



# Profile Builder

User Guide  
v0.1

<b>Fixture Profiles</b>	<b>2</b>
Starting up Profile Builder	2
Connecting to Light Cloud	2
Creating a new Fixture	3
Connecting with a DMX Interface	3
Building a Profile	4
Setting Fixture Properties	4
Creating a Channel	5
Editing Presets	6
Using a Profile with a Lighting Controller	7
Light Rider	7
Copying a Profile to a Computer (Android only)	7

# Fixture Profiles

A fixture profile describes what a fixture can do. It's basically a CV for a fixture. A profile tells us what kind of fixture we are dealing with - a Moving Head, or an LED Par for example. A profile also describes how many control channels a fixture has and what each channel does - channel 1 is Dimmer, channel 2 is Color etc.. Various apps and software can then use the information stored in the profile to make it easier for a fixture to be controlled.

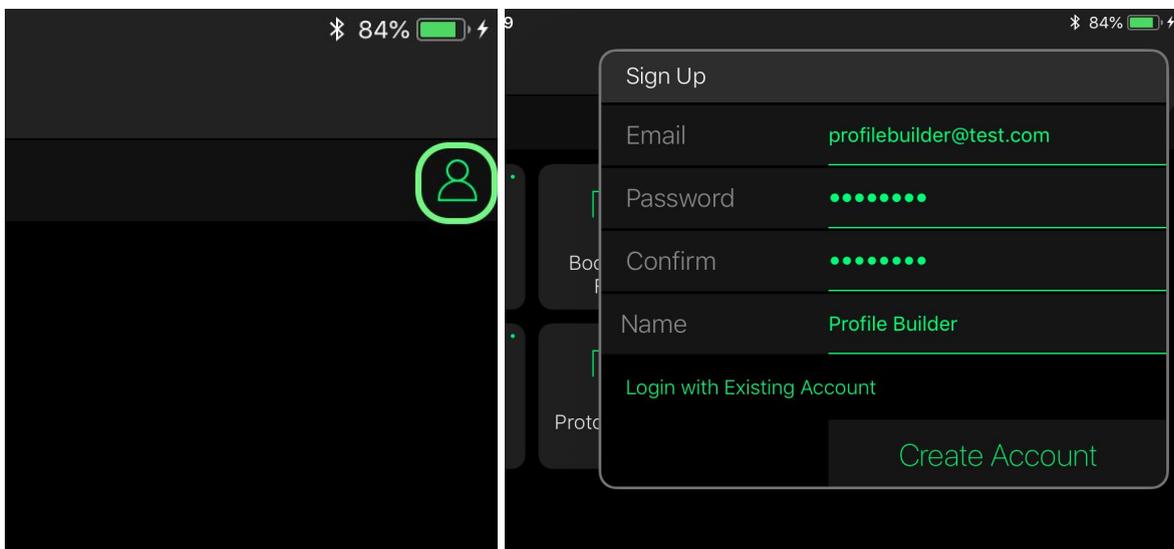
---

## Starting up Profile Builder

Profile Builder is available for iPad and Android tablets. The app can be found on Apple's App Store, Google Play Store, and Amazon Appstore. Images in this manual have been taken from the iPad version of the app.

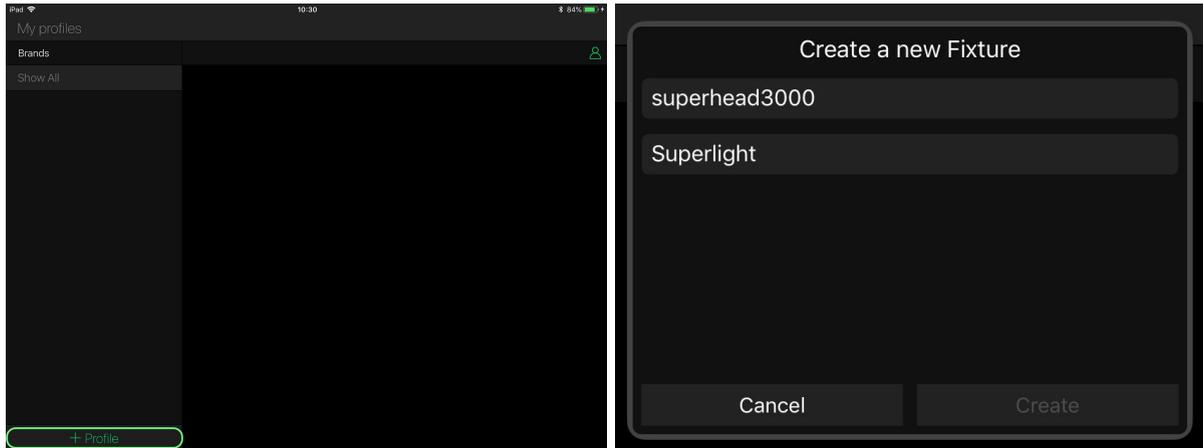
## Connecting to Light Cloud

Profiles are synchronised between Profile Builder and other apps using Light Cloud. Log in to an existing Light Cloud account, or create a new Light Cloud account here.



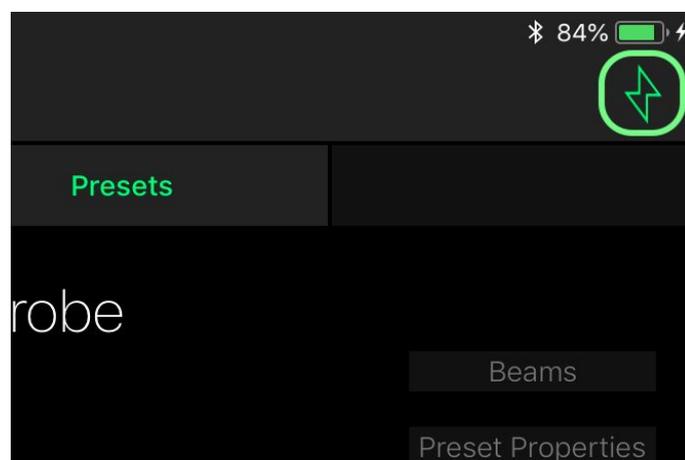
## Creating a new Fixture

Tap the *+ Profile* button (bottom left) to create a new fixture. Enter a name and manufacturer. Manufacturers are listed on the left and fixtures are listed on the right. A small circle is shown to the top right of each fixture. If the circle is green, this fixture is synchronised with Light Cloud. If it is red, the fixture is not synchronised. The app will do this automatically when connected to Light Cloud.



## Connecting with a DMX Interface

Once a fixture has been created, the Fixture Editor screen will be shown. It's possible to control a fixture live whilst building a profile. This helps to see whether values in the profile are correct. To do this, a compatible DMX device is required. Press the lightning bolt icon shown in the image to connect to a DMX device.



### Android compatibility

- Any SUT (Smart Upgrade Technology) device with a USB cable. An OTG (On-The-Go) cable may be required to convert from the USB socket on the Android tablet to the USB socket on the DMX interface.
- Any SUT device over WiFi. These devices include the LR512, Sunlite-EC and SLESA-U10.

### iPad compatibility

- Any SUT device over WiFi. These devices include the LR512, Sunlite-EC and SLESA-U10.
- Note : the USB camera adapter for iPad does not work with USB-DMX devices.

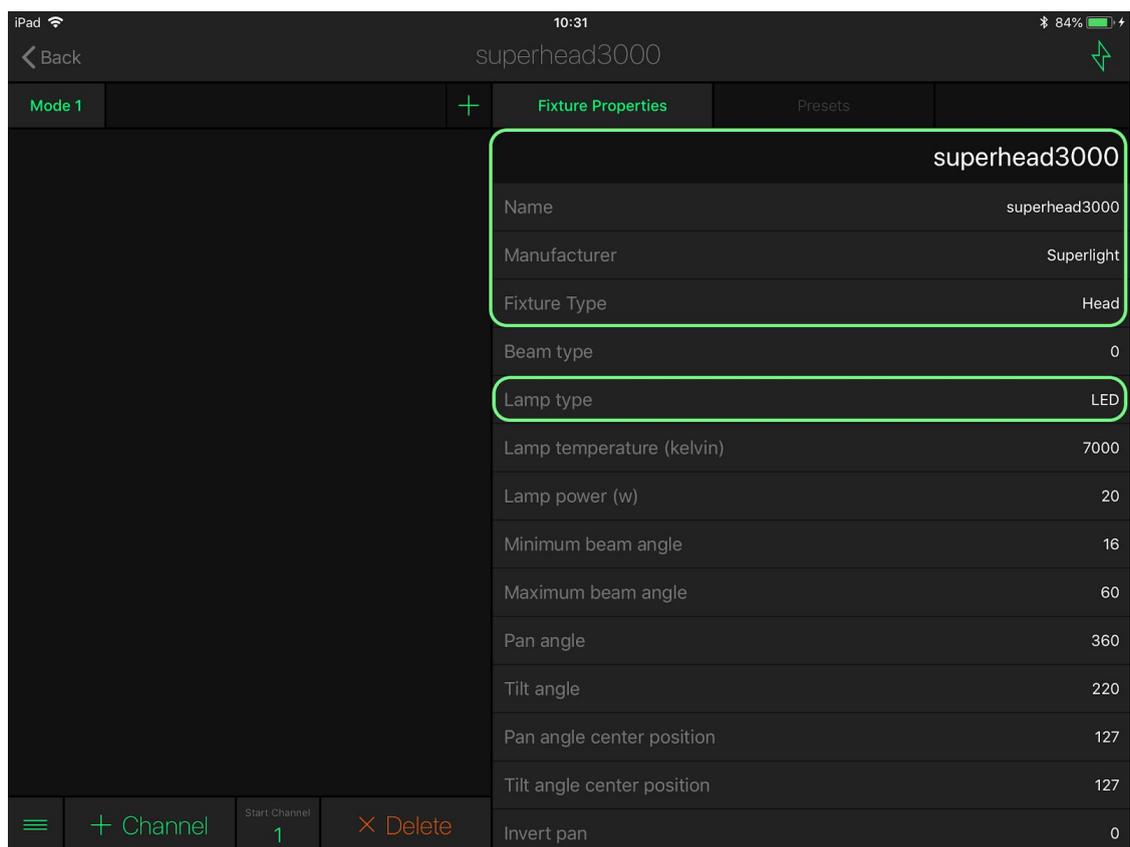
# Building a Profile

## Setting Fixture Properties

The Fixture Properties view on the right is where all general information about the fixture can be selected. The most important things to set here are:

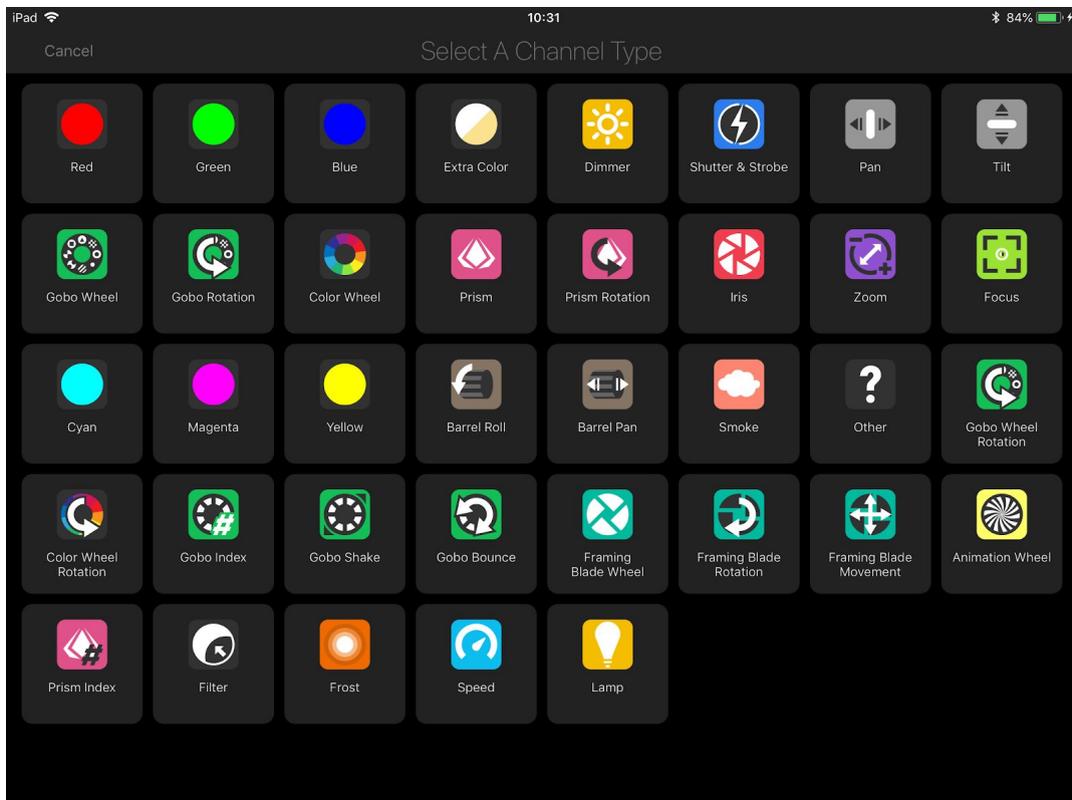
- Profile name
- Name
- Manufacturer
- Fixture Type

Be sure to remove 'LED' from lamp type if your lamp is not LED, otherwise some software may try to control the lamp level to create a strobe which can damage the lamp.

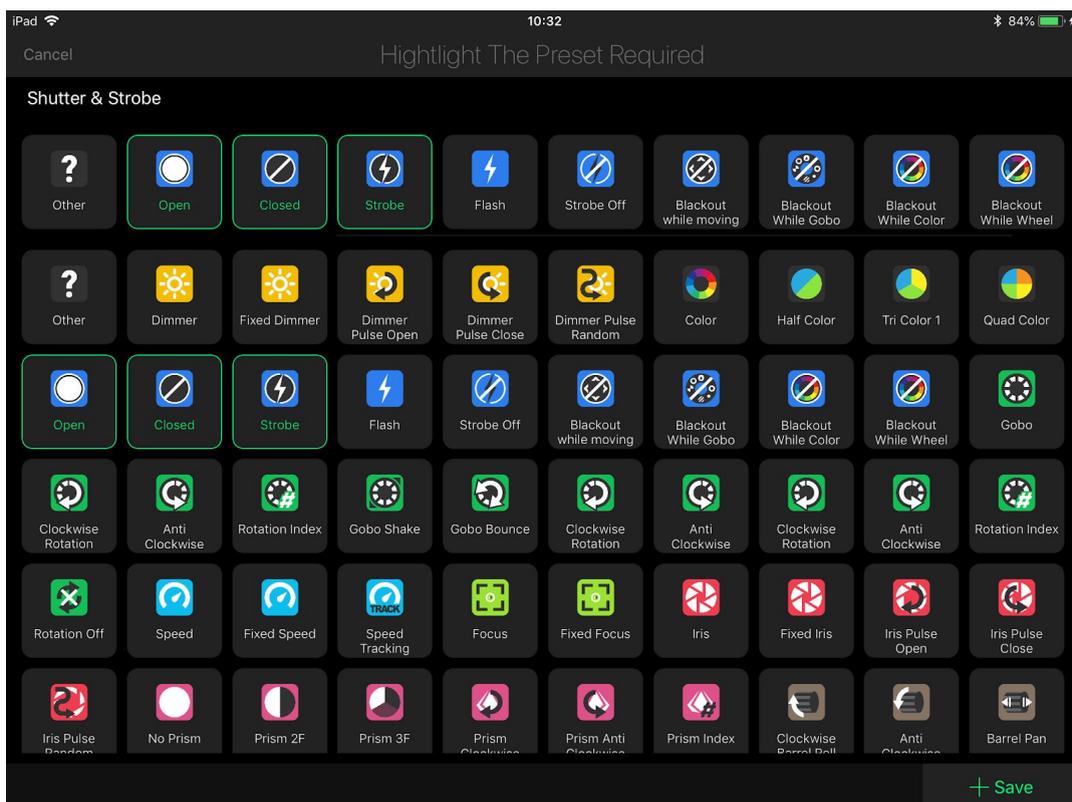


## Creating a Channel

Tap the *+ Channel* button (bottom left) to create a channel, and then select the channel type.



Next, choose a preset. In the example below, we are adding *Shutter Open*, *Shutter Closed* and *Shutter Strobe* presets to a *Shutter & Strobe* channel. Presets which are commonly used are located at the top of the view.



## Editing Presets

Once a channel has been added, it will appear on the left. Dragging the slider will change the value of the channel. Be sure the *Start Channel*, displayed at the bottom, is the same number as the DMX address set on the actual fixture.

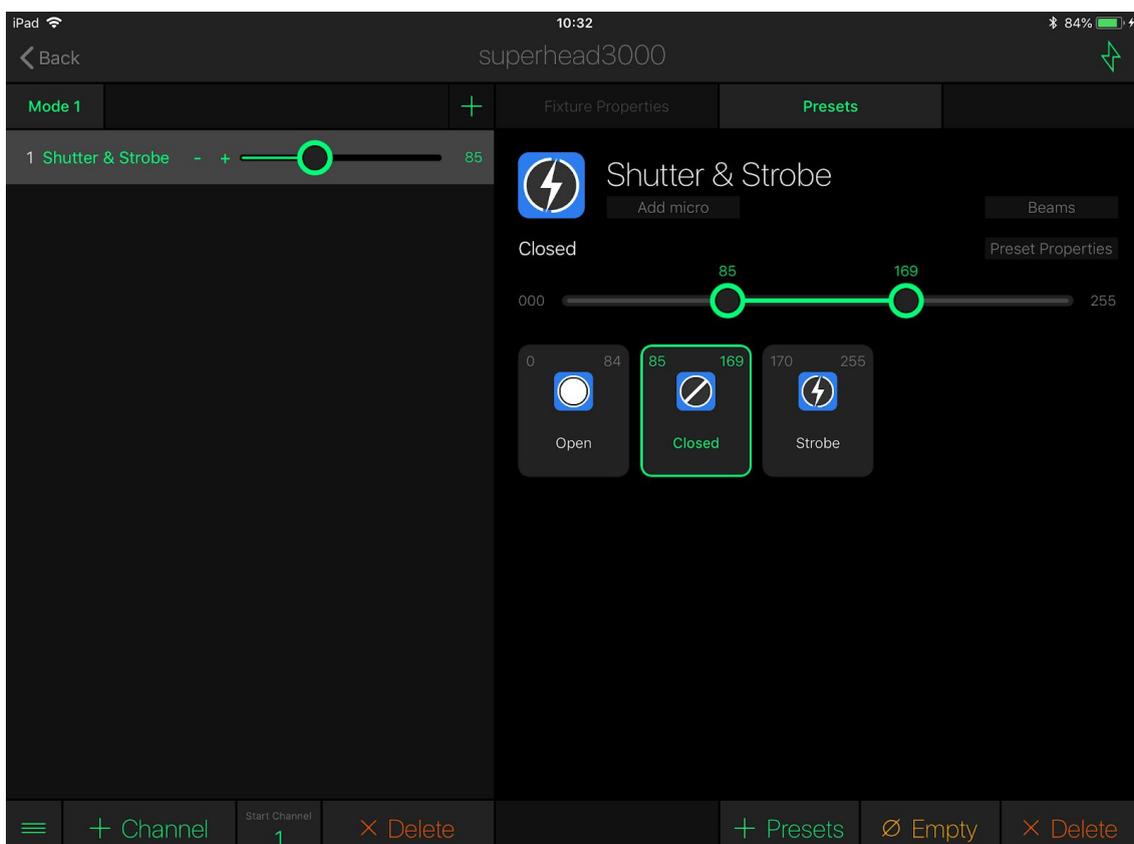
Associated presets are displayed on the right. On iPad these are displayed in a grid view and on Android these are displayed in a list. To set the start and end value for the preset, tap the preset and then move the 2 points on the slider. Notice that when selecting a preset, the DMX value of the channel will update. This allows you to compare your changes with the actual output of your fixture to be sure they are correct. Dragging downwards from the slider first, and then left or right, decreases the sensitivity, allowing for precise values to be chosen.

For more options such as *Name*, *Default Preset*, and *Default Value*, tap the *Preset Properties* button.

If the channel has an associated *Micro* channel, such as  $\mu$ Pan and  $\mu$ Tilt, tap the *Add micro* button.

Additional presets can be added and presets can be removed by tapping the buttons to the bottom right of the view. Presets can be rearranged by touching, holding, and dragging like with the app icons on your tablets home screen.

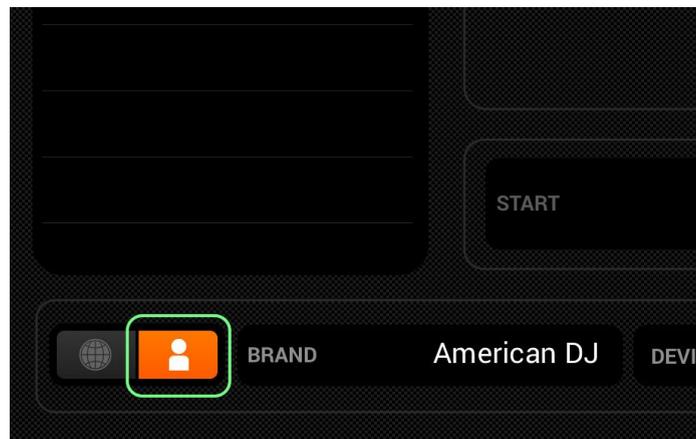
Some Fixtures have more than 1 operating mode. Several modes can be created by tapping the + button at the top of the channel list on the left.



# Using a Profile with a Lighting Controller

## Light Rider

To use a Profile created with Profile Builder in Light Rider, log in to Light Rider with the same Light Cloud account used to create the profile, then navigate to the Fixture screen and tap the User button. The user library is refreshed each time the Fixtures screen is loaded or the User button is tapped.



## Copying a Profile to a Computer (Android only)

Profiles can be copied to your computer to use with other supported DMX software such as Daslight and Sunlite. Each type of tablet may vary and it may not always be possible to do this. Use the instructions below as a guide.

On Android:

- Connect your tablet to your computer
- Open Android File Browser
- Navigate to the UserSSLLibrary folder which is normally located in the root of your storage folder