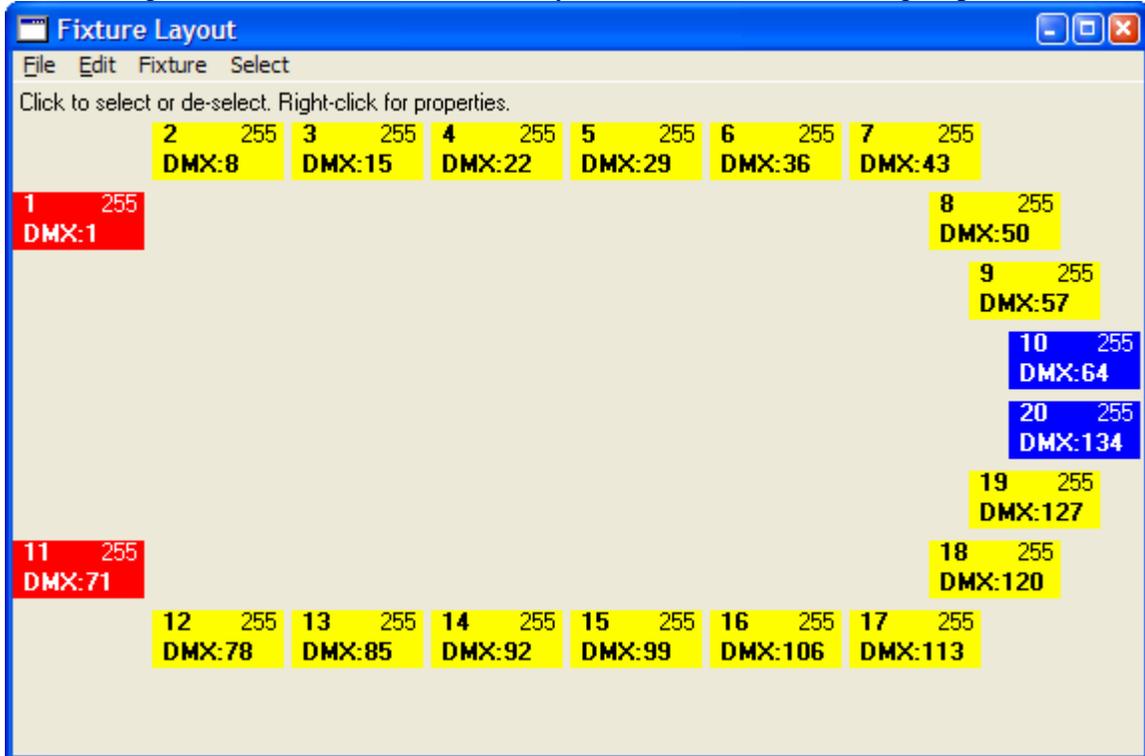


The Fixture Layout Window

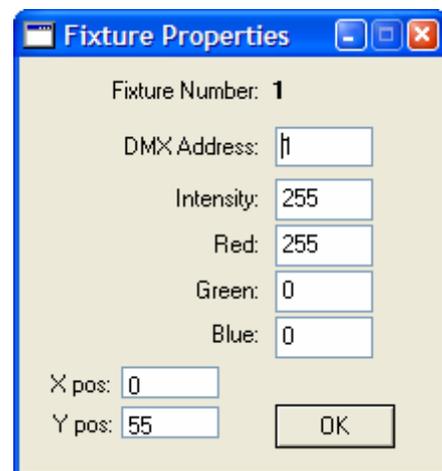
This window is a diagram of all the fixtures laid-out as they are in for the cathedral. Each rectangle represents a fixture. Its color is the currently programmed color. DMX: is the fixture's DMX address (channel). The top-left number is the fixture number and the top-right number is the current programmed intensity.

To set the attributes of fixtures, you must first select them. Clicking on a fixture will alternately select or de-select a fixture. Selected fixtures have a colored rectangle surrounding them. The select menu allows you to select and de-select groups of fixtures.



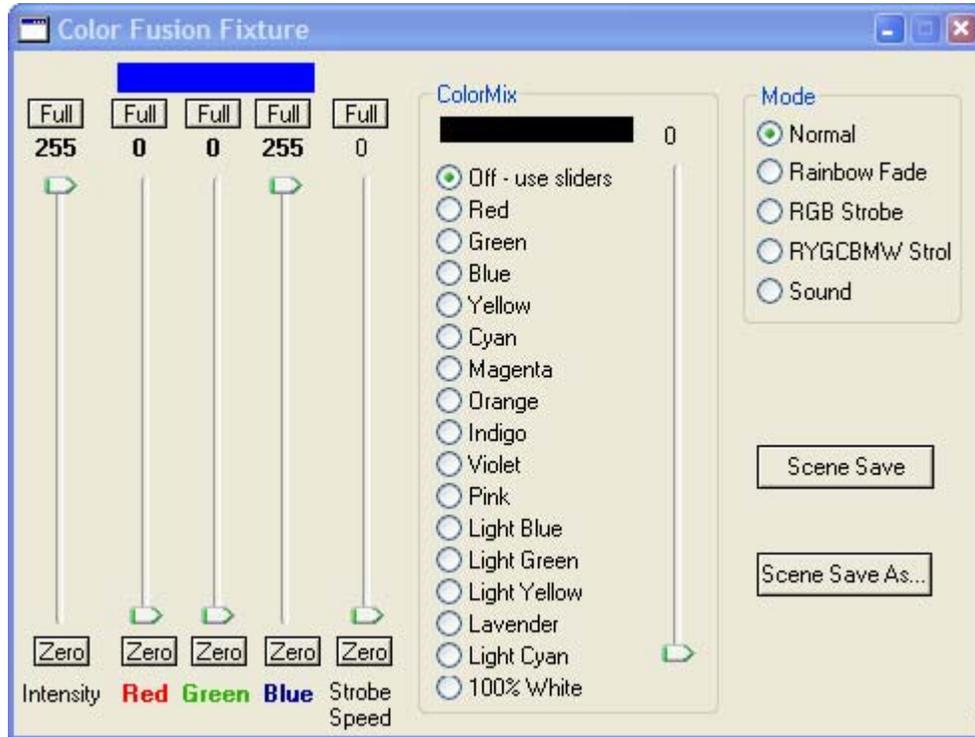
The Fixture Properties Window

If you right-click on a fixture the Fixture Properties dialog appears and you can set attributes by entering numbers. This also allows you to set the location (in pixels) of the fixture in the layout diagram.



The Fixture Window

This window controls all of the attributes of the *selected* American DJ Color Fusion fixtures.

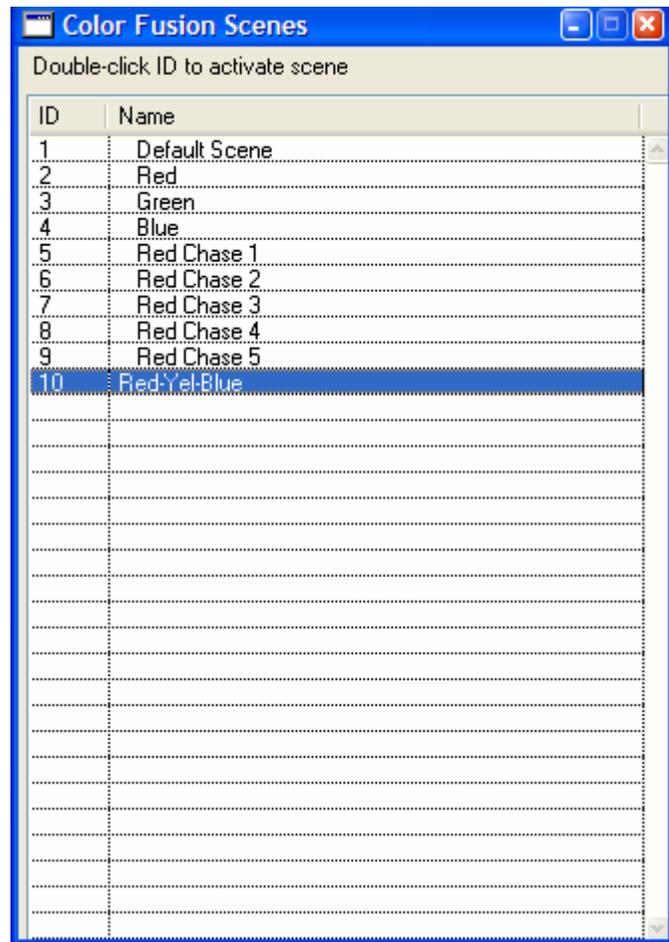


The first 4 sliders control the intensity and color. The color controlled by the RGB sliders is displayed above them. The Full and Zero buttons move the slider to the top or bottom. The strobe speed slider controls flashing speeds – probably best left a zero for most lightshows. The ColorMix radio buttons choose some common colors; the associated slider allows you to choose even more pre-defined colors. Making a ColorMix choice (other than Off) over-rides the RGB sliders. The Mode radio buttons select automatic modes – this is best left set to Normal.

Save Scene saves (updating the currently selected Scene) all the current attributes of all the fixtures as displayed in the Layout Window. The Scene Save As button creates a new scene, asks you for a name for it, and stores all the current attributes as the Save Scene button does.

The Scenes Window

The Scenes window is a list of all the stored scenes. A scene is a fixed set of attributes for all the fixtures. Selecting a scene displays its info in the Scene Details Window. Double-clicking a scene activates it – the attributes are immediately displayed on the Layout window and the data is sent out to the actual fixtures.



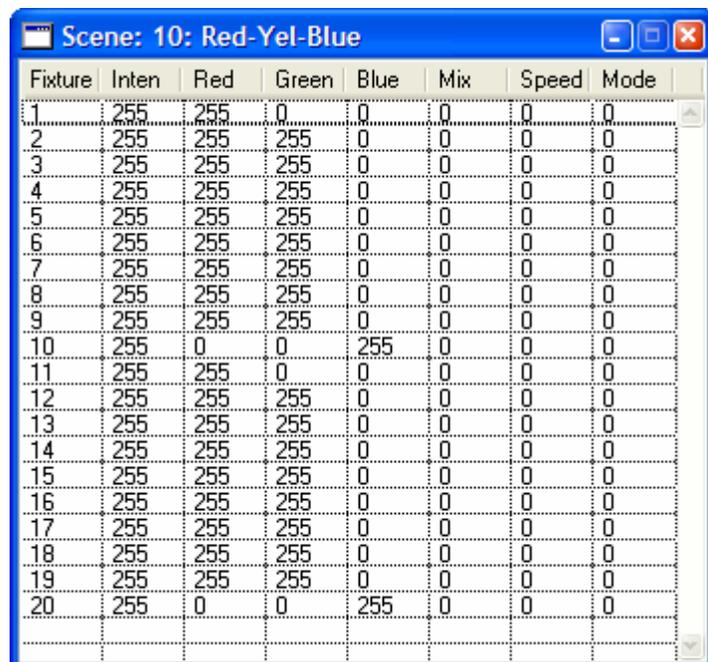
Color Fusion Scenes

Double-click ID to activate scene

ID	Name
1	Default Scene
2	Red
3	Green
4	Blue
5	Red Chase 1
6	Red Chase 2
7	Red Chase 3
8	Red Chase 4
9	Red Chase 5
10	Red-Yel-Blue

The Scene Details Window

The Scene Details Window shows the stored attribute levels for each fixture for the currently selected scene.



Scene: 10: Red-Yel-Blue

Fixture	Inten	Red	Green	Blue	Mix	Speed	Mode
1	255	255	0	0	0	0	0
2	255	255	255	0	0	0	0
3	255	255	255	0	0	0	0
4	255	255	255	0	0	0	0
5	255	255	255	0	0	0	0
6	255	255	255	0	0	0	0
7	255	255	255	0	0	0	0
8	255	255	255	0	0	0	0
9	255	255	255	0	0	0	0
10	255	0	0	255	0	0	0
11	255	255	0	0	0	0	0
12	255	255	255	0	0	0	0
13	255	255	255	0	0	0	0
14	255	255	255	0	0	0	0
15	255	255	255	0	0	0	0
16	255	255	255	0	0	0	0
17	255	255	255	0	0	0	0
18	255	255	255	0	0	0	0
19	255	255	255	0	0	0	0
20	255	0	0	255	0	0	0

The Sequences Window

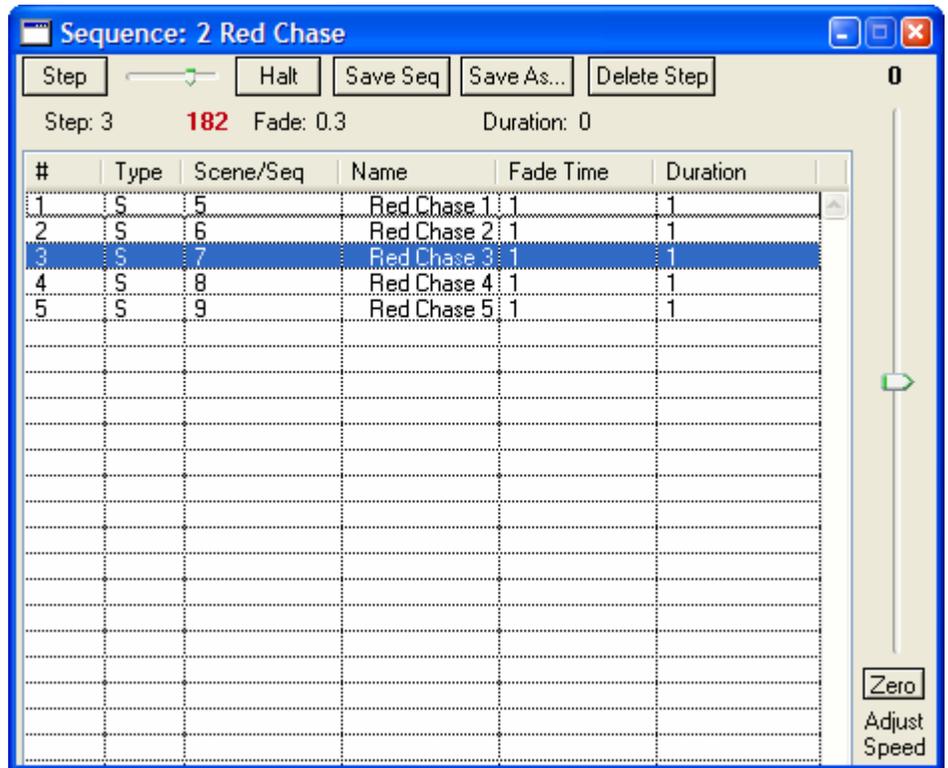
The sequences window is a list of the stored sequences. A sequence is a set of one or more scenes. Selecting a sequence from this list displays it in the Sequence Details window (below).



The screenshot shows a window titled "Sequences" with a blue title bar and standard window controls. The window contains a table with two columns: "ID" and "Name". The table has two rows: the first row has ID "1" and Name "Glenn Seg"; the second row has ID "2" and Name "Red Chase". The second row is highlighted in blue. Below the table is a large empty area with a dotted border, and a scroll bar is visible on the right side of the table area.

ID	Name
1	Glenn Seg
2	Red Chase

Here is what the Sequence details window looks like while the sequence is running. The Go button now becomes the Halt button. The horizontal slider next to the step button shows you the progress of the current fade. The Speed Adjust slider allows you to temporarily override the Fade time and Duration to be longer or shorter.



The Shows Window

The Shows window displays all the stored shows. A show is a list of sequences that will be sequentially run, and repeat. Double-clicking the show will start running it.

The Run All Shows checkbox will cause each show to run once, then advance to the next show and run that show once and so on. When the last show has run, the first show will then start again.

The Show Details Window

The Show Window lists the sequences contained in the current show. You can add or delete a sequence from the show and save it or Save As a new show (You are prompted for a new name)