# Personality Builder: A Quick Start Guide

This guide has been created to enable you to create a functional personality file for Diamond 4 and Titan as quickly as possible. Further detail, videos and support can be found on the Avolites forum.

Getting Started - Naming your Fixture:

After opening the program, select 'New' from the File menu:

1. Select 'Fixture 1' in the Navigation Pane.
2. In the Properties Pane there will now be a list of fields.
   - i. Enter a Manufacturer name in the Manufacturer field.
   - ii. Enter the fixture's name in the Name field
   - iii. Enter a name in the Display Name field. (The Display Name field has a maximum length of 10 Characters).
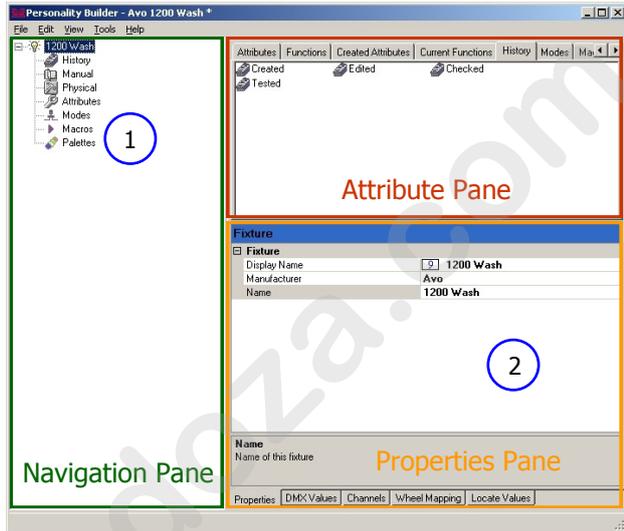
Hint: Creating your own unique Manufacturer name for all your created fixtures will ensure they all appear under the same Manufacturer name in your console's patch menu.

Adding Attributes:

Now that the fixture information has been added we can start to add attributes to our fixture:

1. Select the 'Attributes' item in the Navigation Pane. A list of possible attributes that can be added to the fixture will be displayed in the Attribute Pane.
2. Find the attributes you need in this pane and double click them to add them to the fixture (alternatively they can be dragged across from the Attribute Pane to the Properties Pane).

3. Select the correct Maximum Resolution for each attribute. To do this select the attribute name in the Navigation Pane and change the 'Maximum Resolution' to the appropriate level by selecting it from the drop down box.
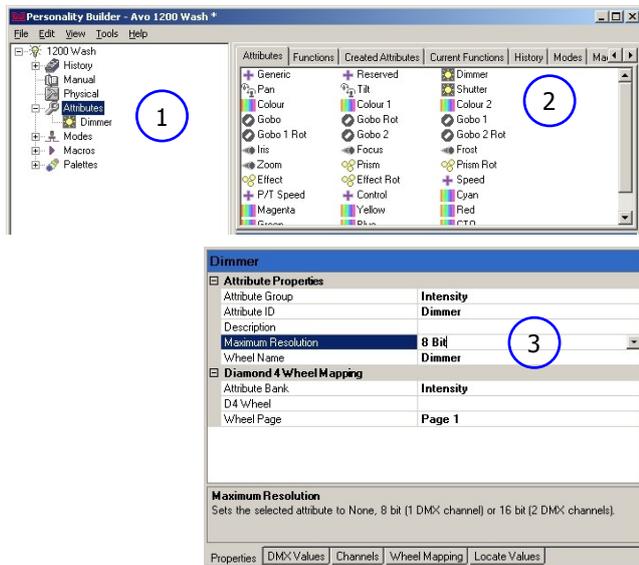
Adding Functions to Attributes:

1. Now add the appropriate functions for each attribute from the Attribute Pane by dragging them across to the Navigation Pane.
2. Once all the functions have been added, you can add their DMX Values by selecting the 'DMX Values' tab at the bottom of the Properties Pane and entering the values for each function listed.
3. To return to the Properties Pane, select the 'Properties' tab to the left of the 'DMX Values' tab.
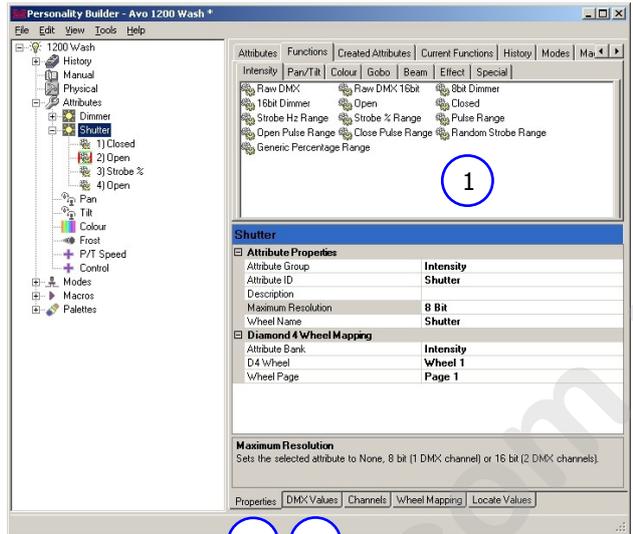
4. Ensure that all created attributes have functions and the relevant DMX information added to them.
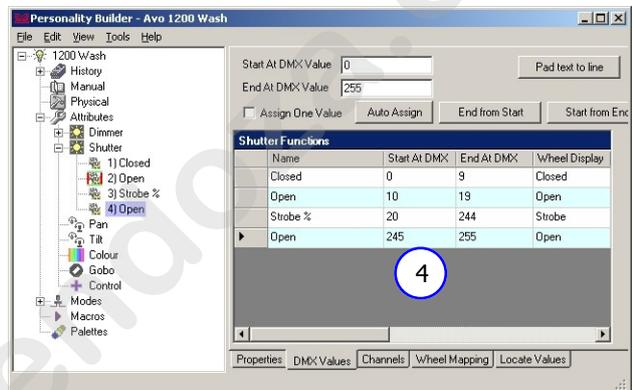
Setting Locate Values:

Expand an attribute from the Properties Pane so that all the functions it contains are visible. Right click on the function that you wish set as the locate value, select 'Locate', then (in the case of an attribute range, such as 'Speed') select a locate value.
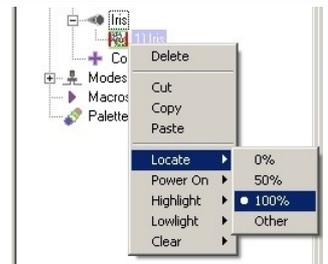
Creating Modes:

1. Select 'Modes' from the Navigation Pane.
2. Choose a mode template from the Attribute Pane and double click it to add it to the list of Modes.

From here you are able to add any combination of created attributes to this mode by first selecting the relevant mode, then dragging the created attributes across from the Attribute Pane.
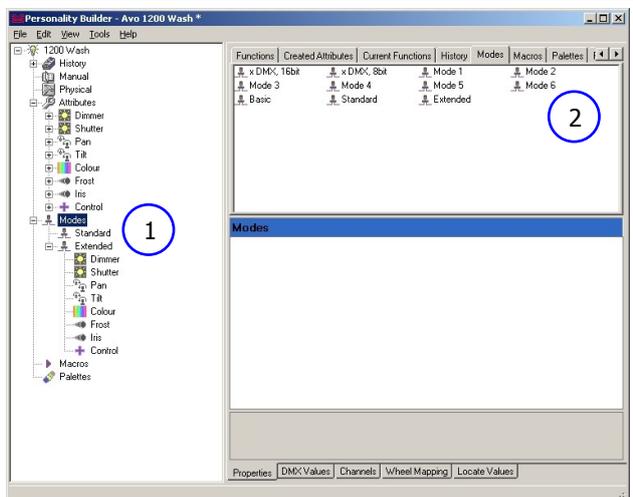
You now need to assign the DMX channels for each of your created modes:

1. Select the appropriate mode in the Navigation Pane.
2. Click on the 'Channels' tab at the bottom of the Properties Pane.
3. While this page is filled in automatically, you may need to edit the order of DMX channel assignments listed in the 'Channel Offs' column.
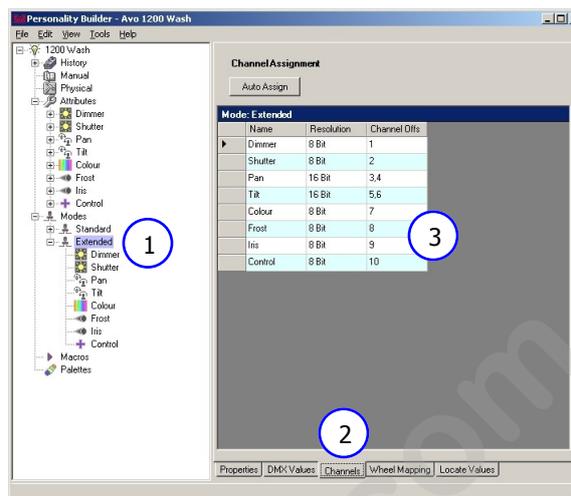
Hint: When you have both 16 bit and 8 bit channels performing the same functions on two different modes (most commonly Pan and Tilt) you should the set the attribute resolution to 16 bit and add it to both modes. Then for the 8 bit mode, you then select the attribute inside that mode and change the Resolution from '16 bit' to '8 bit' in the Attribute Pane.

Configuring Wheel Allocation:

Once the channels for all modes have been assigned you must allocate a separate wheel for every attribute.

1. Select the appropriate mode in the Navigation Pane.
2. Select the 'Wheel Mapping' tab from the Properties Pane. In this tab click on the Filter by Mode box. This ensures that only the channels used by this mode are displayed. Where two modes use the same attributes, changing the attribute position in one will change the attribute position in the second mode.
3. Move the attributes to whichever wheel you want them to appear on by clicking on the attribute name, and dragging to the appropriate wheel.
4. If there are 2 or more functions on the same wheel, the names will turn into a Magenta colour. You need to ensure that the two attributes are put on separate wheels for the personality file to function correctly.
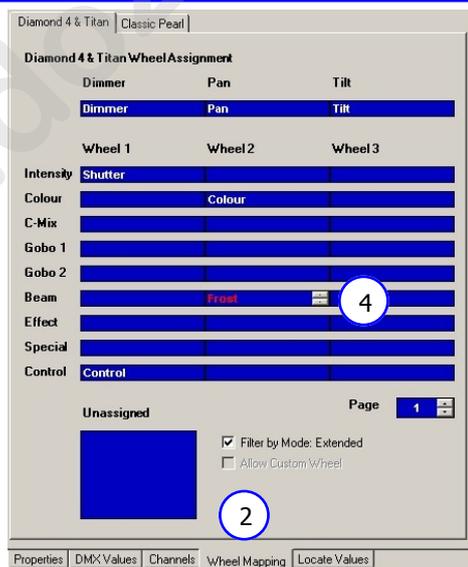
Hint: To put an attribute on the second page of a wheel, drag it into the 'Unassigned' box, select the desired page then drag the unassigned attribute to the desired wheel.

Adding to your console's Fixture Library:

If you haven't done so already, save your personality file. It is a good idea to name your file using the following format: Manufacturer Name_Fixture Name.d4.

- The completed personality now needs to be copied to your console via USB memory stick.
- Insert the USB stick in to your console.
- Copy the personality to C:\Program Files\Avolites\Titan\FixtureLibrary
- Restart the console software for the changes to take effect.
- If any previous versions of your file are patched, your show will have to be updated via the 'Update Personality' function new to Titan V3.

Hint: If you are running Personality Builder from your console, select File then 'Save to Fixture Library'. This should only be done once the personality has been completed in order to prevent 'work-in-progress' files from appearing in your patch menu.