

# User Manual

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**DMX  
CREATOR**  
PC Lighting Controller



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VXCO Lighting Systems  
Switzerland  
Email: [info@dmxcreator.com](mailto:info@dmxcreator.com)  
Homepage: <http://www.dmxcreator.com>

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**REVISIONS:**

Doc. version	Date/Vis:	Software Version	Changes
<b>V1.0</b>	<b>15.10.00 LEB</b>	<b>V5.58</b>	
<b>V1.1</b>	<b>24.04.01 LEB</b>	<b>V5.62</b>	<b>3D Visual Emulator, CMY-RGB,</b>
<b>V1.2</b>	<b>15.08.02 LEB</b>	<b>V5.7x</b>	<b>Update Position Memory, DMX-Off, Panel strcture, Dimmer, Focus</b>
<b>V1.3</b>	<b>15.02.03 LEB</b>	<b>V5.80</b>	<b>General refresh, added Remote control function and other deatils</b>
<b>V1.4</b>	<b>25.08.03 LEB</b>	<b>V5.81</b>	<b>Added DMXCreator512Basic Interfaces</b>
<b>V1.4</b>	<b>02.02.04 LEB</b>	<b>V5.81</b>	<b>Minor changes and corrections</b>
<b>V1.6</b>	<b>21.09.05 LEB</b>	<b>V5.87</b>	<b>Updated to 32 MultuSequence Players, lots of details</b>

## 2 INTRODUCTION

Thank you for choosing the DMXCreator! With this versatile and modern “tool”, the only limit to your light Show is your imagination! For club use, rental facility, or even for architectural lighting, the DMXCreator is the right choice for any number of professional tasks!

Here are some of the main features of the DMXCreator:

- PC-lighting controller for Windows™ based systems
- Suitable for desktop, industrial or notebook personal computers
- Control of fixtures using the DMX512 (1990) interface
- DMX input (only available on **DMXCreator512MK2** and **DMXCreator1024** interfaces) with multiple possibilities for routing, recording or controlling
- Simultaneous control of up to 128 fixtures, with a maximum of 32 DMX512 channels per fixture
- 512 output channels (1 Universe) with the **DMXCreator512Basic** and **DMXCreator512MK2** Interface (LPT)
- 1024 output channels (2 Universes) on the **DMXCreator1024** Interface (USB)
- “Autonome (stand alone) mode” on **DMXCreator512MK2** for usage without a PC
- “3D Visual Emulator” to preview the preprogrammed Show without physically connected fixtures
- Music trigger using the PC's soundcard
- 32 “Multi Sequence Players”
- Graphical Pan/Tilt “Track Editor”

### 2.1 About this manual

We have attempted to lay out this manual as simple as possible. Many functions of the DMXCreator are self explanatory and easy to understand. This manual is meant to introduce you to the world of the DMXCreator, and to convey to you the basic skills to work with this versatile system. Of course, it also takes a certain amount of creativity and fantasy to create an impressive light Show.

We encourage you to read through this manual attentively. For the fastest results, it is a good idea to try out everything on your DMXCreator as we go along. This, of course, is also possible without having the actual interface or fixtures attached to your computer.

All features are described in detail and some of them have visual aids to assist easy learning.

Software features described in this manual will be presented using square brackets.

Eg: [load Show]

### 2.2 Language

The basic language of the DMXCreator software is English. However, if you like to have the main menus in another language, the file **dmxcreator.key** has to be copied into your program directory (for example; c:\program files\dmxcreator). Please note, that it's necessary to restart the DMXCreator software to load the new menu. You can find this file on your product-CD, as well as on the internet:

CD-ROM: Directory ...:\DMXCreator Software\Software\Language patches

On the internet: <http://www.dmxcreator.com/support.htm>

### 3 THE CONCEPT

The DMXCreator control system consists of two components:

1. The PC-software
2. The DMX512 hardware interface

The interface provides the link between your personal computer and the DMX512 compatible fixtures (e.g. scanners, moving heads, foggers, dimmer units etc.)

The DMXCreator software is capable of controlling three different hardware interfaces:

1. The **DMXCreator512MKII** interface: Parallel port interface, 512 channels of output, 512 channels of input, stand alone mode with keyboard control, external power supply



2. The **DMXCreator1024** interface: USB-interface, 1024 channels of output (2 Universes), 512 channels of input, power supplied through USB interface.



3. The **DMXCreator512Basic** interface: USB-interface, 512 channels of output (1 Universe), power supplied through USB interface.



You may connect your DMX512 fixtures directly to the DMX interface. Please use only data cable that is suitable for DMX512 (do not use standard microphone cable!). Please terminate each data line using a 120Ohm resistor connected to the „out“ connector of the last fixture in line.

## 4 INSTALLATION

### 4.1 Verification of package contents

Please verify that you have received all components of the system. In case that something is missing, please contact your DMXCreator dealer immediately.

#### DMXCreator512MKII:

- 1 DMXCreator DMX512 hardware interface (red)
- 1 Centronics cable
- 1 CD-ROM
- 1 Powersupply (AC, 9-12V, 300mA. Polarity is insignificant), may not be included in some countries
- Printed manual

#### DMXCreator1024:

- DMXCreator DMX512 hardware interface (blue)
- USB (A to B) cable 1,8m
- CD-Rom
- Printed manual

#### DMXCreator512Basic:

- DMXCreator DMX512 hardware interface cable
- CD-ROM
- Printed manual

### 4.2 Supported Operating Systems

The operating systems supported are dependent on the DMX512 interface used:

OS	DMXCreator512MK2	DMXCreator 512Basic & 1024
Windows 95b	OK	OK
Windows 98 / SE	OK	OK
Windows ME Millenium	OK	OK
Windows 2000	OK	OK
Windows NT	OK	- (no USB-support)
Windows XP	OK	OK

### **4.3 System Requirements**

PCs are flexible systems, and there are any amounts of possibilities to combine hardware and software. The base for a stable work with the DMXCreator lies in a stable PC system. The DMXCreator software has proven in countless tests that it works without problem on systems using a standard configuration.

The DMXCreator carries out millions of calculations per second, so that virtually all parameters are rendered parallel and in real-time. The CPU load is mainly dependent on the following criteria:

- Number of occupied DMX512 channels
- 3D Visual emulator in use or not
- Single or Multi Sequence use
- DMX input enabled / disabled
- Audio trigger with low-pass filter enabled / disabled

Here a few tips on how to increase the stability of your PC:

1. Do not run other applications simultaneously to DMXCreator
2. Disable any Windows power save function!
3. Un-install interfering printer drivers or printer management software (only **DMXCreator512MK2**)
4. Connect the interface directly to the PC whenever possible. Avoid intermediate devices like Zip drives on the parallel port (**DMXCreator512MK2**), or USB Hubs (**DMXCreator512Basic & 1024**).

Besides having the right operating system, and free ports for your interface, please be advised of the following absolute minimum system requirements:

- IBM compatible PC
- Minimum Pentium CPU/ 100 Mhz
- 32 MB RAM
- VGA graphics card with SVGA resolution (800 X 600, 256 colors)
- 10 MB available hard disk space
- CD-ROM drive (for installation)
- Mouse

Recommended system requirements for full use of all features:

- Minimum Pentium III CPU/ 1Ghz
- 128 MB RAM
- Fast graphics card with XGA resolution (1024 X 768 with 16 Bit color depth)
- Sound-Blaster compatible soundcard with MIDI-Interface

## **4.4 Installation of Software on Windows 95b/98/ME**

The next step is to install the DMXCreator software. Close all running applications on your PC. **Please make sure, that the DMXCreator Hardware interface is not connected to the PC right now.**

1. Start up your computer
2. Insert the shipped product CD into the CD-Rom drive
3. Wait until the CD-Menu appears. (If no menu appears after 20seconds, change to your CD-Rom drive and click on "Menu.exe")
4. Choose "Install DMXCreator Software Vx.xx"
5. Setup will guide you through the installation process
6. After installation shutdown the computer
7. Follow chapter 4.5 "Hardware Installation"

Once DMXCreator is installed, you can start it by clicking on the DMXCreator icon located in the programs folder of the Windows start menu.

It's possible that there are multiple software versions on your CD-Rom. The additional versions are usually Beta-versions, which means that they are recent software updates that are not yet completely tested and released. These versions usually run without complications. Should you encounter any problems with these software versions, we encourage you to report them to us, so that we can remove them for you and our other customers.

**If you are updating the DMXCreator software to a newer version, please de-install the old version first!**

You can also find new software versions on our website at <http://www.dmxcreator.com>

## **4.5 Hardware Installation**

The software is able to work with the following hardware interfaces from VXCO Lighting Systems only:

### **DMXCreator512Basic:**

1. Plug the USB Interface cable into the free USB (1.1 or 2.0) connector of your PC.
2. Start the PC. Windows will now automatically detect a new USB device and installs the necessary drivers.

If Windows is not able to find the USB drivers, point it to the following directory:

C:\Program Files\Dmxcreator\driver

or the "driver" directory on the product CD-Rom

### **DMXCreator512MK2:**

1. Plug the shipped Centronics cable to the DMX512 interface
2. Plug the other side of the cable to the free printer connector of your computer (LPT)
3. Connect the power supply to mains
4. Plug the power supply connector to the DMX512 interface (If your interface is equipped with a black latch near the AC/DC connector, you may pull the power wire through the latch to prevent unwanted "pull off's")
5. During work, the LED does Shows the beat detection trigger of the internal microphone circuit. This is used in stand alone mode only.

**Note: Be sure that the printer port mode of your PC is set to bidirectional EPP / ECP mode. You can check and change this in the Bios setup of your PC (at boot time). If your Printer port mode is not in this mode, you may encounter problems if using the DMX-input or downloading a Show into the interface box for stand alone mode.**

**DMXCreator1024:**

1. Plug the USB cable to the DMX512 Interface
2. Plug the other side of the cable to the free USB connector of your PC
3. Start the PC. Windows will now automatically detect a new USB device and installs the necessary drivers.

If Windows is not able to find the USB drivers, point it to the following directory:

C:\Program Files\Dmxcreator\driver

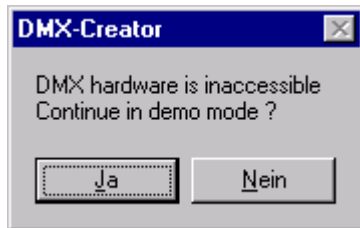
or the “driver” directory on the product CD-rom

# 5 WORKING WITH THE DMXCREATOR

## 5.1 Starting the software

Up on initiating the software, it will first test the link to the DMX512 interface.

If the following message appears:



- It's possible that there is no DMX512 hardware interface connected to the PC right now. Press "Yes" to start the program in demo mode.
- It's possible that there is a problem with the connection to the DMX512 interface, or that the power supply (DMXCreator512MK2 only) is not connected. Verify all cable connections.
- It's possible that the software is not configured for the connected DMX512 interface. Press "Yes" to start the software, and then configure the interface correctly (see chapter 5.2).



There are four options in the initial menu:

- New Show -create a new Show
- Last Show -load the most recent Show used
- Load Show -load a saved Show
- Panel Designer -see chapter "[The Panel Designer](#)"

Choose "new Show" to define your new Show, or choose "load Show", if you have already programmed a Show. You can also load a pre-installed sample Show. For first start, we recommend to load the provided sample Show.

## 5.2 Configuration of Interface within the Software

It is now necessary to tell the software which DMX512 interface you are using. You only have to do this once, if you are planning on using only one kind of interface (e.g. always using [DMXCreator1024](#)). The default interface setting after installation is "USB".

Once you have reached the main window of the DMXCreator software, please follow these steps:

1. Open the "settings" menu
2. Click on "sync and hardware"
3. Click on "hardware"
4. Choose USB, if you are using the [DMXCreator512Basic](#) or the [DMXCreator1024](#) interface
5. Choose LPT if you are using the [DMXCreator512MK2](#).
6. Click on the "Test" button
7. If the connection is properly established, a message will appear, including the Interface type, and the firmware version. You are now ready to program your first Show!
8. If the connection is not established properly, the following message will appear:

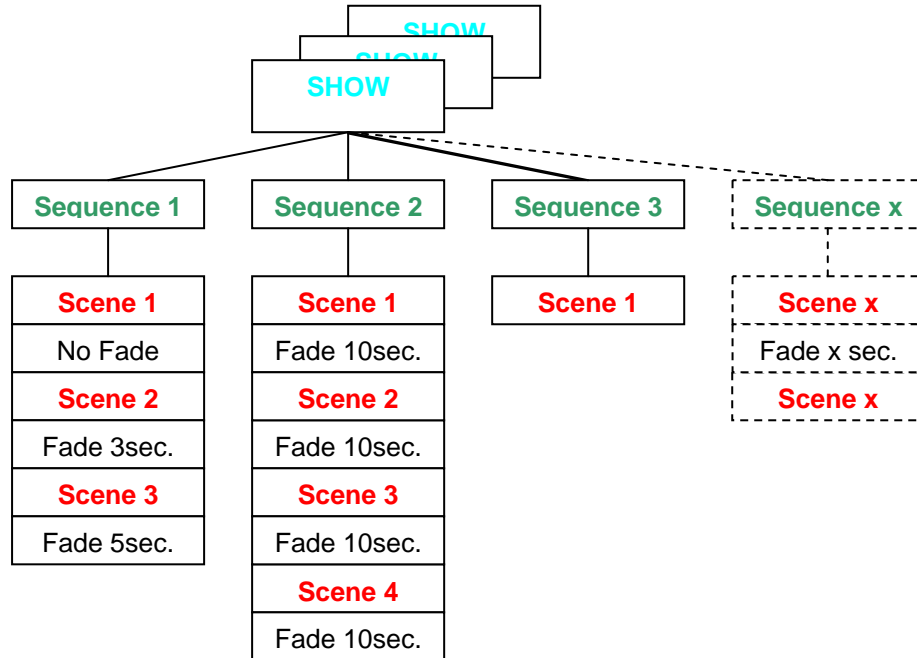


Possible problems:

- The DMX512 interface is not properly connected. Verify alle cable connections.
- The power supply is not turned on ([DMXCreator512MK2](#) only)
- If there is a hardware version i.5 Shown, the printer port is not set to "bidirectional mode"

## 6 THE SOFTWARE STRUCTURE

The software has the following structure for Shows



Each Show consists out of one or more Sequences. Each Sequence consists out of one or more Scenes, that may or may not Fade in to each other.

### 6.1 Show

The pool of programmed Sequences is called a "Show". Show can be saved as files, and include all other components like the DMX-setup, Sequences, Scenes, Cues, Play Lists, emulator settings etc.

The following items are not stored into a Show file:

- The plan image (background picture). Only the file location on your disc will be saved.
- The fixture panel files

### 6.2 Sequence

A Sequence can consist of single, or multiple connected Scenes. Each Show can have a maximum of 16'384 Scenes.

### 6.3 Scene

A Scene is the lowest or most basic entity of a Show. Scenes are the entered variable values of all fixtures connected at a given time. A Sequence is built out of one or more Scenes. The maximum number of Scenes per Sequence is 16'384. You may define an individual Fade time for each Scene.

## 6.4 MultiSequence

With the DMXCreator, it is possible to run up to 32 Sequences at one time. This is helpful, among other applications if you:

- wish to control different fixture groups independent of each other (i.e. Scanners group / Statics / Moving heads group)
- wish to combine Sequences that only have “pan movement” with Sequences that only have “color change” for example
- wish to run pan-tilt movement and color change at different rates, or with differing trigger sources

## 6.5 Cue

A selection of Sequences from the “Multi Sequence Player” can be saved and called up as Cue. Cues can be stored and recalled from the “Cue List”

## 6.6 The Master-Mode

The “Master Mode” plays an important role within the DMXCreator. It has two different functions:

1. Stop Mode function (Sequence is not running, Stop button is pressed)

In this mode, you can control single or multiple fixtures simultaneously by holding the “Ctrl” key on the keyboard, and then clicking on the fixture icon. The text base of the icon at this point turns from green to red. If different fixture types are selected simultaneously, it is possible to change to and from the different types. All changes made in the fixture panels are saved in the given Scene instantly.

You can turn the Master mode off by clicking the “Master Off” button on the menu bar (may be set on Hot-Key too).

2. Play Mode function (Sequence is running, play button is pressed)

When in used in play mode, the fixtures selected to the Master are excluded from the running Sequence. Like this, they could be used for follow-spot functions, for example. All changes made in the fixture panels are temporary, and are not saved. When the Master Mode is disengaged, the fixtures return to the running Sequence.

Quick selection of multiple fixtures, as well as further Master- options are possible by using the “Group Function” → see also “The Fixture-Group Window”

### 6.6.1 The different Master Modes

If you exclude one or more fixtures from the Show they will stop playing the current Sequence and are available for full manual control. If you don't like to exclude all functions of the selected fixtures, you may choose one of the available Master Modes

Non-excluded functions of fixtures in Master will continue to play the current Show

[Full Master]	All fixture functions are excluded from the Show (standard Master)
[Color Only]	Only the color functions (color wheels, CMY systems) of the fixtures are excluded from the Show
[Ex Pan/Tilt]	All functions except pan/tilt are excluded from the Show
[Pan/Tilt only]	Only Pan/Tilt of the selected fixtures is excluded from the Show
[User Red Master]	User may define channels that should be excluded
[Master Group off]	Release the Master (all Master fixtures will be deselected)

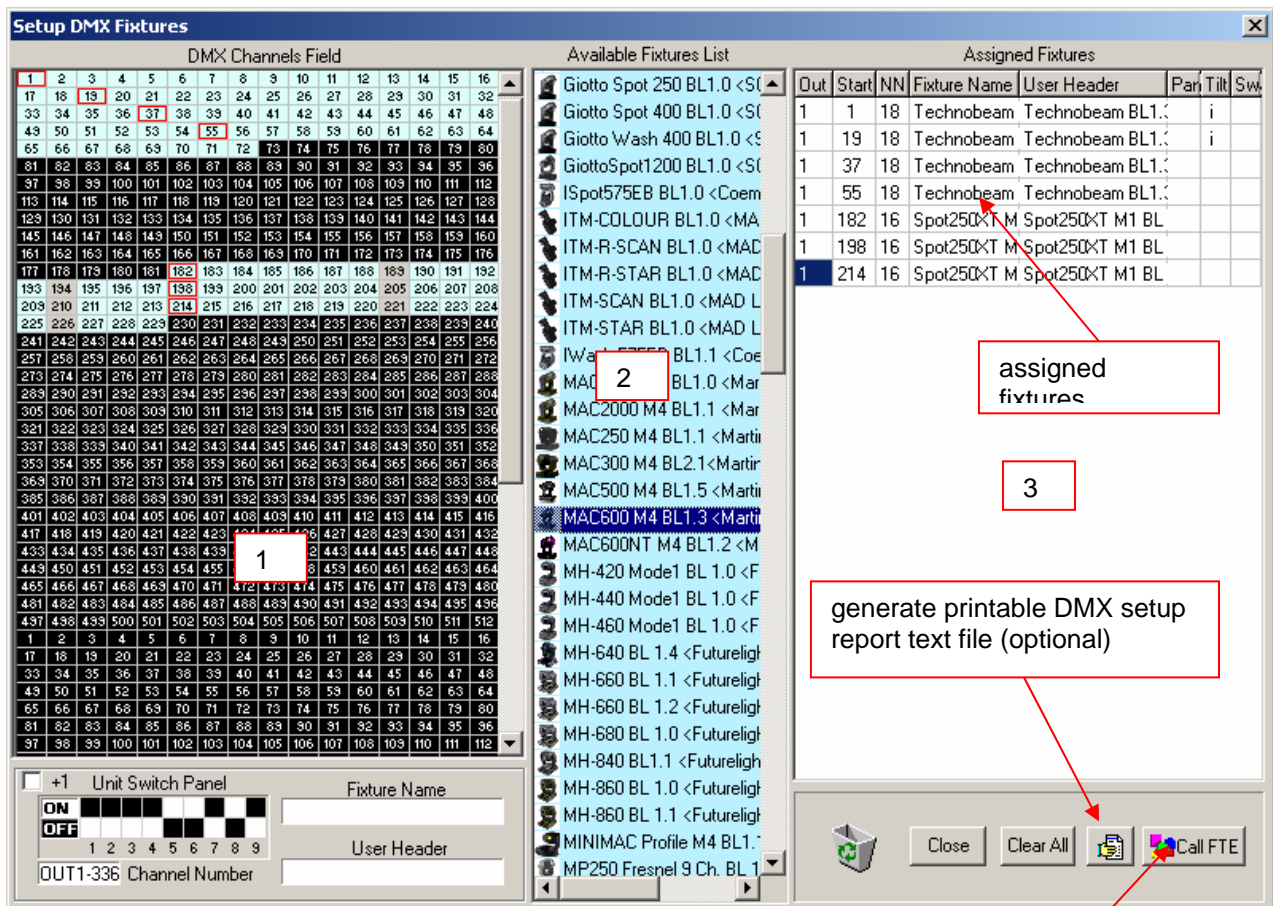
Note: The Master Mode has to be chosen before selecting the fixtures into Master. It's not possible to change the current Master Mode while fixtures are selected in Master.

→ Check also chapter 9.7 "The [Fixtures] menu"

# 7 DMX-SETUP

To create a new Show from beginning, the connected DMX fixtures must first be defined and addressed.

- Start the DMXCreator software
- Choose [New Show]
- The following window will appear:



The window is divided into three parts:

1. The DMX address field. Here you will find a visual representation of 1024 channels (2 universes). The second universe is only available for output if you use the [DMXCreator1024](#) hardware interface
2. The fixtures-pool. This is a list of all currently installed fixture panels. This set of panels can be arbitrarily modified by copying the desired panel files (with .dsp ending) into the corresponding directory, or by erasing them.

Directory: c:\program files\dmxcreator\devices

The new fixture panels will be available for addressing after restarting the DMXCreator software.

Any number of fixture panels are available on the product CD-ROM, or on our website at <http://www.dmxcreator.com>

Should you not be able to find the panel corresponding to your fixture, please contact us at [info@dmxcreator.com](mailto:info@dmxcreator.com), and we will happily assist your needs.

If you wish to generate your own panels please refer to the chapter called "[The Panel Designer](#)".

3. The setup field. Here you see the following information:

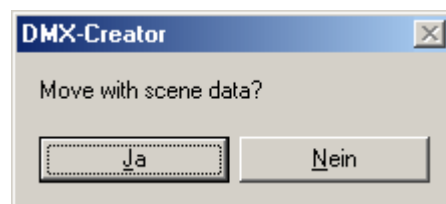
- Patched DMX output of the interface → OUT
- The DMX-starting address of the assigned fixtures → START (this number has to be set on the corresponding fixture)
- Amount of DMX-channels occupied by this fixture → NN
- The fixture type → FIXTURE NAME
- Your designated heading for fixtures within the Show → USER HEADER (e.g. MAC600 down stage right)
- Pan inversion → PAN - This means the pan movement becomes reversed. Indicated by "1" while active. This setting may be changed at any time. It has no relation to the values of a programmed Show
- Tilt inversion → TILT - This means the tilt movement becomes reversed. Indicated by "1" while active. This setting may be changed at any time. It has no relation to the values of a programmed Show
- Pan-Tilt-Swap → SWAP, this means the pan and tilt channels are exchanged. This setting may be changed at any time. It has no relation to the values of a programmed Show

To add a fixture to your Show, there are two possibilities:

1. Choose your fixture within the fixture pool. Click and hold down the left mouse button on it. Now you can drag the the icon to a free starting address on the DMX address field.
2. Double click on the desired fixture within the fixture field, and it will appear at the next available starting address on the left-hand field.

## **7.1 Changing the DMX Start Address**

After placing the fixtures in the DMX address field, you can move it within the field using the mouse. If you do this in a complete Show, the following window will appear:



- Confirm by clicking on "YES", and the programmed data for this fixture will be moved to the new starting address as well.
- If you click "NO", the data for the fixture will be deleted.

## **7.2 Removing fixtures from a Show**

Fixtures can be removed from the Show setup in two ways

1. Point and drag the fixture you wish to remove using the left-hand mouse button from the starting address field, or from the setup field on the right hand side and place it in the trash can located on the bottom right-hand side of the screen.
2. Point to the fixture with the mouse cursor, either in the left-hand field, or on the right-hand setup field, click the right button, and choose "remove fixture"

### **7.3 Setting of DMX-address on the fixtures**

Please refer to the user manual of the fixture you wish to control, in order to find out how to set its DMX starting address. If this is done using a DIP-Switch within the DMX512 standard, you can use the graphical image at the bottom left as help.

Below the „DMX Channels Field“ you will see the graphical dip switch setting for some kind of fixtures. If you move the mouse pointer to the desired starting address for a fixture (into the address field) you will see the correct switch setting for this address. Please note, that some manufacturers use a different kind of coding (like High End Systems) and subtract 1 from the address value to set. In this case you may uncheck the „+1“ option below.

### **7.4 Deleting the entire setup**

If you want to delete an existing setup, please click on the button at the bottom right of your screen called „Clear All“

### **7.5 Creating a printable DMX-setup report**

In order to facilitate the addressing of the fixtures, you can generate a printable text file of the entire DMX setup. Press the button on the lower right hand side called „create list“, and a window will appear with all specifications. You can now print or save this file in .txt format.

### **7.6 Opening the Panel Designer**

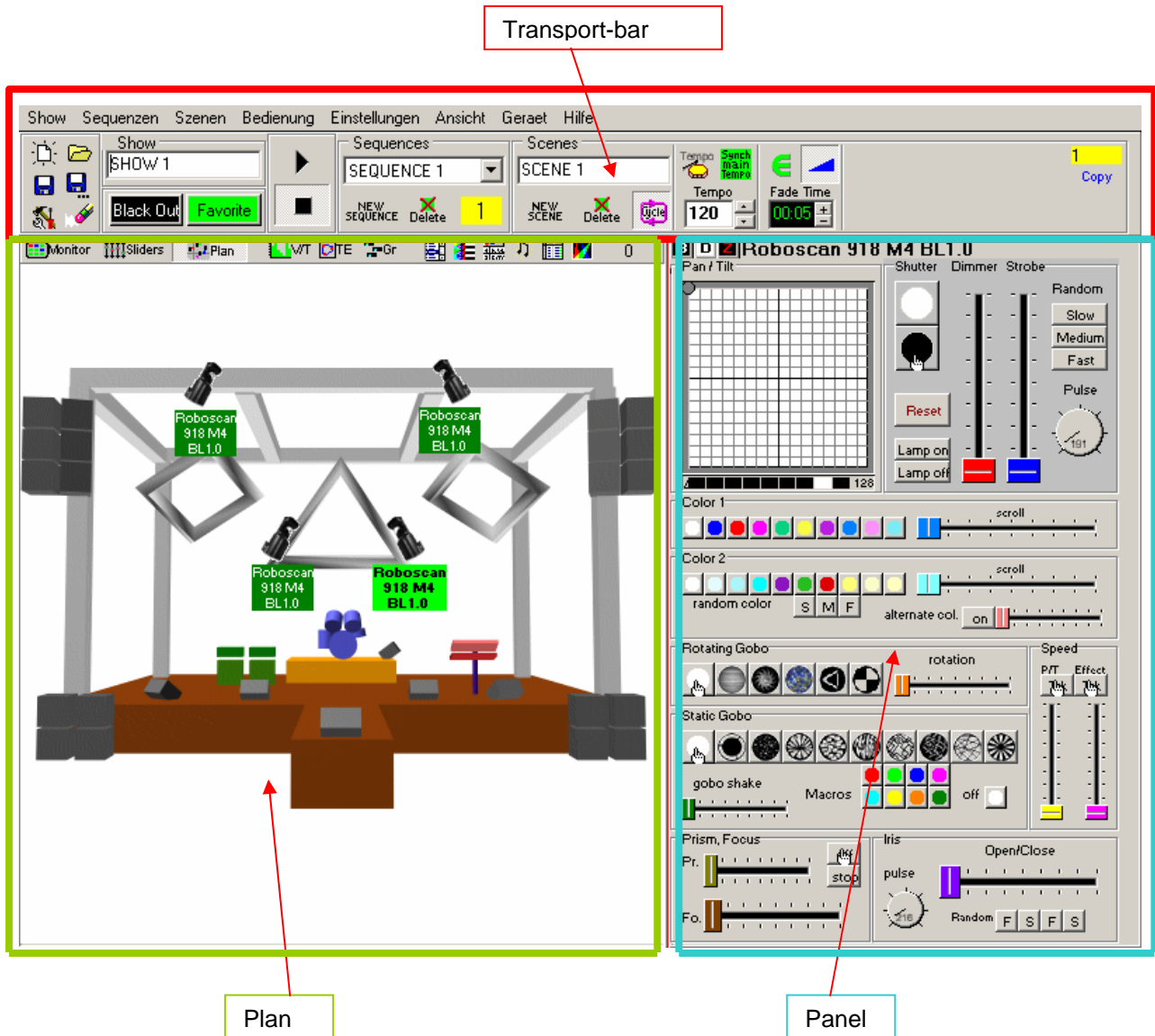
By pressing the button that is located farthest in the lower right hand corner, the „Panel Designer“ will open. For more information on this feature please read the chapter [„The Panel Designer“](#) in this manual.

### **7.7 Exit the DMX-setup**

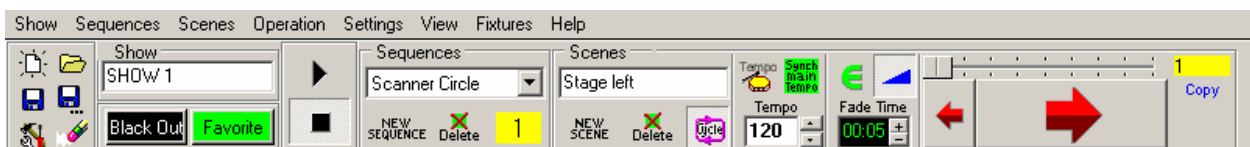
Click the „Close“ button in order to leave the DMX-Setup. You will now be taken to the working surface

## 8 WORKING SURFACE

The main window is where you will “create” your Show. It consists out of three main areas

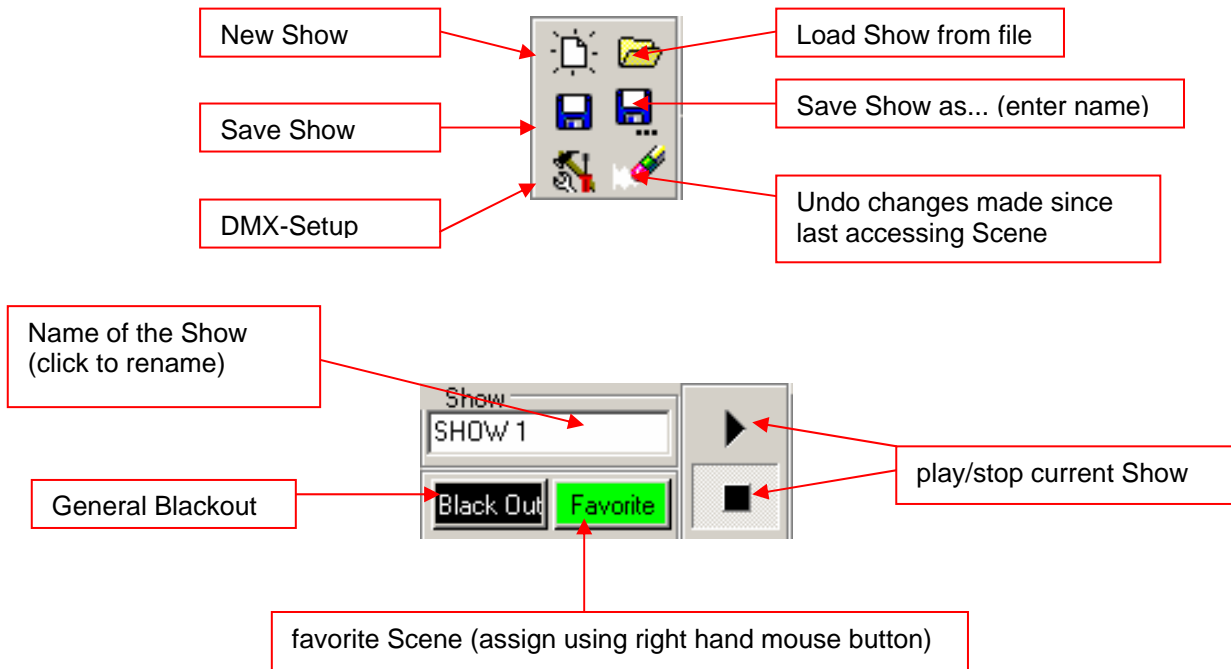


### 8.1 Transport-bar



The Transport-bar field is the main control window for Scenes and Sequences.

### 8.1.1 Elements in detail



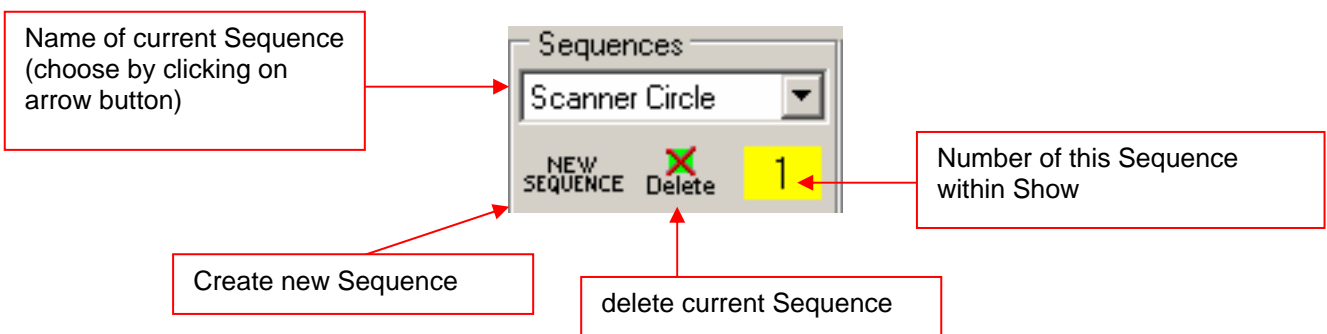
Effective as of version V5.68, this field will include an additional function that will enable you to turn on and off the DMX output. By pressing this button, the current Scene becomes frozen. The DMX output remains off, until the button is pressed again. This function is also called "preview" or "blind" sometimes.

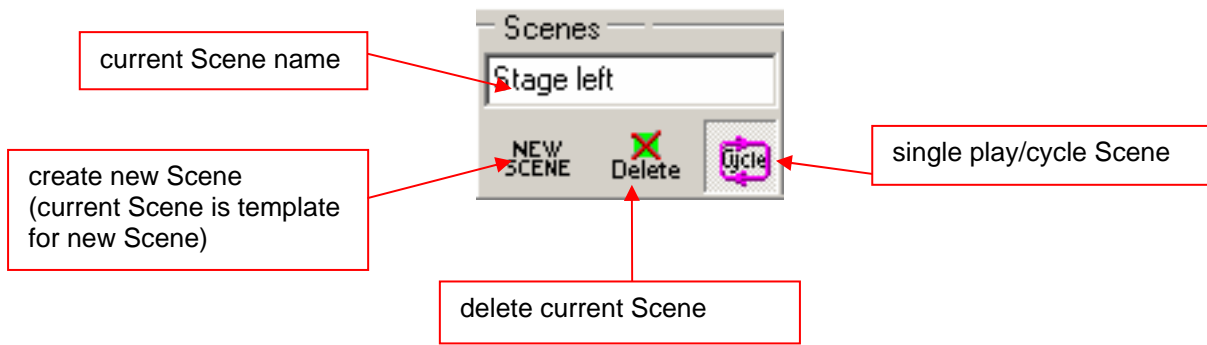


Switch on/off the DMX output



Switch on/off the DMX input

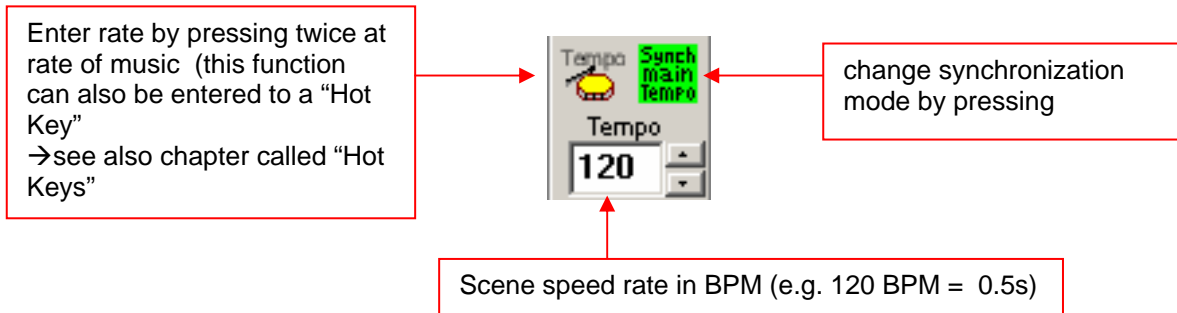




### 8.1.2 The Trigger Modes

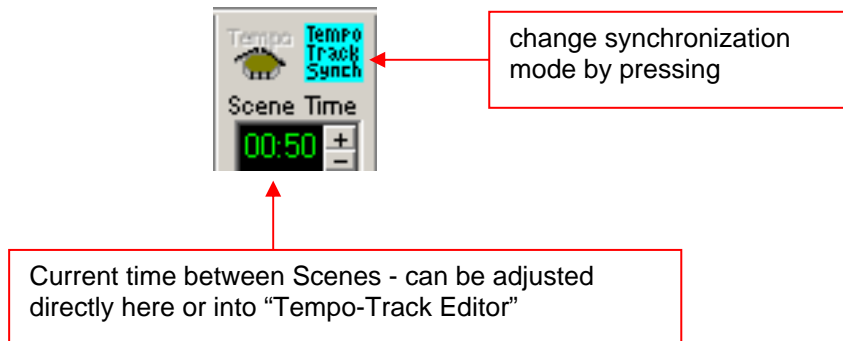
Within each Sequence, the way of synchronization can be chosen individual. There are 4 different trigger modes available:

1. **Main Tempo Trigger** (green field)



The time from Scene to Scene is constant while in Main Tempo Trigger.

2. **The Tempo-Track Rate** (blue field)



The time between Scenes can be varied from Scene to Scene using Tempo-Track Mode. → See also "The V/T Editor"

1. **The Music-Trigger Rate** (yellow field)



change synchronization mode by pressing

In this mode, a Sequence can be triggered using an external music signal. This feature requires a sound card in your PC

To find out how to activate the external trigger, please refer to the chapter called → “Menu”

Starting with the software version V5.68, there will be a fourth trigger mode implemented:

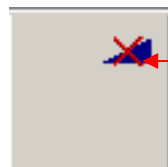
2. **Manual-Trigger Mode** (pink mode)

Using this feature, you can trig manually on the drum symbol to get from one Scene to the next. If you use a Fade between Scenes, the Fade will executed first.

**8.1.3 The Fade-Modes**

In order to program smooth transitions between Scenes, the DMXCreator software offers four different Fade-Modes:

- 1. **No Fading.** The transition from Scene to Scene is not smooth. The DMX-values switch immediately from Scene to Scene at each trigger. You can activate/deactivate fading by pressing the symbol Shown below:



Fading on/off

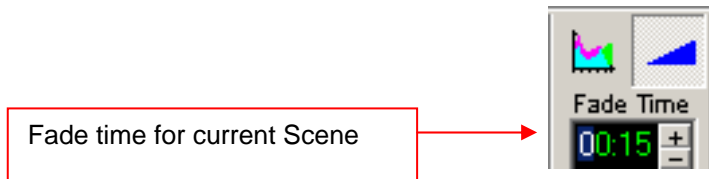
- 2. **Equal Fade time for all Scenes.** Using this mode, the Fade time for all Scenes in a given Sequence is equal. The Fade time can be adjusted by pressing the plus- or minus-buttons, or by entering the desired Fade time directly in to the display.

Fade-Mode symbol

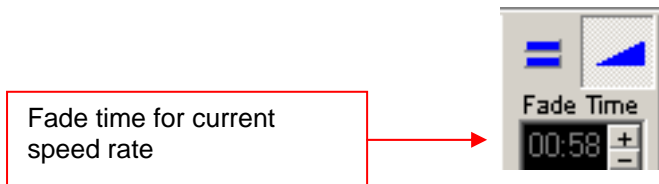
Fade time for all Scenes



3. **Fade-Track Time.** In this mode, the Fade time can be adjusted for each Scene individually, using the "V/T-EDITOR". This can also be done by using the plus- and minus-buttons, or by entering the desired value directly into the display



4. **Fade time equal Scene time.** In this mode, the entered Scene time (trigger) equals the Fade time. With this mode, you can create smooth, seamless Pan/Tilt movements (e.g. Circles).



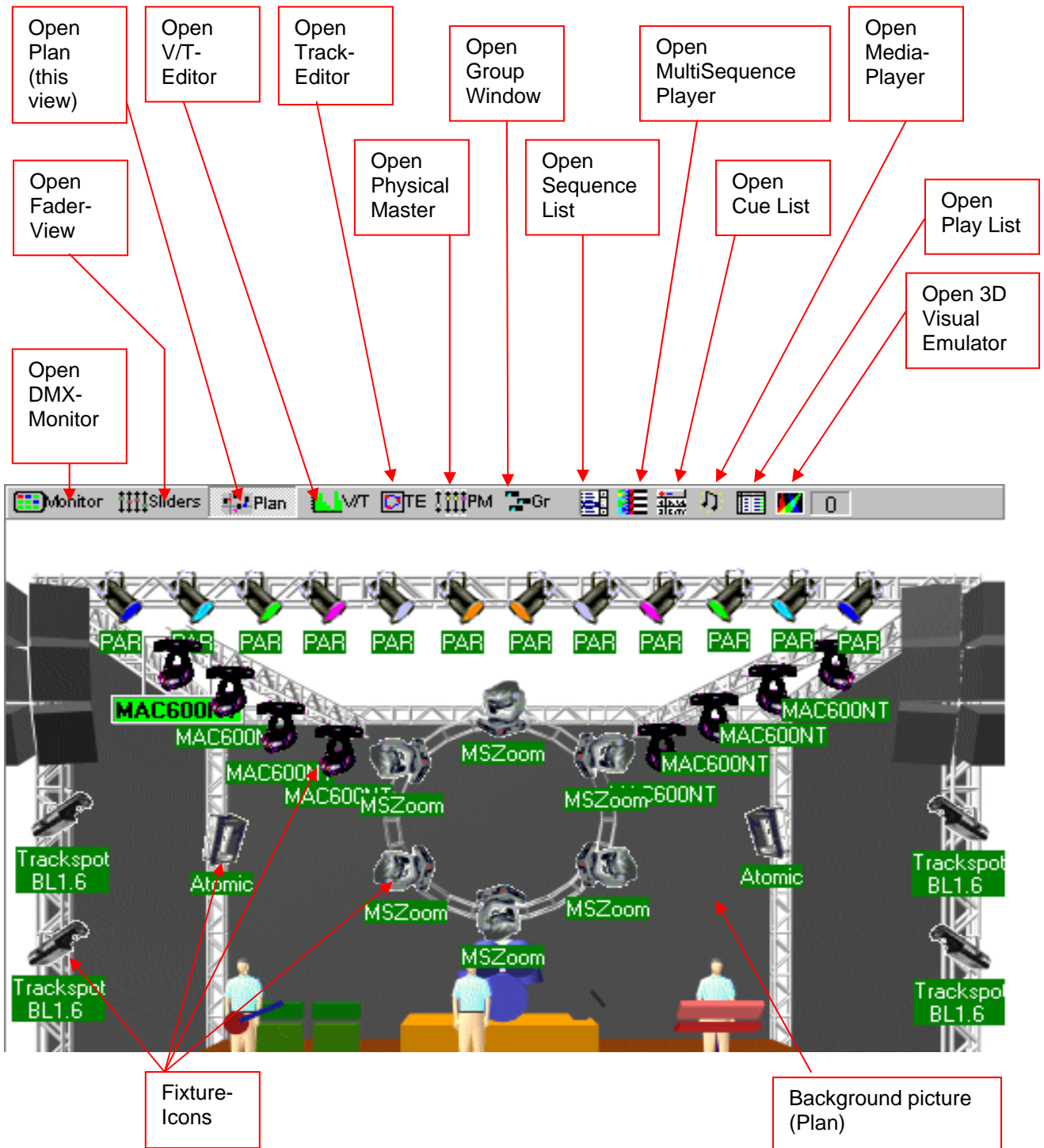
### 8.1.4 The Scene Tool

The Scene Tool enables you to jump forwards and backwards between Scenes whilst programming. The current Scene number is shown in the yellow field.

- "COPY" copies the current Scene into a temporary buffer.
- "INSERT" pastes the saved (copied) Scene to current location.
- "Replace" replaces the Scene in current location with the saved Scene.



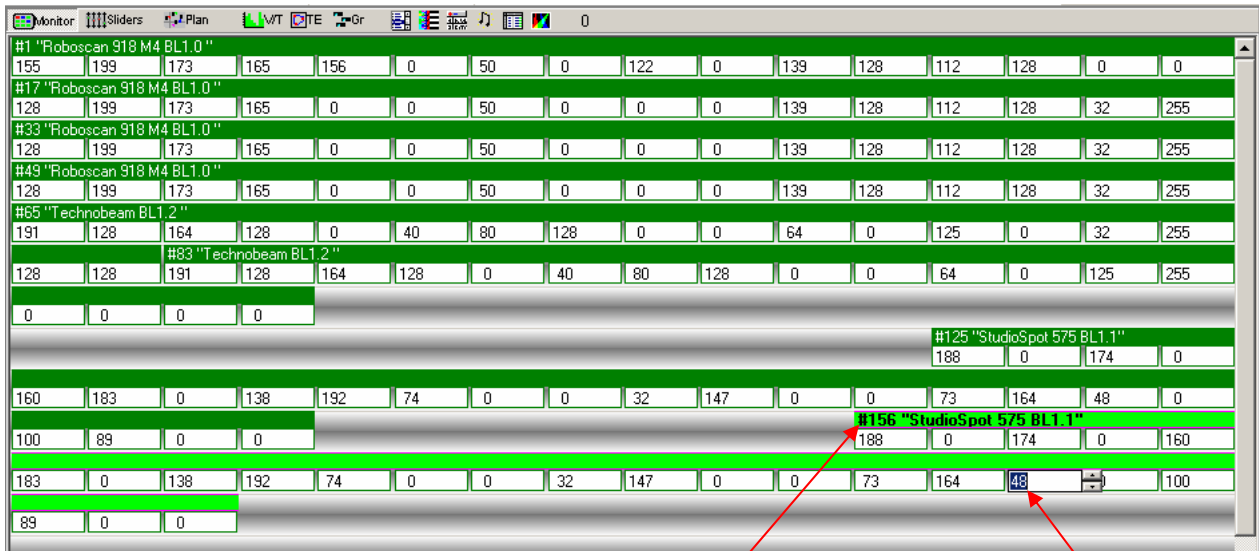
## 8.2 The Plan



The Plan is your workspace. When you create a new Show, the fixture icons appear in the upper left hand corner. You can drag and drop them in the place you desire using your mouse. By double clicking on the icons, it is also possible to rotate them 90 degrees at a time. After placing the icons in the desired spots, you can now lock them in place, by using the “lock icons” function in the “settings” menu. This is to prevent unwanted displacement of the icons whilst programming your Show

### 8.2.1 The DMX-Monitor

The DMX-Monitor is used to illustrate the decimal DMX-values (0-255) of a chosen fixture (green highlight).

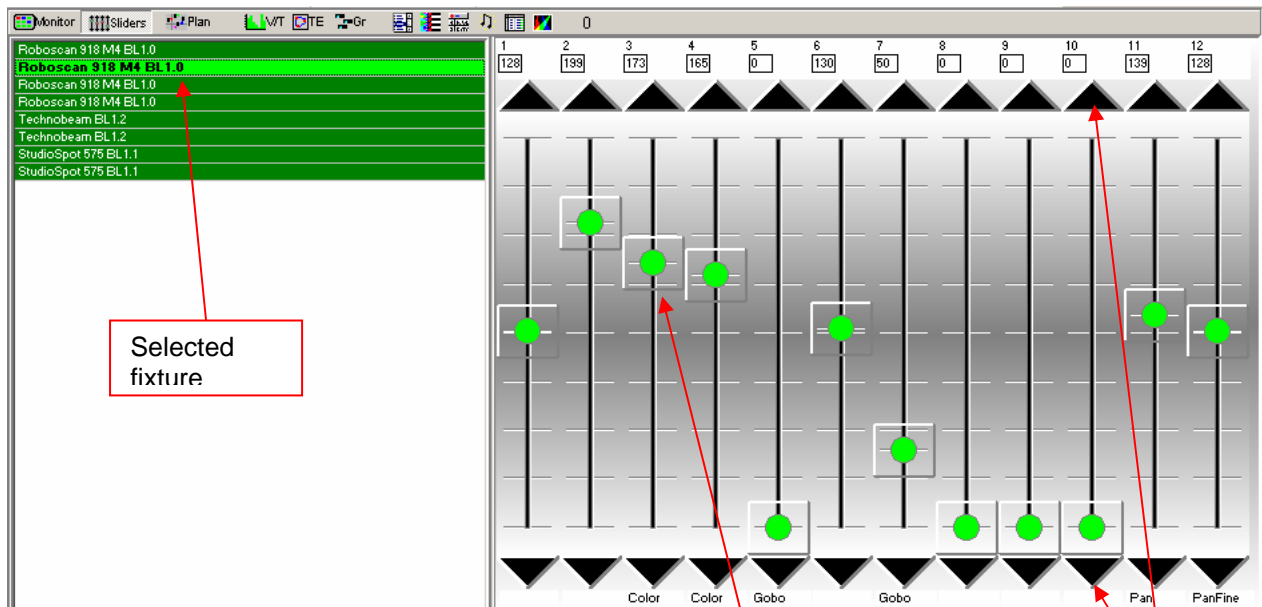


Starting address

direct entering of DMX-value

To enter a DMX- channel directly, click on its corresponding field

### 8.2.2 The Fader Panel



Selected fixture

one Fader per DMX-channel

fine tuning

Each used DMX channel of the selected fixture is represented by a Fader. You can adjust the DMX-values by using the Faders, or by using the fine tuning buttons

### 8.2.3 The Plan / MultiPlan

#### 8.2.3.1 Plan

The background of the Plan is a standard Bitmap picture. To create your own background picture, you can use the Windows™ program called “Paint” or any other software that can output bmp compatible files. The file name of the background picture is:

**Planimg.bmp** -it is located in the program directory (i.E. c:\program files\dmxcreator\).

In the “Settings” menu, you can change the background image by selecting “Change Plan image”. Just enter the file name, and click on “open”.

The chosen image is copied and saved in the directory as Planimg.bmp.

The size of your image can be selected based on your screen resolution.

Screen Resolution	Recommended Picture Resolution (Pixel)
800 x 600	480 x 480
1024 x 768	600 x 600
1280 x 1024	820 x 820

File type:                   Bitmap (.bmp)  
 Colors:                    16 or 256

There are some example images on the provided product CD-Rom available

**Note: The Plan image will not be saved into the Show file. The Show file only save the plan image position i.E. c:\program files\dmxcreator\image.bmp**

#### 8.2.3.2 MultiPlan

If you are using a large number of fixtures in your Show, you can use the MultiPlan feature, which gives you multiple layers of fixtures. This avoids confusion. From the “Settings” menu, select “Multi-Page Plan”

On the right hand margin of the Plan, a letter “A” will appear. To add more layers, click on the letter with the right mouse button, and select “Add Plan page”. You can do this up to 16 times, resulting in layers with the letters from “A” to “P”.

You can now add fixture icons to different layers by clicking on the desired icon with the right mouse button, and selecting “Place on page”. The next Plan (A-P) you choose will be the destination for the icon.

To move multiple icons simultaneously, use the “Master” or “Group” functions.

### 8.2.4 The V/T-Editor

Should you not be able to see the full picture at the bottom margin, press "F2", to restore the full picture.

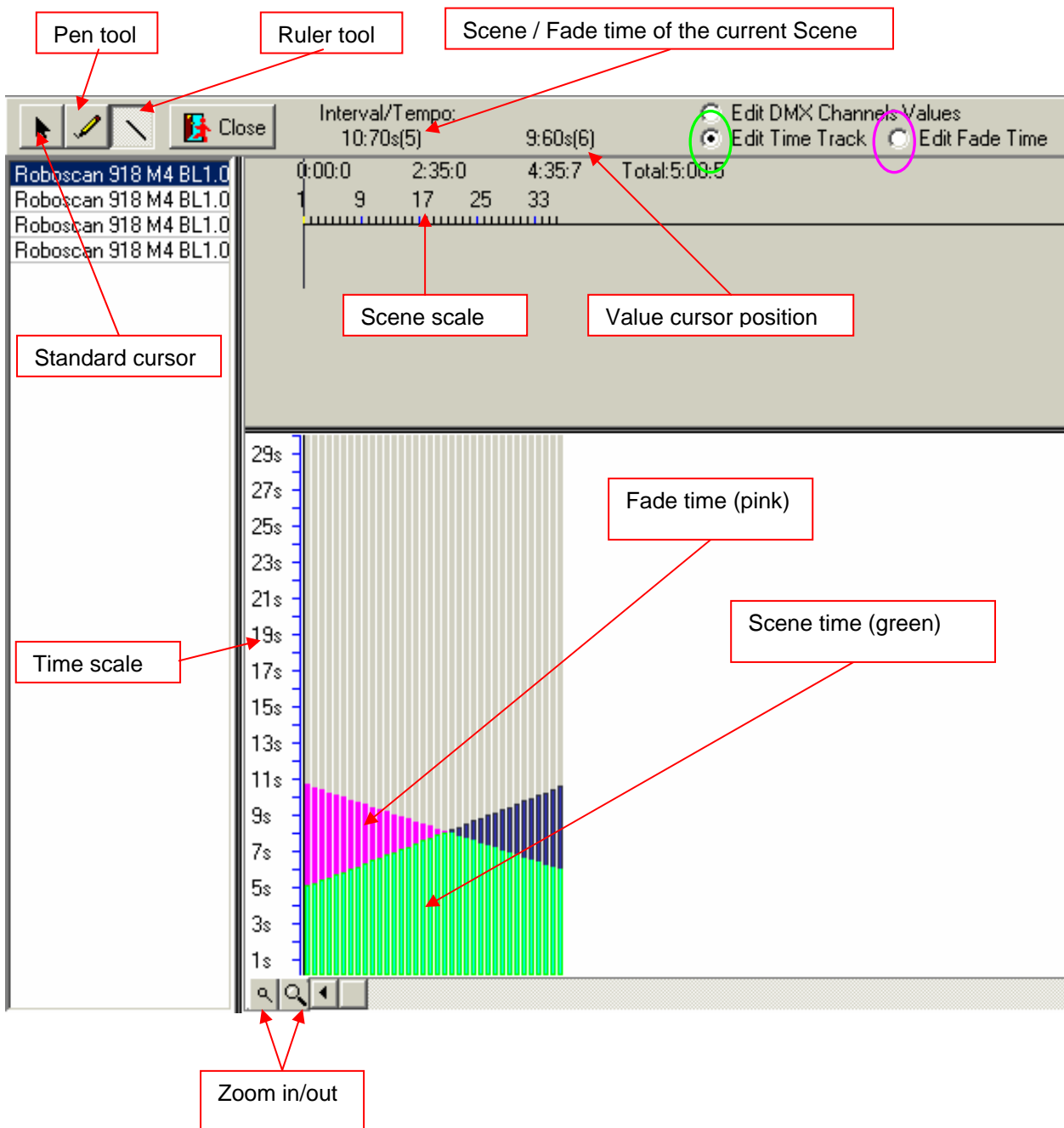
The V/T-Editor has three different graphical adjustment functions:

#### 8.2.4.1 The Time- and Fade Track

After opening this feature, you can choose the values you wish to edit or illustrate from the field in the upper right hand corner.

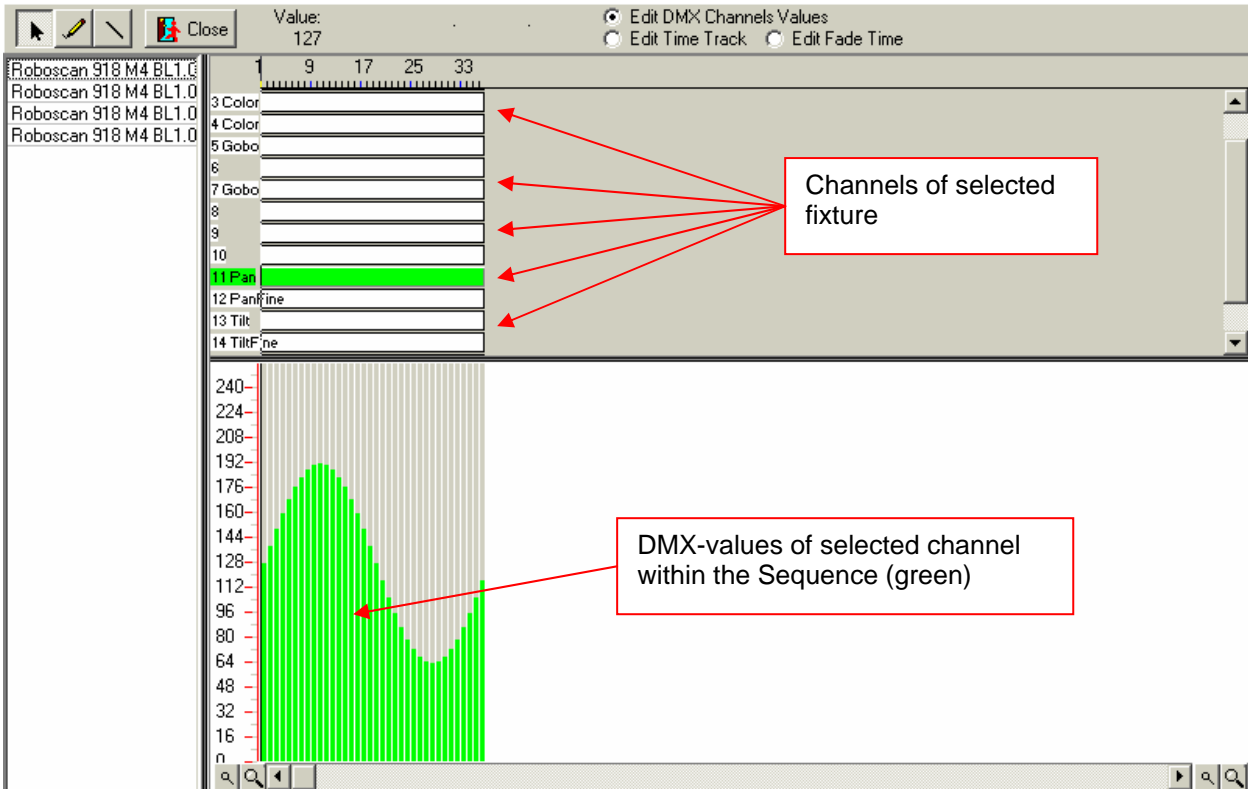
[Edit Time Track] Enables you to adjust the Scene time using either the pen or ruler tool

[Edit Fade Time] Enables you to adjust the Fade time between Scenes using either the pen or ruler tool.



### 8.2.4.2 Editing / Illustrating DMX Values

By choosing the “Edit DMX-Channel Values” from the upper right hand corner, you can illustrate or adjust the values of every DMX- channel within a given Scene/Sequence. The “pen” and “ruler” tools can be used here as well.



Select “Close” to leave the V/T-Editor

Copy / delete data:

Choose an area within the channel table, and outline while holding left mouse button down. Next, click on the outlined area with the right mouse button. A window will open and prompt you the following possibilities:

Copy Selected: Copies the defined area into a buffer memory. Select another area, and press the right mouse button on it to paste the copied area there.

Clear Selected: Deletes the defined area → sets the DMX values to 0.

### 8.2.4.3 The Effects Generator

Another tool placed into the V/T Editor is the “Effects Generator”. You have the possibility to create complex beam movements or brilliant color Fades (CMY fixtures) with just some clicks. At the moment there are two modules available: the “Wave Generator” and the “Fan for Group” function. The generation of these effects can be applied to groups of the same fixture type (two or more fixtures selected in Master or fixture group). The Effects may be used on any available channel of the fixture (not just pan/tilt or CMY)

The basic principal of the „Effects Generator“ is the conversion of mathematical/graphical elements into DMX-Values. Not like on some other controllers, an Effect will be applied always to a Sequence, that means the final look of the Effect is depending on how many Scenes the Sequences consists. Every step of the generated Effect may be edited manually using this technology.

Using the Faders of the “Effects Panel”, you are able to set different parameters to get a wide range different combinations. If you move one of the Faders, you will see a small preview window in the right side. It Shows how the graphical waveform looks like.  
 If you choose a fixture group, you will see the movement shift of the selected fixtures.

**Note:** To get for example a perfect wave movement on the tilt function, it's necessary to mount the scanners with ascending DMX addresses order.

Example with 6 similar fixtures:

No. of channels per fixture: 5

Mount from left to right: fixture with address 1, 6, 11, 16, 21,26

The effects will be applied to all Scenes of the selected Sequence. The more Scenes in a Sequence, the smoother wave you get. Usually it's not necessary to use more then 10 Sequences if you use the “Equal Fade Mode” (see chapter 8.1.3 “The Fade Modes”)

**Wave Generator Sine**

Choose Wave Form (Sine, Rectangle, Random)

Amplitude = maximum size of wave

Offset = offset for wave from zero line

Start phase of wave in degrees (-180 to +180)

Apply wave to channels

Choose between single fixture or Master /Fixture Group

Shift of the waves between the fixtures in degrees (-180 to +180)

**Wave Generator Rectangle**

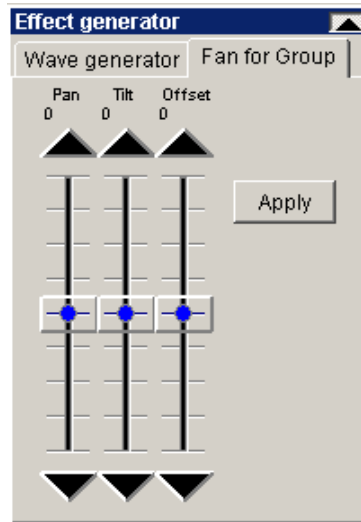
You have the same adjustment possibilities like on the sine wave. Additionally you may adjust the duration (Pulse with) of the rectangle.

**Wave Generator Random**

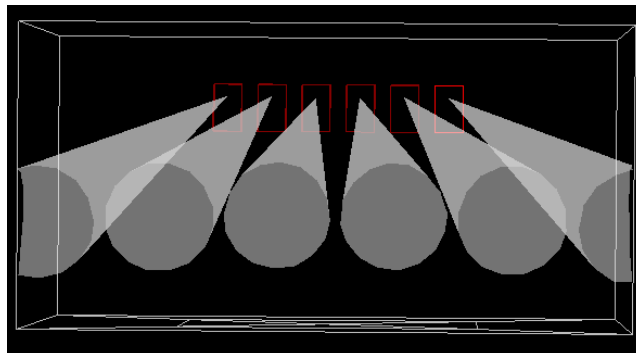
Using this mode, you are able to generate waves that are made of random values. At any key press on the random mode button, the system builds new random values. Parameters: amplitude, offset and shift.

### The „Fan for Group“ Function

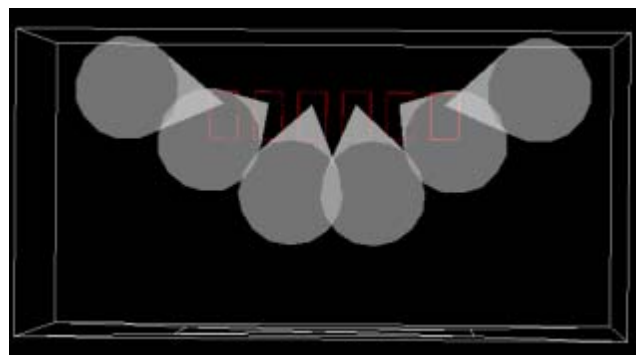
This feature allows you to “spread” or join beams of fixture groups or fixtures in Master (same kind of fixtures only). The generated fan is static and may be applied to pan/tilt on single Scenes only. However, if you creates a Sequence with different Fan-Scenes, you will get a great looking Show prepared in just some seconds.



Two samples:



Pan Spread



Tilt Spread

**Note:** The „Fan for Group“ is only applicable on fixture groups with fixtures of the same type.

If you move one of the Faders, you will see a small preview window in the right side. It Shows a preview of the beam position using the actual slider settings. As basic positions, the software uses the actual

programmed values (beam positions) of the Scene. Press the “Apply” button to load the generated positions into the Scene.

**Note:** To get a perfect spread or join effect, it's necessary to mount the scanners with ascending DMX addresses order.

Example with 6 similar fixtures:

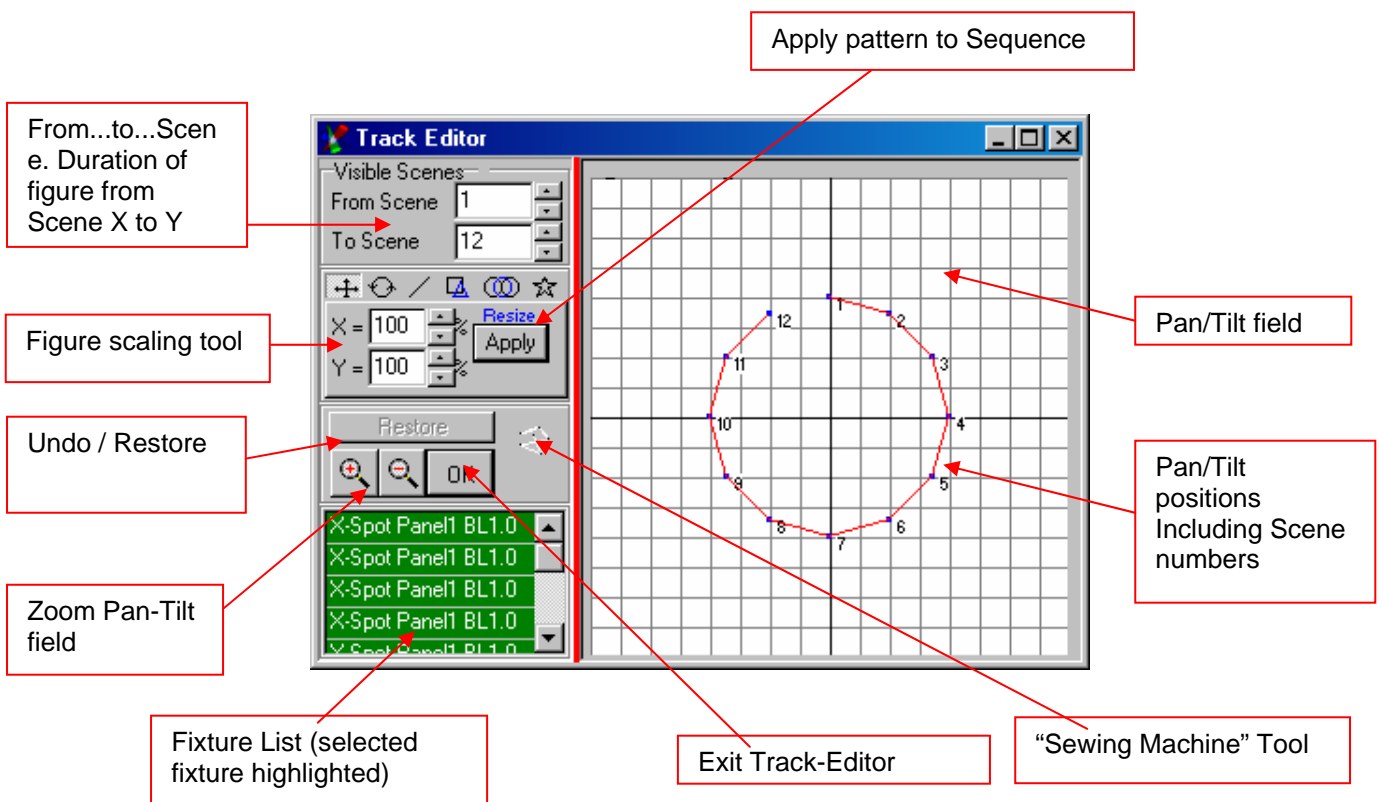
No. of channels per fixture: 5

Mount from left to right: fixture with address 1, 6, 11, 16, 21,26

### 8.2.5 The Track-Editor

The Track Editor enables you to create geometrical movement patterns for moving yoke and mirror head fixtures

#### 8.2.5.1 The main window with scaling tools

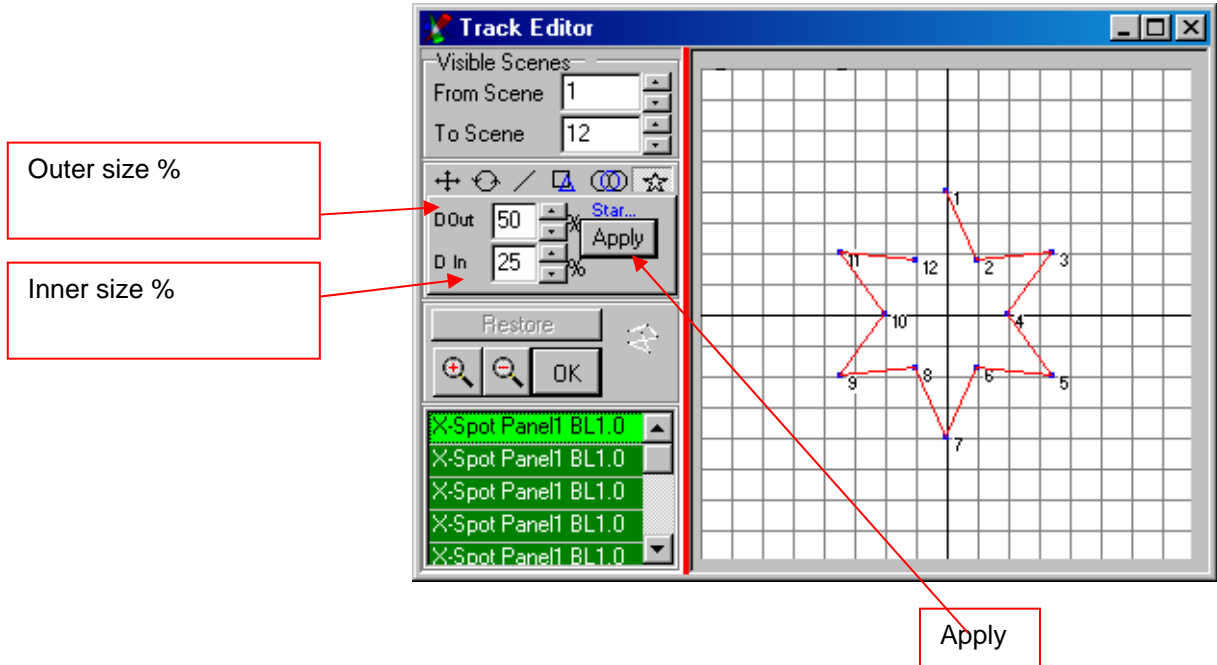


If you wish to adjust one or more positions manually, select the positions by pointing and dragging with the mouse. The selected area will be indicated in blue, and can subsequently be moved using the mouse.

### The Sewing Machine Tool

This tool enables the user to create positions freely in the Pan/Tilt field. Every time you press the right button while moving the mouse within the Pan/Tilt field, this position is given a Scene number.

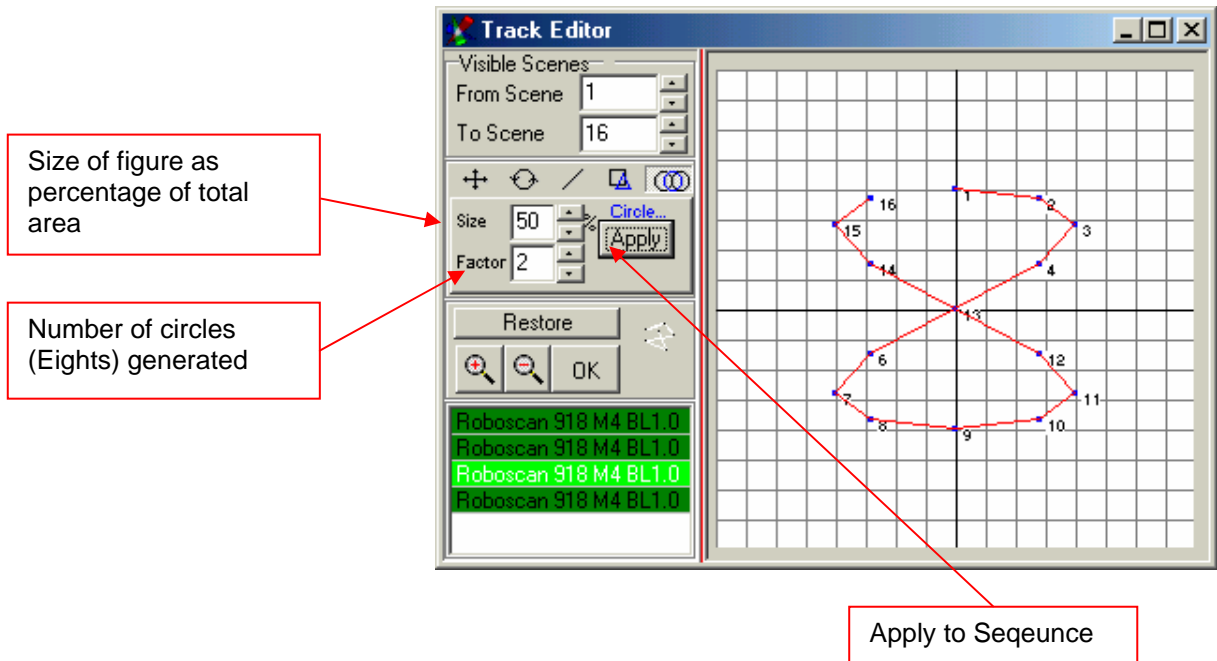
#### 8.2.5.2 The Star Tool



Please note, that a Sequence needs at minimum 8 Scenes to create a full star shape.

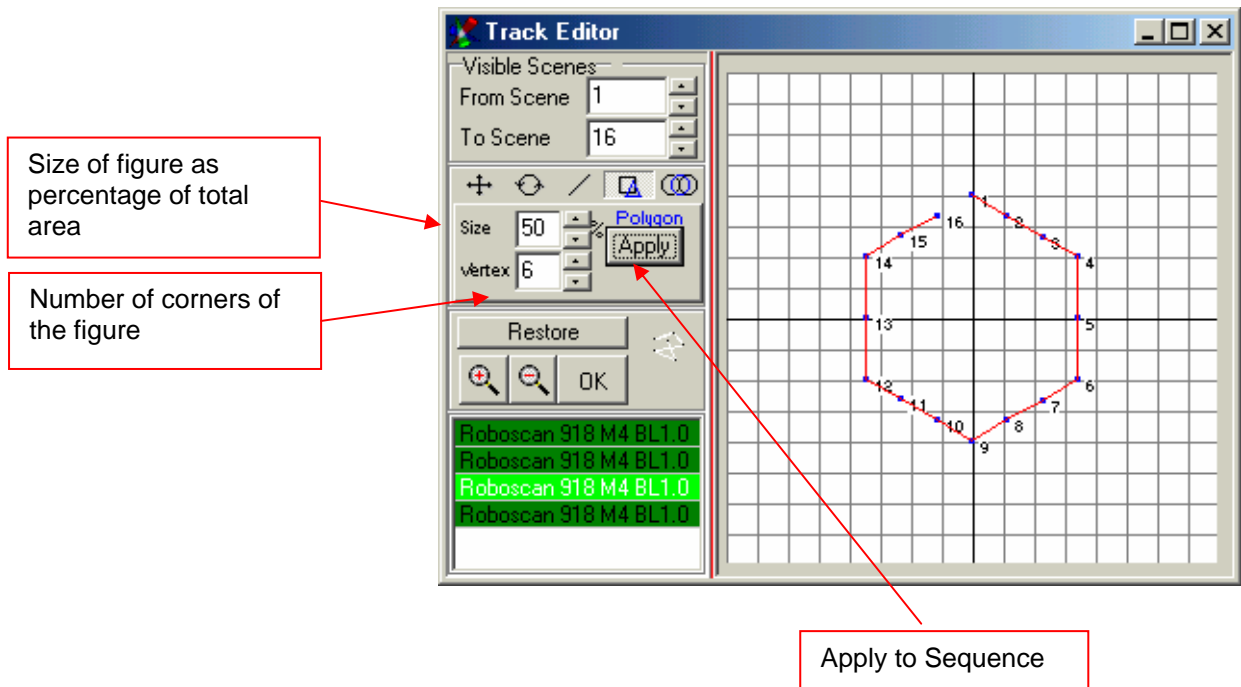
#### 8.2.5.3 The Circle Tool

The Circle Tool enables you to create circles, figures eight etc. within the Pan/Tilt field.



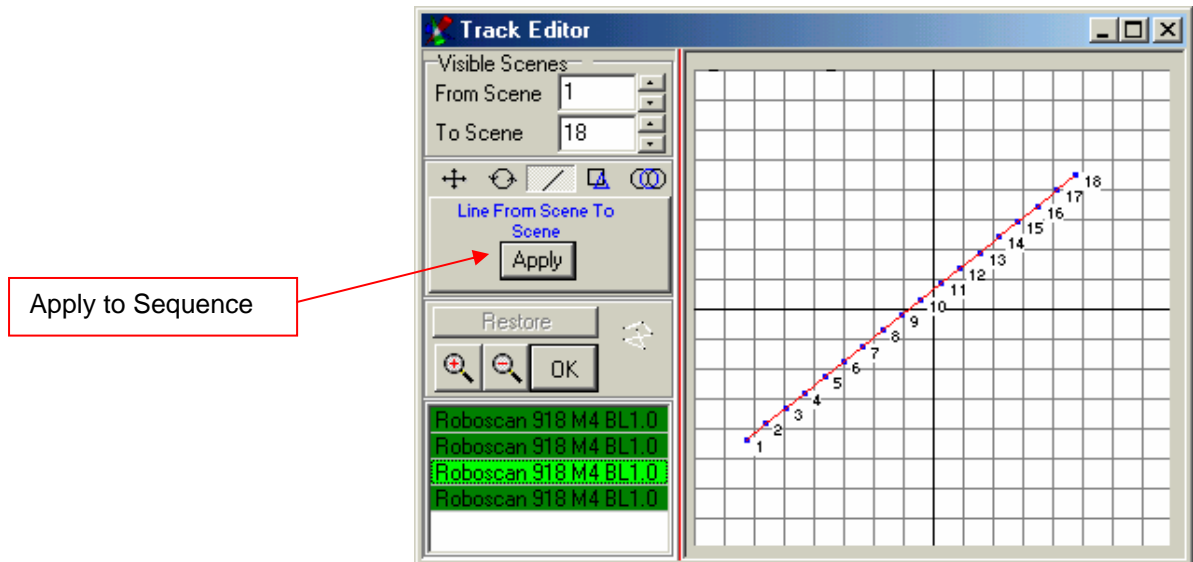
### 8.2.5.4 The Polygon Tool

The Polygon Tool enables you to create triangles, squares, pentagons and hexagons within the Pan/Tilt field.



### 8.2.5.5 The Line Tool

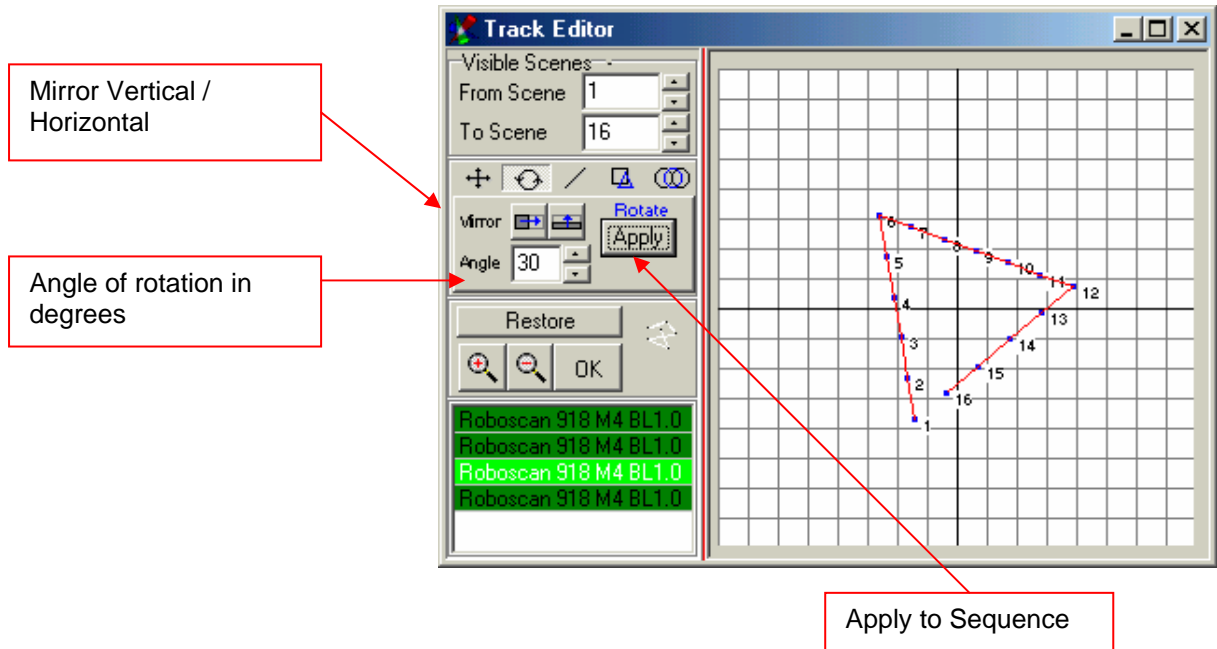
The Line Tool sets all position in a straight line.



You can adjust the line using the scaling and rotation tools or change each position manually.

### 8.2.5.6 The Rotation Tool

The Rotation Tool enables you to rotate / mirror any generated figure or existing Sequence within the Pan/Tilt field.



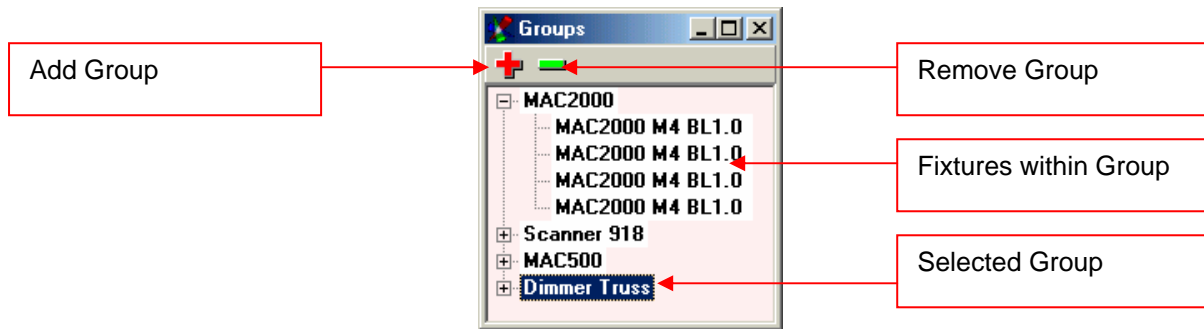
### 8.2.6 The Fixture Group Window

If you have a large number, or different types of fixtures within a Show, it is helpful to create fixture-groups for the Master. The creation of fixture groups is done in the same way as the selection for the Master-Mode:

Hold down the CTRL key on your keyboard, and select the fixtures for the group by pressing on their icons (the text under the icon will appear in red).

Should the fixture icons lie close to each other on the icon Plan, you can outline them by holding down the CTRL key, and pointing at the outermost fixture icon (the text field under the icon will appear red). Next, outline the fixtures for your groups by holding the left mouse button down, and dragging a box around the icons. All text fields of the fixture icons will appear in red.

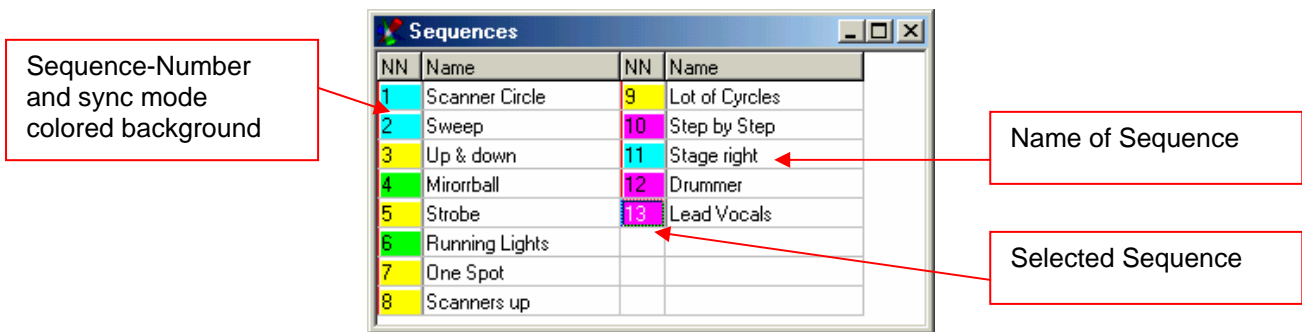
Open the Fixture-Group window, and press the “+” –button to create a group out of the selected fixtures.



Note: It's possible generate Groups using different Master Modes. See also chapter 6.6 “The Master Mode”

### 8.2.7 The Sequence List

The Sequence List allows for quick access to all Sequences in a Show during programming or in live action.

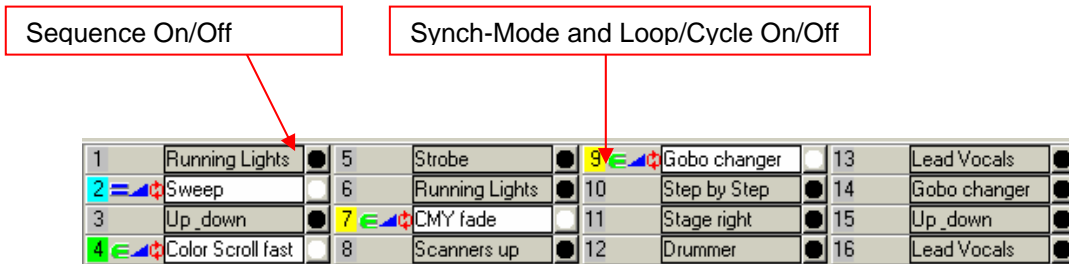


If you are not in Play-Mode, you can change the names and order of the Sequences directly within the Sequence List. The standard hot key to open the Sequence List is “F7”

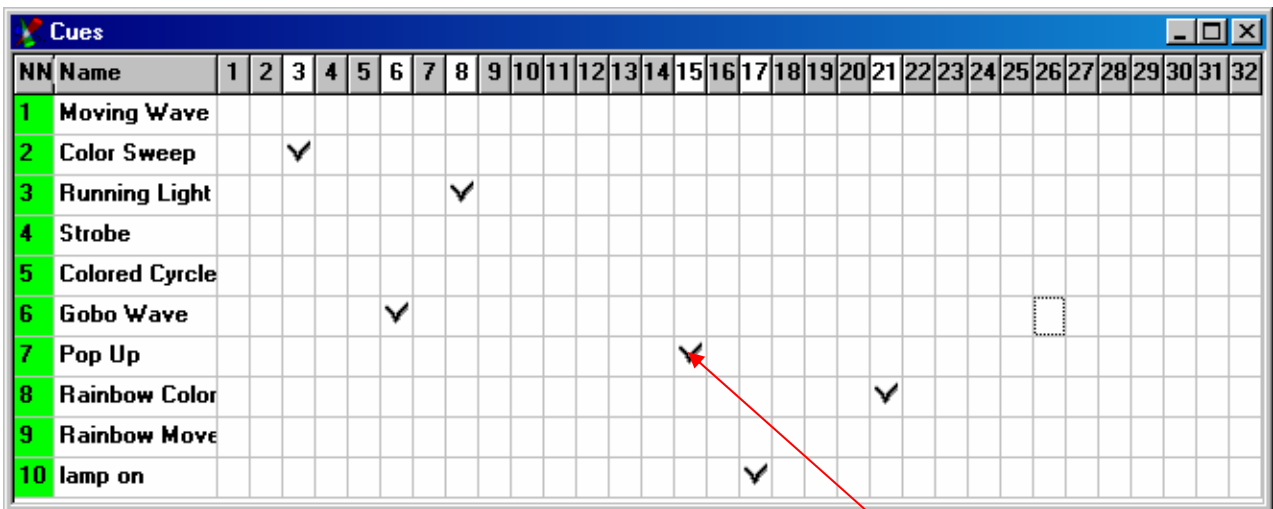
### 8.2.8 The MultiSequence Player

The Sequence List only allows for play of one Sequence at a time. In order to play multiple Sequences at a time, you can use the MultiSequence-Player. The standard hot key to open the MultiSequence-Player is "F8"

The first 16 Sequences (of totally 32) players are Shown in the window below. You can select the Sequences to be used in the pull down menu, or in the Cues Window.



To use all 32 players, you have to open the Sequence list (F7 key). Check and uncheck the boxes to run and stop Sequences in corresponding players.

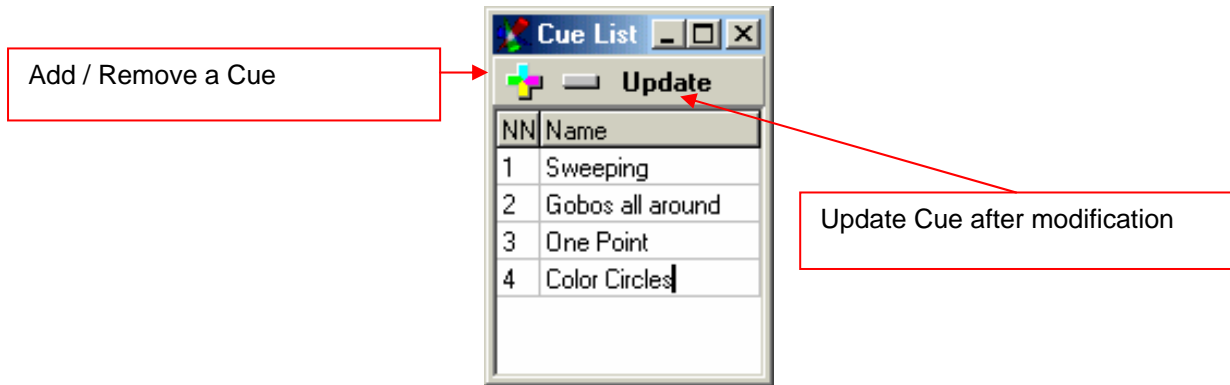


Sequence #7 is running on Player #15

Note: You may put a Sequence to different players at the same time. This allows special effects i.E. a parallel running light...

### 8.2.9 Die Cue-Liste

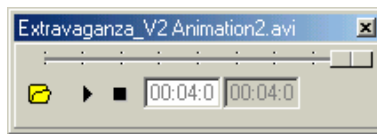
The various settings within the MultiSequence-Player are saved as “Cue”.



### 8.2.10 The Media-Player

The built in Media Player functions like the standard Windows Media Player. It can play multimedia files like MP3, AVI, Midi etc. independently from your Show.

The Media Player settings are not saved in the Show.



### 8.2.11 The 3D Visual Emulator

The 3D Visual Emulator is an excellent visualization tool, which can be used as aid while programming your Show. Even with no physical fixtures connected to the system, it will Show the “real” lighting situation on stage in real time! There is no need for video drivers. The use of a fast graphic card is recommended to have a good performance.

The fixtures are placed in a virtual 3D room. (The first pan placement of the fixture icons is adopted here). The emulator works for yole- and mirror-heads, as well as fixed spots. The 3D virtual light beam is generated in the color and position programmed (for limitations, see also → “[The Panel Designer](#)”). Per fixture, up to two color wheels or one CMY/RGB plus one color wheel set is supported. If the fixture has a separate dimmer channel, the brightness of the beam will also be Shown (using the right projection angle).

The representation of Gobos has been left out due to concerns regarding increased system requirements and complexity of creating fixture panels.

### 8.2.11.1 Settings

**Changing the viewpoint:** Hold down the left mouse button, and move the mouse.

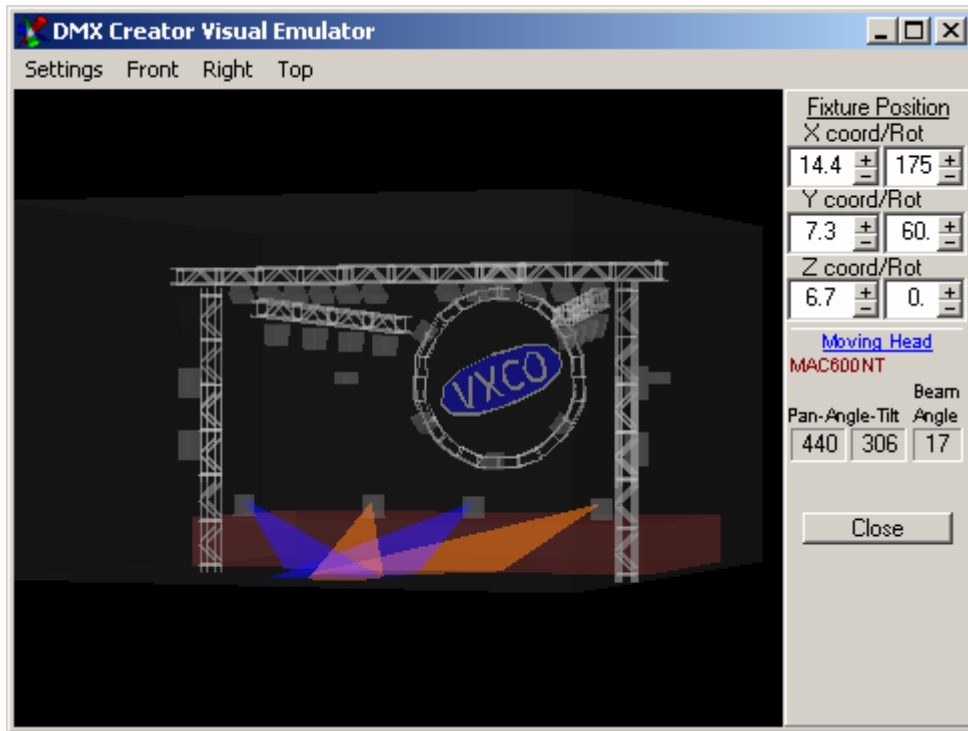
**Changing the distance:** Hold down right mouse button, and move the mouse.

Within the “Settings” menu, select “Fixtures” to adjust the positions of the fixtures by moving/rotating them along the X/Y/Z axes.

**Predefined views:** Pressing the „Front“, „Right“ and „Top“ buttons sets the 3D room to the predefined view.

**Automatic rotation:** In menu „Settings“, „Auto Rotate“ you may switch on the rotation of the 3D room. Press the predefined view „Front“ first to get the right rotation angle. Rotation is stopped by re-selecting „Auto Rotate“.

**Place fixtures into the 3D room:**



Chose menu „Settings“, “Fixtures“ to adjust the positions of the fixtures in the 3D space. The positions of all fixtures will be stored into the Show file. Please note, that the fixtures should not be placed outside the room to avoid unwanted effects.

**Adjust room size and details:**

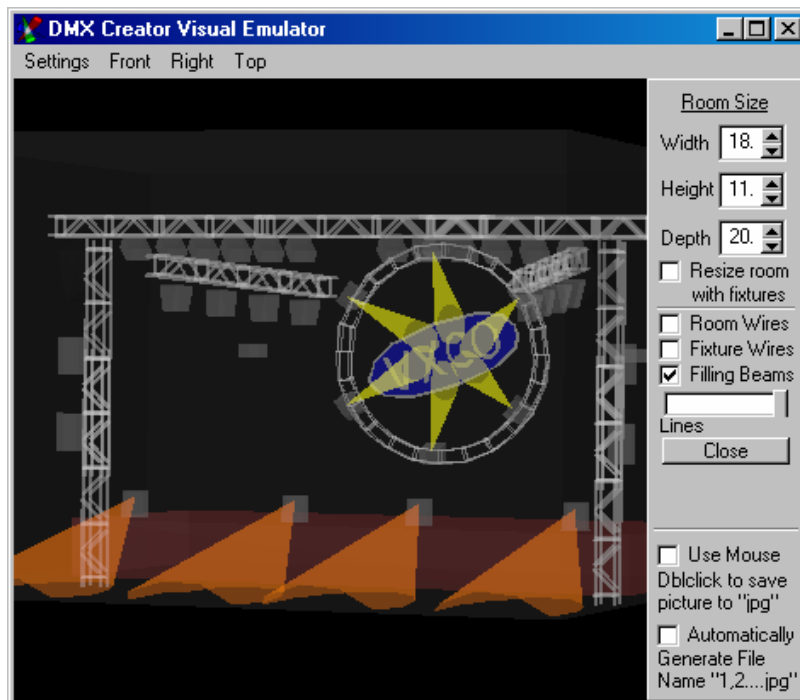
Enter “Settings”, “Room Size”:

Room size: Adjust the proportions of the virtual room in terms of width, height and depth settings.

Room Wires / Fixture Wires: Shows or hide the outlines of the fixture bodys or 3D room

Filling Beams / Lines: The Fader termed “Lines” adjust the number of lines representing the virtual light beam of a fixture. A realistic view is provided if “filling” instead of “lines” is selected. Keep in mind that using “filling” mode, will increase computing requirements

Use Mouse: You may save the current 3D view as image file (JPG) by double clicking on the 3D screen. To get a higher resolution picture, resize the window of the 3D Emulator.

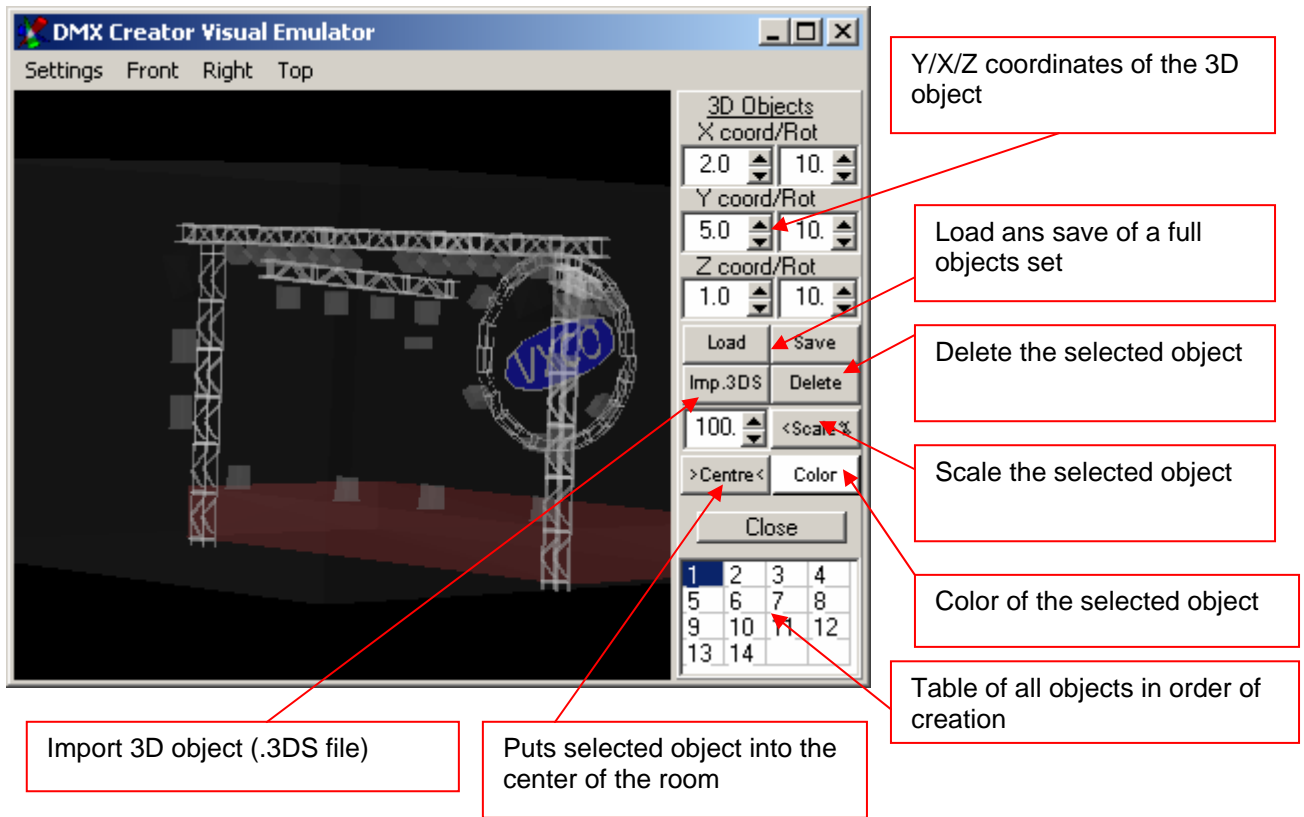


**Import Objects into 3D Emulator:**

To get a better representation of the 3D room, you may load 3D objects such as trussing, speaker enclosures, furnitures, musicians and so on... The objects have to be in a special format called 3DS (made by 3D Studio or 3DS MAX, manufacturer: Discreet)

On the product CD-Rom or on [www.dmxcreator.com](http://www.dmxcreator.com) you will find a small library of objects that may be imported.

To keep the processing power low, the objects are Shown half transparent. Please note, that lot of complex objects needs more processing power of your system



Placing objects:

- Press the „Imp. 3DS“ button
- Enter the source of your file
- Select the file and press „open“
- Press the „Centre“ button to place the object into the centre of the room.
- Move the object to the desired position by changing X/Y/Z coordinates. Change the color by pressing the „Color“ button.
- If you finished placing all object, you may save the full setup of objects into a file (save / load). This way you may use the same setup for another Show.

**Hint:** The 3D objects are not saved directly into the Show file. Anyway the Show file remember the location of the file including the objects. Don't forget to save the full objects setup after leaving the 3D Emulator. The 3D files are usually located here: C:\Program Files\DMXCreator\3dobj

### 8.2.12 The Play List

The Play List enables you to run an entire pre-programmed Show. Single Sequences, as well as MultiSequence-Cues can be programmed with individual start and stop times. In addition to the scheduled run times of the programmed events, multimedia files can be included in the Show. The events within your Show are pre-programmed using commands like "Goto", "Stop", "Black-Out", "End" etc.

Create a new Event by double clicking the "NN" field.

The screenshot shows the 'Play List' window with a table of events. Red boxes with arrows point to specific elements:

- New, Load, Save:** Points to the toolbar icons at the top left.
- Start Stop Skip:** Points to the playback control buttons (stop, play, skip) in the toolbar.
- Start-time / Stop-time of Multimedia Files:** Points to the 'Start' and 'Stop' columns in the table.
- Start-time:** Points to the 'Start Time' column.
- MultiSequence on / off:** Points to the 'MS' column.
- Fade time:** Points to the 'Fade' column.
- Special commands:** Points to the 'Action' column.
- Multimedia file:** Points to the 'MCI' column.
- User comments:** Points to the 'Comments' column.

NN	Start Time	MS	Seq/Cue	Fade	Action	MCI	Start	Stop	Comments
1	00:00:00:0		schwenker eins:	02:00	Play	Laurent Garnier - Wake Up.	00:00:0	07:37:8	Start Wake-L
2	00:00:30:0		wit et me	04:00	Play				
3	00:00:50:0	✓	rot blau mite aus	05:50	Play				
4	00:01:20:0		move to side	20:00	Play				
5	00:01:40:0		blau gruen kreist	06:00	Play				
6	00:02:00:0		hip hop pink blau	07:00	Play				
7	00:02:20:0	✓	cool green pink	09:00	Play				
8	00:02:40:0		gruen blau mite :	00:00	Play				
9	00:03:00:0		buehne weiss	00:00	Play				
10	00:03:20:0			00:00	Goto 1				Go Back

The Play-List has its own file-format, and can be saved and loaded independently from the Show.

Multimedia: if you like to play a vide file synchronized to the lighting of DMXCreator, you are able to output the video file on the second screen output of your PC system (if available).

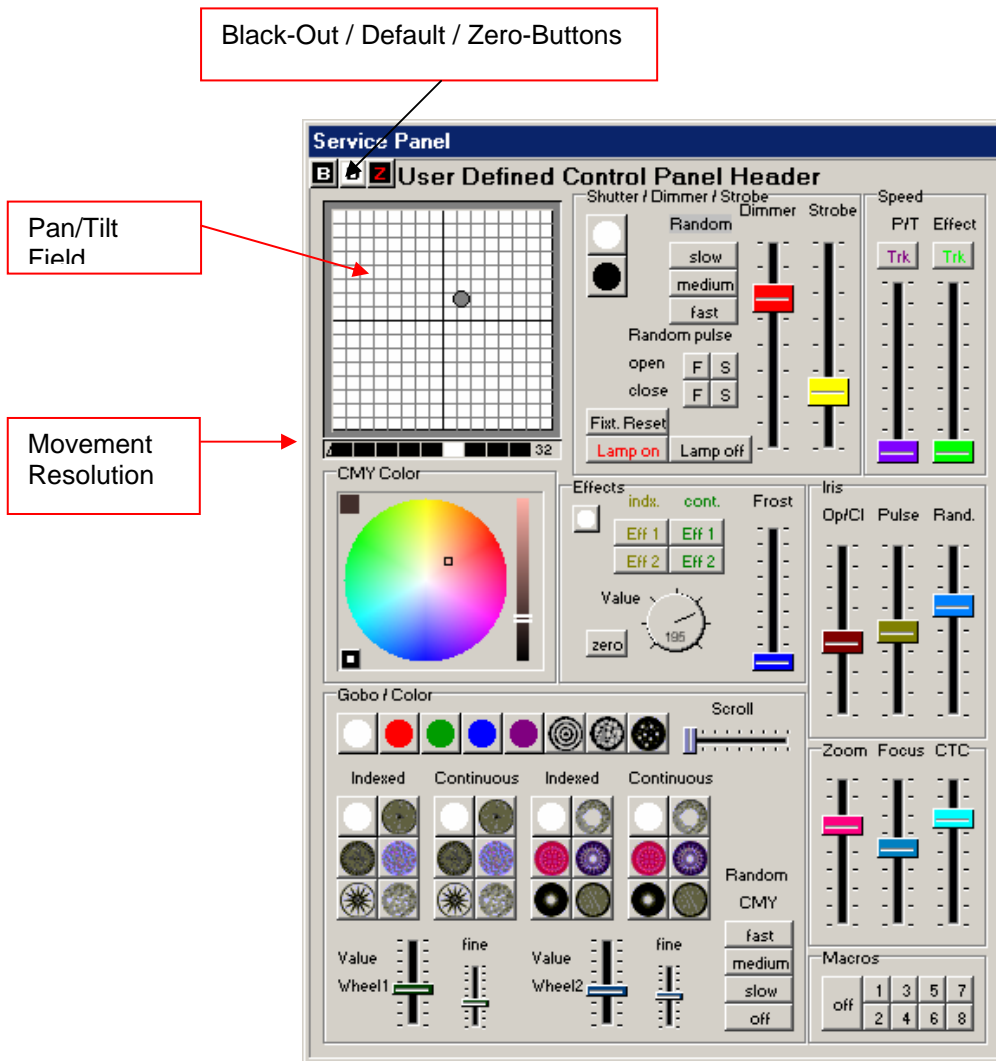
To enable this option follow these steps:

- Open menu „Settings“
- Open tab „Sync and Hardware“
- Open tab „Other“

Set „Media Player Option“ to „Windows Media Player Plugin“ instead of the „internal Media Player“. Check also „Synchronize Multimedia in Play List“ to get a full synchronisation between video file and your lighting Show.

Please note, that the secondary screen output of your graphic card has to be switched on to use this option. Please refer to the manual of your graphic card.

### 8.3 The Fixture Panel



The Panel is the “control-center” for all possible functions of a connected DMX-fixture.

#### 8.3.1.1 The Pan/Tilt-Field

The Pan/Tilt field controls the movement of the light beam of a given fixture. Move the cursor within the field by holding down the left mouse button.

**Locking the Pan-Axis:** If you wish to move only along the Tilt Axis, hold down the “Shift” key on your keyboard while moving the cursor within the field.

**Locking the Tilt-Axis:** If you wish to move only along the Pan-Axis, hold down the “Ctrl” key on your keyboard while moving the cursor within the field.

**Movement Resolution:** Allows to adjust the movement resolution while programming. This feature is only enabled, if the fixture has 16bit movement control. If you choose a higher resolution, the fixture moves slower and positioning of the fixture’s beam is easier.

Note: The movement resolution is merely for manual use while programming, and has no bearing on the programmed fixture speed.

**Fine adjustments:** Keep the right mouse button pressed into the field to fine adjust the Pan / Tilt position. Use the "Movement Resolution" above to set the adjustment speed.

### 8.3.2 The B/D/Z Buttons

**B-Button:** Blackout. Closes the shutter or sets the dimmer channel to zero %

**D-Button:** Recalls the predefined default values for the fixture (i.e. no color, shutter open, dimmer 100%, no gobo inserted). The default values are stored into the panel file..

**Z-Button:** Puts all fixture channels to zero (0%). Use this function to start programming groups for MultiSequence mode.

## **9 THE MENUS**

Many functions of this software are accessible directly through fields or buttons on your working surface. All of these, as well as further functions can be accessed through the menus at the top margin of your screen.

### **9.1 The Show Menu**

Standard Windows™ file functions such as:

- New Show
- Load Show
- Save Show
- Save Show as

### **9.2 The Sequences Menu**

Standard Windows™ functions for working with Sequences.

- New
- Copy
- Insert
- Delete
- Load
- Save
- Rename
- Split
- Merge

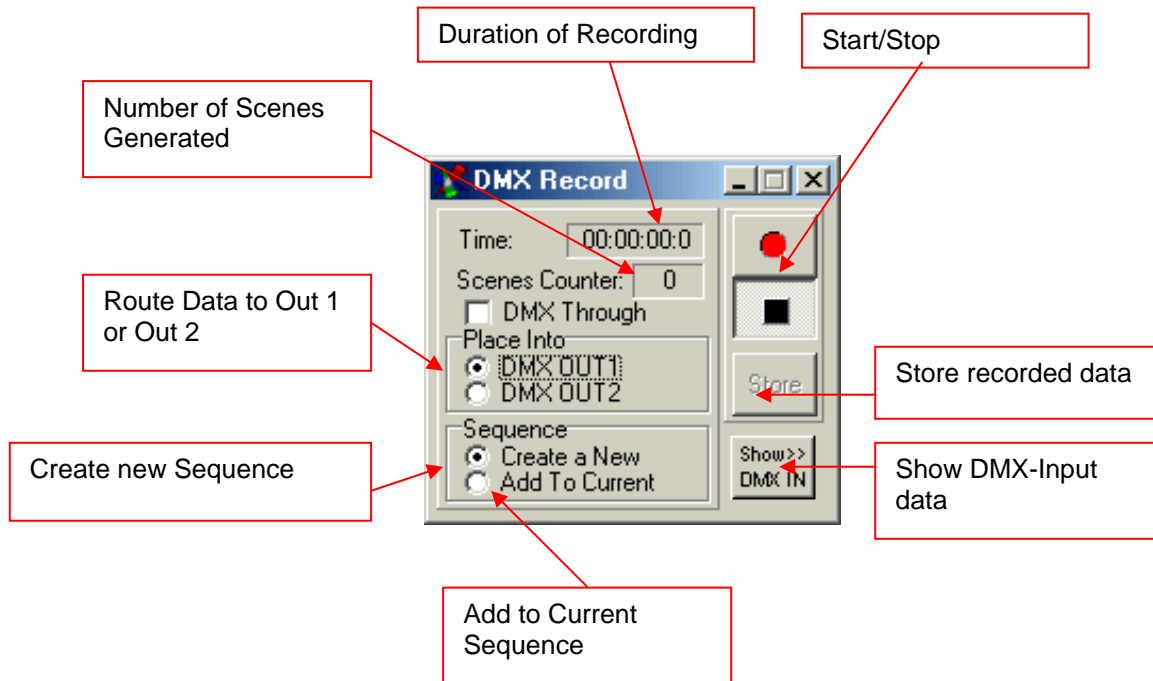
### **9.3 The Scenes Menu**

Standard Windows™ functions for working with Scenes.

- New
- Copy
- Insert
- Replace
- Delete
- Rename
- Load
- Save
- Next
- Previous
- Refresh (simple undo function)

### 9.4 The Operation Menu

- Play/Stop
- Black Out
- Favourite -calls up the "Favorite Scene"
- Play in Background -lets you edit your Show while it is running in the background
- Record -opens the DMX Record window:



DMX recording is only available on the DMXCreator512MK2 and DMXCreator1024 interfaces.

Please note, that recording of dmx data starts only if there is a change in DMX values

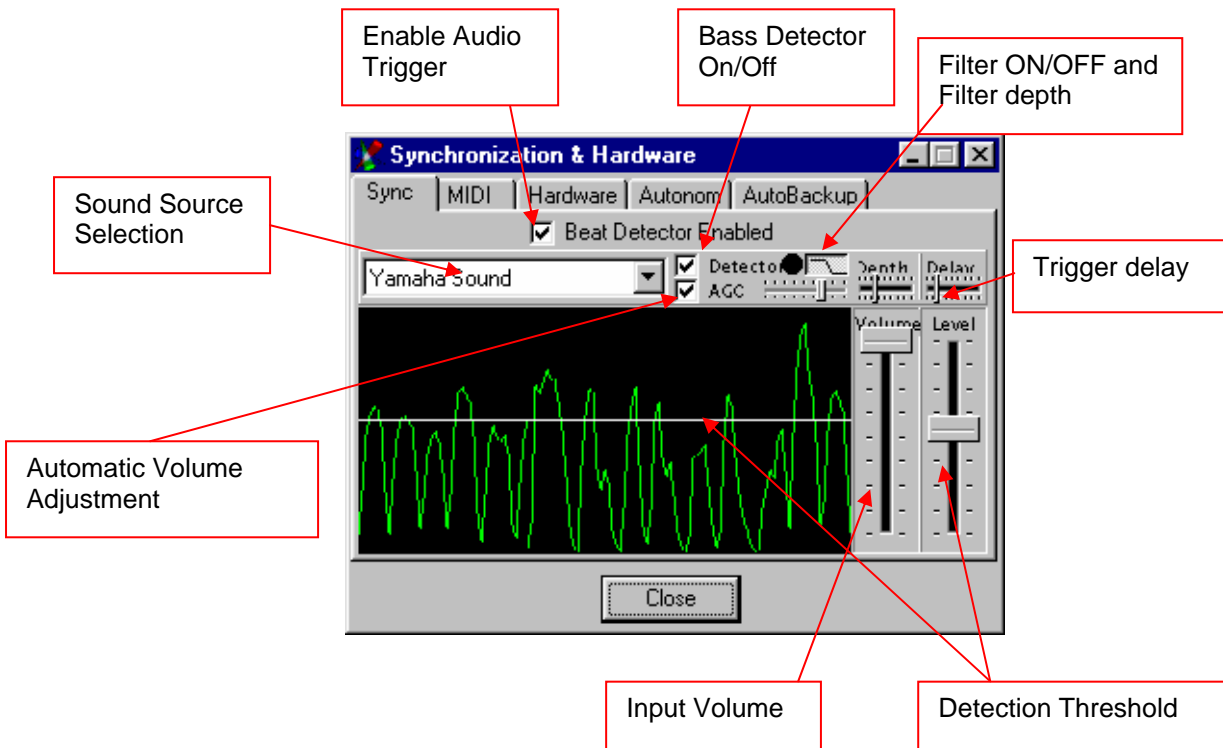
## 9.5 The Settings Menu

[DMX-Channels] - Opens the DMX Setup

[Synch and Hardware] - Opens the Synchronization and Hardware window:

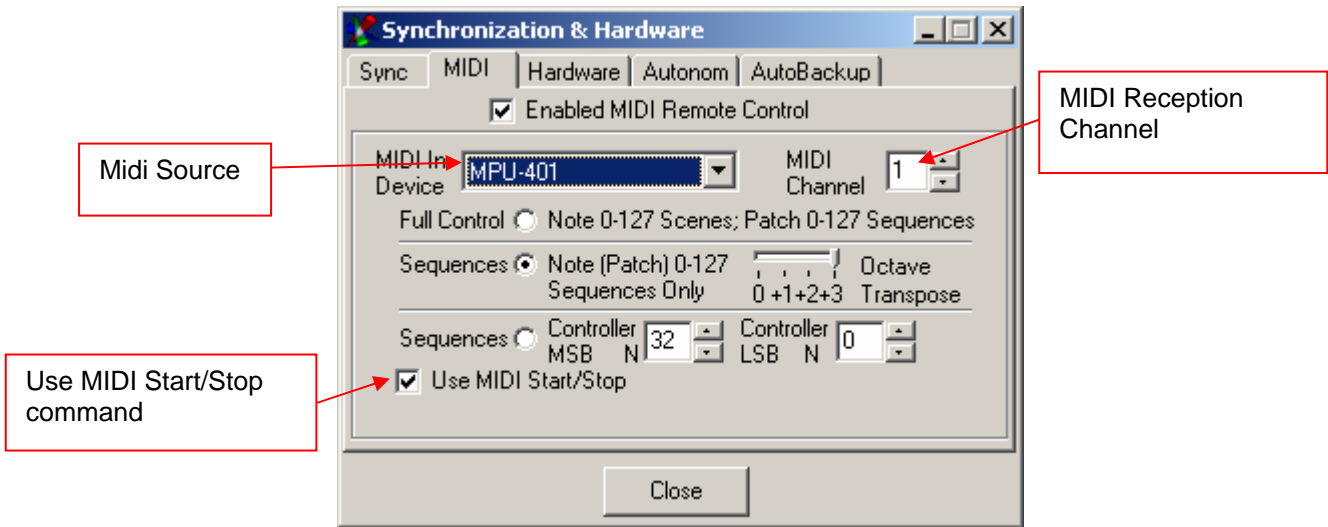
[Sync] - Synchronisation:

This window lets the user adjust the settings for the Audio Trigger. In order to use the Audio Trigger feature, your PC must have a Sound Card installed.



**[Midi]:**

Sequences can be selected within a Show using an external MIDI keyboard or Sequencer



**Full Control:**

- Send Note on commands (0 to 127) to select the corresponding Scene of the actual Sequence.
- Send Program change commands (0 to 127) to select the corresponding Sequence.

**Sequences 1:**

- Send Note on or Program change commands (0 to 127) to select the corresponding Sequence

**Sequences 2:**

- Send Controller commands to select the corresponding Sequence (Necessary if you want to select from more than 127 Sequences)

**Note:** If you use a standard Midi keyboard to select Scenes or Sequences please remember the following:

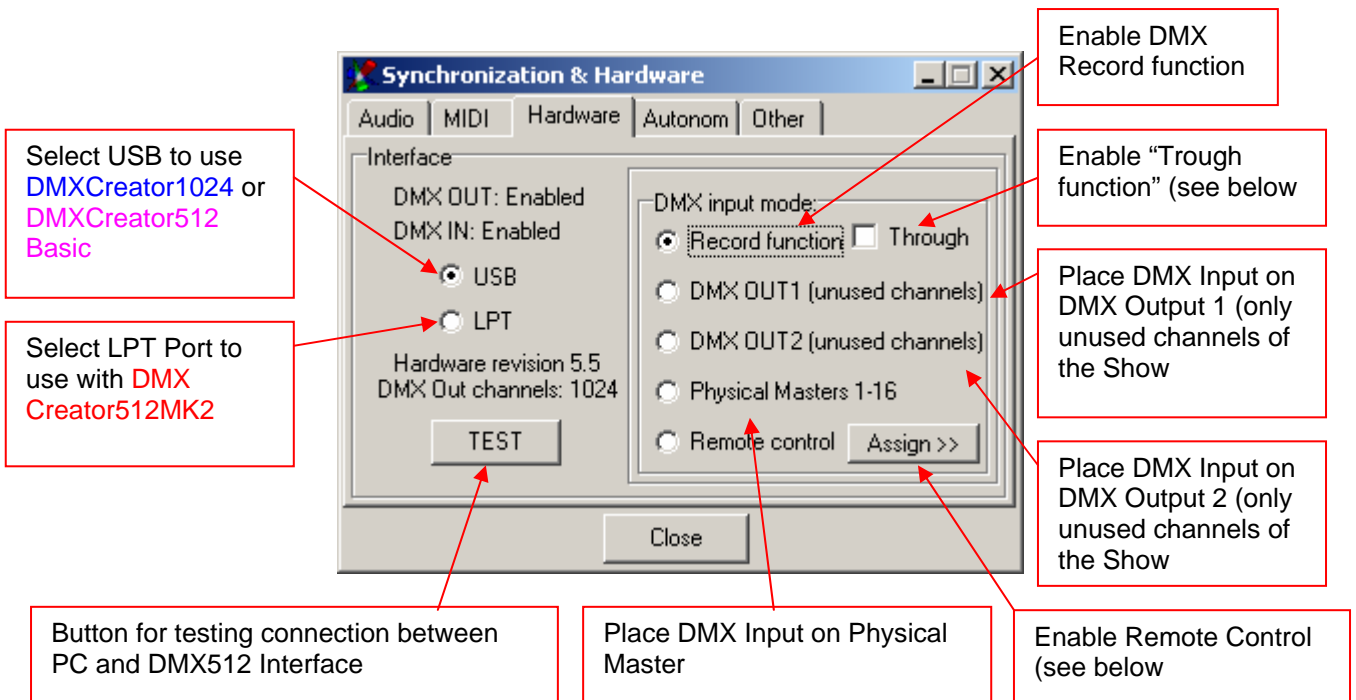
**Example:**

You like to control Sequences 1 to 24 (maximum in Sequences 1 Mode: 127 Sequences)  
 Your keyboard has 49 Keys (Maximum keys for Note commands: 127)

The lowest key of they keyboard does not trigger Scene one, as long as you don't shift the keyboard range to the lowest note. Use the octave transpose function to shift the range.

**[Hardware]:**

This menu is used to control all the settings for the DMX512 interface.



Never remove the DMX512 interface while in use. This can also result in system failures. In order to remove the interface, always shut down the computer first.

Record function „Trough“

If „Trough“ is enabled (only if the DMX-input is globally enabled), the dmX data from the dmX input will be sent directly to the 3D Visual Emulator. Using thsi function, it’s possible to visualize the DMX data from an external DMX controller into the 3D Visual Emulator of the DMXCreator. Please note, that the DMX address patch on both, the sending controller and the DMXCreator has to be identical in order to get the correct view.

**Hint:** If „Trough“ is enabled, the DMX output of the DMXCreator is disabled.

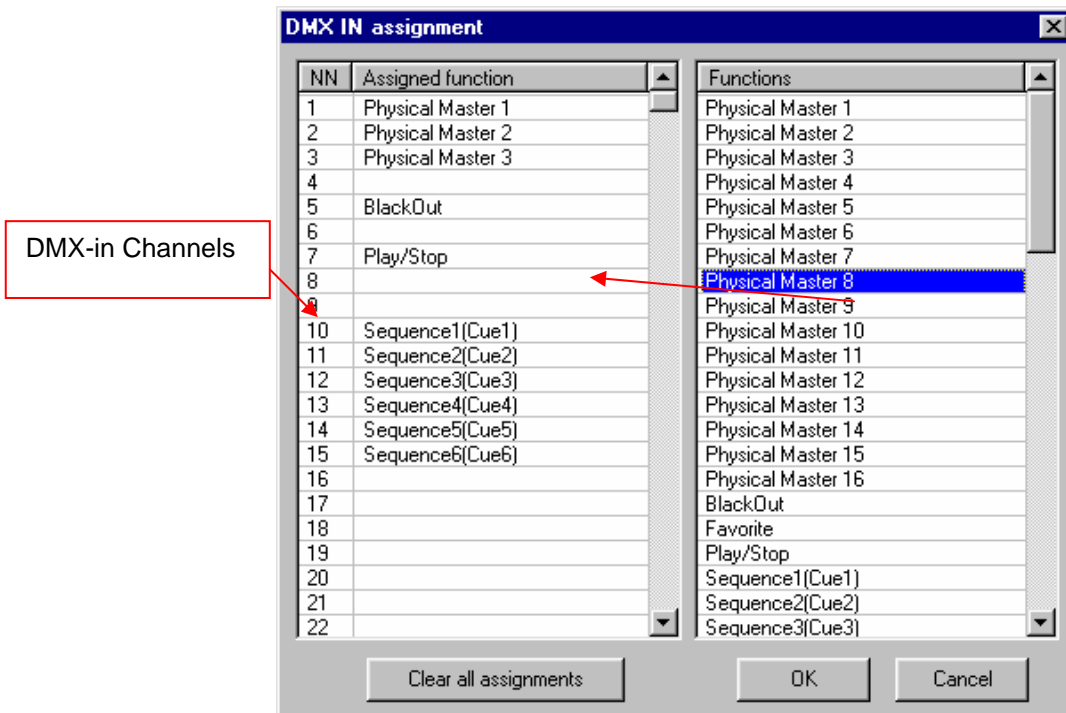
Remote Control

Using this feature gives the possibility to control software functions from an external DMX source (i.E. DMX-Desk or other controller). The external source has to be connected to the DMX-Input of the DMX hardware interface. The following control functions are available:

- “Physical Master“ 1-16
- Blackout, value >128 = Blackout
- Start / Stop, value 0 to 127 = Stop, value 128 to 255 = Start
- Select 32 Sequences or Cues (the first 32 into the Sequence or Cue list), value >128 = Select
- Switching on/off of the 16 MultSequence players, value 0 to 127 = off, value 128 to 255 = on

The functions may be assigned to the DMX-in channels by moving the function from the right coloumn to the left side (to the corresponding DMX.in channel).

„Clear all assignments“ will clear all entries in the left side of the table.



**[Autonom]:**

The DMXCreator512MK2 includes a special „stand alone mode“. The built in memory is able to run a Show without any PC connected.

Some sample applications:

- Shop window lighting
- Small clubs
- Architectural Lighting → Outdoor color changer
- Rental companies. User friendly controller

**Autonom Mode using a PC Keyboard:**

You may connect a standard PS-2 PC keyboard directly to the interface box. If you connect the keyboard, you are able to change Sequences (up to 40), change Sequence speed (+/-), trigger Blackout, Favourite and Play/Stop.

**Autonom Mode without PC Keyboard:**

If you downloaded a Show into the interface box and connect the power supply, the Show will start immediately. Die Show beginnt mit der ersten Sequenz und läuft weiter solange keine Sequenz mit Loop folgt. Ist ein Loop programmiert, wiederholt sich diese Sequenz endlos.

**Autonom Mode using an external DMX Desk to DMX-IN**

The Physical Master (→ siehe 9.5.3 Der Physical Master) is also available in Autonom Mode:

- Channels in Physical Master has to be in yellow mode (Physical Master mode)
- DMX-In Mode (menu „Hardware“) has to be set to „Physical Master“

### How to program a stand alone Show

Create your Show as usually.

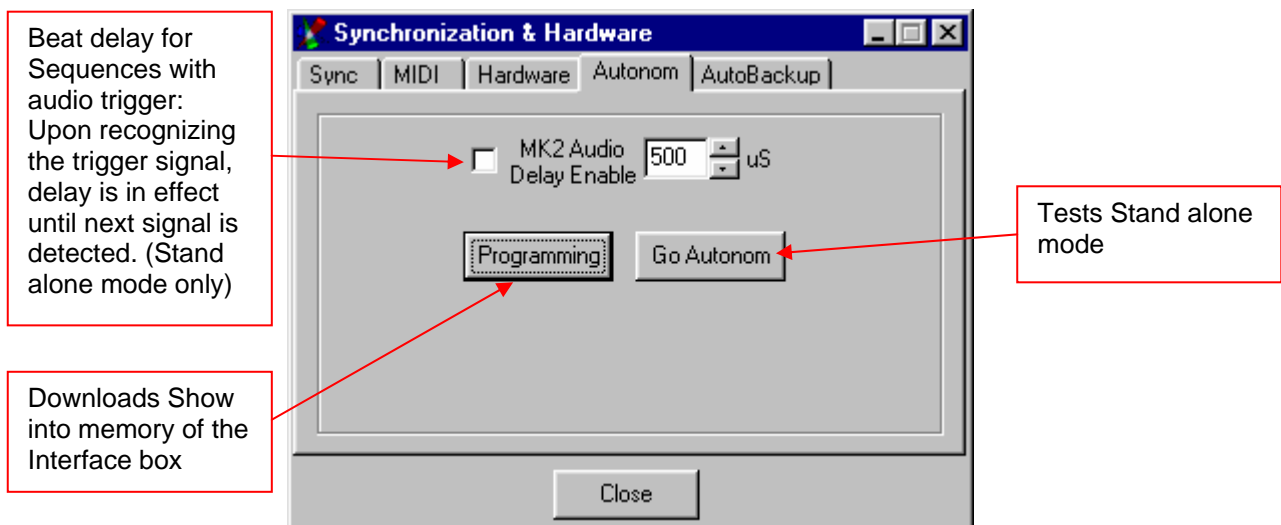
Limitations:

- The memory into the Interface can hold up to 40 Sequences. They can be recalled by the PC-Keyboard connected to the interface box (see keyboard layout below). The order of Sequences is corresponding to the order of Sequences into the Sequence list.
- The total Scenes memory into the interface box is: 8000 (2000 Scenes in elder versions). All 512 channels are stored.
- There is no multiSequence mode available
- There is no manual Sync mode (→ 8.1.2 The Trigger-Modes).
- If you enable the fade function between Scenes, the amount of Scenes to be stored into the interface box will be increased as fade is only simulated in autonom mode. Long fade times can result in overflow of Scenes, means that there is not enough space into the memory of the interface box.
- DMX-In mode should be set to „Record function“ or „Physical Master 1-16“ (→ 9.5.2.3 Hardware

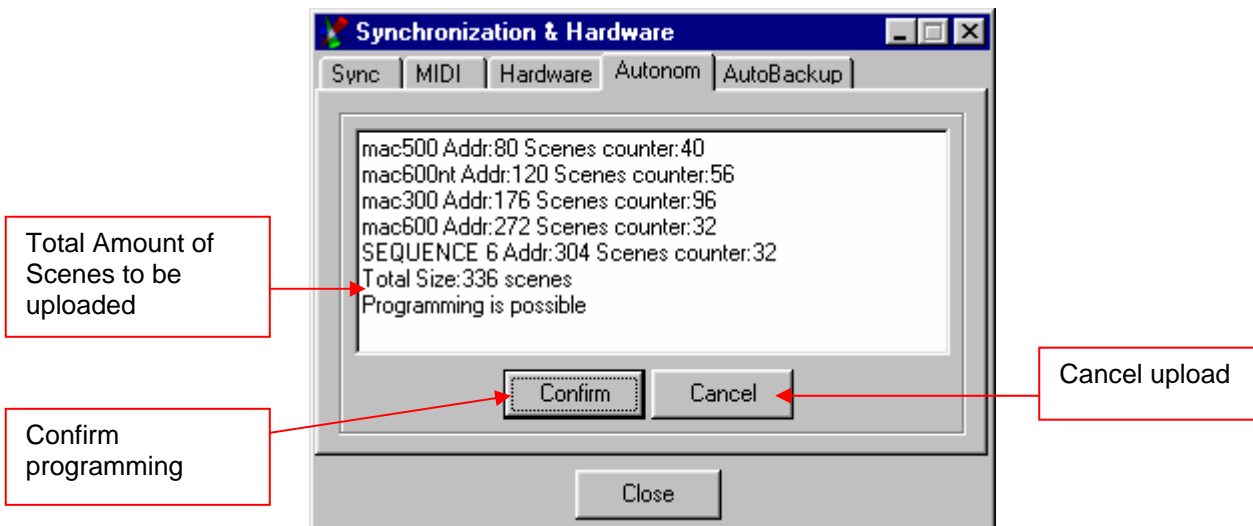
After programming your Show, please enter the following menu:

- Settings, Synch and Hardware, Autonom:

This menu is only active if you have a **DMXCreator512MK2** interface connected to your PC. Stand alone functions:



After pressing “Programming”, the following window appears:



Should you receive the message “Programming impossible”, you have created more than 8000 (or 2000 on elder Interfaces) Scenes.

The DMXCreator512MK2 interface has a 32 Mbit Flash-Memory allowing for a maximum capacity of 8000 Scenes per upload (2000 Scenes memory on elder interfaces).

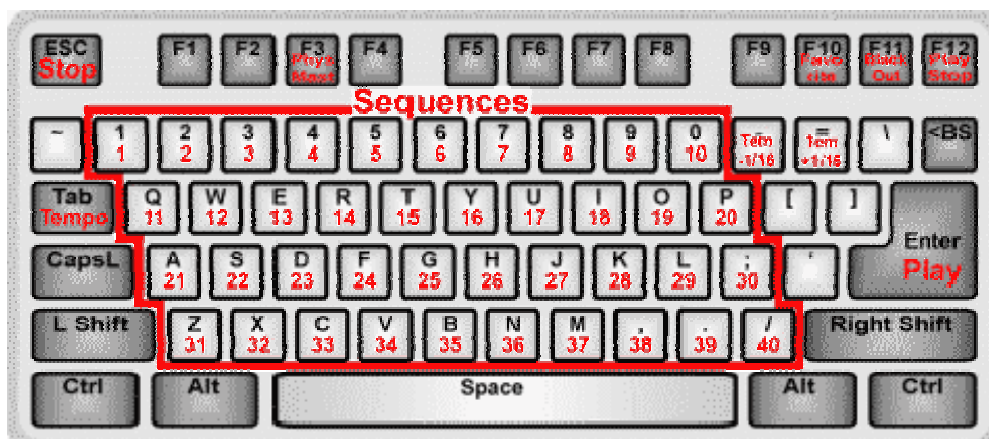
**Note:** If your Show uses Sequences with slow faded Scenes, the amount of programmed Scenes may exceed the actual available memory space into the interface box. The reason for this is that the microcontroller into the interface merely emulates the Fade function by generating intermediate Scenes. As a result, long Fade times result in more Scenes. If you don't use the Fade feature at all, you will have the full amount of memory Scenes available.

**-Stand Alone Mode without PC-Keyboard:**

Once uploaded to the interface, the Show will run as soon as the interface is connected to a power supply. The Show begins with the first programmed Sequence. If the Sequences play mode is set to loop, it will repeat itself endlessly else it will stop after running the Sequence once.

**-Stand Alone Mode using a PC-Keyboard:**

The DMXCreator512MK2 has a PS-2 port for connecting a regular PC-keyboard. Within the Stand Alone Mode, the keyboard can be used to select Sequences, change speed rates (+/-), blackout and starting/stopping Sequences. Here is the layout for a keyboard:



Automatically assigned Key Functions (not user diefinable):

- Sequence Selections            1-0, A-Z, Period, Comma as well as / (- possible instead of /)
- Disable Physical Master       F3
- Favorite Scene                F10
- Blackout                        F11
- Play/Stop                       F12
- Stop within Sequence        Escape
- Play within Sequence        Enter
- Manual Tempo                 Tab
- Tempo +/-                      - and + (or , and ^)

There may be different key labels, depending on the language type of keyboard.

**Note:** The order of Sequences on the keyboard is equal to the order of Sequences in the Sequence List of the DMXCreator software. You may arrange the order into the Sequence list to your needs before downloading the Show into the interface box.

**[Other]**

**Media Player Option]**

Selection of internal or Windows Media Player → „8.2.12 The Play List“

**Synchronize Multimedia in Play List**

Select this option, if you like to have a fully synchronized playback of DMXCreator and Media file in Play List. The internal time code will be used.

**Autobackup**

The auto-backup function creates a backup copy of the current Show in user defined intervals. The backup copy is called \$autobak.d1k, and is located in the program directory. It can be loaded like a normal Show.

**Confirmation**

Select this option if you like to get confirmation message for deleting itmes like Scenes, sequeunces, Cues, groups and Play List events

The auto-backup function creates a backup copy of the current Show in user defined intervals. The backup copy is called \$autobak.d1k, and is located in the program directory. It can be loaded like a normal Show.



## 9.6 Physical Master

The Physical Master makes it possible to adjust any desired DMX channels within a Show independently. It can also be controlled using the DMX-Input (eg. Using an external DMX-desk).

There are two different types:

### **Physical Master:**

Channels assigned to this Master are excluded from programmed Scenes. They can be used manually only. Some applications:

- Fog machine control (using the bump function)
- Static dimmer channel control for surrounding lights in a club
- Strobe lights (using the bump function)

### **Dimmer Master:**

If a channel is assigned to this mode, it will work like a master dimmer channel. If you move the fader all the assigned channels will follow proportionally. Application:

- Master dimmer fader for all Moving head dimmer channels

Basically all of the 16 faders may be defined as Physical Master or Dimmer master.

To change the type of Master just right-click on the fader. If the table is open during this selection, you will see an option called „Search for free Dimmer channels“. If you select this option, all channels that are defined as „Dimmer“ (Aim of channel) will be assigned to his fader.

The Physical Master may be remote controlled by an external DMX desk through DMX input. If fader are set to remote control, they are no longer available for manual control.

Check the following chapter to enable DMX input to Physical Master → Siehe 9.5.2.3 Hardware

Assigning the DMX-input to the Physical Master → See the menu called “Settings” under “Hardware”

Physical Master and Dimmer

Master-Fader

Fader assigned to Master Fader if checked

Fine adjustment of channel

Channel Bump (may be assigned to hot-key)

Blackout is ignored if pressed

Physical Master and Dimmer

DMX channel #1

Clear all assignments

Channel number, DMX out and function of actual mouse position in table

Magenta 6 = Channel is assigned to „Dimmer“-Master fader #.6

Yellow 4 = Channels is assigned to Physical Master fader #4

Start channel of fixtures

Channel Assignment:

1. Select the desired Fader above by clicking the DMX value display below the Fader.
  2. Select the channels you wish to assign to the Fader from the DMX table.
- The selected channels become yellow or magenta, and now display the number of their assigned Fader

**[Position Memory]**

The Position Memory is a function that is primarily helpful for Shows that take place at more than one venue. The different stage dimensions and the resulting focal length changes require the adjustment of both pan/tilt and focus. In order to avoid time consuming re-programming, or adjustment of individual Scenes, you can make use of the Position Memory.

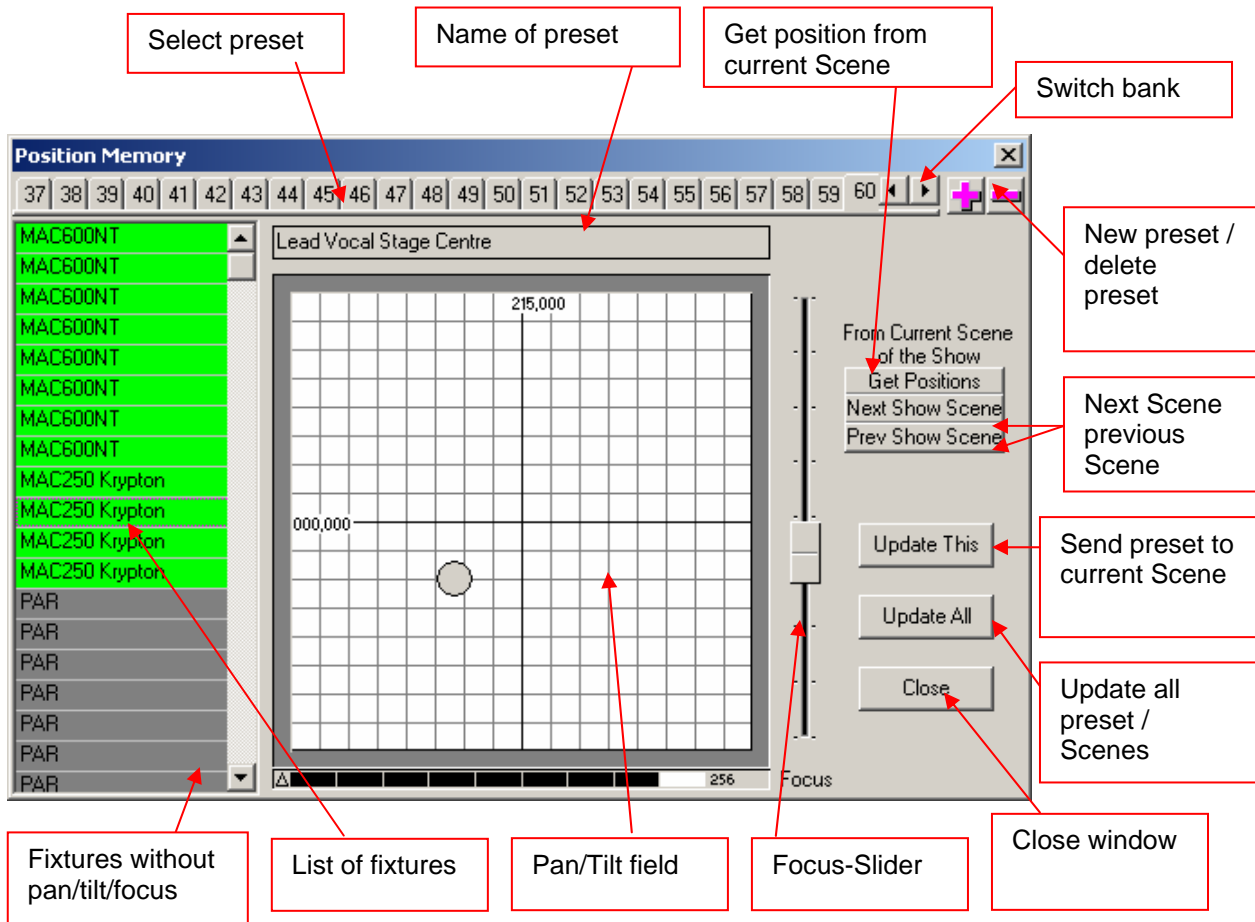
Assign the significant Scenes, where specific Pan/Tilt and/or focus values are of importance, to one of the 32 memory slots. One slot may also contain multiple Scenes that have equal pan/tilt and focus values.

Assigning Position Memory to Scenes:

1. Close the Position Memory window.
2. Click on the name of the Scenes in the "Transport" field with the right mouse button.
3. Select "Assign Position Reference".
4. Select the number of the Position Memory slot.

The memory assignment can be removed or adjusted using the same procedure.

Now, when encountering different stage proportion, just adjust the presets by pressing "Update This" or "Update All" in order to adopt the new positions.

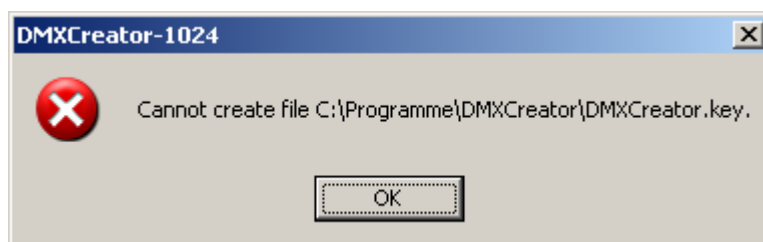


<b>[Visual Emulator]</b>	open the “3D Visual Emulator”
<b>[Media Player]</b>	open integrated “Media Player”
<b>[View Play List]</b>	open „Play List“
<b>[View Sequence List]</b>	open “Sequence List”
<b>[Multi-Sequenz Player]</b>	open “Multisequenze Player”
<b>[Cue List]</b>	open „Cue List“
<b>[Full Screen]</b>	Uses the full screen size for the DMXCreator program. Work in this mode whenever possible, as you get the maximum desktop size.
<b>[Transport Control]</b>	Enables you to choose the location for the transport field as either “On Top” or “On Bottom” of your screen margin.
<b>[Lock Icons]</b>	Locks the fixture icons on the “Plan”, so that they can not be moved by mistake.
<b>[Change Plan Image]</b>	Here you can also replace the background picture for the fixture Plan. →see also “The Plan / MultiPlan”
<b>[Multi-Page Plan]</b>	Here you can also replace the background picture for the fixture Plan. →see also “The Plan / MultiPlan”
<b>[Hot Keys]</b>	

This table can be used to place virtually all functions of the DMXCreator on the keys of your keyboard. Click on a field in the Hotkey column, and press on the desired hotkey on your keyboard subsequently.

Warning: Should you define “normal” keys like A-Z or 1-9 as hotkeys, those keys will always respond with the assigned functions. You can no longer use the keys to enter text or numbers within the software. In order to disable a hotkey, choose the field, and press the “Break” key.

The hot key definition is stored into the following file: dmxcreator.key in the program directory. It’s the same file that holds the language translation.  
If you get the following error:



the file dmxcreator.key is write protected. This happens if you copy your language file from the product CD-Rom. To change it, enter the DMXCreator program directory, i.E.. C:\Program Files\DMXCreator. Right-click on the file named dmxcreator.key and chose „properties“. Uncheck the „write protected“ option and press OK.

**[Access]**

Should you wish to restrict access to the DMXCreator, you can create a password, which only gives full access those that possess it.

Levels:

- 1. Setup (L):                   The user is restricted from changing the DMX setup.
- 2. Edit (M):                   The user is restricted from changing the Show (Sequences and Scenes)
- 3. Play (H)                    The user is restricted from starting or changing a Show.

If any of these restriction levels are applied, their corresponding letters (L,H or M) are visible in the "Transport" field.

Apply for Current Session                   -Adopts changes to running Show.

If the "Visible" icon (eye) is crossed over, the password remains invisible while being entered.

If no password is entered, the access to all functions is unrestricted.

Should you lose or forget your password, please contact [info@dmxcreator.com](mailto:info@dmxcreator.com)

**9.7 The View Menu**

- [Monitor]**                    open the "Monitor" view (see also chapter 8.2.1 "The DMX Monitor")
- [Sliders]**                   open the "Slider" view (see also chapter 8.2.2 "The Fader Panel")
- [Plan]**                        open the „Plan“ view (see also chapter 8.2 "The Plan")

**9.8 The Fixtures Menu**

- [Copy Fixture Scene]**       Copies current Scene of selected fixture into memory.
- [Paste Fixture Scene]**      Pastes Scene placed in memory to current position.
- [Copy (Save) Fixt. Sequence]** Copy (Save) Fixt. Sequence: Copies a range of Scenes of selected fixture into memory or file.
- [Paste (Load) Fixt. Sequence]** Paste (Load) Fixt. Sequence: Pastes range of Scenes from memory or file to current position.

**[Solo]**                         Only selected fixture can be worked with. All other fixture icons disappear

**[Master for Fixture Group]:** See chapter 6.6.1 "The different Master Modes"

Enables you to select all Master settings that will be active the next time you choose the Master function.

**[Groups]**                     <öffnet das Gruppen-Fenster> → Siehe auch „Das Gerätegruppen-Fenster“

**[Values/Time Editor]**       <öffnet den V/T-Editor> → Siehe auch „Der V/T-Editor“

**9.9 The Help Menu**

- [Help]**                        open the Help Menu
- [Search for Help On..]**     search in Help
- [How to use Help]**
- [About]**                     About the DMXCreator, Software Version

# 10 THE PANEL DESIGNER

The Panel Designer is used to create adjust the fixture panels that are used in the software. It is clear and easy to use. Nevertheless, some knowledge about DMX512 is required to use the Panel Designer effectively.

All defined channel values are entered in decimal (0-255)

The screenshot shows the 'Device Service Panels Designer' window. The interface includes a menu bar (File, Edit, Help), a toolbar with icons for New, Load, and Save, and a main table for defining panel elements. The table has columns for 'NN', 'Used', 'Aim of Chan', 'Default State', 'BlackOut Sta', 'Smooth', and 'Hint'. Below the table are controls for 'Number of used DMX Channels' (set to 16), 'Device Icon', 'Device Name' (YPOC 575Pro BL1.0 <G), a 'TEST' button, and a 'Control Elements List'. At the bottom, there are 'Additional fixture parameters' including 'Beam Angle' (15.0), 'Pan Angle' (530), 'Tilt Angle' (285), and 'Fixture Type' (Scanner, Moving Head, Fixed Spot). Red boxes and arrows point to these various elements with descriptive labels.

NN	Used	Aim of Chan	Default State	BlackOut Sta	Smooth	Hint
1	✓	Pan	128	-	✓	
2	✓	Pan Fine	128	-	✓	
3	✓	Tilt	128	-	✓	
4	✓	Tilt Fine	128	-	✓	
5	✓	Color	0	-	-	
6	✓	Gobo	0	-	-	Gobo 1
7	✓	Undefined	0	-	-	G-Rotation
8	✓	Gobo	0	-	-	Gobo 2
9	✓	Undefined	255	0	-	Shutter
10	✓	Dimmer	255	-	✓	

In order to be aware of all possibilities when creating a panel, load an existing panel as an example. The installed panel files can be found in the following folder, or on the product CD-ROM:

i.E.: C:\Program Files\dmxcreator\devices

Now you see a control window on the left side, and the panel in progress on the right side. The panel you are creating looks exactly like the finished panel in the software.

When creating a new panel, the following steps may be useful:

1. Obtain the DMX channel assignment table from the fixture manufacturer.
2. Press the button called "New Panel"
3. Enter the amount of DMX channels used by the fixture.
4. Enter the name or type of fixture. Please put the name of the manufacturer in <>brackets.
5. If you wish to use a custom picture icon, you can load a bmp picture with a dimension of 32X32 pixels and 16 colors. This will be the icon for your fixture in the "Plan".
6. Define the functions of the channels in the table on the right. The following functions are definable:

- Pan (16-Bit MSB)
- Tilt (16-Bit MSB)
- Color
- Gobo
- Pan Fine (16-Bit LSB)
- Tilt Fine (16-Bit LSB)
- Dimmer (from software V5.68 on)
- Focus (from software V5.68 on)

Should you have functions that are not definable within the parameters above, you can place them under "Undefined" and type the name of the function into the "Hint" column.

7. Define the value of channels in "default" state.
8. Define the value of the channels in "blackout" state (Shutter closed or dimmer = 0)
9. Choose "smooth" for linear channels (E.g. dimmer 0-255 or zoom 0-255). This does not apply for channels that work in snap mode. For example, Colors: 0 = white, 15 = yellow, 30 = blue etc.

**! : "Fade" on channels is only possible if the channel is set to "smooth" into the panel file.**

10. Close any unused in-between channels within the Used column.
11. Enter the data for the 3-D Visual Emulator in the lower most field.

- Beam Angle                      Exit angle of beam in degrees. For fixtures with zoom function, enter a median value.
- Pan Angle                        Max. Pan range in degrees
- Tilt Angle                        Max. Tilt range in degrees
- Invisible in Emulator        For fixtures without light output (fog machines), or if you set multiple dimmer channels on one panel.
- Fixture Type                    Moving mirror, Moving Head or Fixed Spot.

Please note that the 3-D Visual Emulator only generates one light beam per panel. For example, if you place multiple dimmer channels from a dimmer pack on one panel, only one beam will appear in the emulator.

12. Next, implement all the functions of the fixture in the panel using its available components. In order to easily place the components, enable the "Snap to Grid" function. First, click on the desired function, then on the panel in order to place it.

The Functions:

- **Container:** This function gathers and groups together components. In order to have a better overview of your panel, it is useful to create separate functional groups using Containers. For example, have separate groups for colors and gobos etc. The background and font colors can be adjusted for each Container.
- **Pan/Tilt Field:** This field is for fixtures that have pan and tilt ability.

First, enter the channels for pan and tilt (fine). Next, the following specifications can be made:

- |                 |   |
|-----------------|---|
| Half Size       | -Size of field is cut in half.                                      |
| Pan/Tilt 16 Bit | -For fixtures with 16Bit pan/tilt resolution (2 channels per axis). |
| Inverted        | -For special fixtures, pan/tilt axes are inverted.                  |
- **Color Button:** Creates buttons for color selection. The color can be specified for each button, according to the colors available of the fixture. The color selected for the button also serves as reference for the 3D Visual Emulator. Channel number, as well as DMX value must be entered for each color.
  - **Picture Button:** Creates buttons with pictures (gobos) or text. Small Bitmap pictures (size according to button dimensions) can be loaded to buttons. Format: BMP file, 16/256 colors, around 20X20 pixel. Channel and DMX values must be entered.
  - **Dial Knob:** Generates DMX values for defined ranges, such as for dimmer or focus functions etc. Always enter the maximum value first, then the minimum value for the desired range.
  - **Faders:** Generates DMX values for defined ranges, such as for dimmer or focus functions etc. The output values can be inverted. Always enter the maximum value first, then the minimum value for the desired range. Some fixtures have functions with high resolution (16bit) and use two channels. In this case enable "16bit" and you will get one coarse and one fine fader.
  - **Text:** Used to label functions or indications. The font itself, as well as font size and color can be adjusted.
  - **Color Mixer:** For fixtures with CMY/RGB color mixing system. Color Mixer field size is variable.
  - **Multi-Button:** The Multi-Button can adjust multiple DMX values from varying channels simultaneously. (E.g. for switching off lamp)
13. Once the fixture has been connected to the DMX interface, you can test your Panel directly. Enter the starting address to the field on the left (must be the same as for fixture), and press the Test button. Test all the components in the panel to the right.
  14. Save the panel and exit the "Panel Designer"

# 11 TROUBLESHOOTING

Problem:	Verify
The DMX512 interface is not accessible	<ul style="list-style-type: none"> <li>- Is the data cable between PC → connected properly?</li> <li>- Is the power supply connected? Does it have the right voltage? (Only for DMXCreator512MK2) Data for power supply: 9-12V AC or DC, 250mA, polarity does not matter</li> <li>- Is the manufacturer supplied LPT cable being used? Some cables that are not manufactured according to the Centronics standard have been known to cause complications</li> <li>- Perhaps, uninstall the printer or Zip drivers. Do not connect the interface through a Zip drive.</li> <li>- Is the USB driver installed properly? Check in Windows System Settings. Reinstall driver</li> </ul>
The connected fixtures are not reacting.	<ul style="list-style-type: none"> <li>- Is the DMX512 line connected to the port of the DMX512 interface?</li> <li>- Are the starting addresses on the fixtures correct?</li> </ul>
The fixtures are not reacting correctly.	<ul style="list-style-type: none"> <li>- Is the cable used a DMX512 standard cable? Do not use microphone cables.</li> <li>- Is there a DMX Termination Resistor at the end of the DMX512 line? (120Ohm resistor between Pin 2 and 3 of XLR-plug.</li> <li>- Are the starting addresses on the fixtures correct?</li> </ul>
When the computer returns from “Standby mode”, the fixtures are no longer at their programmed positions	<ul style="list-style-type: none"> <li>- Disable any “Standby” and “Power Save” functions of the PC</li> </ul>

## 11.1 Known Problems

Since the original conception of the DMXCreator software, more than 70 different fixtures with DMX512 interface have been tested live in our laboratory. In general, all fixtures that support the DMX512 standard work without fault. There are, however a few fixtures that display problems with processing the data refresh rate of the DMXCreator (40Hz). The DMX512 standard prescribes a maximum renewal rate of 44Hz. The table below lists the fixtures and their known problems respectively.

Manufacturer	Problem	Solution
Martin MX-1, MX-4, Acrobat	Loses steps with quick pan movements	DMXCreator1024 Firmware >V5.5, DMXCreator512MK2 Firmware >V7.5
GLP, American DJ, MAX, Mighty Scan	Sometimes has a delay in reaction to DMX value changes.	DMXCreator1024 Firmware >V5.5, DMXCreator512MK2 Firmware >V7.5
SGM Galileo 2 / 4	Does not synchronize with DMX properly.	New firmware for the scanners are available from SGM Italy. DMXCreator1024 Firmware >V5.5, DMXCreator512MK2 Firmware >V7.5

Please visit our website from time to time <http://www.dmxcreator.com> for regular news and updates.

## ***11.2 Support information and Hotline***

If you have questions regarding the DMXCreator, please contact your local Dealer first, or write an e-mail to the following address: [info@dmxcreator.com](mailto:info@dmxcreator.com)

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