

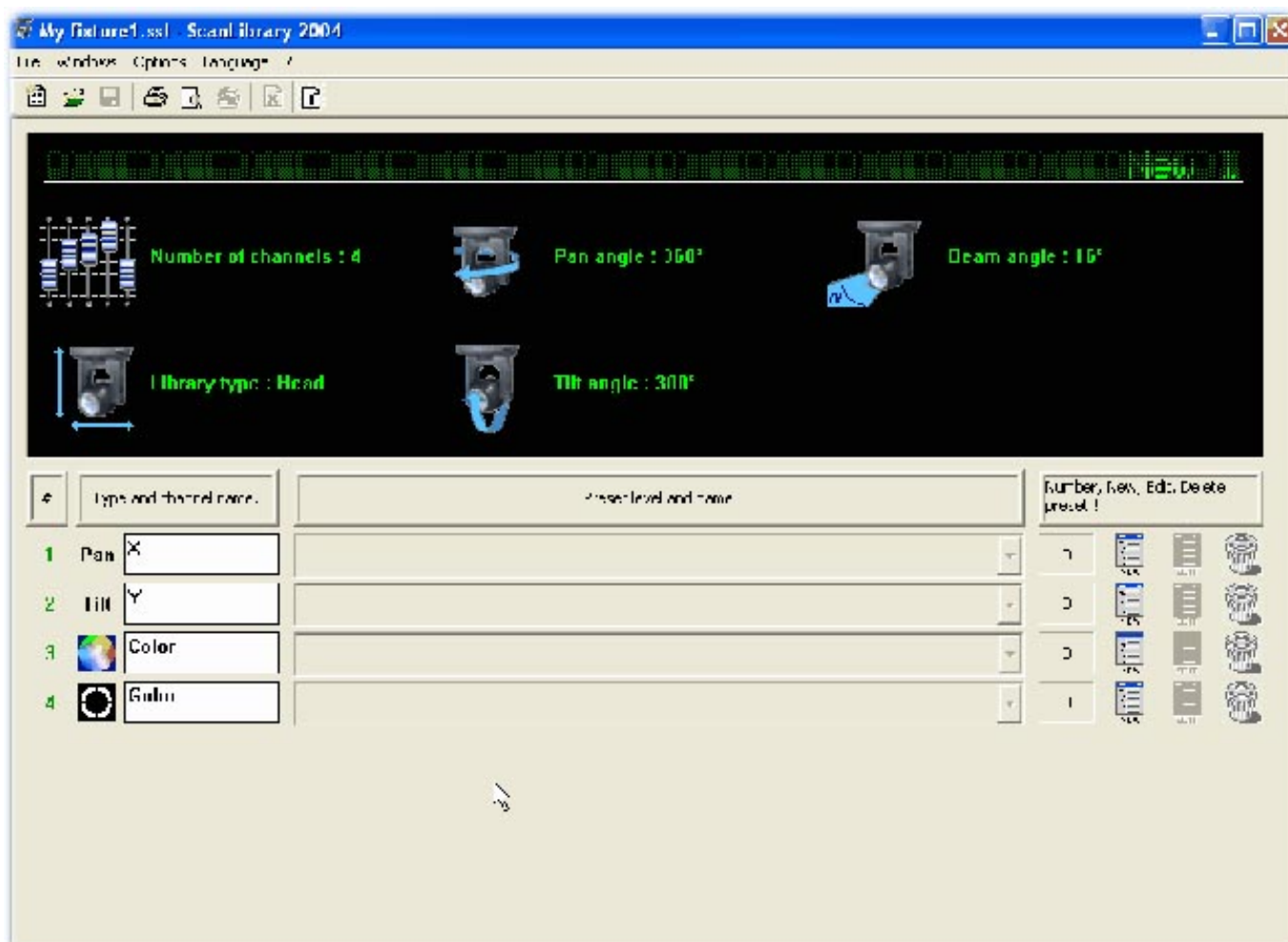
ScanLibrary Editor

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I ScanLibrary Editor

Scan Library editor allows to modify or add a new fixture into the library. Only a cautiously build-up library may actually be reliable when using your fixture. The 3D software visual rendering also depends a great deal on your libraries reliability.



1. How to create a new fixture

Each fixture you want to use within 3D software, has to be defined in the library. Each type of fixture included in the library is defined in its own file with the extension ".ssl". You have the possibility to modify existing library files or to create new ones. If you want to integrate a fixture within the library you should check for an existing one with a similar DMX setup. If there will be one, you should create a copy of its library file and modify this copy to match your new fixture. Below it is described, how to create a library file without using an existing one as a template. We recommend to have a look at fixtures already defined in the library as an example.

The 3D software of today is not able to visualize all of the complex functions provided by the fixtures. Nevertheless we recommend to define a fixture in the library as complete as possible, because the efficiency and the visualizing possibilities of the software might increase with further development in the

future.

For each of the following steps, just click on the corresponding icon and modify parameter.



Now the type of fixture has to be defined (moving head, scanner,...) as well as its 3D representation for EasyView. Here let us choose Moving Head.



Then define the pan angle of your fixture...



... as well as the Tilt one



As an end, select its maximum beam angle



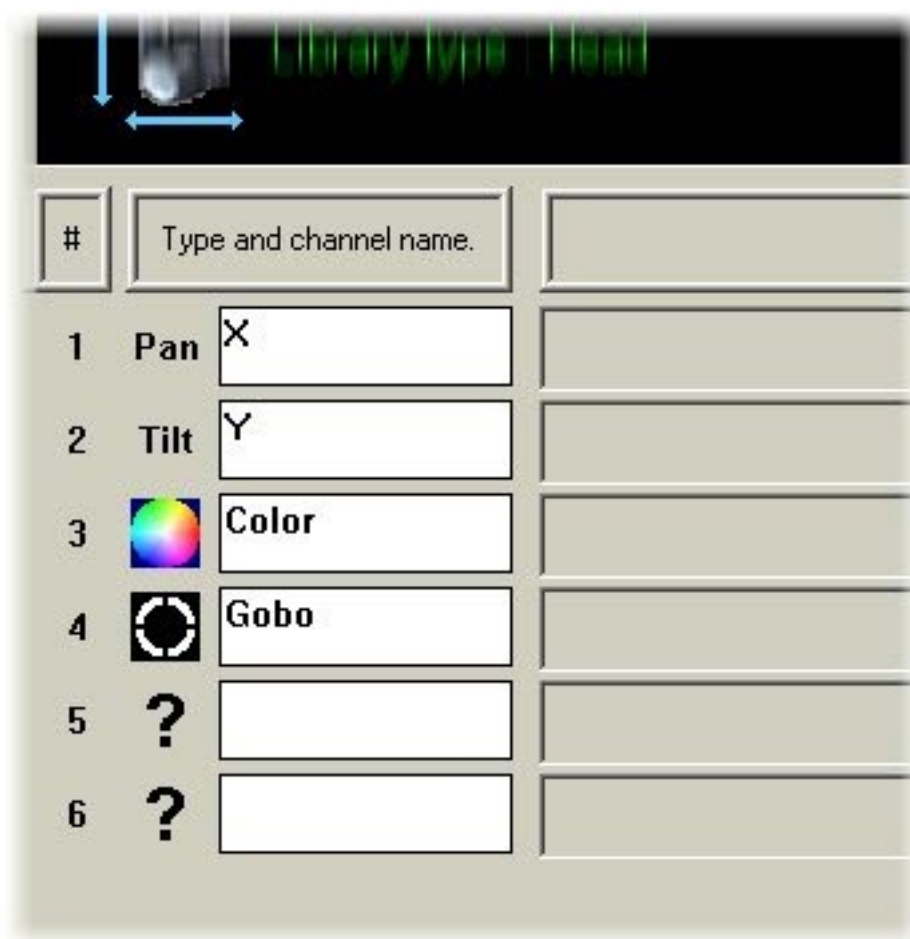
N.B.: You can find the fixture specifications in the manufacturer's leaflet

2. How to create a channel

First select the type of channel by clicking either "?" or the icon corresponding to the type of channel to be modified. Then a menu displays a list in which you can choose the appropriate feature.



Once the 6 channels of your fixture have been defined this way, the following window appears :



3. How to create a preset

Except moving and three-colors channels, each fixture channel comprises at least one preset. To each preset corresponds an available effect linked to one particular channel and according to a given DMX level.

PAN

(No presets)

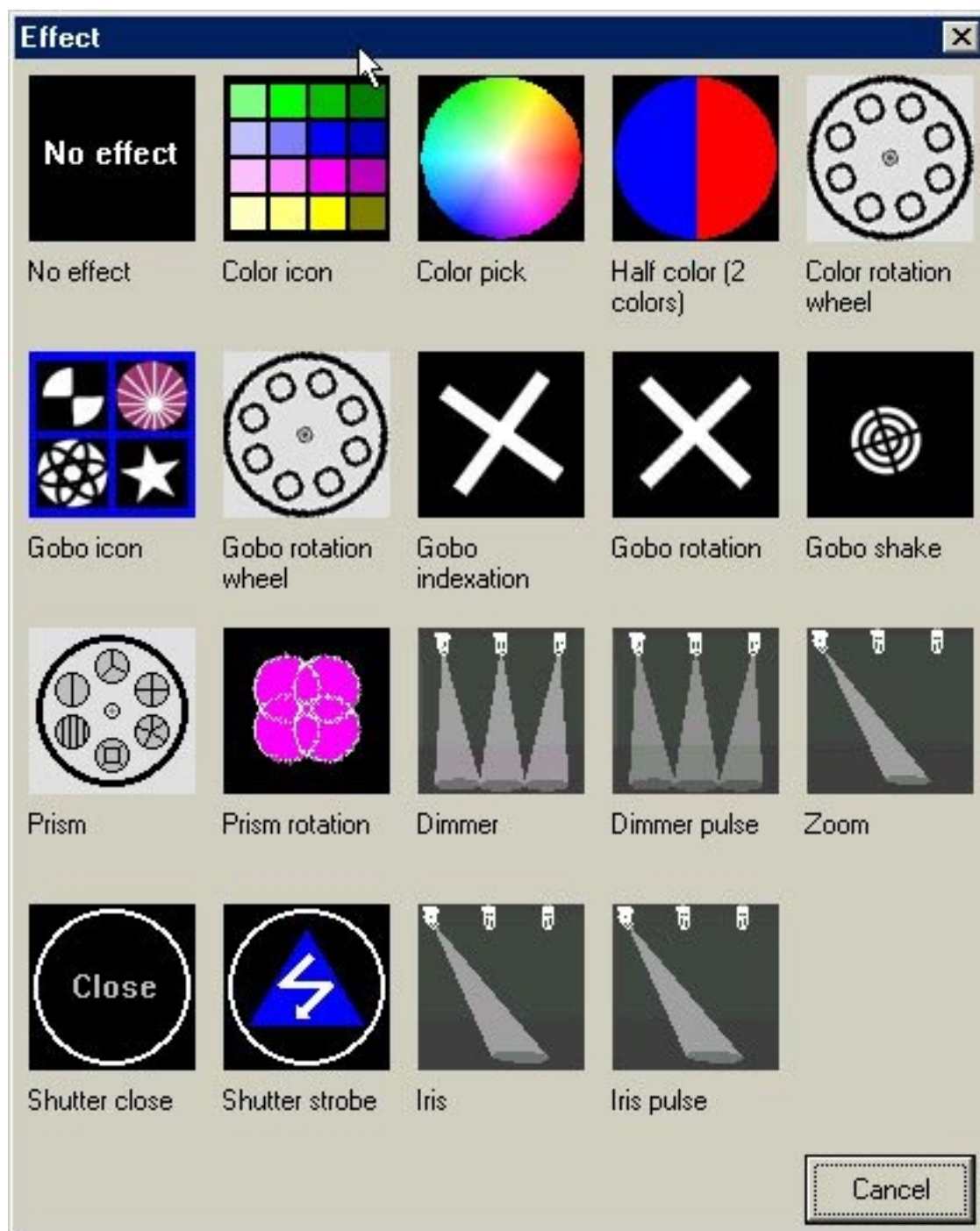
TILT

(No presets)

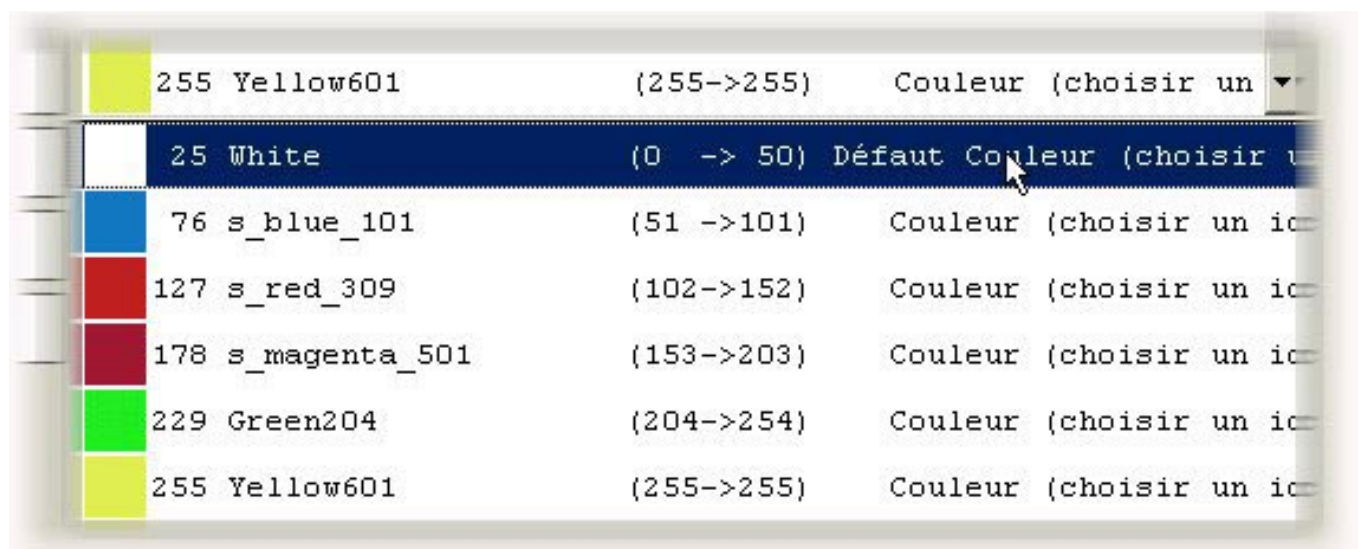
COLOR



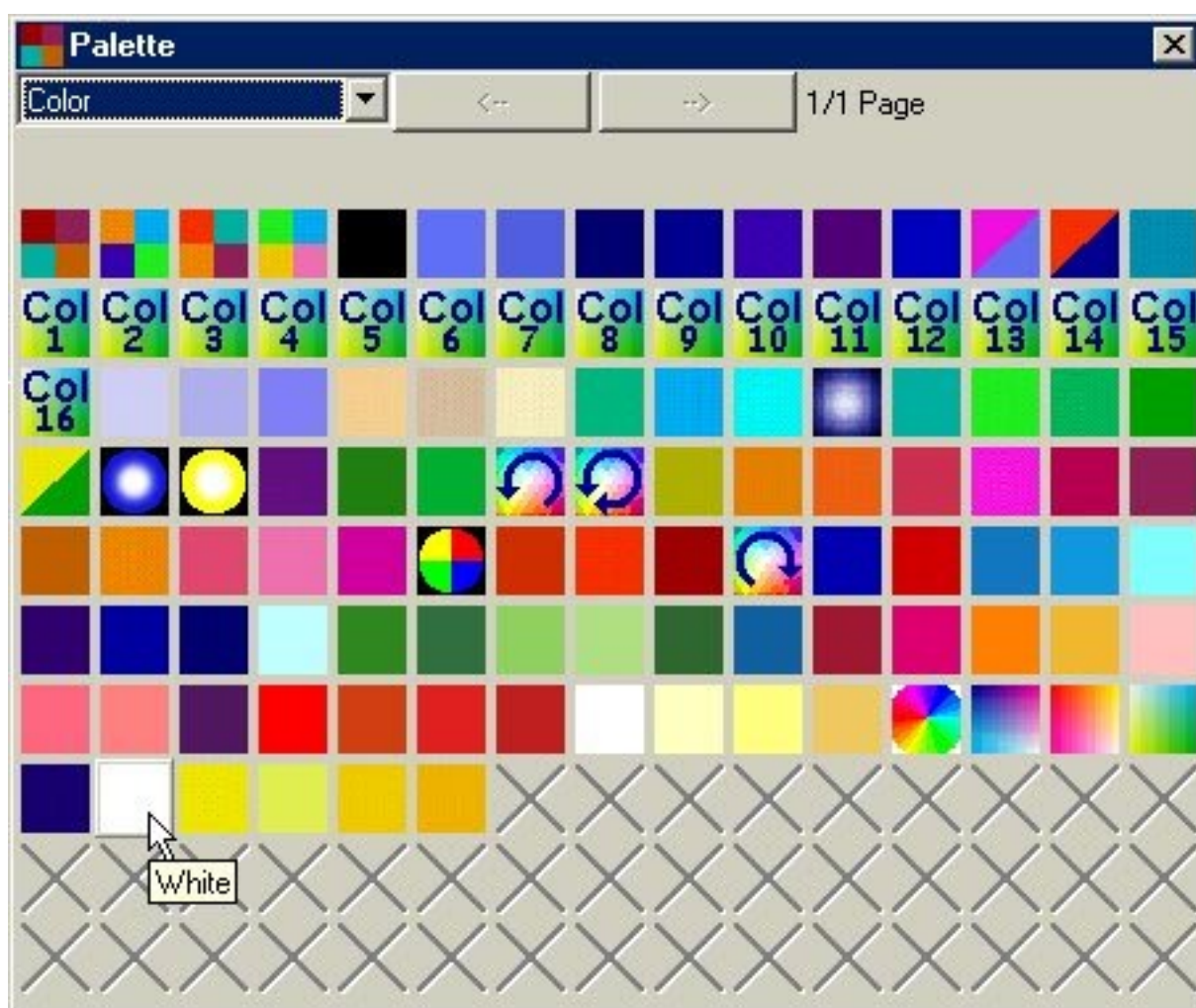
Then choose the effect you wish among the displayed ones:



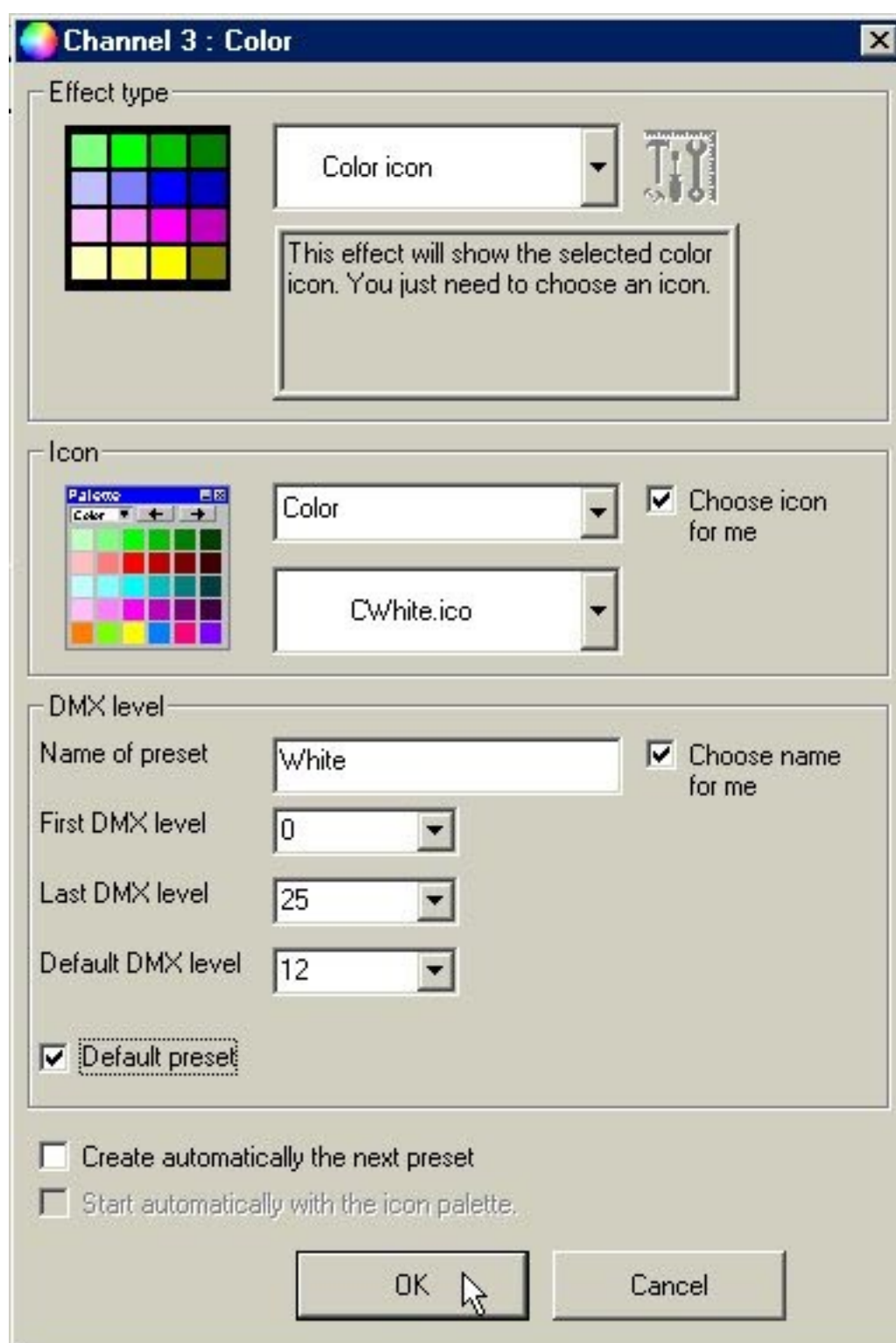
For each channel, select a default preset in order to use the software pre-programmed scenes in optimized conditions. i.e. let us choose White as a default color.



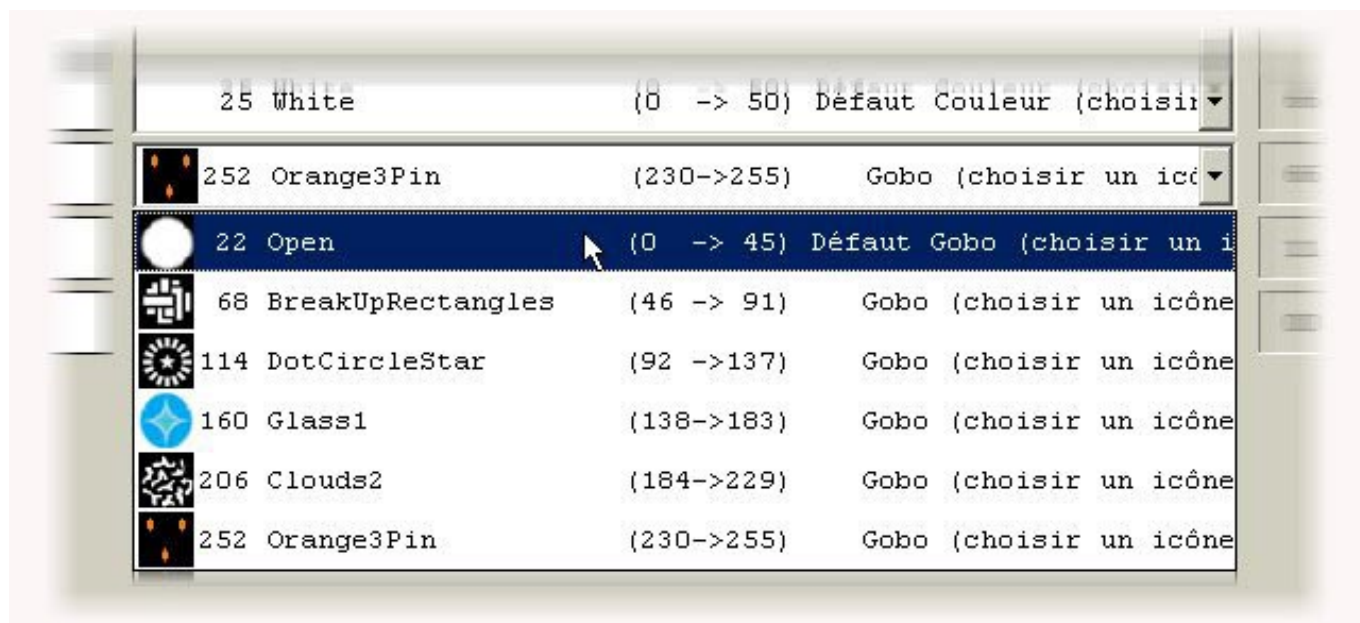
Now choose the icon corresponding as closely as possible to the wished effect, for instance a color.



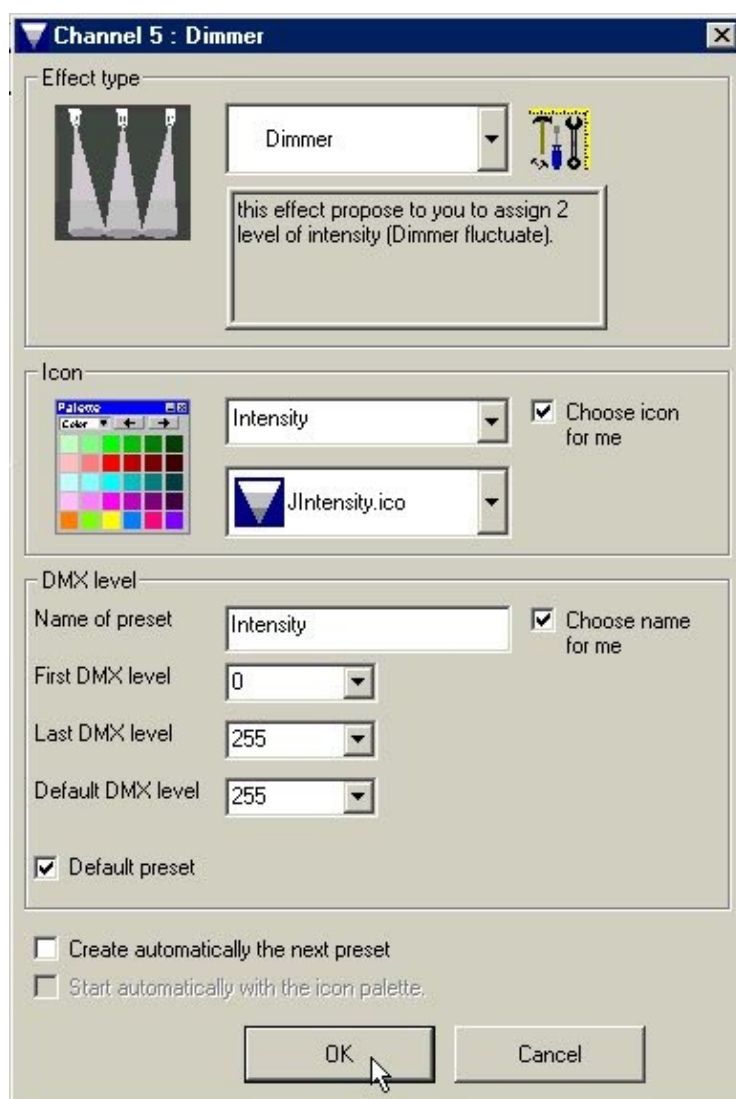
Then enter the DMX values corresponding to the preset.



GOBO



DIMMER



Do not forget to set the DMX value by default on 255 (open position) in order to eventually get an open beam within the pre-programmed scenes.


SHUTTER


Here three presets are at your disposal : open, closed or strobe.

Specify open preset as default preset and click the open Gobo icon to get an open preset without effect.

Channel 6 : Shutter


Effect type

 **Close**


 Shutter close

This effect close the shutter.

Icon

 **Shutter**

☒ Choose icon for me

 SClose.ico

DMX level

Name of preset **Close** ☒ Choose name for me

First DMX level **51**

Last DMX level **101**

Default DMX level **76**

☐ Default preset

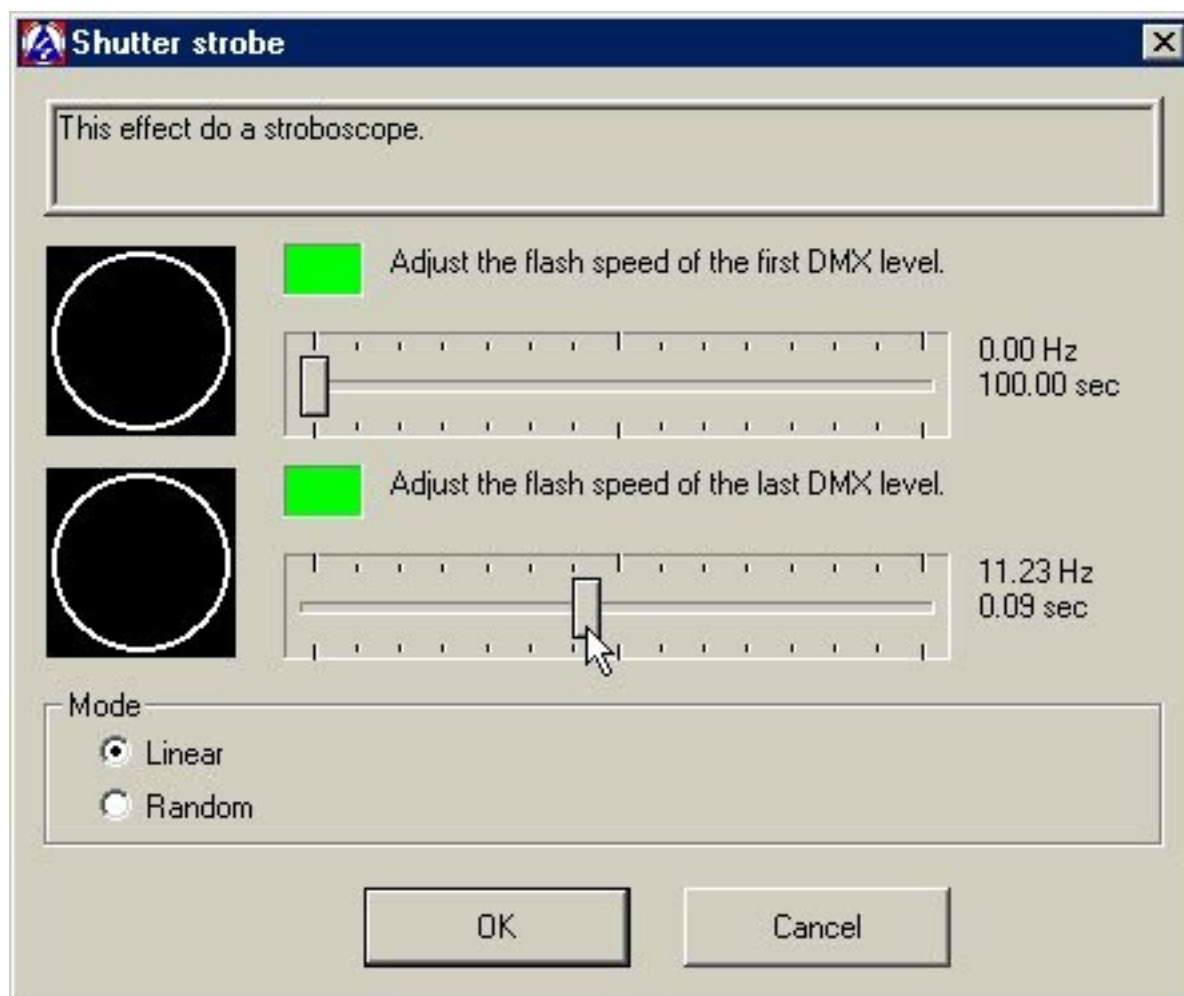
☐ Show the Dimmer fader

☐ Create automatically the next preset

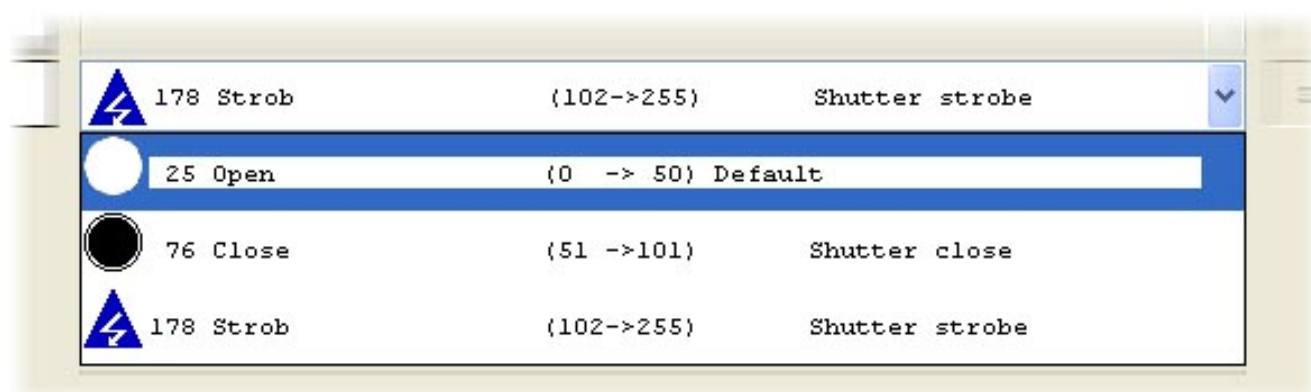
☐ Start automatically with the icon palette.

OK Cancel

Select strobe effect as a last preset : the hereunder on-screen window within which minimum and maximum strobe speed may be adjusted.



The preset of our last channel appears as follows:



After storing the file your library may be used on the 2006 software !