

## Quick Start Guide

### Setup (Patch)

#### Load a Fixture Profile

1. Open **SETUP** from the **CONTROL BOARD**. 
2. Select the **FIXTURES SETTING** tab.
3. Select **FILE>IMPORT**.
4. Use the browser window that appears to select the fixture profile to import.
5. Repeat steps 3 & 4 for each fixture profile type being used.

#### Add Fixture to the DMX Patch

1. Follow the steps in “Load a Fixture Profile” above to add the fixture profile(s) to the **FIXTURES SETTING** tab.
2. Select the **DMX ADDRESSING** tab.
3. There are 3 methods for adding a fixture to the DMX Patch.
  - a. **Click & hold** the fixture profile from the left-hand section; then drag a fixture into the right section of the **DMX ADDRESSING** tab. (*Windows® ONLY*)
  - b. Right-click a fixture profile, then select “Add fixture to the dmx list”.
  - c. Double-click on the fixture profile from the left-hand section.
4. Type a name for the fixture in the window that appears, then press **OK**.
5. Repeat steps 3 & 4 for each fixture.



*While CHAUVET® strives to maintain a database containing the most recent products by all major manufacturers, it is possible that a fixture may not be included in this database. Please see the user manual in this instance, which gives clear instruction for quickly creating a fixture profile.*

## Editor (Programming)

### Creating a Basic Scene

1. Open **EDITOR** from the **CONTROL BOARD**. 
2. Turn **ON** the DMX button by pressing it. (=OFF, = ON)
3. Using the faders, modify the fixture(s) values (0~255, 0~100%), as desired.
4. Modify the **transition type**, as desired. (smooth=, snap-to=)
5. Modify the **step time**, as desired.
6. For scenes with one step, skip to step #12 in these instructions. For scenes with 2 or more steps, continue to step #5.
7. Press “**Add Step**”. This will duplicate the current step, and scroll to step #2.
8. Modify the faders for step #2, as desired.
9. Modify the **transition type**, as desired. (smooth=, snap-to=)
10. Modify the **step time**, as desired.
11. Repeat steps 7~10 until all the steps have been created. (Press **Play** to test ▶)
12. Select **FILE>SAVE AS** to save the scene.
13. Type a **name** for the scene.
14. Press **SAVE**.

### Creating Groups (fixture selection shortcuts)

1. Open **EDITOR** from the **CONTROL BOARD**. 
2. Double-click on a fixture’s title bar to select it.
3. Press & hold the **CTRL/APPLE** key, then double-click more fixture title bars to select more fixtures to be added to the group. (or also select groups from the 2D\_View area, also using **CTRL/APPLE**)
4. Select the **GROUPS** tab above the faders section.
5. In the groups list section on the right-hand side, right-click then select “**Add new group**”.
6. In the window that appears, type a **name** for the group.
7. Press **OK**.
8. In the following window that appears, select a keyboard shortcut (**a-Z**).
9. Press **OK**.

### Working with Groups (fixture selection shortcuts)

Groups allow the fast selection between 1 or more fixtures. This is most useful when programming a scene with 2 or more fixtures, especially if they are not close to one another in the DMX addressing. Simply use the keyboard to select the fixture(s).



*It is necessary to select the fixture in order to use the pan/tilt or RGB control areas. This is accomplished most quickly by using **GROUPS**.*

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## Live-Buttons (Playback)

### Adding Saved Scenes

1. Open **LIVE** from the **CONTROL BOARD**. 
2. Turn **ON** the DMX button by pressing it. (=OFF, = ON)
3. Select the **BUTTONS** tab.
4. Right-click the drop-down **PAGE BAR** and select “Add Light Scene”.
5. Use the browser window that appears to select the scene to add.
6. Continue to add scenes, until complete.



*The scene placement may be modified. See the user manual for complete instructions on this process.*



*The DMX button must be ON to play back the scene(s). (Red=OFF, green = ON)*



*Editor overrides Live for the DMX output.*

## Backup/Restore Show

### Backing up a Show

1. Open **EXPORT A LIGHT SHOW** from the **CONTROL BOARD**. 
2. In the window that appears, select the light show to save (left-hand side of the screen).
3. After selecting the light show to save, select a destination folder.
4. Press **EXPORT**.
5. After a moment, a window will appear stating the following: “The light show has been exported with success.”



*The software will create a new folder within the destination folder, titled as the name of the show. For example: **default**. There will be 8 subfolders.*

### Loading a Saved Show

1. Open **IMPORT A LIGHT SHOW** from the **CONTROL BOARD**. 
2. In the window that appears, select the destination folder of the saved light show.
3. Press **IMPORT**.
4. After a moment, a window will appear stating the following: “The light show has been imported with success.”

### Creating a New Light Show

1. Open **SETTINGS** from the **CONTROL BOARD**. 
2. In the **LIGHT SHOW** area, press **NEW LIGHT SHOW**.
3. Type a **name** for the light show.
4. Press **OK**.
5. The new show is created, but not loaded. To switch to the light show, see the section below.

### Switching Between Shows

1. Open **SETTINGS** from the **CONTROL BOARD**. 
2. In the **LIGHT SHOW** area, select a different light show from the drop-down list.
3. Press **VALID SETTINGS**.
4. A window will appear stating “All applications must be restarted to see the new settings.”
5. Press **OK**.
6. The new light show will be loaded, and all windows will close, except **Control Board**. *The show is now loaded, and this will apply to all settings in all windows!*