Compu Show Software User Manual

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FCC STATEMENT
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC RADIO FREQUENCY INTERFERENCE WARNINGS & INSTRUCTIONS
This product has been tested and found to comply with the limits as per Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device uses and can radiate radio frequency energy and, if not installed and used in accordance with the included instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be deter- mined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following methods:

- Reorient or relocate the device.
- Increase the separation between the device and the receiver.
- Connect the device to an electrical outlet on a circuit different from which the radio receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

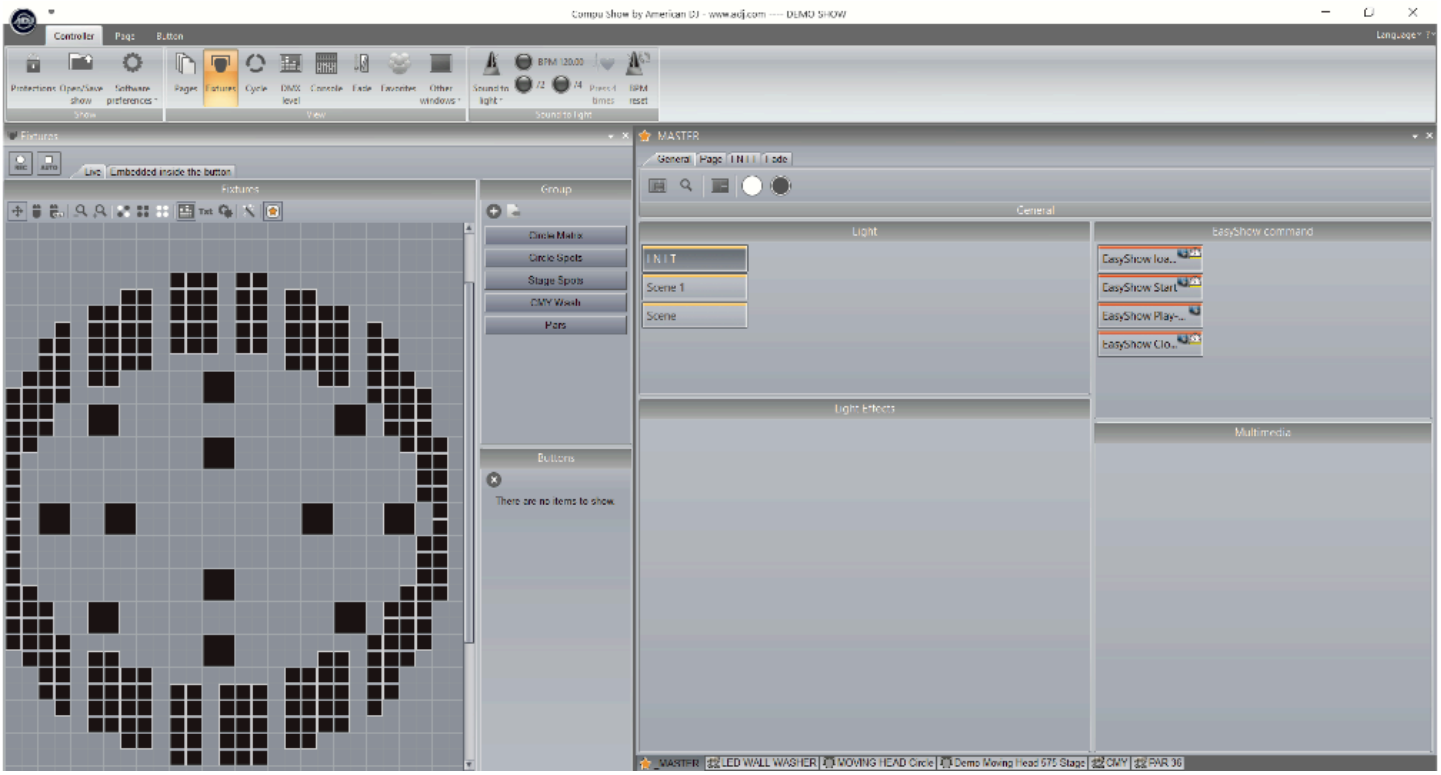
Energy Saving Matters (EuP 2009/125/EC)
Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!
Document Version: An updated version of this document may be available online. Please check www.adj.com for the latest revision/update of this document before beginning installation and use.

Date	Document Version	Notes
06/25/18	1	Initial Release
02/15/19	1.2	Updated Specs

TABLE OF CONTENTS

1. INTRODUCTION

Imagine your entire lighting show completely designed within your computer, then controlled via your computer, laptop, tablet, or phone. If you are a lighting designer who is completely new to ADJ's Compu Show, or new to lighting programming in general, the first two chapters will help you with the basics to get started. Chapter 1 starts with an overview of Compu Show's major features, hardware requirements, and software installation. Chapter 2 will take you through a quick start guide on how to use some of the features described in the overview.



Checklist:

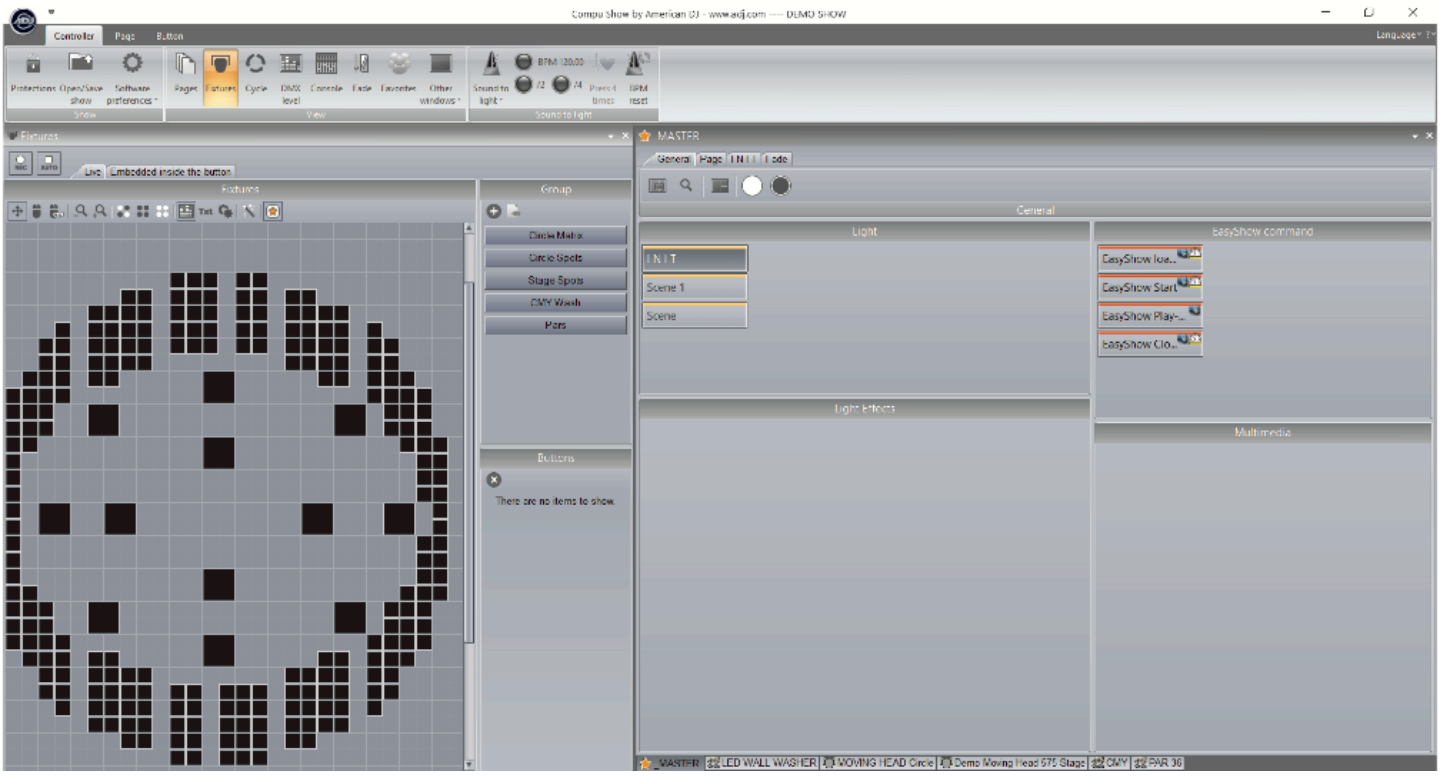
Before you begin, ensure you have all the following tools:
- USB-DMX interface
- PC/laptop computer running Microsoft Windows XP, Vista, 7, 8, or 10
- USB cable
- ADJ Compu Show executable file downloaded from the ADJ website.

1.1 The ADJ Compu Show Package

A brief overview of the software in ADJ's Compu Show package.

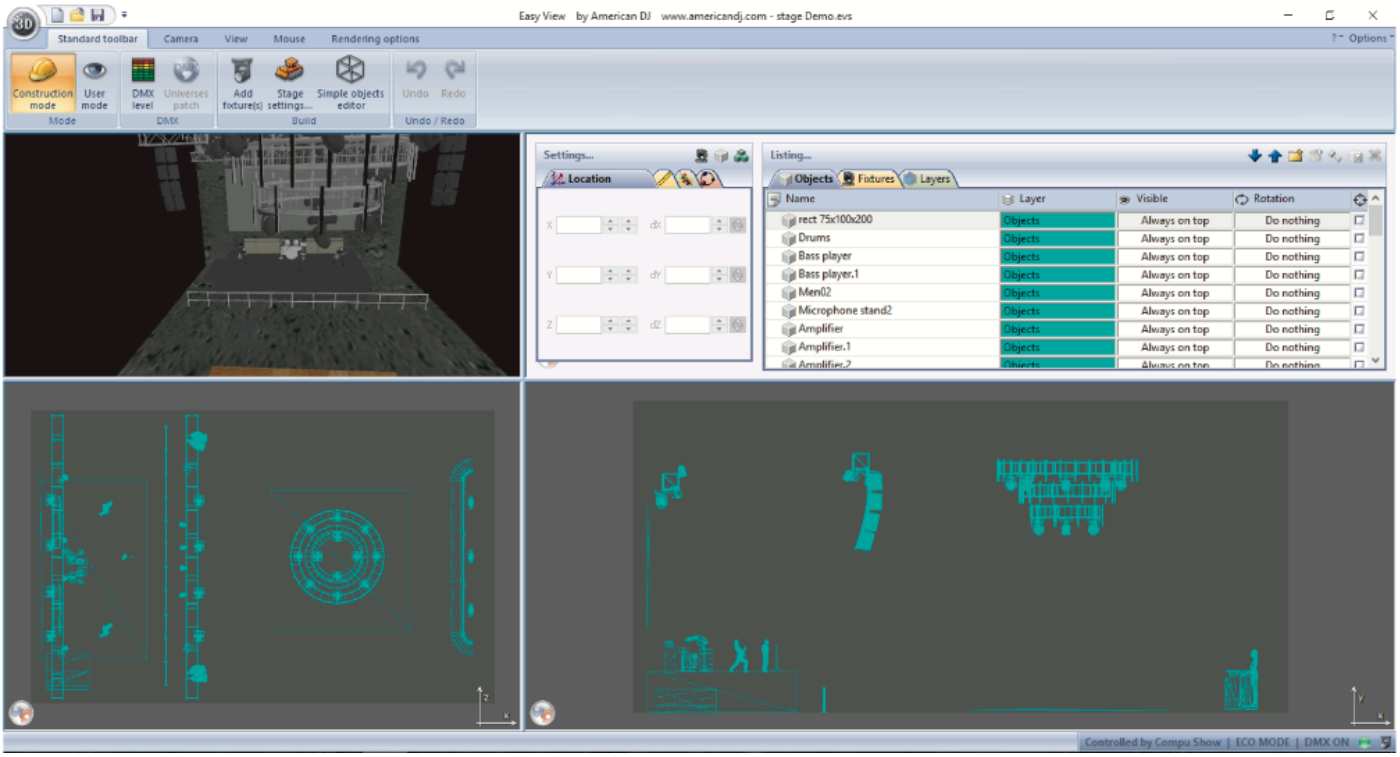
ADJ's Compu Show

Quickly and easily program complex effects with moving fixtures, and trigger them with audio, MIDI, DMX, time, and many other methods. You can even copy your scenes onto an SD card to be used without a computer.



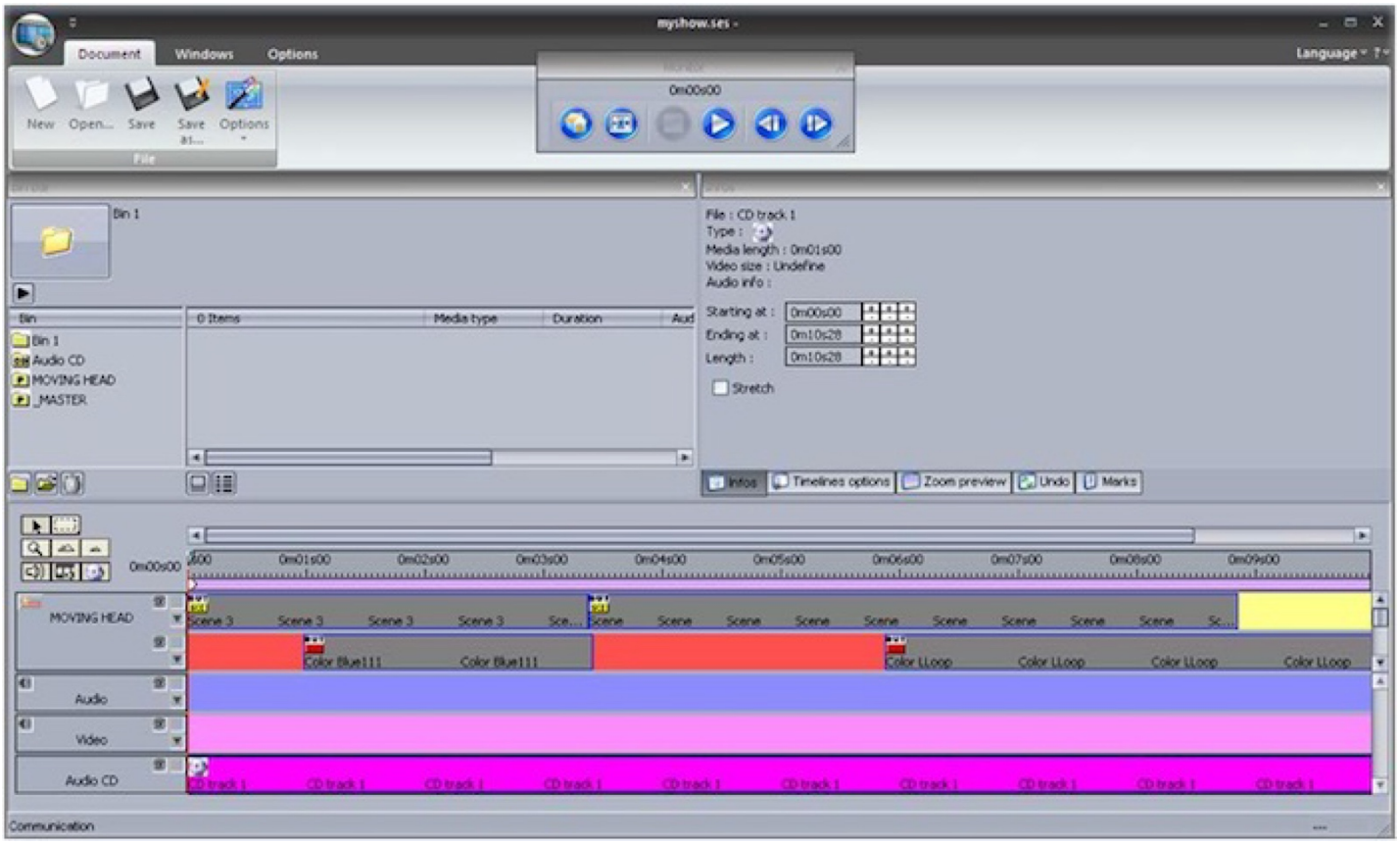
Easy View

This real-time 3D visualizer allows you to pre-program your show without lighting fixtures. This software allows you to simulate how your lighting effects will look on a virtual stage. Although it allows you to program your show visually, Easy View is not required to program your show.



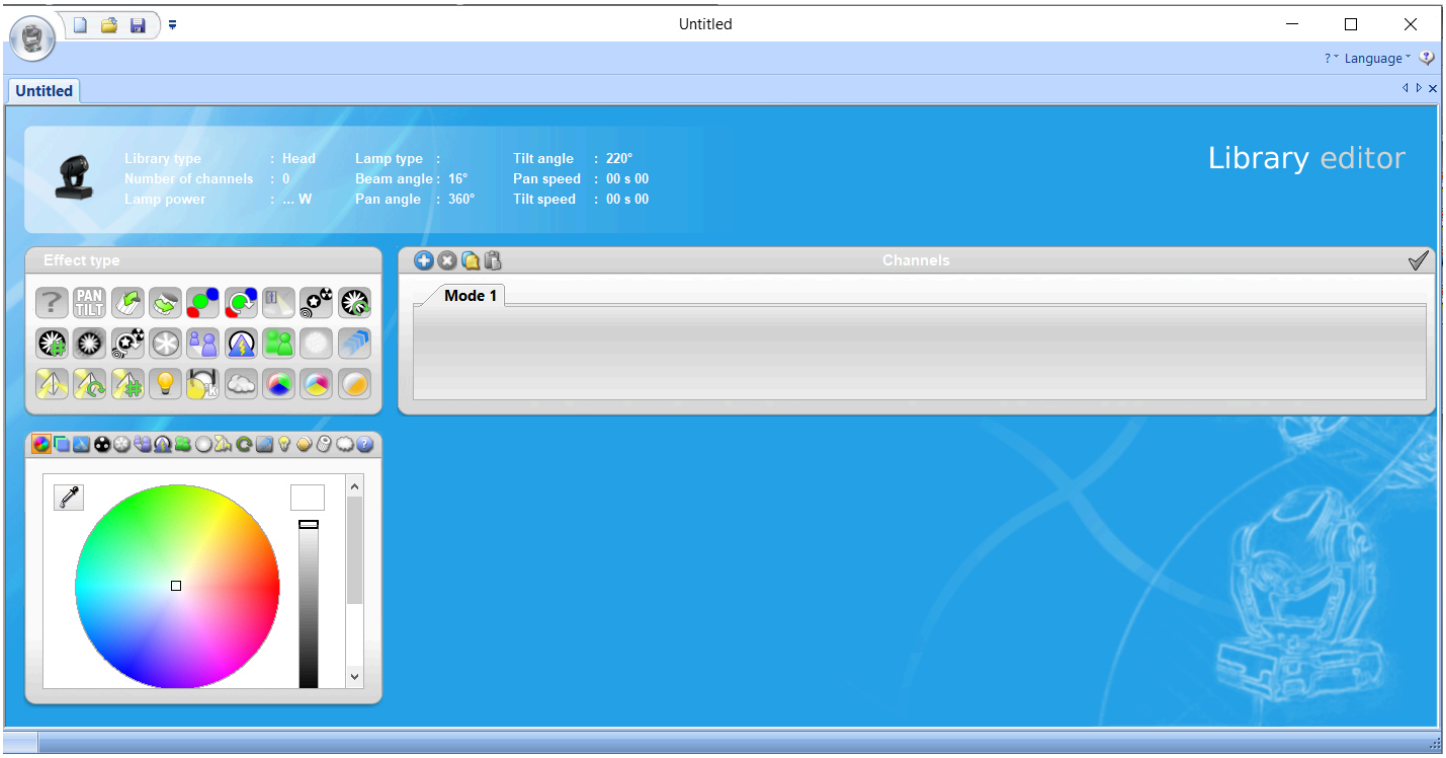
EasyShow

This software is ideal to synchronize lighting effects with audio and video. If you are familiar with audio editing software, EasyShow includes timelines where you can drag, drop, expand, and scroll your lighting effects along with Audio and Video timelines.



Scan Library Editor

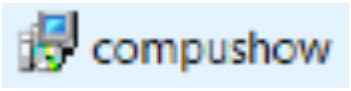
You can create your own profiles, or modify existing profiles for lighting fixtures. Many effects are included (color, gobo, gobo rotation, prism, etc.).



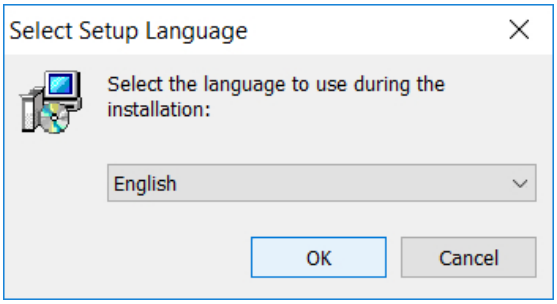
Computer Requirements

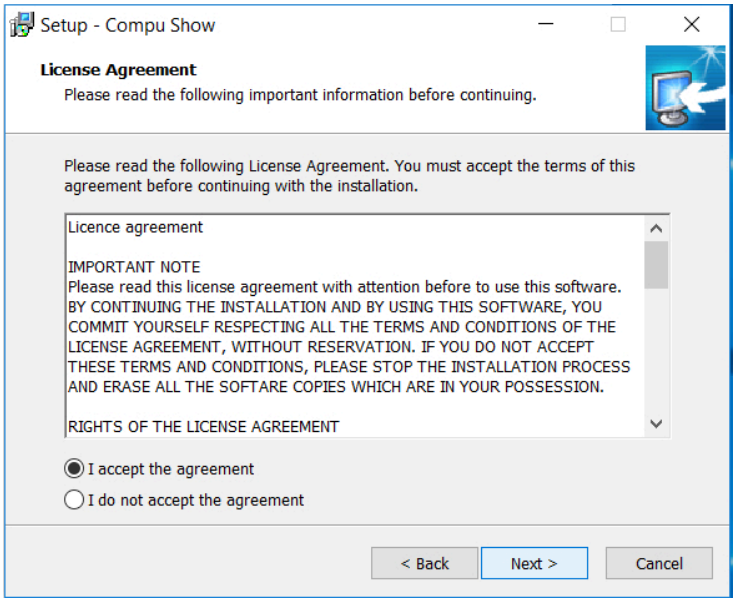
This software is designed to run on a modern PC with the following:
- a dual core processor running Windows XP, Vista, 7, 8, or 10
- A screen resolution of at least 1280x768 (a higher resolution of 1680x1050 or more is recommended)
- 1GB RAM minimum (For EasyShow or the 'Multimedia' function requires enough spare RAM to load the largest video used in the show)
- and the 3D visualizer requires a powerful graphics card with at least 1GB graphics memory or more (2GB+ is recommended).

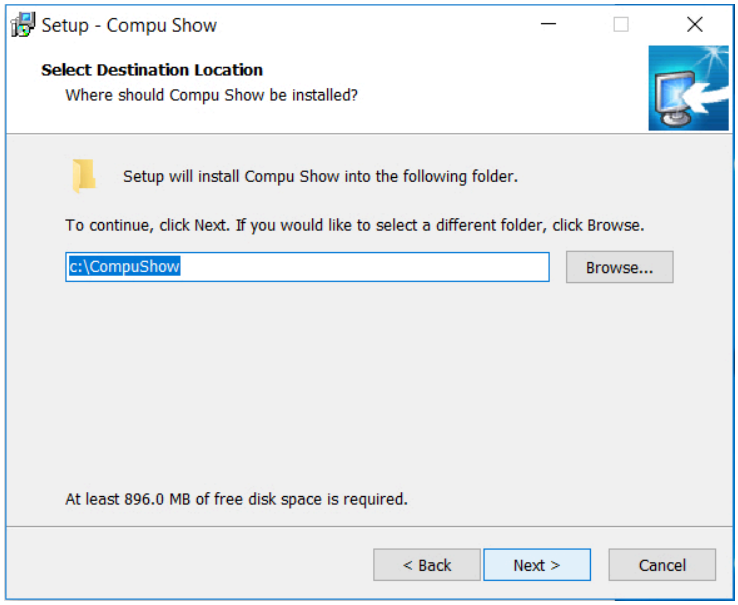
1.2 Software & Hardware Installation

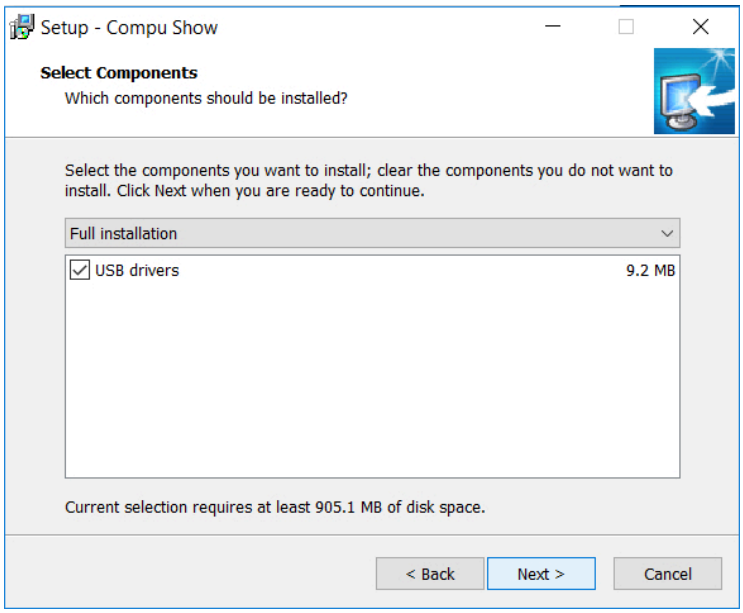
You must install the software before you connect or install the hardware. Download the software from our website (www.adj.com) and double-click the setup icon. 

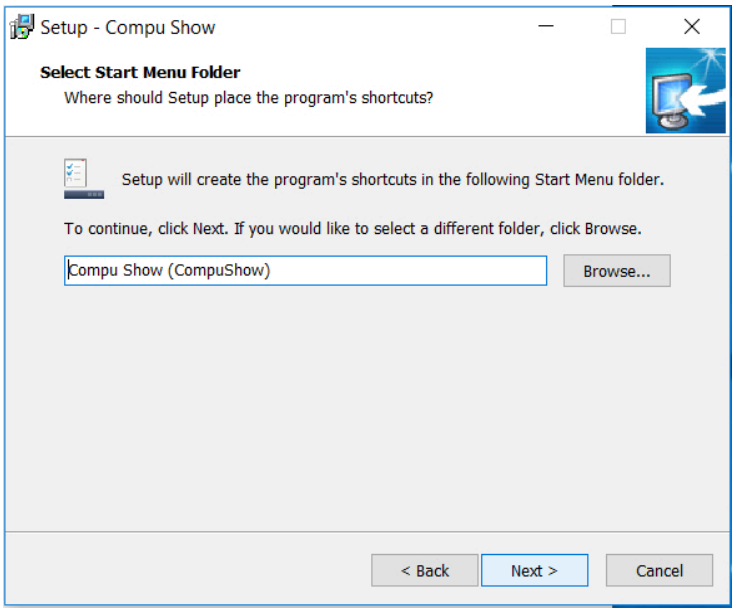
Follow the on-screen instructions to install the software.

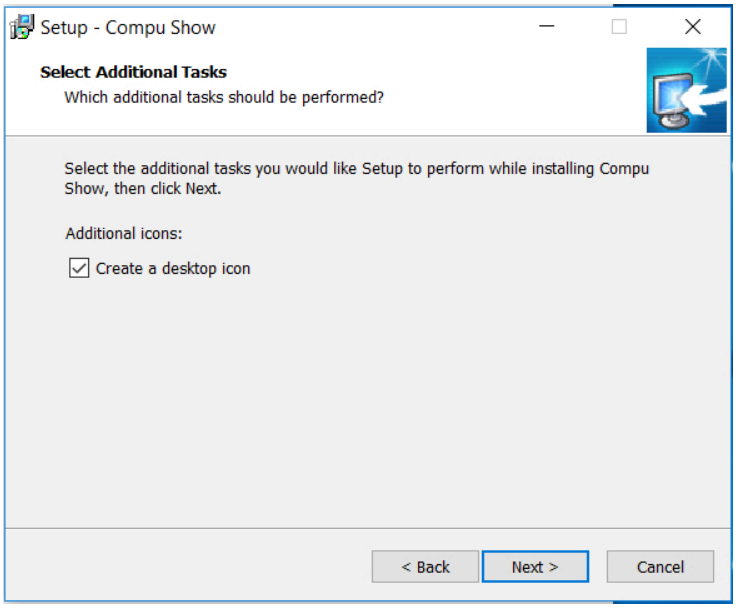


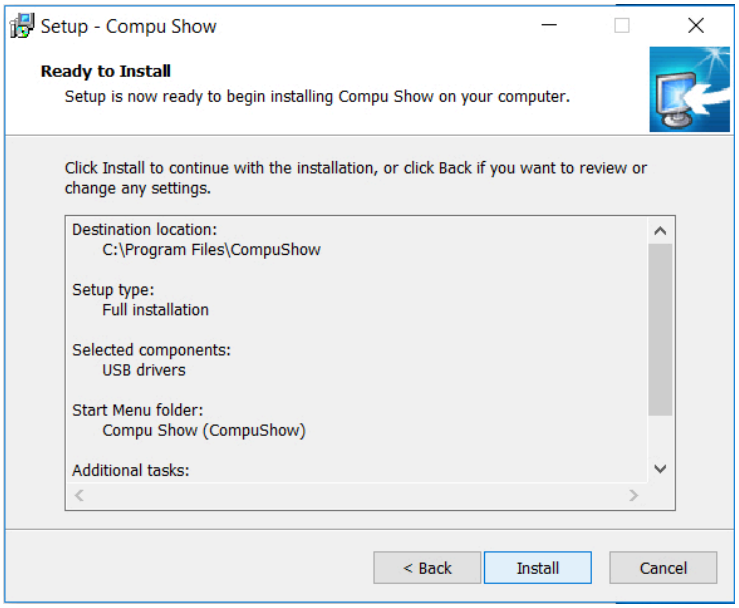





Setup - Compu Show
Select Components
Which components should be installed?
Select the components you want to install; clear the components you do not want to install. Click Next when you are ready to continue.
Full installation
USB drivers
9.2 MB
Current selection requires at least 905.1 MB of disk space.
< Back
Next >
Cancel


Setup - Compu Show
Select Start Menu Folder
Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
Compu Show (CompuShow)
Browse...
< Back
Next >
Cancel


Setup - Compu Show
Select Additional Tasks
Which additional tasks should be performed?
Select the additional tasks you would like Setup to perform while installing Compu Show, then click Next.
Additional icons:
Create a desktop icon
< Back
Next >
Cancel


Setup - Compu Show
Ready to Install
Setup is now ready to begin installing Compu Show on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Destination location:
C:\Program Files\CompuShow
Setup type:
Full installation
Selected components:
USB drivers
Start Menu folder:
Compu Show (CompuShow)
Additional tasks:
< Back
Install
Cancel

The DMX interface USB drivers will be installed during the software installation. When the Windows driver installation dialogue appears, click next. If a dialogue appears to say that the drivers are not digitally signed, select 'Continue Anyway.'

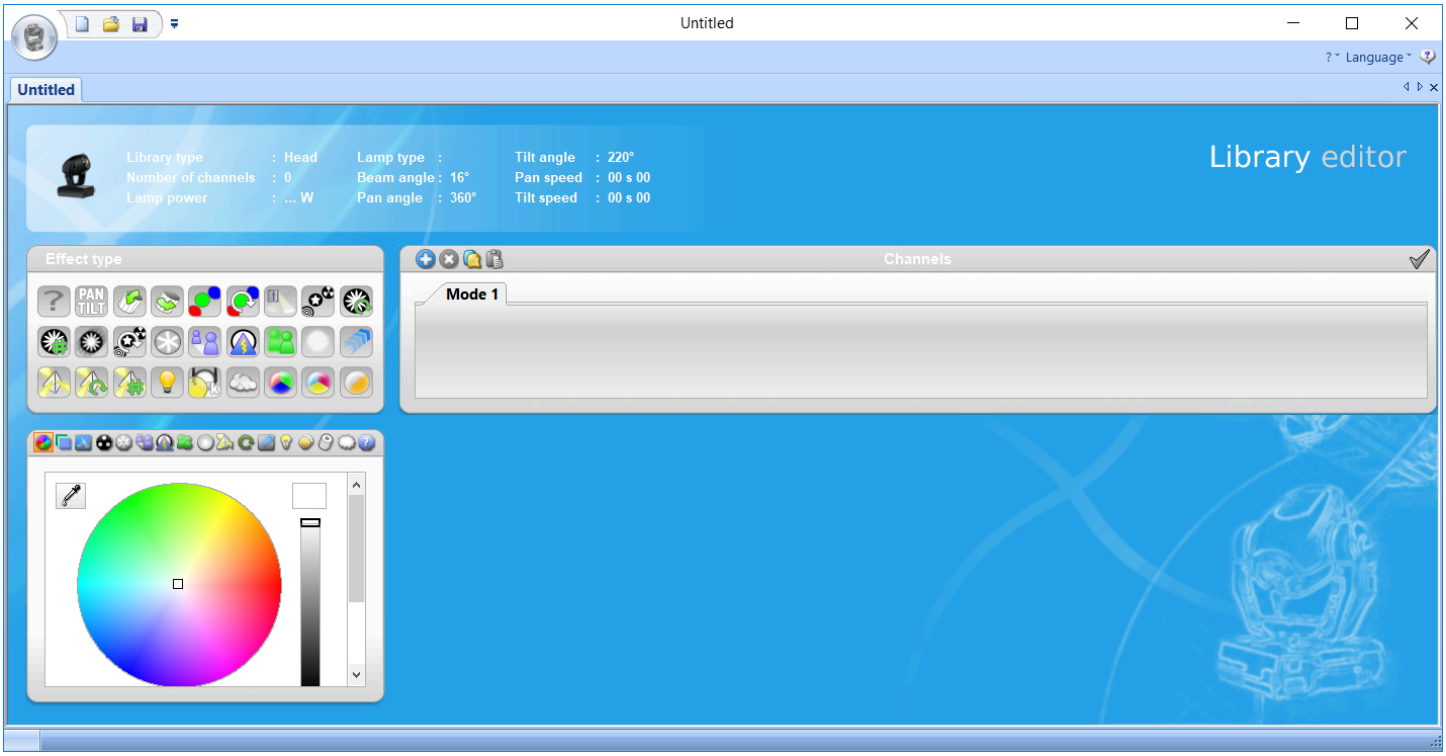
The second set of drivers will be installed, and a notification will be shown on the taskbar once the installation is complete. Do not start the software until the driver installation is finished, otherwise your device will not be detected.

Once the software installation is complete, connect your interface to the USB socket. Connect the Male (3/5 pins) end of the XLR cable into the Compu Show DMX interface (Compu Cue Basic, Compu Cue, or Compu SDE) and connect the female (3/5 holes) end of the XLR into your first fixture.

Launch Compu Show and the interface is detected automatically.

1.3 Fixture Profiles

All of the attributes of a DMX device are saved in a special file called the ‘Fixture Profile’ or .SSL2 file. The more accurate the fixture profile, the easier it will be to program your lighting with Compu Show. If you have an incomplete fixture profile, Compu Show will not understand the lights you want to control, and thus make it very difficult for you to program your lighting fixtures.



There is a profile for almost every fixture on the market. Fixture profiles can be created and edited with the ‘Scan Library’ editor software. For more details on how to make Scan Library profiles; see the Scan Library tutorial.

2. QUICK START

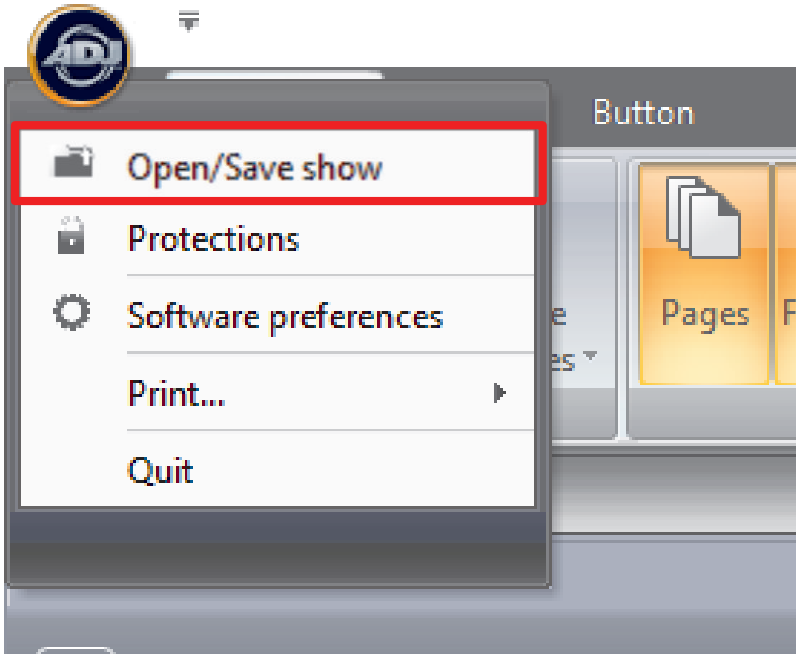
The ADJ Compu Show Concepts

The main concepts of ADJ's Compu Show are **pages**, **scenes**, and **switches**:
- each fixture type has its own page
- each page contains scenes and switches
- **a scene controls multiple channel types** (i.e. color AND gobo AND X/Y), and only one scene can be activated on a page at one time
- **a switch controls one channel type** (i.e. color OR gobo OR X/Y), although it is possible to have as many switches activated as you like (as long as they don't affect the same channel type).

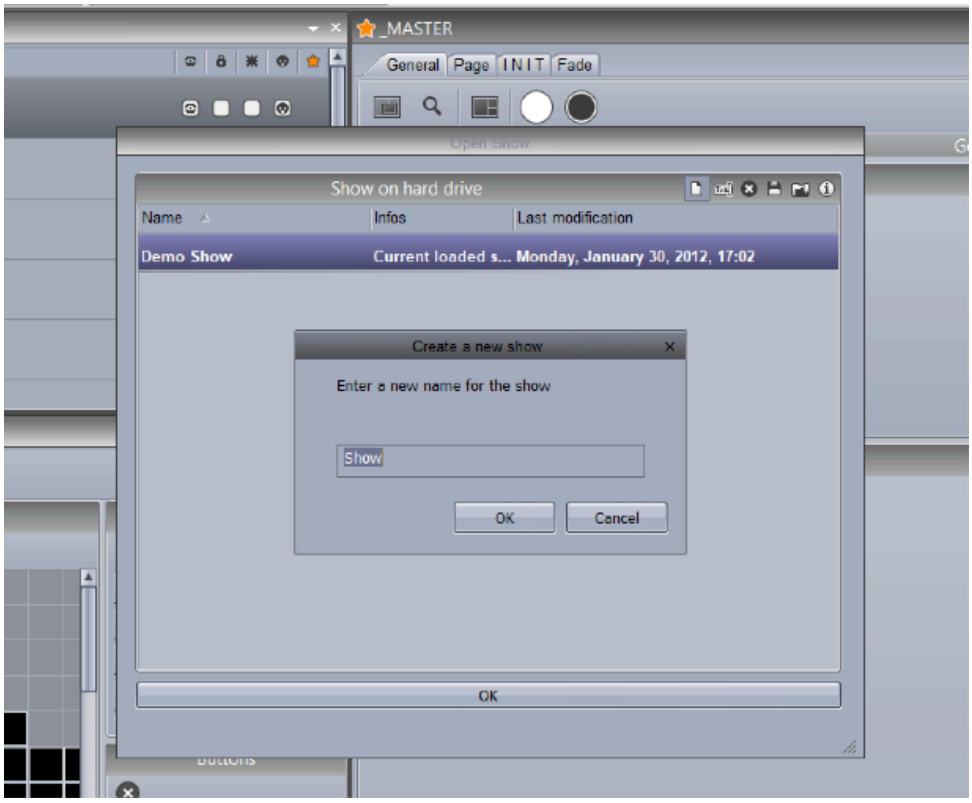
For example, you could have a scene whereby the lights are moving and dimming up and down. You can then make a 'red wash' switch, and when the switch is activated, the moving scene will continue, but the lights turn red. Switches are good for quick temporary changes, and scenes are where you will usually store your programming for your main lighting.

2.1 Creating Your First Show

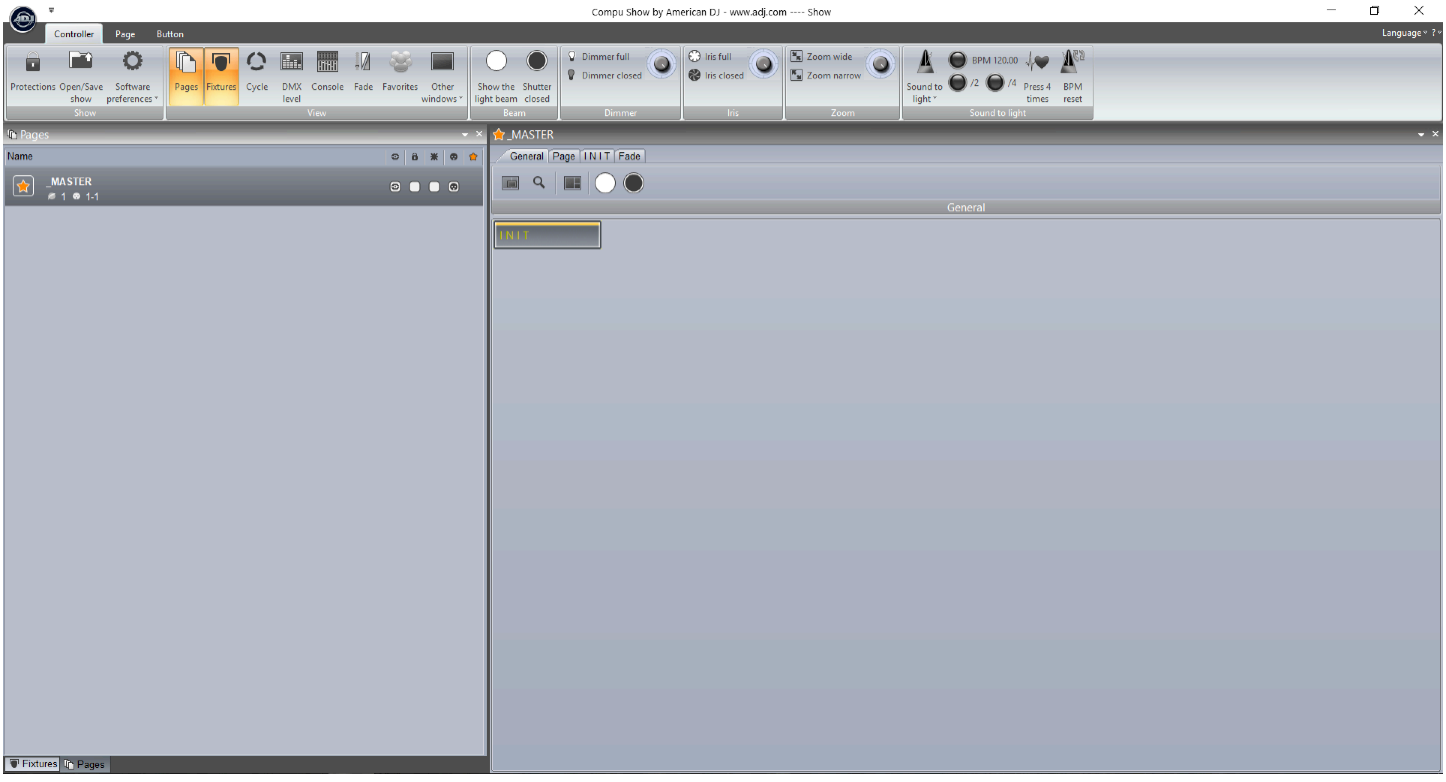
Open Compu Show, which can be found on the drop-down menu after clicking the ADJ icon in the main menu in the upper left corner.



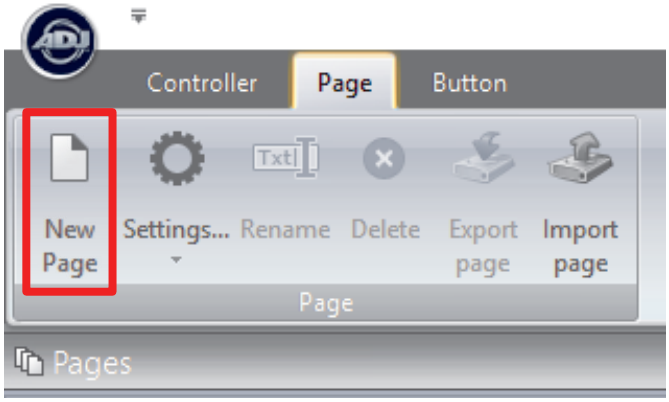
Click here to create a new show.



The window panels can be re-arranged by dragging and dropping. To start off, the only panels required are the pages and master panels.

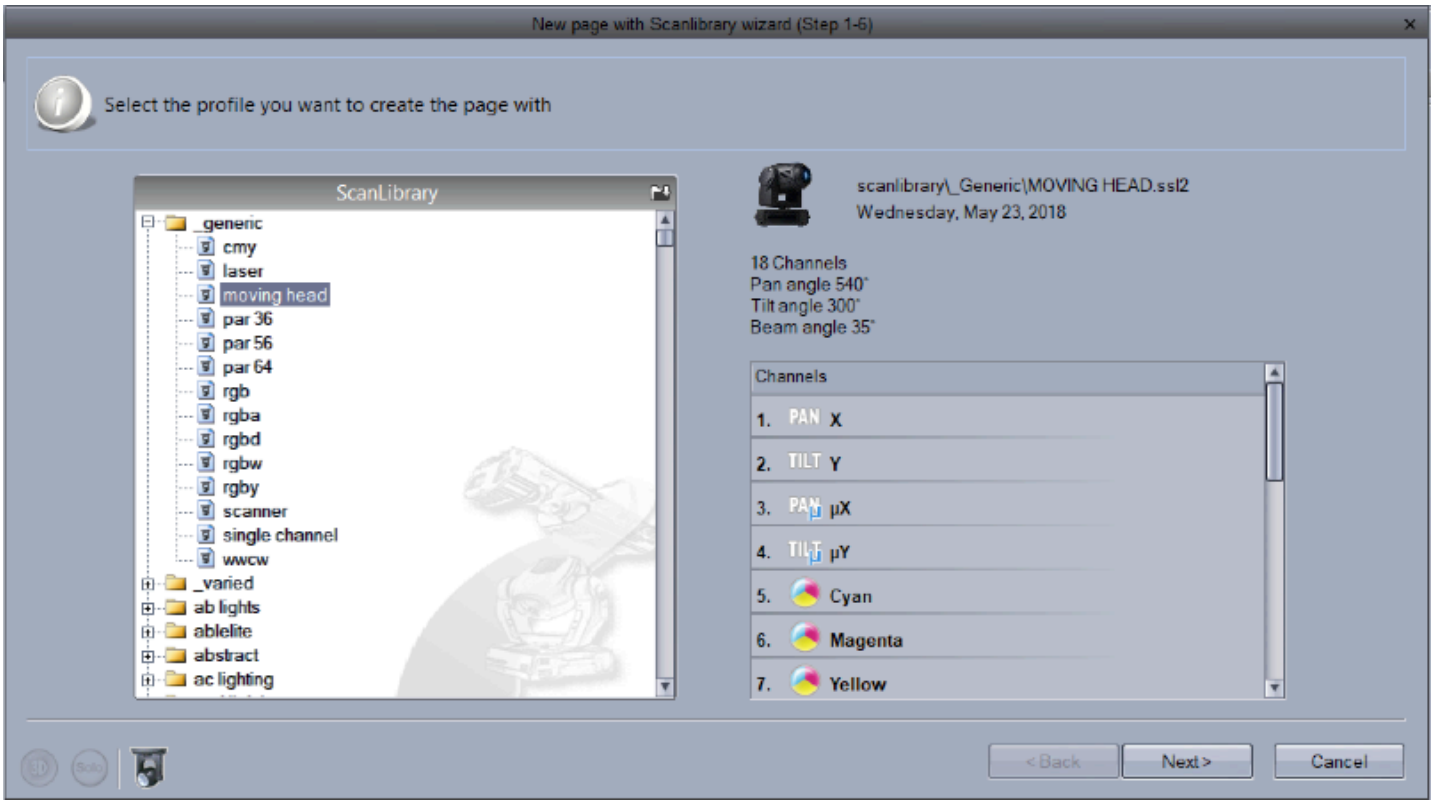


Each fixture generally has its own page. New pages can be created here.



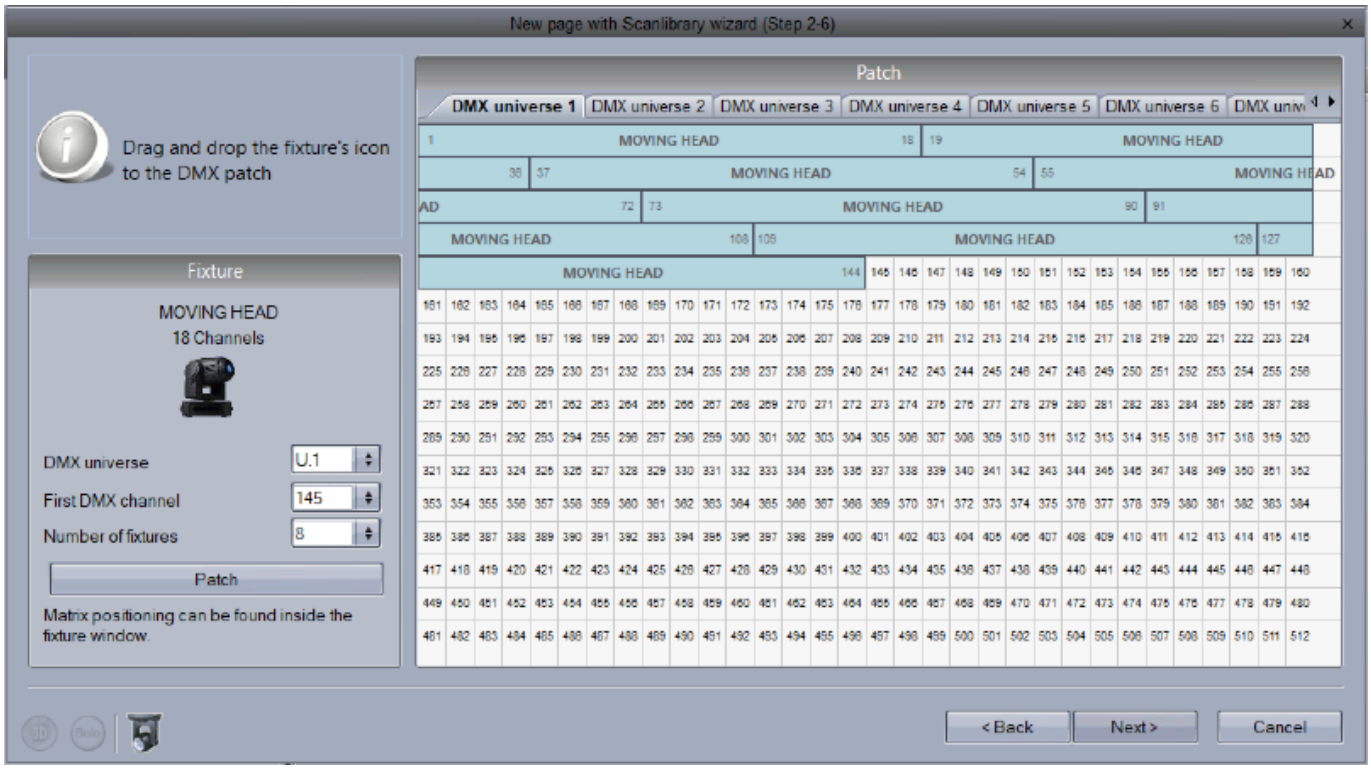
Step 1

Select your fixture from the left. Fixtures are ordered by manufacturer. In the example above, we are creating a page for our imaginary moving head, which can be found in the ‘Generic’ folder.



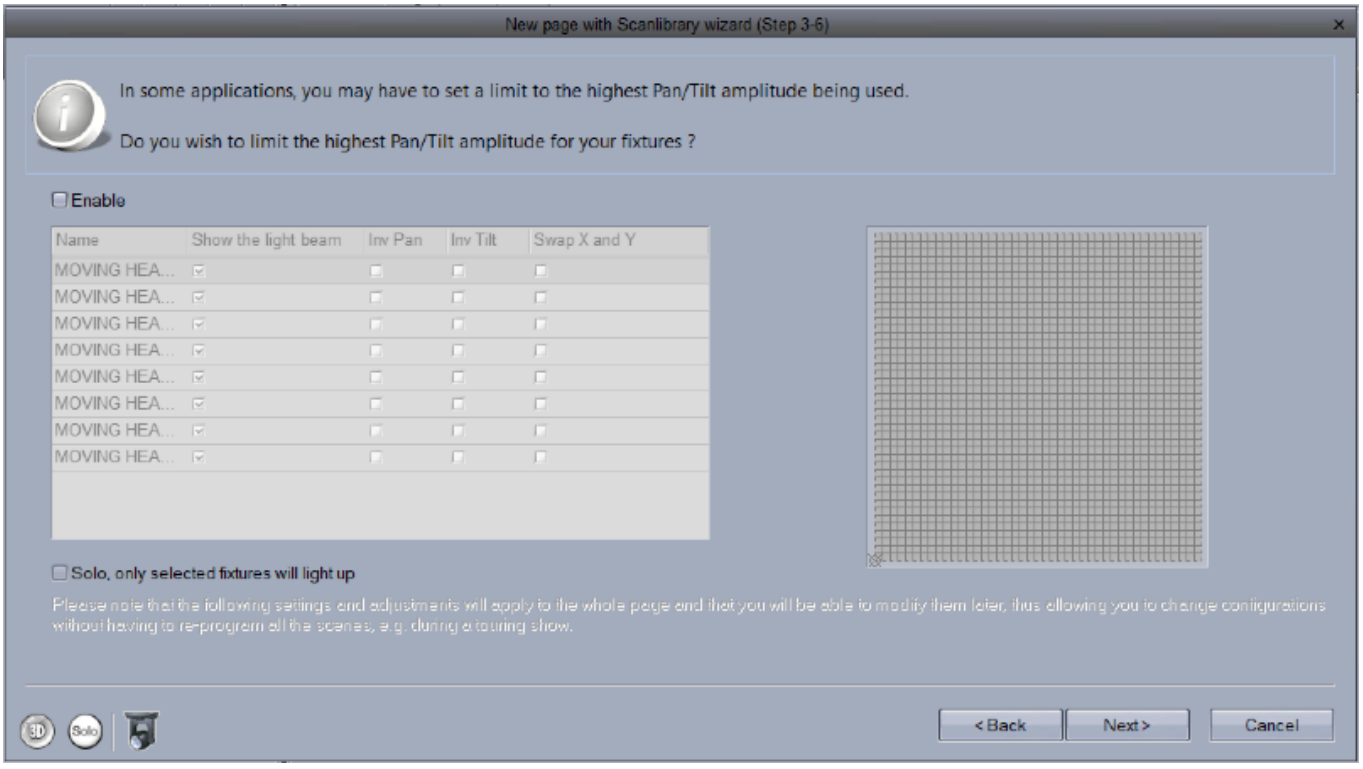
Step 2

The software needs to know how many fixtures are being used, and the starting DMX address. In the example below, we have 8 moving heads starting at address 1.



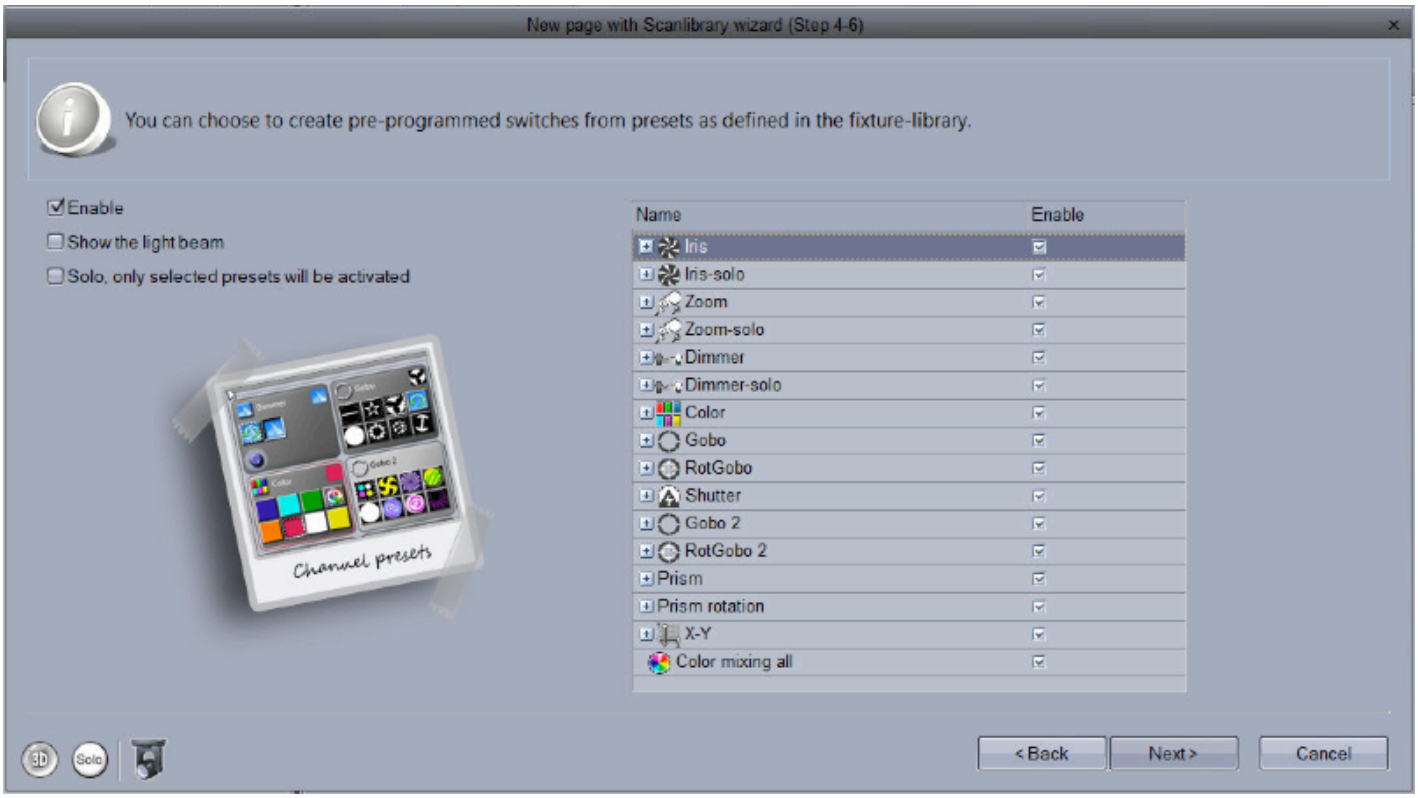
Step 3

The highest pan and tilt values of a fixture can be set here. For example, if you are using a moving head in the corner of a room in a club, you probably will not want the light beam to spend 50% of the time shining away from the room.



Step 4

The software will now create pre-programmed switches for many of the common presets of the fixture.

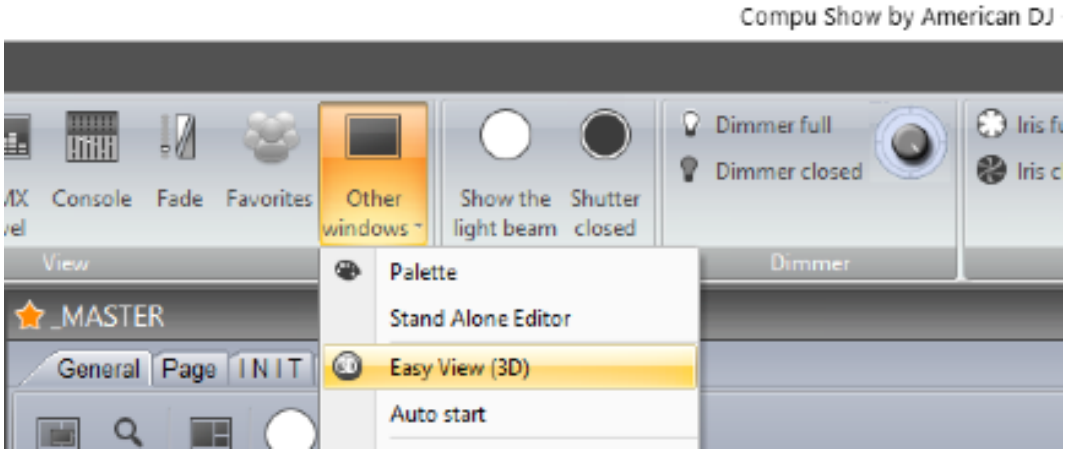


Step 5

The software can also create a variety of pre-programmed effects.

Step 6

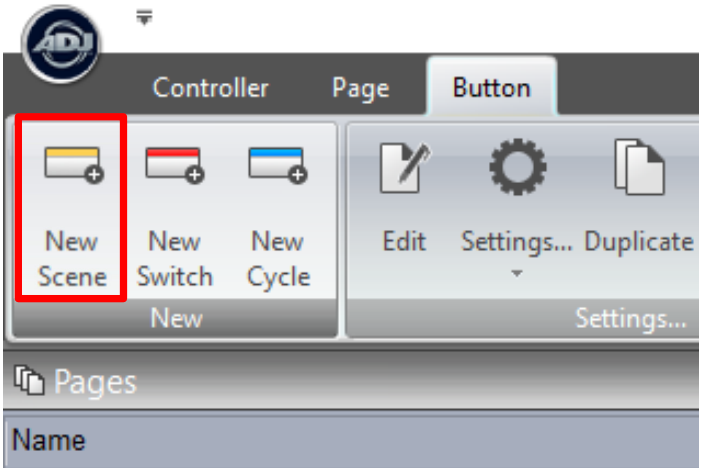
You have now created your first page.
Click here to open the 3D visualizer and see what has been generated.



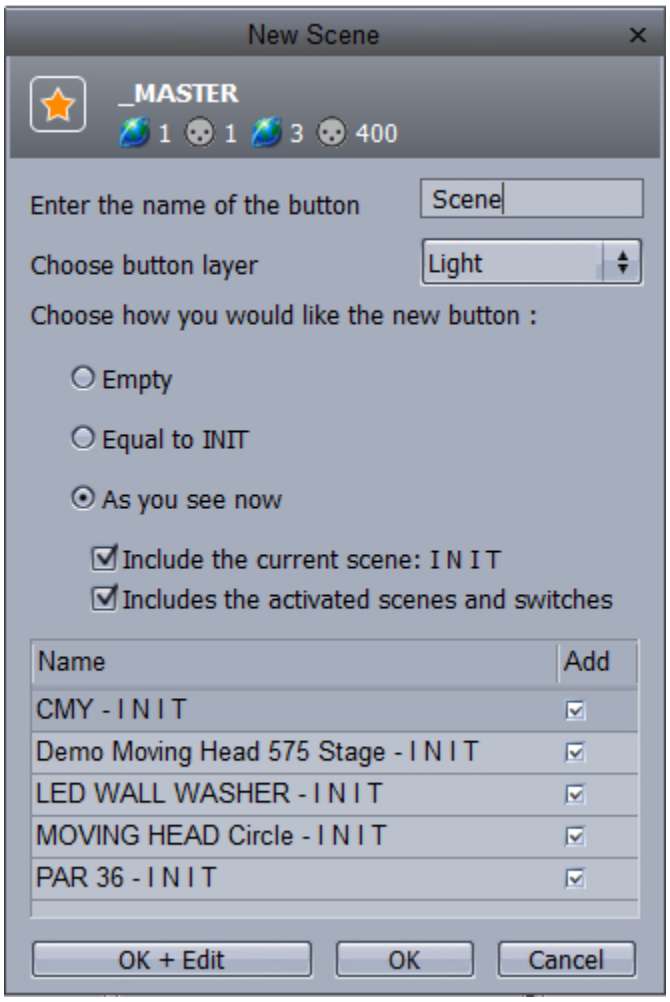
2.2 Creating Your First Scene

Notice that all of your pre-programmed buttons have a red strip across the top? This means that the button is a SWITCH button. A SWITCH button usually controls just one property. For example, here are 10 gobo switches (These are compressed to save space).

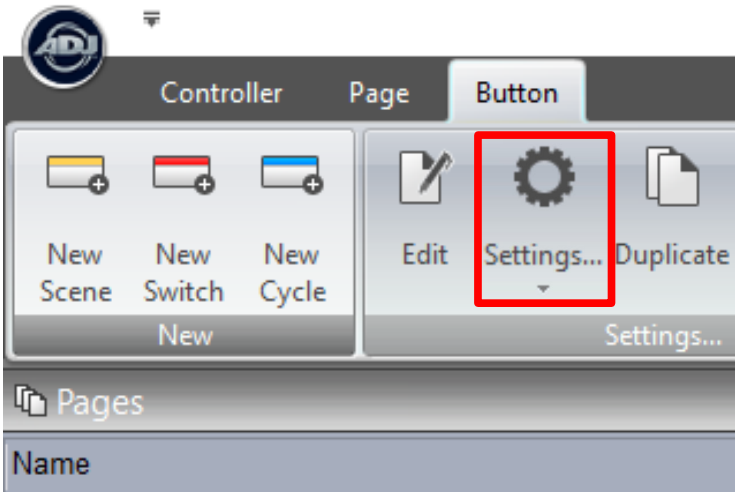
A collection of SWITCHES can be saved into a SCENE, and a new SCENE can be created here.



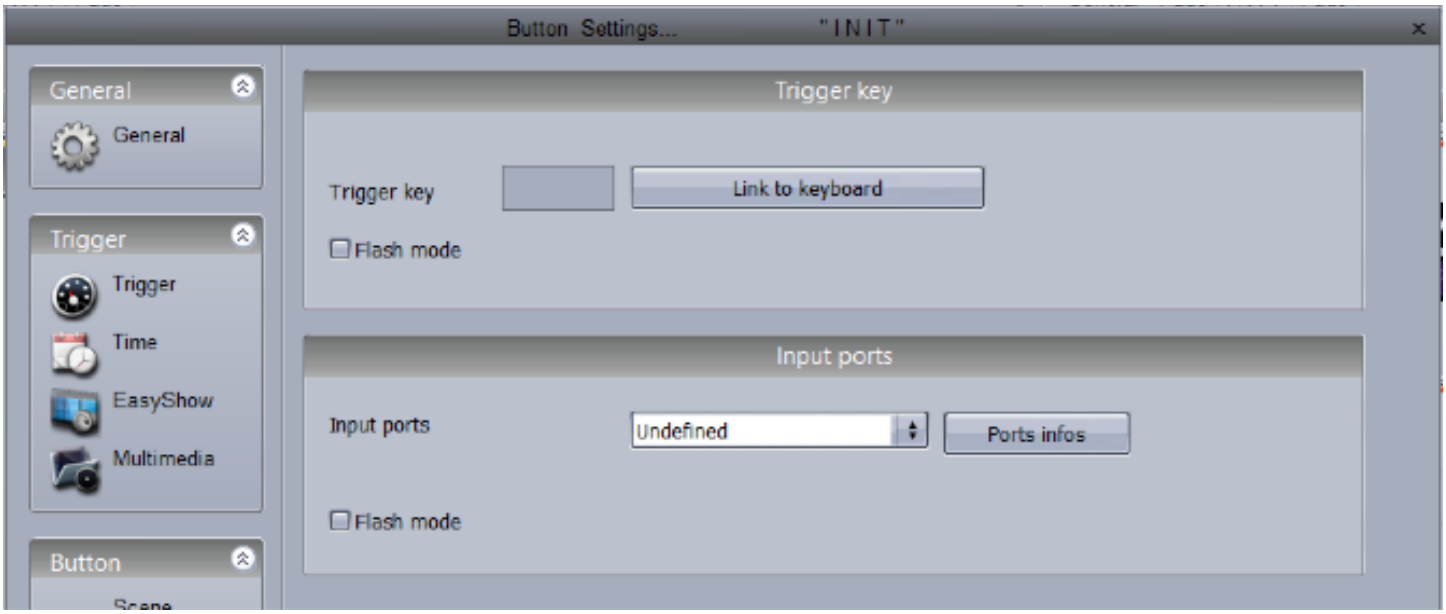
When ‘As you see now’ is selected, everything you see will be saved into the scene.



You can change the settings of a SCENE here.



A SCENE can be triggered from the computer keyboard.

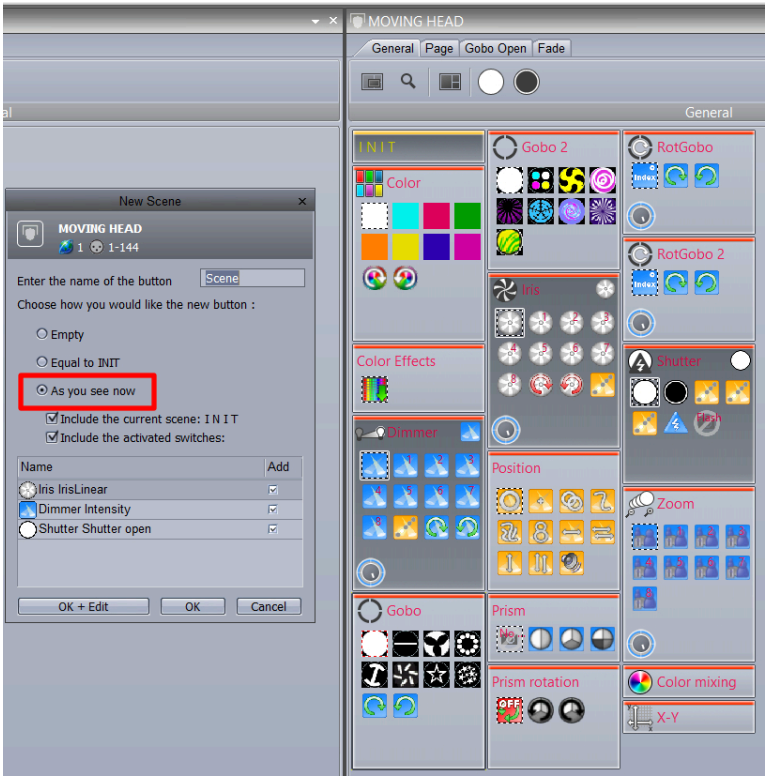


Double-clicking a SCENE or SWITCH will deactivate all other SWITCHES.

2.3 Editing a Scene with EasyStep

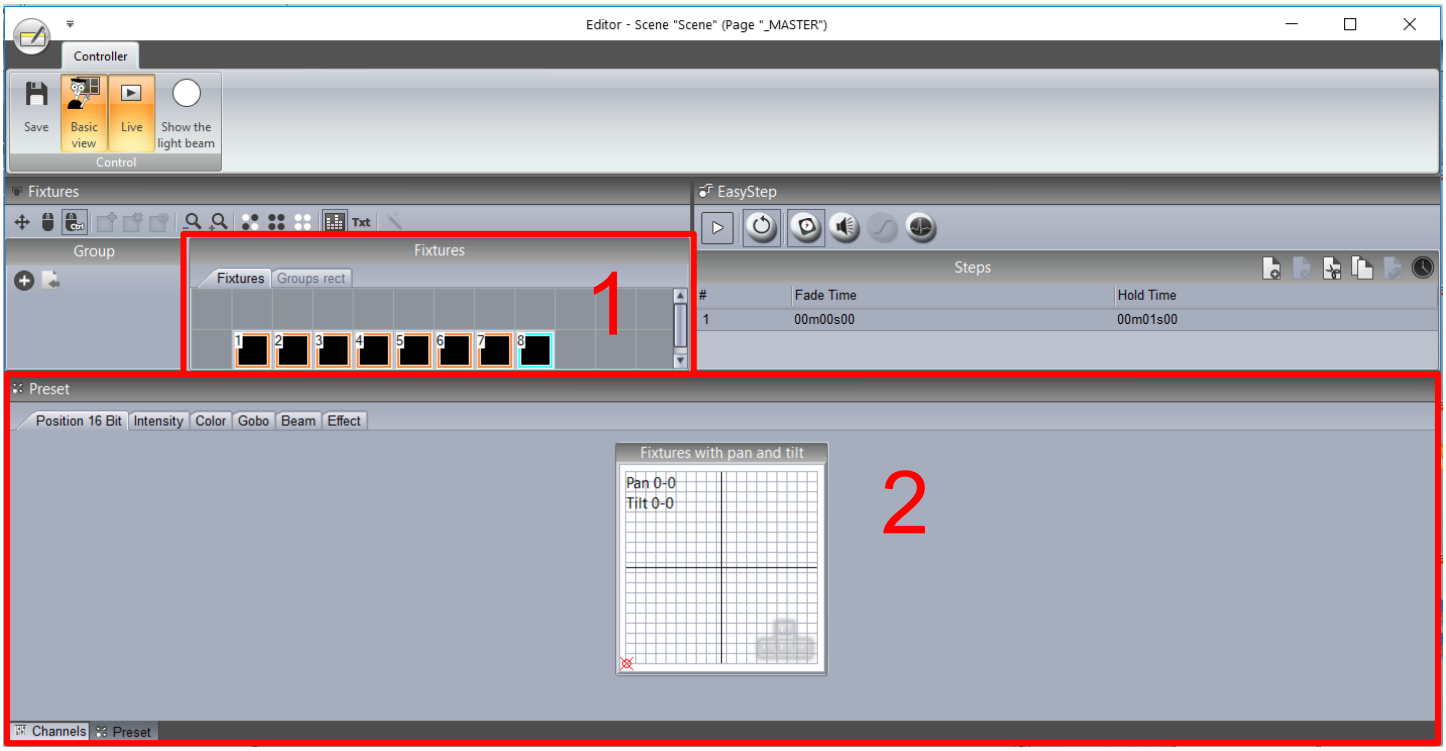
1. Turn your lamps on

SCENES and SWITCHES can be edited using the EasyStep tool or the EasyTime tool. In this chapter, we will create a simple movement using the EasyStep tool. Click the beam open icon to automatically activate the shutter, iris, and dimmer channels. Create a new scene and make sure 'As you see now' is selected and select 'OK + Edit.'



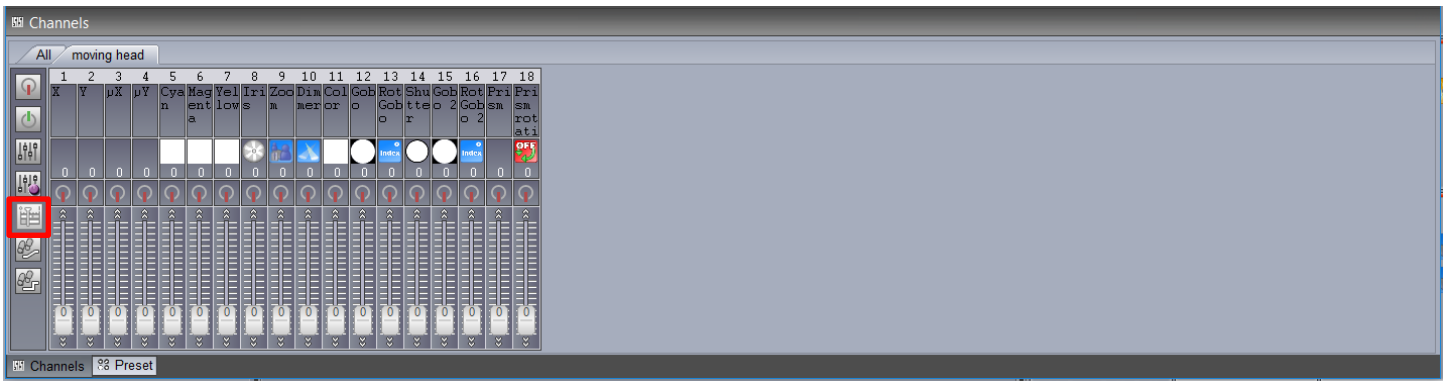
2. Select fixtures to edit

Select the fixtures you wish to control here (1). Presets can be modified here (2).



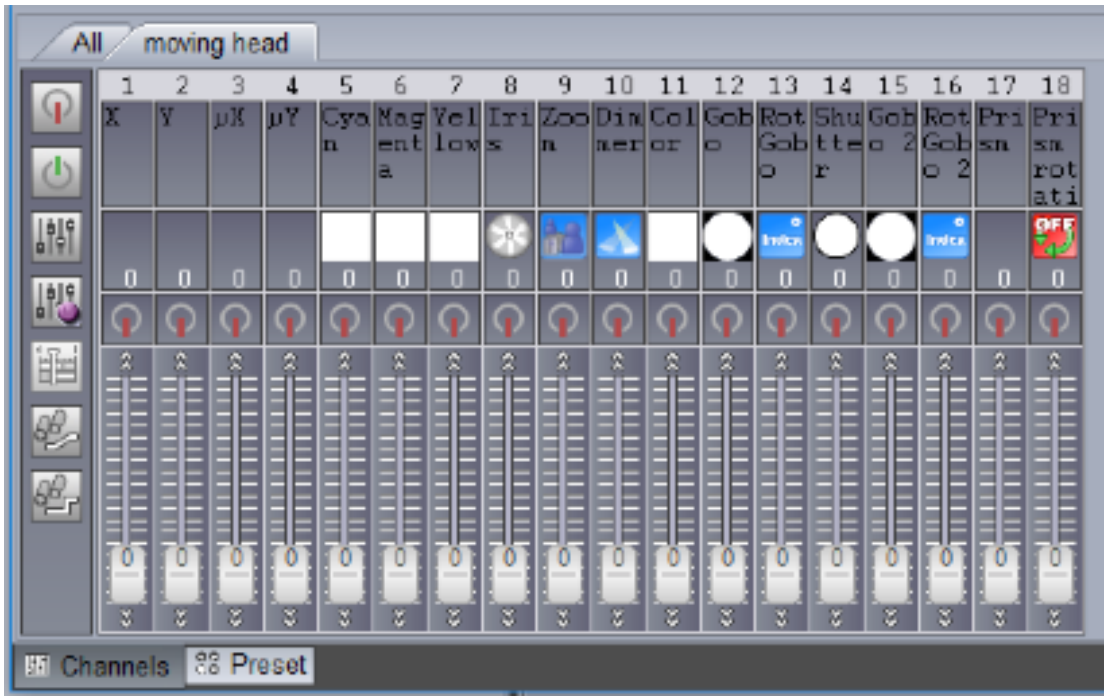
3. Assign EasyStep mode to the relevant channels

Each channel mode can be set here. By default, all channels are set to off. To make a simple movement pattern, assign the EasyStep tool to the pan and tilt channels. Drag the EasyStep icon here and hold ctrl to select multiple channels.



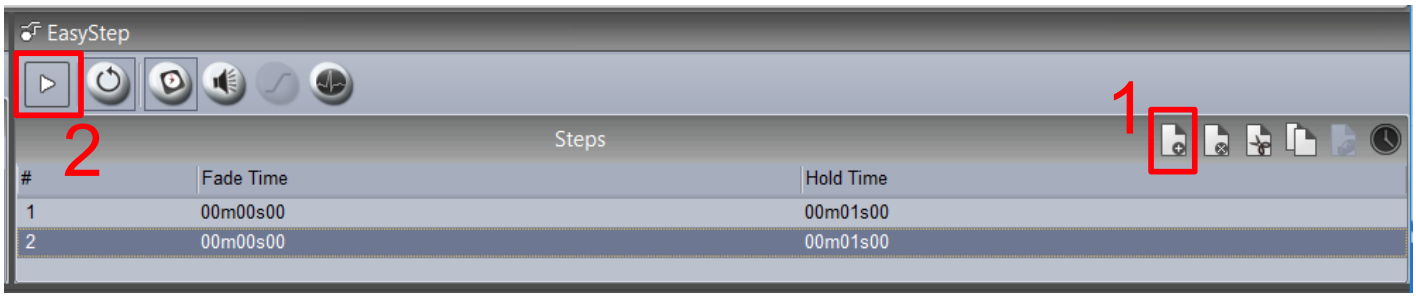
4. Adjust fixtures

In addition to the preset tab, you can also adjust your fixtures by using the faders tab, then moving the X and Y faders to position the fixtures.



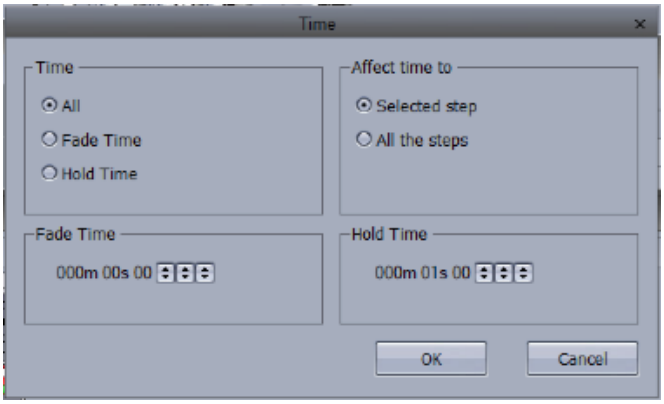
5. Create a new step and preview

Once the parameters have been adjusted, click here (1) to create a new step, then move the X and Y faders to the second position. EasyStep can be previewed by clicking here (2).



6. Add fade/wait times

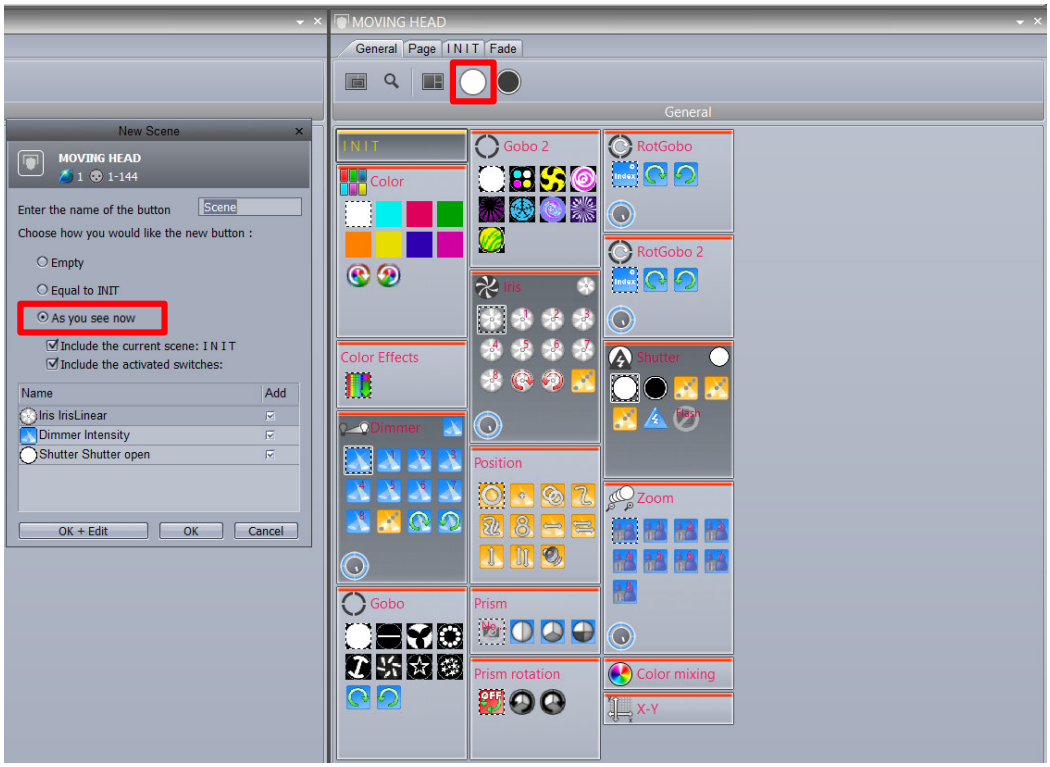
Fade and wait times can be added by double-clicking a step, or by clicking the clock icon.



2.4 Editing a Scene with EasyTime

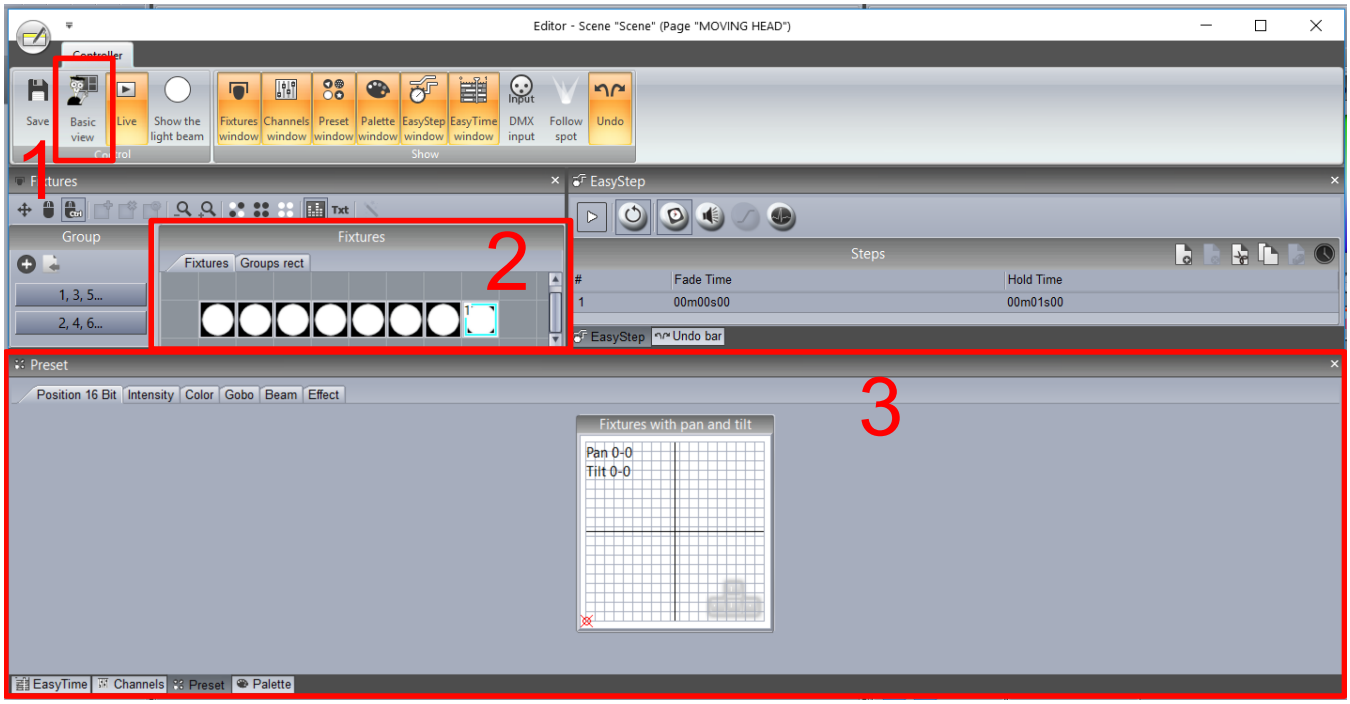
1. Turn your lamps on

Click the open beam button to automatically open the dimmer, iris, and shutter. Create a new scene, making sure ‘As you see now’ is selected, then select ‘OK + Edit.’



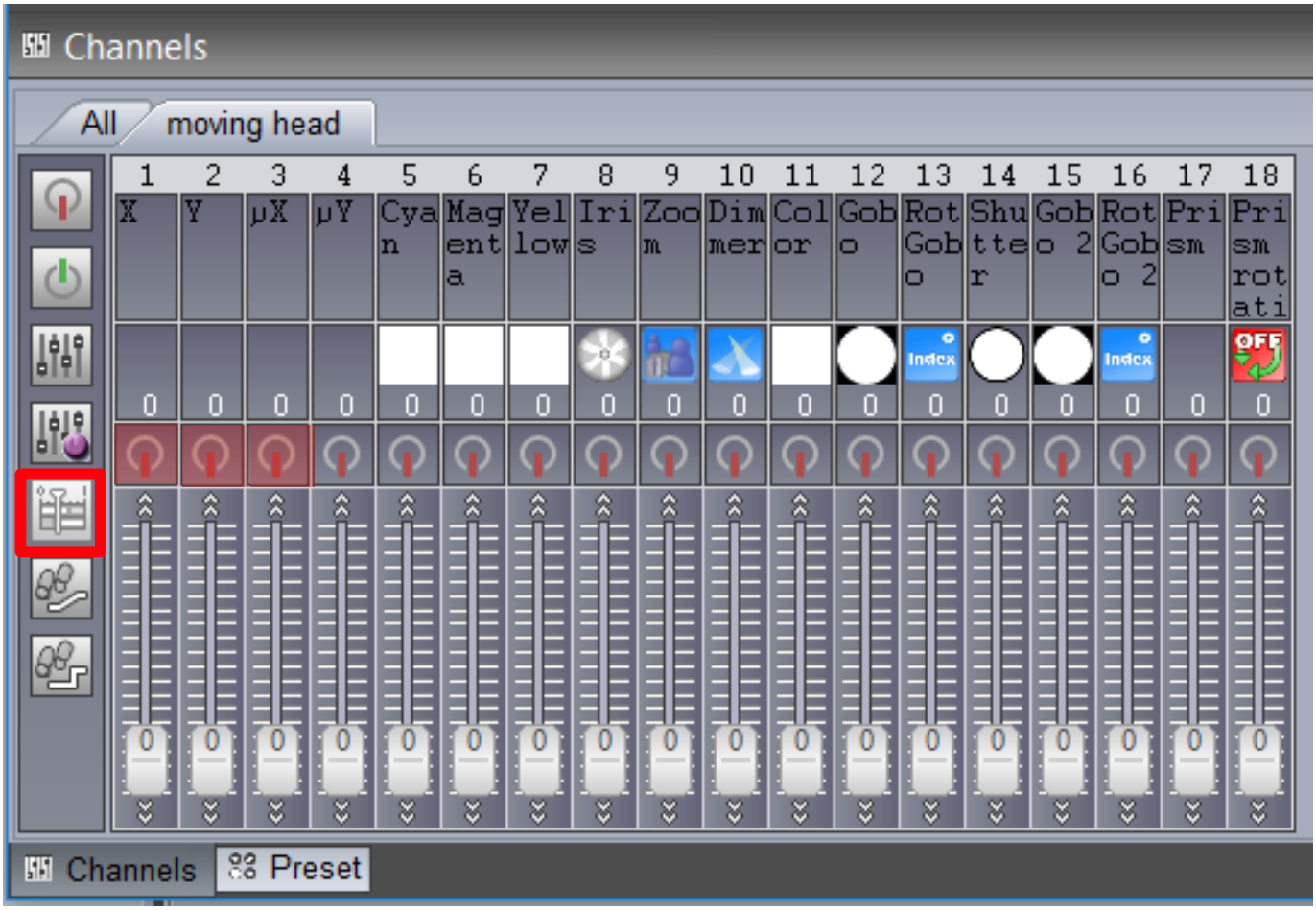
2. Select fixtures to edit

Switch off basic positioning here (1). Select the fixtures you wish to control here (2). Presets can be modified here (3).



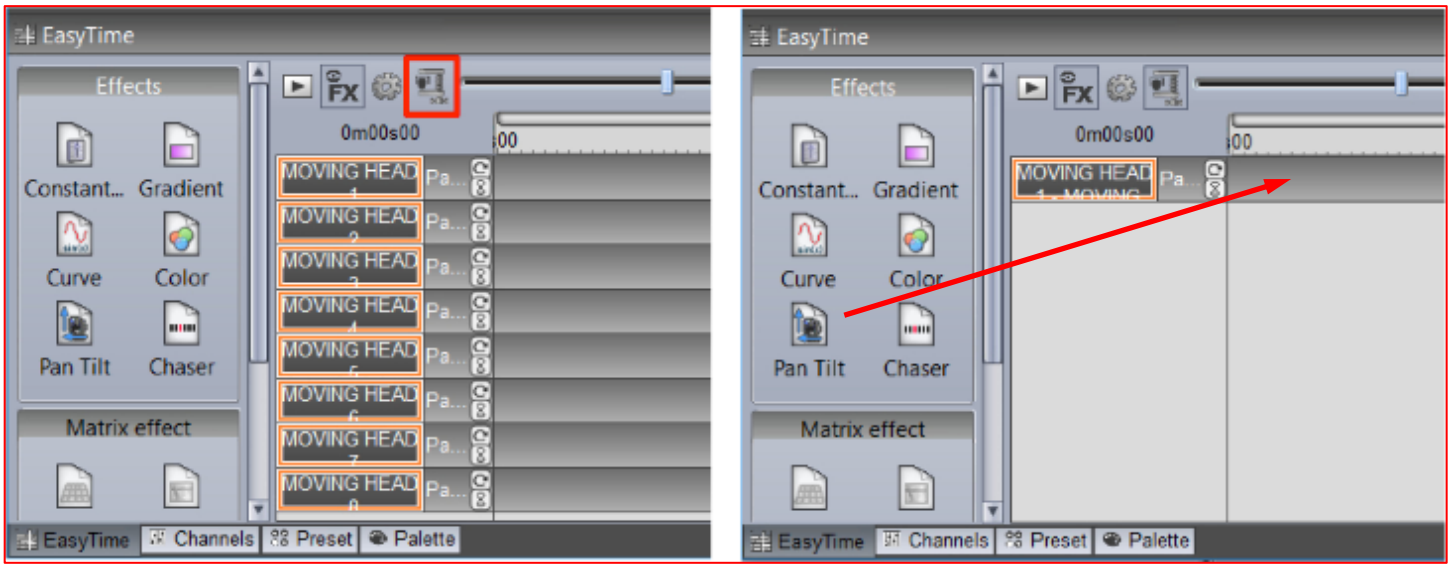
3. Assign EasyTime mode to the relevant channels

Assign the EasyTime tool to the pan and tilt channels. Drag the EasyTime icon here and hold ctrl to select multiple channels.



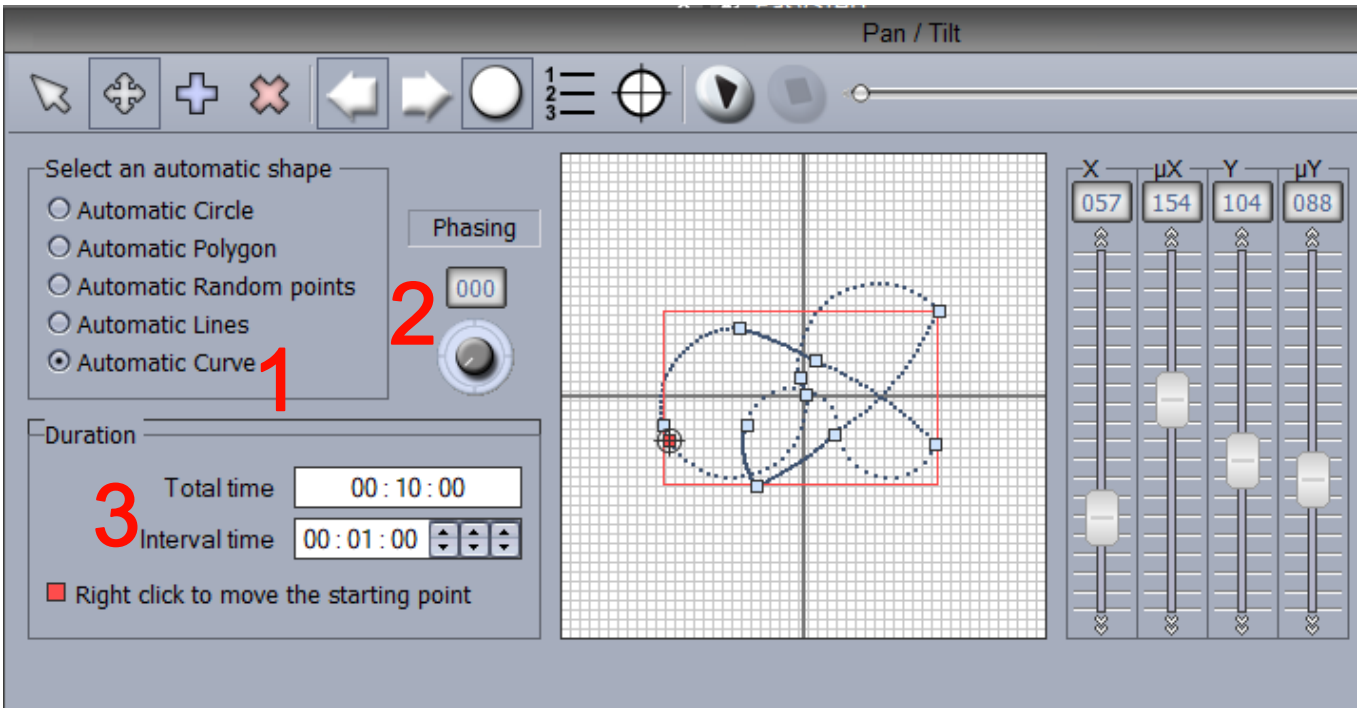
4. Compress channels & drag an effect

Click here to compress all moving head pan and tilt channels together, then drag a pan/tilt effect.



5. Editing your effect

To edit your effect, select ‘Automatic curve’ (1); to add phasing to your effect select (2), and to change the length of the effect select (3). For more information on the effects available with EasyTime; see the EasyTime effects chapters.



2.5 Using a MIDI Controller

Using a MIDI controller

Almost all software features can be mapped to a MIDI controller. For example, dimmers can be controlled by faders, scenes can be triggered by buttons and commands such as ‘BPM Tap,’ ‘Fixture selection,’ and ‘Live record’ can be mapped.

To map a MIDI console, open the console window and right-click to choose the console you wish to add. If your console is not listed, this can be built with the Console Builder application available from the ‘Other Windows’ button on the ribbon bar.

There are a range of consoles that are pre-mapped. Two such mappings are documented below. If a pre-mapped console is available, a message box will appear when a console is added asking if you would like to load the mappings.

To manually map the console yourself:
- shift+right-click a scene/switch/cycle
- select ‘Link to console’
- choose the command you would like to map
- move the corresponding fader/dial/button on the MIDI controller.

For more information on controlling the software from MIDI/DMX/tablet/smartphone, see the ‘External Control & Triggering’ chapter.

Elation MIDICON PRO

Left Section

The faders and buttons to the left are used to control the pages. Each of the 8 columns represents a page. 8 banks of pages can be selected using the up/down arrows giving the possibility to control up to 64 pages. This is expandable to 128 if required by mapping the remaining 8 spare pages. Each column is mapped to the following:

- Right arrow: Select the next button on the page
- Left arrow: Select the previous button on the page
- Number: Select the page
- Fader: Page dimmer.

Center Section

- Master fader: Controls the master dimmer of the entire show
- BO: Opens and closes the beams of all lighting fixtures in the entire show
- 4x4 button matrix: Select a compression/effect type. Use the arrows to cycle through the compressions on the selected page. The bottom '?' button allows you to select buttons that are not included in any compression/effect type
- 5x4 button matrix: Currently unused except for the 'Enter' key, which is used to play the selected button. These can be mapped to favorite scenes/switches
- 5x2 button matrix: These are mapped to software function. Edit a button, close the button editor, create a scene, create a switch, record a cycle, record a live edit, clear a live edit, tap the BPM, sync the BPM.

Right Section

This area is used for choosing fixtures, scenes, switches, and cycles on the selected page. 4 banks or 32 buttons are available. The bank can be changed using the up/down arrows, giving access to 128 buttons/fixtures/groups. This is expandable to 512 by mapping the remaining 12 spare pages. The function of the 32 buttons depends on the selected mode button to the left:

- Fixt: Selects fixtures
- Grp: Selects groups
- Sel: Selects buttons
- Btn: Plays buttons

Wheel Section

The wheels change the speed, phase, size, and dimmer of the selected button. Pressing the wheels will reset the default value. If a color mix effect type is selected, the wheels will control Red/Cyan, Green/Magenta, Blue/Yellow, and Dimmer. If a pan/tilt effect type is selected, the wheels will control Pan, Tilt, 16 bit Pan, 16 bit Tilt. The 2 arrows can be used to jump between selected scenes within the selected compression/effect type.

Elation MIDICON 2

Left Section (excluding S buttons)
The faders and buttons to the left are used to control the pages. Each of the 8 columns represent a page. 8 banks of pages can be selected using the right/left knobs giving the possibility to control up to 64 pages. This is expandable to 128 if required by mapping the remaining 8 spare pages. Each column is mapped to the following:
- Right knob turn: Select the next button on the page
- Left turn of knob: Select the previous button on the page
- Number: Select the page
- Fader: Page dimmer

Center Section
- Master fader: Controls the master dimmer of the entire show
- BO: Opens and closes the beams of all lighting fixtures in the entire show

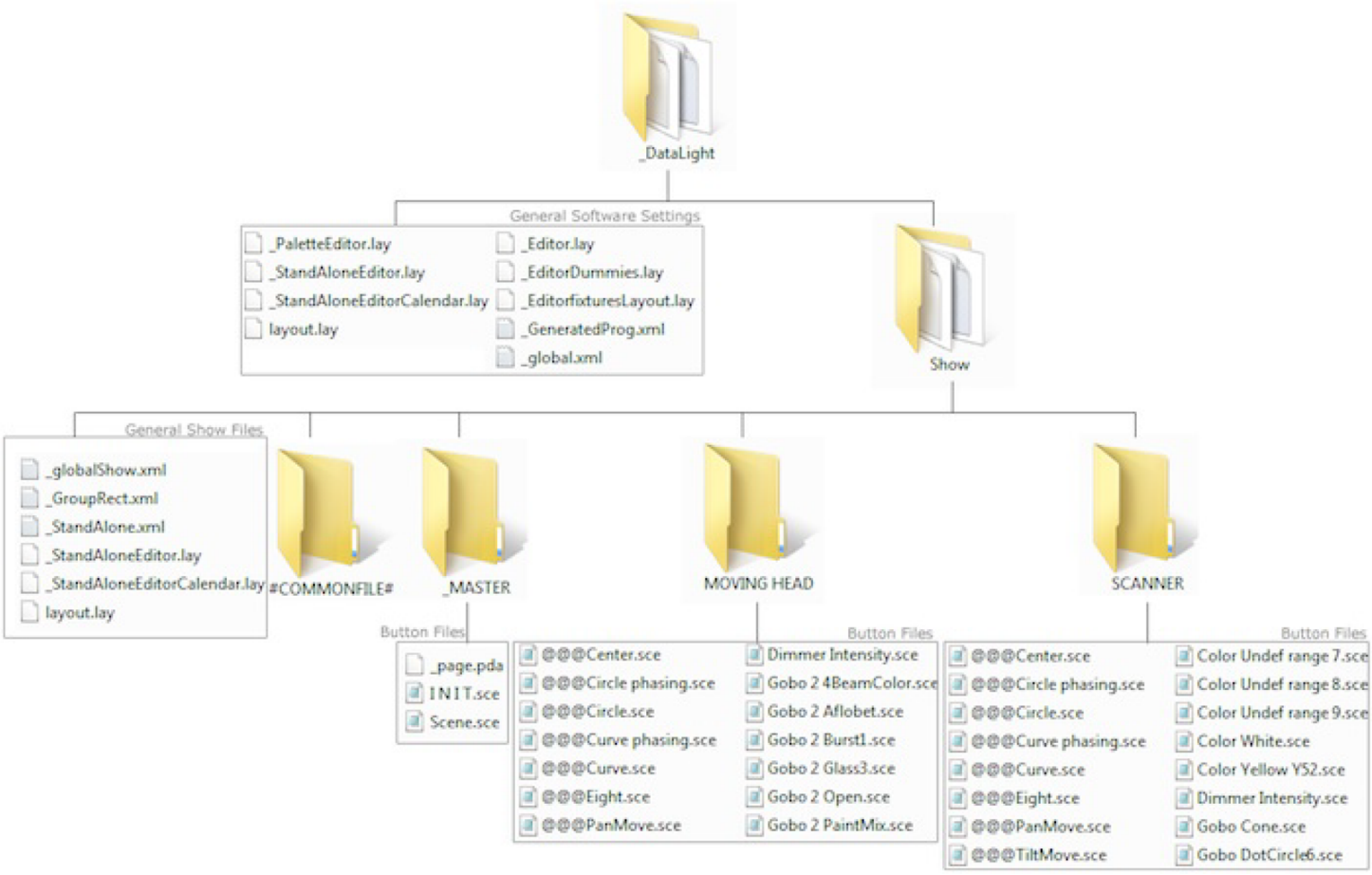
Right Section
This area is used for choosing fixtures, scenes, switches, and cycles on the selected page. 4 banks of 32 buttons are available. The bank can be changed using the up/down arrows, giving access to 128 buttons/fixtures/groups. This is expandable to 512 by mapping the remaining 12 spare pages. The 32 button functions depend on the selected mode. The mode can be changed using the 'S' buttons 1-4:
- S1 Fixt: Selects fixtures
- S2 Grp: Selects groups
- S3 Sel: Selects buttons
- S4 Btn: Plays buttons
- S5 Rec: Record a live edit
- S6 Clear: Clear a live edit

Wheel Section
The wheels change the Phase, Dimmer, Speed, and Size of the selected button. Pressing the wheels will reset to the default value. If a color mix effect type is selected, the wheels will control Red/Cyan, Green/Magenta, and Blue/Yellow. If a pan/tilt effect type is selected, the wheels will control Pan, Tilt, and 16 bit Pan.

3. PROGRAMMING

3.1 Show Structure

Here is a diagram of a Compu Show structure. Notice that each button is saved as a separate file; therefore, you only need to manually save what is made within the button editor. Everything else is saved automatically. This also makes it very easy to copy page folders and button files between different shows.

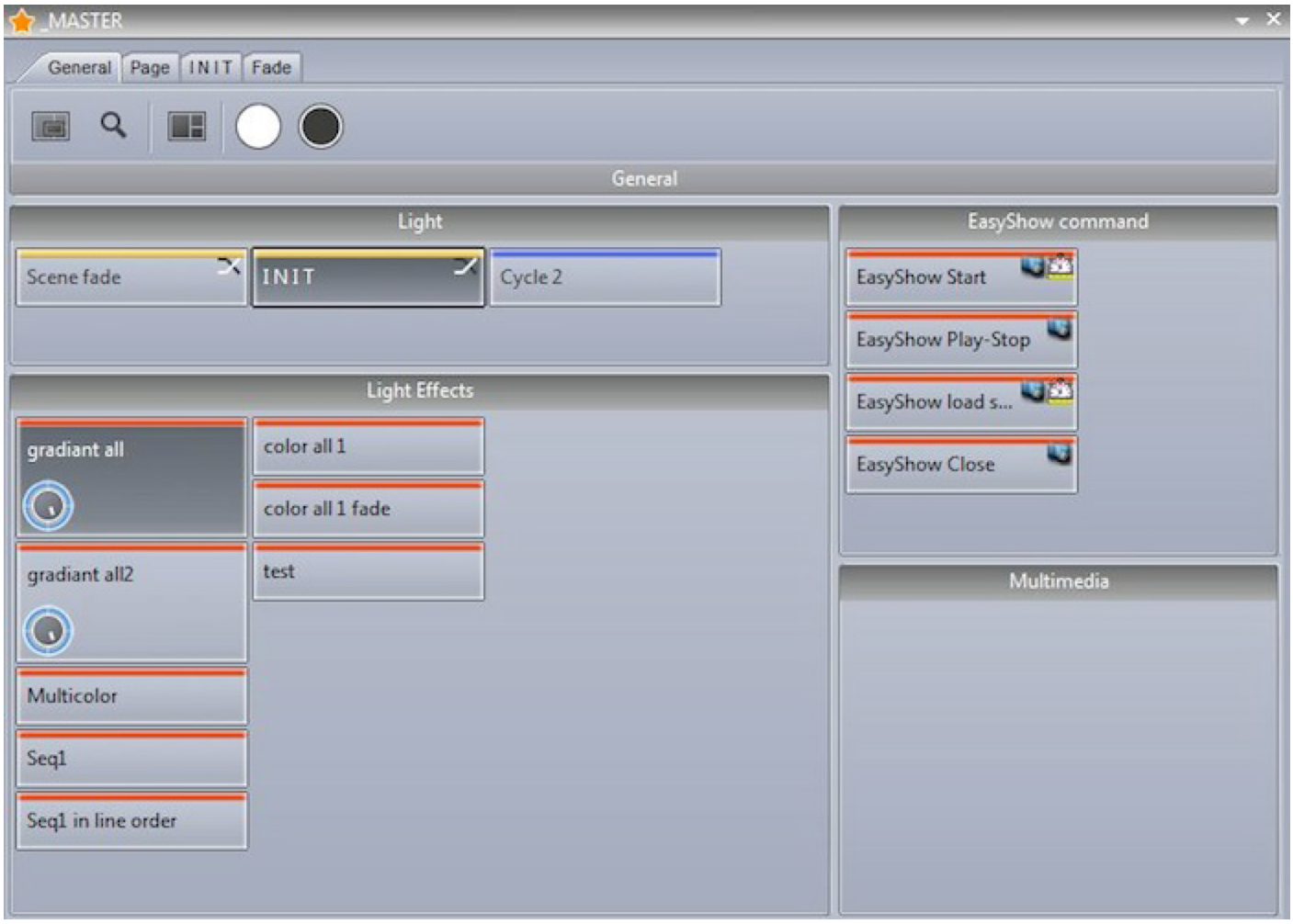


Clicking the save button in the open/save show dialogue will compress all these files into one show file, allowing you to easily create a backup, or to use the show on a different computer.

3.2 Creating the MASTER Page

What is the MASTER Page?

The MASTER page is a combination of all the other pages in your show. It allows you to create Scenes, Switches, and Cycles that contain programming for more than one fixture type. The MASTER page is usually your main live view where you will add your final programming.

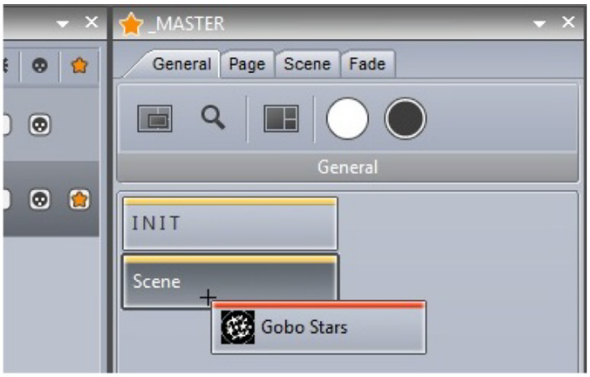


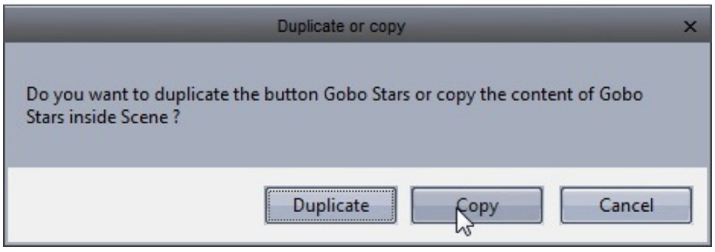
Programming the MASTER Page

In the following image, we have a page for some moving heads and a page for some scanners. Select a variety of switches on both pages, then Click here (1) to attach both pages to the MASTER page.

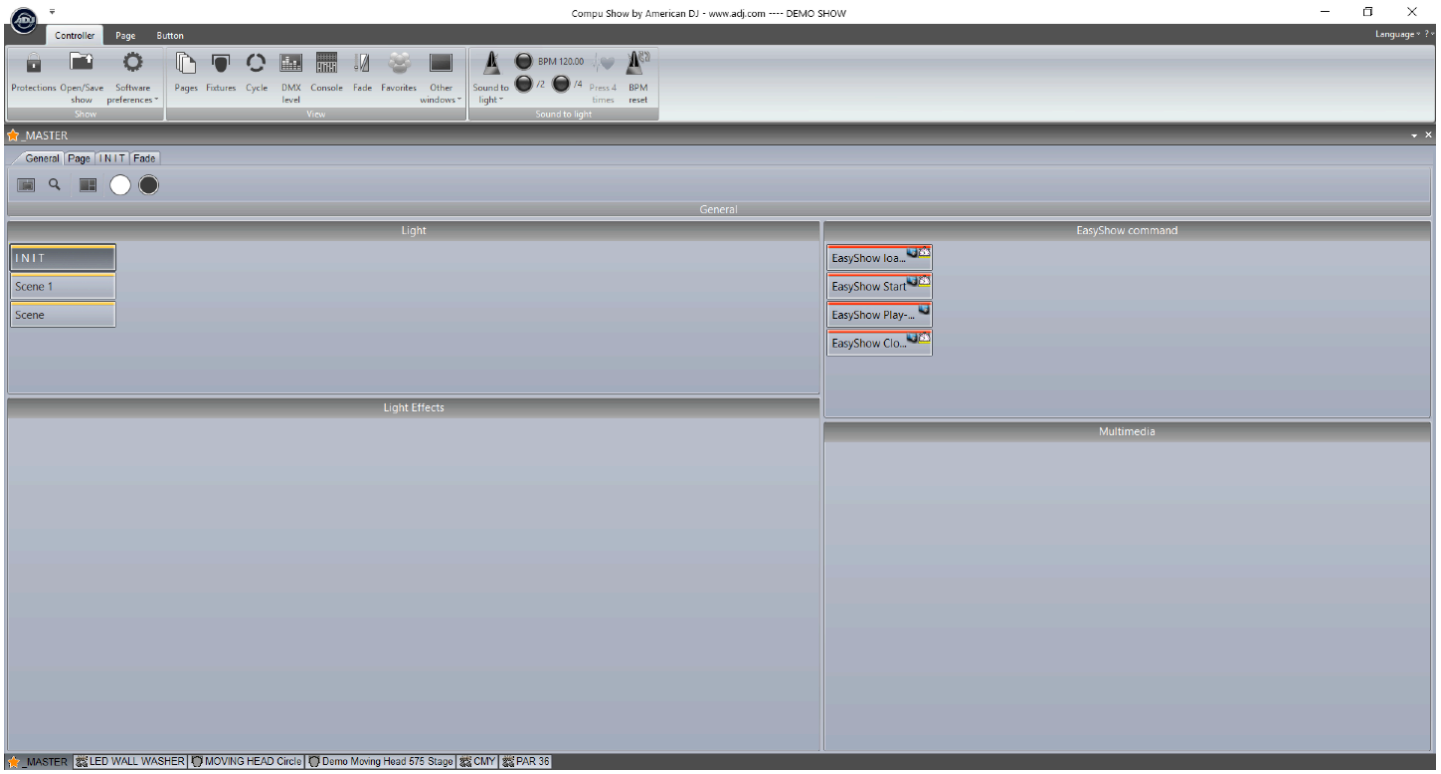
Buttons on the MASTER page are created in the same way as on any fixture page. If you create a button and select the 'As You See Now' option, all currently activated buttons in all pages will be saved (as long as the page is attached to the MASTER page).

Scenes can be modified very quickly. To modify a parameter, ctrl+right-click and drag a switch from a fixture page to the MASTER page button that you wish to modify and select 'copy.' In the example below, we are changing the moving head gobo.





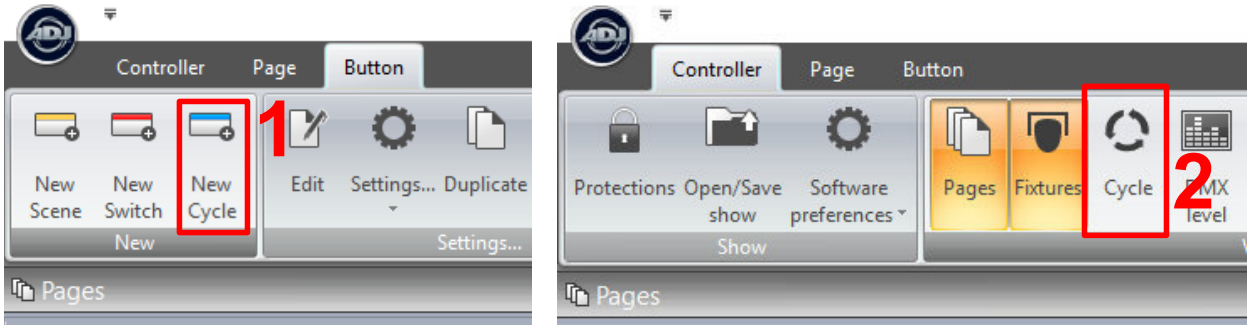
If you are making a show for somebody else to use, or if you are limited on screen space, you can close and dock all other windows, and have just the MASTER page enabled. For more information, see the access privileges topic.



3.3 Creating Cycles

What is a Cycle?

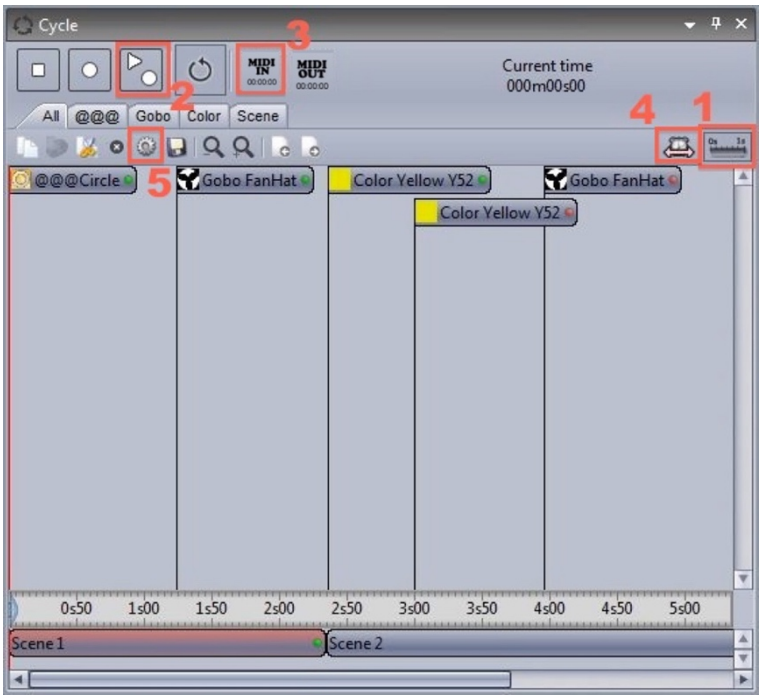
A Cycle is a cue list of scenes and switches. Cycles are useful if you have a set of scenes and switches and wish to trigger them sequentially. Click here (1) to create a new Cycle and click here (2) to view the Cycle panel.



Recording a Cycle

To record a cycle, click record, select a combination of buttons, then click record again when you are done. The selected Switches are displayed at the top, the selected Scenes are displayed on the bottom:

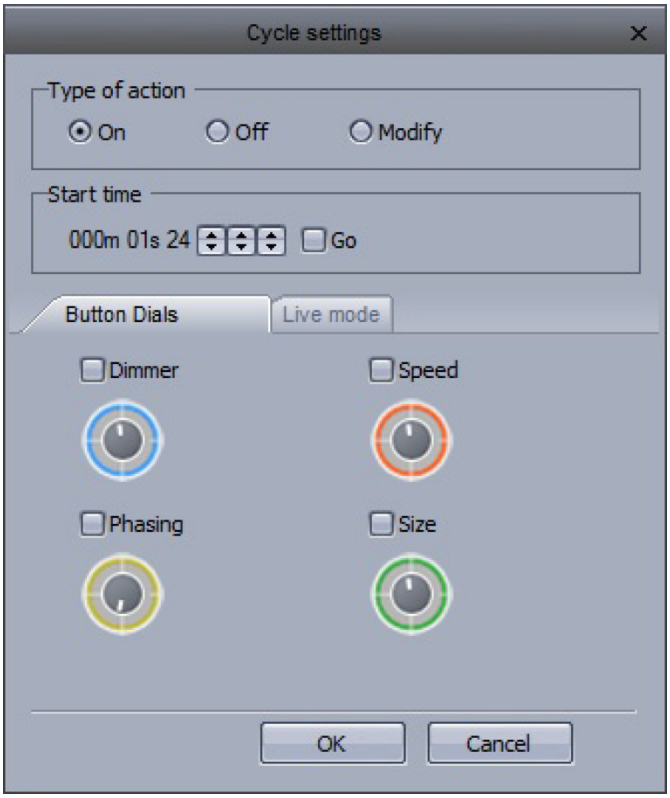
- Buttons can be moved around the timeline by clicking and dragging
- The button activation order can be viewed in a list by clicking here (1)
- Additional button presses can be recorded whilst playing a Cycle and selecting the play/record button (2)
- A cycle can be triggered by MIDI Time Code by clicking here (3) (See the MIDI Time Code chapter for more information)
- The cycle will play up to the end marker. To change the cycle end time, drag the end marker or click here (4) to manually enter an end time
- Click here (5) for advanced scene settings.



Cycle Button Settings

The cycle button settings allow you to determine what the button will do when it is triggered within the cycle:

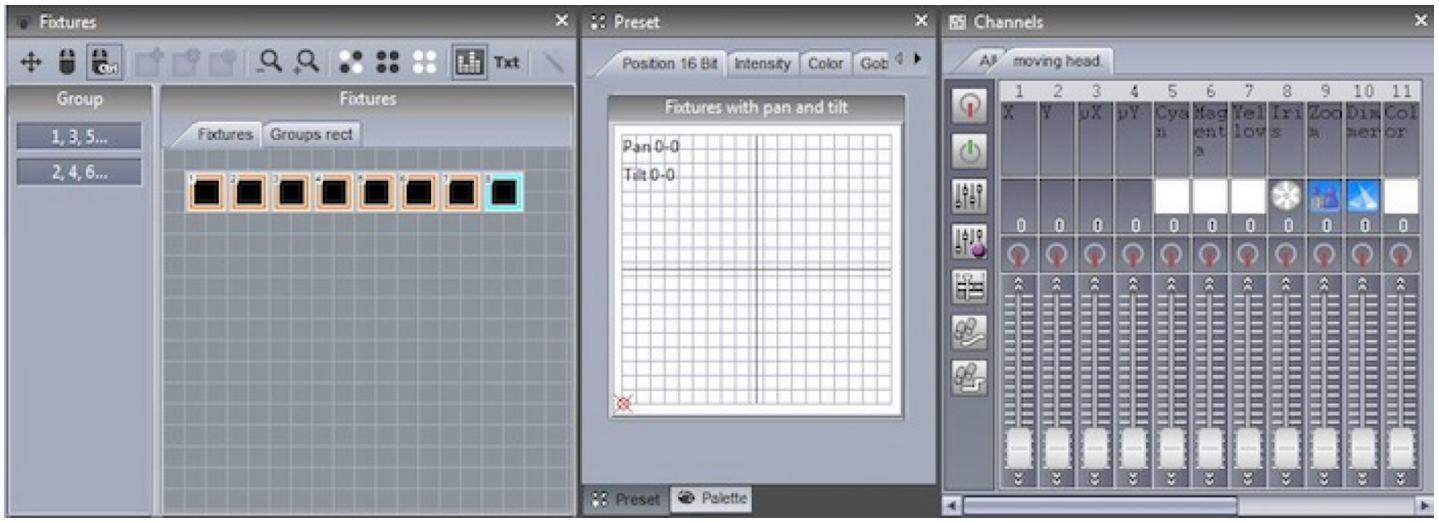
- Type of action: Determines if the button is switched ON, switched OFF, or has a button dial/live MODIFICATION applied.
- Start time: Allows you to manually set the time that the button is triggered.
- Go: Pauses the cycle when the button is triggered. This is useful if you are controlling a pre-programmed show and you want to manually skip through a cycle list (as with a traditional lighting console).
- Button Dials: Allow you to change the Dimmer, Speed, Size, and Phase dials of the button
- Live mode: Allows you to add and remove fixtures from the button.



3.4 Button Editor

Channels

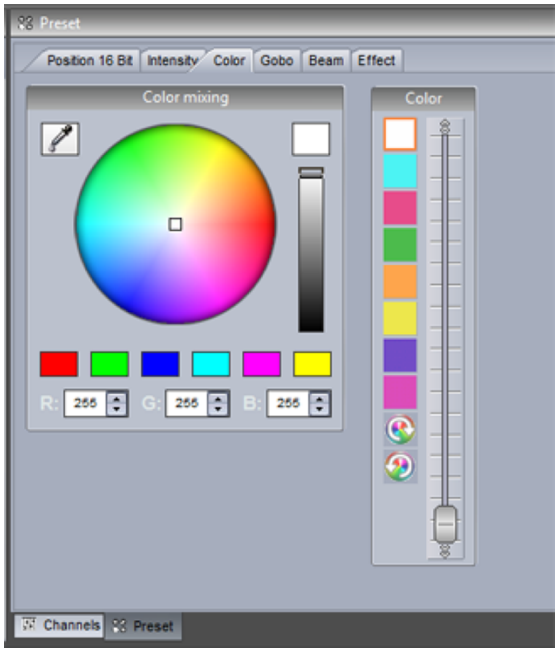
Select ‘Edit’ under the ‘Button’ tab on the main ribbon to access the button editor. You can also ctrl+click the button. To edit a fixture, select the fixtures you wish to edit from the Fixtures panel. The channels will appear in the channels window.



Preset Tabs

The Preset tabs allow for quicker modifications of presets. A color wheel allows you to quickly modify the color of a fixture, and the X-Y grid allows you to quickly change a fixture’s position. To use the preset tabs, you must have the Dimmer or ON channel function assigned.

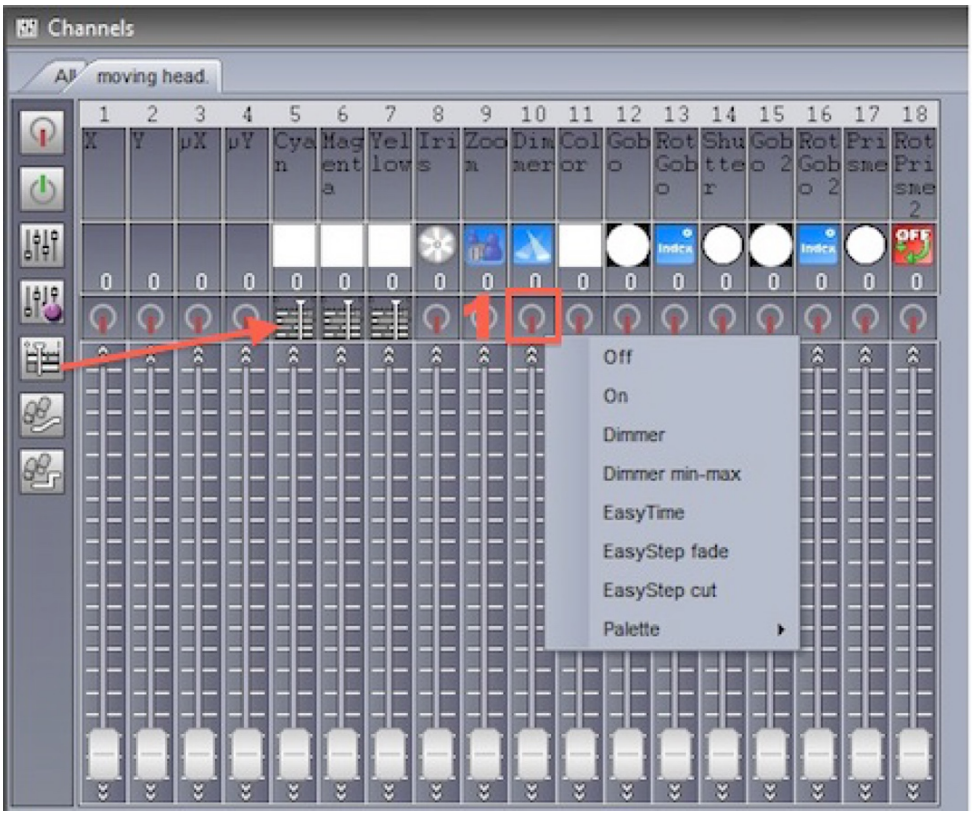
If you are editing a button on the MASTER page and are working with multiple fixtures of different types, the Preset window is able to understand common channels between the fixtures. For example, if you are using a CMY moving head, and an LED RGB panel, you will be able to modify the color of both fixtures with a single color wheel.

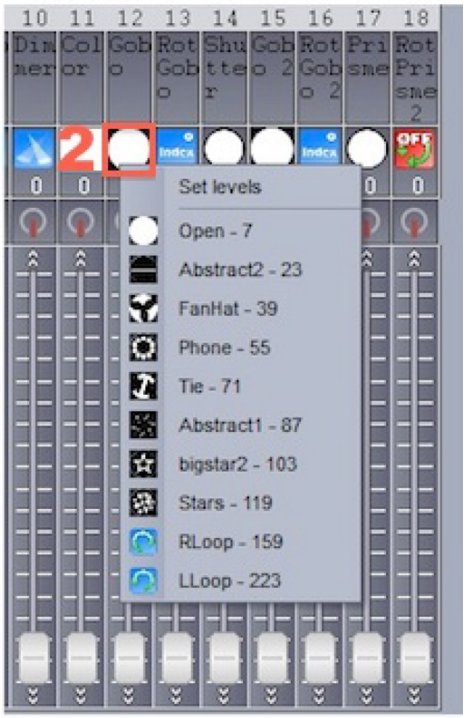


Using the Channel Window

The button editor allows you to modify DMX channels in a variety of different ways. Before editing your scene, it is important to make sure that each DMX channel is assigned to the correct function. To assign a channel function, drag one of the icons from the left onto the top of a channel. Hold ctrl to drag onto multiple channels at once:

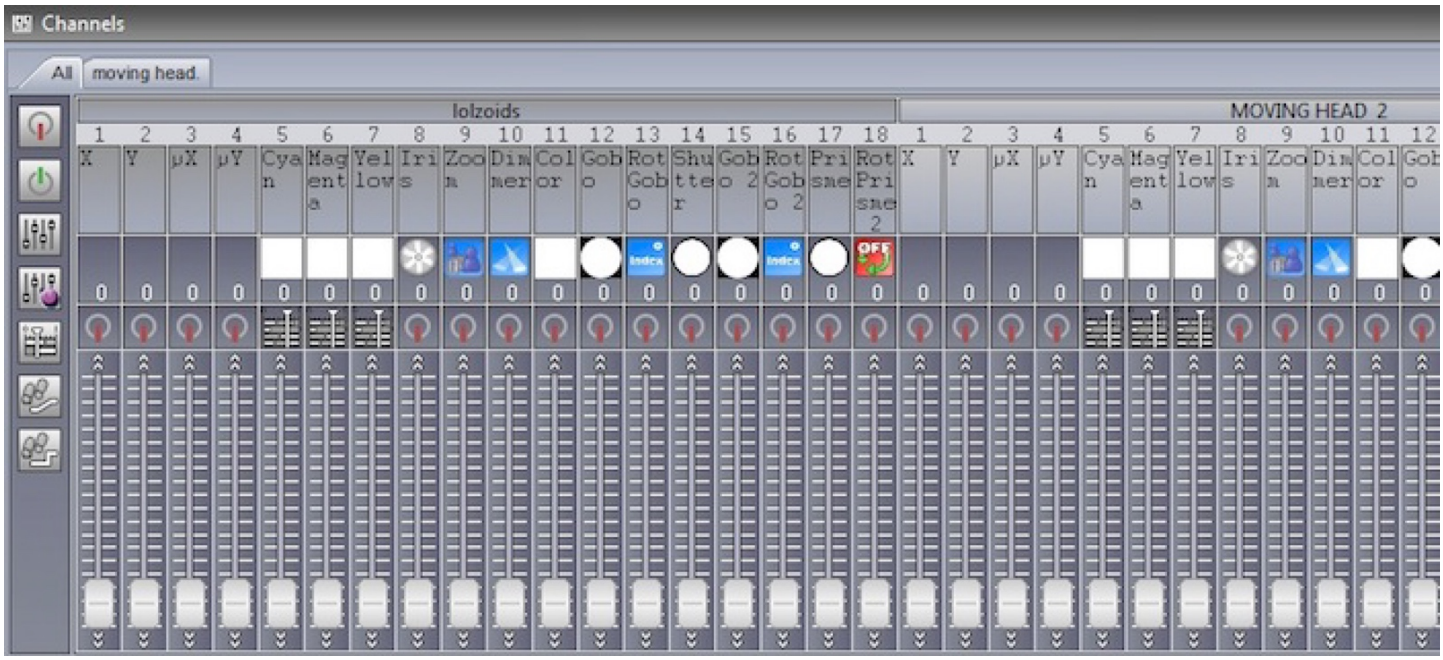
- Off: Deactivates the channel
- On: Allows manual adjustments of the channel fader
- Dimmer: Allows manual adjustment of the channel fader; the channel will fade between the set value and 0 if the button dimmer dial is moved
- Dimmer Min-Max: Allows a minimum and maximum value to be set; the channel will fade between the minimum and maximum values if the button dimmer dial is moved; and elect the 'Min' checkbox at the bottom of the fader to set the minimum value
- Easy Time: Allows the channel to be edited using the Easy Time tool
- Easy Step Fade: Allows the channel to be edited using the Easy Step tool, but ignores any fade commands, which is useful for a gobo or shutter channel.
  - To jump to a particular function, right-click here (1) and select the function
  - To jump to a particular preset (i.e. gobo holes, color red, shutter closed), right-click here (2) and select the preset
  - Double click the white number to manually type the DMX value or %.



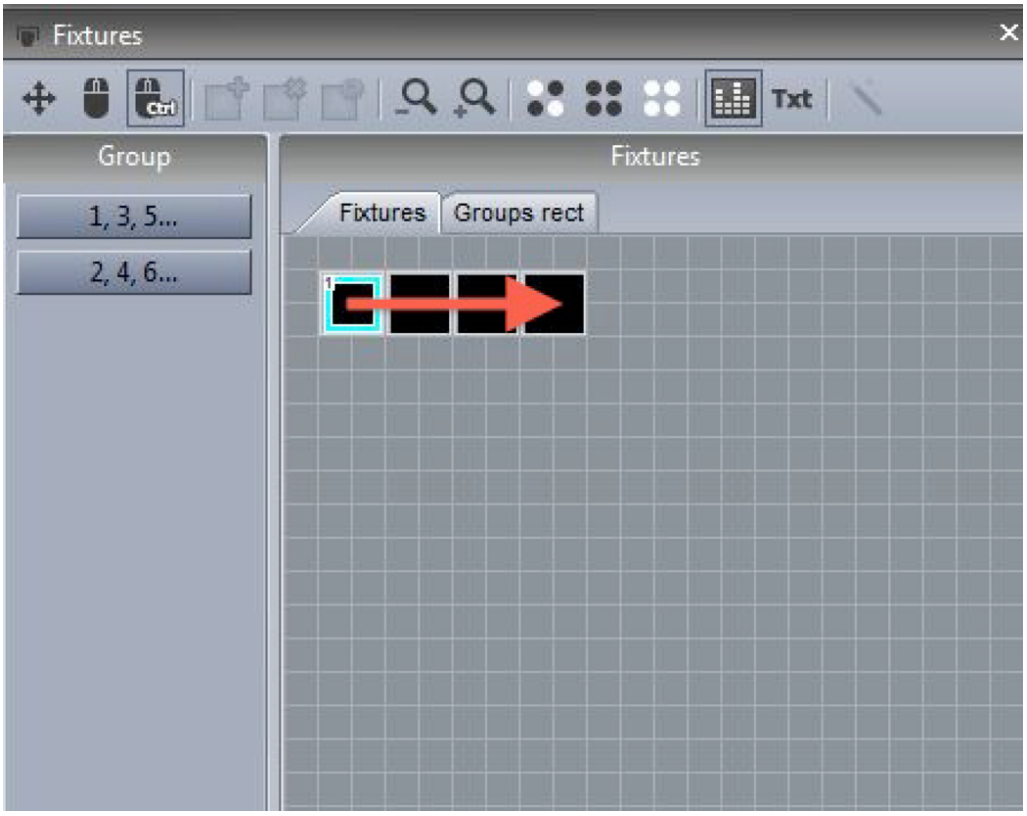


Select the ‘All’ tab to see the channels of all your fixtures:

- You can number your fixtures by index, channel address, or universe number by right-clicking at the top of the window
- Right-click one of the white numbers to toggle between DMX value and % value
- Double click on one of the white numbers to manually enter a DMX or % value.



Dragging a fixture on top of another will copy all editor data including Dimmer, EasyTime, and EasyStep.

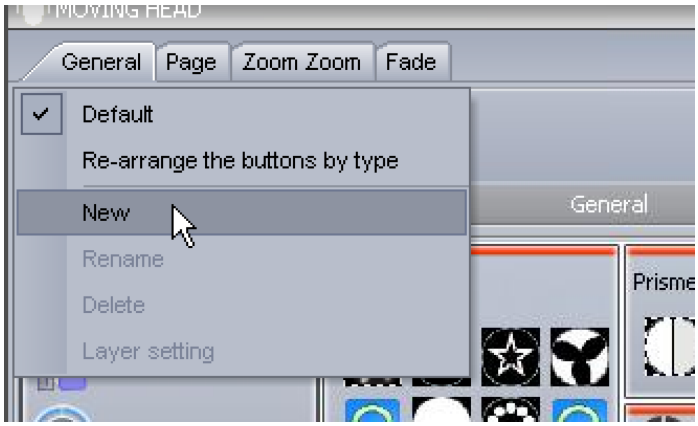


3.5 Arranging Buttons

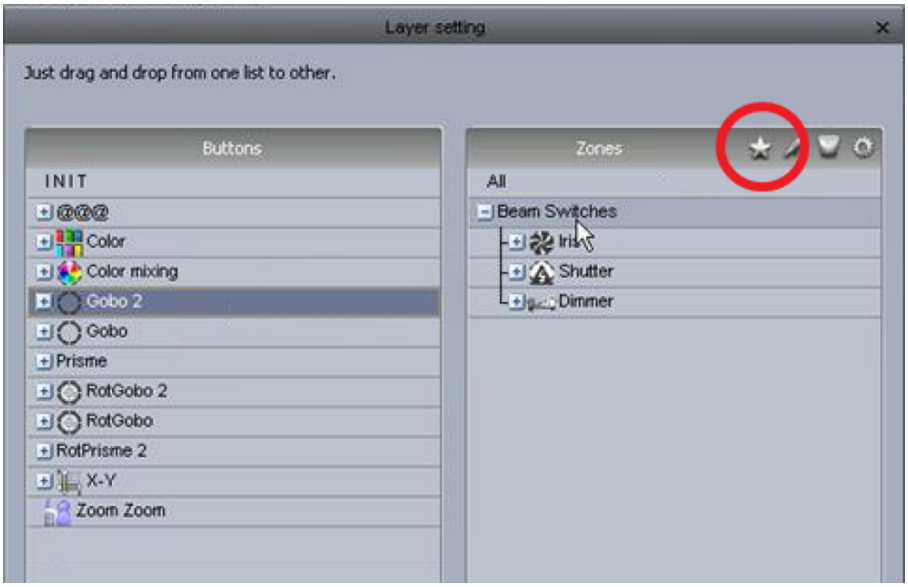
Buttons can be arranged in a variety of different ways. Ctrl+right-click and drag a button to manually change its position.

Custom Layers

Custom layers can be created here.



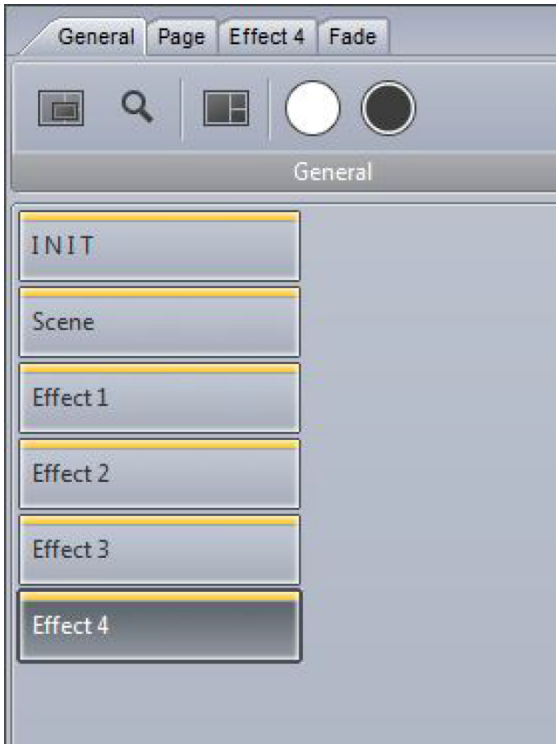
Click here to create a new zone for your layer, then simply drag your parameters into the relevant zone. Click the settings button if you want to embed a color mixing wheel or X/Y grid inside the zone.



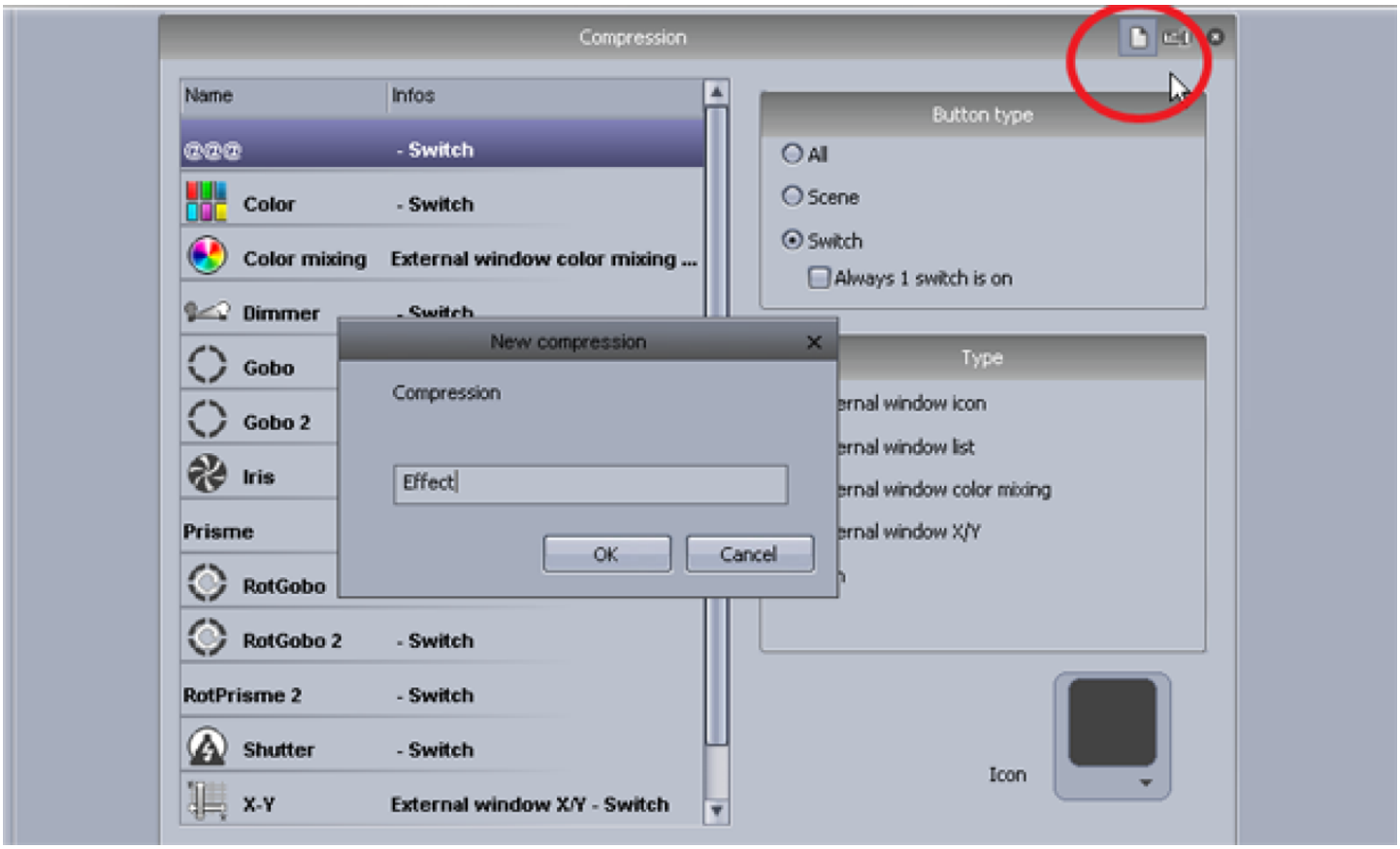
Compression

Common switches can be compressed into one button. For example, all the gobo switches are grouped into one switch button like the example shown below.

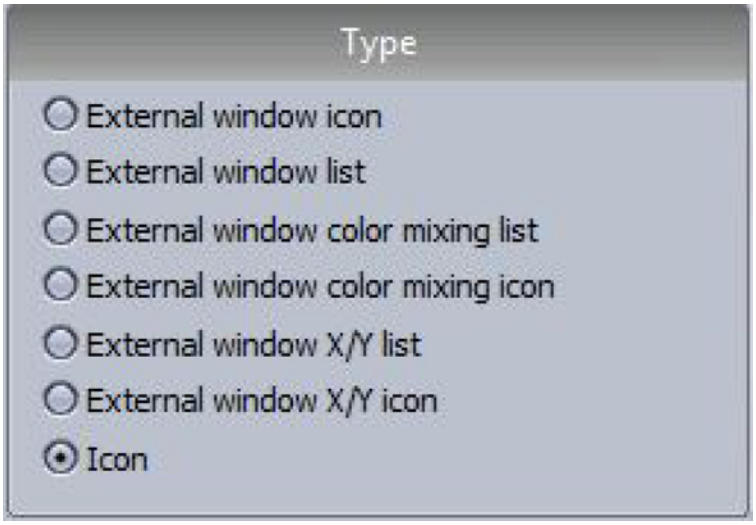
To create a compression, make sure the Scenes or Switches you want to compress are named with a common prefix. In the example below, we have 4 scenes that start with the prefix ‘Effect.’



Button compression types can be modified within the page settings. Create a new compression here and enter the compression prefix, in our case this is ‘Effect.’



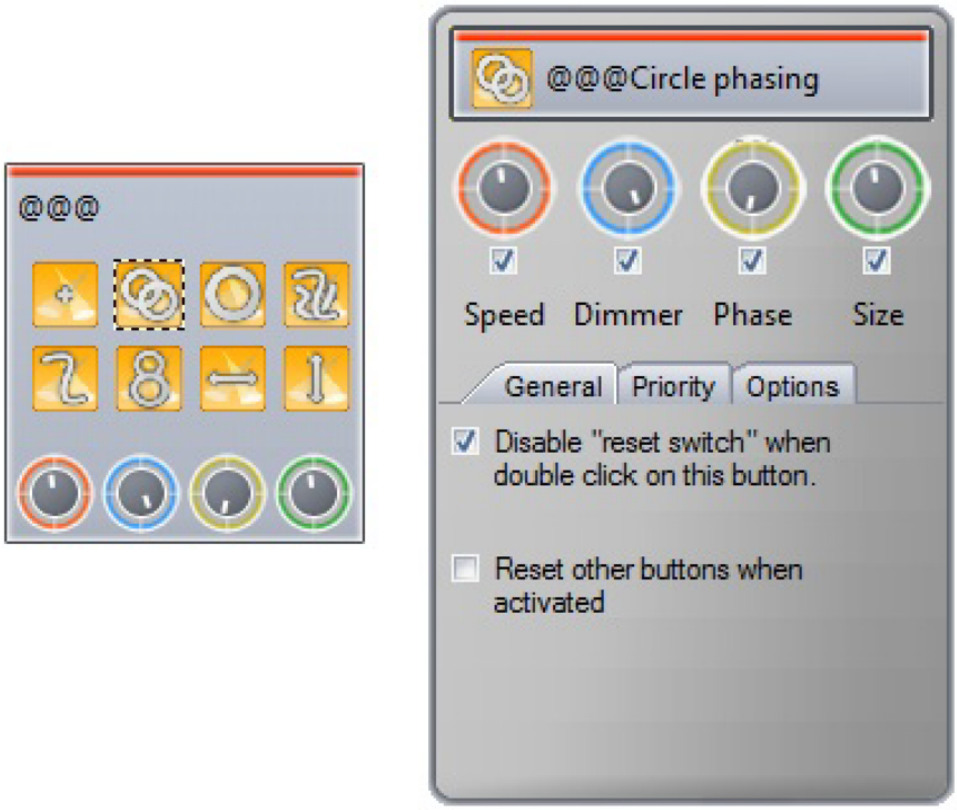
Several different compression types can be created:
- External window icon: a dialogue pops up with the button icons.
- External window list: a dialogue pops up with a list of the buttons.
- External window color mixing list: a dialogue pops up with a list of the buttons and a color mixing wheel.
- External window color mixing icon: a dialogue pops up with the buttons icons and a color mixing wheel.
- External window X/Y list: a dialogue pops up with a list of the buttons and an X/Y grid
- External window X/Y icon: a dialogue pops up with the buttons icons and an X/Y grid.



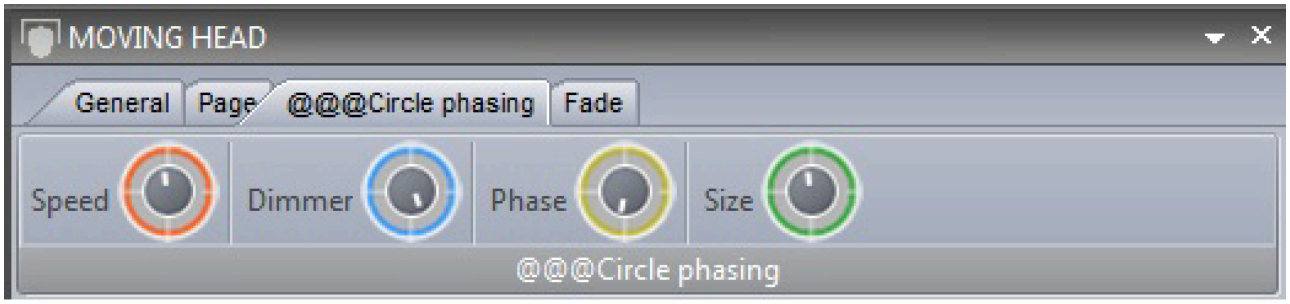
3.6 Button Dials

The Dimmer, Speed, Size, and Phase of a button can be changed by shift+right-clicking a button and selecting ‘Show Fades:’ from the menu, or by shift+clicking on the button and selecting one of the dials:

- Speed: Changes the speed of an EasyTime or EasyStep sequence
- Dimmer: Fades any channel with the dimmer or dimmer min/max property assigned (Dimmer and Color mixing channels are also adjusted unless they are set to OFF)
- Phase: Takes an EasyTime sequence and starts it at a later point in the sequence for each fixture
- Size: Takes a pan/tilt effect and changes the size.

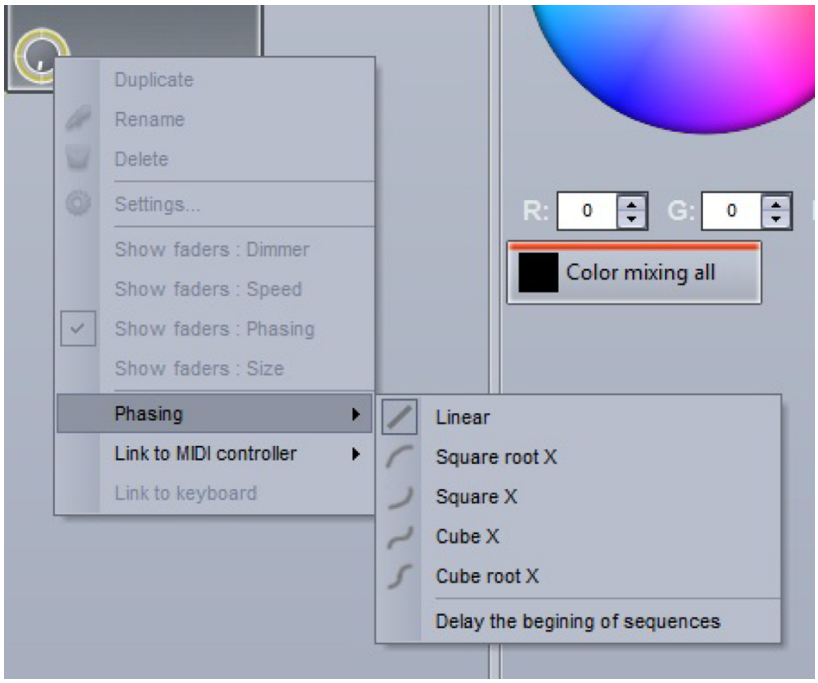


Speed, Dimmer, Phase, and Size dials can also be accessed under the button tab at the top of the fixture page. Page dimmer and speed dials can be accessed under the page tab, but be careful, if you turn the page dimmer to 0, you will never have any light output!



Advanced Phasing (not for beginners!)

Shift+right-click a switch phasing dial to view the advanced phasing menu. Here we can determine how Compu Show will phase a switch.



No Phasing

When no phasing is applied, the example sequence here fades from red to yellow.

Linear Phasing

When phasing is added, the sequence starts at a latter point for each fixture. As the phasing dial is increased, the time between each of the fixtures starting points increase.

Non-Linear Phasing

When linear phasing is applied, the difference between each of the fixtures starting times is the same.

There are 4 different non-linear phasing types available. With non-linear phasing, the difference between each of the fixtures starting times changes. The next example shows the outcome of a ‘Square x’ phase. The difference between each of the fixtures starting times gets shorter and can be used to great effect to produce a sequence, for example, that looks like a falling object.

Cube root X can often be used to create more realistic wave and rippling effects.

Delayed Phasing

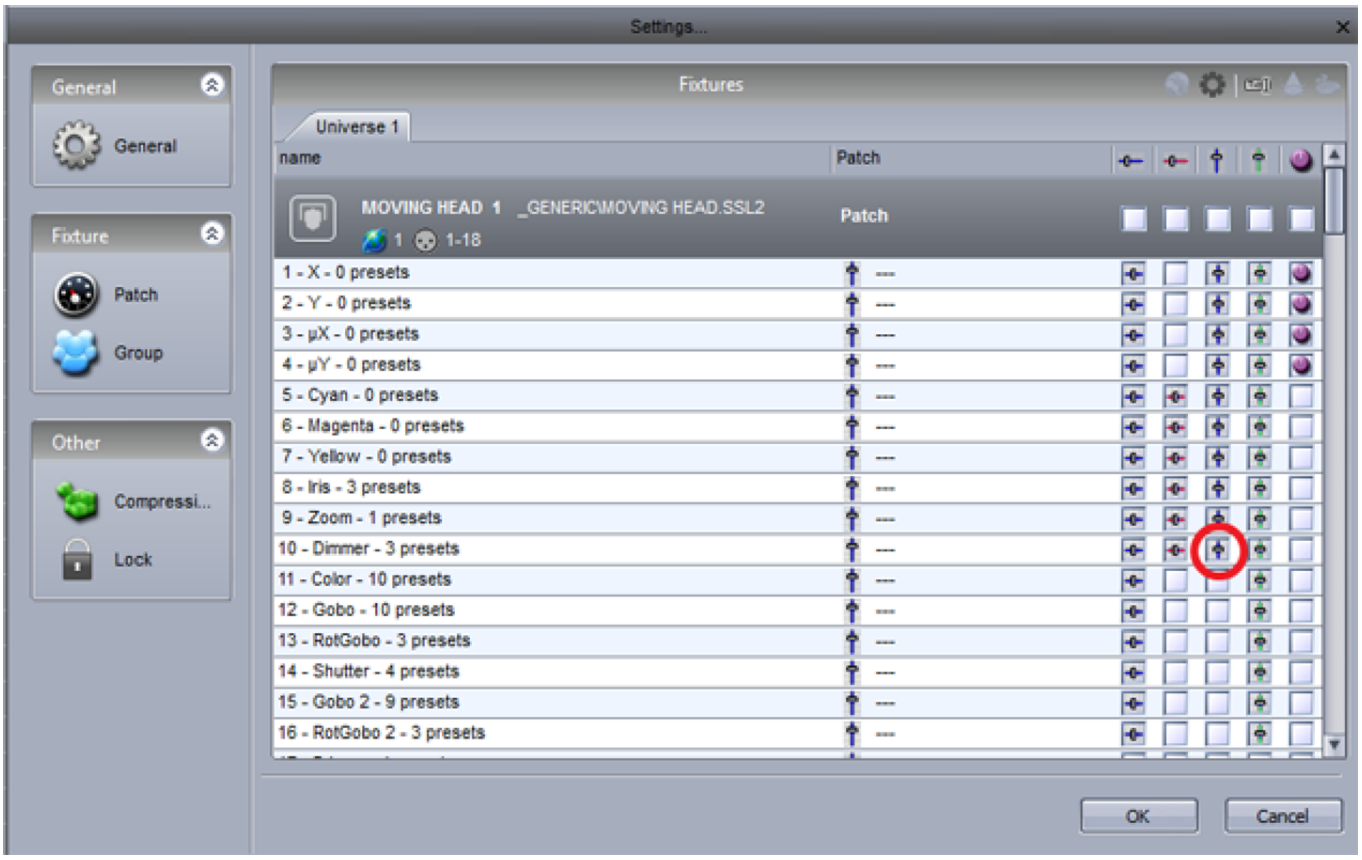
When ‘Delay the beginning of sequences’ is selected, the phasing is linear; however, instead of changing the starting point of the sequence for each fixture, it holds the first step of the sequence and adds a delay.

This is very useful for creating color sweeps!

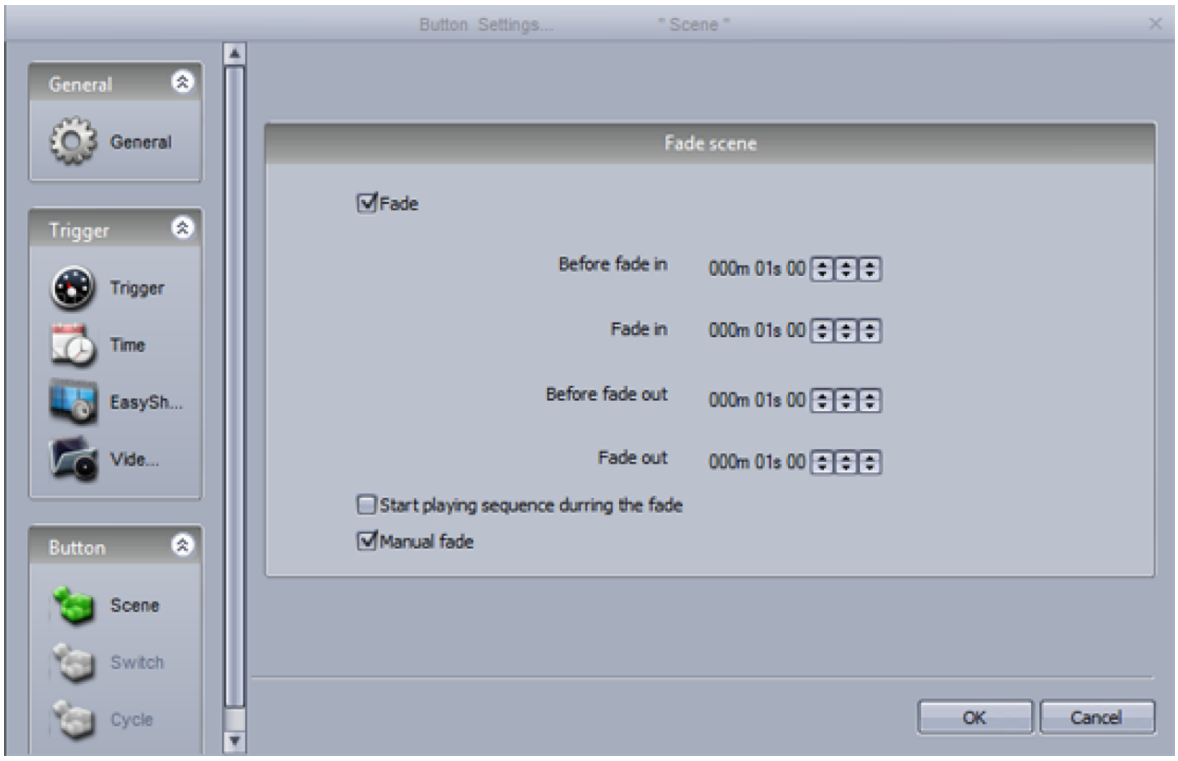
NOTE: ‘Looping’ must be switched off for this type of phasing to work because the last frame of each timeline is frozen to compensate for the delay at the beginning.

3.7 Scene Fading

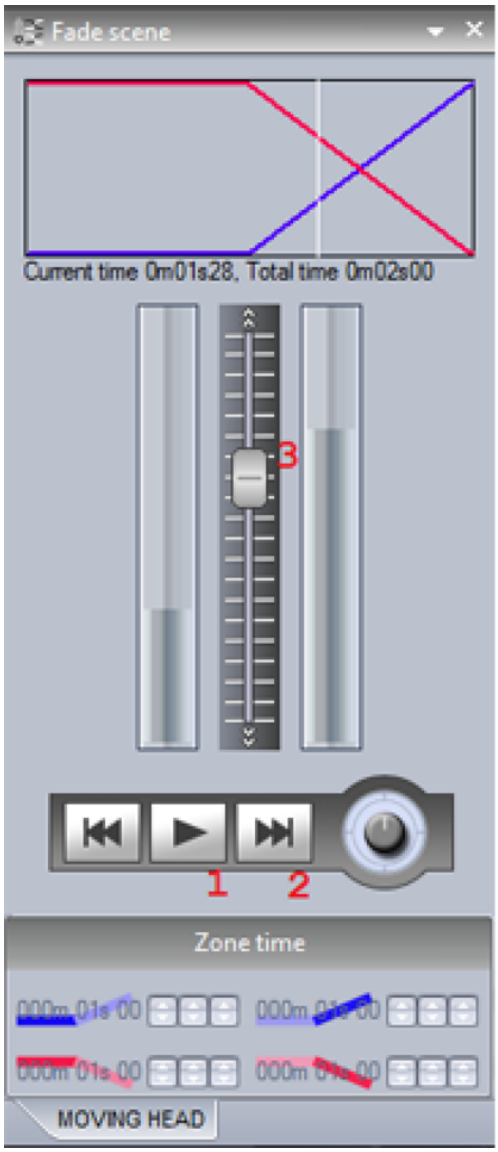
We can fade times between scenes, which is useful if we want to fade between two static positions, or fade the dimmer. The fade function must first be enabled on the master channels. This can be done within the page settings.



Fade times can be added within the scene settings.



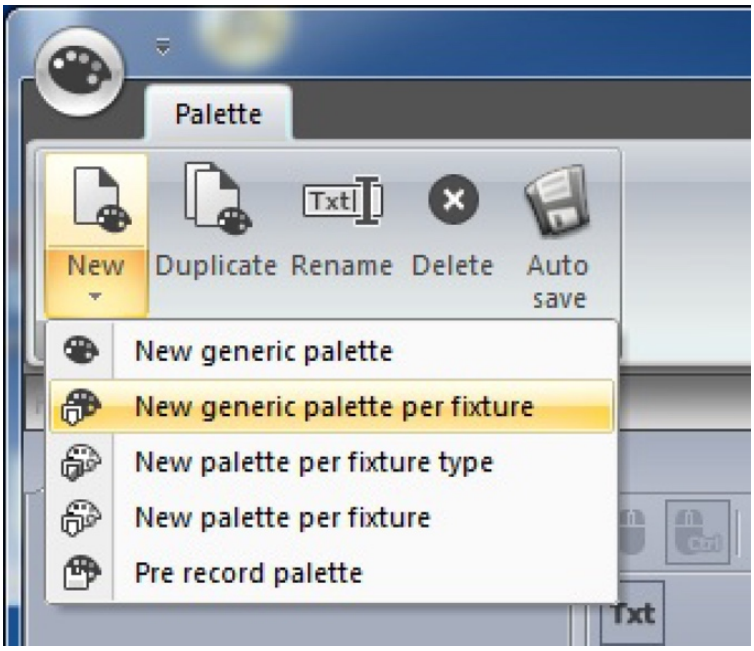
To visualize the fade, open up the Fade Scenes panel. A fade can be paused, replayed (1), skipped to the beginning/end (2), or controlled manually (3) if manual fade is enabled within the scene settings.



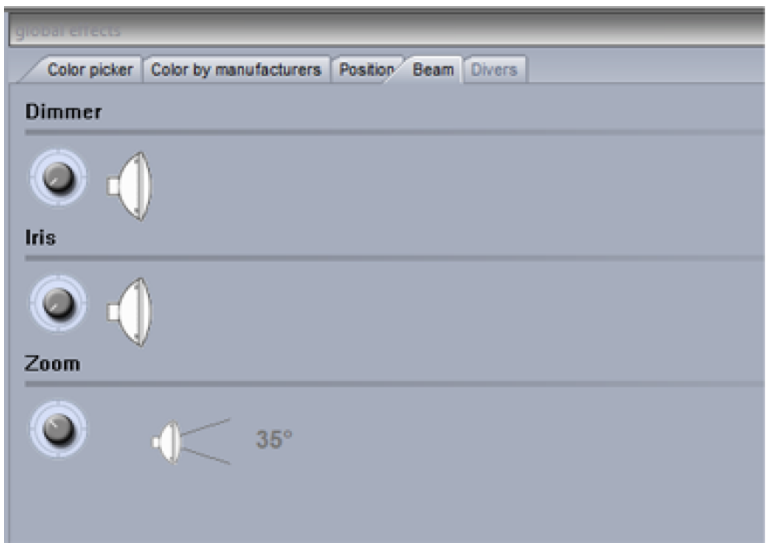
3.8 Palettes

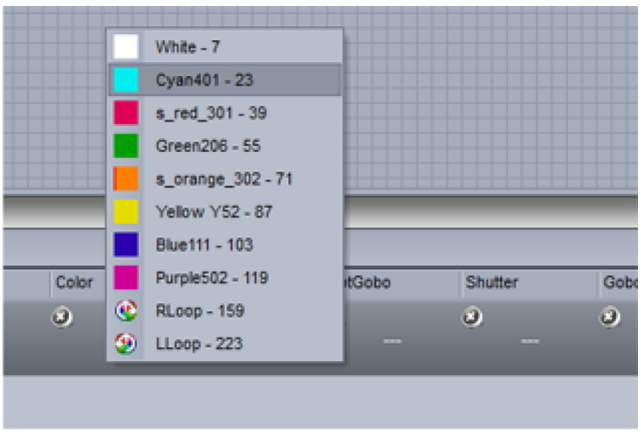
Palettes are very powerful when programming lighting. Imagine you are on a tour and you get to a different venue and realize that you need to move your drums 2 meters back; you now have to change each of your scenes. This can be time-consuming; but with Compu Show, we can set up Palettes that can be useful if you need to update a set of scenes at once.

New Palettes can be created here. If you want to create a preset palette such as a gobo or a color wheel, select 'New Palette Per Fixture.' If you want to create a palette with a variable preset such as pan/tilt, a color mixing wheel, a dimmer, and iris or zoom preset, you will need to select 'New Generic Palette Per Fixture.' See the next topic for more information on the different palette types.

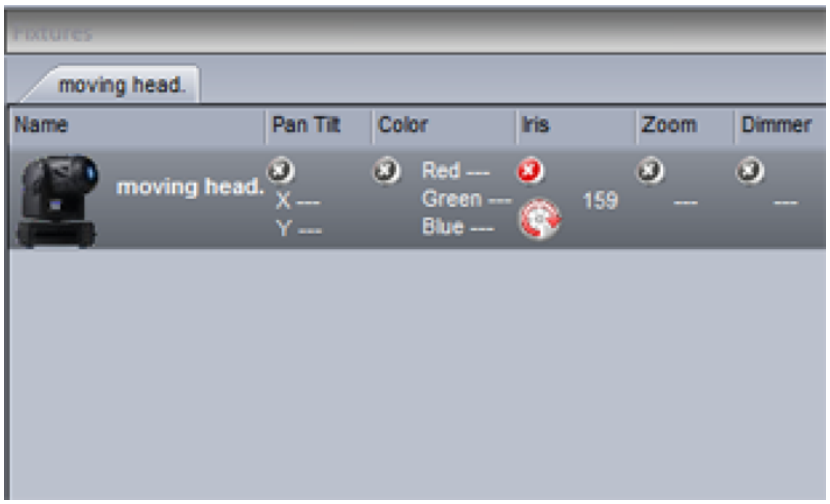


Use the global effects panel to adjust your fixtures, or right-click and select a preset below (not available when using Generic Palettes). Hold shift to assign the same preset to all selected fixtures.

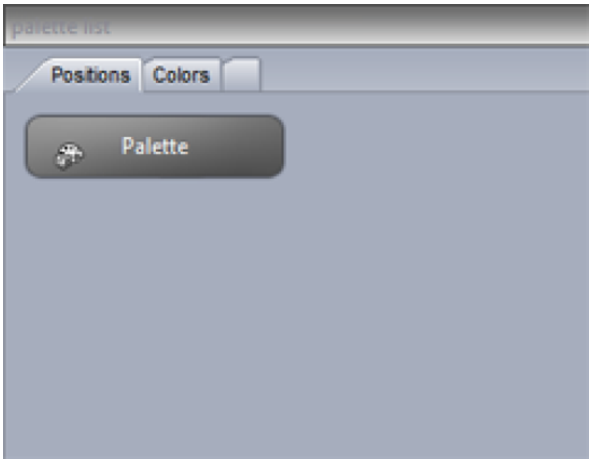




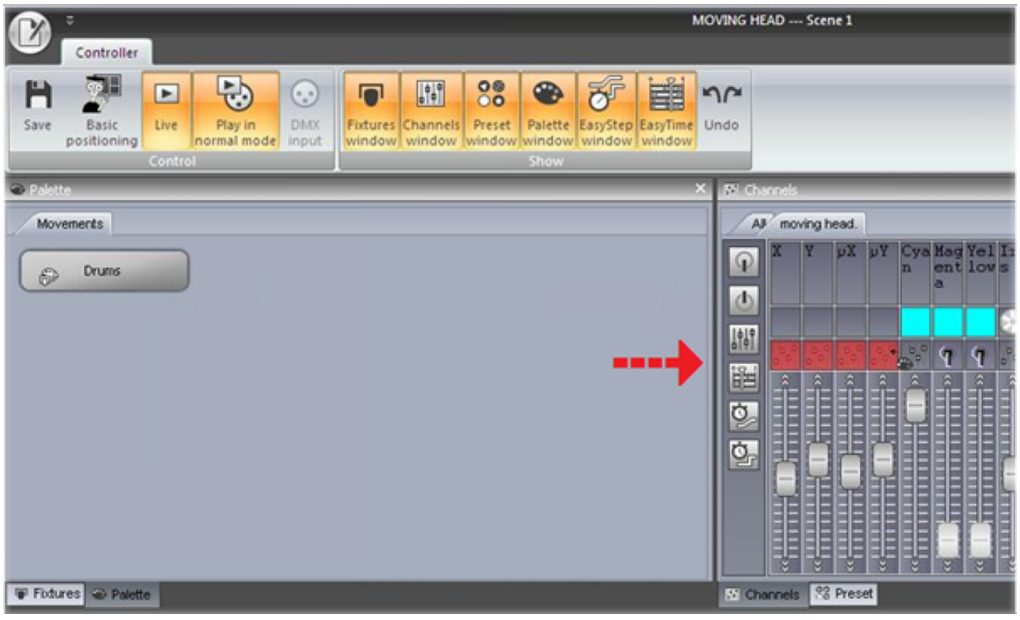
To delete the preset from the palette, click the cross.



New palette groups can be created here.

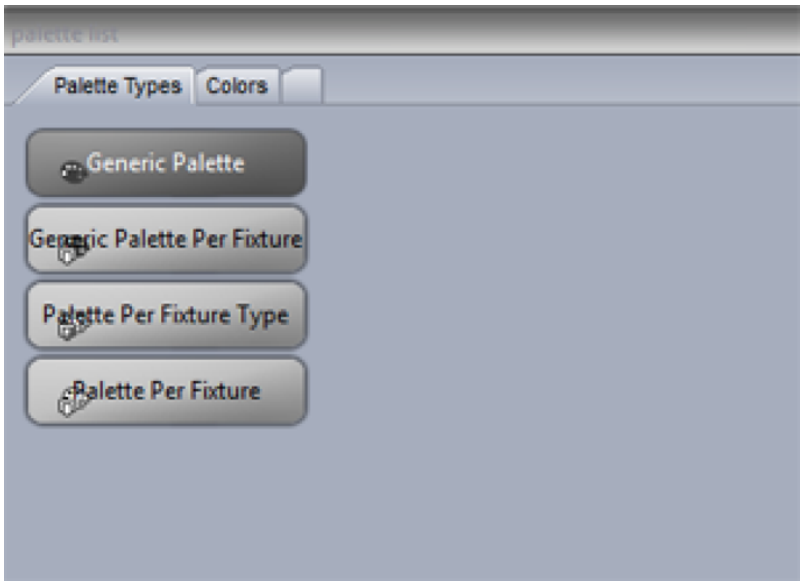


Palettes can be applied to scenes within the button editor. Drag the palette onto the desired channel and hold ctrl to select multiple channels. Palettes can also be dragged directly onto a fixture using an EasyStep step or an EasyTime constant level block. See the advanced palettes topic for more information on how to use a palette inside a dynamic effect.



3.9 Palette Types (Advanced)

The previous topic describes how to create a palette and assign it to a scene. This topic will explain the various palette types.



Standard and Generic Palettes

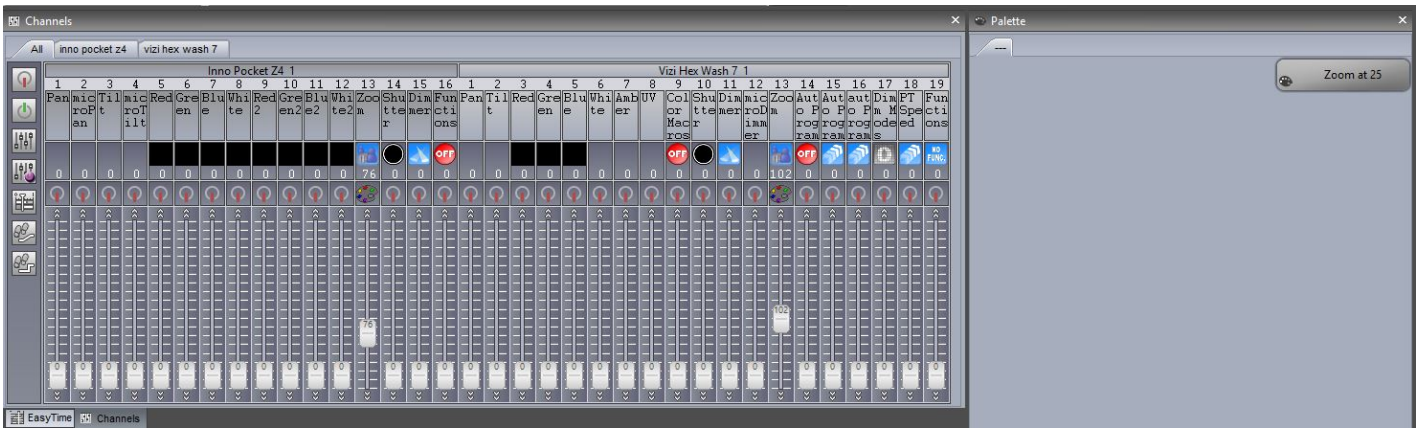
There are two types of palette, a STANDARD palette and a GENERIC palette. The standard palette saves a DMX value, for example, DMX 251 on the gobo channel. A generic palette saves a presets property, for example, dimmer 50% or Zoom 20°.

Standard palettes are useful if you want to send the same DMX value to all selected fixtures, or to call a particular preset such as 'Gobo Holes.' Generic presets are useful if you need to save a variable length preset such as dimmer, iris, focus, or zoom amongst different types of fixtures. If the fixture profile has been set up correctly, this is very useful for matching up properties between lighting fixtures; for example, imagine that you have 2 moving heads with a different zoom range. You can quickly set the zoom to 20° and Compu Show will translate this to the appropriate DMX value so that both beams look the same.

Generic Palette Example 1

Imagine we want to use an ADJ Inno Pocket Z4 with an ADJ Vizi Hex Wash7, but their zoom angle ranges are different.

In this case, if you record a generic palette with the zoom angle at 25°, you end up with the ADJ Inno Pocket Z4 at a DMX value of 76, and the ADJ Vizi Hex Wash7 at a DMX value of 102. The palette is taking the preset beam angles and applying it on a scale of 1 to 100. So, if the beam zoom angles of the fixtures can go to that range set in the palette, the software will calculate the DMX value needed to hit that zoom angle range in the fixture. Obviously, if you go below it your channel will have a 0 value, and if you go above it, it will be 255.



Generic Palette Example 2

Imagine that you want to create some dimmer palettes. Dimmer palettes can be useful as the light output can look different depending on the size of the venue and the other lights you are using.

Let's say you want to set 75% intensity; however, some of your fixtures have inverted dimmers. In this case you just need to create a generic palette for the dimmer and set the intensity to 50%. It won't matter what brand of fixture you insert, what channel or range the dimmer is, or whether it is inverted or not. Compu Show will send the corresponding DMX value to make sure the brightness of the light is 75%.

Palettes Per Fixture and Per Fixture Type

Standard palettes can be created per fixture or per fixture type. Palettes per fixture type can be included inside EasyTime effects; however, palettes per fixture cannot. This is because, when an EasyTime effect is built, it does not ask for information about each individual fixture; it simply asks for the number of fixtures and the individual properties of the fixture type. From this, the effect is generated.

For example, let's say we want to use a color palette inside a rainbow effect. If we were to take a palette per fixture, the color of each fixture could be different, so the effect would not know what color to take to generate the rainbow.

Palettes per fixture type can also be useful in circumstances where the number of fixtures change. Let's say that we have 2 different fixture types with the same gobos, but in a different order. We could create a set of gobo palettes so that we only have to click one button to access the same gobo from both fixtures. If we had a palette per fixture, we would have to create the palette for each individual fixture. If we added more fixtures at a later date, these would then have to be updated. If we create the palette per fixture type, then we can add as many fixtures as we want without needing to think about the palette.

Generic Palettes

Generic palettes are primarily used for colors. They can be applied to any fixture and any fixture type. For example, if you create a generic palette with the color 'fire red' (picked from the color wheel), this palette can be used on any CMY or RGB fixture to turn the color 'fire red.'

If you are creating a matrix effect on a rect, you must use a generic palette. This for the same reason that you cannot use a palette per fixture type on a standard easy effect. Rects can cross several fixture types, they only know how to create colors, and they know nothing about the fixture types. If you have a palette per fixture type with 2 colors stored on 2 different types of fixture, the rect would not know which color to take to generate the effect.

Recorded Palettes

Depending on which fixtures you are using, Pre-Recorded palettes are put together by the software.

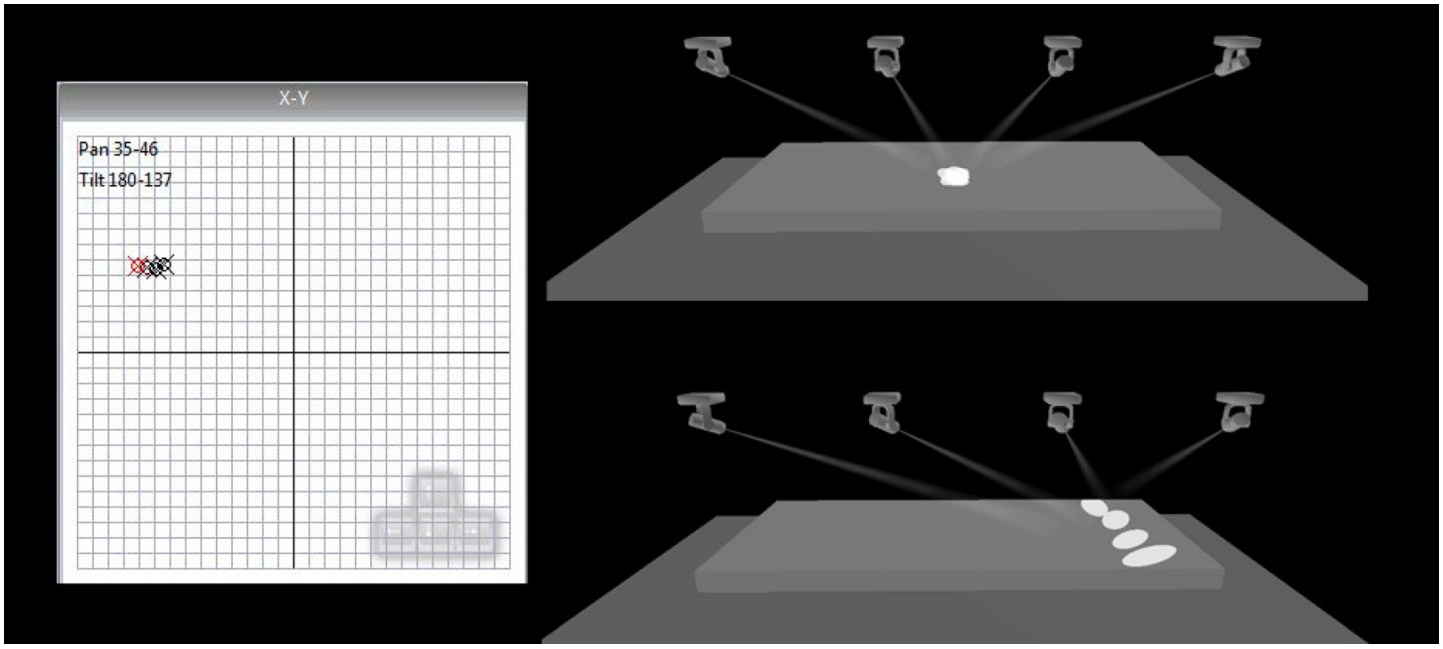
3.10 Followspot

What is a Followspot?

A followspot is typically a powerful spotlight that lights up a performer on a stage. As the performer moves around the stage, the spot will follow, ensuring that there is always good light coverage over the performer so that they stand out from everything else that's happening on stage.

The problem with the followspot is that shadows are created around the performer, and the light is not evenly dispersed around the performer. For example, when the performer is on the side of the stage, the light may only cover one half of their body. The solution is to use 2 or more followspots. Using multiple spots on the performer can look great; however, this requires multiple operators.

Using the X/Y grid, you can position a selection of lighting fixtures so that the beam points in the same place, by holding ctrl and moving one of the points, the others will follow relatively. This works well in a small area; however, the beams quickly become out of sync.

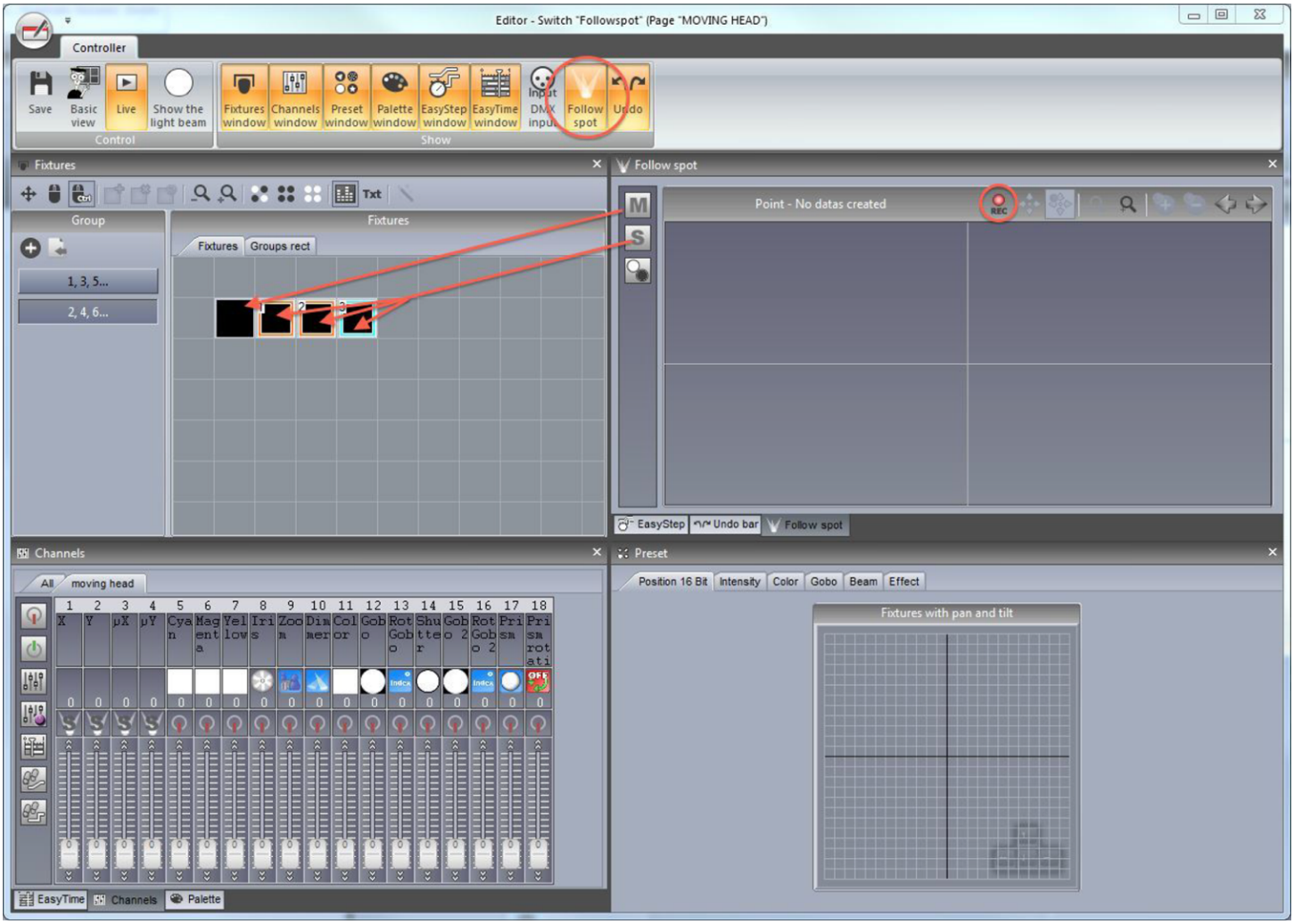


The Compu Show Followspot

The followspot tool allows you to calibrate a set of points on the stage. Once the points have been calibrated, all slave fixtures will perfectly follow the master feature.

To set up the followspot:

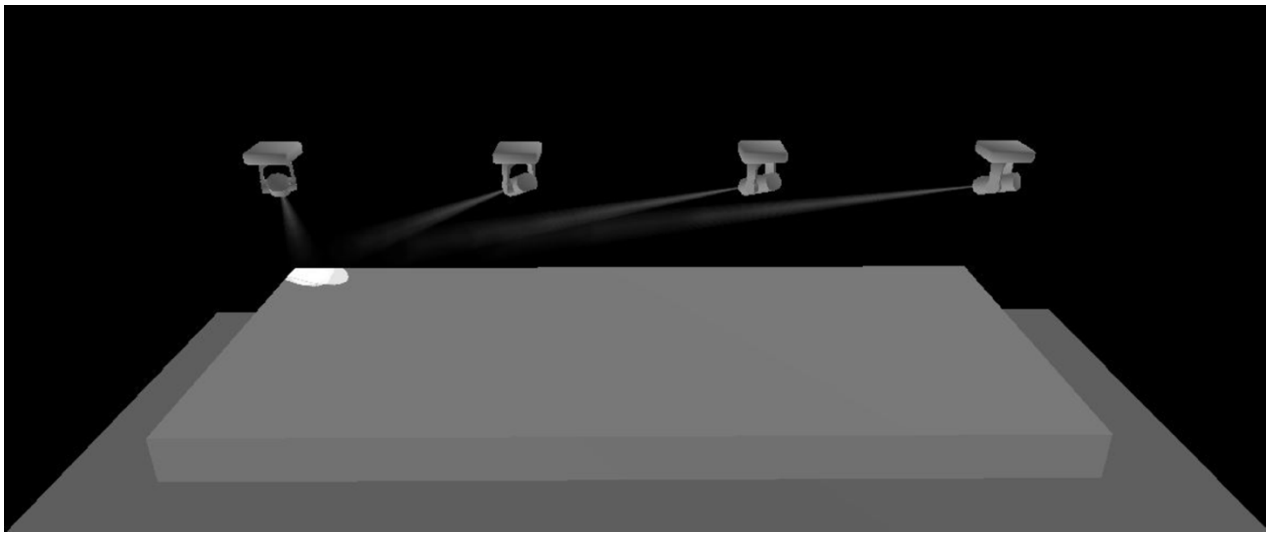
- Create a switch and call it ‘Followspot’
- Click ‘OK and Edit’ and open the followspot tool
- Drag the ‘M’ onto the master fixture and the ‘S’ onto the slave fixtures
- Click record to begin calibrating the points.



Calibrating the points

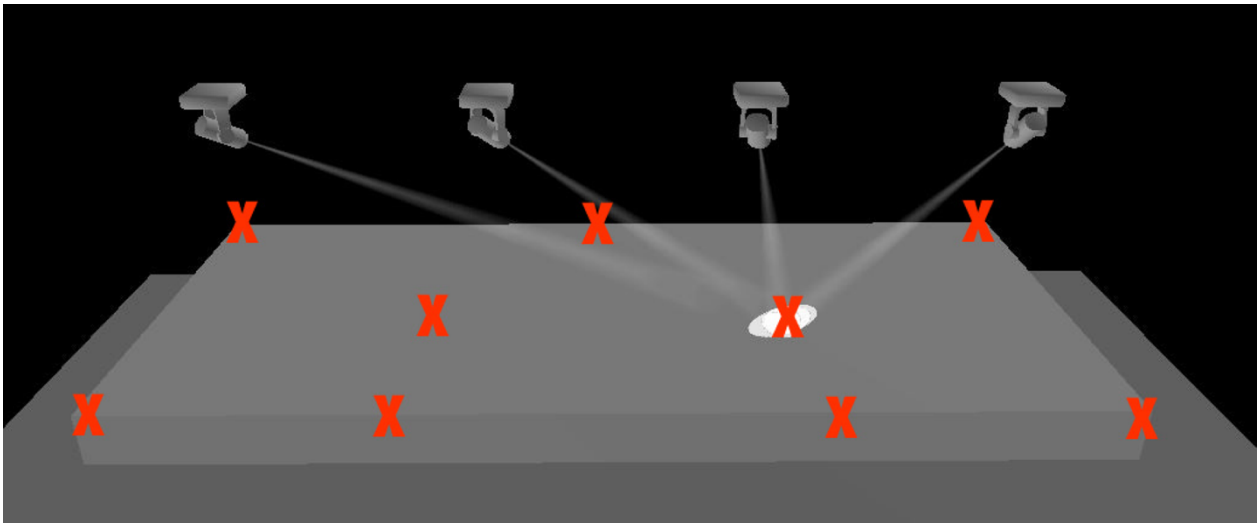
Move the master beam to the corner of the area you want to calibrate. This can be done using the faders or the X/Y grid. Use the arrows on the keyboard to finely adjust the point. You can change the mouse and keyboard precision by right-clicking on the grid. For an accurate calibration, it is best to use a small iris size as in the example.

Once the master beam has been set, move the slave beams to the same point. This will ensure that they are all in the same quadrant of the X/Y grid as it's usually possible to set the same position with 2 different X/Y values.



Click the '+' button to add a new calibration point, such as when moving the master and slave fixtures to the center top of the stage. A quick way to do this is to select all fixtures and hold ctrl whilst moving the point on the X/Y grid, this way all fixtures stay close and you can perfect the calibration using the arrow keys.

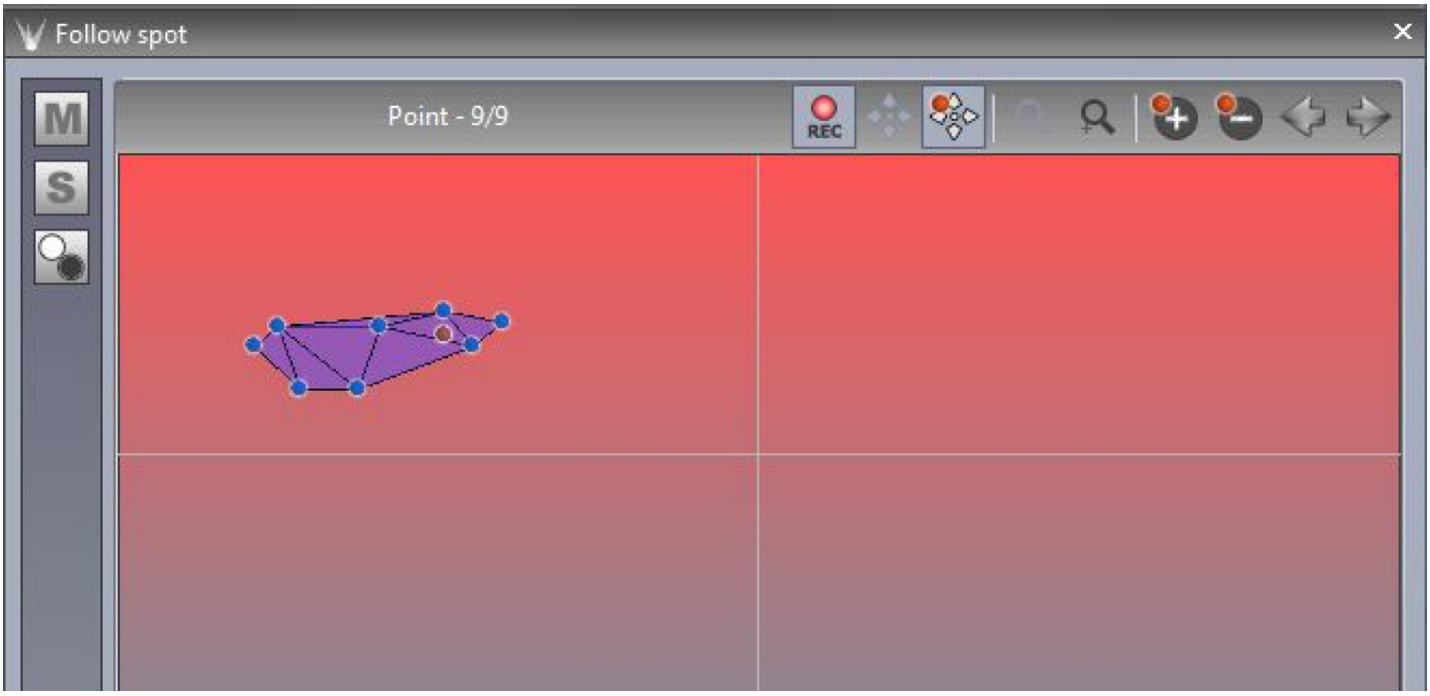
The number of calibration points required depends on the positioning of the lighting fixtures and the size of the area you want to cover. In the example below, there are 9 calibrated points. Generally, the closer to the X axis you get, the more points you'll need to calibrate.



As you build your followspot, you'll notice the followspot area will be built. The highlighted area is the area where the lighting fixtures will be synchronized.

The followspot toolbar functions include:
- Record: When this button is pressed, all pan and tilt movements will be recorded. If you want to test your followspot, release this button and move the master fixture
- Move area: When zoomed in, dragging in the followspot window will move the visible area
- Move point: Dragging in the followspot window will move the point
- Zoom in/out
- Add point: Adds a new calibration point
- Remove point: Removes a calibration point
- Arrows: Moves between each calibrated point.

The 3rd button on the left allows you to close the shutter of a lighting fixture when it's positioned outside the calibrated area. To set this up:
- Drag and drop this icon onto the shutter channel
- Set the fader so that the shutter is open
- Click the 'min' checkbox at the bottom of the fader
- Set the fader so that the shutter is off.

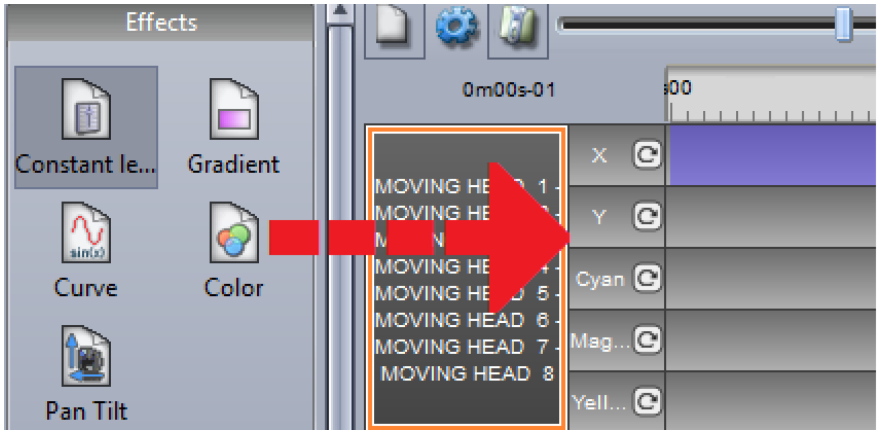


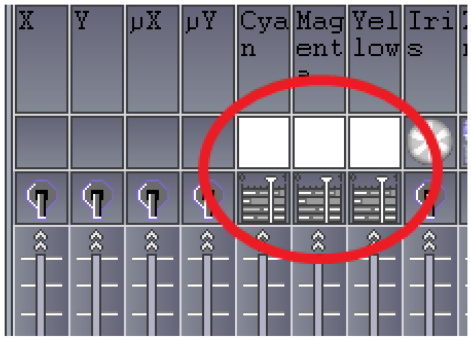
Once the editor has been closed and saved, all slave fixtures will follow the master fixture as long as the switch is activated. The switch works in 'Always take priority' mode to override any pan/tilt values on slave fixtures.

4. EASYTIME EFFECTS

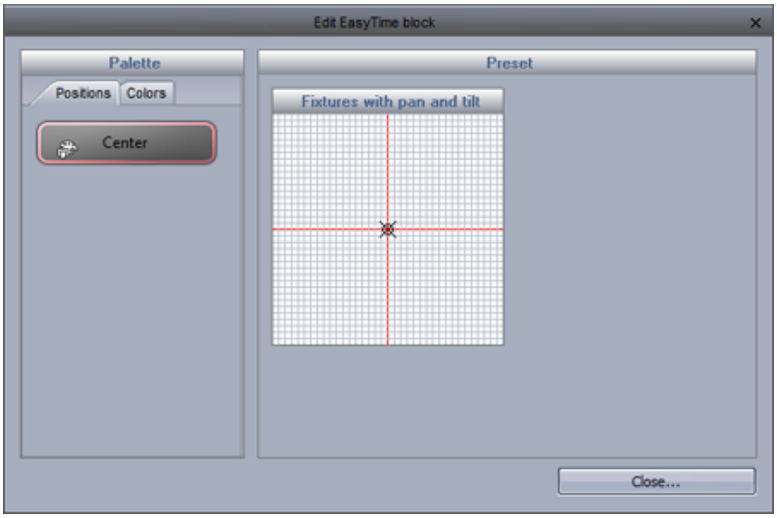
4.1 Constant Level

To use the EasyTime effects, first make sure that you have selected the relevant fixtures and have assigned the EasyTime mode. Constant Level is the most basic effect. Depending on which type of channel you drag the effect onto, a different set of options will be available.

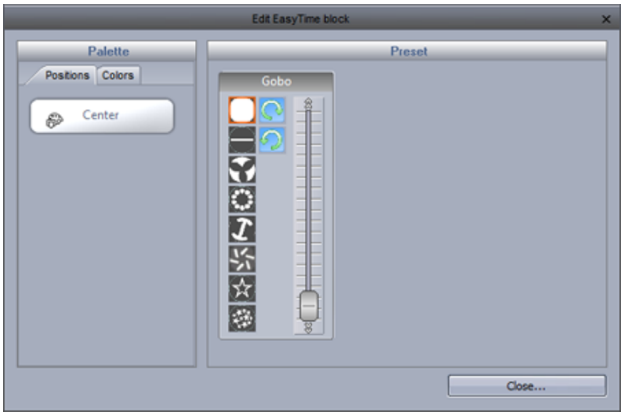




If the constant level effect is dragged onto a pan/tilt channel of a moving fixture, the position can be modified by dragging on the X/Y grid, or by choosing a palette if one has been created.

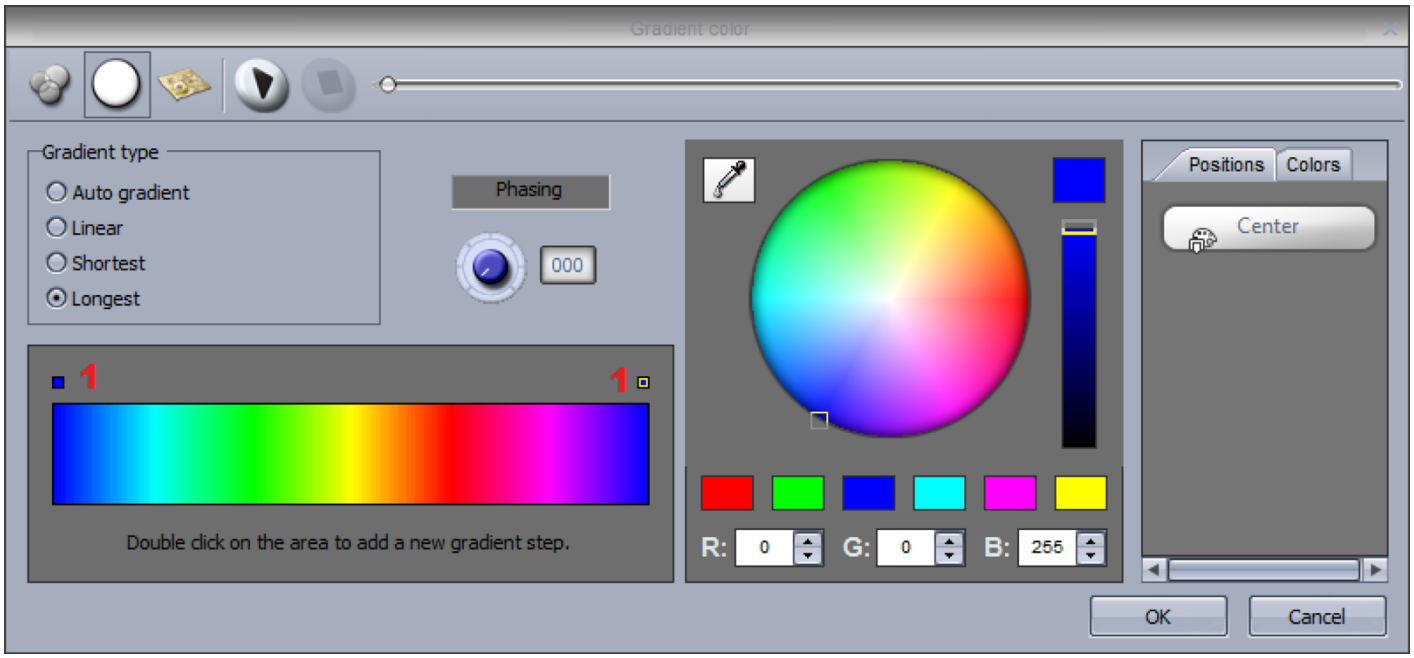


If an effect is dragged onto a gobo, iris, or dimmer channel, you can select from one of the channel presets.



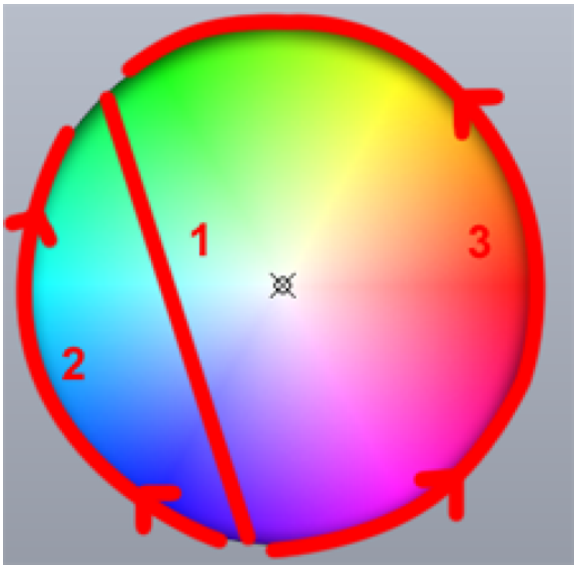
4.2 Gradient

The gradient effect works in the same way as the static effect; however, it allows you to fade between DMX values (colors, positions…). Start and end colors can be changed by selecting here (1). Colors can be added by double-clicking inside the gradient.



The gradient type can be changed:

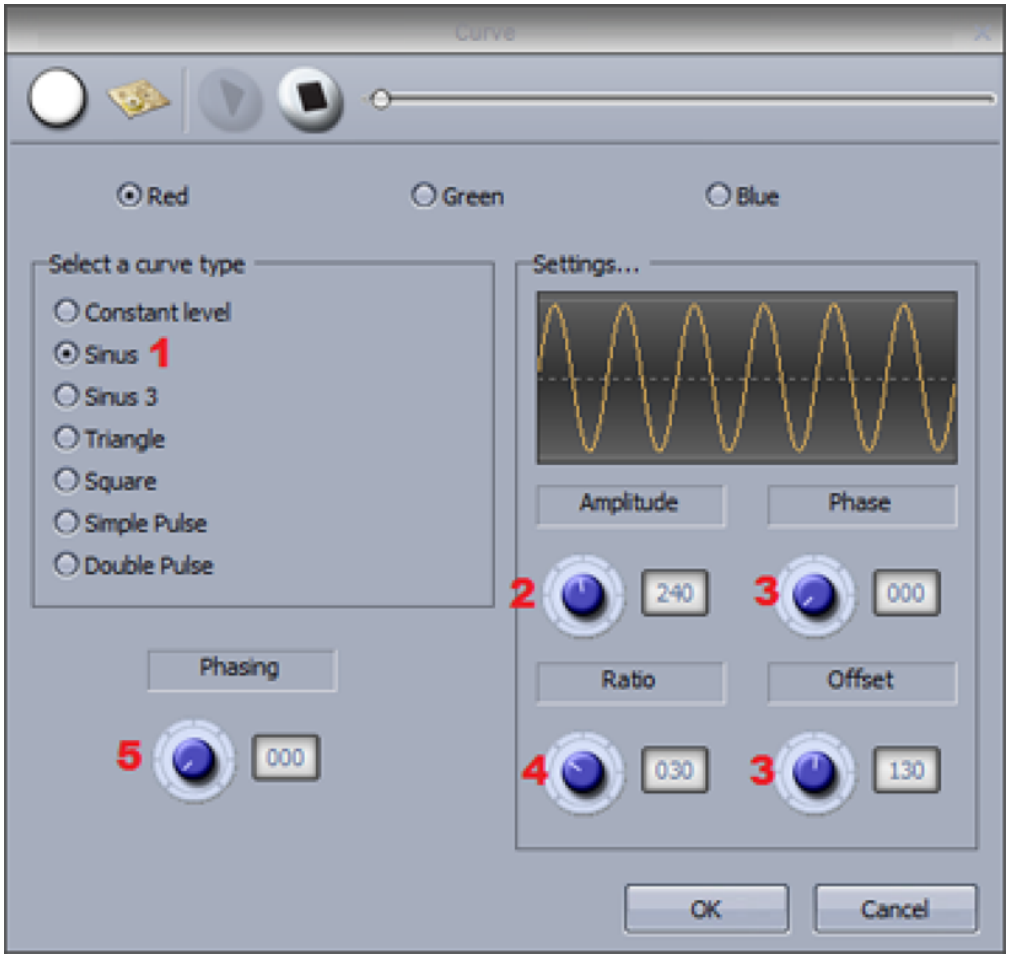
- Auto gradient: Automatically fades between the blocks before and after the effect
- Linear (1): Fades between 2 points on the color wheel (there will be a dip in the brightness as the marker passes through the center of the wheel)
- Shortest (2): Fades around the color wheel in the shortest direction
- Longest (3): Fades around the color wheel in the longest direction. This is useful when creating rainbow effects all around the color wheel by setting the start and end colors as the same.



4.3 Curve

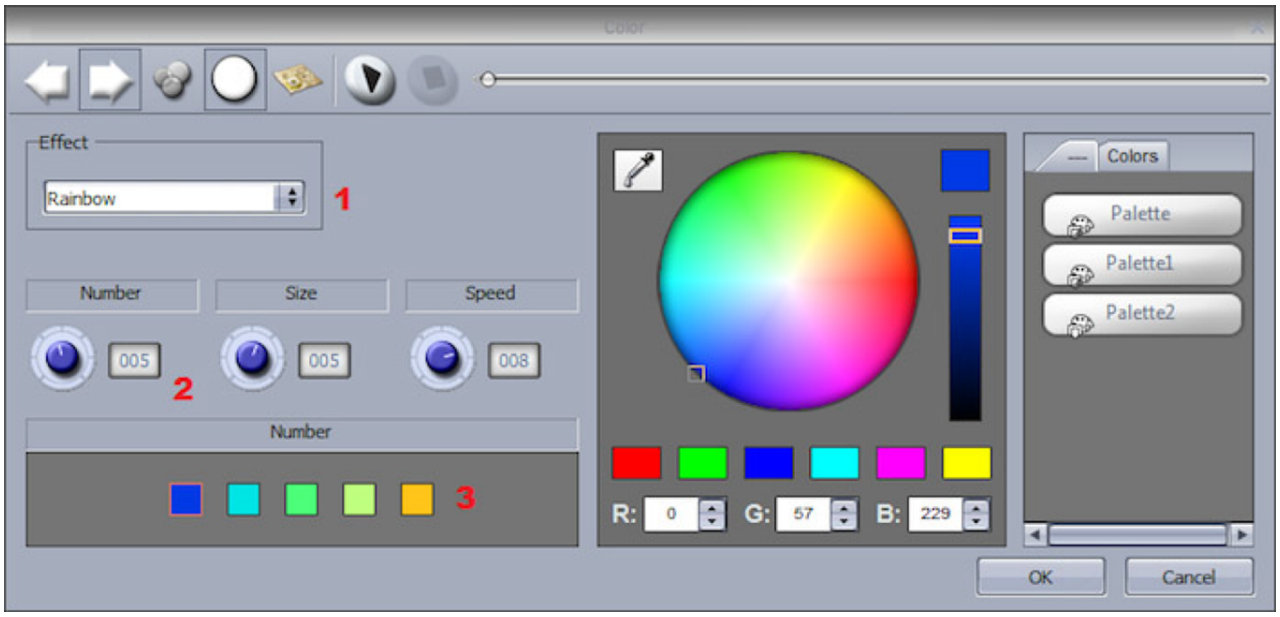
With the curves effect, basic mathematical formulas can be used to adjust a channel. In this example, the red color level is being adjusted with a sinus wave:

- Curve types can be selected here (1)
- Adjust the amplitude to stretch the wave (2)
- Move the wave backwards and forwards by adjusting the phase, and adjust the offset to move the wave up or down (3)
- Change the frequency of the wave by adjusting the ratio, which will speed up your pattern (4)
- Add phasing here (5). Remember that for phasing to work correctly, the software must be told what order your fixtures are positioned; see the EasyTime Phasing topic for more information.



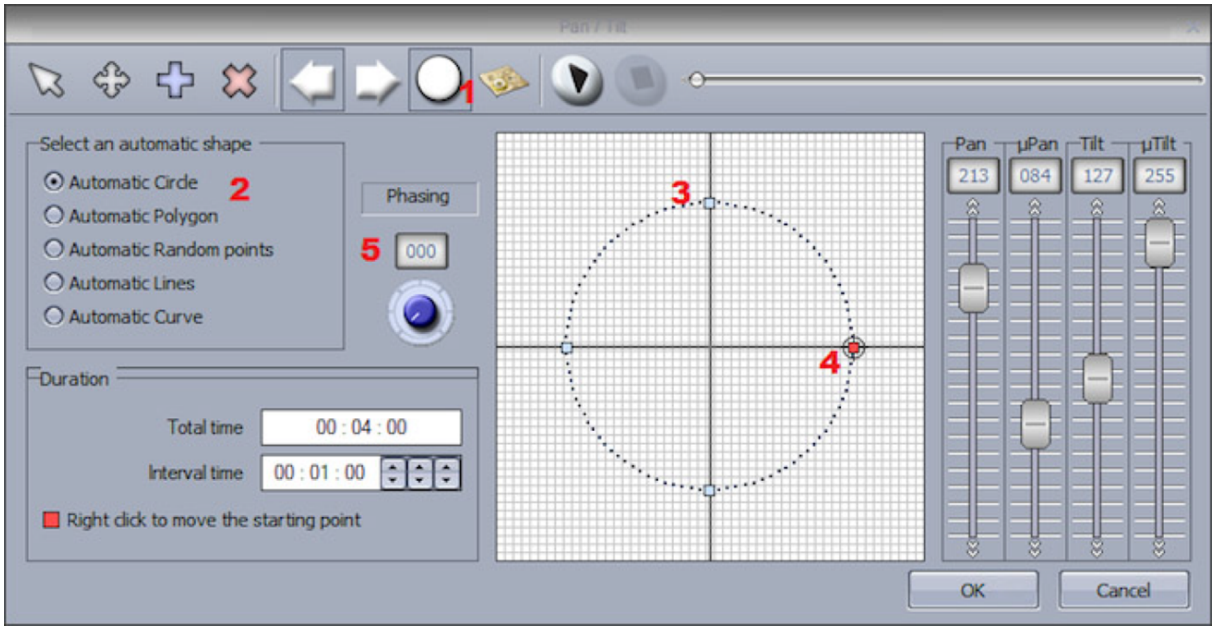
4.4 Color

The color mixing effects tool does exactly this, quickly mixing colors to create fantastic looking effects:
- Select a color effect type (1)
- Change the speed, size, and number of colors here (2)
- To change the color, simply select the color and drag around the color wheel (3).



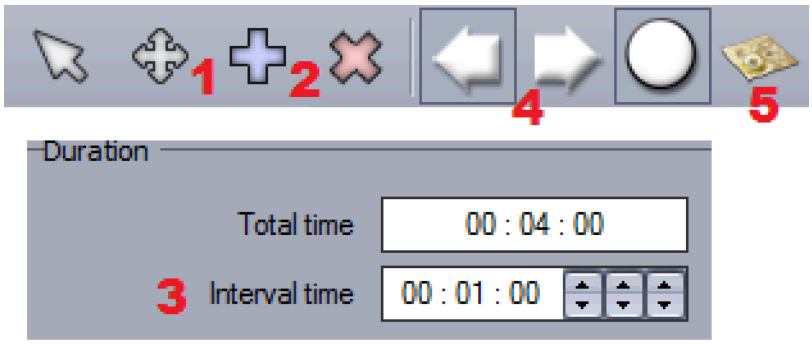
4.5 X/Y

This effect is to be used on any pan or tilt channels of a fixture. It allows you to quickly and easily create moving patterns:
- Click here to switch the light beam on (1), which will not be saved as part of the effect, but will allow you to see your fixtures as you adjust the position
- Select the shape you wish to create here (2)
- After the shape of the circle by dragging the points (3)
- Right-click to change the starting point (4)
- Phasing can be added here (5).



Other functions

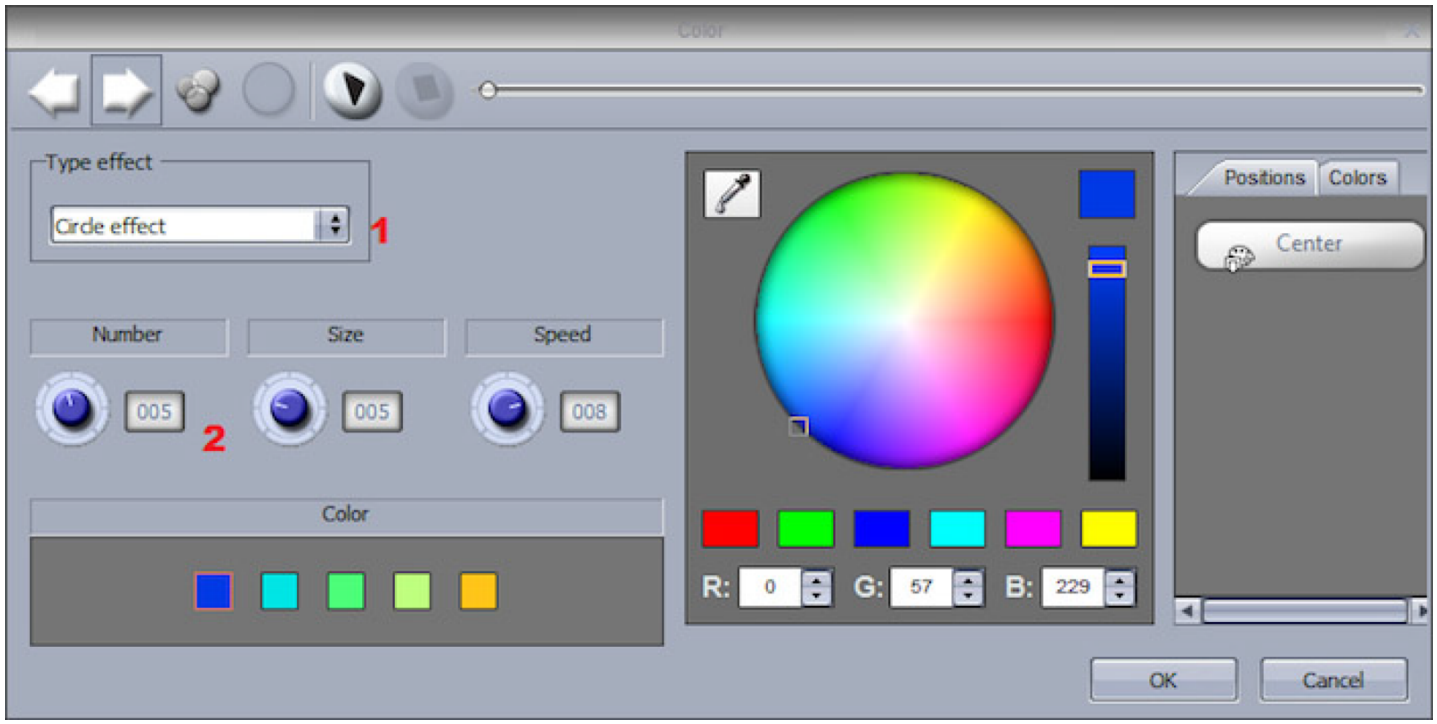
For other functions:
- Move the pattern (1)
- Add/delete points (2)
- Change the interval time between each point (3)
- Change the direction of the pattern (4)
- Re-arrange the fixtures order (see the gradient tutorial for more information) (5).



4.6 Matrix

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a rect. For more information on this; see the Rects topic.

Matrix effects are similar to color mixing effects. However, the effects are specifically designed for a fixtures matrix:
- Select an effect from the list here (1)
- The number of colors, size, and speed of the effect can be modified here (2).

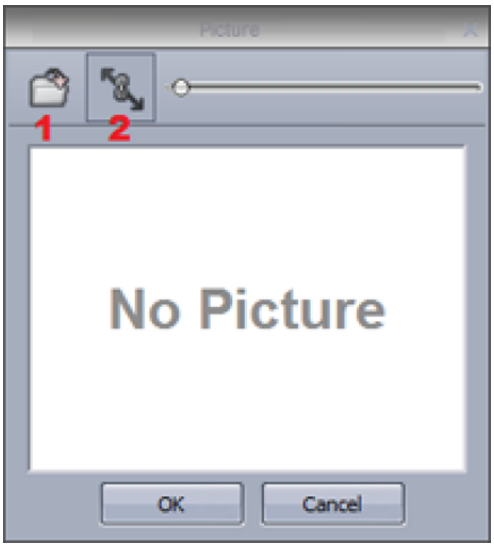


4.7 Picture

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a rect. For more information on this; see the Rects topic.

Images can be inserted onto a matrix. The more fixtures you have, the higher the resolution and the better the image will be interpreted. It is often best to use simple images without too much detail.

Click here (1) to insert a bitmap, gif, or jpg image; by default, the image will be stretched to fit the matrix. Click here if you want to keep the original picture proportions (2).



4.8 Gif

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a rect. For more information on this; see the Rects topic.

Gif animations can be inserted onto a matrix. The more fixtures you have, the higher the resolution and the better the image will be interoperated. It is often best to use simple images without too much detail.

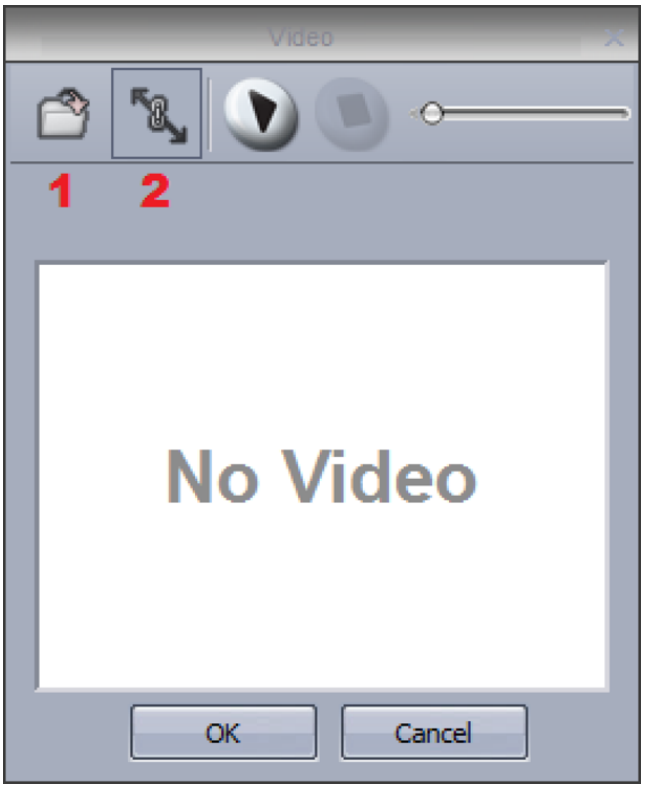
Click here (1) to insert a gif image. Click here (2) if you want to keep the original gif proportions, or if you would like the gif to be stretched to fit the matrix.

4.9 Video

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a rect. For more information on this; see the Rects topic.

Videos can be inserted onto a matrix. The more fixtures you have, the higher the resolution and the better the image will be interoperated. It is often best to use simple videos without too much detail.

Click here (1) to insert AVI video. Click here (2) if you want to keep the original video proportions, or if you would like the video to be stretched to fit the matrix.

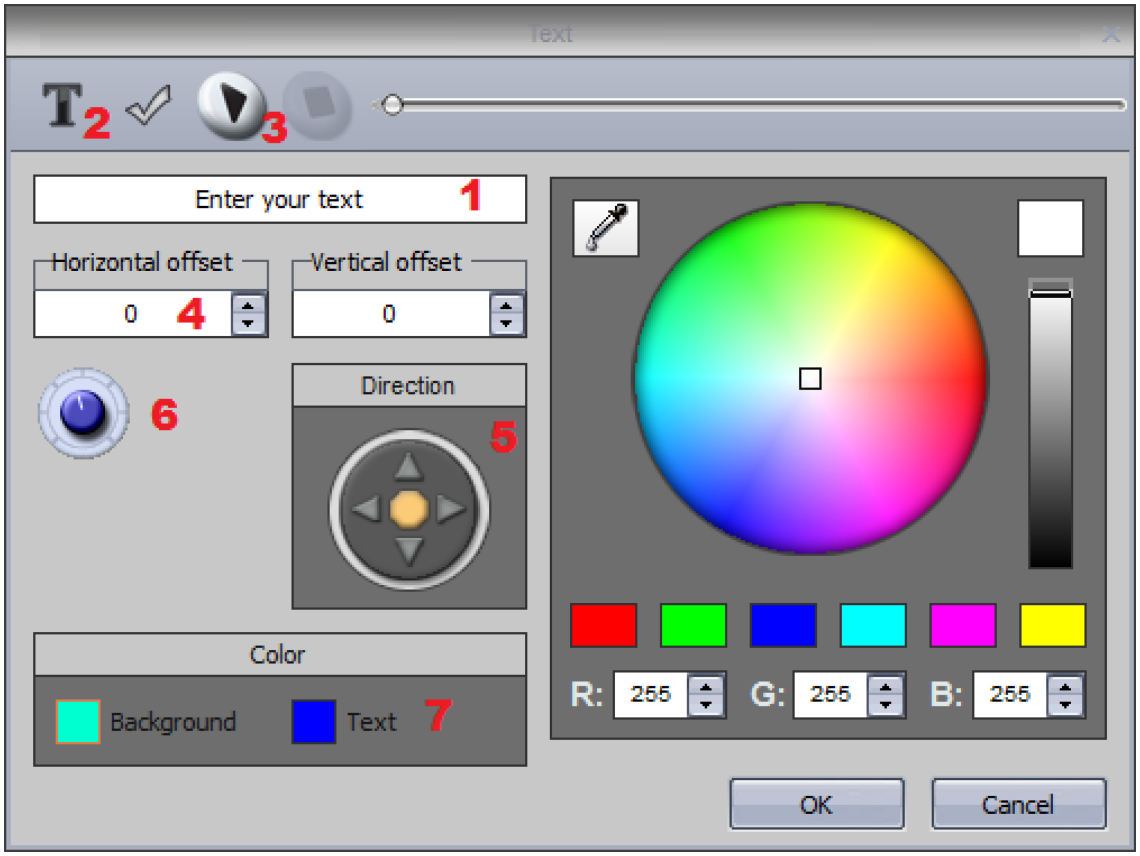


Not all AVI compression formats can be read by the software, so your video may need to be converted using media encoding software.

4.10 Text

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a rect. For more information on this; see the Rects topic.

You can insert text onto your matrix with the text tool.
- Enter your text here (1) and click the T icon to modify the font (2)
- Click play to view your text (3)
- Change the position of your text by adjusting the vertical and horizontal offset properties (4)
- If you wish to have scrolling text, choose your direction here (5)
- You can change the scrolling speed here (5)
- Change the text and background colors here (7).

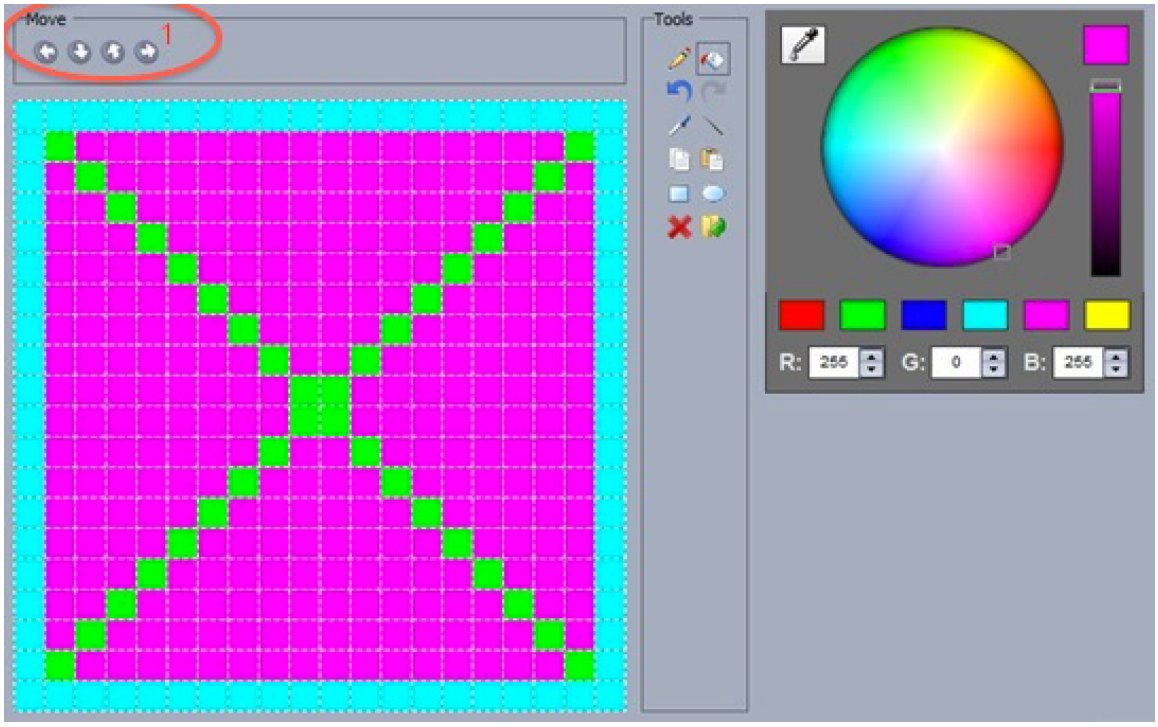


4.11 Color Manager

NOTE: This effect cannot be applied to a selection of fixtures; instead, it must be applied to a rect. For more information on this, see Rects topic.

The color manager allows you to easily draw an effect onto a matrix. An effect can be drawn onto a matrix by selecting a color wheel and clicking the pencil tool. The color manager tool works in a similar way to your standard painting software package, with the ability to fill, draw lines, draw squares, and insert images.

Images can be moved around the matrix here (1).



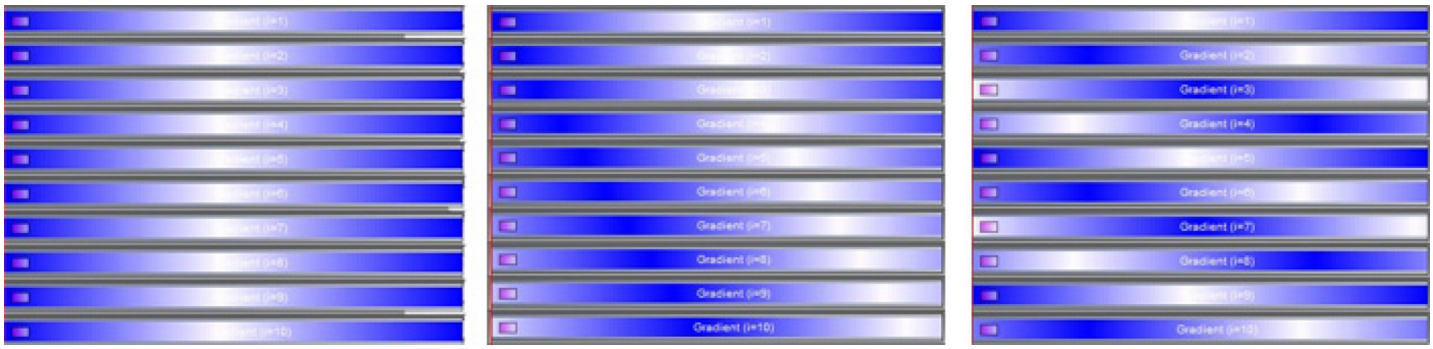
Several images can be saved if you wish to create an animation.
- Steps can be created here (1)
- Steps can be faded here (2)
- The time between each step can also be changed here (3).

4.12 EasyTime Phasing

Effect Phasing

Phasing is a powerful feature that allows you to take an effect and apply it to different lighting fixtures at different times. It can be used to create random looking effects, movement and gradient sweeps, chases, symmetrical effects and much more. Phasing works by offsetting or delaying an effect on each fixture. The phasing can be set between 0% and 100% of the length of a block.

The image on the left shows a gradient effect from blue-white-blue. The image in the center shows the same effect, but with 2% phasing. The image on the right shows the effect with 25% phasing, meaning that it is pushed 25% backwards on each fixture.



Phasing Delay

EasyTime also allows you to phase between 2 effects blocks. This is called ‘Phasing Delay.’ This type of phasing works slightly differently from the effect phasing. Instead of applying an offset, it will add a pause at the end of each block. This is useful if you want to add phasing to a sequence that doesn’t loop, for example, when making gradient or movement sweeps.

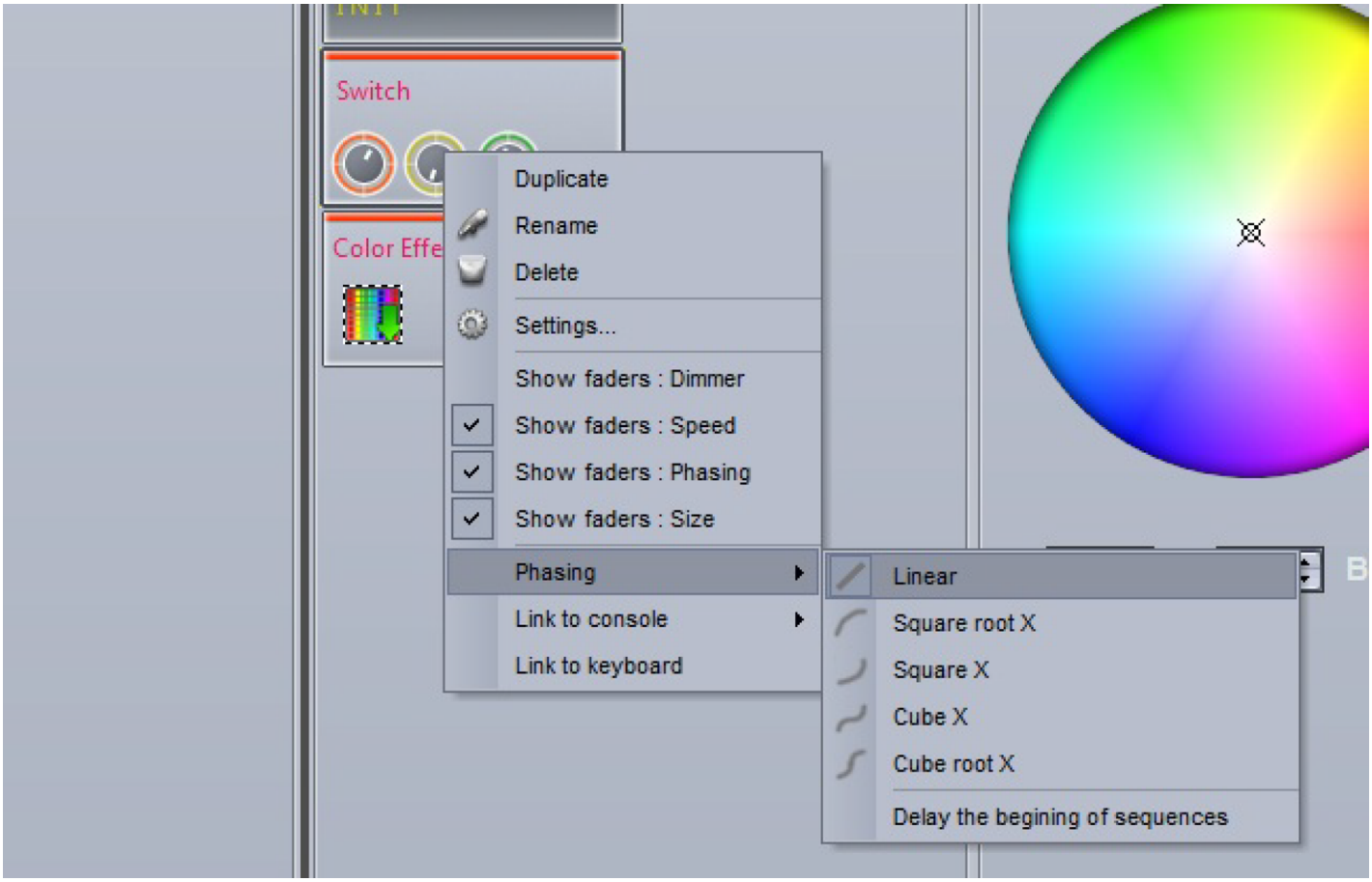
In the following example, the left image contains 2 constant level blocks with fade. The image on the right shows the same sequence, but with a phasing delay. Notice the wait time that has been added at the end of each block.

Button Phasing

You can add phasing in real-time by enabling the phasing dial on a scene or switch. To do this, shift+right-click the switch and select 'Show faders: Phasing.'

It is also possible to modify the phasing curve by shift+right-clicking a phasing dial and selecting an option from the phasing menu:

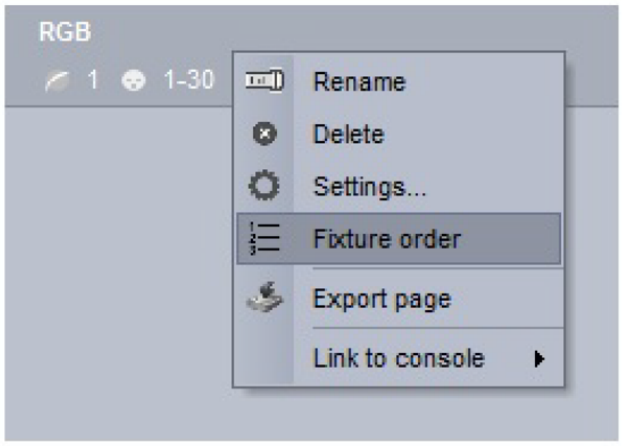
- Linear: The phasing will work normally with an equal offset between each fixture
- Square root X, Square X, Cube X, Cube root X: A different offset will be applied between each fixture, creating un-even gradients and effects that change speed
- Delay the beginning sequences: Instead of an offset being applied, a delay will be applied at the beginning sequence. This is useful if you want to apply phasing, but you want all fixtures to start on the same value when the button is first pressed.

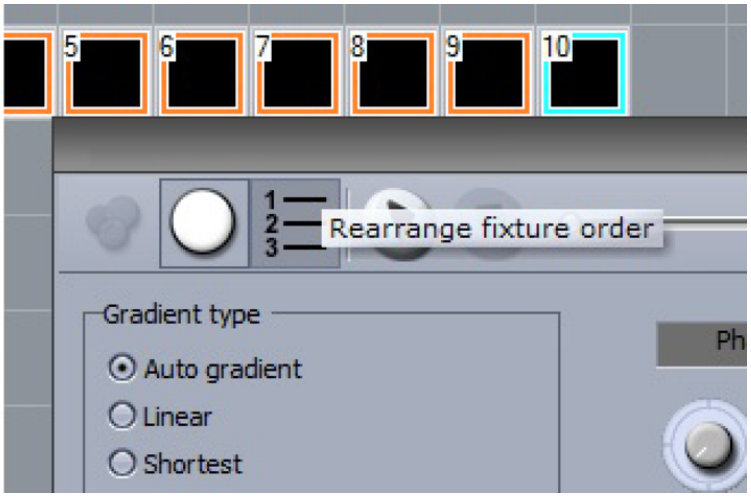


Fixture Order

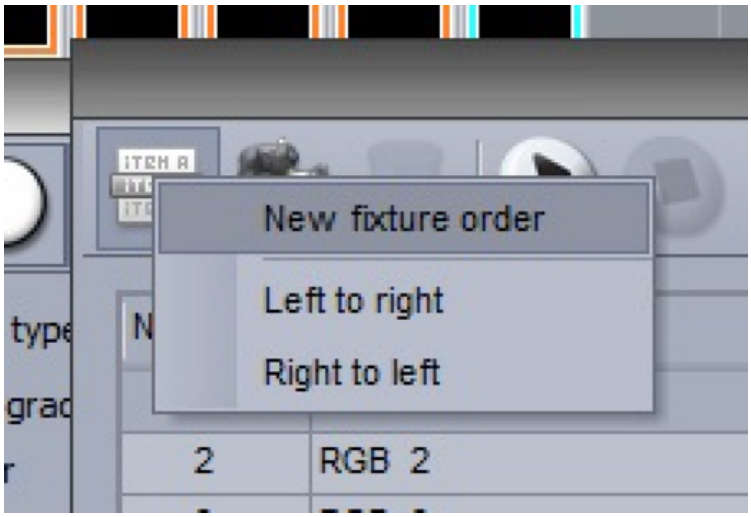
By default, phasing will be applied to the fixtures being used in EasyTime according to their DMX address. It is possible to create a custom fixture order. This is useful if your fixtures are not positioned in DMX address order.

The fixture order window can be accessed either from the effect editor window, or by right-clicking a page and selecting ‘Fixture Order.’



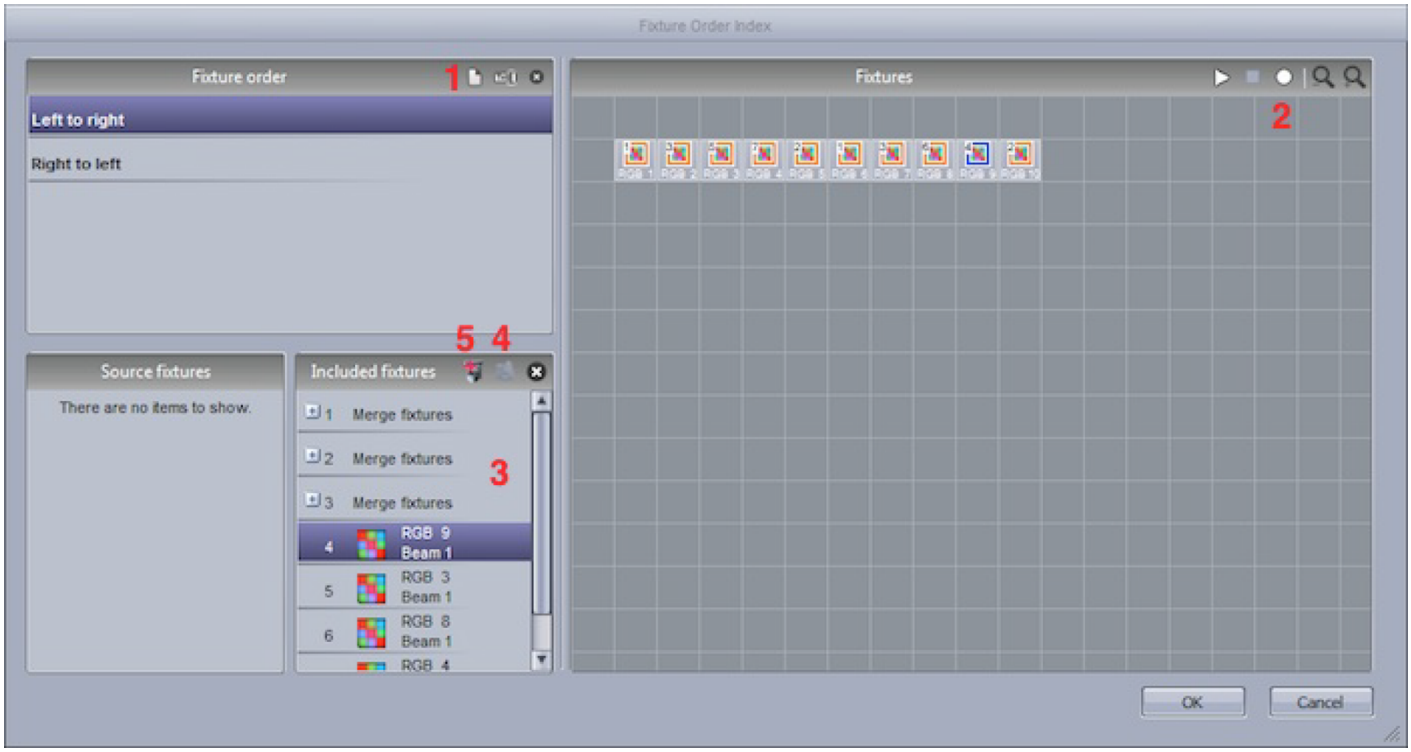


Click here to load or create a new fixture order.

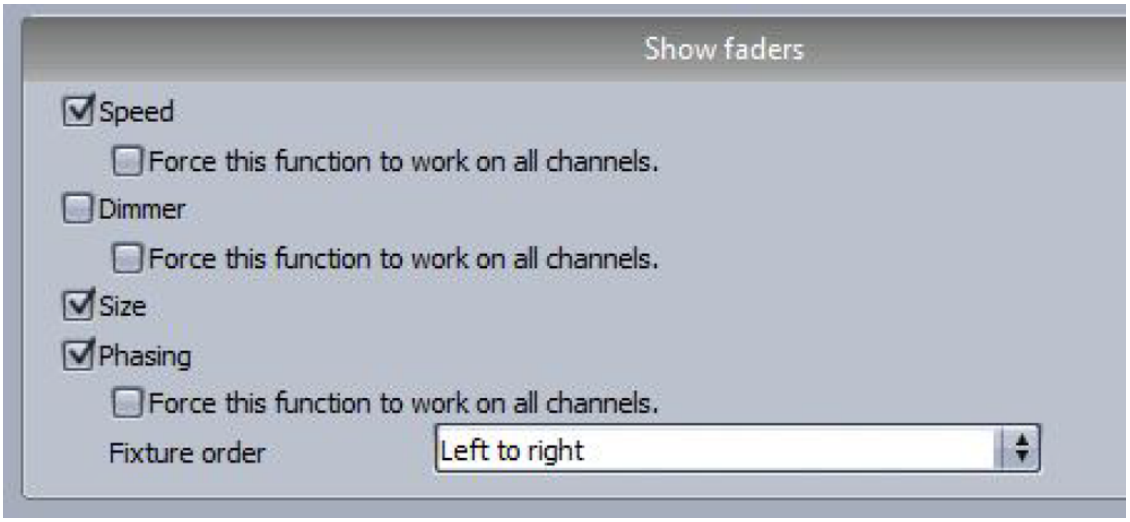


New fixture orders can be created here (1). To create a fixture order, click record (2) and then click the fixtures in the desired order.

Once your fixture order has been made, the order will be shown in the list here (3):
- Drag the fixtures to change the order
- Hold ctrl and make a multi-selection, then click here (4) to make a group of fixtures (useful for making symmetrical effects)
- Click here (5) to add a virtual fixture (useful if you have a line of lighting fixtures with a space in the middle and you want to play as if there was a fixture in the space).



If you want to apply a fixture order to a button phasing dial, this can be selected within the general tab of button settings.



5. DEALING WITH FIXTURES

5.1 Groups

Selecting Fixtures

Fixtures can be arranged into groups for quick selection when controlling live and programming. Fixture groups can be edited within the fixtures window, see image below.

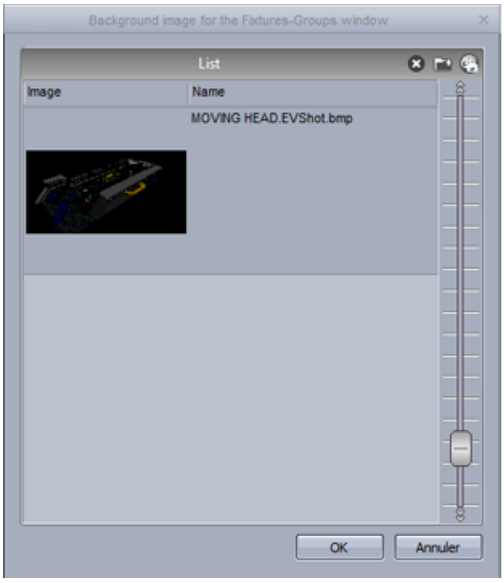
- Fixtures can be moved by selecting here and then dragging (1)
- Click here (2) and hold ctrl to select multiple fixtures.
- By default, an image of each fixture is shown with text, and can only be changed to the currently selected gobo or iris here (3)
- Moving each fixture can be time consuming when using a large number of fixtures; click here (4) to position your fixtures into a shape.
- A different fixture view will appear depending on the selected page; to always show the fixtures included on the master page regardless of the select page, click here (5).

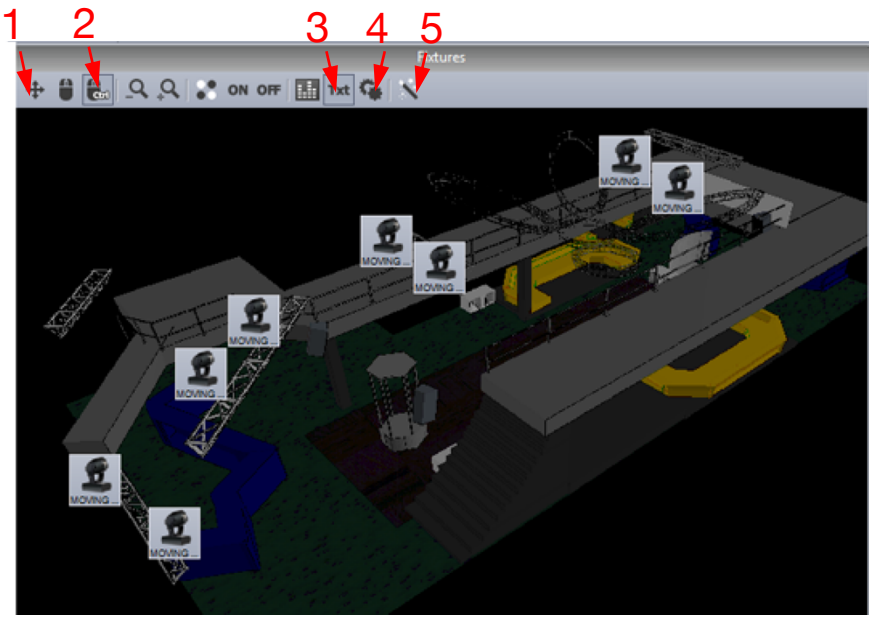
Grouping Fixtures

Select the fixtures that you wish to use in a group, and then create a new group by clicking the '+' in the group window. Clicking that also allows you to edit, delete, or rename the group.

Background

To select a background for the Fixtures window, right-click and select 'Background Image Settings.' Images can be imported or copied from the 3D visualizer. Use the fader to change the size of the background image.

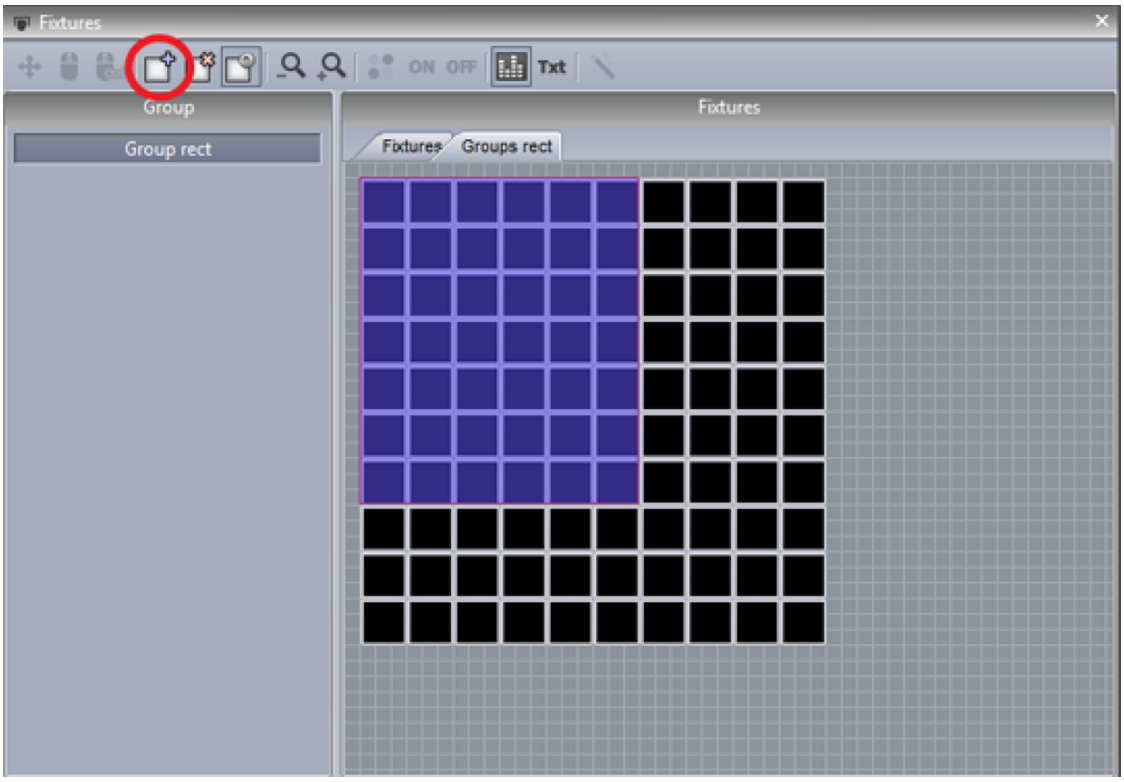




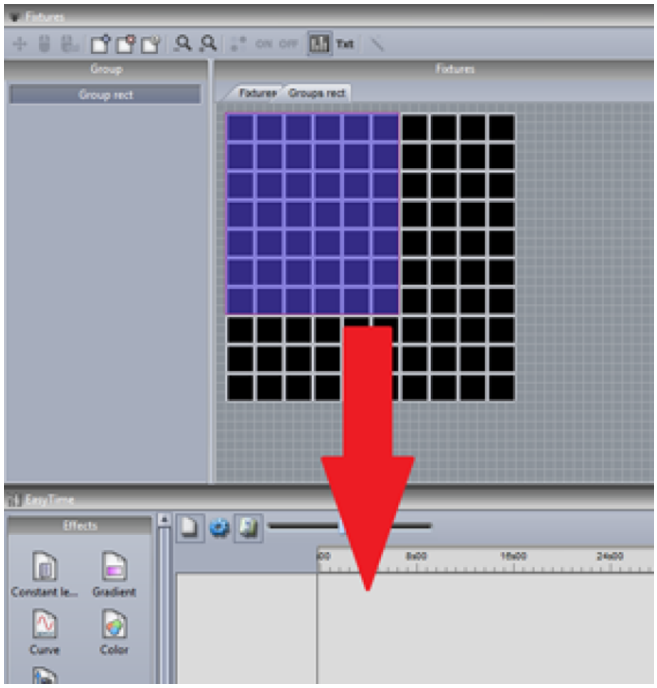
5.2 Rects

Rects are an extremely powerful tool in Compu Show, and very simple to use. Using EasyTime, we can apply an effect to a selection of fixtures, or to a rect. A rect is a virtual rectangular zone where a sequence can be played. For instance, you can play several sequences on the same LED matrix at different positions using several rects.

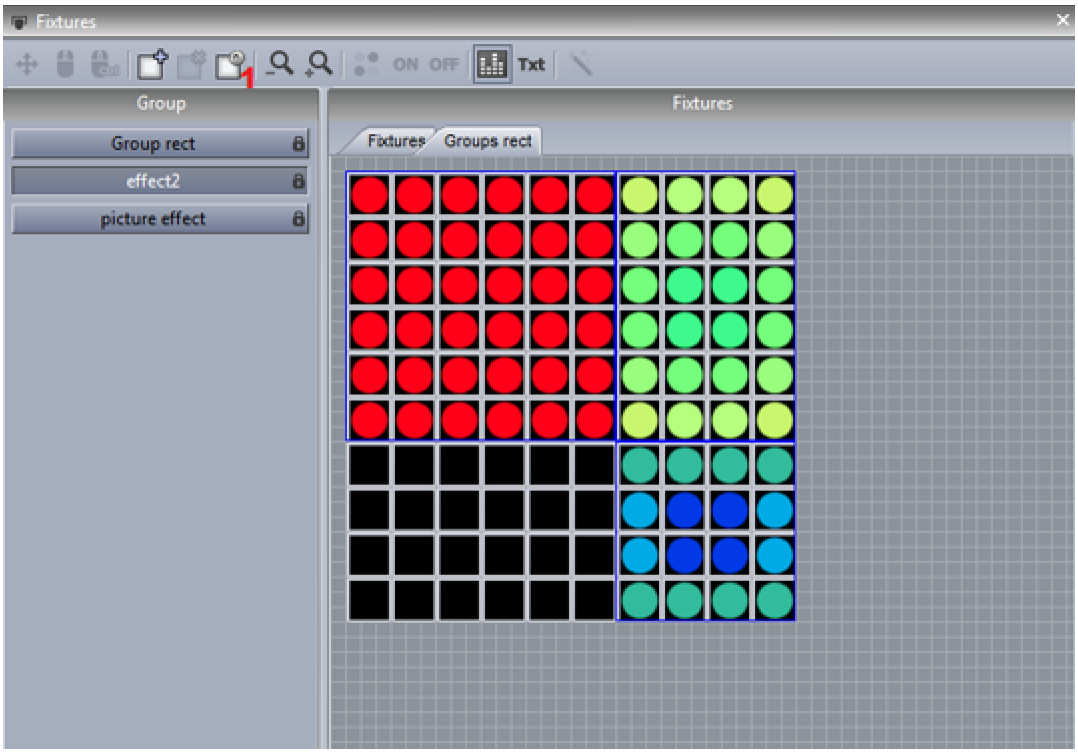
Rects can be created on the ‘Group rect’ tab within the fixtures window of the button editor.



To apply an effect onto a rect, drag the rect onto the timeline to create a new track. You can drag your effects onto the timeline in the usual way.



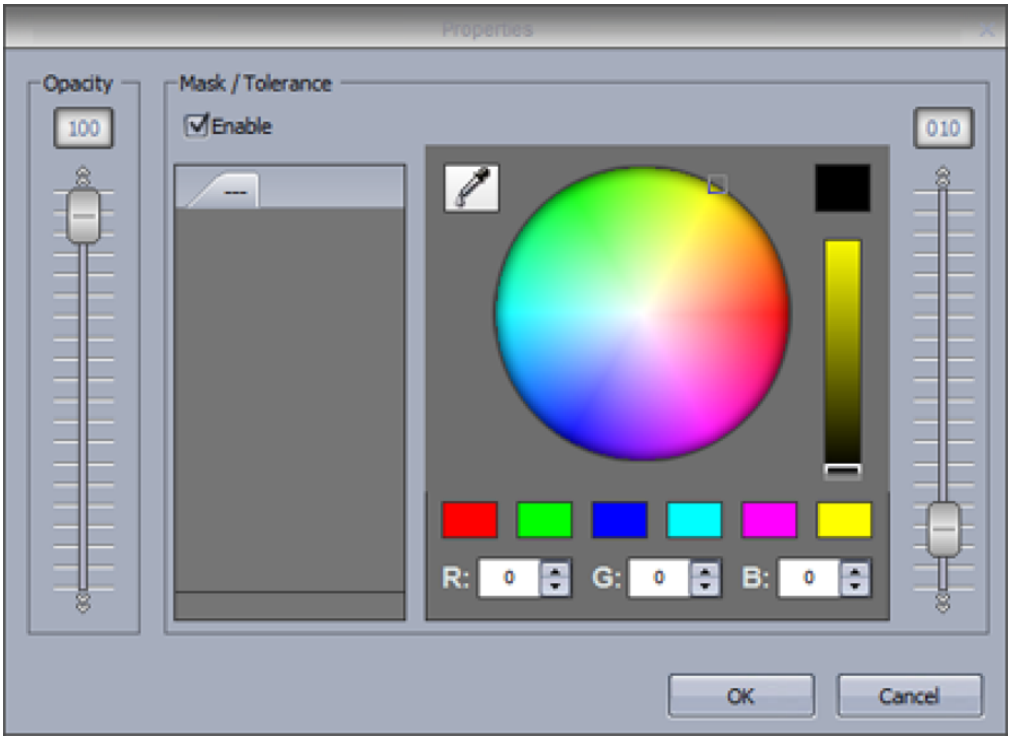
You can create as many rects as you wish, and they can be resized and moved by selecting here (1).



Rect Layers

Additional layers can be added to a rect timeline by right-clicking and selecting ‘Add new timeline.’

The opacity of a layer can be modified by right-clicking the layer and selecting opacity. In addition to changing the opacity, a mask can be added to the area; for example, perhaps you would like all the black areas of a layer to be transparent. Use the fader on the right to adjust the sensitivity of the transparency.



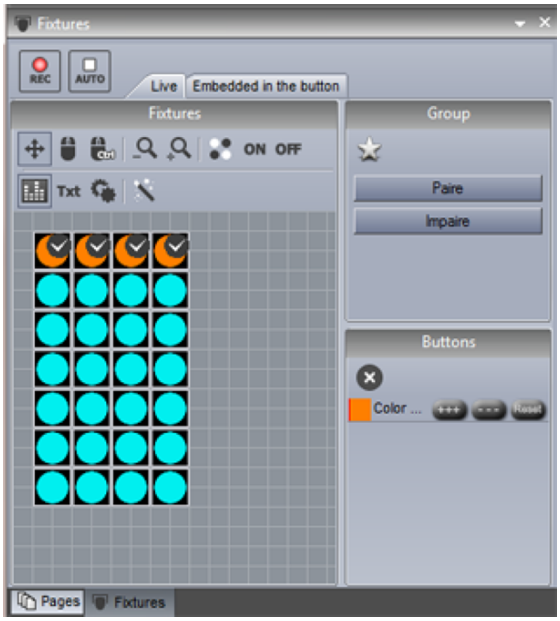
5.3 Live Control with Groups

Live Control with Groups

When scenes and switches are selected, all of the fixtures within the page respond to the button presses. Using the group's window, it is possible to have independent control of group's fixtures.

Click Record, then select the fixtures you wish to control. As you activate the scenes and switches, only the selected fixtures change. When you want to again control all of your fixtures, click Record. Record can automatically be released after each button press by selecting the auto button.

When fixtures are controlled live, temporary presets appear on the right. Fixtures can be added or removed from these temporary presets. This is done by making a new selection and pressing the '+++' or '---' buttons. To delete the temporary preset, click reset. To clear all live presets, click the cross.



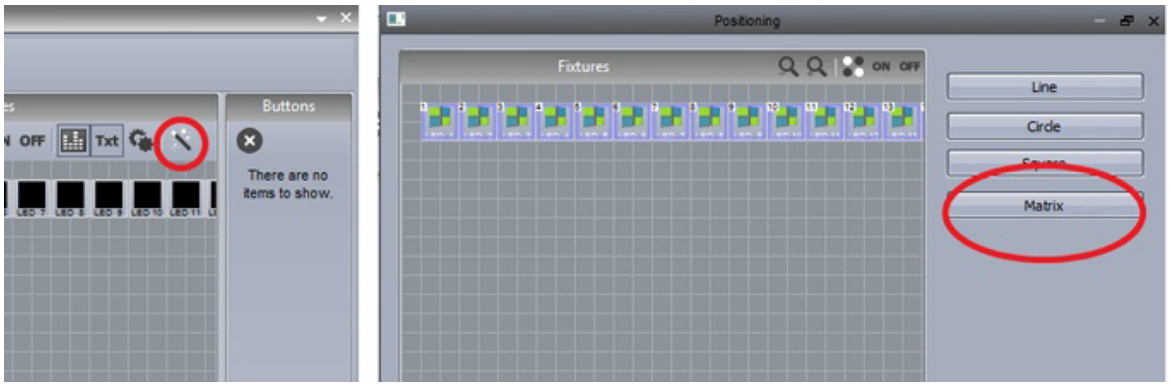
Embedded inside the button

A selection can be temporarily saved within a button so that every time a particular button is selected it is only applied to a certain selection of fixtures, regardless of what is selected within the group's window. A warning symbol is displayed in the corner of the switch to note that it will only apply its preset to certain fixtures. To disable this, click reset.

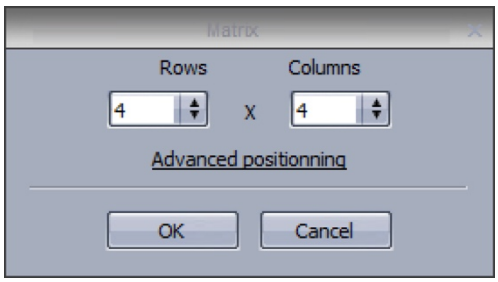
5.4 Advanced Positioning

Advanced Positioning

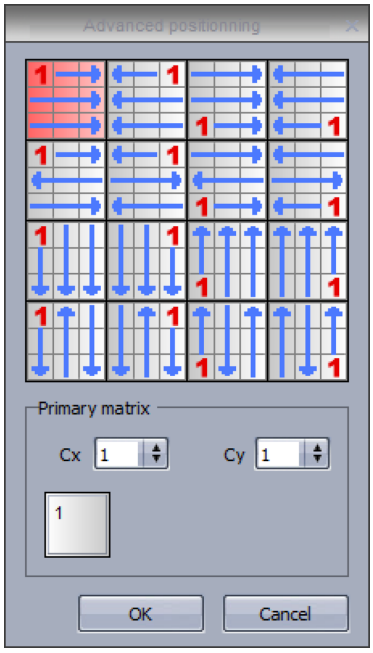
ADJ's Compu Show offers many different ways to position your fixtures. Here are 16 moving heads. Click the wand to open the fixture positioning wizard. Select the matrix icon on the right to open the matrix editor.



Change the matrix dimensions here and click 'Advanced Positioning' to re-order your fixtures within the matrix.



Change the position of a fixture e in a matrix simply by dragging the fixture. It is also possible to change the order that our fixtures are laid out, for example, right to left, or top to bottom.



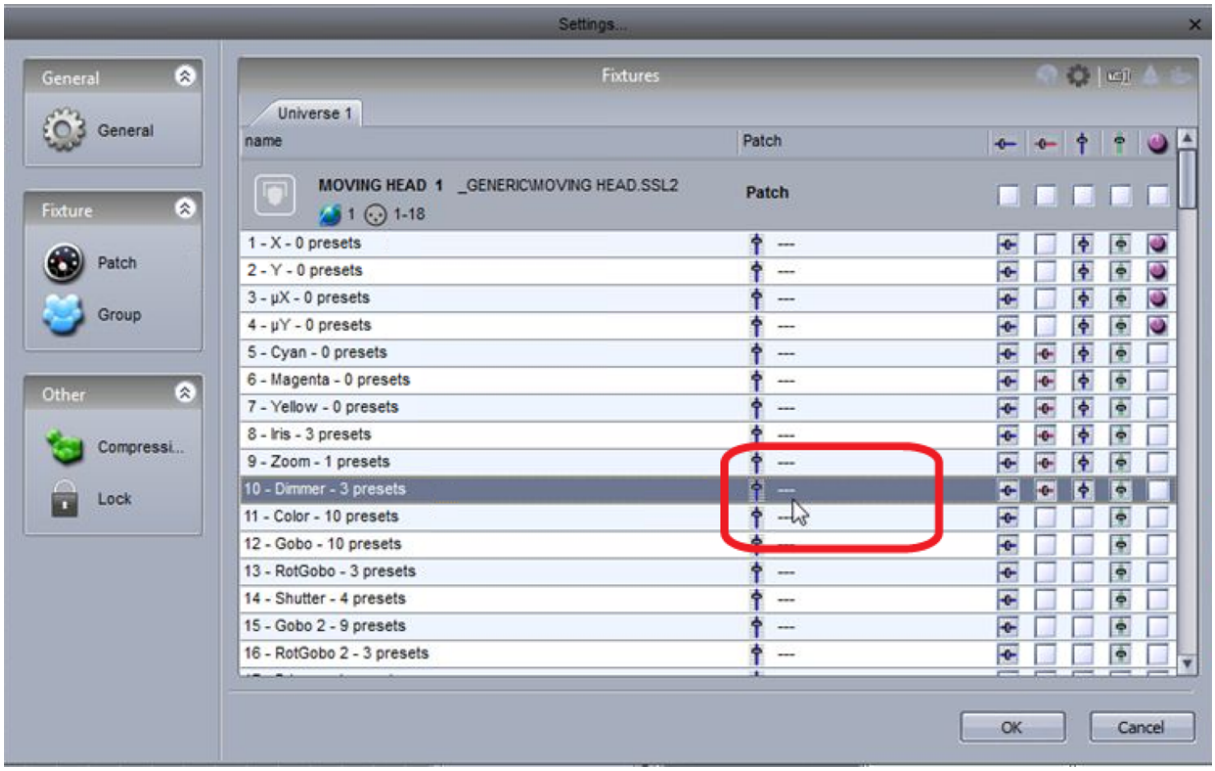
Imagine that you have a single fixture composed of 4 RGB devices, all of them positioned on a 2x2 matrix (12 DMX addresses). In some cases, you may want to treat these 4 fixtures as 1 fixture. In this case, you can set up a primary matrix. Select the primary matrix dimensions and drag the fixture positions if necessary.

5.5 Advanced Patching

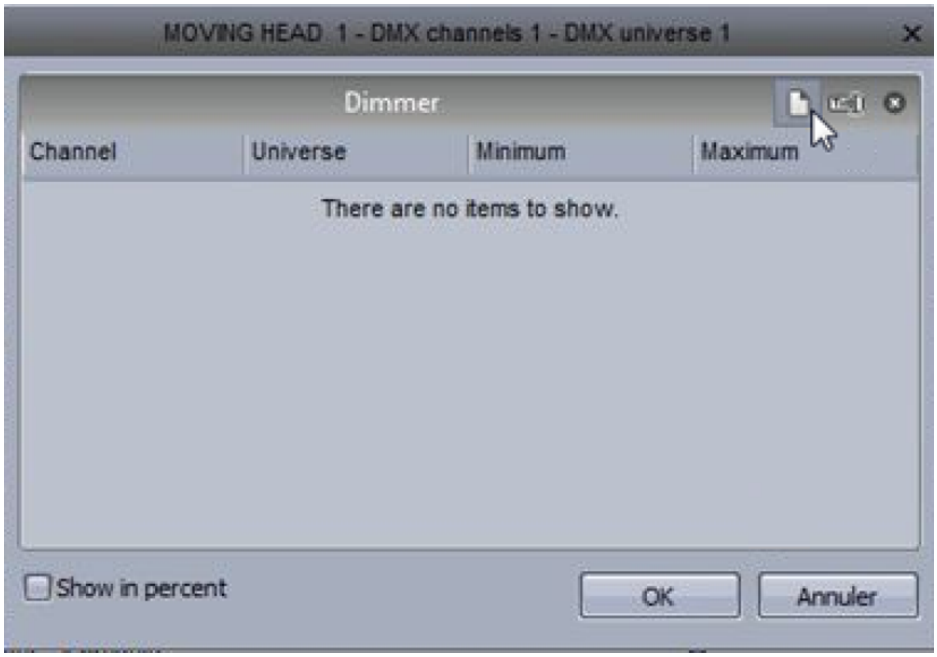
Advanced Patching

Compu Show has many advanced patching capabilities that can be found on the patch tab within the page settings window.

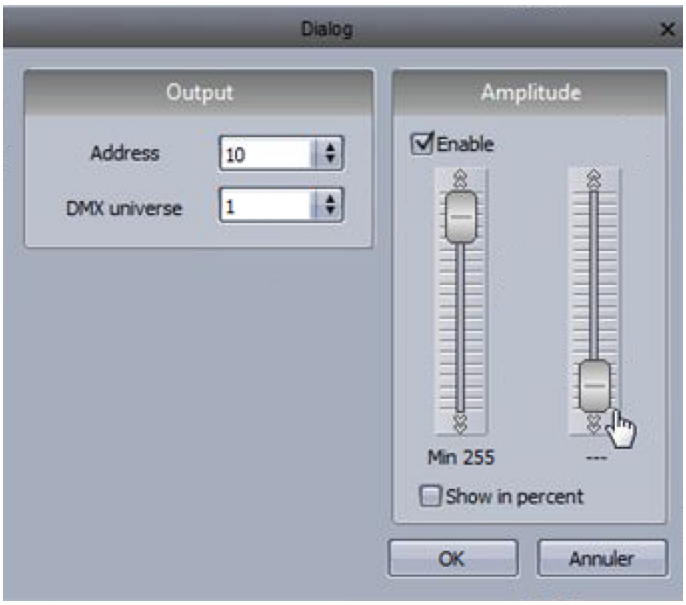
The patch of a channel can be modified by clicking in the patch area.



Click here to set up a new patch.

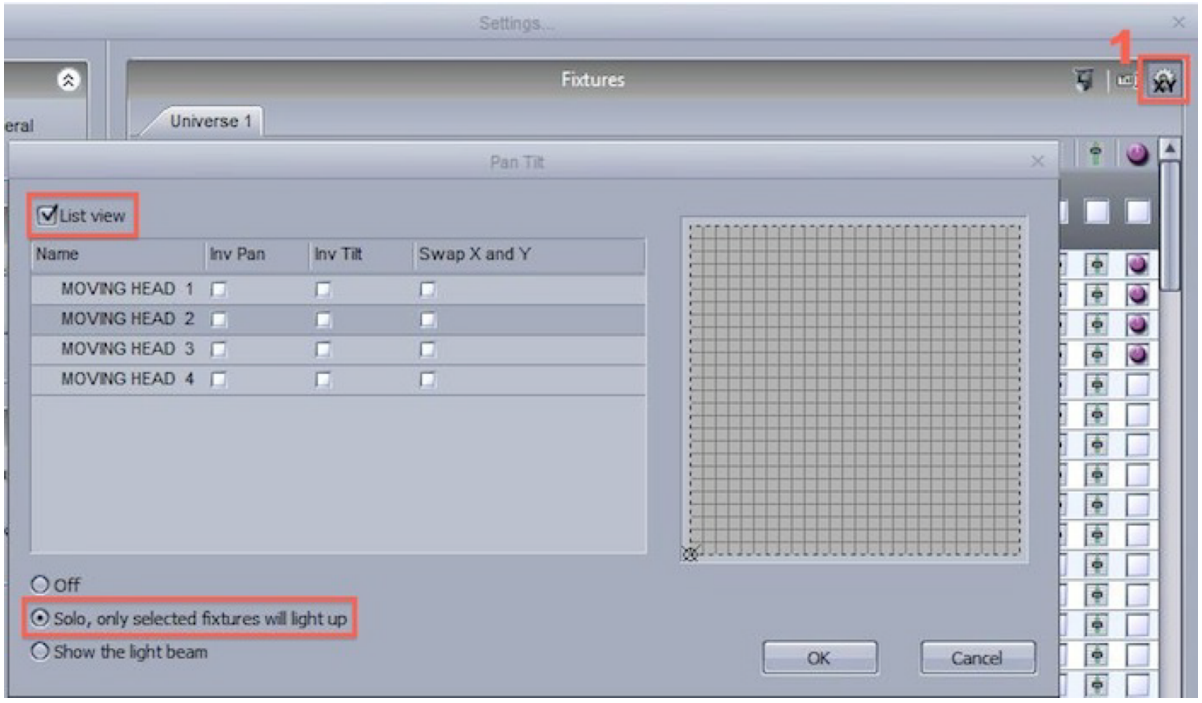


The output channel and universe can be set on the left, and the minimum and maximum amplitude can be set to scale channel values down. Setting the minimum to 255 and the maximum to 0 will invert the channel. This can be useful when using unusual fixtures whereby the dimmer is at 100% when the channel is at 0.



It is possible to limit the highest pan and tilt value of a fixture. This is useful if you have a fixture in the corner of a room and you don't want the fixture to point at the wall. It can also be used to calibrate a fixture's moving sequences if not programmed with palettes:

- The pan tilt dialogue can be opened by clicking here (1)
- Select your fixtures, then adjust the size of the square on the right
- Use the target to move the fixtures around the room; notice a red line is drawn to help you resize the square
- You can view your fixtures graphically by deselecting 'List View'
- This dialogue can also be an effective way to check if the lights are positioned correctly within the fixtures window by checking the 'Solo' radio button.

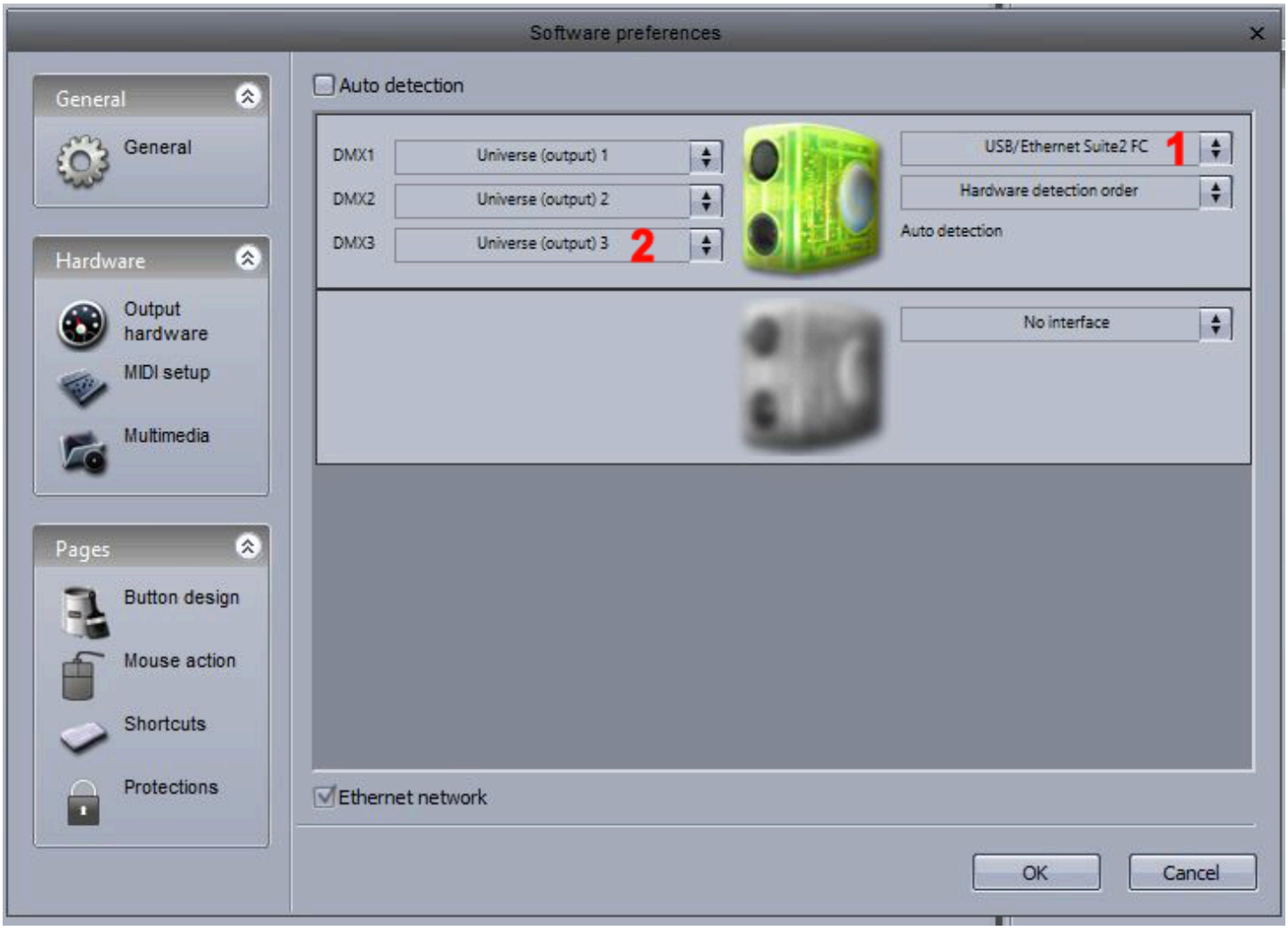


5.6 Managing DMX Interfaces and Universes

ADJ's Compu Show supports multiple universes and interfaces. The universes and interfaces can be modified within the output tab of the 'Software preferences.' The software is set to automatically select your interfaces by default. Uncheck auto detection to set this up manually. Products can be selected here (1).

Some interfaces have 3 universes. Each universe in the software can be patched to one of the interface outputs, or the DMX output universe can be swapped with a DMX input universe, so the show can be triggered from a DMX desk (2).

If you have an ADJ Compu SDE interface connected, you can also output a variety of other products including the ADJ Compu Cue, the ADJ Compu Cue Basic, or through an ArtNET protocol interface using the Ethernet socket on your computer. You can change the order of your interfaces by dragging them around, and you can delete an interface by dragging it off the screen.



ArtNET

If you have an ADJ Compu Cue, or ADJ Compu SDE, you can output additional universes from your computer's Ethernet socket using a protocol that sends DMX over a network. This protocol is called ArtNET.

Most of the time your fixtures won't be able to read the ArtNET protocol, and you will have to convert it to DMX using an ArtNET to DMX converter. These can usually convert several universes. We can provide a single universe converter with our ADJ Compu Cue Basic interface.

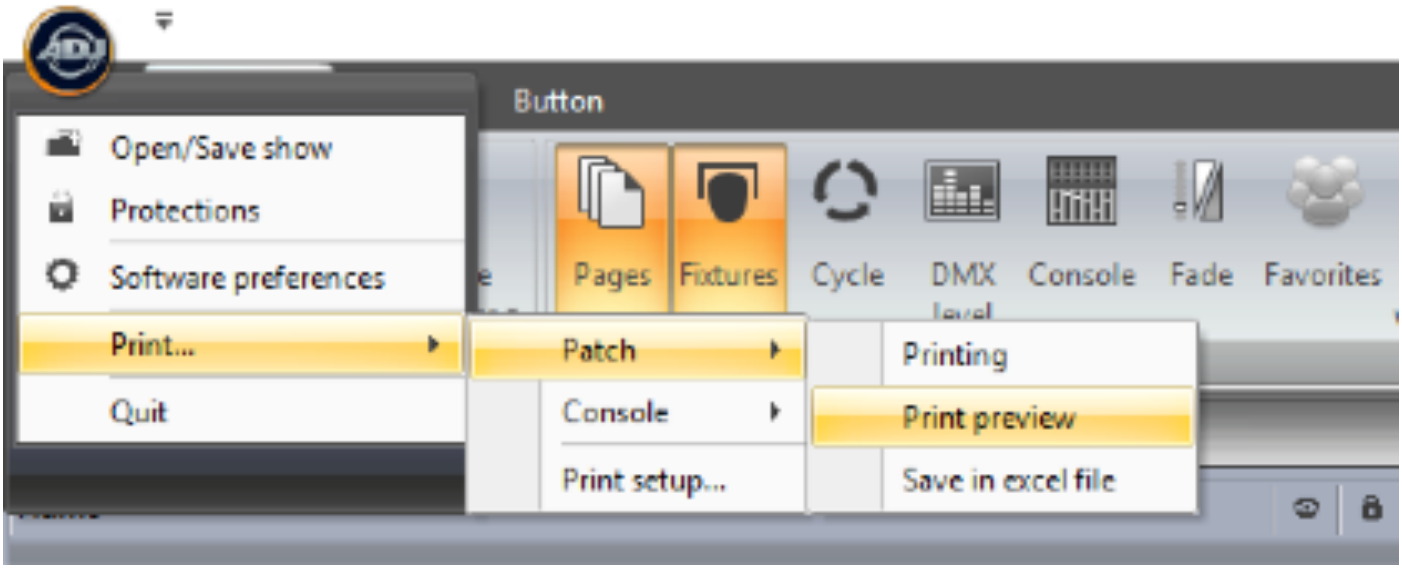
To set up ArtNET:
- connect your computer to a router with an Ethernet cable.
- Because ArtNET works on 2.x.x.x IP address range, make sure that your computer's Ethernet adapter and the router are set on this address range, and the subnet mask needs to be set to 255.0.0.0
- connect your lighting fixture or ArtNET-DMX converter to your router
- connect the USB-DMX interface to your computer
- open Compu Show and navigate to the output hardware tab inside Software Preferences
- de-select auto detection and select ArtNET from the combo box
- choose a Compu Show universe from the left combination box and an ArtNET universe on the right
- If you are using multiple ArtNET universes with an ArtNET-DMX converter, remember to match the incoming ArtNET universes with the outgoing DMX universes on your converter.

The following Compu Show interfaces are compatible with ArtNET:
- ADJ Compu Cue Basic (live use through USB connection to PC: smartphone & tablet control, 1 DMX Universe In w/512 Channels each universe, 1 DMX Universe Out w/512 Channels each universe, limited 3D visualization, and MIDI live control)
- ADJ Compu Cue (live use through USB connection to PC: smartphone & tablet control via Easy Remote, 2 DMX Universes Out w/512 Channels each universe, 2 ArtNET Universes Out w/512 Channels each universe, limited 3D visualization, MIDI live control with Midicon 2 or Midicon Pro, port triggering, and 512 stand-alone channels with 64k total memory
- ADJ Compu SDE (live use through USB & Ethernet connections: Micro SD memory card slot, smartphone & tablet control (iPhone/iPad/Android), 3 DMX Universes w/512 Channels each universe, 4 Art-Net Universes, full 3D visualizer, MIDI live control, MIDI time clock w/In/Out, port triggering, network control—connect interface over CAT5 to computer. Stand-alone use sans computer: 3 DMX universes, infrared remote control, Micro SD slot for stand-alone memory, port triggering, clock/calendar triggering, and multi-zone).

Be sure to add your Compu Show interface to the list even if it's not being used, otherwise the software doesn't open as the device and the ArtNET universes are not unlocked.

5.7 Printing a Patch

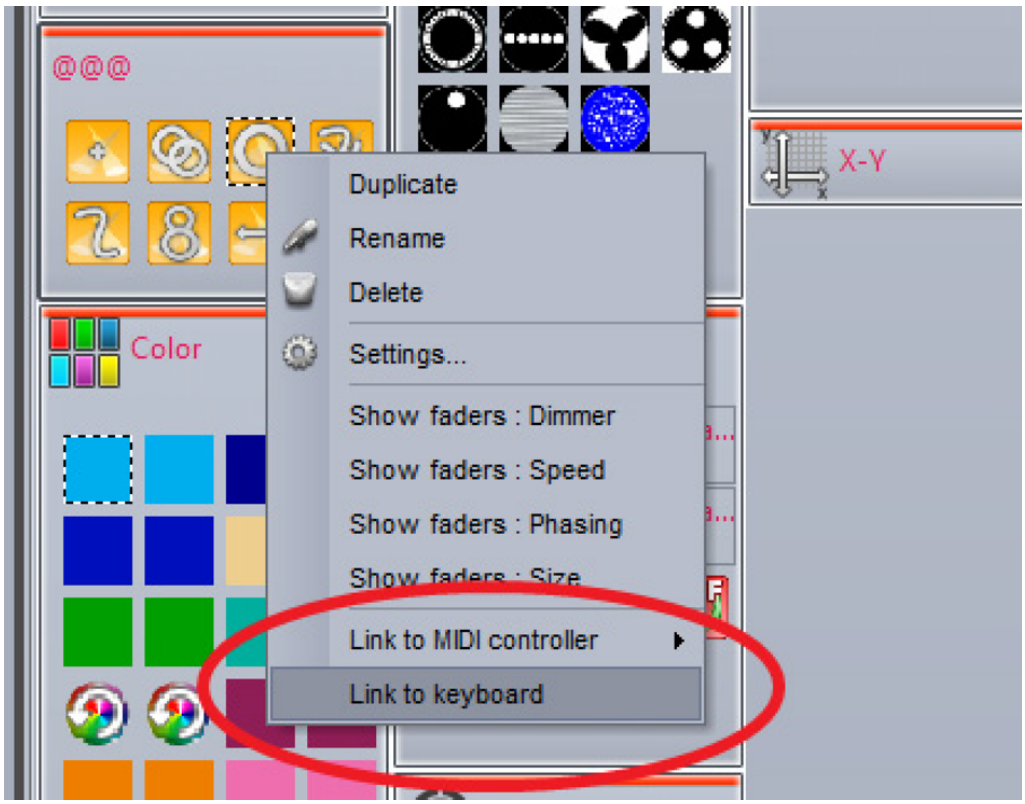
You can print a list of all the fixtures used in your show, their positions, and DMX addresses. This can be useful when setting DMX addresses on the fixture and can also be sent to clients or equipment hire companies.



6. EXTERNAL CONTROL & TRIGGERING

6.1 Keyboard

Buttons can be triggered from the computer keyboard. To assign a keyboard trigger, shift+right-click a button and select ‘Link to keyboard.’

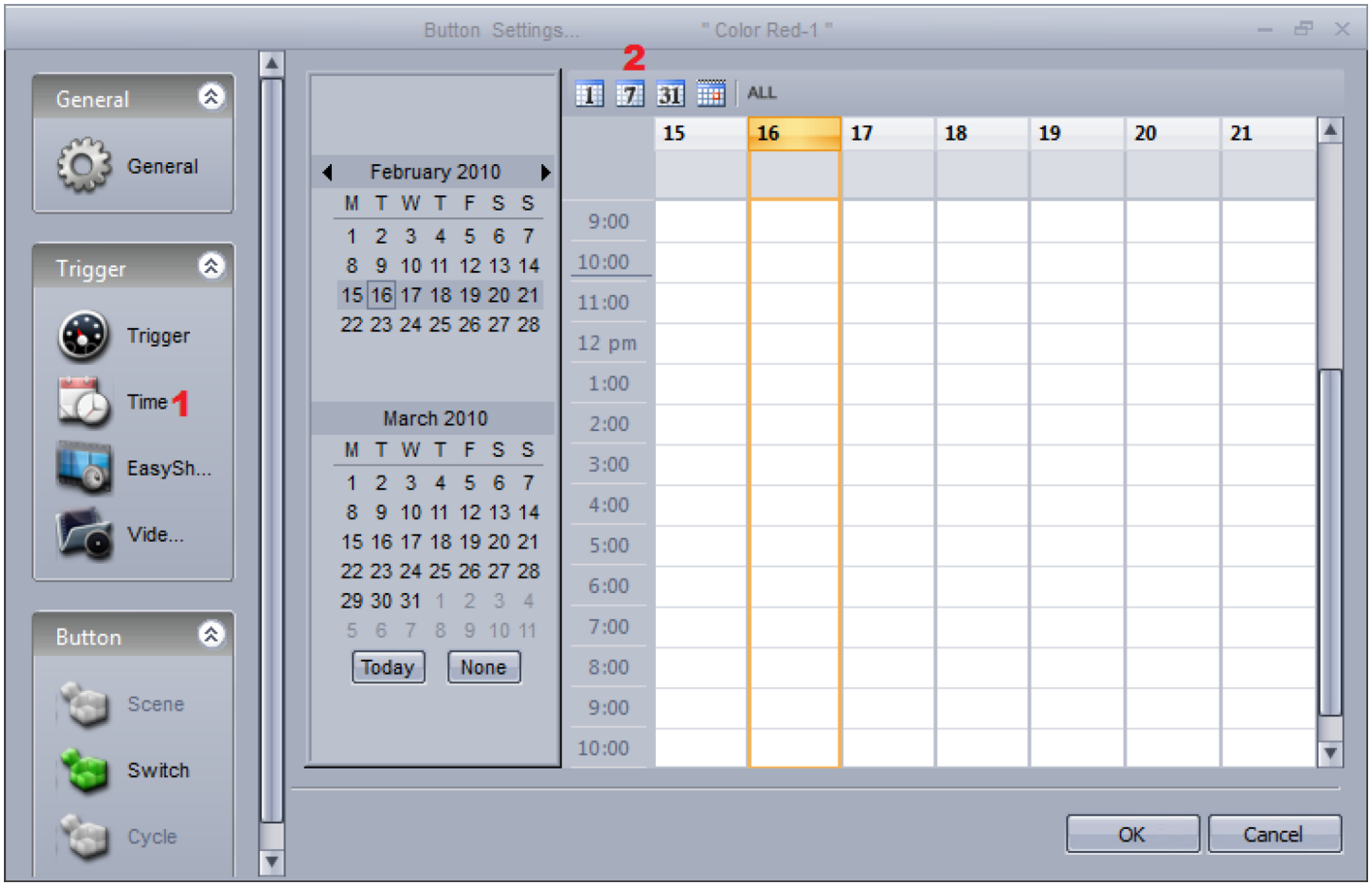


Hit the key that you wish to use as a trigger. Click here (1) to set the trigger as a ‘Flash Trigger.’ When you press the key, the button will be activated, and when you release the key, the button will be deactivated.

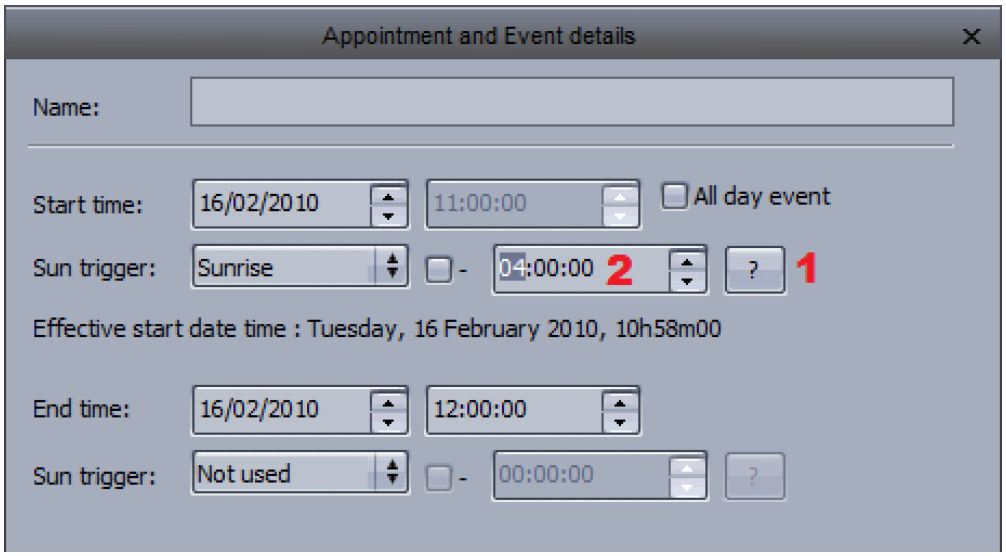
6.2 Date & Time

You can trigger a button by date and time. Select a button and open up the button settings. Select the Time tab (1). There are 3 calendar views to choose from (2).

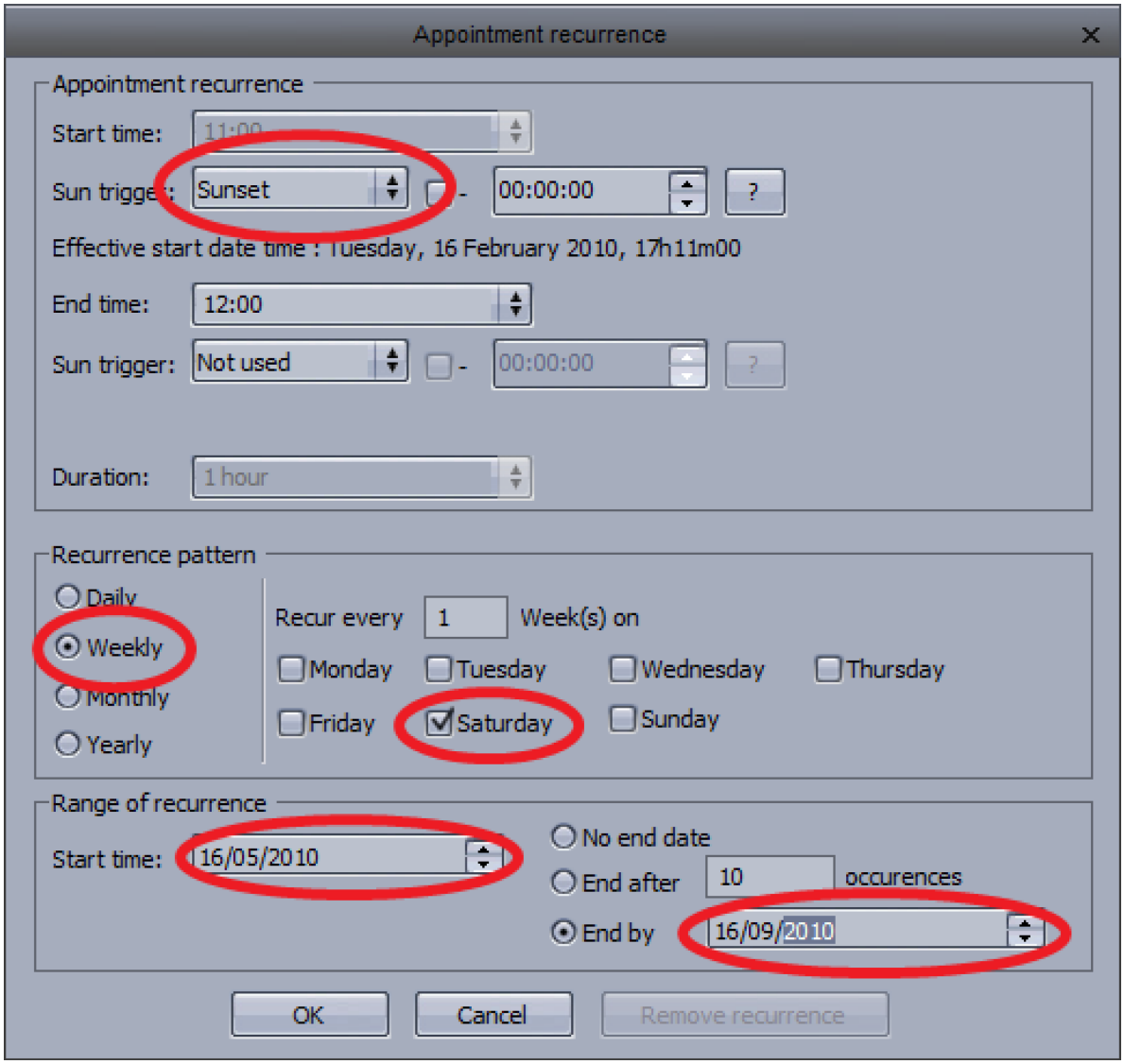
Double click to set up a time trigger.



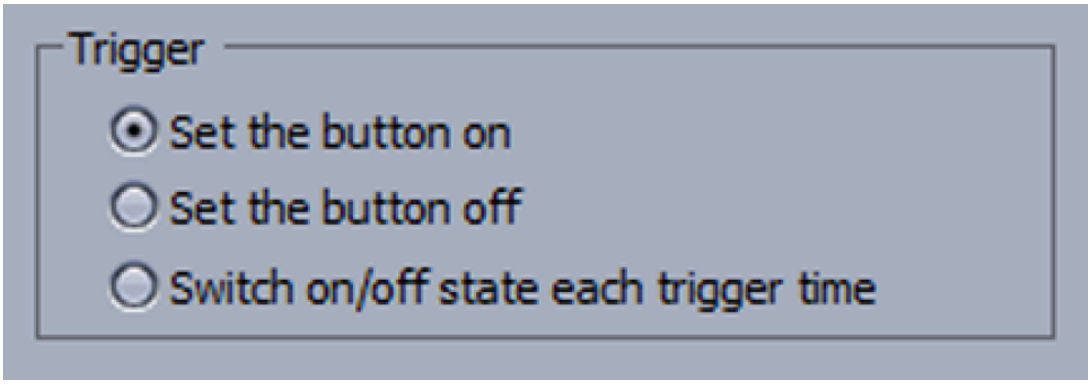
Scenes can be triggered at sunrise and sunset. A custom location can be assigned by clicking here (1) and the time of sunrise and sunset will be automatically calculated. A trigger time relative to the sunrise or sunset time can be assigned here (2). For example, a scene could be deactivated 4 hours after sunrise.



Recurring events can be triggered daily, weekly, monthly, or yearly. We can set up a recurrence range between two dates. For example, you may want to trigger a button at sunset every Saturday over the summer.



A trigger can be set to activate the button, deactivate the button, or toggle the button on and off every time the trigger is called.

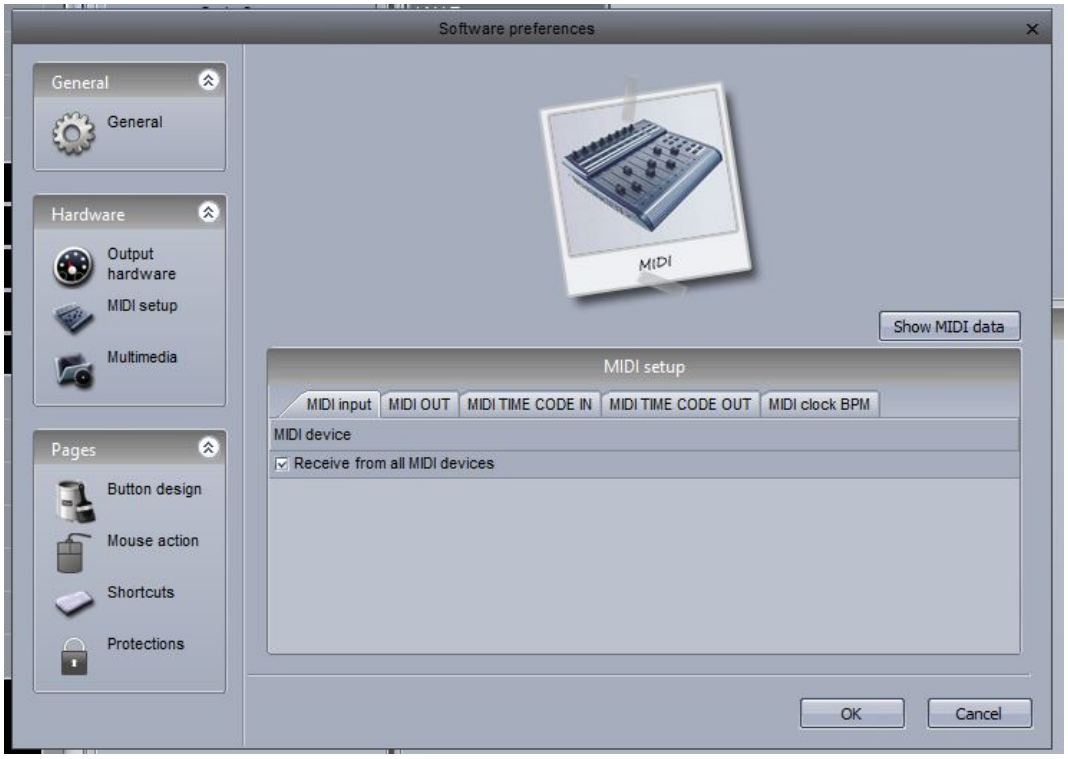


6.3 Console (MIDI, DMX, EasyRemote, Joystick)

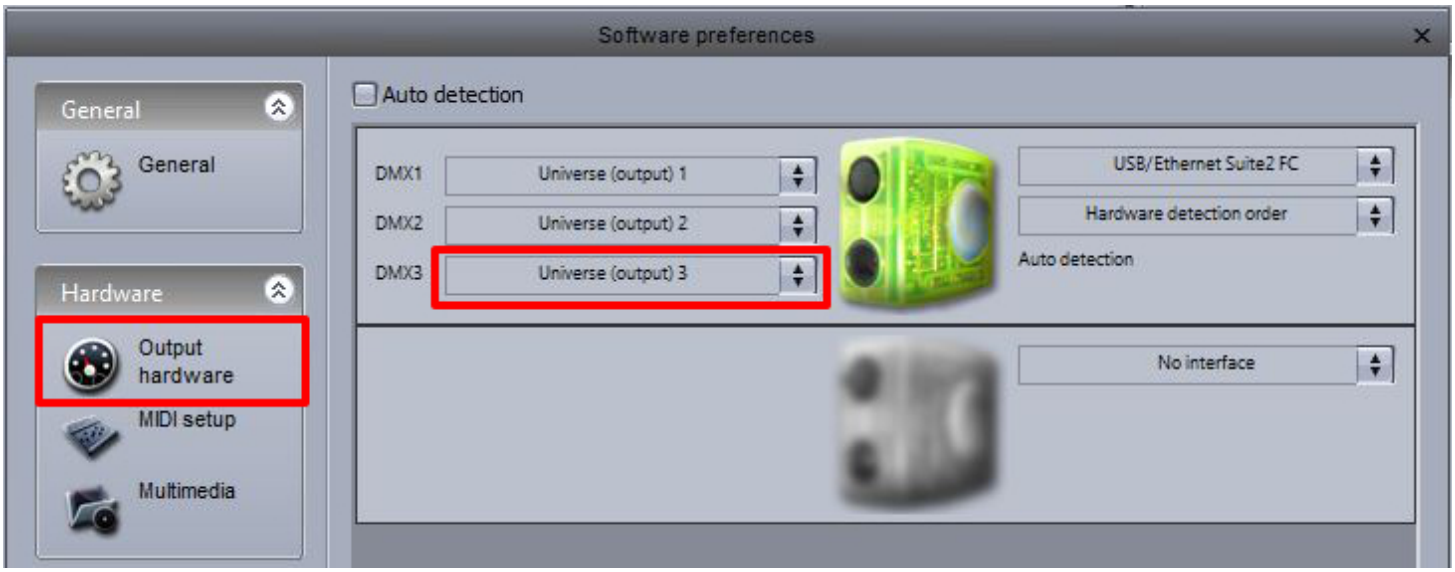
The console is a virtual screen consisting of faders, buttons, dials, color wheels, X/Y grids, and more. The console is a virtual gateway to allow Compu Show to be controlled from a variety of devices such as a MIDI controller, DMX controller, joystick, or smartphone/tablet running EasyRemote.

You can load a pre-made console or use the console editor to create an image of your own MIDI or DMX controller. You can also design a customized layout to be used with a touch screen or the EasyRemote iPhone/iPad/Android app; see the console editor topic for more information on designing your own console.

If you are using MIDI, the software first needs to be told which MIDI port to read from. This can be set within the Software Preferences.

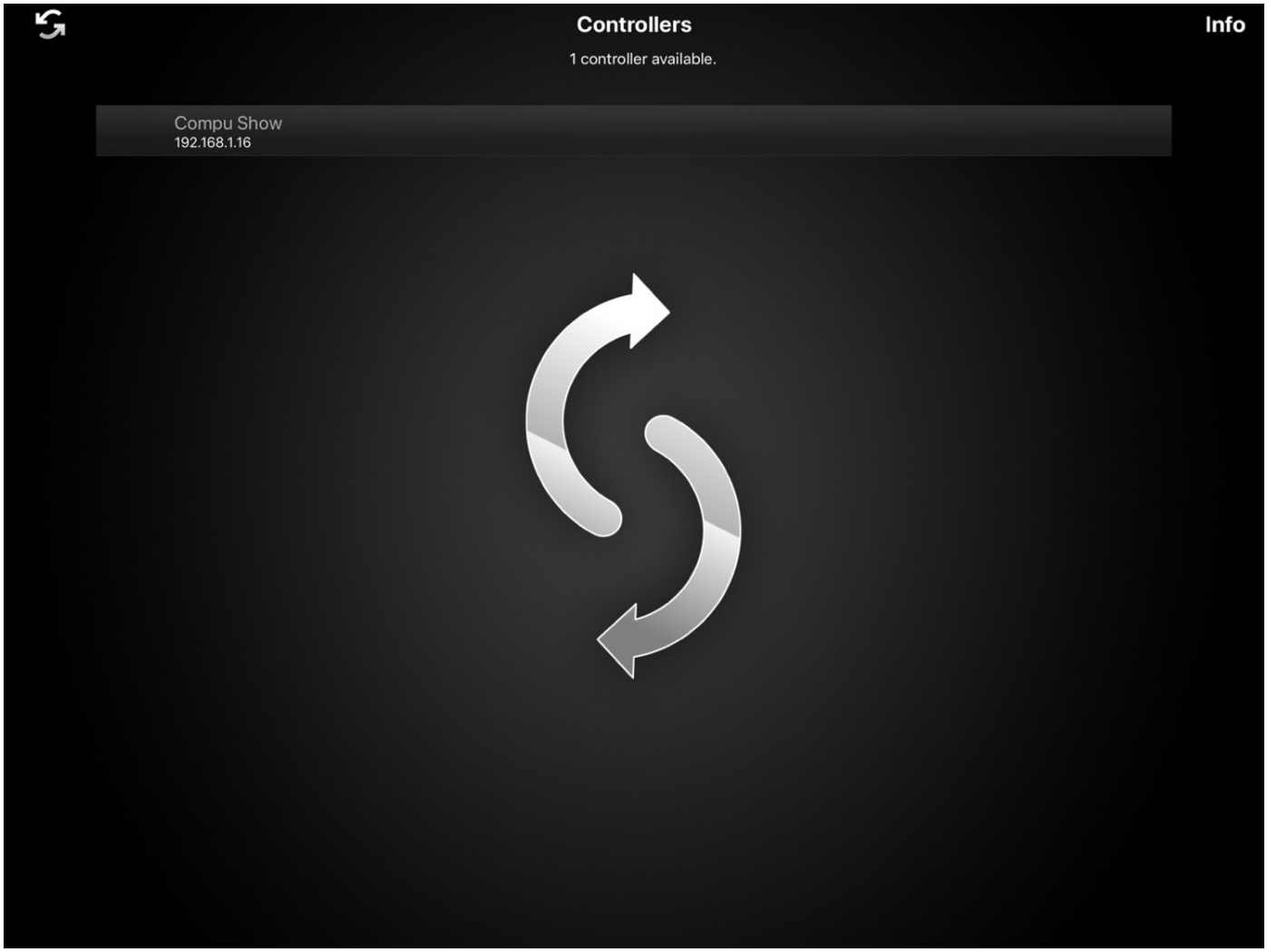


To use the console with a DMX controller, make sure a DMX input universe has been assigned within the interface settings.



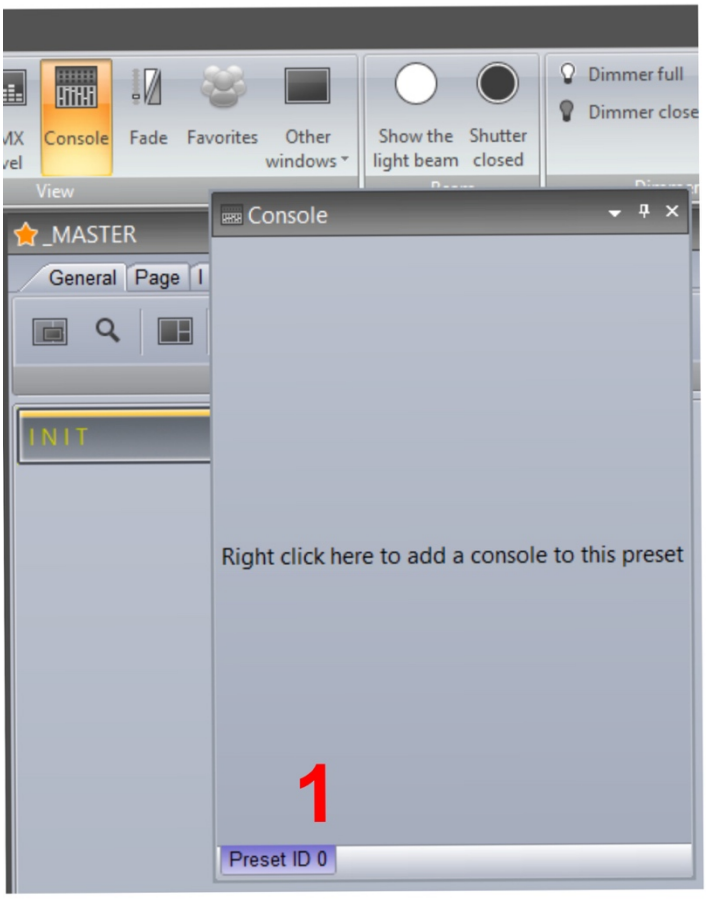
If you want to control the console from an iPhone, iPad, or Android device:
- Download the EasyRemote app from the Apple App Store or Google Play
- Make sure the smartphone/tablet is connected to the same WiFi network as the computer running Compu Show
- Start the application
- If the connection is successful and you have a console loaded in the software, you will see Compu Show appear in the menu.

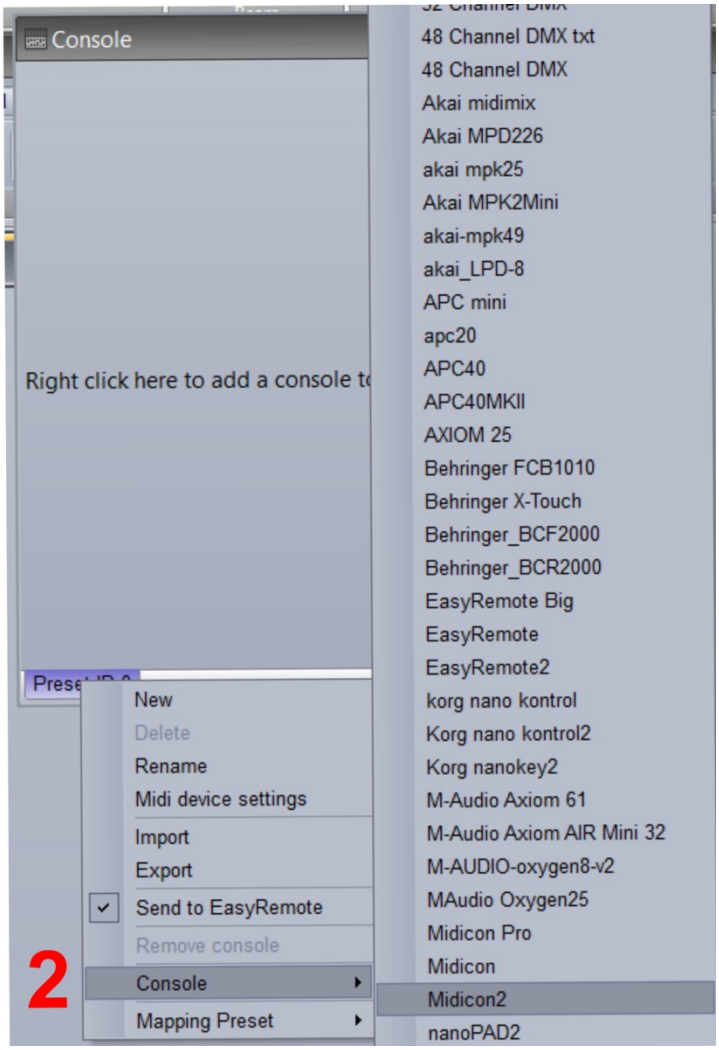
Easy Remotes use UDP port 4003. If you have a firewall, be sure that this port is not blocked.



Mapping MIDI Controls to the Console

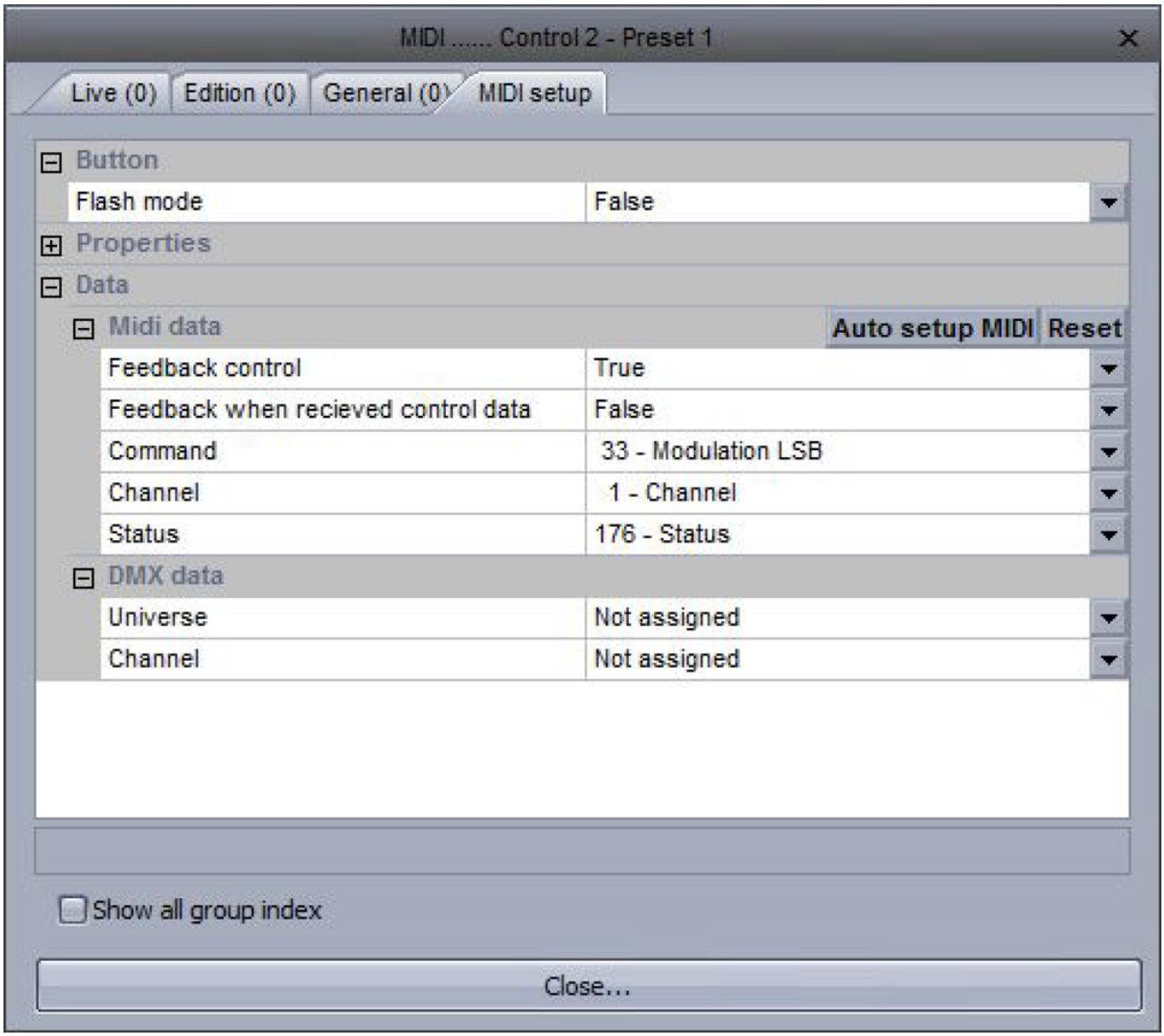
Right-click here (1) to create a new console preset, then right-click here (2) to load your controller. If your controller is not listed, you will need to build your own console with the console editor, or map your controls to a similar console.



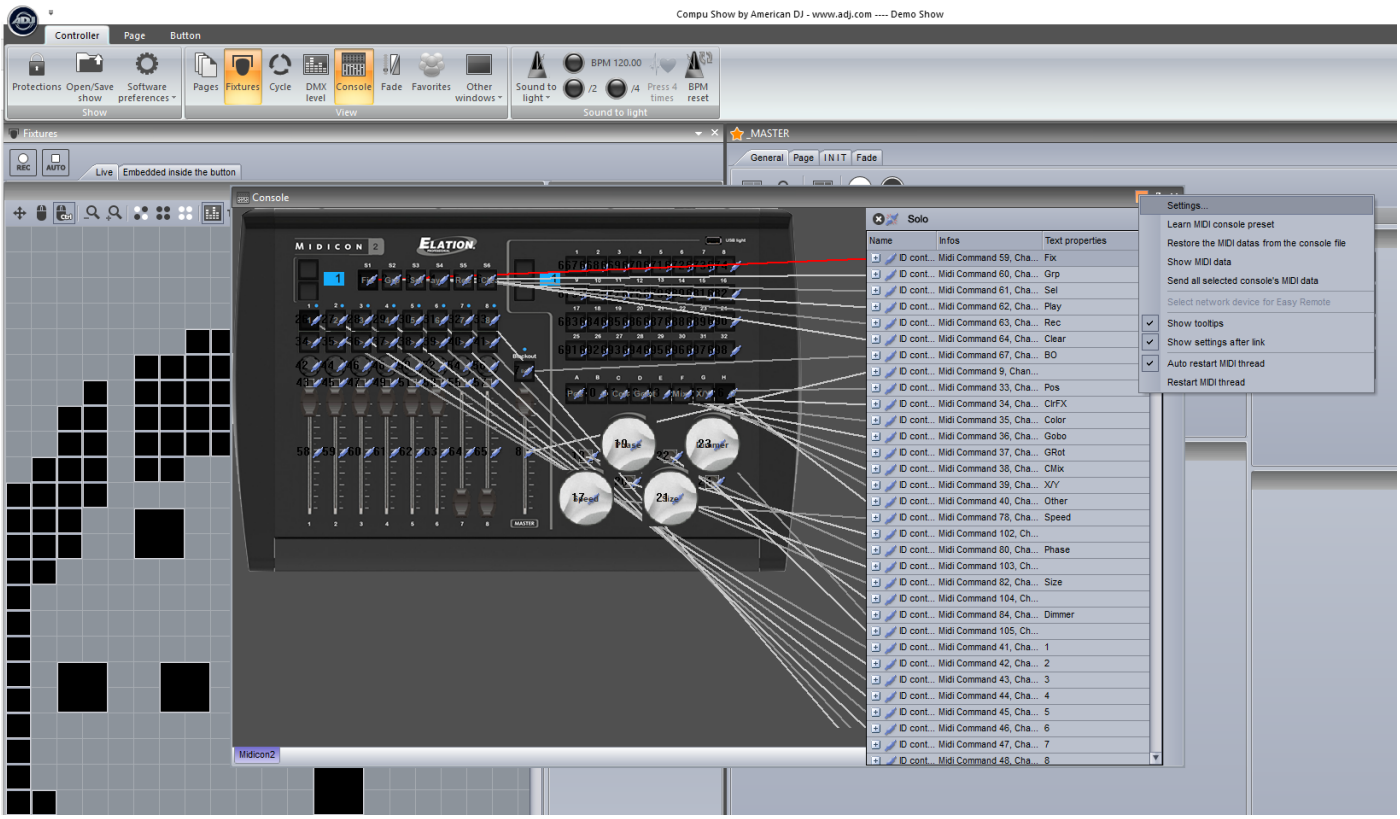


EasyRemote consoles are automatically mapped; however, with a MIDI or DMX console, you will need to set up the mapping. As with the EasyRemote consoles, many of the pre-built consoles are also mapped, so in some circumstances you will need to map each button/dial/fader on your controller to the console in the software.

- Right-click the button that you want to link to your controller
- Select the Setup tab
- Either enter the parameters yourself, or if you are using a MIDI controller, select 'Auto Setup MIDI' and move the corresponding fader/dial/button on your MIDI controller.

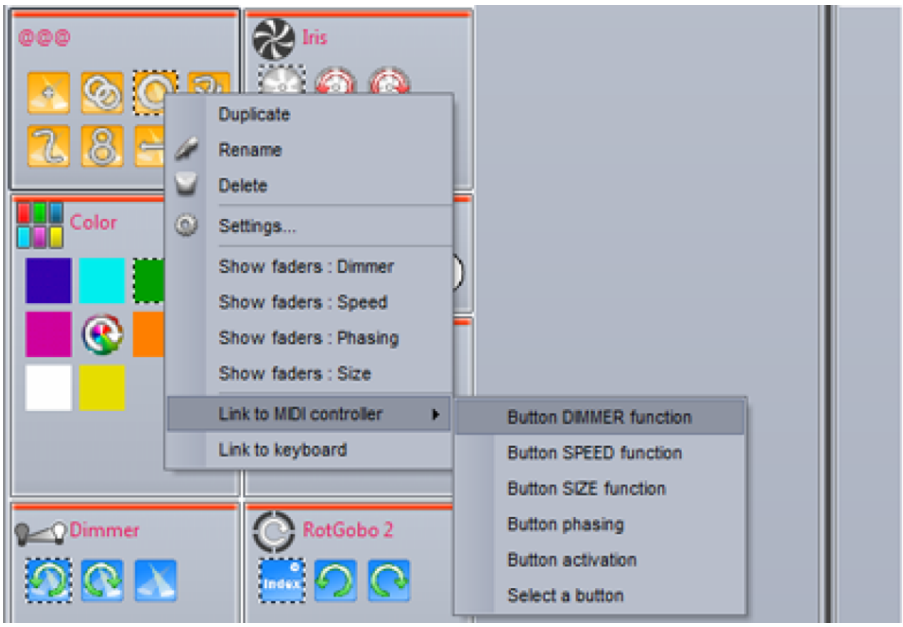


Each command and the corresponding fader can be viewed by clicking here (1). When all links are in view, the console can look confusing. To only view the selected control, select solo (2).

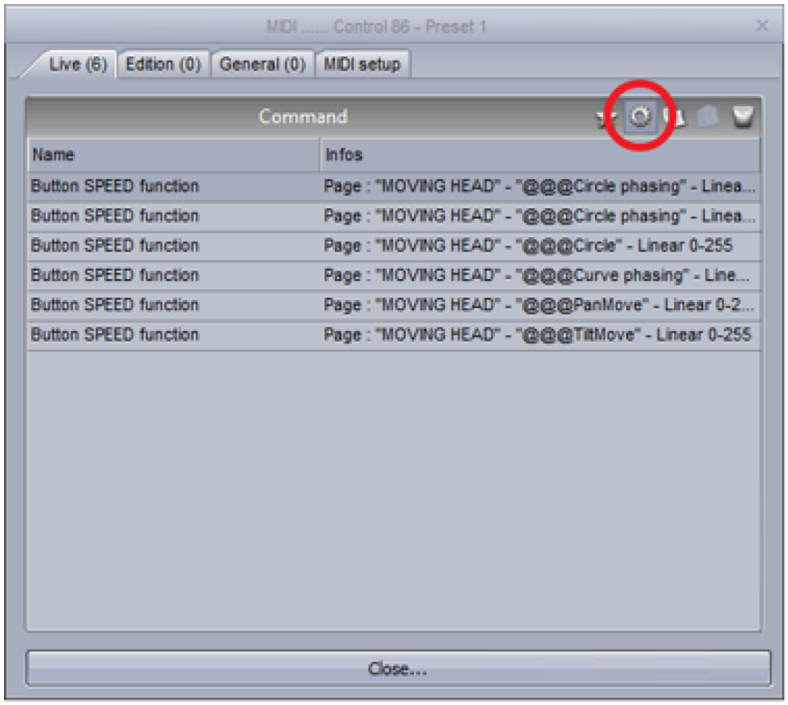


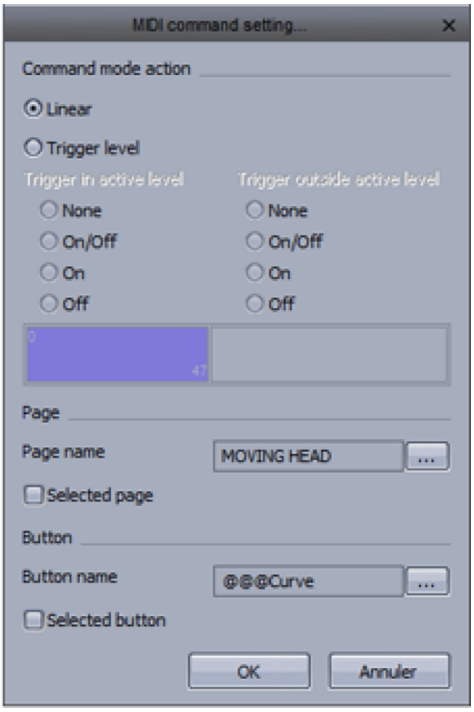
Assigning commands

To assign a Compu Show command to a button on the console:
- Shift+right-click the desired scene
- Select ‘Link to Console’
- Select the desired action (activate the button, change the dimmer of the button, etc.)
- Select ‘Click on the Console Window’ and select the relevant button inside the console window. If you have a MIDI controller connected, move the relevant fader/button on your controller.



One command on the controller can be used to activate a variety of different commands within the software. For example, you could assign a dial to automatically control the speed of several movement buttons. Commands can be edited by right-clicking on the relevant button on the console. Here we can set a minimum and maximum value to trigger the command. In the example below, when the input value reaches 47, the sequence will be at maximum speed.





To assign a color wheel or pan/tilt grid:
- Right-click the color wheel or grid on the console
- Click the ‘General’ tab
- Click the star on the top right
- Go to Others->’color mixing control command’ or ‘pan/tilt control command’
- The color wheel or grid can be mapped to a button by selecting the page and button name. Be sure that the dimmer property has been assigned to the appropriate channels within the button editor. Alternatively, you can map the component directly onto a fixture group.

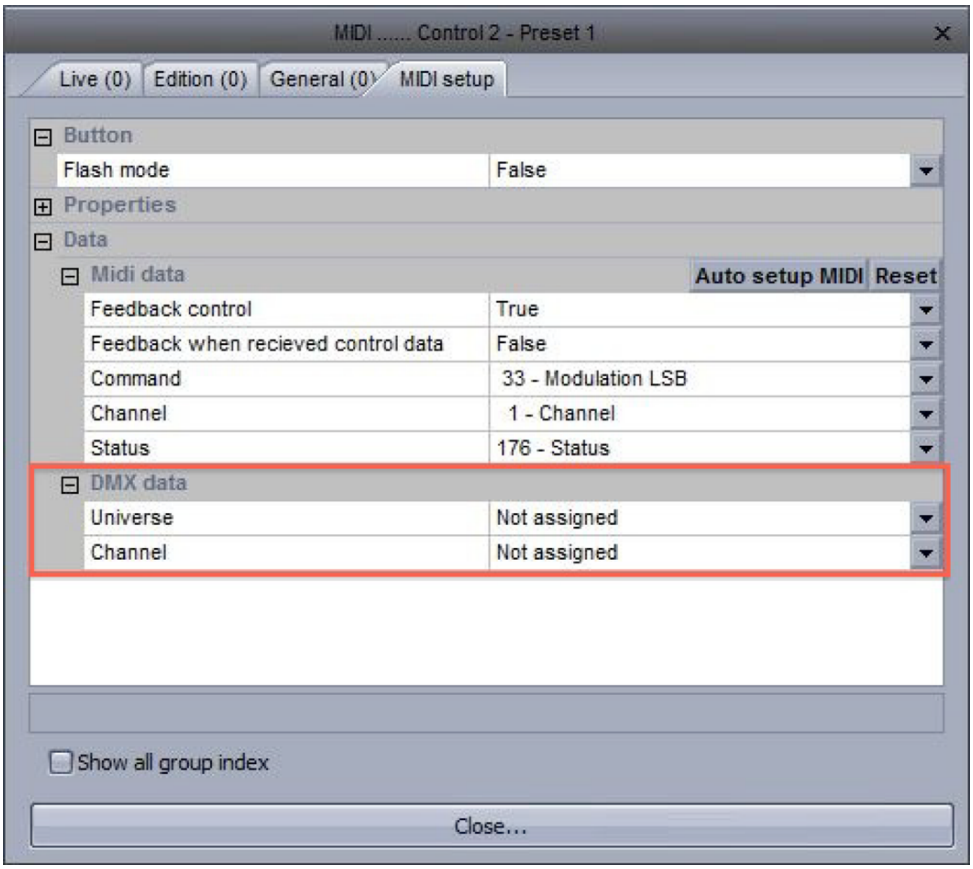
The console can also be used to control parts of the software’s graphical interface. These commands can be found inside the Edit tab.

6.4 DMX

Almost everything in ADJ’s Compu Show can be controlled by almost any DMX controller. You can use the console editor to create an image of your own DMX controller; see the console editor topic for more information. The controller can then be viewed within the console window.

Make sure that you have a DMX input set up within the Software Preferences; see the Multiple Universes topic for more information.

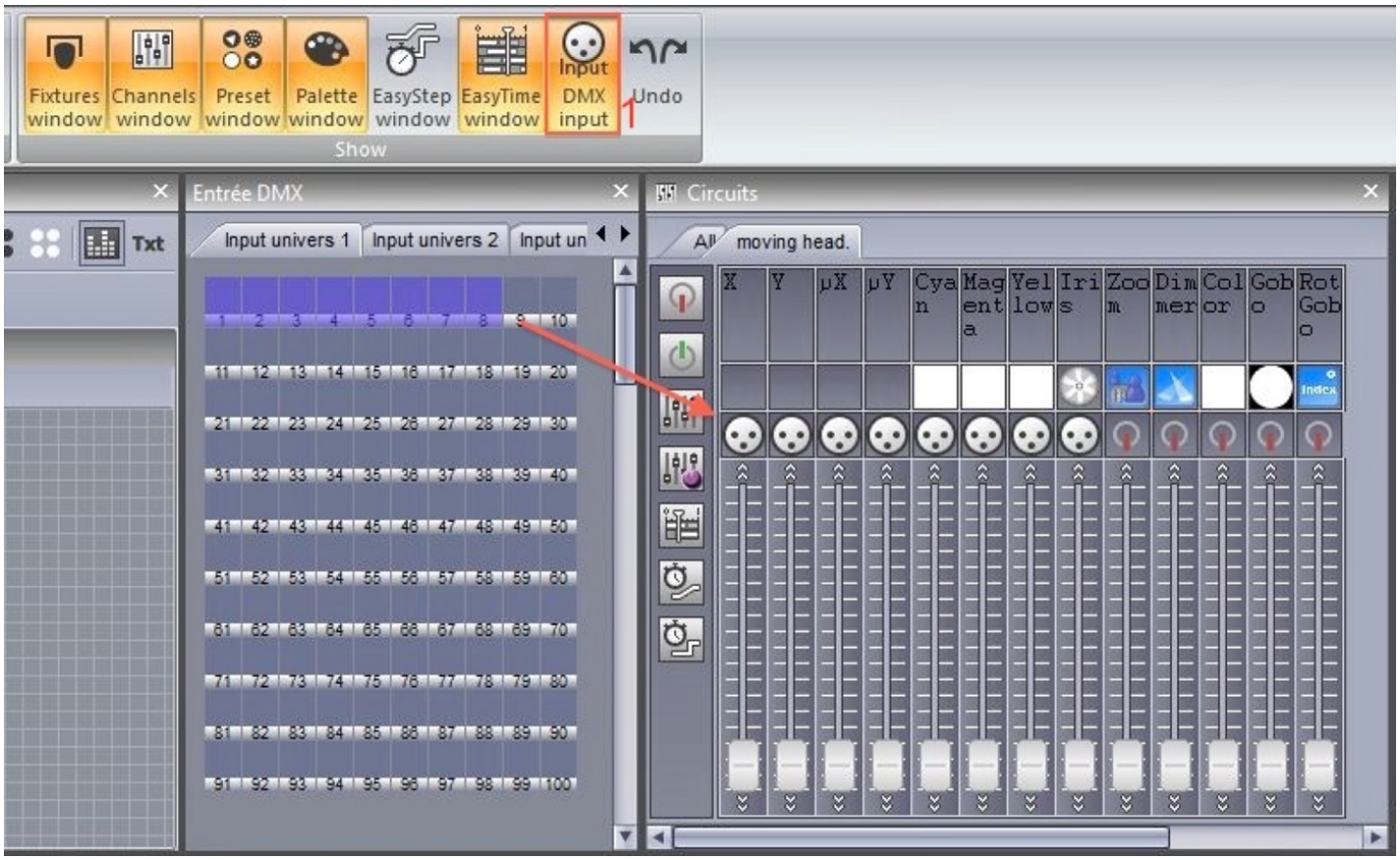
Once you have created your console, each control must be mapped to a control on the console. To do this, right-click on a console, then select the DMX input universe and channel.



Once the DMX controller is mapped to the Console, you can map the controllers, faders, dials, and buttons to almost any software feature; see the Console topic for more information.

Direct DMX Input Patch

A DMX input channel can also be directly assigned to a fixture channel within the button editor. Click here (1) to open the DMX input panel, then drag the desired DMX input channel over to the fixture channel.



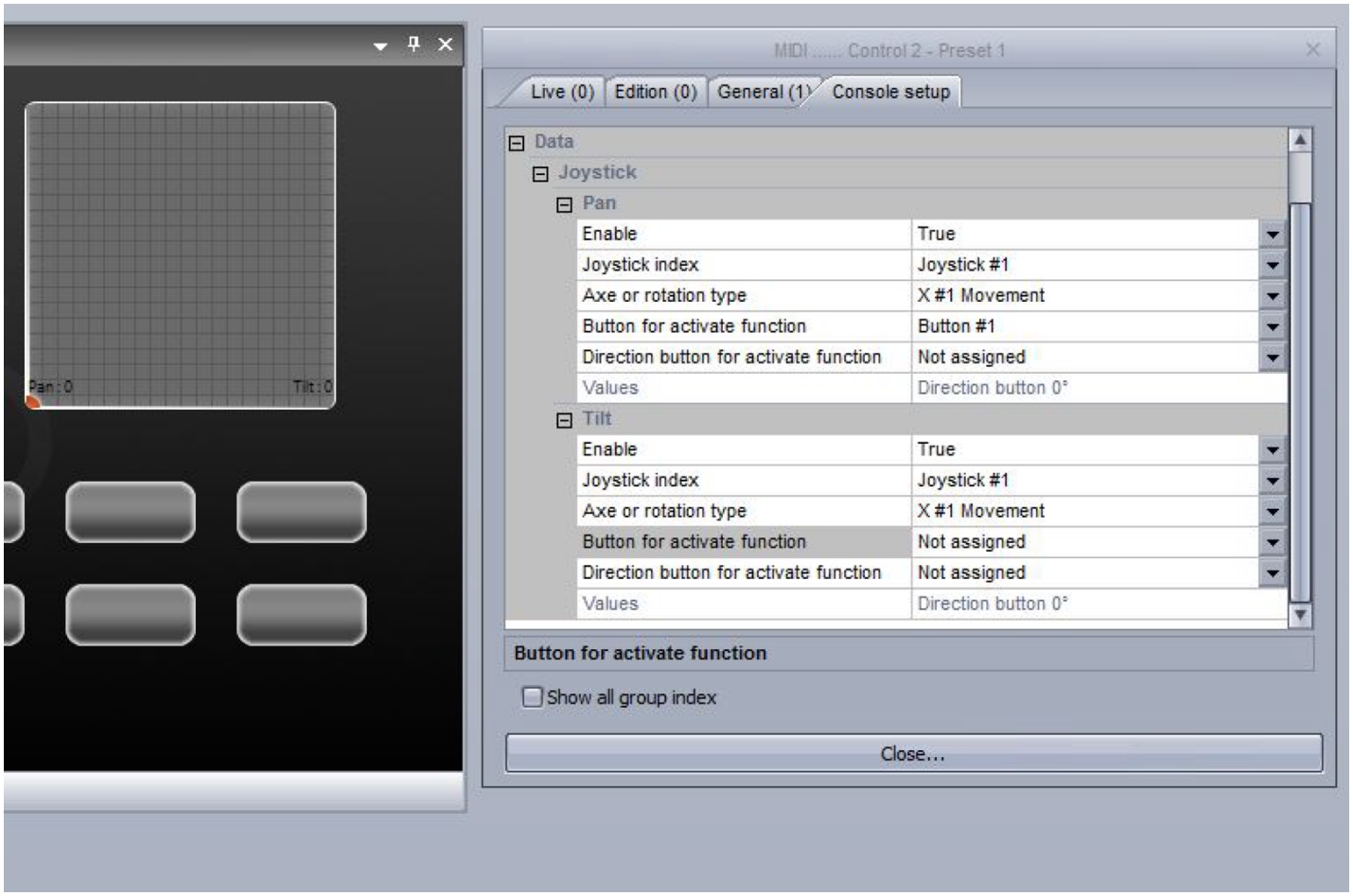
6.5 Joystick

You can control a pan and tilt grid with a joystick. This is set up using the Console.

- Create a console with an X/Y grid, or load up an existing console such as '10 buttons, color, Pan Tilt,' or 'EasyRemote 2'
- Pair the console with an X/Y zone or with a group of lighting fixtures; see the Console topic for more information.
- Right-click the grid and click the 'Console Setup' tab.

The following options are available:

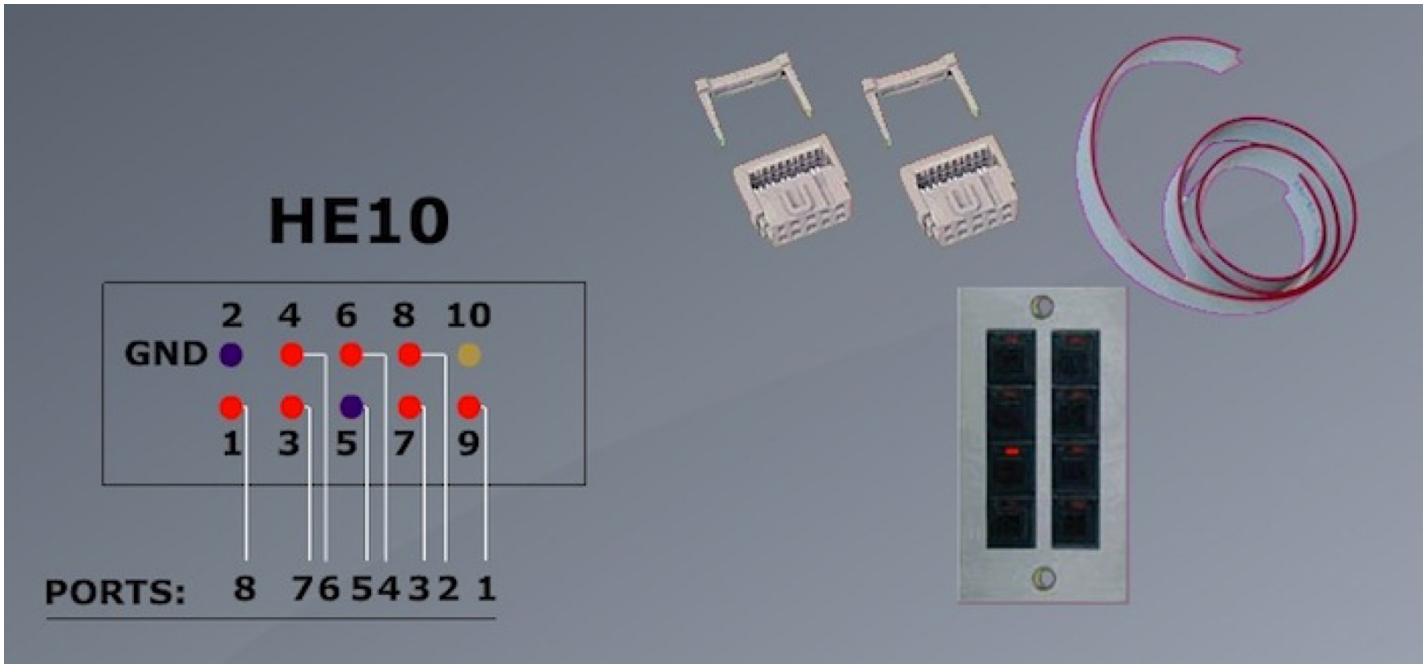
- Pan: Set the joystick options for the Pan property of the X/Y grid
- Tilt: Set the joystick options for the Tilt property of the X/Y grid
- Enable: Allow the joystick to control the grid
- Joystick index: If you have several joysticks created, you can choose which joystick to use with the selected grid
- Axe or rotation type: Choose what joystick property you want to use to control the Pan or Tilt of the grid. The options listed here depend on the joystick connected. Normally it's best to use the X movement for the Pan and the Y movement for the Tilt
- Button to activate function: A joystick button can be selected that must be held down to activate the control
- Direction button to activate function: If the joystick has a direction button, this can be chosen to activate the control
- Values: If a direction button is chosen to activate control, choose direction the button must be set.



6.6 Interface Ports

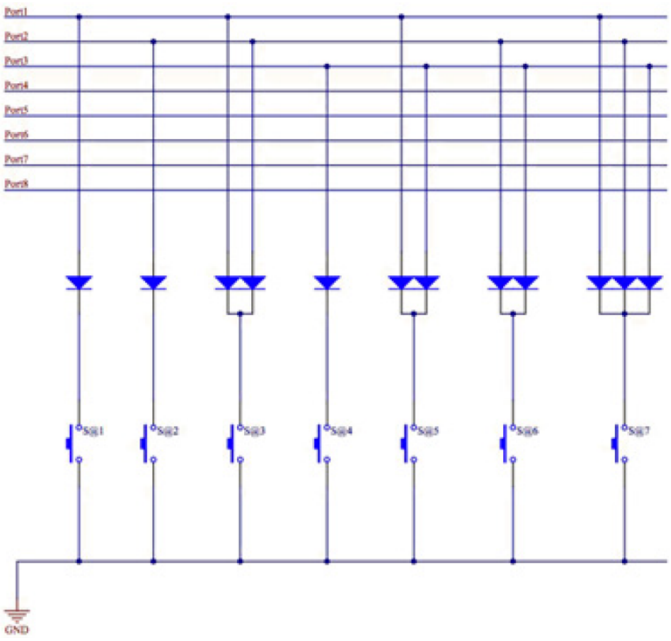
All ADJ Compu Show interfaces (ADJ Compu Cue Basic, ADJ Compu Cue, and ADJ Compu SDE) have 8 dry contact ports at the rear.

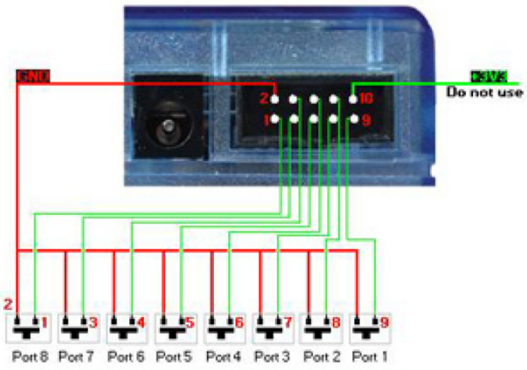
This socket is an HE10 interface port socket, which you can insert an 8-button touch pad into. This works by bridging each of the 8 trigger pins with the ground pin.



You can connect up to 255 buttons by combining the 8 ports into binary. For example, if ports 1, 2, and 3 are connected to the ground pin, this will trigger address 7.

One way of combining the ports from a dry contact switch would be to insert a diode between the switch and the ports. For small signals, a generic purpose diode can be used such as the 1n4148.

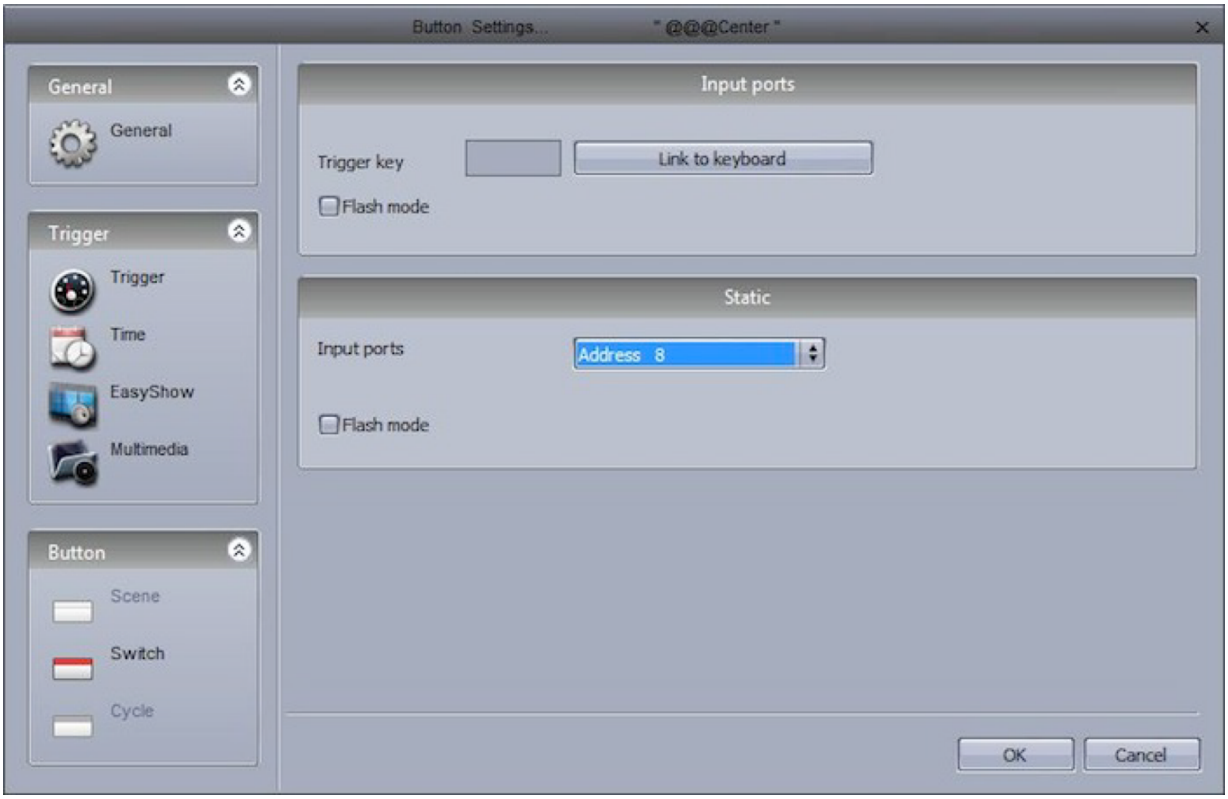




	Port 1 1	Port 2 2	Port 3 4	Port 4 8	Port 5 16	Port 6 32	Port 7 64	Port 8 128
Address 1	ON							
Address 2		ON						
Address 3	ON	ON						
Address 4			ON					
.....	.....	.....	.....	.....	.....	.....	.....	.....
Address 254		ON	ON	ON	ON	ON	ON	ON
Address 255	ON	ON	ON	ON	ON	ON	ON	ON

Once the port connections have been set up, they can be assigned to trigger a scene within the scene settings ‘Trigger’ tab. If you are addressing the ports in binary, be sure to select ‘Address 8’ instead of ‘Port 8.’

You can also set up a port trigger from the previous/next buttons mounted on the interface.

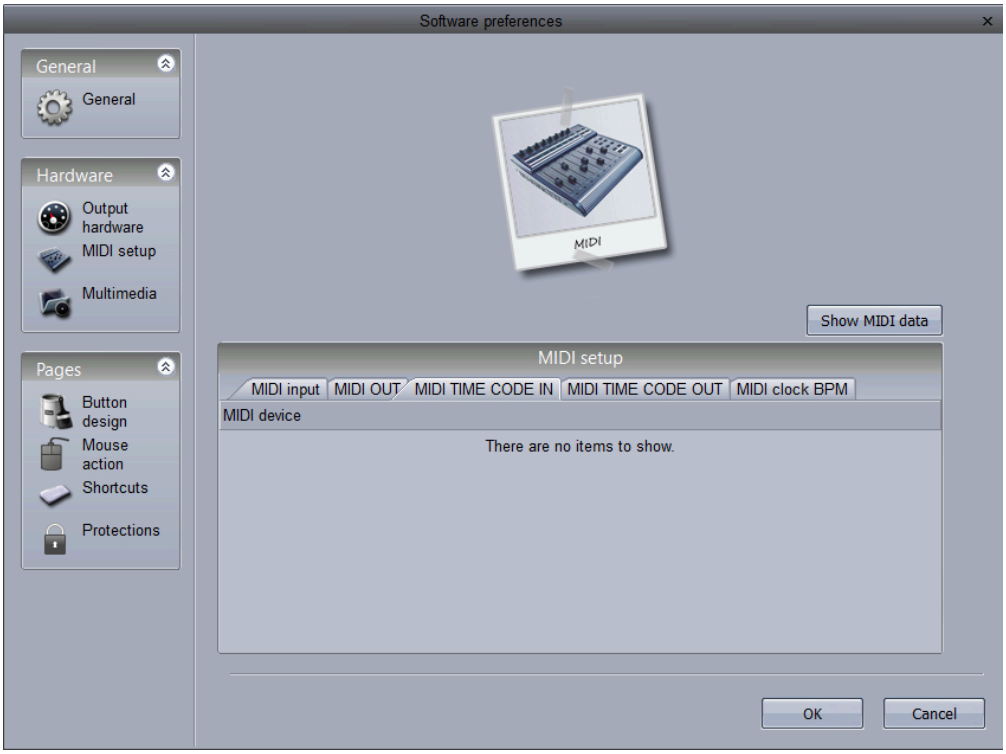


6.7 MIDI Time Code (MTC)

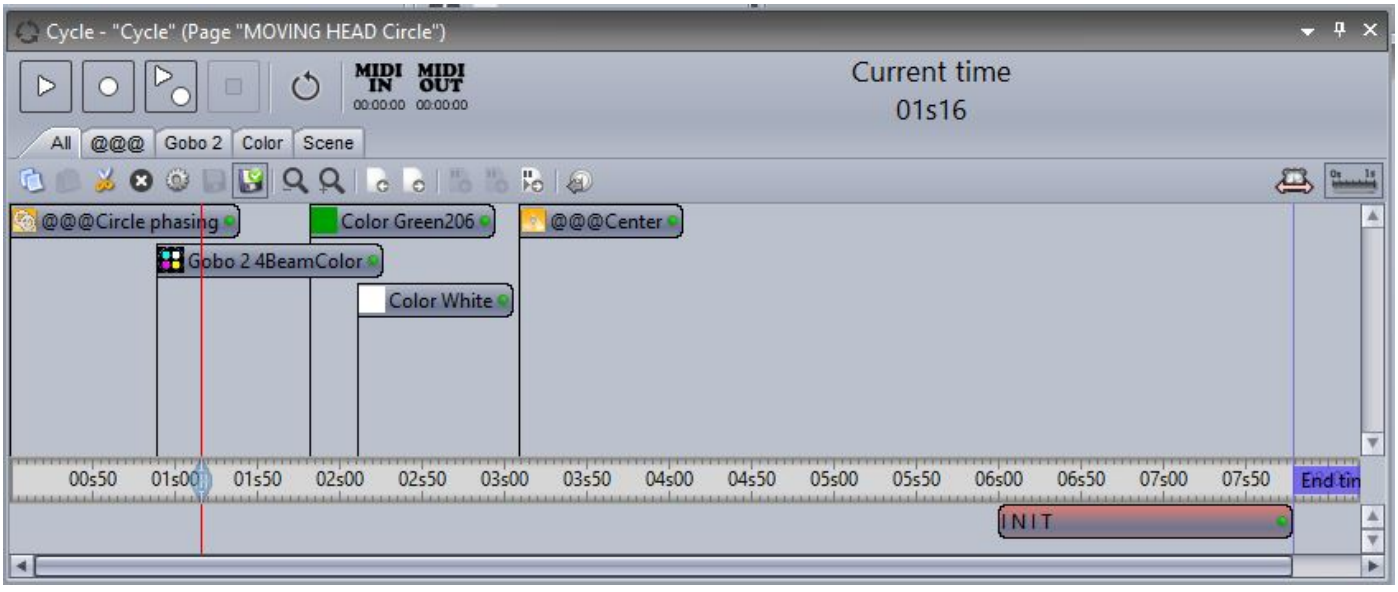
MIDI Time Code (MTC) is a type of MIDI message created for synchronization purposes. You can use MIDI Time Code to synchronize a cycle with an external device such as a CD player, 3rd party video and sound software, or an SMPTE generator.

To use MIDI Time Code, you first need to make sure that you have a MIDI interface connected to your computer.

Go to the general settings and select the MIDI setup tab. Select the device that you wish to receive the Time Code from, or send the Time Code to.



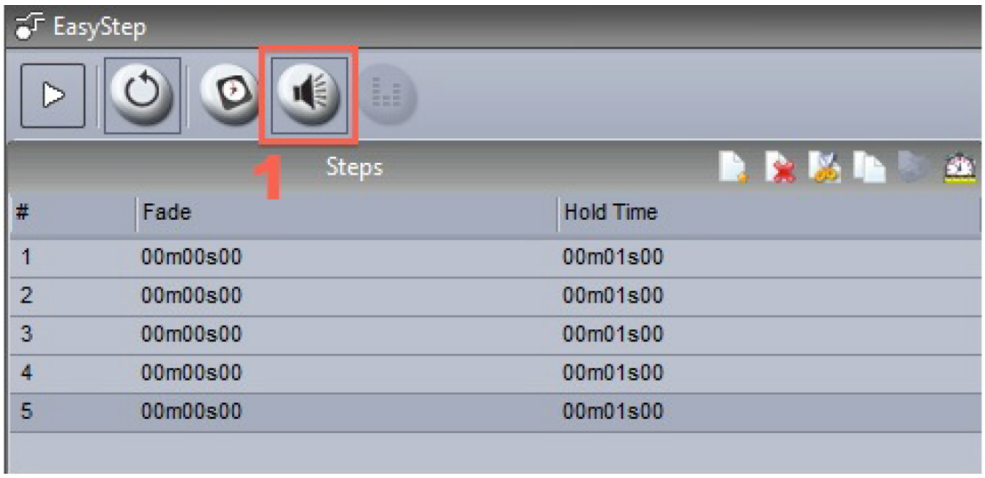
Once you have your MIDI Time Code device connected, select the IN button to begin receiving the Time Code signal. To send Time Code to another device whilst the Cycle is playing, select the OUT button.

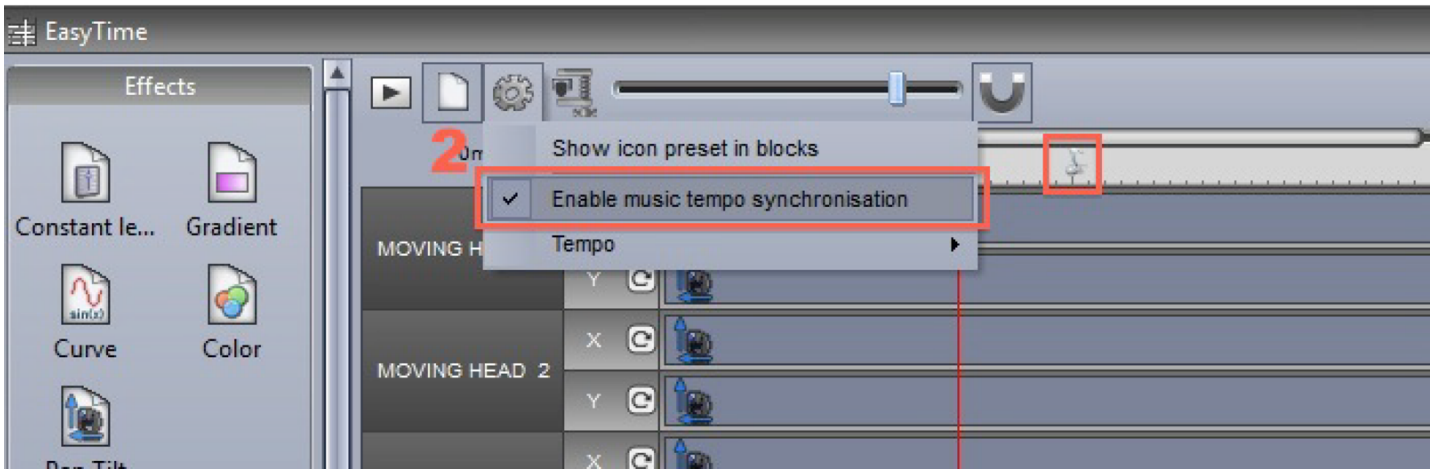


6.8 Audio

EasyTime and EasyStep sequences can be triggered by audio:
- Click here to enable audio in an EasyStep sequence
- Click here to enable audio in an EasyTime sequence.

Notice that the timeline values change to music notes; which can be dragged to change where the playhead will jump on each beat.





Sound to Light Selection

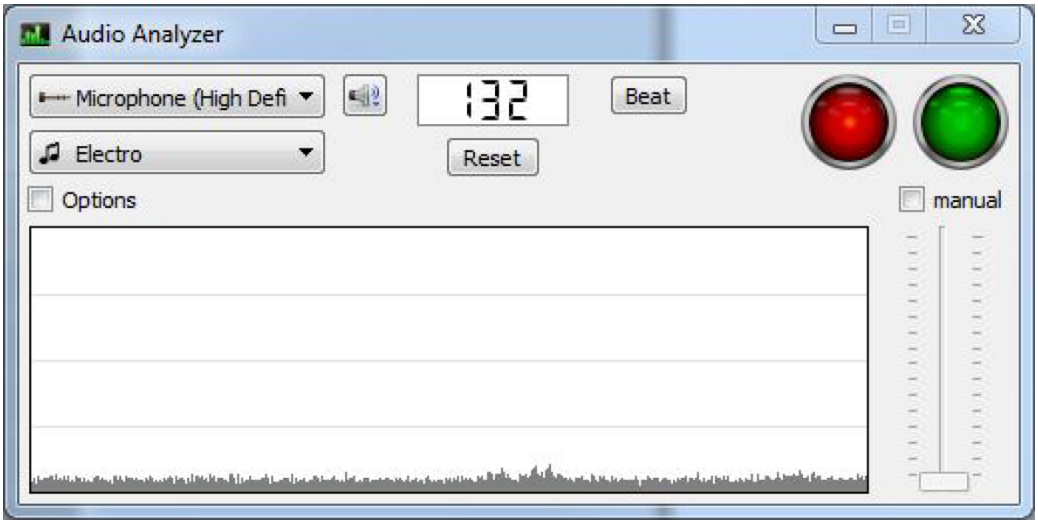
To be able to trigger a scene with audio, you must first select the sound to light detection mode. Click ‘Other Windows’ on the ‘Controller’ tab of the ribbon bar and select ‘Sound to light.’

The window presents 4 options:
- Manual: choose a manual BPM (Beats Per Minute) from the combination box
- Tap: tap out a BPM by pressing the tap button
- Audio Analysis: calculates a BPM from an incoming audio signal
- BPM by MIDI Clock: detects a MIDI clock signal sent from high end DJ software and DJ mixers
- Note that you will need to select a MIDI device from the Software Preferences first.

BPM by MIDI clock is usually the most accurate form of BPM detection because DJ software will analyze the BPM from the audio file before it is played.

Audio Analyzer

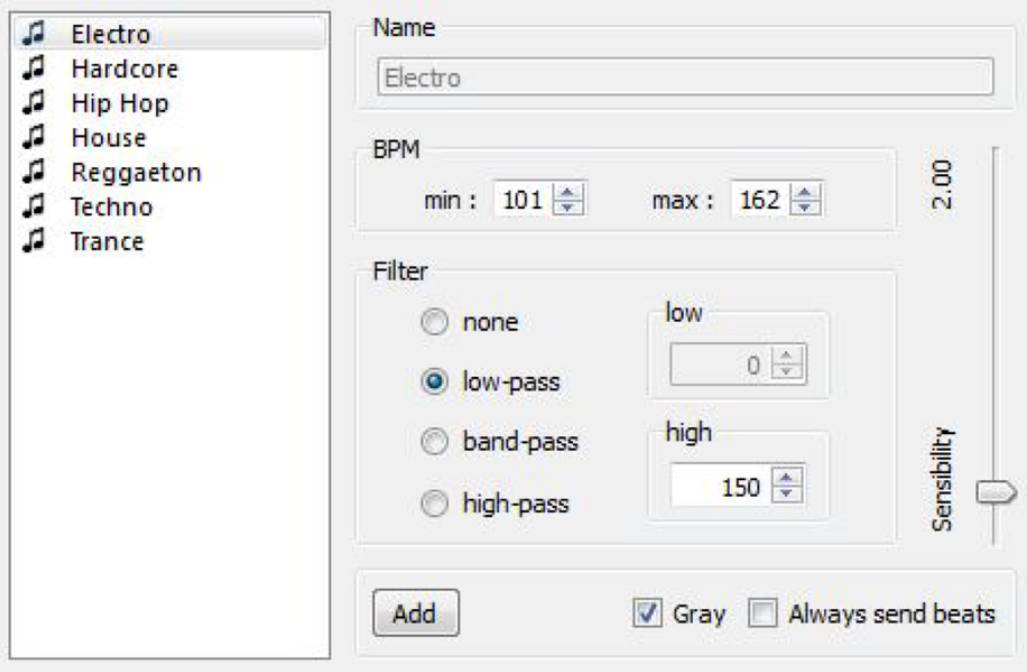
The Audio Analyzer is a tool that detects the Beats Per Minute (BPM) of a piece of music. The input device can be selected from the selection box on the top left, and the analyzer will manage the rest.



Advanced Settings – Filters and Presets

To access the advanced settings, select the 'Options' checkbox. The following settings are available:
- Presets: all settings can be saved into a preset; to save a preset, select 'Add'
- Name: enter a name for the selected preset (the default presets cannot be renamed)
- BPM: set the minimum and maximum BPM to be detected
- Filter: tell the Audio Analyzer to only analyze certain frequencies; for example, to just listen to the bass frequencies, add a low-pass filter of 150Hz or lower
- Always send beats: The Audio Analyzer will carry on sending the BPM, even when the music stops.

The Audio Analyzer calculates BPM by detecting peaks in the audio. The peak is calculated by taking a small sample of the incoming audio signal (a few milliseconds), calculating the average volume level and comparing this to the average volume level across a larger sample (a few seconds). The sensitivity setting determines how many times higher the small sample level must be than the larger sample level to be marked as a peak. For example, if the sensitivity is set to 2 and the average volume is 20%, then the incoming signal must reach 40% to be marked as a peak. Decreasing the sensitivity will allow for more peaks to be detected, and setting a higher sensitivity will detect fewer peaks, but will generally be more reliable. Highly compressed music requires a lower sensitivity.



Advanced Settings – Durations

Setting durations:

- Average: Sets the length of the larger sample window to calculate the average volume level
- BPM: How long to wait before outputting a different BPM
- Normalization: If the audio input is very quiet, the Audio Analyzer will turn the volume level up after the time set; for example, the default value is set to 5 seconds, meaning the volume level will be analyzed over a 5 second period, so if the highest level over this period is 50%, then the input level will be multiplied by 2
- Normalization %: Sets the threshold for when to normalize; by default, this value is set to 50%, so if the average volume is above 50%, it will not be normalized
- Stop detection / %: If 'Always send beats' is not checked, the Audio Analyzer will stop sending beats to the control software after the specified time when the volume level is below the % specified; by default, if the volume drops below 4% for over 0.5 seconds, the Audio Analyzer will stop sending beats, so if there is a lot of noise on the audio input, it is advisable to increase this level.

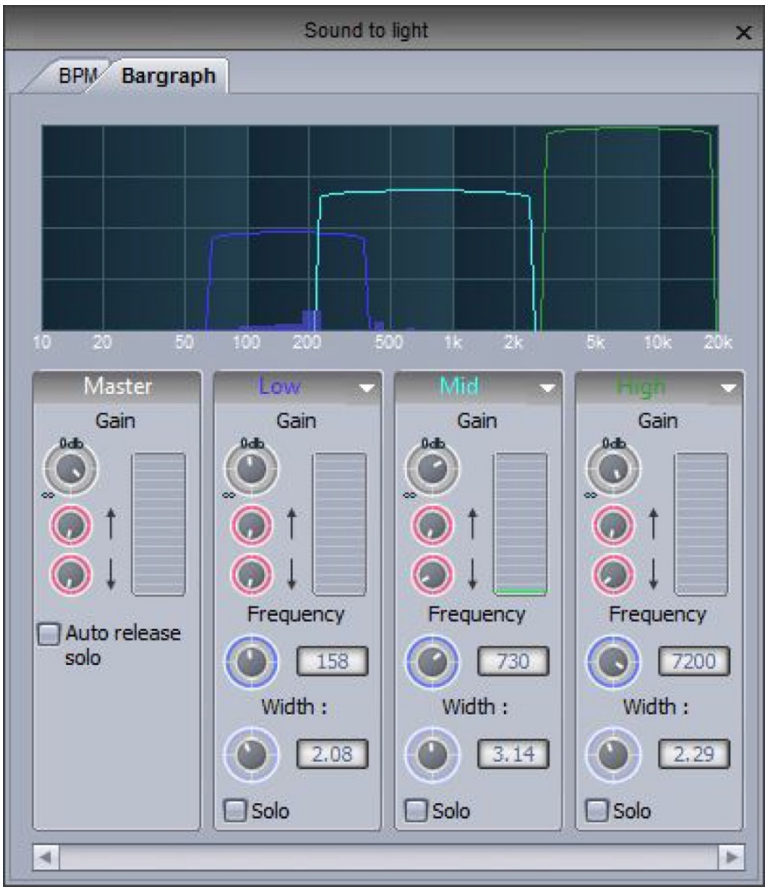
Pulse Detection

In addition to triggering a scene by the music BPM, you can trigger with the pulse of the music. Unlike BPM, which provides a constant beat, pulse detection allows you to jump between steps each time a peak of an audio signal reaches a threshold (set automatically inside the audio analyzer). Click here to activate pulse detection on an Easy Step sequence.

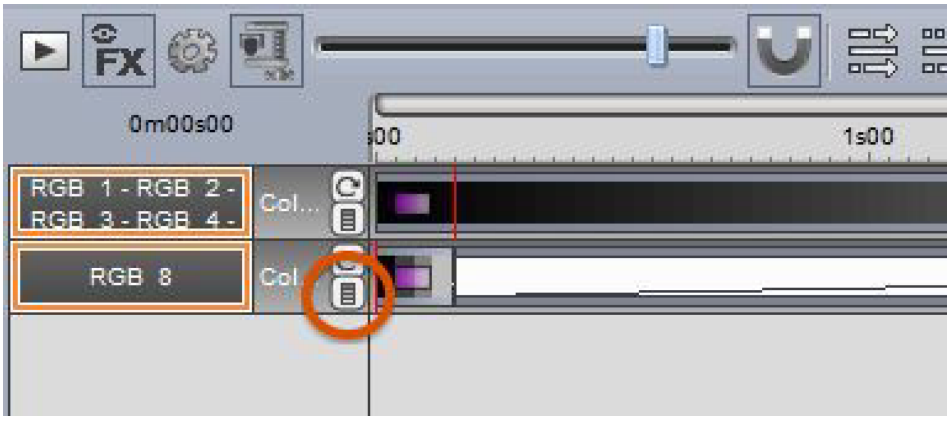
Bargraph Detection

The Bargraph allows you to filter a band of audio and link this to an EasyTime timeline. This allows you to create any interesting effects based on the level of audio within a designated frequency band. To set this up:

- Click the Bargraph tab
- Set the Gain (signal level), Attack time (time taken to respond to an increasing audio level), and Release time (time taken to respond to a decreasing audio level), frequency and width
- Add, remove, and rename frequency bands by clicking the small white arrow at the top of the band.



To assign a Bargraph band to an Easy Time timeline, click the egg timer checkbox to toggle between Time and Bargraph mode and right-click the checkbox to choose the frequency band that you would like the timeline to respond to.



6.9 OLED Keypad

The main problem with keyboard and MIDI triggering is that unless you have your keyboard fully labeled, it is easy to forget what keys you have assigned to what scenes without searching the screen for your keyboard assignments.

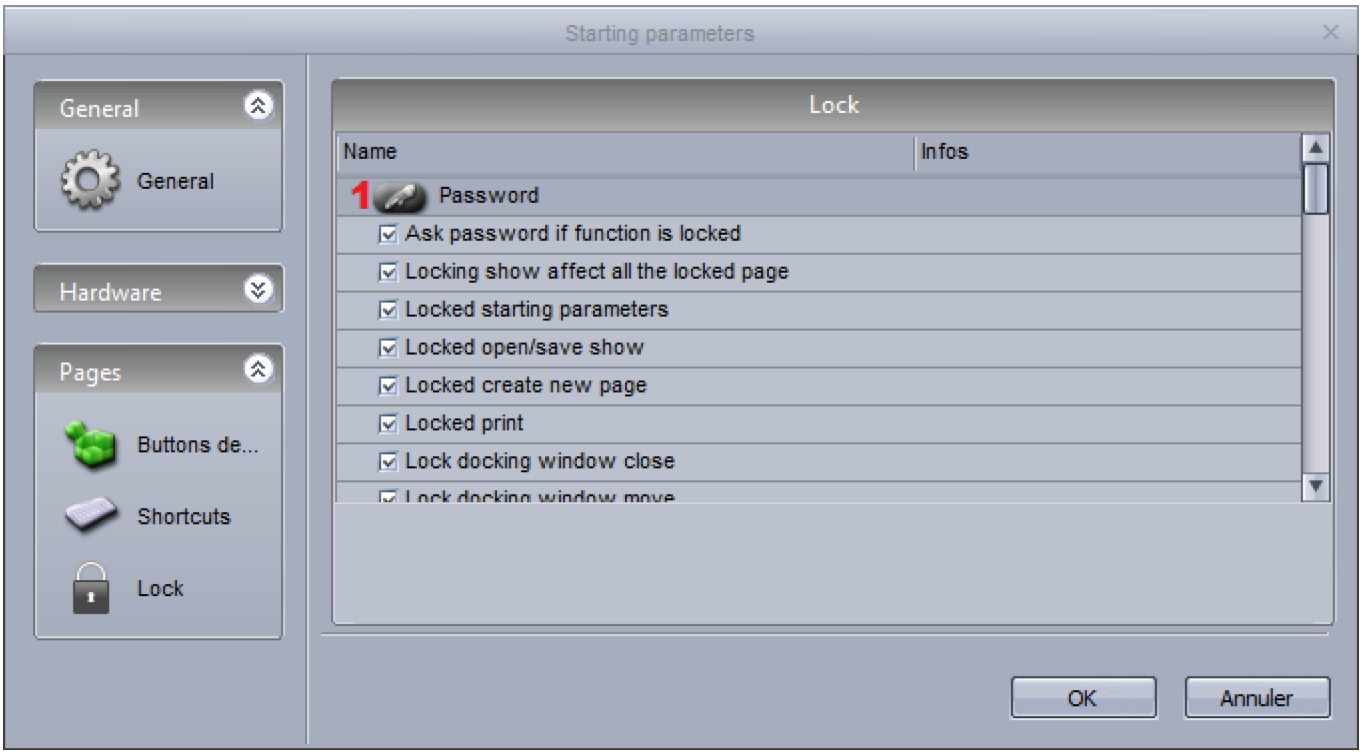
There are now several OLED keyboards on the market that can be used with ADJ's Compu Show. Art Lebedev produce a variety of OLED input devices, including the Optimus Popularis.

7. OTHER FEATURES

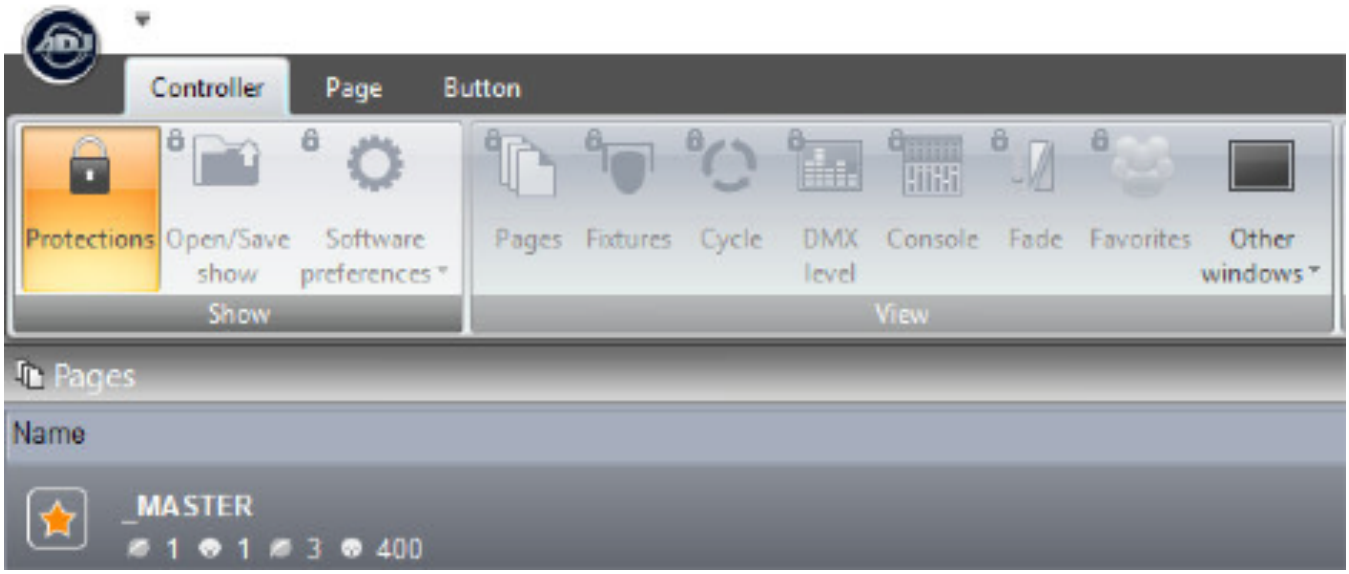
7.1 Access Privileges

Various parts of the software can be locked, and password protected. The access privileges can be set within the Lock tab of the Software Preferences.

Click here (1) to set a new password.



Click the ‘Protections’ key to lock the selected functions. Notice that a lock icon appears next to each locked function. To unlock the show, hold ctrl and select the lock key, then enter the password.

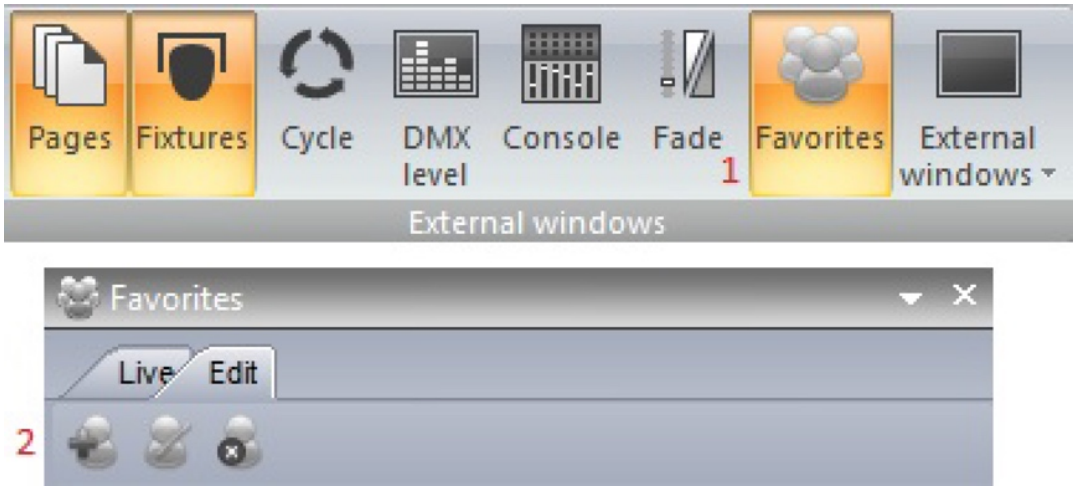


Forgot the password?

The password is stored in the Global Show XML file. This can be located by navigating to the Datalight folder in the Compu Show root directory, selecting your show folder, and opening the Global XML file.

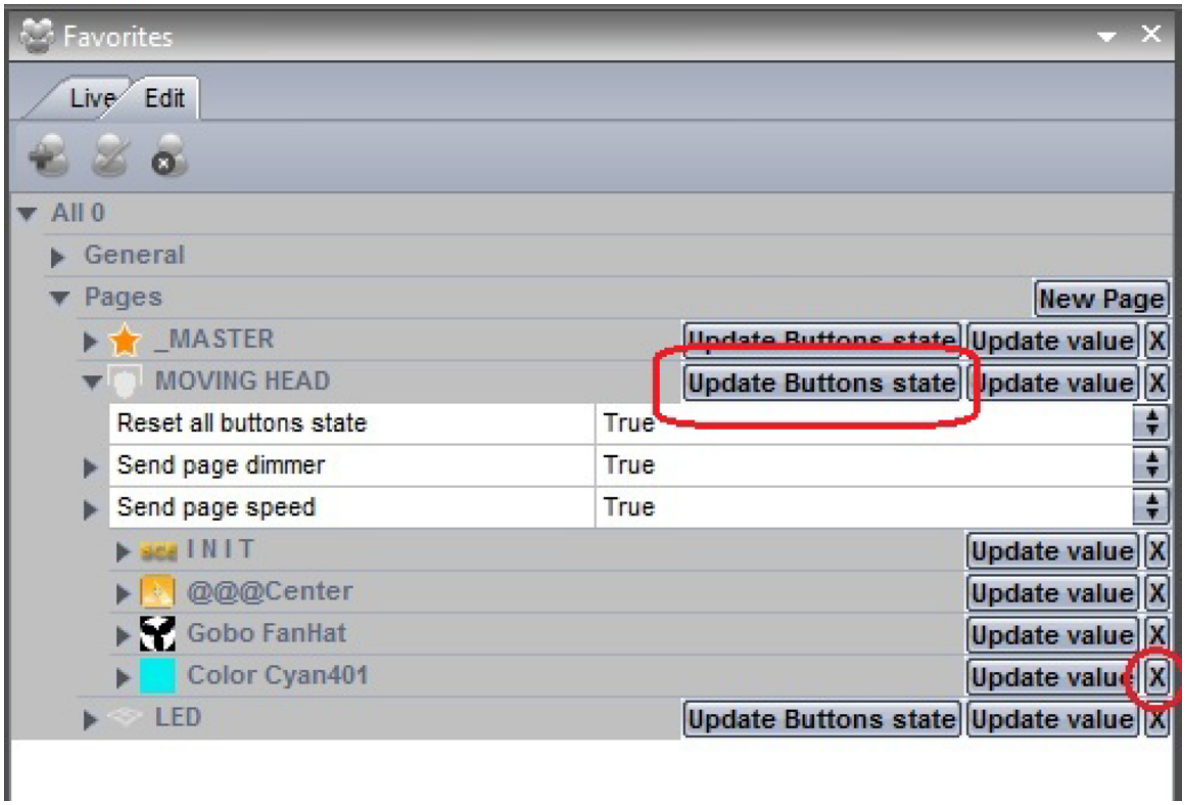
7.2 Favorites

In Compu Show, you can set favorites, a type of macro that allows you to save and recall a software state. The favorites panel can be opened here (1) and a new favorite can be created here (2).

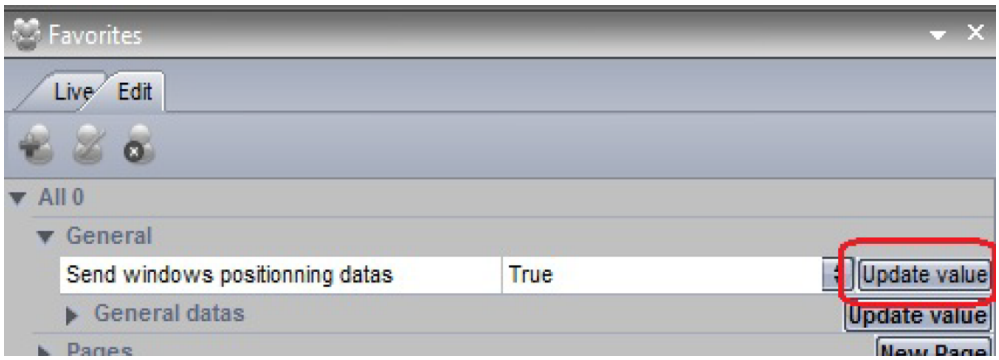


Favorites can be modified by selecting the 'Edit' tab. Favorites are organized by page as in the example below, where the 'blue' color preset can be removed from the favorite by selecting the X.

To update the state of a particular page, select the buttons you wish to include within the favorite, then select 'Update buttons state.'

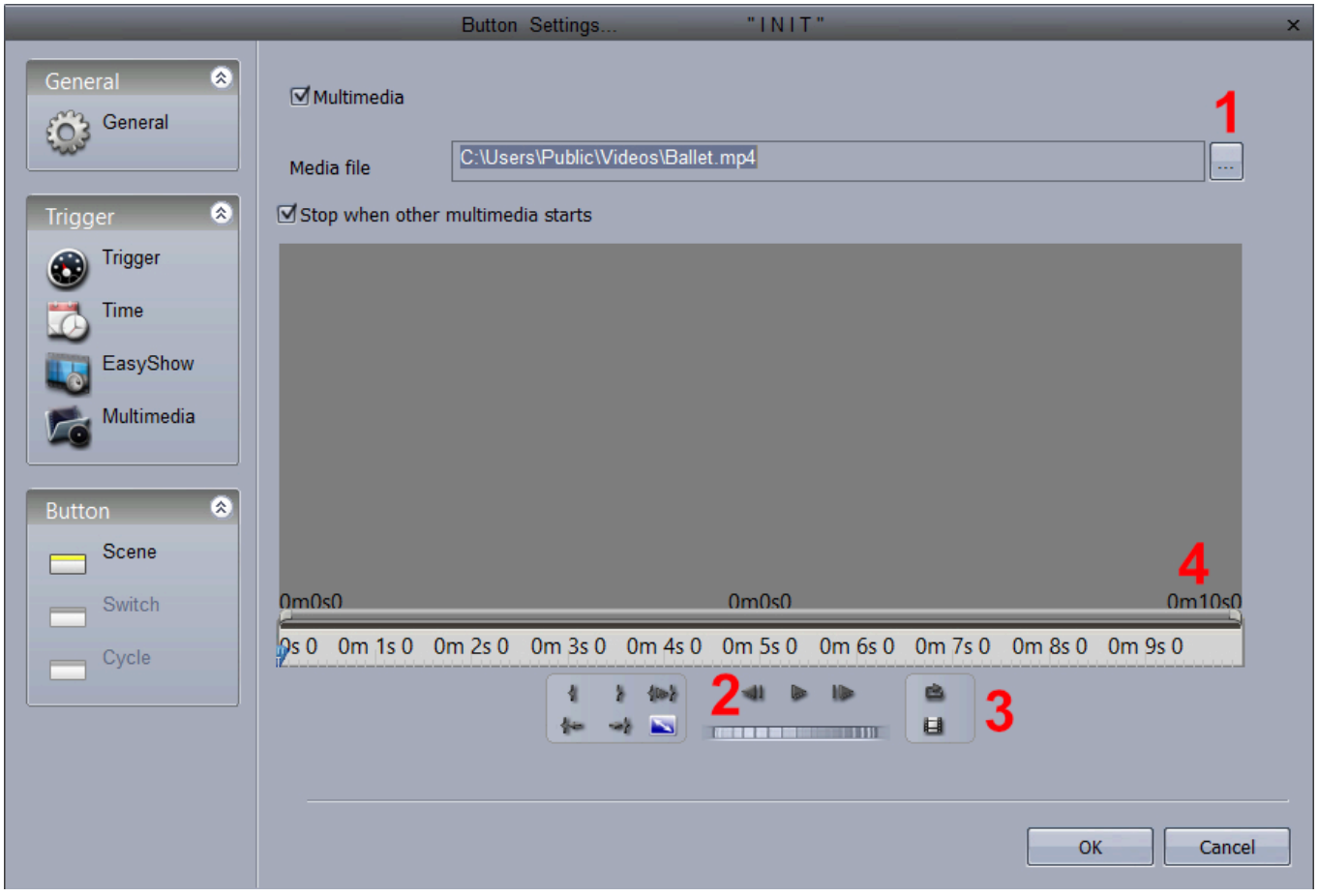


Favorites can also store window positions, which can be done by selecting “Update Value” on the “Send Windows Positioning” parameter.

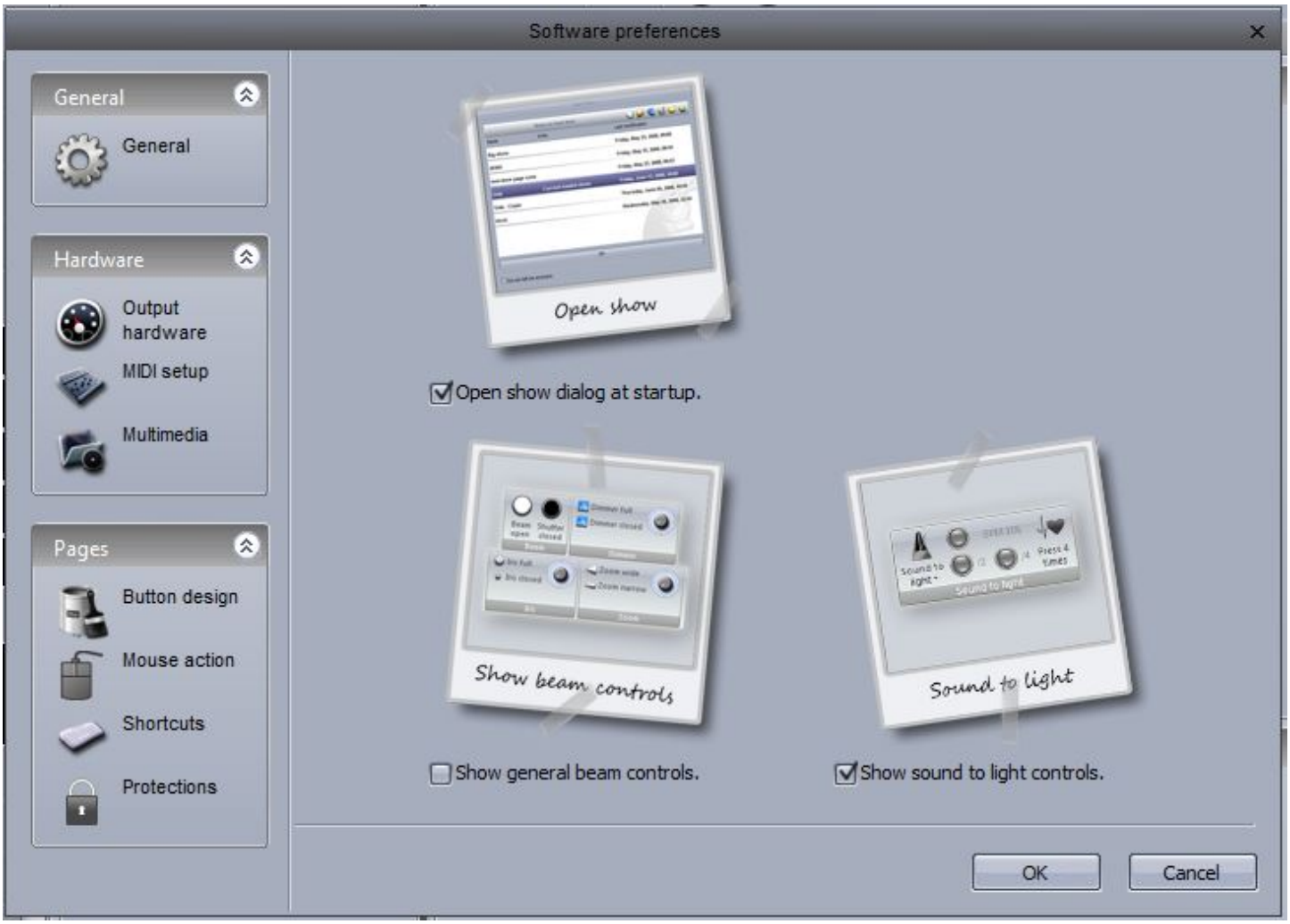


7.3 Multimedia

ADJ’s Compu Show is capable of playing audio and video files (if encoded correctly). To insert an audio or video file, select a button, open the button settings, and select the Video tab:
- Insert the media file here (1)
- Here (2), we can test our audio, and adjust the start and end markers
- Switch between video and sound, and/or loop your video here (3)
- Drag here (4) to zoom in/out of the timeline.

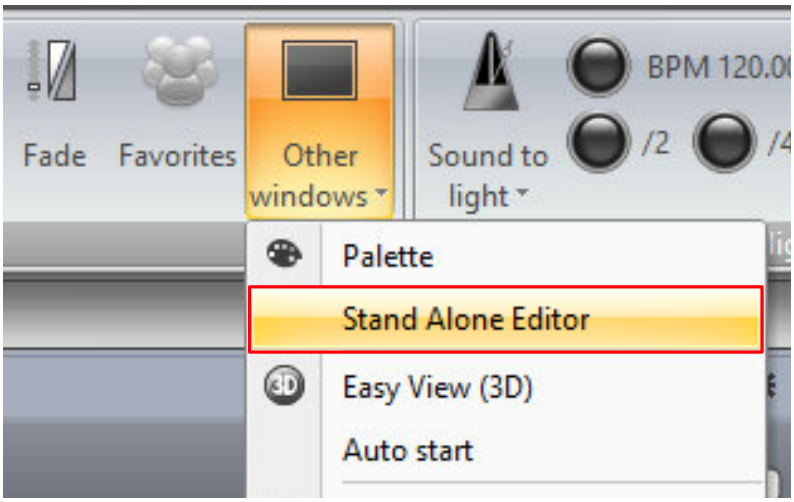


If you wish to output the video to a secondary monitor, this can be set up within the general settings, and you may need to restart the software before some of these settings are applied.

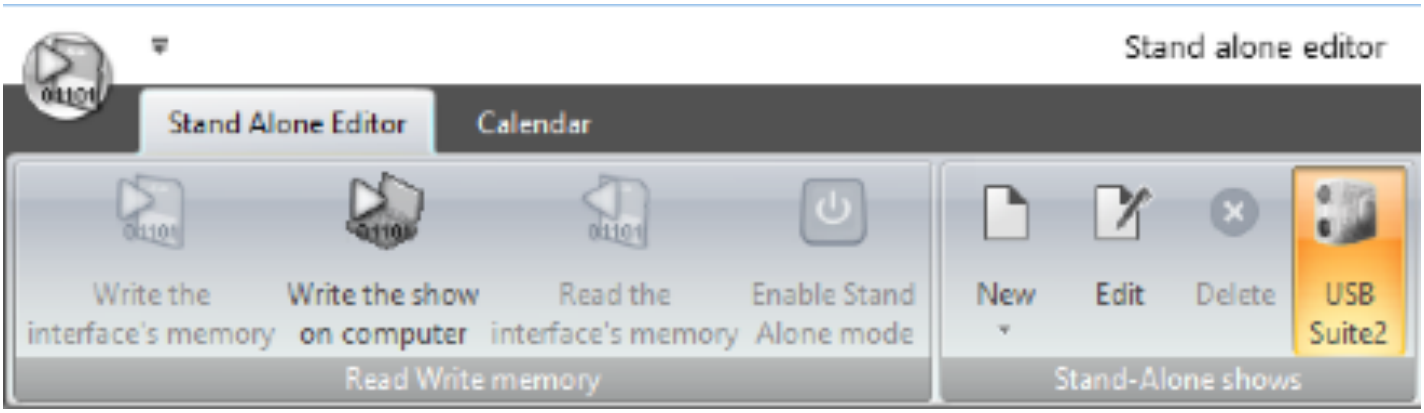


7.4 Stand Alone

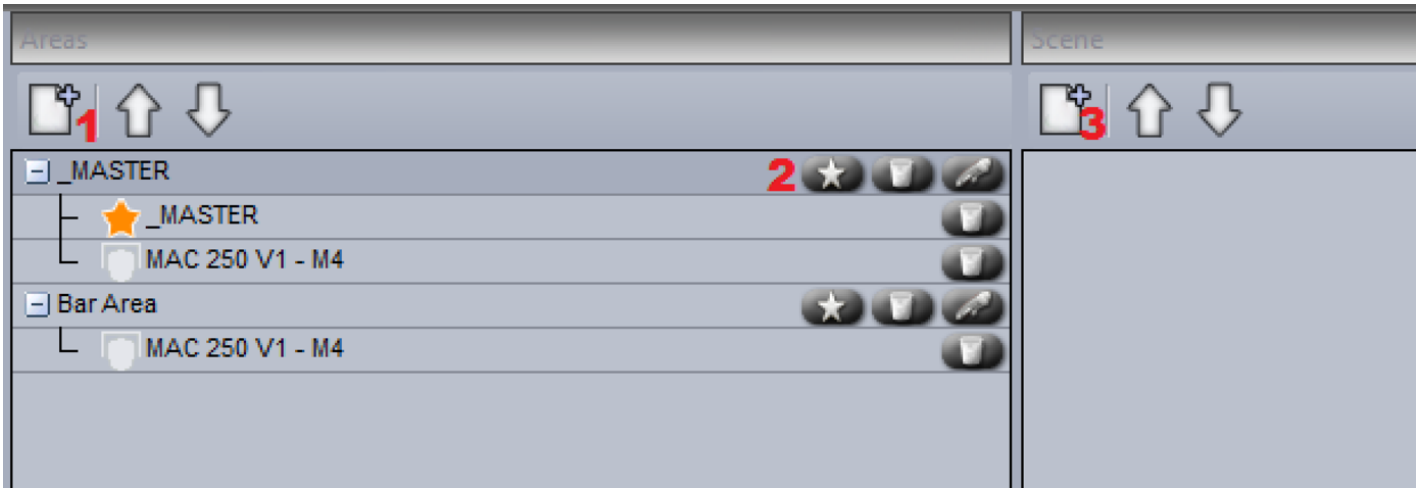
You can save SCENES and SWITCHES into the stand-alone memory of your interface so that they can be played without a computer. It is advisable to back up some of your SCENES into the interface in case of a computer crash. The Stand-Alone shows editor can be accessed here.



The memory of several interfaces can be written simultaneously; click here (1) to add an interface.



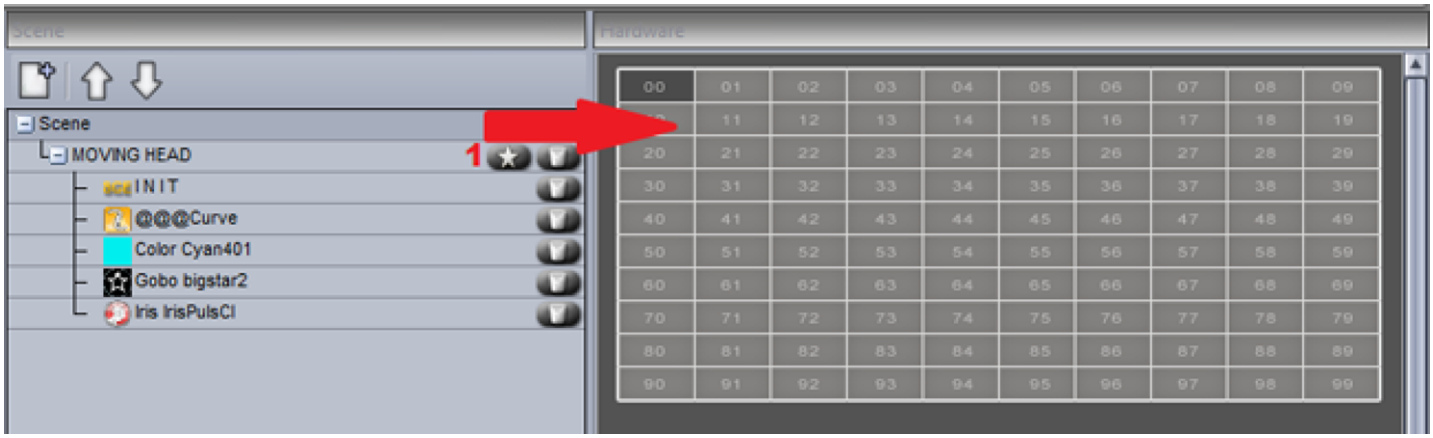
Each interface has 5 areas. New areas can be created here (1), pages can be assigned to an area by clicking here (2), and new stand-alone scenes can be created here (3).



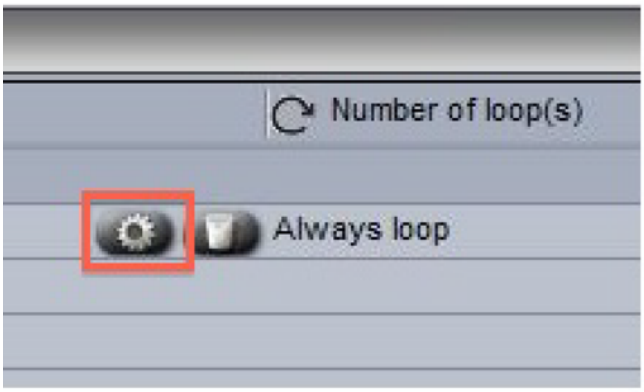
Creating a Stand-Alone Scene

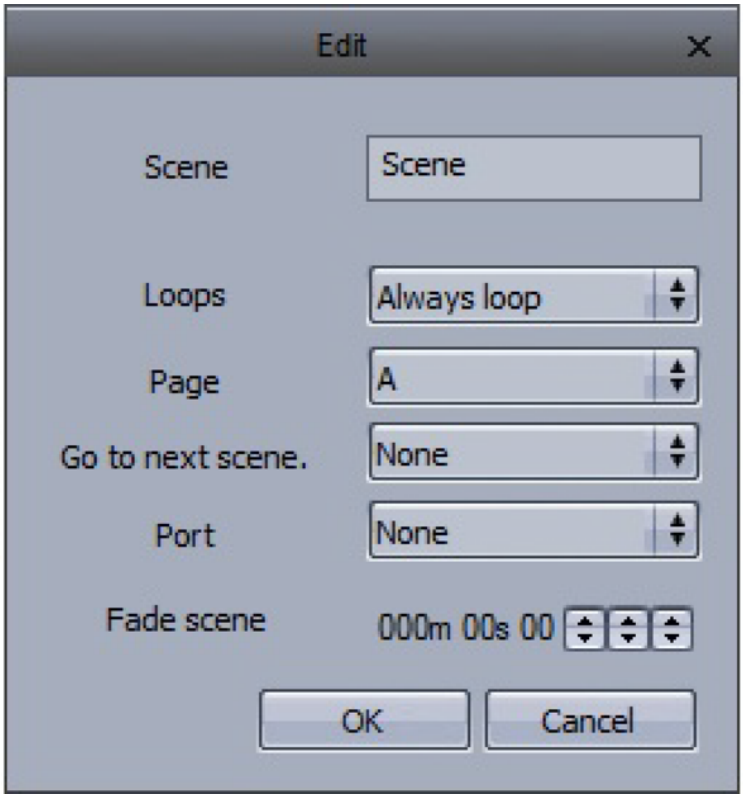
A stand-alone scene can contain a combination of SCENE and SWITCH buttons. Click here (1) to insert a new button.

Drag the scene from the scenes panel and onto one of the 99 scenes spaces; make sure the correct area is selected.

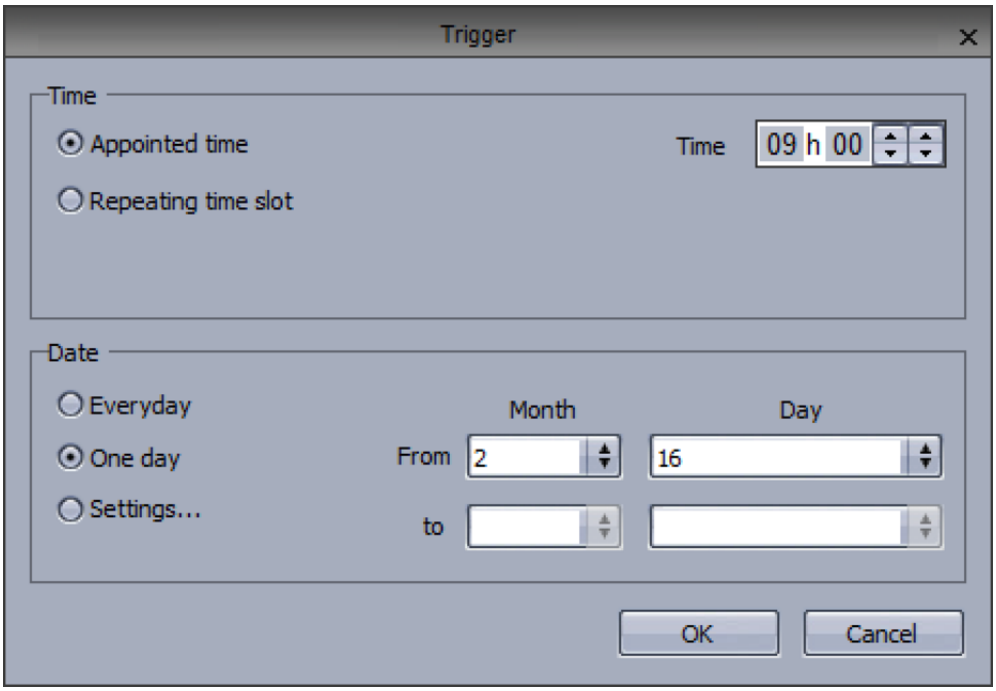


Once your stand-alone scene has been dragged onto the interface, other scene settings such as looping, and port triggering can be edited by selecting here (1).

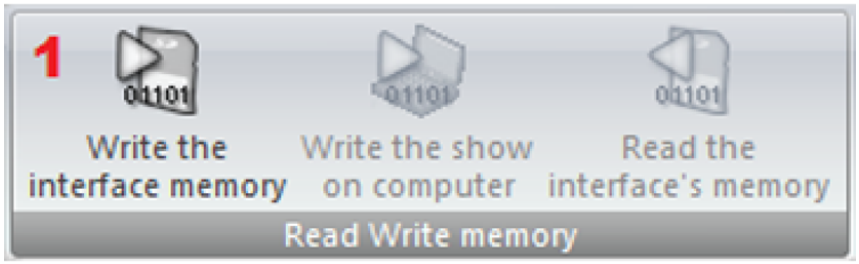




The interfaces have an internal clock and calendar so that scenes can be triggered by date and time. The date and time triggers can be assigned within the calendar tab. Select the scene from the left and drag it over to the calendar; the timing can be modified by double-clicking.

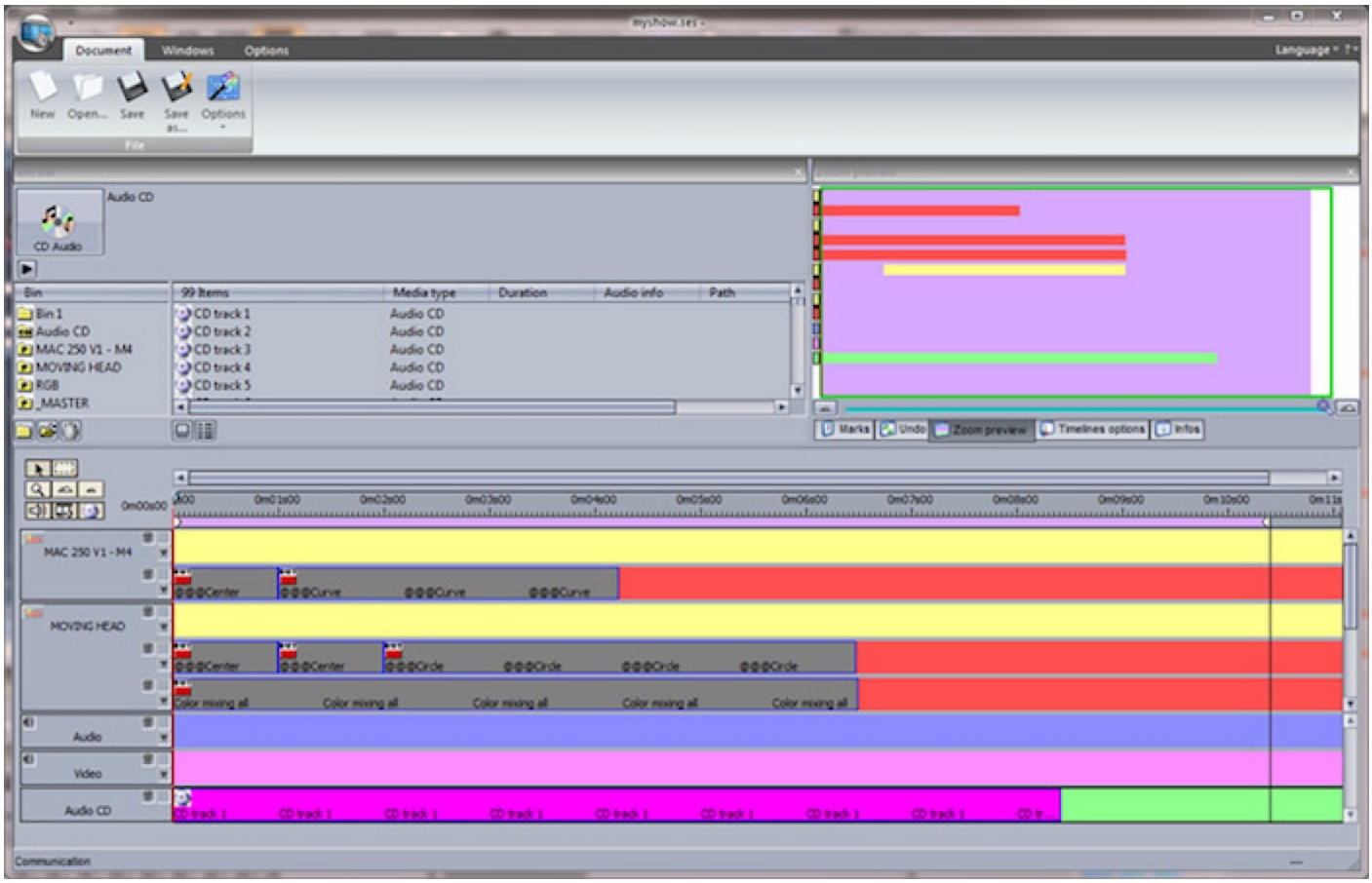


Note that the time triggers created within the button settings are not applied in stand-alone mode. Once the stand-alone scenes have been created and assigned, the memory can be written here (1).



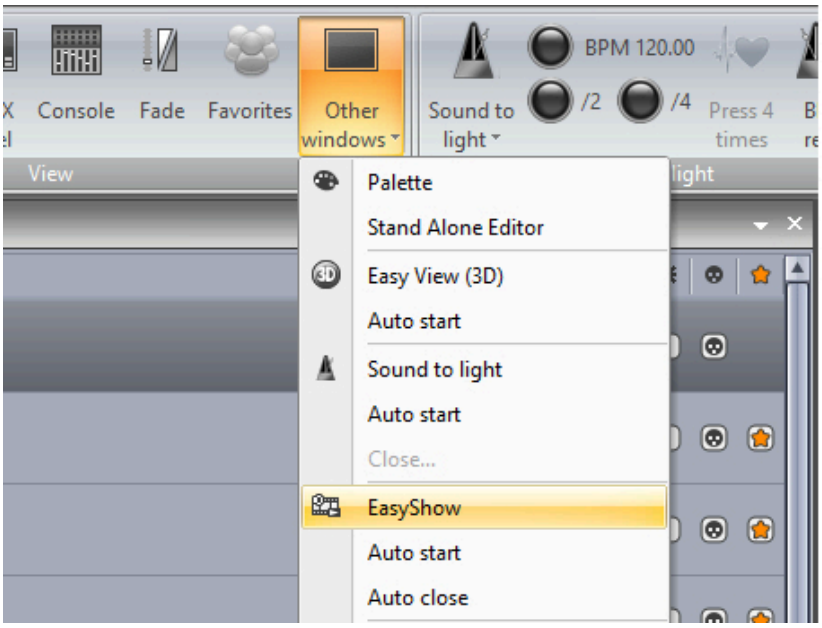
8. EASYSHOW

EasyShow is included within the Compu SDE package. It allows you to synchronize your Compu Show buttons with audio and video. Programming is performed using timelines like many popular audio and video editing software packages. EasyShow is quick and simple; adding lighting scenes as easy as dragging them from Compu Show to drop them into EasyShow.

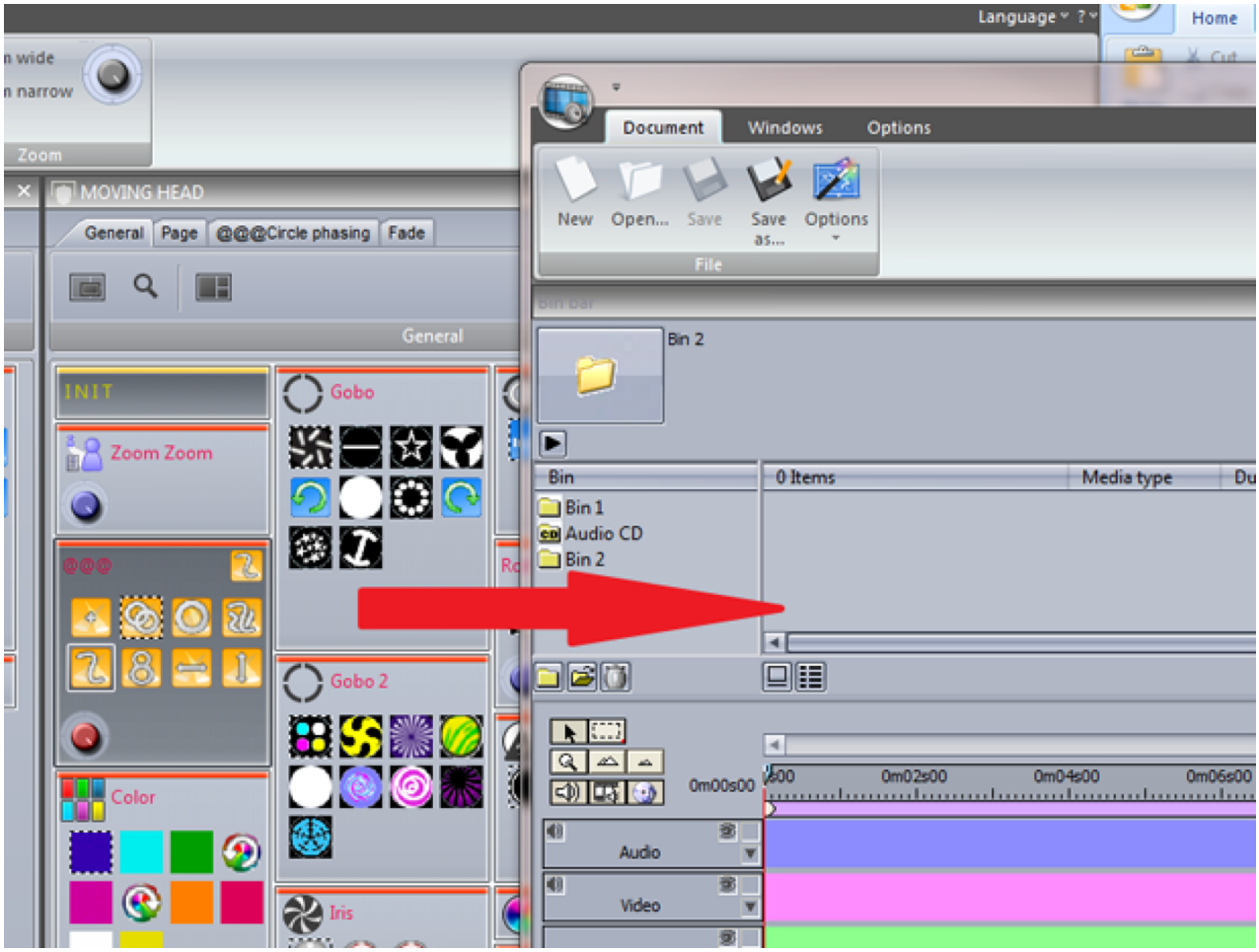


8.1 Getting Started

EasyShow can be opened by clicking here. Check the status of the EasyShow communication on the bottom left corner of the window.

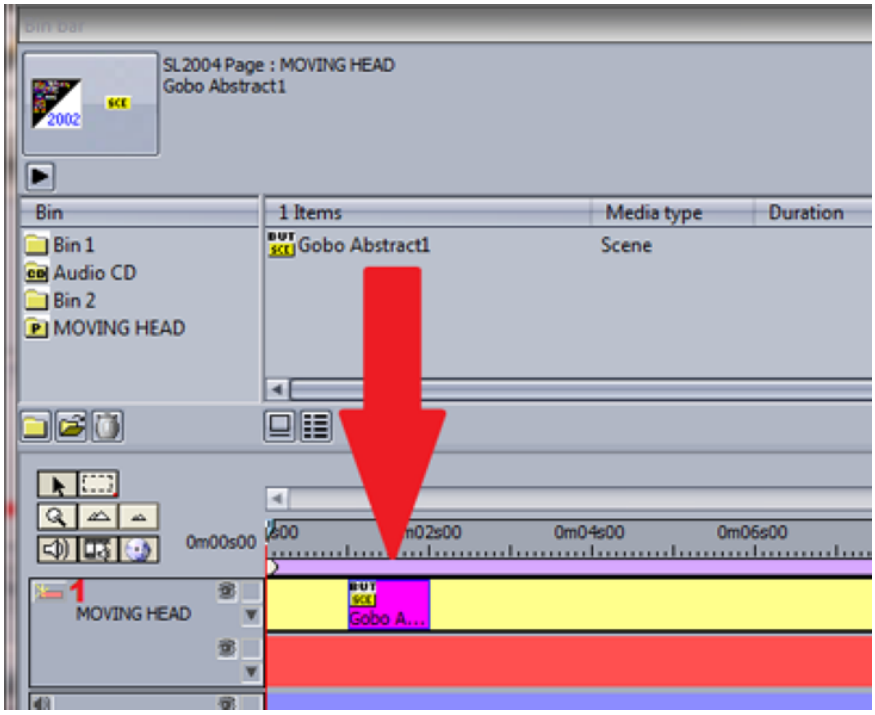


To add a button to EasyShow, simply ctrl+right-click and drag the button from the Compu Show window to the clip bin inside the EasyShow window.

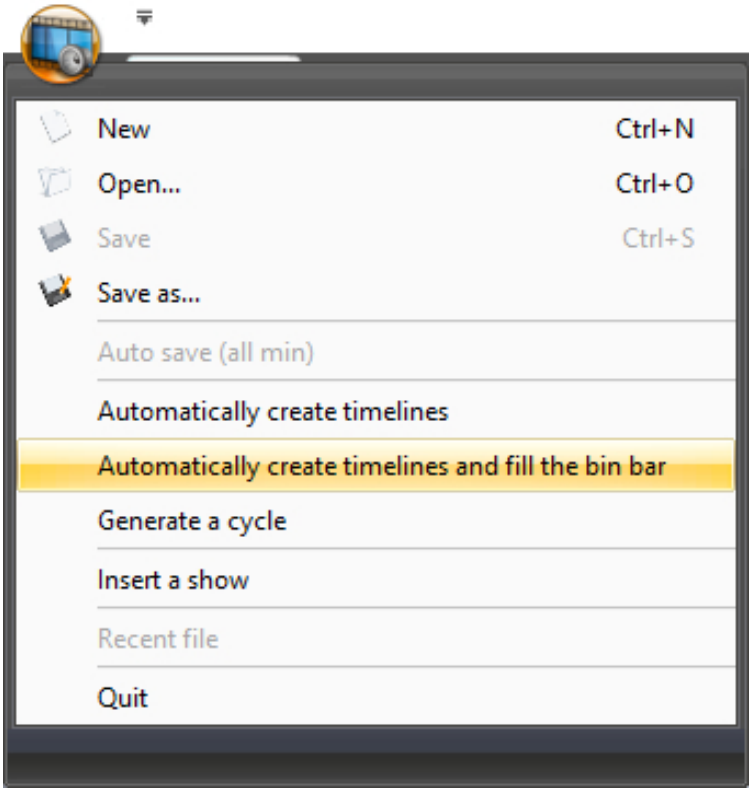


A new track is automatically set up for the page. The scene can now be dragged onto the new track.

Note how the track is split into two sections, the top section for SCENES and CYCLES, and the bottom section is for SWITCHES. If you need more than one Switch activated at a time, click here (1) to create a new Switch timeline.

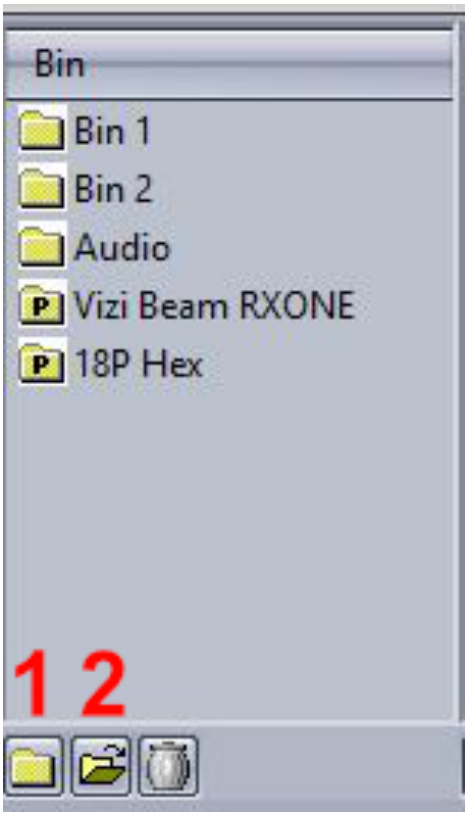


Click here to automatically create a track for each page of your show and to fill the bins with all of your lighting buttons.

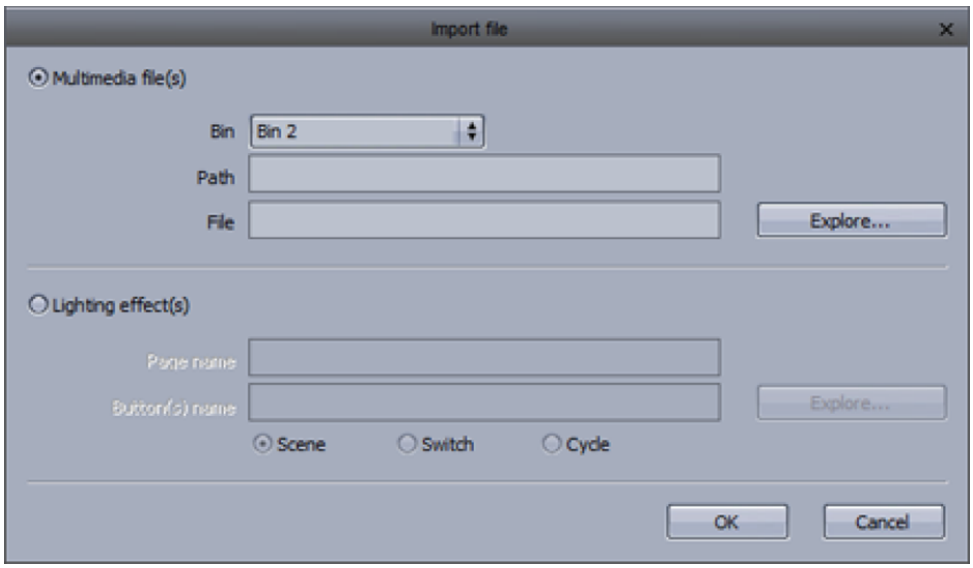


8.2 Creating Timelines Manually

To create a timeline manually, you first need to create a bin. The bin is where you store your lighting scenes, videos, or audio files, with each bin corresponding to a track. You can have as many bins as you like for your multimedia files, but you can only have one bin for each page of fixtures. To create a bin, click here (1). To import multimedia files to your new bin, or to import a button to a new page bin, click import (2).

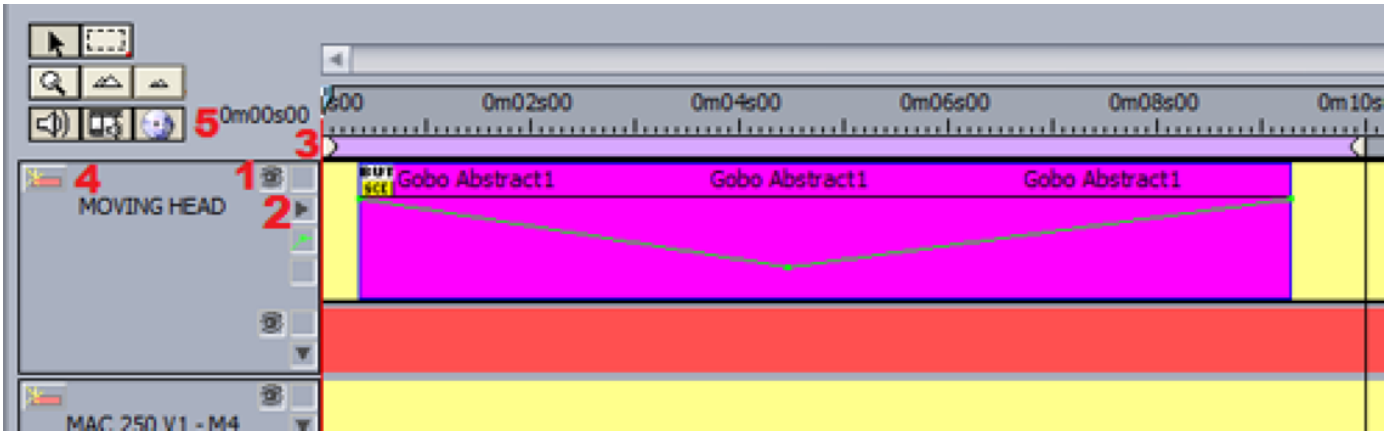


You can import multimedia files for lighting effects from Compu Show into a bin.

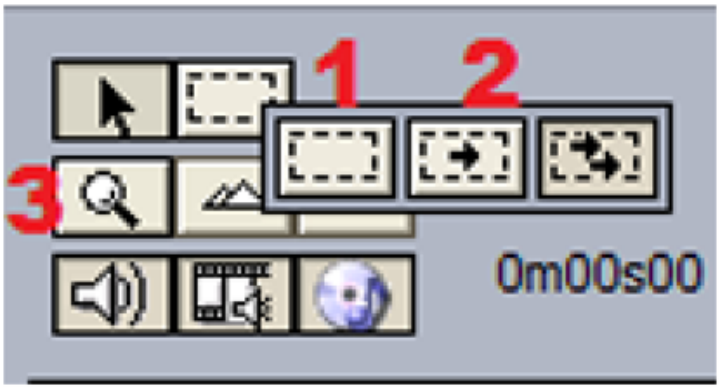


8.3 Timeline Options

As seen in the previous topic, the timeline is where sequences are built:
- Clicking here (1) will hide the track from Compu Show
- Tracks can be expanded here (2) for automating the speed and dimmer functions; see the next topic for more information on how to do this
- Click here (3) to lock a track, which will prevent you from accidentally moving the contents
- Extra tracks can be added here (4) if you wish to have more than one switch activated at a time
- Show and hide multimedia tracks here (5).



Multiple sequences:
- If you need to move more than one scene at a time, click the block selection tool here (1)
- All scenes on a particular track can be selected, or all the scenes in the whole sequence (2)
- Zoom in and out of the timeline here (3).

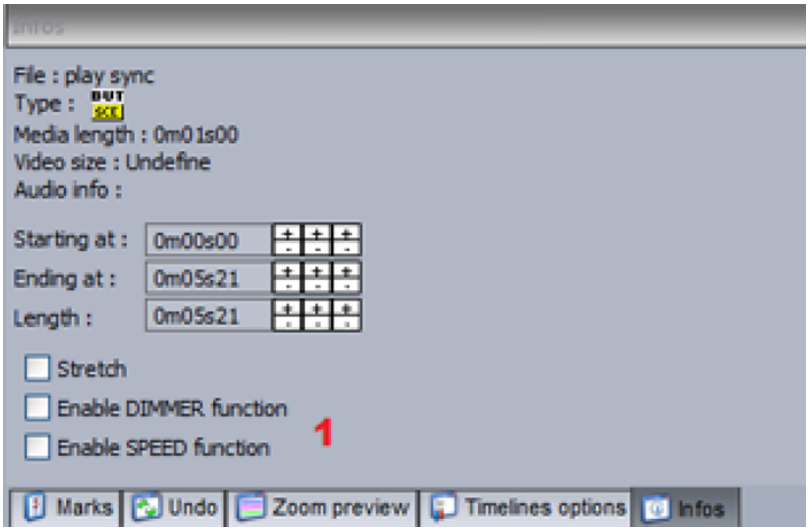


8.4 Other Options

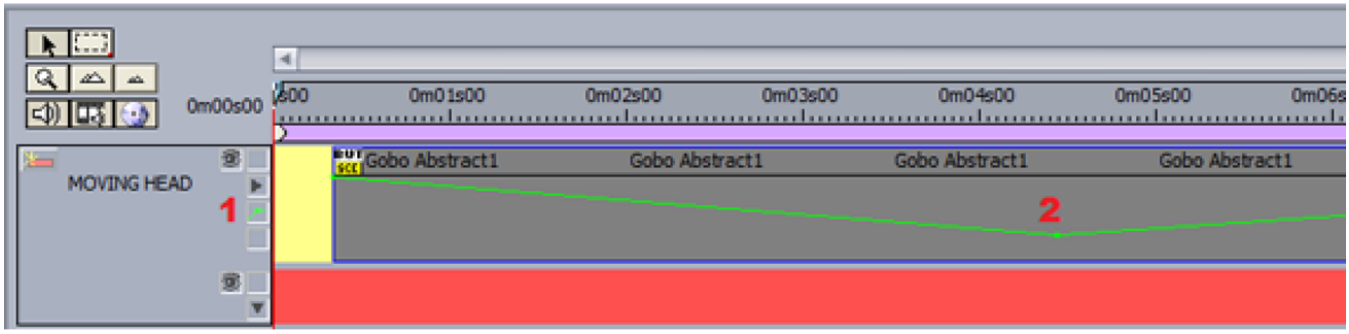
Other options:

- Zoom Preview: This window allows you to easily navigate around the timeline.

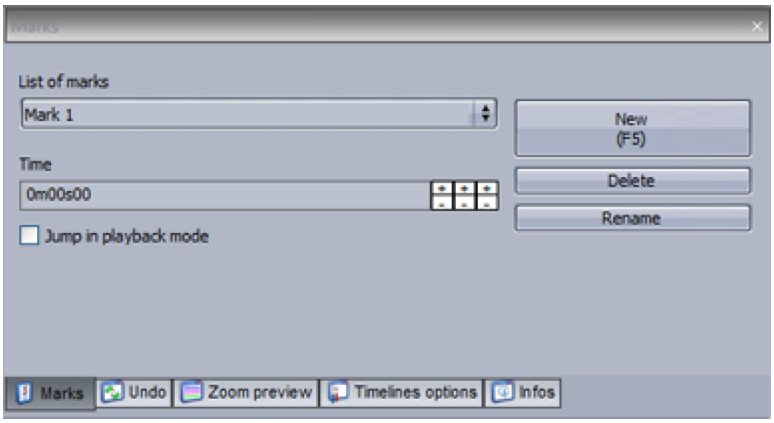
- Undo: This window contains a list of our recent actions, making it very simple to go back if a mistake has been made.
- Infos: This area shows information on the currently selected block. Click here (1) to enable the dimmer and speed functions.



Once the dimmer and speed functions are enabled, click here (1) to edit. To change the brightness of the lighting throughout the scene, draw a line here (2). Additional points can be created by clicking on the line and deleted by selecting and dragging it away from the track.



Marker points can be added to the timeline and used to stop playback. If 'Jump in playback mode' is selected, playback will continue when the marker is reached.

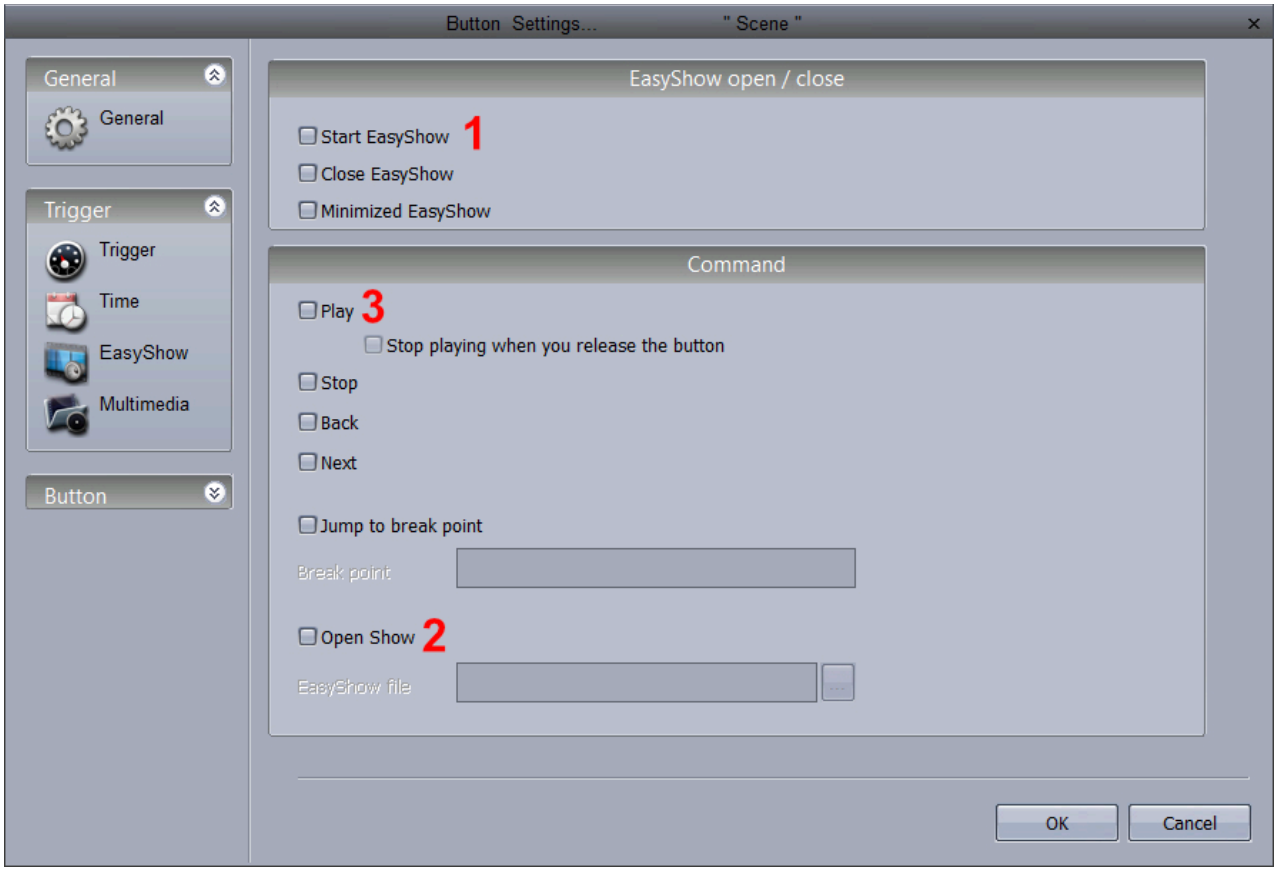


If you are using video, you can view it in full-screen by hitting F1.

8.5 Triggering

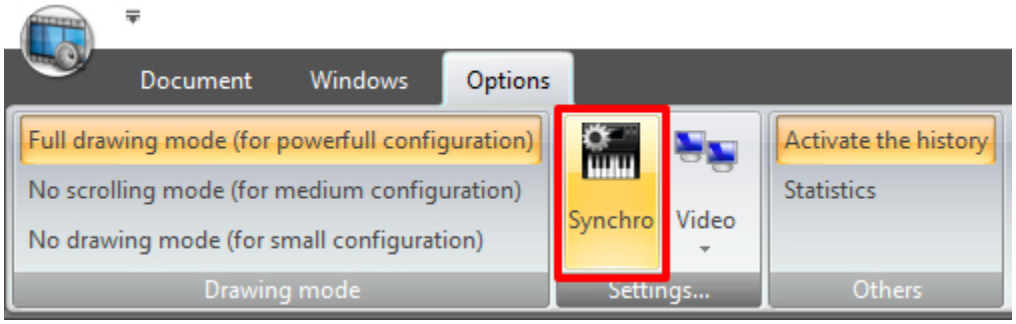
In addition to playback controls in the EasyShow Monitor window, sequences can also be triggered from buttons in Compu Show. Create a new scene or switch and go to the button settings; select EasyShow:

- Clicking here (1) will start EasyShow when the button is selected
- Open a new show here (2)
- Shows can be played here (3)
- Other commands include stopping the show and jumping between markers.



8.6 Synchronization Options

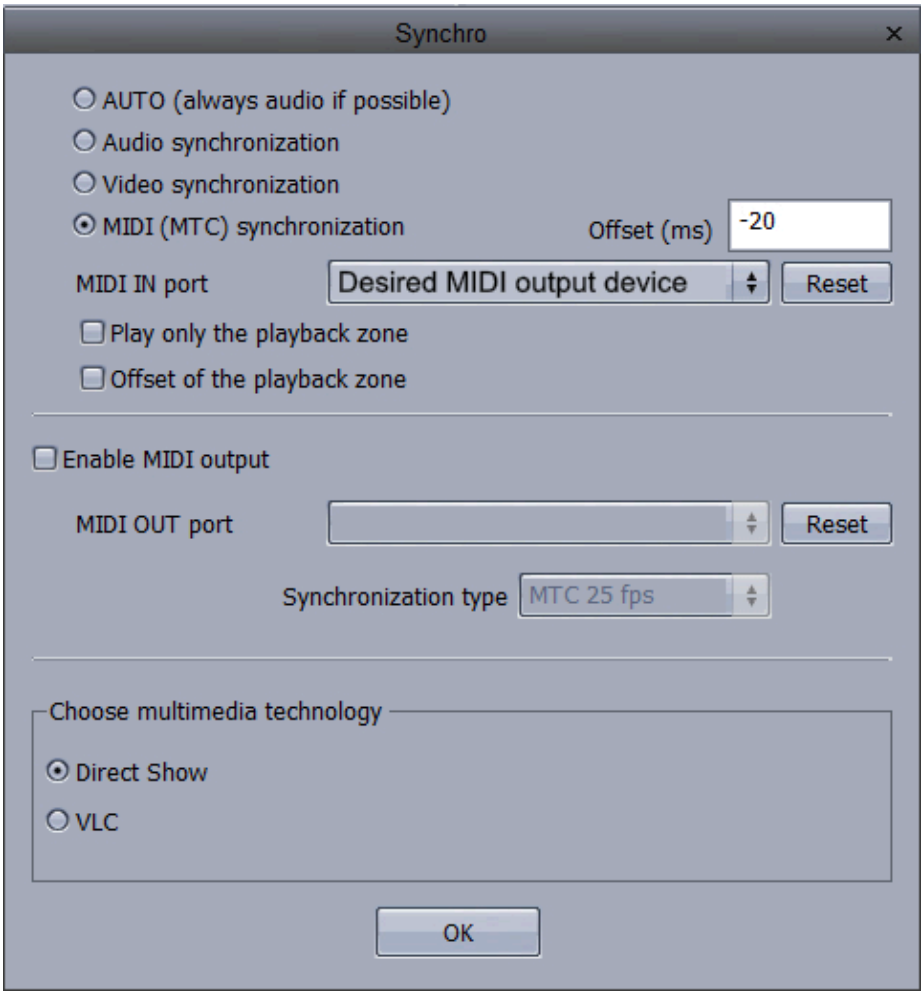
EasyShow has several synchronization options, and the Synchro dialogue can be found here.



A synchronization device can be chosen here:

- Audio: The timeline will always be synchronized with the audio time. If the audio were to skip, that is, if a higher process took place, the timeline would also skip, ensuring that your lighting is always perfectly timed with the audio
- MIDI Time Code: Timelines can be synchronized with MIDI Time Code (MTC); ensure that a MIDI interface has been connected to your computer before opening EasyShow, and an offset can be set if delays are experienced.

Other MIDI Time Code devices can be synchronized from EasyShow. Select 'Enable MIDI output' and select the desired MIDI output device.

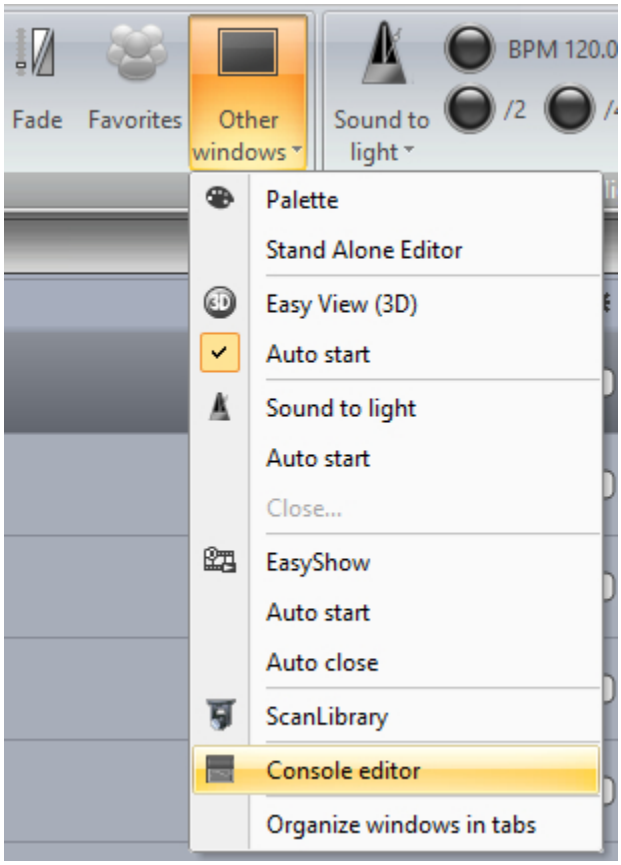


9. OTHER SOFTWARE

9.1 Console Editor

With the console editor, you can create a virtual screen that can be controlled via touchscreen or an iPhone/iPad/Android device using the EasyRemote application. You can also use the console editor to create a graphical representation of your MIDI or DMX controller with moving faders, dials, and buttons. These can then be linked to almost all software features; see the Console topic for more information on loading and mapping a pre-made console.

The console editor can be opened from the External Windows menu.

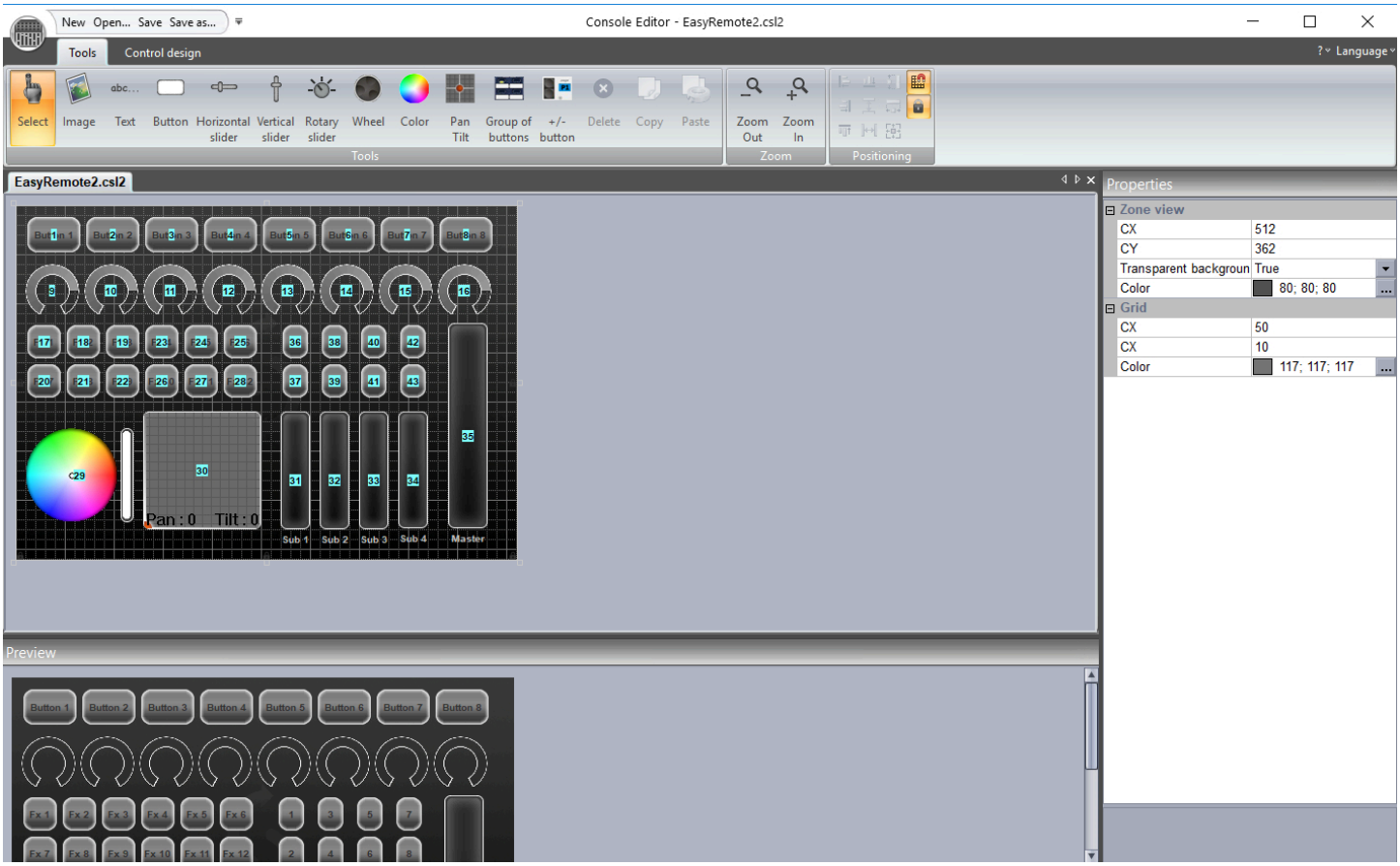


To add a component, select the component from the ribbon and click in the desired place on the console. A list of available components will appear. Click ‘Default’ to insert a component without a skin. Default components work best with EasyRemote consoles because the component skin is stored with the smartphone/tablet application, allowing much quicker load times.

Components can be moved by dragging them; be sure that the lock option is disabled in the top right of the ribbon to do so. To resize an object, drag one of the 8 squares. Holding alt and dragging will change the size of the component zone whilst maintaining the size of the component image. Each component zone can contain an image and some text.

The properties of the selected component appear on the right, which include:

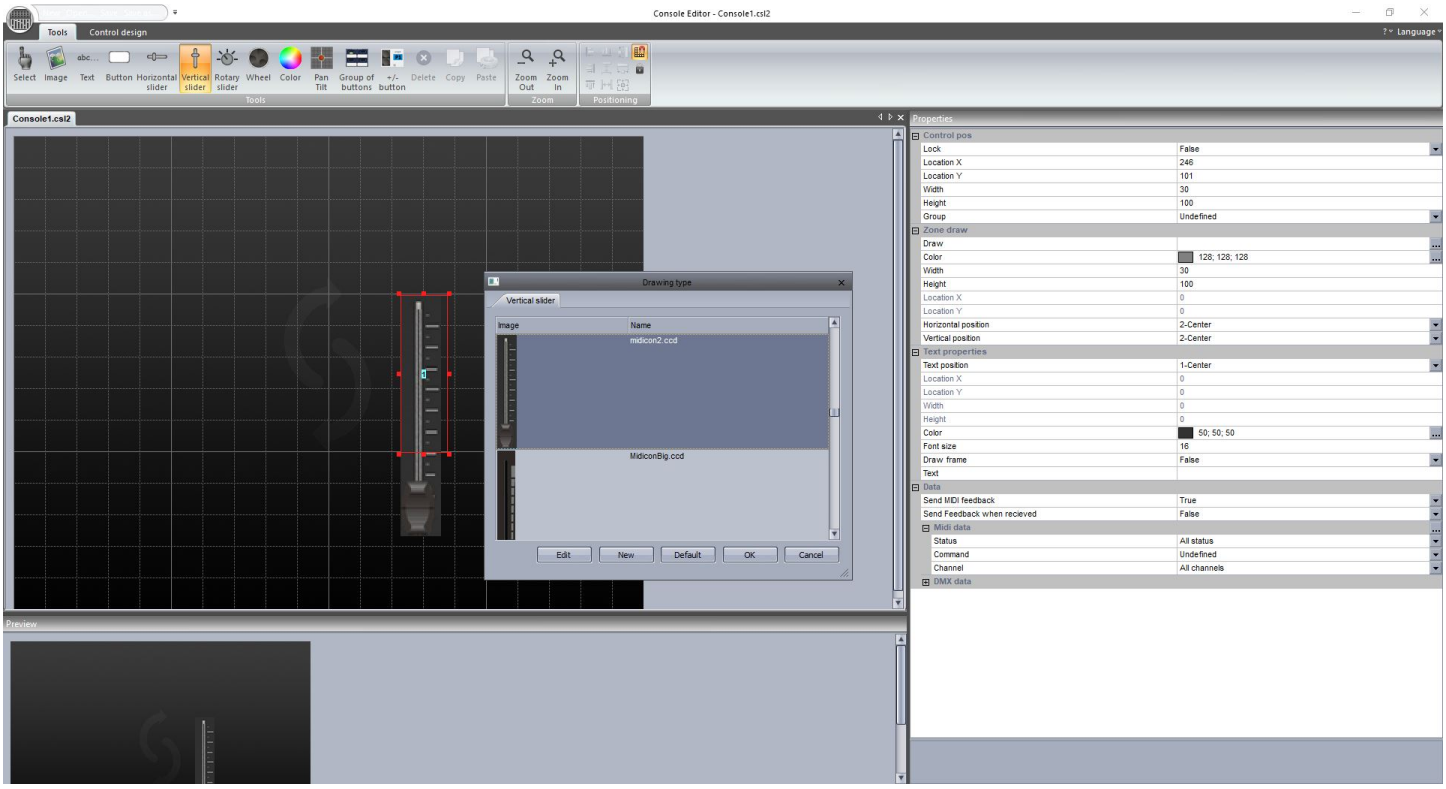
- Position
- Size
- Group: components can be added to a ‘Group’ (or ‘Bank’); a ‘Group of buttons’ or objects can be assigned to the group, which allows for different controls to be mapped to the component depending on the selected group button
- Zone Draw: here you can set the size of the image, the control design used (.ccd file), and the position and alignment of the image within the zone
- Text properties: each zone can contain an image and some text; here you can set the default text, color, font, and alignment within the zone
- Button: default button behavior can be set here such as ‘Flash mode’ (the button is released when you release it with the mouse) and MIDI velocity information.
- Data: this is where MIDI and DMX mapping are made; for iPhone/iPad/Android users, EasyRemote mappings are made automatically.



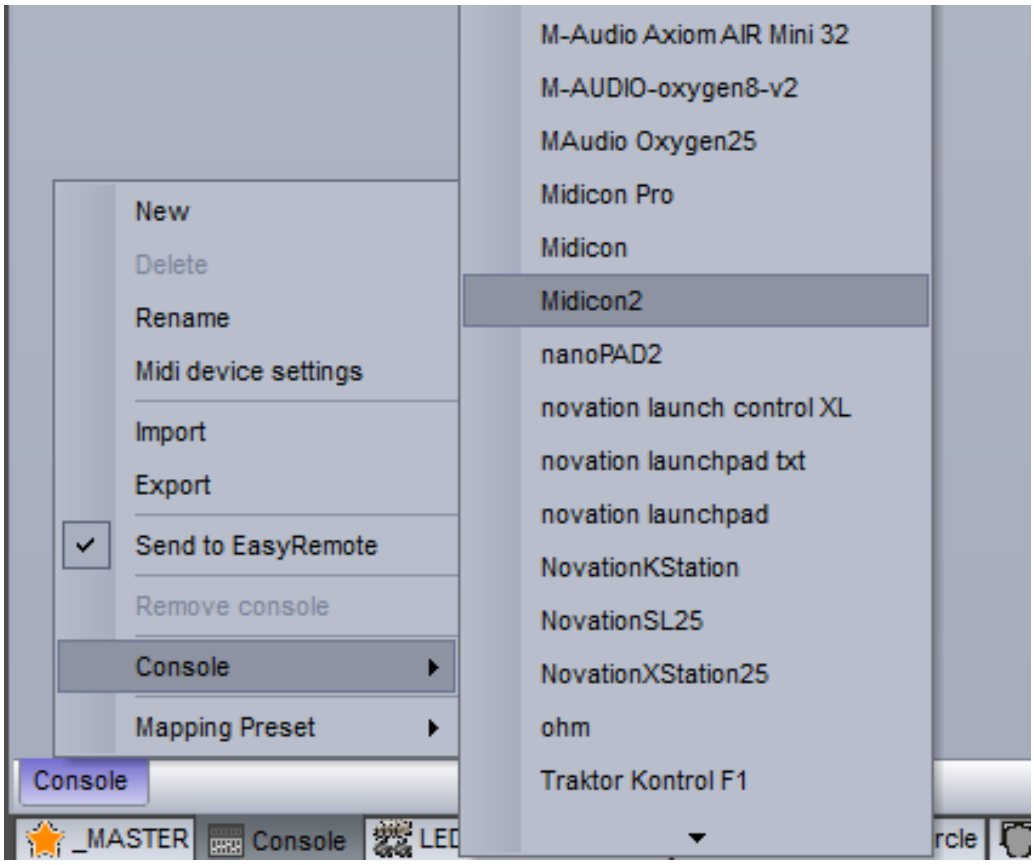
Custom Component Design

We recommend that ‘Default’ component designs are used where possible because these can easily be resized, colored, and can be sent over the network to a smartphone or tablet. However, in some circumstances, it’s useful to design a custom skin for a button, fader, or dial. The CCD designer can be used for building custom components.

To create a custom component:
- Click the ‘Control design’ tab
- Click the ‘New’ button on the ribbon bar, or the ‘Edit’ button to edit an existing CCD file
- Each CCD file can contain 1 of each component; the component type can be selected from the ribbon bar
- The component design appears at the top and a preview of the component appears at the bottom
- The properties can be adjusted on the right such as image, cursor position, cursor image, dial angle, etc.

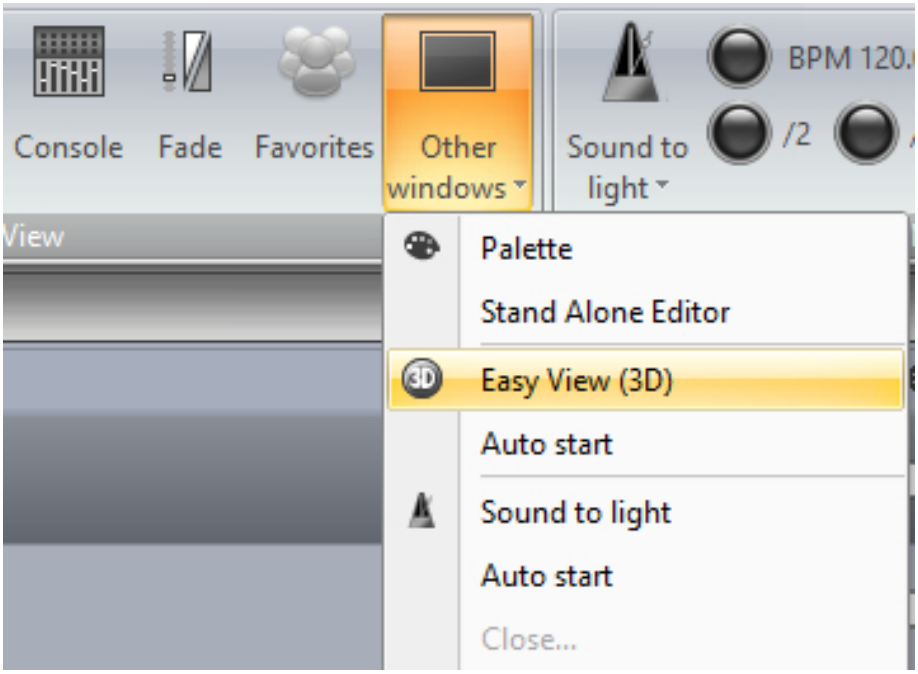


Once your console has been saved, it will appear within the console selection list; see the ‘Console (MIDI, DMX, EasyRemote)’ topic for more information on mapping a console and assigning software commands.

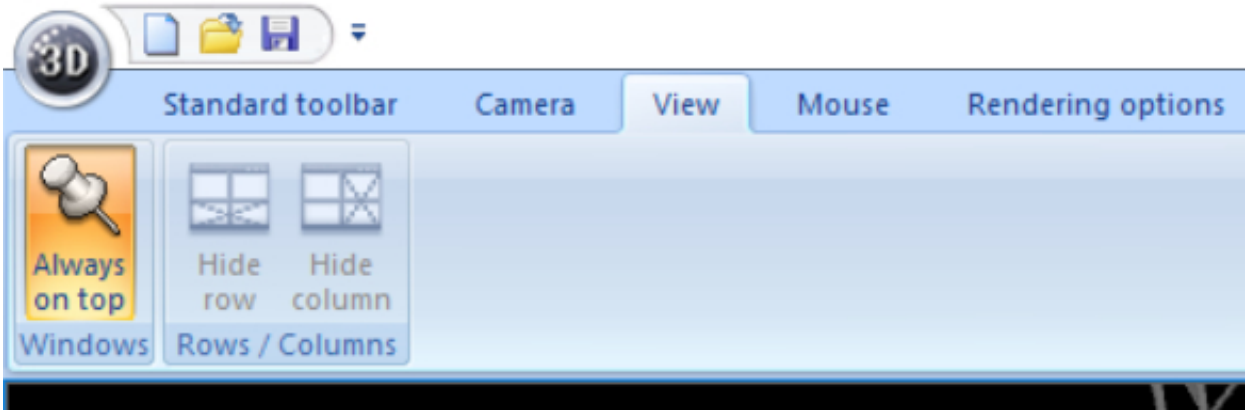


9.2 3D Visualizer

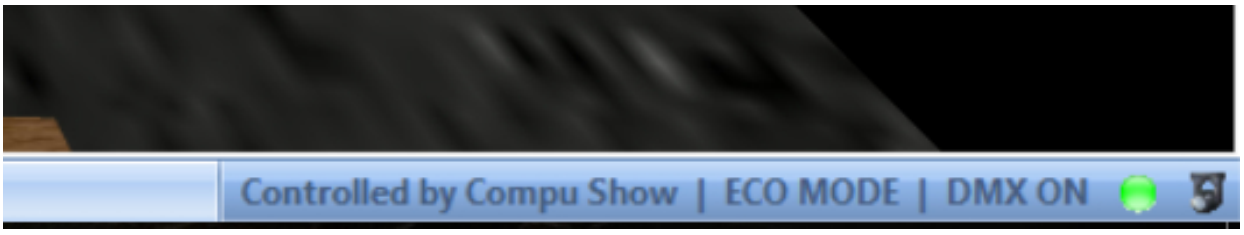
To start the 3D visualizer, select ‘Easy View (3D).’



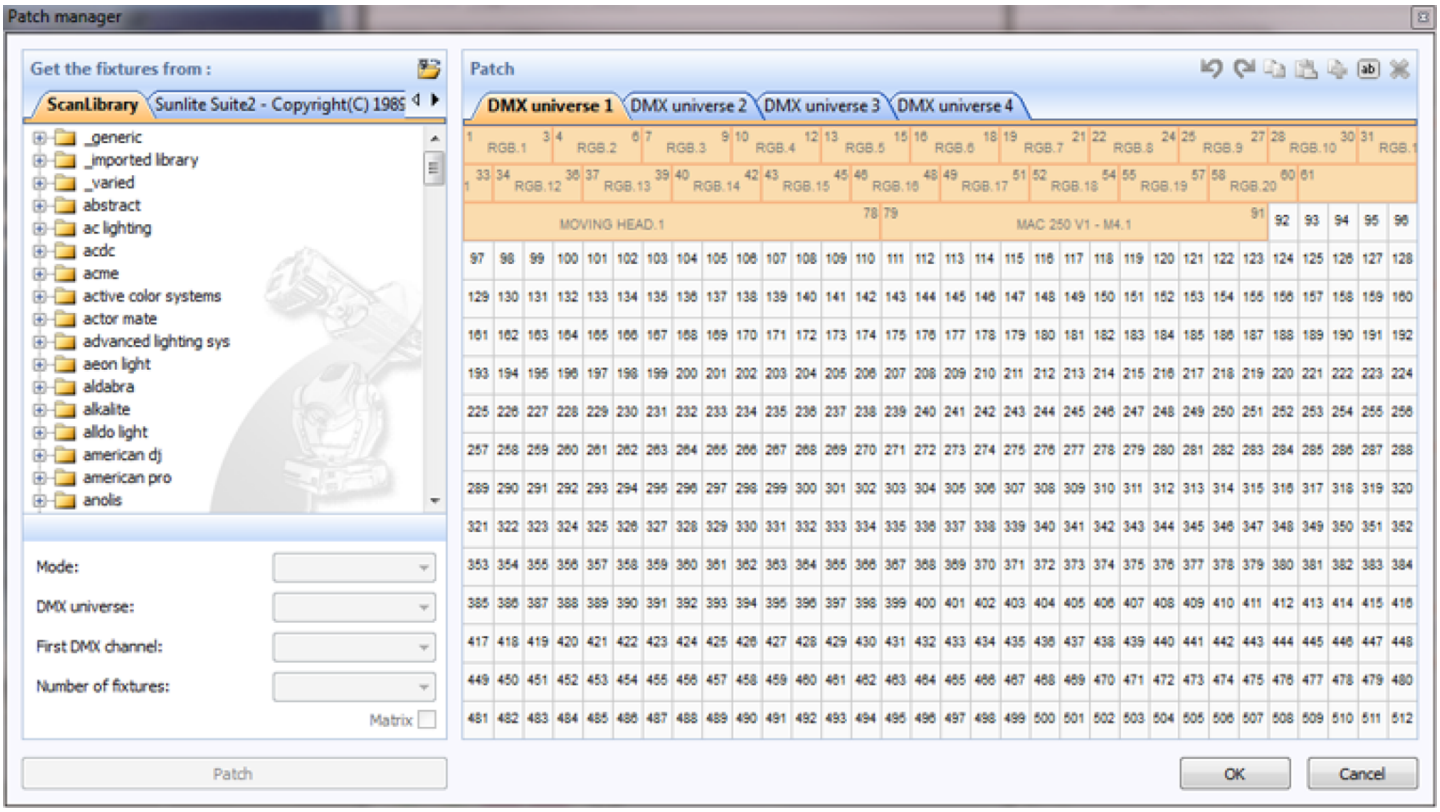
This window will appear on top of all other windows; to disable this feature, select view and click here.



The fixtures in the 3D visualizer will automatically communicate with your fixtures in Compu Show, and ‘Controlled by Compu Show’ is displayed at the bottom.



Sometimes you may have one DMX channel in Compu Show controlling several fixtures, such as with 1 par can channel triggering 4 par cans. In this case, you will need to patch these extra fixtures within the Visualizer.



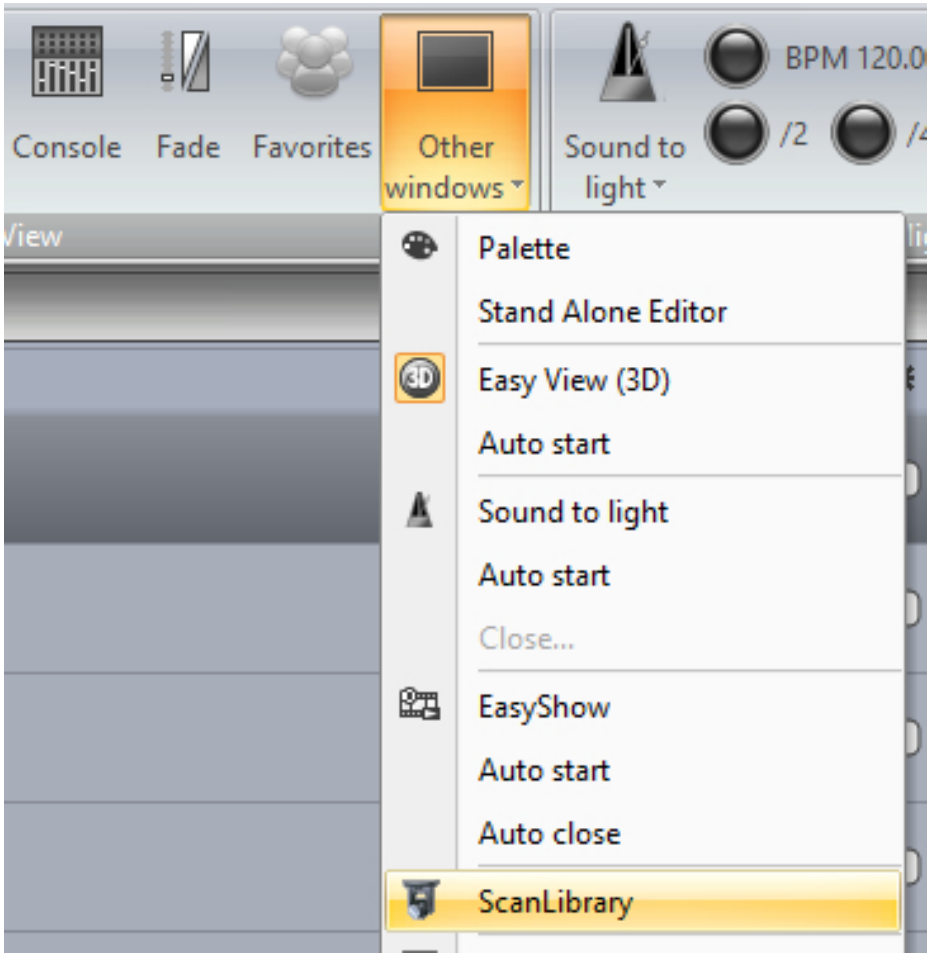
For more information on how to use Easy View, see the Magic 3D Easy View topic.

9.3 Scan Library Editor

Scan Library allows you to create your own fixture profile to use with Compu Show. If you are editing a fixture that is already in use by Compu Show, you will need to restart Compu Show before your changes take effect.

If you want to generate the preprogrammed buttons after modifying a profile, you will need to re-patch the fixtures. The path window can be accessed from the page settings dialogue.

Click here to open the Scan Library Editor.



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