TheLightingController

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.

Sequential list
Vertical sequence of scenes.

Master Fader
To proportionnaly adjust dimmer or speed level.

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
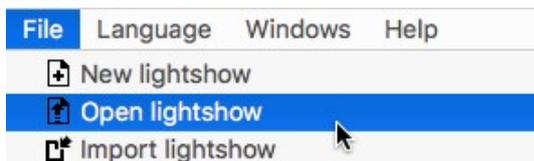
tabs

toolbar

popup menu (right mouse click)
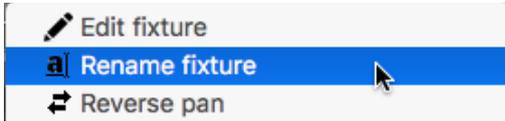
List view

Drop down box

Button

Check box

Slider

Fader

Master Fader

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
       - Generator
              Create scenes with the effects generator
       - 2Dview
              View and select the fixtures

Pixels
       Program multi-RGB fixtures (with independent 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
       Upload scenes into the standalone dmx interface
       Add calendar triggers
       Play the scenes without computer

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

Keyboard shortcuts for tabs

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)

Main menu
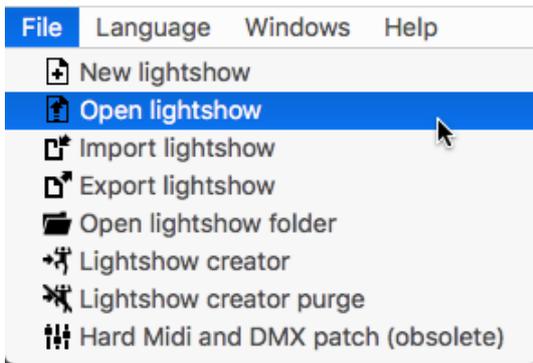
File
- New lightshow
  - Create a new empty lightshow
- Open lightshow
  - Open an existing lightshow
- Import lightshow
  - Import a lightshow (for instance from an usb key)
- Export lightshow
  - Export an existing lightshow (for instance to a usb key)
- Open lightshow Folder
  - Open the folder which contains all the lightshows
- Lightshow Creator
  - Generate acomplete lightshow based on existing groups of fixtures
- Lightshow Creator purge
  - Erase all generated with the « Lightshow creator » function
- Hard Midi & DMX patch
  - Obsolete: only for backward compatibility with V7
- 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
- Midi logger
  - Open a window which shows the midi in/out data
- 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
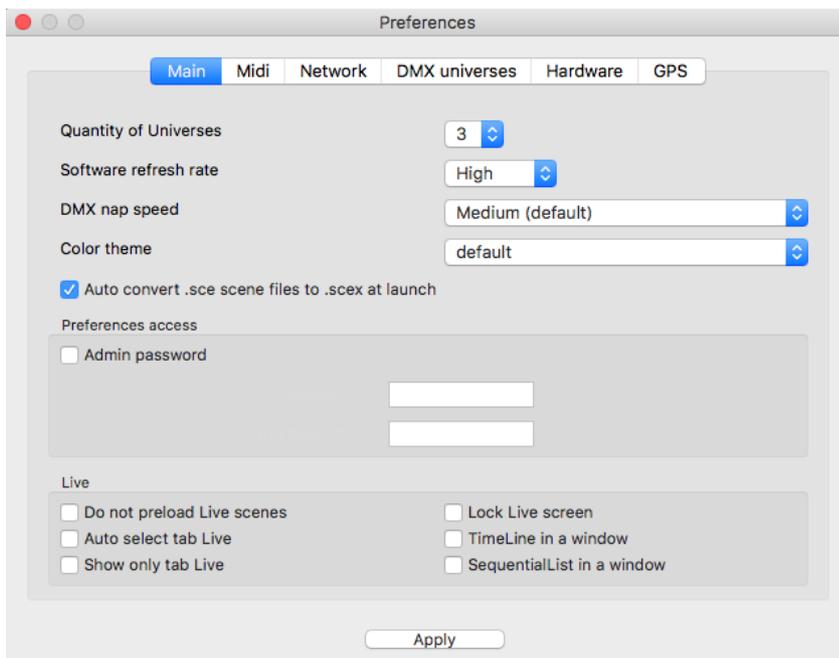
Tab "Main"
> Quantity of Universes
> > Select the quantity of software universes (512 channels each)
> Software refresh rate
> > Select to "low" or "medium" if your computer is too slow
> DMX nap speed
> > This is the refresh frequency of the USB frames, when there is no channel activity in the software. 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
      Click in the "Midi device" column to choose a midi device
      Click in the "Device type" column to choose a device type
      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
      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 via an external program like the smartphone app "Live Mobile"
   Virtual DJ
      Enable for communication with the software « Virtual DJ »
   Artnet
      Enable to control Artnet devices
   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"
   Change default DMX universes mapping
      Enable to change the default « Software universe to DMX universe »
      Click in the "DMX universe" column to chose a hardware DMX interface

Tab "Hardware"
   Enable Ethernet Interfaces
      Check to use our Ethernet to DMX interface
   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.

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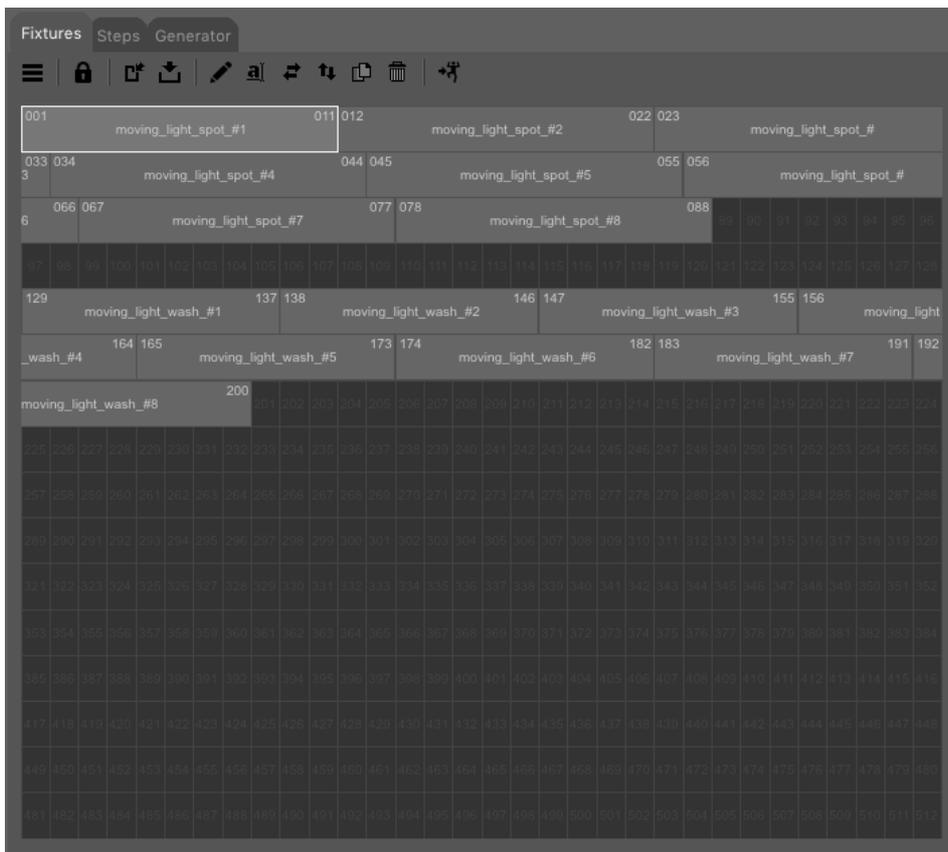
Toolbar
- Menu
  - Export the dmx addressing list
  - Fixtures DMX inputs - Direct patch DMX inputs to fixtures channels
  - Fixtures Midi inputs - Direct patch Midi inputs to fixtures channels
- Lock screen - lock all actions on fixtures
- Add fixtures (see below)
- Save dmx addressing
- Edit fixture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

Popup menu on a fixture
- Edit fixture - 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 – send the fixture to another 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.

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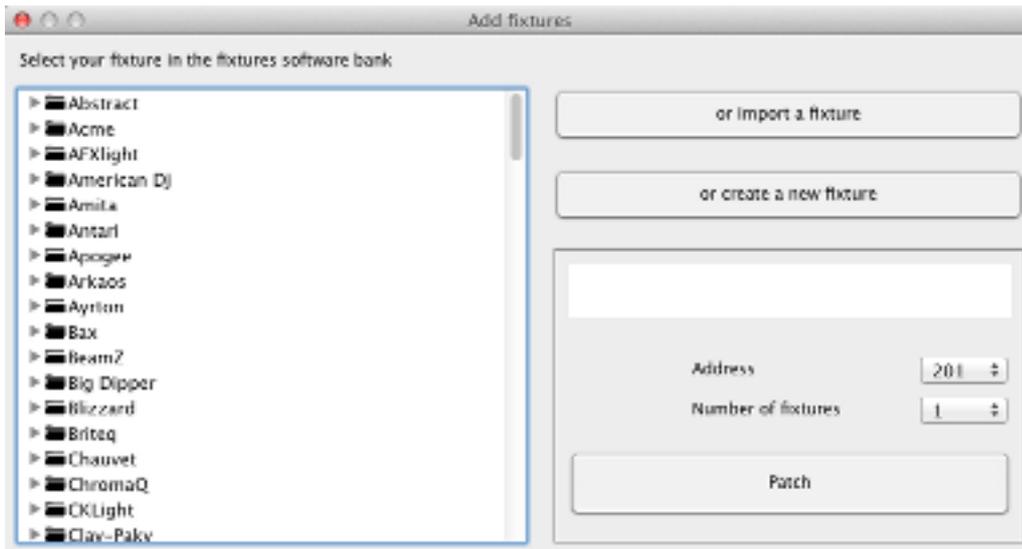
Use the "Add fixtures" function to open this window.

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 <u>here</u>. 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).

Watch this tutorial for more details: <u>create a new fixture profile</u> .

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
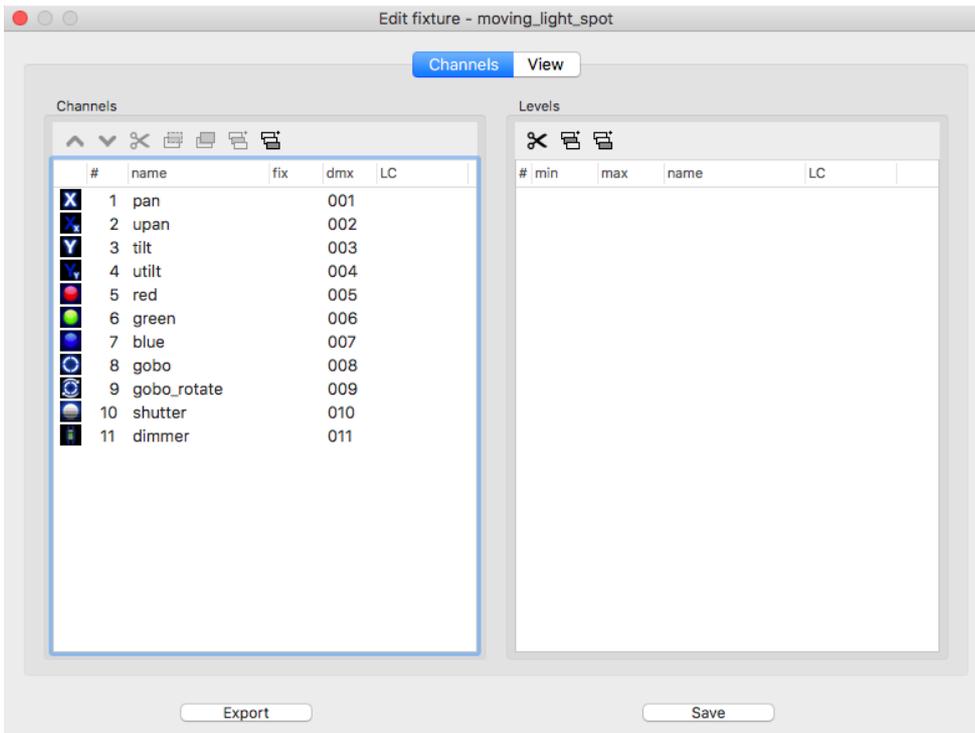
Use the option "Edit fixture" to open this window.

Tab "Channels"
        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

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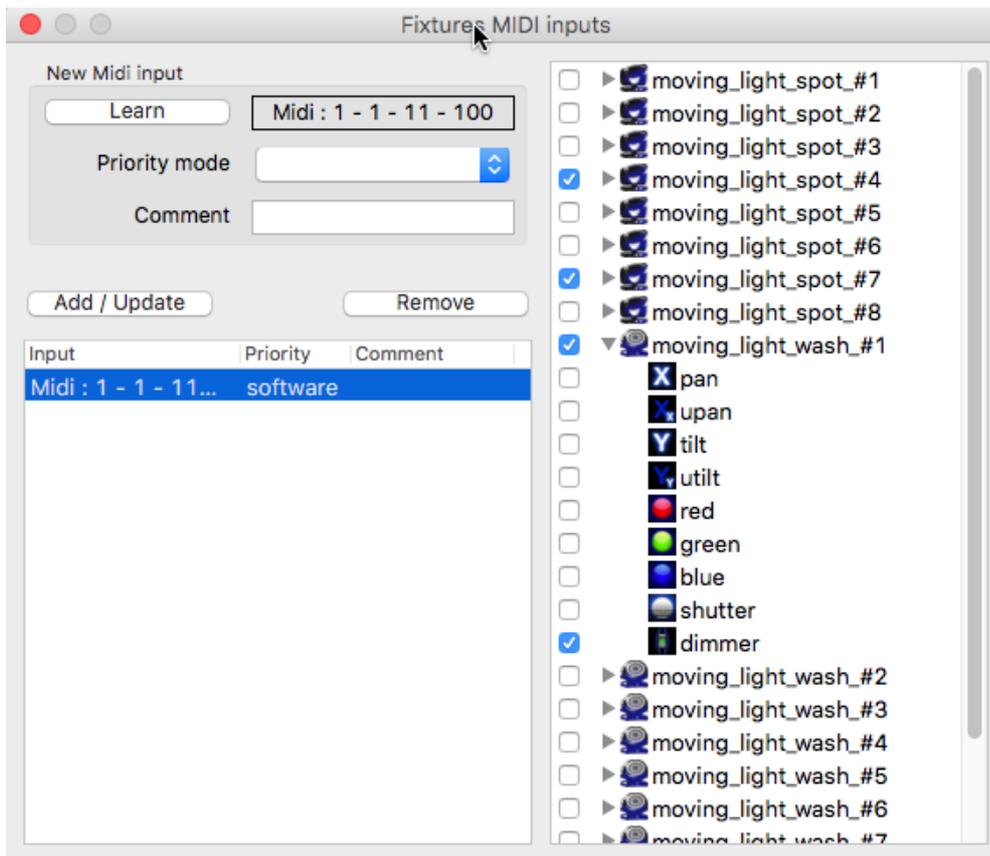
- For Midi : Press "learn" and type the Midi key in the Midi device
- For DMX : Type the DMX channel in the DMX input field
- Select the priority mode in the drop down box
- Enter a comment
- Click "Add / update" to add a rule in the list
- Select the rule in the list
- Check the channels you want to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

Editor > 2DView
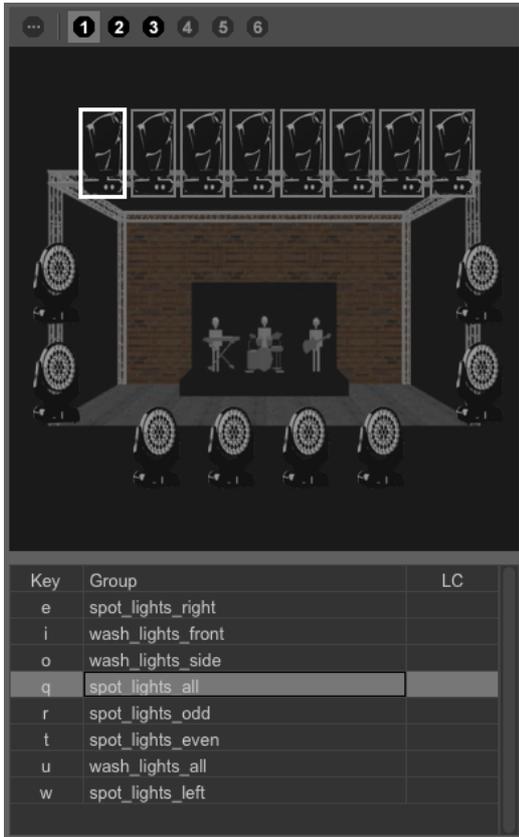
Toolbar
> - Select all universes or select one universe

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 - add 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).

Watch this tutorial for more details: declare your fixtures and make groups

Editor > Steps

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
- 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 - override the dmx outputs
- 3D - override the 3D outputs

Section "Pantilt/RGB"
- tab "Pantilt"
  - popup menu
    - Lock Pan/tilt
    - Center position
  - list view
    - select / deselect the pan/tilts (for multi pan/tilt fixtures)
- tab "RGB"
  - list view
    - select / deselect the pixels (for multi RGB fixtures)

Section "Faders"
	tab "All" – show all fixtures
	tab "Used" – show the programmed fixtures
	tab "Selected" – show the selected fixtures
	Faders
		- grey color means "channel disabled".
		- green color means "channel used".
		- red color means "palette is used on the channel" - right click to release palette.
	Click on channel icon for selection. Use ctrl/command key or shift key for multi-selection.
	Click on level icon to select levels and palettes.
	Click on the 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 "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 text box to change the name / duration of the step.

Watch this tutorial for more details: <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" in Steps and Generator.
The goal is to be able to change these memorized values without having to edit the multiple scenes which are using them.
To exit Palettes edition, click "new" on the toolbar or load a light scene.

Watch this tutorial for more details: pallets management

Editor > Generator
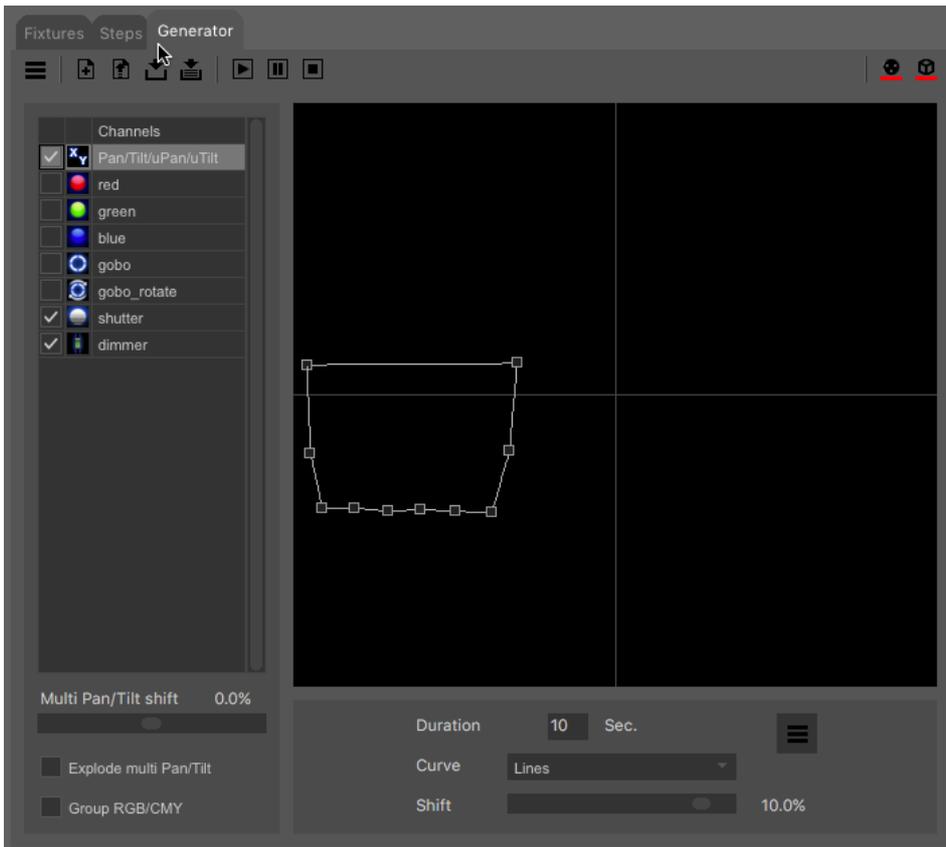
Select a group of fixtures, in Editor > 2DView.

Toolbar
- Menu – Generator fixtures
- New project
- Open project
- Save project
- Save project as
- Play / pause / stop
- DMX - override the dmx outputs
- 3D - override the 3D outputs

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 open the window "Generator fictures".
When the line "Pan/Tilt" is selected, the points show pan/tilt positions.
When the line "RGB" is selected, the points show colors.
When another line is selected, the points show the time (horizontal axe),
and the dmx value (vertical axe).

The "Multi Pan/Tilt shift " slider adjust the delay between heads
within a multiple Pan/Tilt fixture.
"Explode multi Pan/Tilt" allows to drive multiple Pan/Tilt heads of one fixture,
same as several mono heads fixtures.
"Group RGB/CMY" joins all the RGB/CMY of one fixture channels 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 (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.

Watch this tutorial: [create a scene with shape generator](#)

Editor > Generator > Fixtures settings
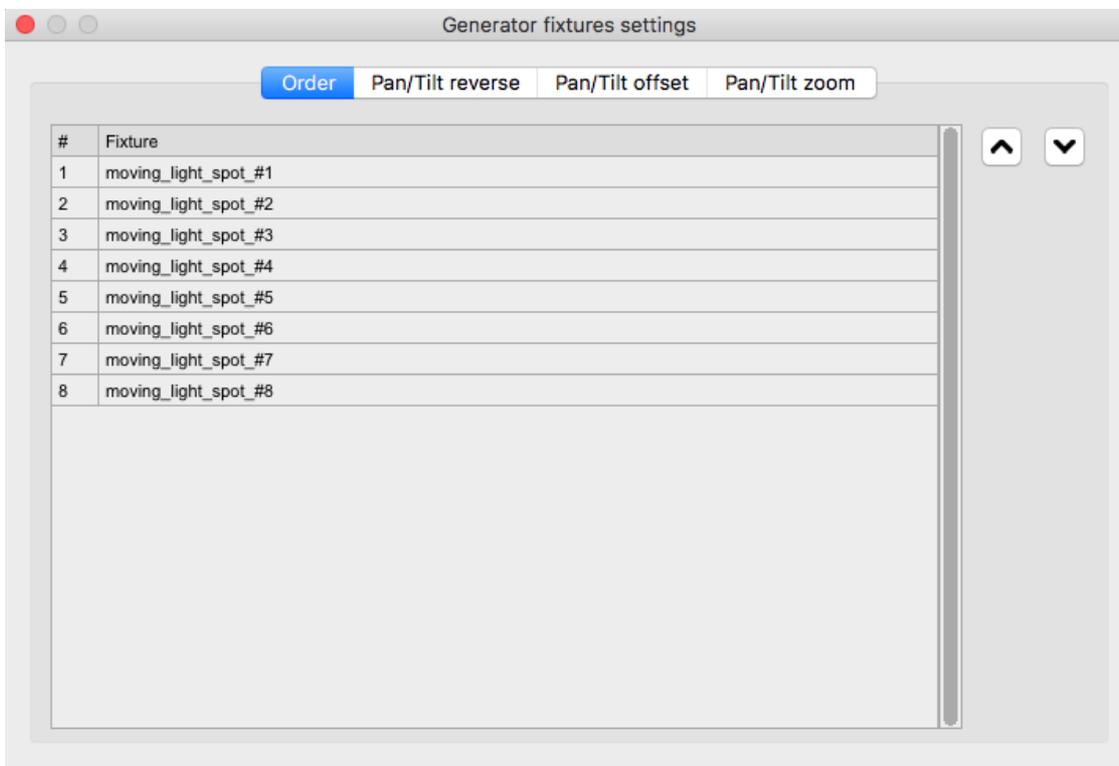
Tab "Order"
Select a fixture and press the "arrow" buttons to move the fixture up or down.

Tab "Pan/Tilt reverse"
Check "Rev.Pan/Tilt" to reverse the pan/tilt channel of the fixture,

Tab "Pan/Tilt offset"
Move the slider to offset the pan/tilt movement.
Check "Fan pan/tilt offset" to spread the offset from first to last fixture.

Watch these tutorials:
[Generator - pantilt offsets/zoom/fan](#)
[Live - slider 'shift'](#)

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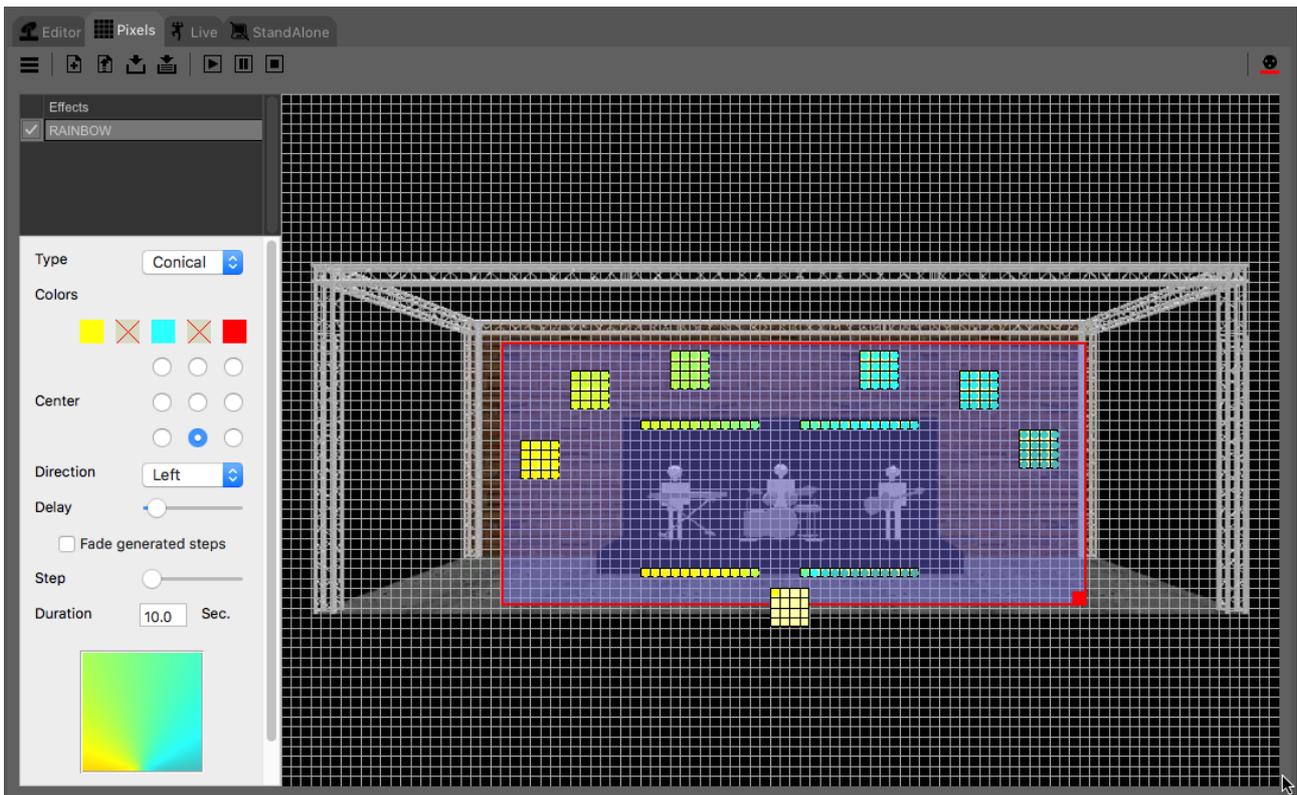
Toolbar
- Menu
    - Settings
        - set grid witdh & height
        - set LED curve (adjust maximum and logarithmic curve)
        - fade mode for the generated scene
- New
- Open
- Save
- Save as
- Play / Pause / stop
- DMX - drives the dmx outputs when green (for Pixels)

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

Watch this tutorial: create a pixels mapping scene

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 here . 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

Watch this tutorial: create a pixels mapping scene

Live > Buttons
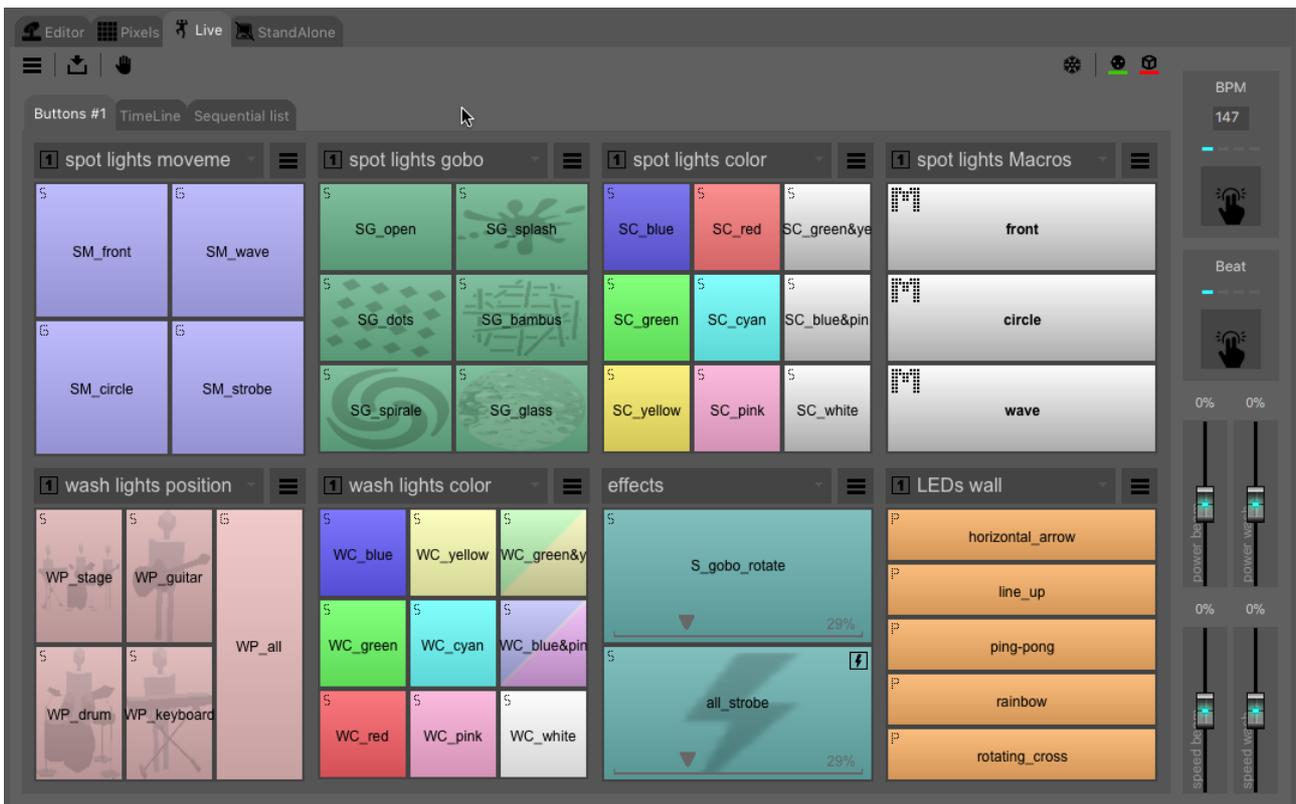
Toolbar
- Menu
    - Live settings (see below)
    - Buttons settings (see below)
    - Export midi triggers
    - Export DMX triggers
- Save - Force the saving for page & buttons organization (also auto saved at software exit)
- Hold – press or release more than one button in one shot
- Audio mixer (only for Windows) – to analyse the sound from the computer sound card
- Freeze - pause the whole show in Live (for Buttons, TimeLine and Sequential list)
- DMX - override the dmx outputs
- 3D - override the 3D outputs

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 – (for instance in the app "Live Mobile")

Popup menu on a button
- File name associated with the button – No action
- Edit - open the scene project
- 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
- No loop button – play one time and stop
- Loops – number of loops
- Pause at end – play one time and pause at the last step of the scene
- 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
- Release all buttons exclusion – not released by the "Release all buttons" function
- Fader slider - slider in the button to fade from first step to last step
- Preset slider - slider in the button to select the step
- Vertical slider – change the orientation of the slider to vertical

Live > settings
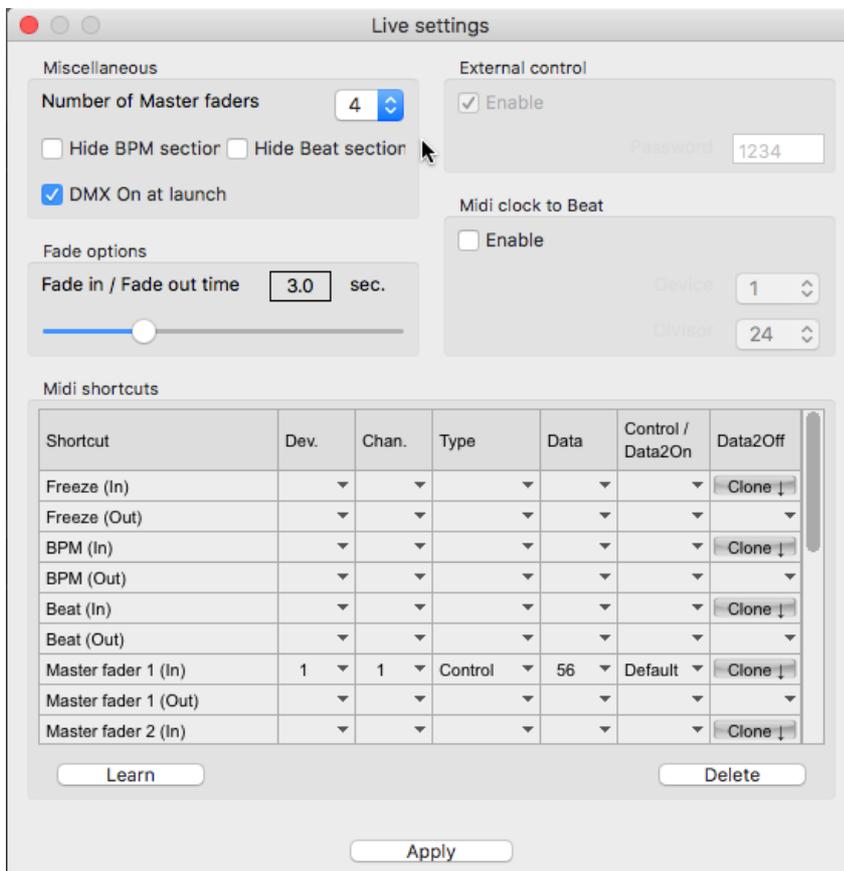
- Number of Master Faders (see below)
- Hide auto BPM section (Windows only)
- DMX on at launch
- External control

for the smartphone app "Live Mobile"
or for external Ethernet applications
- Fade in/out time between scene buttons
- Midi clock to Beat
select the midi device and the clock divisor
- Midi shortcuts for special buttons and Master Faders
- select the line
- press the button "learn" and press the key of the midi device
- set the "out" midi message according to the midi device requirement

Live > Buttons settings
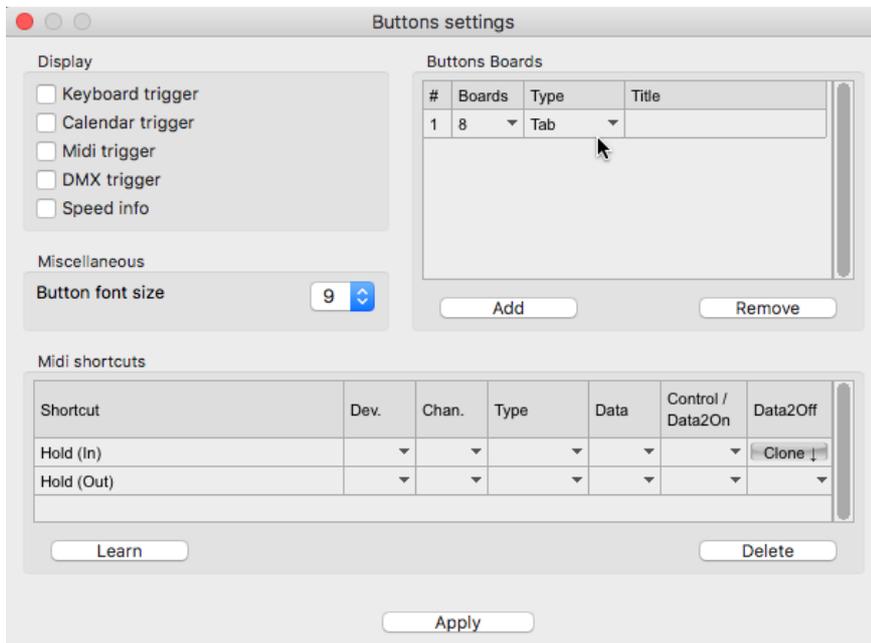
- Display the following informations inside the buttons :
keyboard/calendar/Midi/Dmx trigger and speed info
- Size of font in buttons
- Buttons board :
- add / remove tabs/windows of buttons (up to 10)
- set the number of boards (pages)
- set the GUI mode (tab or windows)
- enter a name
- Midi shortcuts for button "Hold"
- select the line
- press the button "learn" and press the key of the midi device

Live > BPM & Beat
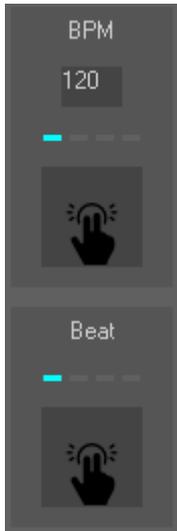
Enter the BPM with the keyboard.
Trigger the BPM / Beat via : midi note / keyboard / mouse / midi clock / external application / OS volume mixer (Windows only) / Virtual DJ

Watch these tutorials:
Live - BPM & Beat
Virtual DJ connection

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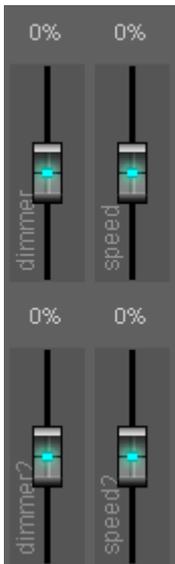
Adjust proportionally dimmer or speed
Popup menu
        - Type
                - Dimmer - adjust proportionally the levels of the channels
                - Speed - adjust proportionally the speed of the scenes
        - Rename - give a name to the Master Fader
        - Channels - select the channels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

Note
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
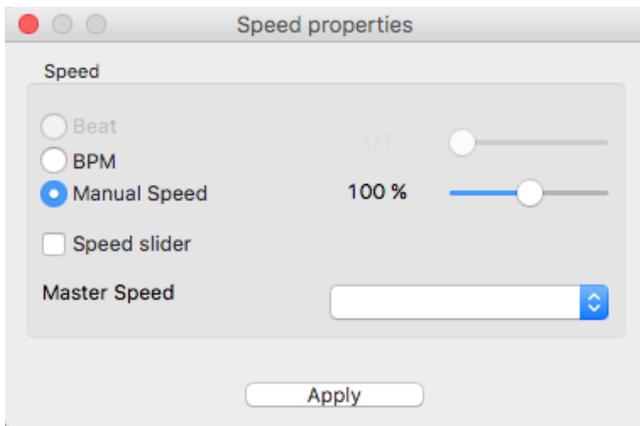
Set the speed of the button to : Beat, BPM or manual speed (with the slider)

Speed Slider
    Show a slider to adjust the speed inside the button.

Master Speed
    Link the button to a Master Fader speed
    Select one of the available Master Faders speed

Live > Buttons > trigger
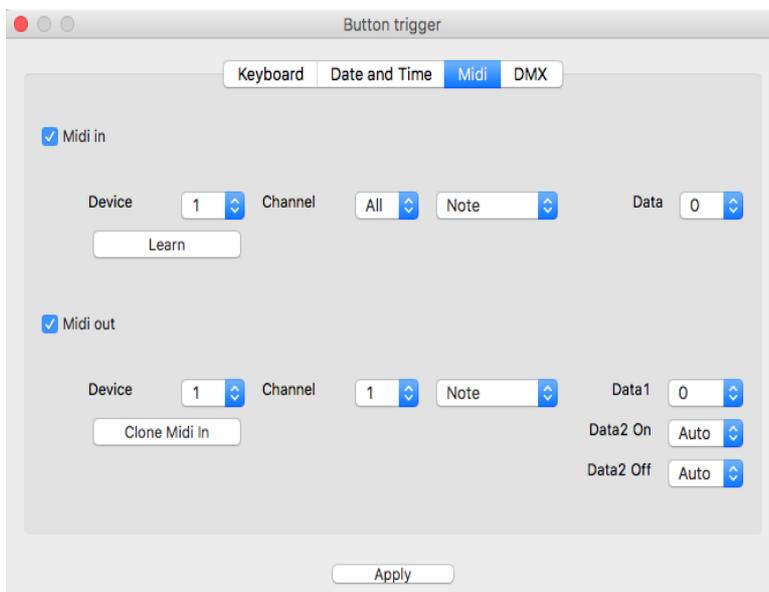
Tab "Keyboard"
    Check the box and select a keyboard key.

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 get the midi message.
    Check the "Midi out" box if you want to drive a feedback (for LED) 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
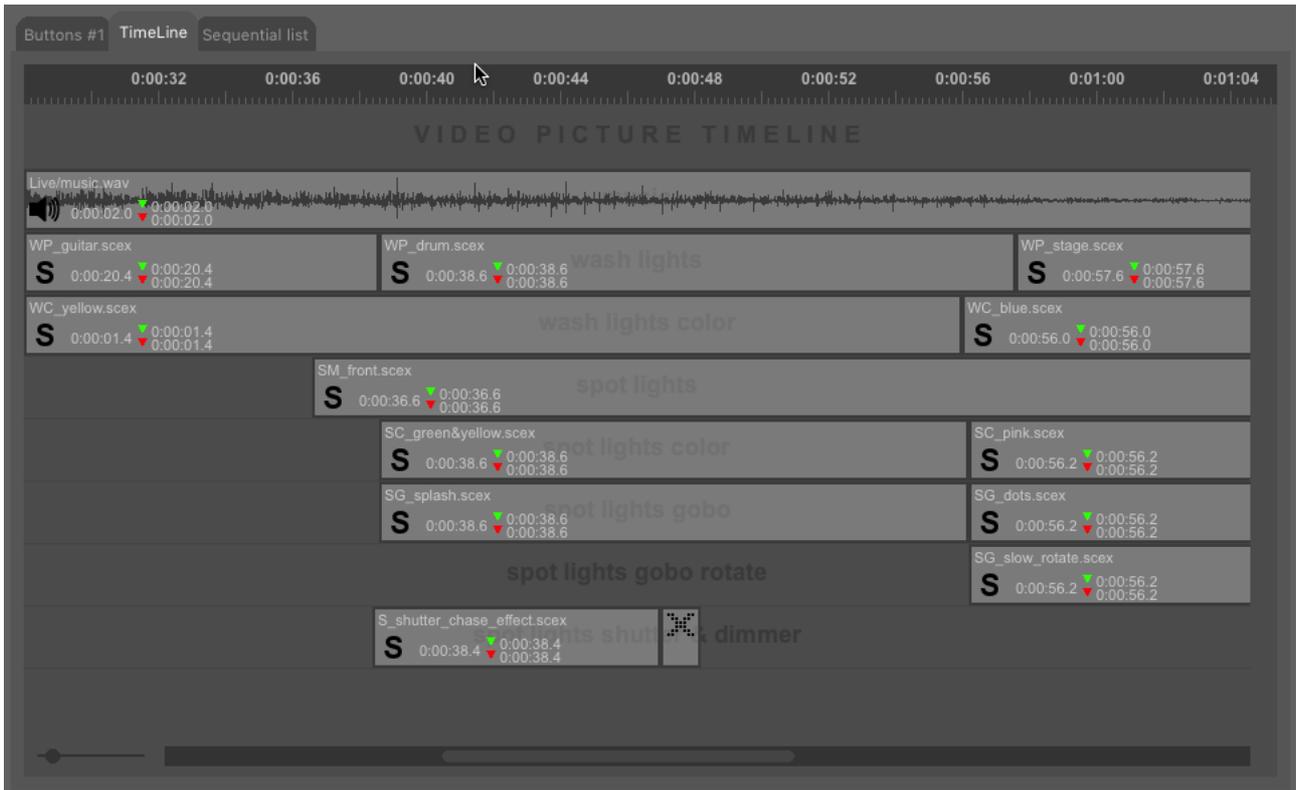
Toolbar
- Menu
  - Live settings (see above)
  - TimeLine settings (see below)
    - Timeline duration (in hh:mm:ss)
    - Nb of light timelines – (for light scenes)
    - Comment timeline - add comments along the timeline
    - Media timelines - add the audio & video timelines
    - Waveform for WAV 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 – to force the BPM
- Add timestamp - yellow mark in the line showing the time, events will be magnetized on it
- Select All
- Cut
- Copy
- Paste

- Edit Timeline name
- Disable Timeline - not played in "play" 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
- 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)
    - Beat
    - 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

Click on 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).
Click on 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 > TimeLine settings
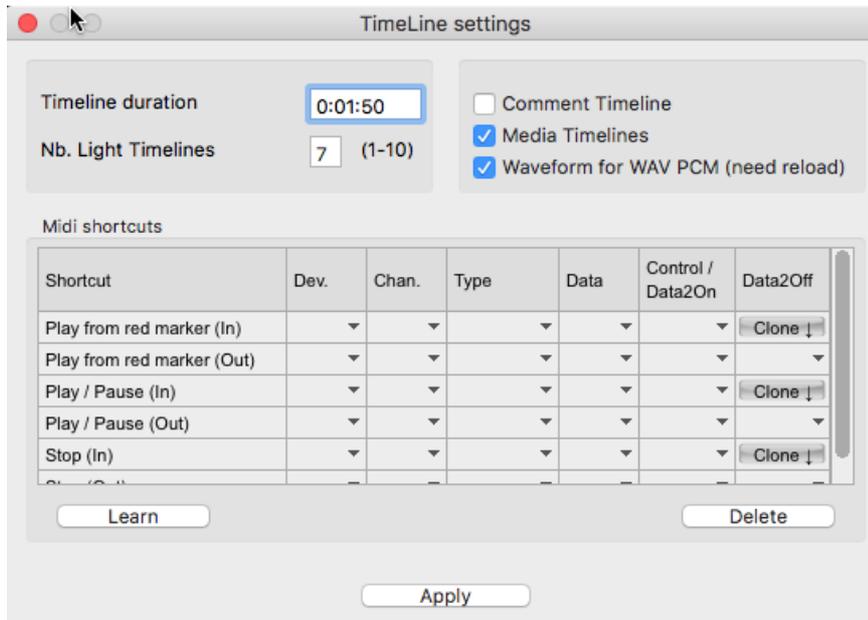
Set the timeline duration, and the number of timelines.

Comment timeline add a timeline to enter notes.

Media timelines add "video" and "audio" timelines.

Waveform show the waveform of the sound file (only for WAV and PCM files).

Midi shortcuts
- select the line
- press the button "learn" and press the key of the midi device

Live > Sequential list

#	Comment	Trigger	File	Type	No loop	Fade in	Duration	Fade out
1	show_keyboard	Wait for go	WP_keyboard.scex	Steps	✓	3	0	3
2	show_drum	Wait for go	WP_drum.scex	Steps	☐	3	5	3
3	show_guitar	Wait for go	WP_guitar.scex	Steps	☐	3	5	3
4	show_all_together	Wait for go	WP_stage.scex	Steps	☐	3	5	3
5		Follow	SC_green.scex	Steps	☐	3	0	3
6		Follow	rainbow.ppj	Pixels			0	
7		Follow	SC_cyan.scex	Steps	☐	3	0	3
8		Follow		Macro			0	
8.1			SC_blue.scex	Steps	☐	3	0	3
8.2			SM_wave.gpj	Generator		3	0	3

Toolbar
- Menu
    - Live settings (see above)
    - Sequential List settings
        - Midi shortcuts
        - select the line
        - press the button "learn" and press the key of the midi device
- New
- Open
- Save
- Save as
- Go – start the list at the current line (yellow line)
- Pause
- Stop

Popup menu in background
- Add Steps scene
- Add Generator scene
- Add Pixels scene
- Add Macro line

Popup menu on a line
- File name associated with the line – No action
- Edit - open the scene project
- Move to – move the line after the number entered (0 for first position)
- Delete line – delete the line
- Add Steps scene
- Add Generator scene
- Add Pixels scene
- Add Macro
- Cut selection (use the keys ctrl/shift for multi-lines selection)
- Copy selection
- Paste selection

<u>Operating rules</u>
"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
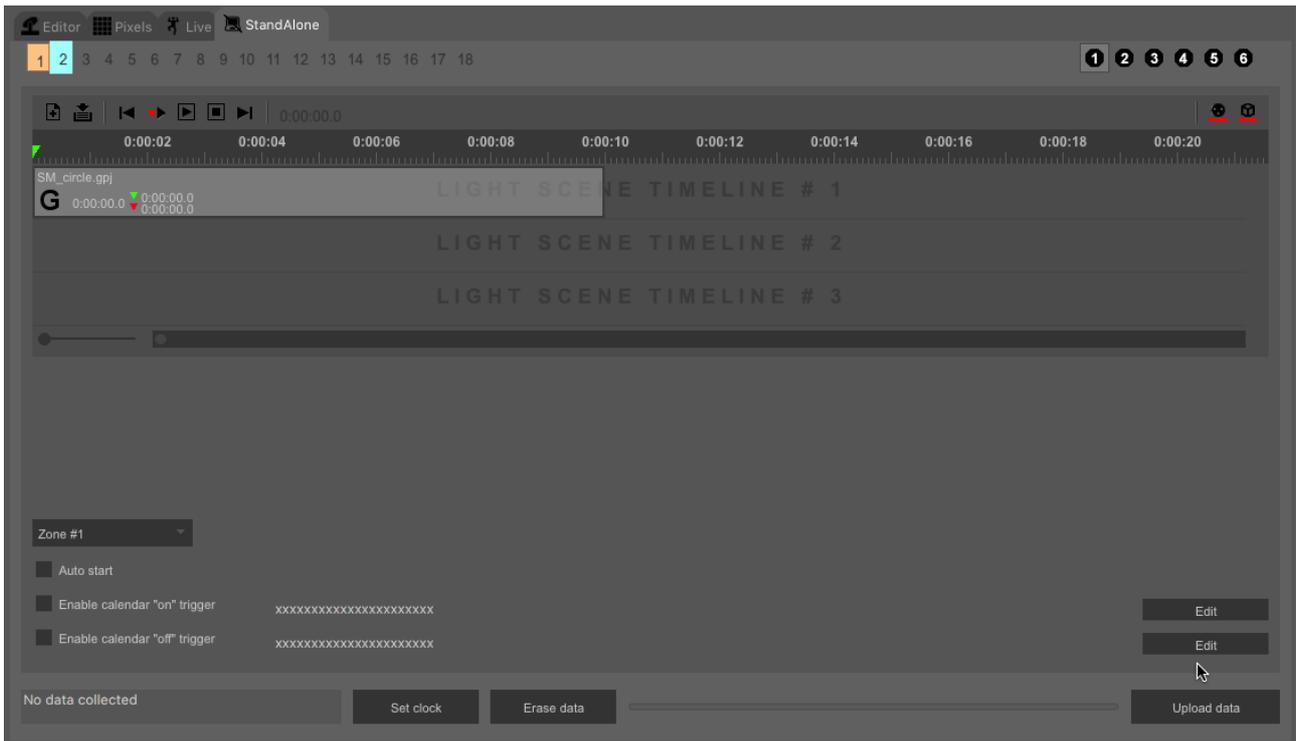
Toolbar "buttons"
- select the standalone button (the number of buttons depends of the dmx interface)

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 - override the dmx outputs
- 3D - override the 3D outputs

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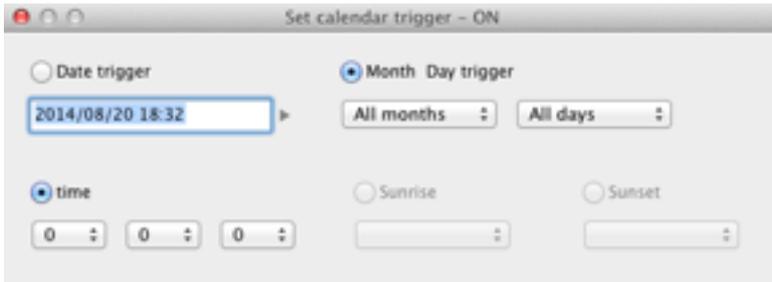
Select "date" or "month/day".
Select the time (sunrise / sunset options are not available).

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
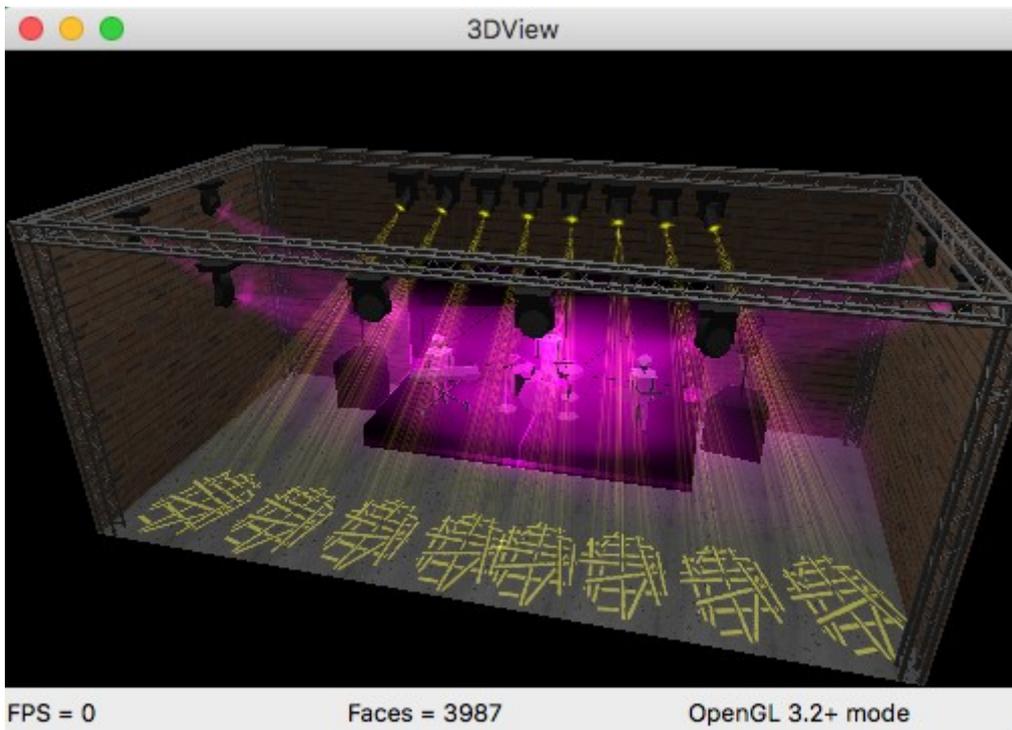
Popup menu in background
    - Stage setting
        size of stage, brightness, textures on walls
    - Object setting
        add objects and set position, orientation, scale and color
    - Fixtures setting
        set shape, position, orientation, scale and color of the existing fixtures
    - 3D setting
        - 3D rendering
            - openGL compatibility mode – check this option when there are problems
            with your video card
            - display mode : points / lines / flat / gouraud / phong
            - show backside
        - frames per second
        - window always on top
        - beam resolution : low / medium / high
        - beam rendering
            - realistic beams to see the real impact
            - gobo to see the gobo
            - slider beam intensity
            - slider length of beam
        - auto rotation
    - Print
    - Export as 2DView background (in the tab Editor)
    - about
    - quit

Popup menu on Object (when the windows "Object settings" is open)
    - Duplicate
    - Delete
    - Texture – add a texture on the object
    - Auto align – to the other objects
    - Exit Object settings

Popup menu on Object (when the windows "Object settings" is open)
- Texture – add a texture on the object
- Reset shape
- Auto align – to the other fixtures
- Exit Fixtures settings

Keyboard shortcuts

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

V9.1.5