

# DVC2 User Manual

English

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# 1. Installation and driver

## Package contents

- 1 CD-ROM with software tools for lighting control and user manual.
- 1 USB/DMX Interface.
- 1 USB 2.0 cable.

## System requirements

- Microsoft Windows XP, VISTA, or 7. (some older interfaces are only compatible with 32-bit operating systems)
- Microsoft DIRECTX 9 or higher.
- 500 Mhz processor (1,5 Ghz).
- 256 Mb RAM (512 MB).
- 150 Mb free disk space.
- CD-ROM drive.
- 1 or 2 USB 2.0 ports.
- 1024 x 768 screen definition.
- DIRECTX 9 compatible video card.
- 128 MB video memory (256 MB) .

## Software & Hardware Installation

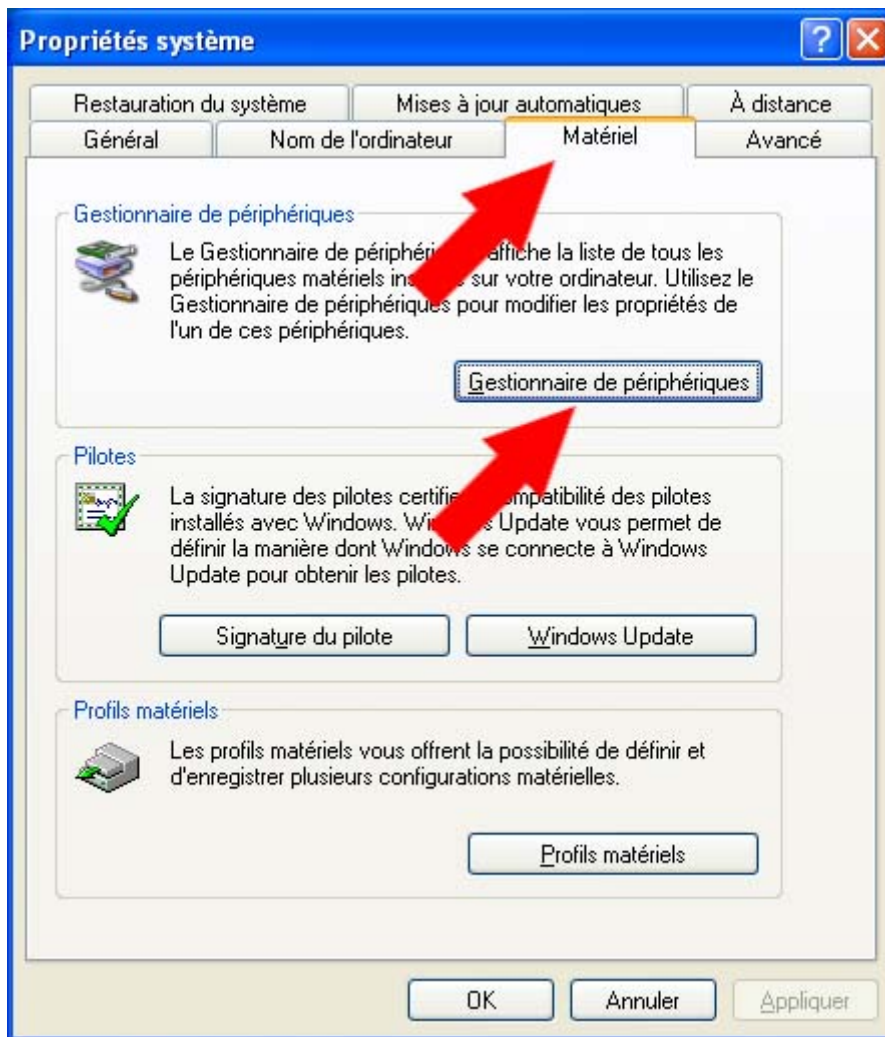
Our USB/DMX interface is a global innovation. It thoroughly respects the USB 2.0 and DMX512 protocol specifications. It can be directly powered via a 9V AC electric adapter, or via a USB 2.0 cord.

You must install the software first, then connect the hardware second. The drivers will be installed automatically during the software installation. The driver installation will finish once you connect the DMX interface.

To manually install or update the drivers, use the Device Manager under the Properties of My Computer:

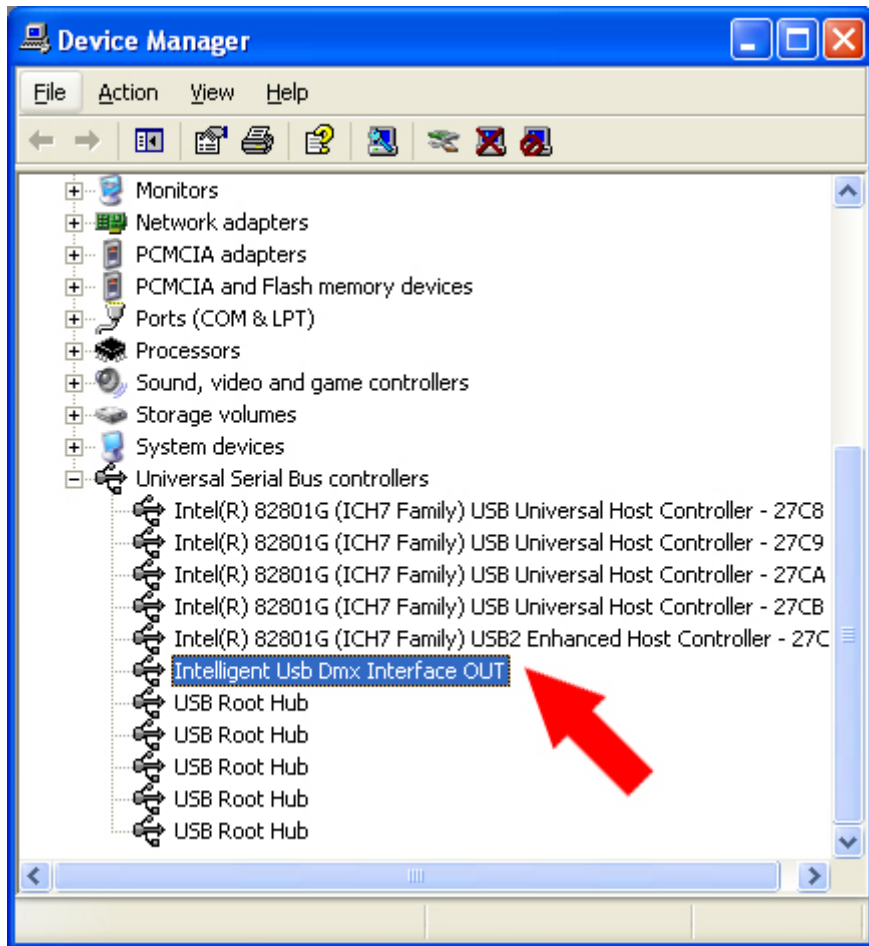
- Connect your interface to the USB2.0 port.
- Right click on "My Computer" and select "Properties". (My computer can be found on the desktop or within the start manu)
- Select Device manager (this can be found under the hardware tab in windows XP)

Please refer to the hardware user manual for more information on how to install the DMX interface driver.



### List of the possible cards detected by the Windows Device Manager

- Intelligent Usb Dmx Interface OUT Economy.
- Intelligent Usb Dmx Interface OUT.
- Intelligent Usb Dmx Interface (Usb powerd 2006).
- Intelligent Usb Dmx Interface (Stand Alone 2006).
- Intelligent Usb Dmx Interface (Low cost U6).
- Unknown Device means that the interface has a problem.
- USB Device or SIUDI-DMX OUT or SIUDI EC means that the drivers must be installed.



Next, please follow the instructions for the Hardware Update Wizard and choose the option to  Install From A List Or Specific Location. This location can be a folder on your hard drive or the software install CDROM.

List of Driver Files:

SIUDI5.INF for the new interface with 2 XLR IN and OUT and 1 XLR OUT.

SIUDI.INF for the old interfaces with only 1 XLR.

After the installation, please check if the file  SIUDI5.DAT is in the folder:

C:\WINDOWS\system32\SiudiLoad.

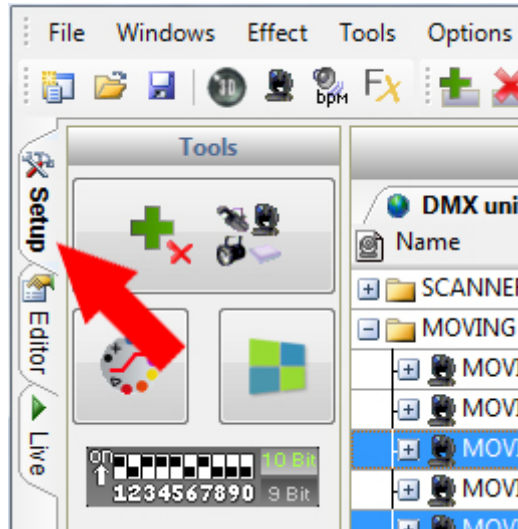
### Software Installation and Updates

Visit our website for the latest software version. Updating the software will not overwrite your existing show, however it is advisable that you make a backup of your show before updating the software.

## 2.SETUP mode

The software has 3 tabs in the upper left corner. Each tab refers to an important phase of creating a show. Here is a review of the different pages.

- SETUP: for patching-in and configuring light fixtures.
- EDITOR: for creating scenes and sequences.
- LIVE: for live control, triggering scenes.



### Setup mode

The Setup page allows you to configure your lighting fixtures. You can choose from over 4,000 different fixtures. DMX addresses of 1 to 512 channels can be assigned over 6 different DMX universes (depending on the type of interface connected).

The software uses SSL (Secure Socket Layer) library files. The Scan Library Editor allows you to create your own library.

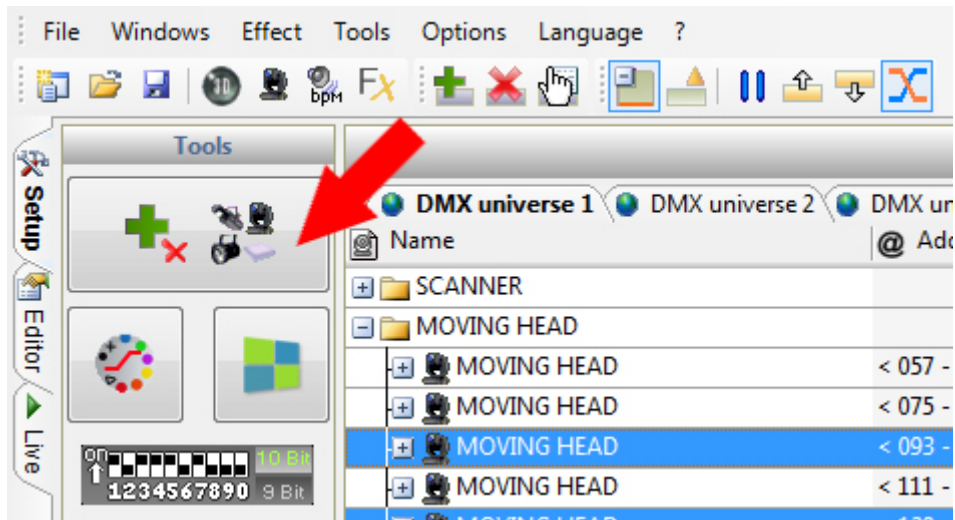
### Creating a New Project

To start, create a new project. In the FILE menu, select the NEW option or click on this icon to CREATE a new project.

### Inserting and Deleting Fixtures

Start off by inserting a fixture from the Scan Library. The software is able to create powerful control functions corresponding to the functions of each fixture. For example, if your fixture has CMY color mixing channels, the software will add a color wheel to make controlling the color of your fixture simpler. If you cannot find your fixture in the list, it will need to be created with the Scan Library editor. See the Scan Library Editor manual for more information.

Click on the PATCH FIXTURE button.



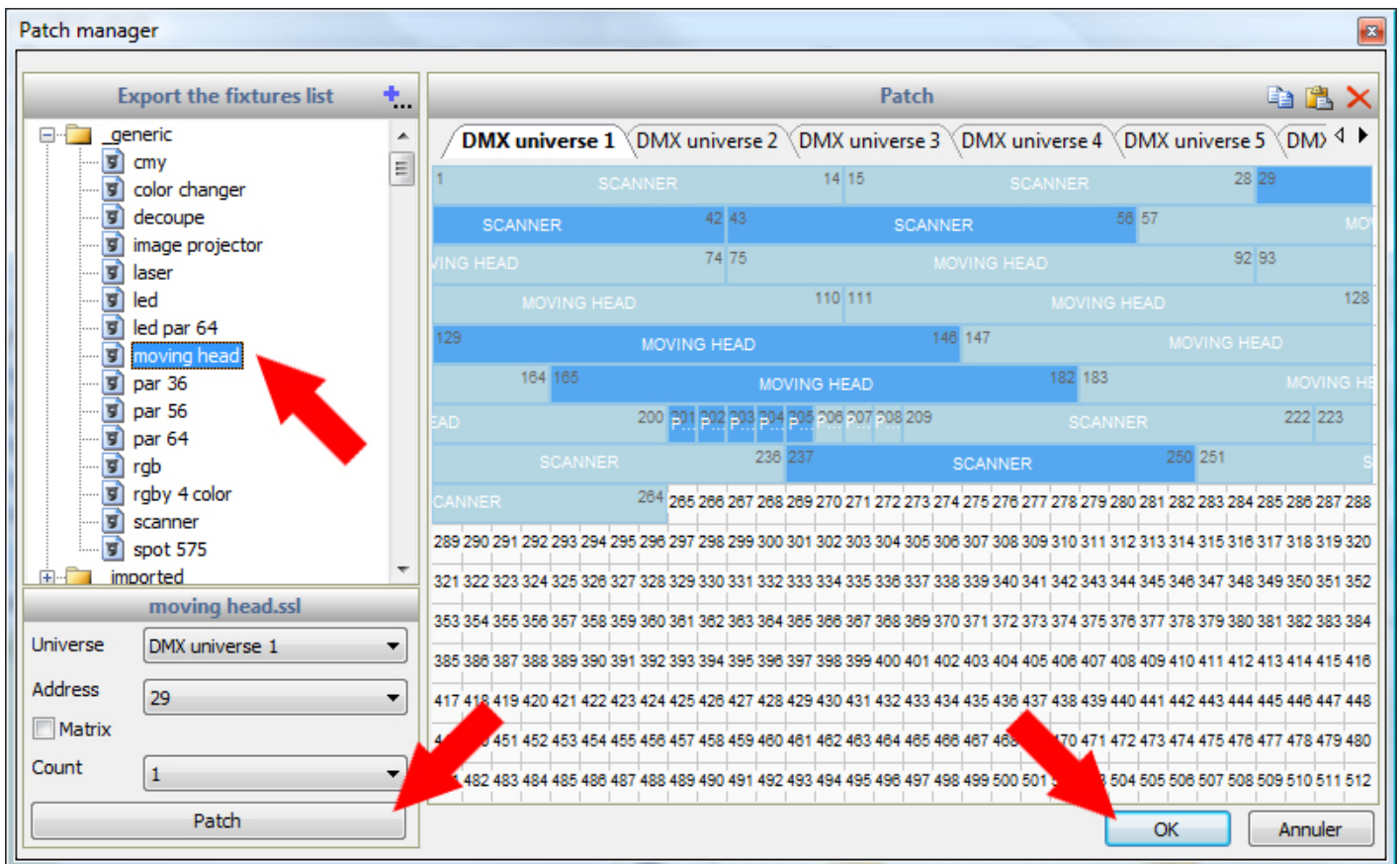
Select the fixture brand you require from the PATCH MANAGER window. If you are using traditional lighting, such as PAR36 pinspots, you are most likely to find your fixture profile within the [ ]\_Generic[ ] folder.

To patch a fixture:

- Select the DMX Universe
- Select the starting DMX address and number of fixtures
- If you have a matrix of fixtures, select the Matrix option to create a set of rows and columns
- Click "Patch"

Use the icons in the upper right corner of the Patch Manager Toolbar or right-click on a fixture placed in a universe to:

- copy/paste fixture(s)
- delete fixture (s)



## Delete and Update fixtures

Delete fixtures within the Patch Manager. You will see the changes after you confirm and close the window.

In the Patch Manager, deleting fixtures will not change the content of the scenes. However, if you change a fixture address, the new address will be updated automatically in all the currently used scenes. This can be very useful as you can change the address of a fixture without the need to re-program.

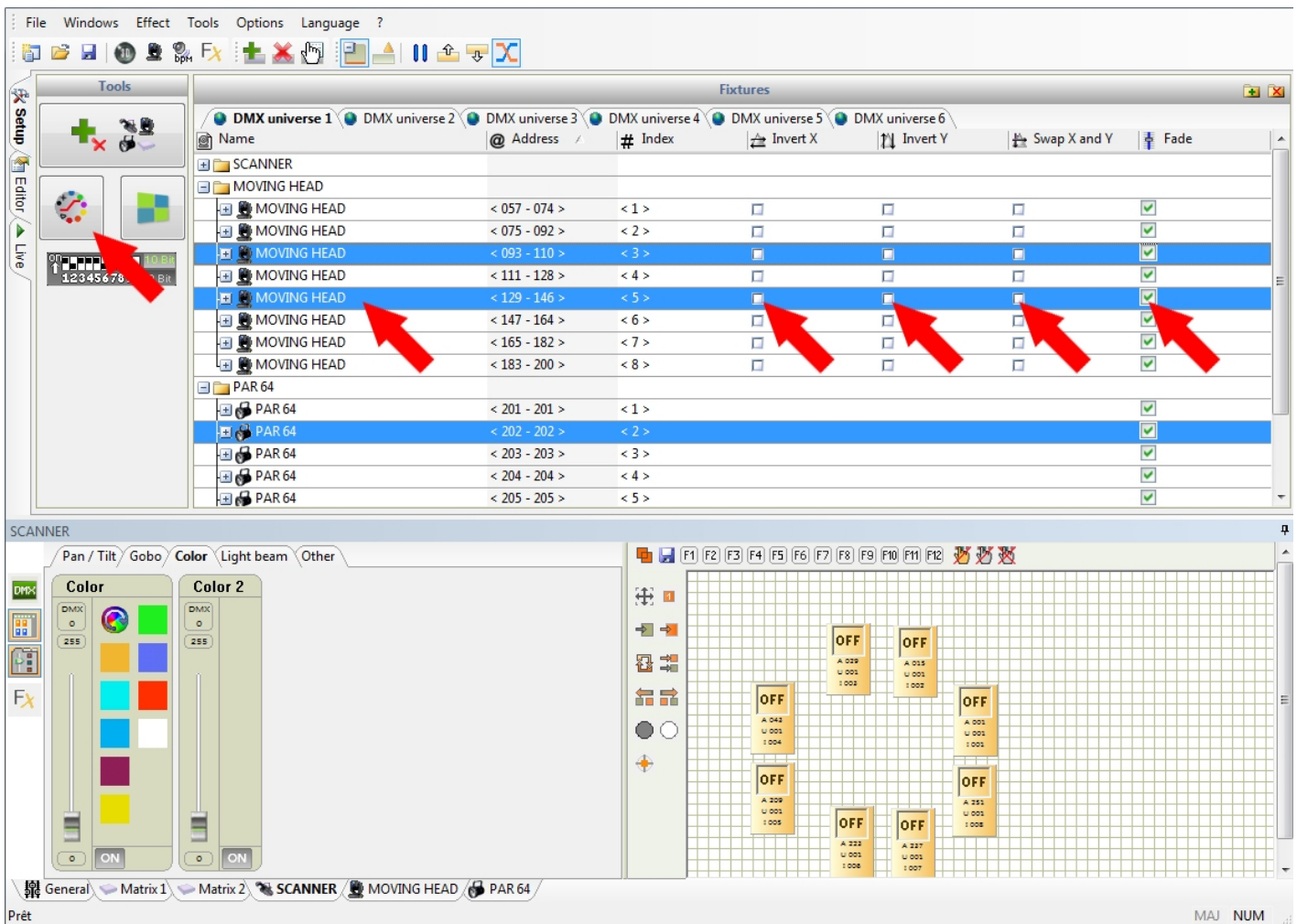
## Fixture Configuration

Select the fixture you wish to configure.

- Double click to change the fixture or family name
- Invert Pan movement
- Invert Tilt movement
- Invert your mouse Pan and Tilt position
- Allow the channel to fade

If the fade time option is not activated, the channel will not take fade-time transitions into account. This is useful for gobo channels when you want the dimmer to fade between 2 points but the gobo to change suddenly at the end of the fade.



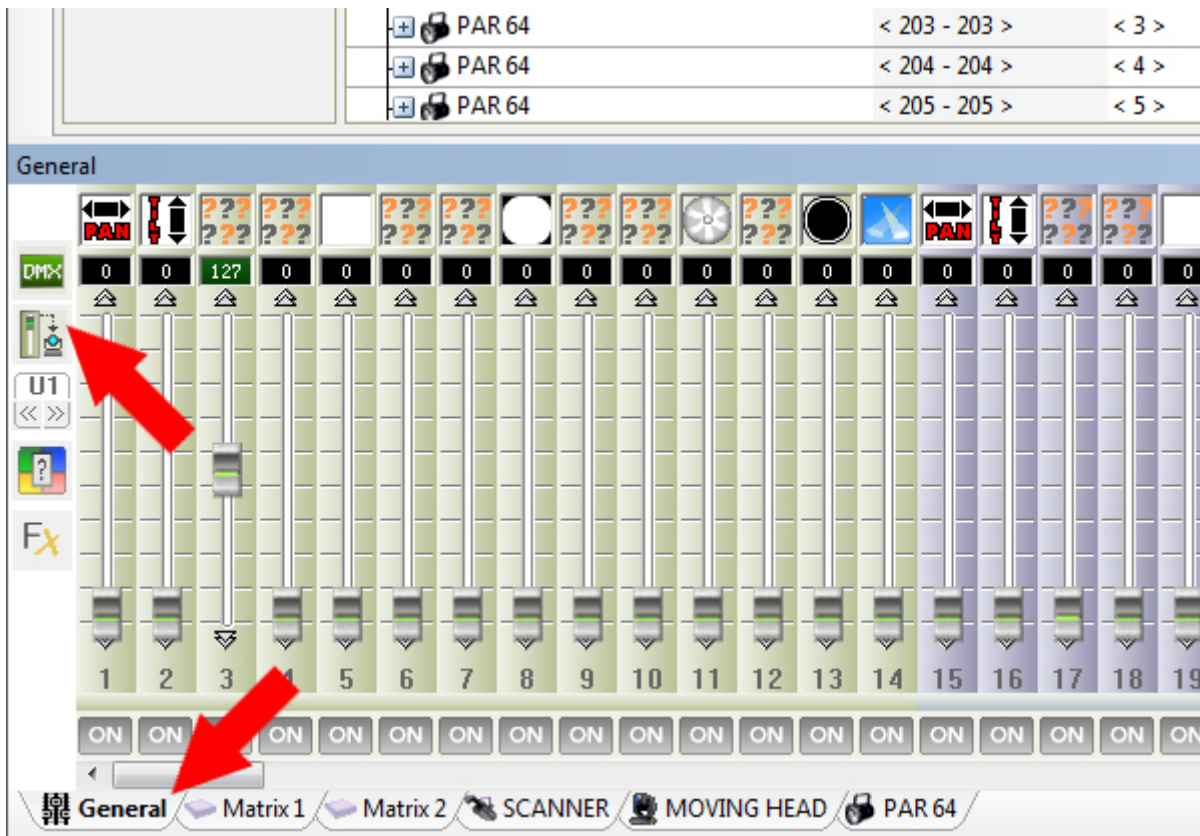


## 10-Digit DMX Address Display

A 10-Digit Addressing tool will automatically display the selected address's DMX values. Some fixtures use 9 digits for the DMX address.

## Control Windows

The software has several control window options. Select the different fixture types by choosing from the tabs at the bottom of the window.



### General control window (Standard mode 512)

The general control shows the 512 channels of a DMX universe. Each channel outputs a DMX value of 0 to 255.

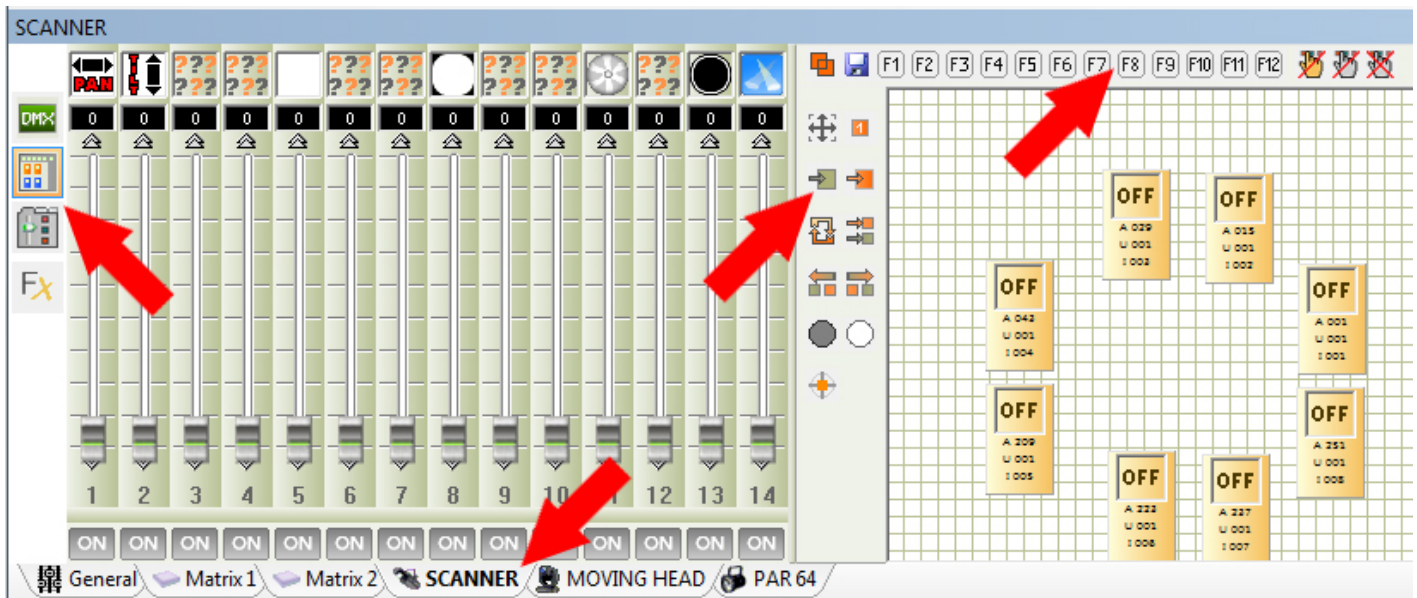
This window is for quick and simple tests and to see the channels DMX values.

- Channel values can be displayed in percentage or DMX
- Display the used channels only
- Display the general group window of the fixtures
- Choose wich DMX universe to be displayed
- Change the control state of the channel
- Start the scene generator

### Fixture control window

To view the fixture control window, you first need to select one of the fixture tabs along the bottom.

The left part of the fixture control window is where the channels are displayed. The right part (the GROUP WINDOW) is where the fixtures are displayed.



## Group window

This control window is very important. You can choose with which fixtures you want to control and work with. When you add fixtures with the PATCH MANAGER, icons are added to the display. Each icon is a fixture. There are separate group windows for each different type of fixture (moving head, cmy etc.)

The following functions can be carried out:

(left options)

- Change the size of an icon
- Choose between selection mode (orange color for the selection) or graphical position mode of the items (blue color). This prevents you accidentally moving items when selecting
- Invert the selection
- Select all fixture items.
- Select 1 item of 2
- Move up the selection
- Move down the selection
- Delete all the selections

(top options)

- Select several groups simultaneously or select only 1 group
- Save a group
- Select and activate a group from F1 to F12 (also available with F1 to F12 keyboard keys)
- Cancel all live actions of the selected items
- Cancel all live actions done with the current control window
- Cancel all the live actions of all the control windows (general cancel)

## Save a group

To save a group, select the icons in the GROUP WINDOW that you wish to save, click on the small blue floppy disk icon in the top left corner of the group window, then click on the F(1-12) key you wish to store the group into. Another way to save a group is to select the icons, hold down the CTRL key and click the relevant F(1-12) button.

Your group will be automatically saved and can be recalled directly. You can recall a group clicking the F(1-12) buttons or with the F(1-12) keys or your keyboard.

### Cursor mode

To control the fixture, you need to select 1 or more items in the group window. Right click the top of a channel fader to jump to a particular preset.

### Preset mode

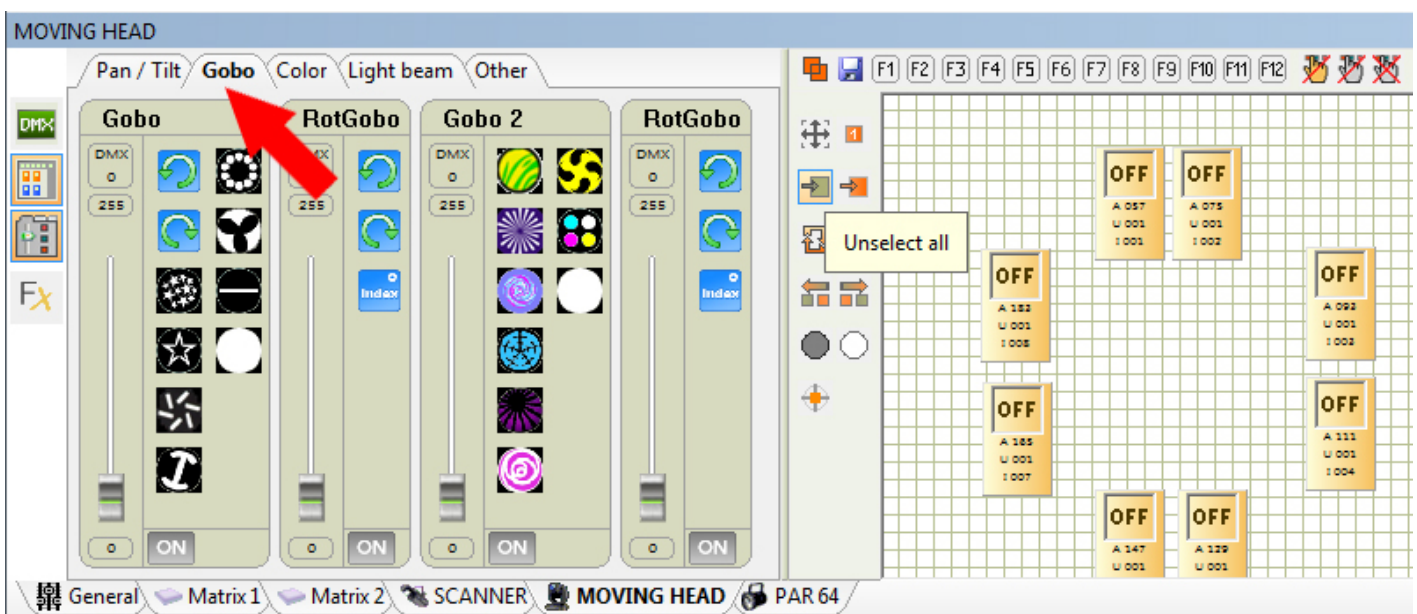
This graphical mode gives you direct access to the fixtures functions. Your libraries must be correct for this to work properly.

5 different families of functions will appear on the left of the screen depending on the fixture you are controlling.

- Pan/Tilt
- Gobo
- Color
- Beam
- Other

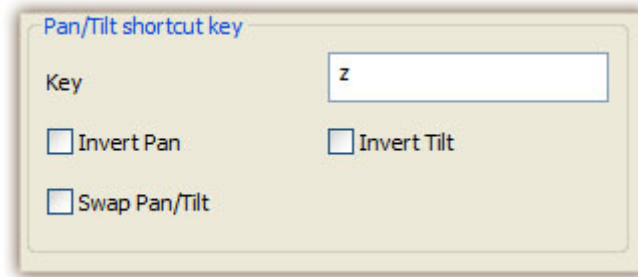
Each family displays the channels with the associated presets.

Select 1 or more items within the GROUP WINDOW. Select a channel preset(eg, shutter strobe). The fader bandwidth is automatically adjusted to the highest and lowest dmx values of a particular parameter. For example, DMX values 100-150 of a shutter channel may be used for strobe, the speed of the strobe increasing as the value gets higher. The fader will automatically adjust so the minimum level is 100 and the maximum level is 150. This allows you to quickly adjust the strobe speed without having to worry about other parameters on the same DMX channel. (random strobe, shutter open, shutter closed etc.) Unselecting a preset icon resets the fader back to full bandwidth (0-255).



## Pan & tilt selection and position

To position a fixture, select the fixture item in the GROUP WINDOW, change the values of the Pan and Tilt channels or use the Pan/Tilt grid. A right click will bring the fixture position to the mouse position and left click will move the fixture from its current position.



## Good points of the control windows

Once your channels are addressed correctly, you are ready to take control of your fixtures and check that they are all communicating with the software and are fully functional. The beam must first be opened and turned on, you can use the DIMMER, SHUTTER, IRIS and ZOOM functions for this, or can click the "Light Beam On" button (white circle) to automatically set the DIMMER, SHUTTER and IRIS channels.

Note: Some fixtures need a few minutes to heat the lamps and turn on.

If everything works fine and you can control all the lights, you are now ready to start to program your show. Click the editor tab at the top left of the software to go into EDITOR mode.

# 3.EDITOR mode

## Editor mode

The Editor screen allows you to create scenes and programs intuitively in very little time. On the left you have the scenes and on the right you have the steps.

The screenshot displays the DVC2 Editor mode interface. The top window shows a table of scenes with columns for Name, Shortcuts, Port, Midi, Loops, Jump, Exit M..., Release, Time, Fade IN, and Fade O... The 'Generated Scene (1)' is selected. The right window shows a list of steps with columns for Step number, Time, and Wait time. The bottom window shows a grid of DMX values for 14 channels, with several channels set to 'OFF'.

Scene Name	Shortcuts	Port	Midi	Loops	Jump	Exit M...	Release	Time	Fade IN	Fade O...
LED										
Scanner										
Scan White		None	None[0#0]	None	Always loop	None	Pause ...	Off	00m01s00	00m00s00
Tilt with phasing		None	None[0#0]	None	Always loop	None	Auto release	Off	00m03s96	00m00s00
Generated Scene (1)		None	None[0#0]	None	Always loop	None	Auto relea...	Off	00m03s96	00m00s00
Dimmer effect 1		None	None[0#0]	None	Always loop	None	Auto release	Off	00m03s96	00m00s00
Dimmer effect 2		None	None[0#0]	None	Always loop	None	Auto release	Off	00m03s96	00m00s00
Iris effect		None	None[0#0]	None	Always loop	None	Auto release	Off	00m03s96	00m00s00
Moving Head										
Par 64										
Smoke and effect machines										
Screen										

Step	Time	Wait time
1	00m00s00	00m00s00
2	00m00s36	00m00s00
3	00m00s12	00m00s00
4	00m00s36	00m00s00
5	00m00s12	00m00s00
6	00m00s36	00m00s00
7	00m00s12	00m00s00
8	00m00s08	00m00s00
9	00m00s08	00m00s00
10	00m00s40	00m00s00
11	00m00s08	00m00s00
12	00m00s40	00m00s00
13	00m00s08	00m00s00
14	00m00s40	00m00s00
15	00m00s08	00m00s00
16	00m00s52	00m00s00

## Scenes / Programs / Steps

A scene contains 1 or more steps. With several steps you can create a dynamic scene. Steps save DMX values automatically when selected. Steps can be up to 44 minutes in length with a 0.04 second accurate time (25 Hertz). The time of a scene is the sum of all its steps. Scenes have additional loops, triggering and jump transition functions.

Scene options:

- New Scene
- Delete the selected scenes
- Insert scene from another project. Old project files are .DLM and new project are .DVC
- Copy the selected scene
- Create a new group of scenes
- Delete the selected group of scenes
- Play the selected scenes
- Stop the selected scenes

- Display the current running time of the scene

**Step options**

- Add a new step
- Select all the steps in the list
- Delete the selected steps
- Copy the selected steps
- Paste the selected steps
- Change the fade and wait time of the selected steps

**How to create a scene**

To create a new scene

- Select the + button.
- Select the fixtures you wish to edit
- Edit your fixtures by changing the faders or presets on the left
- Choose a Fade or Wait time within the STEPS panel
- To continue programming the scene, add another step

Note:

- A scene contains 1 or more steps
- By default, a scene will always loop
- The total time of a scene is the sum of all fade and wait times
- It is possible to play several scenes and work on another one at the same time
- When you play a scene within the editor screen, the scene will start at the selected step. When you stop a scene, the current step will be selected automatically

**Modifying the scene's properties**

To change a property of a scene, double click on the relevent column.

LED												
Scanner												
Name	Shortcuts	Port	Midi	DMX input	Loops	Jump	Exit Mode	Release	Time	Fade IN	Fade OUT	
<input checked="" type="checkbox"/> Scan White		None	None[0#0]	None	006 Loops	None	Pause ...	Off	00m01s00	00m00s00	00m00s00	
<input type="checkbox"/> Tilt with phasing	a	None	None[0#0]	None	Always loop	None	Auto release	Off	00m03s96	00m00s00	00m00s00	
<input checked="" type="checkbox"/> Generated Scene (1)	qwery	None	None[0#0]	None	Always loop	None	Auto release	Off	00m03s96	00m00s00	00m00s00	
<input checked="" type="checkbox"/> Dimmer effect 1	c	None	None[0#0]	None	Always loop	None	Auto release	Group	00m03s96	00m00s00	00m00s00	

Each scene has the following properties:

- Play the scene
- Activate FADING between scenes
- Change the NAME of the scene
- Add SHORTCUT keys to trigger scenes with a keyboard (5 keys maximum per scene)
- Add a PORT trigger to activate the scene via the HE10 port spclet(See stand-alone and memory modes)
- Add a MIDI note trigger. The Midi values can be detected automatically. The first value shows the channel (max 16 channels), the second shows the Note (max 127 notes)
- Add a DMX value to trigger the scene. The DMX value can be detected automatically. The first value shows the universe, the second one the channel (512 max), the last one the DMX value (255 max).

- The number of time the scene will LOOP
- Choose where the scene will JUMP to when finished
- Choose the EXIT MODE of the scene
- Choose the RELEASE mode of the scene. (for example, the scene can be automatically released when another is activated)
- TIME of 1 loop of the scene
- TOTAL TIME of the scene
- Add a FADE IN/OUT TIME to the scene

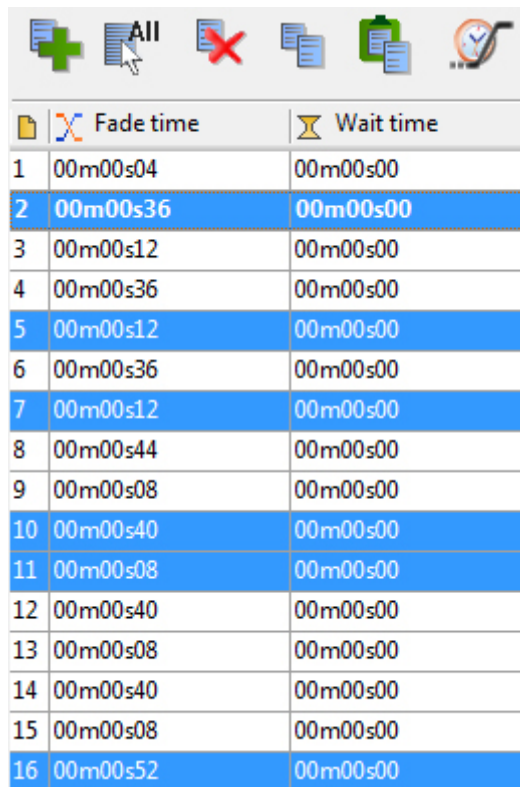
## Drag and Drop

It is possible to move scenes and steps by selecting and dragging with the mouse.

## Multi selection and control

With the SHIFT and CTRL keyboard keys you can select several scenes and several steps. SHIFT + Clicking will select everything from the first selected object until the last one. CTRL + Clicking will add the selected scene to the selection.

When you select several steps or scenes, all the actions done within the control windows will be applied to all selected steps/scenes.



	Fade time	Wait time
1	00m00s04	00m00s00
2	00m00s36	00m00s00
3	00m00s12	00m00s00
4	00m00s36	00m00s00
5	00m00s12	00m00s00
6	00m00s36	00m00s00
7	00m00s12	00m00s00
8	00m00s44	00m00s00
9	00m00s08	00m00s00
10	00m00s40	00m00s00
11	00m00s08	00m00s00
12	00m00s40	00m00s00
13	00m00s08	00m00s00
14	00m00s40	00m00s00
15	00m00s08	00m00s00
16	00m00s52	00m00s00

## Triggering priority between scenes

The software allows you to trigger several scenes simultaneously. When you program your scenes, you need to take note of a few rules to avoid any conflicts when the scenes are triggered in LIVE mode.

- The latest triggered scene will take priority

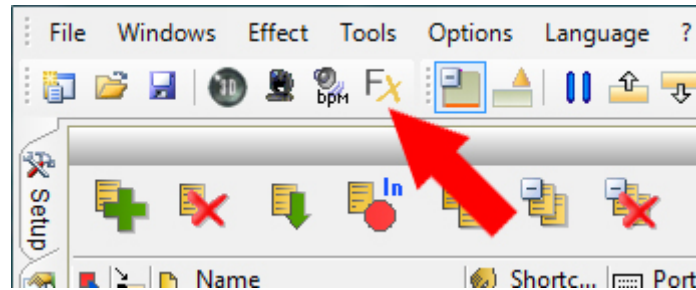


- A channel in the latest triggered scene takes priority if its DMX level is above 0 in any step
- If a channel has all its DMX values at zero for all the steps of the scene, then the software will ignore the channel

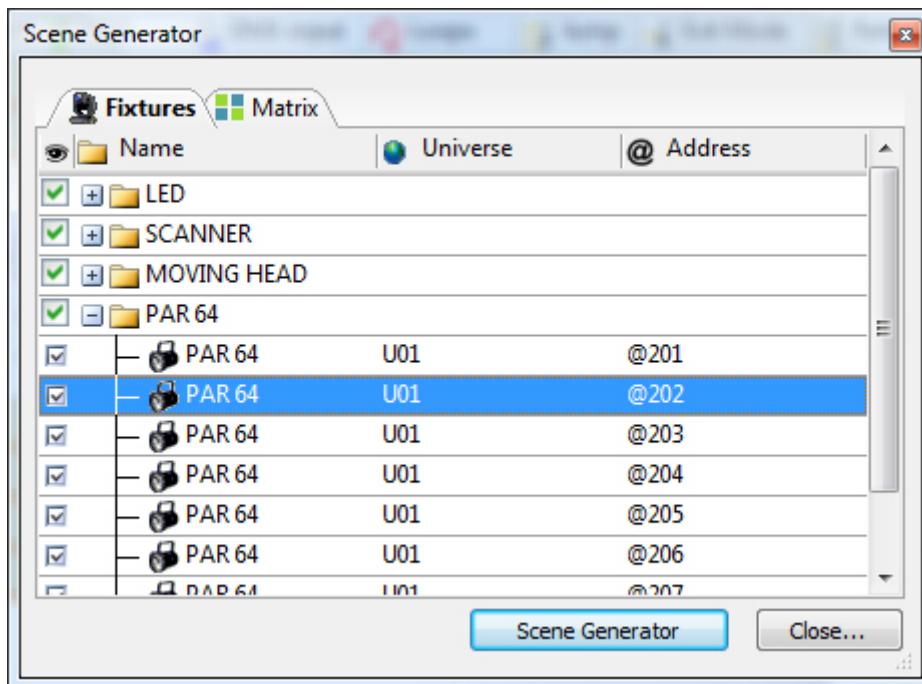
### Scene generator

The software has a powerful SCENE GENERATOR. This useful tool can automatically generate all the steps of a complicated scene and create many interesting visual effects.

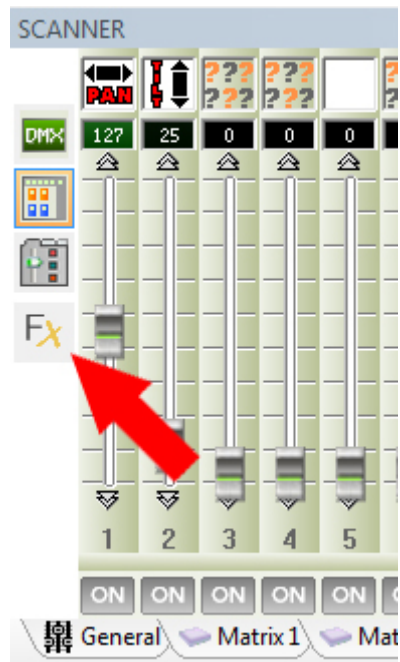
To start the SCENE GENERATOR, click on the FX icon.



A window displays a list of fixtures for you to choose. Select the fixtures you wish to use within the effect.



You also start the SCENE GENERATOR directly with the button in the control window. In this case the SCENE GENERATOR will create scenes only for the selected fixtures from the group window.

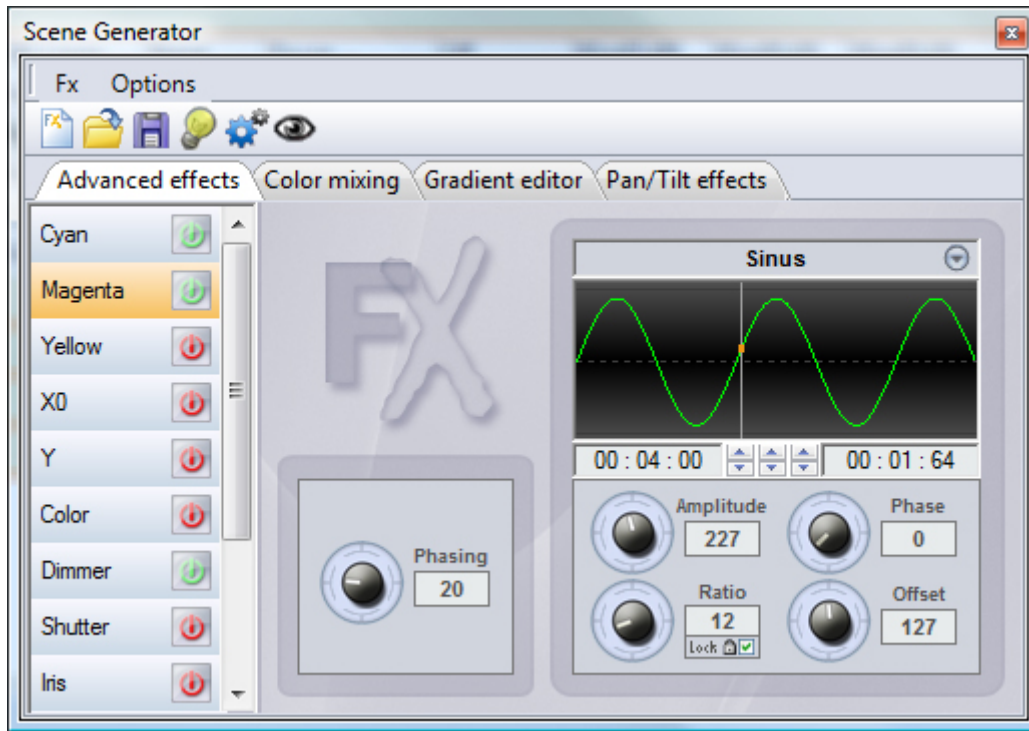


The SCENE GENERATOR will take priority over all currently activated scenes. This lets you see the result of your scene directly, allowing you change the parameter in real time before you confirm and generate the scene.

### Create a scene with the Advanced Effects

This tool allows you to have more control over the individual channels of your fixtures and is extremely useful with moving heads and scanners as well as LEDs.

- If you are using a moving fixture, click light beam on. This sends a message to all the relevant shutter/iris/dimmer channels to show the light beam.
- Select the channel you wish to apply your effect to
- Choose a waveform from the dropdown box, adapt the wave settings and choose if you wish to have all your fixtures synchronised or phased, then click generate.

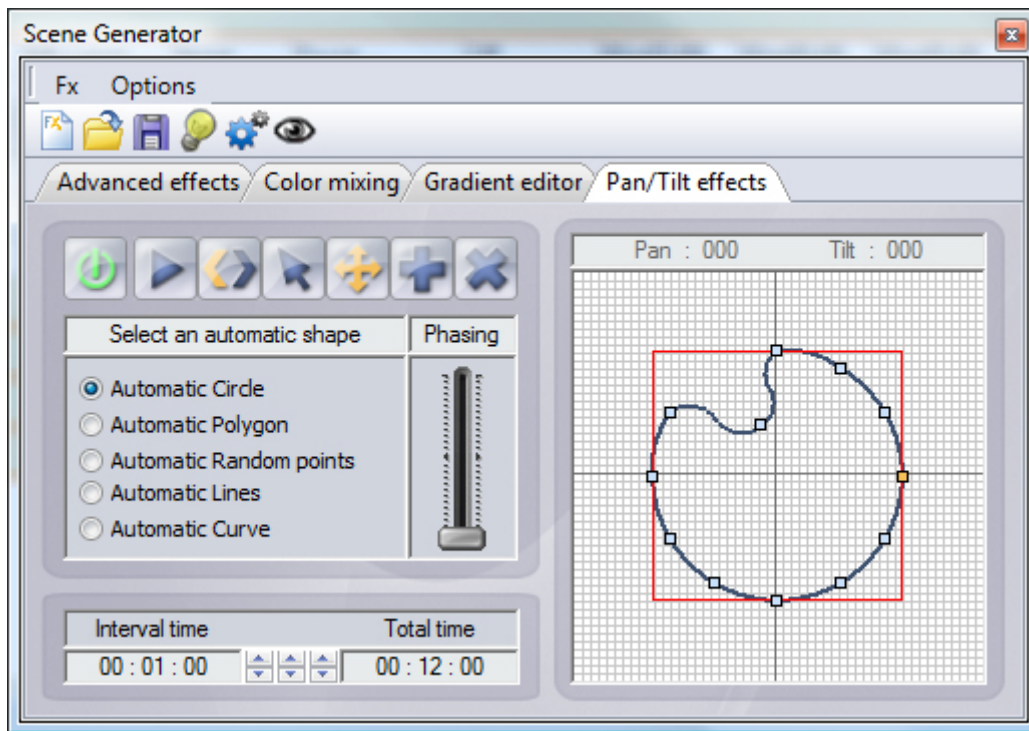


### Create a scene with the Pan/Tilt Effects

As well as using the "advanced effects" tool to create Pan/Tilt effects by creating waves, you can create more specific moving effects with the "Pan/Tilt effects" tool.

As with the other effect manager tools, you'll need to click "light beam on". This sends a message to all the relevant shutter/iris/dimmer channels to show the light beam.

- Once the tool is switched on, start by creating one of the shapes listed and hit play to test your effect.
- You can edit your shape by adding, deleting and moving the points.
- To slow/speed up your effect, change the interval time, this changes the time it takes to get from one point to the next.
- Remember to click generate before closing the effect manager.



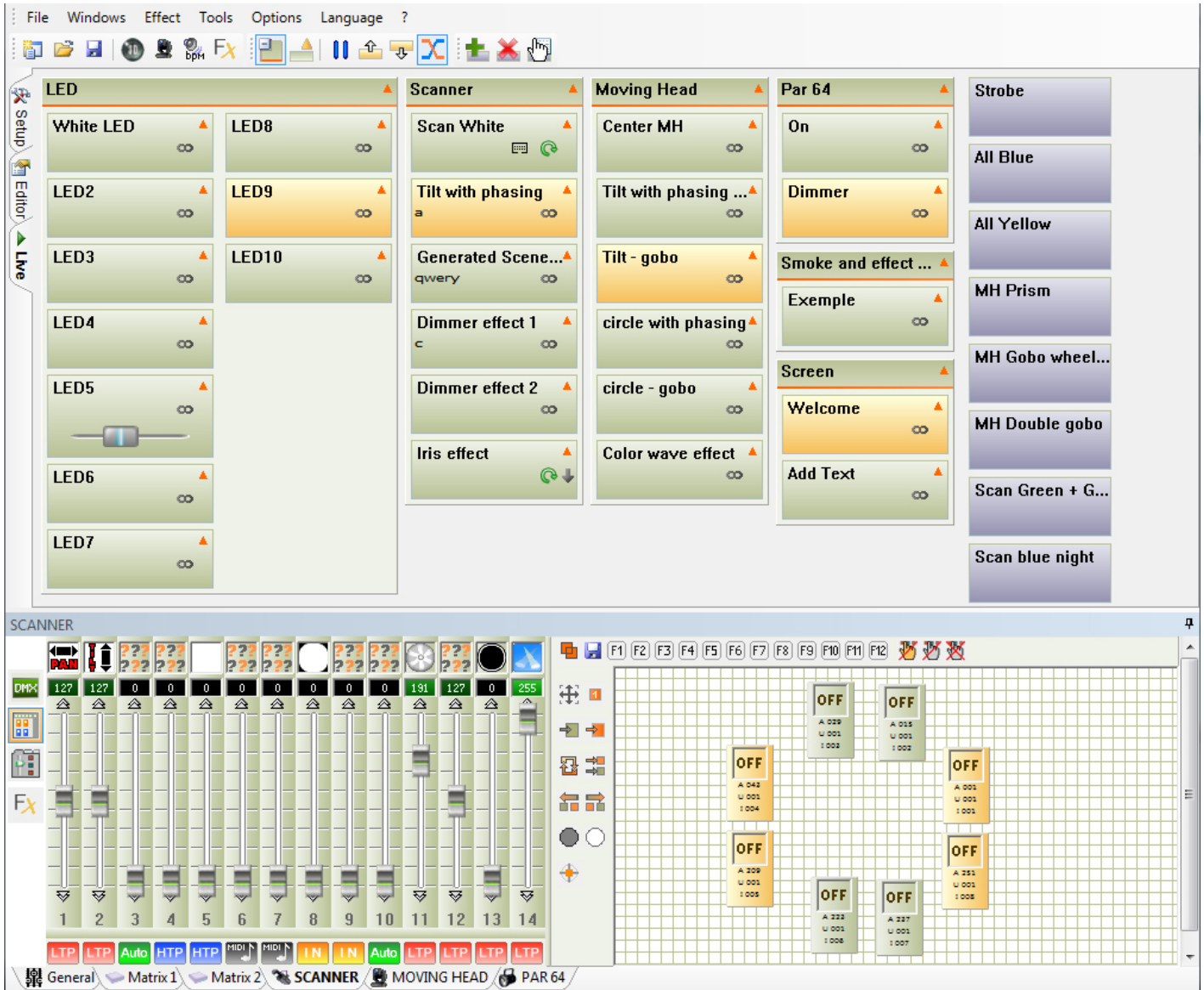
## Conclusion

Thanks to the EDITOR mode, you can create custom scenes step by step. You can also use the SCENE GENERATOR to quickly create complex scenes and visual effects. Once all scenes are done, you can go into the LIVE mode of the software to trigger the scenes and control your show LIVE.

# 4.LIVE mode

## LIVE mode

The Live mode represents your virtual console. All the buttons used to play the show are displayed on the screen. You can play your scenes, modify the speed of scenes, play audio files, play effects and take quick control of fixtures.



## Live Control

In Live mode, the scenes which have been created are displayed as ON/OFF buttons. Simply click on a button to play or stop a scene.

You may need to manually take control of a selection of fixtures. This can be done with the control and group windows.

-Select the relevant tab corresponding to the fixture family that you want to control

-Select the fixtures in the group window and change the DMX level

You can cancel all the live actions by clicking on one of the 3 cancel option buttons located on the right part of the group windows tool bar:

- Cancel all modifications on selected items only
- Cancel all modifications on the selected fixture family
- Cancel all modifications on all the fixture families

## Trigger scenes and effects

If a scene or effect button is orange, this means the buttons are triggered and their content is playing.

You can trigger the buttons via a mouse, keyboard, touch screen, MIDI event, DMX input or with the HE10 connector at the rear of some interfaces. It is possible to trigger several scenes simultaneously by assigning the same keyboard/MIDI/DMX/port trigger.

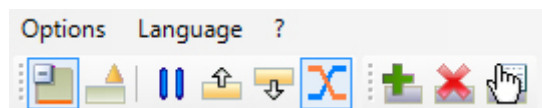
## LIVE mode options

When controlling your fixtures LIVE, the following toolbar options are available (left to right):

- Display the GROUPS of scene
- EXPAND or COLLAPSE the scene buttons
- PAUSE all the scenes that are playing
- Go to the previous button
- Go to the next button for all the scenes that are playing
- Enable scene fading (You can assign a fade in/out time for each scene in Editor mode)

The following options are available within the effect toolbar:

- Create a NEW EFFECT button
- DELETE an EFFECT button
- EDIT an EFFECT



## The Effect buttons

Additional buttons can be create din LIVE mode. These buttons use direct triggering and send the DMX values fast and instantaneously. The effects buttons are used for quick and direct actions, for example when you wish to use the same color (red) for all your different fixtures that are not from the same family. An effect button can also play audio files.

## Creating an effect button

To create a new effect button, select NEW EFFECT on the effect toolbar.

- Choose a name for the effect
- Either an empty effect, (no DMX levels will be included) or create an effect and INCLUDE LIVE FADERS (includes the DMX levels that are currently set within the control windows).
- Create an effect button and include the DMX values of another effect.

A blue button appears in the Live mode. In addition, a new window will appear to modify the effect properties.

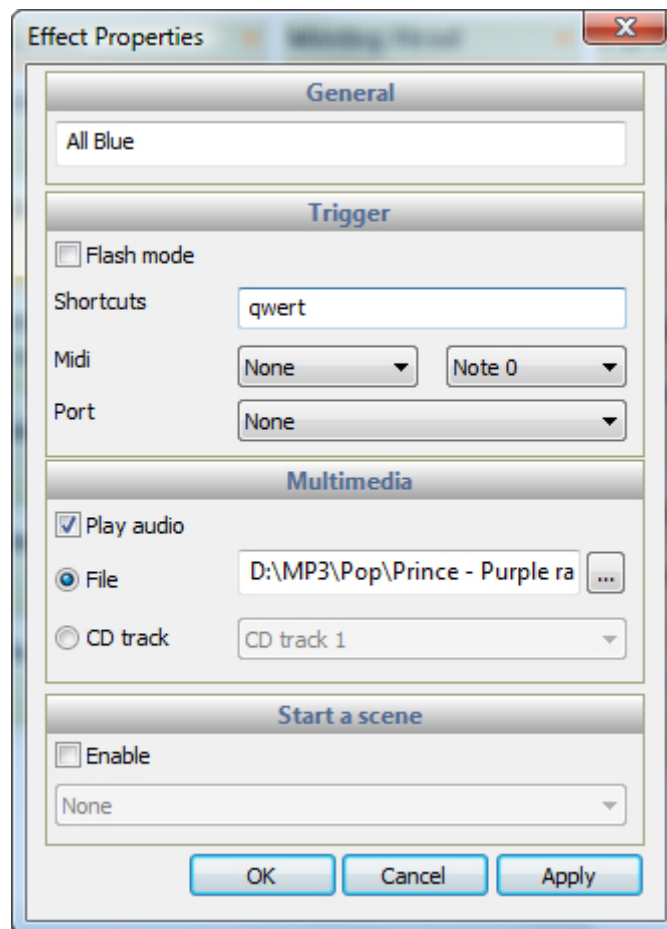
## Effect Properties

The EDIT EFFECT option is available from the toolbar. The following functions are available:

- NAME of the effect
- Switch into FLASH MODE, the button will release automatically
- Assign a shortcut key
- Assign a midi event
- Assign a HE10 port number
- Play an audio file
- play an audio file from a CD
- Trigger a chosen scene

Note:

- It is also possible to open the EFFECT PROPERTIES window by right clicking an effect button
- When the properties window is open, **all the DMX levels that you modify from the control windows will be saved**
- You can install additional audio codecs to read more audio formats
- The effect buttons are used for quick and specific actions



## Edit the contents of an effect button

An effect can record a snapshot of all channels. The effect can then be recalled instantaneously.

When the EFFECT PROPERTIES window is open, all modifications performed on the control windows will be saved into the effect.

Note:

- An effect can be activated whilst it is edited when the EFFECT PROPERTIES window is displayed
- You can change the contents of an effect when the EFFECT PROPERTIES window is open
- In an effect, the activated channels will use the LTP (latest takes priority)
- You can play several effect buttons at the same time
- An effect can release another effect button if they work on the same channel

### **Delete an effect**

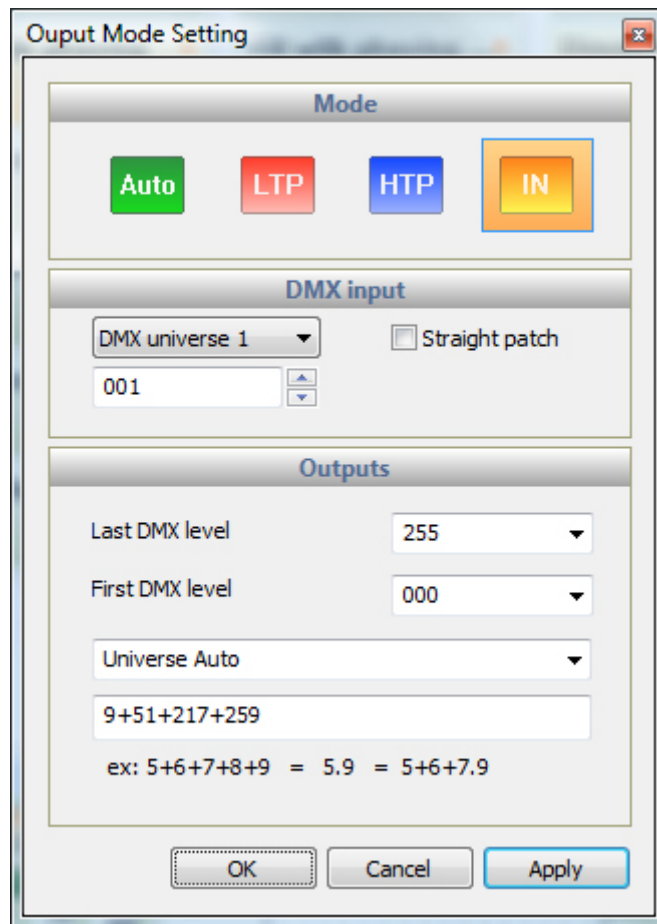
You can delete an effect by selecting the Delete button on the effect toolbar, or by right clicking an effect and selecting Delete.

### **Output Channel Options**

In the control window you can see an AUTO button is displayed underneath each channel fader. When right clicking below the channel fader, you can adjust the channel manually. 5 modes are available:

- AUTO: Channels follow the scenes and cannot be changed
- HTP: Highest Takes Priority. The level is at its highest between manually adjusted level and the scene level
- LTP: Latest Takes Priority. Each action, whether it be a manual adjustment or a scene press, will take priority over the previous action
- IN: DMX Input. The dmx values received from the DMX IN will take priority over the scenes
- MIDI: MIDI input. The midi values received from the MIDI interface will take priority over the scenes





## Audio/BPM Triggering

You can synchronize a scene with BPM (Beats Per Minute). The scene will follow the pulse sent from the AUDIO ANALYSIS tool. Each beat will trigger the next step of the scene.

Click on the BPM button in the toolbar to start the AUDIO ANALYSIS.

Right click on the scene button to activate BPM triggering.

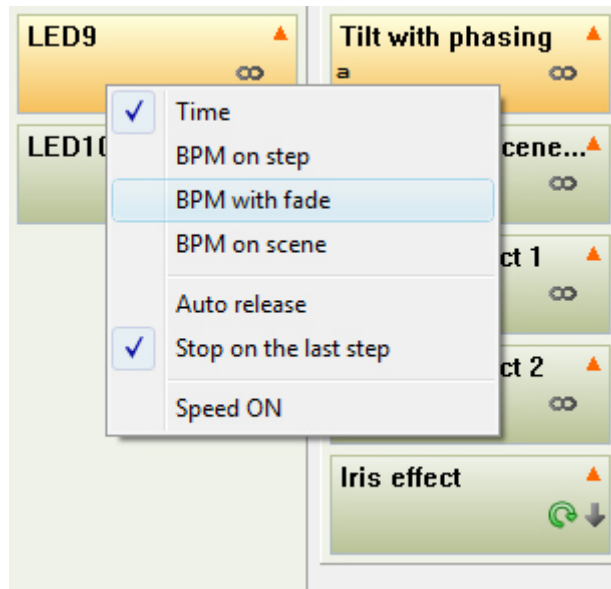
Connect up an audio feed to the line input, or play some audio through your microphone and check the line in or microphone level within the windows audio mixer. If you are using a line input, your microphone channel may need to be switched off.

Within the audio analysis, you have 3 ways to calculate the BPM: Automatic, Manual or Memorized.

There are 3 options when triggering a scene by BPM:

- BPM ON STEP: Each time a trigger is received from the AUDIO ANALYSIS, the next step will be activated
- BPM WITH FADE: Each time a trigger is received from the AUDIO ANALYSIS, the next step will be activated, however the step fade times will also be taken into consideration
- BPM ON SCENE: The scene resets everytime a trigger is received

Select TIME to disable BPM triggering



### Editor / Live relationship of the scenes

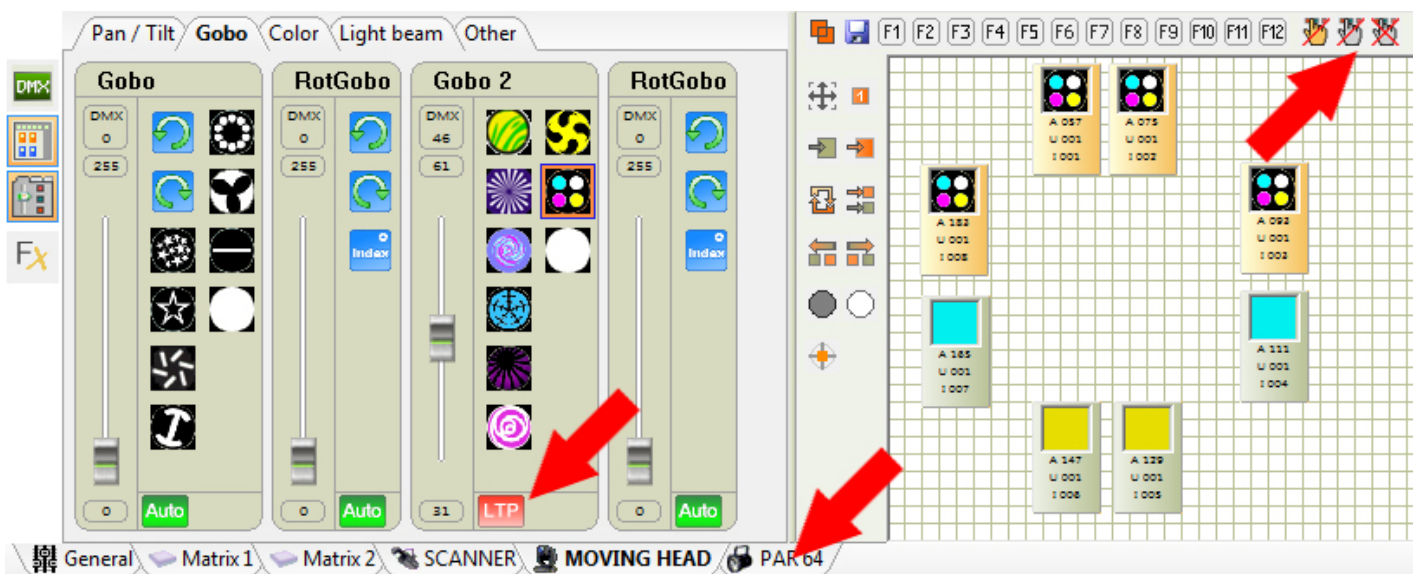
When a scene is activated within the Live screen, it is also activated within the Editor screen. It is also important to note that when previewing a scene within the editor mode, it is also activated on the live screen unless specified otherwise.

### Instant fixture control

You can control your fixtures from the Live screen in the same as you can control them within the editor screen. All Live modifications work in LTP mode. Therefore, they override the currently selected scenes and effects.

This function is very useful if you need to react quickly to an event of your show (for example if a band is playing and the lead singer asks to turn all the lights yellow and point them at the audience)

Live edits can be reset by right clicking underneath a channel and selecting "Auto", or by selecting one of the 3 live edit reset buttons on the right of the toolbar within the fixtures panel.



# 5.Triggering

## Triggering

The software allows several trigger types. Triggering can be used in LIVE mode and Time and Port triggers can be used in STAND ALONE mode.

### The mouse, standard triggering

The mouse allows access to all the software functions and allows you to trigger scene and effect buttons. A click on the buttons (in LIVE mode) will start or stop the buttons.

### Keyboard triggering

A keyboard key can start or stop a button or a group of buttons. You can trigger a scene button and an effect button with the same shortcut. Keyboard keys can be assigned to a scene within the Editor mode by double clicking the "Shortcuts" field of the relevant scene. A keyboard trigger can be assigned to an effect within the effect properties.

Each button can have a maximum of 5 shortcuts keys.

### HE10, port triggering

Some interfaces have a HE10 external port connection. A simple contact between the ground of the interface and one of the 8 port pins will trigger a chosen scene. You can also combine the trigger ports in binary to produce up to 255 triggers.

The triggers work in Live mode (PC mode) and in stand alone mode. Please refer to the STAND ALONE MODE chapter for more information.

### Time triggering

You can trigger up to 20 scenes by time or with a yearly calendar. This type of triggering is only available with the stand alone mode and does not work under PC mode (with computer). You can setup your schedules within the STAND ALONE WINDOW. You must connect an interface with stand alone capability to gain access to the time functions.

### DMX IN triggering. Trigger from any DMX console

Some interfaces have a DMX IN XLR connector for a DMX input. The DMX IN can receive a DMX signal from any another DMX device. You can trigger scenes and effects by specific levels of a DMX IN channel.

In EDITOR mode, double click on the DMX-IN field of the scene. Adjust the corresponding fader/button on the DMX console and the software will automatically detect the DMX-IN value. To assign a DMX IN to an effect button, navigate to the effect properties.

The DMX-In trigger format is [Universe . Channel . Value].

1. The DMX universe

2. The channel
3. The DMX value of the channel.

## **MIDI, trigger by MIDI commands**

You can trigger scene and effect buttons in Live mode by MIDI. To do this, you first need a MIDI device connected.

To trigger a scene by MIDI, in EDITOR mode, double click on the MIDI field of a scene. The software will detect the midi values (channels and notes).

The software can detect the following midi commands:

- MIDI NOTE.
- Midi channels and Midi note with this format: [Channel # Note].
- MIDI CONTROL.
- Midi channel, ID control, Value control [Channel\*ID\*Value].
- Midi channel and ID control [Channel, ID].

For the effect buttons, you can assign the MIDI value within the effect properties.

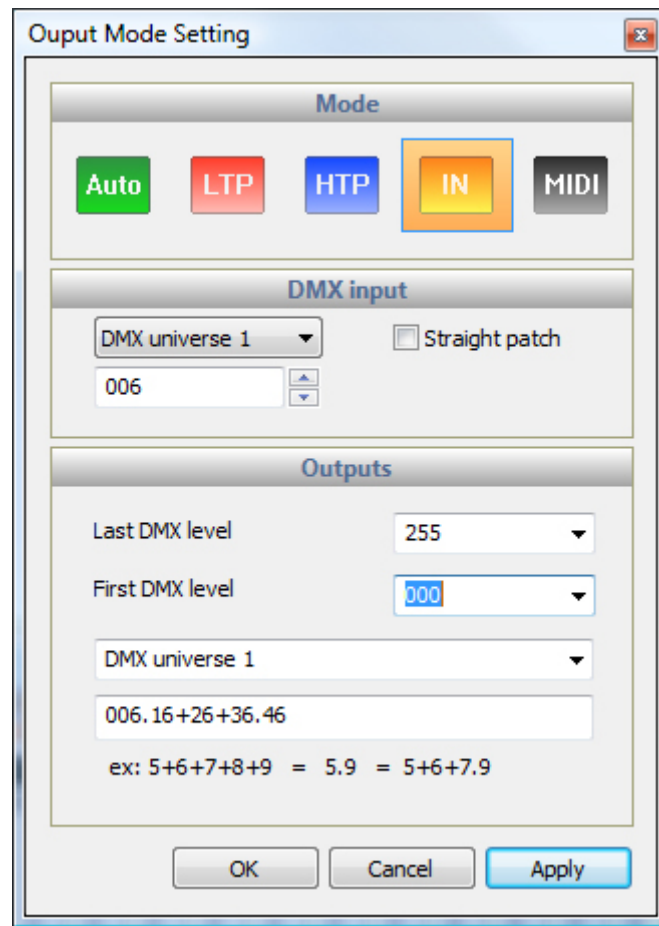
## **DaslightRemoteControl.dll, trigger from software**

A DLL file is available which will allow you to trigger a show from a custom application. The DLL file contains a list of scenes and effects within an open show and allows you to send several triggering commands to the control software.

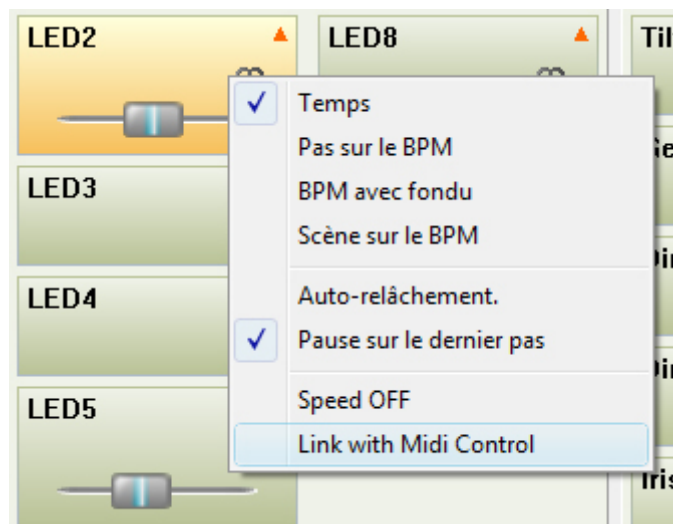
## **DMX IN and MIDI control**

It is possible to control an output fader directly by MIDI or DMX

Each fader has a ON/AUTO button. Right click on this to display the different modes: ON/AUTO, LTP, HTP, IN, MIDI. The IN and MIDI mode will display the following window:



You can also use MIDI to control the speed of each scene. Right click on the scene and select "Speed ON" to display the speed cursor and right click a second time to select the MIDI CONTROL option.



# 6. Software menus

## Software Menus

On top and left of the screen, the software gives you some useful and important functions.



### The FILE menu

- NEW, to create a new empty project.
- OPEN, to open an old project.
- SAVE, to save your work in the current project file.
- SAVE AS, to save your project on a new .DVC file.
- EXIT, to close the software, don't forget to save your project before.

### The WINDOWS menu

- LIVE: This disables the setup and editor sections of the software
- RESET POSITIONS: Resets the windows to their default positions

### The EFFECT menu

This menu can be used only in Live mode.

- NEW EFFECT: to add an effect button
- DELETE EFFECTS: to remove an effect button
- EDIT EFFECTS: to change the DMX content of an effect button

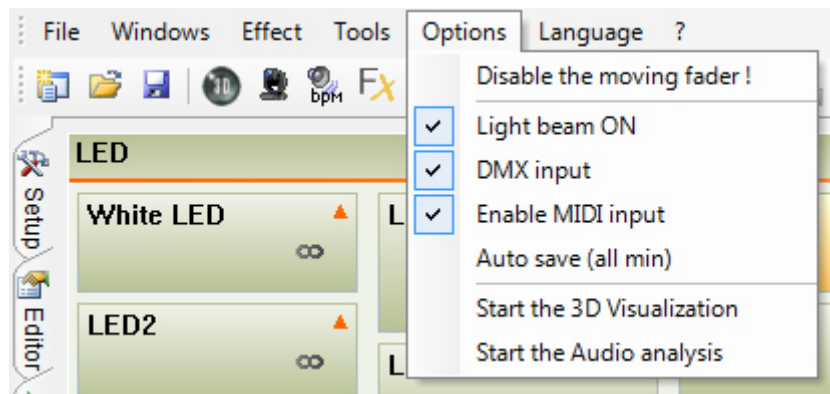
### The TOOLS menu

- STAND ALONE: Displays the stand-alone window allowing you to write scenes to the interface
- INTERFACE: Displays the interface management window (Hardware explorer) and allows you to configure the different interfaces connected to the computer
- SCENE GENERATOR: Allows access to the automatic scene generator. This powerful function will allow you to create a complex scene quickly and simply
- IMPORT SCENES: Allows you to import a scene from another project file(.DLM or .DVC). The scenes and steps will be added automatically.
- SHORTCUTS: Displays a summary of all shortcuts used throughout the project (keyboard, Port and MIDI)



### The OPTIONS menu

- DISABLE THE MOVING FADERS: Faders remain static when scenes are played, regardless of their DMX value
- LIGHT BEAM ON: When new scenes are created, all selected fixtures within a group window will be set to their CENTRE position with their beam OPEN. When this function is disabled, all new scenes will have all channels set to 0.
- DMX INPUT: Activates the DMX input allowing the software/interface to receive DMX signals
- ENABLE MIDI INPUT: Activates the MIDI input allowing the software to receive MIDI signals
- SELECT FIXTURES TO CONTROL: Only selected fixtures channels can be controlled by MIDI or DMX. If this option is not checked, all channels, where enabled, will be controlled by MIDI and DMX, regardless of their selected state
- AUTO SAVE: The show is saved automatically every minute
- START THE 3D VISUALIZATION: The software will automatically start the 3D visualization window each time the software is opened
- START THE AUDIO ANALYSIS: This tool is to calculate the BPM of an audio file. The tool is automatically opened on software start-up if this option is selected



## The LANGUAGE menu

Choose a language for the software.

## The ? menu

- ABOUT: Displays the software version date and displays which interface is connected. DEMO mode means that there are no interfaces connected.



# 7. Stand Alone mode

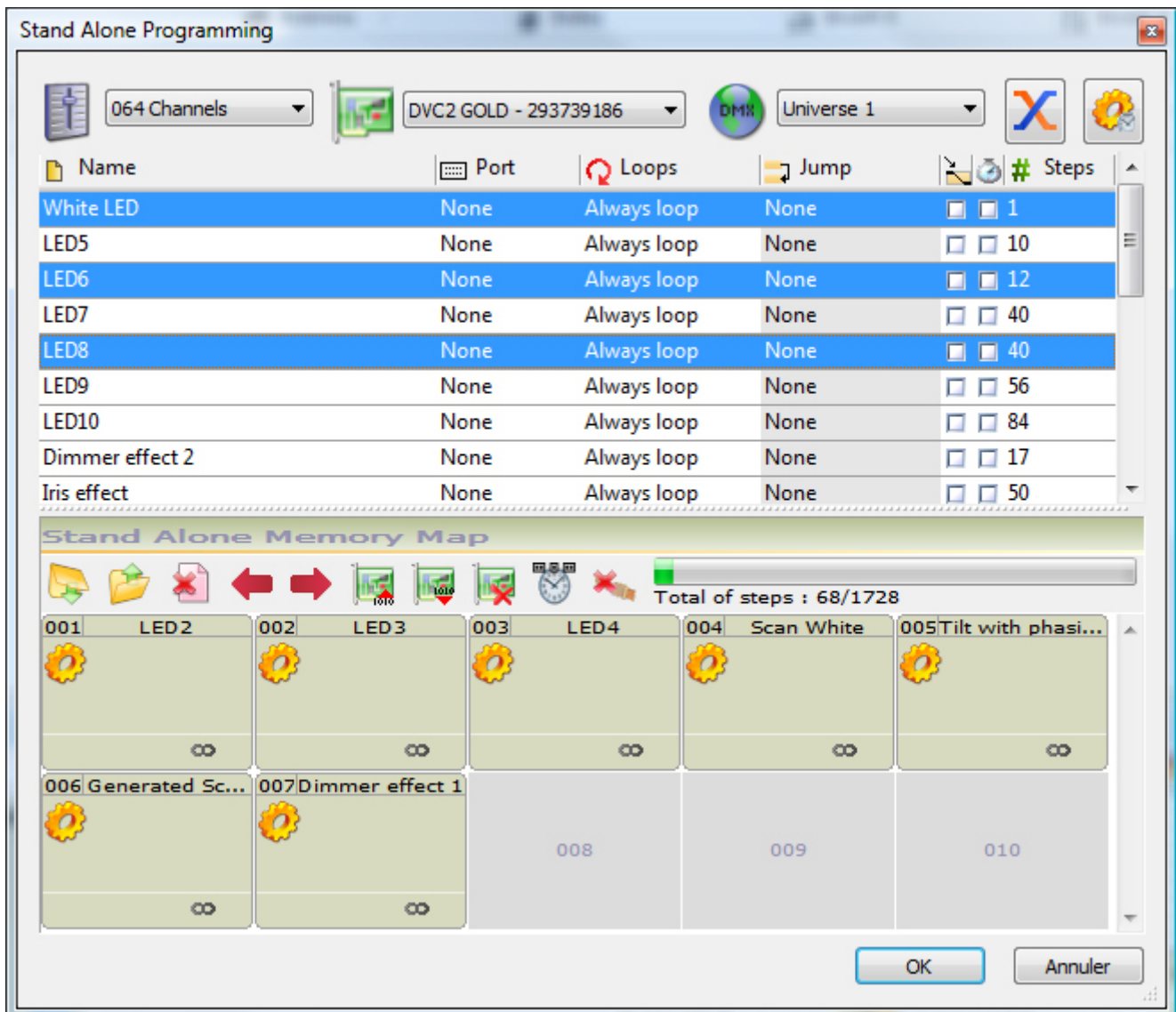
## Stand-alone mode

In Stand Alone mode, scenes can be saved into the hardware, or SD card memory and played without a computer (providing you are using a compatible interface).

To access the Stand Alone mode, select the STAND ALONE item from the TOOLS menu.

The following functions are available (left to right)

- Choose the number of DMX channels
- Choose the USB/DMX interface to load the scenes onto
- Choose the DMX universe
- Activate FADING between scenes
- Manage the time triggering of the scenes



Below the scenes, you will see the stand-alone memory map. The following functions are available (left to right):

- Add scenes in the memory
- Remove scene from the memory
- Clear the memory map
- Change the scene position within the memory.
- Write to the interface memory
- Read from the interface memory
- Clear the interface memory
- Setup the interface clock
- Test in Stand-Alone mode
- View the memory capacity

## **Scene properties**

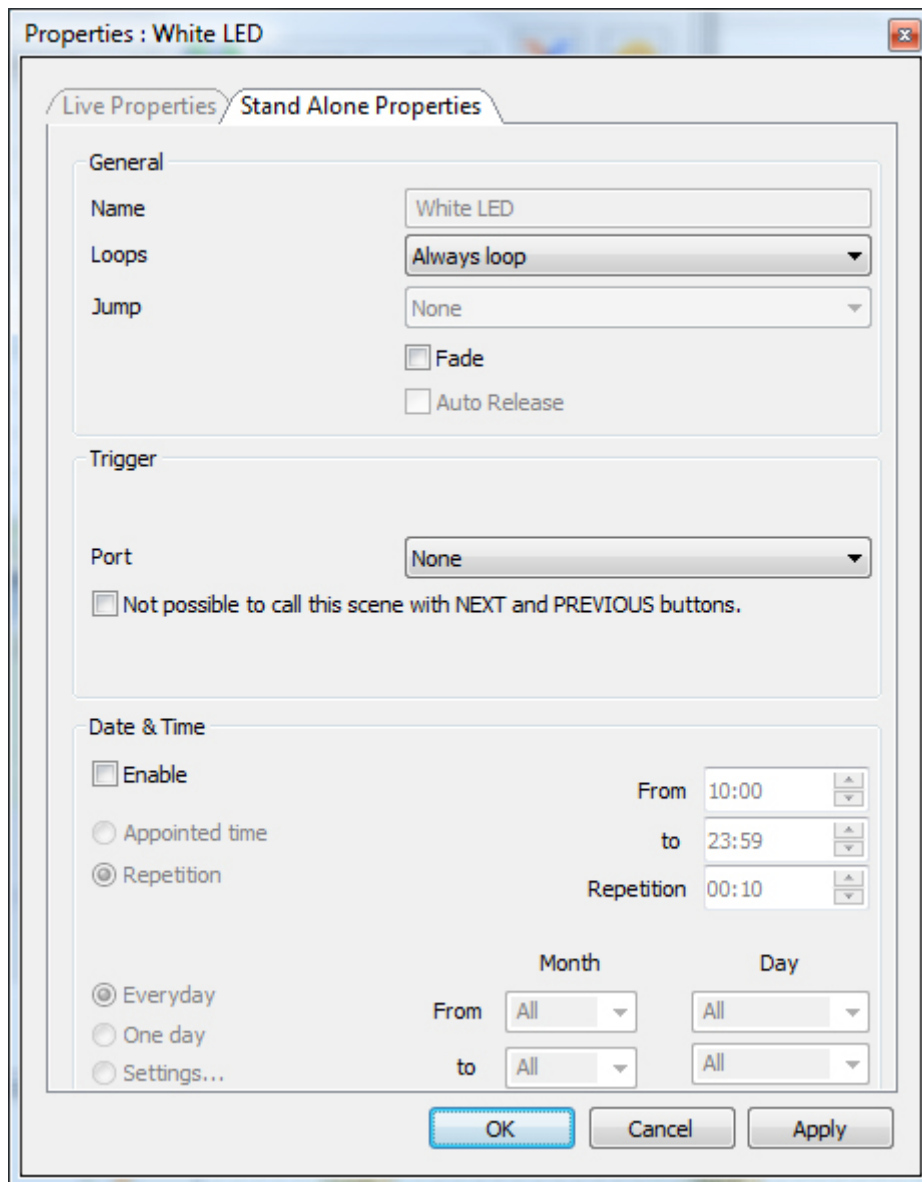
You can change the stand-alone scenes properties by selecting the setting icon to the right of the top toolbar.

The properties window has 3 sections:

**GENERAL:** You can change the number of loops and where you want the scene to jump after the looping has finished

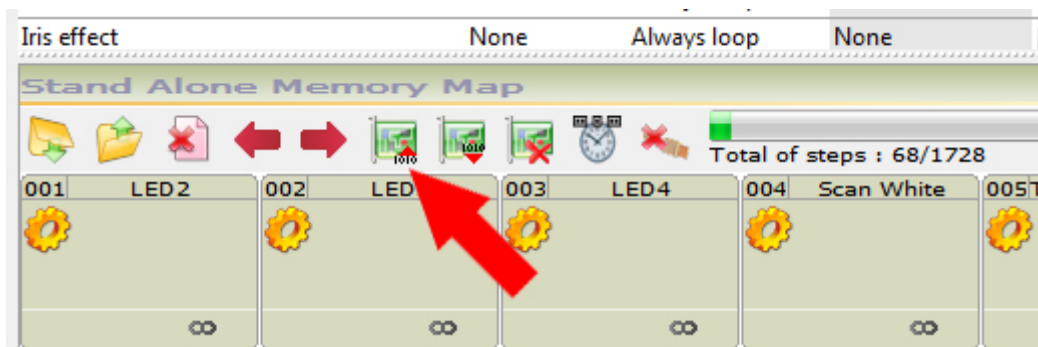
**TRIGGER:** Set a port trigger (HE10 socket)

**DATE and TIME:** Time triggering options



### Writing to the interface memory

To add several scenes in the memory of the interface, you need to either select the scenes and click on the INSERT button, or drag and drop a scene to a free space within the Memory map. When finished, select the WRITE THE INTERFACE TO THE STAND ALONE MEMORY button.



Once all relevant scenes have been copied over to the memory map and all properties have been set:

- Click on the WRITE THE INTERFACE STAND ALONE MEMORY button and wait until the end of the upload
- Disconnect the interface
- Move the switch button of the interface to the EXT position BEFORE connecting the power
- Power on the interface with a 9 Volt power supply (or USB, depending on the interface)
- Select the scenes with the + and □ buttons on top of the box (or via any HE10 connections)

**Note:**

- You must connect a stand alone compatible interface to activate the stand alone functions within the software
- It is possible to connect up to 6 interfaces to the software and manage up to 3072 dmx channels
- All memory content is overwritten as soon as you write to the memory
- The stand alone mode allows you to play only 1 scene at a time. The order of the played scenes will correspond with the scene position within the memory map
- When you power on the interface, it will always play the first scene on the list

**Interface Ports (HE10)**

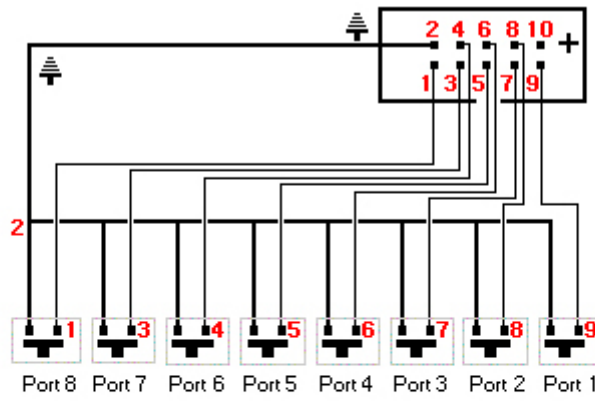
Some interfaces contain a HE10 socket on the rear. This allows you to connect a custom button panel and trigger up to 8 scenes (or 255 using binary addressing).

You can use the ports to synchronize several interfaces if you wish to output several DMX universes in stand-alone. This can be done by assigning the same port trigger to a particular scene.

Below is a diagram explaining how to connect 8 buttons:

There is also an internal HE10 connector inside interface which allows you to connect the following:

- Pin 1: Ground
- Pin 2: Ground
- Pin 3: DMX +
- Pin 4: Button -
- Pin 5: DMX -
- Pin 6: Button +
- Pin 7: +3V3
- Pin 8: 'DMX' Led
- Pin 9: V. EXT
- Pin 10: '#' Led



	Port 1	Port 2	Port 3	Port 4	Port 5	Port 6	Port 7	Port 8
	1	2	4	8	16	32	64	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

### Stand-Alone Interface Features

- A maximum of 512 stand alone channels (60 for the economic interface)
- 16000 steps of memory capacity (the amount of steps depends on the amount of channels used. Max 230 steps with 512 channels and 50 steps with the economic 60 channels interface).
- Power supply connector for 9 Volts, 500 mA.
- Switch button to change between external or USB power
- 2 buttons to select the next and the previous scenes
- 1 button for a dimmer function on selected channels
- 1 external HE10 connector to trigger the scenes via a switch control
- 1 internal HE10 connector the access interface functions (DMX output etc..)

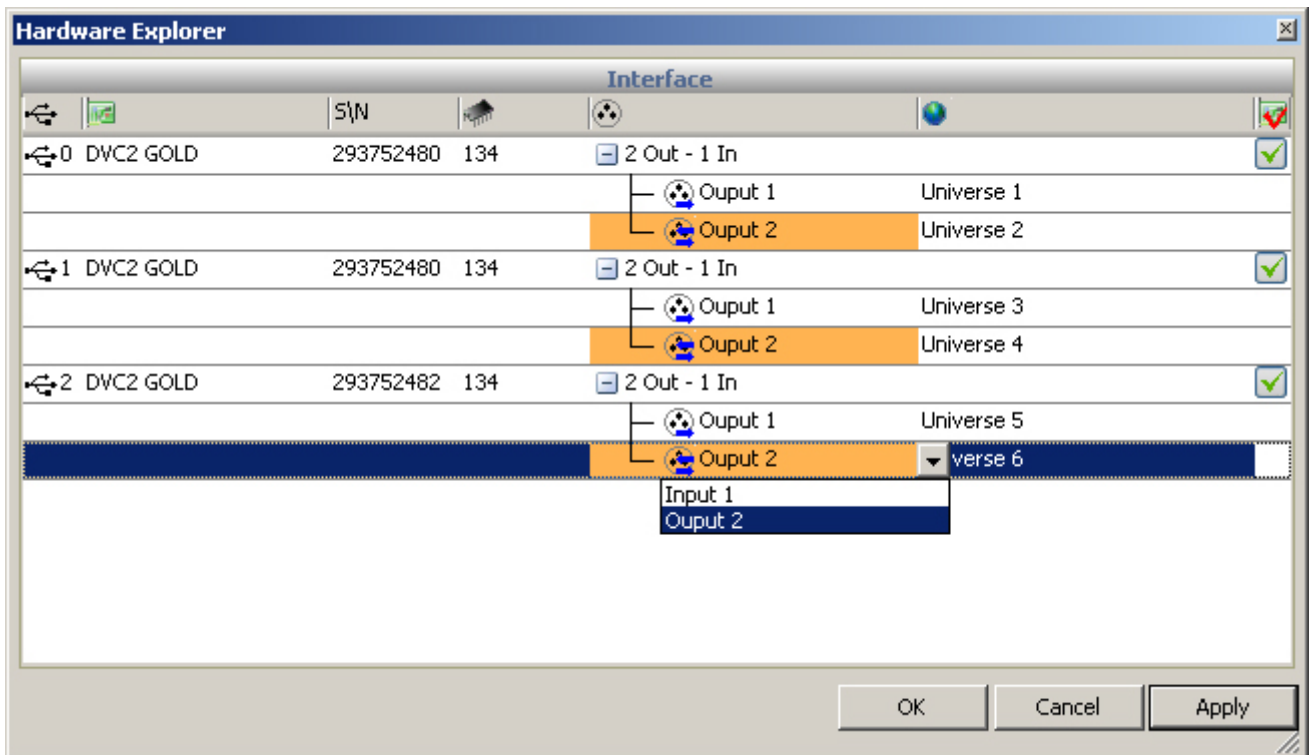
# 8.Interface management

## Interface management

To open the interface management window, select the TOOLS menu and select the INTERFACE option.

The interface management dialog allows you to:

- Choose a DMX universe for each output of each interface
- Change each XLR connector between a DMX input and a DMX output (if a compatible interface is connected)
- Patch a DMX universe within Daslight to a DMX universe within an interface



The hardware explorer tells you the following:

- Type of communication with the PC (USB / Ethernet)
- Type of interface connected
- Serial number of the interface
- Firmware version
- DMX Input and Output state
- DMX universe

## 9. Technical support

Visit these web pages for more information.

Web site:

[www.daslight.com](http://www.daslight.com)

Forum (English only) :

[www.daslight.com/support](http://www.daslight.com/support)

You can contact us by email or phone.

For technical and sales questions and requests:

[daslight@daslight.com](mailto:daslight@daslight.com)

For software problems, bugs :

[support@daslight.com](mailto:support@daslight.com)

**Phone:**

+33 (0)616 427 588 (Europe)

+86 20 8364 1823 (China, Asia and Middle East)

+1 407 452 2593 (America)

**Fax:**

+33 (0) 467 603 152 (France et Europe)

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+1 407 612 6376 (USA and America)