Fixture editor

Setup

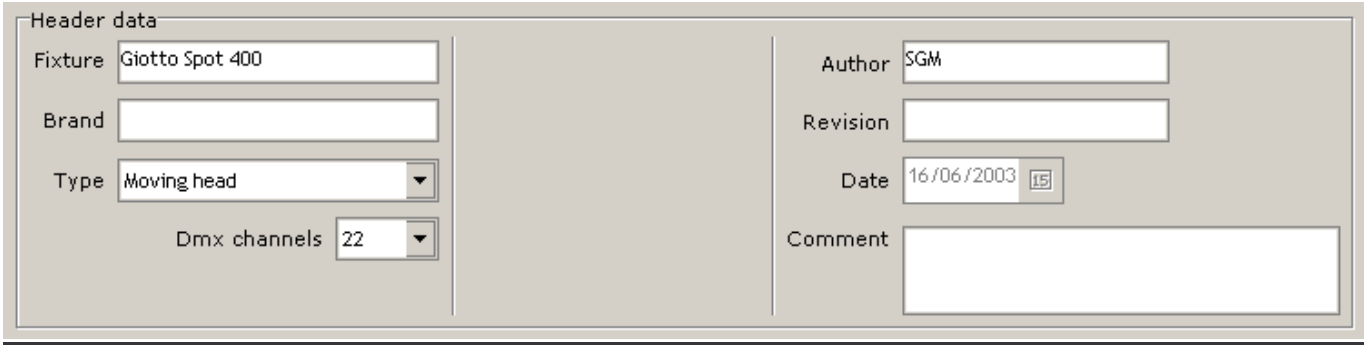
To setup the program please follow the below procedure:

- Create a new folder on your PC hard drive
- Unzip the “FxrEdit.zip” file to this new folder
- Double click “FixtureEditor.exe”

Creation of a new fixture

Header Data

First of all, to create a new fixture you have to fill in the Header data section (see picture below)



Fields:

Fixture: name of the fixture (i.e. giotto spot 400)
Brand: maker (optional)
Type: select among ‘moving head’, ‘moving mirror’, ‘dimmer’ or ‘other’
Dmx channels: number of dmx channels occupied by the fixture (optional, the program automatically updates this value according to the parameters entered in “Attributes input” section).
Author: author of .fxr file (optional).
Revision: fxr file’s revision (optional).
Date: automatically set by the program.
Comment: free comment.

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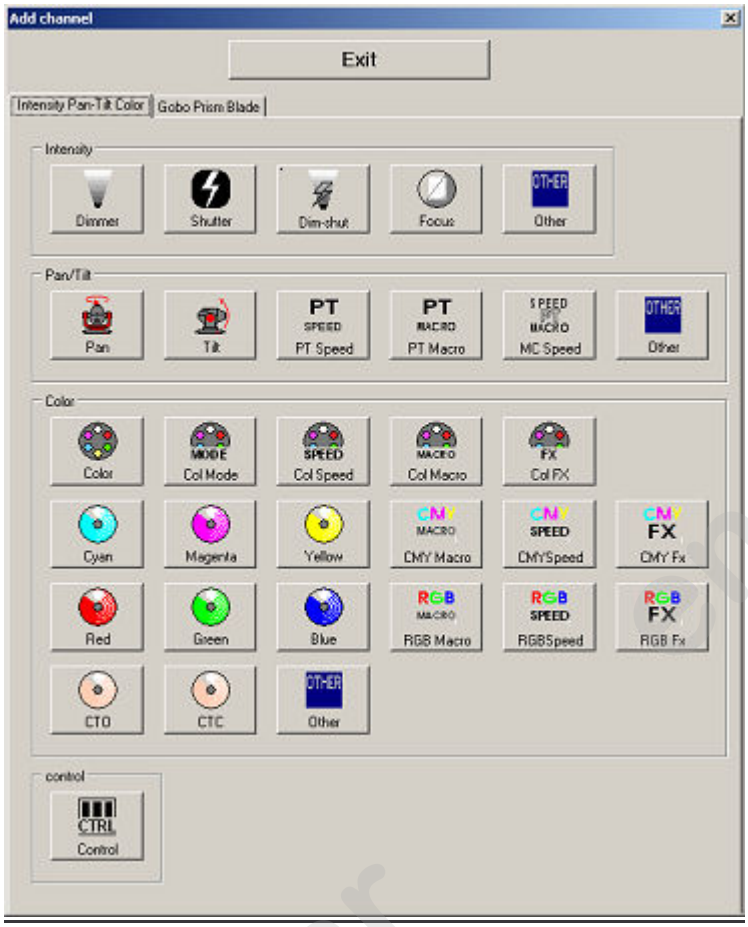
Attributes' Input

The following step for creating a new fixture is to enter its attributes (or parameters): press 'Add channels' but on and the below window will appear:



The list of attributes is arranged in 2 pages; to switch from one page to the other press alternatively the above "'Intensity Pan-Tilt Color' and 'Gobo Prism Blade' Tabs.
Select repeatedly t e at ributes composing the fixture you are making; if the fixture includes attributes having no reference to any of those suggested by the program, click on "Other" and assign them an appropriate name.
To end the sel ction click "exit".

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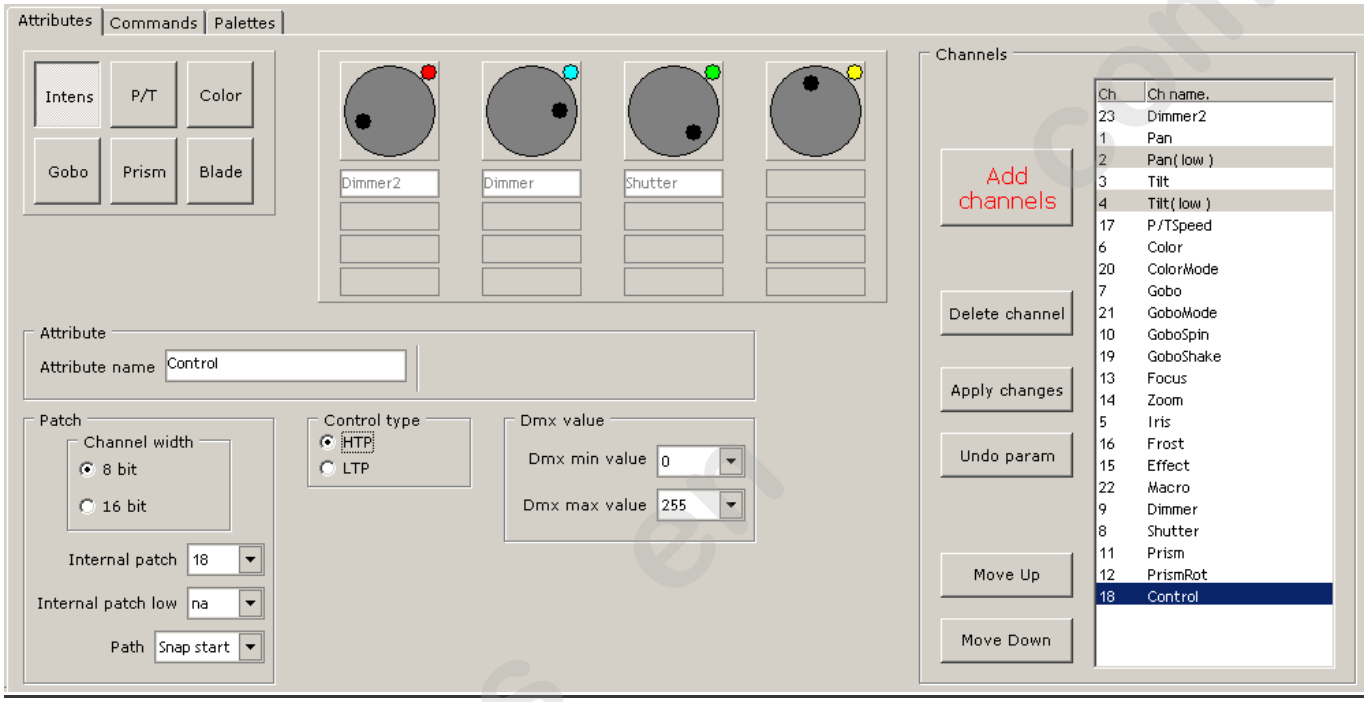
Changing Attributes

While entering attributes, the program assigns the most common default values to each of them.
To change the assigned values or correct possible errors, follow the below procedure:

- Select the attribute to be checked in the list on the right side;
- Modify the attributes you need to be changed;
- Confirm the modifications pressing the 'Apply changes' button (or press the button 'Cancel changes' to cancel all modifications)



Here below you find the list of at ibut s' parameters:

'Intensity', 'P/T', 'Color', 'Gobo, 'Prism' e 'Blade' Buttons: they are radio buttons indicating which family each attribute belongs to; normal it is not necessary to change the selected button.

Attribute name: it is pos ble to modify it, but we recommend to use the names suggested by the program to identify the function tha makers call in different ways.

Channel width: Attribute's precision (8 or 16 bit). Several makers tend to represent 16 bit channels as 2 independen channels (i.e. 'Pan coarse' and 'Pan fine'). In these cases it would be preferable to enter one unique 16 bit ch nnel (even if the program easily accepts also 2 independent channels) as the fixture programming would become simpler.

Int rnal patch: attribute's dmx channel; for 16 bit attributes it is referred to its more important part. (coarse)

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Internal patch low: Only for 16 bit attributes; dmx address of the attribute's less important part (fine)

Path: it can assume 'Linear', 'Snap_start' or 'Snap_end' values: it indicates how the attributes' switching /modification will happen during a fade programmed on the console.
Linear: the transition from a value to another will happen following a "path" or "ramp" (linear transition); it is usua ly used for attributes behaving as dimmers, where the programmed transitions must happen without discontinuity
Snap_start: the transition will happen instantaneously at the beginning of the fade. It is typically used for attributes behaving as gobo wheels.
Snap_end: it imposes a rapid transition at the end of the programmed fade.

Control type: it can assume values 'HTP' (highest take precedence) or 'LTP' (latest take p ec dence). Dimmers have to be set to a 'HTP' value, while all other attributes to 'LTP' value.

Dmx min value, Dmx max value: these 2 values respectively define the 0% and 100% value of an attribute; normally they are respectively set to 0 and 255. You can set different values only in 2 cases:

- When you have to guarantee that an attribute is included in a fixed rang as out of that range it would change its meaning: i.e "it resets the fixture"
- When a fixture has a dimmer which is completely open to value "0" r close to value 255; in this case you have to set DMX min value =255 and dmx max value=0; in this way the correct calculation of HTP criterion will be guaranteed'.

Command Buttons:

Add Channels: it opens the "attibute selection" window.
Dolete channels: it permanently deletes an attribute fro the "attributes list".
Apply changes: confirms and applies the variations set to he current attribute.
Cancel changes: it cancels the modifications set i the present attribute,
Move Up, Move Down: it moves the attribute in hig er or lower position, as the order of the attributes determines the wheel 's assignment and the order of thei visu lization on the editor. (Only for "Regia" consoles)

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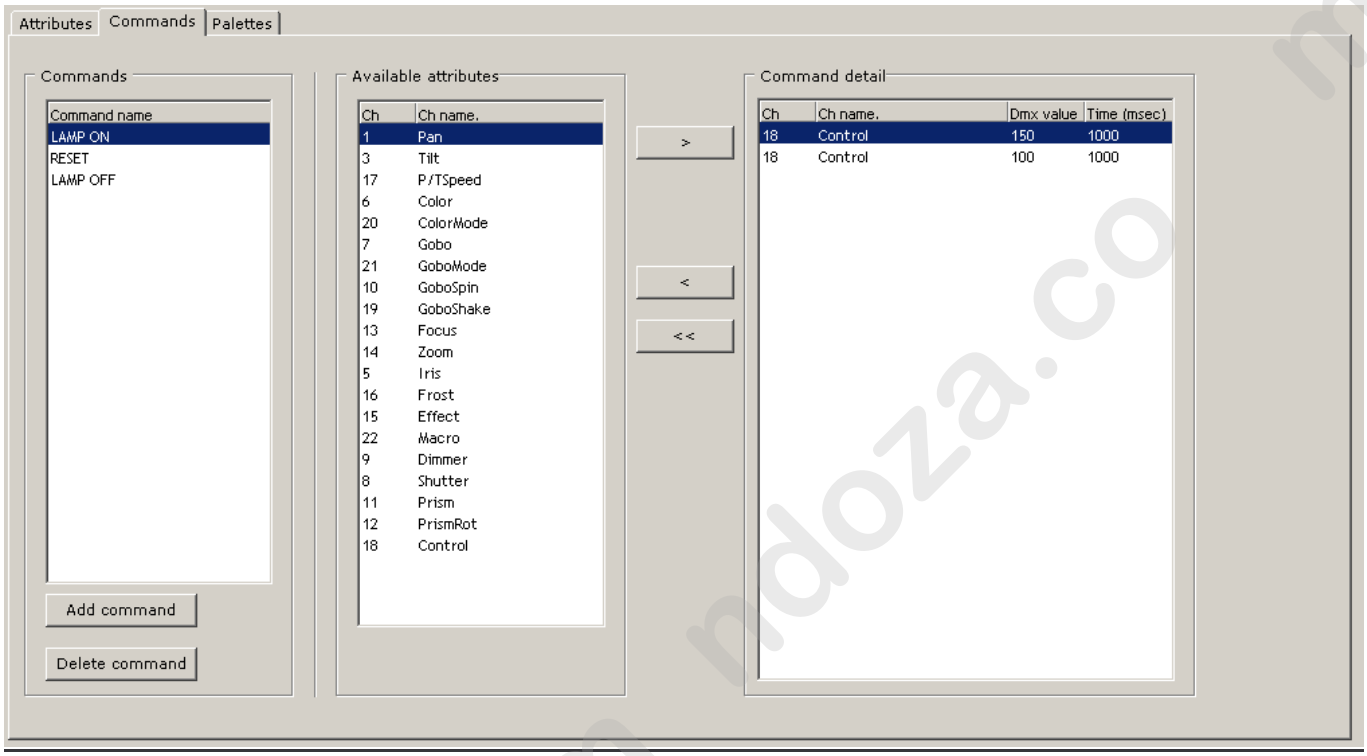
Entering Commands

If you click the high 'Commands' tab the following page appears:



This windows includes 3 directories :

- The left list comprehends the de ned command list (empty at the beginning);
- The middle list includes the l st of fixtures' attributes
- The right list includes th cu ent command's details

To add a command, please c ick 'Add command', and open another window where you can select the command to be added.
Through the '>' button, nter he needed attribute(s) in the right list and finally set their parameters: 'Dmx value' , representing the cha el ue, and 'Time (msec)' showing (in milliseconds) the time the channel will keep stable at the indicated val e.

Command but ons:

Add command: it opens the window to select the command to be added in the "Commands" list.
Dele e c mmand: it deletes the the selected command.
'>' it adds the selected line in the 'Command detail' list;
<':it deletes the selected line from the 'Command detail' list
'<<': it resets completely the 'Command detail' list.

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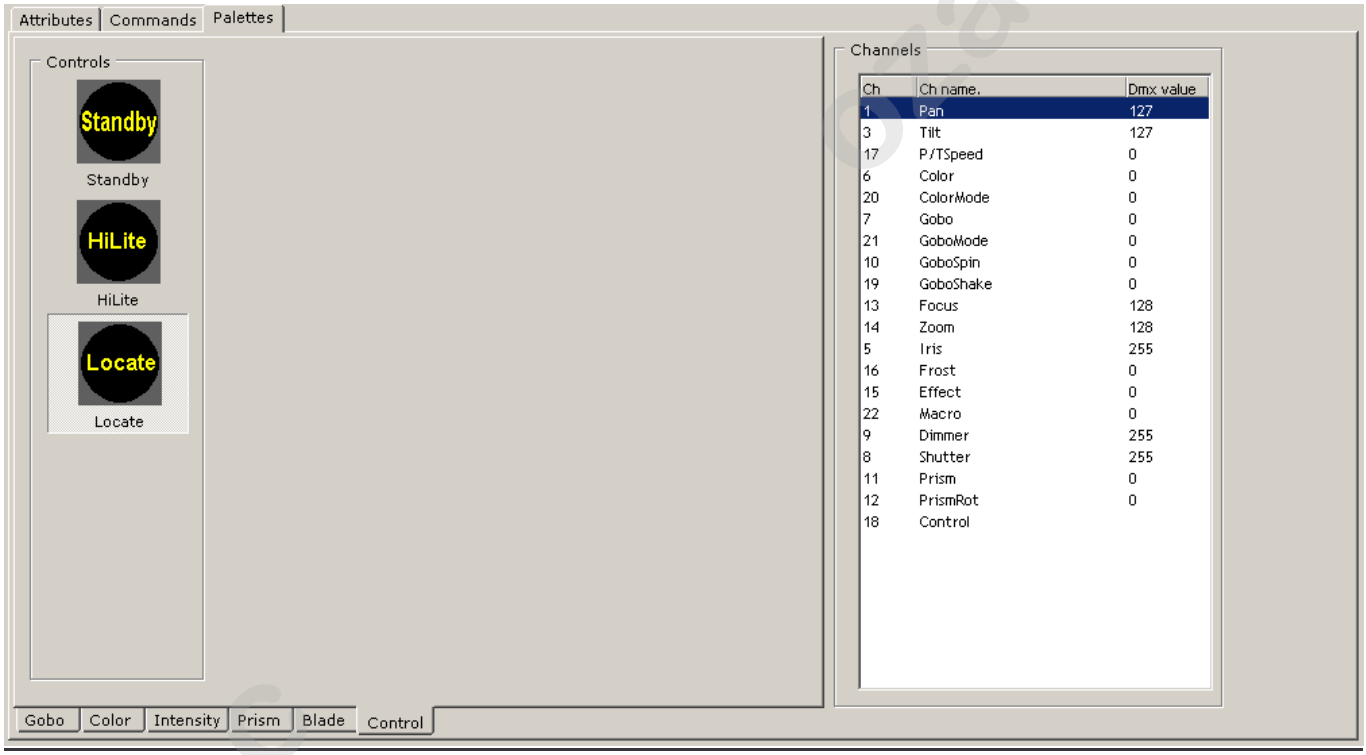
Palettes

Clicking on the above 'Palette' TAB , the palette's windows appears. In the lower part of the window you find 6 tabs, which can be used to enter an equal number of palettes recognized by the console (Gobo, Colour, Intensit Prism, Blade and Control).
Entering the palettes is not obligatory except for "control type palettes", which can be divided in 3 types: Standb HiLite and Locate and are used by the console to:
Standby: the console sets the fixture in this state when the fixture is not controlled by any scenes. It typically has only the dimmer value set to "0".
HiLite: the console sets the fixture in this state when the fixture is simply selected in the editor (o make the programming easier when the dimmer information are lacking). This palette usually opens the shut er and sets the dimmer to 100% (the other channels are not entered).
Locate: the console sets the fixture in this state when the "Locate" button is pressed; It is commonly used to begin the programming of a new scene. This palette usually involves all the attributes: dimmers at 100%, open shutter, pan e tilt al 50%, all other effects are disabled (gobos, colours, prisms, and so on.)



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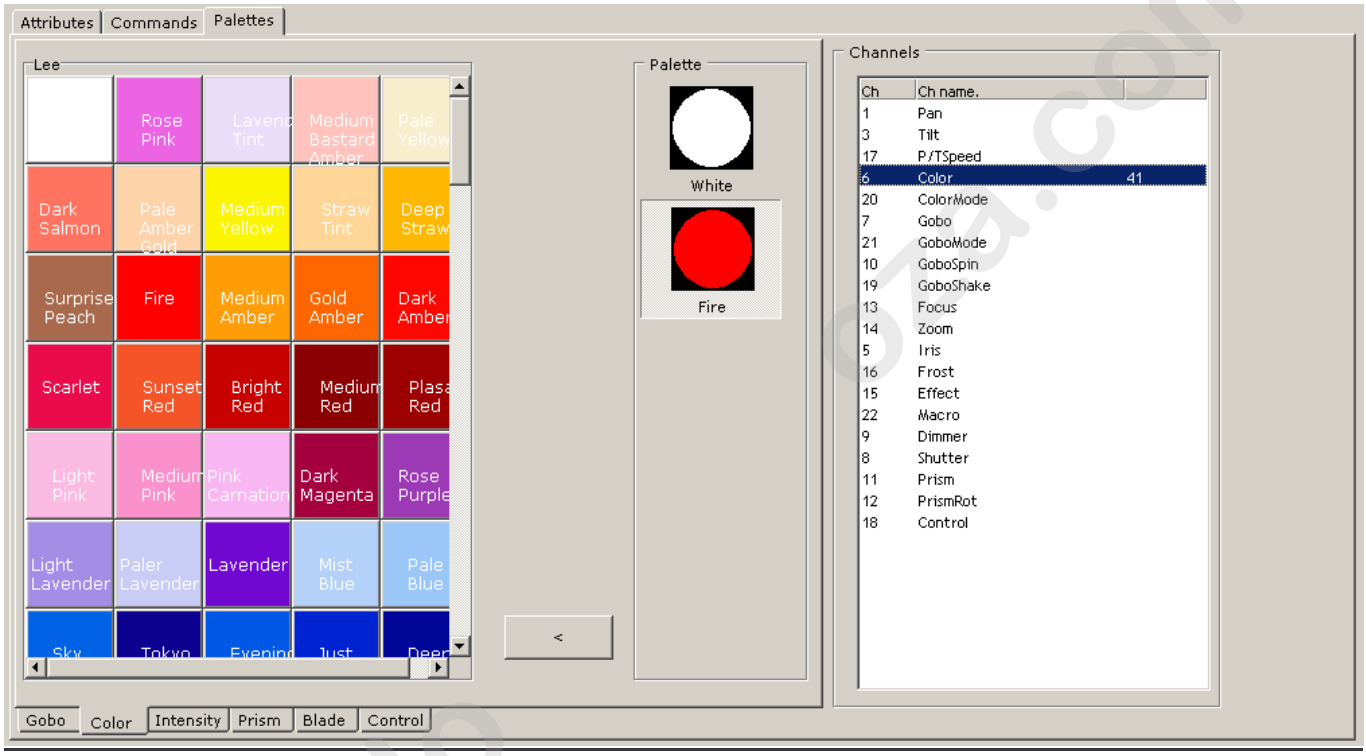
Entering a new palette

To insert a new palette click on the colour or icon you find most suitable to the palette you have to create.
Then assign the desired value to the involved attribute/s in the right list.
To change a previously modified palette, select it in the middle list: the palette details will appear in the right list.
Double click on any of the attributes to modify its value.
The button '<' deletes the palettes currently selected.



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