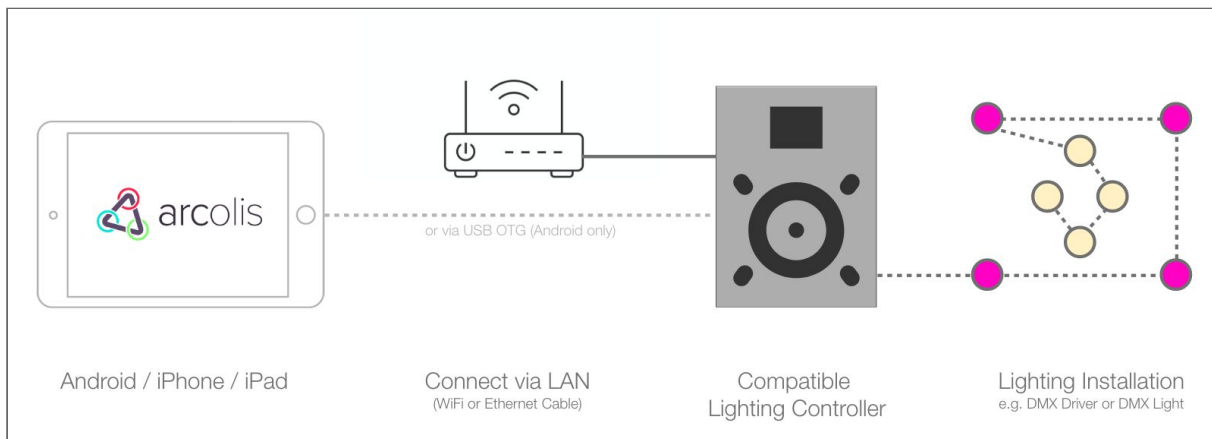




# Quickstart Guide

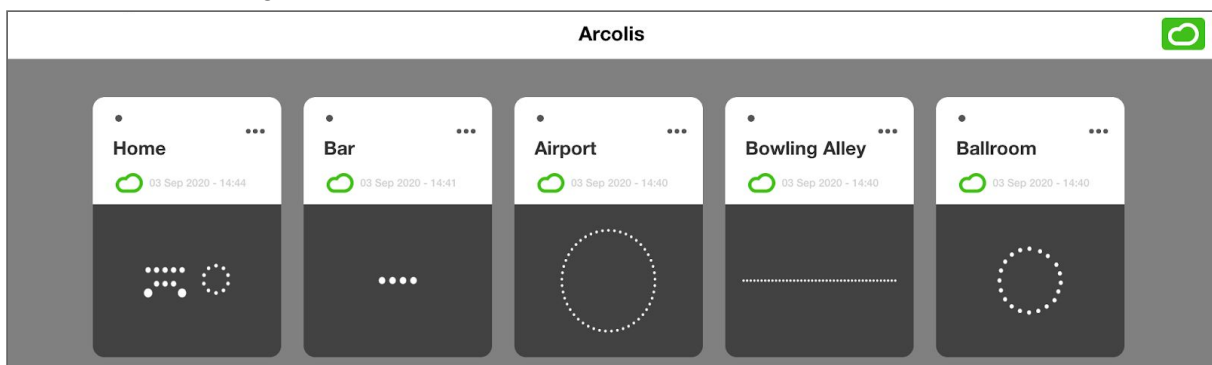
## Installation

Arcolis is an app for creating scenes and effects for your lighting controller. Arcolis for iPhone and iPad can be downloaded from the Apple App Store, and Arcolis for Android phones and tablets can be downloaded from the Google Play and Amazon App stores. Further information on device compatibility can be found on our website at [nicolaudie.com/arcolis](http://nicolaudie.com/arcolis). Connect Arcolis to the same local network as your lighting controller. The Android version of Arcolis can also be connected over USB with an OTG cable.



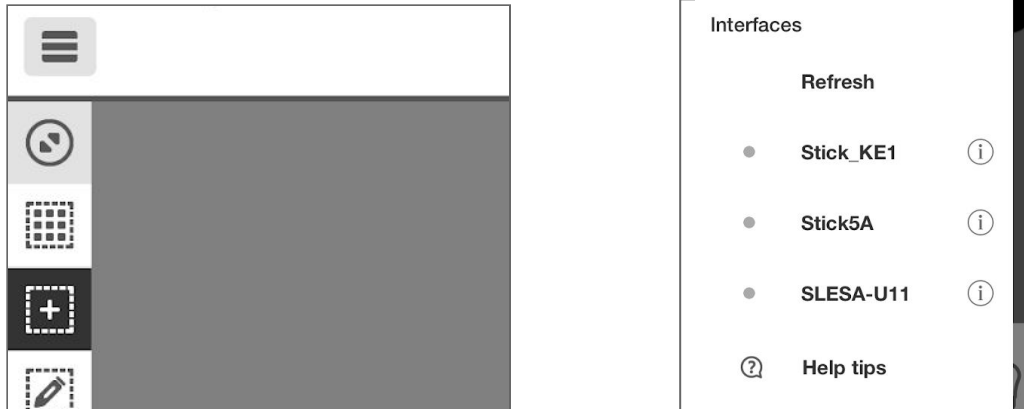
## Creating a project

Create projects on the first screen which appears after Arcolis has started. Projects can be synchronised across multiple devices with the Arcolis Cloud. Connect to the cloud by tapping the icon to the top right.



# Connect to a controller & add lighting fixtures

Create a plan of your lighting installation from the *Fixtures* screen. Connect to a compatible lighting controller by selecting a project, and then opening the main menu. Show Help Tips by tapping the bottom of the menu.



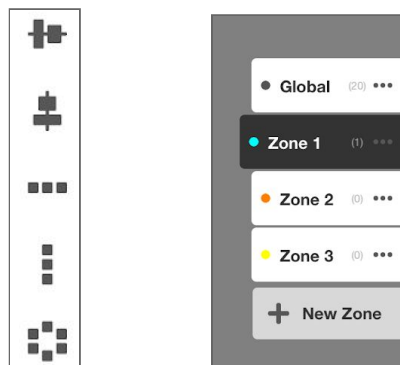
Select a lighting fixture type at the bottom of the screen.



If using DMX, the DMX address is assigned automatically and can be viewed either by clicking on the 'Patch' button or clicking on the 'Tag' button.

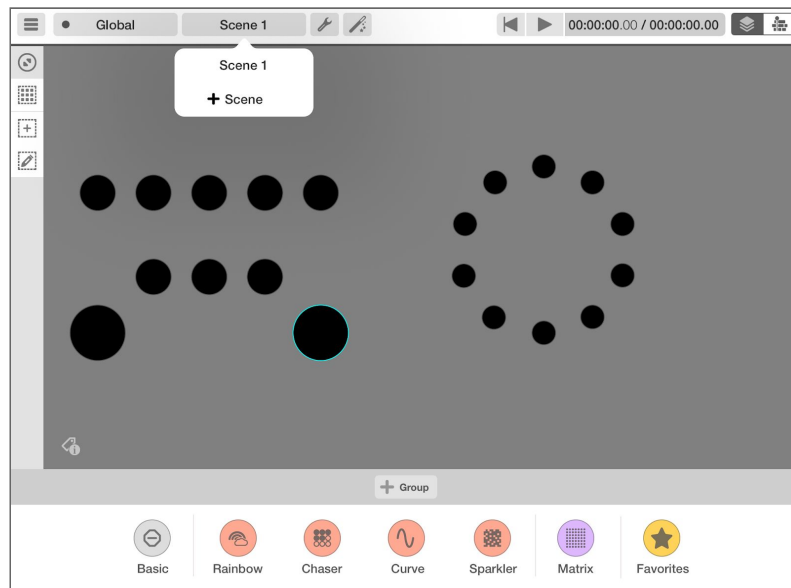


Lighting fixtures can be arranged by touching and dragging. Touch and drag with two fingers to move the canvas. The tools on the left bar allow for aligning and arranging in shapes. Split your lights into zones for independent control.

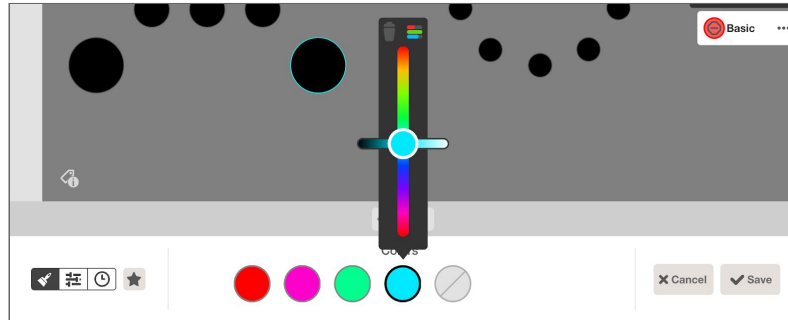


# Creating Scenes and Effects

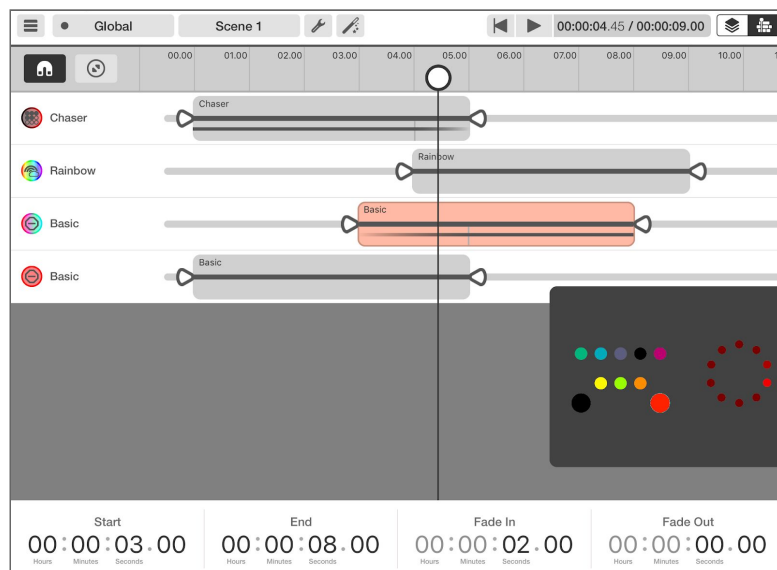
Create Scenes and Effects from the *Design Scene* screen. Select a Zone and Scene from the top bar, then select the lights you wish to edit and choose an effect from the bottom bar. Touch and hold on a fixture to quickly set a basic color.



Drag the color slider up and down to change the color, and left and right to change the brightness and saturation. The speed and duration of an effect can be set from the three buttons to the bottom left.

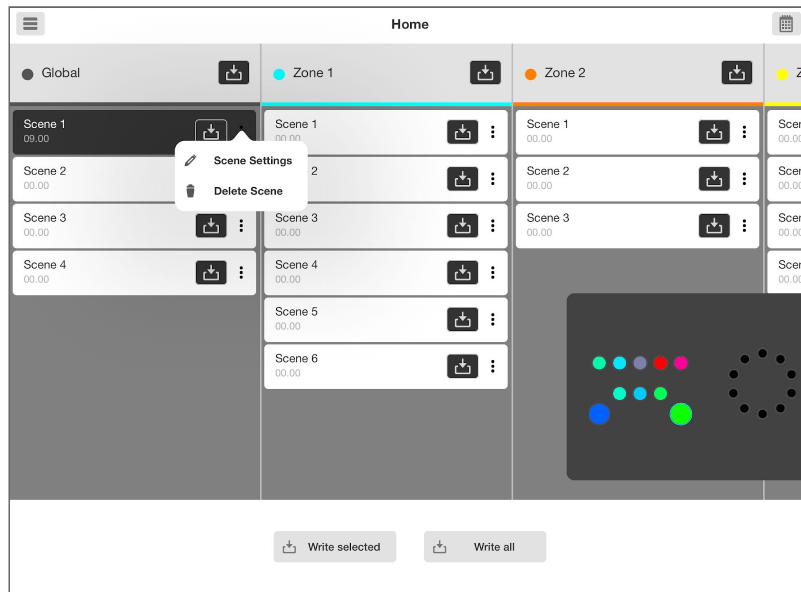


The timeline view allows for layering and cross-fading multiple effects.

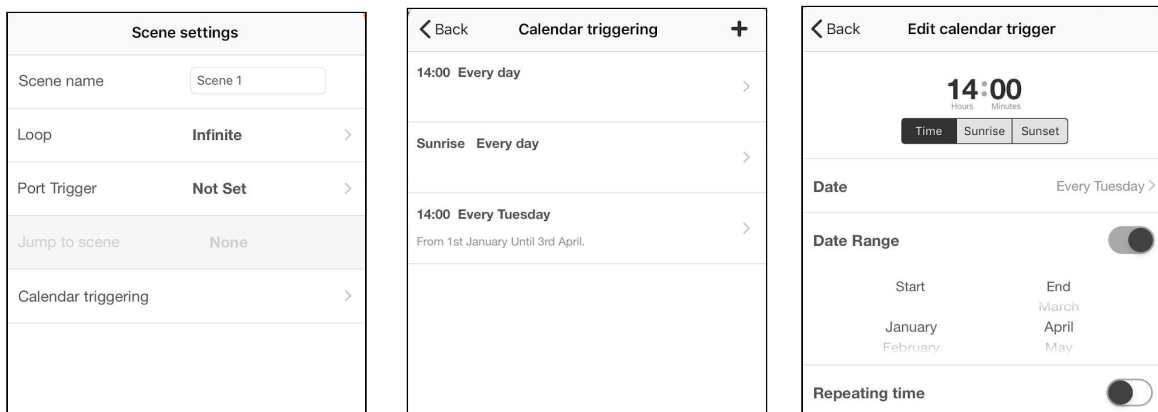


# Finishing Off

Test scenes from the *Play & Write* screen. Choose which scenes should be written to the connected lighting controller, and edit scene settings.



Create calendar triggers to automatically play scenes at certain times of the day.



Transfer the project to the lighting controller by tapping the buttons on the bottom bar. Remember to disconnect from the controller before testing the project in Stand Alone!

