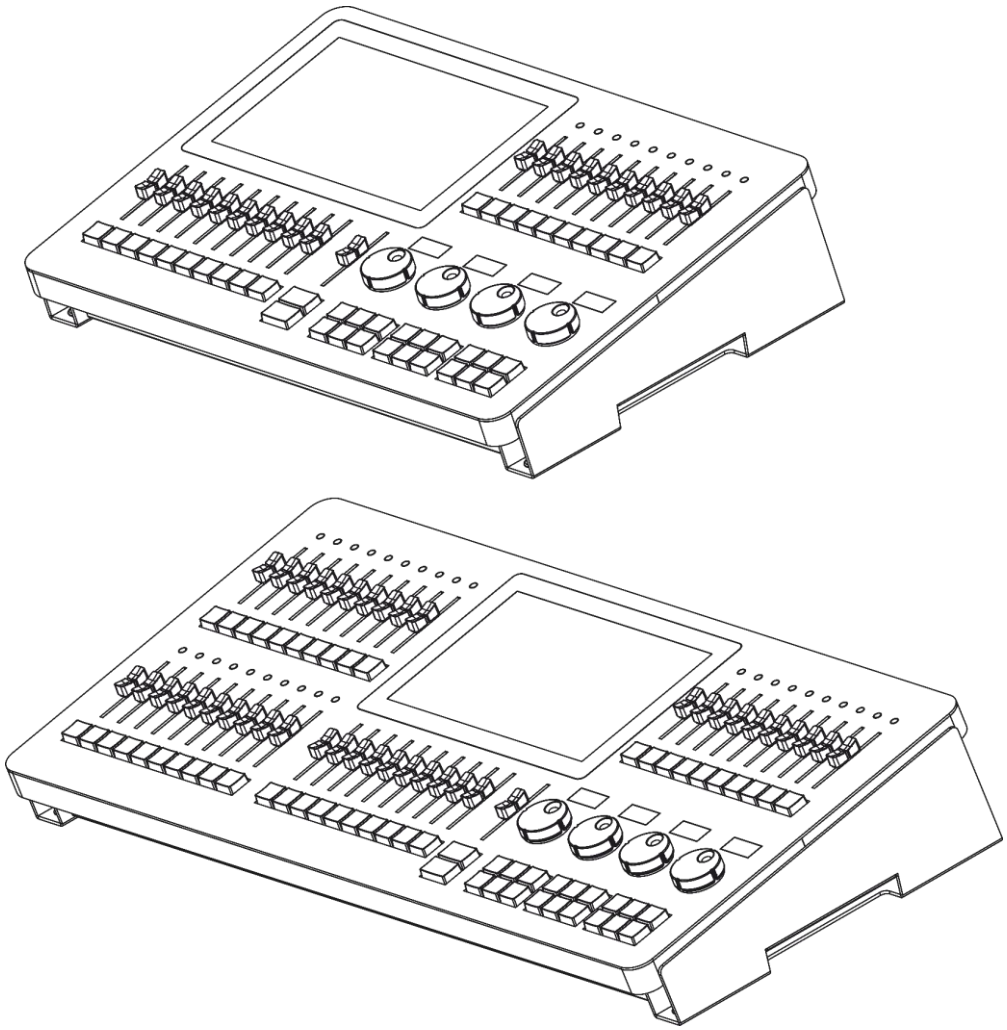
USER MANUAL



ENGLISH

LAMPY 20 / 40 V1.0

Product code: 50733 / 50734 / 50735 / 50736

Highlite International B.V. – Vestastraat 2 – 6468 EX – Kerkrade – the Netherlands

Preface

Thank you for purchasing this Showtec product.

The purpose of this user manual is to provide instructions for the correct and safe use of this product.

Keep the user manual for future reference as it is an integral part of the product. The user manual shall be stored at an easily accessible location.

This user manual contains information concerning:

- Safety instructions
- Intended and non-intended use of the device
- Installation and operation of the device
- Maintenance procedures
- Troubleshooting
- Transport, storage and disposal of the device

Non-observance of the instructions in this user manual may result in serious injuries and damage of property.

Design and product specifications are subject to change without prior notice.

For the latest version of this document, please visit our website www.highlite.com or contact us at service@highlite.com.

Highlite International and its authorized service providers are not liable for any injury, damage, direct or indirect loss, consequential or economic loss or any other loss arising from the use of, or inability to use or reliance on the information contained in this document.

1. Table of contents

2. Introduction

2.1. Before Using the Product

Important
Read and follow the instructions in this user manual before installing, operating or servicing this product.

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual.

After unpacking, check the contents of the box. If any parts are missing or damaged, contact your Highlite International dealer.

Your shipment includes:

- Showtec LAMPY 20 or LAMPY 40
- Schuko to Powercon power cable (1,4 m)
- User manual

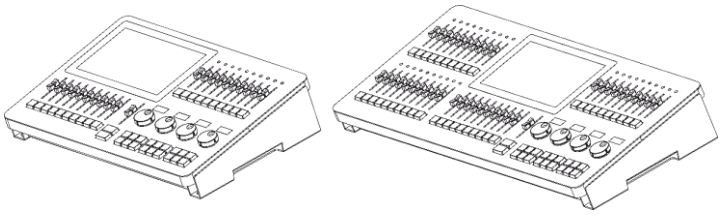


Fig. 01

2.2. Intended Use

This device is intended for professional use as a lighting controller. It is suitable only for indoor installation. This device is not suitable for households.

Any other use, not mentioned under intended use, is regarded as non-intended and incorrect use.

2.3. Product Lifespan

This device is not designed for permanent operation. Disconnect the device from the electrical power supply when the device is not in operation. This will reduce the wear and will improve the device's lifespan.

2.4. Text Conventions

Throughout the user manual the following text conventions are used:

- Hard buttons: All buttons on the front panel are in typewriter-style lettering contained in square brackets, for example: "Press the `[Record]` button"
- Soft buttons: All buttons in the touchscreen are in bold lettering, for example: "Press the **UP/DOWN** buttons"
- References: References to chapters and parts of the device are in bold lettering, for example: "Refer to **2. Safety**", "turn the **adjustment screw (02)**"
- 0–255: Defines a range of values
- Notes: **Note:** (in bold lettering) is followed by useful information or tips

2.5. Symbols and Signal Words

Safety notes and warnings are indicated throughout the user manual by safety signs.

Always follow the instructions provided in this user manual.

DANGER Indicates an imminently hazardous situation which, if not avoided, will result in death or serious injury.

WARNING Indicates a potentially hazardous situation which, if not avoided, could result in death or serious injury.

CAUTION Indicates a potentially hazardous situation, which, if not avoided, may result in minor or moderate injury.

Attention Indicates important information for the correct operation and use of the product.

Important Read and observe the instructions in this document.

Electrical hazard

Provides important information about the disposal of this product.

2.6. Symbols on the Information Label

This product is provided with an information label. The information label is located on the backside of the device.

The information label contains the following symbols:

This device is designed for indoor use.

This device shall not be treated as household waste.

This device falls under IEC protection class I.

CAUTION: Risk of electric shock. Do not open
WARNING: This apparatus must be earthed

3. Safety

Important
Read and follow the instructions in this user manual before installing, operating or servicing this product.

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual.

3.1. Warnings and Safety Instructions

DANGER
Danger for children

For adult use only. The device must be installed beyond the reach of children.

- Do not leave various parts of the packaging (plastic bags, polystyrene foam, nails, etc.) within children's reach. Packaging material is a potential source of danger for children.

DANGER
Electric shock caused by dangerous voltage inside

There are areas within the device where dangerous touch voltage may be present.

- Do not open the device or remove any covers.
- Do not operate the device if the covers are open.
- Disconnect the device from electrical power supply before service and maintenance, and when the device is not in use.

DANGER
Electric shock caused by short-circuit

This device falls under IEC protection class I.

- Make sure that the device is electrically connected to ground (earth). Connect the device only to a socket-outlet with ground (earth) connection.
- Do not cover the ground (earth) connection.
- Do not let the power cable come into contact with other cables. Handle the power cable and all connections with the mains with caution.
- Do not modify, bend, mechanically strain, put pressure on, pull or heat up the power cable.
- Make sure that the power cable is not crimped or damaged. Examine the power cable periodically for any defects.
- Do not immerse the device in water or other liquids. Do not install the device in a location where flooding may occur.
- Do not use the device during thunderstorms. Disconnect the device from the electrical power supply immediately.

Attention
Power supply

- Before connecting the device to the power supply, make sure that the current, voltage and frequency match the input voltage, current and frequency specified on the information label on the device.
- Make sure that the cross-sectional area of the extension cords and power cables is sufficient for the required power consumption of the device.

Attention
General safety

- Do not switch the device on and off in short intervals. This decreases the device's life.
- Do not shake the device. Avoid brute force when installing or operating the device.
- If the device is dropped or struck, disconnect the device from the electrical power supply immediately.
- If the device is exposed to extreme temperature variations (e.g. after transportation), do not switch it on immediately. Let the device reach room temperature before switching it on, otherwise it may be damaged by the formed condensation.
- If the device fails to work properly, discontinue the use immediately.

Attention
For professional use only
This device shall be used only for the purposes it is designed for.

This device is intended for professional use as a lighting controller. It is suitable only for indoor installation. Any incorrect use may lead to hazardous situations and result in injuries and material damage.

- This device is not suitable for households.
- This device is not designed for permanent operation.
- This device does not contain user-serviceable parts. Unauthorized modifications to the device will render the warranty void. Such modifications may result in injuries and material damage.

Attention
Before use, examine the device visually for any defects.

Make sure that:

- There are no deformations on the housing.
- The display is not cracked or damaged.
- The power cables are not damaged and do not show any material fatigue.

Attention
Do not expose the device to conditions that exceed the rated IP class conditions.

This device is IP20 rated. IP (Ingress Protection) 20 class provides protection against solid objects greater than 12 mm, such as fingers, and no protection against harmful ingress of water.

3.2. Requirements for the User

This product may be used by ordinary persons. Maintenance may be carried by ordinary persons. Installation and service shall be carried out only by instructed or skilled persons. Contact your Highlite dealer for more information.

Instructed persons have been instructed and trained by a skilled person, or are supervised by a skilled person, for specific tasks and work activities associated with the installation, service and maintenance of this product, so that they can identify risks and take precautions to avoid them.

Skilled persons have training or experience, which enables them to recognize risks and to avoid hazards associated with the installation, service and maintenance of this product.

Ordinary persons are all persons other than instructed persons and skilled persons. Ordinary persons include not only users of the product but also any other persons that may have access to the device or who may be in the vicinity of the device.

4. Description of the Device

4.1. Front View

The front panel contains all the necessary buttons and faders for operation. The front panel differs a little between both products, however main part of the console's front panel is identical between both products.

Here is a quick overview of the LAMPY 20 and LAMPY 40 front panel:

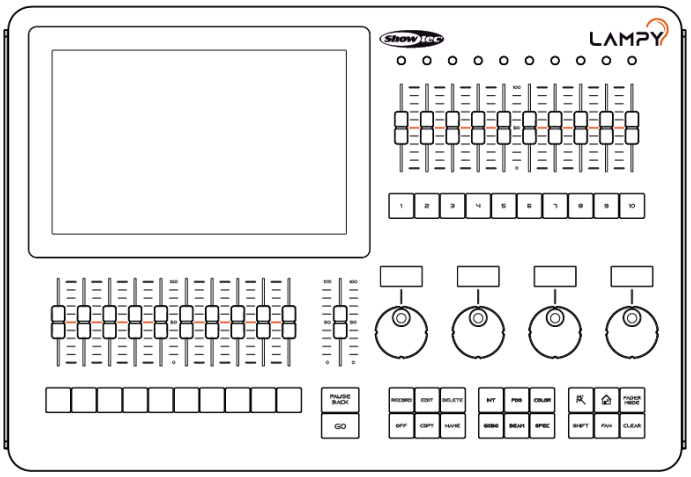


Fig. 1: LAMPY 20 Front panel

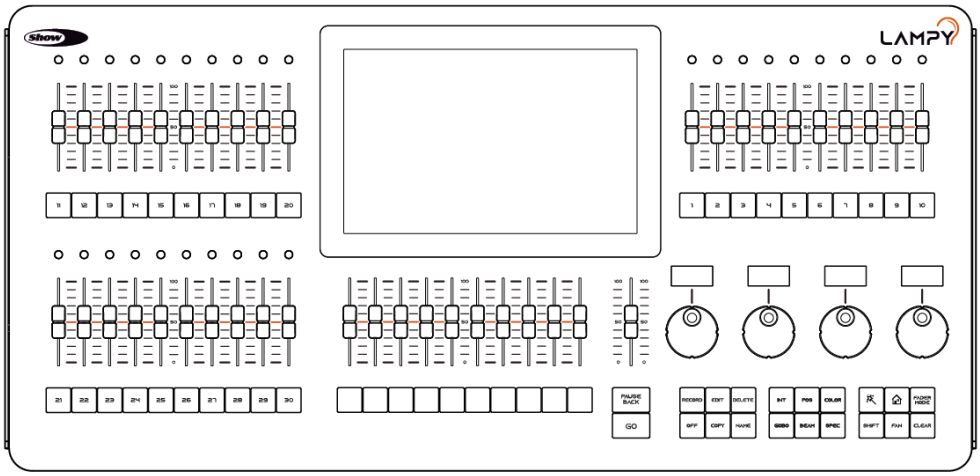


Fig. 2: LAMPY 40 Front panel

4.1.1. Multi-Function-Faders (MFF)

The LAMPY's front panel consists of either 10 (LAMPY 20) or 30 (LAMPY 40) Multi-Function-Fader controls, each consisting of a multicolor LED, a fader and a button. These may be switched between Fixtures, Groups or Scenes and, depending on the mode, offer different options.

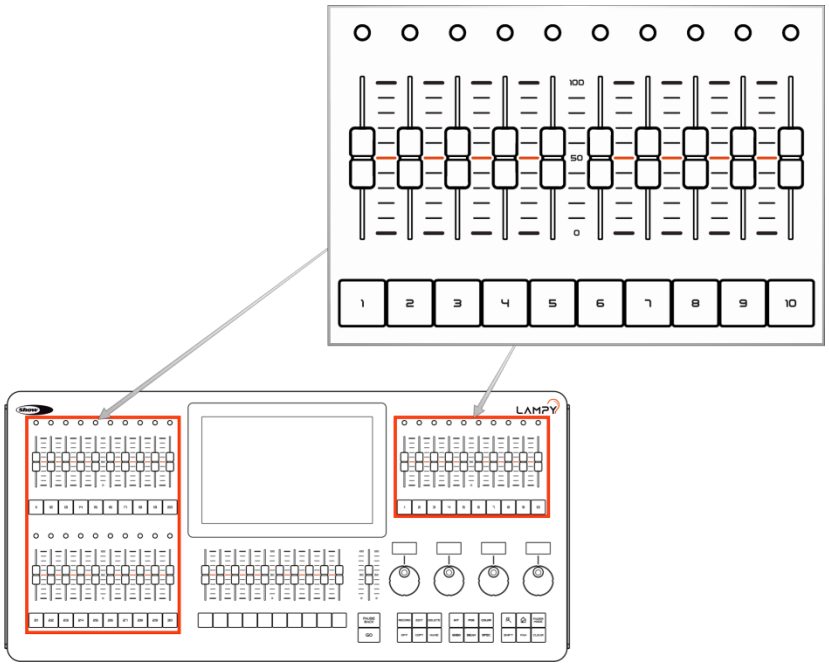


Fig. 3: Multi-Function Faders

4.1.2. Programming Section

This part of the LAMPY's front panel contains all keys needed for programming. Take a few moments to familiarize yourself with the buttons found here. It may seem like a lot to learn, but don't worry. You'll be training your muscle memory over time. Also, all controls for value entry can be found here.

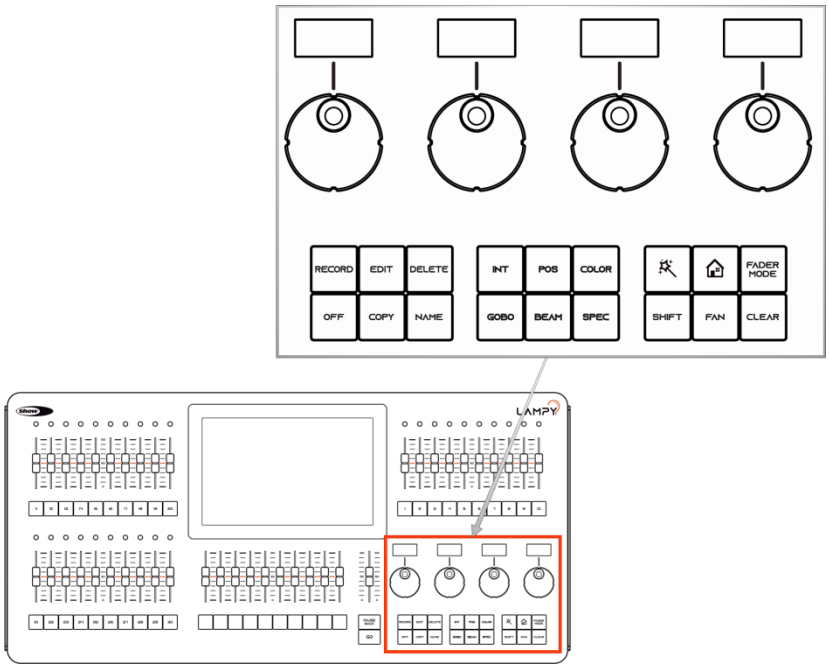


Fig. 4: Programming Section

4.1.3. Playback Faders

The LAMPY's front panel consists of multiple playback fader controls, each consisting of a fader and a button under the fader. These playbacks may contain multiple cues. These faders are pageable and the button function is assignable.

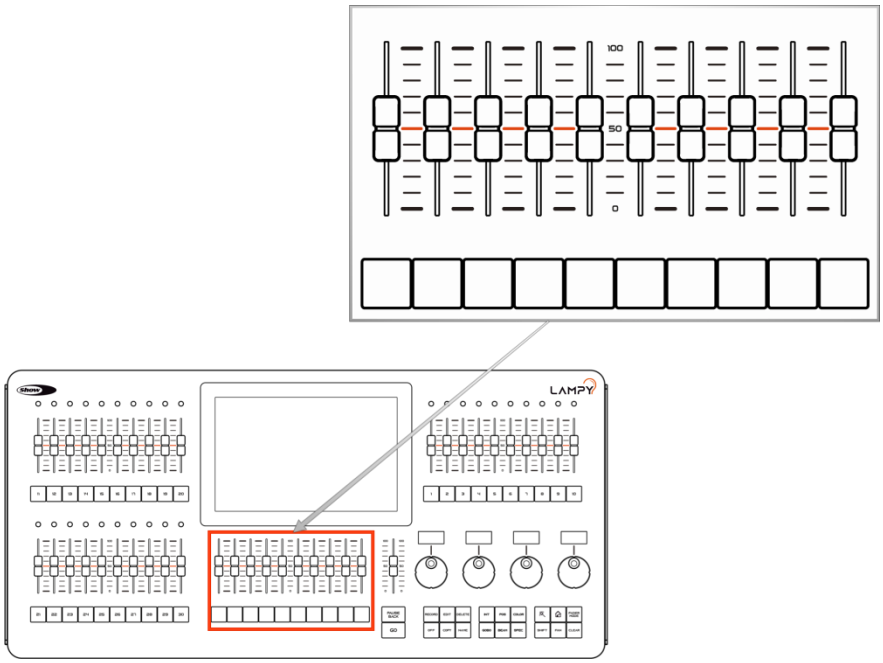


Fig. 5: Playback Faders

4.1.4. Master Playback Fader

The master playback fader may be used for more precise control over a selected playback. It consists of a go, a pause / back button and a fader. The function of the fader may be configured in the Setup Menu Show Settings view.

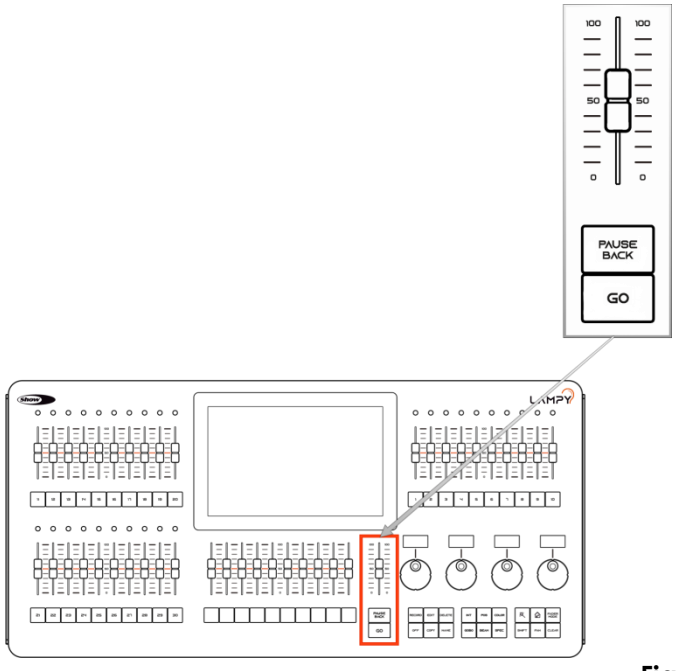


Fig. 6: Master Playback Fader

4.1.5. Touchscreen

The touchscreen of the LAMPY console is one of the key elements used for user interaction with the LAMPY. It features an easy and intuitive graphical user interface.

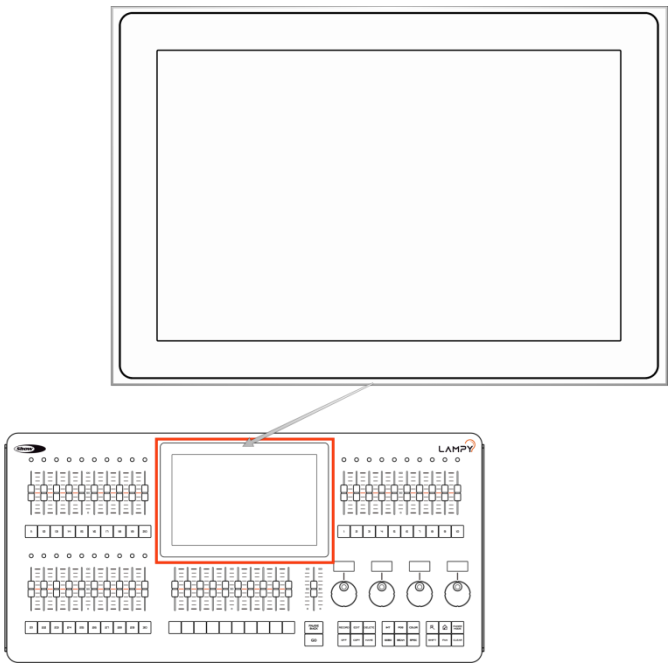


Fig. 7: Touchscreen Display

4.2. Back View

The back panel of the LAMPY20 and LAMPY40 are identical in terms of connectors.

Make sure to connect any external screen before booting up the console. The UI is at a fixed resolution of 1920 x 1080 (Full HD), so make sure your monitor supports the resolution.

The external screen may also be a touchscreen.

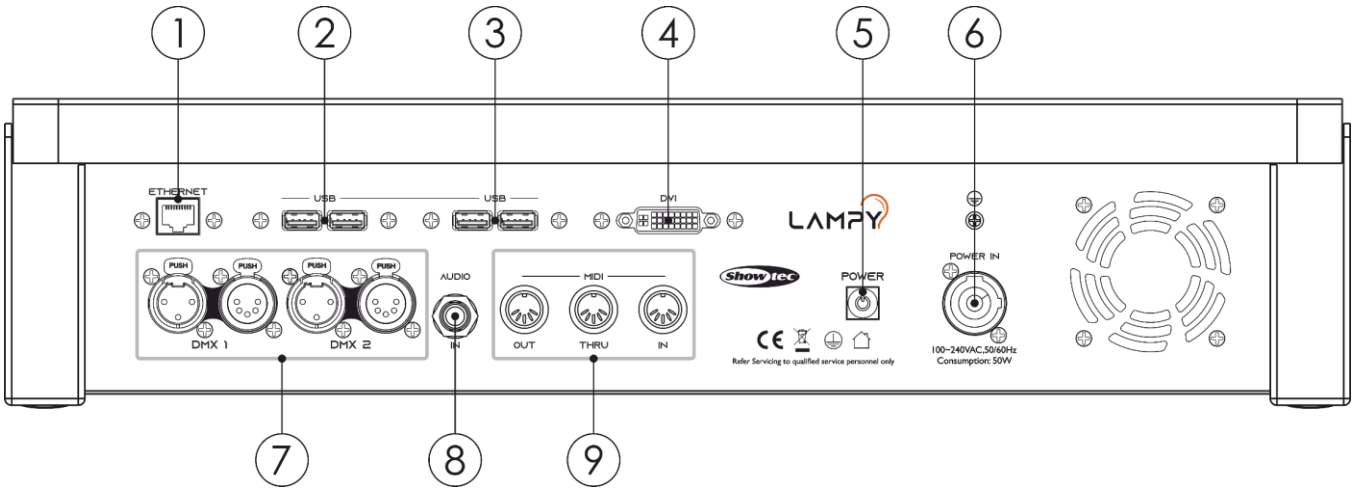


Fig. 8 LAMPY Back panel

01) Ethernet Port
02) USB 2.0 Ports
03) USB 3.0 (blue) Ports
04) DVI Port
05) Power Button
06) Power Input (PowerCon)
07) DMX Outputs
08) Audio Input
09) Midi Out / Thru / In

4.3. Product Specifications

The LAMPY is a hybrid programmer-based tracking console.

Hybrid means it may be used to either control conventional or moving light fixtures in the same easy-to-use way.

Being a programmer-based Console, you always have the chance to override the LAMPY's output because the programming interface always has precedence.

"Tracking" as opposed to non-tracking defines that values are kept when changing between cues in one playback until they are set to a different value.

	LAMPY 20 1U	LAMPY 20 2U	LAMPY 40 1U	LAMPY 40 2U
Product Code	50733	50734	50735	50736
On-board Screen	10.1" Full Color Touchscreen			
External Monitor	1x DVI (Full HD)			
External Monitor Features	Limited	Full	Limited	Full
Playback Faders	10			
Multi-Function Faders	10		30	
Playback Pages	9 + 1 Template Page			
Encoders	4			
DMX Channels	512	1024	512	1024
DMX Universes	1	2	1	2
Ar-tNet	With Dongle	Yes	With Dongle	Yes
sACN	With Dongle	Yes	With Dongle	Yes
Fixture Views	1	2	1	2
Fixtures	Limited by DMX Channels			
Max. channels per Fixture	120			
Memories	100 Presets per Attribute Group, 100 Fixture-Groups			
Playbacks	100			
Scenes	10		30	
MIDI In / Through / Out	Yes			
OSC (Open Sound Control)	Yes			
Time Code	Using MIDI-Timecode			
Audio Input	Yes (6.3 mm jack)			
Dongle	Optional	Included	Optional	Included
Input Voltage	100-240 V, 50/60 Hz			
Power Consumption	50 W		60 W	
Fuse	Internal fuse			
Housing	Metal and flame-retardant plastic			
Dimensions	505 x 345 x 128 mm		721 x 345 x 128 mm	
Weight	8.8 kg		11.8 kg	

4.4. Optional Accessories

	LAMPY 20	LAMPY 40
Dustcover (product code)	50738	50739
Flight case (product code)	D7332	D7333
LAMPY DNGL (product code)	50737 (for the 1-universe consoles: 50733, 50735)	

4.4.1. LAMPY DNGL Features

Using the LAMPY Dongle is only supported with the 1-universe versions of the console. The 2-universe consoles have a built-in dongle.

The LAMPY DNGL unlocks the following features:

	Without Dongle	With Dongle
External Monitor Features	Limited	Full
DMX Universes	1	2
DMX Channels	512	1024
Art-Net	No	Yes
sACN	No	Yes
Fixture Views	1	2

5. Installation

5.1. Safety Instructions for Installation

Attention
Place the device on stable surfaces only.

5.2. Installation Site Requirements

- The device can be used only indoors.
- The device can be placed on a flat, stable surface.
- The maximum ambient temperature ta = 40 °C must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 40 °C.

5.3. Connecting to Power Supply

DANGER
Electric shock caused by short-circuit

The device accepts AC mains power at 100–240 V and 50/60 Hz. Do not supply power at any other voltage or frequency to the device.

This device falls under IEC protection class I. Make sure that the device is always electrically connected to the ground (earth).

Before connecting the device to the socket-outlet:
- Make sure that the power supply matches the input voltage specified on the information label on the device.
- Make sure that the socket-outlet has ground (earth) connection.

Connect the device to the socket-outlet with the supplied power plug.

5.4. Connecting Accessories

Attention
Connect all data cables before supplying power.
Disconnect power supply before connecting or disconnecting data cables.

01) Connect all optional accessories such as USB keyboard, mouse, external (touch)screen, etc. to the console.
02) Connect DMX cables to the console's DMX output ports.
03) If you are using Art-Net or sACN for data output (only available with LAMPY DNGL), also connect the network cable to the consoles network port.

Art-Net is a protocol that uses TCP/IP to transfer large amount of DMX-512 data over an Ethernet network. Art-Net 4 can support up to 32768 universes. Art-Net™ Designed by and Copyright Artistic Licence Holdings Ltd.

6. Basic Concepts

6.1. Priority Concept

The general programming layer, called the "Programmer" always takes precedence over playbacks, unless it is in "Blind"-programming mode. This may seem a bit strange, but in fact is very useful since the programmer enables the user to gain additional control over the consoles output at any time.

The console allows multiple different playbacks and scenes to be run at the same time. The output values are determined by the starting order of these playbacks or scenes.

The LAMPY's priority concept is outlined here:

Priority	Level	
Highest	6	Highlight button
	5	Grand Master
	4	Group Submasters
	3	Programmer
	2	Playbacks / Scenes
Lowest	1	Default values (as defined in the Fixture Library)

6.2. Tracking

6.2.1. Basic Idea

When a sequence of cues is programmed, the lighting console can store the information in one of two ways: either it records the settings for all attributes of all the fixtures used in the playback, or it is only recording the values that have changed. The latter is called tracking and was invented because consoles in the early years had too little memory to store all the information. However, tracking is not outdated and if it is used with understanding of the concept, it can help in many cases.

6.2.2. Tracking in a Nutshell

Imagine you come home late at night and it is already dark outside:

You open up your apartment's main door (cue 1) and you switch on the light in the corridor (cue 2).

You close the door (cue 3), and go straight into the living room (cue 4), where you switch on the light as well (cue 5).

The light in the corridor is still on, and the living room door is still open, because you did not change the states of these.

Here is a closer look at what happened and at what would be stored in the cues, if we think of this chain of events as a playback:

Cue	Entrance Door	Corridor Light	Living Room Door	Living Room Light
#1: Entrance	Open			
#2: Light in corridor		On		
#3: Close main door	Closed			
#4: Living room door			Open	
#5: Living room light				On

With tracking, the final state at the end of this sequence is:

Closed	On	Open	On

6.2.3. Tracking through Changes

One advantage of tracking is that changes can be 'tracked through' a series of cues. In the example given above, if you did not close the main door in cue 3, the door would still be open until the end of this imaginary playback.

Tracking can be very useful when you want to make the same change to a series of cues: for example, you might have a series of cues that include a fixture that lights a part of the set in the same way throughout. If you later want to change the intensity of that light, you may change it in the first cue. The light appears and the change will track through to all the cues until the next change for this attribute of this fixture.

6.2.4. Maintaining Tracking

Sometimes you may need to playback cues out of order: for example in a rehearsal situation where it might be necessary to jump between different scenes or even acts.

The LAMPY console is taking care of maintaining the tracking state and will always calculate all values as if the playback was played back in order.

6.3. Fixture Library Basics

The console's Fixture Library is divided into three parts:

- Factory Library
- User Library
- Show Library

Fixture types may easily be transferred between libraries using the magic wand button from the Setup Menu's Fixture Library view. If a fixture type is modified in the Show Library and those changes should be available for later show files, transfer the fixture from the Show Library to the User Library.

Select the different libraries in the Fixture Library view, using the buttons at the top of the Fixture Library page.

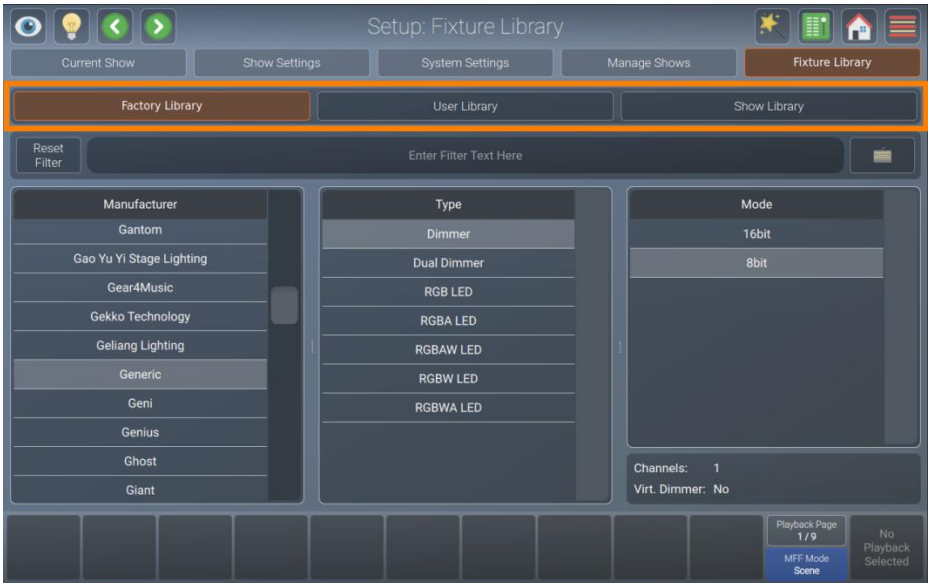


Fig. 9: The Fixture Library Tab

6.3.1. Factory Library

The Factory Library gets replaced with every software update. It contains around 20000 fixtures and is maintained by AtlaBase. It is not editable by the user. However, it can be updated separately from the Console OS.

6.3.2. User Library

The User Library is fully editable by the user and is not replaced or deleted during software updates. It is stored on the USB flash drive of the console and its fixture types are available to all existing or new shows.

6.3.3. Show Library

The show library is a part of the show file. Before a fixture can be patched, it needs to be added to the Show Library. The Show Library is stored in the show file and hence will be exported with the show file if a backup of the show to a USB flash drive is made. Fixtures in the Show Library are not available to other shows. To make the fixture types in the Show Library available to other shows, they need to be transferred to the User Library first.

More information on creating or modifying Fixture Libraries can be found in Section 8.5.5. **Fixture Library View** on Page 78.

7. The User Interface

7.1. The Internal Touchscreen Interface

The console utilizes an easy to use and intuitive graphical user interface (GUI). The following sections explain the basics of finding your way around the GUI, in the internal as well as the external display.

The screen layout of the LAMPY consoles is divided into three different parts:

- Top toolbar
- Content area
- Bottom toolbar

Fig. 10: The Internal Screen Graphical User Interface

7.1.1. The "Top Toolbar"

The top toolbar is also divided into three parts:

- The left part shows buttons that control the programming interface.
- The center part shows the title of the current screen, or, if applicable, the current command including possible options. If the current command is displayed in red, it is invalid or missing information.
- The right part shows the main buttons to navigate through the user interface.

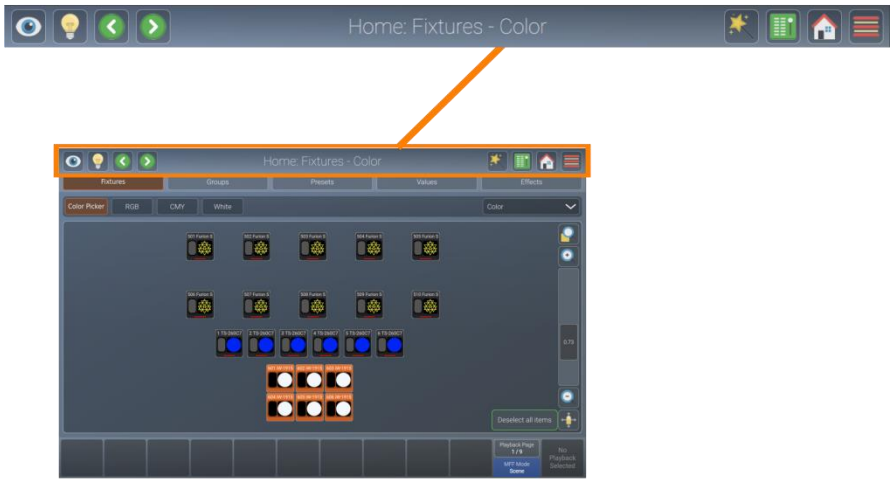


Fig. 11: The Top Toolbar

7.1.1.1. Programmer Buttons

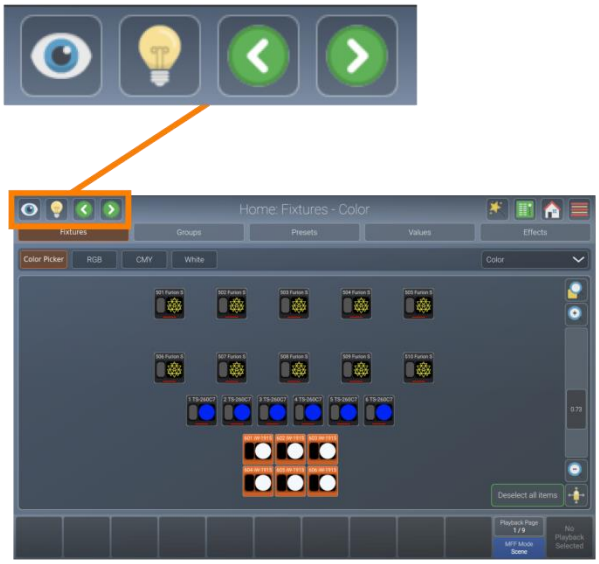


Fig. 12: Programmer Buttons

The programmer buttons provide the following functions:

	Name	Action	Action holding [Shift] key
	Blind	"Hides" the programmer content. Tap again to show the content.	
	Highlight	Sets the selected fixtures to the "Highlight" value defined in the library. Usually open dimmer and 100 % brightness. Tap again to deactivate the function. Very useful for focusing.	
	Previous Fixture	Steps through selected fixtures, in backward direction.	All fixtures will be selected.
	Next Fixture	Steps through selected fixtures, in forward direction.	Even / Odd fixtures will be selected.

7.1.1.2. Window Title / Active Command

The center part shows the title of the current screen, or, if applicable the current command including possible options. If the current command is displayed in red, it is invalid or missing information. Most commands such as record, edit or delete have additional options that may be accessed by tapping the window title.

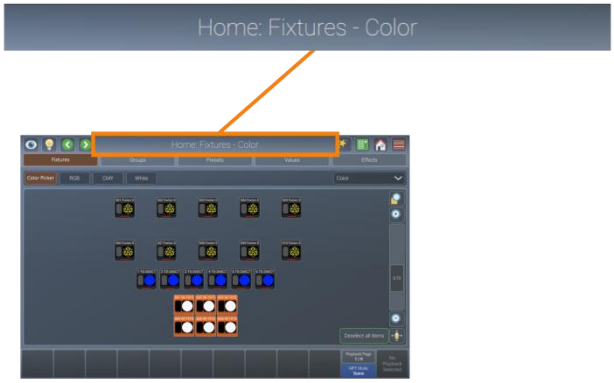


Fig. 13: Window Title

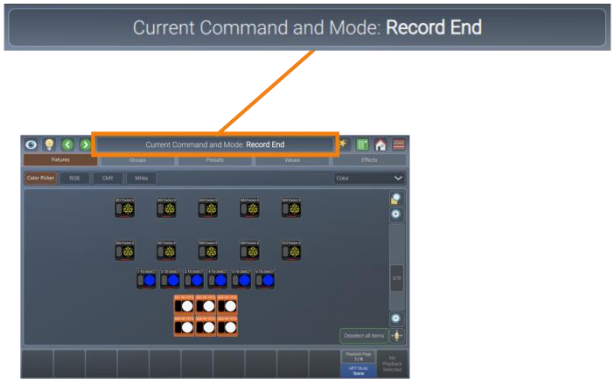


Fig. 14: Active Command

7.1.1.3. Main Navigation Buttons

The main navigation buttons are used to navigate through the different main views of the LAMPY user interface.

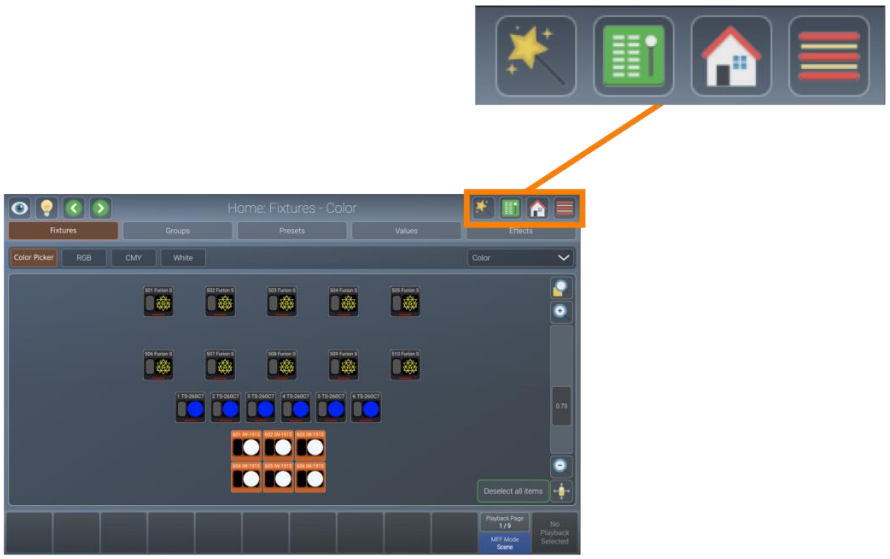


Fig. 15: Navigation Buttons

The button functions and names are as follows:

	Name	Action
	Magic Wand	Opens a context-sensitive dialog box called "Action Menu". It is greyed out if not available.
	Virtual Executors	Switches to the Virtual Executor View. If one of the virtual masters is active, the icon will be shown in orange color. If the grand master or any of the speed masters is set to 0 %, the button will turn red.
	Home	Opens the home dialog box to select and program fixtures, groups, presets and set fixture values as well as effects.
	Menu	Opens the side menu, which gives access to other useful screens, such as the setup screen, patch or DMX output view. (See Fig. 16)

Fig. 16: The Side Menu

7.1.1.4. The Content Area

The content area is used to display context-sensitive windows and dialog boxes, based on the selection made from the top toolbar, hamburger menu or other user interface elements.

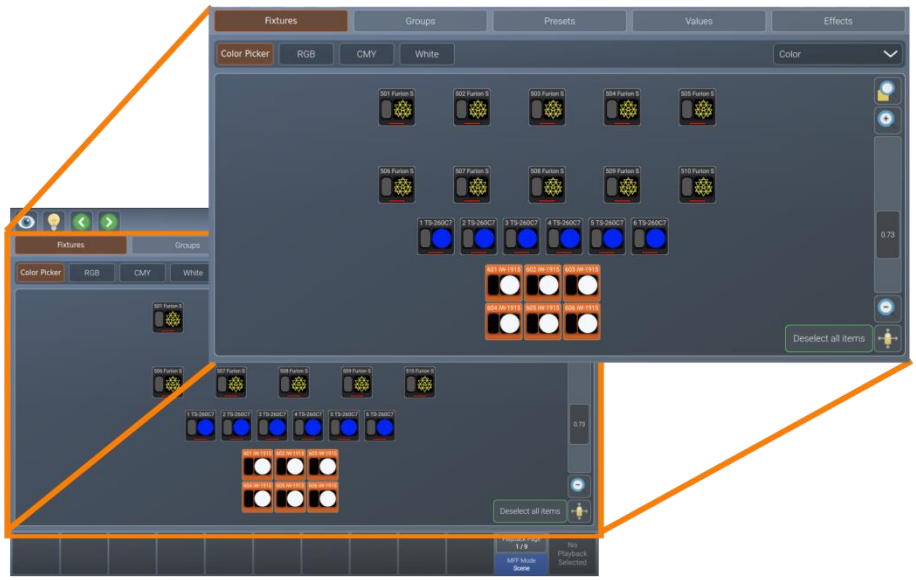


Fig. 17: The Content Area

7.1.2. The Bottom Toolbar

The bottom toolbar is used to show playback fader labels on the left side, playback page and multi-function-fader mode on the right part and the master fader label on the far-right side.

Fig. 18: Bottom Toolbar

For more information regarding to playback fader labels please see section 8.7.1. **The Playback-Fader Labels** on page 141.

More about the fader page selector can be found in section 8.7.3. **Playback Fader Pages** on page 142.

More information about the multi-function faders can be found in section 8.8. **Using the Multi-Function Faders** on page 161.

7.2. External Screen

The LAMPY supports one external monitor that may be connected to the DVI port on the rear of the console. It needs to have a Full HD resolution of 1920 x 1080. Lower resolutions are not supported. The LAMPY also supports external screens with touch functionality.

The LAMPY DNGL unlocks more functions in the external screen.

Keep in mind that the dongle is already included in the 2-universe versions of the console.

7.2.1. External Screen Functionality without the LAMPY DNGL

Without the dongle, the external screen always shows the fixtures view. The zoom factor and the viewport can be set separately and are independent of each other (external vs internal screen).

At the bottom of the screen you will see fader labels for the multi-function faders, as well as the corresponding fader mode.

Fig. 19: External Monitor – No LAMPY DNGL attached

7.2.2. External Screen Functionality with the LAMPY DNGL

With the dongle attached, the external screen offers a toolbar at the top of the screen to change between different views as indicated in the screenshot below.

At the bottom of the screen you will see fader labels for the multi-function faders, as well as the corresponding fader mode.

Fig. 20: External Monitor Navigation – LAMPY DNGL attached

7.2.2.1. The Fixtures View

The fixture view is identical to the internal screen fixture view, however all editing functions have to be made with the console's internal touchscreen.

Fig. 21: External Monitor Fixtures View – LAMPY DNGL attached

7.2.2.2. The Groups and Presets View

The groups and presets view shows both groups and presets at the same time. This is a very helpful screen during programming.

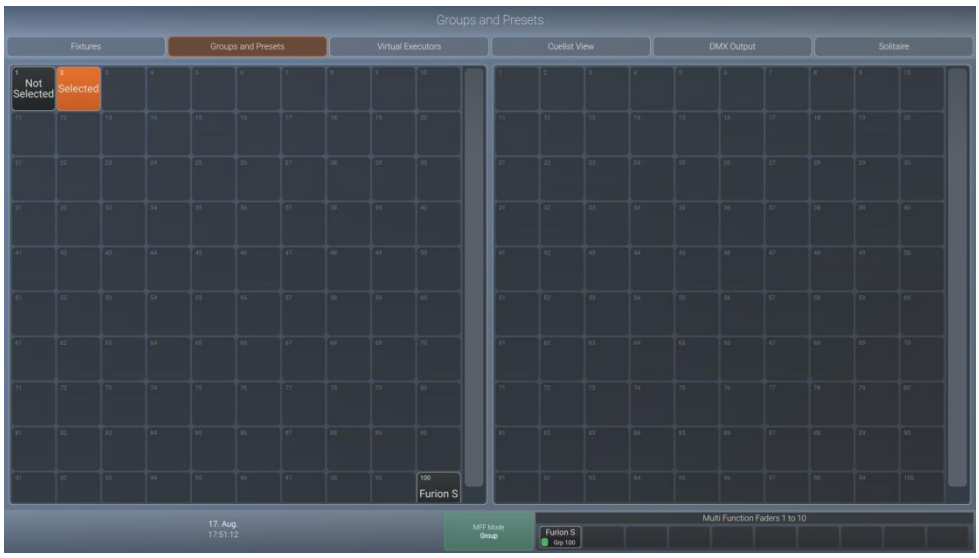


Fig. 22: External Monitor Groups and Presets – LAMPY DNGL attached

7.2.2.3. The Virtual Executor View

The Virtual Executor view shows the same contents as the Virtual Executor view on the internal screen. This screen is very helpful if running a live, busking show where you do not know what is about to happen.

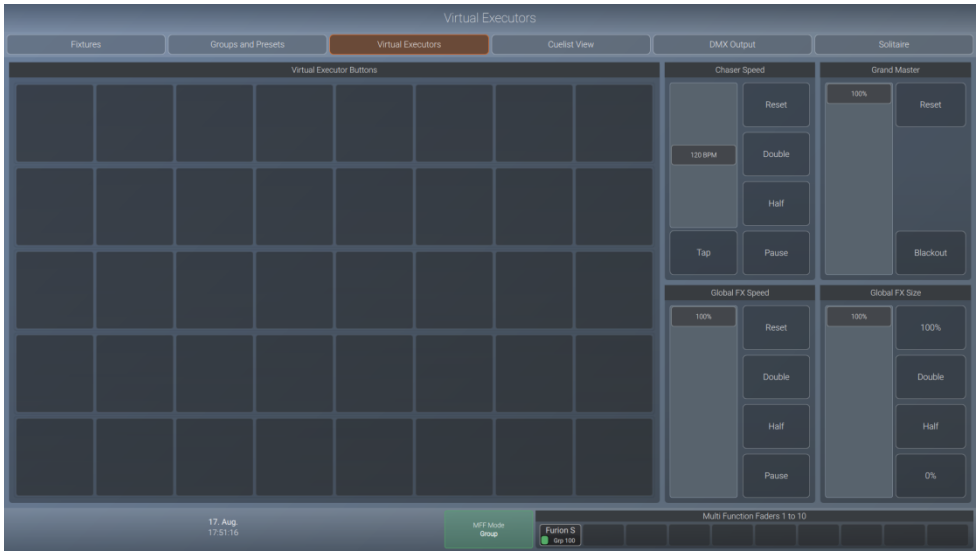


Fig. 23: External Monitor Virtual Executor – LAMPY DNGL attached

7.2.2.4. The Cuelist View

The Cuelist View is very similar to the Edit Playback Fader view. It will always show the selected playback. This is a very helpful screen during structured shows.

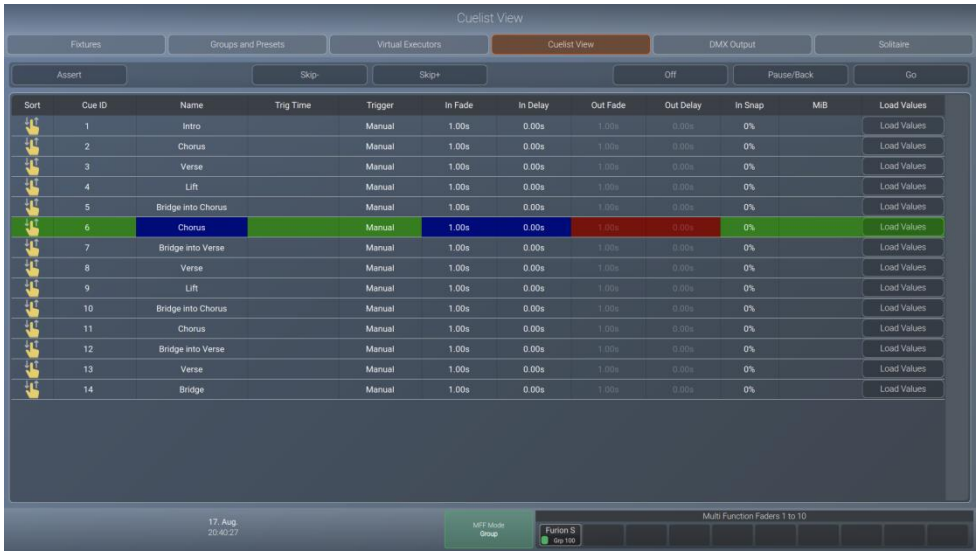


Fig. 24: External Monitor Cuelist View – LAMPY DNGL attached

7.2.2.5. The DMX Output View

The DMX Output view resembles the internal screen output view. It is helpful for troubleshooting purposes.

Fig. 25: External Monitor DMX Output View – LAMPY DNGL attached

7.2.2.6. Solitaire Game

Solitaire is a simple game to help you kill some time, whenever you have to wait for other people to finish their tasks.

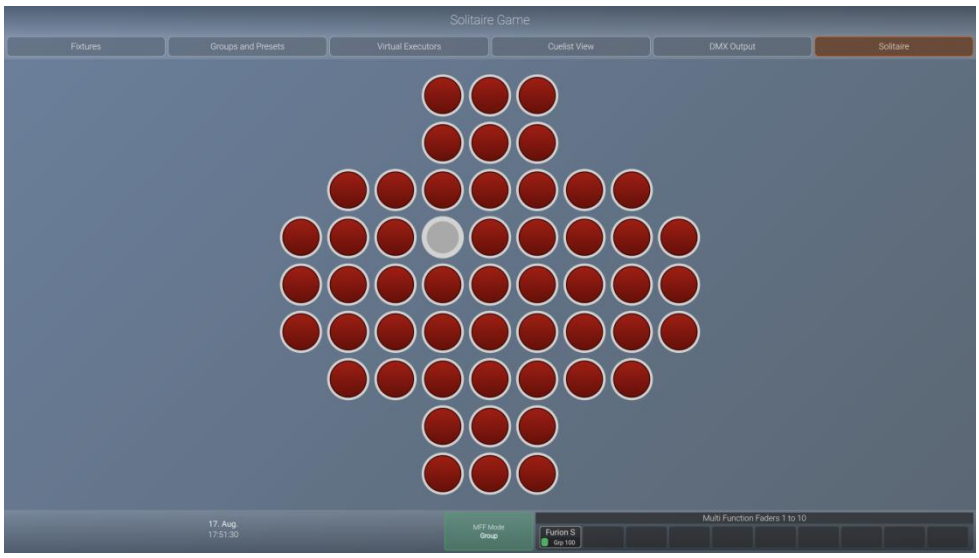


Fig. 26: External Monitor Solitaire Game – LAMPY DNGL attached

8. Operation

8.1. Safety Instructions for Operation

Attention
This device must be used only for the purposes it is designed for.

This device is intended for professional use as a lighting controller. It is suitable only for indoor installation. This device is not suitable for households.

Any other use, not mentioned under intended use, is regarded as non-intended and incorrect use.

Attention
Power supply

Before connecting the device to the power supply, make sure that the current, voltage and frequency match the input voltage, current and frequency specified on the information label on the device.

8.2. Starting the Console

Attention
The device must be placed on a stable, flat service in a dry, dust-free environment.

Attention
Connect all data cables before supplying power.
Disconnect power supply before connecting or disconnecting data cables.

Press the power button on the back of the console to start the console.

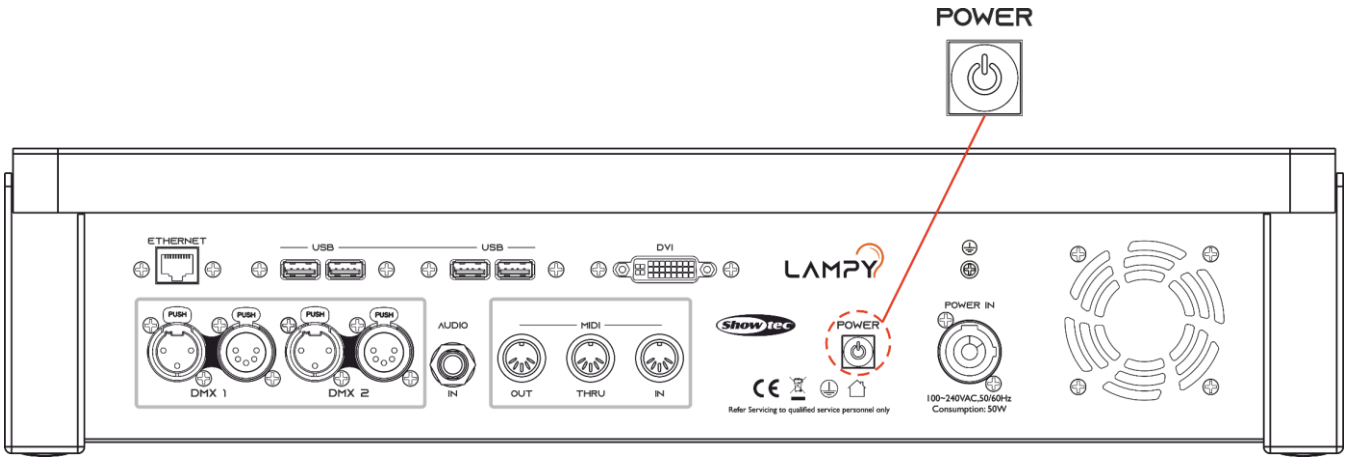


Fig. 27: Power Button

During the boot process a boot menu will be shown.

This boot screen provides several maintenance utilities; however, it will continue to automatically boot the Console OS without user intervention.

Once the system is ready to use the welcome screen, as shown below will appear.

From this screen you may either start a new show file or load an existing show from the console's built-in memory or a USB flash drive.

You may also access the setup menu by tapping the cog button, or shutdown / reboot the console by tapping the power button shown at the bottom of the screen.

More Info in regard to the setup menu can be found here: 8.5. **The Setup Menu** on page 49.

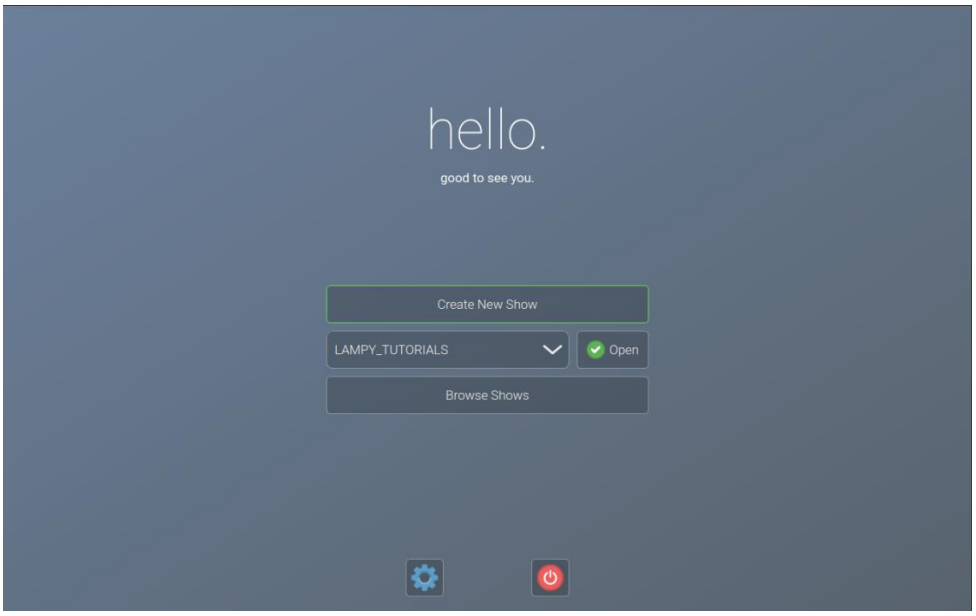


Fig. 28: Welcome Screen

8.3. Working with Shows

Show files contain all your show-related settings like fixture schedule, patching, input settings, groups, presets, cues, master assignments, etc. Multiple shows can be stored on the console and the amount of shows is only limited by hard disk memory. However, we advise you to regularly backup old shows to a USB flash drive and delete them from the console's memory.

8.3.1. Creating a New Show

A show stores all information like patch, fixtures, groups, presets, playback faders, etc. To start a new show, do as follows:

01) On the touchscreen display, tap the Create New Show button.
02) A keyboard dialog box will appear and you can enter the name of the show to be created. Enter the name by using the attached USB keyboard anytime the keyboard dialog box is shown.
03) As soon as you press the enter button a new show with your chosen name is created.

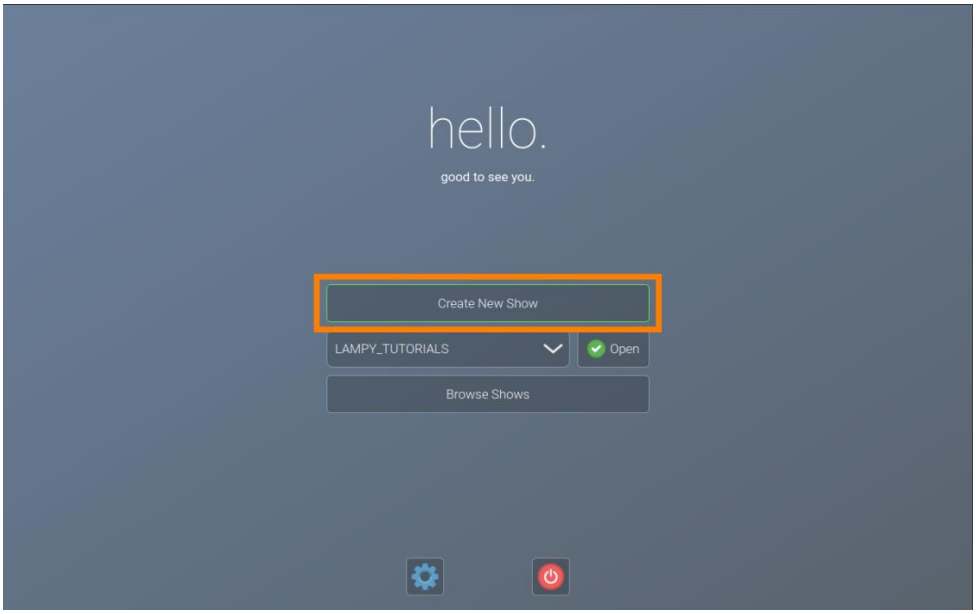


Fig. 29: Welcome Screen - New Show

8.3.2. Loading a Show

On the touchscreen display, select the show you want to open up from the drop-down menu. After selecting the desired show to load, tap the Open button.

Alternatively, you may also see more detailed info about existing shows or how to import a show from a USB flash drive by tapping the Browse Shows button.

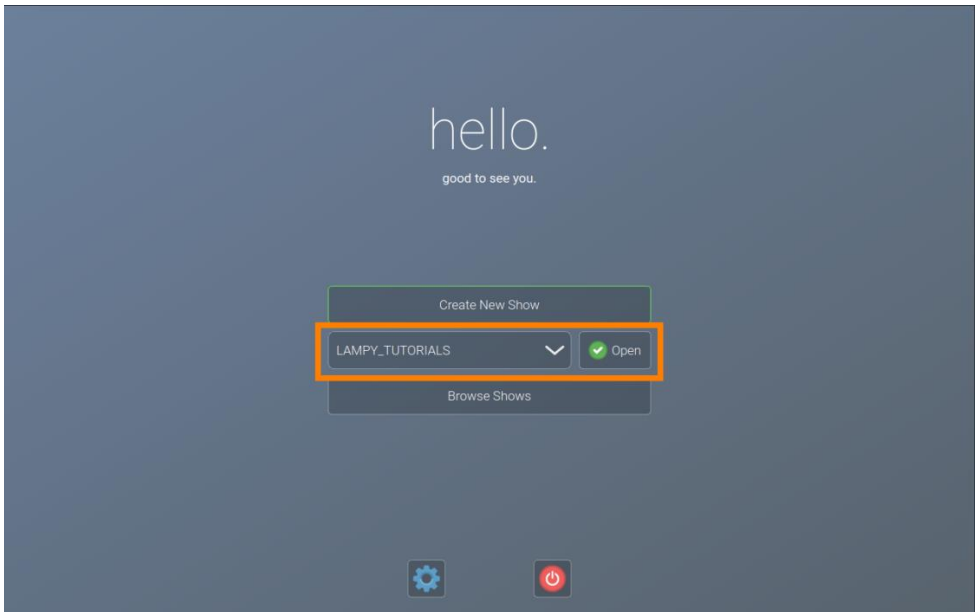


Fig. 30: Welcome Screen - Loading a Show by using the Dropdown Menu

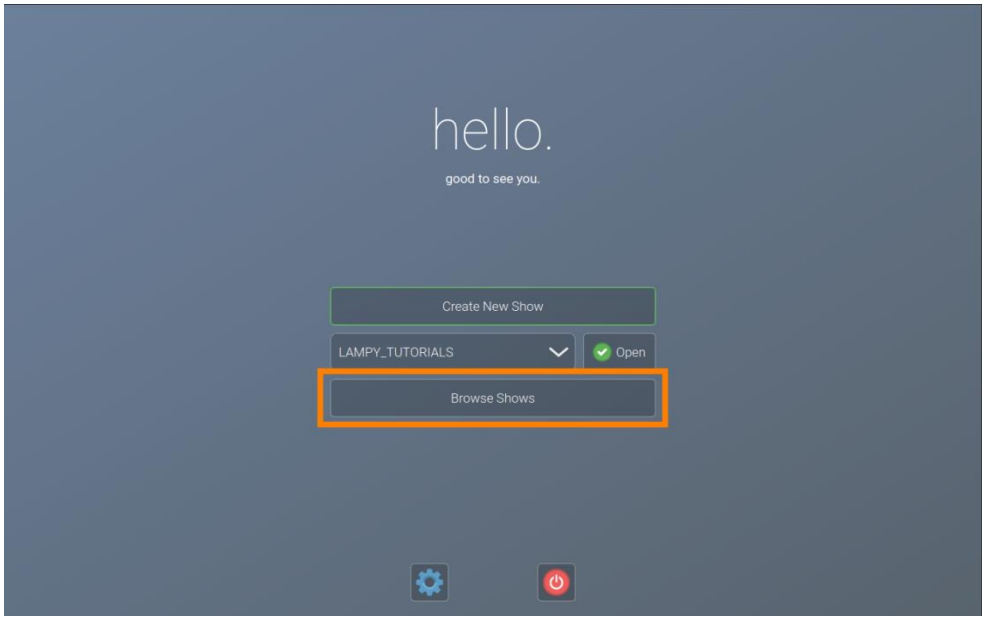


Fig. 31: Welcome Screen - Loading a Show usingthe Browse Shows Button

8.3.3. Saving the Show File

We recommend saving your show every once in a while. You can do this from the side menu:

01) Tap the menu button. The side menu will open.
02) Tap the save button at the bottom of the side menu, indicated by a floppy disk button.

Fig. 32: Show Quick save Button

8.4. Adding and Patching Fixtures

"Adding and Patching Fixtures" is the process of telling the console what kind of fixtures you are using and assigning DMX addresses to them.

If you just started a new show file or loaded a show file without fixtures, the console will automatically open the patch view. Otherwise, it may be accessed as follows:

01) Open the side menu by tapping the menu button.
02) Tap the patch button.

Fig. 33: Side Menu –Opening the Patch View

8.4.1. The Patch Table

The patch table gives you an important overview of used fixtures, used addresses, fixture types, etc.

Fig. 34: The Patch Table

The table contains the following columns (from left to right):

Column name	Description
ID	This column shows the ID of the fixture. This is a unique number which may be used for indicating which fixture is which.
Manufacturer	This is the manufacturer of the fixture.
Type	This column displays the fixture type.
Mode	DMX mode of the fixture.
Channels	Amount of DMX channels this fixture occupies.
Name	User-given name of the fixture in the show file.
Patch	Indicates the fixtures DMX address (Universe – Channel).
Invert Pan	Indicates if pan is inverted.
Invert Tilt	Indicates if tilt Inverted.

8.4.2. The Patch Actions Menu

The Patch Actions menu is opened by tapping the magic wand button on the keyboard or at the top toolbar. It gives you access to most functions used in the patch view.

You may select which fixture your desired changes are applied to, by selecting them before opening this screen, either in the patch table by tapping / dragging, or by using the fixture, group faders or views.

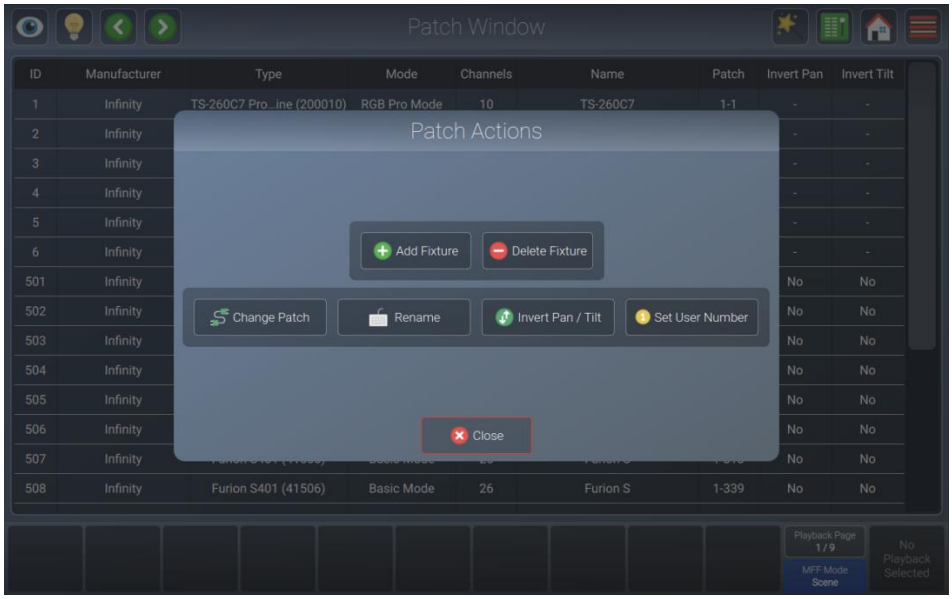


Fig. 35: Patch Action Menu

Button	Function
Add Fixture	Is used to add fixtures to the show file.
Delete Fixture	Is used to delete selected fixtures.
Change Patch	Is used to change the DMX address of one or more selected fixtures.
Rename	Is used to change the name of one or more selected fixtures.
Invert Pan / Tilt	Is used to invert pan or tilt of one or more selected fixtures.
Set User Number	Is used to change the ID of one or more selected fixtures.

8.4.3. Adding Fixtures to the Show File

01) Open the actions menu by tapping the magic wand button.
02) Tap Add Fixture. The display will show:

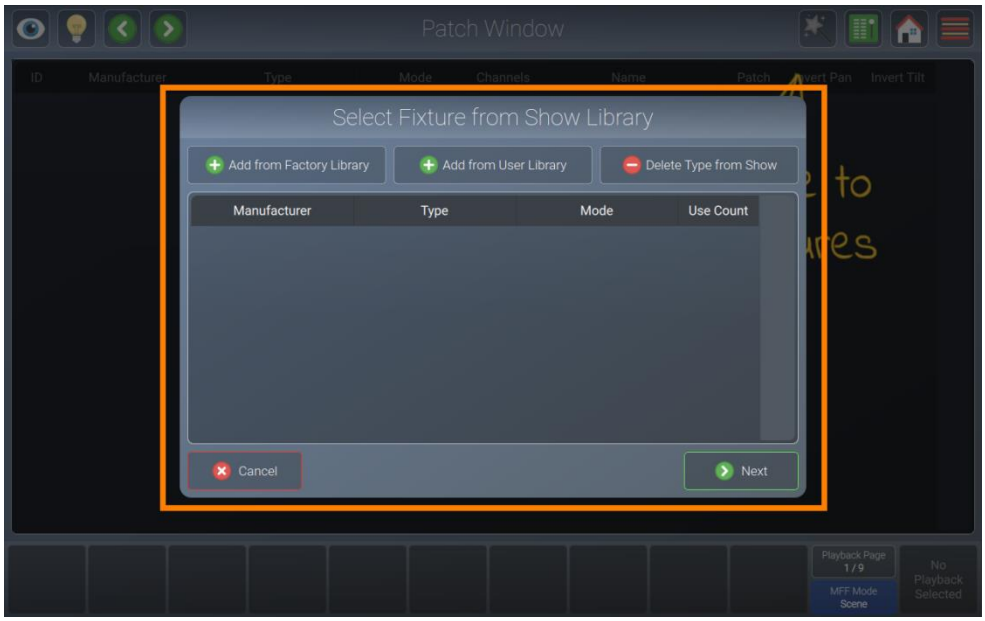


Fig. 36: Add Fixtures – Select Fixture from Show Library

03) To add a fixture from the built-in library, select Add from Factory Library. If you want to add a user created library, tap Add from User Library. The Select Fixture Library view is shown.

Fig. 37: Add Fixture to Show Library – Select Fixture

04) Select the manufacturer, fixture type and mode from the lists, or enter a search text into the full-text search field by typing it with a USB keyboard. You may also open the on-screen keyboard by tapping the keyboard button next to the text field.
05) After selecting the fixture type, tap Ok. A dialog box asking you for the fixture count will be shown.

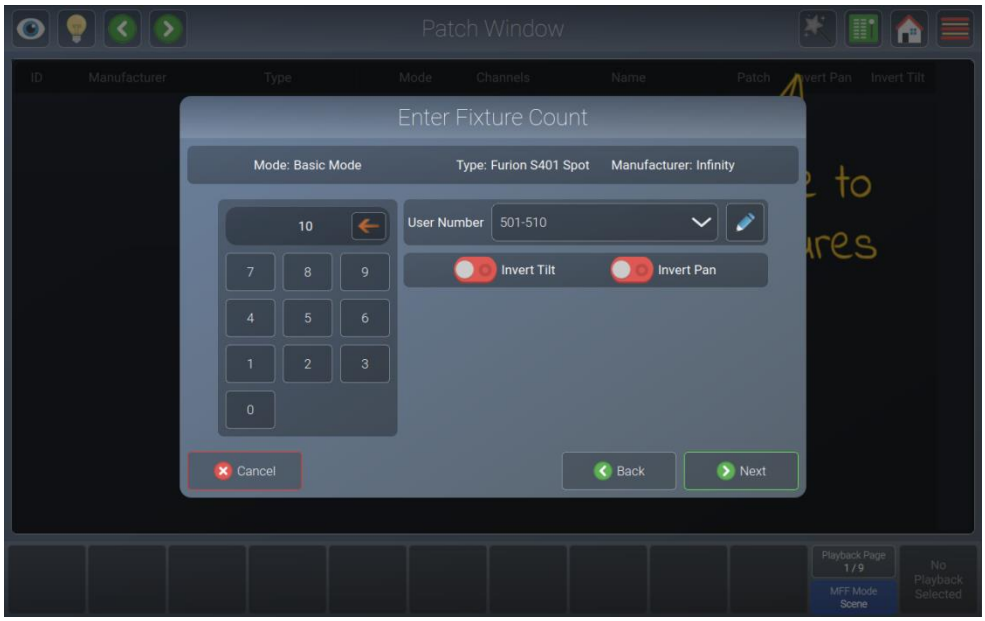


Fig. 38: Add Fixture – Enter Count

06) Enter the number of fixtures you want to add using the keypad. The console will automatically suggest a user number for the fixture, which you may change if you like. On this screen you can also invert pan and / or tilt for all the new fixtures.
07) Tap Next when done.

Fig. 39: Add Fixture – Assign Address

08) Set the starting address of the fixtures you want to add. You may select:
- No Patch, which will leave the fixtures without any DMX assignment.
- Manual Patch to set universe, starting address (by either typing it, or by using the Select Address button) and gap between fixtures using the Block Patching option manually.
- Auto Patch, which will patch the fixtures automatically onto the selected universe.

09) Tap Patch when done.

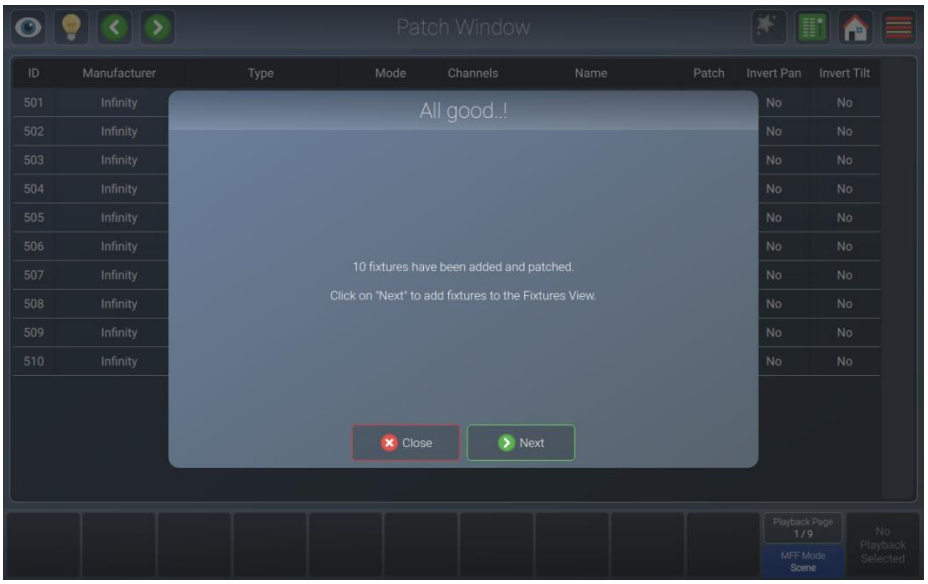


Fig. 40: Add Fixtures - Success

10) LAMPY will indicate if the patch was successful. If so, you may now place the fixtures on the "Fixtures View" by tapping Next or skip to do this at a later point by tapping Close.

More information about laying out fixtures in the Fixtures View can be found here: 8.6.1.7. **Arranging Existing Elements** on page 96.

8.4.4. Deleting Fixtures from the Show file

01) Select the fixtures you want to delete in either the patch view or by any of the other methods.
02) Open the actions menu by tapping the magic wand button.
03) Tap Delete Fixtures. A confirmation dialog box will be shown.
04) Tap Ok.

8.4.5. Changing the Patch of Existing Fixtures

01) Select the fixtures you want to change the address of, in either the patch view or by any of the other methods.
02) Open the action menu by tapping the magic wand button.
03) Tap Change Patch. The following dialog box will be shown.

Fig. 41: Change Patch dialog box

04) Set the new start address of the selected fixtures. You may select:
- Unpatch, which will leave the fixtures without any DMX assignment.
- Manual Patch to set universe, starting address (by either typing it, or by using the Select Address button) and gap between fixtures using the Block Patching option manually.
- Auto Patch, which will patch the fixtures automatically onto the selected universe.

05) Tap Patch when done.

8.4.6. Changing the Name of Existing Fixtures

01) Select the fixtures you want to change the name of, in either the patch view or by any of the other methods.
02) Open the action menu by tapping the magic wand button.
03) Tap Rename. An on-screen keyboard will be shown.

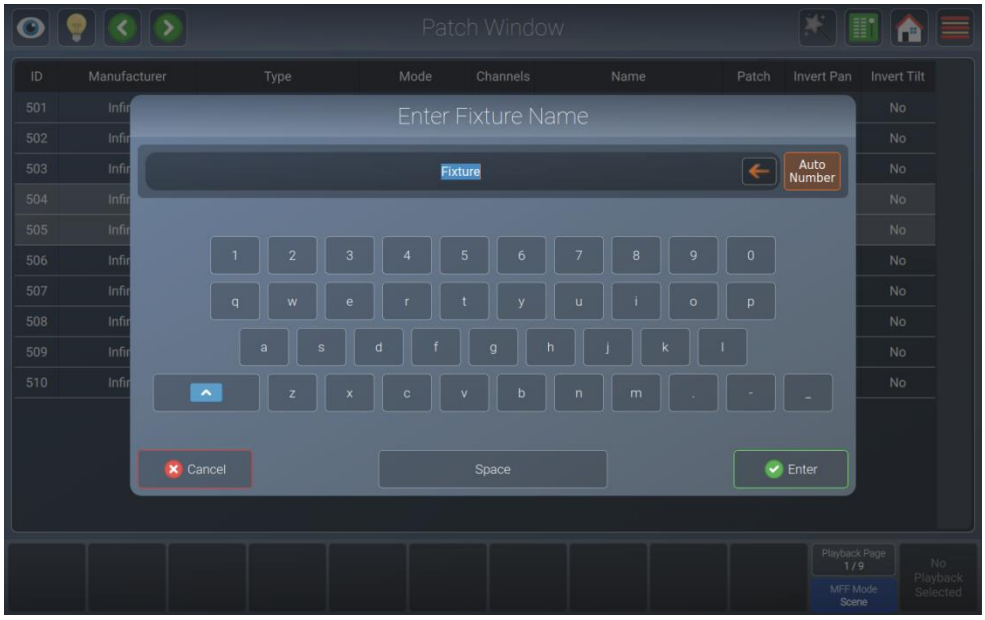


Fig. 42: Change Fixture Name Keyboard

04) Type the new name of the fixture by using the on-screen keyboard or by using a USB keyboard. If the Auto Number button is active, the console will assign a number to the name, in the order the fixtures were selected.
05) Tap Enter to rename the selected fixtures.

8.4.7. Invert Pan or Tilt for Existing Fixtures

01) Select the fixtures you want to change the pan / tilt Invert of, in either the patch view or by any of the other methods.
02) Open the action menu by tapping the magic wand button.
03) Tap Invert Pan or Tilt. The following dialog box will be shown.

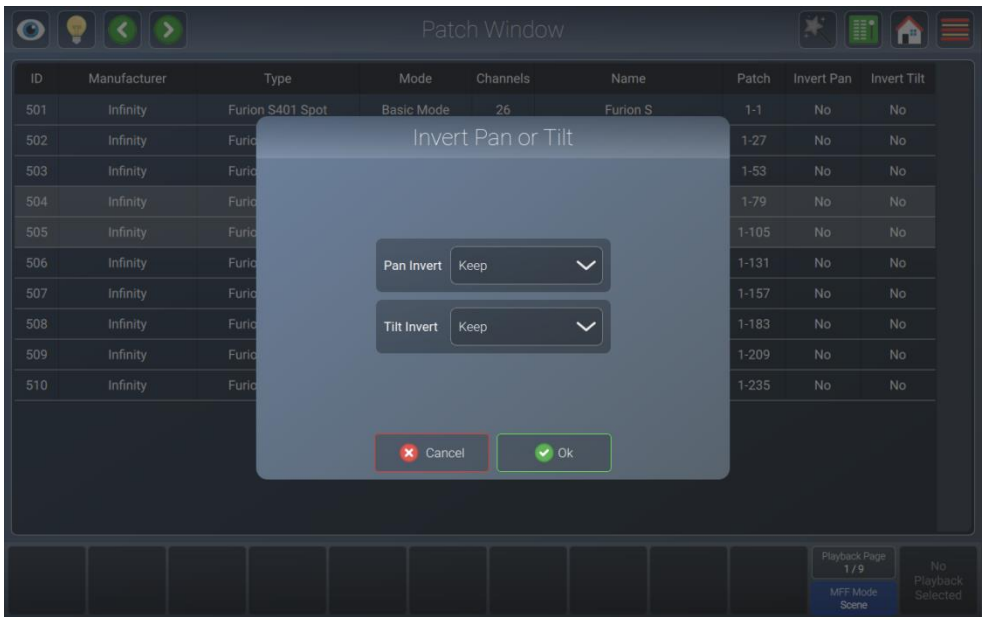


Fig. 43: Invert Pan / Tilt dialog box

04) Set the new values for pan and tilt invert by selecting them from the drop-down menus.
05) Tap Ok to accept the changes.

8.4.8. Changing User ID for Existing Fixtures

01) Select the fixtures you want to change User ID of, in either the patch view or by any of the other methods.
02) Open the action menu by tapping the magic wand button.
03) Tap Set User Number(s). The following dialog box will be shown.

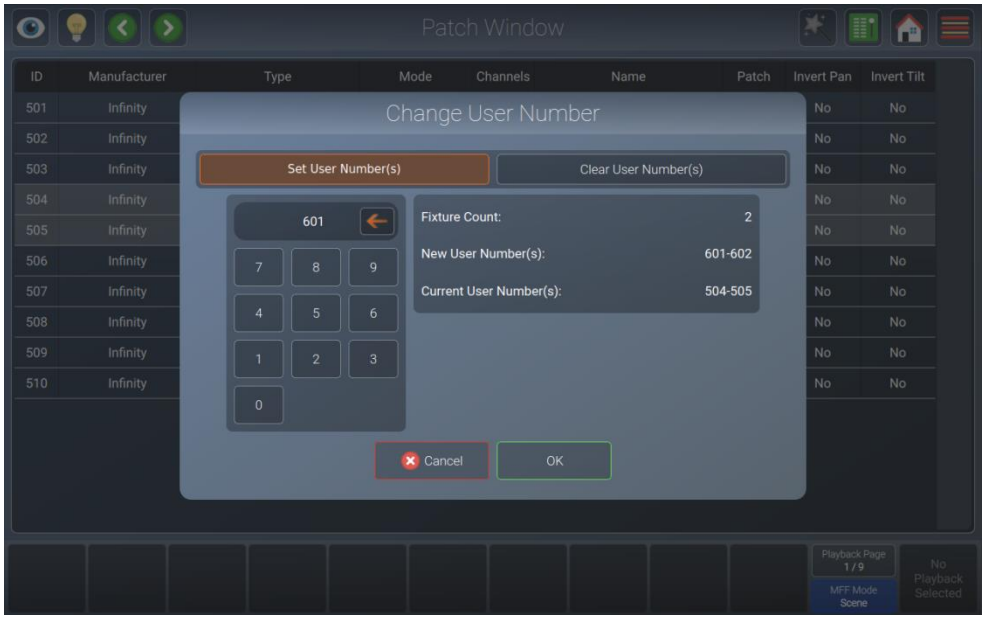


Fig. 44: Change User Number dialog box

04) Set the new values for the user number of the fixture.
05) Tap Ok to accept the changes.

8.5. The Setup Menu

The setup menu is the place where all system and show-related settings are made. This includes, for example setting the IP address of the console or editing the fixture library or managing shows.

When no show file is open, you can only adjust system-related settings.

Opening the Setup Menu in a Show

01) Open the side menu by tapping the menu button.
02) Tap the button that shows a cog button as a symbol. We'll refer to this button as "Setup"-button.

Fig. 45: Side Menu – Opening the Setup View

Opening the Setup Menu from the Welcome Screen

01) Tap the button that shows a cog button as a symbol. We'll refer to this button as "Setup"-button.

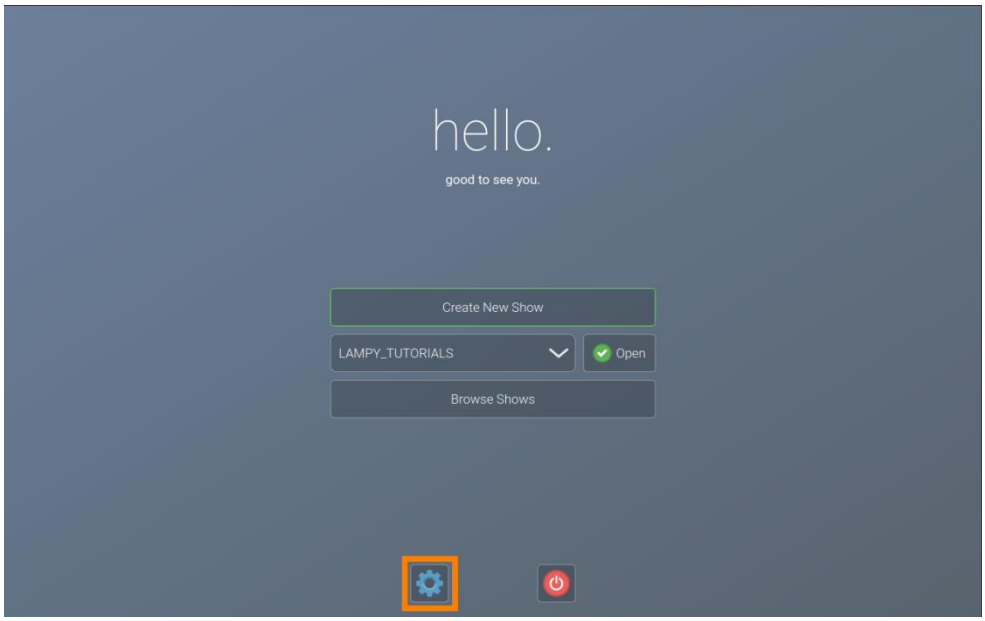


Fig. 46: Welcome Screen – Opening the Setup View

8.5.1. Current Show View

The Current Show view displays statistics about the current show. It also offers the option to save your show, save it to a different file and to export the current show to a USB flash drive.

Note: The Current Show view is only shown if you have opened the setup menu in a show file.

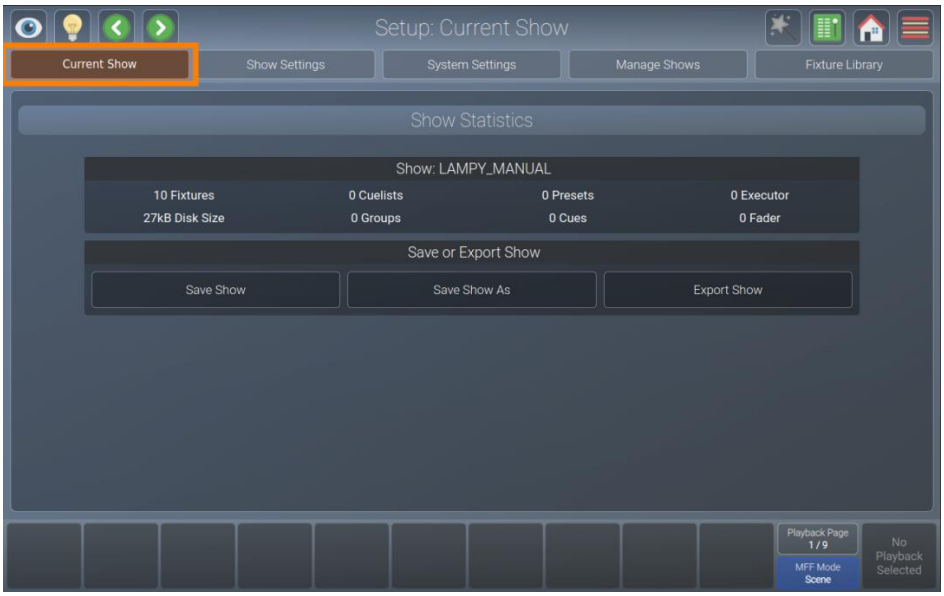


Fig. 47: The Current Show view

8.5.1.1. Saving the Show File

You may easily save your show from the Current Show view of the setup menu by tapping the Save Show button.

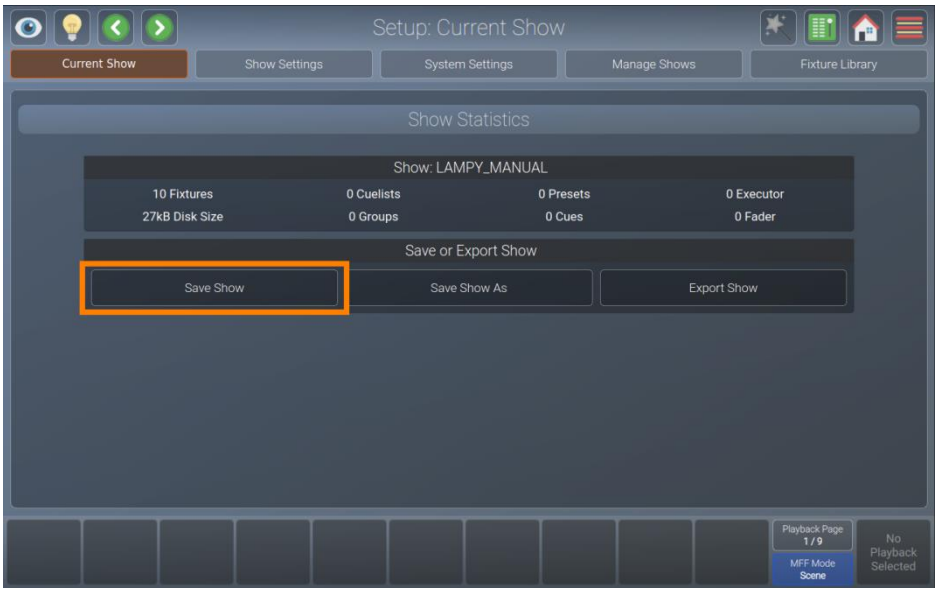


Fig. 48: Current Show – Save Show

8.5.1.2. Saving the Show File under a New Name

We recommend to periodically save your show file as a new file.

01) Open the Current Show view from the setup menu.
02) Tap Save Show As. An on-screen keyboard will be shown. Enter the new show file name and tap Enter to complete the process.

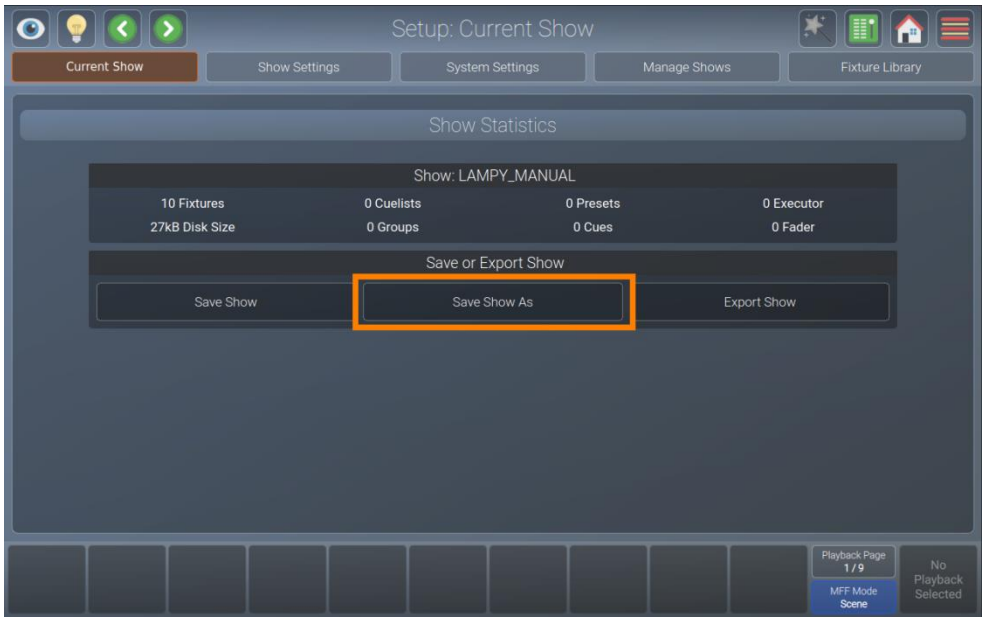


Fig. 49: Current Show – Save Show As

8.5.1.3. Exporting the Show File to USB

It is useful to periodically save a copy of the show file to a USB flash drive.

01) First plug the USB flash drive into one of the console's USB ports.
02) Open the Current Show view in the setup menu.
03) Tap Export Show. A wizard that guides you through the process will open.

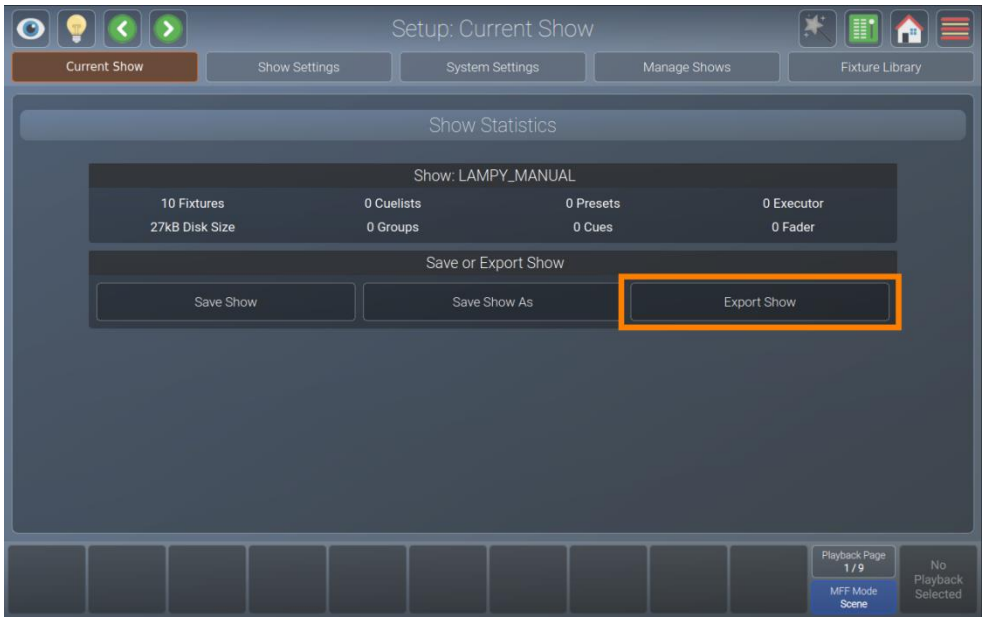


Fig. 50: Current Show – Export Show

8.5.2. Show Settings View

The Show Settings view contains all show-related settings for the current show such as the Worklight Brightness, Multi-Fader LED's behavior and configuration of inputs and outputs of the console.

Note: The Show Settings view is only shown if you have opened the Setup Menu in a Show file.

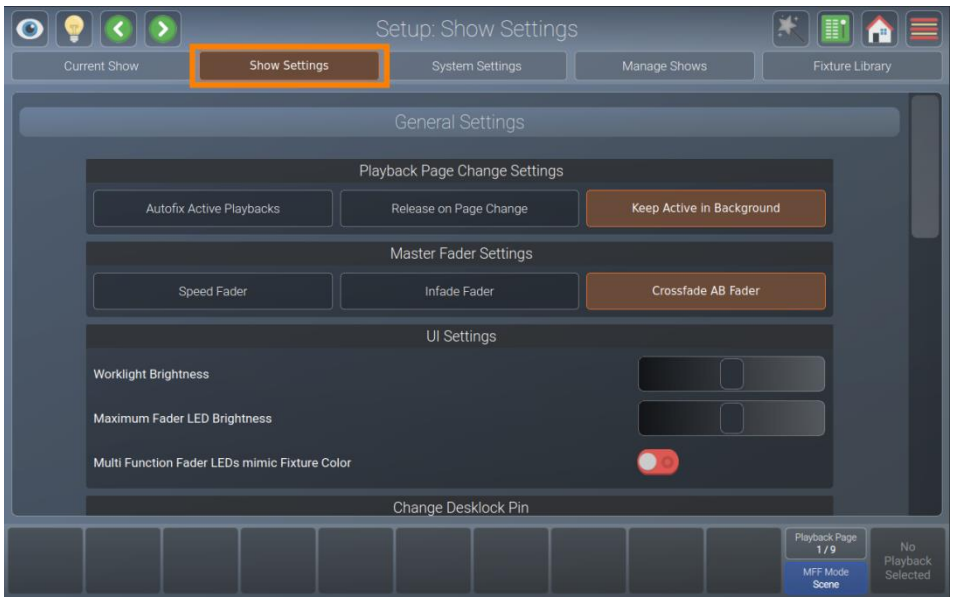


Fig. 51: The Show Settings view

8.5.2.1. Playback Page Change Settings

The Playback Page Change Settings group box allows to specify what should happen if you change the active playback page. The following table outlines the different settings and what they do:

Button	Function
Auto fix Active Playbacks	Auto fix is a convenient function that is used to carry over running playbacks to the new playback page. The "old" playback will be overlaying other playbacks on the new page, until it is switched off.
Release on Page Change	With this option selected, the console will automatically release all playbacks on the old fader page when the active page is changed. Playbacks assigned to the template page will not be released.
Keep Active in Background	When this option is selected, the playbacks will be kept running "in the background".

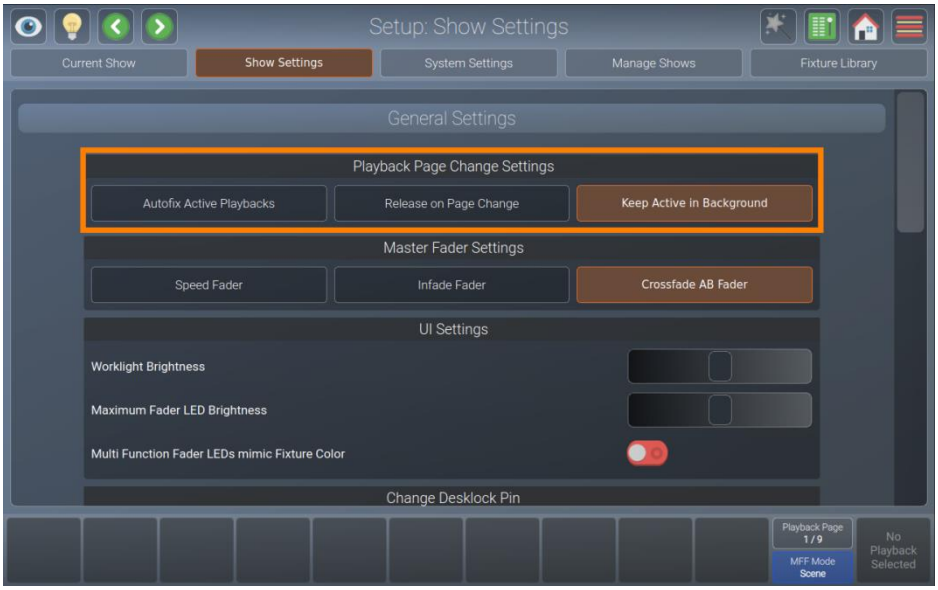


Fig. 52: Show Settings – Playback Page Change Settings

8.5.2.2. Master Fader Settings

The Master Fader Settings group box specifies the behavior of the master playback fader. The following table outlines the different settings and what they do:

Button	Function
Speed Fader	The master fader will act as a speed fader for the selected playback, altering all timings of the assigned playback, meaning 100 % is the speed as programmed – and everything below is slowed down relatively.
Infade Fader	The master fader will continually crossfade the output of all parameters that are set to "Fade" in the library.
Crossfade AB Fader	With this option the master fader can be used to crossfade from cue to cue in a playback. This is a very common setting when controlling a theatric play.

Fig. 53: Show Settings – Master Fader Settings

8.5.2.3. Changing the Worklight Brightness

The Worklight is the LED strip at the front side of the console, which may be used to light up running orders or other documents. It can also be useful to light up a USB keyboard.

In order to adjust the brightness, please do as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Worklight Brightness.
04) Adjust the on-screen slider according to your preference.

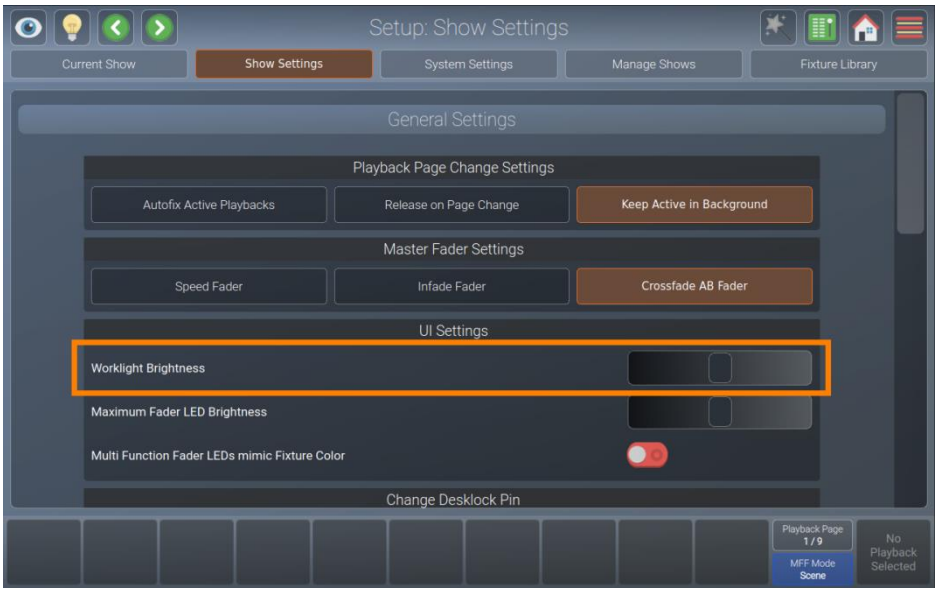


Fig. 54: Show Settings – Work light Brightness

8.5.2.4. Changing the Brightness of the Multi-Function-Fader LED

The LEDs of the Multi-Function Faders may also be adjusted in brightness.

In order to adjust the brightness, please do as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Maximum Fader LED Brightness.
04) Adjust the on-screen slider according to your preference.

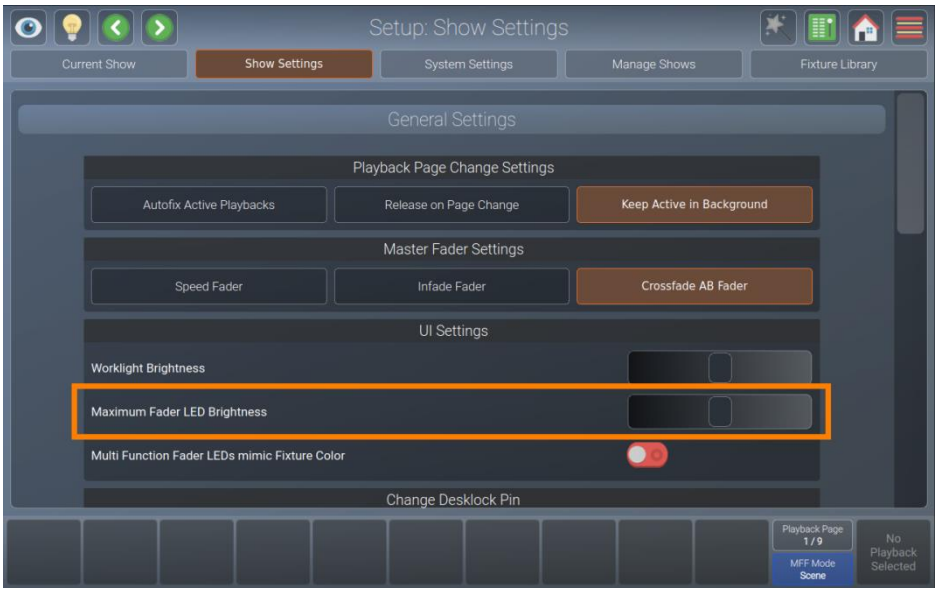


Fig. 55: Show Settings – Maximum Fader LED Brightness

8.5.2.5. Setting the Multi-Function-Fader LEDs to Mimic Fixture Color

The Multi-Function-Fader LEDs can either just indicate the current multi-function fader mode and selection. Or in fixture mode it can indicate the current fixture color. By default, the LEDs always light up in the color of the selected fader mode.

Please note that this setting only affects the LEDs behavior when the multi-function faders are set to fixture mode.

To change the behavior of the LEDs:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Multi-Function Fader LEDs Mimic Fixture Color.
04) Toggle the on-screen switch to turn the fixture color indication on or off.

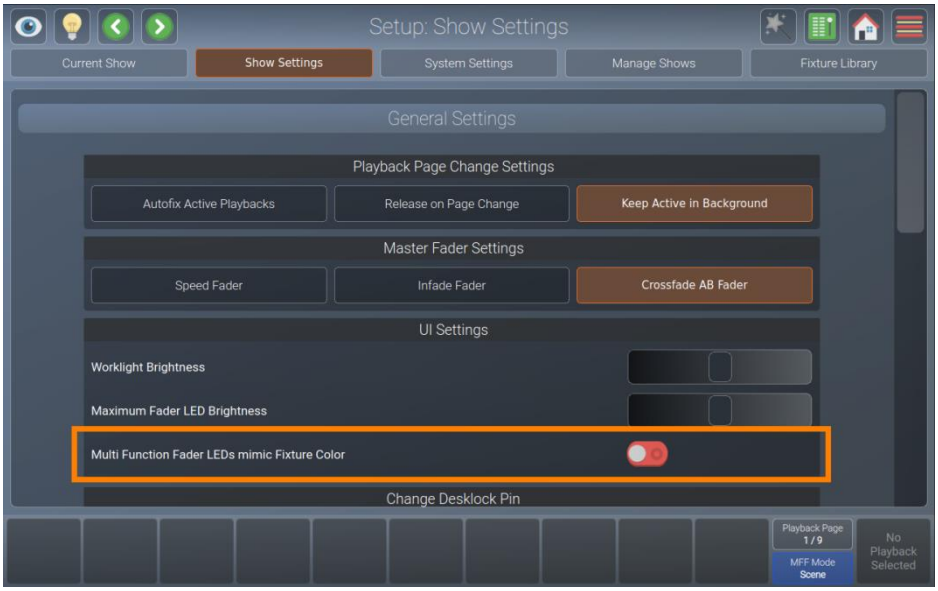


Fig. 56: Show Settings – MFF Mimic Fixture Color

8.5.2.6. Changing the Desklock PIN

The LAMPY gives you the option to lock your desk and only allow authorized persons to access and unlock the console. The desklock PIN is saved in the show file and you can lock each show separately.

To learn how to lock the console, please see section 8.12. **Locking the Console** on page 185.

To change the default PIN code, please do as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Change Desklock PIN.
04) Enter your old PIN code into the current PIN text field (only if you previously changed the PIN).
05) Enter the new PIN in the New PIN and Repeat New PIN text-fields.
06) Tap Change PIN.

The default PIN is 0000 (four times zero). If you have set and forgotten the PIN code, please contact Showtec support for the master PIN, which may also be used to create a new PIN code.

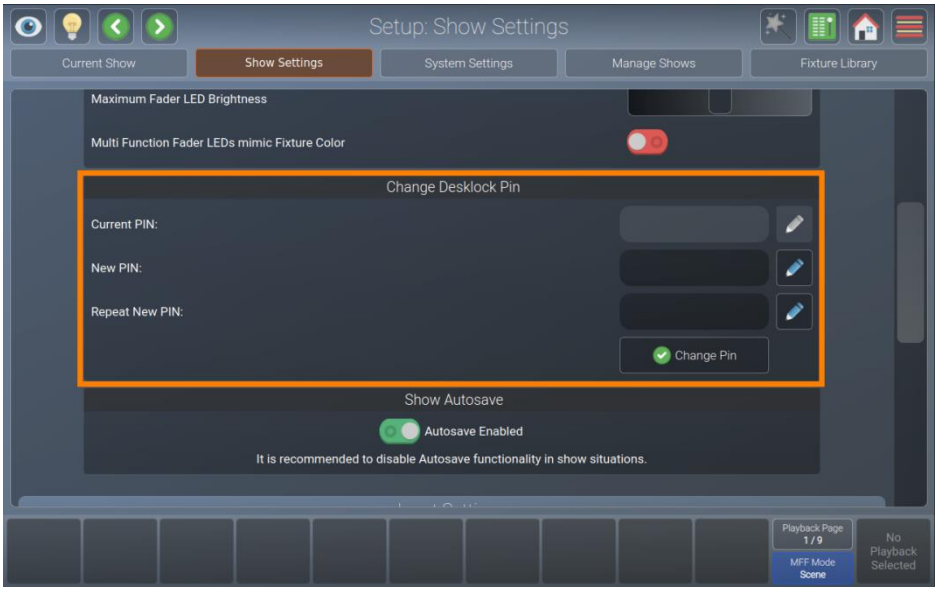


Fig. 57: Show Settings – Desk lock PIN

8.5.2.7. Changing the Autosave Settings

LAMPY automatically saves your show file every 10 minutes. If desired, you may also disable this autosave functionality.

If you want to turn Autosave on or off, please do as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Show Autosave.
04) Toggle the on-screen switch to either turn Autosave on or off.

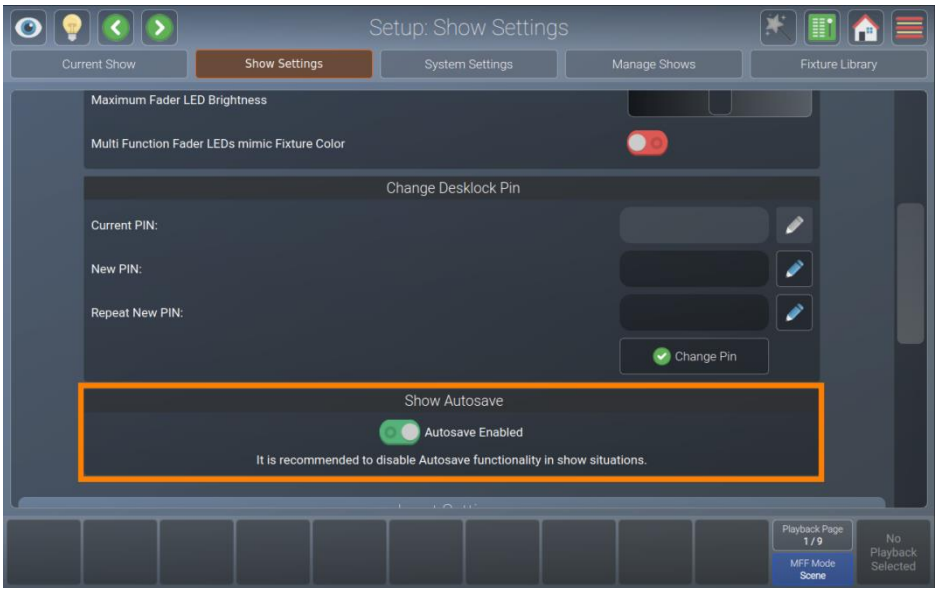


Fig. 58: Show Settings – Autosave

8.5.2.8. Enabling the Open Sound Control (OSC) Input

In case you want to remotely control your LAMPY console by using an OSC Remote (such as TouchOSC for Android or iOS), you need to enable the OSC Input.

The console shows the necessary port numbers for OSC in the OSC Group Box after activation. You can also see incoming messages and the number of connected clients.
The QR Code on the right brings you directly to the TouchOSC website.

The LAMPY OSC protocol specification can be found here: 9.1. **Open Sound Control** on page 186.

To enable or disable OSC, please do the following:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Open Sound Control (OSC).
04) Toggle the on-screen switch to either turn OSC on or off.

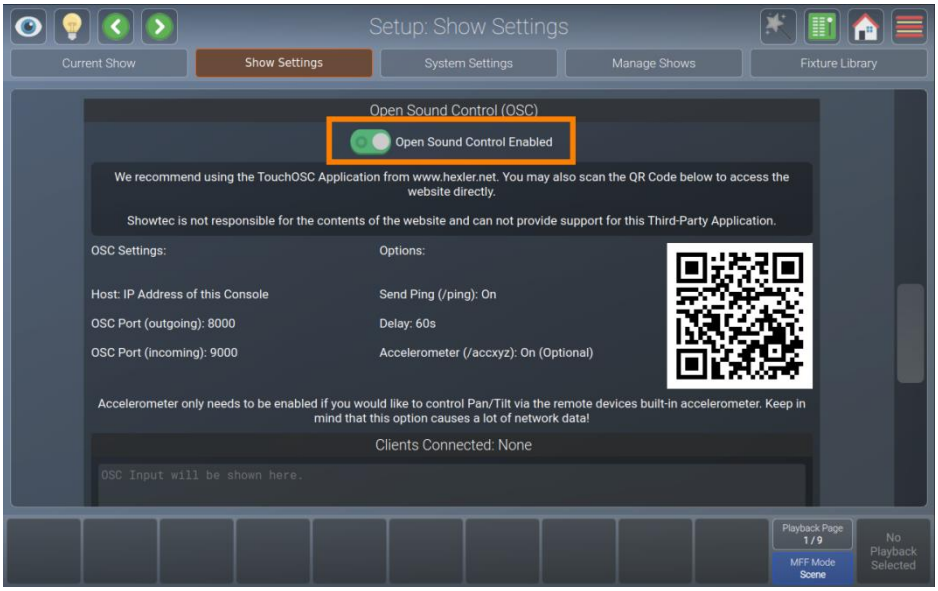


Fig. 59: Show Settings – Open Sound Control (OSC)

8.5.2.9. Enabling and Configuring the Sound Input

You may use any line level audio source to trigger cues and chases using the LAMPY.

The sound input is analyzed in Bass, Mid and High levels which are individually configurable in their individual levels.

To enable or disable Sound Input, please do the following:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Sound Input.
04) Toggle the on-screen switch to either turn Sound Input on or off.

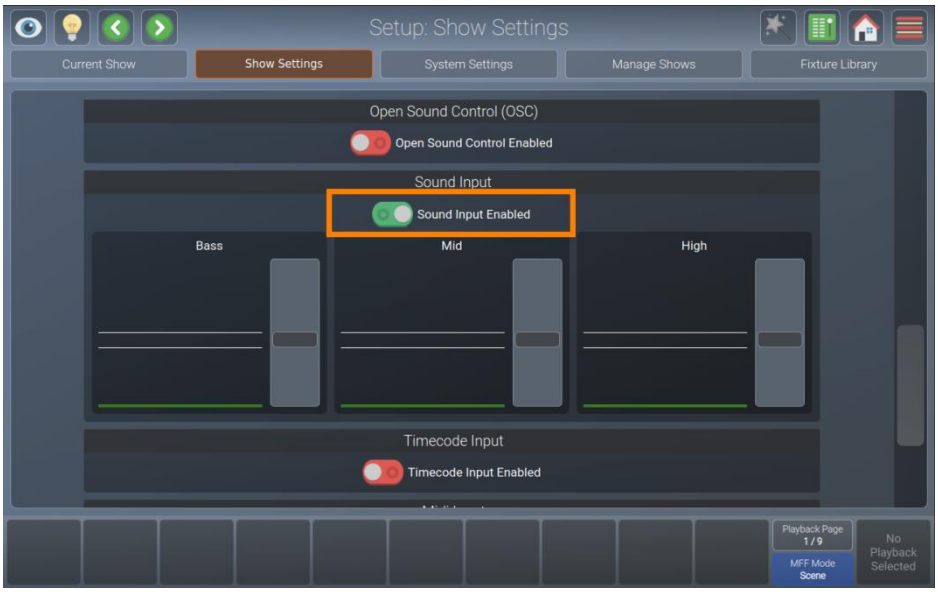


Fig. 60: Show Settings – Sound Input

Setting the Sound Input Level / Threshold

You may configure the sound input threshold as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Sound Input.
04) Make sure the Sound Input on-screen switch is set to On.
05) Connect your audio signal to the 6.3 mm jack on the rear of the console. For the best results use a symmetric signal cable.
06) Play back Audio from your Audio source at the intended volume.
07) Adjust the Bass, Mid and High sliders. The white lines in the input indicators indicate the level the sound signal has to reach to be triggered (top line) and the sound signal has to fall below the indicator line to be able to be triggered again.

Fig. 61: Show Settings – Sound Input Signal Level

8.5.2.10. Enabling the Time-Code Input

LAMPY's ability to synchronize playbacks to an incoming timecode signal may be used to keep your lighting and audio show in sync.

Timecode is only supported via MIDI at the moment. The LAMPY automatically recognizes the framerate of your incoming timecode signal and displays the current timecode status in the Timecode Input group box. No further settings are required.

You may enable or disable the timecode input as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Timecode Input.
04) Set the Timecode on-screen switch to on or off.

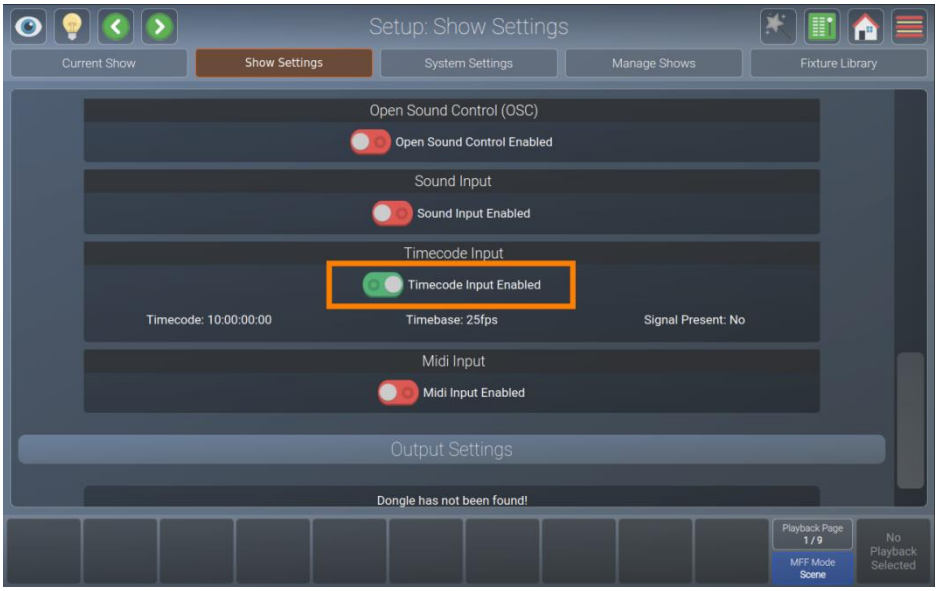


Fig. 62: Show Settings – Timecode Input

8.5.2.11. Enabling the MIDI Input

You may remotely control the LAMPY console with any MIDI device that allows to configure its MIDI output. Once MIDI input is enabled, the console will display any incoming MIDI messages in the status text field in the MIDI group box.

MIDI Input does not need to be enabled in order to be able to use the aforementioned Timecode Input.

To learn more about the LAMPY's MIDI protocol, please read section 9.2. **MIDI Input** on page 190.

You may enable or disable the MIDI input as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to MIDI Input.
04) Set the MIDI on-screen switch to on or off.

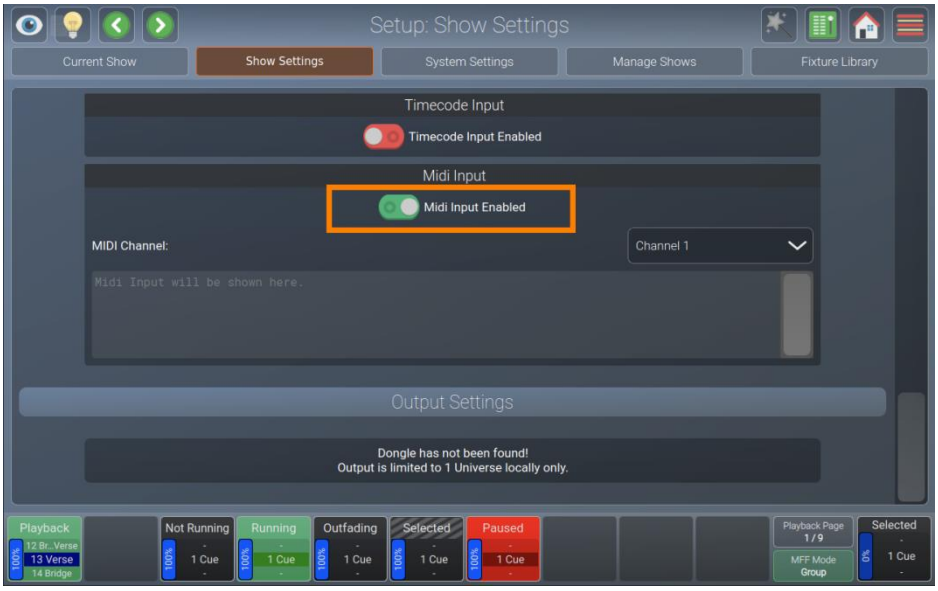


Fig. 63: Show Settings – MIDI Input

Setting the MIDI Channel

You may set the MIDI channel by selecting it from the drop-down menu shown in the MIDI group box after enabling the MIDI Input.

8.5.2.12. Enabling and Configuring the DMX Output via Art-Net or sACN

Art-Net and sACN are two popular protocols to transmit DMX data via ethernet. LAMPY supports both protocols and enables you to configure both of them independently.

Note: You need a LAMPY DNGL (order code 50737), which may be either purchased separately or comes factory installed in the 2-universe versions of the console.

You may enable or disable DMX Output via network protocols as follows:

01) Open the setup menu.
02) Change to the Show Settings view.
03) Scroll down to Output Settings.
04) Set the on-screen switch for Art-Net or sACN to on or off.

Fig. 64: Show Settings – DMX Output Configuration

Setting Art-Net or sACN Universe and Priority

If you want to change the Art-Net and / or sACN mapping, please double-tap or long-tap the corresponding cell of the DMX Output Mapping table.

A dialog box will open asking you to input a new universe or priority number. Tap Enter when done.

8.5.3. System Settings View

The System Settings view contains all system-related settings for the console, such as keyboard layout, date or time, network settings, etc.

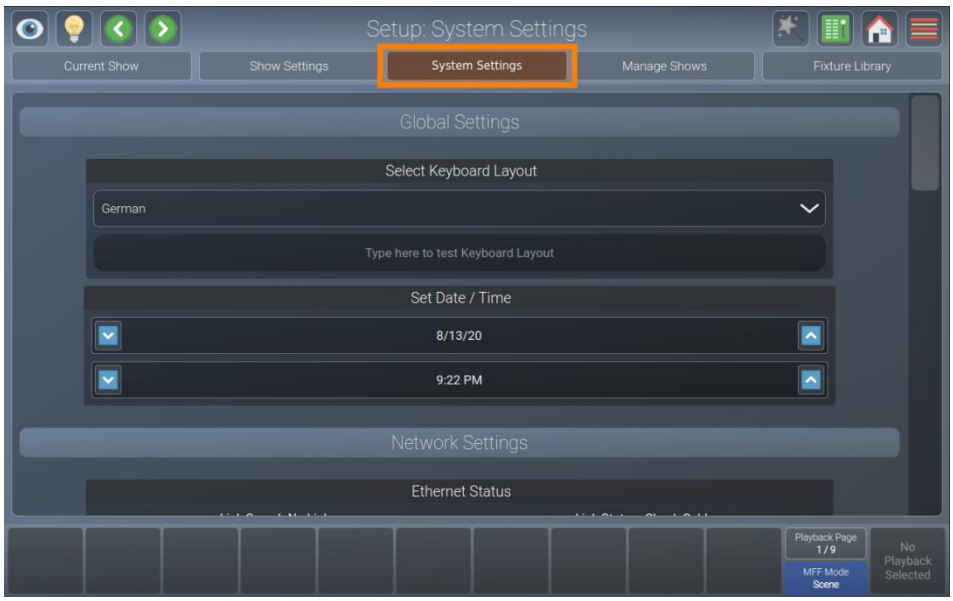


Fig. 65: The System Settings view

8.5.3.1. Setting the USB Keyboard Layout

It may be desirable to setup the keyboard layout of an external USB keyboard.

Note: The keyboard layout setting does not affect the on-screen keyboard

Please follow these steps to do so:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll to Select Keyboard Layout.
04) Select the appropriate Keyboard Layout from the drop-down menu.

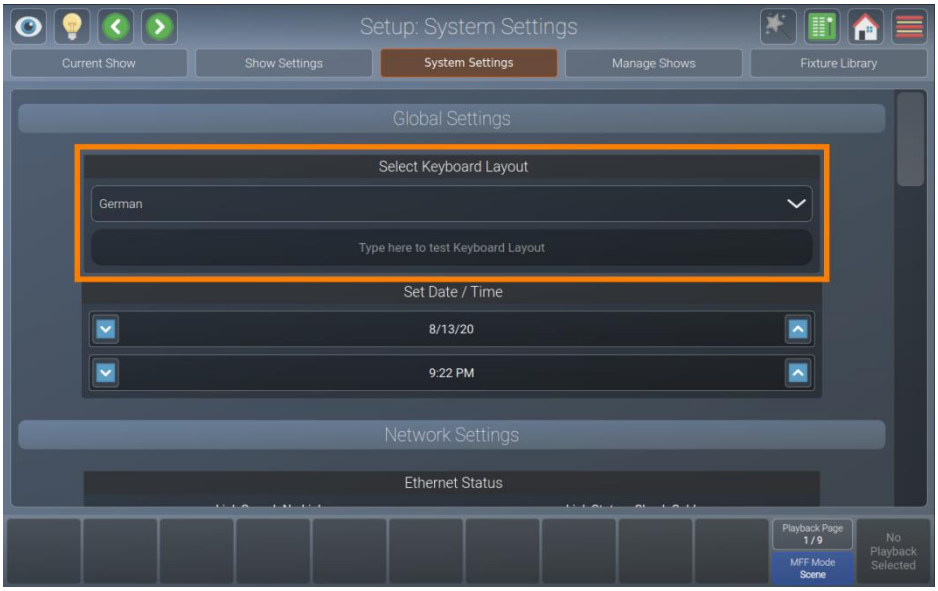


Fig. 66: System Settings – Set Keyboard Layout

8.5.3.2. Setting the Console's Date and Time

Please follow these steps to set the console's Date and Time:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll to Set Date / Time.
04) Select the appropriate date and time by tapping the text fields to select if you want to change the day, month, etc. Use the up and down buttons, next to the text fields, to change the selected values.

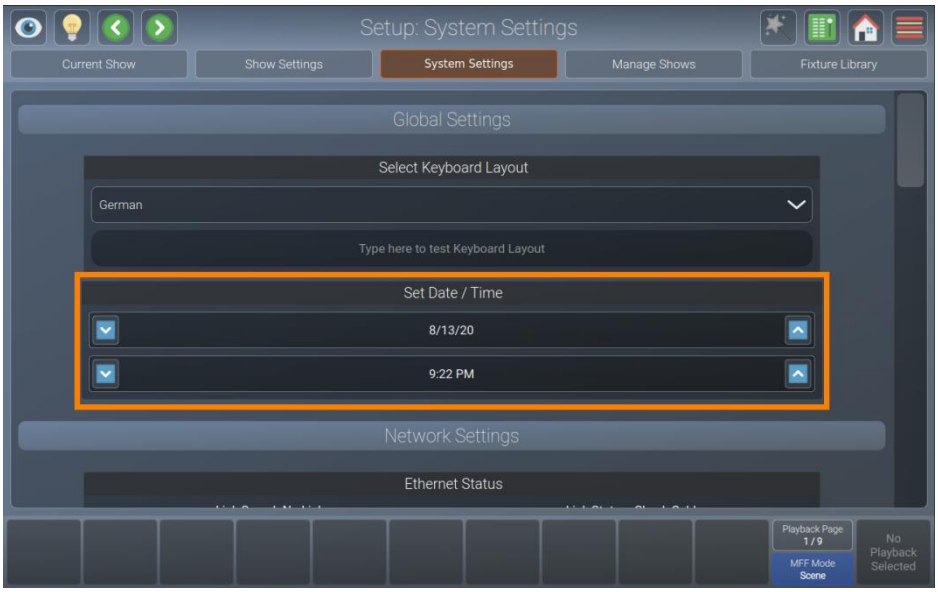


Fig. 67: System Settings – Set Date / Time

8.5.3.3. Configuring the Network Settings

Please follow these steps to set up the console's network interface:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll down to Network Settings.

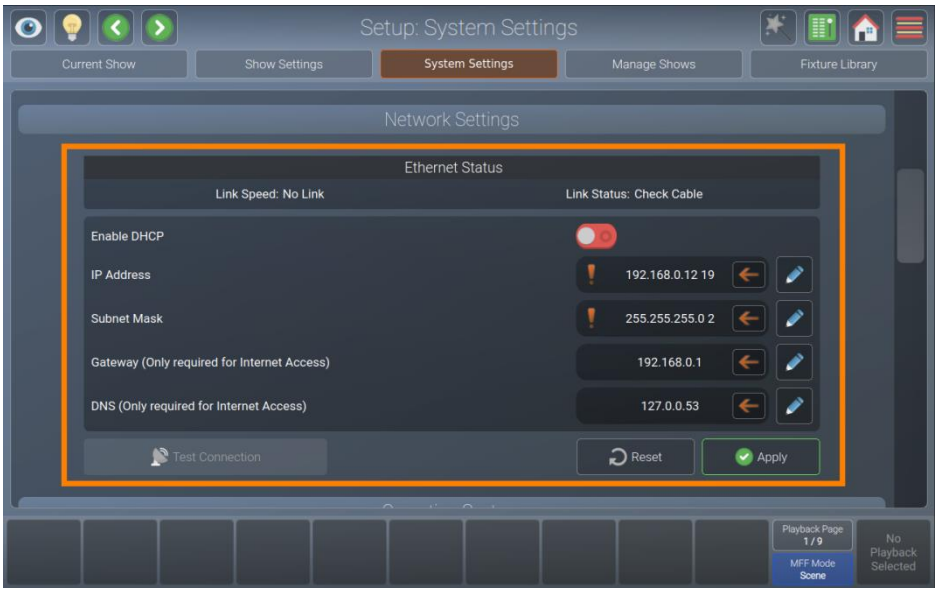


Fig. 68: System Settings - Network Settings

Dynamic Configuration

For a dynamic IP address using a DHCP server (Most routers have a built-in DHCP server. Please refer to your device documentation). Turn on the Enable DHCP on-screen switch.

Static Configuration

For a static IP turn off the Enable DHCP on-screen switch and enter at least IP address and subnet mask using a USB keyboard or the edit button next to the text field.

You only need to enter a Gateway / DNS server should you wish to access the internet for the online library or software updates.

8.5.3.4. Updating the Console Software

There are two ways to update the console's OS.

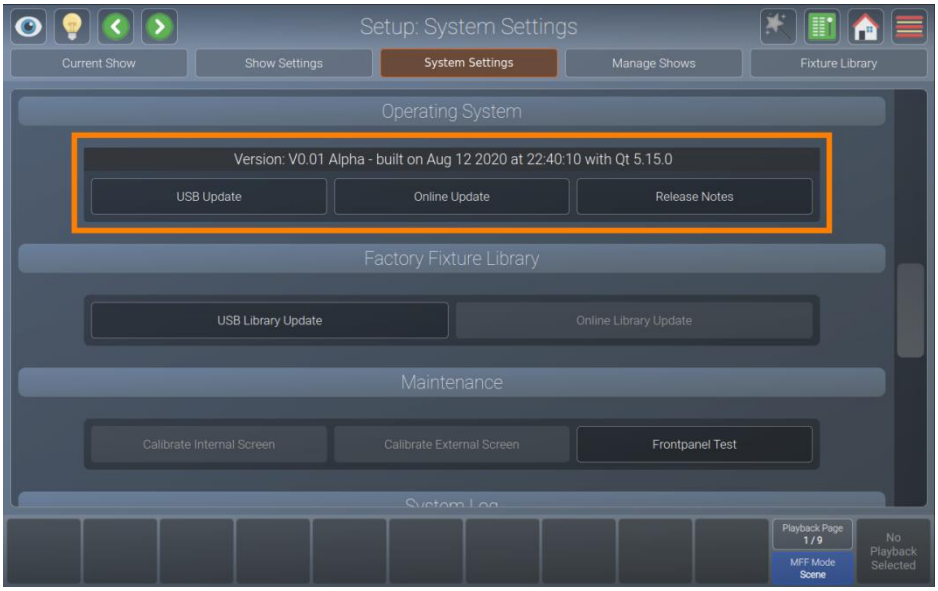


Fig. 69: System Settings –Operating System

Updating the LAMPY Using USB

01) Download the latest software version from the respective product page on the Highlite International website.
02) Make sure the file extension is **.ssu**. If the update is delivered in zip format, unzip it first.
03) Copy the .ssu file to the showtec/software_update folder on a USB flash drive.
04) Open the setup menu.
05) Change to the System Settings view.
06) Scroll down to Operating System.
07) Tap USB Update.
08) A wizard will walk you through the update process.

Updating the LAMPY Using the Online Update Functionality

01) Make sure the console is connected to the Internet
02) Open the setup menu.
03) Change to the System Settings view.
04) Scroll down to Operating System.
05) Tap Online Update.
06) A wizard will walk you through the update process.

8.5.3.5. Release Notes of the Installed Software Version

Each software update includes release notes which contain information about changes. These release notes may be read as follows:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll down to Operating System.
04) Tap Release Notes.
05) A dialog box with the release notes will be shown.

8.5.3.6. Updating the Factory Fixture Library

There are two ways to update the Factory Fixture Library.

Fig. 70: System Settings – Factory Fixture Library

Updating the LAMPY Library Using USB

01) Download the latest software version from the respective product page on the Highlite International website.
02) Make sure the file extension is **.faclib**. If the update is delivered in zip format, unzip it first.
03) Copy the .faclib file to the showtec/factory_library folder on a USB flash drive.
04) Open the setup menu.
05) Change to the System Settings view.
06) Scroll down to Factory Fixture Library.
07) Tap USB Library Update.
08) A wizard will walk you through the update process.

Updating the LAMPY Using the Online Update Functionality

01) Make sure the console is connected to the Internet
02) Open the setup menu.
03) Change to the System Settings view.
04) Scroll down to Factory Fixture Library.
05) Tap Online Library Update.
06) A wizard will walk you through the update process.

8.5.3.7. Calibrating the Internal Touchscreen

If the internal touchscreen is misaligned and does not respond properly to your taps, you have to calibrate it. Follow the instructions below:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll down to Maintenance.
04) Tap on Calibrate Internal Screen.
05) A wizard will walk you through the calibration process.

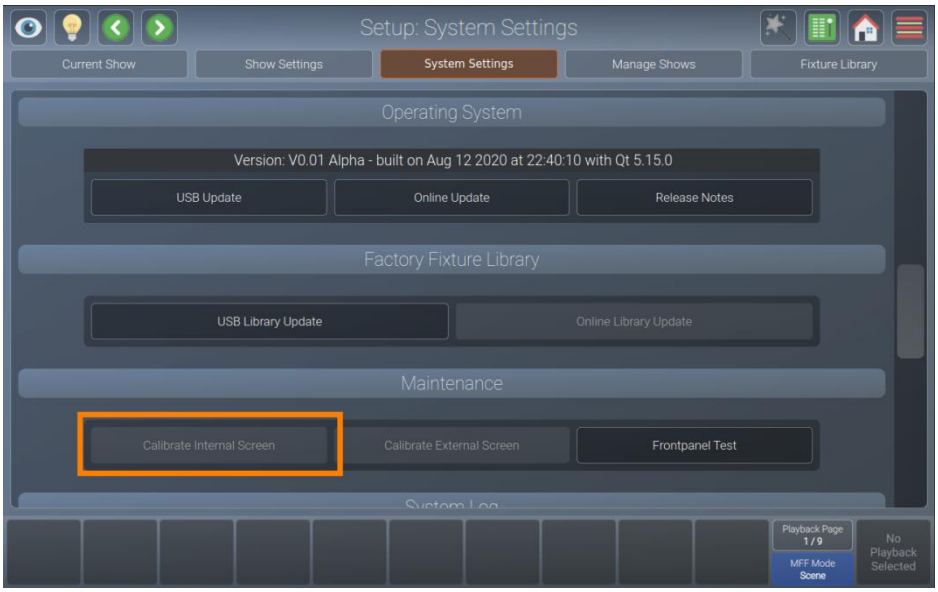


Fig. 71: System Settings – Calibrate Internal Touchscreen

8.5.3.8. Calibrating the External Touchscreen

After connecting a secondary touchscreen, it is usually misaligned and does not respond properly to your taps. In this case you will have to calibrate it. Follow the instructions below:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll down to Maintenance.
04) Tap Calibrate External Screen.
05) A wizard will walk you through the calibration process.

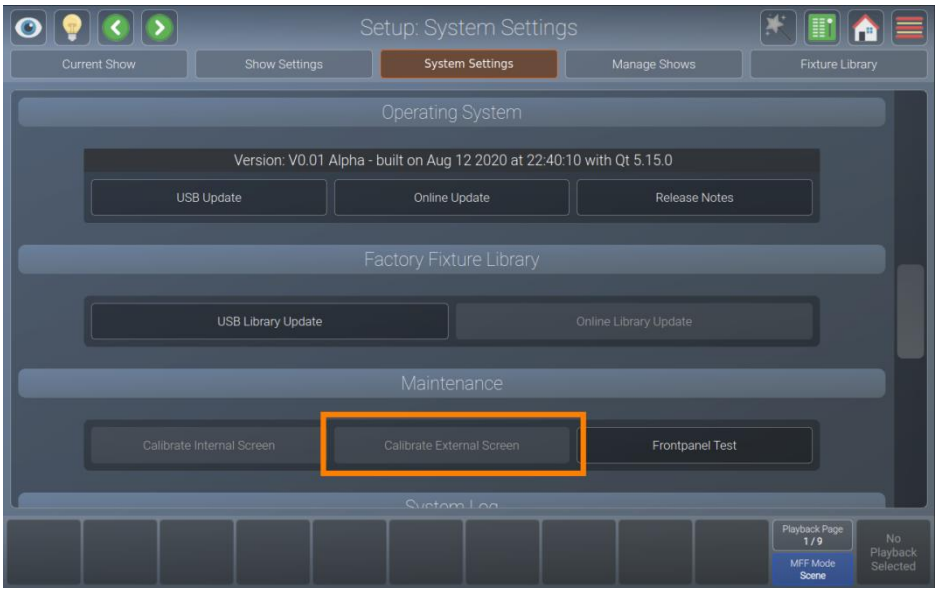


Fig. 72: System Settings – Calibrate External Touchscreen

8.5.3.9. Testing the Front Panel Hardware

Should you ever have the feeling that, buttons, faders or encoders are not responding properly, or that a LED may be broken, it could be worth inspect the front panel for proper function. Follow the instructions below:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll down to Maintenance.
04) Tap Front panel Test.
05) A dialog box displays all actions you completed, such as encoder and fader movements. You may also highlight the LEDs on the front panel from this screen.

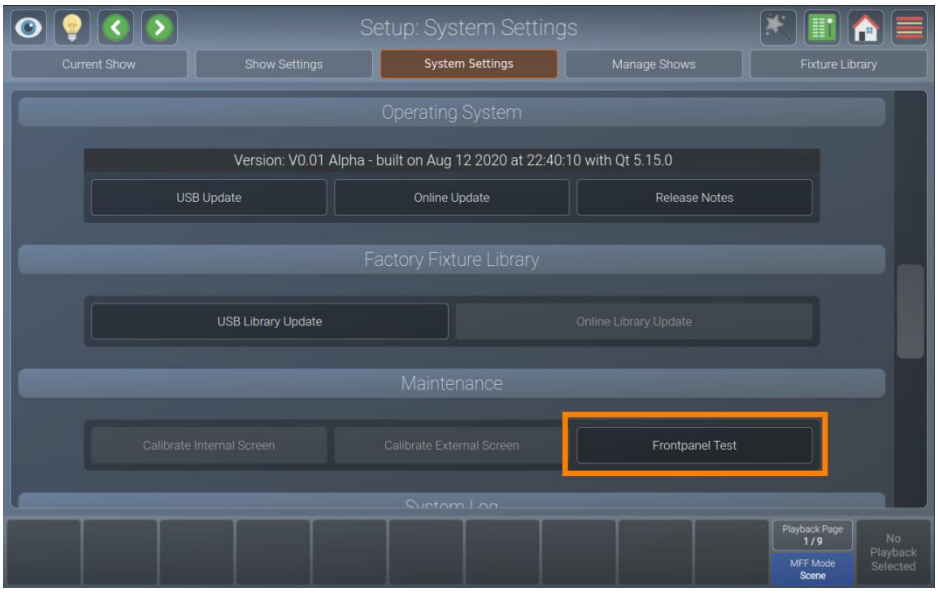


Fig. 73: System Settings – Front Panel Test Button

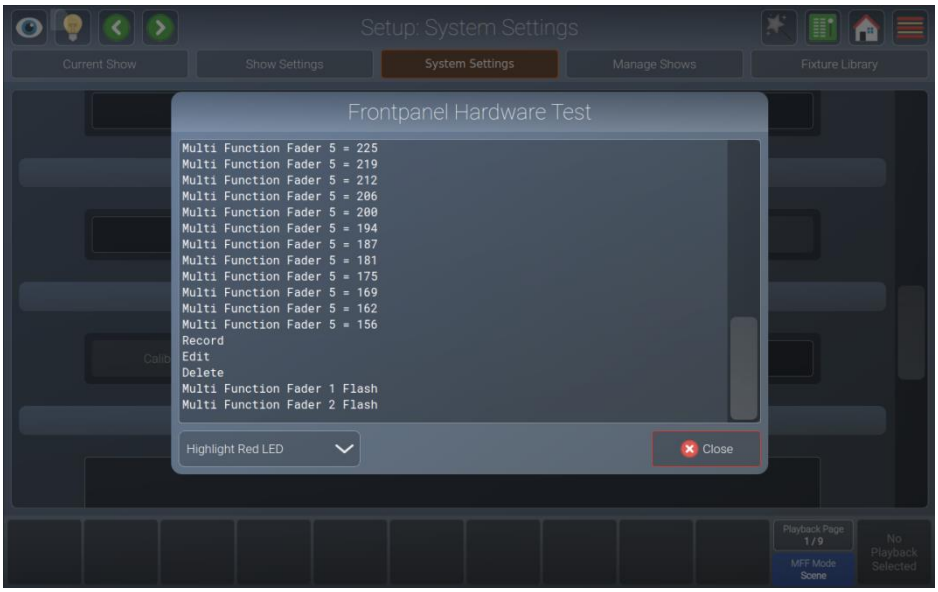


Fig. 74: System Settings – Front Panel Test dialog box

8.5.3.10. System Log

The system log can be used to identify errors in the show file, in libraries or other parts of the software. It contains useful information. To see the system log:

01) Open the setup menu.
02) Change to the System Settings view.
03) Scroll down to System Log.

8.5.4. Manage Shows View

The Manage Shows view may be used to import, export or delete shows. Additionally, it may be used as a shortcut to open existing shows. It can be accessed in the Setup menu.

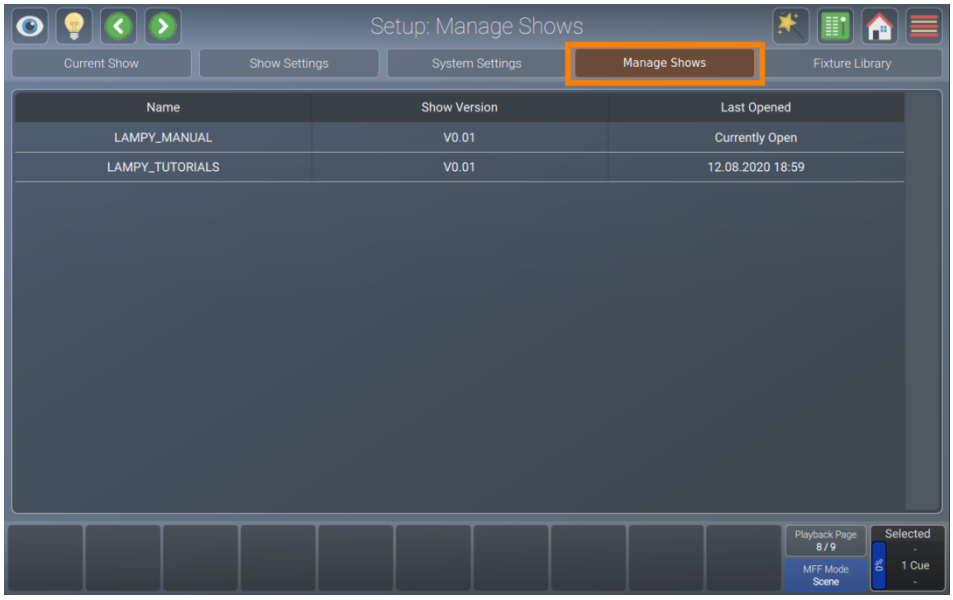


Fig. 75: The Manage Shows view

8.5.4.1. Manage Shows - Actions

The Manage Shows - Actions dialog box provides all functionality to work with the Manage Shows view. The dialog box may be opened by tapping the magic wand button in the Manage Shows view. Many of the actions are only available if one or multiple shows are selected in the Manage Shows view.

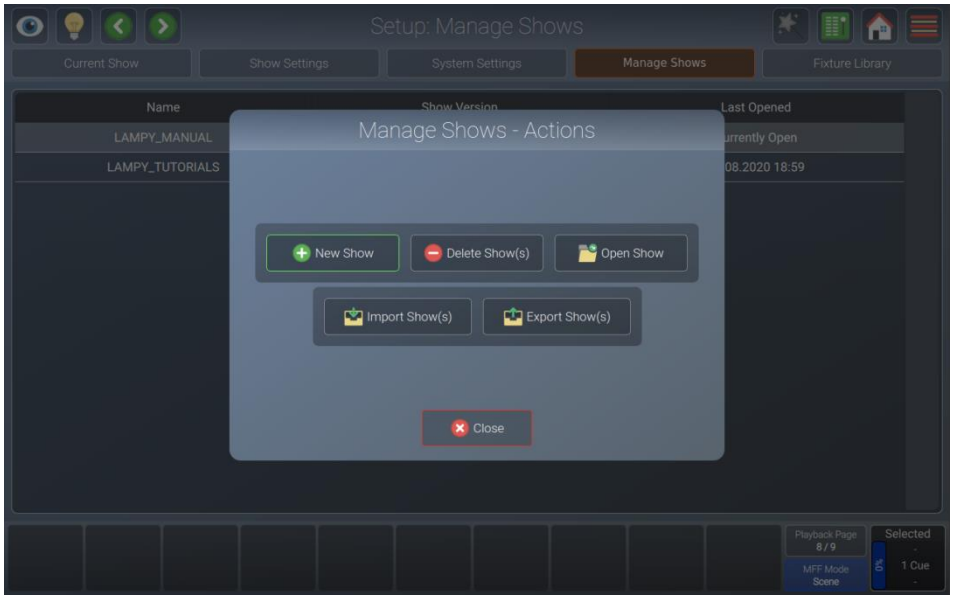


Fig. 76: Manage Shows - Action dialog box

Button	Function
New Show	Is used to start a new show file.
Delete Show	Is used to delete selected shows.
Open Show	Is used to open the selected show.
Import Show(s)	Is used to import shows from a USB flash drive.
Export Show(s)	Is used to export shows to a USB flash drive.

8.5.4.2. Starting a New Show

To start a new show in the Manage Shows view, open the Action dialog box by tapping the magic wand button.

Select New Show from the action dialog box.

8.5.4.3. Deleting One or Multiple Shows

Should you want to delete one or more shows from the console memory, proceed as follows:

01) Select one or more shows from the Manage Shows view.
02) Open the Action dialog box by tapping the magic wand button.
03) Select Delete Show from the action dialog box.

8.5.4.4. Opening a Show

To open a show from the Manage Shows view, proceed as follows:

01) Select one show from the Manage Shows view list of shows.
02) Open the Action dialog box by tapping the magic wand button.
03) Select Open Show from the action dialog box.

8.5.4.5. Importing One or More Shows from USB

To import one or more shows from a USB flash drive, proceed as follows:

01) Make sure the show files are in the showtec/shows folder on your USB flash drive.
02) Open the Action dialog box from the Manage Shows view by tapping the magic wand button.
03) Select Import Show(s) from the action dialog box.
04) A wizard will guide you through the import process.

8.5.4.6. Exporting One or More Shows to USB

To export one or more shows from the Manage Shows view, proceed as follows:

01) Select one or more shows from the Manage Shows view.
02) Open the Action dialog box by tapping the magic wand button.
03) Select Export Show(s) from the action dialog box.
04) A wizard will guide you through the export process.

8.5.5. Fixture Library View

The Fixture Library view may be used to create, edit, import, export or delete fixtures. It can be accessed in the setup menu.

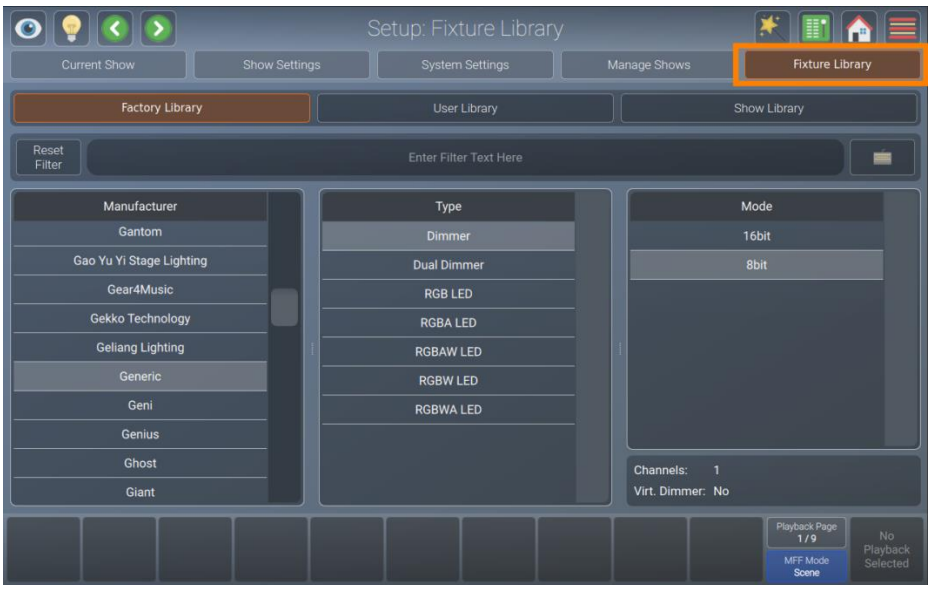


Fig. 77: The Fixture Library view

8.5.5.1. Selecting a Fixture Library Category

The Fixture Library view consists of 3 sub selection options which resemble the different library types used in the console. These are the Factory Library, User Library and Show Library.

In short, the Factory Library is included in the console's OS and may be updated by USB or internet. It is read-only. The User Library contains user-created and modified fixtures and is available to all shows on the console. The Show Library is unique for each show and contains the fixture types used in the show file.

To learn more about the different library types, please see Section 6.3. **Fixture Library Basics** on page 24.

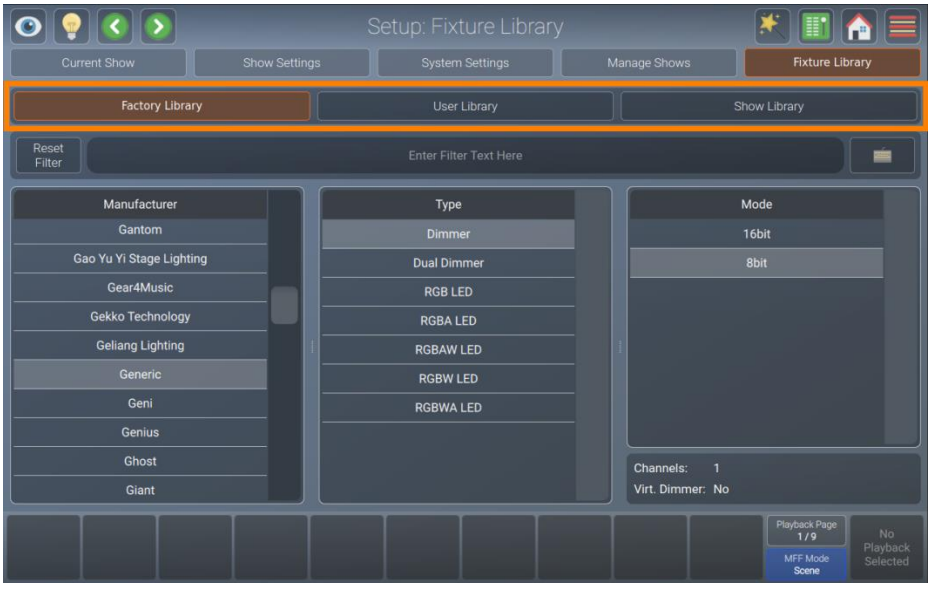


Fig. 78: The Fixture Library view

8.5.5.2. Fixture Library Action Dialog Box

The Fixture Library action dialog box provides all functionality to work with the Fixture Library view.

It may be opened by tapping the magic wand button from the Fixture Library view. Many of the actions are only available if a Fixture Library is selected from the Fixture Library view.

Fig. 79: Fixture Library - Action dialog box

Button	Function
Add Fixture	Is used to create a new fixture library (Only in User / Show Library).
Delete Fixture	Is used to delete selected fixtures(Only in User / Show Library).
Edit Fixture	Is used to edit the selected fixture library (Only in User / Show Library).
Transfer Fixture	Is used to copy the selected fixture library between library categories (Only in User / Show Library).
Import Fixture(s)	Is used to import fixtures from a USB flash drive (Only in User / Show Library).
Export Fixture(s)	Is used to export fixtures to a USB flash drive (From all library types).

8.5.5.3. Adding a New Fixture Type

01) To add a new fixture to the User Library or Show Library, first select the library type from the Fixture Library view in the setup menu.
02) Open the Action dialog box by tapping the magic wand button.
03) Tap Add Fixture.
04) You may now choose to start a fixture from scratch or to use an existing fixture as a template, as shown in the screenshot below.

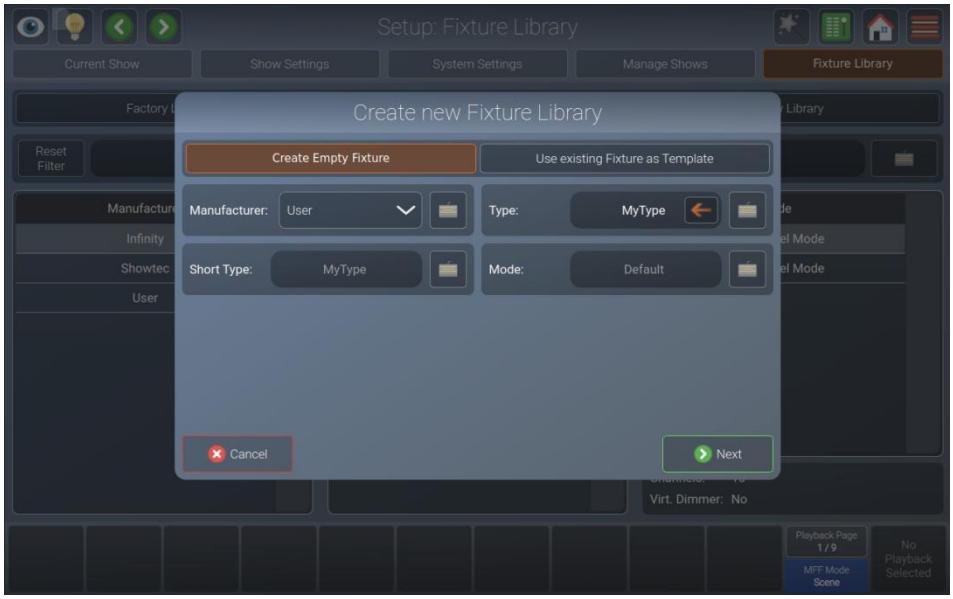


Fig. 80: Fixture Library –Create new Fixture Library

Starting a Fixture from Scratch

01) In order to create a fixture from scratch, make sure Create Empty Fixture is selected.
02) Enter the manufacturer's name, fixture type, short name and mode in the appropriate text fields.
03) Tap Next.
04) Enter the amount of DMX channels this fixture has.
05) Tap Create.
06) The library editor will be shown, allowing you to assign functions to the channels and more.

Starting a Fixture Using an Existing Fixture Type as a Template

01) In order to create a fixture from a template, make sure Use existing Fixture as Template is selected.
02) Enter the manufacturer's name, fixture type, short name and mode for the new fixture type in the appropriate text fields.
03) Tap Select Template Fixture. A dialog box is shown to select the fixture type you will use as a base for the new fixture.
04) Tap Next.
05) The library editor will be shown, allowing you to assign functions to the channels and more.

8.5.5.4. Deleting a Fixture Type

01) To delete a fixture type, select the Fixture Library view in the setup menu.
02) Select the fixture type you want to delete.
03) Open the Fixture Library action dialog box using the magic wand button.
04) Tap Delete Fixture.
05) Please be absolutely sure, before you tap Delete.

8.5.5.5. Editing / Modifying a Fixture Type

01) To edit or modify a fixture type, select the Fixture Library view in the setup menu.
02) Select the fixture type you want to edit from the User Library or Show Library. Please note that the factory library is read-only. If you want to edit a fixture from the factory library, you first need to transfer it to the user library. See 8.5.5.6 **Transferring (Copying) a Fixture Type between Libraries** on page 81 for more details.
03) Open the Fixture Library action dialog box using the magic wand button.
04) Tap Edit Fixture.
05) The Library Editor will be shown, allowing you to assign functions to the channels, etc. Note: If you edit a fixture type in the User Library and are using the same fixture type in your show, changes made in the User Library are not automatically carried over to the fixture type in the Show Library.

8.5.5.6. Transferring (Copying) a Fixture Type between Libraries

To transfer fixtures between different library types, follow the steps below:

01) To transfer a fixture type, select the Fixture Library view in the setup menu.
02) Select the fixture type you want to transfer.
03) Open the Fixture Library action dialog box using the magic wand button.
04) Tap Transfer Fixture.
05) A dialog box will be shown asking you for the destination library type.

8.5.5.7. Importing Fixture Types from USB

01) To import a fixture library from a USB flash drive, select the Fixture Library view in the setup menu.
02) Select the library type (User Library or Show Library).
03) Make sure the fixture library file is in the showtec/library folder on your USB flash drive.
04) Open the Fixture Library action dialog box using the magic wand button.
05) Tap Import Fixture(s).
06) A dialog box will be shown, asking you for the library file on your USB flash drive and for the import mode.
07) Select either Merge (which will add the Fixtures on the USB flash drive), Replace Manufacturers or Replace Complete Library at the top of the dialog box.
08) Tap Import.

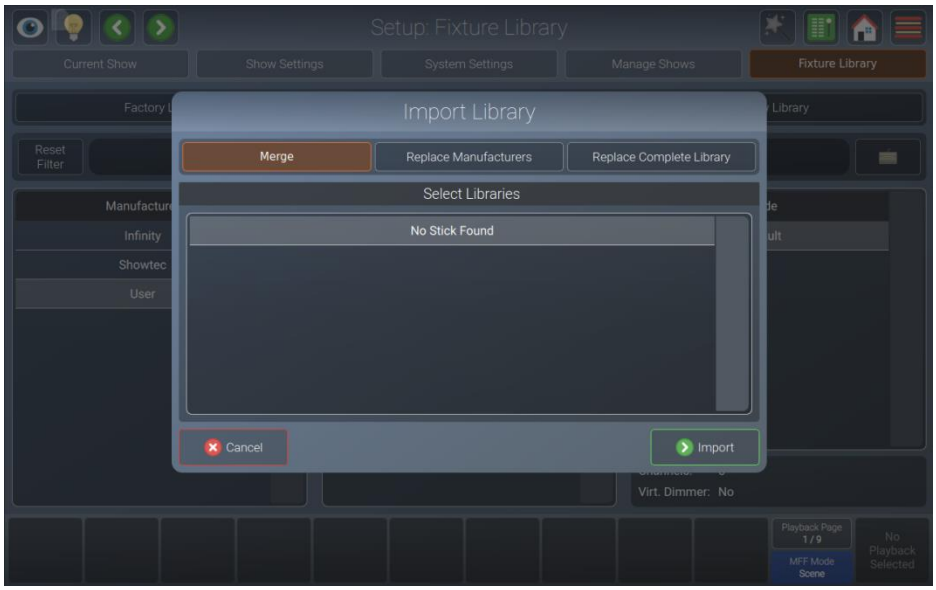


Fig. 81: Import Fixture Library – Select Library File

8.5.5.8. Exporting Fixture Types to USB

01) To export a fixture library to a USB flash drive, select the Fixture Library view in the setup menu.
02) Select the library type (Factory Library, User Library or Show Library).
03) Open the fixture library action dialog box using the magic wand button.
04) Tap on Export Fixture(s).
05) A wizard will guide you through the process and you will be able to select what to export.
06) Tap on Export.

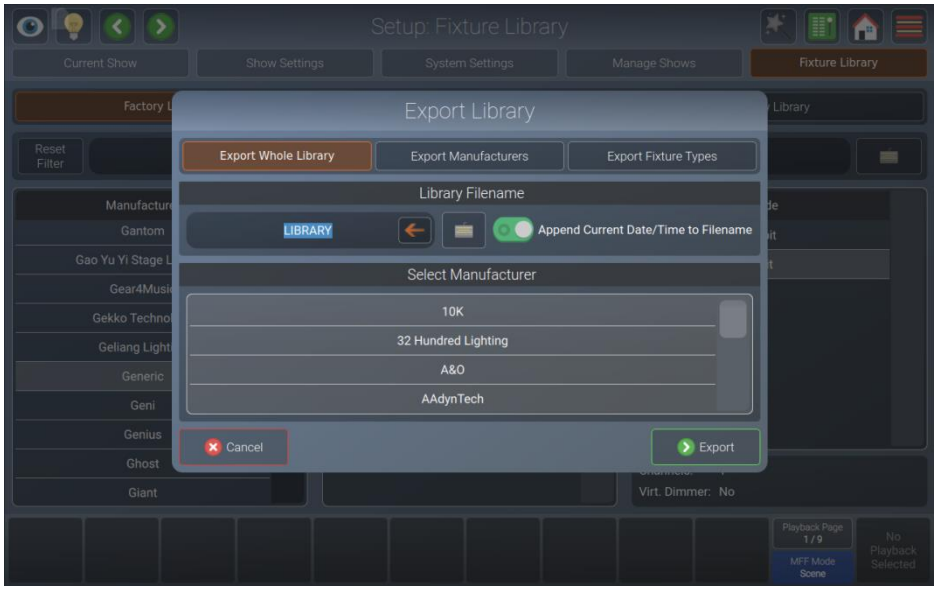


Fig. 82: Export Fixture Library – Specify Fixtures

8.5.5.9. The Library Editor

This section explains the library editor which is used throughout the library creation or edit process.

The library editor consists of two different pages. One contains the general settings of a fixture (like type, short type, mode and pan / tilt range – adjustable using the encoders). The other one contains the attribute mapping (Channel List).

The Channel List page will always be displayed first. To switch to the general settings, tap the General Settings view ab shown at the top of the dialog box.

Channel List

In Channel List mode, the top row of buttons is used to append, delete, insert new channels, or to clear the selected channel mapping. Additionally, it may be used to add a virtual dimmer to the fixture, if additional color mixing attributes (RGB, etc.) are present.

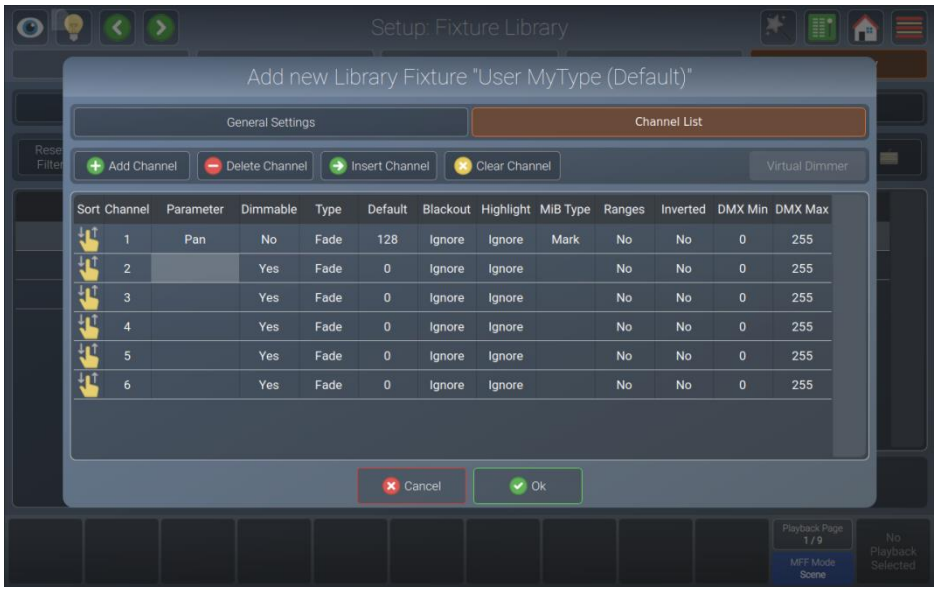


Fig. 83: Edit Fixture Library – Channel List

When the Channel List is selected, a table used to alter the mapping of the DMX Channels to Attributes is shown.

Select the cell with the value you want to change. Double tap the cell and enter the desired value in the pop-up.

Column	Function
Sort	Is used to re-arrange the channel layout, for example to change channel 1 to channel 6, without losing any settings.
Channel	Is used to indicate the channel number.
Parameter	Is used to select the attribute of this channel. For more information see the section about parameter selection on page 84.
Dimmable	Defines if this channel should react to dimmer faders or the grand master fader.
Type	Defines if this channel can fade or snap to a value (useful for color channels).
Default	Defines the default value that will be output to a fixture, if no playback containing this attribute is active.

Column	Function
Blackout	Defines the value that will be output when the grand master fader is at 0 % or when blackout is active.
Highlight	Defines which value will be output when the Highlight function is active in the programmer. Usually this would be 100 % brightness, white, etc.
MiB Type	Defines how a fixture attribute behaves with the "Move in Black" functionality. An empty cell means this attribute will not react to move in black. Mark means this attribute will fade to the new value. Mark Zero means this attribute will snap to the new value.
Ranges	Defines the little gobo icons, color indication in different views, or the names of a particular part of this attributes channel (for example: lamp on, lamp off, etc.). More info can be found in the "Edit Ranges" section on page 86.
Inverted	Inverts the DMX output for this channel.
DMX Min	May be used to hard limit the minimum value of this DMX channel.
DMX Max	May be used to hard limit the maximum value of this DMX channel.

Select Parameter Menu

Double-tap in a parameter cell to select the parameter mapped to a channel.

Fig. 84: Edit Fixture Library – Select Parameter

You will see a list of available parameters on the left-hand side. This list may be filtered by entering the search string into the filter text field at the top of the screen. You may further define the search by filtering by attribute groups.

The Coarse and Fine buttons may be used to toggle between the assignment of a coarse or a fine channel.

Edit Ranges Menu

The Edit Ranges menu is used to specify how channel functions are mapped to the corresponding DMX values, enabling you to show the name or even icons for a specific range of values in the programmer and the Select Range pop-up that opens when you press the encoder.

It is opened by selecting the double tapping in the Ranges cell for the appropriate parameter.

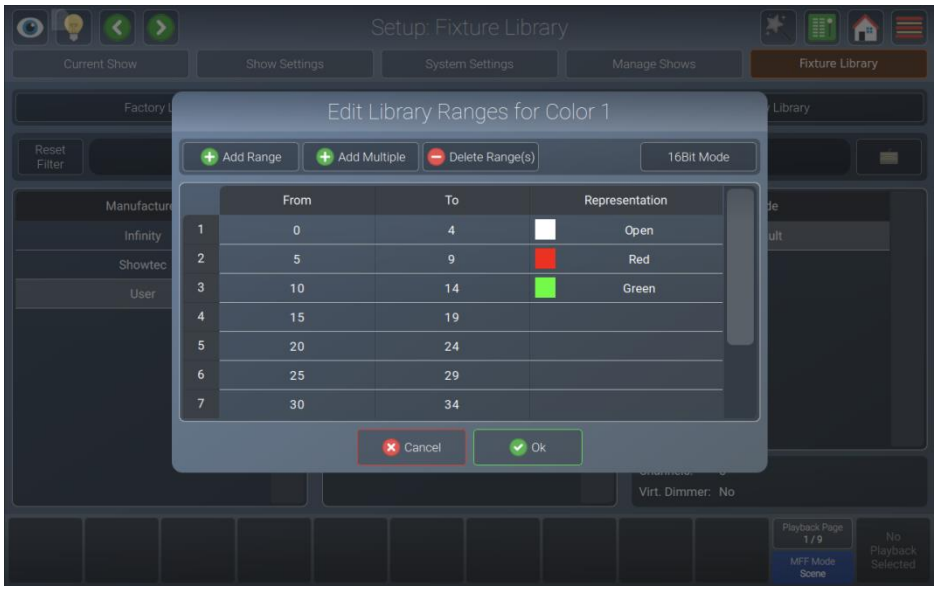


Fig. 85: Edit Fixture Library – Range Editor

To add a single range to the list, tap the Add Range button. A new screen will be shown allowing you to specify information about this range.

You may also add multiple ranges to the list by tapping the Add Multiple button. A new screen will be shown allowing you to specify information about this range.

To delete one or multiple entries from the list, select it/them and tap on the Delete Range(s) button.

To edit an already existing range, double-tap on an option in the table.

General Settings

In general setup mode you may set the manufacturer's name, fixture type, short name and mode values by typing them in one of the text fields when creating a new fixture. Existing fixtures cannot be renamed.

Pan & tilt range(in degrees) may be set using the encoders if the fixture has pan / tilt attributes in the channel list.

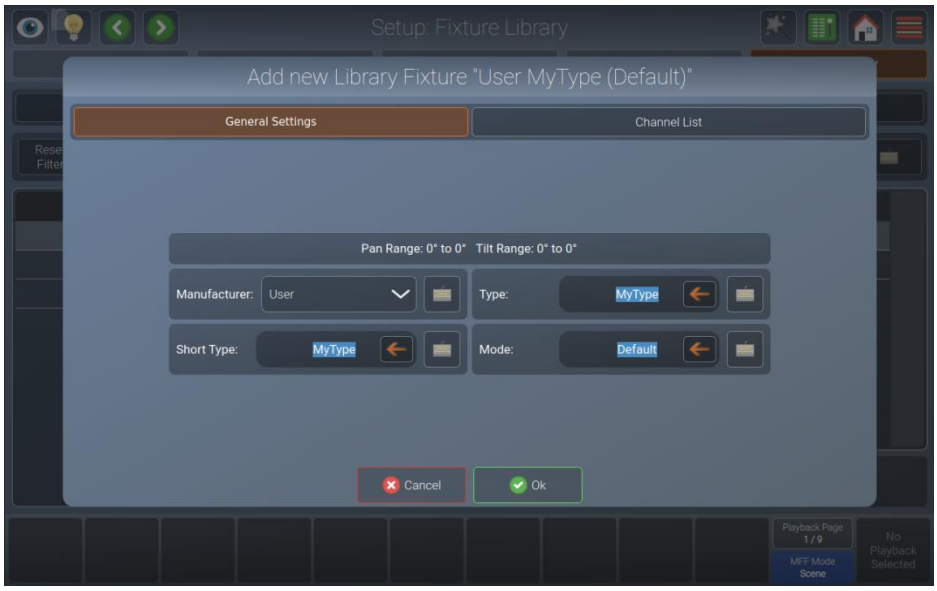


Fig. 86: Edit Fixture Library – General Settings

8.6. Using the Home Screen

The home screen is the central place of the console where all the programming is done.

You may open the home screen by tapping the home button in the top toolbar or by pressing [Home] key on the console's front panel. Repeatedly pressing this button allows you to toggle through the different views in the home screen.

Tap the corresponding buttons (Fixtures, Groups, Presets, Values (the Programmer) and Effects) to change their settings at the top of the screen.

Fig. 87: Home Screen – Fixtures View

Whenever the home screen is open, the encoders control the attributes of the selected fixtures. To switch between the different attributes and attribute groups, press the [Int], [Pos], [Color], [Gobo], [Beam] or [Spec] keys on the front panel or use the drop-down menu at the top right of the home screen.

8.6.1. The Fixtures View

The fixtures view in the home screen allow you to select fixtures and change their settings according to your preference. For example to make them resemble the physical layout – or just a very simple grid layout.

If you have a 2-universe console or a 1-universe console with the LAMPY DNGL attached, you have 2 different and independent fixture sheets to lay out your fixtures. The different sheets may be selected using the sheet buttons at the top right of this view.

Fig. 88: Home Screen – Fixtures View – Select Sheet (With LAMPY DNGL only)

8.6.1.1. Navigating the Fixtures View

You may navigate around the fixture using the buttons and sliders on the right side of the fixture view:

Fig. 89: Home Screen – Fixtures View – Navigation Controls

The buttons in the navigation controls section have the following functions:

	Name	Action
	Zoom Fit	If no fixtures are selected, Zoom Fit will zoom and move the viewport showing the full extent of the fixture view. If fixtures are selected, it will zoom and center the view on the selected fixtures.
	Zoom +	Increases the zoom level, so items get bigger.
	Zoom -	Decreases the zoom level, so items get smaller.
	Move View	Changes into the “Move Viewport” mode, which allows you to move the view around.

8.6.1.2. The Fixture Item

The fixture Item itself provides several layers of feedback to you:

Item	Meaning
	This fixture is not selected, dimmer is at 0 % and no values are in the programmer.
	This fixture is selected (orange background), is outputting 100 % dimmer, yellow color and a gobo. Pan / tilt are centered. The red bar at the bottom indicates that this fixture has set values in the programmer (Values view).

8.6.1.3. Fixture Actions Dialog Box (Magic Wand Button)

The Fixture Actions dialog box provides all functionality to work with the fixture view. It may be opened by tapping the magic wand button from the fixture view. Many of the actions are only available if one or multiple items are selected in the view.

Fig. 90: Fixture View - Action dialog box

Button	Function
Add Label	Used to add a label to the fixture view.
Add Groups	Used to add a group Item to the fixture view.
Add Fixtures	Used to add fixtures to the fixture view. Only available for fixtures that have not been added to the view.
Edit Label	Used to set a labels text and color as well as size.
Move Items	Used to move single items in free-hand mode.
Delete Items	Used to delete items from the fixture view.
Arrange Linear	Used to automatically arrange multiple elements along a line.
Arrange Arc	Used to automatically arrange multiple items along an arc.
Arrange Grid	Used to automatically arrange multiple items in a grid.
Arrange Circular	Used to automatically arrange multiple items in a circle.
Arrange Chessboard	Used to automatically arrange multiple items like a chessboard.

8.6.1.4. Adding Elements to the Fixtures View

If you want to add Items to the fixture view, tap on the magic wand button. The dialog box will open.

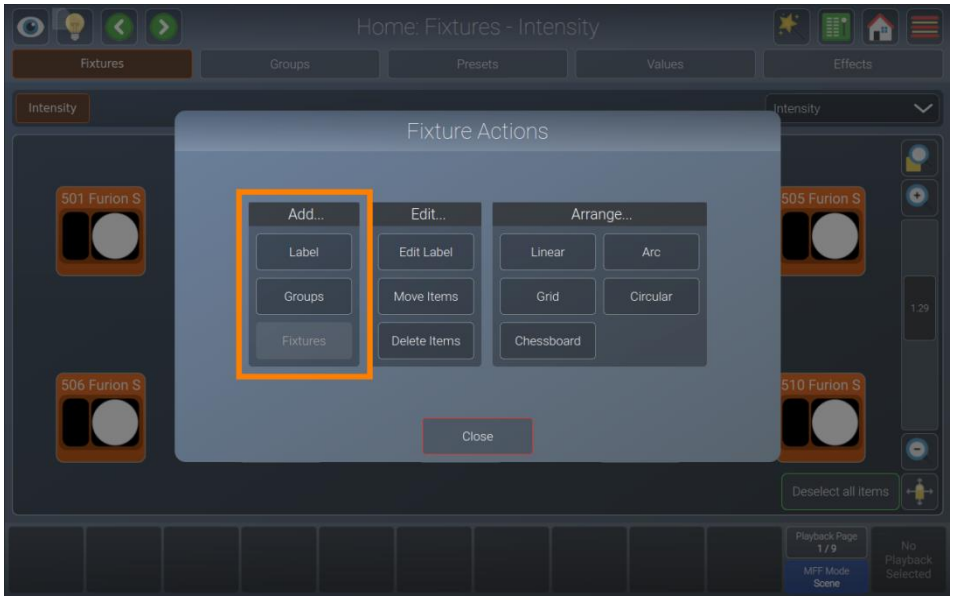


Fig. 91: Fixture View - Action dialog box – Add Items

Adding Labels

Labels may be used as a visual indication or quick selection of different items. To add a label, please proceed as follows:

01) Open the action dialog box by tapping the magic wand button.
02) Tap the Label in the Add… group box.
03) Tap the screen and with your finger draw a rectangle on the screen, where the label should be.
04) Now you have the chance to make some corrections. You may move the label by tapping and sliding, and you may resize it using the handle in the lower right corner of the new label.
05) Tap Apply in the lower right corner.
06) A dialog box will be opened asking you for the label's text and color.
07) Tap Ok.

Adding Groups

To add a group to the fixture view, please proceed as follows:

01) Open the action dialog box by tapping the magic wand button.
02) Tap Groups in the Add… group box.
03) Select the groups you want to add from the dialog box that was just opened. Tap Ok when done.
04) Move the added groups where they should go. Do so by tapping and moving the group.
05) Tap Apply in the lower right corner.

Adding Fixtures

To add a fixture to the fixture view, please proceed as follows:

01) Open the action dialog box by tapping the magic wand button.
02) Tap Fixtures in the Add… group box.
03) Select the fixtures you want to add from the dialog box that was just opened. Tap Ok when done.
04) Select one of the arrange modes to place the fixtures in the view. For more information about the different arrange modes, please see section 8.6.1.7. **Arranging Existing Elements** on page 96.
05) Tap Apply at the lower right corner when done.

Note: It is not allowed to add the same fixture to a sheet twice. If fixtures in the showfile are already in the sheet, the Add Fixtures button will be greyed out.

8.6.1.5. Selecting and De-selecting Fixtures

You may select / deselect objects in the Fixtures screen by tapping them, or by "drawing" a selection rectangle, similar to keeping your mouse cursor pressed while moving the mouse to select multiple items on your computer's desktop. You may also select items that are inside a label by tapping on the label.

Whenever fixtures are selected, a deselect button is shown at the bottom right part of the screen.

8.6.1.6. Editing Existing Elements

If you want to edit Items in the fixture view, tap the magic wand button. The action dialog box will be opened.

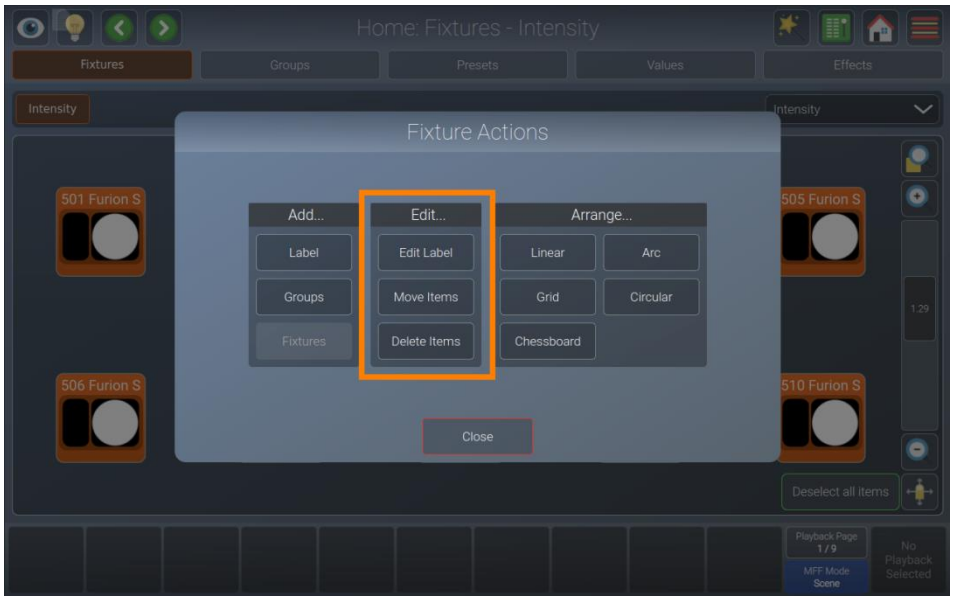


Fig. 92: Fixture View - Action dialog box – Edit Items

Editing Labels

To change a label's appearance or size, please proceed as follows:

01) Open the action dialog box by tapping on the magic wand button.
02) Tap Edit Label.
03) Select the label you want to edit in the fixture view.
04) You may now move or resize the label.
05) Tap Apply in the lower right corner.
06) A dialog box that allows you to set the text and color of the label is opened.
07) Tap Ok when done.

Moving Items

To move items in the fixture view in free-hand mode, please proceed as follows:

01) Open the action dialog box by tapping the magic wand button.
02) Tap Move Items.
03) Select and move the items by drag and drop.
04) Tap Apply in the lower right corner.

Deleting Items

To delete an item from the fixture view, please proceed as follows:

01) Open the action dialog box by tapping the magic wand button.
02) Tap Delete Items.
03) Select the Items you want to delete in the fixture.
04) Tap Apply in the lower right corner.

8.6.1.7. Arranging Existing Elements

If you want to arrange items in the fixture view using one of the available arrange modes, tap the magic wand button. The action dialog box will be opened.

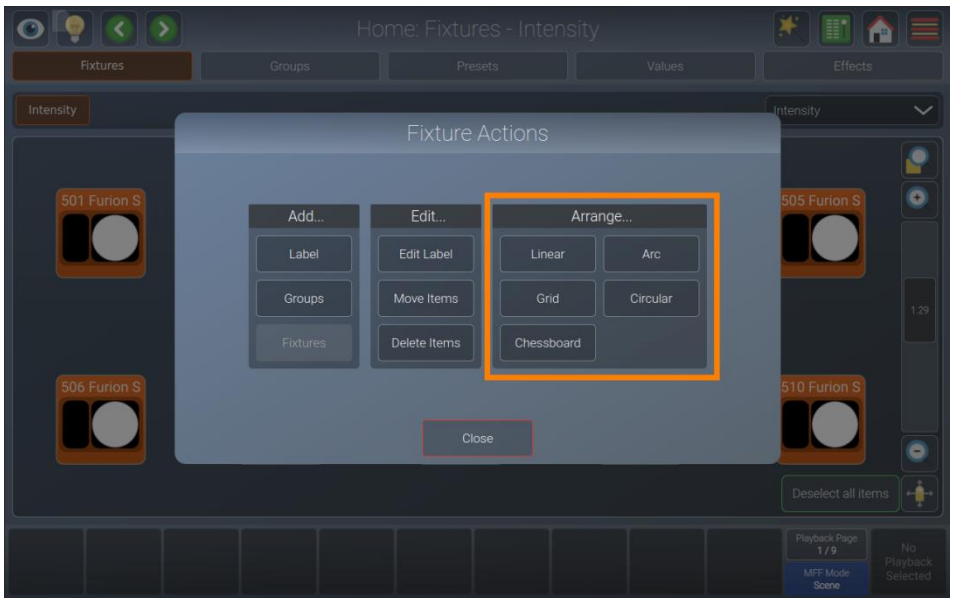


Fig. 93: Fixture View - Action dialog box – Arrange Items

Arrange Linear

Arrange Linear will rearrange all items in a line, asking you to specify the first and the last point of the line using drag handles. To arrange items like this, please proceed as follows:

01) Open the action dialog box by tapping the Magic Wand button.
02) Tap Linear in the Arrange… group box.
03) Select the items you want to arrange in the fixture view and tap Apply.
04) Adjust the start point and end point of the arrangement by using the drag handles.
05) Tap Apply at the lower right corner.

Fig. 94: Fixture View – Arrange Linear

Arrange Arc

Arrange Arc will rearrange all items in an arc, asking you to specify the start point, radius and endpoint using drag handles.

01) Open the action dialog box by tapping the Magic Wand button.
02) Tap Arc in the Arrange… group box.
03) Select the items you want to arrange in the fixture view and tap Apply.
04) Adjust the start point and end point as well as the radius of the arrangement by using the drag handles.
05) Tap Apply at the lower right corner.

Fig. 95: Fixture View – Arrange Arc

Arrange Grid

Arrange Grid will rearrange all items in a grid, asking you to specify the position and the size of the grid using drag handles. The slider on the left side specifies the number of columns.

01) Open the action dialog box by tapping the magic wand button.
02) Tap Grid in the Arrange… group box.
03) Select the items you want to arrange in the fixture view and tap Apply.
04) Adjust the start point and end point of the arrangement by using the drag handles.
05) Adjust the column count using the slider on the left.
06) Tap Apply at the lower right corner.

Fig. 96: Fixture View – Arrange Grid

Arrange Circular

Arrange Circular will rearrange all items in a circle, asking you to specify the center point and the size / rotation using drag handles.

01) Open the action dialog box by tapping the magic wand button.
02) Tap Circular in the Arrange… group box.
03) Select the items you want to arrange in the fixture view and tap Apply.
04) Adjust the start point and radius / rotation of the arrangement by using the drag handles.
05) Tap Apply at the lower right corner.

Fig. 97: Fixture View – Arrange Circular

Arrange Chessboard

Arrange Chessboard will rearrange all items in a chessboard grid style only occupying every other spot, asking you to specify the position and the size of the chessboard by using the drag handles. The slider on the left side specifies the number of columns. A button can be found next to the slider which is used to invert the arrangement.

01) Open the action dialog box by tapping the magic wand button.
02) Tap Chessboard in the Arrange… group box.
03) Select the items you want to arrange in the fixture view and tap Apply.
04) Adjust the start point and end point of the arrangement by using the drag handles.
05) Adjust the number of columns and invert the arrangement, by using the slider and button on the left.
06) Tap Apply in the lower right corner.

Fig. 98: Fixture View – Arrange Chessboard

8.6.2. The Groups View

Groups are meant as a programming aid and are a quick way to access specific groups of fixtures. They store information about the fixture selection and the selection order.

You may open the Groups screen by tapping the home button at the top toolbar, by pressing [Home] key on the console's front panel multiple times or by pressing it once and then selecting Groups from the buttons on top.

If you have a LAMPY DNGL attached to the console, you can also access the Groups View on the external monitor.

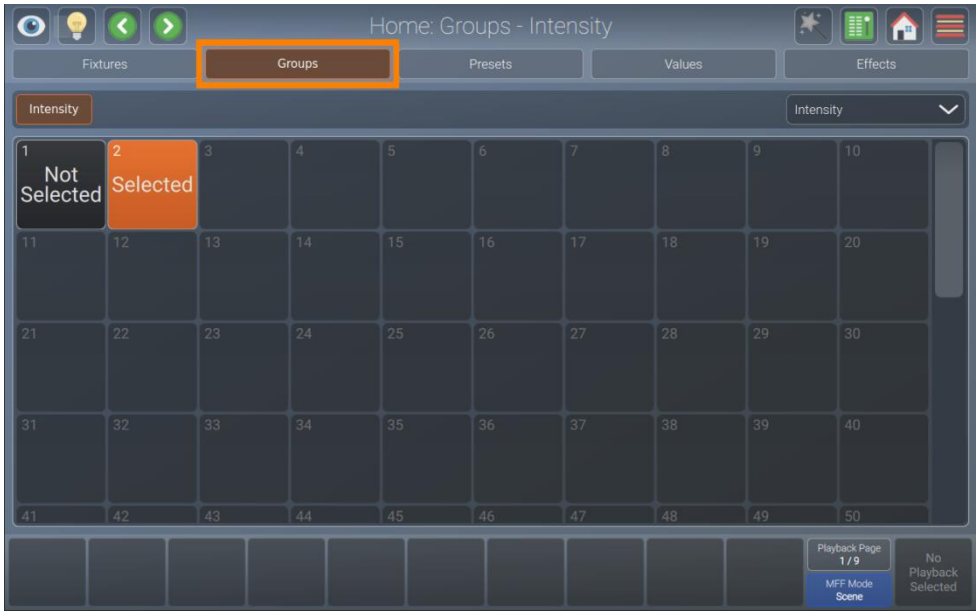


Fig. 99: Home Screen – Groups View

8.6.2.1. The Group Item

The group item itself provides several layers of feedback to you:

Item	Meaning
	This group item has the name "Not Selected" and is not selected.
	This group has the name "Selected" and is selected (orange background).
	This group is empty.

8.6.2.2. Recording Groups

01) To record a group, change to the Fixtures view and select at least one fixture. You may also select fixtures in the external screen Fixtures view. Alternatively, you may select fixtures by selecting other groups or by selecting them with one or more multi-function faders.
02) Change to the Groups view.
03) Press [Record] key.
04) Select an empty, slightly greyed-out group Item in the Groups view in either the internal or the external screen.
05) The console will ask the name of the new group.
06) Press Enter.

Note: Groups store the order in which you selected the items. This may be useful when creating effects, as explained later on.

8.6.2.3. Naming Groups

01) Press the [Name] key on the console's front panel.
02) Select the group you want to rename.
03) A dialog box will be opened asking you for the name.
04) Press Enter when done.

8.6.2.4. Selecting and Deselecting Groups

01) To select a group, change to the Groups view in the home screen or on the external monitor.
02) Tap the group that you want to select or deselect.

8.6.2.5. Copying Groups

01) Press the [Copy] key on the console's front panel.
02) Select the group you want to copy.
03) Select the destination group.

8.6.2.6. Moving Groups

01) Press the [Shift]and [Copy] keys on the console's front panel at the same time.
02) Select the group you want to move.
03) Select the destination group.

8.6.2.7. Editing Groups

You may rename groups and the fixtures contained in a group by pressing [Edit] key on the console's front panel and selecting a group from the internal or external Groups view.

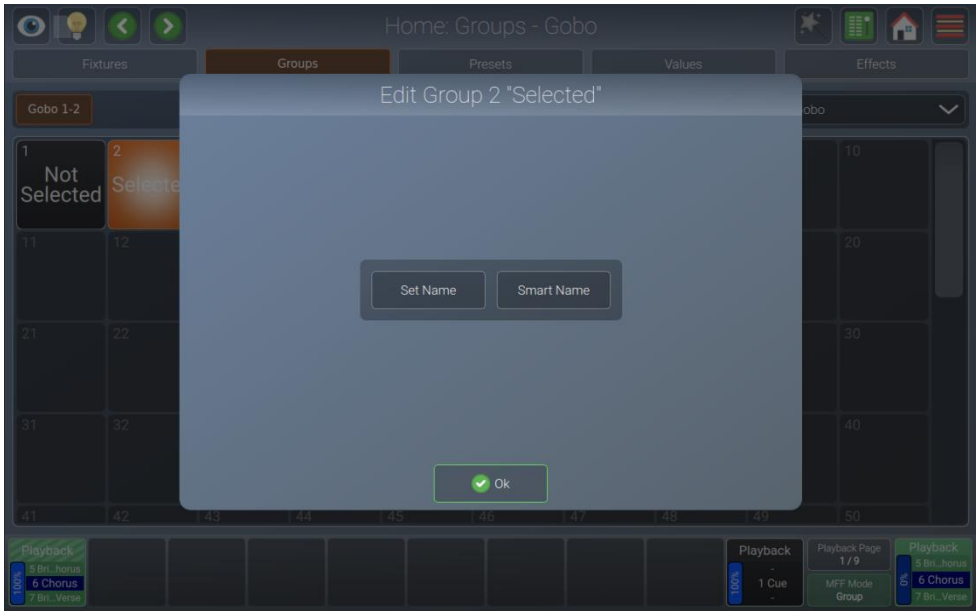


Fig. 100: Home Screen – Edit Group dialog box

Changing the Name

01) To change the name of a group in the Edit Group dialog box, press the [Edit] key on the console's front panel and tap on a group item in the internal or external screen Groups view.
02) Tap Set Name.

Smart Name

01) To change the name of a group and all its contained fixtures in the Edit Group dialog box, press the [Edit] key on the console's front panel and tap a group item on the internal or external screen Groups view. Fixtures will be named like the group and a number in the order of selection stored in the group will be appended to the fixture name.
02) Tap Smart Name.

8.6.2.8. Removing Fixtures from Groups

To remove fixtures from an existing group, please proceed as follows:

01) Select at least one fixture.
02) Change to the Groups view.
03) Press [Record] key.
04) In Groups view, select the existing group you want to remove the fixture selection from, in either the internal or the external screen.
05) Select Remove Fixtures.

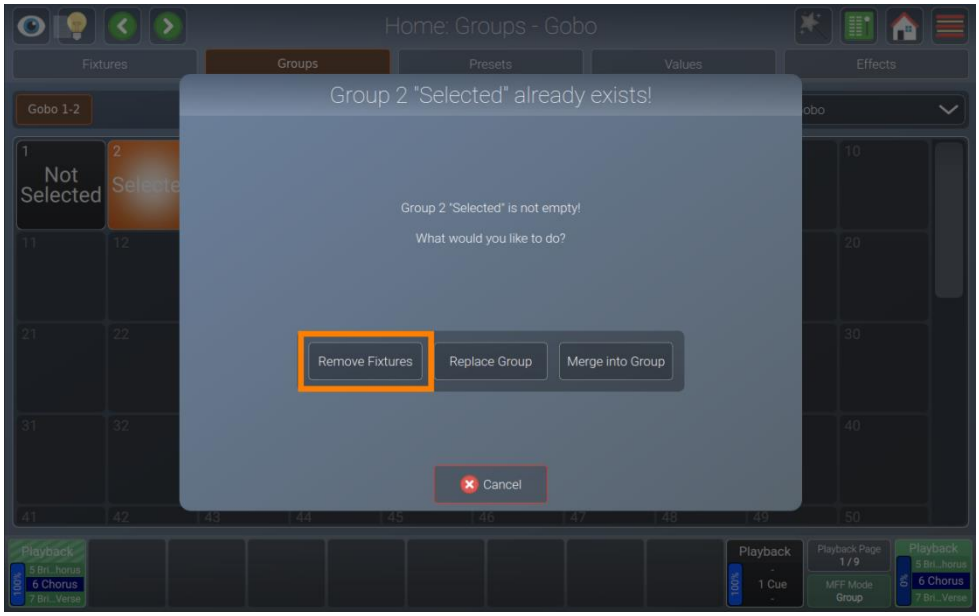


Fig. 101: Group Exists - Remove

8.6.2.9. Replacing a Group

To replace all contents of a group, please proceed as follows:

01) Select at least one fixture.
02) Change to the Groups view.
03) Press [Record] key.
04) Select the existing group you want to replace in the Groups view, in either the internal or the external screen.
05) Select Replace Group.

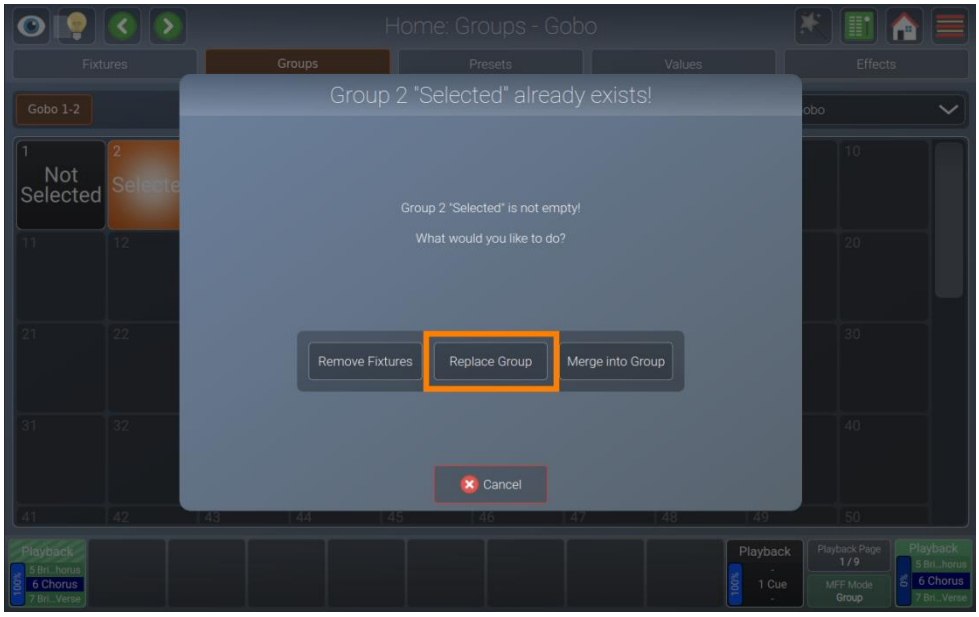


Fig. 102: Group Exists - Replace

8.6.2.10. Adding Fixtures to existing Groups

To add fixtures to an existing group, please proceed as follows:

01) Select at least one fixture.
02) Change to the Groups view.
03) Press [Record] key.
04) In Groups view, select the existing group you want to add the fixture selection to, in either the internal or the external screen.
05) Select Merge into Group.

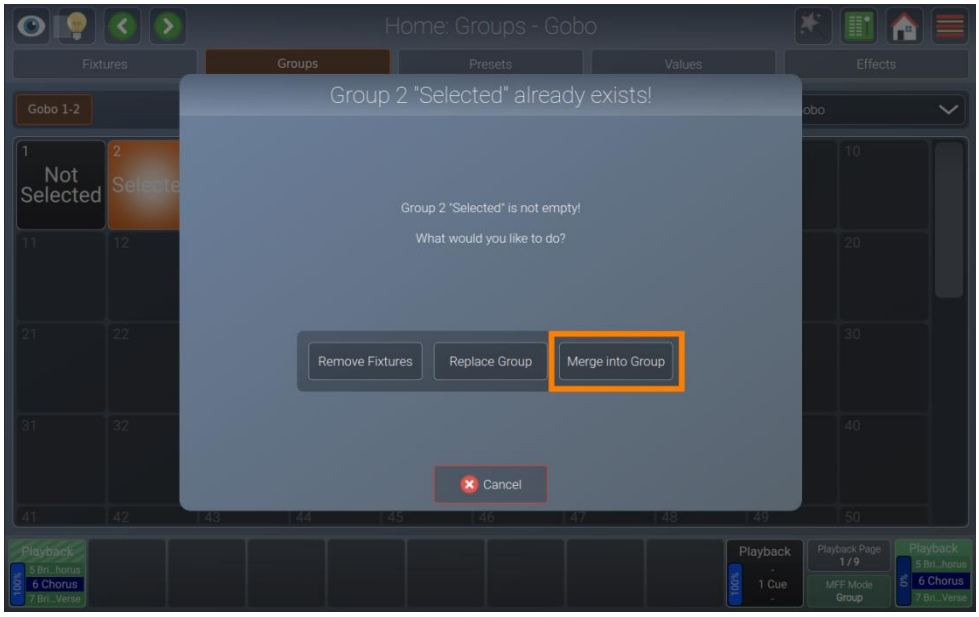


Fig. 103: Group Exists - Merge

Note: Fixtures added to a group will be added after the last fixture in this group.

8.6.2.11. Deleting Groups

To delete a group, please proceed as follows:

01) Change to the Groups view in either the internal or external screen.
02) Press [Delete] key.
03) Select the group you want to delete, in either the internal or the external screens Groups view.
04) The console will ask you for confirmation.

Note: You may suppress the confirmation dialog box by holding down the [Delete] key while selecting the group from the view.

8.6.3. The Presets View

Presets aid to simplify the programming process by allowing user-defined 'elements' to be created and then used as a toolkit to build your cues. Once you created a preset, such as a couple of moving lights pointing at a particular position on stage, you may recall those settings at any point, and record them as playbacks or scenes.

The biggest advantage of using presets is that they are only stored into cues as a reference, rather than the parameter values that the preset contains. If you later decide to change the preset, all looks that have been recorded, using this preset, are also changed. This is especially useful if, for example, the position of a set-piece on stage is moved and moving lights have been programmed to light it. The preset can be updated once to accommodate the change, rather than reprogramming the change in every cue lighting the set-piece.

Presets are divided into different pools, whereas each pool type will filter attributes stored into the presets by its equivalent type: Color Preset Pool will only store color attributes. The pools are always linked to the selected attribute (Gobo, Color, Pan, etc). So, if you select color from the dropdown menu in the home screen, you'll see the Color Preset Pool. The same applies if, for example you press the `[Color]` key on the console's front panel.

Presets are only applicable to fixtures that have values stored in the preset, but they may be recalled by some of the fixtures only. For example: You have recorded a preset containing only pan and tilt for fixtures 1 through 10. This preset is not applicable to fixtures 11 and 12. However, this preset may only be recalled for fixture 1 and 4.

Similar to fixtures and groups, presets can be found in the home screen by pressing the Presets view at the top of the screen.

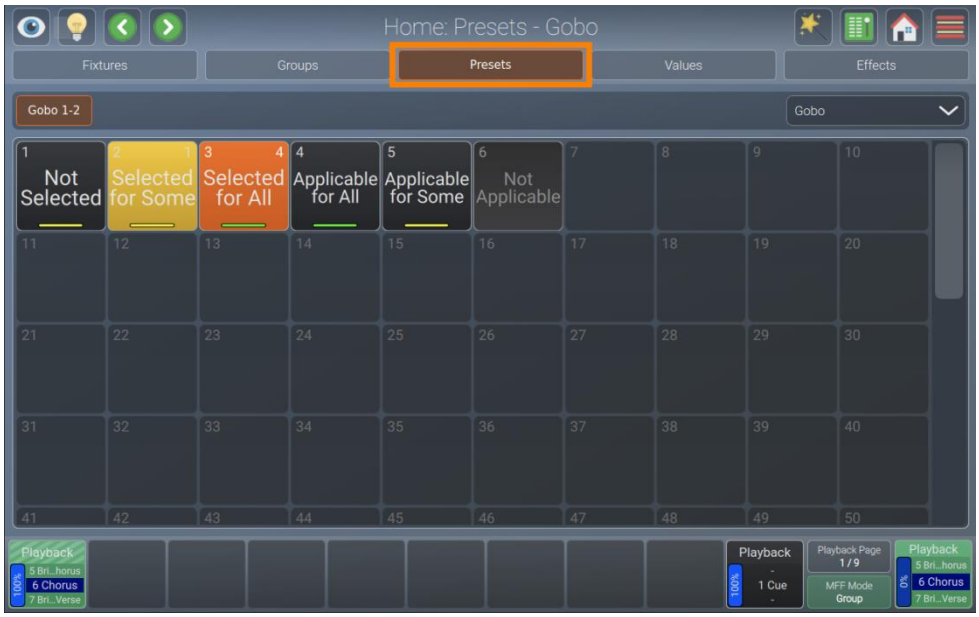
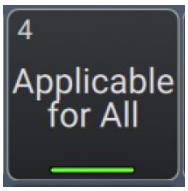


Fig. 104: Home Screen – Presets View

8.6.3.1. The Preset Item

The Preset Item provides several layers of feedback to you:

Item	Meaning
	This preset Item has the name “Not Selected” and is not selected.
	This preset has the name “Selected for Some” and is selected for a part of the fixture selection (yellow background).
	This preset has the name “Selected for All” and is selected for all of the fixtures selected (orange background).
	This preset has the name “Applicable for Some” and can be applied to some of the fixtures in the selection (yellow bar at the bottom).
	This preset has the name “Applicable for All” and can be applied to all of the fixtures in the selection (green bar at the bottom).
	This preset has the name “Not Applicable” and cannot be applied to any of the fixtures that are currently selected.
	This preset is empty.

8.6.3.2. The Preset Actions Dialog Box (Magic Wand)

The Preset Actions dialog box provides functions that make it easier to work with presets. It may be opened by tapping on the magic wand button from the Presets view at the home screen.

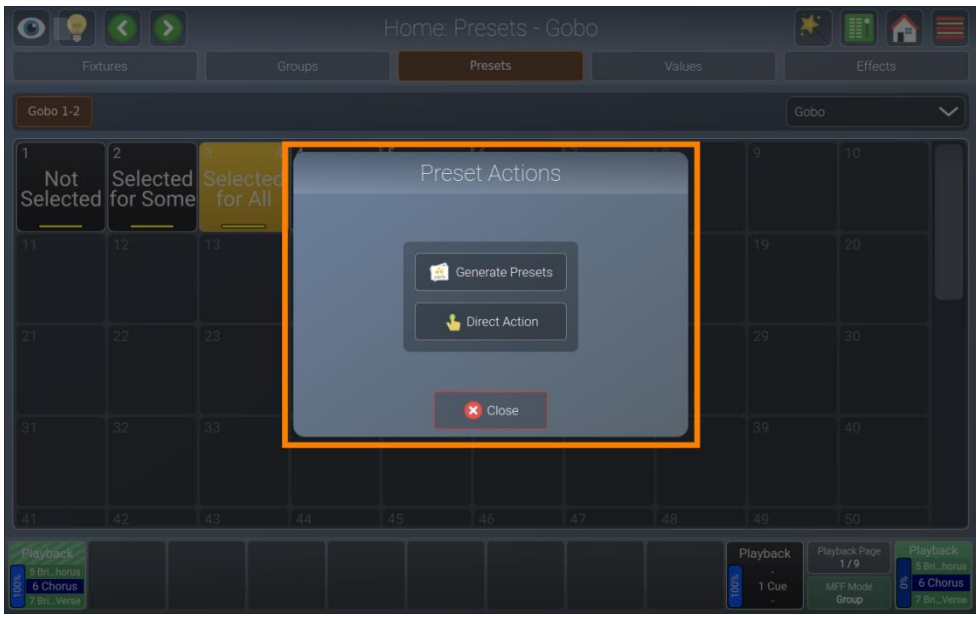


Fig. 105: Home Screen – Preset Actions dialog box

Generate Presets

One very useful function is to have LAMPY generate presets for you automatically, including names, icons and colors. These presets are built by using the ranges entered in the Fixture Library.

To create presets automatically, do the following:

01) Select the fixtures you want to auto-create presets for.
02) Open the Presets Pool and select the attribute you want to generate presets for, from the drop-down menu in the top right corner, under the Effects button.
03) Open the Preset Actions dialog box by tapping the magic wand button.
04) Tap Generate Presets.

Direct Action

Direct action allows you to load presets for all the fixtures that are stored in this preset – without having to select them. This is a very useful function in a live show setting.

In order to enable or disable direct action, please proceed as follows:

01) Open the Preset Action dialog box by tapping the magic wand button.
02) Tap Direct Action.

8.6.3.3. Recording Presets

01) Select one or more fixtures.
02) Set values for the fixtures by choosing the attribute group and changing the values to be active in the Fixtures view.
03) Press the [Record] key.
04) Open the Presets view on the internal or external screen.
05) Select an empty preset.
06) The console will ask you for the name of the preset.
07) Tap on Enter when done.

8.6.3.4. Automatically Generating Presets

You may have the console auto-generate presets based on the ranges defined in the library. For more information please see the section 8.6.3.2. **The Preset Actions Dialog Box (Magic Wand)** on page 109.

8.6.3.5. Naming Presets

To change the name of a preset, please proceed as follows:

01) Press the [Name] key on the console's front panel .
02) Select the preset you want to rename by tapping on it in the Presets View.
03) Enter the new name.
04) Tap Enter.

8.6.3.6. Selecting / Deselecting Presets

To select or deselect a preset, please follow these steps:

01) Select some fixtures.
02) Open the Presets view on the internal or external screen.
03) Tap a preset.

To deselect a preset, tap on the selected preset a second time.

8.6.3.7. Loading a Presets Value instead of Using it as a Reference

To load a presets values rather than loading the preset as a reference, please follow these steps:

01) Select some fixtures.
02) Open the Presets view on the internal or external screen.
03) Hold down the [Shift] key on the console's front panel while you tap a preset.

8.6.3.8. Copying Presets

01) Press the [Copy] key on the console's front panel .
02) Select the preset you want to copy.
03) Select the destination preset.

8.6.3.9. Moving Presets

01) Press the [Shift] and [Copy] keys on the console's front panel at the same time.
02) Select the preset you want to move.
03) Select the destination preset.

8.6.3.10. Editing Presets

You may rename any preset, set its icon and color by pressing [Edit] key on the console's front panel and selecting a preset from the internal or external Presets view.

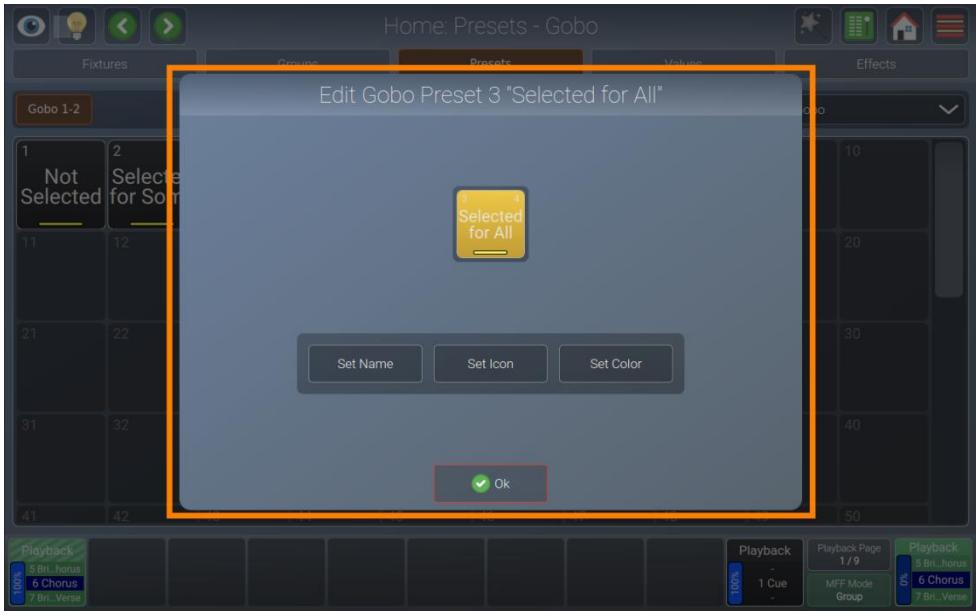


Fig. 106: Presets View – Edit Preset

Changing the Name

01) To change the name of a preset using the Edit Preset dialog box, press [Edit] key on the console's front panel and tap the preset Item.
02) In the Edit Preset dialog box, tap the Set Name button.
03) Enter the new name.
04) Tap Enter and close the Edit Preset dialog box by tapping Ok.

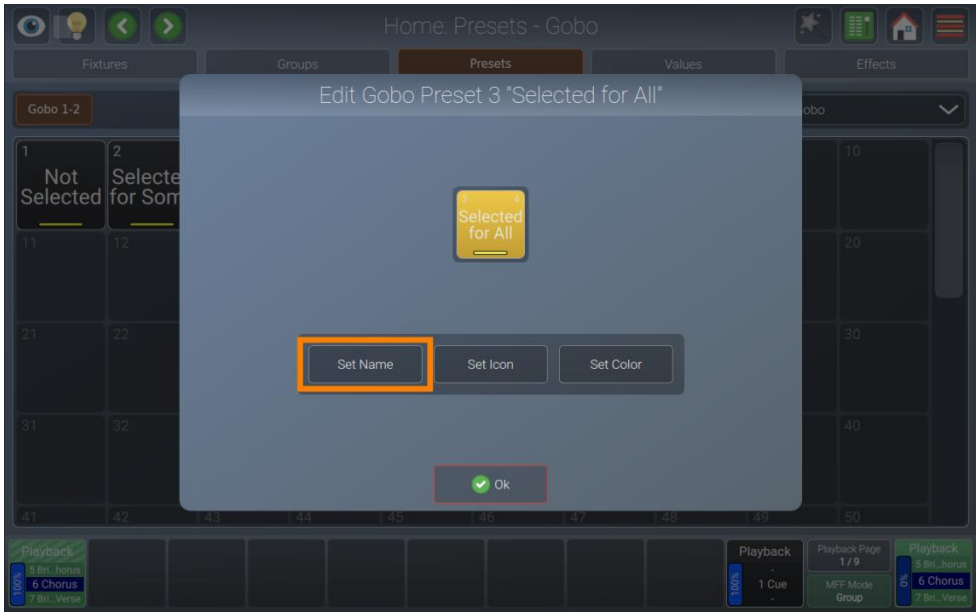


Fig. 107: Edit Preset – Set Name

Setting an Icon

01) To set an icon for the preset open the Edit Preset dialog by pressing[Edit] key on the console's front panel and tap the preset Item.
02) From the Edit Preset dialog, tap the Set Icon button.
03) Pick an icon.
04) Tap Ok and close the Edit Preset dialog by tapping Ok.

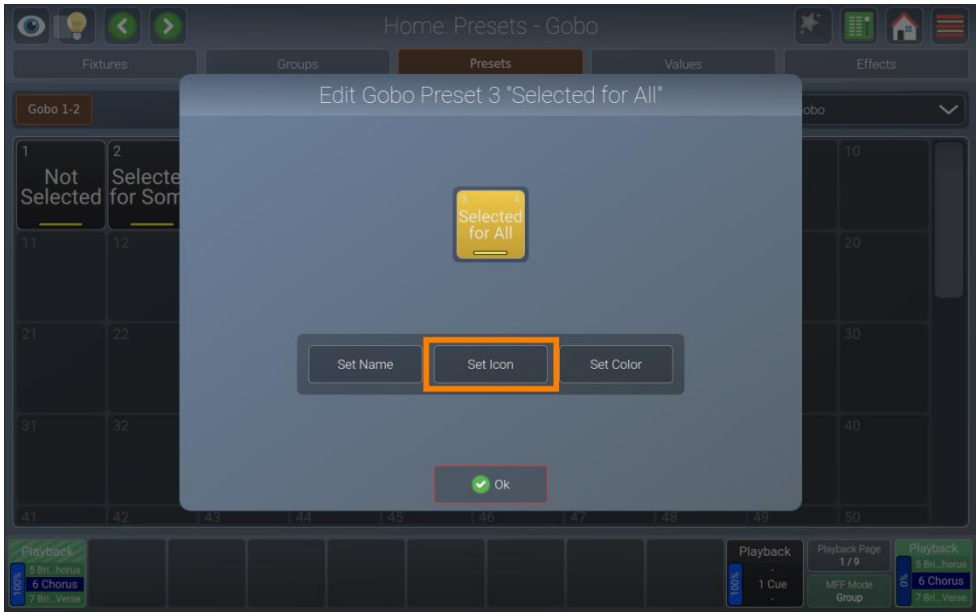


Fig. 108: Edit Preset – Set Icon

Setting a Color

01) To set a color-icon for the preset, open the Edit Preset dialog box by pressing [Edit] key on the console's front panel and tap on the preset Item.
02) From the Edit Preset dialog box, tap the Set Color button.
03) Pick a color.
04) Tap Ok and close the Edit Preset dialog box by tapping Ok.

Fig. 109: Edit Preset – Set Color

8.6.3.11. Removing Values from Presets

To remove values from an existing preset, please proceed as follows:

01) Select the fixtures you want to remove from the preset.
02) Set some values for the attributes you want to remove.
03) Change to the Presets view.
04) Press [Record] key.
05) In the Presets view, select the existing preset you want to remove the values from, in either the internal or the external screen.
06) Select Remove Values.

Note: Removing values from a preset that is used in programmed playbacks or scenes causes these values to lose the reference to the preset.

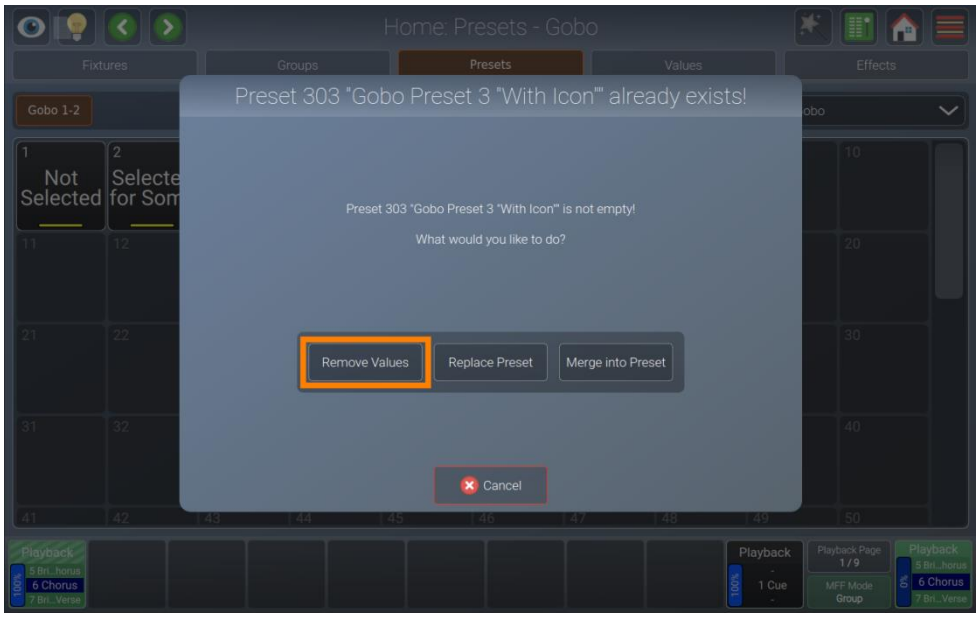


Fig. 110: Preset Exists - Remove

8.6.3.12. Replacing a Preset

To replace all contents of a preset, please proceed as follows:

01) Select some fixtures and set values for them.
02) Change to the Presets view.
03) Press [Record] key.
04) Select the existing preset you want to replace in the Presets view in either the internal or the external screen.
05) Select Replace Preset.

Note: Adding new parameters to a preset or removing "old" parameters does not affect the already existing playbacks and scenes. Only attributes that existed when the playback or scene was programmed, will be updated.

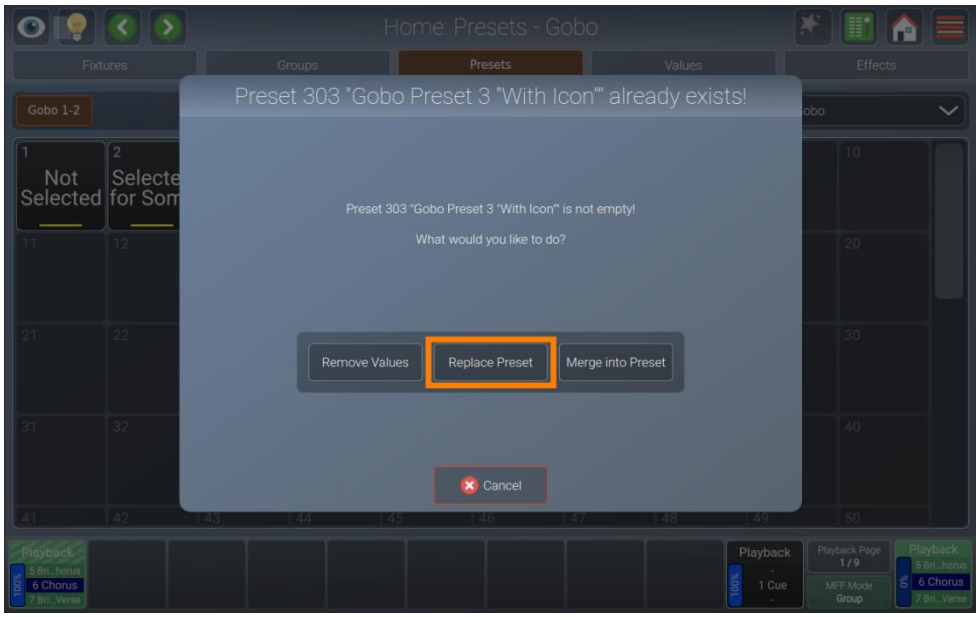


Fig. 111: Preset Exists - Replace

8.6.3.13. Adding or Changing Values in Existing Presets

To add or modify values in an existing preset, please proceed as follows:

01) Select some fixtures and set some values for them.
02) Change to the Presets view.
03) Press [Record] key.
04) In the Presets View, select the existing preset you want to add or modify the values of, in either the internal or external screen.
05) Select Merge into Preset.

Note: If you used this preset while programming scenes or playbacks, only values that existed when you used this preset will be updated. New values are not automatically added to playbacks and scenes.

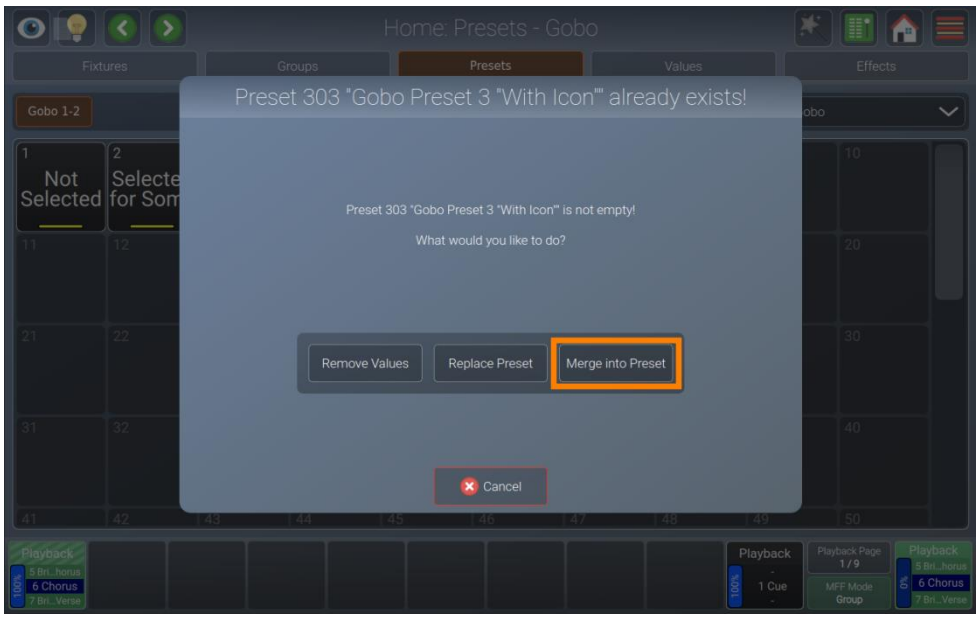


Fig. 112: Preset Exists - Merge

8.6.3.14. Deleting Presets

To delete an existing preset, please proceed as follows:

01) Change to the Presets view.
02) Press [Delete] key on the console's front panel .
03) In the Presets view, select the preset you want to delete, in either the internal or the external screen.
04) The console will ask you for confirmation.

Note: Deleting a preset that is used in programmed playbacks or scenes causes these values to lose the reference to the preset.

Note: You may suppress the confirmation dialog box by holding down the [Delete] key while selecting the preset from the view.

8.6.4. The Values View

Altering fixture parameter values is best done in the Values view in the home screen, but is possible in every view of the home screen using the encoders or presets. If you have an external monitor and LAMPY DNGL attached, you can modify fixture values any time by using presets on the external screen.

The LAMPY groups fixture attributes in a logical way, by dividing them into separate attribute groups like Intensity, Position, Color, Gobo, Beam and Special.

There are different states of values that behave differently. For more information refer to 8.6.4.1 **Different States of Values** on page 117.

The Values view, sometimes also called "Programmer", always takes precedence over playbacks and scenes. This way you may always at any point in a show modify the look on stage by overriding the playback and scene output.

To open the Values view, tap the home button and select Values from the top bar.

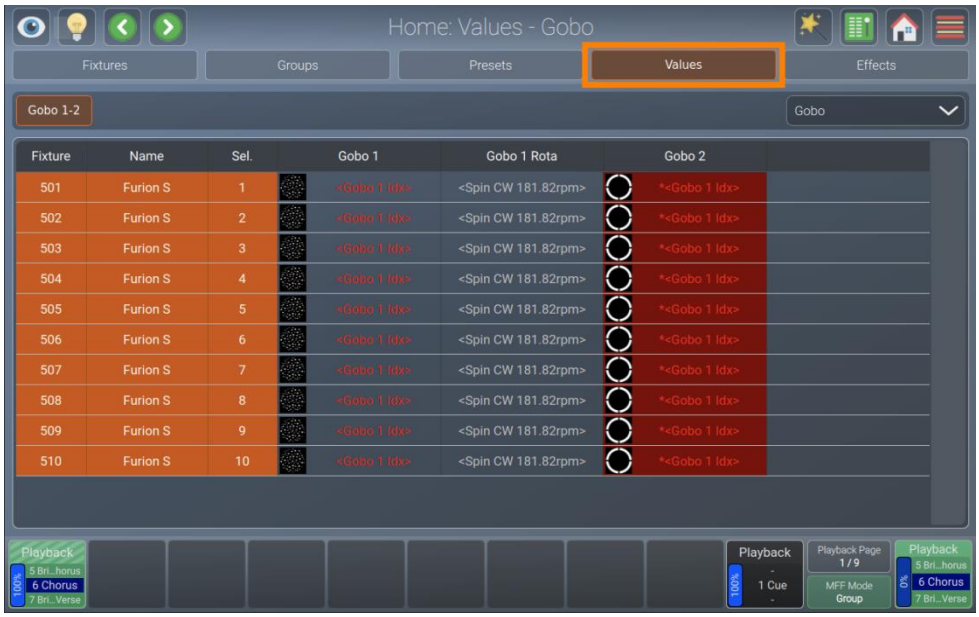
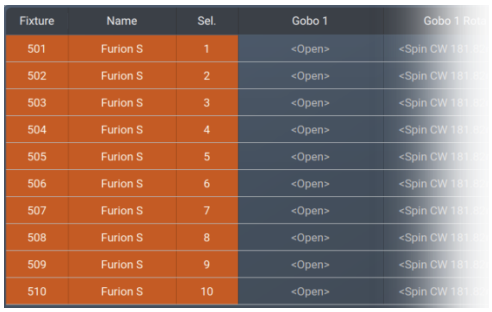


Fig. 113: Home Screen – Values View

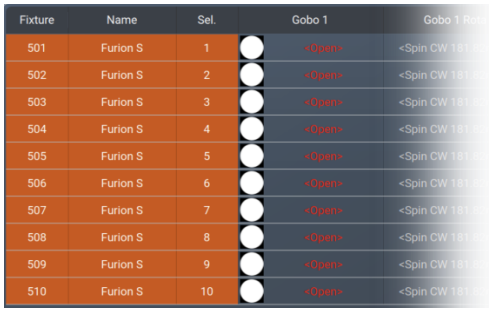
8.6.4.1. Different States of Values



This image shows what the programmer looks like if you have fixtures selected, but no values assigned to them.

They are still outputting values set by playbacks or their default values set in the library.

These values are displayed in grey color.



This image shows what the programmer looks like if you have fixtures selected, with values assigned in the programmer.

The programmer takes precedence over playback and scene output for the attributes with values in the programmer.

These values are indicated by a red text color on the default background color.

However, these values are not recorded.

This image shows what the programmer looks like if you modified (touched) values of an attribute in the programmer.

The programmer takes precedence over playback output for all attributes with values in the programmer.

As soon as values are “touched” (indicated by red background and text color of the corresponding cell) they can be recorded.

8.6.4.2. Emptying the Value Views „Content“

In order for all playbacks to re-gain control over the fixture attributes contained in the programmer, the programmer needs to be cleared out. This happens in three steps with each press of the `[Clear]` key.

The first press of the `[Clear]` key will deactivate / un-touch all values, however they are still in the programmer overriding the playback.

The second press of the `[Clear]` key will remove all values from the programmer and playback values will be output again.

The third and last press will unselect all fixtures that were selected.

Pressing the `[Clear]` key 3 times will clear the programmer:

`[Clear] [Clear] [Clear]`

If you accidentally cleared the programmer contents, `[Shift] + [Clear]` keys will undo the last clear command.

8.6.4.3. Programmer Buttons

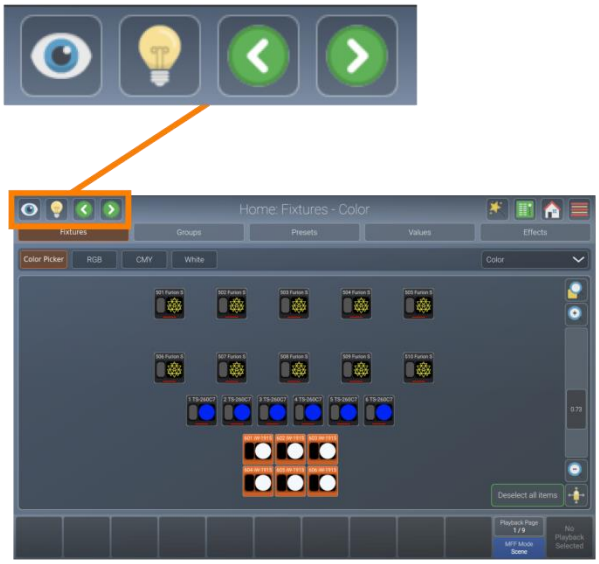


Fig. 114: Programmer Buttons

The programmer buttons provide the following functions:

	Name	Action	Action holding [Shift] key
	Blind	"Hides" the programmer's content. A second tap will show the content again.	
	Highlight	Sets the selected fixtures to the "Highlight" value defined in the library. Usually open the dimmer at 100 % brightness. A second tap will deactivate the function. Very useful for focusing.	
	Previous Fixture	Steps through the selected fixtures, in backward direction.	All fixtures are selected.
	Next Fixture	Steps through the selected fixtures, in forward direction.	Even / Odd fixtures are selected.

Blind Button

With Blind turned on, any changes made in the programmer will not be output live. This enables you to prepare a look for later use or make changes to a different cue that is not yet played back.

To enable Blind, tap the button.

Highlight Button

Pressing the Highlight button temporarily sets the selected fixtures to a "Full on, open white" state, and will set attributes like gobo, etc. to open or whatever value is defined as the Highlight value in the fixture library.

This function may be useful when you need to see the beam of a fixture on stage, while focusing positions for example. It can also be used to quickly build groups.

Highlight only changes the attribute values in the output, not in the current cue or in the programmer.

Highlight remains active until you tap the Highlight button again. It also applies to sub-selections, meaning you may use highlight to find a specific light by stepping through the selected fixtures using the Previous or Next button in the top toolbar.

The Highlight function works as follows:

01) Select some fixtures.
02) Tap the Highlight button in the top toolbar. The lights will keep their position on stage, but other attributes may change to the highlight value set in the library.
03) Tap the Previous or Next button to step through the fixtures.

Previous Fixture Button

Tapping the Previous button will step through your current fixture selection in backward direction. If no fixtures are selected, pressing the button will allow you to step through all fixtures, one by one, in backward direction.

Pressing the `[Shift]` key on the console's front panel at the same time will select all fixtures in your selection set.

Next Fixture Button

Tapping the Next button will step through your current fixture selection in forward direction. If no fixtures are selected, pressing the button will allow you to step through all fixtures, one by one, in forward direction.

Pressing the `[Shift]` key on the console's front panel at the same time will select all even fixtures. Pressing the combination again will select all odd fixtures in your selection set, or if you do not have a fixture selection (ONLY the Next button) of all fixtures patched.

8.6.4.4. The Value Tab - Actions Dialog Box

The Value Tab - Actions dialog box provides functions that make it easier to work with values. It may be opened by tapping the magic wand button in the Values view at the home screen.

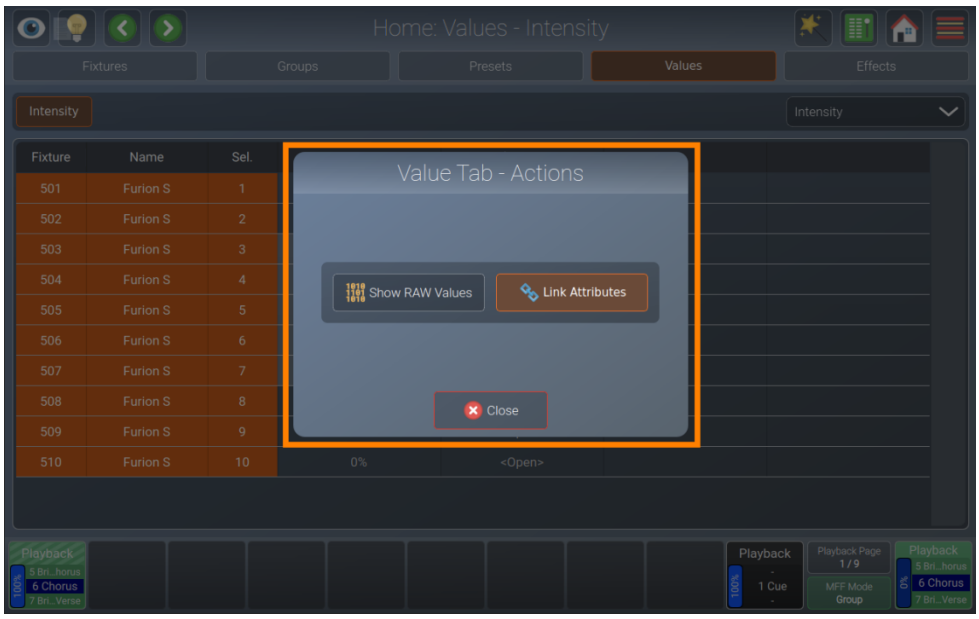


Fig. 115: Home Screen – Values Action dialog box

Show RAW Values

The Show RAW Values button will show the raw DMX values being output, instead of the captions of values that are defined in the library. If you have a preset selected, the Preset Name will be shown.

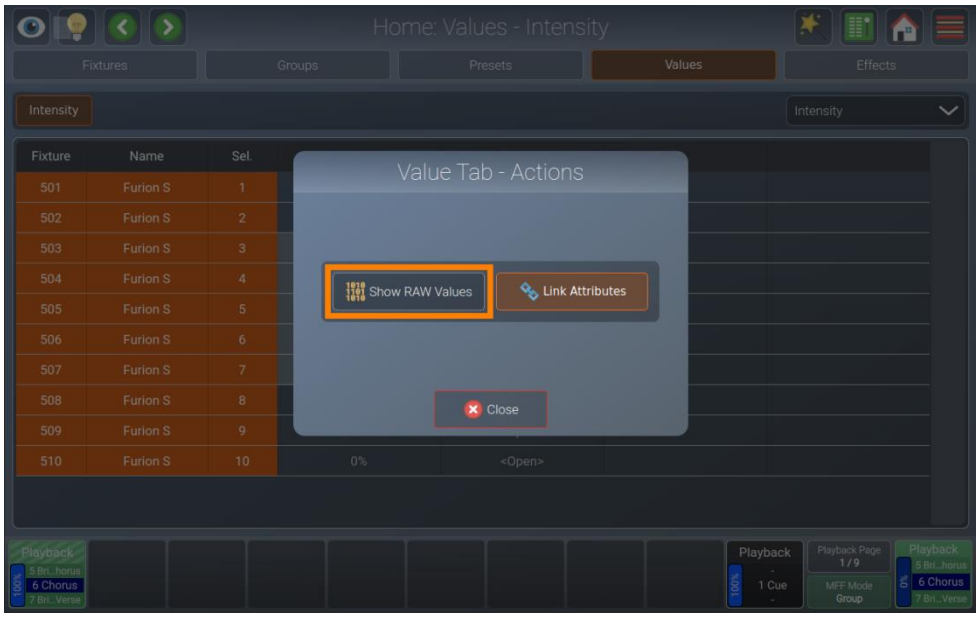


Fig. 116: Home Screen – Values Action dialog box – ShowRAW Values

Link Attributes

Link Attributes is a convenient function that, by default, will touch all parameters in the color or position attribute group, as soon as one of the other attributes in the attribute group is touched.

For example: If you touch the cyan attribute's value, the console will automatically touch magenta and yellow as well. The same goes for hue and saturation, red, green, blue and also pan and tilt. This is to make sure you are always "touching" every of these linked parameters.

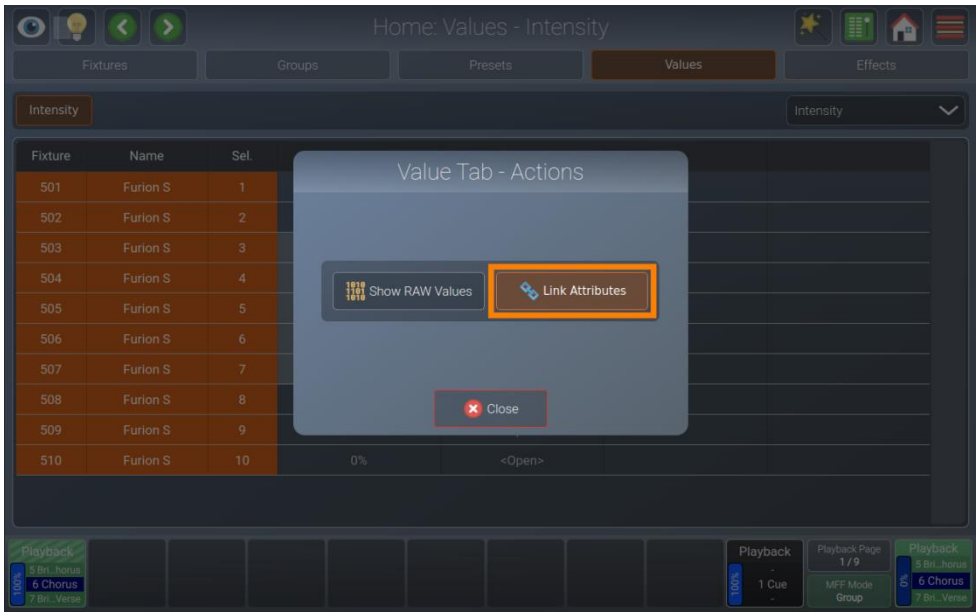


Fig. 117: Home Screen – Values Action dialog box – Link Attributes

8.6.4.5. Setting Fixture Values

Using the Encoders

To be able to alter fixture parameter values, i.e. set dimmer values, you first need to select some fixtures.

For example, in order to adjust the dimmer level, select the Intensity by pressing the `[Int]` key on the console's front panel, or choose the Intensity from the drop-down menu in the Values menu.

The encoders will now alter dimmer and shutter values for selected fixtures. The OLED displays above the encoders will show the selected features.

To have the encoders control different features in the selected group (I.e. gobo 3 and 4), tap the appropriate button at the home screen menu bar (Color Picker, Color Faders, Quick Color, etc.). Only attribute groups supported by the patched fixtures are shown.

If you press any of the attribute group buttons on the console's front panel (`[Int]`, `[Pos]`, `[Color]`, `[Gobo]`, `[Beam]` or `[Spec]` keys) repeatedly, the console cycles through the different attributes of that given attribute group.

Pressing the `[Shift]` key will show the corresponding fine values and allows you to adjust fine values by using the encoders.

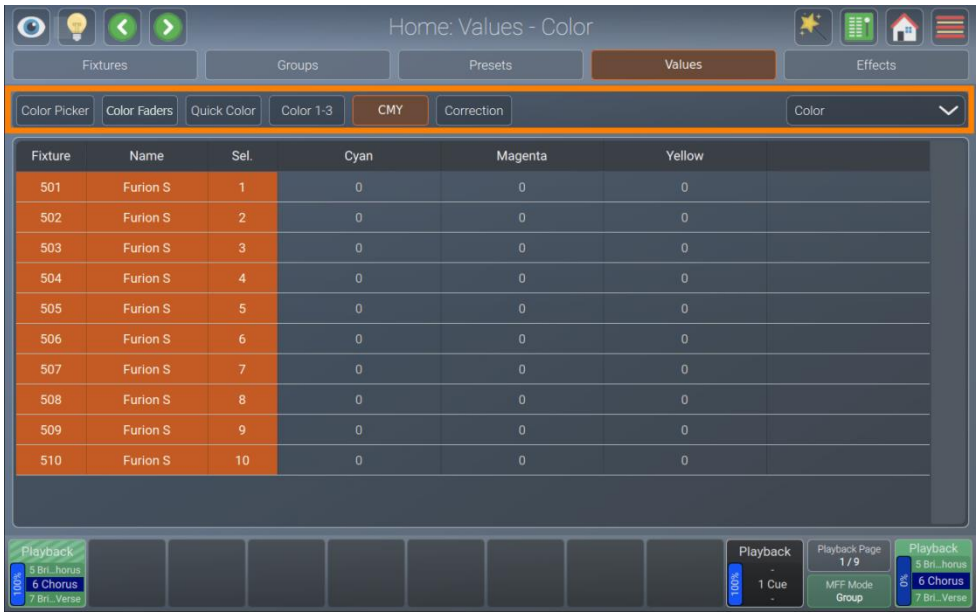


Fig. 118: Home Screen – Attribute Selection

Using the Set Value Dialog Box

To select values directly for all selected fixtures from the ranges, defined in the fixture's library, press the corresponding encoder and select a value from the screen that popped up.

The top menu bar of the Set Value dialog box contains a few functions that may be helpful:

Button	Function
Default	Used to set the values of this attribute to the default values defined in the Fixture Library.
Deactivate	Used to "Deactivate" /"Un-Touch" the values of this attribute, so that it is not recorded – but still output.
Off	Removes the values of this attribute.
Off FX	Sets an "Off-Effect" form for this attribute.
Load Output	Loads the values for this attribute from the output.
Load All Output	Loads all values (excluding effects) from the output.

To set values for specific fixtures, you may also select multiple cells in the values table and long-tap to open the Set Value dialog box for these fixtures only.

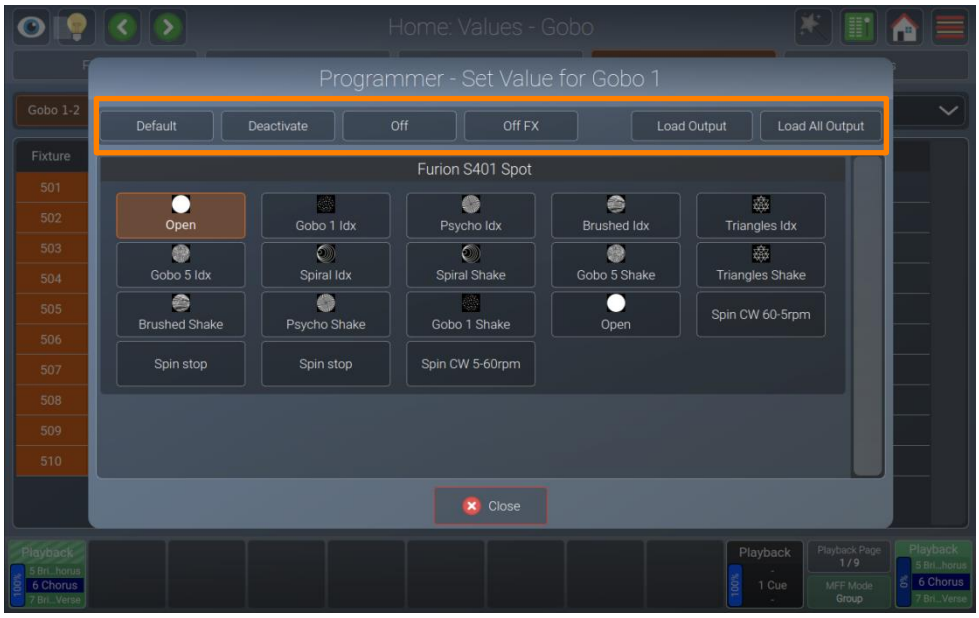


Fig. 119: Home Screen – Set Value dialog box

8.6.4.6. Setting Color Mixing Attributes

Using the Encoders

To control color values using a specific attribute of the fixture, choose Color from the drop-down menu at the home screen menu bar. Alternatively, press the [Color] key on the console's front panel . Then select the desired sub-attribute group from the menu bar.

After this, the OLED displays next to the encoders will show the selected attributes and you may use the encoder to adjust the values of the selected fixtures.

Using the Color Picker

In order to use the color picker to select colors, choose Color from the drop-down menu at the home screen menu bar. Alternatively press the [Color] key on the console's front panel.

Select the Color Picker from the menu bar.

Note: The Color Picker is only available in the Values view.

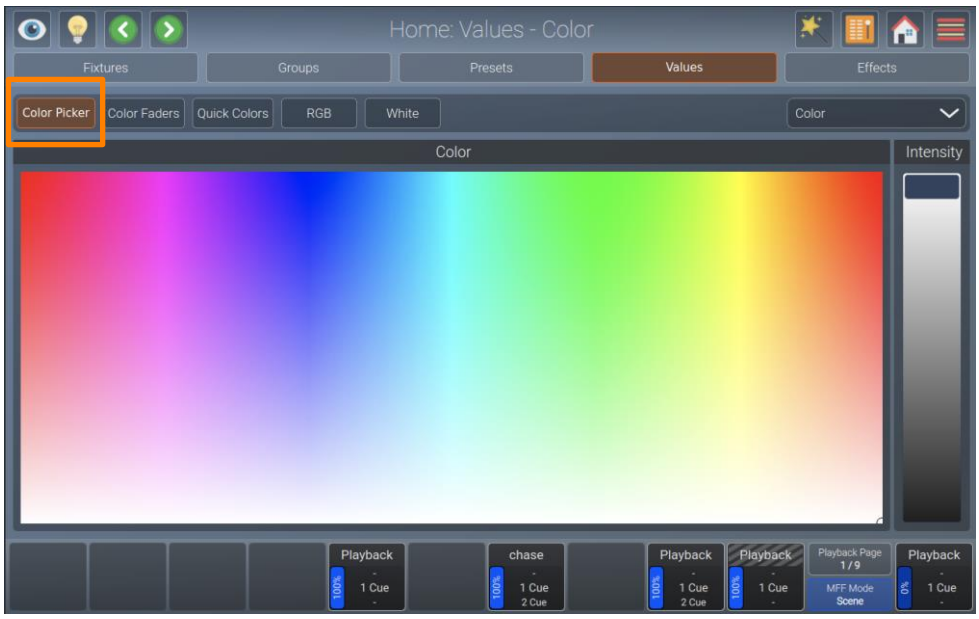


Fig. 120: Home Screen – Color Picker

Using the Color Faders

In order to use the Color Faders to select colors, choose Color from the drop-down menu at the home screen menu bar. Alternatively press the [Color] key on the console's front panel .

Select Color Faders from the menu bar.

Note: The color faders are only available in the Values view.

Fig. 121: Home Screen – Color Faders

Using the Quick Colors

In order to use the quick colors to select colors, choose Color from the drop-down menu at the home screen menu bar. Alternatively press the [Color] key on the console's front panel .

Select Quick Colors from the menu bar.

Note: The Quick Colors are only available in the Values view.

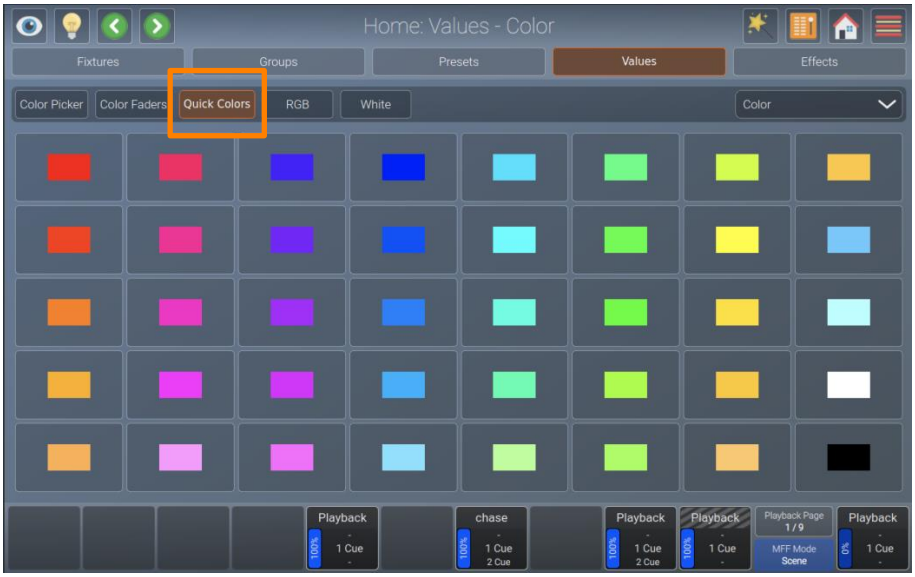


Fig. 122: Home Screen – Quick Colors

8.6.4.7. Setting Values Using the Presets

You may also use presets to set fixture values. For more information on how to use presets to set values, please see section 8.6.3.6. **Selecting / Deselecting Presets** on page 110.

8.6.4.8. Loading Values from Other Sources

Loading all Values from Current Output

To grab all values that are currently being output for the selected fixtures (including the default values), hold down the [Shift] and [Edit] key simultaneously.

This will grab **all** values, including effects from the console's playback engine, but before any group master dimmers are calculated.

Loading all Values for a Specific Attribute Group from Current Output

To grab all values that are currently being output for a specific attribute group for the selected fixtures (including the default values), press the [Edit] key and press the desired attribute group key ([Int], [Pos], [Color], [Gobo], [Beam] or [Spec]) on the front panel .

This will grab **all** values without effects for the selected fixtures for the specific selected attribute group from the console's playback engine, but before any group master dimmers are calculated.

Loading all Values without Effects from Current Output

To grab all values that are currently being output for the selected fixtures, open the Programmer Set Value dialog box by pressing one of the encoders and select Load All Output from the menu bar at the top of the dialog box.

This will grab **all** values from the console's playback engine, except the running effect values.

Loading Values of one Attribute without Effects from Current Output

To grab all values that are currently being output for a certain attribute of the selected fixtures, open the Programmer Set Value dialog box by pressing the encoder of the attribute you want to load and select Load Output from the menu bar at the top of the dialog box.

This will grab **all** values for the chosen attribute from the console's playback engine, except the running effect values.

8.6.4.9. Fanning / Spreading Values

Fanning is a very useful function used to distribute values across a range of fixtures.

Fanning of values may be applied to any fixture attribute and to most effect attributes.

To activate fanning of attributes, press the [Fan] key on the console's front panel. The encoder labels will add "Fan" to the encoder labels to indicate the fan functions status.

The fan function will remain active until you tap the button again. However, if you keep holding the [Fan] key for a longer period of time, the fan function will only be turned on while you keep pressing its button.

Bear in mind that the fixture selection order is important when fanning.

8.6.5. The Effects View

Effects are applied to attributes using an effect table that applies mathematical functions (such as a sine or cosine wave) to values against time. Each of these effects is displayed as one row in the effect programmer.

Effects created on the LAMPY console are stored in playbacks, scenes or executors. If a playback contains multiple cues, effects will be tracked through the playback in the same way as regular values are.

If a cue with new effects starts, the LAMPY console will determine all effects that are running and will crossfade from them to the new effects and hence, turn off all previously started effects from previous cues running on the same attribute. To stop an effect running on a parameter for good, you would need to add an "Off Effect" curve, which is basically just a flat effect form without any size.

Keeping effects in sync is an important functionality, especially when different effects are combined over multiple parameters to create one "big" effect.

Let's have a look at a Fly Out Effect, which turns on a fixture's intensity as the tilt parameter fades up, then turns it off and moves tilt back down in black:

On most traditional consoles it is not possible to have cue 1 contain just the tilt part of the effect and cue 2 contain the intensity part so you can pre-set the movement. LAMPY takes care of this problem since it will automatically sync these effects, so they always look the same. It does not matter when cue 2 is started, as long as both cues are in the same playback. Also, Move in Black has the ability to preset effects automatically and keep them in sync. However, two separate playbacks are not kept in sync.

To open the Effects view, tap the home button and select Effects from the top bar.

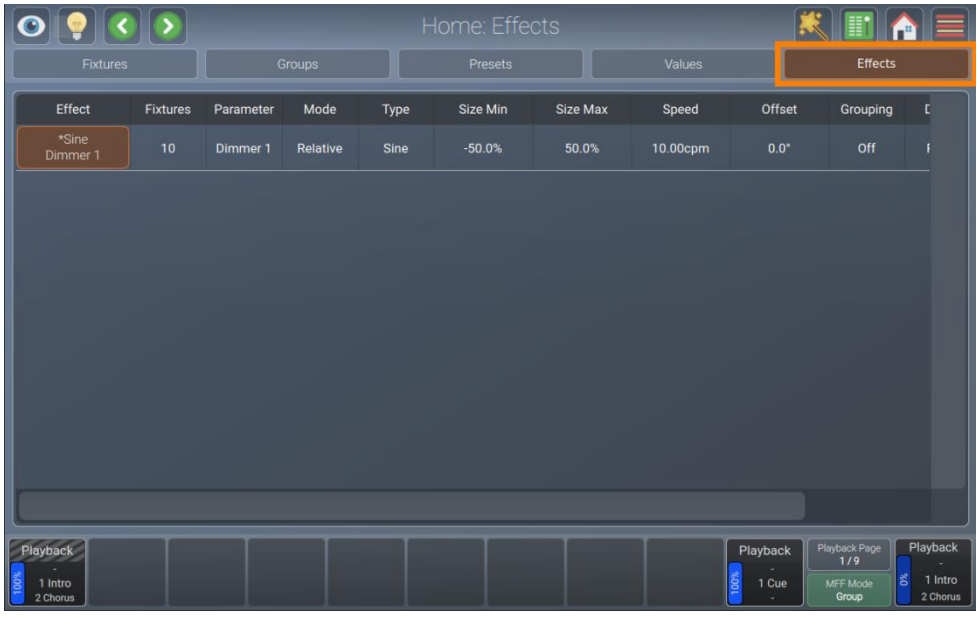


Fig. 123: Home Screen – Effects View

8.6.5.1. The Effects Tab - Actions Dialog Box

The Effects Tab - Actions dialog box provides core functions to work with effects. It may be opened by tapping the magic wand button in the Effects view at the home screen.

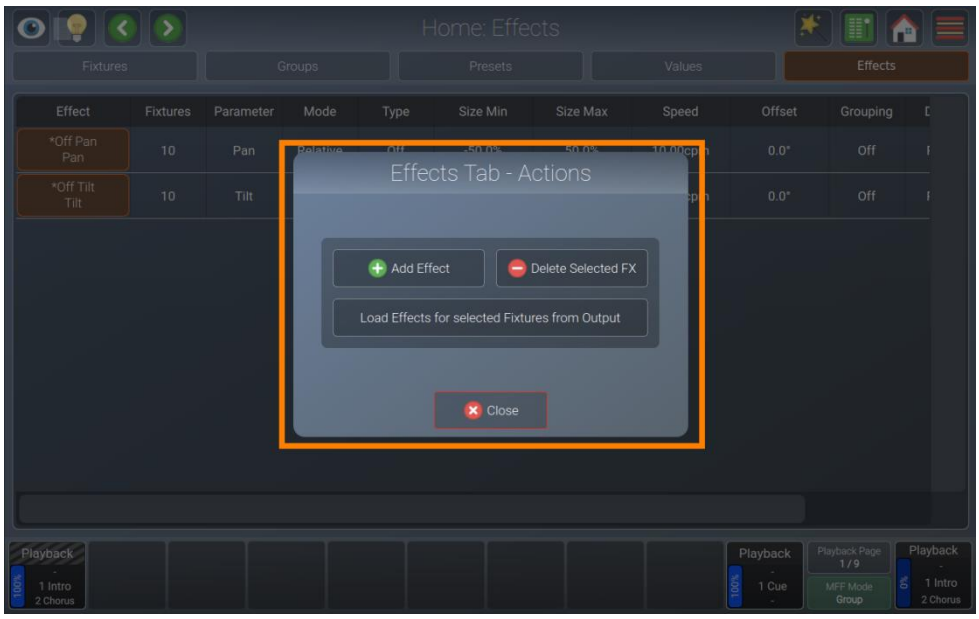


Fig. 124: Home Screen – Effects Action dialog box

Add Effect

The Add Effect button is used to add an effect to your current fixture selection.

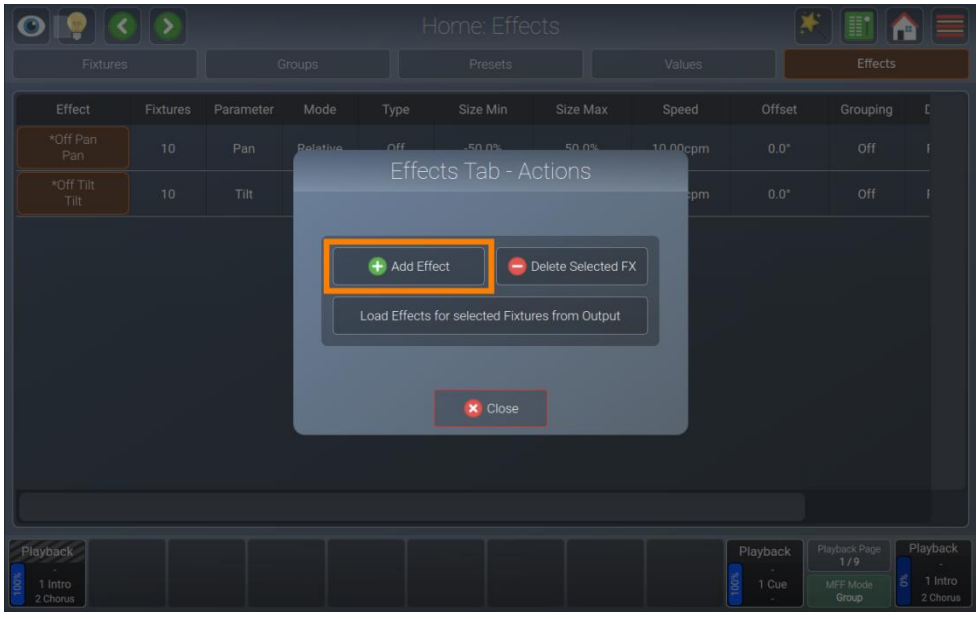


Fig. 125: Home Screen – Effects Action dialog box – Add Effect

Delete Selected FX

Delete Selected FX is used to delete the effects that are currently selected in the Effects dialog box.

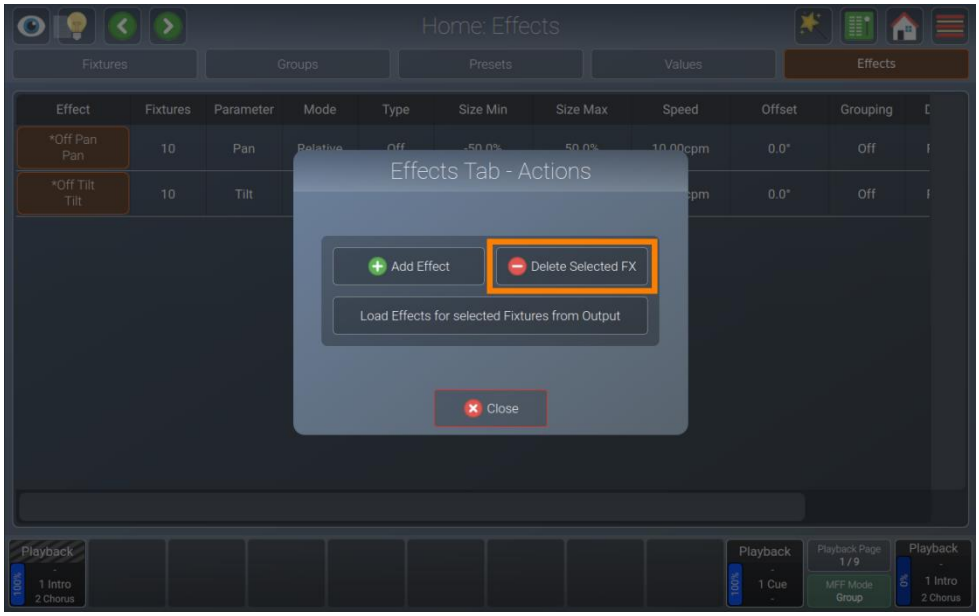


Fig. 126: Home Screen – Effects Action dialog box – Delete Selected FX

Load Effects for Selected Fixtures from Output

Load Effects for selected Fixtures from Output, is used to load all effects that are running from the current console's output for selected fixtures.

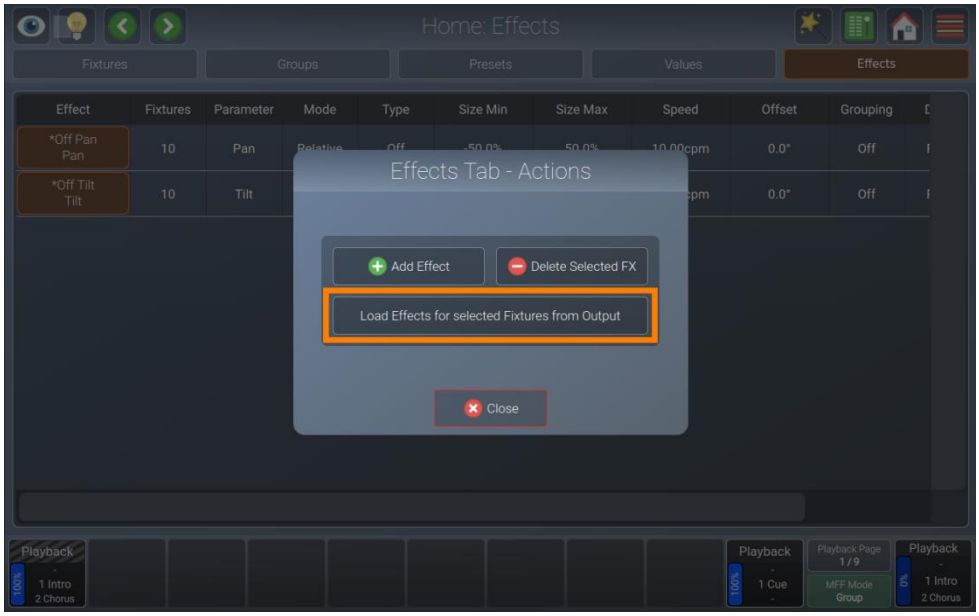


Fig. 127: Home Screen – Effects Action dialog box – Load Effects for selected Fixtures from Output

8.6.5.2. Adding Effects

In order to add an effect, please proceed as follows:

01) Select the fixtures you want to apply an effect to.
02) Tap the magic wand button in the Effects view.
03) Tap Add Effect.
04) Choose if you want to create a pre-defined or a custom effect as explained below.

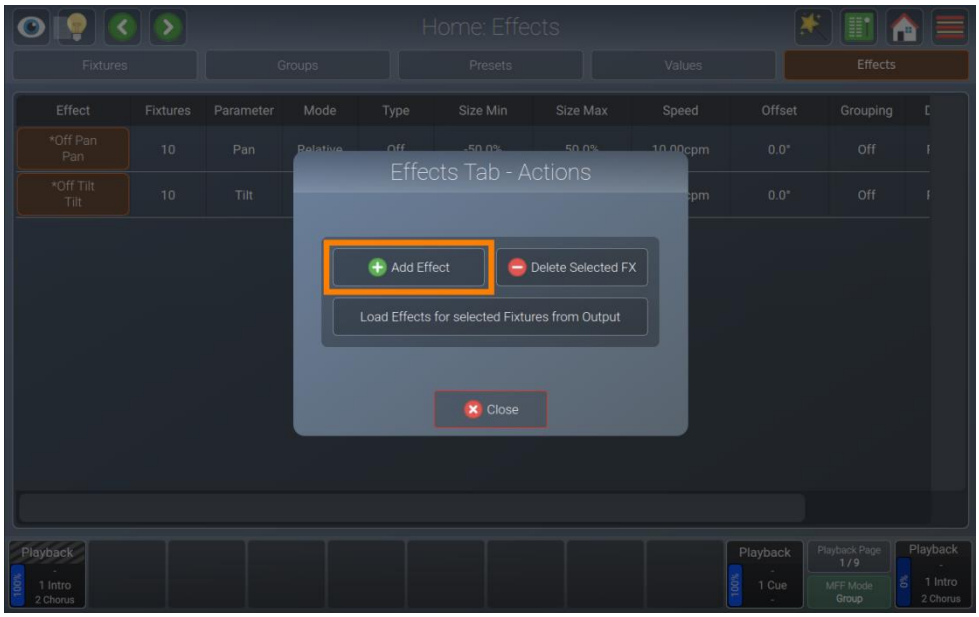


Fig. 128: Home Screen – Effects Action dialog box – Add Effect

Predefined Effects

Predefined effects offer a basic selection of effects with the attributes already set up for your convenience.

To add a predefined effect, follow the steps above and select Predefined Effects from the dialog box. Then select the desired effect from the list of pre-made effects.

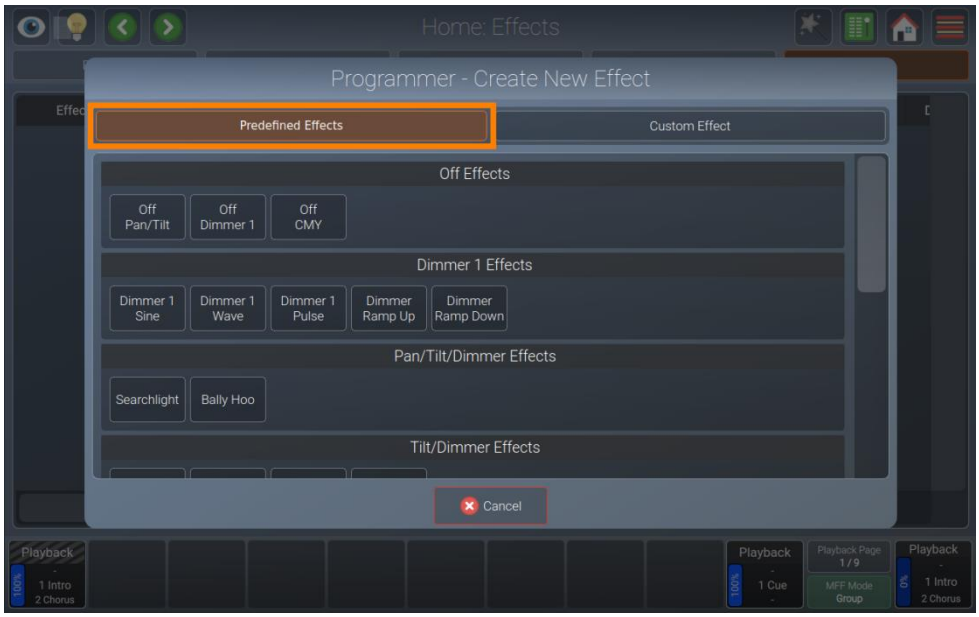


Fig. 129: Home Screen – Add Effect – Predefined Effects

Custom Effects

Custom effects are a good base to create different effects from the ones that are predefined.

To add a custom effect:

01) Select Custom Effect in the dialog box.
02) Pick the desired attribute on the left side of the dialog box and the curve on the right side.
03) Tap Add Effect when done.

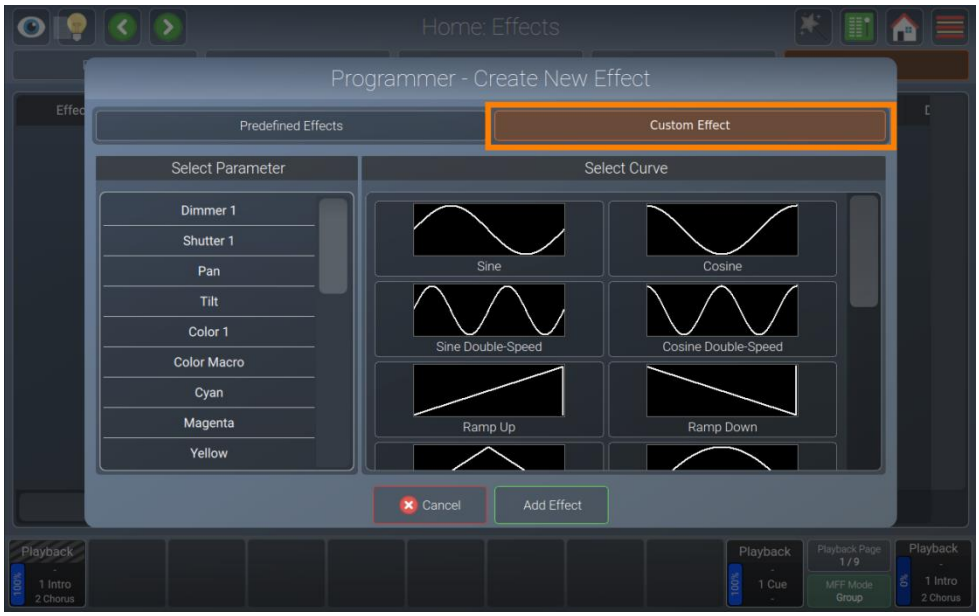


Fig. 130: Home Screen – Add Effect – Custom Effect

8.6.5.3. Modifying Effects

To be able to use the encoders to adjust the various attributes effects have, the effect rows that you want to modify need to be selected.

You may select or deselect effect rows by tapping the button in the first column.

After, you may use the encoders to alter Minimum Size, Maximum Size, Speed and Offset. You may also use the [Fan] key to fan these values.

Alternatively, you may double-tap any of the cells to alter the values except the parameter cell. For this, the effect row does not need to be selected.

More information about the individual effect attributes can be found below in section 8.6.5.6. **Effect Attributes** on page 134.

Fig. 131: Home Screen – Modify Effect

8.6.5.4. Deleting Effects

In order to delete one or multiple effect rows, they need to be selected.

You may select or deselect effect rows by tapping the button in the first column.

After having selected the rows you want to delete, tap the magic wand button and choose Delete selected FX from the action menu.

Please note that deleting an effect is not stopping the effect if it is already running in playback. For example: If you just created an effect and recorded it in cue 1 of a playback, deleting the FX in the editor and storing this in cue 2 of the same playback does not stop the effect. Add an off-effect for the parameters in cue 2 instead. For more information refer to 8.6.5.5 **Stopping Running Effects** on page 133.

8.6.5.5. Stopping Running Effects

In order to stop one or multiple effects in a cue, you need to add an effect row for each of the parameters you want to stop in the editor. This can be achieved with an off-effect type.

This may be done at any time, no matter if the effect you want to stop is played back or not.

If the effect you want to stop is still shown in the Effects view, just change the type of the appropriate row to off.

Otherwise, proceed as follows:

01) Select the fixtures you want to stop an effect for.
02) Tap the magic wand button in the Effects view.
03) Tap Add Effect.
04) If the desired parameter is listed in the Predefined Effects dialog box, in the Off Effects section, tap it. Otherwise select Custom Effect, select the parameter and the Off Curve and then tap Add Effect.

8.6.5.6. Effect Attributes

The LAMPY offers the following effect attributes. More information on the individual attributes can be found further below:

Column / Attribute	Function
Effect	Used to select or deselect this row for modification with the encoders, or to delete it using the action dialog box.
Fixtures	Indicates and sets the fixtures in this effect line.
Parameter	Indicates the attribute this effect uses.
Curve	Indicates and sets the curve this effect uses.
Mode	Used to indicate and toggle between “Relative” and “Absolute”.
Size Min	Used to indicate and set the minimum size of the effect.
Size Max	Used to indicate and set the maximum size of the effect.
Speed	Used to indicate and set the speed of the effect.
Offset	Used to indicate and set the offset for each fixture in the effect.
Duty Cycle	Used to indicate and set the duty cycle for each fixture in the effect.
Grouping	Used to indicate and set the grouping of fixtures in the effect.
Symmetric	Used to indicate and set if this effect is symmetric.
Direction	Used to indicate and set the direction of the effect.
Shots	Used to indicate and set the amount of times this effect should be run.

Fixtures Column

The Fixtures column displays the number of fixtures that are assigned to this effect line. Double-tapping or a long tap on this cell opens the Programmer Set Fixtures dialog box, which allows you to select the fixtures assigned to this effect row or update the fixtures that are assigned to this row.

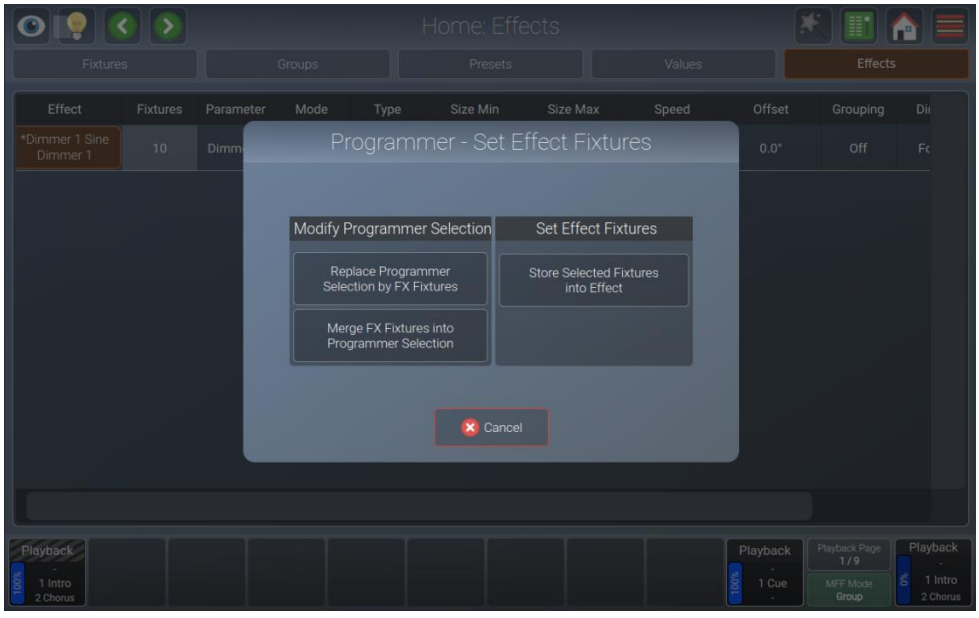


Fig. 132: Home Screen –Effect – Set Effect Fixtures

Parameter Column

The Parameter column displays the attribute an effect is assigned to.

Mode Column

The Mode column displays the mode of this effect line. Double-tapping or a long tap toggles the mode between Relative and Absolute.

Relative

Relative Effects apply a mathematical function around the current base value of the selected attribute.

For example:

An effect on the dimmer channel, that has a value of 50 % and a size of -25 % and +25 %, will alternate between 25 % and 75 % value. If the base value in the Values view or the output is at 75 %, the effect will alternate between 50 % and 100 %.

Absolute

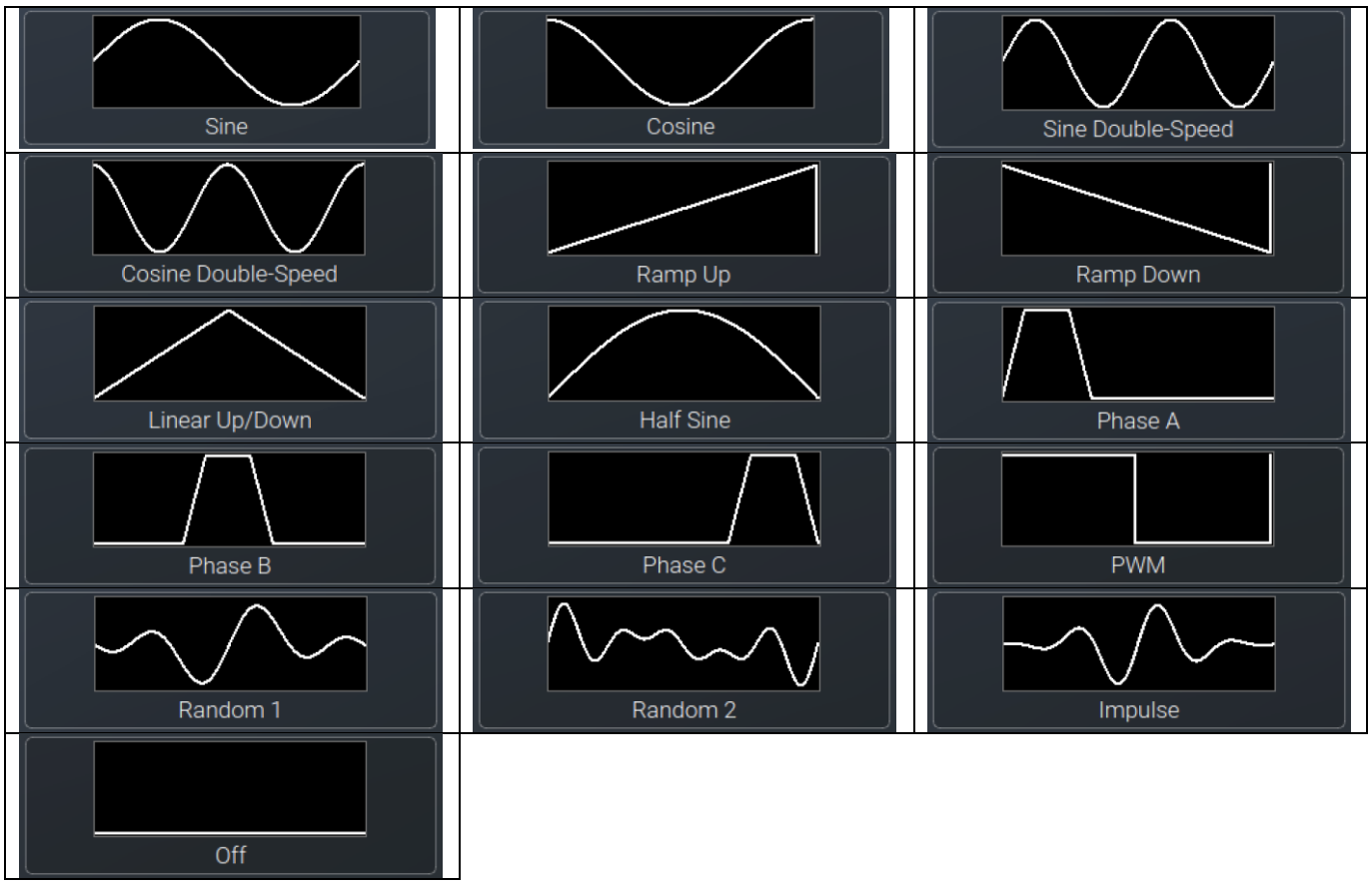
Absolute Effects apply a mathematical function from the Size Min value to the Size Max value. In this case, it is also possible to use presets for Size Min and Max values.

For example:

Size Min is set to 25 % and Size Max to 25 % - then the effect will appear “frozen” at 25 %. If the Size min is set to 25 % and Size Max is set to 75 %, then the effect will alternate between 25 % and 75 %.

Curve Column

Shown here are the different effect curves supported by the LAMPY console. You may change the effect on a per effect-line basis by double tapping or long tap the curve-cell.



Size Min Column

The function of the Size Min column depends on the mode that is set. If the mode is set to "Absolute", you may also choose a preset for this value.

It may be changed by double tapping or long-tapping in a Size Min cell. Please see the description of the mode column above for more info.

It can also be set to a fanned using the [Fan] key on the front panel, or in the dialog box that opens when you double tap or long-tap.

Size Max Column

The function of the Size Max column depends on the mode that is set. If the mode is set to "Absolute", you may also choose a preset for this value.

It may be changed by double, right or long-tapping in a Size Max cell. Please see the description of the mode column above for more info.

It can also be set to a fanned using the [Fan] key on the front panel, or in the dialog box that opens when you double tap or long-tap.

Speed Column

The Speed column defines the speed of the effect. The measure is cycles per minute, or CPM which equals the number of full run-throughs of a full effect cycle per minute.

It may be changed or fanned by using the encoders in conjunction with the [Fan] key on the front panel, or by double, right or long tapping into a speed-cell.

Offset Column

The Offset column defines the starting offset of the effect (in degrees) for each fixture in the effect. 0 to 360 degrees means that the offset is fanned and the first fixture starts at 0 degrees, whereas the other fixtures in this effect row will be "delayed" to have a staggered kind of effect. This is useful for wave-like effects.

It may be changed or fanned by using the encoders in conjunction with the [Fan] key on the console's front panel, or by double tapping or long tapping an offset-cell.

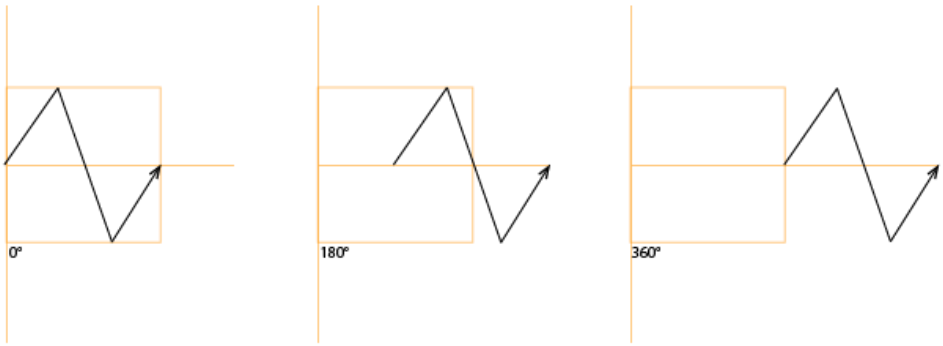


Fig. 133: Offset Effect Attribute

Duty Cycle Column

The "Duty Cycle" attribute defines how long the duration of the effect (in %) in a cycle is.

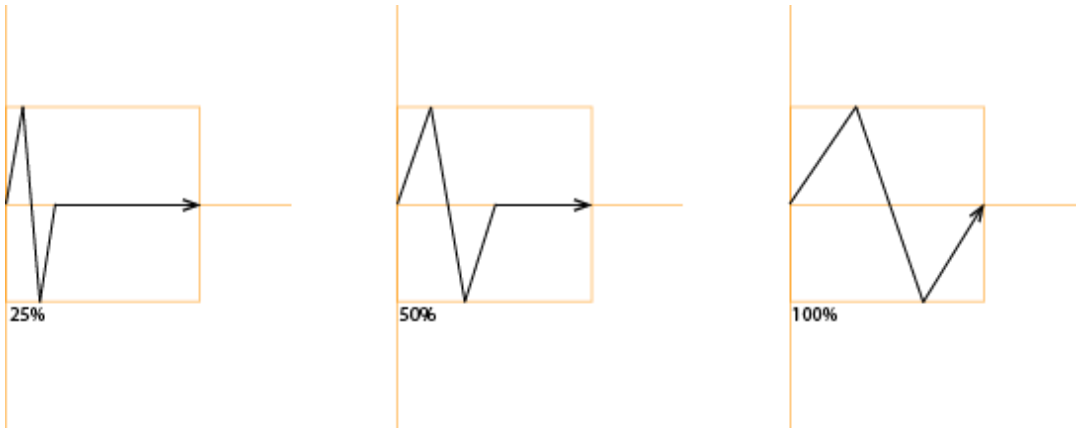


Fig. 134: Duty Cycle Effect Attribute

It may be used to build chases and more. The best way to see how it works is to select a few lights, add the dimmer-wave-predefined effect and play with the duty cycle.

Grouping Column

The "Grouping" attribute divides all fixtures using the effect into groups. The value specified defines the number of fixtures in one group.

For example, a tilt wave across 8 fixtures, without grouping, will look like this:

Fig. 135: Grouping Attribute - No Grouping

With grouping set to a value of 4, the effect will look like this:

Fig. 136: Grouping Attribute - Value of 4

As you can see, fixtures 1 and 5 are outputting the same values, fixtures 2 and 6 are outputting the same values as well, etc.

It may be changed by double tapping or long-tapping a grouping-cell.

Symmetric Column

When symmetric is set to yes, the effect of this line will be mirrored between all fixtures. Pan will also be inverted, in order to be able to create effects which are fully symmetric.

It may be changed by double tapping or long-tapping a symmetric-cell.

Direction Column

The Direction column displays the direction of the effect. It may be changed by double, right or long tapping in the direction-cell and choosing the desired option from the Set Effect Direction dialog box.

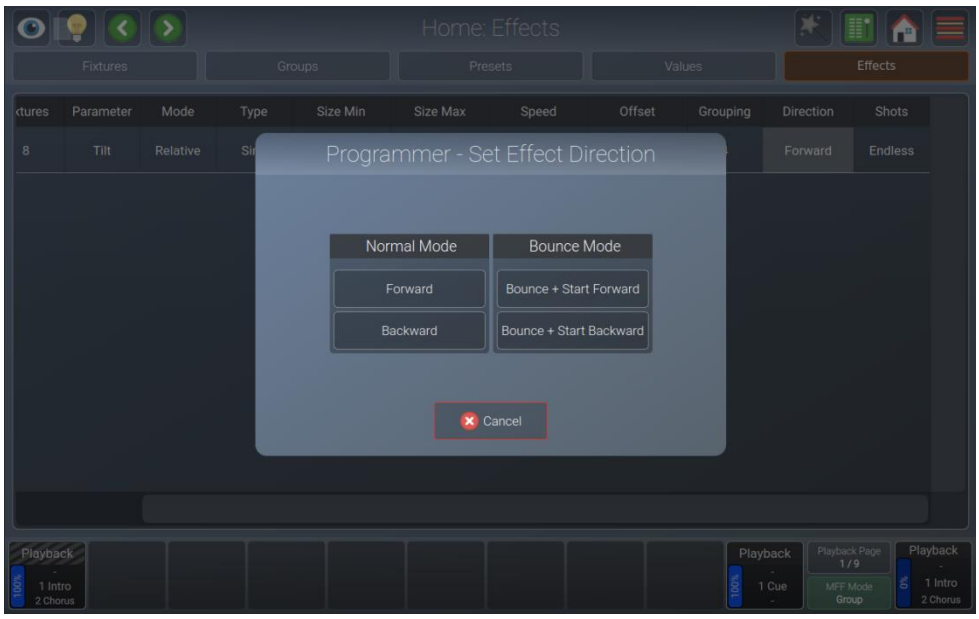


Fig. 137: Home Screen –Effect – Set Effect Direction

Shots Column

The Shots column defines how many times an effect should be run before it "self-terminates" itself. If the number of shots is set to endless, the effect will run until it is stopped by another effect or until the playback or scene is switched off.

If the number of shots is set to 1, the effect will run once.

It may be changed by double tapping or long-tapping the shots-cell

8.7. Using the Playback Faders

The 10 playback faders below the internal touchscreen are the backbone of your programming process and show. They may contain one or more cues, whereas each cue might have different timings and values stored. They are also pageable.

Each playback has its own settings that define the behavior of the playback. It may be set in the Playback Fader view by tapping the magic wand button.

All editing of playback faders is done using the Playback Fader view, which may be opened by pressing on the fader label shown at the bottom of the touchscreen above the physical fader.

Alternatively, the Playback-Fader view may be opened by pressing the `[Edit]` key on the console's front panel, followed by pressing the button underneath the Playback-Fader.

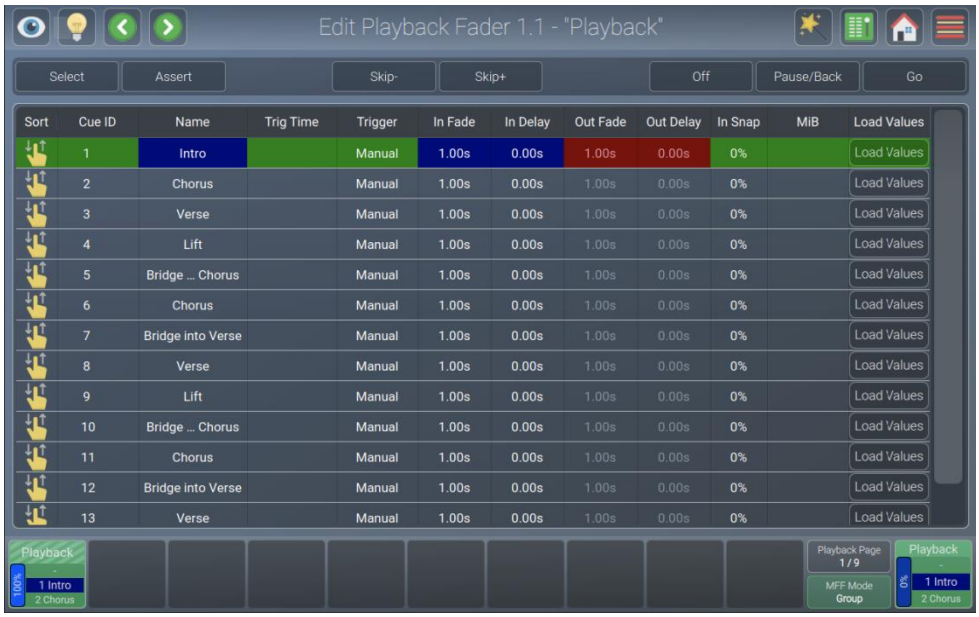


Fig. 138: Playback Fader View - Cuelist

8.7.1. The Playback-Fader Labels

The Fader Label itself provides several layers of feedback to you:

Item	Meaning
	This playback has the name “Not Running” and is not being played back.
	This playback has the name “Selected” and is selected but not running.
	This playback has the name “Running” and is switched on and running – or: played back.
	This playback has the name “Paused” and is paused.
	This playback has the name “Out fading” and is currently out fading (Off-Time setting when switched off).
	This playback is empty.

8.7.2. The Cue Label Background Color

The background color of the cue status indicator indicates the different playback states:

Cue Background Color	State
	The playback is running.
	The playback is in a paused state.
	The playback has been switched off and is outfading.
	The playback is in learn Timing / Timecode mode or Manual X-Fade.
	The playback is not running.

8.7.3. Playback Fader Pages

You may switch between playback pages 1 to 9 at any time by tapping the Playback Page button between fader label 10 and the master fader label.

Fig. 139: Playback Page Button

Holding down the `[Shift]` key while tapping the Playback Page button will open the Playback Pages directory. This allows you to change to the template page, which content is available on any other page, or to name and move the pages.

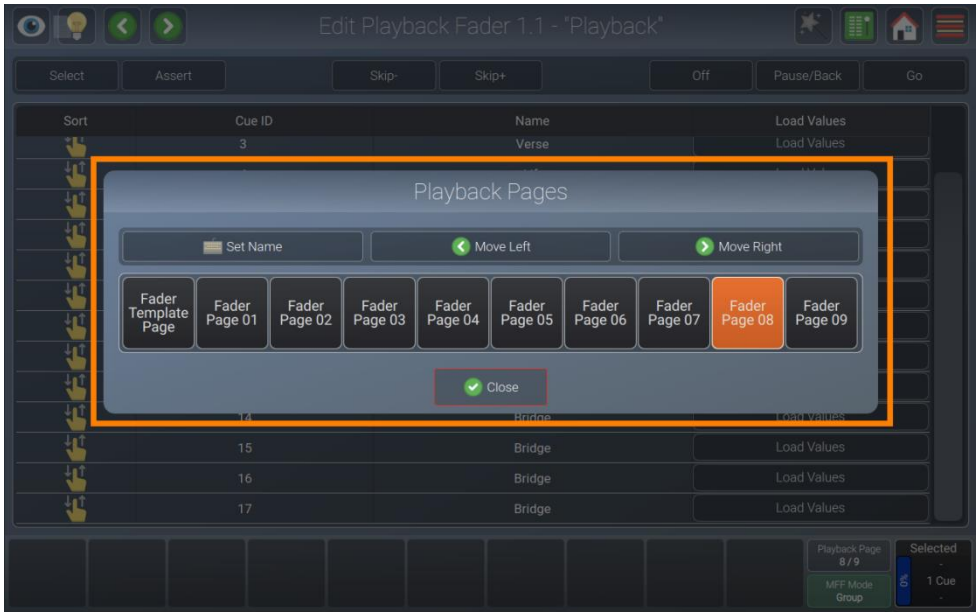


Fig. 140: Playback Page Directory

8.7.4. Playback View – Direct Control Section

The direct-control section of the playback view contains several buttons to control the playback that is opened in the playback view. Tapping Select, for example, will select the playback and make it available to the master fader.

Fig. 141: Playback Page View – Direct Control

8.7.5. Playback View Columns

The following is a list of the columns in the playback view and their associated functions.

As soon as the playback view for the appropriate playback is open (by tapping the fader label), select the cell with the value you want to change and double tap or long-tap.

Multiple rows across the same column may be selected, however you cannot select multiple columns at the same time.

Column	Function
Sort	Used to move cues in the cuelist by dragging and dropping.
Cue ID	Indicates the cue number.
Name	Indicates and sets the cue name.
Trig Time	Indicates and sets the time after this cue will be started.
Trigger	Indicates and sets the type of the trigger for this cue. More information can be found below.
In Fade	Indicates and sets the time to fade into this cue.
In Delay	Indicates and sets the delay time this cue will wait to fade in, after being started.
Out Fade	Indicates and sets the time in which dimmer values, that decrease their values, will fade down.
Out Delay	Indicates and sets the delay which dimmer values, that decrease their values, will wait until fading down.
In Snap	Indicates and sets the percentage of the fade at which "Snap" values will snap to the new value.
MiB	Indicates and sets if this cue should be pre-set by the move in black function of the LAMPY.
Load Values	Used to load Values of a cue into the programmer.

Sort Column

The Sort column allows you to reorder cues by dragging and dropping the sort handle. It is not possible to drop cues before cue 1. If you want to do so, please reorder cue 1 instead.

Cue ID Column

The Cue ID column indicates the number of the cue. Please note that you cannot change the cue numbers manually as these are assigned and re-assigned automatically.

Name Column

The Name column indicates the name of a cue. It may be changed any time by double-tapping or long-tapping the cell. Alternatively, you may press the `[Name]` key on the console's front panel and select the cue you want to rename from the playback view.

Trig Time Column

This is the time that needs to pass until this cue will be started. However, it depends on the trigger selected for this cue. Find more information about the different trigger types below. It may be changed any time by double-tapping or long-tapping the cell.

Trigger Column

Each cue might have different triggers that affect how the Trig Time column is used. You may change the trigger on a per-cue basis by right-tapping or long-tapping the cell.

These trigger types are available:

Manual Go

This cue will not be played back automatically. The Trig-Time column is unused.

Wait

Once the previous cue started, this cue will wait until the defined trigger time elapsed, until it will be started automatically.

Follow

This cue will start after all timings of the previous cue have been completed. The Trig Time column may be used to enter a positive or negative time to delay or backdate the start of this cue.

Timecode

This can be used to have the cue played back by Timecode. The Trig Time cell for this cue will change into a timecode time.

In Fade Column

This is the duration of the crossfade for all fixtures increasing dimmer values. It may be changed any time by double tapping or long-tapping the cell.

In Delay Column

This is the delay that needs to pass for this cue to start any In Fade, after it has been started. It may be changed any time by double tapping or long-tapping the cell.

Out Fade Column

This is the duration of the crossfade for all fixtures that have decreasing dimmer values. By default, the Out Fade is equivalent to the In Fade. It may be changed any time by double-tapping or long-tapping the cell.

Out Delay Column

This is the delay that needs to pass for this cue to start any Out Fade, after it has been started. It may be changed any time by double-tapping or long-tapping the cell.

In Snap Column

This is the percentage of the overall cue time, after which parameters that are set to be a "Snap-Channel" (in the fixture library) will snap to their new value. It may be changed any time by double-tapping or long-tapping the cell.

MiB Column

MIB (Move In Black) is a function where tracking sequences look ahead and preposition attributes of fixtures (parameters) that are fading the dimmer in from zero, to automatically prevent "ugly" transitions where you would normally see the fixture move the attributes into position, while the fixture is fading in.

You may enable or disable MiB by double-tapping or long-tapping the MiB cell.

MIB is enabled on a cue-per-cue basis.

For MiB to work, the fixture must be programmed with a dimmer value of 0 % before the Move in Black Cue. Also, for MiB to work, the attributes that should be preset need to be set to "Mark" or "Mark Zero" in the library of the fixture.

Here's a quick example of how MiB works:

Cue	Dimmer	Color	Gobo	MiB Setting
#1: Intensity	100 %			
#2: Intensity and Color	80 %	Red		Early
#3: Intensity	0 %			
#4: Gobo and Color	100 %	Blue	Gobo 1	Early

In cue 2 MiB is set to early, but MiB will not be executed because the dimmer value before this cue has not been programmed at zero.

Cue 4 has the MiB set to early as well. As in cue 3 the dimmer value is set to 0 %, the gobo and color wheel will already be pre-set to gobo 1, so that when the light goes on when cue 4 is run, the gobo and color will not fade in or snap visibly.

Load Values Column

To load values back into the programmer for editing, tap the Load Values button.

8.7.6. Recording and Modifying Cues

8.7.6.1. Recording Cues to a Playback

To record your first cue to a playback, proceed as follows:

01) Select some fixtures.
02) Set values for these fixtures.
03) Press the [Record] key followed by the fader's [Button] key.

Remember, only values that are active will be recorded.

8.7.6.2. Recording a Second Cue to a Playback

01) To store another cue in the same playback, press the [Record] key again, followed by the [Button] key of the playback you want to add the cue to.
02) If the playback only contains one cue, a dialog box will pop up asking you what to do.
03) Select Append as New Cue.

8.7.6.3. Removing Values from a Cue in a Playback

To remove values to a cue in a playback, proceed as follows:

01) Select some fixtures.
02) Set random values for the attributes you want to remove from the cue, for the selected fixtures.
03) Open the playback view for this playback by tapping the Playback Fader Label.
04) Press the [Record] key followed by a tap on the appropriate cue shown in the playback view.
05) Select Remove from Cue from the dialog box that is shown.

Remember, only values that are touched and active will be removed from the selected cue.

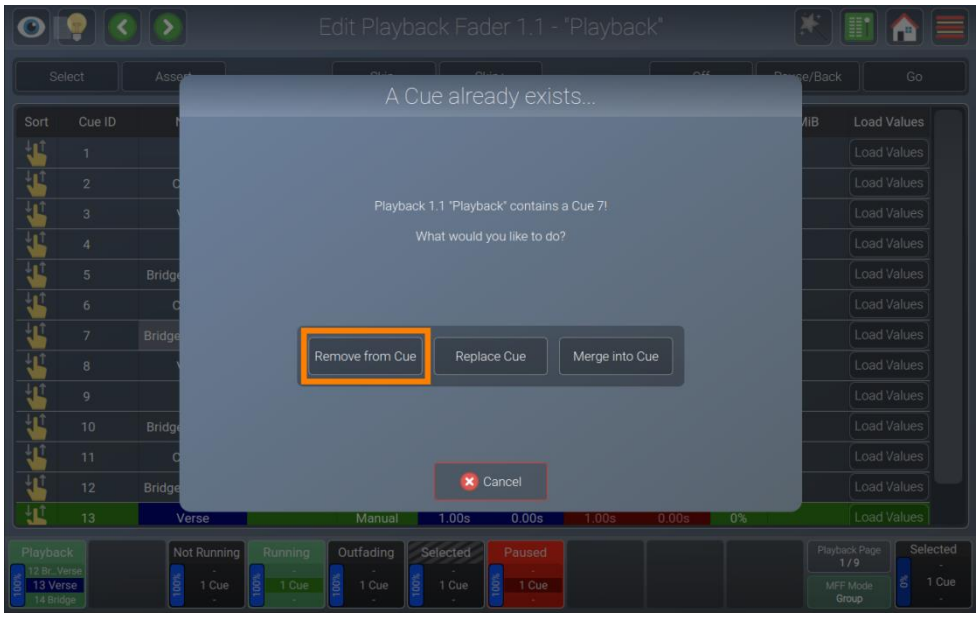


Fig. 142: Edit Playback Fader – Remove Values from Cue

8.7.6.4. Replacing all Values in a Cue in a Playback

To replace a cue in a playback, proceed as follows:

01) Select some fixtures.
02) Set some values for the selected fixtures.
03) Open the playback view for this playback by tapping the Playback Fader Label.
04) Press the [Record] key followed by a tap on the appropriate cue shown in the playback view.
05) Select Replace Cue from the dialog box that is shown.

Remember, only values that are touched and active will be stored in the selected cue.

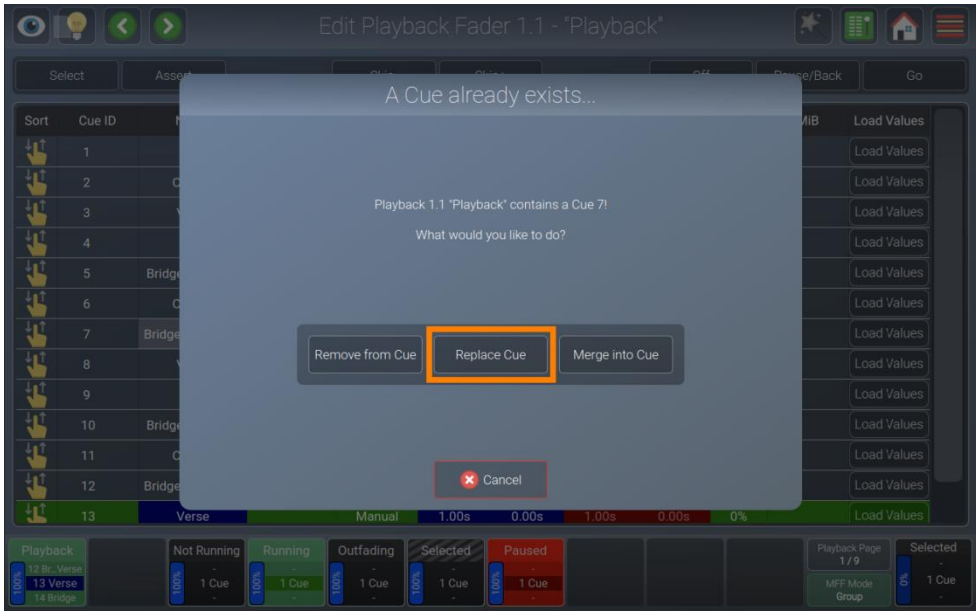


Fig. 143: Edit Playback Fader – Replace Values in Cue

8.7.6.5. Adding or Changing Values in a Cue in a Playback

To add or modify values in a cue in a playback, proceed as follows:

01) Select some fixtures.
02) Set values for these fixtures.
03) Open the playback view for this playback by tapping the Playback Fader Label.
04) Press the [Record] key followed by a tap on the appropriate cue shown in the playback view.
05) Select Merge into Cue from the dialog box that was opened.

Remember, only values that are touched and active will be recorded and no values are removed by using the merge function.

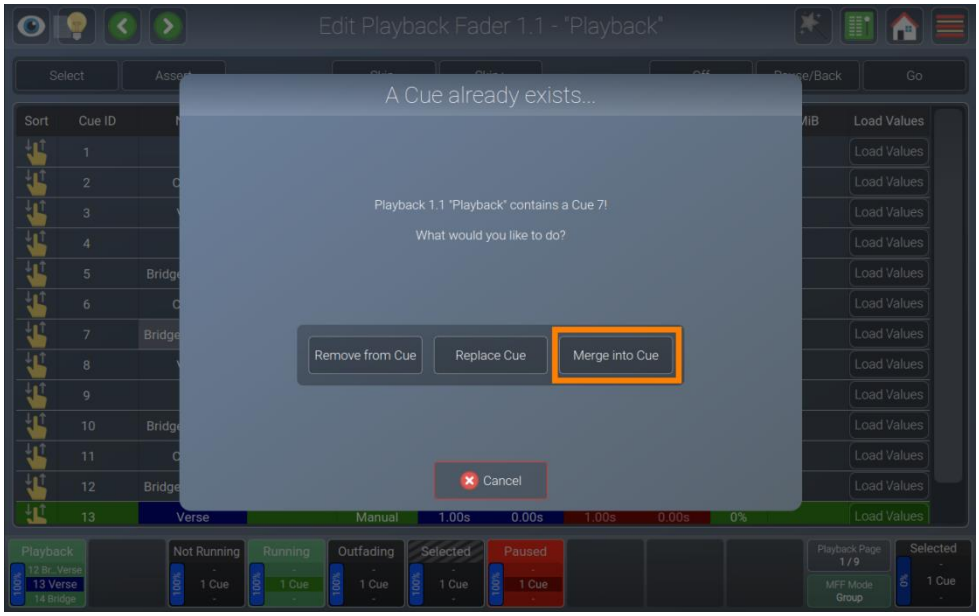


Fig. 144: Edit Playback Fader – Merge Values into Cue

8.7.6.6. Deleting a Cue in a Playback

To delete a cue in a playback, proceed as follows:

01) Open the playback view for this playback by tapping the Playback Fader Label.
02) Press the [Delete] key and tap the cue you want to delete shown in the playback view.
03) Confirm to delete this cue.

8.7.6.7. Copying a Cue in a Playback

You may copy cues by tapping them:

01) Open the playback view for this playback by tapping the Playback Fader Label.
02) Press the [Copy] key followed by a tap on the cue you want to copy shown in the playback view.
03) A new copy of the cue will be created at the end of the cuelist. If you want to move the cue somewhere else, please use the Sort column.

8.7.7. Copying a Playback

You may copy Playbacks as follows:

01) Press the [Copy] key on the console's front panel .
02) Tap on the button of the playback to be copied.
03) Tap on the destination playback button.

Note: While you may copy playbacks between playbacks and scenes and executors to playbacks, copying a playback to an executor or scene is not possible.

8.7.8. Moving a Playback

You may move playbacks as follows:

01) Press the [Shift] and [Copy] keys on the console's front panel at the same time.
02) Tap on the button of the playback to be moved.
03) Tap on the destination playback button.

Note: While you may copy playbacks between playbacks and scenes and executors to playbacks, copying a playback to an executor or scene is not possible.

8.7.9. Adjusting the Playback Settings

The Playback Fader Action dialog box provides all settings for the playback displayed in the playback dialog box. It can be opened by tapping the magic wand button.

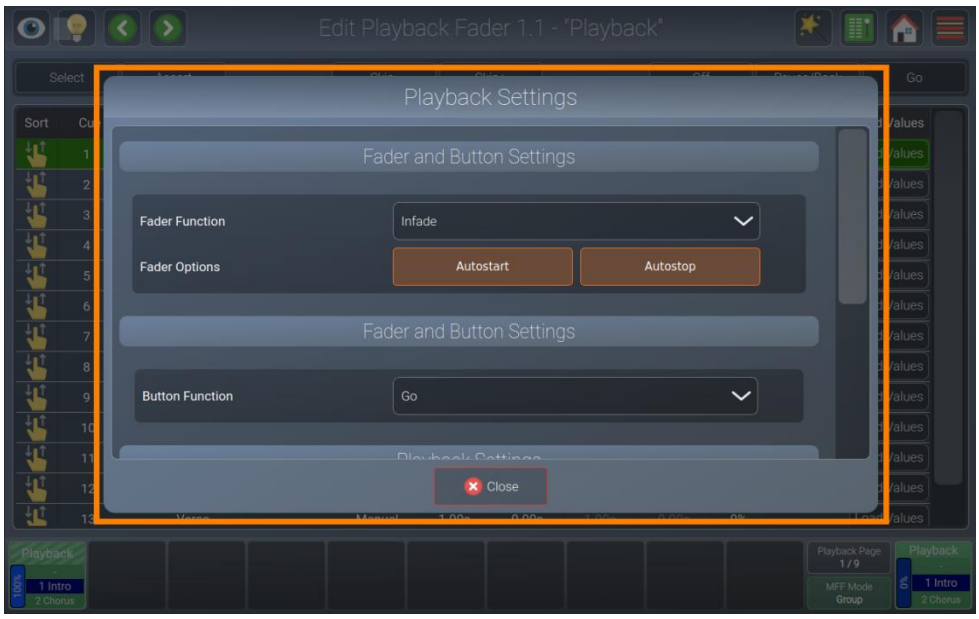


Fig. 145: Edit Playback Fader – Playback Action dialog box

8.7.9.1. Customizing the Fader Function

To customize the Faders function and behavior for this playback, open the Playback Settings dialog box by tapping the magic wand button.

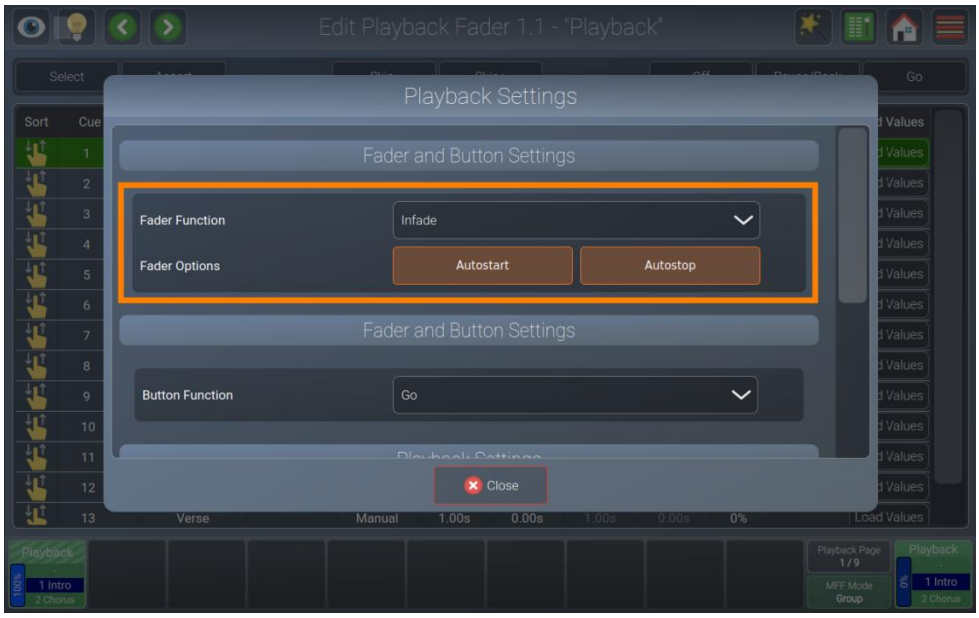


Fig. 146: Playback Settings – Fader Settings

Fader Function

The fader function dropdown defines what the fader of this playback should do. Possible options are:

Setting	Function
Disabled	Fader has no function.
Dimmer	The fader acts as a master dimmer for the cuelist contents. Only dimmer channels are affected.
Speed	The fader controls cuelist (Next, Fade and Snap Timings) and effect speed of the contained cuelist. 100 % is equivalent to the speed programmed.
Infade	The fader will fade all parameters contained in the cuelist, even channels set to snap in the Fixture Library.
X-Fade	The fader will crossfade between the current and the next cue allowing for manual crossfades.
Effect Size	The fader controls the effect size of effects contained in its cues.
Effect Speed	The fader controls the effect speed of effects contained in its cues.

Fader Options

AutoStart

AutoStart will cause the cuelist to be started when the fader is pulled up from 0%.

AutoStop

AutoStop will cause the cuelist to be stopped as soon as the fader reaches the 0% value.

8.7.9.2. Customizing the Button Function

To customize the button function and behavior for this playback, open the Playback Settings dialog box by tapping the magic wand button and scroll down to the Fader and Button Settings section.

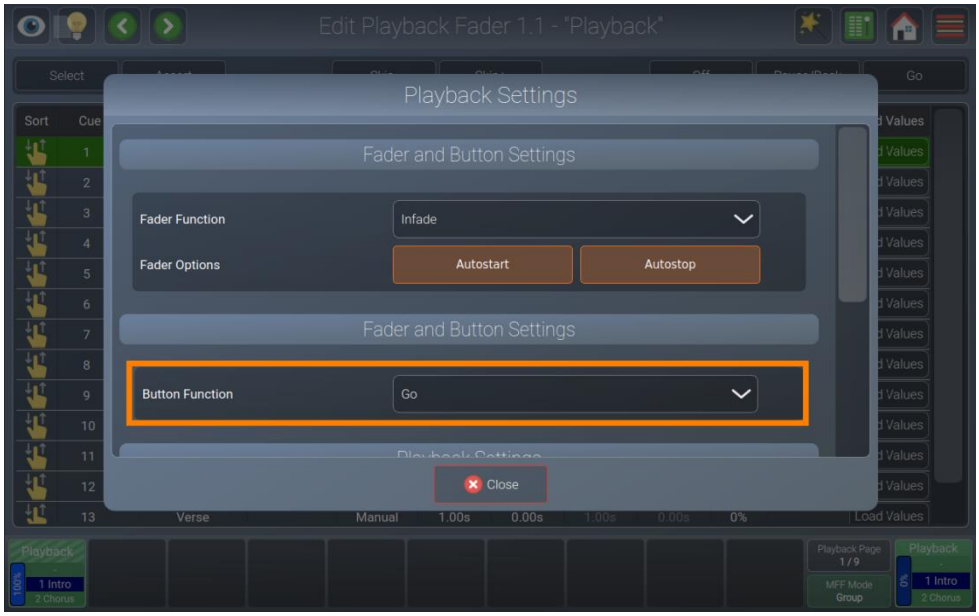


Fig. 147: Playback Settings – Button Settings

Setting	Function
Disabled	Button has no function.
Select Fader	Selects the fader. When selected, the fader shows up on the master fader and the external screen playback view
Toggle On / Off	The first press on the button will start the playback, the second press will switch it off.
Go	Issues a "Go" command to start the playback, or, if it is already running, advances through the different cues of the playback.
Pause / Back	The first press on the button will pause the playback including all ongoing fades. The second press will advance through the playback in reversed order.
Skip+	Skips to the next cue in the playback without switching it on. If the playback is running it will skip to the next cue, ignoring all fade times.
Skip-	Skips to the previous cue in the playback without switching it on. If the playback is running it will skip to the previous cue, ignoring all fade times.
Flash	Will flash the master's fader value to 100 % without switching the playback on or off.
Flash + Go	Will flash the master's fader value to 100 % and switch on the playback. The playback stays on after releasing the button.
Flash + Off	Will flash the master's fader value to 100 % and switch off the playback when releasing the button. It will not start the playback.
Flash + Go + Off	Will flash the master's fader value to 100 % and switch on the playback. The playback will be switched off after releasing the button.
Go + Off	Will switch on the Playback when pressing the button. The playback will be switched off after releasing the button.
Off	Switches off the playback using the Off time, to fade out with the given release time in the playback options.
Instant Off	Switches off the playback ignoring the Off time set in the playback options.
Assert	Will bring the playback "Up Front" in the priority stack but does not advance through the playback.
Tap Sync (Chase)	If this playback is set to "Chase" mode and not linked to a speed master, this button may be used to "Learn" (control) the speed of the chase.

8.7.9.3. Setting the Playback Mode

To set the Mode for this playback, open the Playback Settings dialog box by tapping the magic wand button and scroll down to the Playback Settings section.

Playbacks may be set to two different modes, cuelist or chase.

Chases offer different functionality and behave differently in some cases compared to playbacks. All timings will be replaced with global fade and snap timings which are part of the chase configuration options. Chases also disable the cue-dependent trigger selection, instead global chase trigger options from the Playback Settings dialog box will be used.

The Chase Crossfade setting is also shown in the playback view for the selected chase.

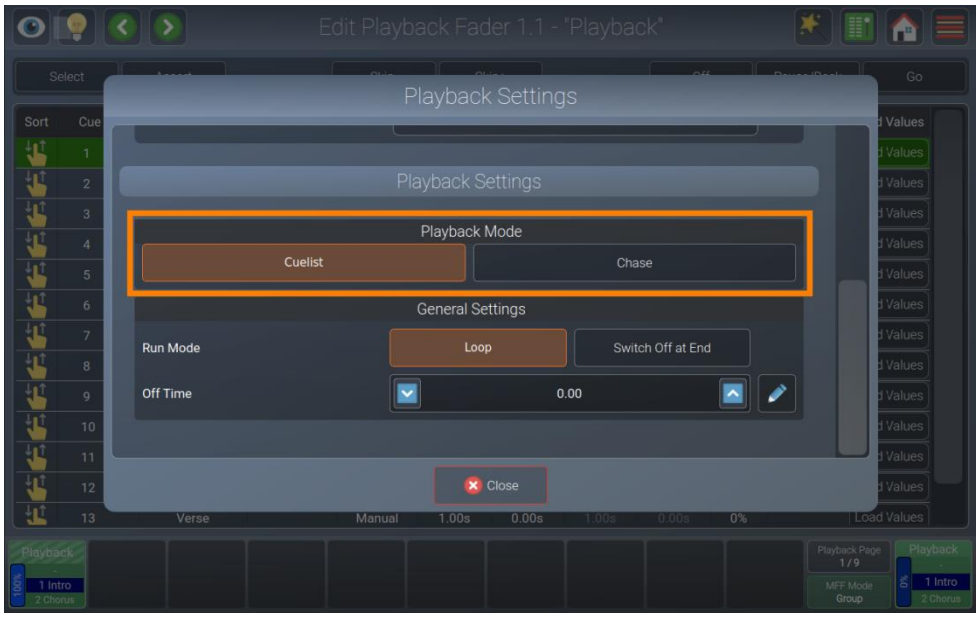


Fig. 148: Playback Settings – Button Settings

Cuelist Options

If cuelist is selected in the Playback Mode group box, an additional section with settings will be available. It contains the following settings:

Auto-Off other Effects

With Auto-Off other effects are turned on. Effects played back by other playbacks or scenes will be stopped automatically for attributes stored in this playback when it is started.

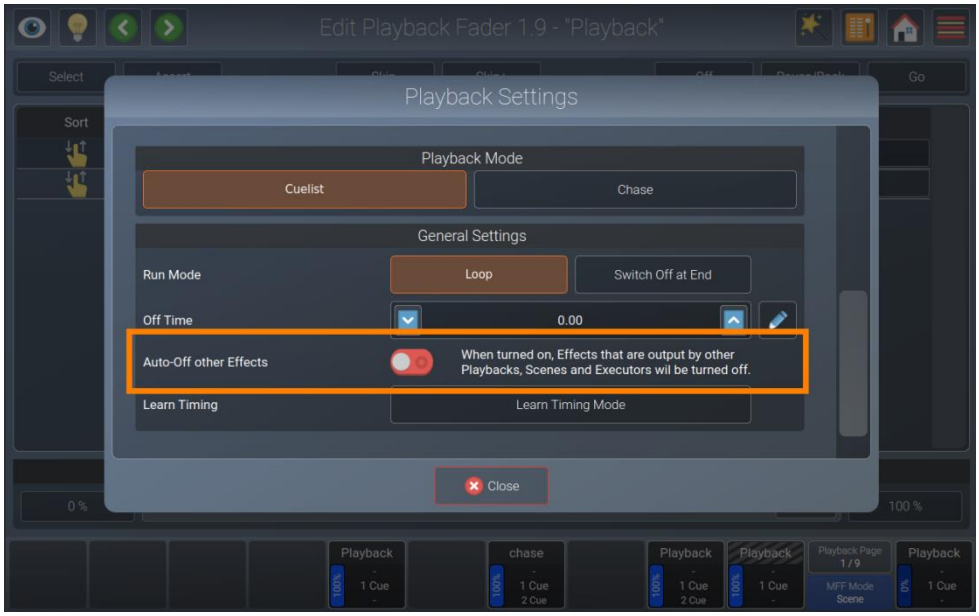


Fig. 149: Playback Settings – Auto-Off other Effects

Learn Timing

The Learn Timing button is very useful to learn Next timing or Timecode timing for given cuelist.

When the cuelist is in Learn Timing mode, the current cue's color will be indicated with a magenta background color, and each press of the Go button will cause the cuelist to add the time elapsed between the start of this cue and the "Go" command to start the next cue into the Trig Time field.

If the cuelist is set to Timecode, it will set the cue time to the timecode that was received during the press of the Go button.

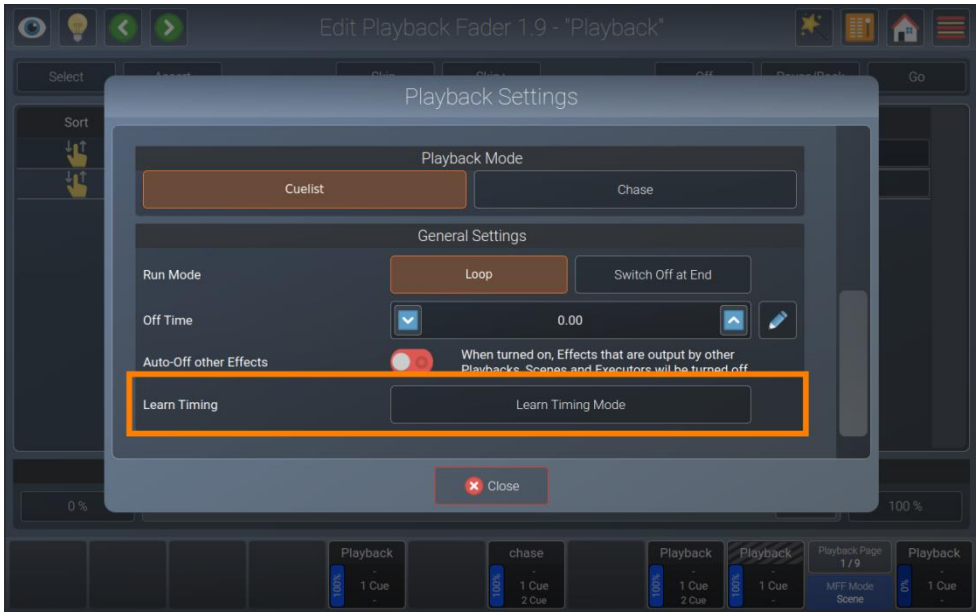


Fig. 150: Playback Settings – Learn Timing Button

Chase Options

If a chase is selected in the Playback Mode group box, an additional section with settings will be available. It contains the following settings:

Chase Trigger

The chase trigger setting defines what this chase will be using as its timing source. It may be set to one of the following options:

Setting	Function
Chase Master	Chase is synchronized to the global chase speed master in the virtual Playback-screen.
Local Tap sync	Chase is synchronized to the speed tapped using the button "Tap Sync"
Sound Input Bass	Chase is synchronized with the Bass section of the console's audio input.
Sound Input Mid	Chase is synchronized with the Mid section of the console's audio input.
Sound Input High	Chase is synchronized with the High section of the console's audio input.

More information in regards to the sound input can be found in section 8.5.2.9. **Enabling and Configuring the Sound Input** on page 61.

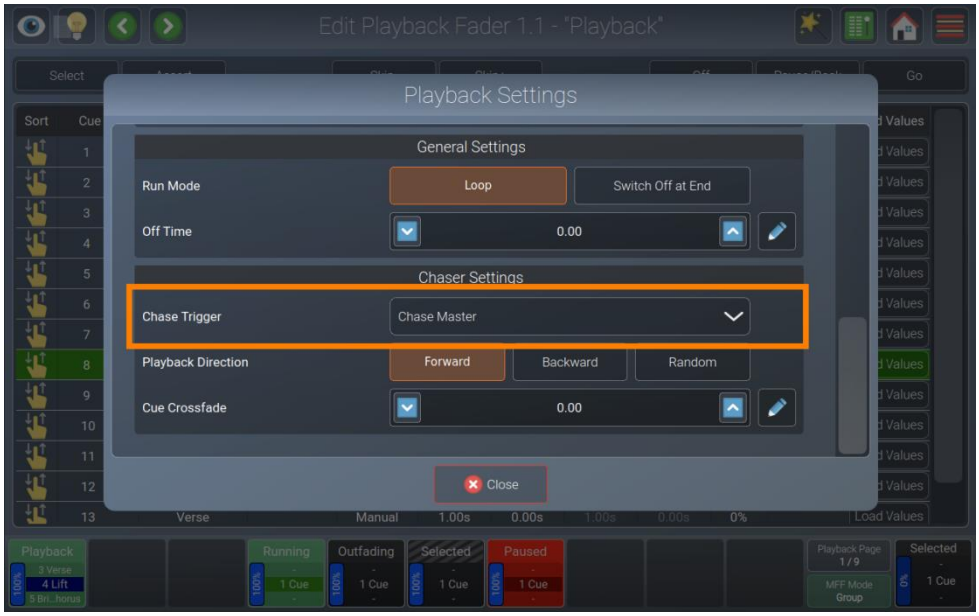


Fig. 151: Playback Settings – Chase Trigger Settings

Playback Direction

Defines the order in which the cues in this chase are going to be played back.

Possible options are Forward, Backward and Random.

Fig. 152: Playback Settings – Playback Direction

Cue Crossfade

Defines the crossfade time between steps in the chase (in %). 0% means the values will snap, 100 % means that the values will fade for the whole duration of the cue.

Fig. 153: Playback Settings – Cue Crossfade

8.7.9.4. Setting the Run Mode of the Playback

To define if this playback should be looping or switching off at the end, open the Playback Settings dialog box by tapping the magic wand button and scroll down to the Playback Settings section.

Playbacks may be set to two different Run Modes: Loop or Switch Off at End.

If a playback is set to Switch Off at End, it will automatically switch off, after all timings of the last cue have been completed.

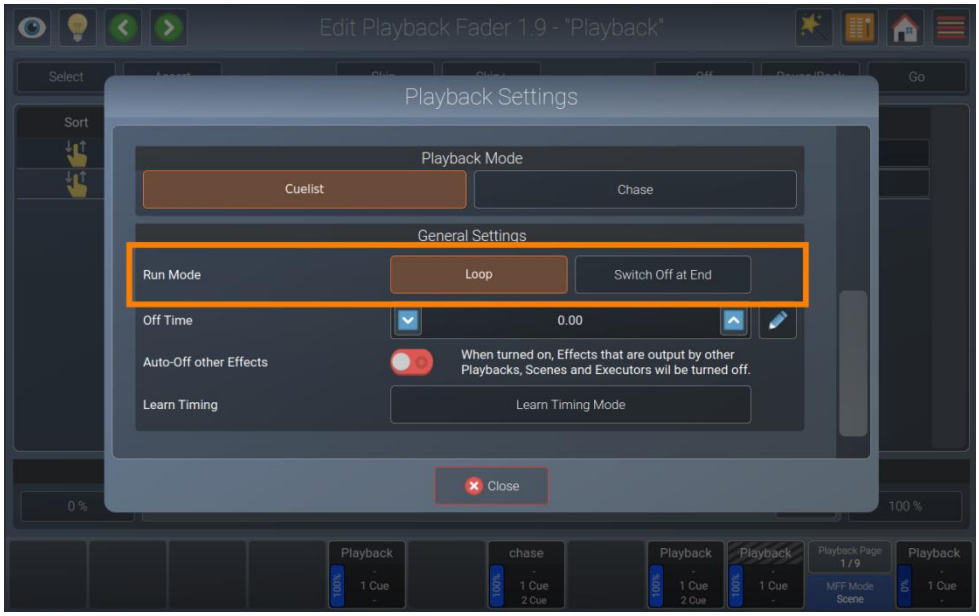


Fig. 154: Playback Settings – Run Mode Settings

8.7.9.5. Setting the Off Time of the Playback

To define if this playback should switch off instantly or fade out when being switched off, open the Playback Settings dialog box by tapping the magic wand button and scroll down to the Playback Settings section.

Adjust the value in the Off-Time box to set an off fade-time.

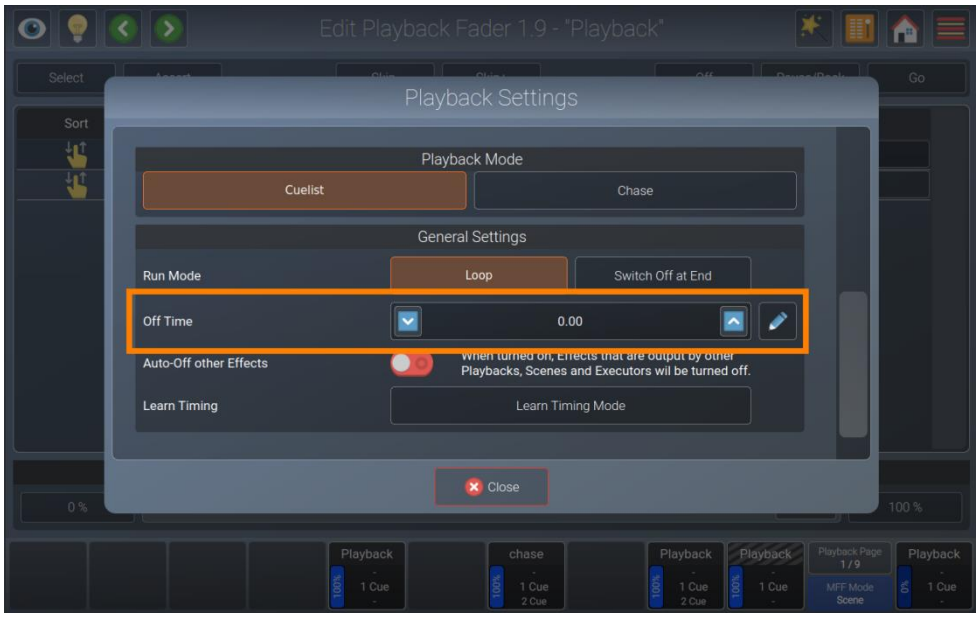


Fig. 155: Playback Settings – Run Mode Settings

8.8. Using the Multi-Function Faders

The multi-function faders offer direct access to fixtures, groups and scenes. These are divided into three different modes, which may be switched by tapping the MFF Mode button at the bottom right of the touchscreen.

Modes may be directly selected by pressing `[Shift]` key while tapping the MFF Mode button.

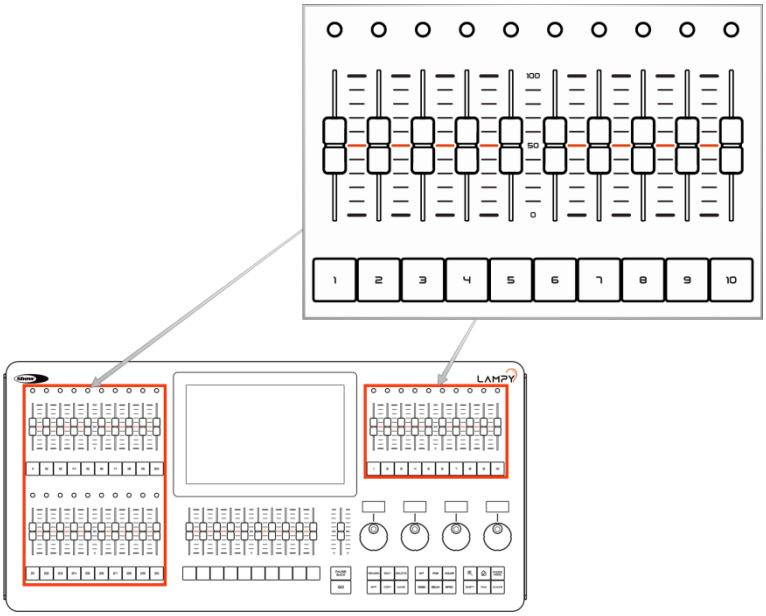


Fig. 156: Multi-Function Faders

Fig. 157: Multi-Function Fader Mode Button

For easier identification of the multi-function fader mode, the different modes are color coded. This color scheme is used in fader labels in the fader overview window or external screen, LEDs above the faders and in all Fader Mode Selection buttons and dialog boxes.

The colors used are the following:

Background Color	Type
Orange	Fixture Faders
Green	Group Faders
Blue	Scene Faders

8.8.1. Fixture Mode (Orange)

In Fixture Mode the faders will always load the fixture dimmer value into the programmer, which makes this mode perfect for less experienced people, or for ultra-quick programming. The buttons are always used to select or de-select fixtures.

In case the faders are in a different physical position than the value, the ones that are different from the actual value will have their LED blinking as an indicator. The fader values from before are remembered and you have to move the fader physically to this position.

The LEDs in this mode light up in orange but can be set to mimic the fixture's current output color in the setup menu. For selected fixtures, the LED will be brighter.

8.8.1.1. Assigning Fixtures to a Fixture MFF

To connect one or more fixtures to one or more of the faders:

01) Make sure your multi-fader mode is set to Fixture.
02) Select one or multiple fixtures.
03) Press the [Record] key.
04) Tap the button of the first multi-function fader you want to use.

Selected fixtures will be assigned consecutively to the selected fader.

8.8.1.2. Deleting Fixtures from the MFF Faders

To delete a fixtures connection with the MFF, proceed as follows:

01) Press the [Delete] key.
02) Tap the MFF button of the fixture you want to delete.

8.8.1.3. Copying a Fixture MFF

You may copy fixture MFFs as follows:

01) Press the [Copy] key on the console's front panel.
02) Tap on the button of the MFF you want to copy.
03) Tap on the destination MFFs button.

Note: You cannot copy Fixture MFFs to executors, scenes or playbacks

8.8.1.4. Moving a Fixture MFF

You may move fixture MFFs as follows:

01) Press the [Shift] and [Copy] key on the console's front panel at the same time.
02) Tap on the button of the MFF you want to move.
03) Tap on the destination MFFs button.

Note: You cannot move fixture MFFs to executors, scenes or playbacks

8.8.1.5. Naming a Fixture MFF

You may name fixture MFFs as follows:

01) Press the [Name] key on the console's front panel .
02) Tap on the button of the MFF.
03) Enter the new name in the on-screen keyboard or with a USB keyboard.

8.8.2. Group Mode (Green)

In Group mode the faders will always act as a master dimmer, dimming down programmed values or values in the programmer for the fixtures contained in the group.

In case the faders are in a different physical position than the value, the ones that are different from the actual value will have their LED blinking as an indicator. The fader values from before are remembered and you have to move the fader physically to this position.

The buttons are always used to select or de-select groups.

The LEDs in this mode light up in green. For selected groups, the LED will be brighter.

8.8.2.1. Assigning Groups to a Group MFF

To connect one or more groups to one or more of the faders:

01) Make sure your multi-fader mode is set to group.
02) Select one or multiple fixtures.
03) Press the [Record] key.
04) Press the button of the first multi-function fader you want to use.
05) A dialog box will be shown, asking you if you want to create a new group with the selected fixtures, or if you want to assign an existing group.
06) If you choose Existing Group, you may now select a group.

8.8.2.2. Deleting Groups from the MFF Faders

To delete a group connection with the MFF, proceed as follows:

01) Press the [Delete] key.
02) Tap the MFF button of the group you want to delete.

8.8.2.3. Copying a Group MFF

You may copy Group MFFs as follows:

01) Press the [Copy] key on the console's front panel .
02) Tap on the button of the MFF you want to copy.
03) Tap on the destination MFFs button.

Note: You cannot copy group MFFs to executors, scenes or playbacks

8.8.2.4. Moving a Group MFF

You may move group MFFs as follows:

01) Press [Shift] and [Copy] keys on the console's front panel at the same time.
02) Tap on the button of the MFF you want to move.
03) Tap on the destination MFFs button.

Note: You cannot move group MFFs to executors, scenes or playbacks

8.8.2.5. Naming a Group MFF

You may name group MFFs as follows:

01) Press the [Name] key on the console's front panel .
02) Tap on the button of the MFF.
03) Enter the new name in the on-screen keyboard or with a USB keyboard.

8.8.3. Scene Mode (Blue)

In scene mode, the fader and button function are user-defined. Scenes themselves are comparable to playbacks or executors but may only contain one cue.

In case the faders are in a different physical position than the value, the ones that are different from the actual value will have their LED blinking as an indicator. The fader values from before are remembered and you have to move the fader physically to this position.

The LEDs in this mode light up in blue. For running scenes, the LED will be brighter.

8.8.3.1. Recording to a Scene MFF

To record your first cue into a scene MFF, proceed as follows:

01) Select some fixtures.
02) Set values for these fixtures.
03) Press the [Record] key followed by the MFFs button.

Remember, only values that are touched and active will be recorded.

8.8.3.2. Removing Values from a Scene MFF

To remove values from a scene MFF, proceed as follows:

01) Select some fixtures.
02) Set some values for the attributes you want to remove from the scene.
03) Press the [Record] key followed by a tap on the MFFs button.
04) Select Remove.

Remember, only values that are touched and active will be removed from the selected executor.

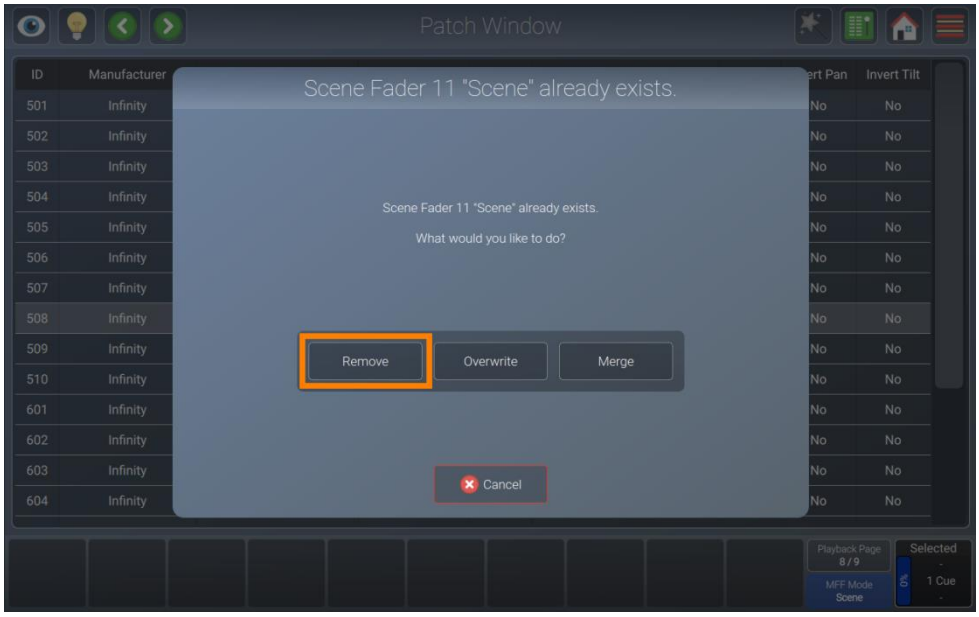


Fig. 158: Scene – Remove Values

8.8.3.3. Replacing all Values from Scene MFF

To replace a scene, proceed as follows:

01) Select some fixtures.
02) Set some values for the selected fixtures.
03) Press the [Record] key followed by a tap on the MFFs button.
04) Select Overwrite.

Remember, only values that are touched and active will be stored in the selected executor.

Fig. 159: Scene – Overwrite

8.8.3.4. Adding or Changing Values in a Scene

To add or modify values in / to a Scene, proceed as follows:

01) Select some fixtures.
02) Set values for these fixtures.
03) Press the [Record] key followed by a tap on the MFFs button.
04) Select Merge.

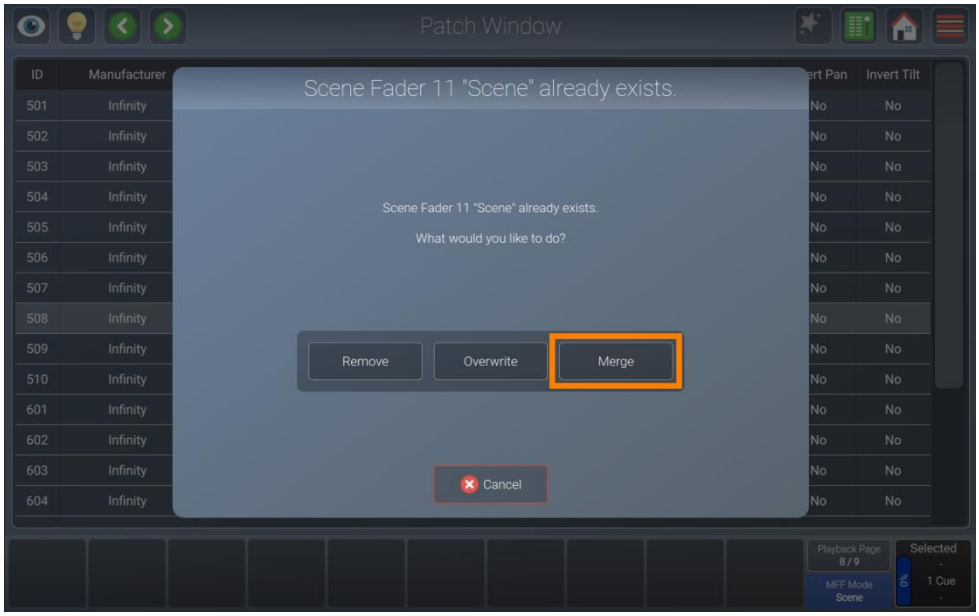


Fig. 160: Scene – Merge Values

8.8.3.5. Deleting a Scene

To delete a Scene MFF, proceed as follows:

01) Press the [Delete] key.
02) Tap on the scene's button.
03) Confirm to delete this scene.

8.8.3.6. Copying a Scene

You may copy a scene as follows:

01) Press the [Copy] key on the console's front panel .
02) Tap on the source scene's button.
03) Tap on the destination scene's button.

Note: You may copy scenes to virtual executors and playbacks

8.8.3.7. Moving a Scene

You may move scenes as follows:

01) Press [Shift] and [Copy] keys on the console's front panel at the same time.
02) Tap on the source scene's button.
03) Tap on the destination scene's button.

Note: You may move virtual scenes to executors and playbacks

8.8.3.8. Adjusting Scene Settings

To change the button and fader functions as well as the fade time of each scene individually, press the [Edit] key and tap the scene's button.

Changing a Scenes Fader Function

Open the Edit Scene dialog box by pressing the [Edit] key on the console's front panel and tap the scene's button.

The behavior of the fader can be selected from the Fader Settings section in the dialog box which just opened.

Setting	Function
Disabled	The fader will be disabled and has no function.
Dimmer	The fader will only crossfade dimmer values stored inside this scene.
Infade	The fader will crossfade into all values that are stored inside this scene.
Effect Size	The fader will control the size of any effects stored inside this scene.
Effect Speed	The fader will control the speed of any effects stored inside this scene.

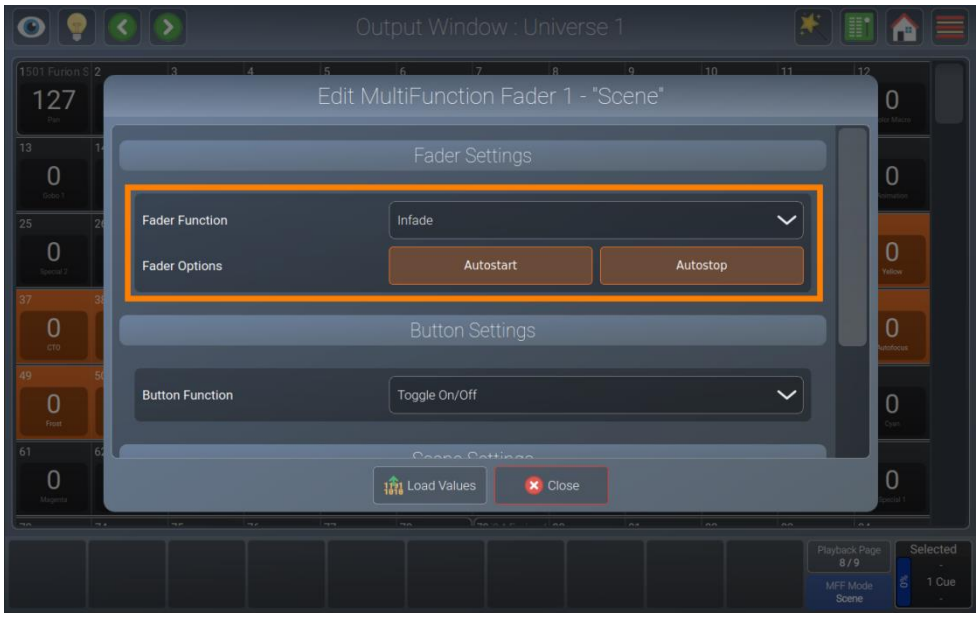


Fig. 161: Edit Scene -Change Fader Function

Changing a Scenes Button Function

Open the Edit Scene dialog box by pressing the `[Edit]` key on the console's front panel and tap the scene's button.

The behavior of the button can be selected from the Button Settings section in the dialog box which just opened.

Setting	Function
Toggle On / Off	When you first press on the button, it turns the scene on, a second press turns it off.
Flash	A press on the button will flash the fader value to 100 %, when releasing the button, the value returns to the fader value.
Flash + Go + Off	A press on the button will flash the fader value to 100 % and start the scene, releasing the button sets the value to the fader value and the scene will be turned off.
Go + Off	A press on the button will start the scene, releasing the button will turn off the scene.

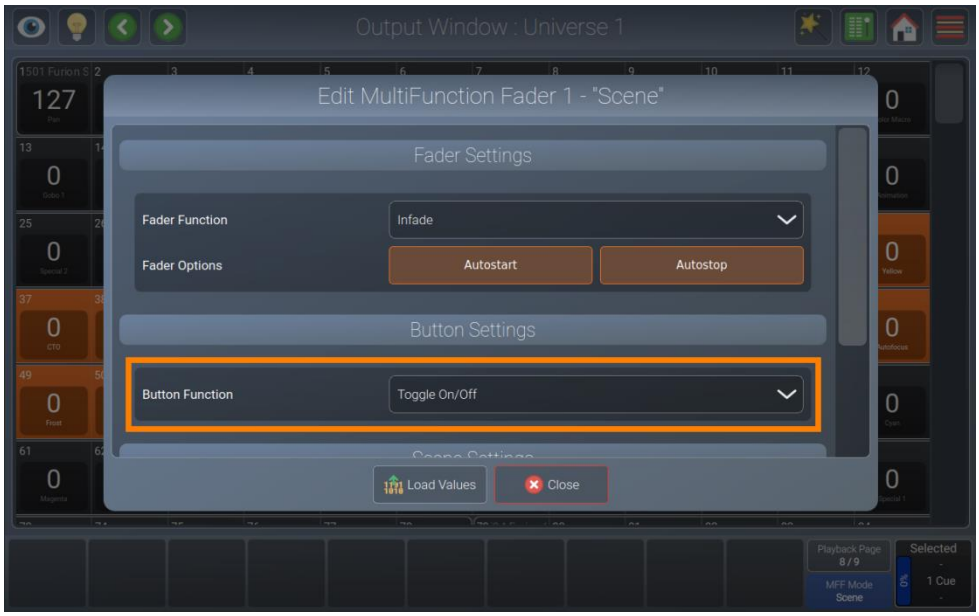


Fig. 162: Edit Scene -Change Button Function

8.8.3.9. Changing a Scenes Fade and Off-Fade Time

Open the Edit Scene dialog box by pressing the [Edit] key on the console's front panel and tap the scene's button.

The Fade Time and the Off Time of the scene can be selected from the Scene Settings section.

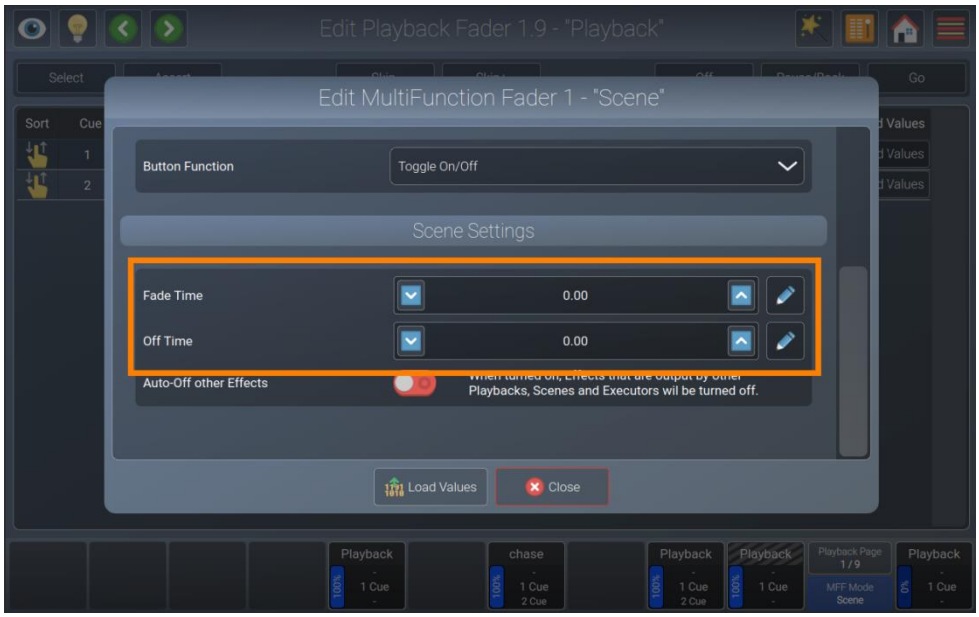


Fig. 163: Edit Scene -Change in and Off Fade Time

8.8.3.10. Auto-Off other Effects

With Auto-Off other effects turned on, effects played back by other playbacks or scenes will be stopped automatically for attributes stored in this playback when it is started.

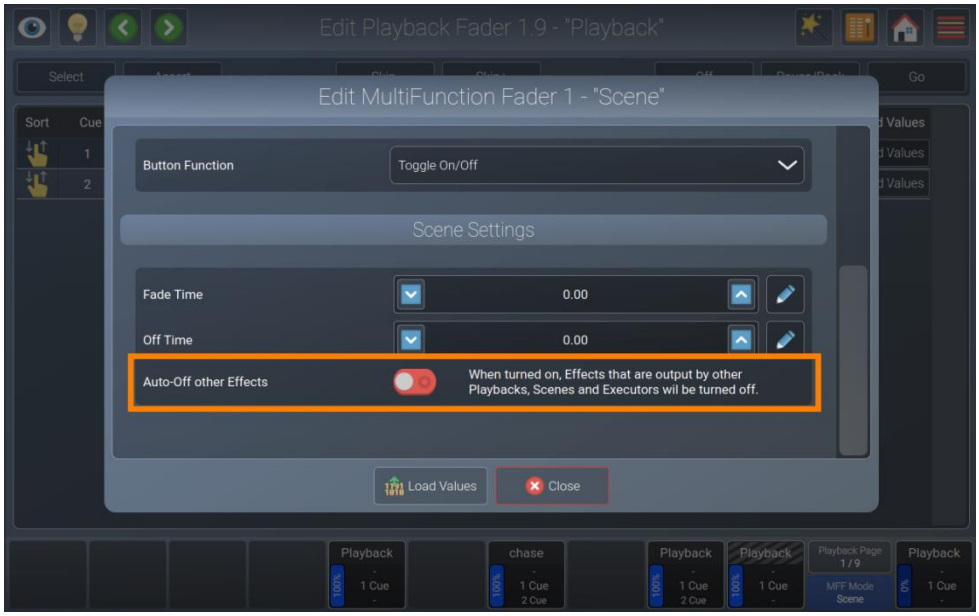


Fig. 164: Edit Scene – Auto-Off other Effects

8.8.3.11. Loading Values from a Scene into the Programmer

Open the Edit Scene dialog box by pressing the [Edit] key on the console's front panel and tap the scene's button.

Tap on the Load Values button at the bottom part of the screen.

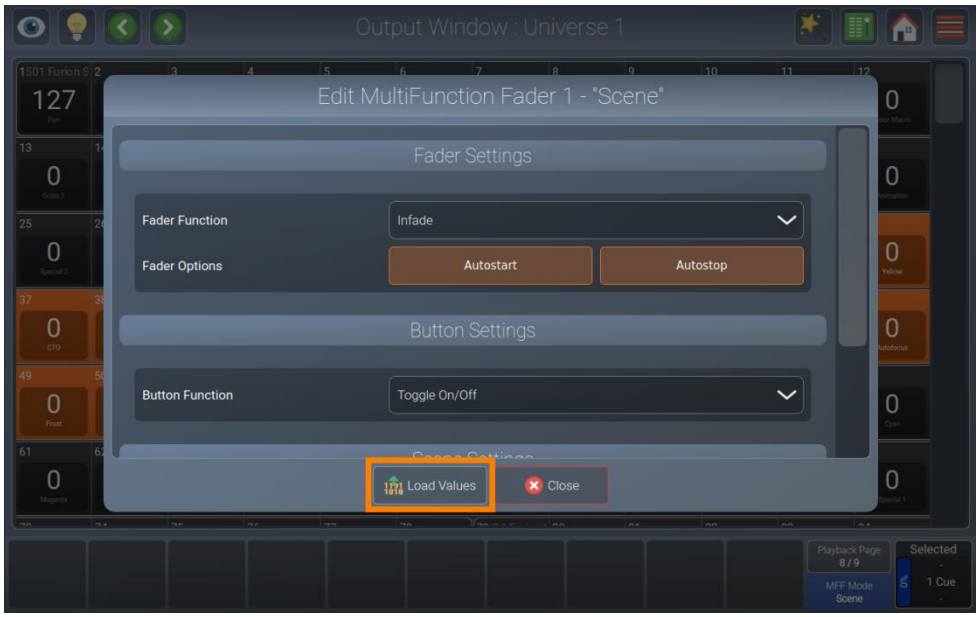


Fig. 165: Edit Scene -Load Values

8.9. Using the Virtual Executor View

The Virtual Executor view contains a total of 40 executor buttons in 5 rows. Each row may be set to only allow one active playback at a time ("Linked"). You may do so by tapping the magic wand button in the Virtual Executor view. Linked rows are indicated using an orange background color.

Virtual executors may only contain one cue. They may be controlled using OSC or MIDI. Please see the section about OSC and MIDI in the appendix of the user manual.

Furthermore, the Virtual Executor view contains global speed faders that affect executors, playbacks and scenes. It also contains a grand master fader, which globally dims down the brightness for all fixtures.

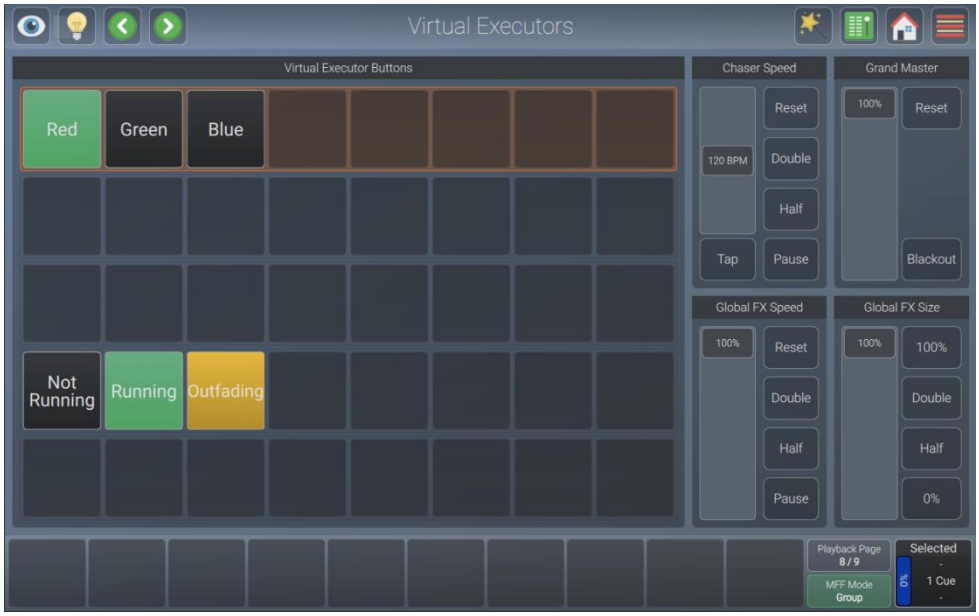


Fig. 166: Virtual Executor View

The Virtual Executor view button also indicates if one of the masters in the view is active:

The button functions and names are as follows:

	Action
	Switches to the Virtual Executor view.
	If one of the virtual executors is active, the button will turn orange.
	If the Grand Master or any of the Speed Masters is set to 0%, the button will turn red.

8.9.1. The Virtual Executor Labels

The fader label provides several layers of feedback to you:

Item	Meaning
	This virtual executor has the name “Not Running” and is not being played back.
	This virtual executor has the name “Running” and is switched on and running – or: played back.
	This virtual executor has the name “Out fading” and is currently out fading (Off-Time setting when switched off).
	This virtual executor is empty.

8.9.2. Link Row Setting (Allow Only One Executor at a Time per Row)

The virtual playbacks allow each row to be "linked", which means only one executor at a time in a row can be active.

You may access this setting by tapping the magic wand button in the Virtual Executor Options dialog box.

Then from the dialog box that opened, select the rows you want to "link".

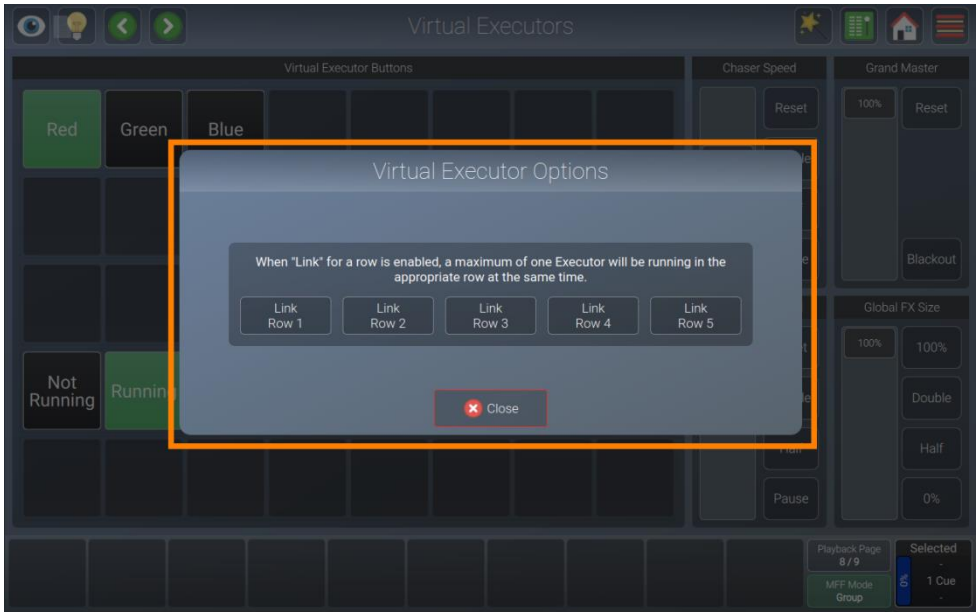


Fig. 167: Virtual Executor Options dialog box

8.9.3. Recording and Modifying Virtual Executors

8.9.3.1. Recording to a Virtual Executor

To record your first cue to a virtual executor, proceed as follows:

01) Select some fixtures.
02) Set values for these fixtures.
03) Press the [Record] key and tap the virtual executor's button on the screen.

Remember, only values that are touched and active will be recorded.

8.9.3.2. Removing Values from a Virtual Executor

To remove values from a virtual executor, proceed as follows:

01) Select some fixtures.
02) Set some values for the attributes you want to remove from the executor for the selected fixtures.
03) Press the [Record] key and tap the virtual executor's button on the screen.
04) Select Remove.

Remember, only values that are touched and active will be removed from the selected executor.

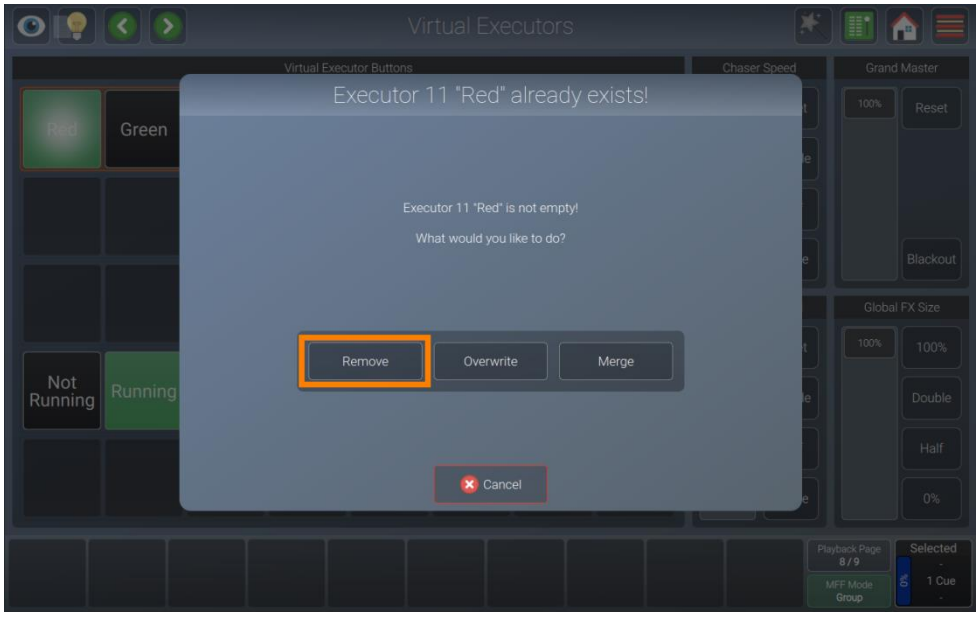


Fig. 168: Edit Virtual Executor – Remove Values

8.9.3.3. Replacing all Values from a Virtual Executor

To replace a virtual executor, proceed as follows:

01) Select some fixtures.
02) Set some values for the selected fixtures.
03) Press the [Record] key and tap the virtual executor's button on the screen.
04) Select Overwrite.

Remember, only values that are touched and active will be stored into the selected executor.

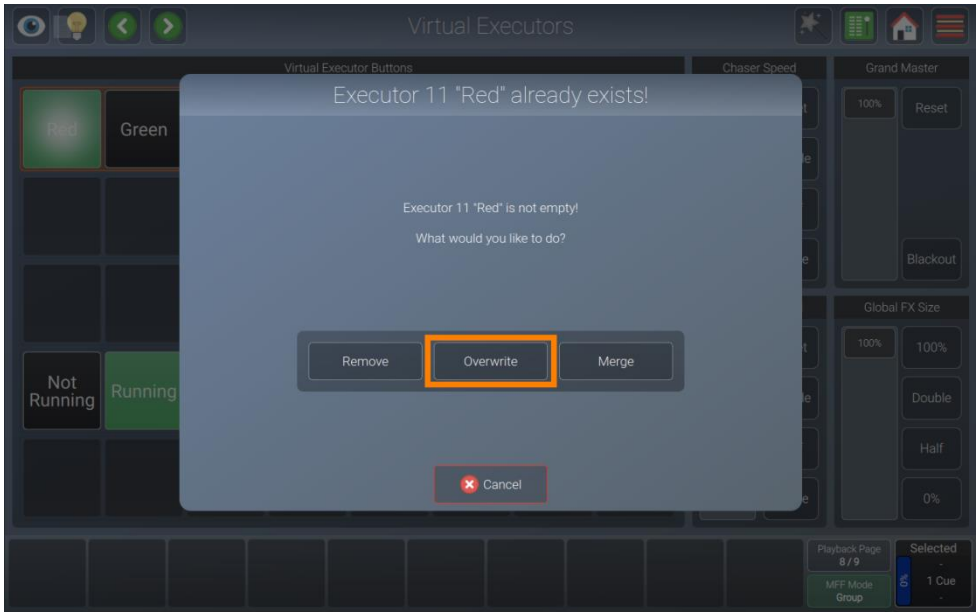


Fig. 169: Edit Virtual Executor – Replace Values

8.9.3.4. Adding or Changing Values in a Virtual Executor

To add or modify values in a virtual executor, proceed as follows:

01) Select some fixtures.
02) Set values for these fixtures.
03) Press the [Record] key and tap the virtual executor's button on the screen.
04) Select Merge.

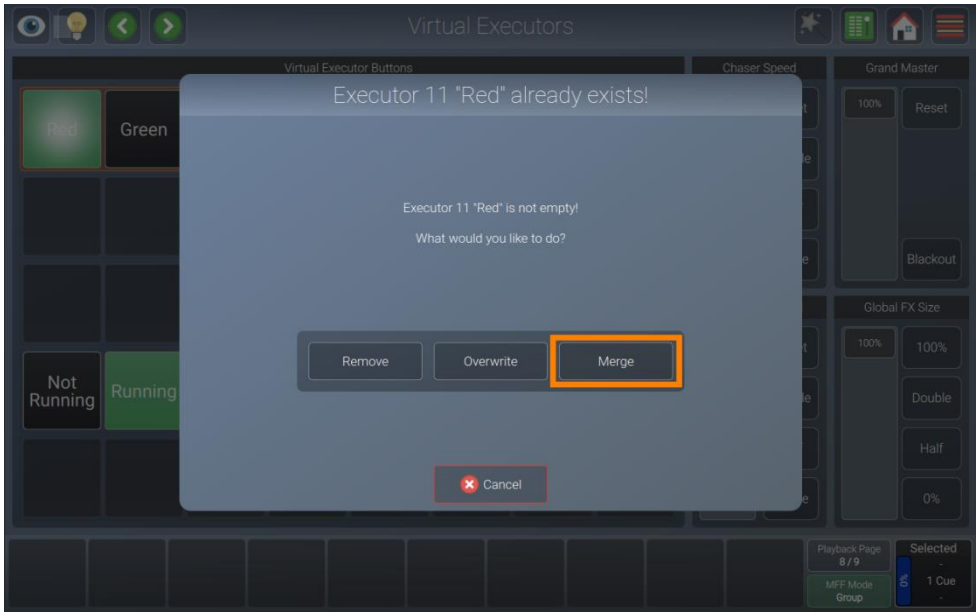


Fig. 170: Edit Virtual Executor – Merge Values

8.9.3.5. Deleting a Virtual Executor

To delete a virtual executor, proceed as follows:

01) Press the [Delete] key and tap the virtual executor's button on the screen.
02) Confirm to delete this executor.

8.9.4. Copying a Virtual Executor

You may copy virtual executors as follows:

01) Press the [Copy] key on the console's front panel .
02) Tap on the virtual executor to be copied.
03) Tap on the destination virtual executor.

Note: You may copy virtual executors to scenes and playbacks

8.9.5. Moving a Virtual Executor

You may move virtual executors as follows:

01) Press [Shift] and the [Copy] key on the console's front panel at the same time.
02) Tap on the virtual executor to be moved.
03) Tap on the destination virtual executor.

Note: You may move virtual executors to scenes and playbacks

8.9.6. Adjusting Virtual Executor Settings

To change the button function and fade time of each virtual executor, press the [Edit] key and select the virtual executor's button from the Virtual Executor view.

8.9.6.1. Changing the Virtual Executor Button Function

Open the Edit Virtual Executor dialog box by pressing the [Edit] key on the console's front panel and tap the virtual executor you want to change.

The behavior of tapping the Virtual Executor can now be selected from the Button Function section in the dialog box which just opened.

Setting	Function
Toggle On / Off	The first press on the button turns the executor on, the second press turns it off.
Flash	The executor turns on when the button is pressed and is switched off when the button is released.

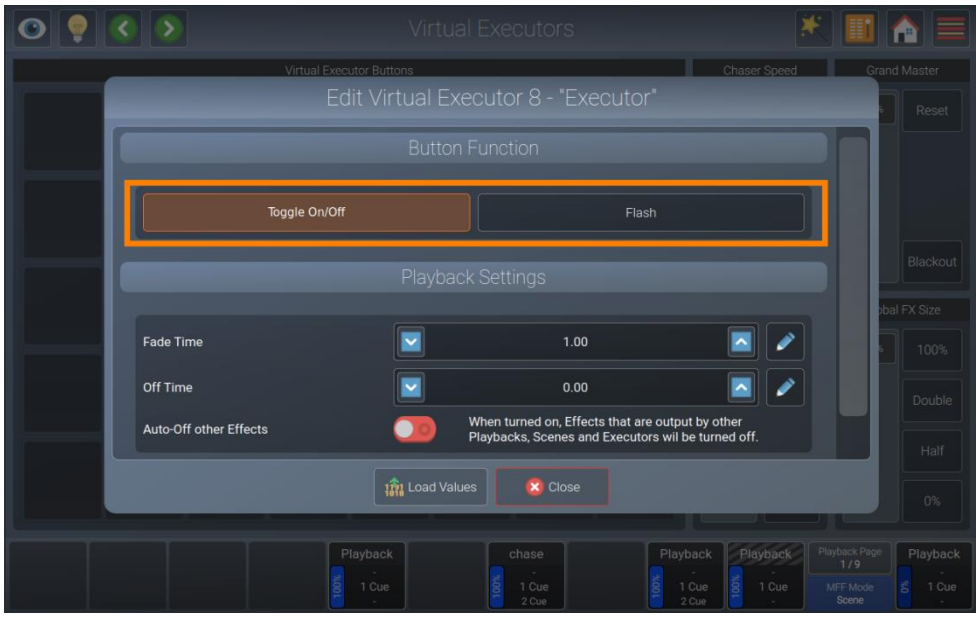


Fig. 171: Edit Virtual Executor -Change Button Function

8.9.6.2. Changing the Virtual Executors Fade and Off-Fade Time

Open the Edit Virtual Executor dialog box by pressing the `[Edit]` key on the console's front panel and tap the virtual executor you want to change.

The in-fade and off-fade time of the Virtual Executor can now be selected from the Playback Settings section in the dialog box which just opened.

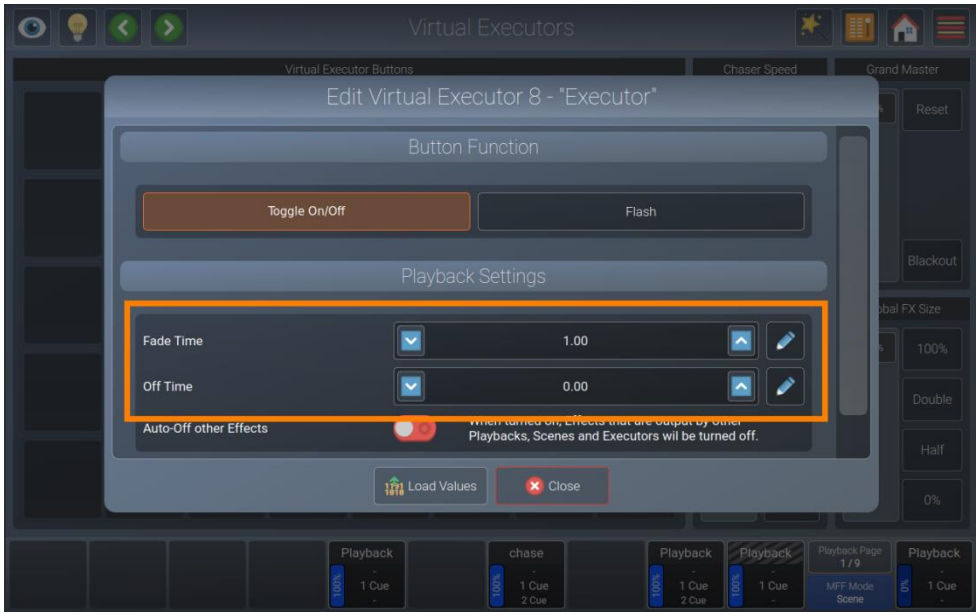


Fig. 172: Edit Virtual Executor -Change Button Function

8.9.6.3. Auto-Off other Effects

With Auto-Off other Effects turned on, effects played back by other playbacks or scenes will be stopped automatically, for similar attributes stored in this playback when it is started.

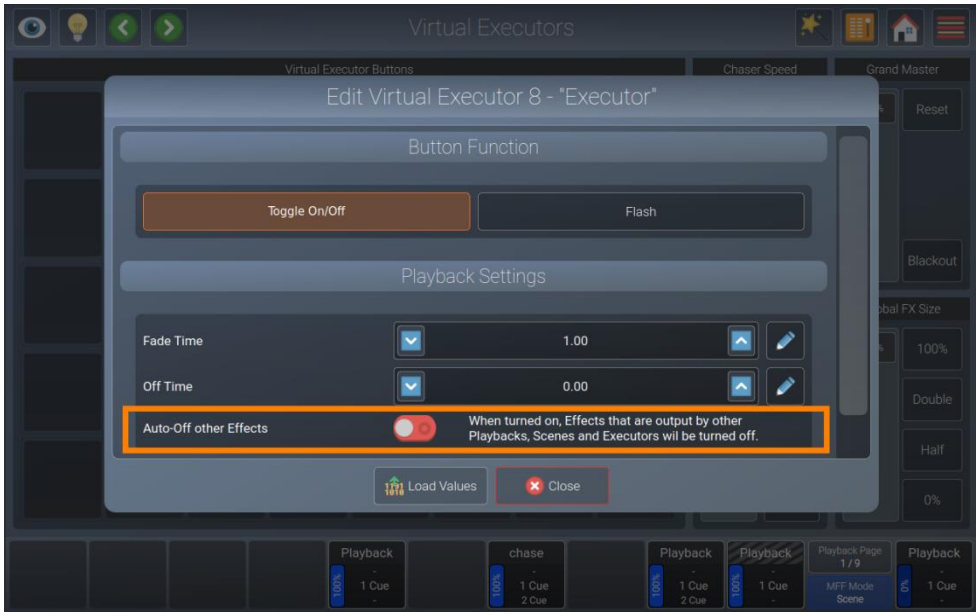


Fig. 173: Edit Virtual Executor – Auto-Off other Effects

8.9.6.4. Loading Values from an Executor

Open the Edit Virtual Executor dialog box by pressing the [Edit] key on the console's front panel, followed by tapping on the virtual executor that you want to change. Tap on the Load Values button at the bottom part of the screen.

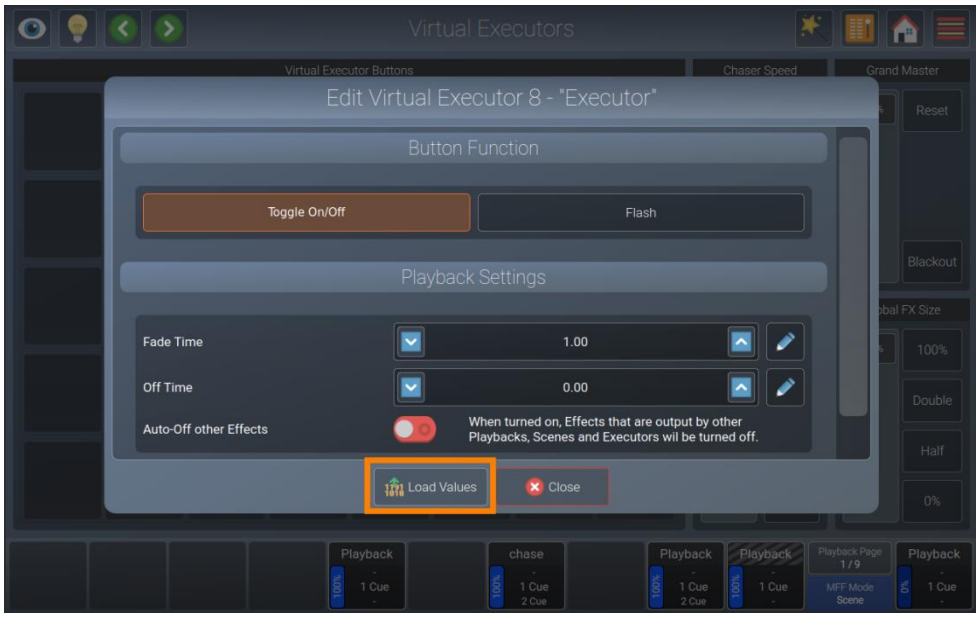


Fig. 174: Edit Virtual Executor -Load Values

8.9.7. Chase Speed

The chase speed fader and buttons in the Virtual Executor view is used as a global speed master for all chases which are not assigned to a local chase Tap or sound input.

The Reset button will reset the chase speed fader to its default value. The Double and Half buttons multiply or divide the current value by 2. The Pause button will pause all chases and a second press will reset the value that was active when the chase speed was paused.

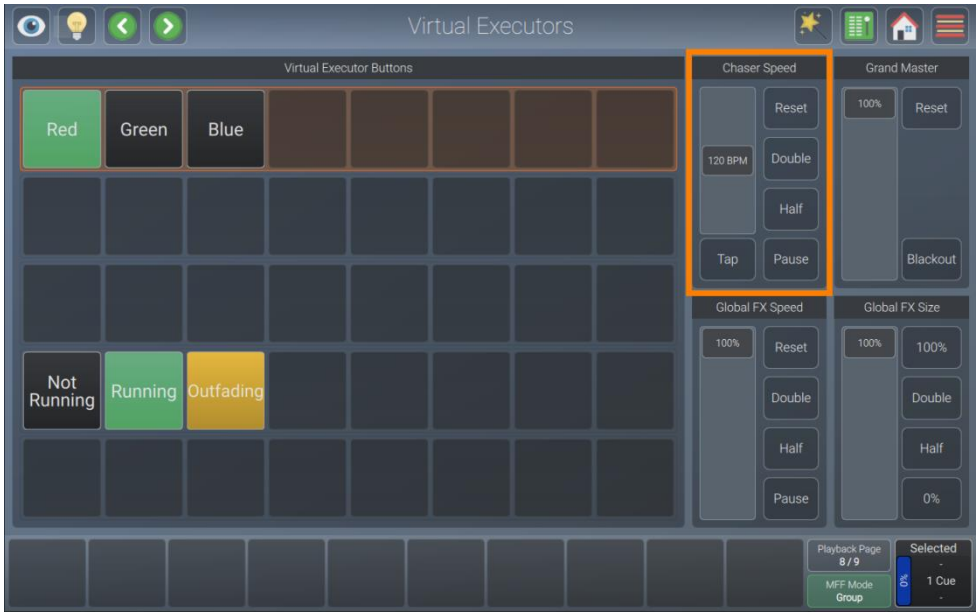


Fig. 175: Virtual Executor Screen -Chase Speed

8.9.8. Grand Master

The Grand Master acts as a master dimmer fader for all fixtures patched on the console. The Reset button will reset the fader back to 100 %, whereas the Blackout button will set the fader to 0 %.

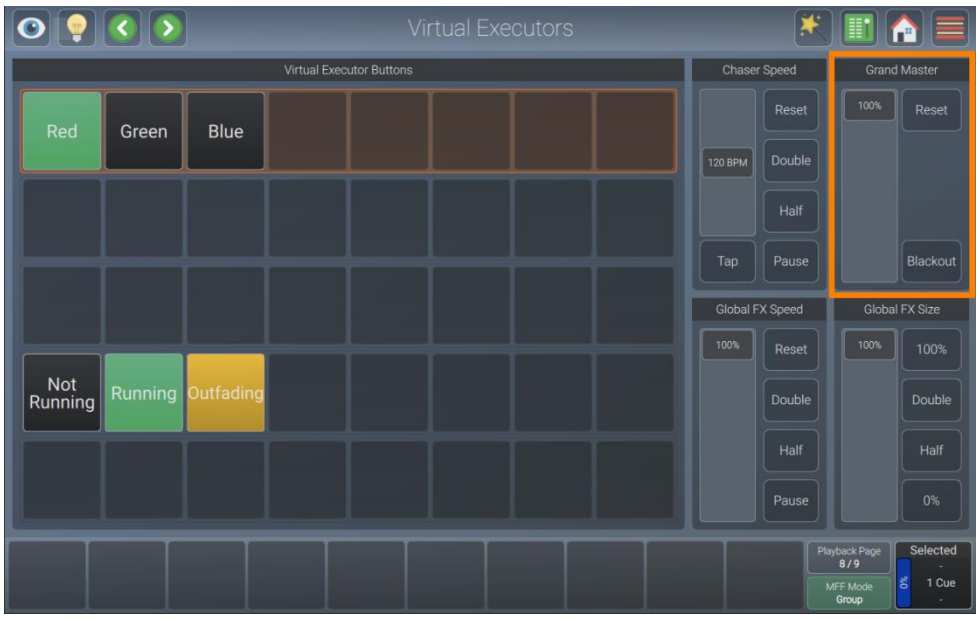


Fig. 176: Virtual Executor Screen -Grand Master

8.9.9. Global FX Speed

The Global FX Speed fader and buttons in the Virtual Executor view are used as a global speed master for all effects running in any playback, scene or executor.

The Reset button will reset the Fader to its default value. The Double and Half buttons multiply or divide the current value by 2. The Pause button will pause all effects and a second press will reset the value that was active when the Global FX Speed Master was paused.

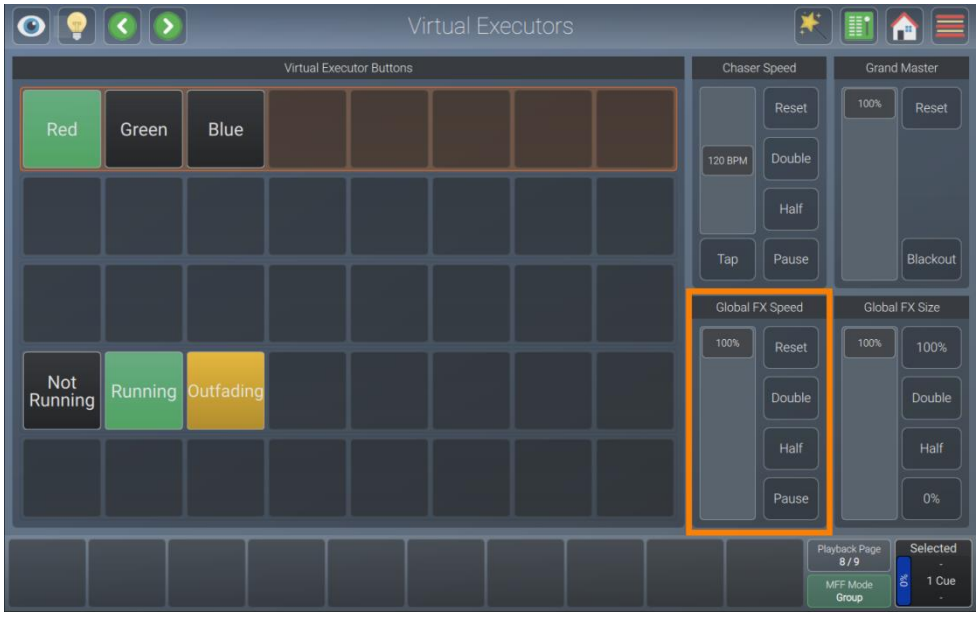


Fig. 177: Virtual Executor Screen -Global FX Speed

8.9.10. Global FX Size

The Global FX Size fader and buttons in the Virtual Executor view are used as a global size master for all effects running in any playback, scene or executor.

The 100 % button will reset the fader to its default value. The Double and Half buttons multiply or divide the current value by 2. The 0 % button will set all effects to 0 % size.

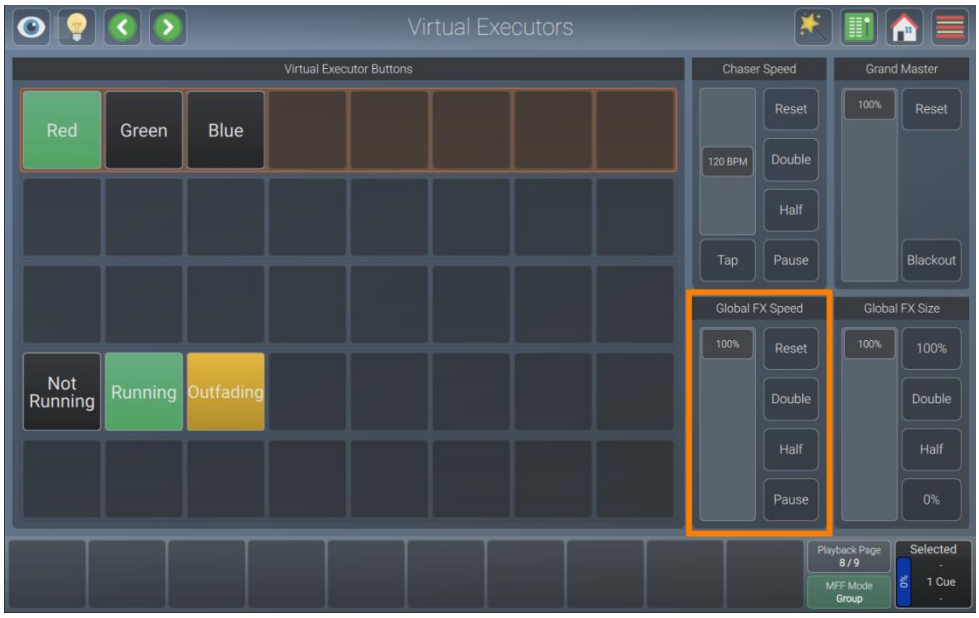


Fig. 178: Virtual Executor Screen -Global FX Size

8.10. Using the Fader Overview Window

The Fader Overview gives you an overview of your multi-function faders. This includes fader labels that contain name, number of the memory, fader value and status.

You may open the fader overview window by tapping the menu button and tapping Fader Overview.

Fig. 179: Side Menu - Fader Overview

Fig. 180: Fader Overview

8.11. Using the DMX Output View

The DMX Output view is a useful tool to troubleshoot data / DMX issues, or to double check which channels are being output at which value.

You may open the DMX Output view by tapping the menu button and tapping DMX output.

Fig. 181: Side Menu - DMX Output

Fig. 182: DMX Output

8.11.1. DMX Output View Settings

You may access the settings by tapping the magic wand button in the DMX Output view.

The dialog box will present you with the following settings:

Setting	Function
Universe Drop-Down	Used to select the universe shown in the DMX view
Show Live Data	Indicates and defines if current DMX values are displayed.
Link Fixture Selection	Indicates and defines when the fixtures in the DMX Output view are selectable. They will be highlighted with an orange background color.

Fig. 183: Output Window Actions dialog box

8.12. Locking the Console

You may lock the console to prevent unauthorized access by tapping the Menu button and tapping the Lock button.

The default PIN code is "0000", but the PIN may be changed in the setup menu.

Fig. 184: Side Menu –Lock Console

8.13. Shutting down or Rebooting the Console

You may close the show, shut down or reboot the console by tapping the menu button and then on the power button.

Fig. 185: Side Menu –Reboot / Shutdown Console

9. Protocol Specifications

9.1. Open Sound Control (OSC)

9.1.1. What is OSC

Open Sound Control (OSC) is a modern network-based communication protocol that can be used to send a variety of control messages between OSC enabled devices. OSC input is supported on every product in the LAMPY series.

OSC enables you to use OSC enabled controllers such as a synthesizer, electronic music instruments, production audio software, and mobile phone apps such as Touch OSC to remotely control your console.

9.1.2. OSC via Wireless LAN

Sending and receiving OSC over Wi-Fi is supported using 3rd party wireless routers, however, we do not recommend using OSC over Wi-Fi for show-critical tasks for several reasons:

- Reliability: OSC uses UDP (User Datagram Protocol), which does not include error-checking. This means that the LAMPY cannot verify that OSC messages sent by the console will be received by mobile clients and vice-versa.
- Interference: Wireless routers that operate in the 2.4 GHz radio spectrum are subject to large amounts of interference due to the popularity of the 2.4 GHz radio band for consumer-grade wireless devices.

So if you have a lot of people attending your show, your Wi-Fi may or may not work properly, or the speed might slow down.

9.1.3. How to Setup OSC

For information on how to setup OSC, please see section 8.5.2.8. **Enabling the Open Sound Control (OSC)** Input on page 60.

9.1.4. TouchOSC Application

In order to simplify your OSC Setup, we are providing example files for the TouchOSC Mobile application.

To download the OSC example, go to the Download section of the respective product page on the Highlite International website. However there are no restrictions in OSC across the product series:

LAMPY_OSC.touchosc

More Info on the TouchOSC Application can be found at https://hexler.net/.

9.1.5. OSC Command Specification

OSC Command Path				Data
/lampy	/pbf (Playback Fader)	/1-10	/flash	0 = release, 1 = press
			/value	0 < 1000 fader value
			/name	[string]
		/page	/next	0 = release, 1 = press
			/previous	0 = release, 1 = press
			/template	0 = release, 1 = press
			/name	[string]
	/mff	/1-30	/flash	0 = release, 1 = press
			/value	0 < 1000 fader value
			/name	[string]
		/mode	/name	[string]
			/mode_button	0 = release, 1 = press
			/fixture	0 = release, 1 = press
			/group	0 = release, 1 = press
			/scene	0 = release, 1 = press
	/virtual_executor	/1-40	/flash	0 = release, 1 = press
			/name	[string]
	/virtual_fader	/grand_master	/value	0 < 1000 fader value
			/reset	0 = release, 1 = press
			/blackout	0 = release, 1 = press
		/chase_speed	/value	0 < 1000 fader value
			/reset	0 = release, 1 = press
			/double	0 = release, 1 = press
			/half	0 = release, 1 = press
			/pause	0 = release, 1 = press
			/tap_speed	0 = release, 1 = press
		/global_fx_size	/value	0 < 1000 fader value
			/reset	0 = release, 1 = press
			/double	0 = release, 1 = press
			/half	0 = release, 1 = press
			/zero	0 = release, 1 = press
		/global_fx_speed	/value	0 < 1000 fader value
			/reset	0 = release, 1 = press
			/double	0 = release, 1 = press

OSC Command Path					Data
/lampy	/programmer	/global_fx_speed	/half		0 = release, 1 = press
			/pause		0 = release, 1 = press
		/record			0 = release, 1 = press
		/edit			0 = release, 1 = press
		/delete			0 = release, 1 = press
		/copy			0 = release, 1 = press
		/name			0 = release, 1 = press
		/shift			0 = release, 1 = press
		/magic			0 = release, 1 = press
		/home			0 = release, 1 = press
		/fader_mode			0 = release, 1 = press
		/pan_tilt			0 < 1 XY Value
		/blind	/btn		0 = release, 1 = press
			/led		0 = led off, 1 = led on
		/highlight	/btn		0 = release, 1 = press
			/led		0 = led off, 1 = led on
		/fan	/btn		0 = release, 1 = press
			/led		0 = led off, 1 = led on
		/select	/all_none		0 = release, 1 = press
			/next		0 = release, 1 = press
			/previous		0 = release, 1 = press
			/even_odd		0 = release, 1 = press
			/first_second_half		0 = release, 1 = press
		/feature_direct	/pan	/inc	-1<1 variable value
				/value	0 < 1000 value
			/tilt	/inc	-1<1 variable value
				/value	0 < 1000 value
			… and so on …		0 = release, 1 = press
		/clear	/btn		0 = release, 1 = press
			/led		0 = led off, 1 = led on
		/commandline	/content		[string]
			/error_led		0 = led off, 1 = led on
		/encoder	/1-4	/btn	0 = release, 1 = press
				/inc	-1<1 variable value
				/text1	[string]
		/encoder	/1-4	/text2	[string]

OSC Command Path			Data
/lampy	/programmer	/intensity	0 = release, 1 = press
		/position	0 = release, 1 = press
		/color	0 = release, 1 = press
		/gobo	0 = release, 1 = press
		/beam	0 = release, 1 = press
		/special	0 = release, 1 = press
	/use_accel		0 = release, 1 = press
	/sync		0 = release, 1 = press

9.2. MIDI Input

9.2.1. How to Setup MIDI

For information on how to setup MIDI, please see section 8.5.2.11. **Enabling the MIDI Input** on page 64.

9.2.2. MIDI Command Specification

9.2.2.1. MIDI Note On /Off Command Mapping

Note	Type	Action
0 - 9	Playback Fader 1 – 10 on Page 1	Button press
10 - 19	Playback Fader 1 – 10 on Page 2	Button press
20 - 29	Playback Fader 1 – 10 on Page 3	Button press
30 - 39	Scene Fader 1 – 10	Button press
40 - 49	Scene Fader 11 – 20 (LAMPY 40 only)	Button press
50 - 59	Scene Fader 21 – 30 (LAMPY 40 only)	Button press
60 –99	Virtual Executor 1 - 40	Button press
100	Master Dimmer	Blackout On / Off
101	Chase Speed	Tap sync Tap
102	Chase Speed	Half Speed
103	Chase Speed	Double Speed
104	Chase Speed	Pause
105	Chase Speed	Reset
106	Global FX Size	100 %
107	Global FX Size	Half
108	Global FX Size	Double
109	Global FX Size	Zero
110	Global FX Speed	Reset
111	Global FX Speed	Double
112	Global FX Speed	Half
113	Global FX Speed	Pause

9.2.2.2. MIDI Control Change Mapping

Control Change (CC)	Type	Action
0 - 9	Playback Fader 1 – 10 on Page 1	Fader Value
10 - 19	Playback Fader 1 – 10 on Page 2	Fader Value
20 - 29	Playback Fader 1 – 10 on Page 3	Fader Value
30 - 39	Scene Fader 1 – 10	Fader Value
40 - 49	Scene Fader 11 – 20 (LAMPY 40 only)	Fader Value
50 - 59	Scene Fader 21 – 30 (LAMPY 40 only)	Fader Value
60	Master Dimmer	Fader Value
61	Chase Speed	Fader Value
62	Global FX Size	Fader Value
63	Global FX Speed	Fader Value

10. Key Combinations / Shortcuts

Here is a list of shortcuts that can help you program your show:

[Edit] + [Attribute Group] key loads all values of the corresponding attribute group without effects into the programmer.

[Shift] + [Attribute Group] key opens the Presets dialog box for the respective attribute group.

[Shift] + [Magic Wand] key on the front panel for 2s triggers the calibration of the internal screen.

[Shift] + [Home] key on the front panel for 2s restarts the user interface.

[Shift] + [Multi-Function Fader Mode] key opens the fader mode dialog box.

[Shift] + [Clear] key retrieves the last programmer content.

[Shift] + [Fan] opens the Effects-Programmer.

[Shift] + [Copy] corresponds to "Move" (to move an element).

[Shift] + [Off] switches off all running playbacks, scenes and executors.

[Shift] + **Close Show** / **Shutdown** / **Reboot** triggers the respective action without saving the show.

[Shift] key in Programmer (Fixtures view) and Library Editor shows fine DMX values and increases encoder resolution.

[Shift] key in Fixtures view allows to move the viewport and a pinch gesture to zoom.

[Shift] + **Preset** loads the value stored in the preset, instead of a reference to this preset.

11. Maintenance

11.1. Safety Instructions for Maintenance

DANGER
Electric shock caused by dangerous voltage inside

Disconnect power supply before servicing or cleaning.

11.2. Preventive Maintenance

Attention
Before each use, examine the device visually for any defects.

Make sure that:

- There are no deformations on housing.
- The display is not cracked or damaged.
- The power cables are not damaged and do not show any material fatigue.

11.2.1. Basic Cleaning Instructions

The screen of the device should be cleaned periodically. The cleaning schedule depends on the conditions at the site where the device is installed. When smoke or fog machines are used at the site, the device will need more frequent cleaning. On the other hand, if the device is installed in well-ventilated area, it will need less frequent cleaning. To establish a cleaning schedule, examine the device at regular intervals during the first 100 hours of operation.

To clean the device, follow the steps below:

01) Disconnect the device from the electrical power supply.
02) Allow the device to cool down for at least 15 minutes.
03) Remove the dust collected on the external surface with dry compressed air and a soft brush.
04) Clean the screen with a damp cloth.
05) Dry the screens carefully with a lint-free cloth.
06) Clean the DMX and other connections with a damp cloth.

Attention

- Do not immerse the device in liquid.
- Do not use alcohol or solvents.
- Make sure that the connections are fully dry before connecting the device to the power supply and to other devices.

11.3. Corrective Maintenance

The device does not contain user-serviceable parts. Do not open the device and do not modify the device.

Refer repairs and servicing to instructed or skilled persons. Contact your Highlite International dealer for more information.

12. Deinstallation, Transportation and Storage

- Disconnect power supply before deinstallation.
- Use the original packaging or a flight case to transport the device.
- Always observe the handling instructions printed on the outer carton box, for example: “Handle with care”, “This side up”, “Fragile”.
- Clean the device before storing. Follow the cleaning instructions found above.
- Store the device in the original packaging, if possible.

13. Disposal

Correct disposal of this product

Waste Electrical and Electronic Equipment

This symbol on the product, its packaging or documents indicates that the product shall not be treated as household waste. Dispose of this product by handing it to the respective collection point for recycling of electrical and electronic equipment. This is to avoid environmental damage or personal injury due to uncontrolled waste disposal. For more detailed information about recycling of this product contact the local authorities or the authorized dealer.

14. Approval

CE

Check the respective product page on the website of Highlite International (www.highlite.com) for an available declaration of conformity.