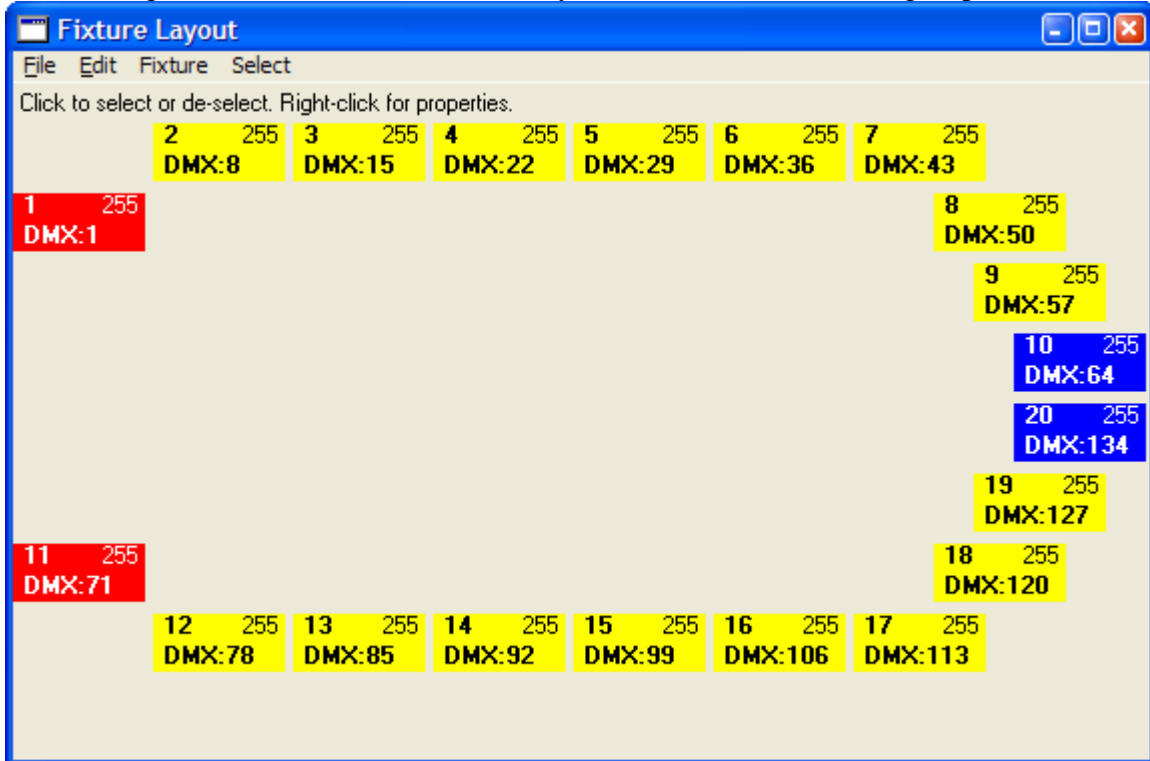


The Fixture Layout Window

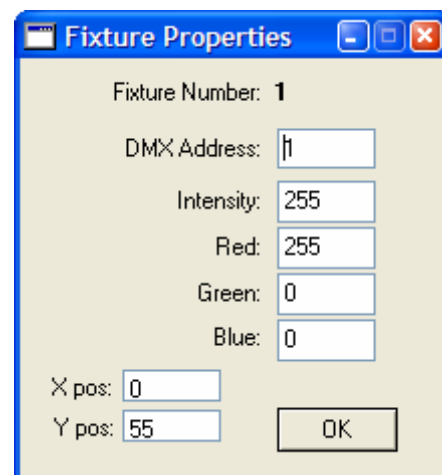
This window is a diagram of all the fixtures laid-out as they are in for the cathedral. Each rectangle represents a fixture. Its color is the currently programmed color. DMX: is the fixture's DMX address (channel). The top-left number is the fixture number and the top-right number is the current programmed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



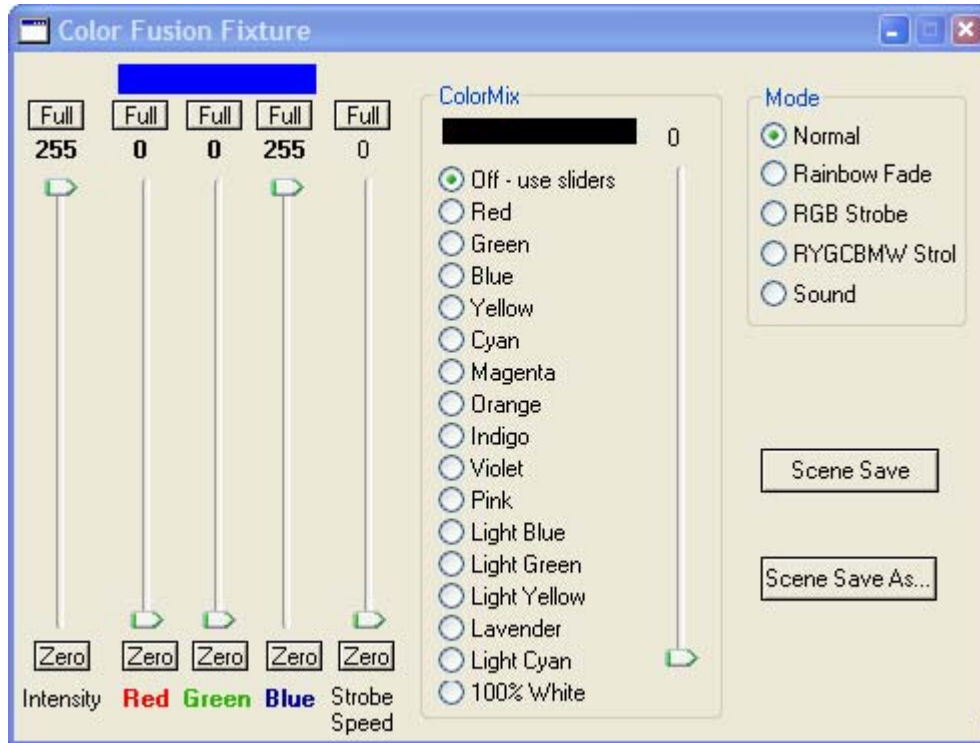
The Fixture Properties Window

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.

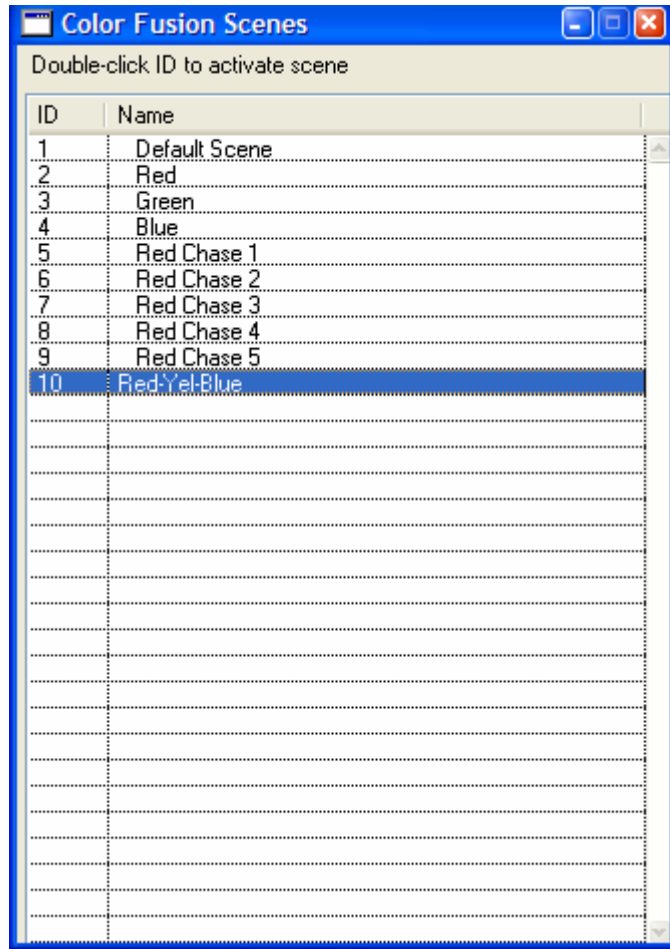


The first 4 sliders control the intensity and color. The color controlled by the RGB sliders is displayed above them. The Full and Zero buttons move the slider to the top or bottom. The strobe speed slider controls flashing speeds – probably best left a zero for most lightshows. The ColorMix radio buttons 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.



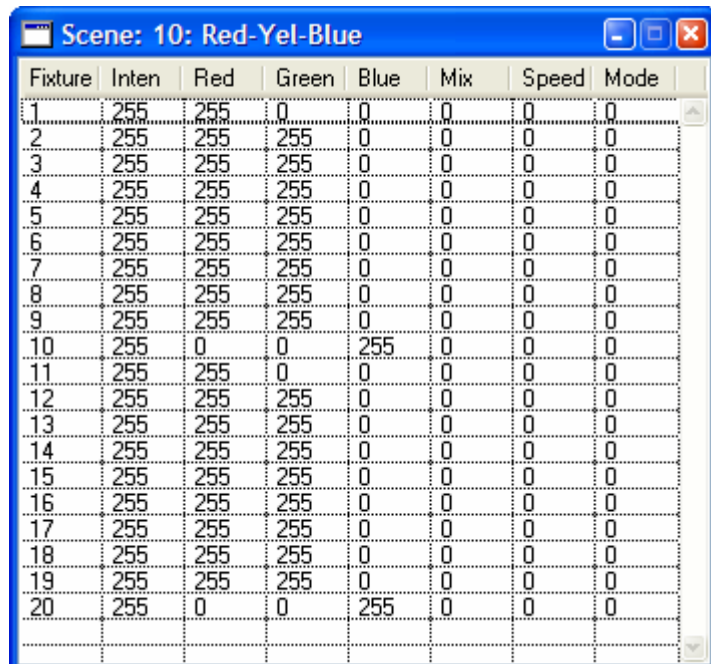
Color Fusion Scenes

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

Sequence details window

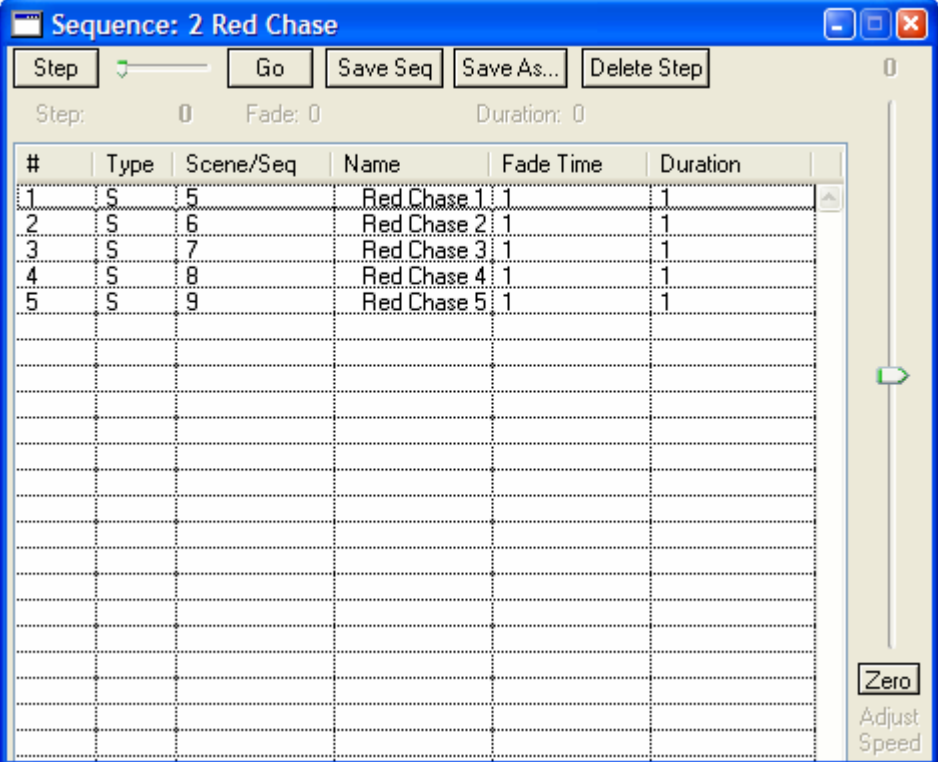
This window displays a list of steps (that are scenes) in the current Sequence. There are five steps in this example.

You can add a step (scene) to the list by dragging the sceneID from the Scenes window and dropping it on this Sequence details window. The Delete Step button will remove the currently selected step from the sequence.

The Save Seq button will update the current Sequence, storing the list of steps. The Save As button will create a new Sequence and prompt you for a name for it – then store the steps as the Save Seq button does.

The Step button causes the next step of the sequence to be activated. The layout window will display the scene for the step and the actual fixtures will respond to the DMX info being transmitted. The Go button will cause each step to be activated in turn, continuously. The step will fade-in in the time given in the Fade Time column and then remain static for the time given in the Duration column. The next step will then automatically start to fade-in (and the previous step to fade-out) and so on. The Fade and Duration times will countdown as the steps progress.

The times are in seconds (and may be as short as a tenth of a second.) For example, a half second duration would be 0.5 To change a time, click on the time number and enter a new number.

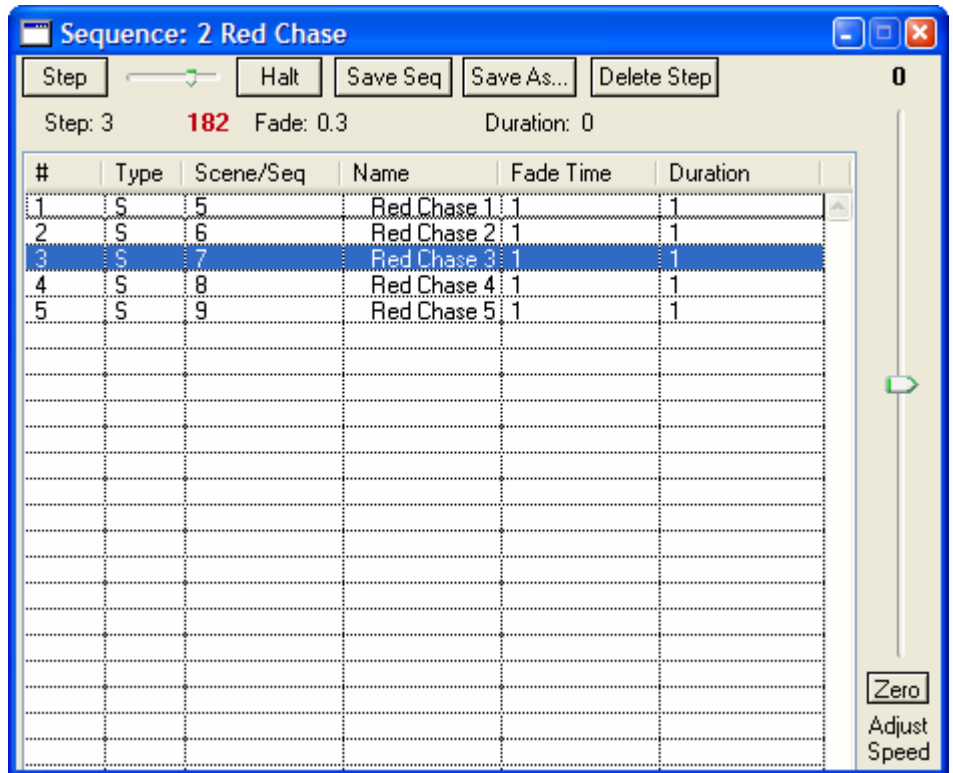


The screenshot shows a software window titled "Sequence: 2 Red Chase". At the top, there are buttons for "Step", "Go", "Save Seq", "Save As...", and "Delete Step". Below these buttons, there are status indicators for "Step: 0", "Fade: 0", and "Duration: 0". The main area is a table with the following columns: "#", "Type", "Scene/Seq", "Name", "Fade Time", and "Duration". The table contains five rows of data:

#	Type	Scene/Seq	Name	Fade Time	Duration
1	S	5	Red Chase 1	1	1
2	S	6	Red Chase 2	1	1
3	S	7	Red Chase 3	1	1
4	S	8	Red Chase 4	1	1
5	S	9	Red Chase 5	1	1

At the bottom right of the window, there is a "Zero" button and an "Adjust Speed" slider.

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)