



# Version 2.1 Quick Start Guide

Written & Compiled by Harrison Goodair

Welcome to the ESA Pro 2.1 quick start guide! In this guide, we'll cover everything you need to know to get started in ESA Pro 2.1.

This guide only scratches the surface of ESA Pro 2.1, for the full software manual follow the link below to our downloads page & navigate to the **User Manual** section.

<https://www.nicolaudie.com/en/download.htm>

## System Requirements

- Microsoft Windows 10 & 11 (64 bit)
- Mac OS Catalina and newer
- 4Gb ram, 1GB free hard disk space, 1680x1500 minimum display resolution
- OpenGL 3.2 minimum for Easy View 2 3D Visualizer

## Getting Started

To begin using Nicolaudie software you first need to connect your controller to the computer via USB.

Next, you'll need to register your controller online by following the link below:

[https://store.nicolaudie.com/en/my\\_interfaces](https://store.nicolaudie.com/en/my_interfaces)

When you've registered your device the next step is to download and install the latest version of ESA Pro 2.1 from our downloads page:

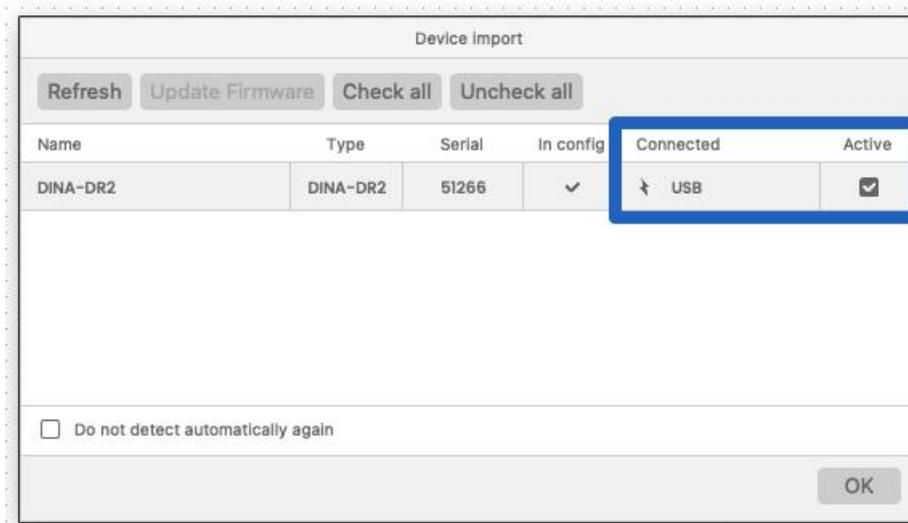
<https://www.nicolaudie.com/en/download.htm>

*Note: When installing ESA Pro 2.1 we recommend checking that 'SSL Library' is ticked when moving through the installation wizard, this contains all of our official fixture profiles.*

**Windows users** may see a Windows Security Alert message appear the first time you run the software which happens when ESA Pro 2.1 tries to access the local network. If you wish to connect the software to your controller over a local network make sure to allow access to the software.

## Start-Up

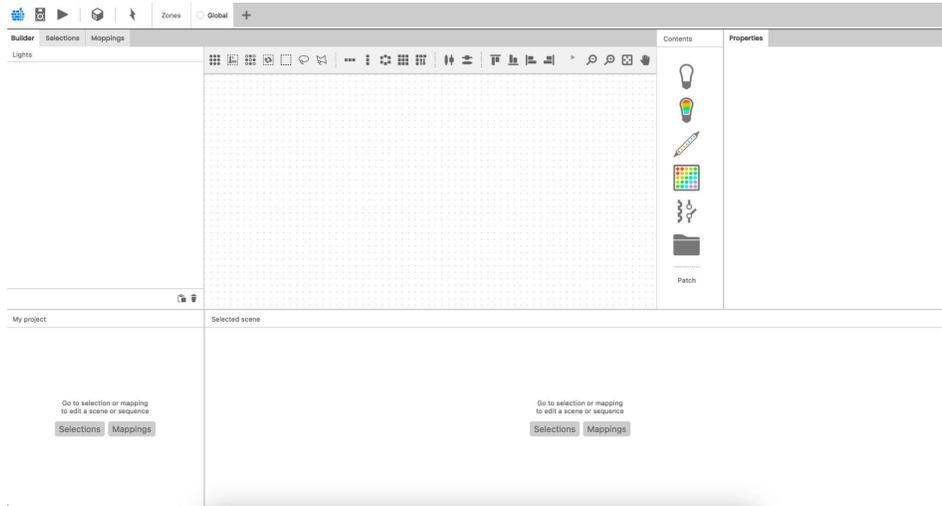
When you launch ESA Pro 2.1 with an interface connected you'll see the **Device Import Window** which lists any devices connected to your computer via USB or network. Tick the device you want to be 'Active' and press ok, this begins communication between the software and interface.



If there's a firmware update available for your device, ESA Pro 2.1 will tell you and you can perform this update by clicking the **Update Firmware** button from the device import window.

The device import window can be recalled at any time by clicking the lightning bolt at the top of the screen.

When ESA Pro 2.1 loads it will look like this:



## Editor Screen



The Editor screen is where you import, arrange and program all of your fixtures.

### Importing & Arranging Fixtures

On the left-hand side, you'll see three tabs, builder, selection and mappings. We're in the builder tab right now, this is where we import and arrange our fixtures.



ESA Pro 2.1 gives you a variety of generic fixtures to choose from; single channel, color lights, LED strips & matrixes can all be created by selecting these icons.



By clicking the gray folder icon ESA Pro 2.1 also gives you access to a fixture profile library of 20,000+ profiles, allowing you to import the exact model of your fixture into your project. If you can't find the fixture profile you're after, you can submit a request for one to be made by logging in at the following page, searching for your fixture and then select *New Fixture Request*: <https://store.nicolaudie.com/en/ssl>

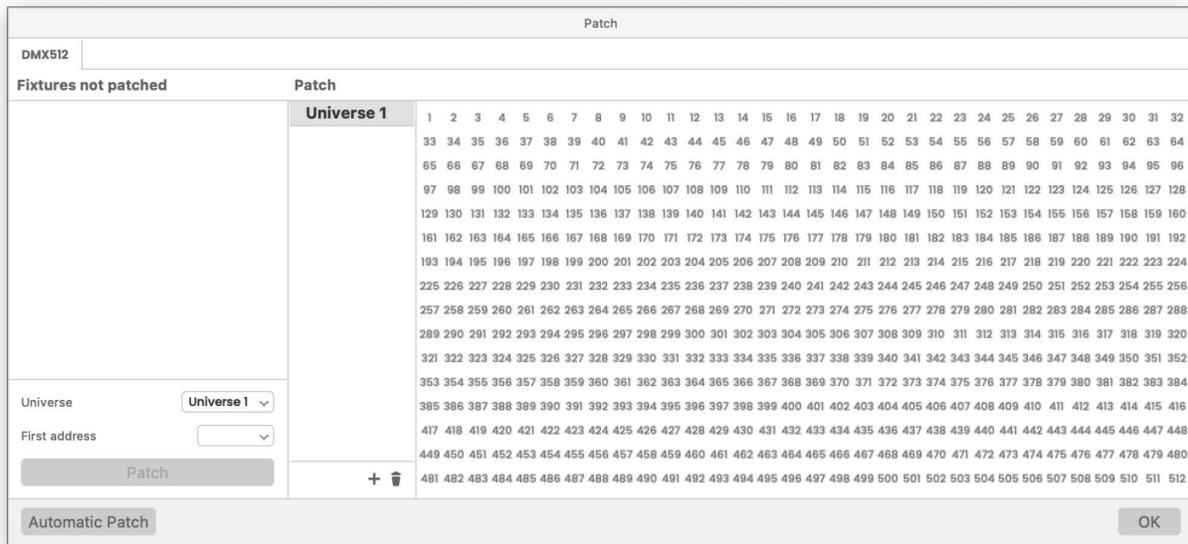


ESA Pro 2.1 paired with a DINA DR1 allows you to directly control the inbuilt relays. Relays in ESA Pro 2.1 are treated as single channel DMX devices, and consequently take up a channel in your DMX universe. You can import relays by clicking the switch icon. For more information, please consult the full ESA Pro 2.1 manual.



When you've selected a fixture to import you'll be presented with the patch window which is where you assign your lights to DMX addresses and universes. You should address your lights as they are in real life. Consult your fixture manual to find out how

to address your fixture. This window can be accessed at any time by pressing 'Patch' in the builder tab.



Now we've imported our fixtures, the next step is to arrange them. ESA Pro 2.1 provides a variety of tools to help you arrange your fixtures. They can be found in the toolbar at the top of the workspace.



You can use the tools highlighted above to quickly arrange your highlighted fixtures into one of the predetermined shapes.

For more information on the tools in this bar please consult the ESA Pro 2.1 manual.

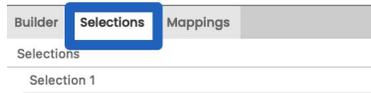
## Programming Scenes

Once we've arranged our fixtures how we want to it's time to begin programming.

There are two ways to program lights in ESA Pro 2.1 depending on what you wish to achieve. We'll briefly look at both options.

The **Selections** tab allows for fixture selections to be created and linked with effects on a timeline. The effects play on the fixtures in the order that they are selected (i.e. fixture index). Selections are created either by dragging a box around a set of fixtures on the fixture grid or by holding ctrl/cmd and clicking the fixtures you want to be selected.

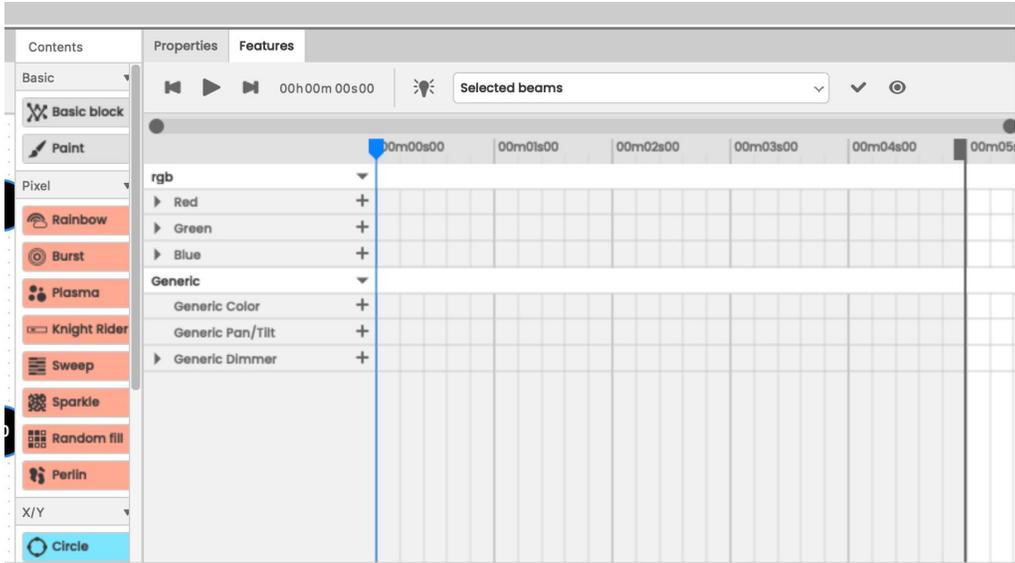
Once the desired fixtures are selected you may wish to save the selection so you can quickly recall the selected fixtures. You can do this by pressing the + button in the selections window.



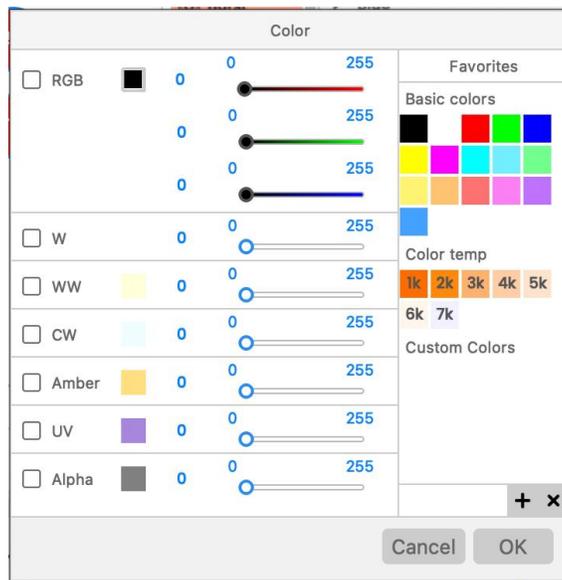
Once you select the desired fixtures we can choose an effect or block to add from the right side of the workspace.

If you wish to program basic colors, you should select the 'Basic Block' effect. If you want a dynamic effect, you can choose from the list of 'Pixel' effects. When you've selected what you wish to apply to the fixtures you can drag and drop it onto them, this will create a timeline.

If you select a Basic Block you'll see the **features** timeline appear on the right side of the screen. This is where you control what your fixture outputs and any basic automation you want to happen over the course of the block.

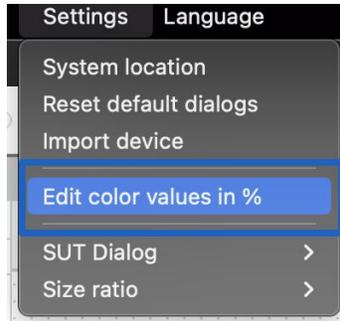


To control the color of your light you should select the + next to **Generic Color**. This presents you with the color editor screen.

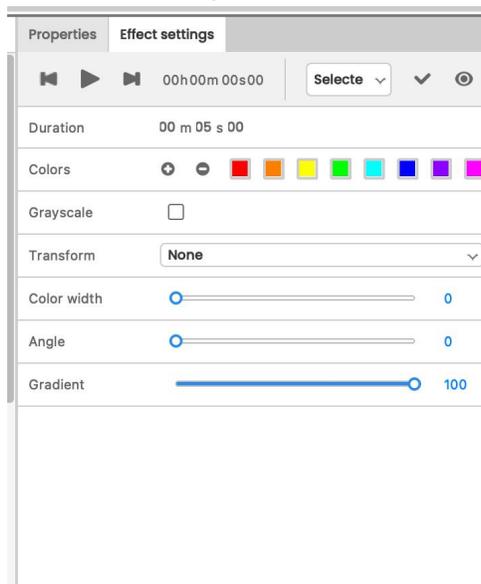


Edit the color of your fixture by ticking the checkbox next to the channels you want to enable and using the slider.

*Note: Color values are set to % values by default, to enable true RGB values (0-255) go to the settings dropdown and deselect 'Edit color values in %'.*



When you apply a dynamic pixel effect to fixtures you'll be presented with the **Effect Settings** window. This is where you manipulate your selected effects. You can add or remove colors, change speed and manipulate other effect-specific parameters.



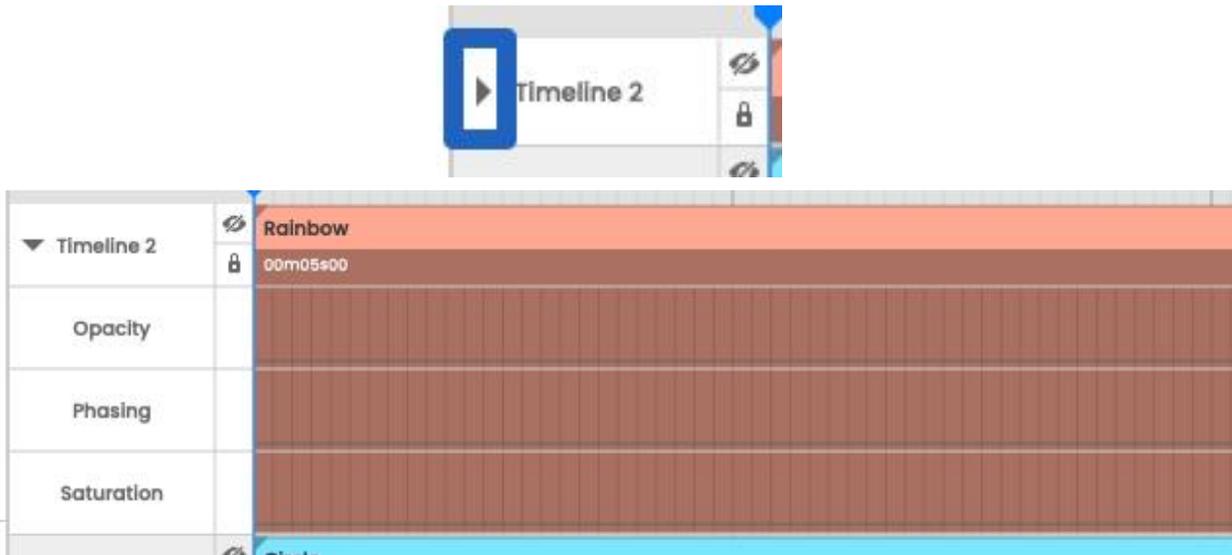
The Mappings tab allows you to create effects based on the position of the fixture(s) in the grid area in relation to shapes. Add a shape to the grid area and then drag and effect onto it from the Contents list. This creates a mapping effect.



Mappings are versatile, allowing you to import media files and giving you access to more effects than selections. You can find more information on mappings in the ESA Pro 2.1 manual.

## Timelines

When you've applied some programming to your fixtures you'll see a **block** appear in the timeline window at the bottom of your screen. This block represents the duration of the programming on that specific timeline. By clicking the arrow on the left of a timeline, or by double clicking on its name you can expand it, showing channels for phasing, opacity and saturation, all of which can be automated.



To enable Automation you should expand the timeline and double click on the channel timeline to add an automation point. This can be dragged from side to side, up & down to quickly adjust the automation value.

## Basic Block Timeline

When first adding a Basic Block you'll see the Features Timeline appear in the Properties panel. Here you have access to a separate timeline where you can edit Generic functions such as Color, Pan/Tilt and Dimmer as well as presets specific to your fixture (e.g. RGB, Zoom channel, Gobo etc).

*Note: the features timeline time is not the same as the main timelines time. For e.g., a Features timeline may be 10s long and loop 6 times to make a total of 60 seconds on the main timeline. In the Properties panel, you can uncheck Automatic Loop to edit the number of loops manually.*

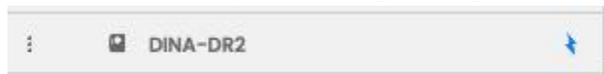
## Standalone Screen



### Devices

The Standalone Screen is where you configure the controller you wish to write your project to. You can change which scenes are written to the device, the page or zone they appear in, date & time triggers, TCA triggers and more.

Devices associated with your project will appear in the top left corner of this screen and any active devices are marked by a blue lightning bolt.



You can set a device to active by right clicking on the device and clicking **Active** in the context menu or in the Properties panel.

### Adding Scenes to a Device

When you've programmed your scenes it's time to add them to your device so they can be written. Scenes are listed in the **My Project** window below devices. You can add all your scenes and zones to the device using the buttons at the top of this window or you can do so manually by pressing the arrow next to each scene and zone.



When your scenes have been added to a device and are ready to be written they'll appear in the device window in the middle of the screen in their respective zone/page.

Zones	Scene	Duration	Loop
Global	: 01  Red	00m10s00	
Zone 2	: 02  Green	00m10s00	
Zone 3	: 03  Blue	00m10s00	
Zone 4			
Zone 5			
Zone 6			
Zone 7			

When you're ready to write the show to your devices simply press the **Write** button at the top of the window. You'll also see buttons labeled **Write on computer** and **Write for cloud**, these will be covered in the full ESA Pro 2.1 manual.

Once the show has been written to the device, you may wish to test it to ensure it plays as you want it to; you can put the device into standalone mode for testing by pressing the **Test** button.

## Simulator Screen



You may want to test how your scenes play directly from the computer before writing to memory; for this you should use the Simulator screen. On this screen scenes are assigned to buttons; press the respective button to begin a scene.

You can also trigger scenes from multiple simulated devices on this screen.

⏸ Stop All

<p><b>1.DINA-DR1</b></p> <p>Model: DINA-DR1 Universe: 1  2  3  4  5  6  1  2  1 Serial: 470246</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Global</td> <td style="width: 30%; text-align: center;"> Red</td> <td style="width: 30%; text-align: center;"> Green</td> <td style="width: 20%; text-align: center;"> Blue</td> </tr> <tr> <td>Zone 2</td> <td style="text-align: center;">00m10s00 </td> <td style="text-align: center;">00m10s00 </td> <td style="text-align: center;">00m10s00 </td> </tr> <tr> <td>Zone 3</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zone 4</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zone 5</td> <td></td> <td></td> <td></td> </tr> </table>	Global	Red	Green	Blue	Zone 2	00m10s00	00m10s00	00m10s00	Zone 3				Zone 4				Zone 5				<p><b>2.DEFAULT</b></p> <p>Model: STICK-DE3 Universe: 1  2 Serial: 653585</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Global</td> <td style="width: 30%; text-align: center;"> Red</td> <td style="width: 30%; text-align: center;"> Green</td> <td style="width: 20%; text-align: center;"> Blue</td> </tr> <tr> <td>Zone 2</td> <td style="text-align: center;">00m10s00 </td> <td style="text-align: center;">00m10s00 </td> <td style="text-align: center;">00m10s00 </td> </tr> <tr> <td>Zone 3</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zone 4</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zone 5</td> <td></td> <td></td> <td></td> </tr> </table>	Global	Red	Green	Blue	Zone 2	00m10s00	00m10s00	00m10s00	Zone 3				Zone 4				Zone 5			
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## Auxiliary Software

In the Tools menu, you will find ESA Pro 2.1 comes bundled with some auxiliary software to get the most out of our software and hardware.

### Easy View 2

Easy View 2 is a handy 3D visualization tool to see what your fixtures will be doing if you're off site or programming without line of sight. You may find it particularly useful if your fixtures include movement such as pan and tilt. Launch Easy View 2 by pressing the 3D cube.



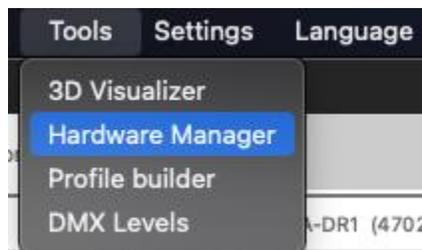
When you launch Easy View 2 you'll be greeted with a prompt asking if you wish to import the current patch, you should press yes to import your fixtures and programming. When Easy View 2 and ESA Pro 2.1 are connected you can trigger scenes from the Live screen.

### Hardware Manager

Hardware manager can be used to view device information, change settings, update firmware, restore your device to factory settings and much more.

You can access this tool by going to the **Tools** dropdown menu at the top of the screen and selecting **Hardware Manager**.

*Note: make sure your controller is not set to Active in EP2.1 on the Standalone screen when connecting it to Hardware Manager. Without doing this your controller may not be detected.*



## Miscellaneous Tools

You may also notice two other tools here; **Profile Builder** and **DMX Levels**. Profile Builder is covered in the **Profile Builder Web Tool User Guide** available in the Downloads section of the Nicolaudie website.

The DMX Levels tool displays a DMX level console where you can see the DMX values on each channel in each universe. This can be useful if you need to understand why fixtures are behaving a certain way.

We've only just scratched the surface of ESA Pro 2.1 here, you can learn more by downloading the full ESA Pro 2.1 manual here from our downloads page or by signing up for a training session with the Nicolaudie Academy.

<https://www.nicolaudie.com/download.htm>

<https://www.nicolaudie.com/academy.htm>