effects available

When editing a new effect, the effect list appears as inactive because the software needs to know first which fixture(s) to work with in order to define where to apply the new effect.

With a fixture selection, the relevant effects appear for the selected fixtures types:
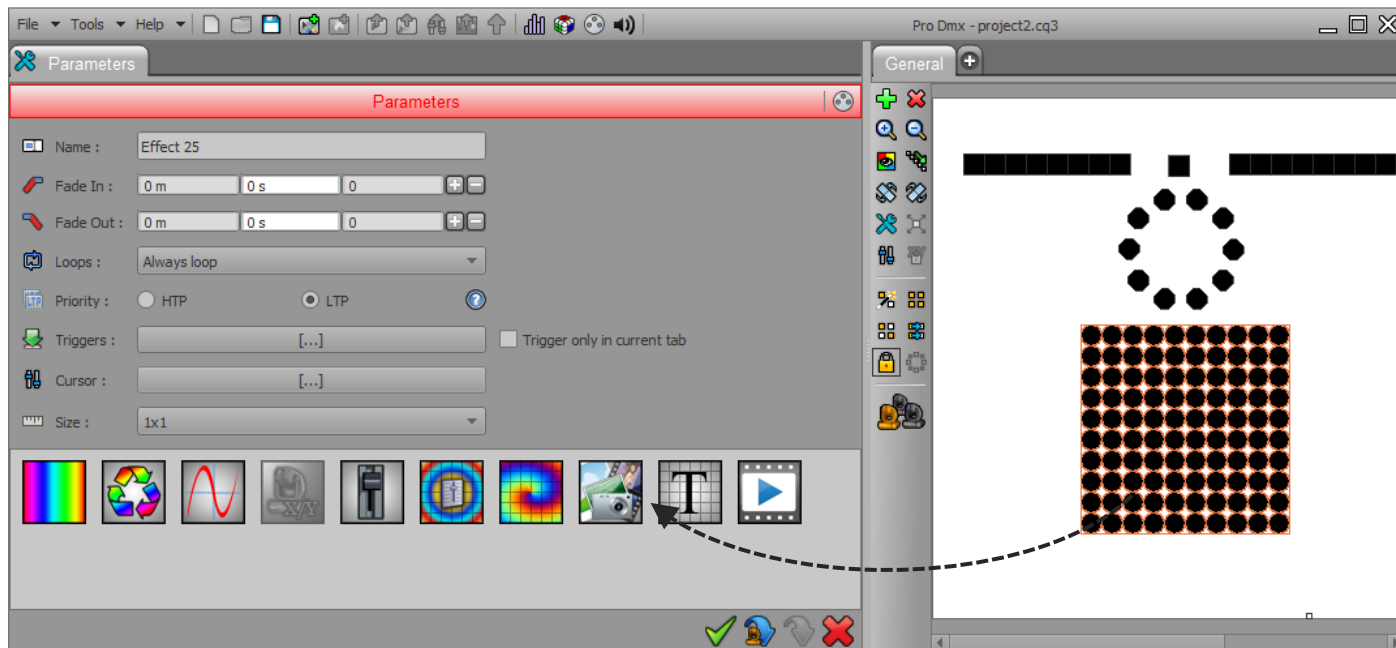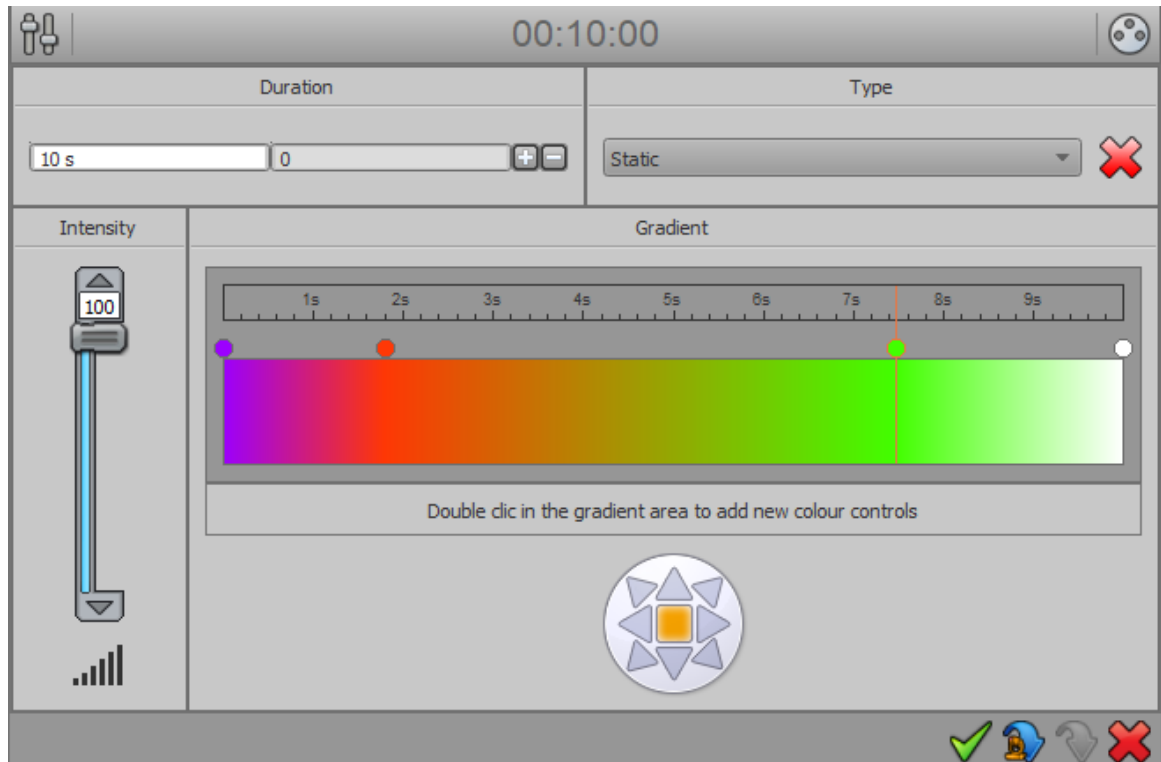

In all effects presented thereafter, the color changes must be operated through the RGB color palette in the presets window. The other parameters are accessible from the effect editing window at the bottom left.

There are 2 families of possible effects: Standard ones that can be applied to all type of fixtures and the Matrix effects that can be applied only to fixtures patched with a matrix configuration.

Specific effect tab

Picking an effect will automatically load the associated effect tab in the effect editor area

GRADIENT EFFECT

The gradient effect creates colors fades on a group of fixtures.

Double-click on the color box to add new control points whose you can change color and location.

Two types of gradients are available:

- **Static gradient**: the generated effect contains a single step and fixtures reproduce the color fade according to their ID and fixture selection.
- **Dynamic gradient**: all selected fixtures fade from one color to another. The fade time is adjustable in the "Time" box, the time corresponding to each control point is visible in the Timeline above.

 Direction arrows allows to choose the direction of the fade

SEQUENCER EFFECT

Effect selector

Cursor of the selected setting

Direction selector
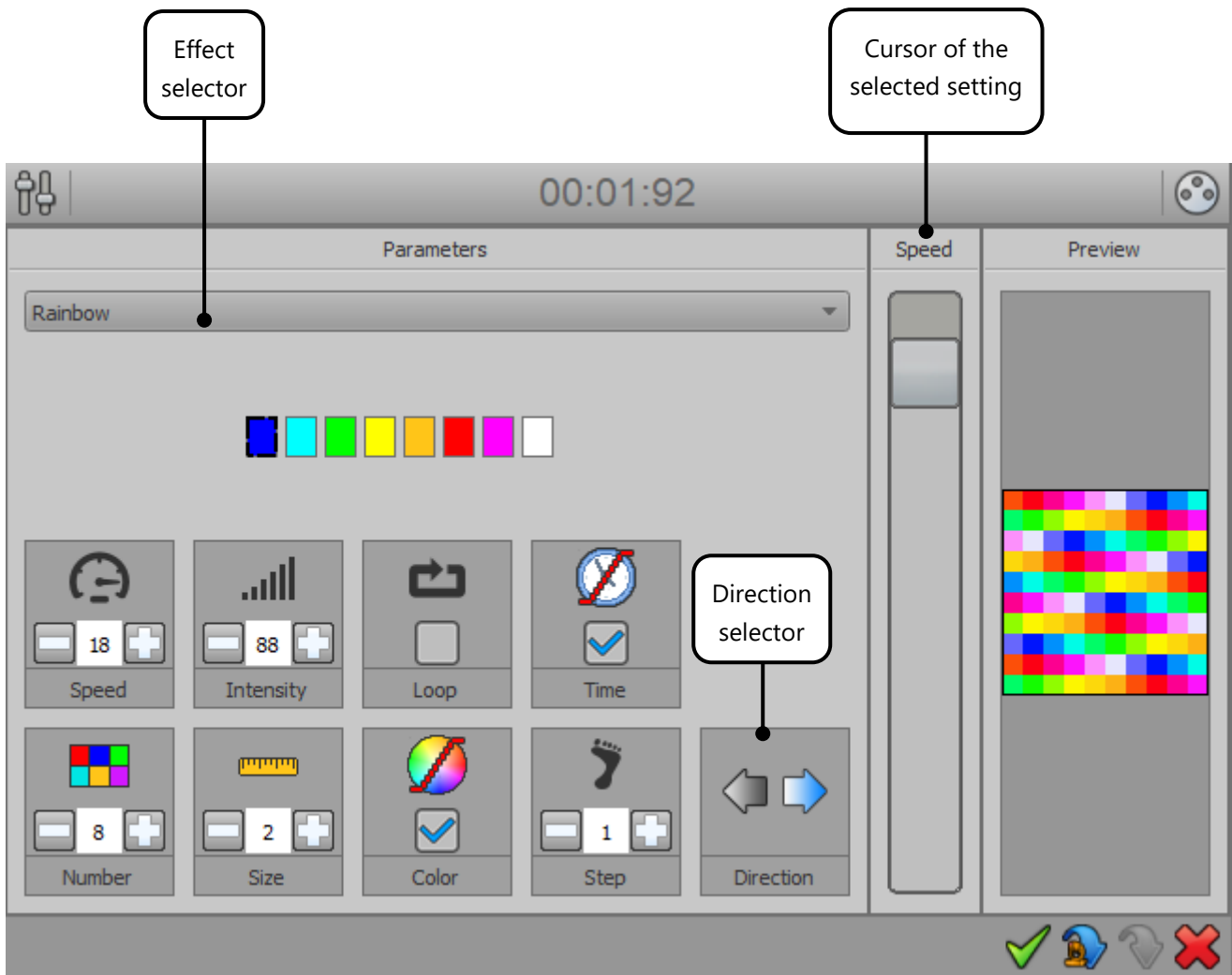
The Sequencer effect creates sequences of linear colors. It has several types of effects that can be selected via the drop-down list of parameters. For each effect, you can choose the speed, intensity, loop animation, fade time, number of colors, area size of each color (number of fixtures), fade between the colors, the number of steps skipped and the direction of the animation.

The effect parameters can be changed until the desired result is achieved There are endless possibilities.
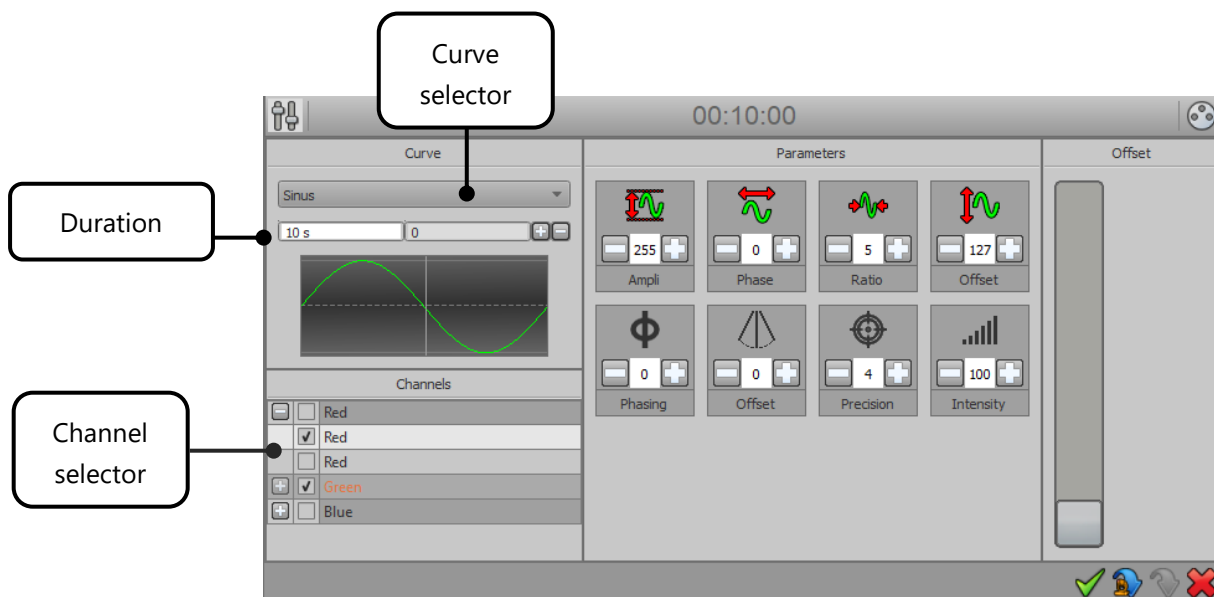
The effect curve allows to assign a mathematical curve in each channel of the devices selected, varying the DMX level (0 to 255) of the channel according to the selected curve. To assign a channel, just check it in the list (For multi-beam fixtures it is possible to select beams per beam by clicking + to display them separately). The different curves are available from the drop-down list.

For each type of curve, it is possible to adjust various parameters such as amplitude, phase, ratio and offset.
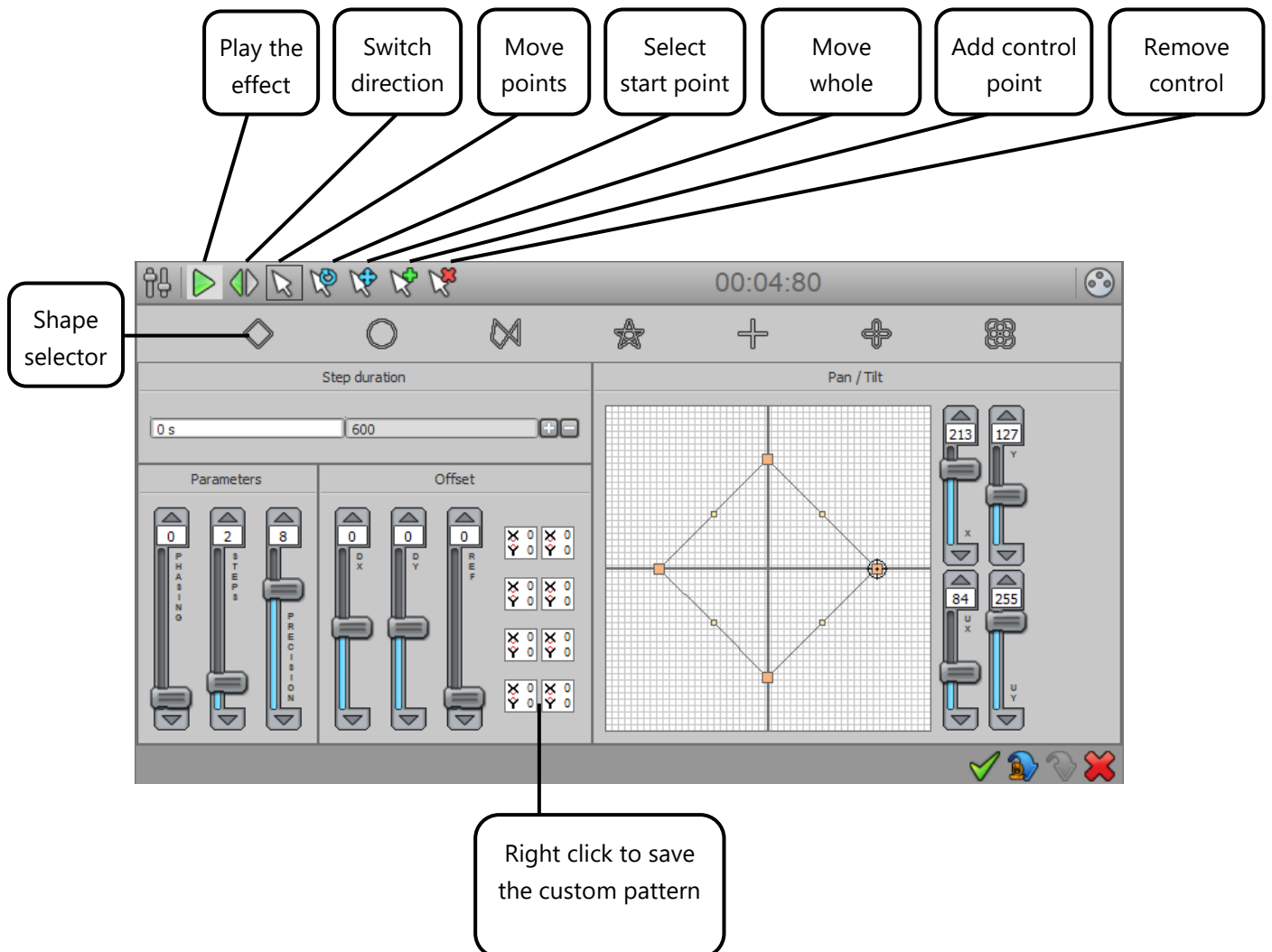
The duration which is common to all effect's channels, can be changed in the 'duration' box located on the top of the curve display box.

Finally, it is possible to play with up to 8 parameters to create an overall effect:

- **Ampli:** the selected devices will play the same effect with a regular DMX amplitude.
- **Phase PHI:** selected devices will play the same effect with a phase shift between each selected device.
- **Ratio:** Adjust the number of samples to edit the number of steps generated.
- **Offset:** the selected devices will play the same curve effect with a regular range on the curve.
- **Phasing PHI :** the selected devices will play the same effect with a time difference between each selected device.
- **Offset:** the selected devices will play the same effect curve with a regular DMX offset range added between each selected device.
- **Precision :** Adjusts the number of samples and therefore the number of steps generated.
- **Intensity :** The general intensity of the effect can be increased or decreased

Note: The higher the ratio of the curve, the higher the accuracy will be to get the desired result.

Play the effect

Switch direction

Move points

Select start point

Move whole

Add control point

Remove control

Shape selector

00:04:80

Step duration

Pan / Tilt

0 s   600

Parameters   Offset

Right click to save the custom pattern

The Pan Tilt effect allows you to quickly create movements and shapes for Moving Heads or Scanners and all fixture with XY movements. It offers seven basic shapes such as lines, a circle, a random route, a star, a cross, a flower and a vortex.

When you select a shape, you will be asked to enter the number of control points of the shape (in orange). These points are used to modify the global geometry.

The "Duration" record box changes the time between each checkpoint and influences the overall speed of the effect.

Finally, parameters allows you to:

- **Phasing:** The selected fixtures will play the same effect with a time difference..
- **Step:** Select the number of steps in the pattern, it allows you to increase the precision of the movement.
- **Precision PREC**: Adjust the number of samples and therefore the number of generated steps. Blue dots between each checkpoint represent steps that will be generated to create the movement. The speed of the effect will also be changed.
- **Offset**: The selected fixtures will play the same effect with a regular offset of the DMX range on channels (Typically, this parameter provides a spread positioning of fixtures).

PRESET EFFECT
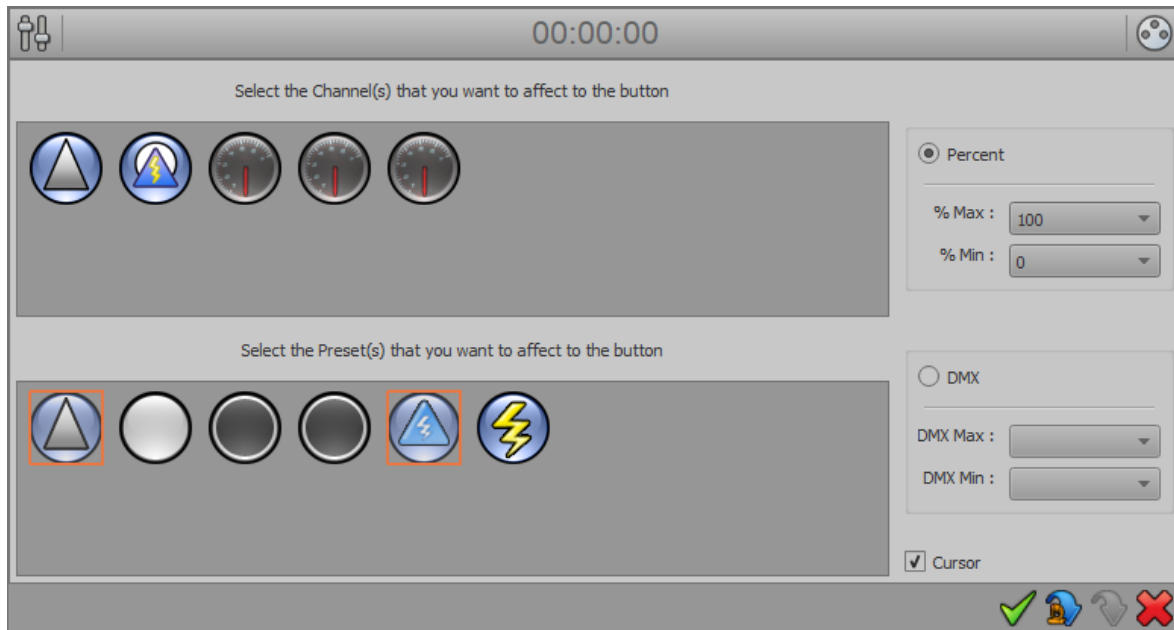
The preset effect allows to create buttons that you assigned with one or more channel(s)/preset(s).
These special buttons can display (or not) a slider to adjust the level within the range of parameters or selected presets.

Note: When the preset effect button is created and visible in the Effects tab, right-clicking in the area of the slider affects the value of the cursor and starts the effect simultaneously. Left-click lets you adjust the slider value before triggering the effect.

For each button, you can choose between modes:

- **Percentage:** DMX level variation occurs between Min and Max percentage of the range of parameters or selected presets.
- **DMX:** DMX level variation occurs between Min and Max DMX levels of the range of parameters or selected preset.

For example, you can create a button to control parameters and presets such as Dimmer-type or Shutter-type of all of your fixtures and assign levels of your selection of fixtures simultaneously in a single operation.

You can create buttons with common cursor on one or several specific channels and/or on one or several specific preset(s). This effect is particularly interesting for managing common functions of the selected fixtures.

MATRIX EFFECT ON FIXTURE'S SELECTION

This effect works only with the fixtures patched as a matrix from the DMX patch window of the software.

Note: There is an option only available with matrix effects. This option allows to apply and recalculate the matrix effect to the current selection (select the entire matrix or just a part of the matrix).
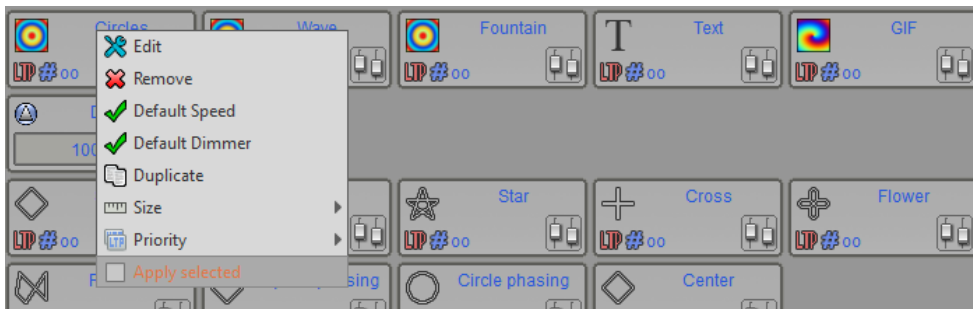
There is two ways to activate this option:

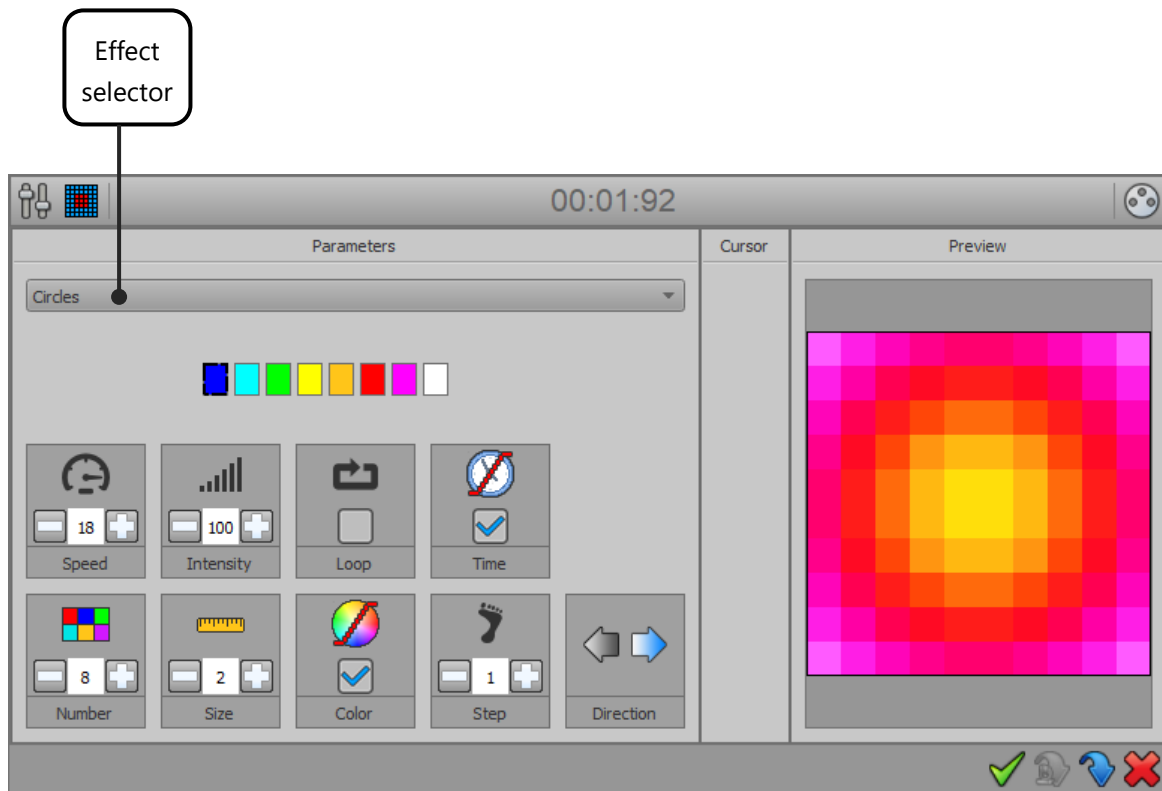- **During the Effect scene or program Editor**

 Click on the « Apply Selected » button of the tools option ribbon above the effect.

- **Using of the effect in Live**

 Right click on the effect button (in the Effect tab) and select the « Apply selected » option. The effect option will be visible after starting and playing the effect.

MATRIX EFFECT

The Matrix effect creates color effects for fixture matrices with RGBW / CMY parameters. It has several types of effects that can be selected via the drop-down list.

For each effect, you can choose the speed, intensity, loop animation, fade time, number of colors, size of each color (it depend on the number of fixtures), fade distance between each colors, the number of steps skipped and the direction of the animation.

This effect works only with profiles patched as a matrix. It is mandatory to create a DMX Patch with a matrix for your lighting fixtures. (See creation of profiles and patching profiles).

ANIMATED EFFECTS
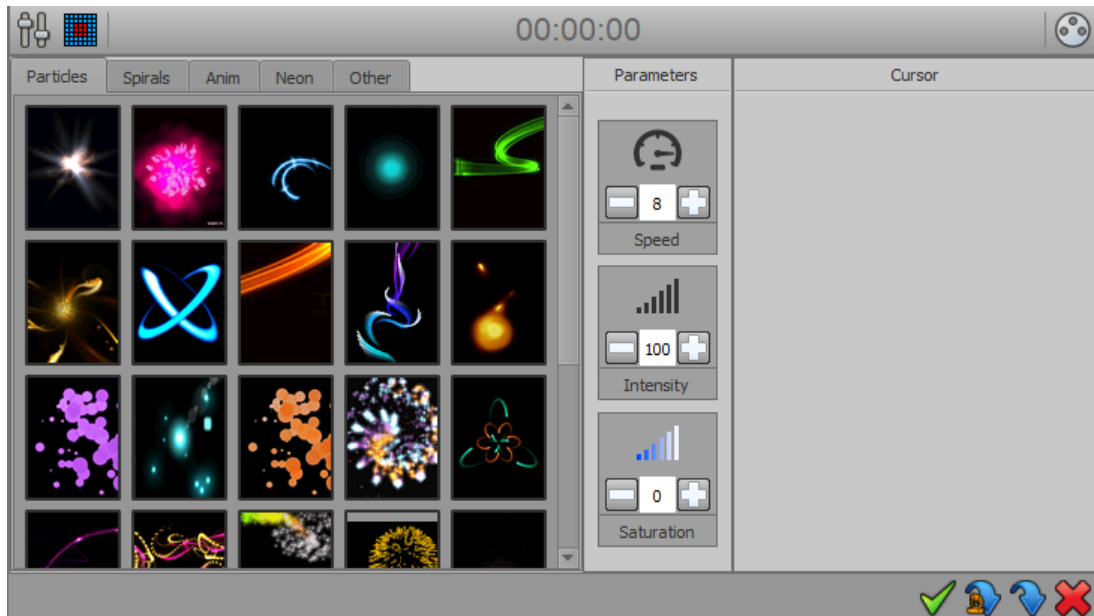
Animated effects are applied to matrices with RGBW / CMY parameters only and allow you to select animation available under 5 "type" tabs. For each animation, you can adjust the speed, intensity and color saturation.

MEDIA EFFECT

Open Media

Select the area of the media displaying in the matrix
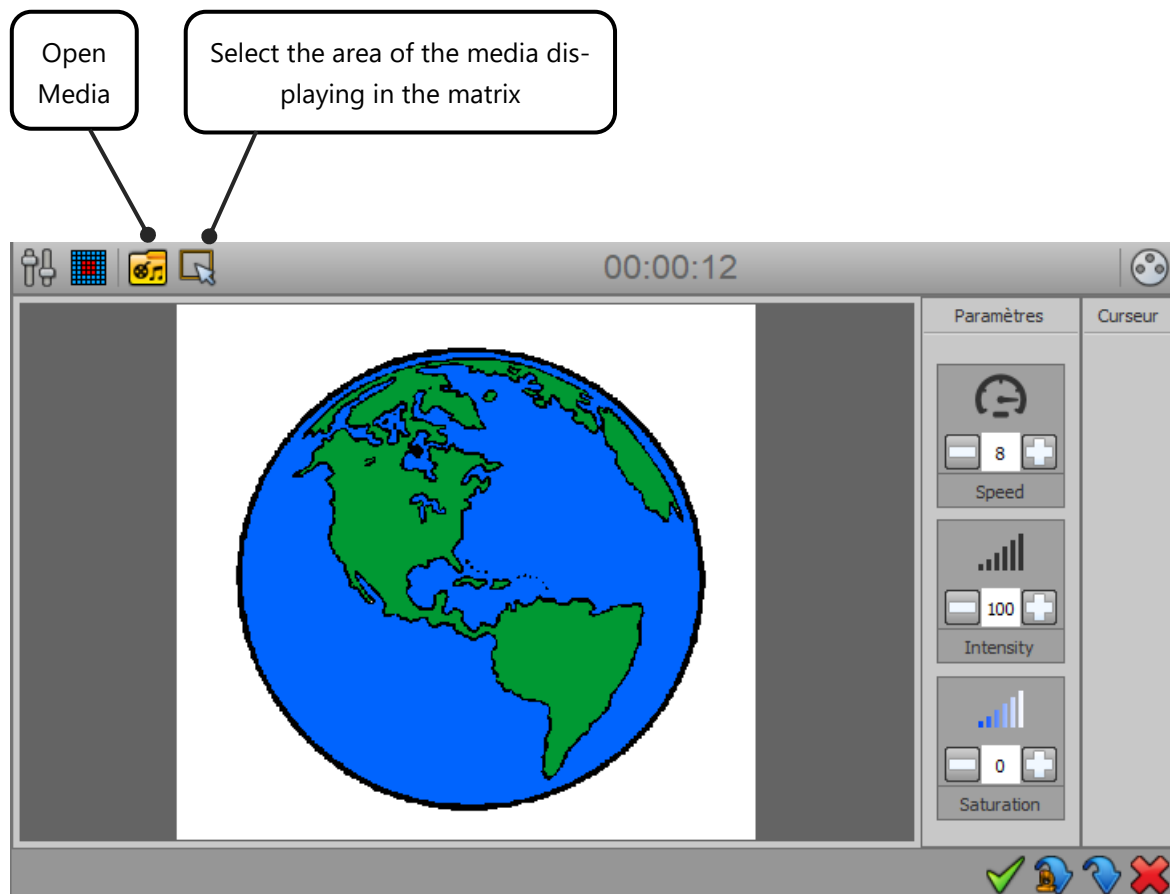
The Media effect allows to assign all media types (image, animated GIF, video) on a matrix RGB / CMY.

For each media file, you can adjust the speed, intensity and color saturation.

The "Open" button allows you to select the file to be applied to the matrix.

If you select a video, Play / Pause, Record and Stop buttons appear.

Select the area of the video to capture and press the Record button to start recording. When you stop recording (Stop button), the preview allows you to preview the final render. Repeat if necessary and then save the effect.

Note: The software recalculates the resolution of media files depending on the resolution of the selected matrix. Thus, file with too high resolution will not be visible properly and the rendering will not be true. It is therefore preferable to choose video files and images with low resolution and if possible respecting the resolution (height x width) of the RGBW matrix.

TEXT EFFECT
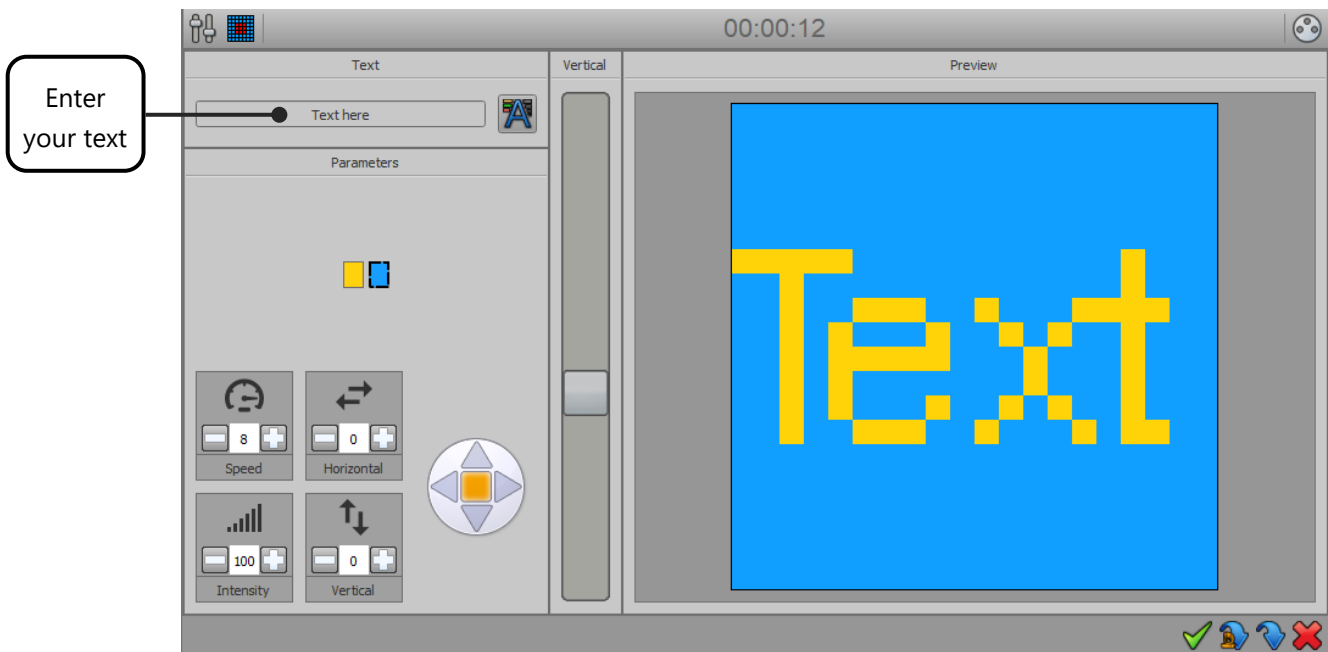
The Text effect allows to simply scroll text on a RGB / CMY matrix. The input box allows you to type the text to display as well as the font to use.

You can change the colors of text and background and playing on the positioning of the text in the matrix with the horizontal and vertical offset buttons.

The parameters are used to vary the speed, intensity and the flow direction of the text.

VIDEO EFFECT
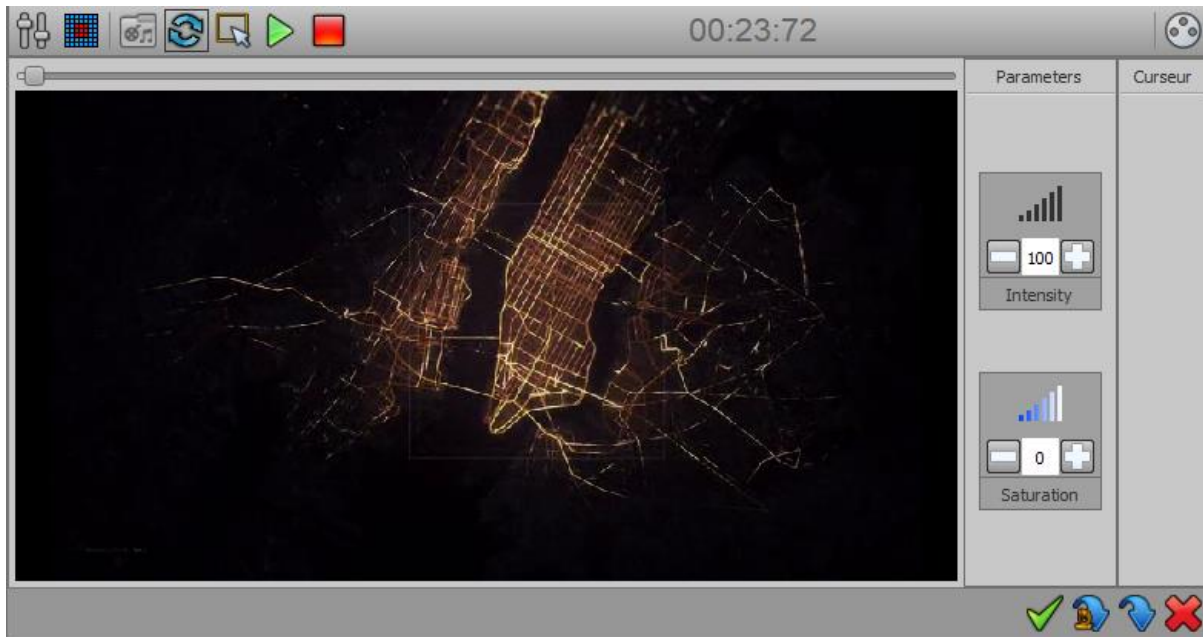
The Video effect allows you to play live video on a RGB / CMY matrix. The steps are not generated and the effect takes less computer memory and CPU power. You can also play longer video files. You can select a zone on the video, choose to play in loop, the parameters to vary the intensity and saturation.

CREATE ADDITIONAL STATIC LEVELS IN THE EFFECTS

For each effect, you can assign static levels to parameters which are not affected by the effect (via presets or the channels window).

These levels are affected by fixture type and are specific to the effect if it is added. If you want to create static levels for several families of fixtures, you must select each family one by one while editing effect and assign the desired levels.

Effect button will restore these levels at the same time than the effect depending on the selection when you will trigger it.

COURSE ORDER OF THE FIXTURES

When you add new fixtures, it is assigned an index (according to their default DMX address). The fixtures course in effects is performed according to this index. However, if the order does not satisfy you it is possible to reassign fixtures indexes via the "Assign IDs" button in the 2D view toolbar. To do this, select fixtures to be reorganized and press this button to display the "Assign IDs" window and then define the new index order:
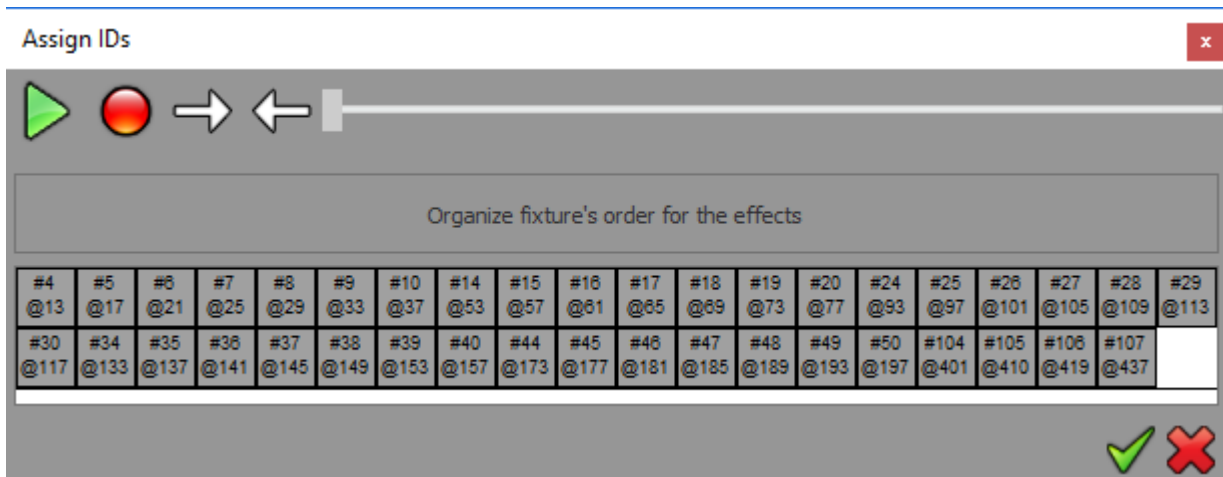
You can reorder fixtures by drag and drop or via the arrows on the toolbar. The course goes from left to right. The play button allows you to view the new course order before validating by sending DMX levels of current fixture to 255 (see output window and 2D view).

It is possible to call the index window at any time during effect edition.

The record button allows you to define the course order, selecting the fixtures directly by clicking in the 2D area.

Now you are able to create scenes and effects, by refering to the textbook "how to use the timeline" allowing you to optimize your control of the shows and synchronize scene triggering with other audio and video media.