

## **Pilot 3000 - Rel. 2.0**

### **SOFTWARE RELEASE NOTE**

Data Release: 30/10/2009

Software version: 2.00

#### **Added functions**

- Management of shows on Inner Memory and respective functions implemented
- "Fan" function implemented.
- New Playback modes of Controllers.
- Control functions via MIDI implemented
- Snapshot and Controllers save modes implemented
- CMY Color Palette for Gel libraries implemented.
- "RELEASE" command, differentiated between Controllers and Registers, implemented.
- Inversion of Attributes implemented.
- "Read" function implemented.
- Other less important improvements.

## System Update

The new Software changes structurally the modes of data management of Pilot3000.

### CAUTION!

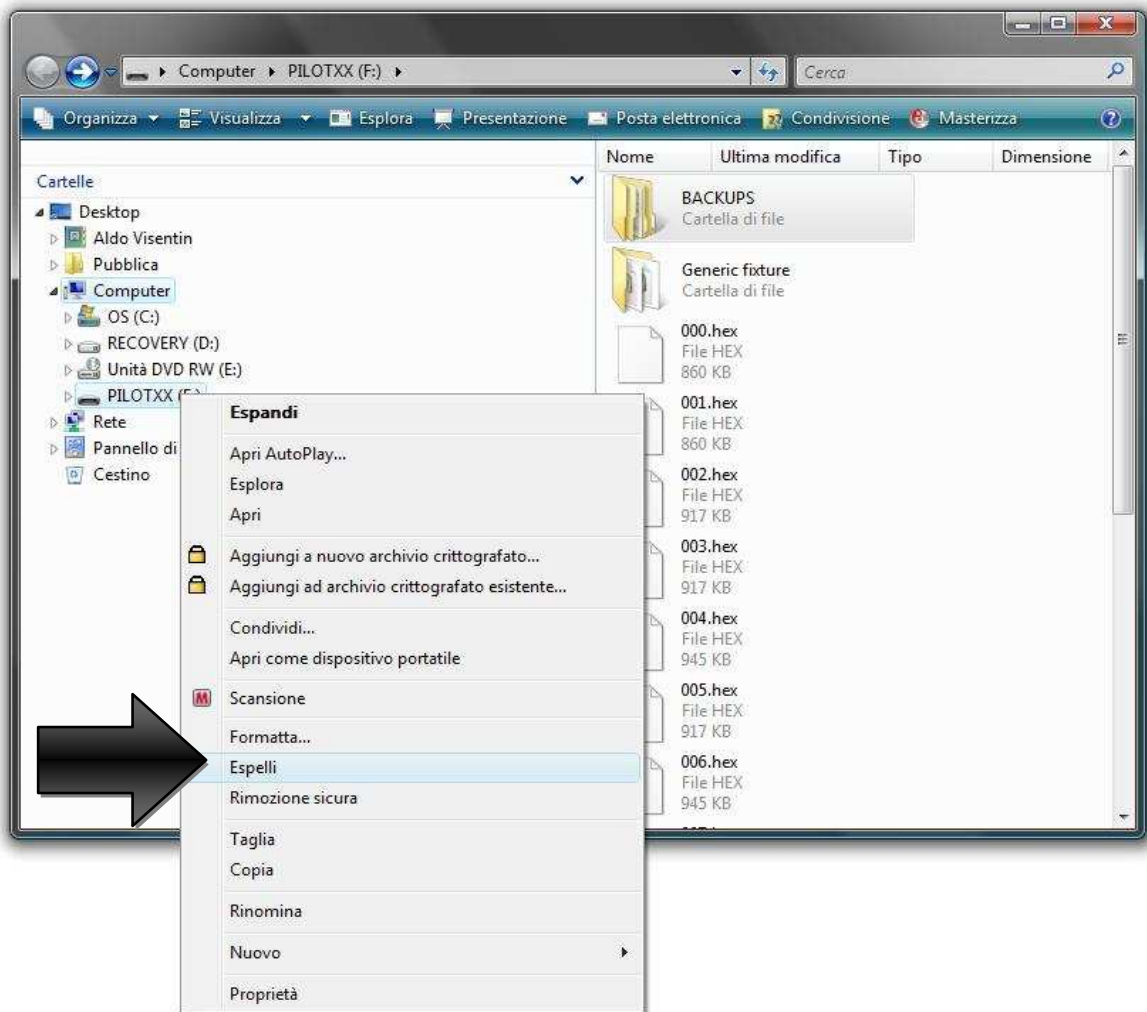
**Before proceeding to update the software of Pilot3000, please execute a backup of every show in the Memory Card.**

The execution of a full backup of your own Memory Card takes place as usual:

- Turn on Pilot3000.
- Connect Pilot300 to a PC through a standard USB cable.
- Wait until the Windows "AutoPlay" window automatically appears.



- Open the window that displays the contents of the Memory Card and copy it in your own PC.
- **Copy inside the Memory Card the new software update file.** The software update file (Pil3000.Hex) can be taken out from the file \*.zip, you can download at the website [www.sgm.it](http://www.sgm.it) at the "Download" session (<http://www.sgm.it/support.asp?complete=1>).
- Disconnect Pilot3000 through "espelli" ("eject") command of the contextual menu of "PILOTXX" drive as shown in the following picture



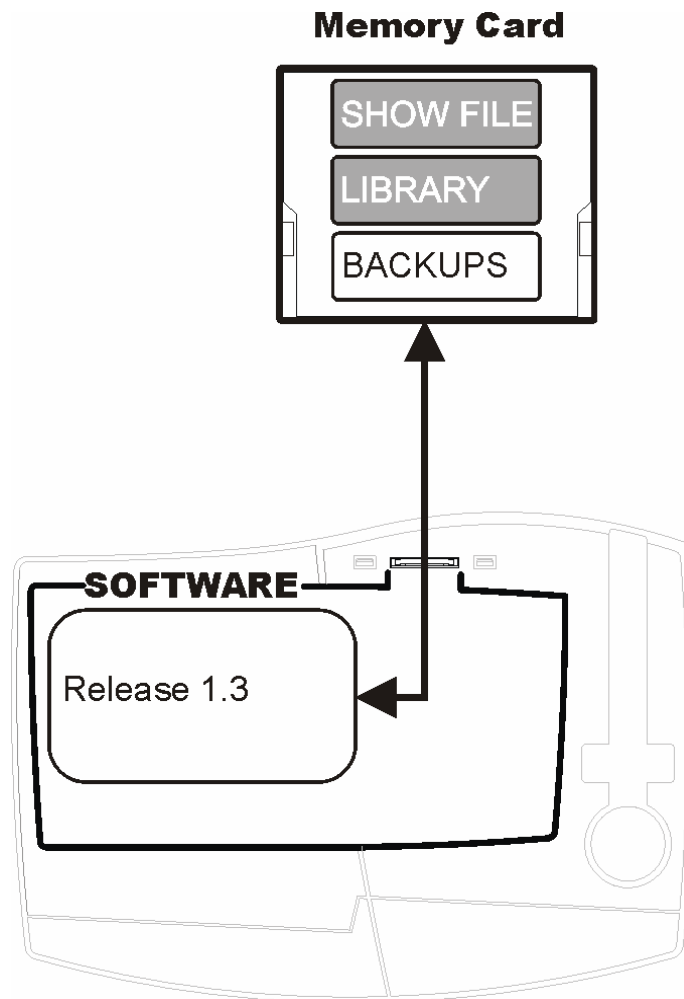
- **Wait until the Upgrade has fully completed(Updating FIRMWARE)**  
 After disconnecting the PILOTXX drive from your PC, the software upgrade will start automatically  
 If it does not take place, turn off and restart Pilot3000 to start the Upgrade procedure

**New functions description**

***Management of shows on Inner Memory and respective functions implemented***

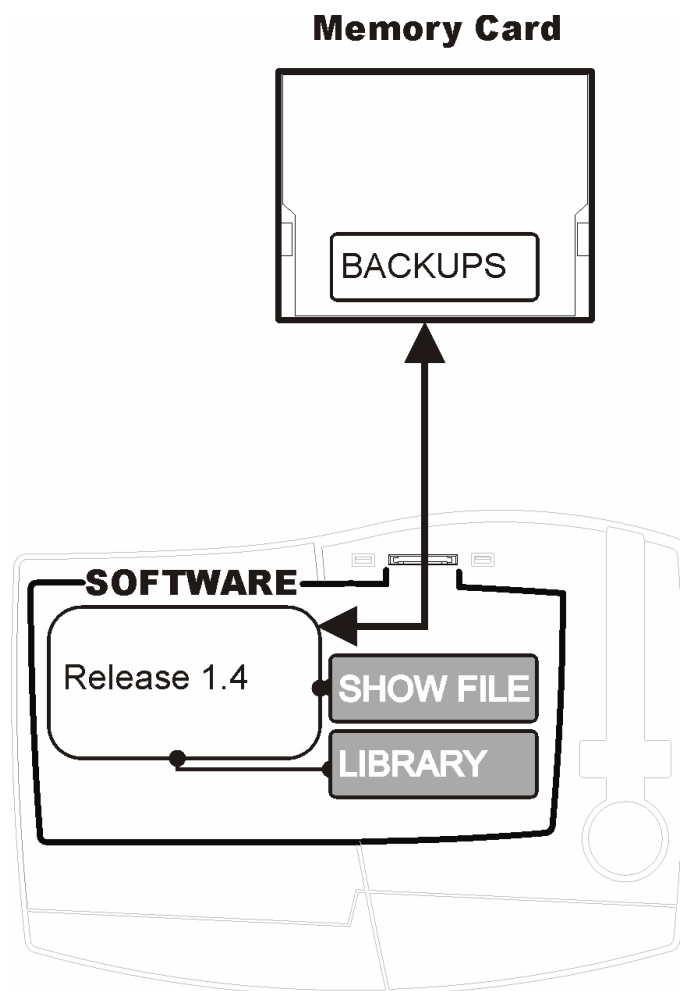
From this new software version, the inner working architecture of Pilot3000 changes. In the previous structure, the software of Pilot3000 needed the constant presence of the Memory Card such place of writing and reading of data concerning the Current Show (SHOW FILE) you were working on.

Besides, the Memory Card made itself indispensable to the inner software of Pilot3000, during the Patch operations, as it held every information of library (LIBRARY) as well as to the mass memory for the Backups of every show previously created (BACKUPS).



The new software version moves the working memory of the Memory Card to a new mass memory inside Pilot3000. It allows an higher flexibility of work of **Pilot3000 which is now able to work "autonomously" also without the indispensable presence of the Memory Card.**

In the Card there are now only all the Backups of shows previously created. It is also possible to use the Memory Card as maintenance system of the Library which is now in the inner memory of Pilot3000.



The software update automatically copies all the data of the current show, which are in the Memory Card, in the new working memory available inside Pilot3000.

After the upgrade, it is ensured the immediate presence, in the new inner memory, of all the data of the current show you were working on, with the previous software version, and the operator must not be involved in it.

### The new inner structure of Pilot3000

Once you have executed the software upgrade, Pilot3000 is effectively able to “talk” with two mass memories:

- 1. the new inner Memory (Internal disk).**
- 2. the Memory Card (Compact flash).**

Pilot3000 will use the inner memory for:

- Writing and Reading of the data of the current Show.
- Patch Operations where it is necessary the access to the inner Fixture Library.

The Memory Card is used by Pilot3000 for:

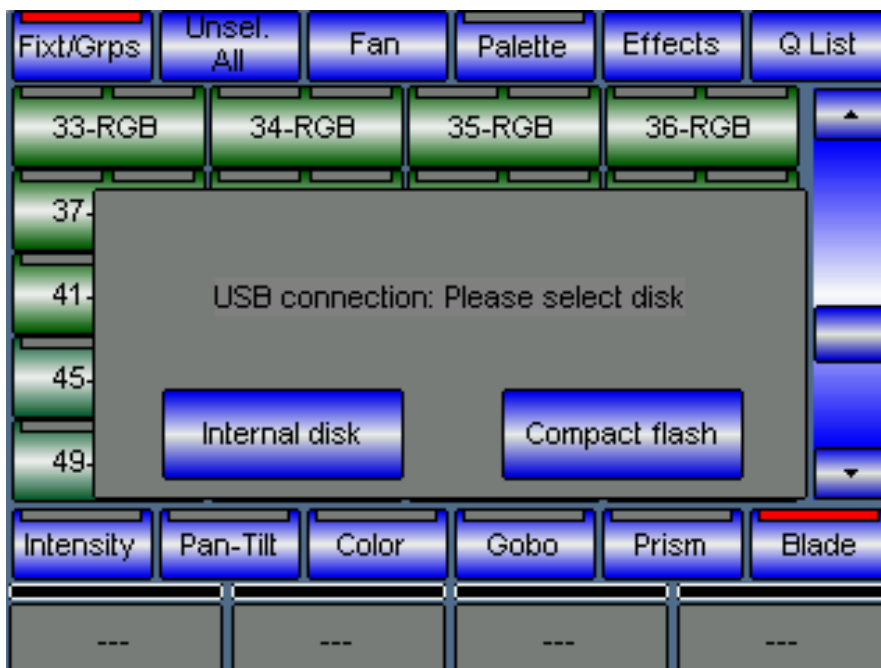
- Backups storage and operations of Restore shows.
- Maintenance of the inner Fixture Library.

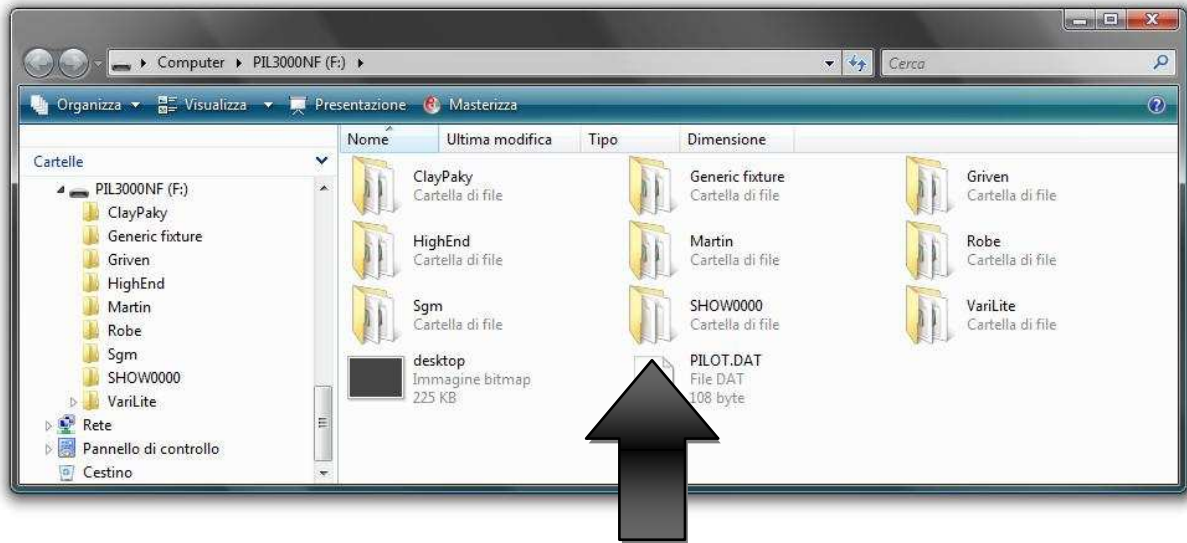
### **CAUTION!**

When the Upgrade has taken place, the inner library is totally empty. It is recommended to import the Fixtures which are more frequently used (see procedure at the “Library Manager” section).

The access to the two memories takes place as previously, by connecting Pilot3000 to a PC through USB.

When the connection has taken place, Pilot displays a new menu which shows to the operator which memory he/she wants to access to, as shown in the picture.





In the picture above it is shown an example of the contents of the new inner Memory  
The Folder "SHOW0000" holds every information of the current show you are working on.

### **CAUTION!**

#### **DO NOT TAMPER WITH FOLDER SHOW0000 FOR ANY REASON.**

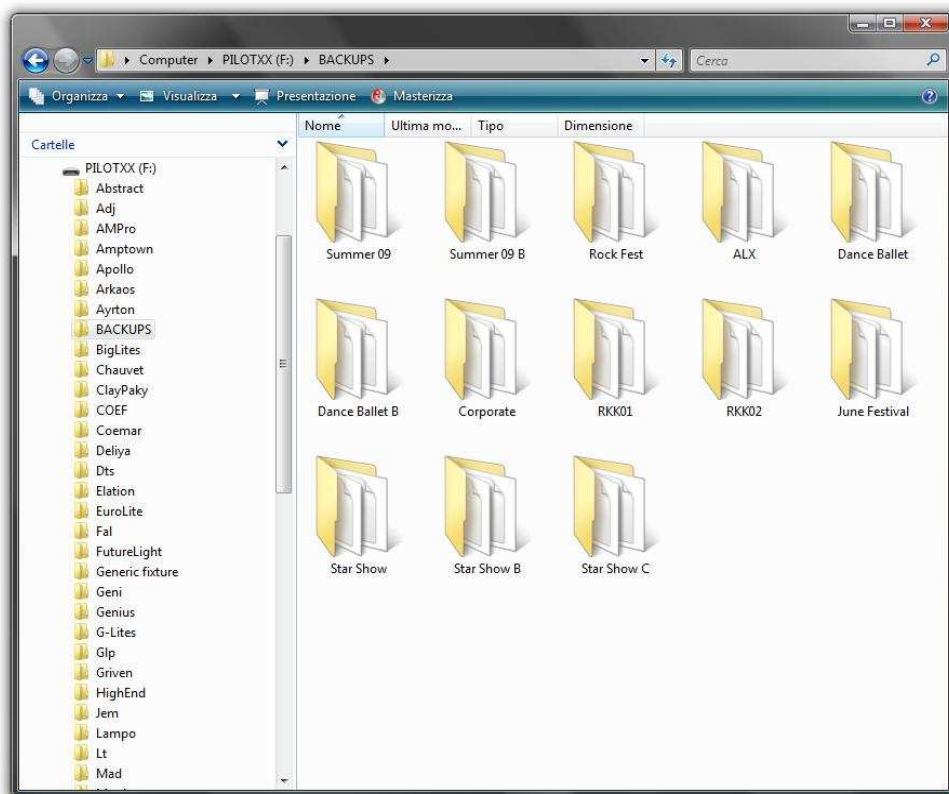
Partial modification or the crossing out of the folder causes the **IRREVERSIBLE** loss of the current show

Besides the Working folder, the inner Memory has the folders of the Fixture Library. As you can see, not all the folders of the Fixture Library are in the inner Memory. Each user is free to put in the inner memory the most used Fixtures, avoiding in this way occupying unnecessarily space of the memory itself. Pilot3000 provides in any case for the capacity of putting in its inner Memory the whole available library of Fixture

The maintenance of the inner Library can be executed through PC. If you do not have a Personal Computer, you can use the Memory Card, properly made ready, to execute maintenance operations of the inner Library of the Fixtures. A new "Library manager" is available to that end, and its functions are described later in this document

## New Backup system and Restore of Show File

As previously, the Backups of current Shows are saved in the Memory Card. It has been implemented a new system of nomenclature of the Backups of the Shows, in order to make more easily identifiable the Backups themselves, when you use a PC for the maintenance operations of the Memory Card



The new Software Release produces each backup in the form of a subfolder of a new directory called precisely "BACKUPS". The name of the subfolder, which contains the backup data of a show, coincides with the one given at the moment of the backup itself. In the example of the picture above the folder "BACKUPS" contains thirteen Backups of shows already made.

### **CAUTION!**

All the Backups of Show made before this Software Release will be automatically reorganized according to the structure shown above.

Every time the operator accesses the backup window, the possible Backups in the Compact Flash, made with the previous software version, are automatically reorganized according to the new structure



## Library manager

A new menu called **Library manager** is now available within the **Setup** Menu (**MENU > Setup**).

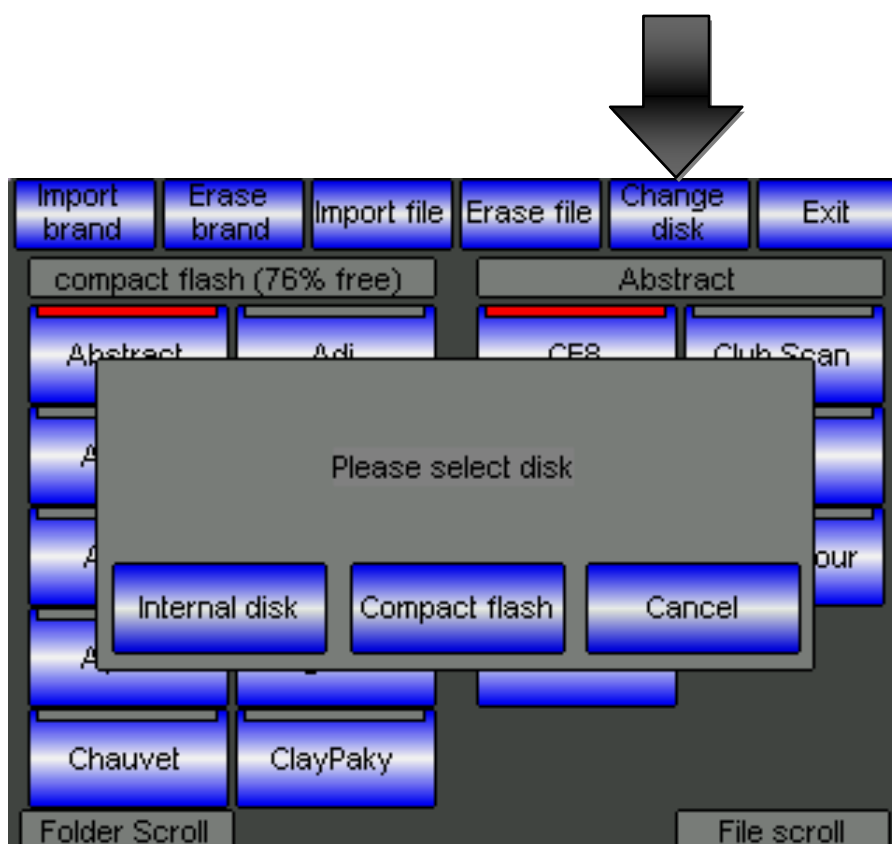


When you click on **Library manager**, it opens a new utility window to import and export Fixtures in the inner Memory from and to the Memory Card

Library manager operates in two modes depending on the need:

1. "IMPORT" mode: it starts up when you want to import Fixtures or whole Brands from the Memory Card to the inner Memory.
2. "EXPORT" mode: it starts up when you want to export Fixtures or whole Brands from the inner Memory to the Memory Card.

The user can easily pass from the Import mode to the Export mode according to his/her own needs by clicking on "**Change disk**" as shown in the following picture



If you choose "**Internal disk**" you can start up the display of the data in the inner Memory in Library manager, enabling this way all the data "Export" operations toward Compact Flash.

If you choose "**Compact flash**" you can start up the display of the data in the Memory Card for all the data "Import" operations toward the Inner Memory.

The window of Library manager window is organized in three fundamental areas:

1. Tool-Bar.
2. Double column of Brand selection buttons.
3. Double column of Fixture selection buttons.



The display represented in the picture shows Library manager in "Import" mode. The "Import" status is identified by the title bar of the Brand buttons which shows exactly the contents of the Compact Flash (*compact flash 75% free*) besides the "Import brand" and "Import File" buttons of the Tool-Bar.

The two columns of "Brand" buttons are representative of all the folders of Fixture contained in the Memory Card.

The two columns of "Fixture" buttons are representative of all the Fixtures contained in the Brand folder selected; in the case in the picture the Brand selected is "Sgm" (red led of the button which is on).

The encoders beneath the "Folder Scroll" and "File Scroll" fields allow to run vertically respectively the columns of Brand buttons and Fixture buttons

If you want to import in the Inner Memory an whole Brand, it will be enough to select the respective button and then to click on "**Import brand**" from the Tool-Bar.

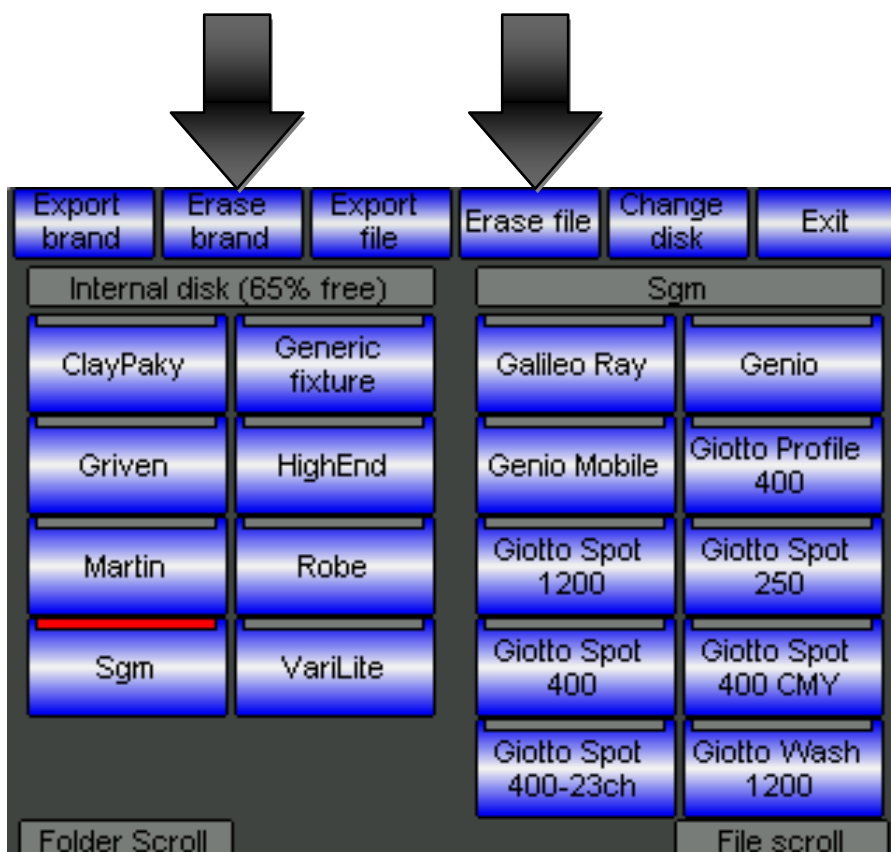
If you want to import a single Fixture it will be simply enough to select it among the Fixture buttons and then press the "**Import file**" button from the Tool-Bar.

Library manager does not allow to execute multiple selections of Fixtures before the Import operations.

In case of importation of files already present in the inner Memory, Pilot3000 will ask for, through a "warning" window, the confirmation for the overwriting.

**CAUTION!**

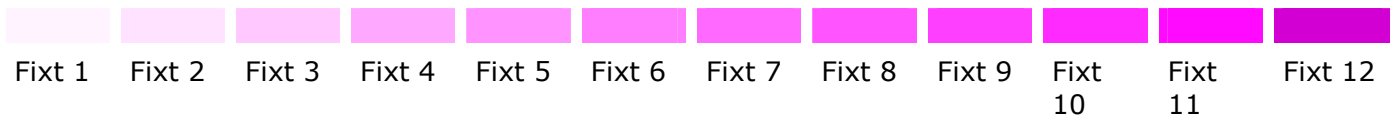
“**Erase brand**” button and “**Erase file**” button allow to delete any selection of Brand or Fixture files of the active memory (Memory Card or inner Memory).



In the picture above is also shown Library manager in “Export” mode.

**"Fan" function implemented.**

From this software Release it is available a new programming tool called "Fan". Fan allows to generate progressive "fan-shaped" variations on the same kind of parameter (e.g.: Magenta color) on a selection with several Fixtures.



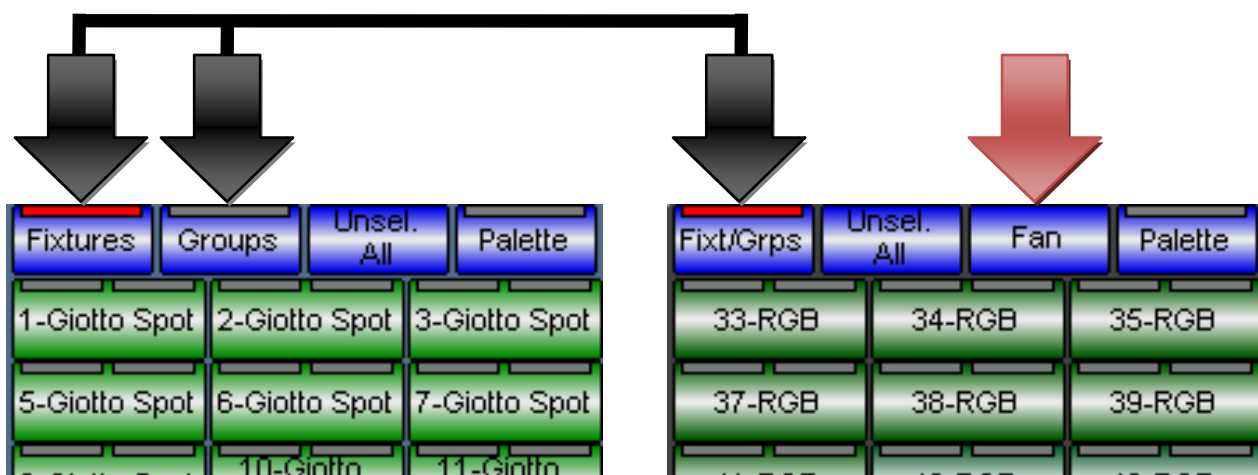
The example represents schematically twelve devices which generate a progression of Magenta color.

In order to make a Cue with this kind of effect, it would be necessary, during the programming, to calculate manually the percentage of Magenta for each projector; and this is a very long and boring process.

The Fan function "calculates" and assigns in an automatic way these progressive values to the projectors selected; the operator has the only task to set which is the Parameter where he wants to apply the Fan function according to the desired amplitude.

The most common use of the Fan function takes place every time you want to make some Cue where a set of projectors are fanned out both horizontally (Pan) and vertically (Tilt).

The new access button to the "Fan" function is in the upper Toolbar of the display of Editor which has been properly modified, as shown in the next pictures



Pilot 3000 Ver. 1.3.xxx

Pilot3000 Ver. 2.0xx

The selection of Fixtures and/or Groups is now possible through the only **Fixt/Grps** button, differently from what took place in the previous software version where there were two distinct buttons.

This one is due to the insertion of the new **Fan** button.

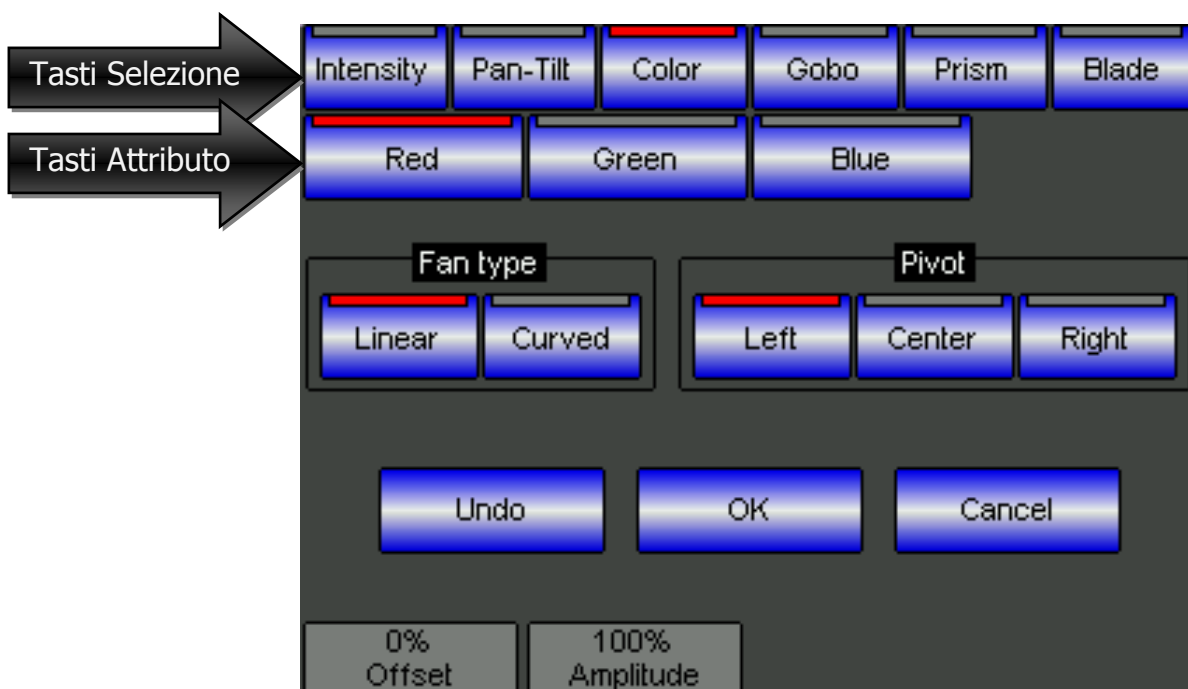
In order to make Cue with parameters with progressive values, it is necessary to act as described:

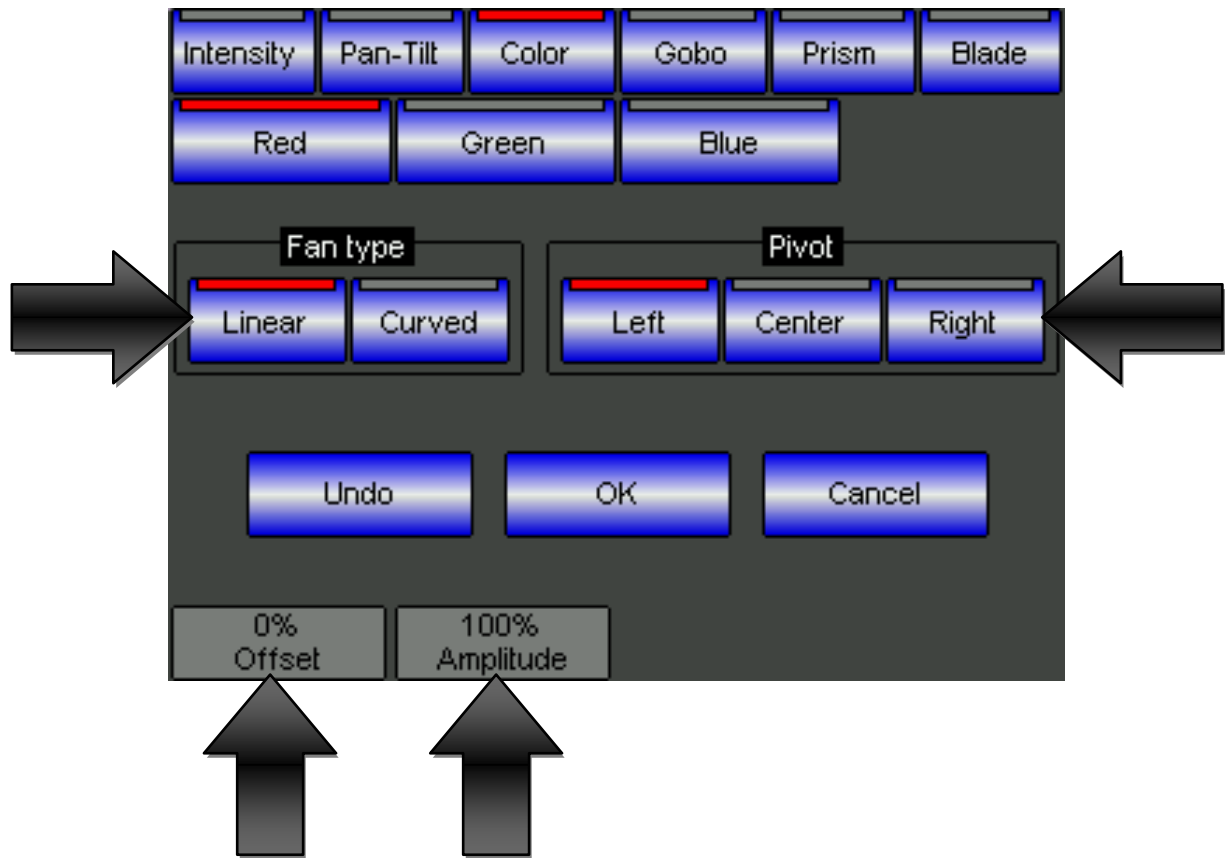
- Select the group of projectors involved.
- Apply a desired basic value (from 0 to 100%) to the Attributes you want to vary progressively.
- Click on the **Fan** button
- Select the Attribute to vary.
- Select type and axis of Progression.
- Apply the desired amplitude of Progression.

The display of Fan provides the tools in order to apply the progressive variation to any Attribute of the Fixtures selected in the Editor.

In order to choose the desired Attribute, use the selection buttons: **Intensity – Pan Tilt – Color – Gobo – Prism – Blade** from the upper Toolbar, and then click on its button, which appears on the Toolbar under the Attributes.

In the case in the picture, we have chosen to apply a progression to the Red Color of a group of Fixtures with a RGB system for the generation of the colors.

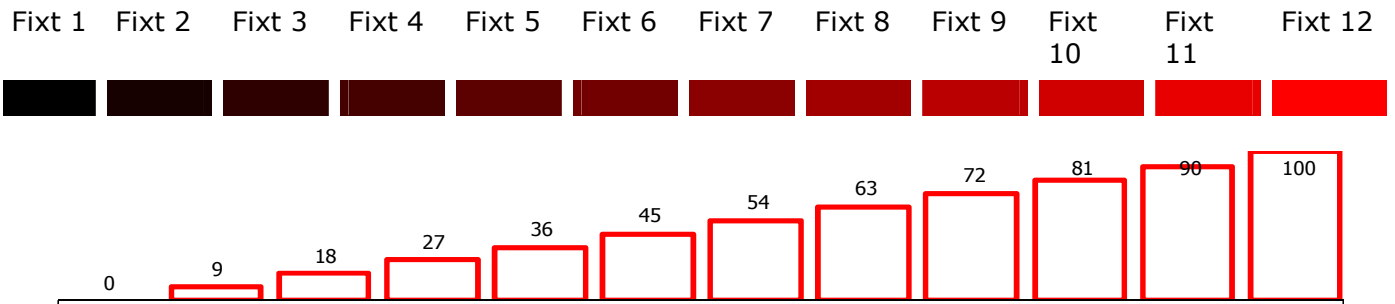




The Fan parameters which allow to generate the changeable progressions are:

- Fan Type (*Fan Type*) which can be Linear or Curved.
- Reference axis (*Pivot*) which can be Central, Right or Left.
- Variation of the Base (*Offset*).
- Amplitude of the continuous Progression (*Amplitude*)

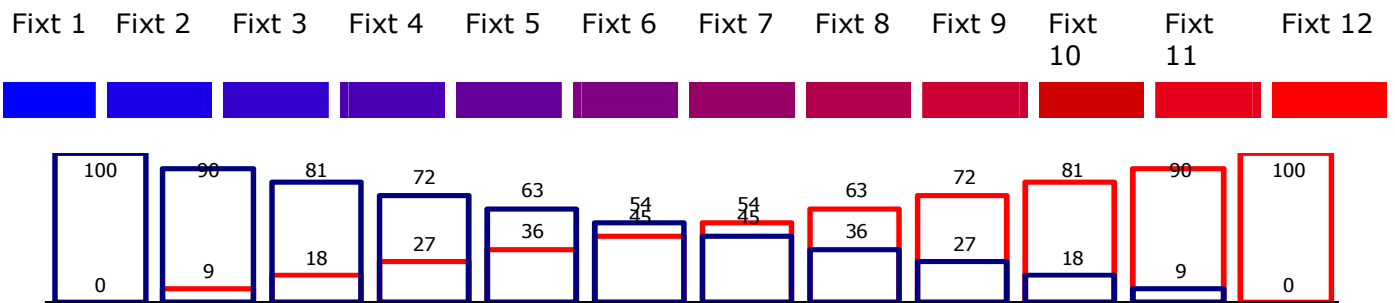
In the following pages there are some examples made with Fan function.



In the example here shown you can see the progression of Red color made with Fan function, within twelve Fixtures. In Red Color, DMX values generated concerning each Fixture.

The parameters of Fan are:

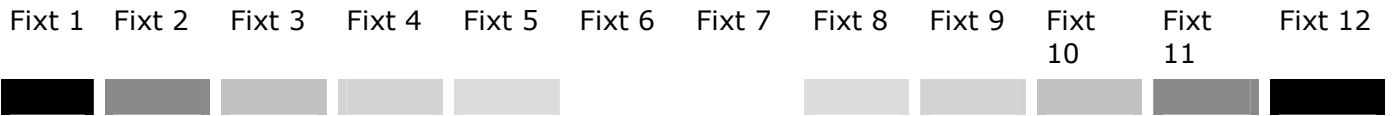
- Attribute Red at value 0%
- Fan Type Linear
- Pivot Left
- Offset 0%
- Amplitude 100%



In the example shown above:

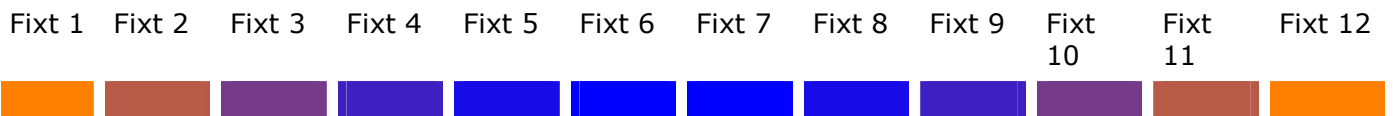
- |             |                 |                  |
|-------------|-----------------|------------------|
| • Attribute | Red at value 0% | Blue at value 0% |
| • Fan Type  | Linear          | Linear           |
| • Pivot     | Left            | Right            |
| • Offset    | 0%              | 0%               |
| • Amplitude | 100%            | -100%            |





The example represented above shows the use of Fan with progression curve for the Dimmer attribute:

- Attribute Dimmer at value 0%
- Fan Type Curved
- Pivot Center
- Offset 0%
- Amplitude -100%



The example represented above shows the use of Fan with various progression curves for the RGB three colors:

- |             |                 |                   |                  |
|-------------|-----------------|-------------------|------------------|
| • Attribute | Red at value 0% | Green at value 0% | Blue at value 0% |
| • Fan Type  | Curved          | Curved            | Curved           |
| • Pivot     | Center          | Center            | Center           |
| • Offset    | 0%              | 0%                | 100%             |
| • Amplitude | -100%           | -50%              | 100%             |

**New modes of Playback of the Controllers**

In the previous software version of Pilot3000, the Controllers took two functions:

1. *Playback Master* in order to ease the intensity of the Cue concerning the first six Cue-Lists
2. *Manual Cue* for the management of single independent Memories.

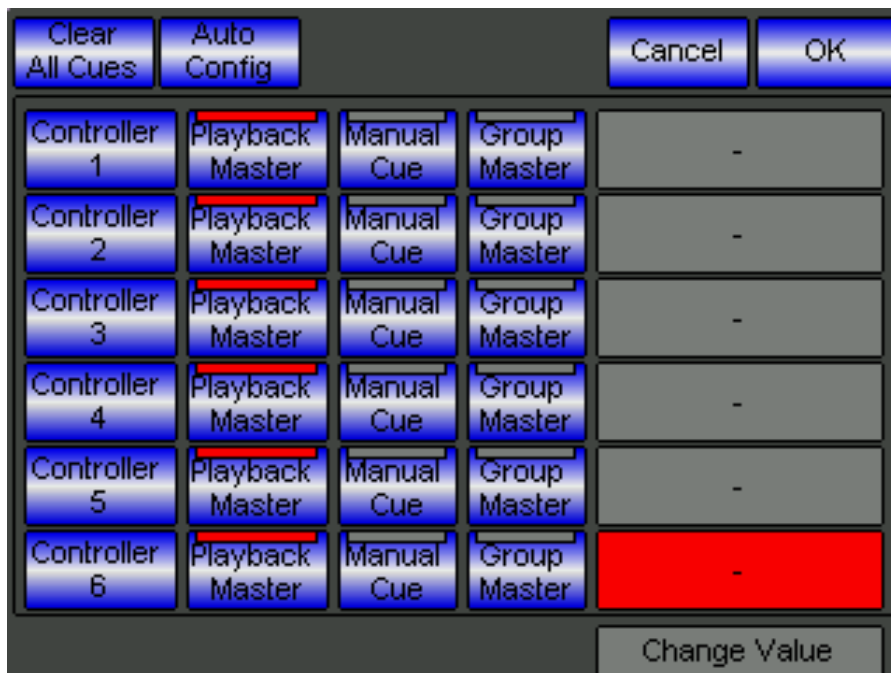
In the current software version the Controllers can take the following functions:

1. *Playback Master* in order to ease the intensity of the Cue concerning the first six Cue-Lists
2. *Manual Cue* for the management of single independent Memories.
3. *Group Master* in order to ease the intensity of one or several groups of Fixture.

Below it is reported a new Controllers configuration panel (**MENU -> Setup -> Controllers Configuration**).

The display allows to select the function assignable to each Controller.

The fields on the right part of the display show the new configuration parameters for *Manual Cue* and/or *Group Master* , assignable through the fourth wheel "Change Value".



In the following pages the new functions for *Manual Cue* and *Group Master* are described

### Linear Mode and Override Mode of the Manual Cues

From this software version the working mode of the Controllers changes radically, by adding higher flexibility of management of the Manual Cues (*Override* mode)

In the previous software version, the Manual Cues of the Controllers were managed in a linear and proportional way from 0 to 100% indifferently on **all** the Attributes involved by the Manual Cues themselves.

In fact, Pilot3000 did not identify possible Attributes normally managed in a no linear mode (*snap-start* or *snap-end*)

Besides, the resetting of the cursor led to zero value all the Attributes of the Manual Cue, creating sometimes undesired behaviors

The new mixing system of the single Memories (Override) sets a more advanced behavior of Playback.

Pilot3000 is now able to distinguish between the Attributes of a Manual Cue, which must be managed in a linear-proportional way, and the no linear ones, according to the default characteristics of the Fixtures involved by the Cue itself.

Besides, Pilot3000 is now able to "remember" the current scene at the moment of the start-up of a Manual Cue; a status which settles again step by step and proportionally at the resetting of the fader of the Controller

A new menu dedicated to the Memories of the Controllers allows the operator to assign individually all the Playback modes of the Manual Cues desired



By clicking on the **MENU** button and then on the **Flash** button of the Controller involved, it appears the new contextual menu, through which it is possible to:

1. Set the Playback mode of the Controller.
2. Rename the Manual Cue.
3. Delete the Manual Cue.

The selection of *All channel fade – Snap Start – Snap end* buttons, sets the Playback mode of the Controller selected as described here:

- **All fade Channel** : all the Attributes of the Memory are managed in *linear* mode, proportional to the position of the fader of Controller .
- **Snap Start** : all the Attributes of the Memory normally “snap” (e.g.: color wheel) are managed in *Snap start* mode. All the Attributes of the Memory usually “Linear” are managed in linear mode, proportional to the position of the fader.
- **Snap End** : all the Attributes of the Memory normally “snap” (e.g.: color wheel) are managed in *Snap End* mode. All the Attributes of the Memory usually “Linear” are managed in linear mode, proportional to the position of the fader.

### Manual Cues for Bank or Fixed

All the Controllers configured as Manual Cue are organized in *Banks*.

Each Bank can have a max. of six Controllers on a total of twenty Banks (120 Manual Cues max. per Show).

In order to change the Bank where you are working on, simply click on the **MENU** button and then click on the Playback button concerning the number of Banck desired.

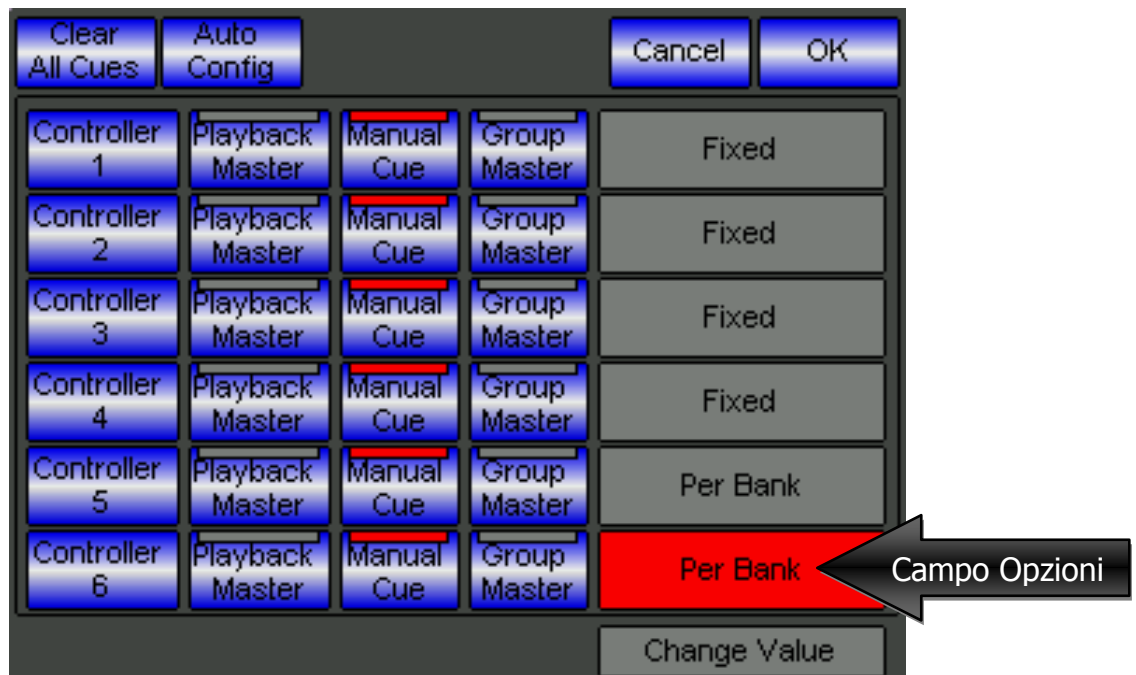
From this Software version, once you have chosen the Controllers appointed to the management of the Manual Cues, the operator can set which one among them will be always present on each bank and which one will follow the number of banck selected. This option allows the operator to get a set of Manual Cues always within reach throughout the Show, apart from the active number of Banck with the relevant Manual Cues.

The example of the *Controllers Configuration* display of the following picture, shows a configuration where all the Controllers have been assigned to the management of Manual Cues.

Only the Manual Cues of the fifth and sixth Controller are “banked” while the Controllers one, two, three and four and their relevant Manual Cues are fixed.

The configurations of the Manual Cues and their relevant Controllers set as follows:

- Click on the **Manual Cue** button to convert the Controller into manager of Manual Cue.
- Click on the “Opzioni” (“Options”) field on the right part of the screen, concerning the Controller involved.
- The “Opzioni” (“Options”) field activates becoming red.
- Select the “Per Bank” or “Fixed” options through the forth wheel “Change Value”



### The Group Masters

Another new activity, freely assignable to the Controllers, is the one of *Group Master*. One or several Controllers can be appointed to the control of intensity of groups of projectors *set in the panel of the groups of the editor*.

The Group Masters are useful if you want to ease whenever the intensity of one or several groups of projectors involved in the Playback.

If one or several Fixtures are eased by more than one Group Master, the attenuation value that Pilot3000 considers is always the lowest of all the values (HTP **H**ighest **T**ake **P**recedence).

### **CAUTION!:**

The Group Masters work likewise the Grand Master.

It means that one thing does not rule out the other and both ease themselves mutually



The example of the picture above shows a configuration of the Controllers where:

- Controllers 1 and 2 are configured to the management of fixed Manual Cues on all the Banks.
- Controllers 3 and 4 are configured to the management of Manual Cues on Banks.
- Controllers 5 and 6 are configured as Group Master respectively of Group 2 (*wash*) and Group 4 (*led bar*).

In order to configure some Controller as Group Master:

- Click on the **Group Master** button to convert the Controller into manager of intensity of groups.
- Click on the "Opzioni" ("Options") field on the right part of the screen, concerning the Controller involved.
- The "Opzioni" ("Options") field activates becoming red.
- Select the desired group among the present ones through the forth wheel "Change Value"

## ***Playback control functions via MIDI implemented***

Pilot3000 now can be controlled via MIDI communication protocol. This function is very useful when you want to manage the Playback through musical instruments, software or tools which use the MIDI protocol as standard.

The Playback functions which can be controlled via MIDI are:

- ***Trig cue list***                      Activation of the Cues on any Cue-list.
- ***Release cue list***                    Release command for each Cue-List.
- ***Flash On Flash Off***                Flash of the Cue active us of each Cue-List.
- ***Playback level***                    Control of the level of intensity for each Cue-List.
- ***Effect speed***                      Control of Speed for each current Cue-List and Cue-List
- ***Effect size***                        Control of the Size for each current Cue-List and Cue-List
- ***Change page***                      Control of the change Page of the Registers.

In order to control Pilot3000 via MIDI, it is necessary to associate to one or several Playback functions mentioned, a standard MIDI-IN command which can manage its work. The kinds of standard MIDI Messages and their relevant parameters that Pilot 3000 take are:

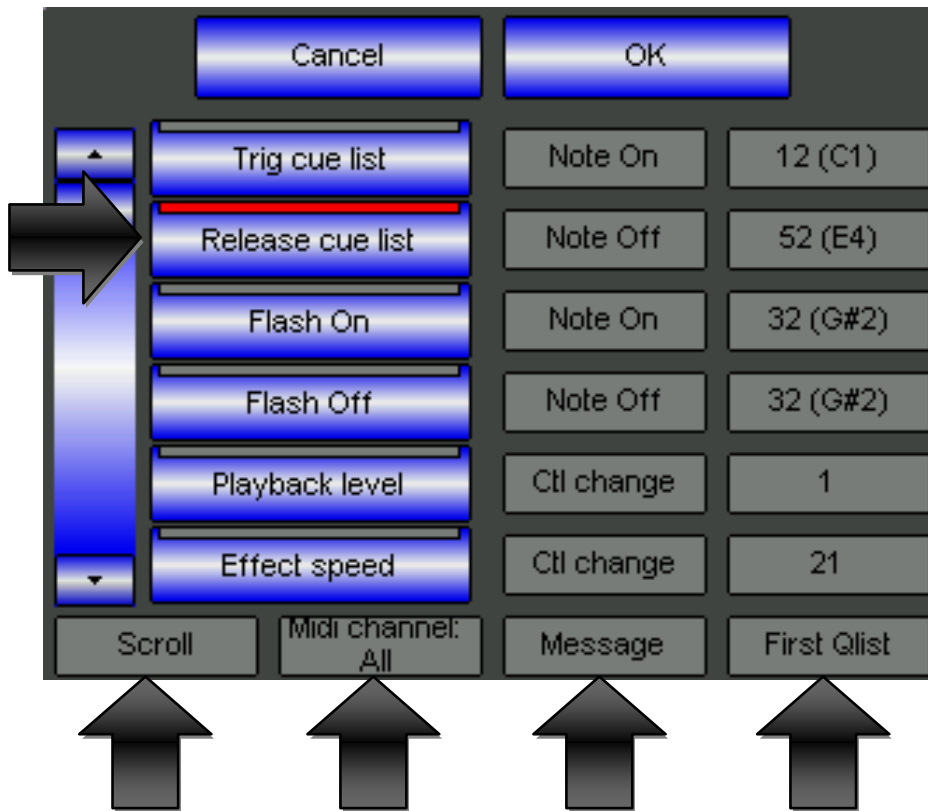
- *Note ON*
- *Note Off*
- *Program Change*
- *Control Change*

For their features, *Note ON* and *Note OFF* commands are more suitable for the management of Playback controls such Trig, Release, Flash.

Instead, *Control Change* and *Program Change* controls are more suitable for the management of Playback controls such Effect Size, Effect Speed, Playback level, Change page.

However, the operator is free to select to which Playback control he/she wants to associate the MIDI commands according to the type of data communication system chosen.

The association MIDI Command -> Playback Function takes place in the new MIDI configuration panel inside the Setup menu (**MENU -> Setup -> Midi configuration**).



It is shown above the MIDI Configuration panel.

The buttons on the left part of the panel are the various Playback controls which can run vertically through the scroll bar or the first wheel *Scroll*.

In order to associate the type of MIDI message to one or several Playback controls:

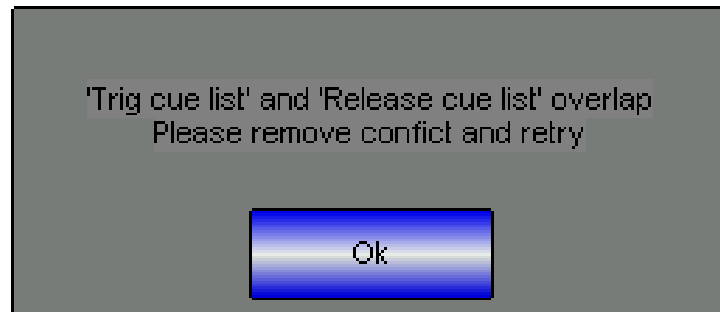
- Click on the Playback control button desired (e.g.: *Release cue list*).
- Run with the third wheel *Message* the type of MIDI command among the available ones (e.g.: *Note Off*).
- With the third Wheel *First Qlist* select the parameter of the MIDI command, which will manage the Playback control selected of the first Register (52-E4).

The remaining Playbacks are automatically mapped on the values ensuing the first parameter selected of the same MIDI message.

In the example shown in the picture, the MIDI command : *Note Off-52* performs the release of the Cue-List 1 (of the current Page), the command *Note Off-53* performs the release of the Cue-List 2, the command *Note Off-54* performs the release of the Cue-List 3 and so on.



In the event that a same kind of MIDI command is mapped on several Controls, Pilot3000 displays a Warning signal so that the user can properly correct the MIDI configuration.



*Control Change* and *Program Change* MIDI commands are suitable for the management of Playback controls such Effect Size, Effect Speed, Playback level, Change page. It is due to the fact that the characteristic parameters of these MIDI commands give the possibility of managing the Playback control associated in linear mode, so they are rather suitable for the management of Master of intensity of the Registers than Speed and Size of possible effects on the air.

The *Speed* and *Size* controls need 21 MIDI parameters each one and not 20 as already mentioned for the other controls.

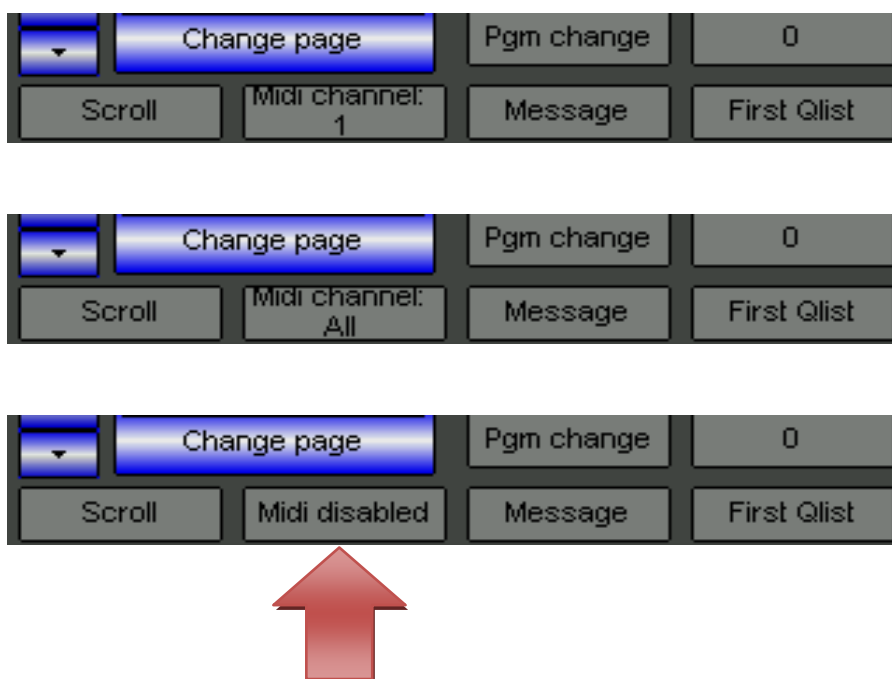
It is due to the fact that the first MIDI parameter assigned controls respectively the Speed and the Size of the only active Cue-List; the remaining twenty MIDI controls are automatically mapped from the first to the twentieth Register.

The MIDI commands which manage the Speed of the Cues on the air are organized so that they can give the operator the flexibility to control the execution speed of the Cue from the value zero to five times as much as the default speed.

The MIDI protocol envisages that the MIDI messages can be sent on several "channels". The channels are sixteen in all.

Pilot 3000 must be configured in order to receive the messages from the same channel where they are sent.

With the second Wheel *Midi Channel* it is set on which one of the sixteen standard MIDI channels the external control passes the commands on.



The choice can be made between "1 "and "16 " or "All " if the MIDI commands in entry are transmitted on several channels.

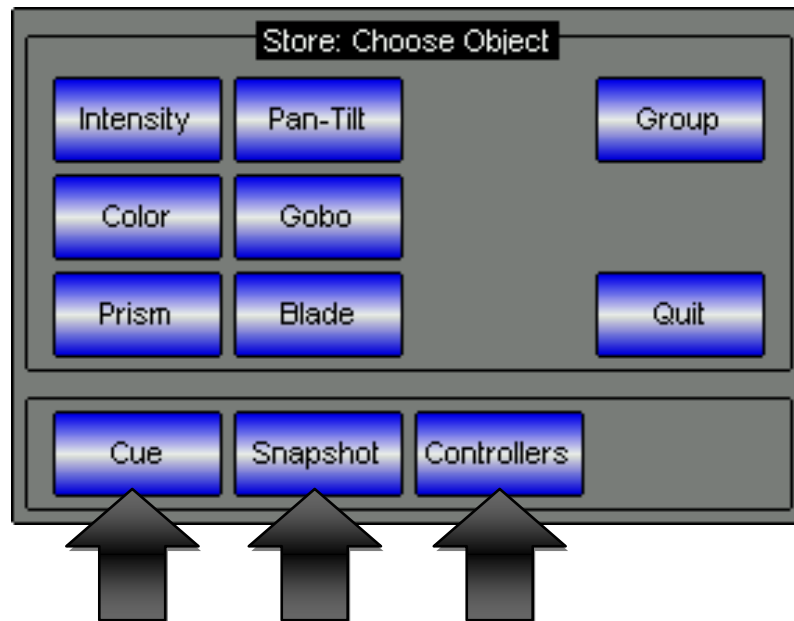
**CAUTION!**

Pilot 3000 is not controllable via MIDI if you set the *Midi disable* status, as shown by the red arrow in the picture above.

## "Snapshot" and "Controllers" save modes implemented

Two other new save modes of Cues (*Snapshot* and *Controllers*) have been introduced from this software version, adding this way higher flexibility of programming.

The **STORE** command opens the panel of selection of save, which presents now some modifications in comparison with the previous one.



The buttons shown by the arrows define the save of Cues by using filters of various kind:

1. **Cue** Standard Cue. Saves the contents of the *Editor* in a Cue on Cue-List or Manual Cue.
2. **Snapshot** Cue. Saves the status of the *Dmx output* in a Cue on Cue-List or Manual Cue.
3. **Controllers** Manual Cue. Saves the status of the active *Controllers* in a Cue on Cue-List or Manual Cue.

### Snapshot Cue

The save mode *Snapshot* allows to create Cue through the "photography" of the output DMX of Pilot.

The Playback of one or several Cues can generate a *scene* that the operator wants to save as new Cue. It is possible through the **STORE** -> **Snapshot** command.

In conclusion the command saves as Cue the status of the DMX for all the channels which have been configured.

If you perform a Snapshot during the Playback of a Cue with one or several effects (e.g.: Pan-Tilt), also the new Cue generated will contain the same effects.

## Controllers Cue

The save mode through the **STORE -> Controllers** command is used whenever you want to create new Cues by using Manual Cue previously assigned to the Controllers. The Store of the status only of the Attributes involved by Controllers is used to create in a easier and faster way new and more elaborate Cues.

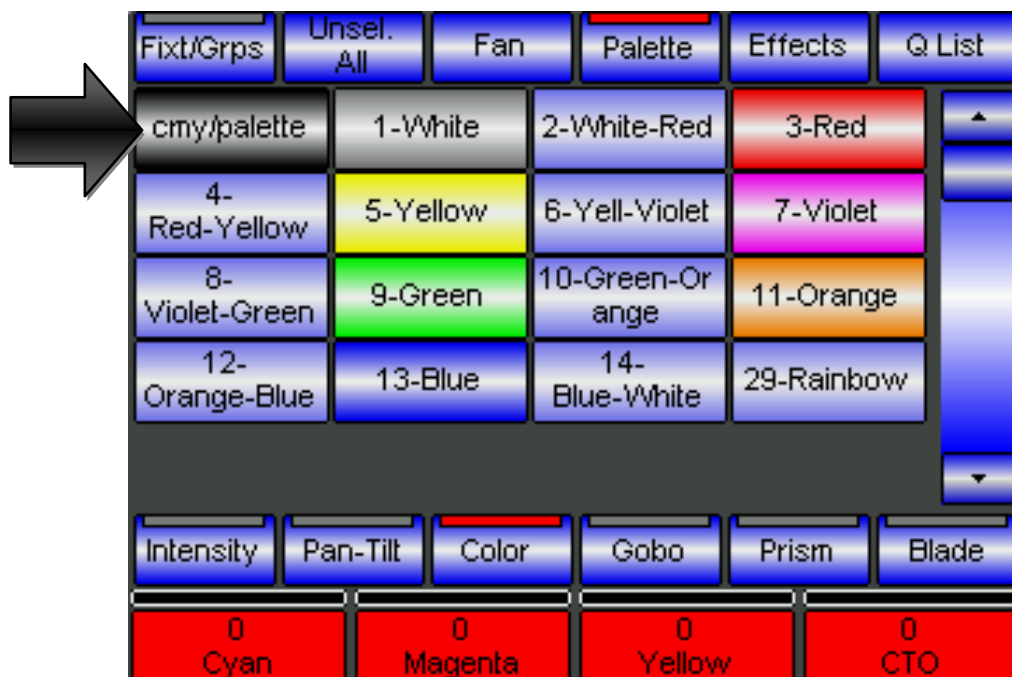
### **CAUTION!**

The *Store -> Controllers* command does not save in a new Cue the status of all the Attributes belonging to all the Controllers, but only to those Attributes which are active.

### **CMY Color Palette for Gel libraries implemented**

From this Software version all the projectors configured, which use a color change system such CMY or RGB, can benefit from 4 different sets of color palettes such:

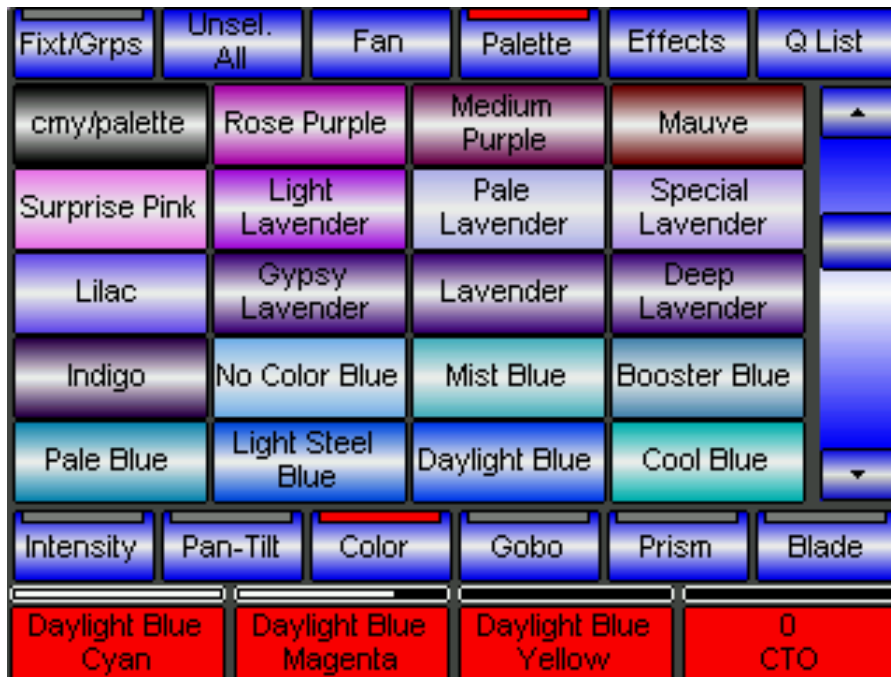
- Rosco
- Lee
- Gam
- Chris & James



In the picture it is shown a classic display of Editor concerning the color Palettes of a projector with a CMY color change system.

The arrow shows the button to access to the display of color Palette which can be used by the CMY.

This button is available only if the selection of Projectors has a Cyan Magenta Yellow color change system or a RGB mixing system.

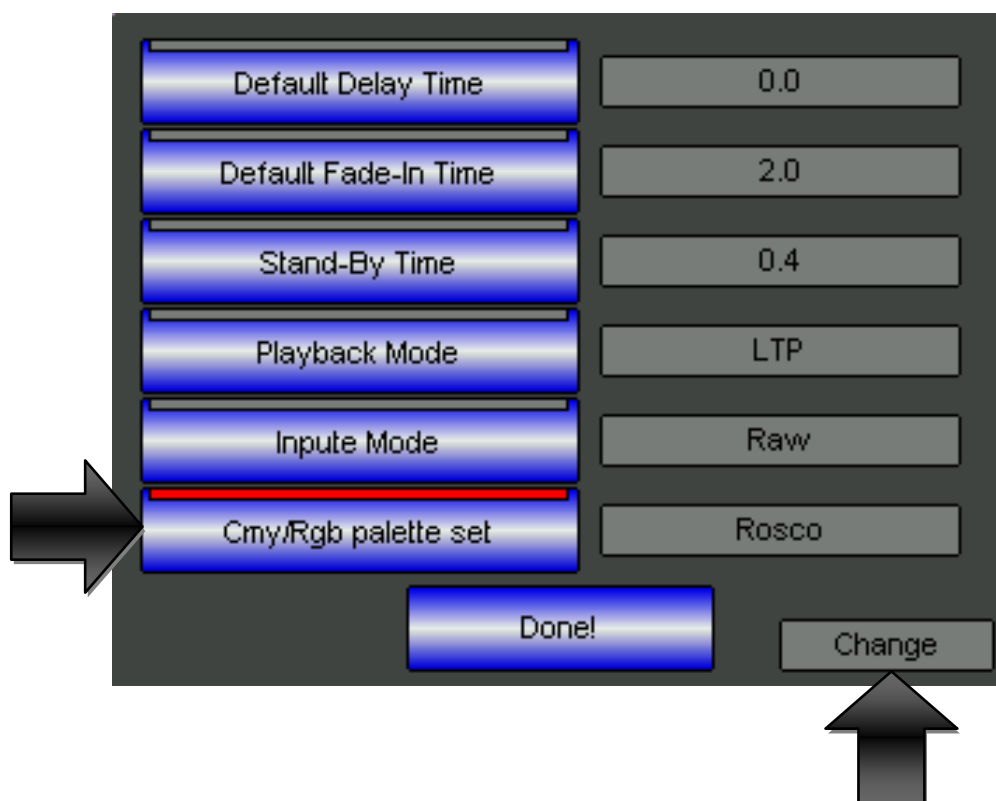


The paletted assignable colors can be run through the lateral right scrolling bar. By further clicking on the "**cmY/palette**" button you come back to the previous display of palettes concerning the color wheel.

From the *Setup* menu it is possible to establish which one of the four color libraries you want to use.

The procedure is the next one:

- Click on **MENU** and then on **Setup**.
- Click on **Options**.
- Activate the **Cmy/Rgb palette set** button.
- Select the library through the fourth wheel "*Change*".
- Click on **Done!** in order to confirm and exit.



***"RELEASE" command, differentiated between Controllers and Registers, implemented***

With this Software Release it has been implemented a differentiated system for the total release of Registers as to the Controllers.

The summing up of the commands is now:

- **RELEASE + PLAYBACK** button      Release of one only Cue-List.
- **RELEASE + FUNCTION KEY** button      Release of one only Controllers.
- **Double RELEASE**      Release of all the Cue-List.
- **RELEASE + SELECT** button      Release of all the Controllers.

**Management of inverted Attributes implemented.**

Pilot 3000 is now able to manage Fixtures with inverted Attributes. It is possible by defining in the file \*.fxr the values *Min* and *Max* of an Attribute respectively 100% and 0%. In these cases Pilot will take care of managing in an inverted way the output of the Attribute. This new function is directed to the correct management of all those Fixtures which work with the Dimmer totally open at the value DMX 0 and totally closed at the value DMX 255

**"Read" function implemented.**

The new "Read" (Reading) function allows to import directly in the Editor the current values of output DMX, for all the Fixtures selected.

Intensity	Pan-Tilt	Color	Gobo	Prism	Blade
25 Gobo1		84.0 G1.Rot	65 Gobo2		135.0 G2.Rot

Fig. one



Fig. two

Intensity	Pan-Tilt	Color	Gobo	Prism	Blade
25 Gobo1		84.0 G1.Rot	65 Gobo2		135.0 G2.Rot

Fig. three

The sequence of pictures reported above shows a typical example of use of the *Read* function.

The values of the Attributes Gobo for a selection of Fixtures (fig.1) are shown on grey cells ("Empty" ). It means that physically these Attributes are in that status, but if necessary it could not be saved in a Cue.

Clicking on the button **Read** button (fig.2) converts the Attributes *Empty* into values assigned to the Editor (Red color) and so included in a save of Cue (fig.3).

### CAUTION!


The *Read* command assigns to the Editor the physical status DMX of all the Attributes for one or several Fixtures selected.

The *Read* command does not replace the value DMX in output to Attributes to which it had been previously assigned a paletted value.

*Read* helps the operator in two specific programming situations:

The *Read* command ensures that **all** the Attributes of a selection of Fixture hold a value given before their save of a Cue, and not only those ones which have been manipulated after a possible **CRL ALL command**.

It ensures the "*complete restoration*" in scene of the Cue, during its Playback.

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