Fixture Manager – Manual v1.0

Table of Contents

Introduction

This document aims to help users learn how to use our Fixture Manager application. With this app, you can make a 'Fixture Personality' file for DMX lights that we don't already have in our library.

A Fixture Personality file is a file that describes the behaviour of a light fixture based on its DMX footprint.

These files can be kept locally on your hard drive or can be sent to our servers to be shared with other users.

Installation

We have the application available for both Windows and Mac users.

Windows

Download the Fixture Manager .exe installer file from our website.

Run the installer.
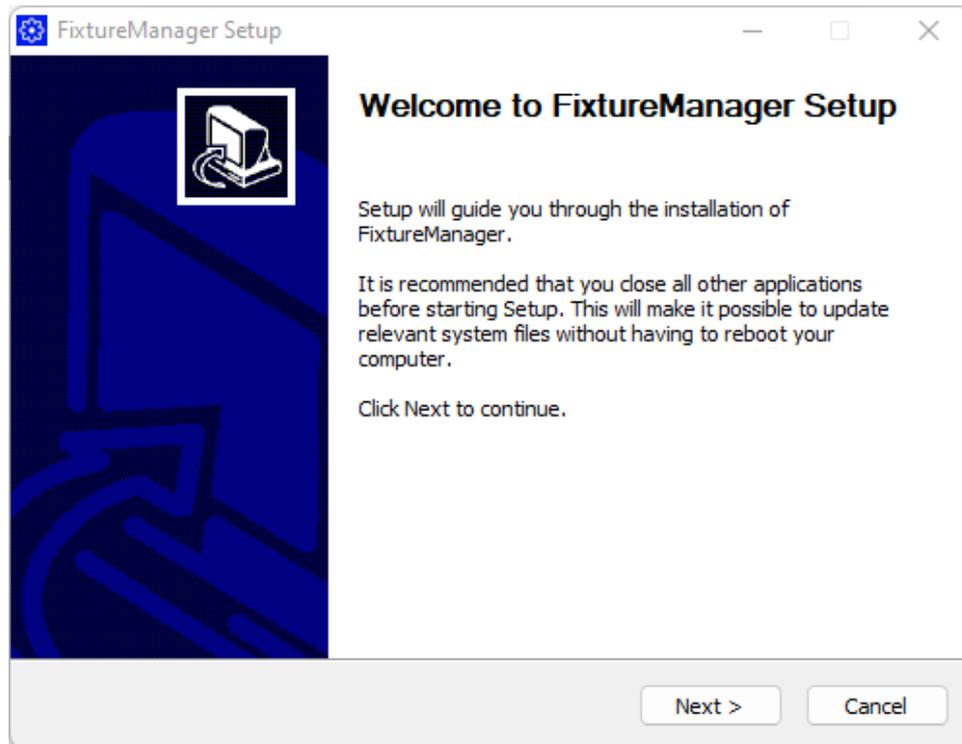
Press 'Next', read and accept the license agreement.
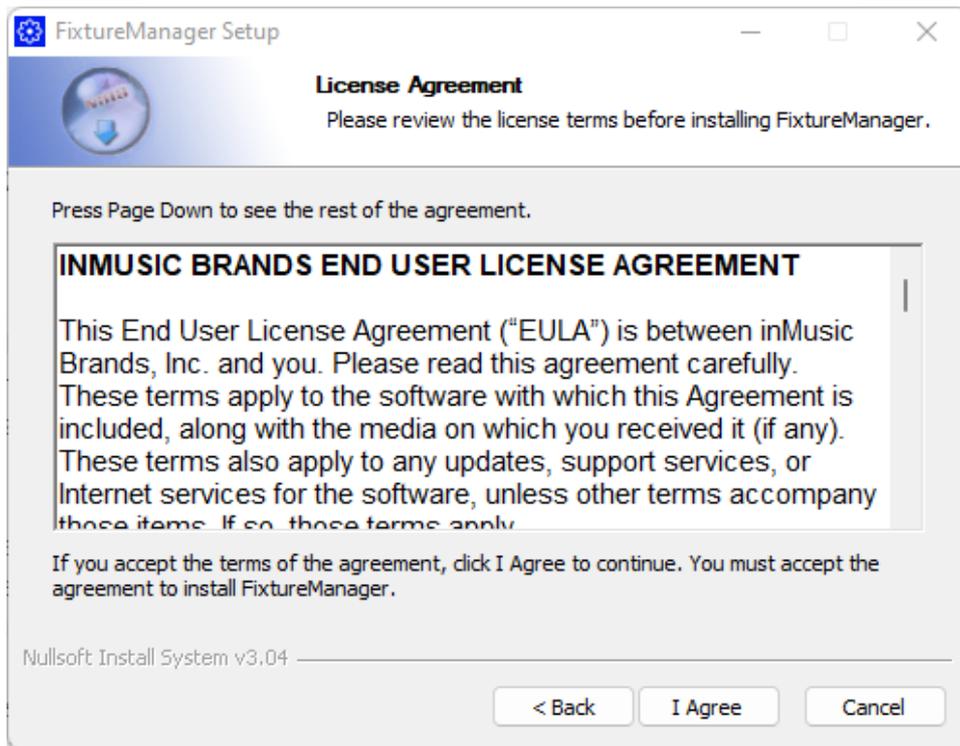
Press 'I Agree', select a destination folder, the default location under Program Files should be fine.
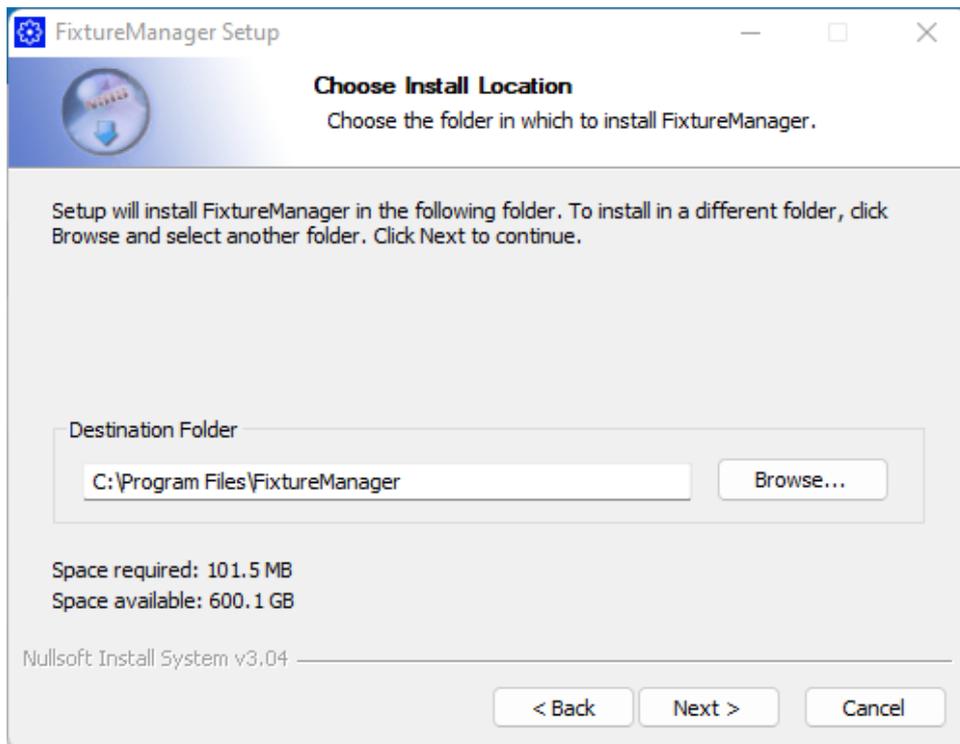
Press 'Next', choose a Start Menu Folder, the default location should be fine.
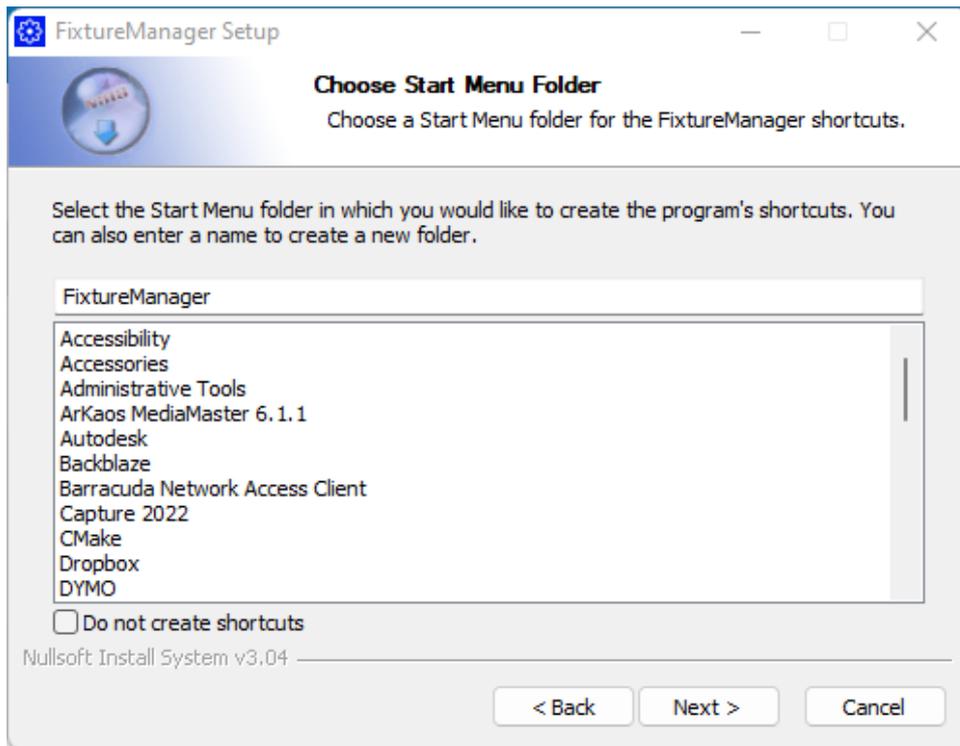
Select the components to install, should be fine and press 'Install'
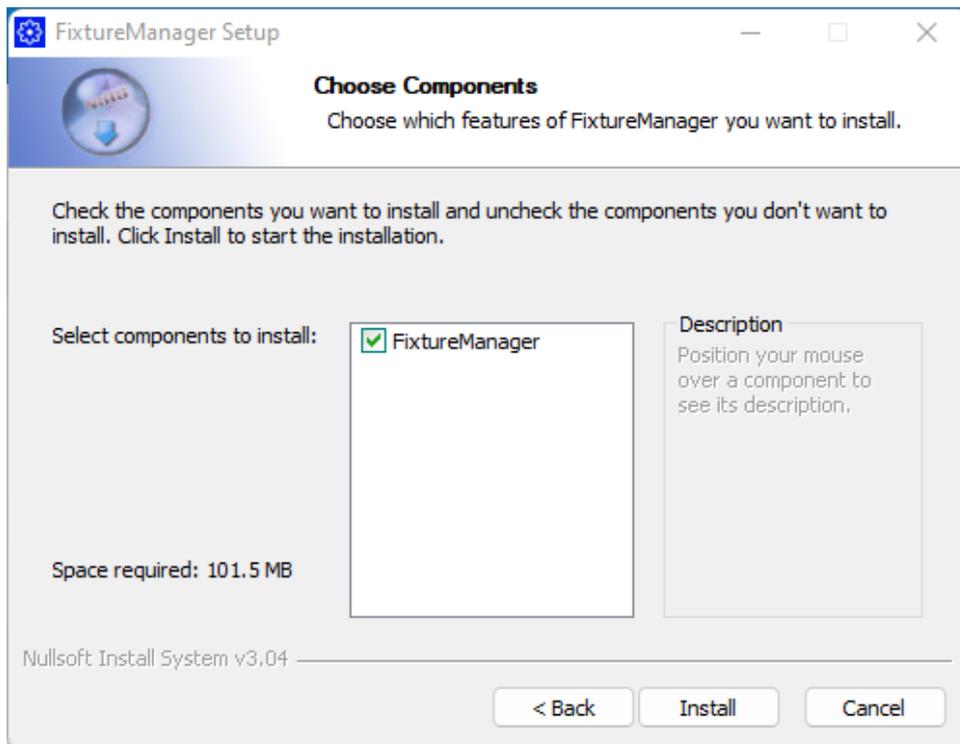
Installation is then executed.
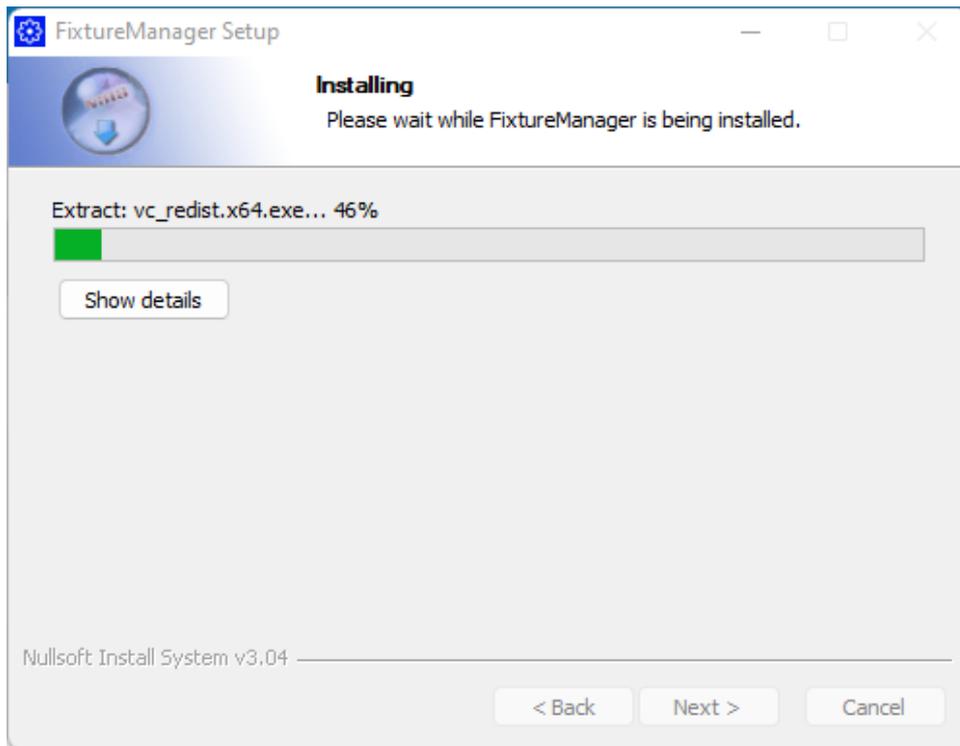
Mac

Download the Fixture Manager .pkg installer from our website.

Run the installer.
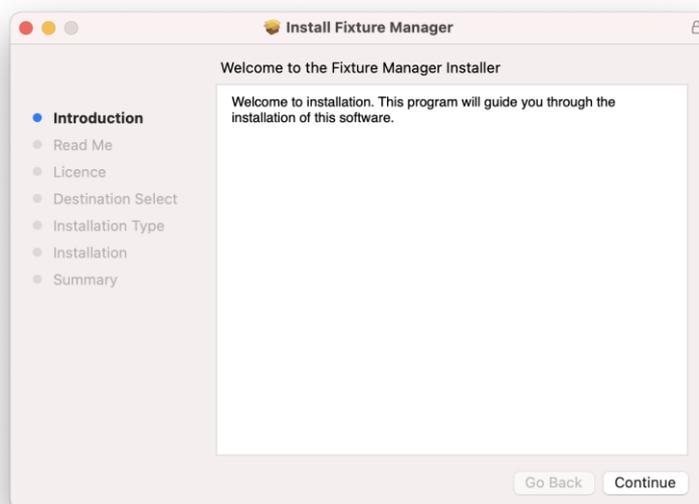
Press Continue.
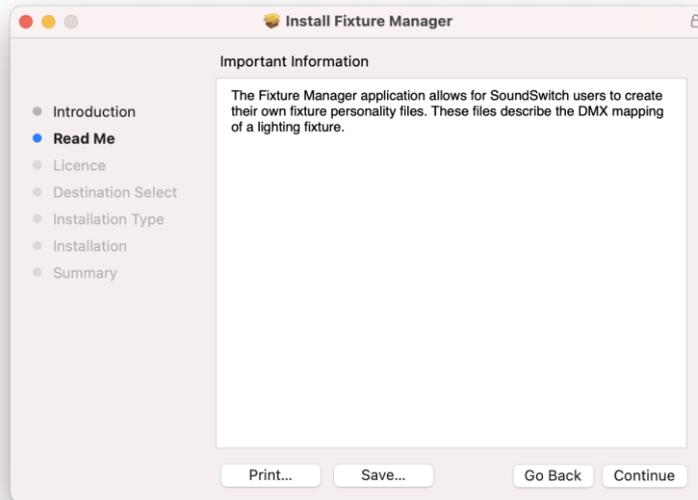
Press Continue.
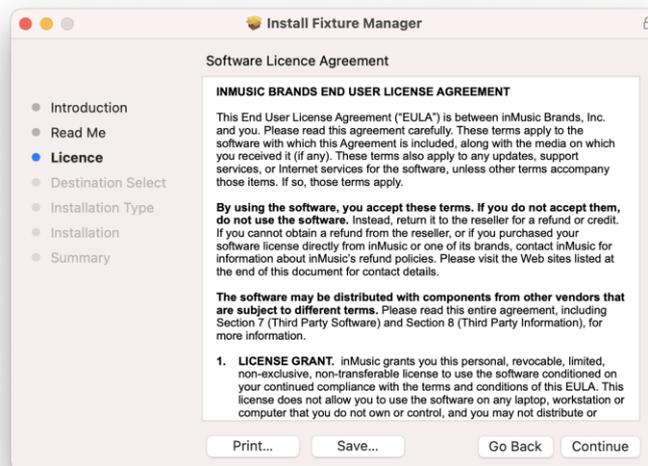
Read through the license agreement and press Continue if you agree.

Select the drive you wish to use to install to (normally your root OS drive) and press Continue.
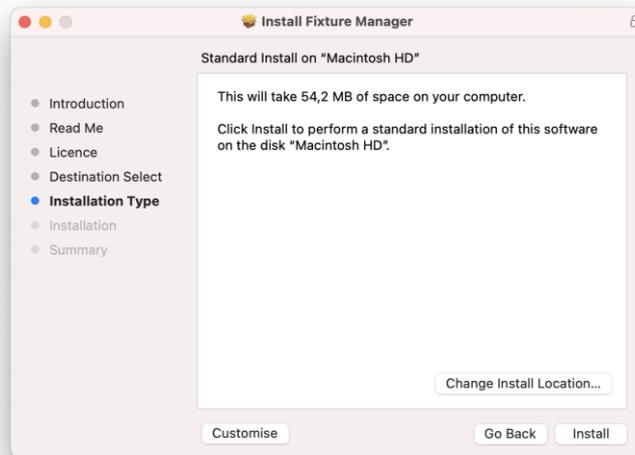
Press Install to start the installation process, you might be asked to give your password to allow for the installation.
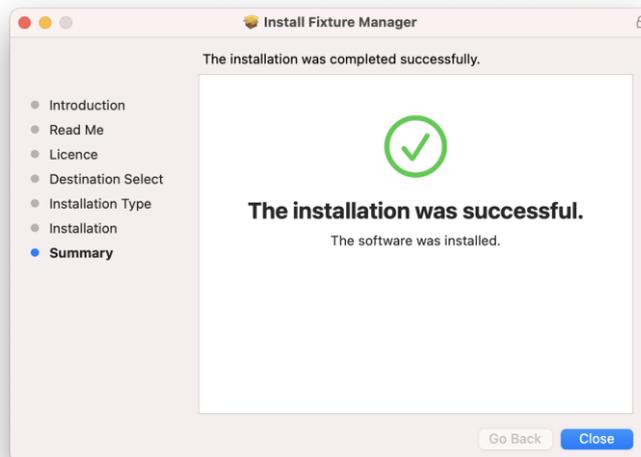
This window then confirms a successful installation, afterwards you can move the installer file to the bin.

Login

The account we use for access to our servers can be created on the InMusic Brands platform here:
https://profile.inmusicbrands.com/

To create a new account, you can use the following link:
https://profile.inmusicbrands.com/customer/account/create/

All personality files created by you in the future will be connected to this account.

NOTE: Please note that this account is not connected to your iLok account which we use to manage the software licensing of the SoundSwitch desktop application, you can use the same email account for both.

UI Overview

UI Elements
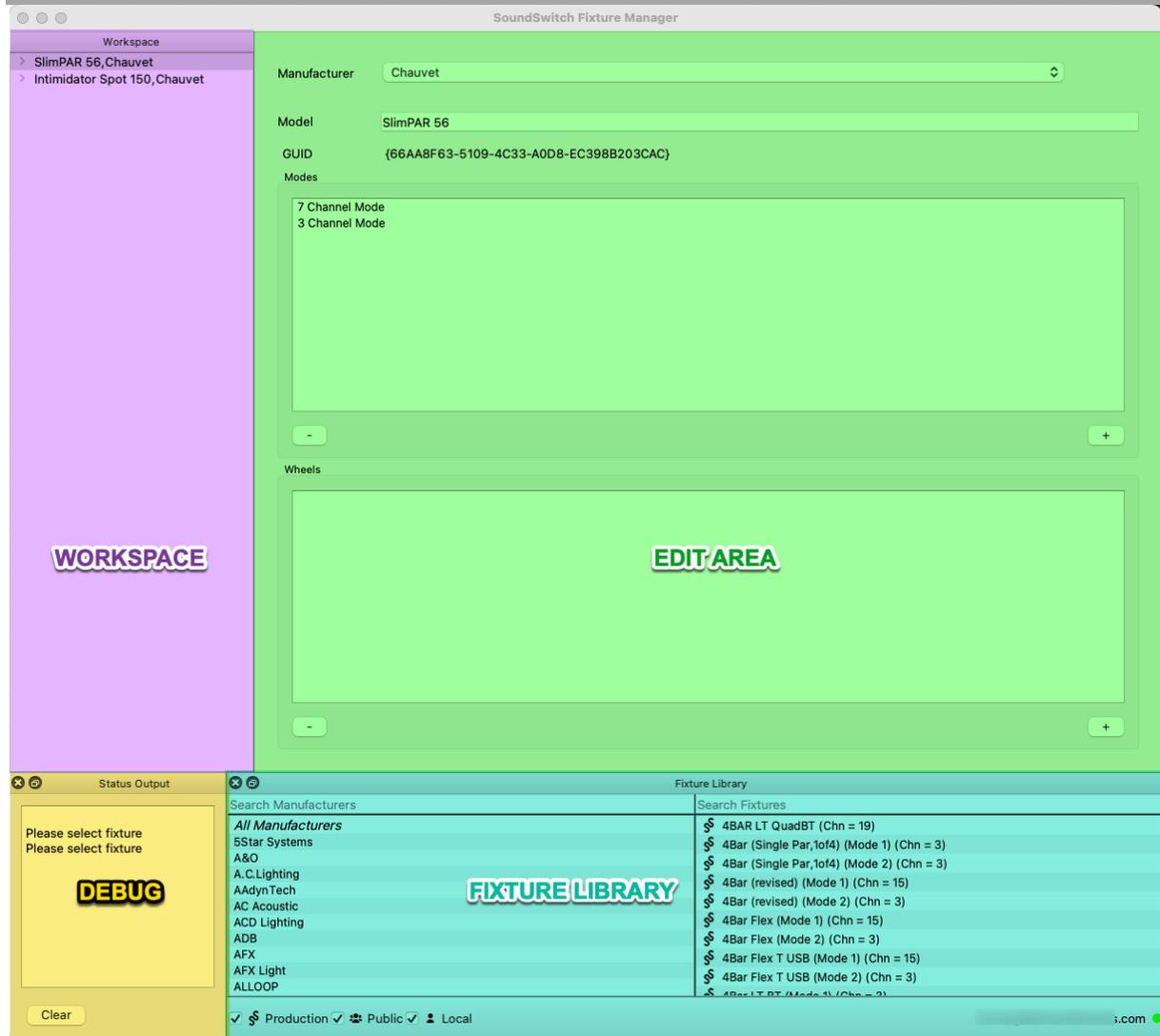
The central application UI consists of the following elements:

- **Menu Bar**: This is where you find various options and settings, explained later.
- **Workspace**: Here, you see a list of the personality files you're working on. They are color-coded: yellow means the fixture ID is on the Cloud, red means there's something wrong with the personality.
- **Edit section**: this area will change based on the active selection in the Workspace and will allow you to set values.
- **Fixture Library**: this area allows you to browse the currently selected server and search for a specific manufacturer or fixture.
- **Status Output (debug)**: You usually won't need to use this. It's hidden unless the SoundSwitch support team asks you to find information in it.
- **Status Bar**: this area at the bottom shows the currently used user account and the status of the currently selected server.

Menu Bar

File Menu

New Fixture
This creates a new fixture entry in the Workspace.

Open Fixture…
This allows a user to load a fixture from file into the Workspace.

Save Fixture as…
This saves the selected fixture to a file on your disk.

Save Workspace
This saves the status of the current Workspace.

Cloud Menu

Change User
This will allow you to switch to the InMusic Brands Profile of a different user.

NOTE: SoundSwitch does **NOT GUARANTEE** the correct functionality of the files on the public server. They are to be used at your own risk, but we do understand that they can get you out of trouble.

The SoundSwitch support team will monitor the public server and periodically transfer files from Public to Production.

NOTE: Users are not allowed to read all personalities on the Production server, as some personalities originated from 3rd parties and the licensing does not allow us to share those files' content.

View Menu

This menu handles how the application is seen by the user.

Fixture Library
This shows/hides the Fixture Library section.

Status Output
This shows/hides the Status Output section.

Enter Full Screen
This shows the application full screen.

Fixtures Menu

Transfer to Public Cloud
Use this option to send the personality you've selected to the public server. This is also how you upload any changes you've made to a profile you created.

Remove from Cloud
This option lets you remove a fixture you created out of the public library.

Check Fixture
Click here to check the data in the personality you've selected, making sure it's correct.

Transfer All to Cloud
This sends all personalities in the workspace to the public server.

Note: Upload behaviour: Fixtures highlighted in Yellow represent that the fixture has been added to the workspace via the Production or Public Server. Fixtures highlighted in Red are incomplete or have failed a check to ensure they're working correctly. As a result, you won't be able to upload the personality to the server until this is corrected.

Help Menu

Under Mac this can be found under the application menu.

About
Here the user can find the version number of the application and the license information.

Documentation
Here the user can find the user manual.

Fixture Library

This section of the UI shows the content of the currently selected server.
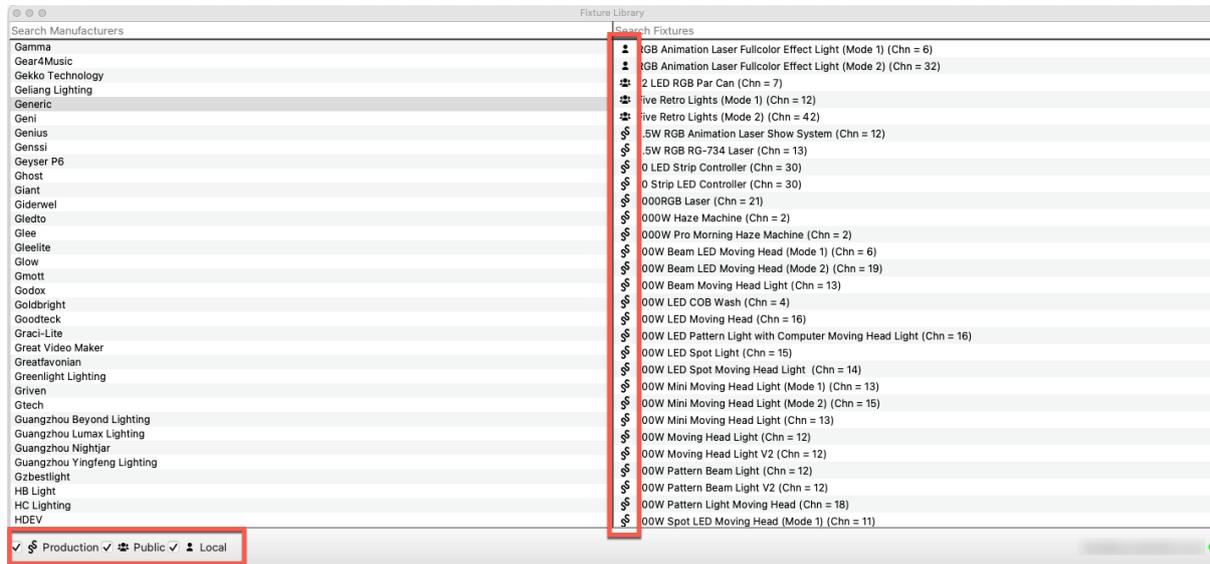
We use the following Icons in the fixtures field:

Production: These are official fixture personalities created by the SoundSwitch team.

Public: Public personalities are profiles made by SoundSwitch users and shared on the public server.

Local: Local personalities are fixtures you've created using the Fixture Manager, saved in your workspace. You'll only see fixtures here that you've personally created.

Undocking the Fixture Library: You can move the Fixture Library away from the main application window and place it anywhere on your desktop.

Note: In the Fixtures table on the left, you'll see fixture modes. You only need to move a fixture to the Workspace once, not for every mode. Modes are shown so you can quickly see if a particular fixture/mode combination exists without opening it in the Workspace.

Adding Fixtures to Workspace

Adding fixtures to the workspace is simple and can be done in two ways:

1. Clicking: You can add fixtures by clicking on them. This action puts them into the workspace.

2. Dragging: Alternatively, you can drag fixtures into the workspace.

However, to ensure that these fixtures stay in the workspace, you must click the "Save to Workspace" button. This action locks them in place.

Status Output

This section of the UI shows Debug information to the user and normally is only needed when our support team asks the user about it. This window is by default closed on startup of the application.

Debug Output

```
Checking Mode index: 1

Cell: 1
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Number of Channels error
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
Attribute Course channel undefined (specified as 0)
```

Clear

The window can be undocked from the main application and placed anywhere on the user's desktop.

# Creating a new personality

Creating a new entry

To create a new entry for a fixture, follow these steps:

1. Go to the Menu Bar.

2. Click on "File."

3. Select "New Fixture."

This action will generate a new, blank entry in the Workspace. The initial information you need to provide includes:

- Manufacturer: Choose the manufacturer of the fixture from the available options.

- Model: Assign a name to the fixture in the "Model" field.
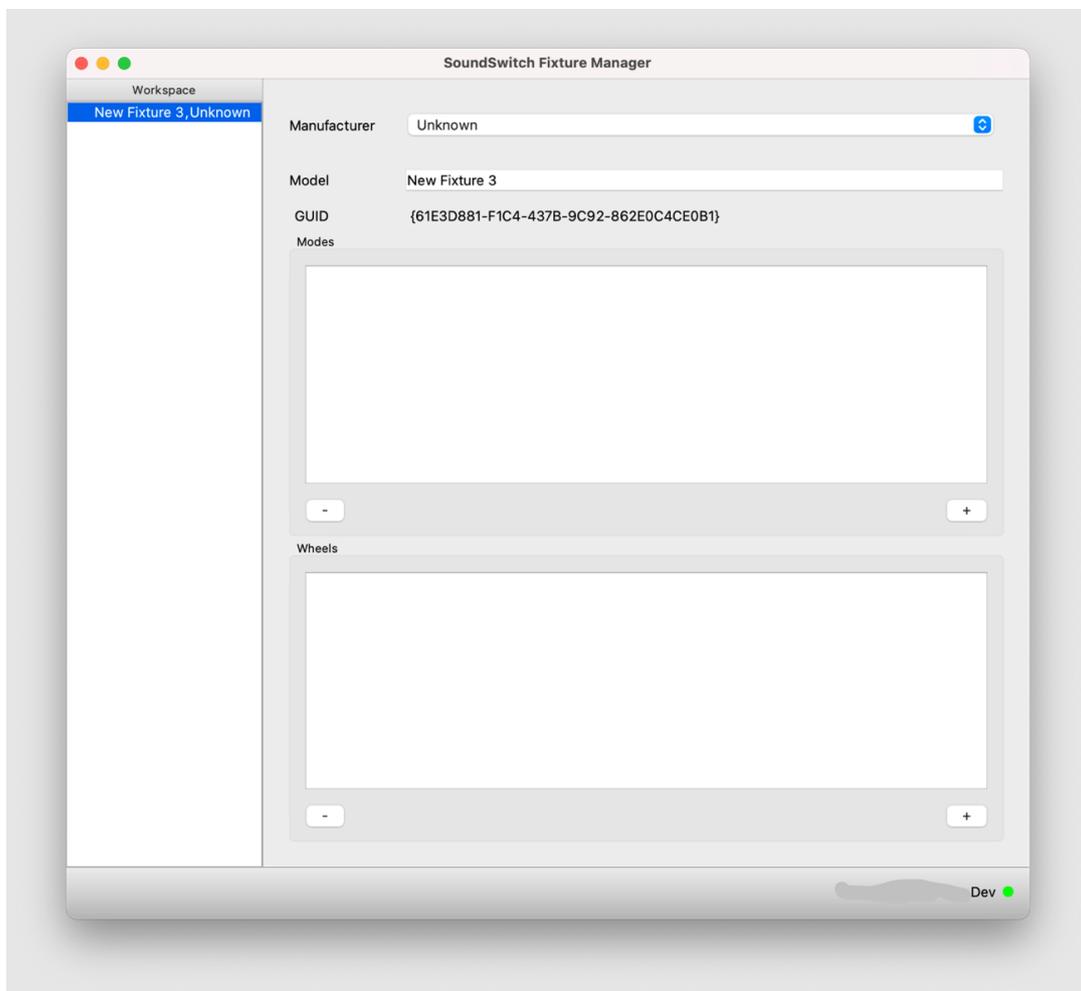
Note: Model Naming Guidelines

We recommend using a detailed and descriptive model name for your fixtures. For instance, it's better to avoid names like "HS-189" and instead opt for something like "Hybrid Spot HS-189". Additionally, unless the manufacturer specifically uses '-' or '_', please use spaces instead of these characters in the model name. This helps create more informative and user-friendly fixture names.

The next important step is to add a 'Mode' to the fixture personality. Each personality must have at least one mode for the verification process to be successful.

To add a mode, simply click the [+] button located on the right side. This action will automatically select the new mode in the workspace, making it ready for further configuration.
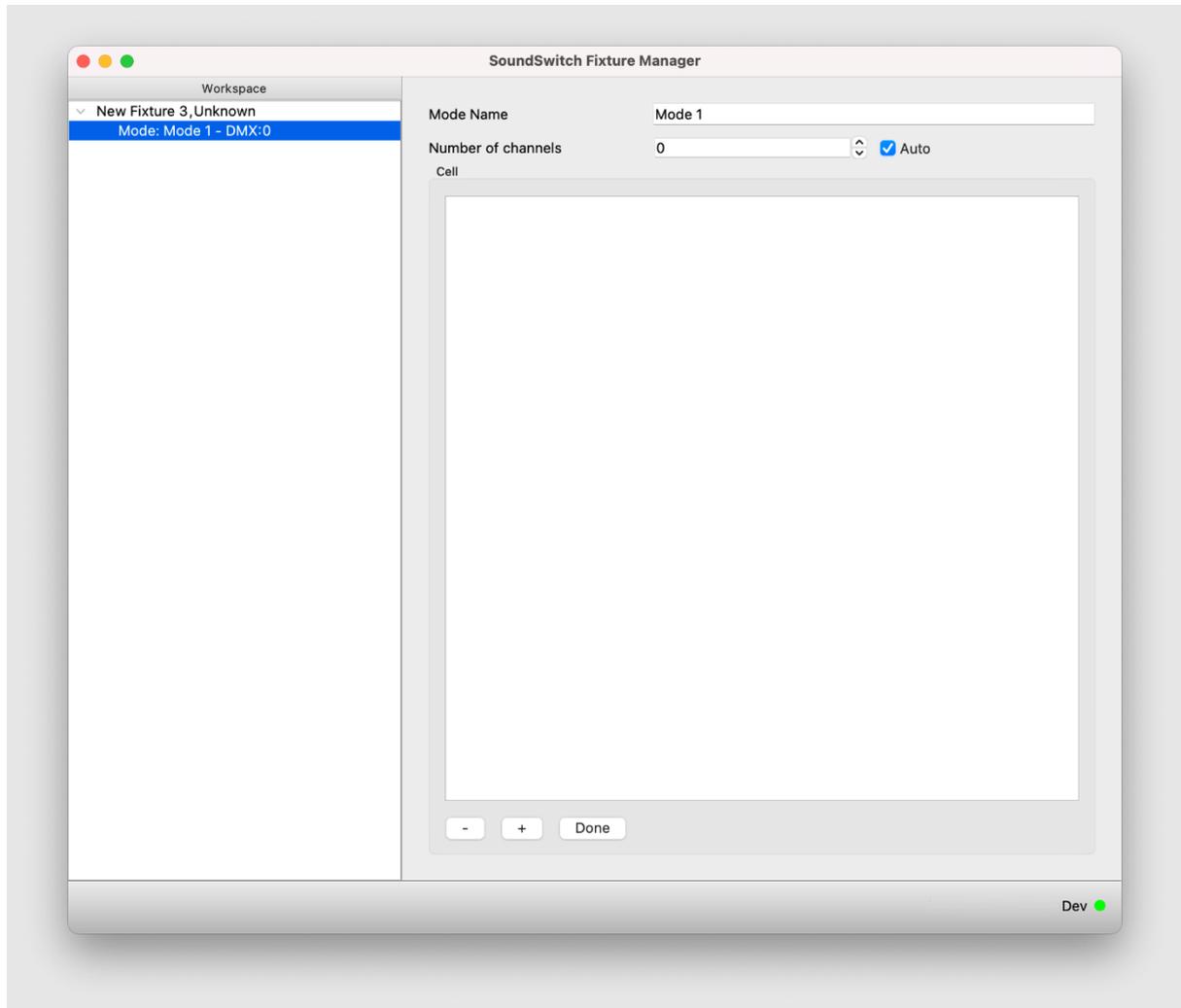
For each mode, you need to set the 'Mode Name' and specify the number of DMX channels that the fixture uses in that mode.

To find this information, consult the user manual or the DMX chart that came with the fixture. Typically, these details are provided when you purchase a new fixture.

Note on Mode Naming: It's advisable to use the same mode naming convention as the manufacturer's manual. This can be either numerical (Mode 1, Mode 2, ...) or description-based (Basic, Extended, ...). Aligning with the manufacturer's naming convention makes it easier for other users to identify the correct mode to select.

The 'Auto' checkbox next to the DMX channel count serves a helpful purpose. When checked, it allows the number of DMX channels to automatically adjust as you add and define DMX channels in a later phase. This feature simplifies the process by ensuring that the channel count stays up-to-date without manual adjustments.

Now, let's move on to the next step: adding a 'cell' to the fixture. Cells are used to represent different surfaces that emit light and can be controlled individually. However, many fixtures have only one light-emitting surface, so they typically have just one cell.

To add a cell, click the [+] button.

Note on Cell Naming:

- If your fixture has only one cell, it's a good practice to name it "main."

- If your fixture has multiple cells, you can name them numerically according to the manual (cell 1, cell 2, ...), or you can name them based on their function groups. For example, if you have a stand-alone T-bar with a laser, a flower, 2 moving heads, and 2 parcans, you can name them as "Laser," "Flower," "Mover 1," "Mover 2," "Par 1," and "Par 2."

- If labeling based on position is more suitable, you can use names like "Mover Left" and "Mover Right." If you have more than 3 instances (e.g., up, down, center or left, right, center), consider using numerical extensions for clarity.
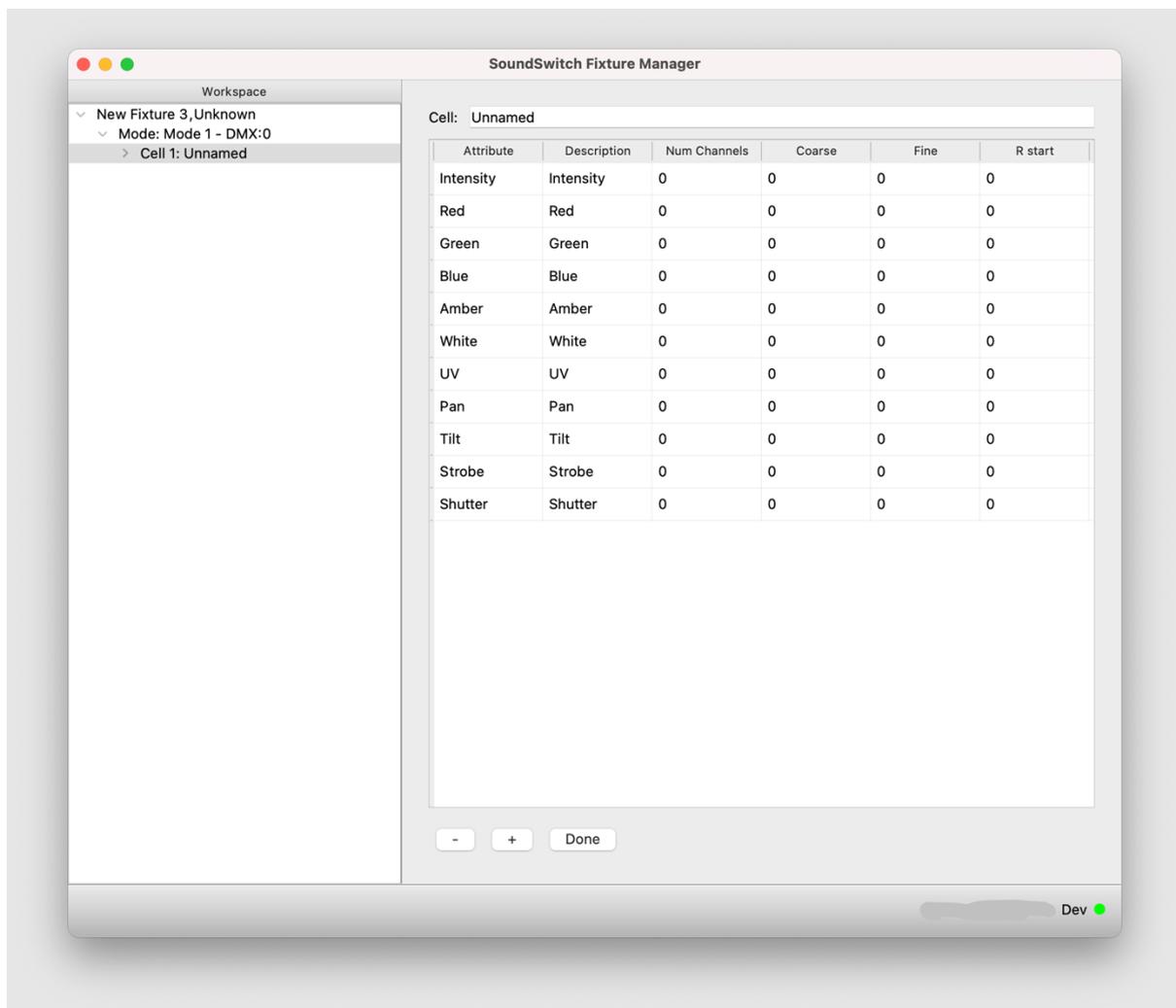
When you add a new cell to the workspace, it's automatically selected. The first thing we recommend you do is update the cell name at the top to reflect its purpose or function.

Additionally, when a new cell is created, a default list of attributes is added into the cell. These attributes serve as logical control points for the fixture and may span over one or two DMX channels, depending on the complexity of the control required.

The default attributes are initially not assigned to any DMX channels, which is indicated by both the "Coarse" and "Fine" columns showing as 0. This setup allows for quick and flexible personality creation. If your fixture doesn't require these default attributes, you can use the [-] button at the bottom to remove them or the "Remove Unused" button which will remove all Attributes that do not have a value set in the "Coarse" or "Fine" columns.

Here's an explanation of the columns in this view:

- **Attribute**: In this dropdown list, you can select the attribute you want to assign to the cell.
- **Description**: This is a text description of the attribute. Sometimes attributes have different names for a similar function. We recommend using the name provided by the manufacturer in the manual. If in doubt, use the same name as our attribute.
- **Num Channels**: This indicates the number of DMX channels used by that attribute, which can be either 1 or 2.
- **Coarse & Fine**: These fields hold the DMX offset in the DMX chart. For attributes that use only 1 DMX channel, you need to enter a value in the "Coarse" field, while the "Fine" field remains 0.
- **R start & end**: These values represent the range for the attribute. Typically, it will be 0 to 255 for a single DMX channel attribute or 0 to 65535 for a dual DMX channel attribute.
- **Wheel**: This dropdown selection lists predefined wheels that you can use for the attribute.

Fixture Verification

After you've created a fixture personality in our software, it's important to validate it to ensure everything is correct. This verification step is called "Fixture Verification" and can be accessed in the Menu Bar under "Fixtures" > "Check Fixture."

If the verification process encounters an issue and doesn't succeed, the fixture entry will turn red, and the specific reason for the failure will be displayed in the Status Output section. This helps you quickly identify and address any problems with the fixture personality.
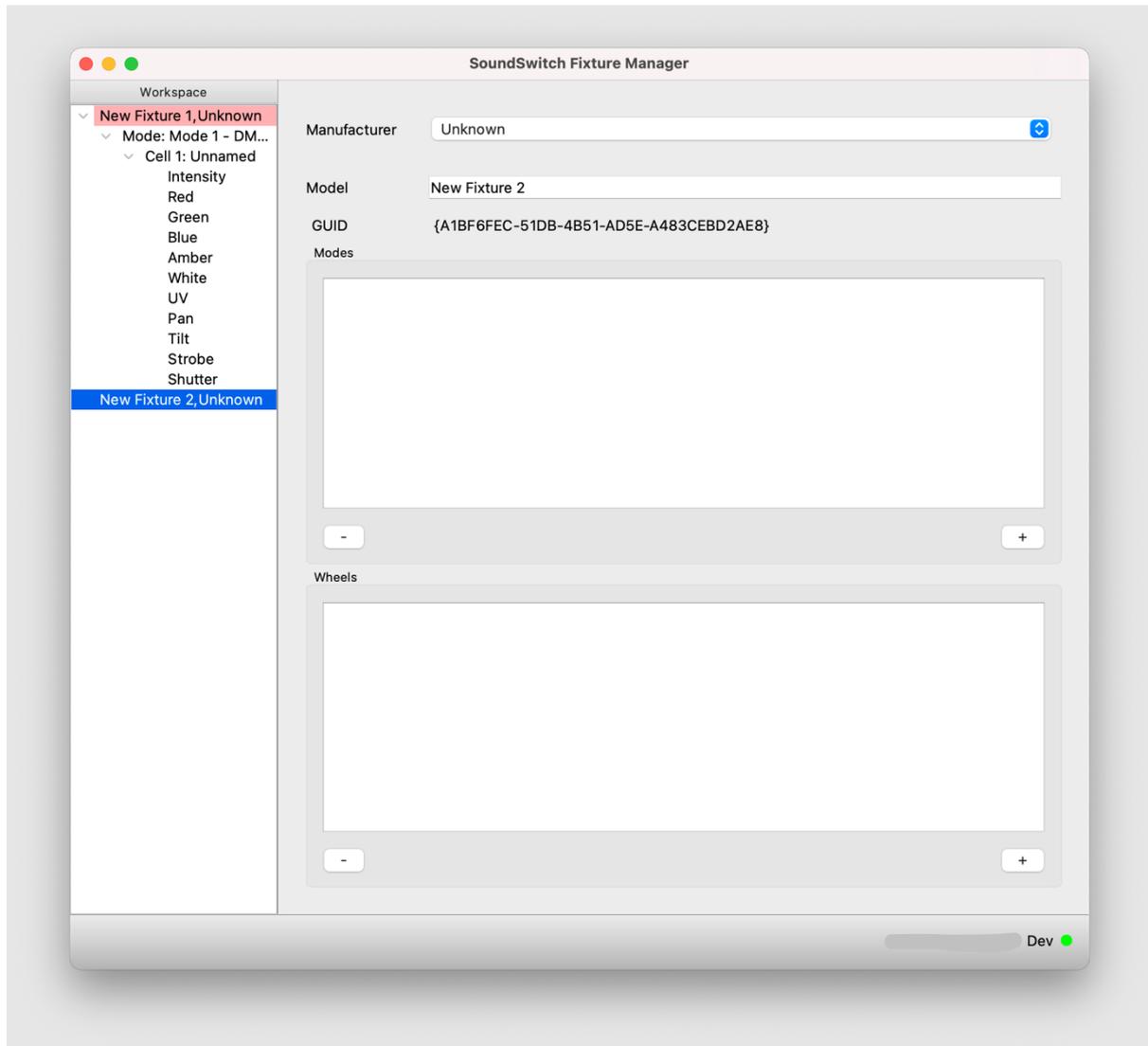
Uploading a new personality

To upload a new personality, follow these steps:

1. Select a fixture from the workspace: Choose the fixture you want to upload from your workspace.

2. In the menu bar, click "Fixtures": This is where you access fixture-related actions.

3. Click "Check Fixture": Before uploading, it's a good practice to check the fixture for any issues.

4. In the menu bar, click "Fixtures" again: This will allow you to access more fixture-related actions.

5. Click "Transfer to Public Cloud": This action uploads the selected fixture personality to the public server, making it available for other users.
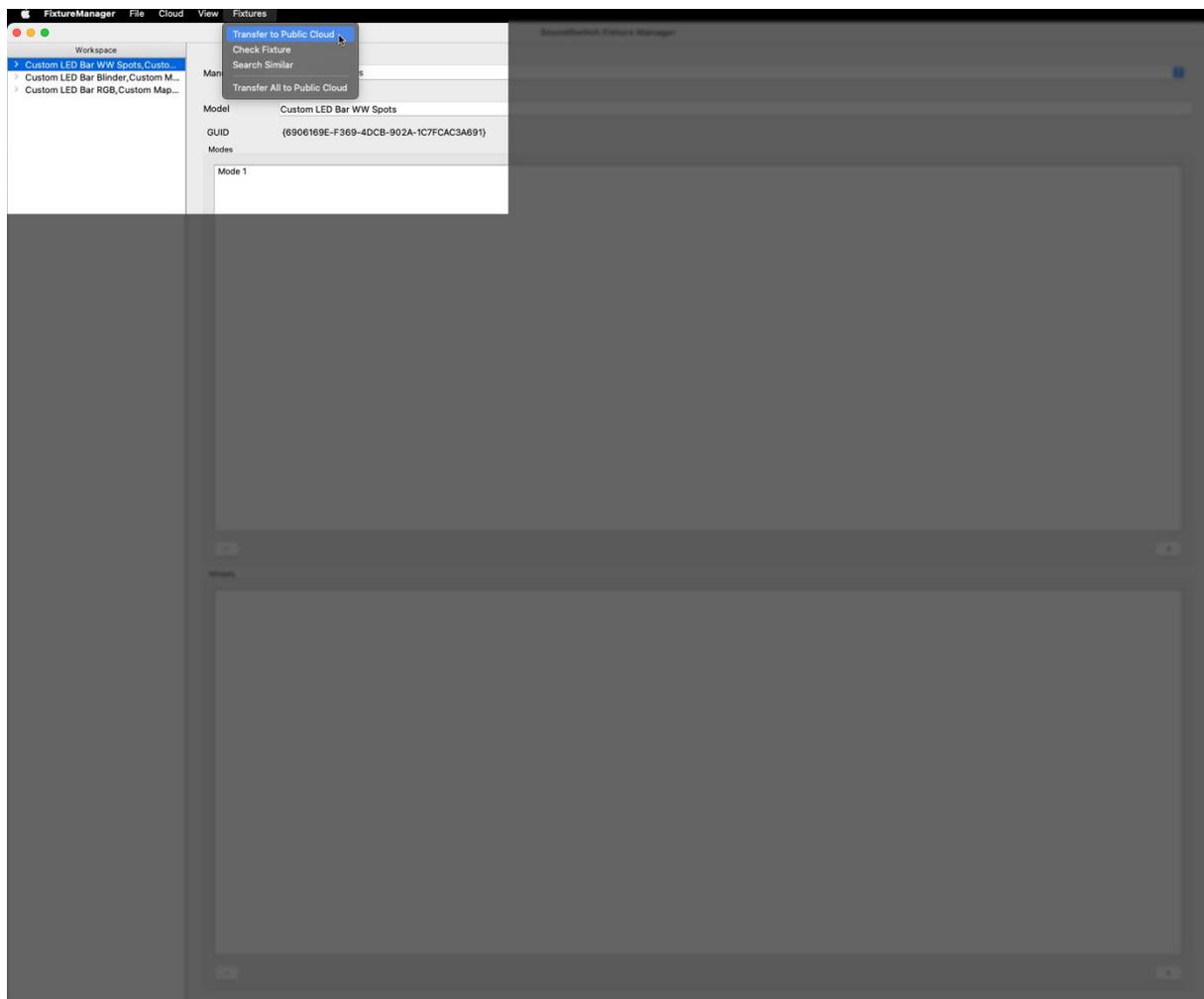
General Guidelines

Here are some important general guidelines to keep in mind:

1. Use Files on Public Server at Your Own Risk: SoundSwitch does not guarantee the correct functionality of files on the public server. You use them at your own risk.

2. Blocking Users for Abuse: SoundSwitch reserves the right to block users from our public server if they are found to be abusing it. However, these users can still use their files locally.

3. Monitoring and File Transfers: The SoundSwitch support team will monitor the public server and may periodically transfer files from the public server to the production server. Files may disappear from the public server once they are available on the production server.

4. Removing Personalities: SoundSwitch reserves the right to remove personalities from the public server when deemed necessary. This can be due to various reasons, including duplication of a personality on the production server, an excessive number of copies of the same personality, personality faults, inappropriate content, and more.

5. Backup Local Files: Users are encouraged to keep their local files and create backups. SoundSwitch does not guarantee the integrity or availability of the server, so it's important to have your own copies of your work.

Support

For assistance with our application, we offer two support platforms:

1. Official Support Platform: You can access our official support platform at
https://support.soundswitch.com/

Here, you'll find resources and assistance to help you with any technical issues.

2. SoundSwitch Fixture Manager Facebook Group: We also have a dedicated Facebook group called the "SoundSwitch Fixture Manager Facebook Group," which you can join here:
https://www.facebook.com/groups/soundswitchfixturegroup

While our support team does monitor this group, please note that it primarily serves as a community platform where users can help each other. It is not an official support channel.

We're here to help you, so feel free to use these platforms to get the assistance you need, whether it's through our official support or the helpful community on Facebook.

Glossary

- **Fixture:** In the context of this manual, this is any DMX controllable device, such as a par can, moving head, laser, or video server.
- **Fixture Library:** A collection of personality files that describe the DMX layout and functionality of DMX fixtures for use with the SoundSwitch Desktop application.
- **Personality:** A file that describes the DMX layout and functionality of a DMX fixture for use with the SoundSwitch Desktop application.
- **Workspace:** The area where you manage and work on personality files, color-coded to indicate fixture status (yellow for fixtures on the Cloud, red for fixtures with issues).
- **Edit Section:** An area in the Workspace that changes based on the active selection and allows you to configure values for the selected fixture.
- **Status Output:** A section of the user interface that displays debug information, typically used when seeking support from the SoundSwitch team.
- **Status Bar:** The area at the bottom of the user interface that shows the currently used user account and the status of the currently selected server.
- **Menu Bar:** The top part of the user interface where you find various options and settings, including File, Cloud, View, Fixtures, and Help menus.
- **File Menu:** Contains options for creating new fixtures, opening fixtures from files, saving fixtures, and saving the Workspace's status.
- **Cloud Menu:** Allows you to change users and manage fixture files on the public server, but with a disclaimer that files on the public server are used at your own risk.
- **View Menu:** Handles how the application appears to the user, including options to show/hide the Fixture Library and Status Output sections and enter full-screen mode.
- **Fixtures Menu:** Contains options for transferring fixtures to and from the public Cloud, checking fixture data for correctness, and transferring all fixtures to the Cloud.
- **Help Menu:** Provides information about the application, including its version number and license details, and offers access to the user manual.
- **Fixture Creation:** The process of defining a new fixture profile, including specifying the manufacturer, model, modes, cells, and attributes for the fixture.
- **Fixture Verification:** The process of checking the correctness and integrity of a fixture profile to ensure it works as expected.
- **Fixture Personality:** A file that describes the behavior of a light fixture based on its DMX footprint, used for controlling DMX lights in the SoundSwitch software.
- **DMX:** A standard protocol used to control and communicate with lighting fixtures and other devices in the entertainment industry.
- **DMX Footprint:** The configuration of DMX channels and their functions for a particular lighting fixture.
- **Attribute:** A control point for a fixture's function that may span over one or two DMX channels, allowing for precise control.
- **Cell:** A representation of different surfaces that emit light in a fixture, allowing individual control of these surfaces.
- **Manufacturer:** The company that produces the lighting fixture.
- **Model:** The specific name or model number of the lighting fixture.
- **Mode:** A specific operating mode of a lighting fixture, defined by the number of DMX channels it requires.

- **Cloud Server:** A remote server where fixture personality files can be uploaded and shared with other users.
- **Public Server:** A portion of the Cloud Server where fixture personality files are publicly available but used at the user's own risk.
- **Production Server:** A portion of the Cloud Server where fixture personality files are maintained and monitored by the SoundSwitch support team.
- **Master Dimmer:** A function that controls the overall brightness of a fixture.
- **Master Strobe:** A function that controls the strobe effect of a fixture.

Fixture Creation Example:

## Fixture Creation Example - Creating a Profile for an RGB Par Can:

This guide will help you understand how to create a fixture profile for a 7-channel RGB Par Can. This profile will allow you to control the lighting fixture through DMX. Let's go through the steps using the "Chauvet - SlimPAR 56" as an example.

Step 1: Gather Fixture Information

Start by obtaining the fixture's manual. You'll need it as a reference to create the fixture profile. Locate the section in the manual that provides the necessary DMX information for the fixture.

Below we have added an example we will be using the "Chauvet - SlimPAR 56"

CHAUVET
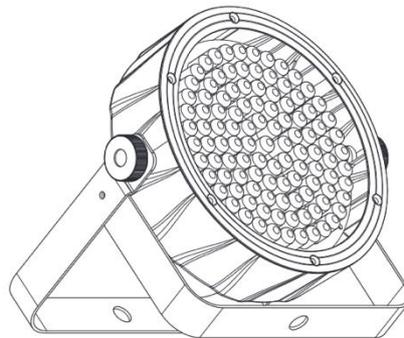
DMX Channel Assignments and Values

7-CH

Channel	Function	Value	Percent/Setting
1	Red	000 ⇔ 255	0–100%
2	Green	000 ⇔ 255	0–100%
3	Blue	000 ⇔ 255	0–100%
4	Color Macros	000 ⇔ 015	No function
		016 ⇔ 255	Color macros
5	Strobe	000 ⇔ 015	No function
		016 ⇔ 255	Strobe, slow to fast
	Auto Speed	000 ⇔ 255	Auto program speed, slow to fast
	Sound Sensitivity	000 ⇔ 010	Sound sensitivity Off
		011 ⇔ 255	Sound sensitivity, low to high
6	Automatic Programs/ Sound-Active Mode	000 ⇔ 031	No function
		032 ⇔ 063	Pulse effect, 0–100%
		064 ⇔ 095	Pulse effect, 100–0%
		096 ⇔ 127	Pulse effect, 0–100–0%
		128 ⇔ 159	Auto fade transition
		160 ⇔ 191	Auto snap transition (3-color)
		192 ⇔ 223	Auto snap transition (7-color)
		224 ⇔ 255	Sound-active mode
7	Dimmer	000 ⇔ 255	0–100%

3-CH

Channel	Function	Value	Percent/Setting
1	Red	000 ⇔ 255	0–100%
2	Green	000 ⇔ 255	0–100%
3	Blue	000 ⇔ 255	0–100%

Configuration (Standalone)

Set the product in the standalone mode to control without a DMX controller.

ⓘ **Never connect a product that is operating in any standalone mode to a DMX string connected to a DMX controller. Products in standalone mode may transmit DMX signals that could interfere with the DMX signals from the controller.**

Program Mode

To run a program on the SlimPAR 56, follow the instructions below.
1. Press **<MENU>** repeatedly until **P--** shows on the display.
2. Press **<ENTER>**.
3. Use **<UP>** or **<DOWN>** to select:
    • **P 1–4** for an automatic program,
      or
    • **P 5–6** for a sound-active program.
4. Press **<ENTER>**.

Auto Program Speed

To adjust the auto program speed on the SlimPAR 56, do the following:
1. Press **<MENU>** repeatedly until **S--** shows on the display.
2. Use **<UP>** or **<DOWN>** to increase or decrease the program speed, from **S 1–100**.
3. Press **<ENTER>**. The product will return to Auto mode.

Step 2: Create a New Fixture Entry

 1. Open the software and navigate to the Menu Bar.

2. Click on "File" and select "New Fixture." This action will generate a new, empty entry in the Workspace, where you can build your fixture profile.

Step 3: Enter Manufacturer and Model

1. In the new entry, select the "Manufacturer" from the dropdown list. For our example, choose "Chauvet."

2. In the "Model" field, enter the complete model name of your fixture. In this instance, input "SlimPAR 56."
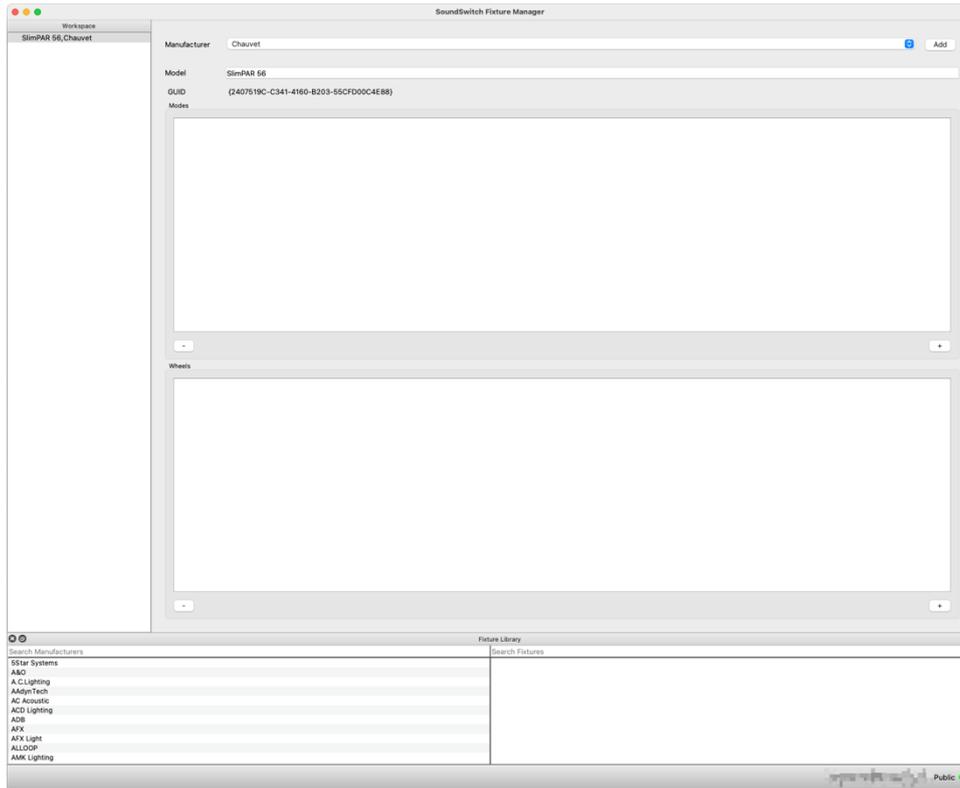
Step 4: Add a Mode

 1. Click on the "Add Mode" option. This step allows you to define a specific operating mode for your fixture.

2. Enter the number of channels associated with this mode. For our example, we're creating a profile for the 7-channel mode. Enter the value "7" in the designated field.

NOTE: Please note that you can add multiple modes if your fixture supports them. Some fixtures may have various operating modes, each requiring a different number of channels. Refer to the fixture's manual for this information. By following these steps, you'll be able to create a fixture profile for your RGB Par Can, such as the Chauvet SlimPAR 56, and control it effectively using DMX. Make sure to consult the fixture's manual for accurate DMX information and any additional modes the fixture might offer.
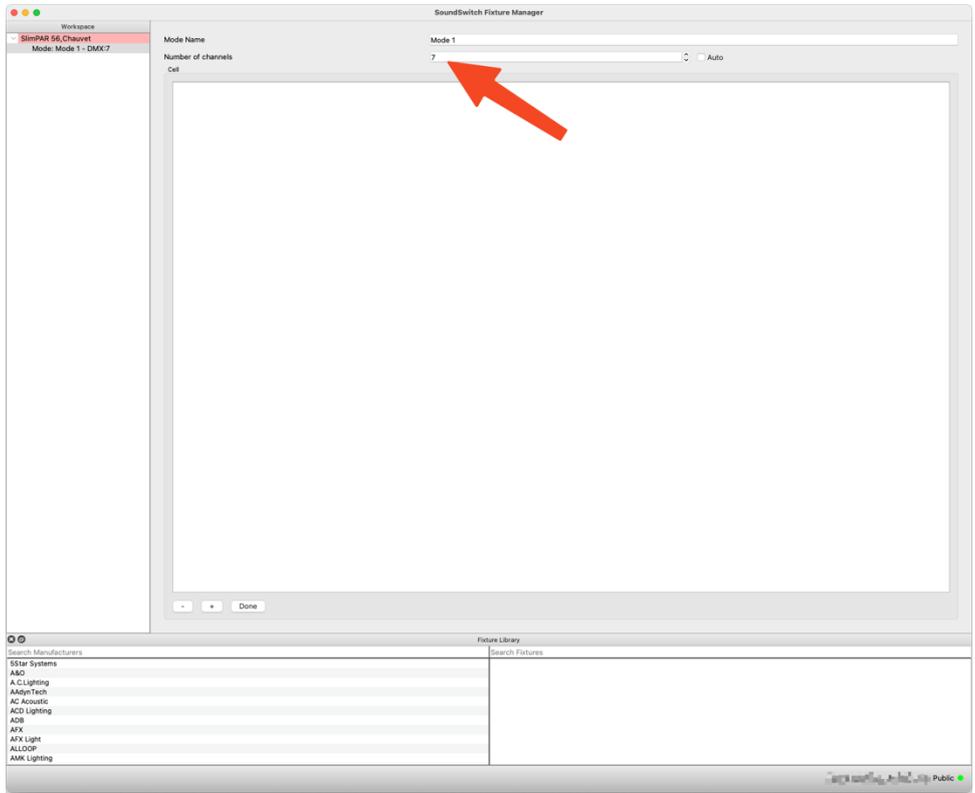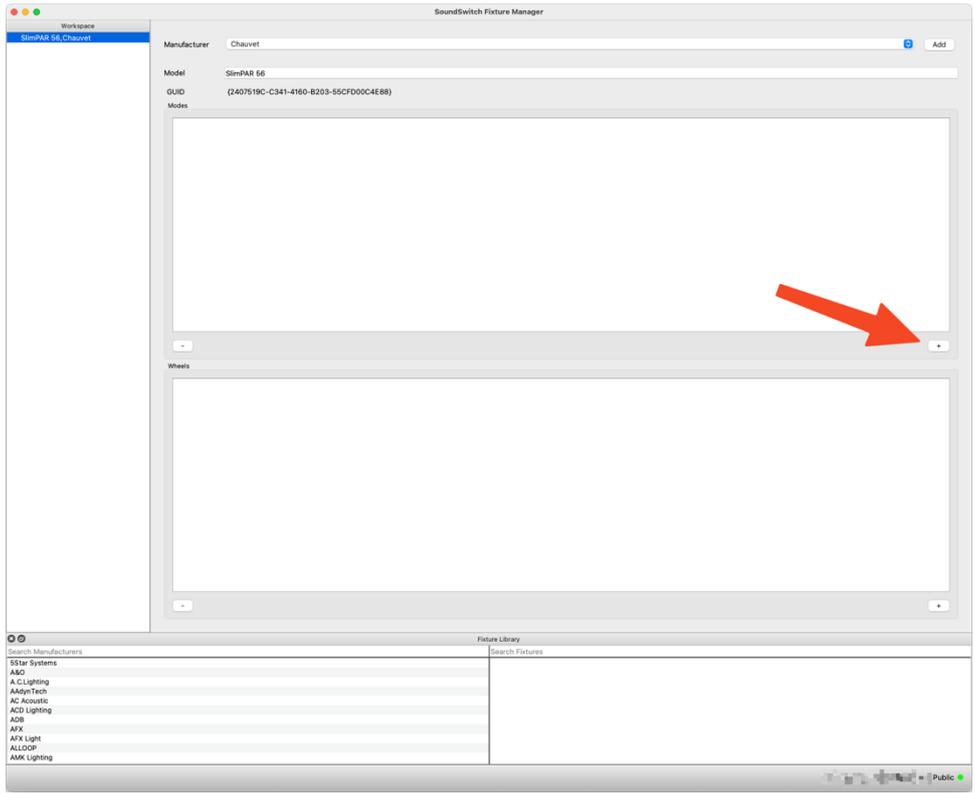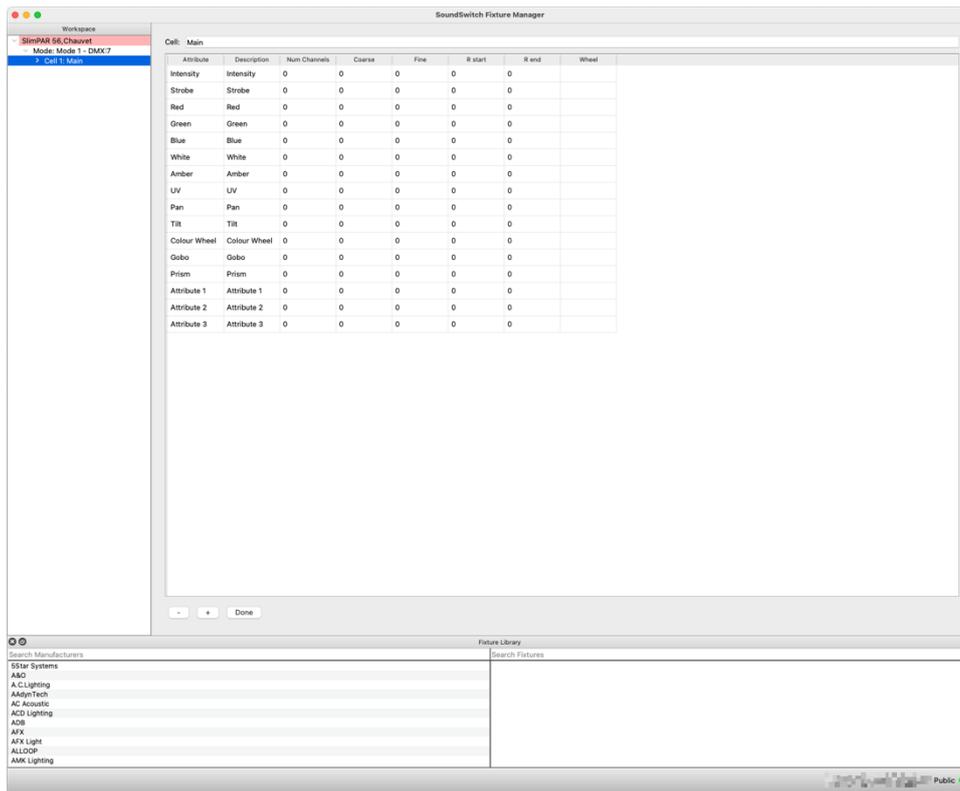
Step 5: Create Necessary Cell

1. Choose the "Add Cell" option. This action generates the required control cell for the fixture.

Note: Since this fixture only has a single control cell, you only need to create one cell for it.
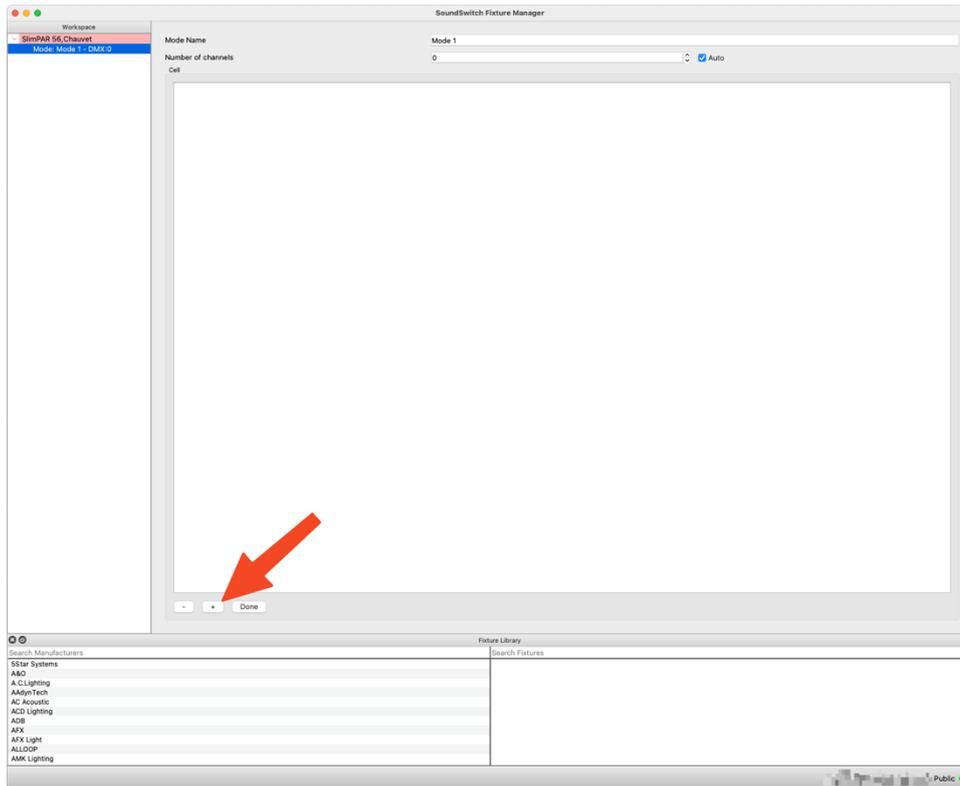
Step 6: Enter DMX Data

1. Input the fixture's DMX data into the provided table.

2. Begin by entering the RGB values. Since each function uses just one channel, put "1" in the "Num Channels" column.

3. Fill in the "Coarse" column with the channel value for each RGB function.

4. When encountering functions like the Color Macro on CH 4, which SoundSwitch doesn't directly control, add it as an Attribute. In the description field for the first attribute, input "Color Macros" as shown in the screenshot. (Please use a descriptive name when creating Attributes as this name will be used in the Attribute Cues menu in SoundSwitch. Include the required "Number of Channels" and "Coarse" value.

5. Continue completing the rest of the profile by filling in the necessary fields for each function.

6. Remove any default functions that aren't used or have "0" in the "Num Channels" column.

7. Refer to the provided screenshot for a finished profile.
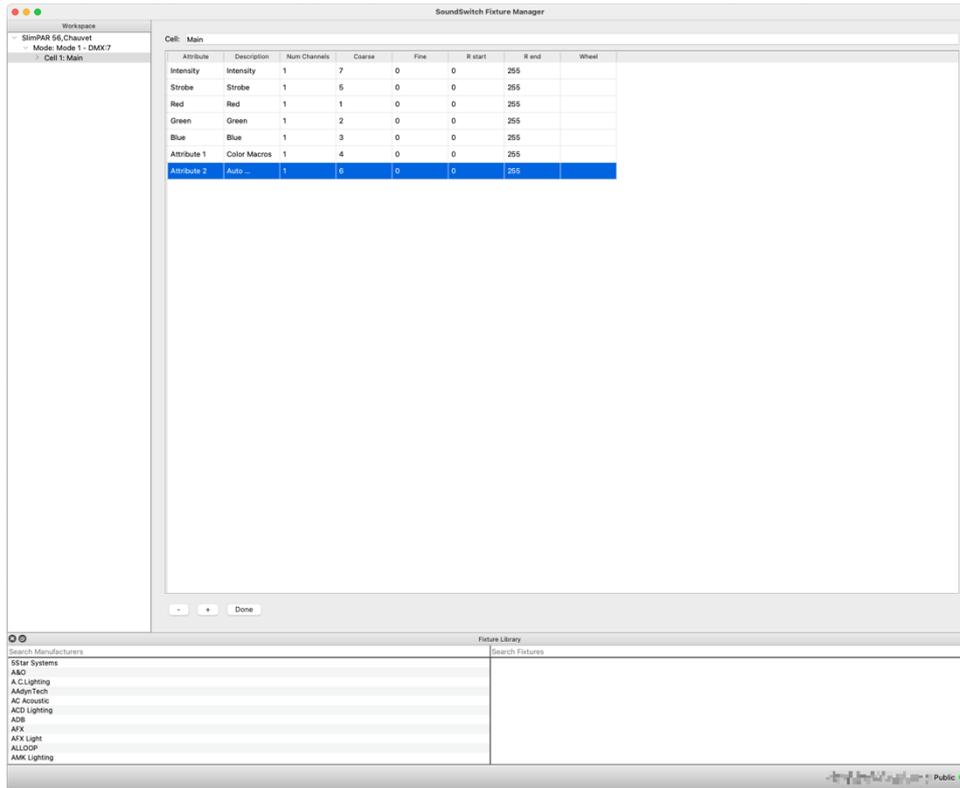
Step 7: Verify and Upload

1. Once the fixture profile is fully completed, go to "Menu Bar > Fixtures > Check Fixture."

2. In the bottom left corner of the Fixture Manager Window, you'll see an output confirming whether the fixture passes the integrity test.

3. Once the integrity check is successful, you can upload the profile to the Public Server for use.

By following these steps, you'll be able to create and validate a fixture profile effectively. Remember to consult the fixture manual for accurate DMX data input.
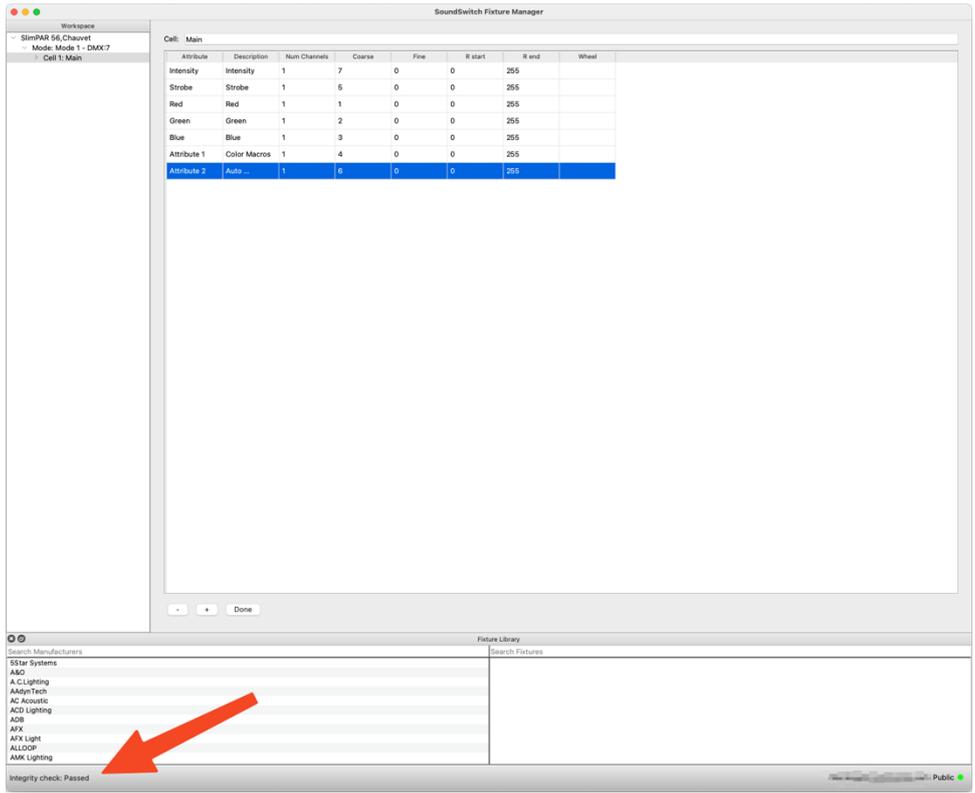
Fixture Creation Example – Creating a Profile for a Moving Head containing Color Wheel

Step 1: Gather Fixture Information

Start by obtaining the fixture's manual. You'll need it as a reference to create the fixture profile. Locate the section in the manual that provides the necessary DMX information for the fixture.

Below we have added an example we will be using the "Chauvet - Intimidator Hybrid 140SR"

Panel — Page 11 of 29
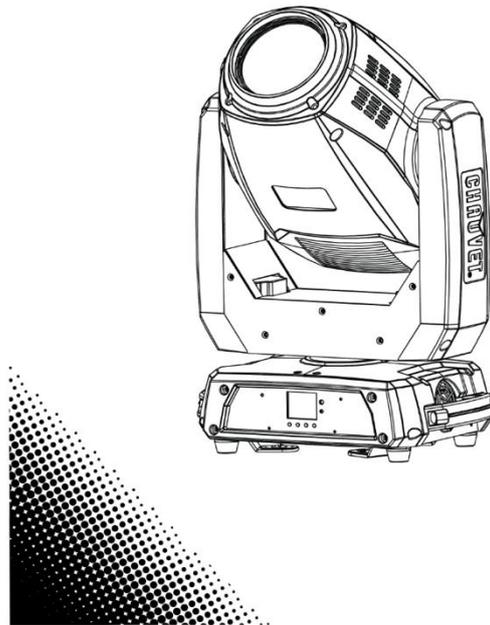
Channel	Function	Value	Percent/Setting
8	Rotating Gobo Wheel (see Gobos)	000 ⇔ 005	Open
		006 ⇔ 011	Beam mode
		012 ⇔ 017	Gobo 1
		018 ⇔ 023	Gobo 2
		024 ⇔ 029	Gobo 3
		030 ⇔ 035	Gobo 4
		036 ⇔ 041	Gobo 5
		042 ⇔ 047	Gobo 6
		048 ⇔ 053	Gobo 7
		054 ⇔ 063	Gobo 8
		064 ⇔ 073	Gobo 8 shake, slow to fast
		074 ⇔ 079	Gobo 7 shake, slow to fast
		080 ⇔ 085	Gobo 6 shake, slow to fast
		086 ⇔ 091	Gobo 5 shake, slow to fast
		092 ⇔ 097	Gobo 4 shake, slow to fast
		098 ⇔ 103	Gobo 3 shake, slow to fast
		104 ⇔ 109	Gobo 2 shake, slow to fast
		110 ⇔ 115	Gobo 1 shake, slow to fast
		116 ⇔ 127	Beam mode
		128 ⇔ 189	Cycle effect, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse cycle effect, slow to fast
9	Gobo Rotation	000	No function
		001 ⇔ 063	Gobo indexing
		064 ⇔ 144	Rotation, fast to slow
		145 ⇔ 151	Stop
		152 ⇔ 231	Reverse rotation, slow to fast
		232 ⇔ 255	Bounce, slow to fast
10	Prism 1	000 ⇔ 007	No function
		008 ⇔ 012	8-facet prism
		013 ⇔ 130	Rotation, slow to fast
		131 ⇔ 247	Reverse rotation, slow to fast
		248 ⇔ 255	8-facet prism
11	Prism 2	000 ⇔ 007	No function
		008 ⇔ 012	6-facet prism
		013 ⇔ 130	Rotation, slow to fast
		131 ⇔ 247	Reverse rotation, slow to fast
		248 ⇔ 255	6-facet prism
12	Focus	000 ⇔ 255	Focus, big to small
13	Auto Focus	000 ⇔ 010	No function
		011 ⇔ 127	Auto focus Gobo 1
		128 ⇔ 255	Auto focus Gobo 2
14	Zoom	000 ⇔ 255	Zoom out to zoom in
15	Frost	000 ⇔ 255	0–100%
16	Dimmer	000 ⇔ 255	0–100%

Panel — Page 9 of 29

DMX Channel Assignments and Values

Gobos

Static Gobo Wheel
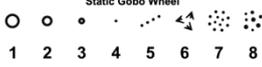
1 2 3 4 5 6 7 8

9 10 11 12 13 14 15 16

Rotating Gobo Wheel

1 2 3 4 5 6 7 8

For Beam Mode, set the Rotating Gobo Wheel to 006 ⇔ 011 or 116 ⇔ 127.

19Ch

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–540°
2	Pan Fine	000 ⇔ 255	Fine control of panning
3	Tilt	000 ⇔ 255	0–270°
4	Tilt Fine	000 ⇔ 255	Fine control of tilting
5	Pan/Tilt Speed	000 ⇔ 255	Pan/Tilt speed, fast to slow
6	Color Wheel	000 ⇔ 003	White
		004 ⇔ 007	Red
		008 ⇔ 011	Yellow
		012 ⇔ 015	Green
		016 ⇔ 019	Sky Blue
		020 ⇔ 023	Lavender
		024 ⇔ 028	Canary Yellow
		029 ⇔ 033	Blue
		034 ⇔ 038	Magenta
		039 ⇔ 043	Lime Green
		044 ⇔ 048	Natural White
		049 ⇔ 053	Cool White
		054 ⇔ 059	Ultraviolet
		060 ⇔ 187	Color indexing
		188 ⇔ 219	Color cycling rainbow, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color cycling rainbow, slow to fast

Panel — Page 10 of 29

Channel	Function	Value	Percent/Setting
7	Static Gobo Wheel (see Gobos)	000 ⇔ 002	Open
		003 ⇔ 005	Gobo 1
		006 ⇔ 008	Gobo 2
		009 ⇔ 011	Gobo 3
		012 ⇔ 014	Gobo 4
		015 ⇔ 017	Gobo 5
		018 ⇔ 020	Gobo 6
		021 ⇔ 023	Gobo 7
		024 ⇔ 026	Gobo 8
		027 ⇔ 029	Gobo 9
		030 ⇔ 032	Gobo 10
		033 ⇔ 035	Gobo 11
		036 ⇔ 038	Gobo 12
		039 ⇔ 041	Gobo 13
		040 ⇔ 044	Gobo 14
		045 ⇔ 047	Gobo 15
		048 ⇔ 050	Gobo 16
		051 ⇔ 054	Gobo 16 shake, slow to fast
		055 ⇔ 058	Gobo 15 shake, slow to fast
		059 ⇔ 062	Gobo 14 shake, slow to fast
		063 ⇔ 066	Gobo 13 shake, slow to fast
		067 ⇔ 070	Gobo 12 shake, slow to fast
		071 ⇔ 074	Gobo 11 shake, slow to fast
		075 ⇔ 078	Gobo 10 shake, slow to fast
		079 ⇔ 082	Gobo 9 shake, slow to fast
		083 ⇔ 086	Gobo 8 shake, slow to fast
		087 ⇔ 090	Gobo 7 shake, slow to fast
		091 ⇔ 094	Gobo 6 shake, slow to fast
		095 ⇔ 098	Gobo 5 shake, slow to fast
		099 ⇔ 102	Gobo 4 shake, slow to fast
		103 ⇔ 106	Gobo 3 shake, slow to fast
		107 ⇔ 110	Gobo 2 shake, slow to fast
		111 ⇔ 114	Gobo 1 shake, slow to fast
		115 ⇔ 127	Open
		128 ⇔ 189	Cycle effect, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse cycle effect, slow to fast

Panel — Page 12 of 29

Channel	Function	Value	Percent/Setting
17	Shutter	000 ⇔ 007	Closed
		008 ⇔ 015	Open
		016 ⇔ 131	Strobe, slow to fast
		132 ⇔ 167	Slow open, fast close, slow to fast
		168 ⇔ 203	Fast open, slow close, slow to fast
		204 ⇔ 239	Pulse strobe, slow to fast
		240 ⇔ 247	Random strobe, slow to fast
		248 ⇔ 255	Open
18	Function	000 ⇔ 007	No function
		008 ⇔ 015	Blackout on pan/tilt movement
		016 ⇔ 023	Blackout on color wheel movement
		024 ⇔ 031	Blackout on gobo wheel movement
		032 ⇔ 039	Blackout on pan/tilt/color wheel movement
		040 ⇔ 047	Blackout on pan/tilt/gobo wheel movement
		048 ⇔ 055	Blackout on pan/tilt/color/gobo wheel movement
		056 ⇔ 087	No function
		088 ⇔ 095	Lamp On
		096 ⇔ 103	Pan reset
		104 ⇔ 111	Tilt reset
		112 ⇔ 119	Color wheel reset
		120 ⇔ 127	Gobo wheels reset
		128 ⇔ 135	Frost reset
		136 ⇔ 143	Prism reset
		144 ⇔ 151	Focus and zoom reset
		152 ⇔ 159	All reset
		160 ⇔ 167	Shutter reset
		168 ⇔ 231	No function
		232 ⇔ 239	Lamp Off
		240 ⇔ 255	No function
19	Movement Macros	000 ⇔ 007	No function
		008 ⇔ 023	Movement macro 1
		024 ⇔ 039	Movement macro 2
		040 ⇔ 055	Movement macro 3
		056 ⇔ 071	Movement macro 4
		072 ⇔ 087	Movement macro 5
		088 ⇔ 103	Movement macro 6
		104 ⇔ 119	Movement macro 7
		120 ⇔ 135	Movement macro 8
		136 ⇔ 151	Sound-active movement macro 1
		152 ⇔ 167	Sound-active movement macro 2
		168 ⇔ 183	Sound-active movement macro 3
		184 ⇔ 199	Sound-active movement macro 4
		200 ⇔ 215	Sound-active movement macro 5
		216 ⇔ 231	Sound-active movement macro 6
		232 ⇔ 247	Sound-active movement macro 7
		248 ⇔ 255	Sound-active movement macro 8

Step 2: Create a New Fixture Entry

 1. Open the software and navigate to the Menu Bar.

2. Click on "File" and select "New Fixture." This action will generate a new, empty entry in the Workspace, where you can build your fixture profile.

Step 3: Enter Manufacturer and Model

 1. In the new entry, select the "Manufacturer" from the dropdown list. For our example, choose "Chauvet."

2. In the "Model" field, enter the complete model name of your fixture. In this instance, input "Intimidator Hybrid 140SR"
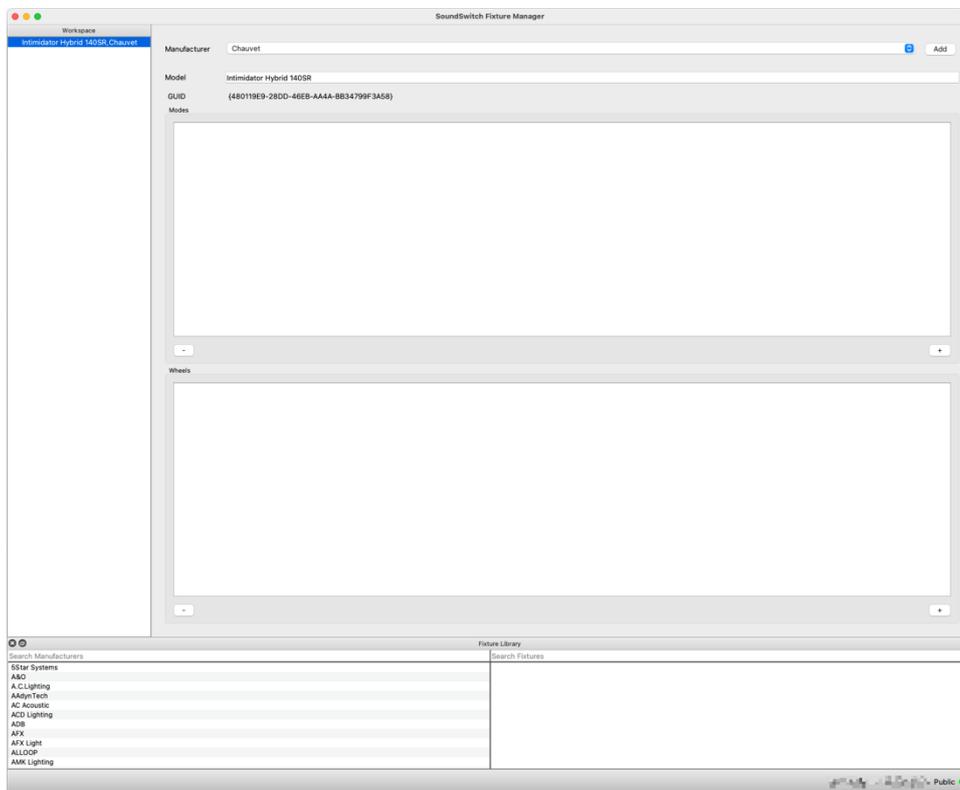
Step 4: Add a Mode

1. Click on the "Add Mode" option. This step allows you to define a specific operating mode for your fixture.

2. Enter the number of channels associated with this mode. For our example, we're creating a profile for the 19-channel mode. Enter the value "19" in the designated field.

Note: Please note that you can add multiple modes if your fixture supports them. Some fixtures may have various operating modes, each requiring a different number of channels. Refer to the fixture's manual for this information.

 By following these steps, you'll be able to create a fixture profile for your Moving Head, such as the Chauvet Intimidator Hybrid 140SR, and control it effectively using DMX. Make sure to consult the fixture's manual for accurate DMX information and any additional modes the fixture might offer.
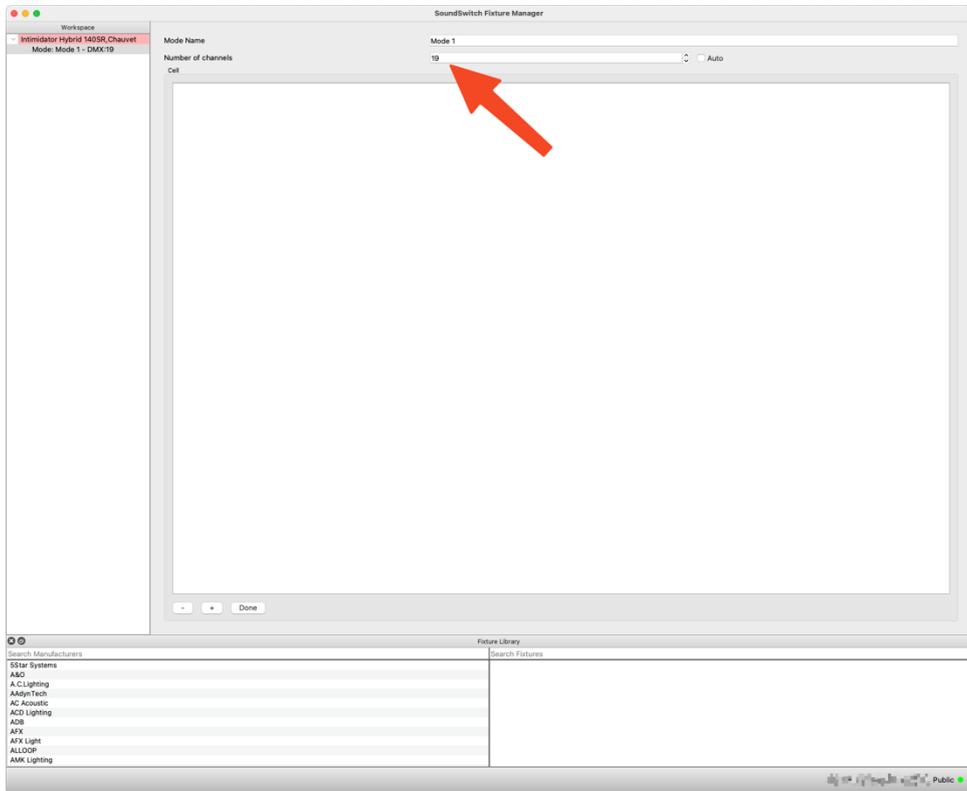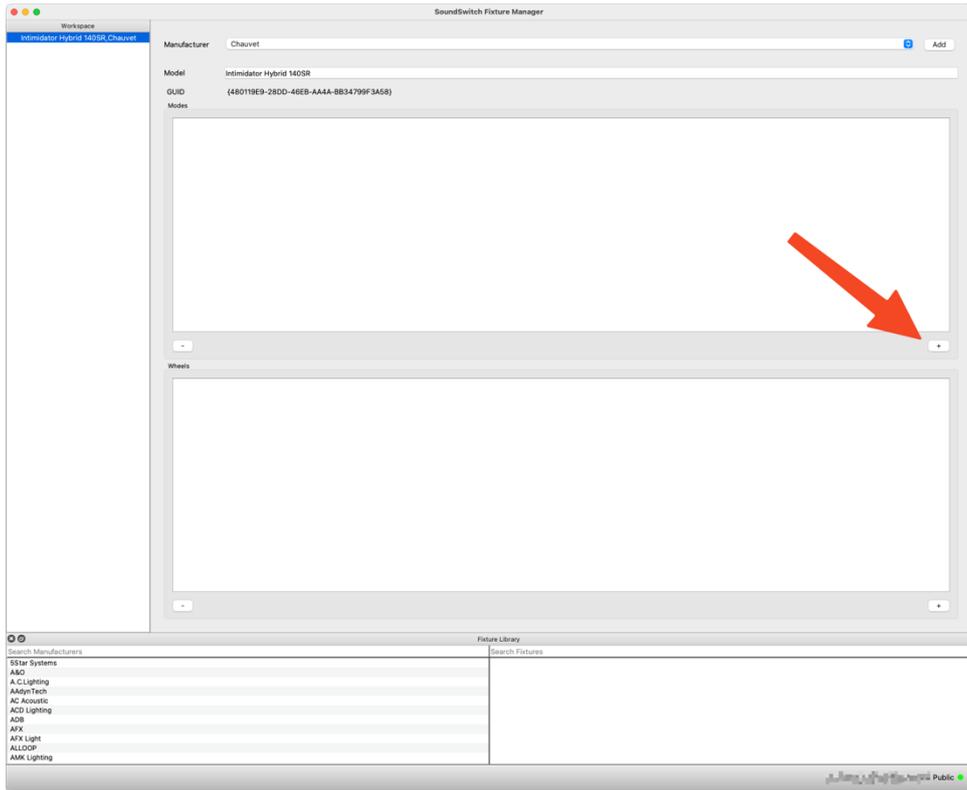
Step 5: Create Necessary Cell

1. Choose the "Add Cell" option. This action generates the required control cell for the fixture.

Note: Since this fixture only has a single control cell, you only need to create one cell for it.
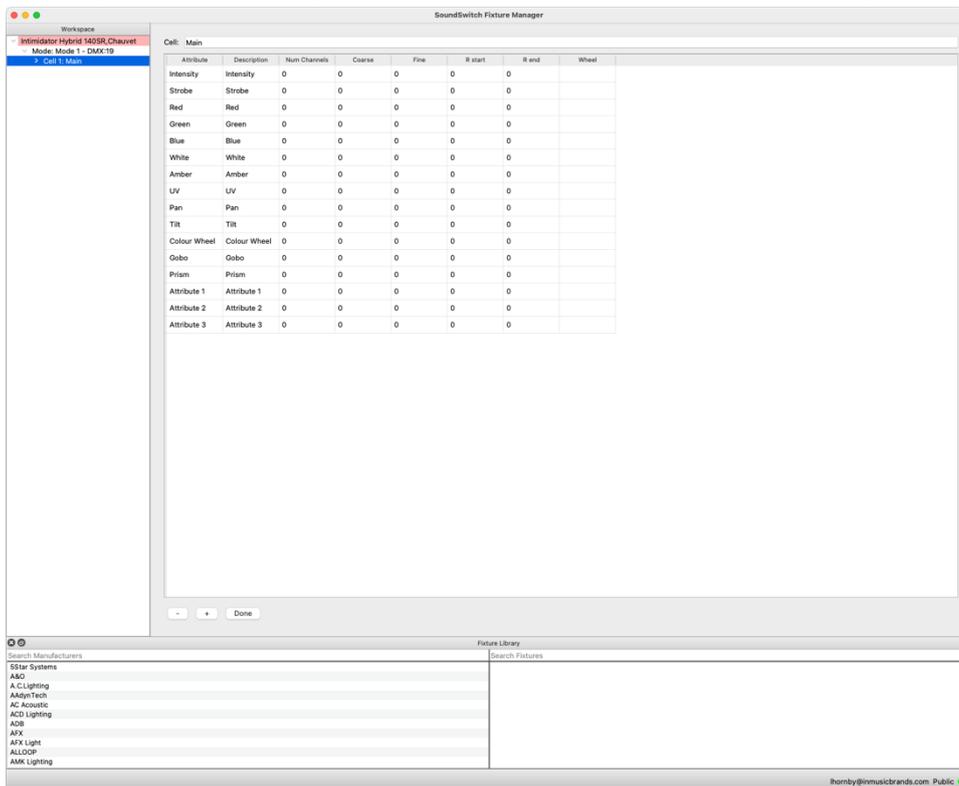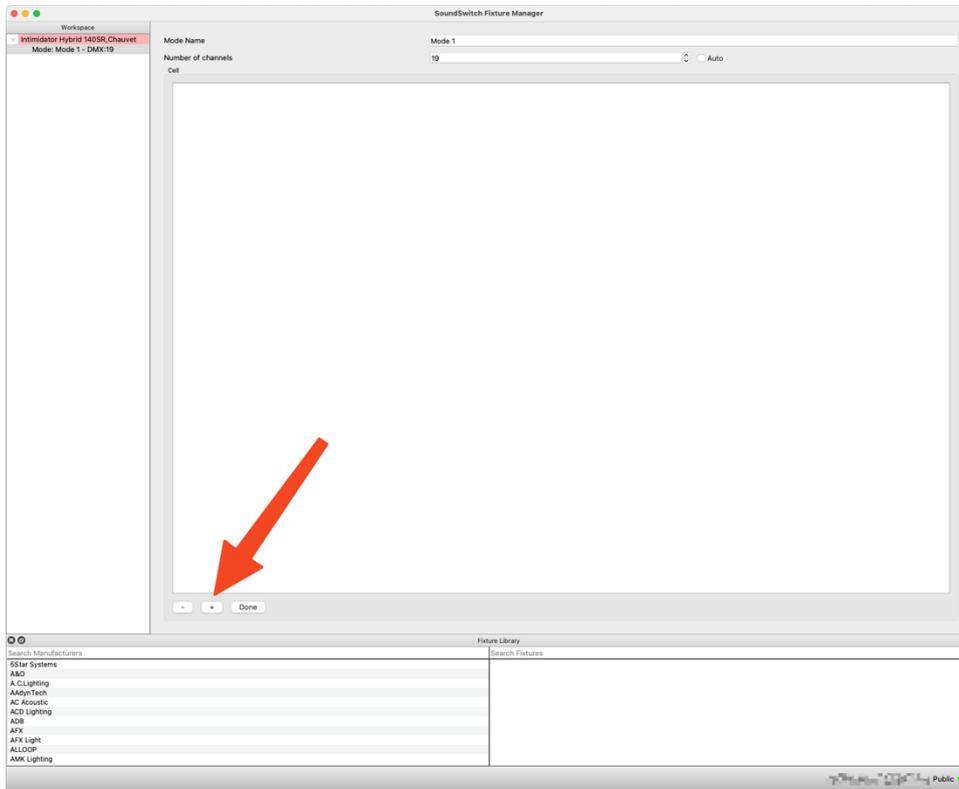
Step 6: Enter DMX Data

1. Refer to the fixture manual to identify features like the "Color Wheel," which we'll start by configuring.

2. Access the Main fixture workspace to create the Color Wheel.
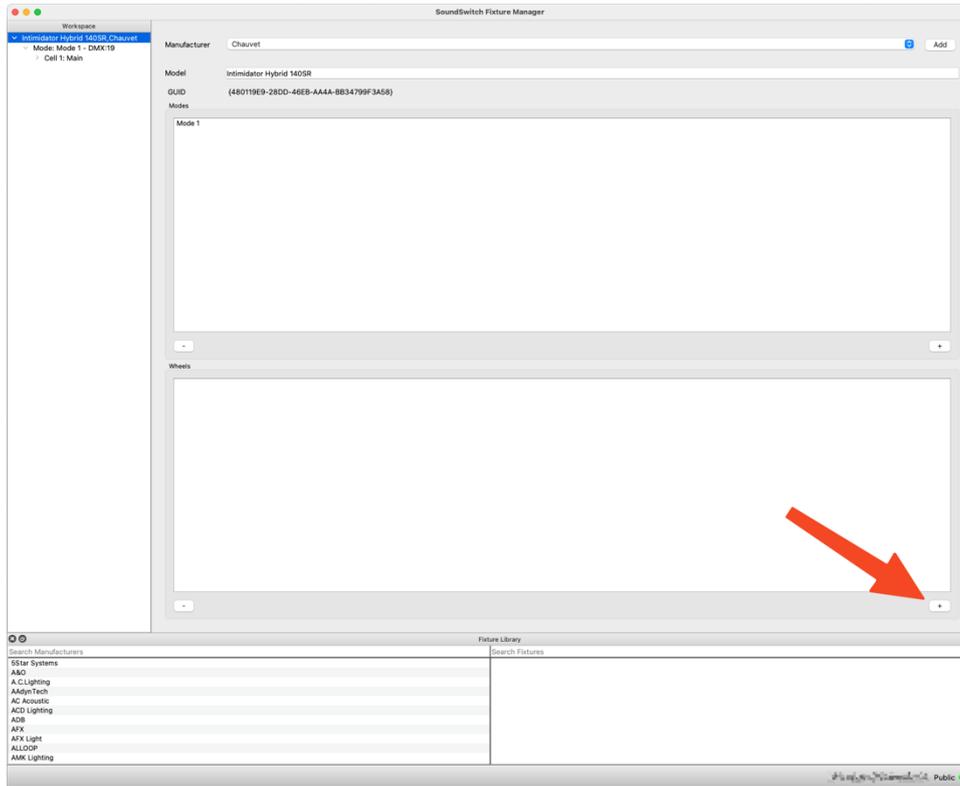
Creating the Color Wheel:

 1. Consult the manual to confirm the Color Wheel holds 13 Colors, then input these into the Color Wheel section.

2. Assign Colors to the Wheel by selecting the Color Cell in the Color Row and adding the color. Include Range Start and Range End values for each Color.
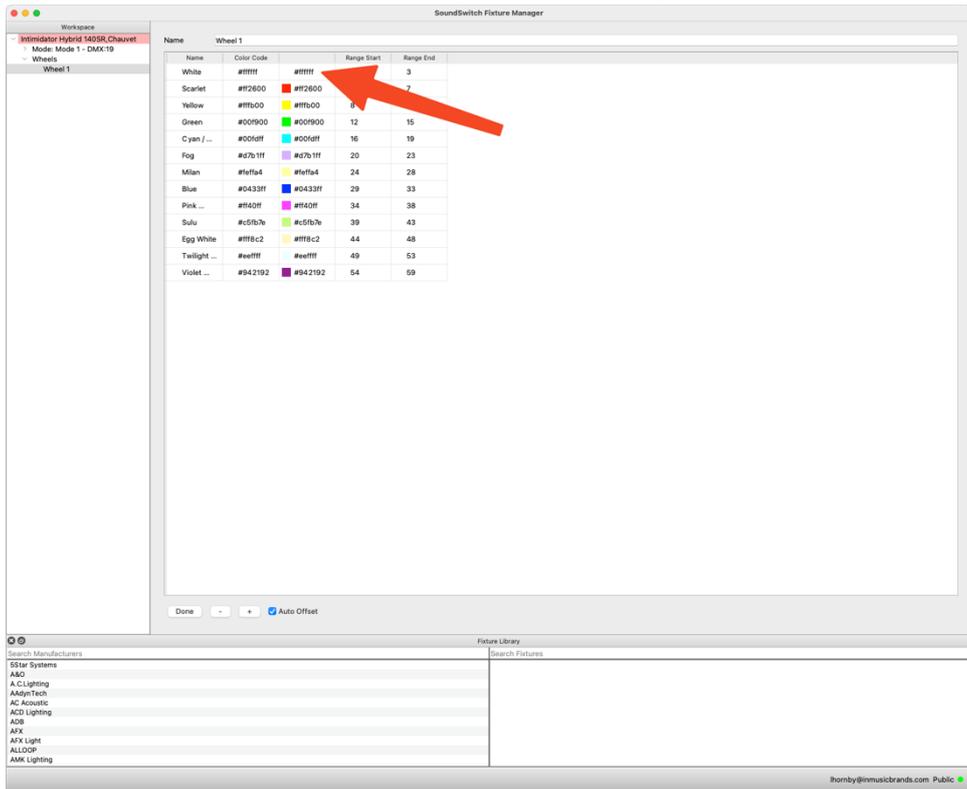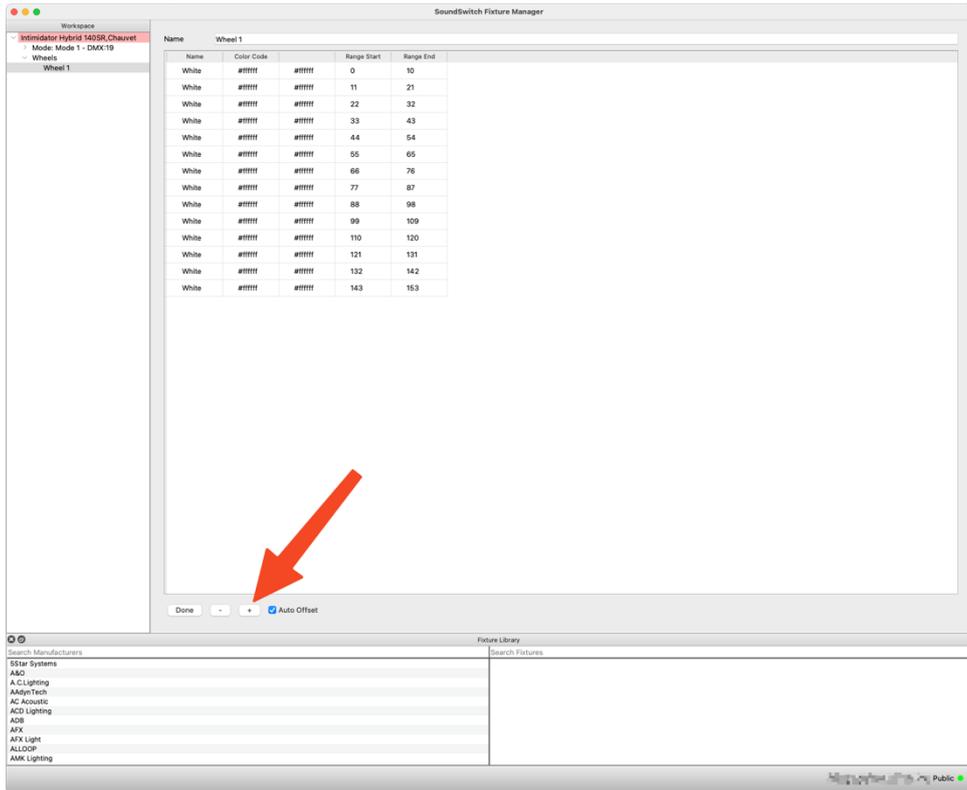
Linking Color Wheel to Fixture Profile

1. Return to the fixture profile table.

2. Find the default Color Wheel Attribute and assign the channel value (e.g., channel 6) and the previously created Color Wheel in the "Wheel" Column.
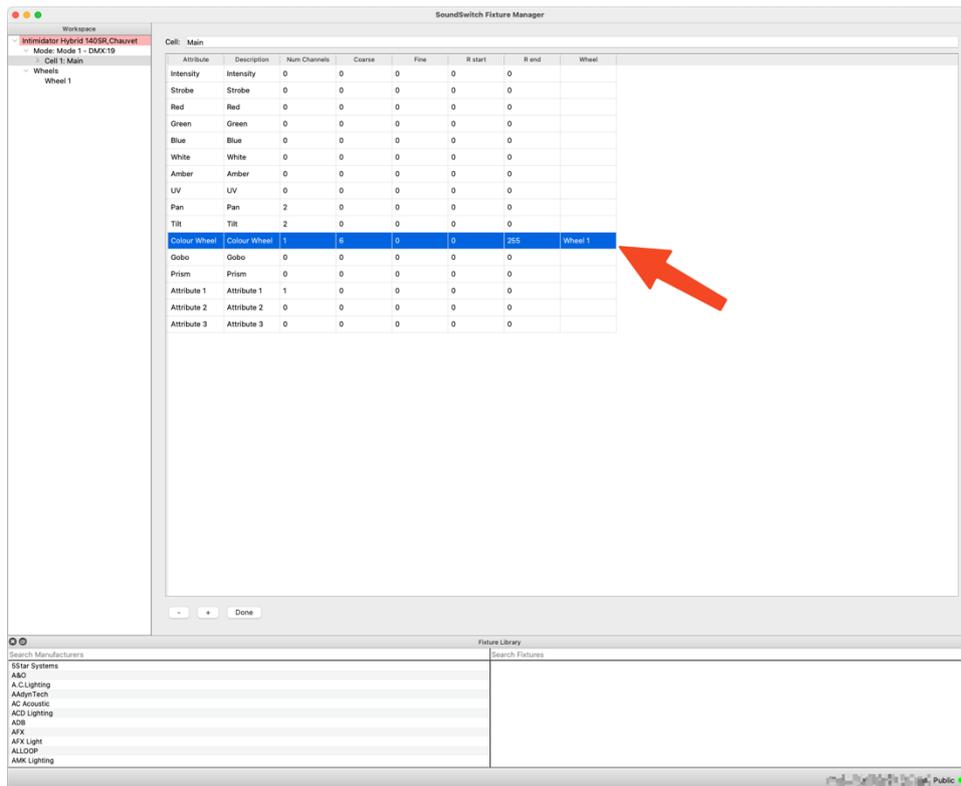

Inputting Pan and Tilt Values

1. Enter Pan and Tilt Values for the moving head in the fixture.

2. Both Pan and Tilt Functions need "Fine" channels. Enter "2" as the number of channels.

3. Put "1" in the "Coarse" column and "2" in the "Fine" Column.

Configuring Shutter/Strobe Channel

1. Review the fixture manual to understand the required settings for the "Shutter/Strobe" channel.

2. For instance, to set the Strobe, choose the appropriate channel (e.g., channel 17).

3. In the left workspace pane, select the Strobe Attribute to input individual values.

4. Use the "Add" option to create entries for "Shutter Closed," "Shutter Strobe," and "Shutter Open."

5. Double click the "Description" cell for each entry and input the corresponding Shutter setting and value.
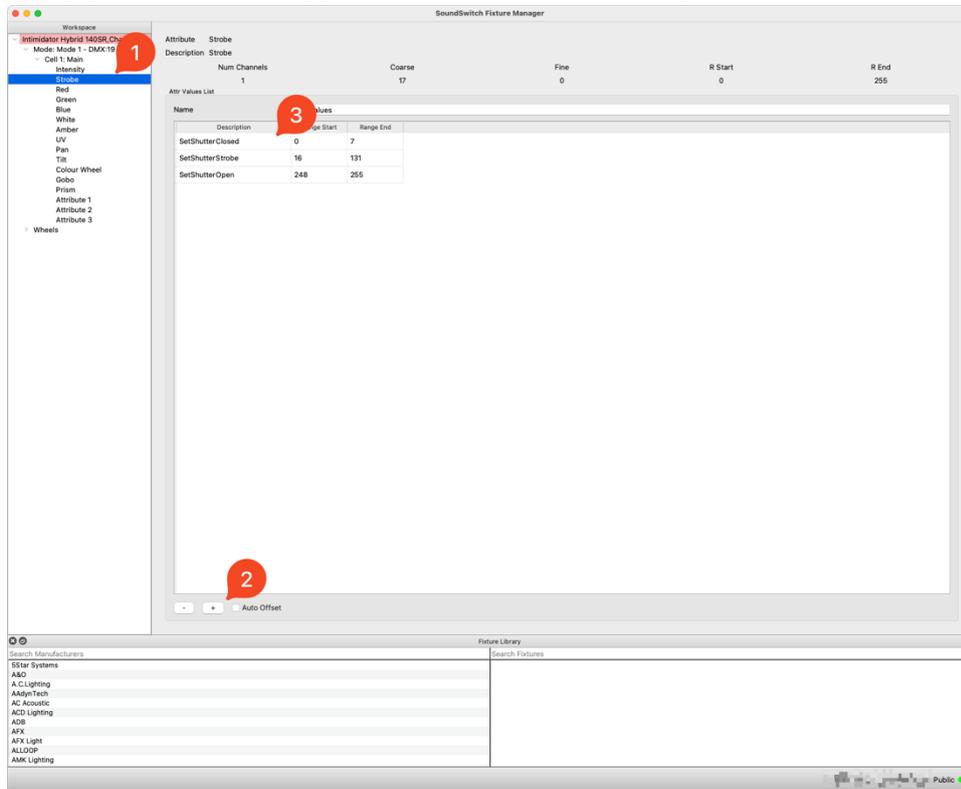
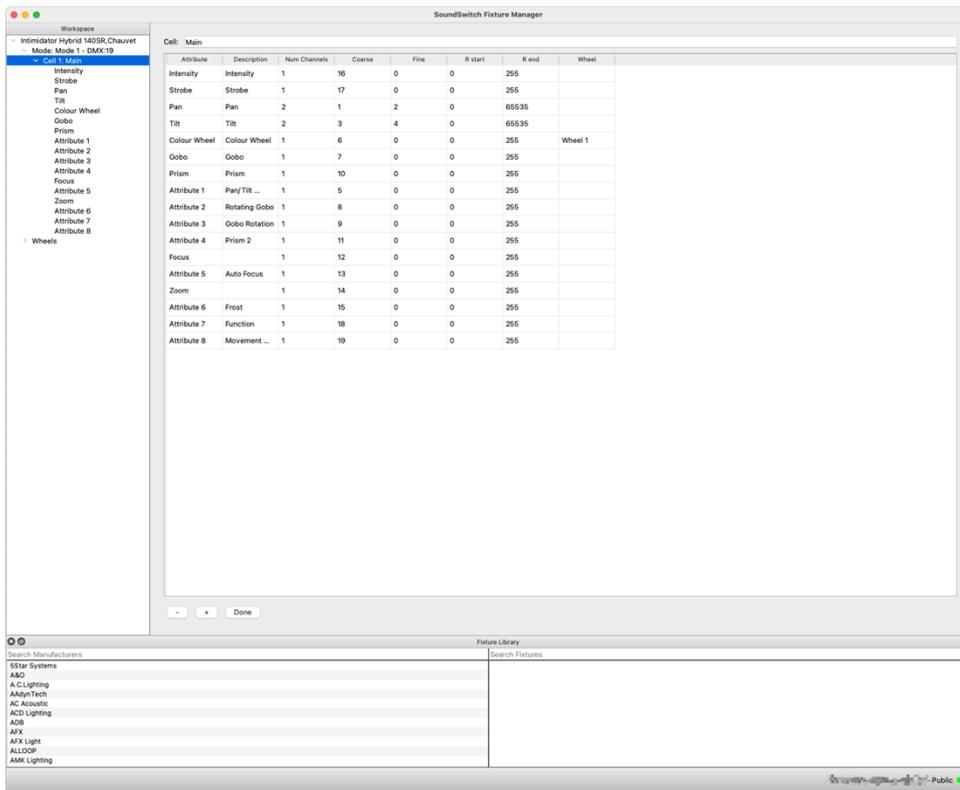## Setting Dimmer Channel and Other Functions

1. Configure the Dimmer Channel.

2. Other functions should be set as Attributes for the Attribute Cue control in SoundSwitch.

Final Steps

1. Remove unnecessary Attributes from the profile or attributes with "0" in the "Num Channels" column.

2. Refer to the provided screenshot for a finished profile.

Following these steps, you'll accurately enter DMX data and create a comprehensive fixture profile. Always consult the fixture manual for precise configuration details.

1. Refer to the provided screenshot for a finished profile.

Step 7: Verify and Upload

1. Once the fixture profile is fully completed, go to "Menu Bar > Fixtures > Check Fixture."

2. In the bottom left corner of the Fixture Manager Window, you'll see an output confirming whether the fixture passes the integrity test.

3. Once the integrity check is successful, you can upload the profile to the Public Server for use.

By following these steps, you'll be able to create and validate a fixture profile effectively. Remember to consult the fixture manual for accurate DMX data input.

Fixture Creation Example – Creating a Multi-Cell Fixture Profile

This guide will help you understand how to create a fixture profile for a 50-channel Multi-Celled Fixture. This profile will allow you to control the lighting fixture through DMX. Let's go through the steps using the "Chauvet – Freedom Stick" as an example.

Step 1: Gather Fixture Information

Start by obtaining the fixture's manual. You'll need it as a reference to create the fixture profile. Locate the section in the manual that provides the necessary DMX information for the fixture.

Below we have added an example we will be using the "Chauvet - Freedom Stick"
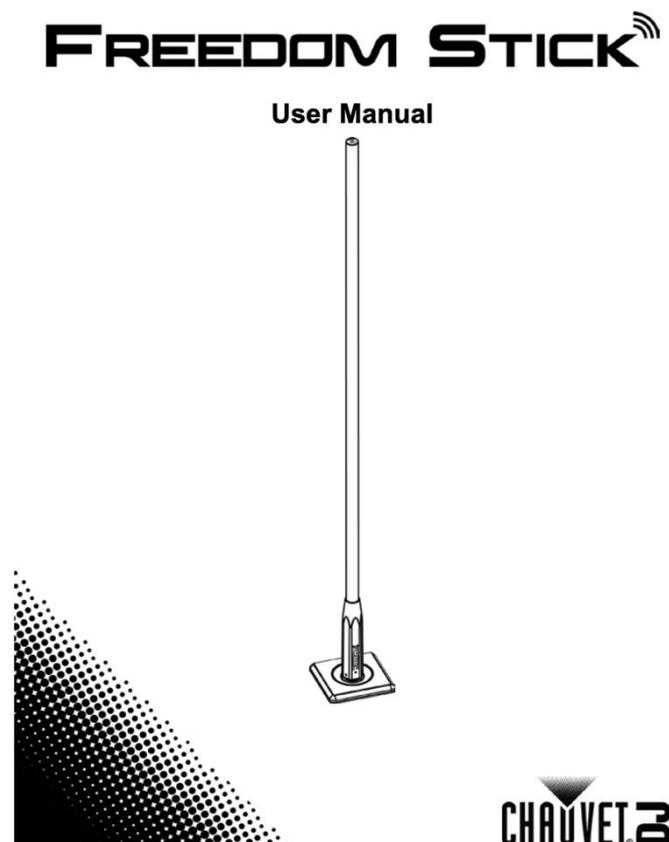
DMX Channel Assignments and Values

50CH	Channel	Function	Value	Percent/Setting
	1	Red 1	000 ⇔ 255	0–100%
	2	Green 1	000 ⇔ 255	0–100%
	3	Blue 1	000 ⇔ 255	0–100%
	4	Red 2	000 ⇔ 255	0–100%
	5	Green 2	000 ⇔ 255	0–100%
	6	Blue 2	000 ⇔ 255	0–100%
	7	Red 3	000 ⇔ 255	0–100%
	8	Green 3	000 ⇔ 255	0–100%
	9	Blue 3	000 ⇔ 255	0–100%
	10	Red 4	000 ⇔ 255	0–100%
	11	Green 4	000 ⇔ 255	0–100%
	12	Blue 4	000 ⇔ 255	0–100%
	13	Red 5	000 ⇔ 255	0–100%
	14	Green 5	000 ⇔ 255	0–100%
	15	Blue 5	000 ⇔ 255	0–100%
	16	Red 6	000 ⇔ 255	0–100%
	17	Green 6	000 ⇔ 255	0–100%
	18	Blue 6	000 ⇔ 255	0–100%
	19	Red 7	000 ⇔ 255	0–100%
	20	Green 7	000 ⇔ 255	0–100%
	21	Blue 7	000 ⇔ 255	0–100%
	22	Red 8	000 ⇔ 255	0–100%
	23	Green 8	000 ⇔ 255	0–100%
	24	Blue 8	000 ⇔ 255	0–100%
	25	Red 9	000 ⇔ 255	0–100%
	26	Green 9	000 ⇔ 255	0–100%
	27	Blue 9	000 ⇔ 255	0–100%
	28	Red 10	000 ⇔ 255	0–100%
	29	Green 10	000 ⇔ 255	0–100%
	30	Blue 10	000 ⇔ 255	0–100%
	31	Red 11	000 ⇔ 255	0–100%
	32	Green 11	000 ⇔ 255	0–100%
	33	Blue 11	000 ⇔ 255	0–100%
	34	Red 12	000 ⇔ 255	0–100%
	35	Green 12	000 ⇔ 255	0–100%
	36	Blue 12	000 ⇔ 255	0–100%
	37	Red 13	000 ⇔ 255	0–100%
	38	Green 13	000 ⇔ 255	0–100%
	39	Blue 13	000 ⇔ 255	0–100%

50CH (cont.)	Channel	Function	Value	Percent/Setting
	40	Red 14	000 ⇔ 255	0–100%
	41	Green 14	000 ⇔ 255	0–100%
	42	Blue 14	000 ⇔ 255	0–100%
	43	Red 15	000 ⇔ 255	0–100%
	44	Green 15	000 ⇔ 255	0–100%
	45	Blue 15	000 ⇔ 255	0–100%
	46	Red 16	000 ⇔ 255	0–100%
	47	Green 16	000 ⇔ 255	0–100%
	48	Blue 16	000 ⇔ 255	0–100%
	49	Strobe	000 ⇔ 010	No function
			011 ⇔ 255	Strobe, slow to fast
	50	Dimmer	000 ⇔ 031	No function

Step 2: Create a New Fixture Entry

1. Open the software and navigate to the Menu Bar.

2. Click on "File" and select "New Fixture." This action will generate a new, empty entry in the Workspace, where you can build your fixture profile.

Step 3: Enter Manufacturer and Model

1. In the new entry, select the "Manufacturer" from the dropdown list. For our example, choose "Chauvet."

2. In the "Model" field, enter the complete model name of your fixture. In this instance, input "Freedom Stick"
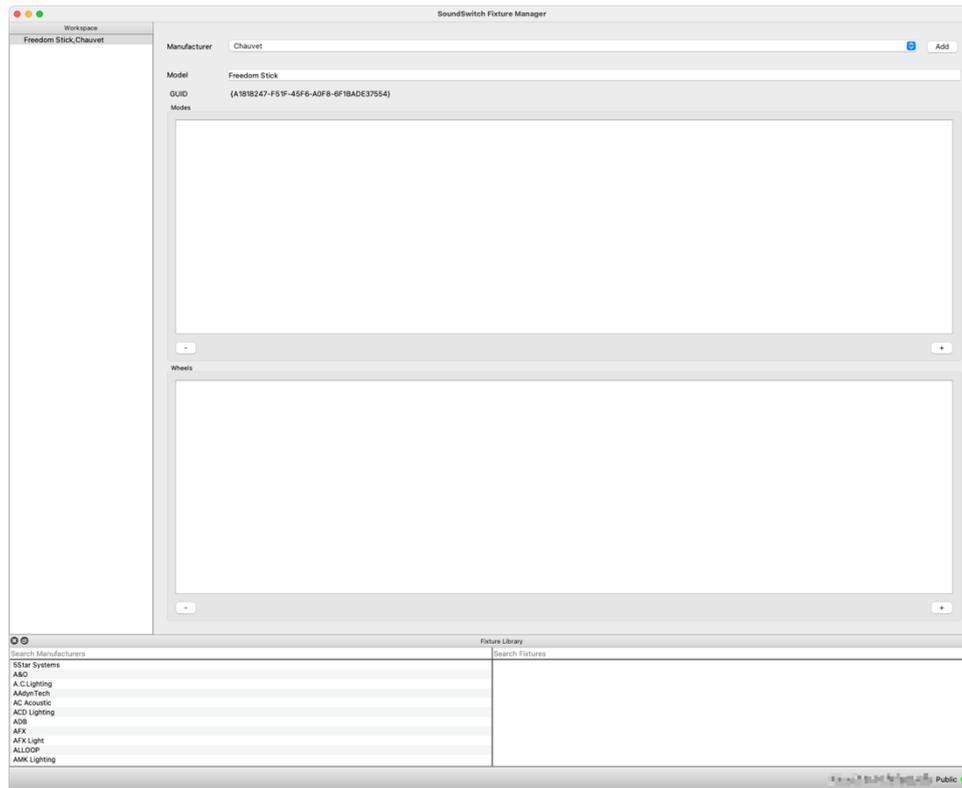
Step 4: Add a Mode

1. Click on the "Add Mode" option. This step allows you to define a specific operating mode for your fixture.

2. Enter the number of channels associated with this mode. For our example, we're creating a profile for the 50-channel mode. Enter the value "50" in the designated field.

NOTE: Please note that you can add multiple modes if your fixture supports them. Some fixtures may have various operating modes, each requiring a different number of channels. Refer to the fixture's manual for this information.

 By following these steps, you'll be able to create a fixture profile for your Moving Head, such as the Chauvet Freedom Stick, and control it effectively using DMX. Make sure to consult the fixture's manual for accurate DMX information and any additional modes the fixture might offer.
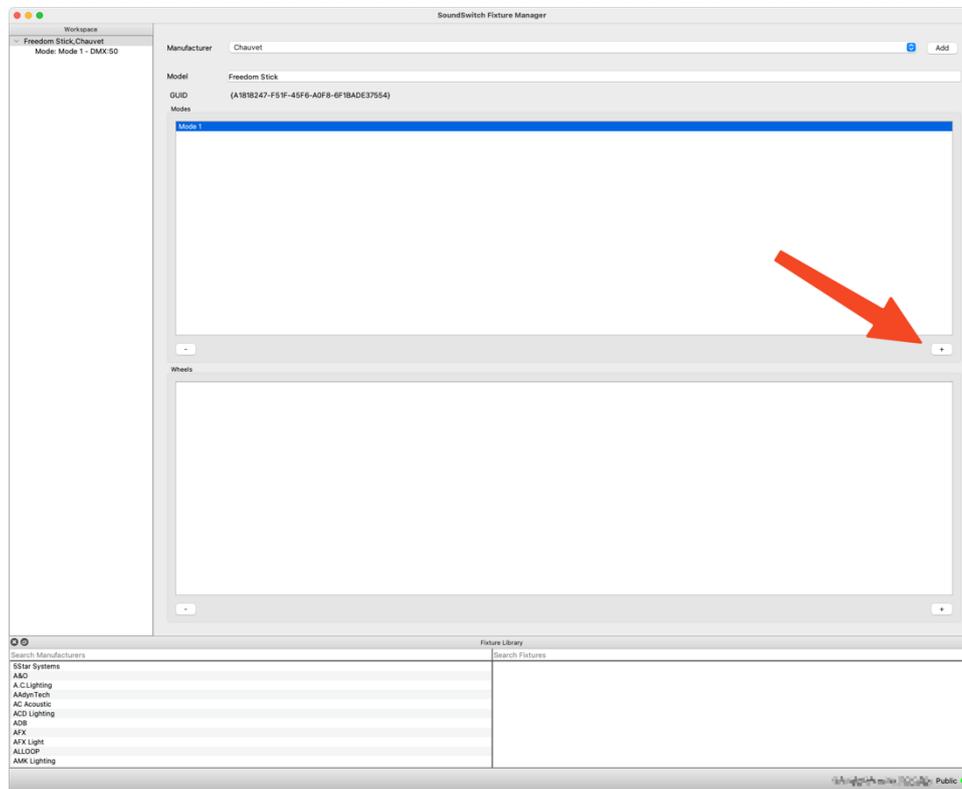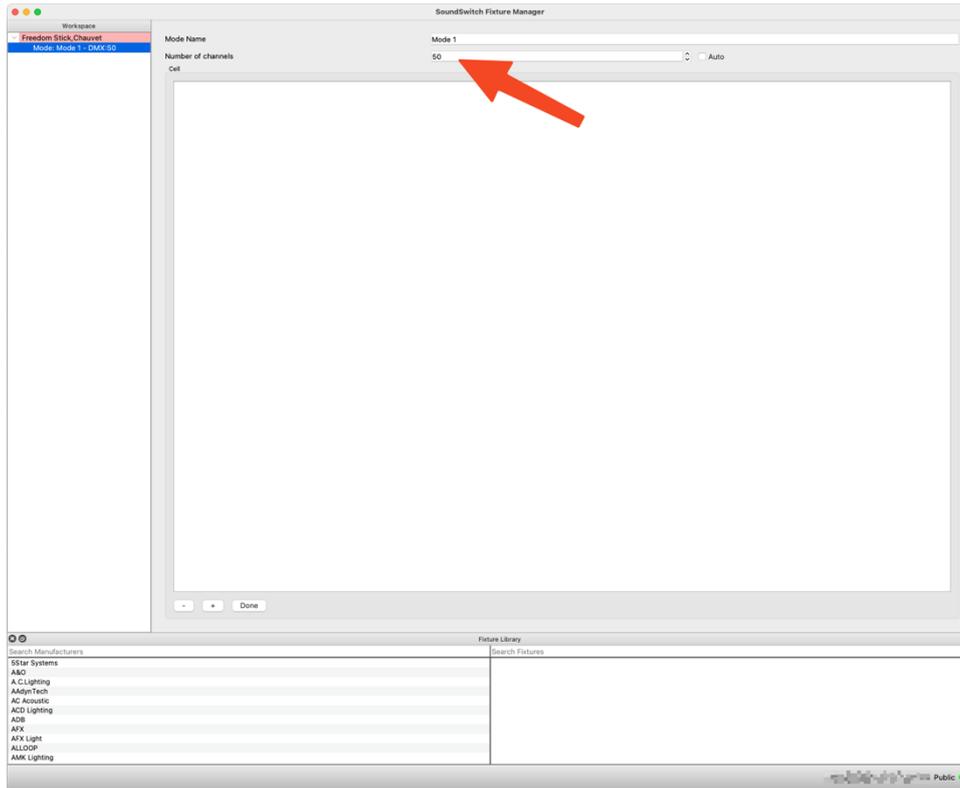
Step 5: Generating Cells for Multi-Celled Fixtures

1. Since this fixture comprises multiple individual LEDs or cells, we must establish cells to control each one within SoundSwitch.

2. Check the fixture manual for details; in the 50CH mode, for instance, there are 16 controllable cells/LEDs, so for that mode, create 16 cells.

3. Additionally, this fixture has a Master Dimmer and Strobe. To manage these functions, craft a "MASTER" cell, ensuring its label is in uppercase as "MASTER" – a crucial format for SoundSwitch's usage.

Note: The capitalization of "MASTER" is essential to enable SoundSwitch's recognition of this cell's special role.
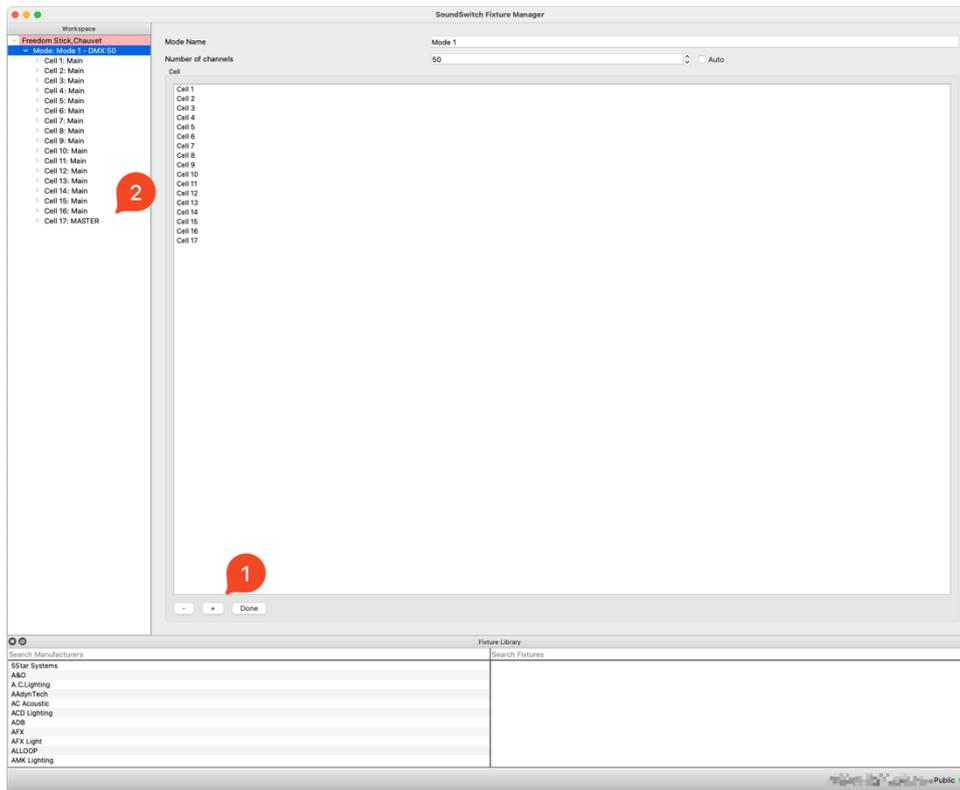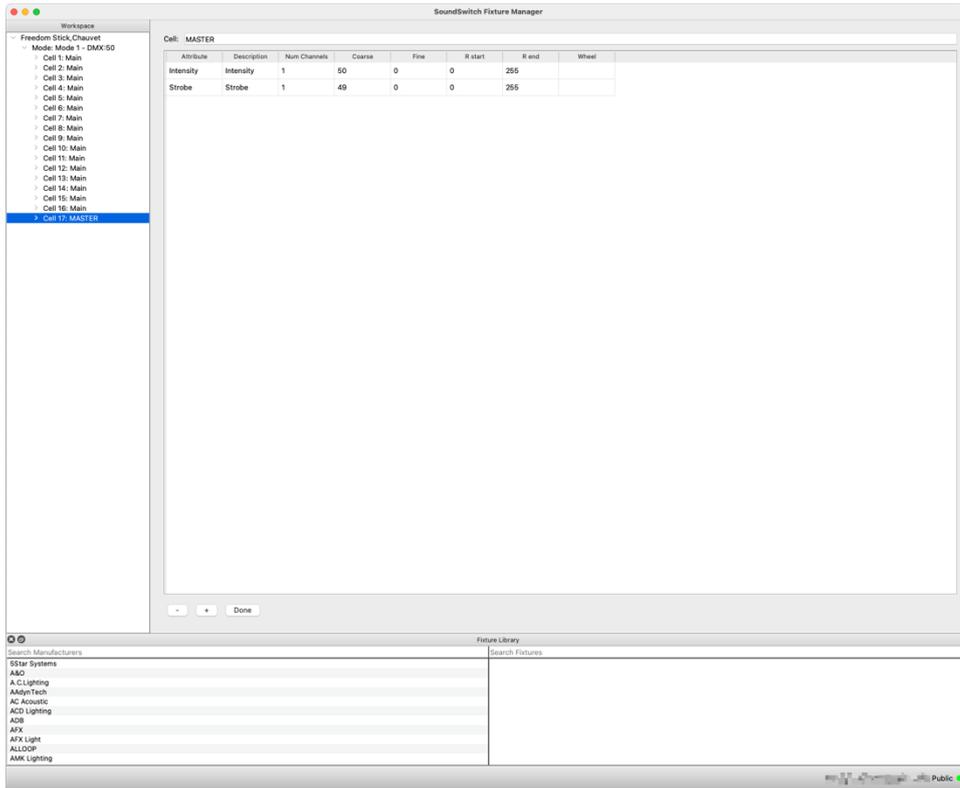
Tip: For multi-celled fixtures, streamline your work by initially forming one cell with the DMX data and then using the "Duplicate" function (right-click) to quickly replicate cells. This method proves especially handy when handling extensive multi-celled simple RGB Fixtures.

Step 6: Enter DMX Data

1. With individual cells in place, begin adding the required data for each cell. Along the way, remember to eliminate any unneeded Attributes in each cell for cleaner configuration.
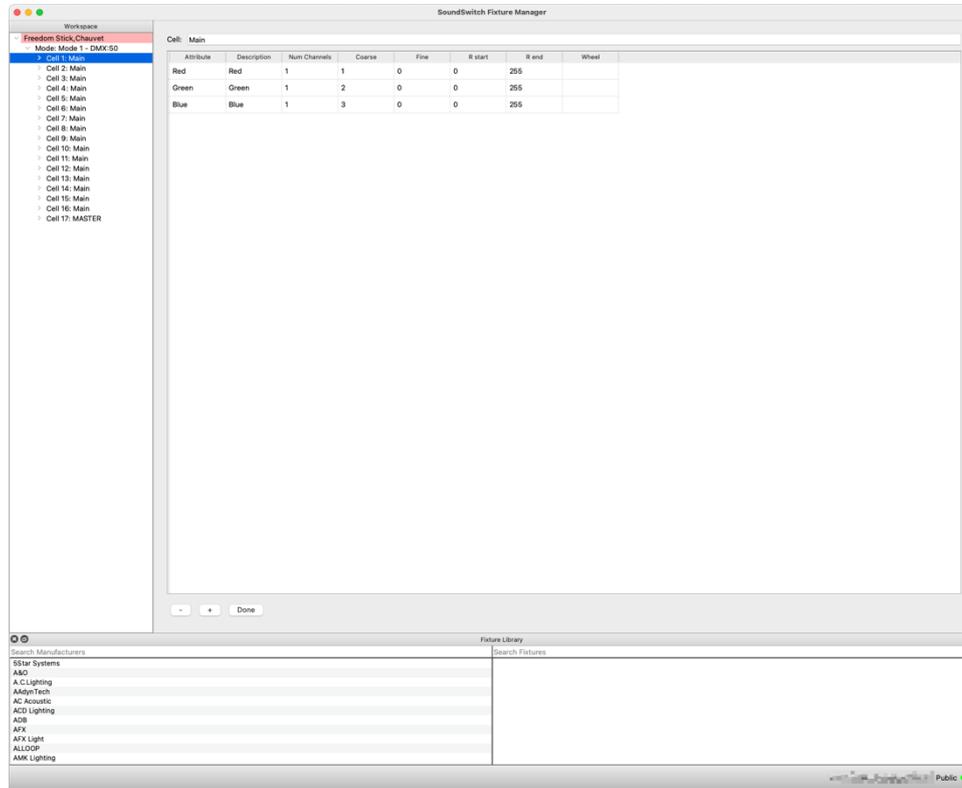
2. Referring to "Step 5" Now, focus on incorporating DMX data for the Master Dimmer and Master Strobe within the established "MASTER" cell. This central cell is where the DMX Information for these two key functions should reside.

Step 7: Verify and Upload

1. Once the fixture profile is fully completed, go to "Menu Bar > Fixtures > Check Fixture."

2. In the bottom left corner of the Fixture Manager Window, you'll see an output confirming whether the fixture passes the integrity test.

3. Once the integrity check is successful, you can upload the profile to the Public Server for use.

By following these steps, you'll be able to create and validate a fixture profile effectively. Remember to consult the fixture manual for accurate DMX data input.