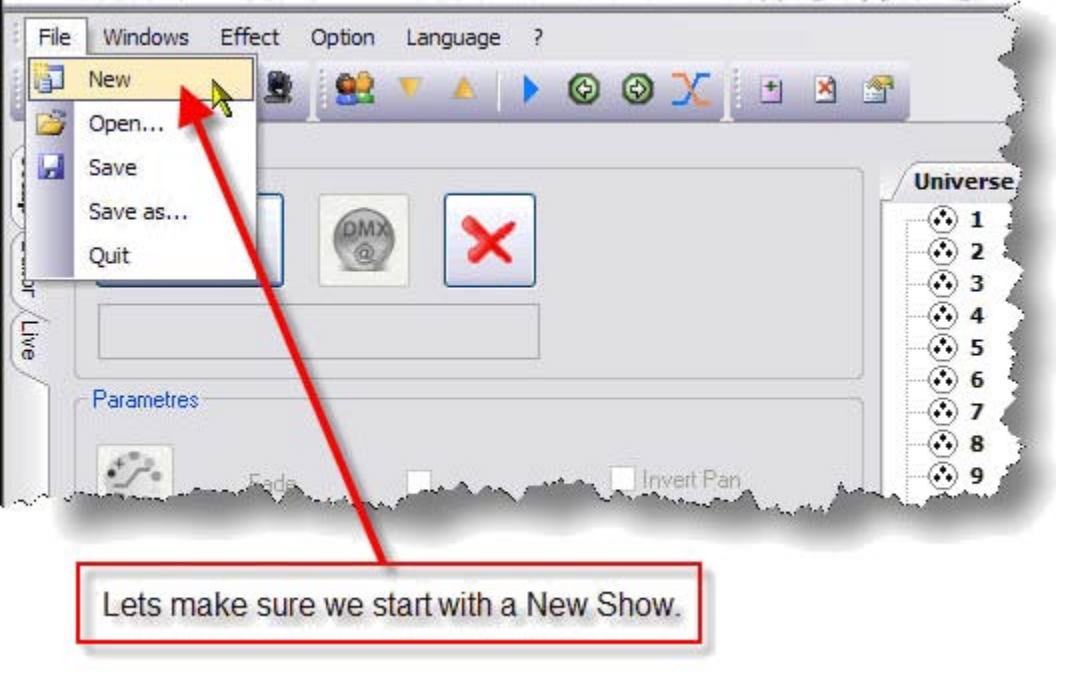
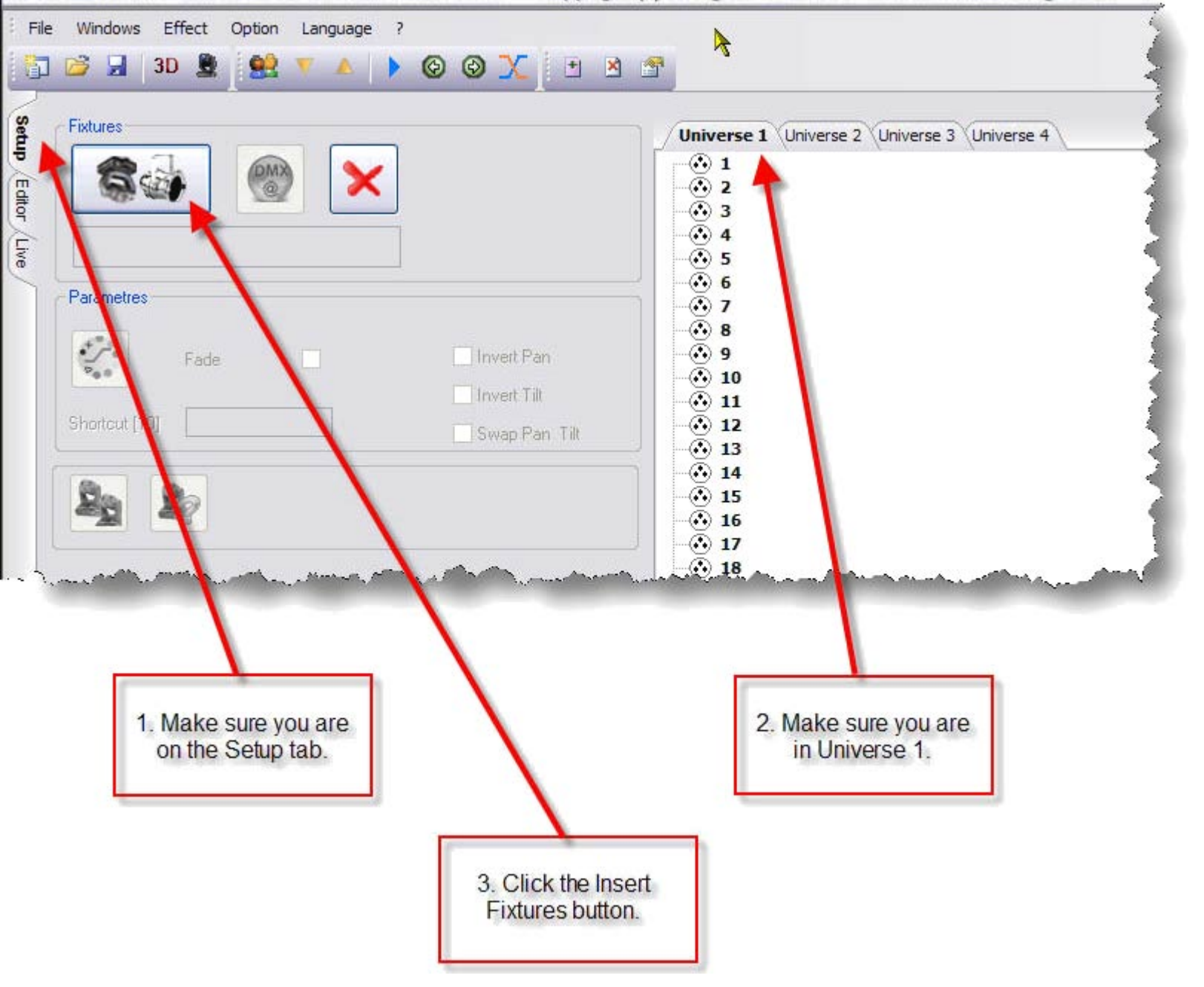
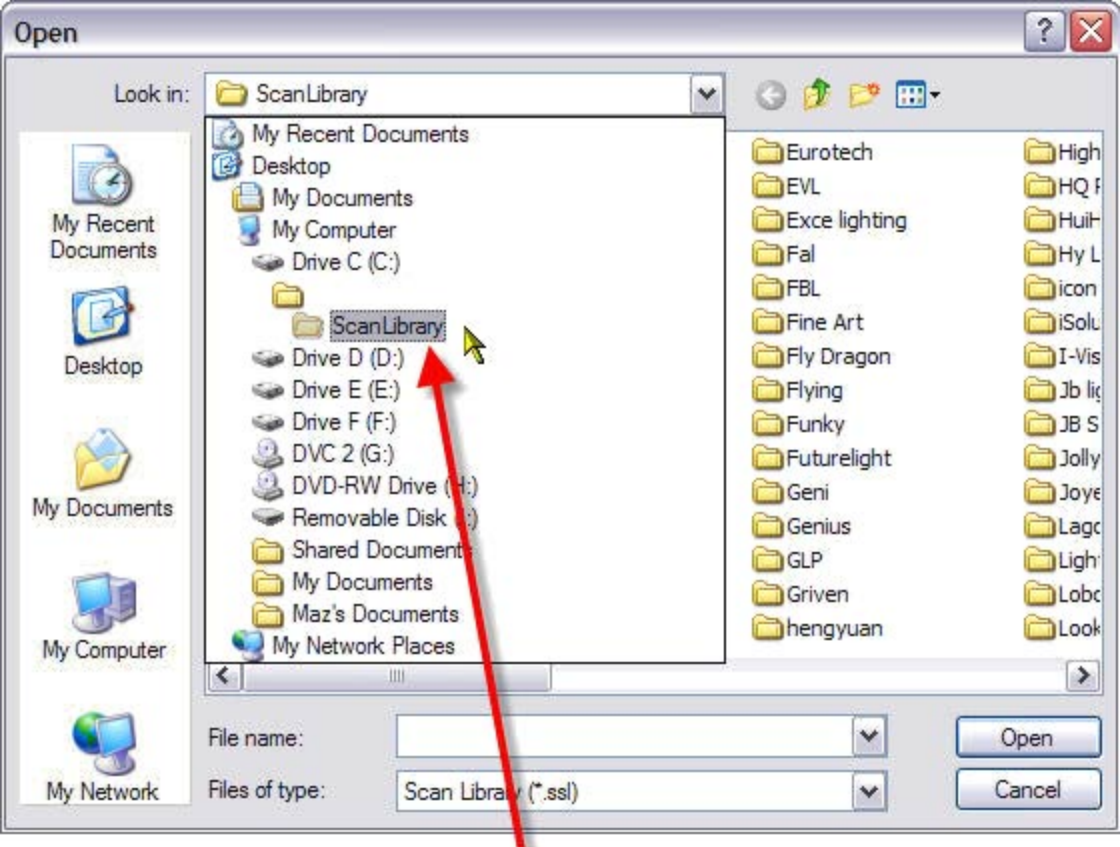
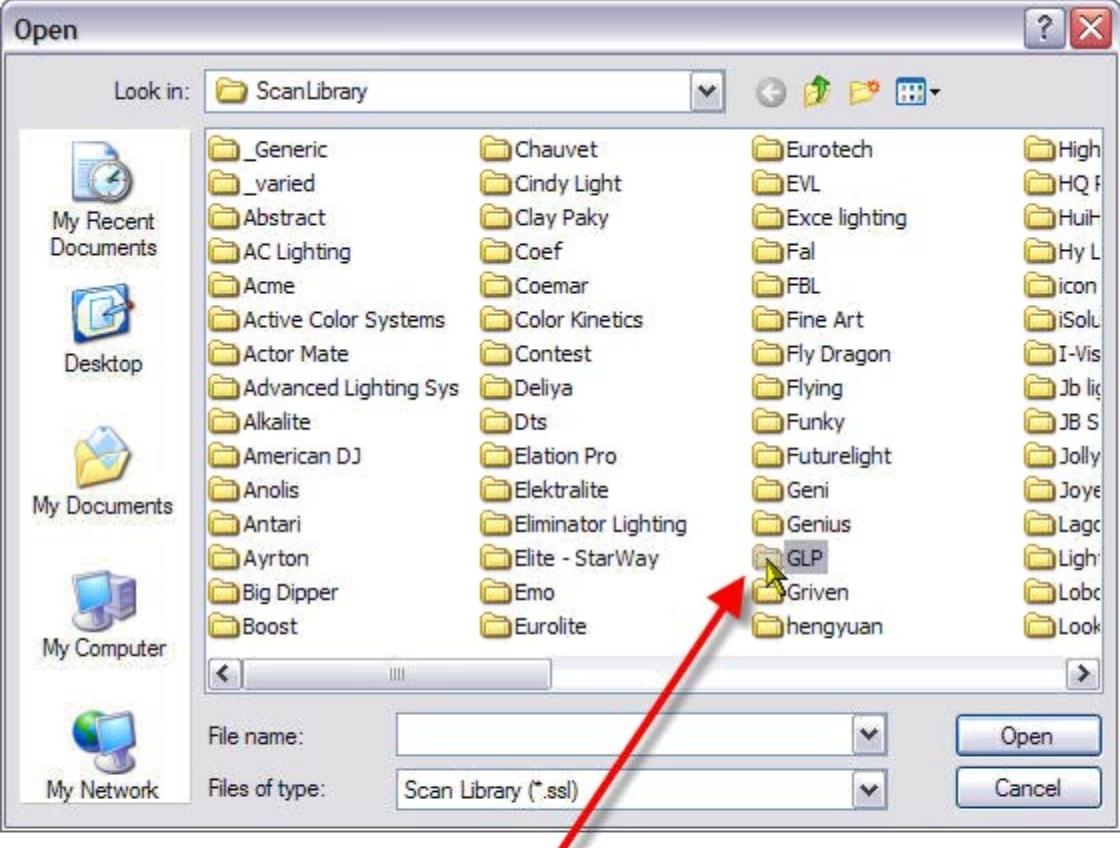

File
Windows
Effect
Option
Language
?
New
Open...
Save
Save as...
Quit
Universe
1
2
3
4
5
6
7
8
9
Parametres
Fade
Invert Pan
Lets make sure we start with a New Show.

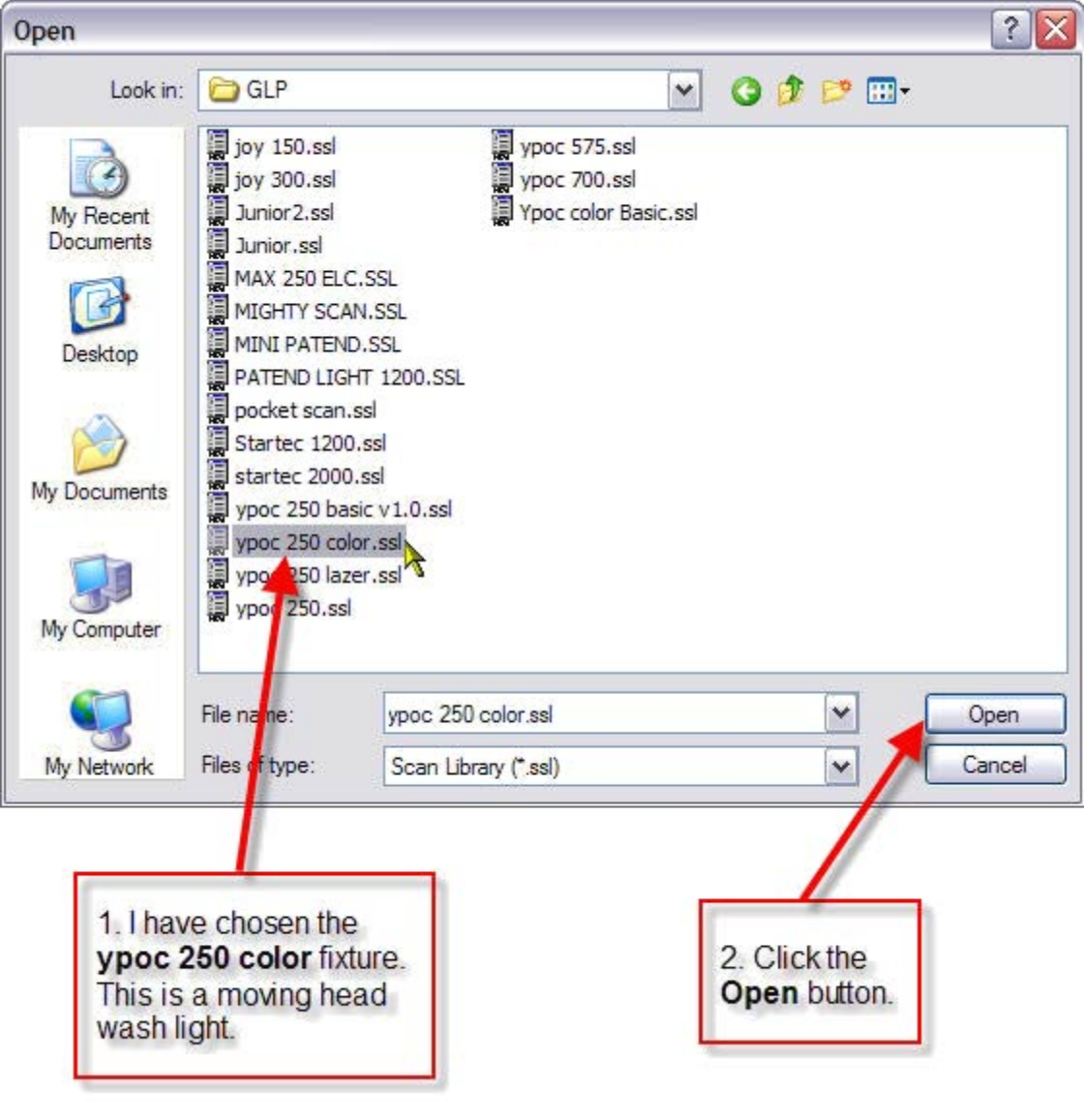

File
Windows
Effect
Option
Language
?
3D
Setup
Editor
Live
Fixtures
DMX
Parametres
Fade
Invert Pan
Invert Tilt
Swap Pan Tilt
Shortcut [F9]
Universe 1
Universe 2
Universe 3
Universe 4
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
1. Make sure you are on the Setup tab.
2. Make sure you are in Universe 1.
3. Click the Insert Fixtures button.

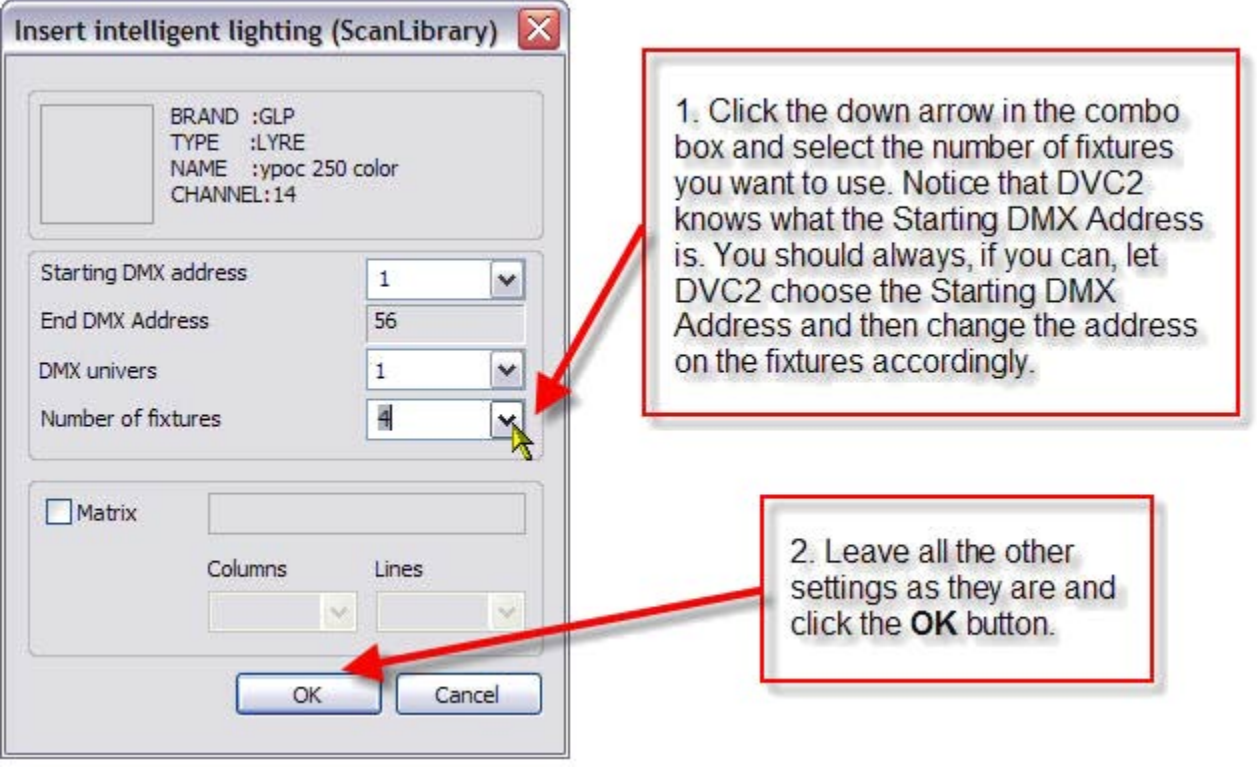


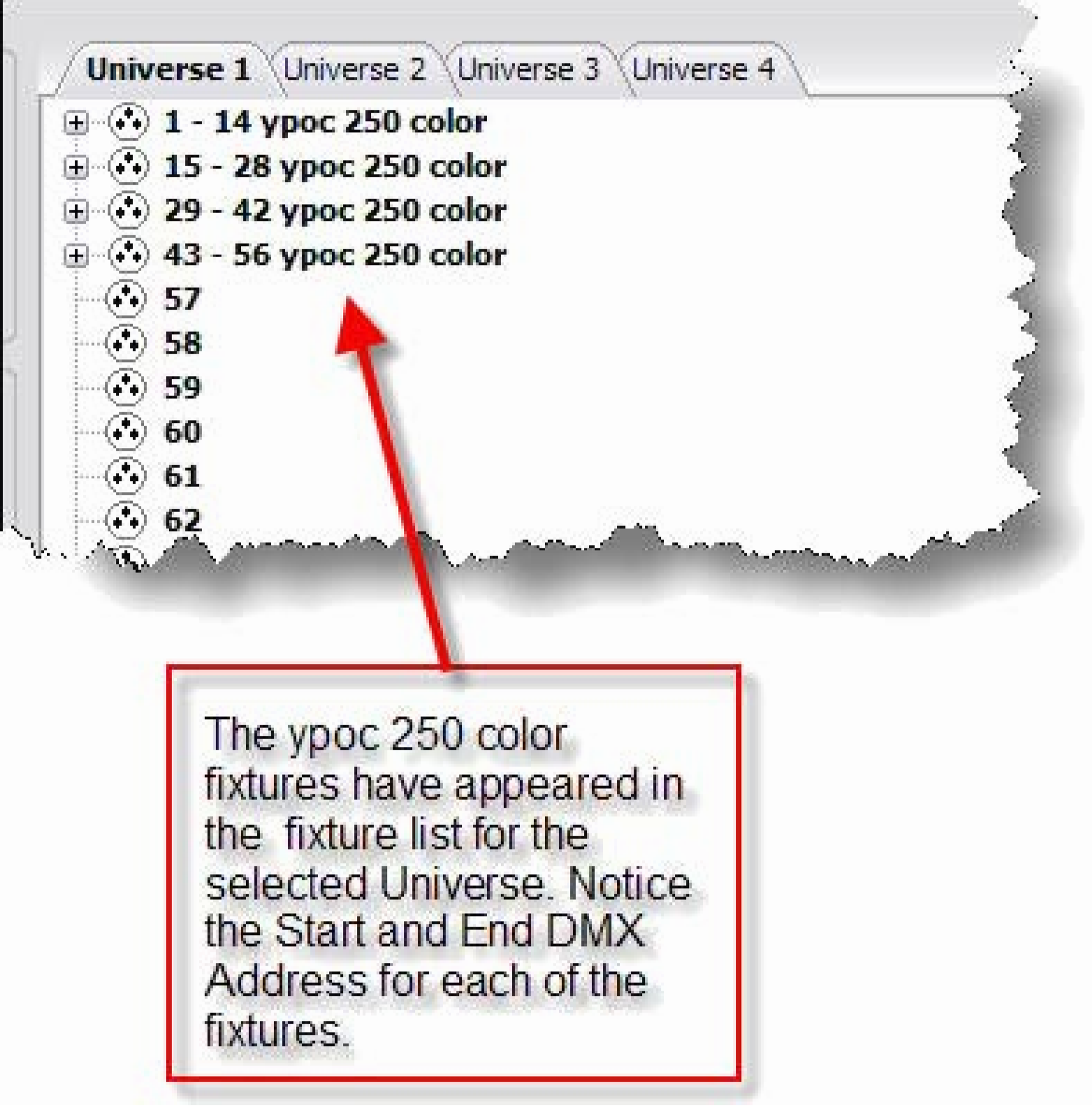
fixtures are stored in this location. Remember this as sometimes when you open or save other things it forgets where to get them. Will be fixed in the full version. Only in BETA at the moment.

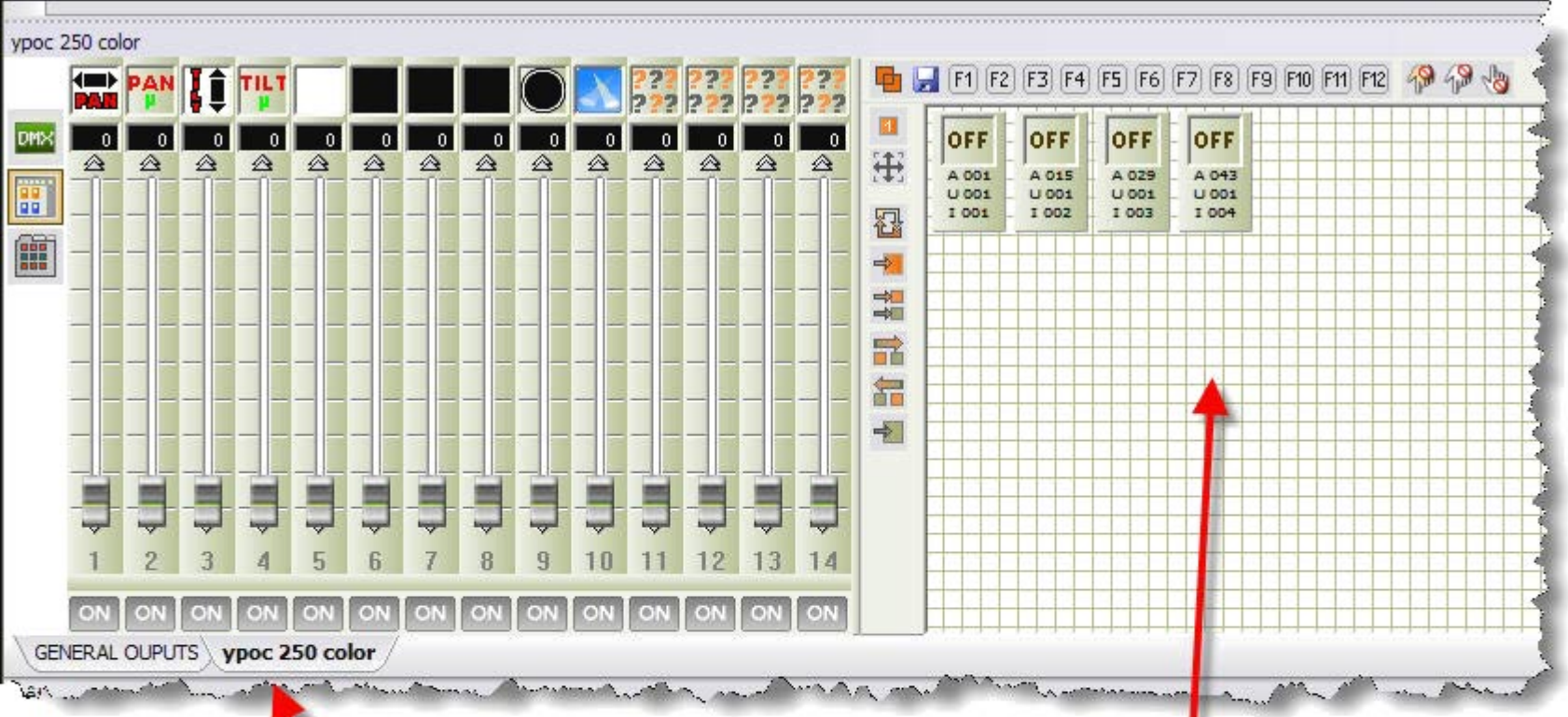


Double click a manufactures folder I have chosen GLP for this tutorial. The reason being is that I know the fixtures and will be able to show your more with them. I suggest that for this tutorial you do the same and when you are familiar with the software, choose your own fixtures.


Open
Look in:
GLP
joy 150.ssl
joy 300.ssl
Junior2.ssl
Junior.ssl
MAX 250 ELC.SSL
MIGHTY SCAN.SSL
MINI PATEND.SSL
PATEND LIGHT 1200.SSL
pocket scan.ssl
Startec 1200.ssl
startec 2000.ssl
ypoc 250 basic v1.0.ssl
ypoc 250 color.ssl
ypoc 250 lazer.ssl
ypoc 250.ssl
ypoc 575.ssl
ypoc 700.ssl
Ypoc color Basic.ssl
My Recent Documents
Desktop
My Documents
My Computer
My Network
File name:
ypoc 250 color.ssl
Files of type:
Scan Library (*.ssl)
Open
Cancel
1. I have chosen the ypoc 250 color fixture. This is a moving head wash light.
2. Click the Open button.

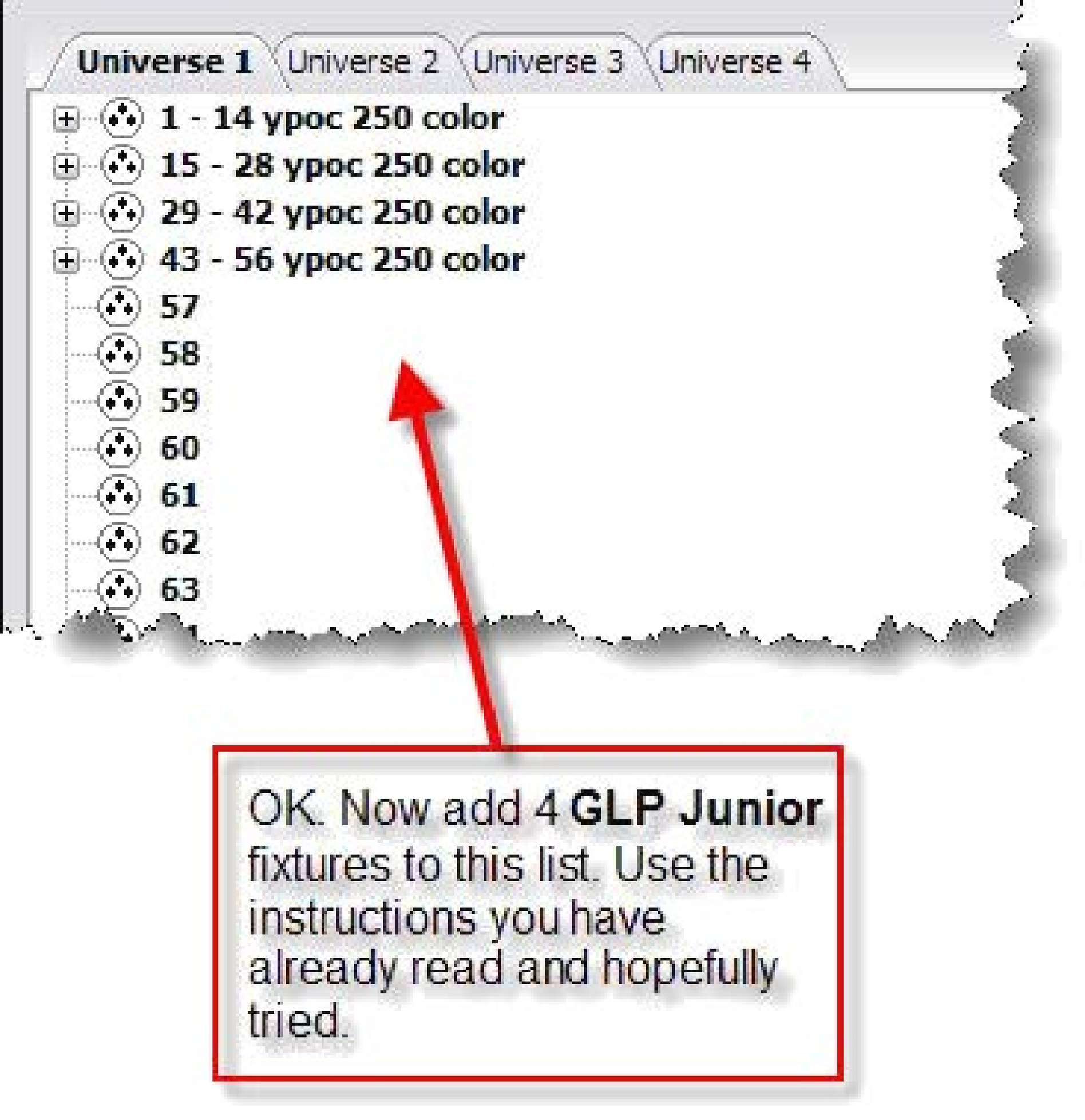

Insert intelligent lighting (ScanLibrary)
BRAND :GLP
TYPE :LYRE
NAME :ypoc 250 color
CHANNEL:14
Starting DMX address
1
End DMX Address
56
DMX univers
1
Number of fixtures
4
Matrix
Columns
Lines
OK
Cancel
1. Click the down arrow in the combo box and select the number of fixtures you want to use. Notice that DVC2 knows what the Starting DMX Address is. You should always, if you can, let DVC2 choose the Starting DMX Address and then change the address on the fixtures accordingly.
2. Leave all the other settings as they are and click the **OK** button.

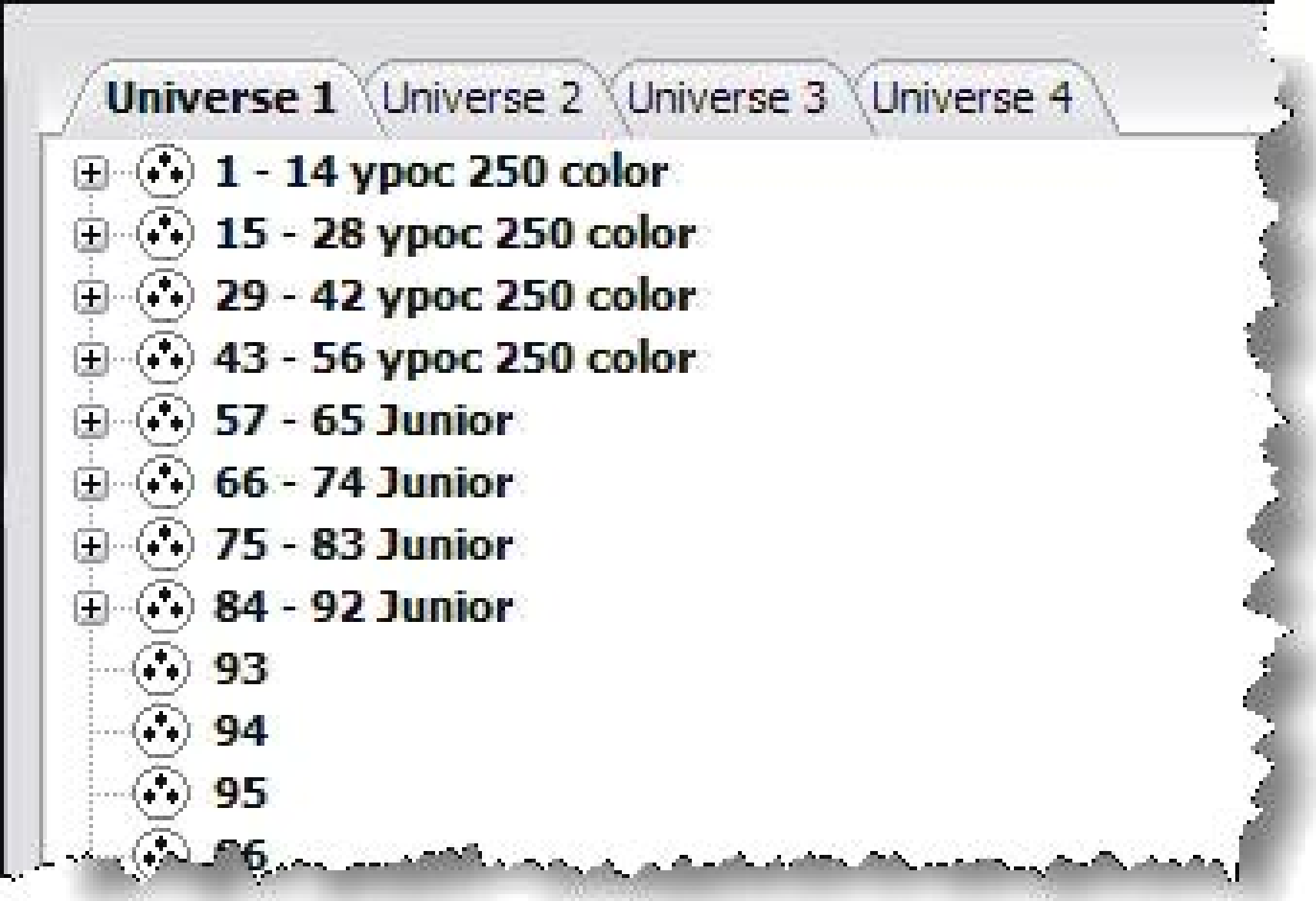

Universe 1
Universe 2
Universe 3
Universe 4
1 - 14 ypoc 250 color
15 - 28 ypoc 250 color
29 - 42 ypoc 250 color
43 - 56 ypoc 250 color
57
58
59
60
61
62
The ypoc 250 color fixtures have appeared in the fixture list for the selected Universe. Notice the Start and End DMX Address for each of the fixtures.



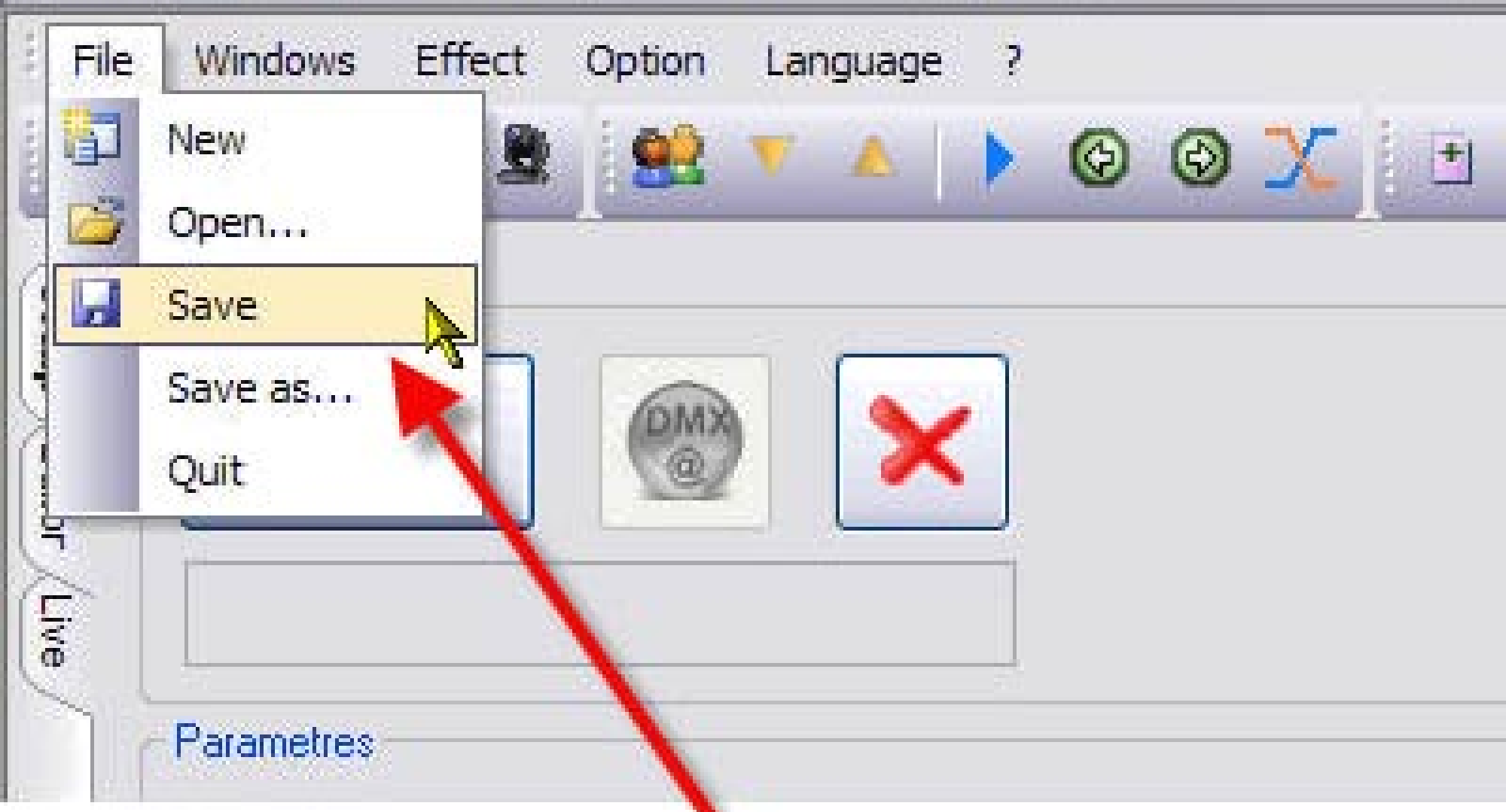
Tabs have appeared here. At the moment there are only 2 tabs. One is the GENERAL OUTPUTS this is all the faders for all fixtures. The next tab is what we call a fixture family tab. It is showing the ypoc 250 color sliders. As you add more fixtures more tabs will appear here for each fixture family.

This area is what I call the 2D fixture selection window. This window will allow you to position your fixtures to give a representation of how thay might be laid out for the show. It also enables you to easily group and select which fixtures are active or not.

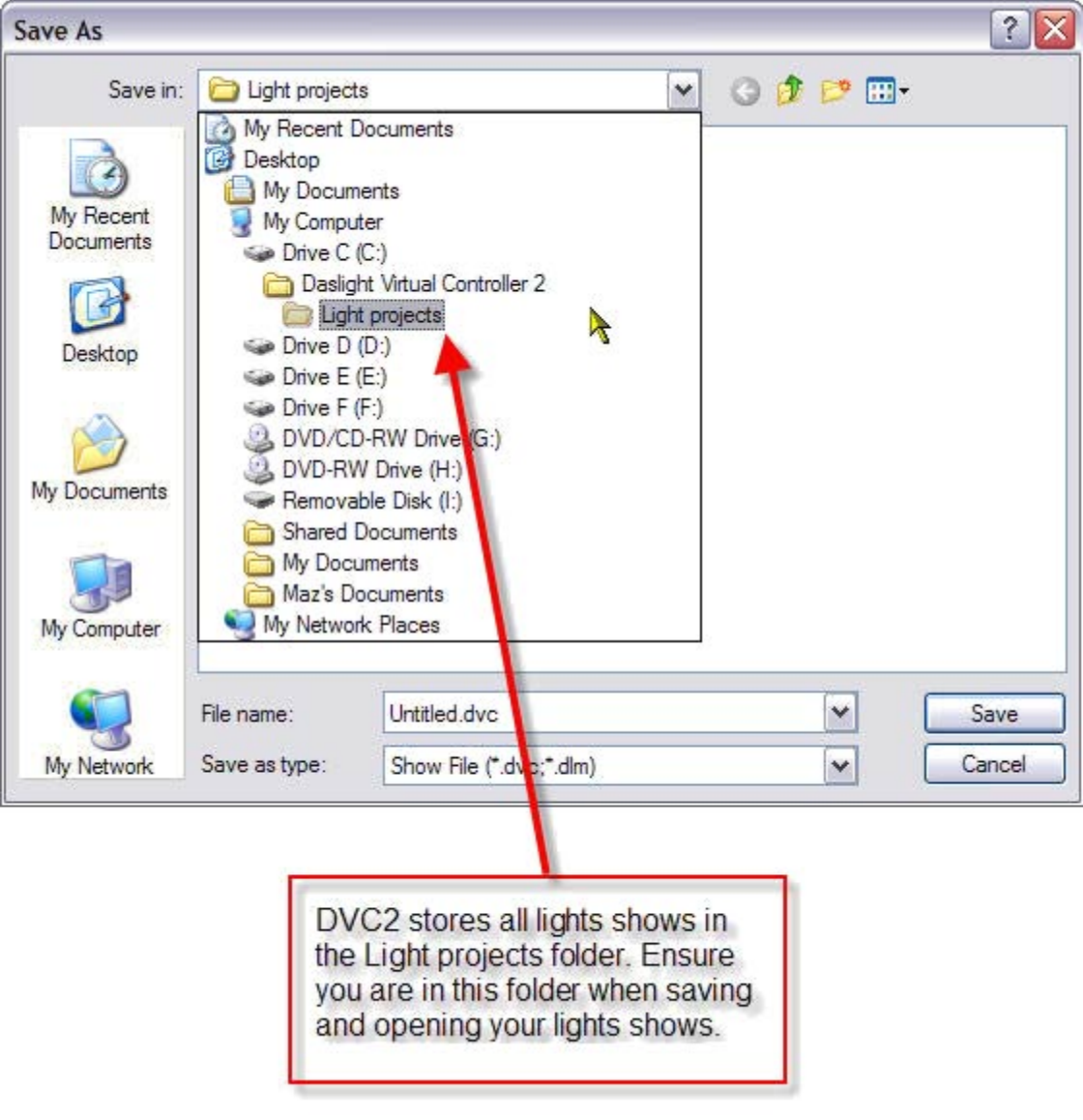

Universe 1
Universe 2
Universe 3
Universe 4
1 - 14 ypoc 250 color
15 - 28 ypoc 250 color
29 - 42 ypoc 250 color
43 - 56 ypoc 250 color
57
58
59
60
61
62
63
OK. Now add 4 GLP Junior fixtures to this list. Use the instructions you have already read and hopefully tried.

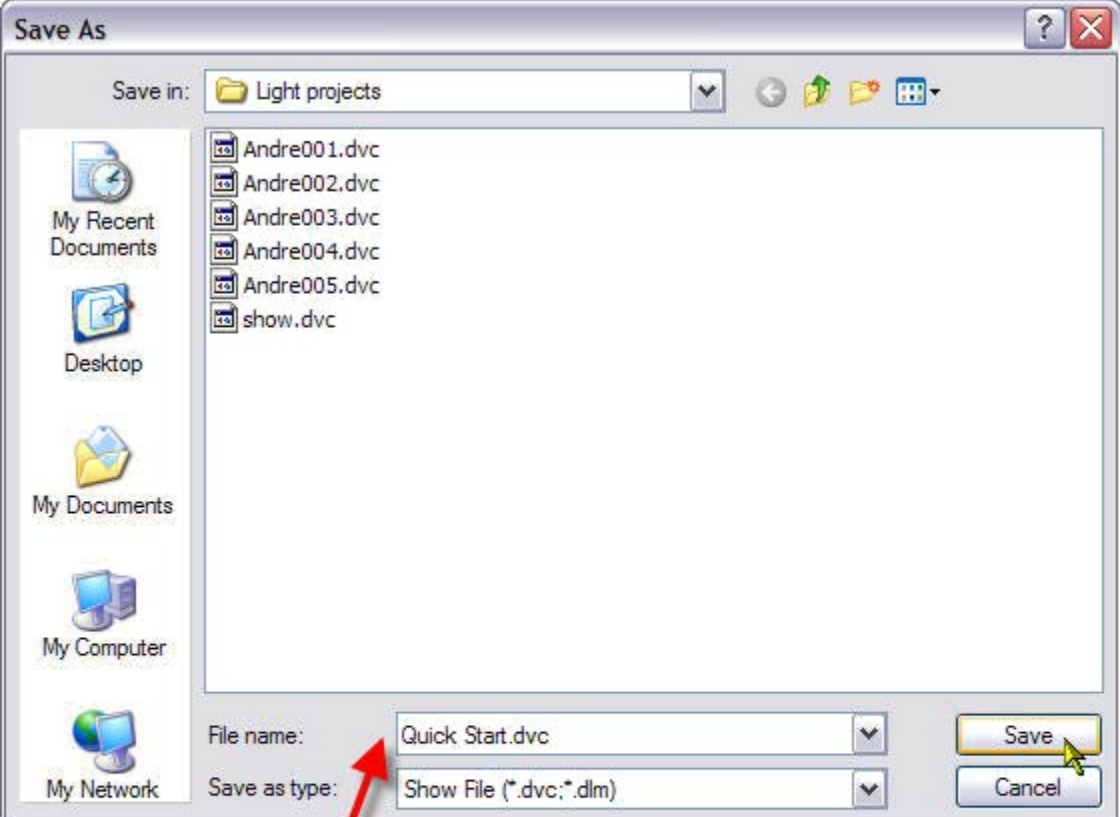


OK we have all the fixtures we are going to use for this tutorial. I will now try and explain what all the different buttons and tabs are for.

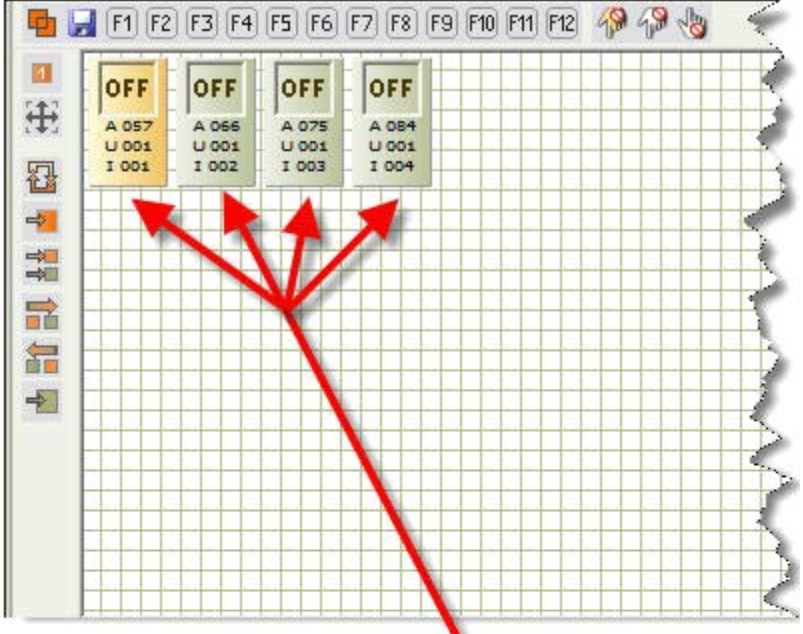


Before we go any further now is a good time to save you light show. Save on a regular basis.


Save As
Save in:
Light projects
My Recent Documents
Desktop
My Documents
My Computer
Drive C (C:)
Daslight Virtual Controller 2
Light projects
Drive D (D:)
Drive E (E:)
Drive F (F:)
DVD/CD-RW Drive (G:)
DVD-RW Drive (H:)
Removable Disk (I:)
Shared Documents
My Documents
Maz's Documents
My Network Places
My Recent Documents
Desktop
My Documents
My Computer
My Network
File name:
Untitled.dvc
Save as type:
Show File (*.dvc;*.dlm)
Save
Cancel
DVC2 stores all lights shows in the Light projects folder. Ensure you are in this folder when saving and opening your lights shows.

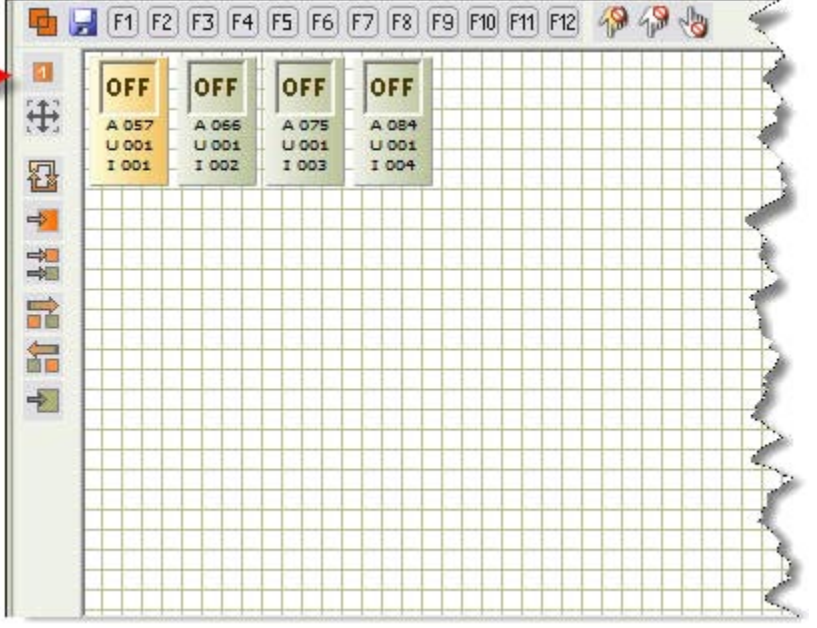


Give your show a name. I have used **Quick Start**. The extension **.dvc** is for the new DVC2 software and the **.dlm** extension is for the old DVC1 software. Click the **Save** button.

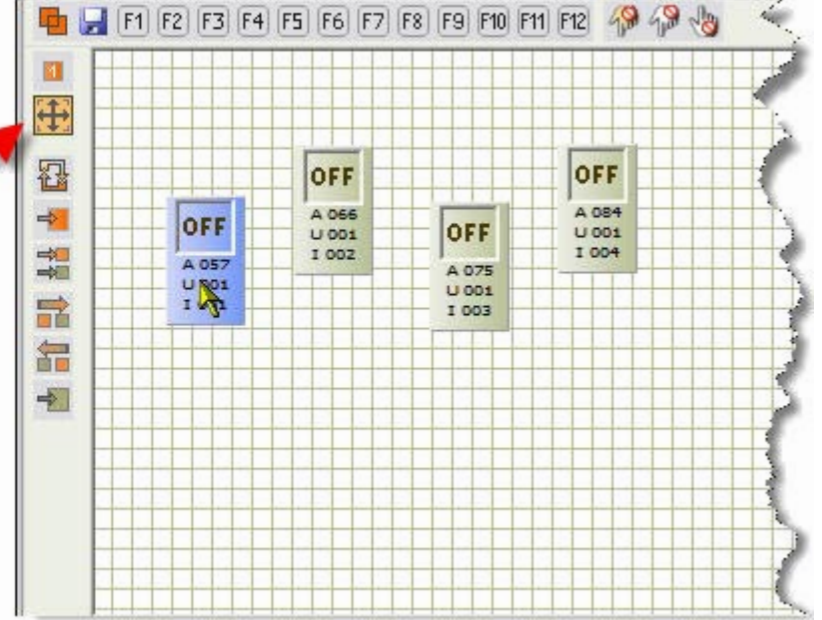


These icons represent the fixtures for the family group you are in. They are grey when the fixture is not selected, you cannot make changes to that fixture. If they are orange then the fixture is selected so you can make changes to it. The word "**OFF**" changes to reflect the last action performed on this fixture. You will see later. The text under that shows "**A**" DMX address, "**U**" Universe and "**I**" Instance, of this fixture.

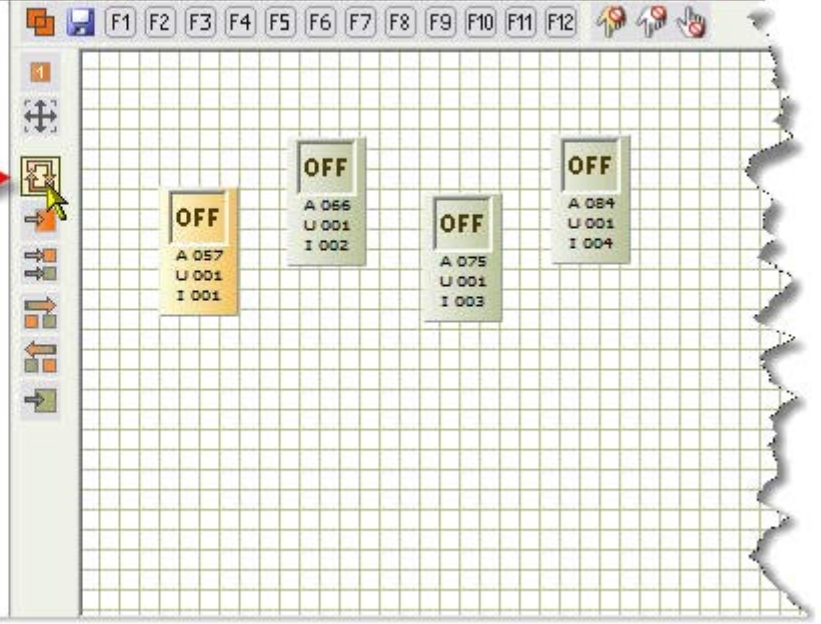
This icon toggles the fixture icons from full size as shown here to a smaller icon, that only shows the instance number on it. This makes it easier when you have lots of the same fixture.



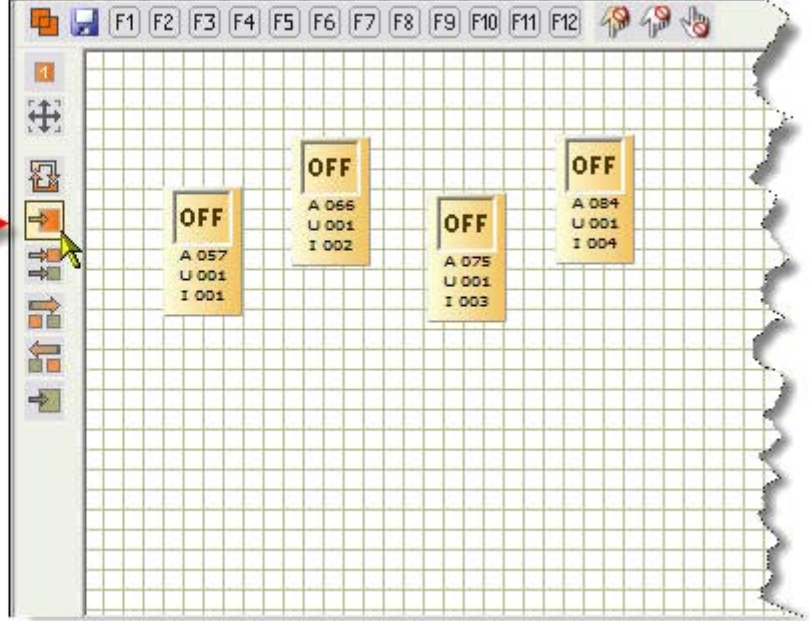
This icon toggles the ability to move the fixtures in the 2D layout area to represent the pseudo physical layout of the fixtures. When this icon is selected click a fixture and drag it to the position you want. When a fixture is selected it turns blue. Click into an empty area of the screen to deselect or click another fixture. You can click and drag around fixtures and move as a group. You can Ctrl+Click to select fixtures as a group.



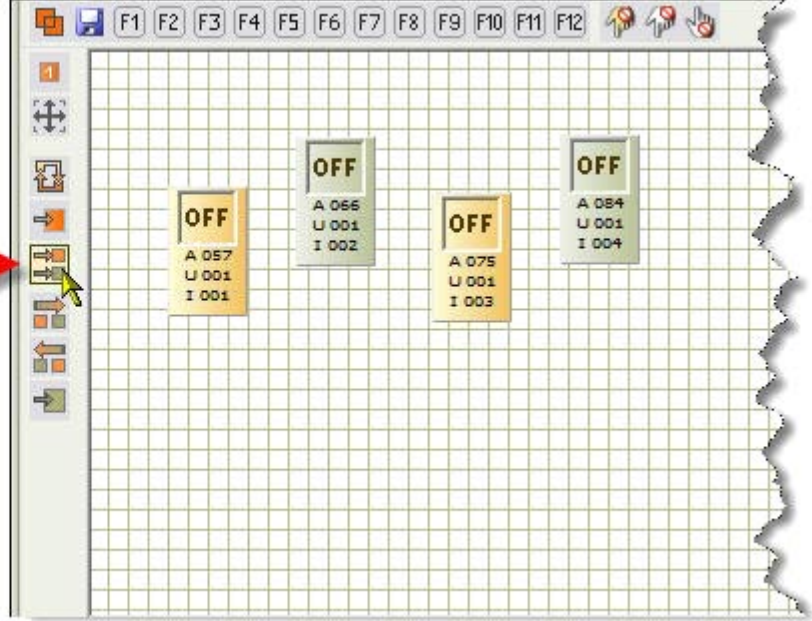
This icon toggles selected fixtures off and on. So any fixtures that are selected are unselected and any fixtures that are not selected are selected. Try it, Ctrl+Click a couple of fixtures and then click this icon and see what happens. Try different combinations.



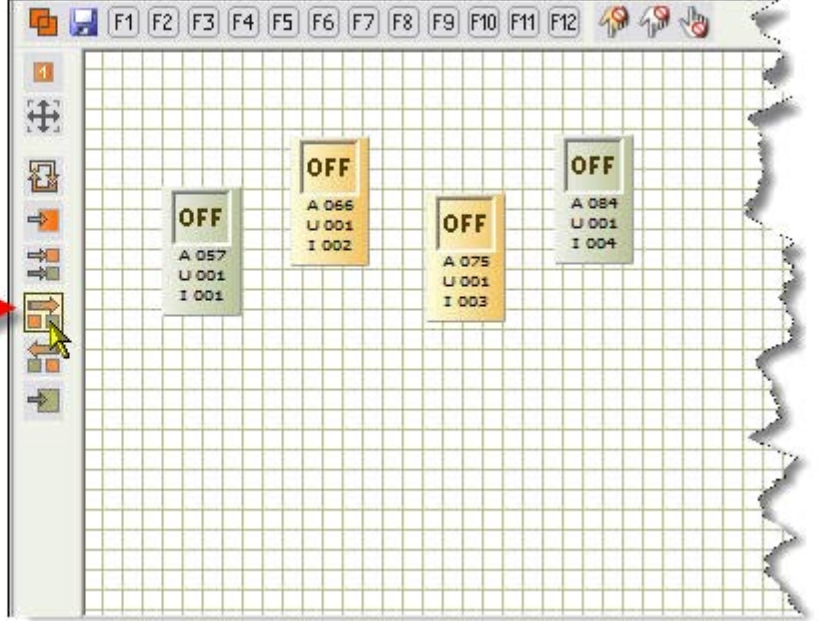
This icon selects all fixtures for this family group, regardless of the state. Very quick way to select all your fixtures for this family group. Especially handy if your have lots of fixtures.



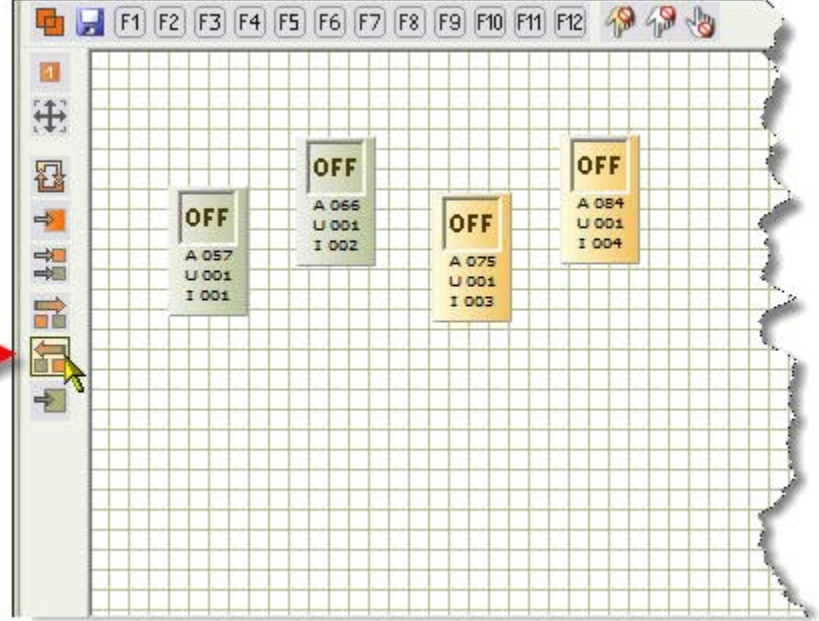
This icon selects all the odd numbered fixtures. Use it conjunction with the two icons below to create different selctions.



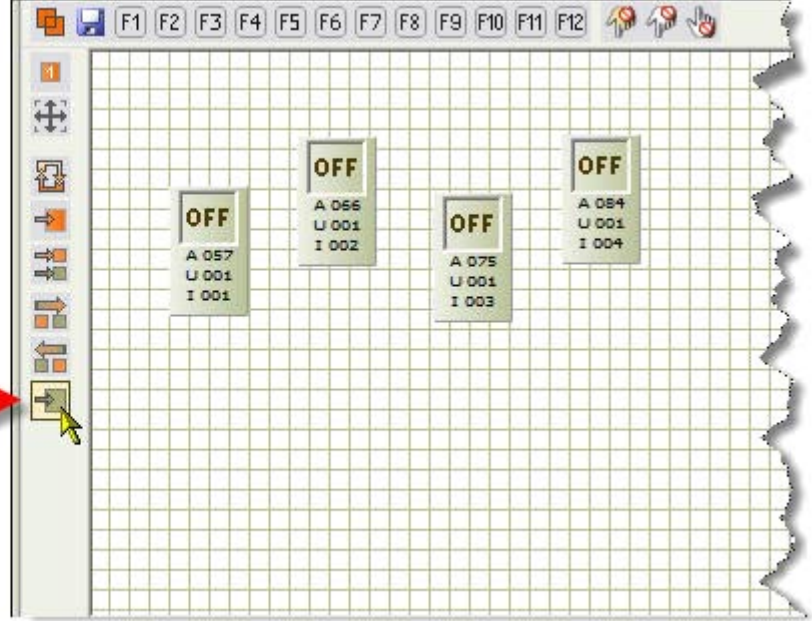
This icon increments the selected fixtures. As an example if fixtures 1 & 2 are selected clicking this icon will deselect fixture 1 and select fixture 2 & 3. Click it again and fixture 2 will be deslected and fixtures 3 & 4 will be selected. Keep clicking it and it will increment and wrap around to the start again.
Has no effect if no or all fixtures are selected.

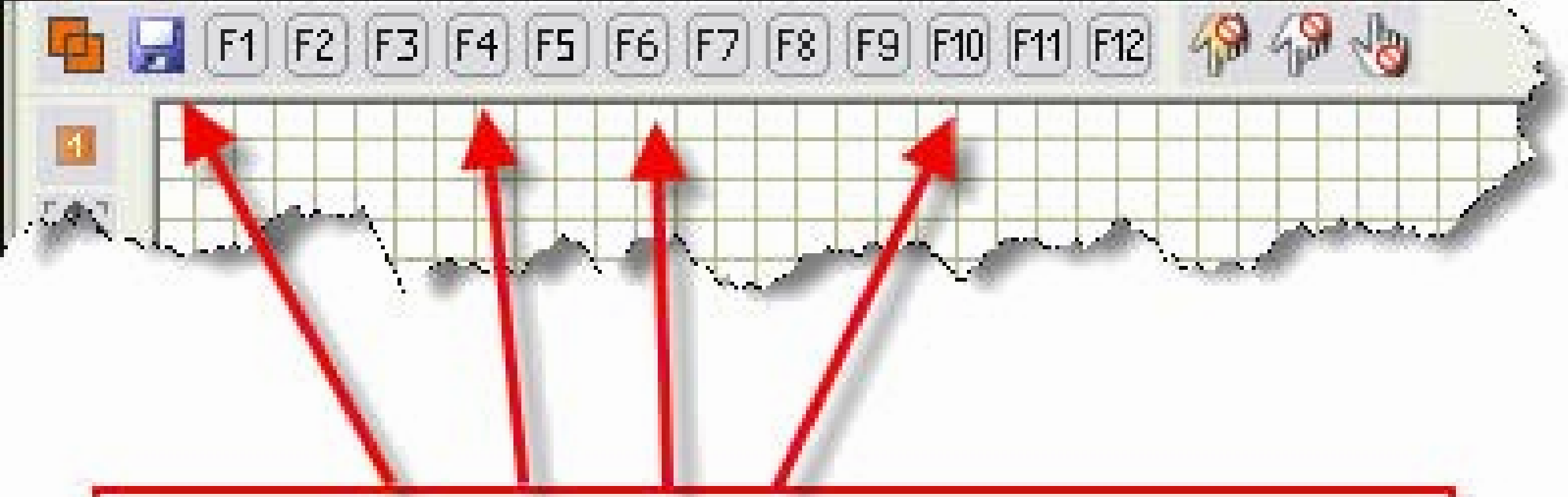


This icon does the reverse of the icon above. It decrements the selected fixtures. For example if fixtures 3 & 4 are selected, pressing this icon will select fixtures 2 & 3 and deselect fixture 4, press it again and fixtures 1 & 2 are selected and fixture 3 will be deselected. This function also wraps around the number of you fixtures. Try it with different combinations of selected fixtures to see the results. Both this and the icon above are very useful for creating chase patterns for example.

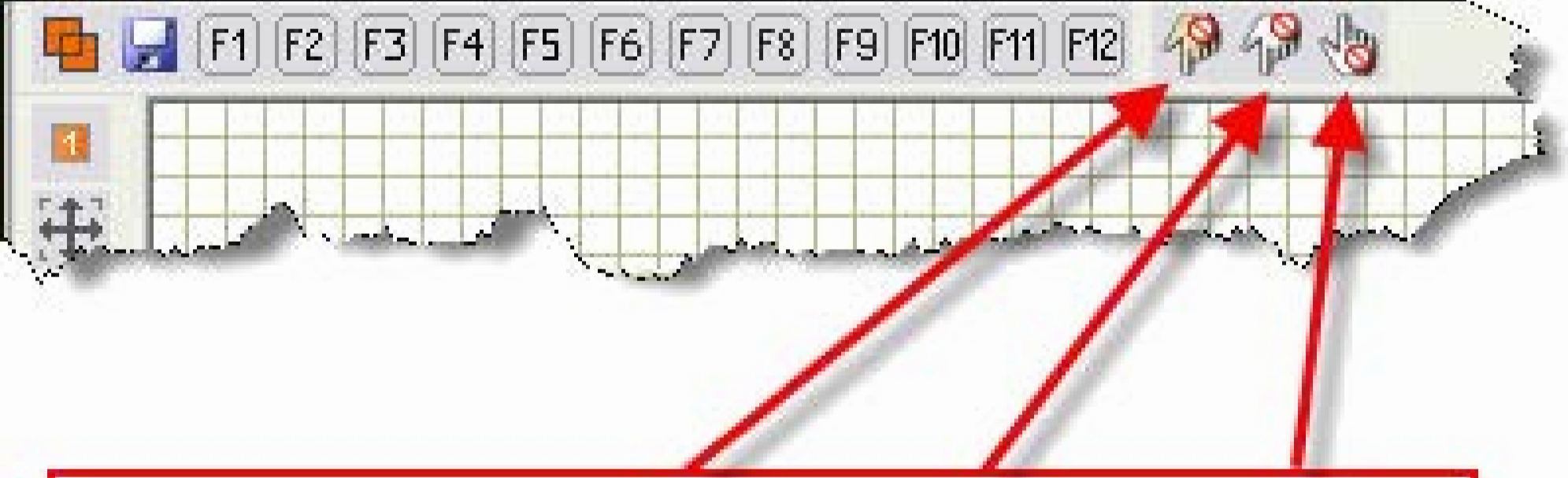


Hmm. I wonder if you can guess what this icon is for?
Yes that's right it deselects all fixtures.

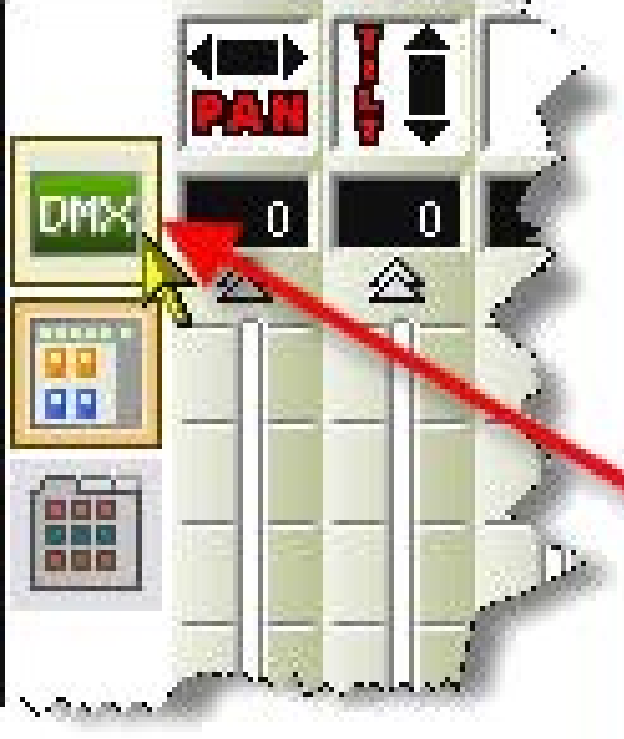




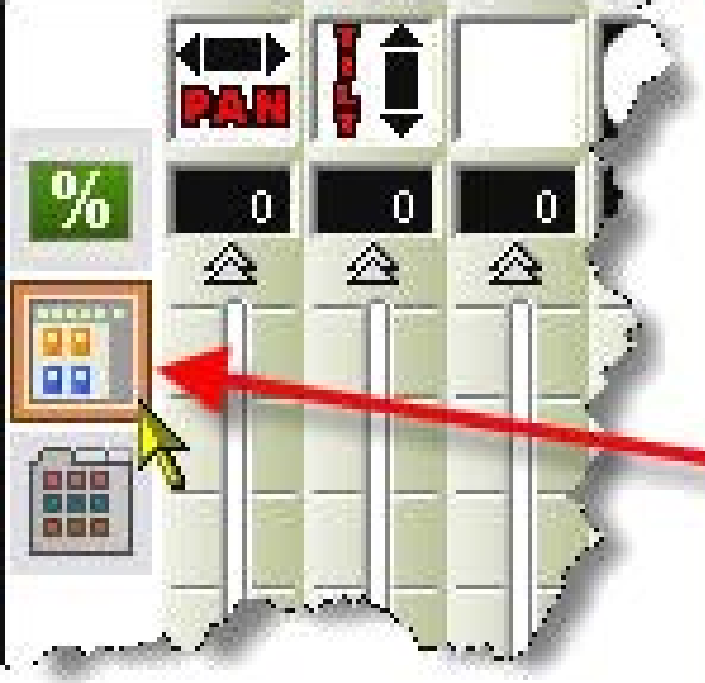
The disk icon along with the F key icons save the function key settings for grouping of fixtures. To set a group of fixtures to a F key. Select which fixtures on/off that you want attached to a F key, click or press one of the F keys and then click the disk icon. Now click or press the F key again. Done. Now when you click or press that F key the fixtures selected will toggle on/off



I am currently finding out what these icons are for.
I think they are used to reset any DMX values to zero/default when in Scene or Live mode.
As soon as I find out I will update this page.

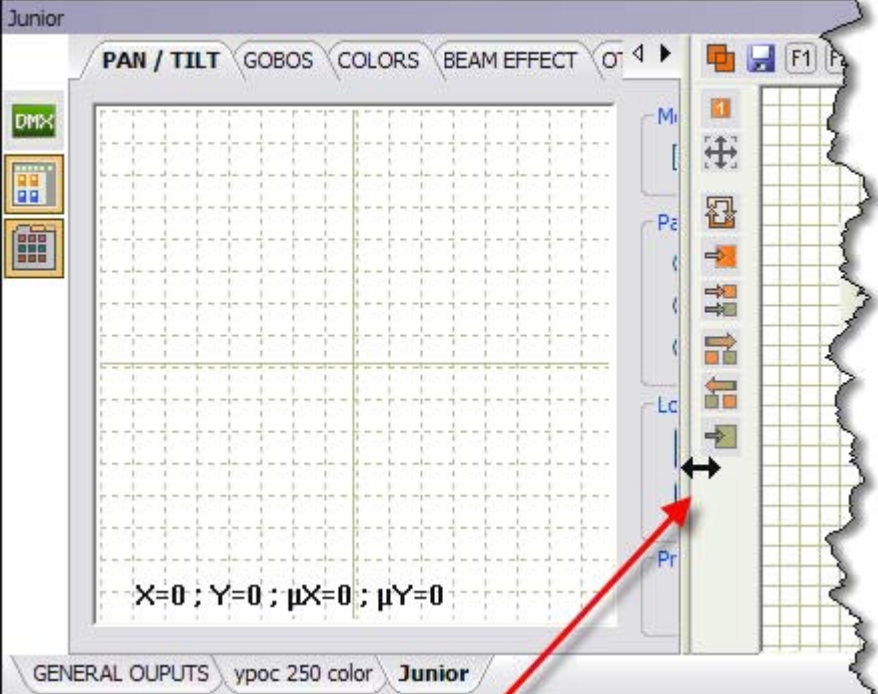


This icon toggles the slider value display from DMX DMX values (0-255) to % % values (0-100). Currently this does not work always shows DMX values regardless of what the icon shows.

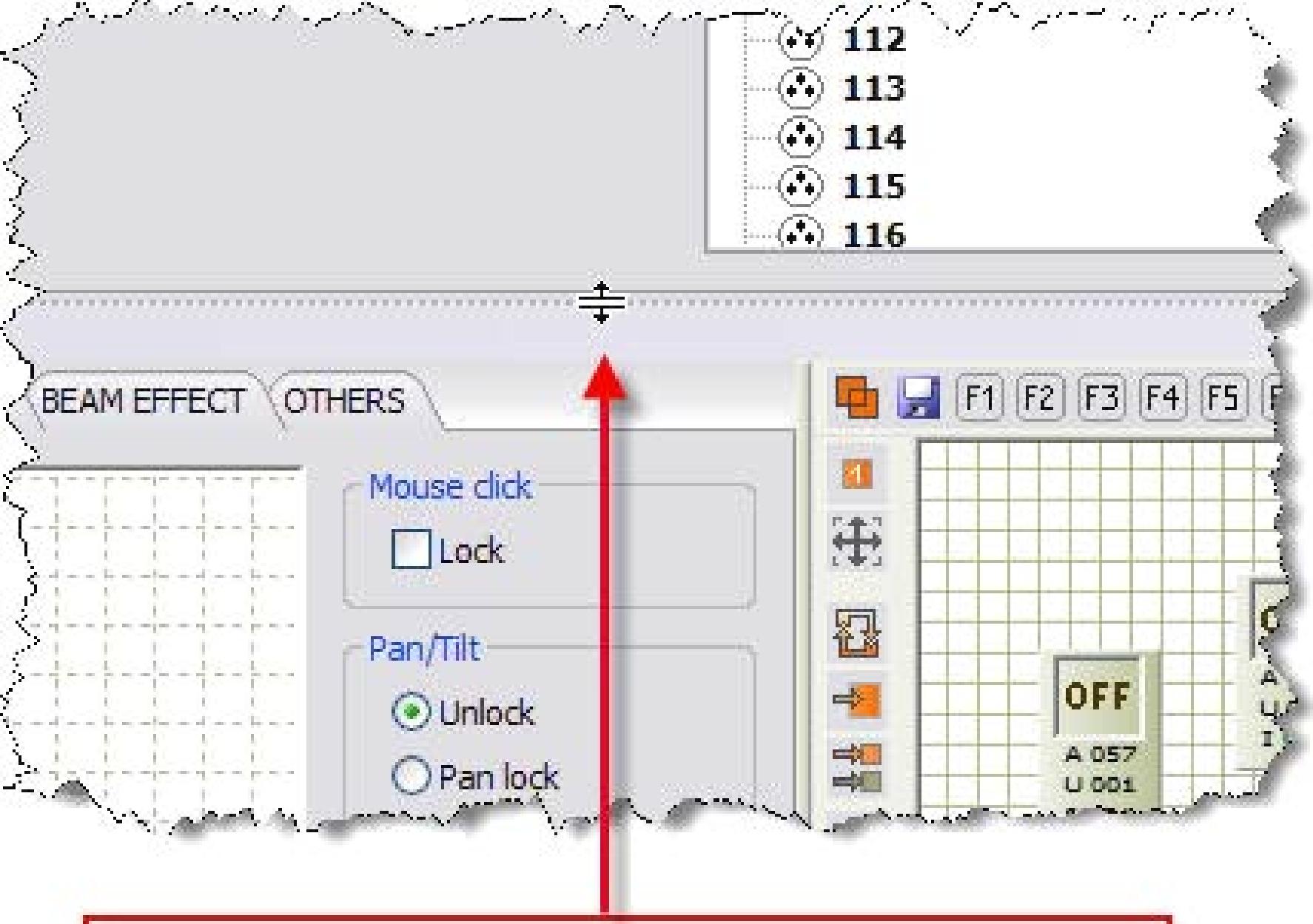


This icon toggles the display of the sliders to either show just the number of sliders for the fixture type or all the sliders for all of the fixtures for this family. Try it you will see what I mean. Nothing will happen if you have only one fixture for a particular family.

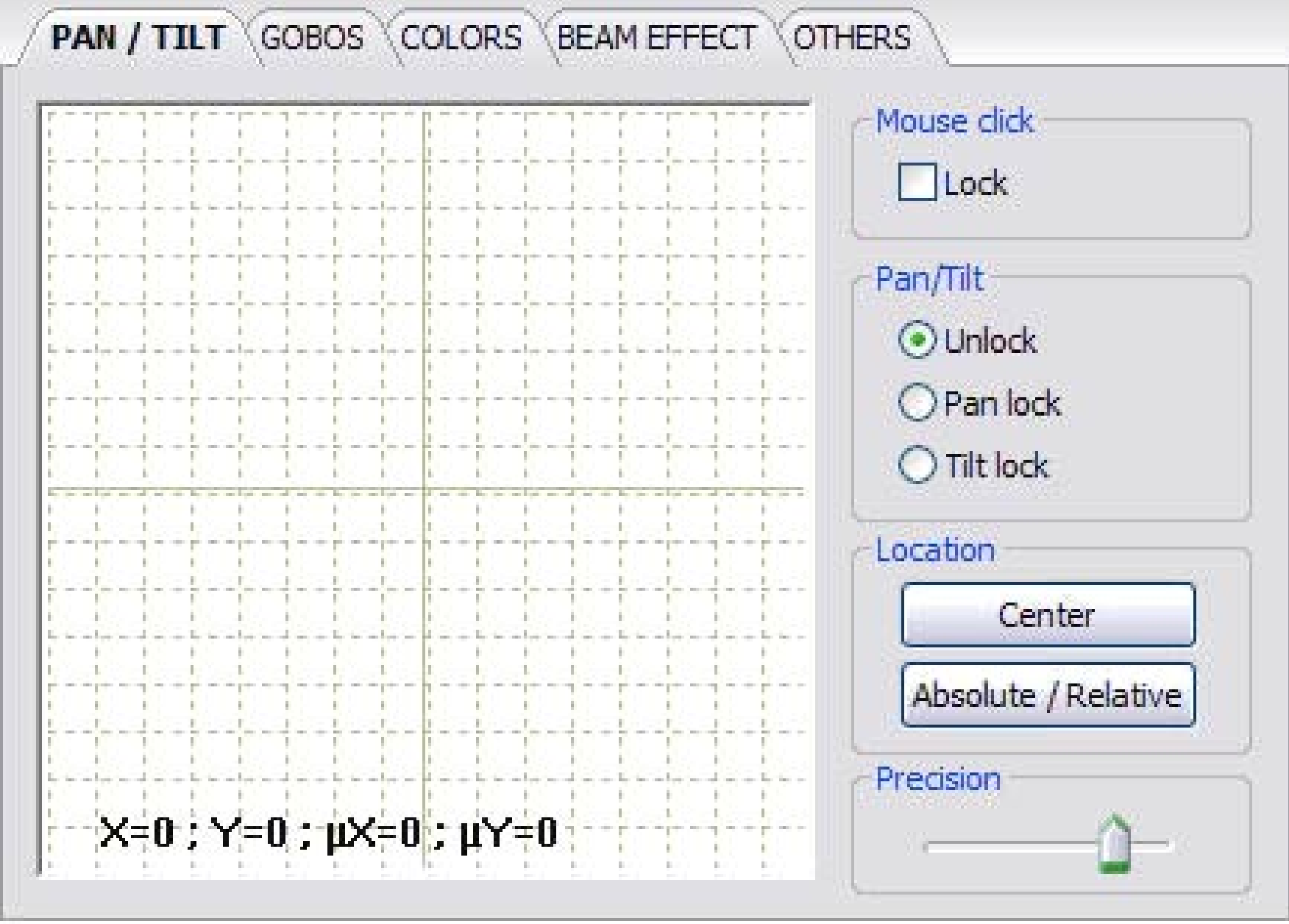
This icon toggles from **Slider Mode** to **Preset Panel Mode**. Click it a couple of times so you see what happens. Make sure you are in **Preset Panel Mode** before continuing.



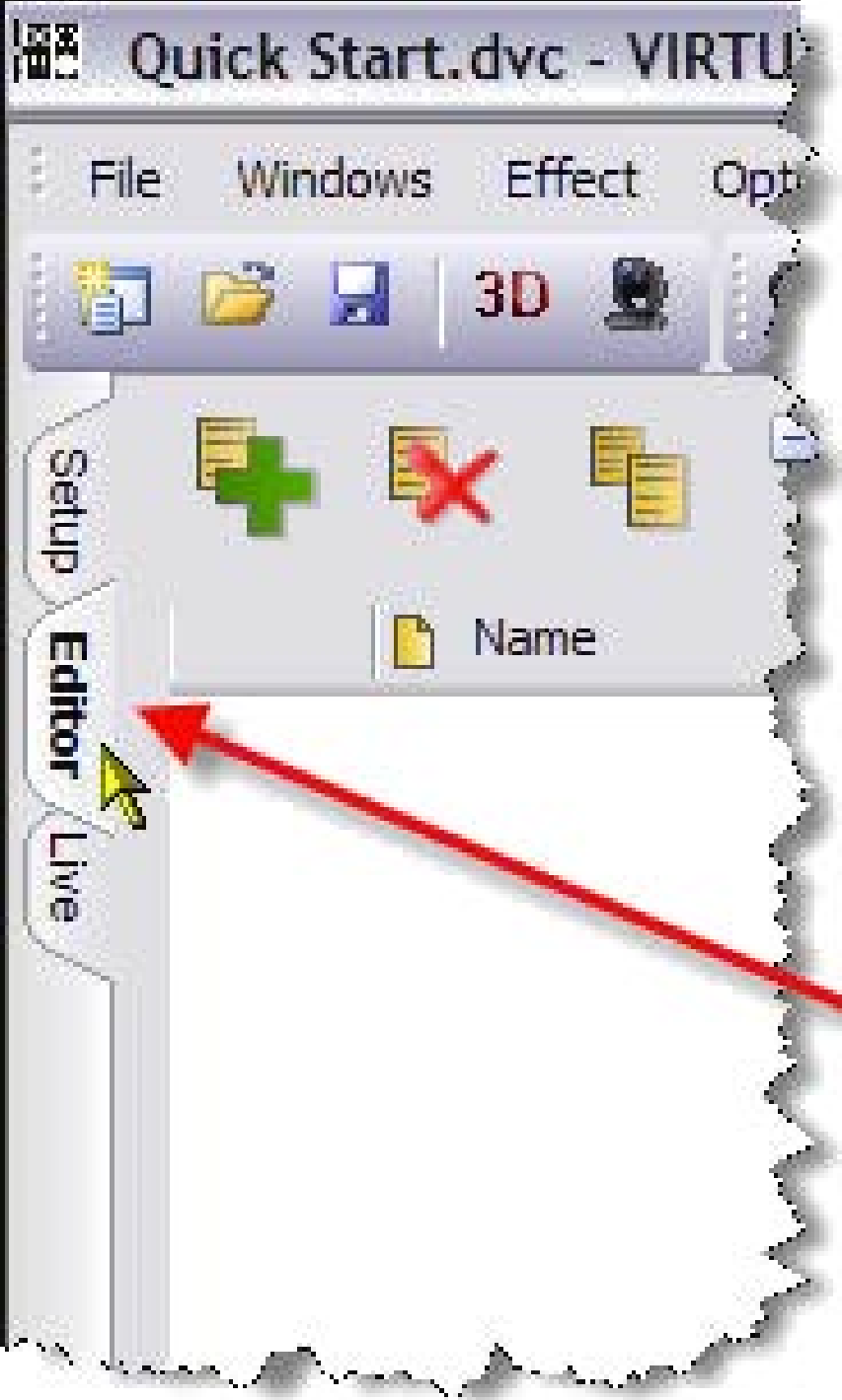
Now we are in **Preset Panel Mode**. Sometimes when you go to **Preset Panel Mode** you might not see all of a particular **Preset Panel** as can be seen here. This is because the space taken up by the **Sliders** was less than the current **Preset Panel.** To adjust the size of the **Preset Panel** hover you mouse near the edges of the **Preset Panel** and the **2D Fixture Control Window**, the mouse pointer will tun into a double ended arrow. Click and drag to the right a little to size the **Preset Panel** so you can see all of it's controls.



Depending on the resolution that you are running at you might have to move the **Fader/Preset Panel/2D Fixture Panel** up to see all of the controls as well. Hover you mouse around the area shown until you mouse pointer turns in the vertical double arrow as shown. Click and drag until you can see all the controls in the **Preset Panel**.

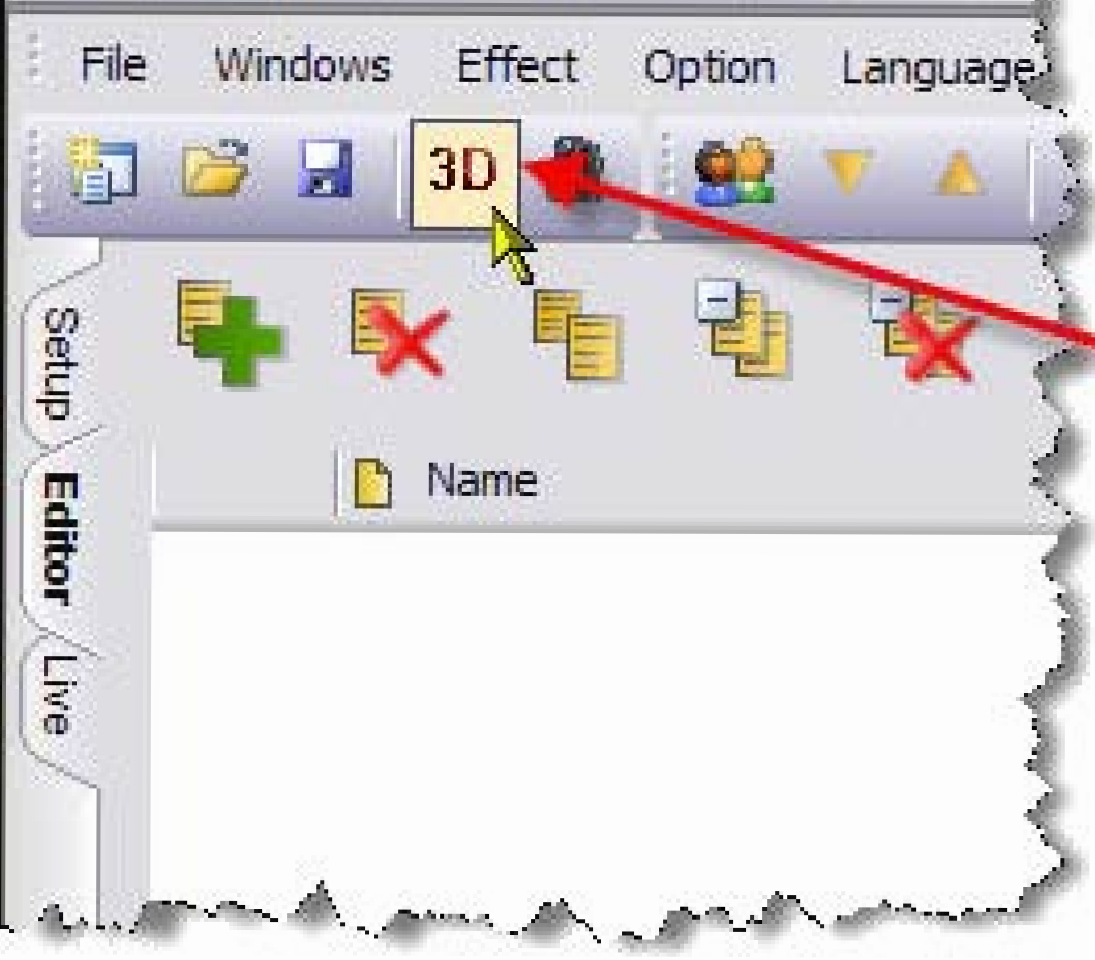


The tabs at the top are the **Preset Panels** for this fixture family. They make it easier to adjust the seetings of your fixtures by not having to use sliders and DMX values. Currently it is showing the **PAN / TILT** preset panel. Click the other tabs to see what they show and when done return to the **PAN / TILT** panel.

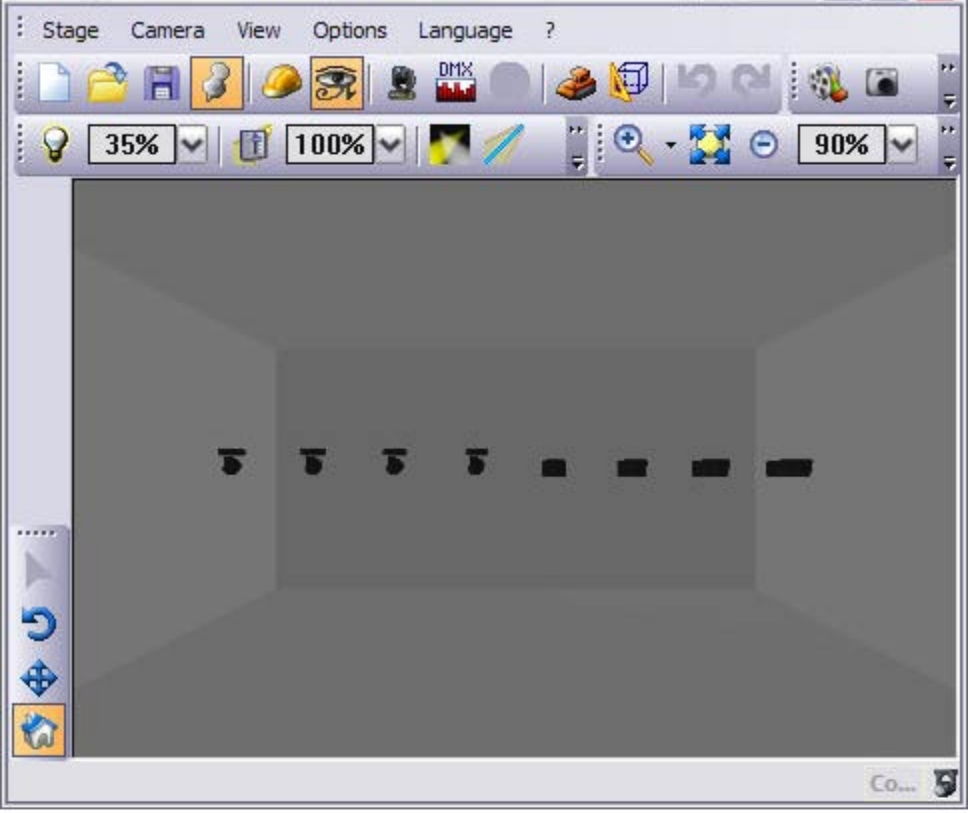


Before I can show you what the **Preset Panels** do, we need to a couple of things.

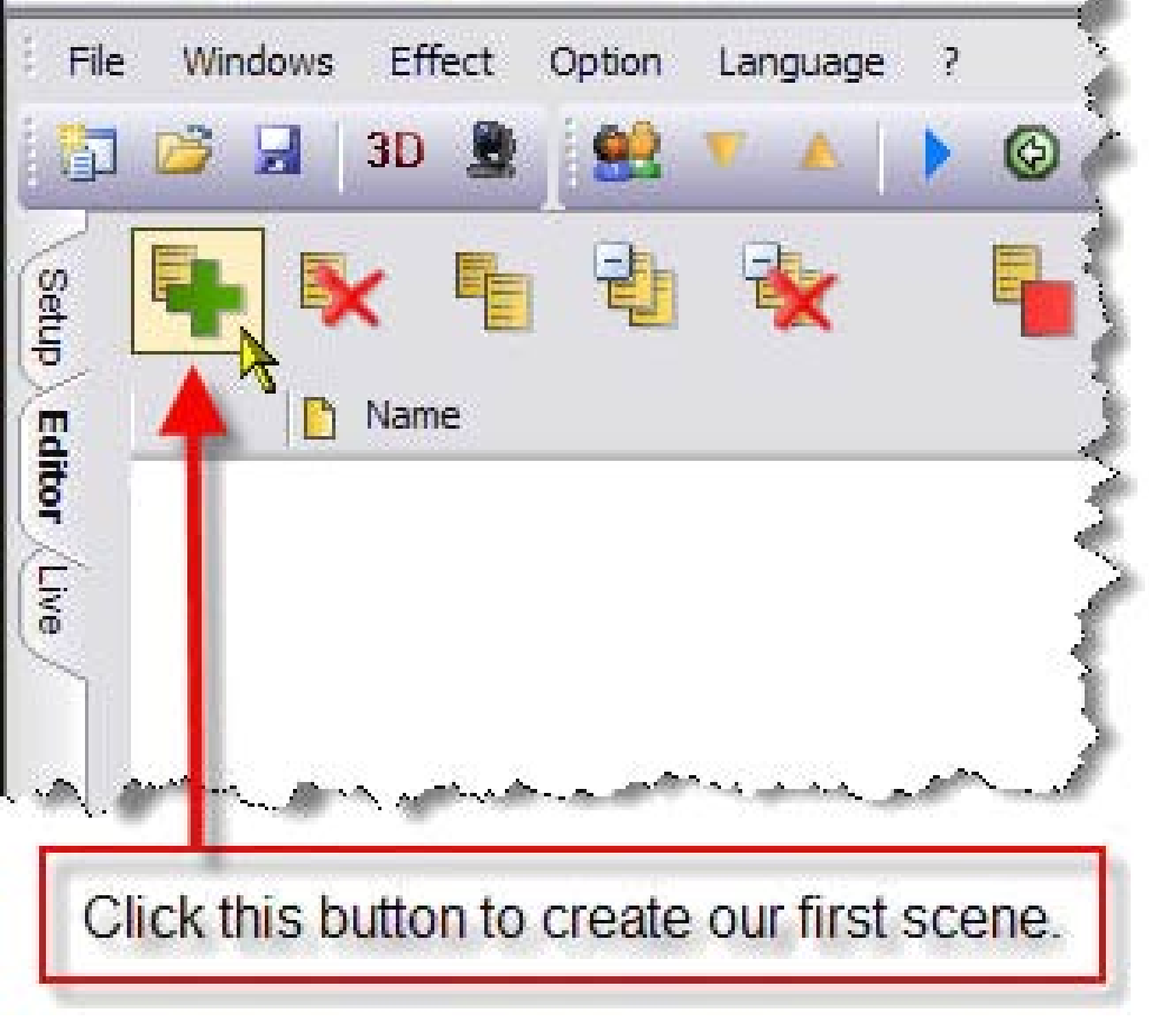
1. Click the **Editor** tab as shown. The Main display will change.

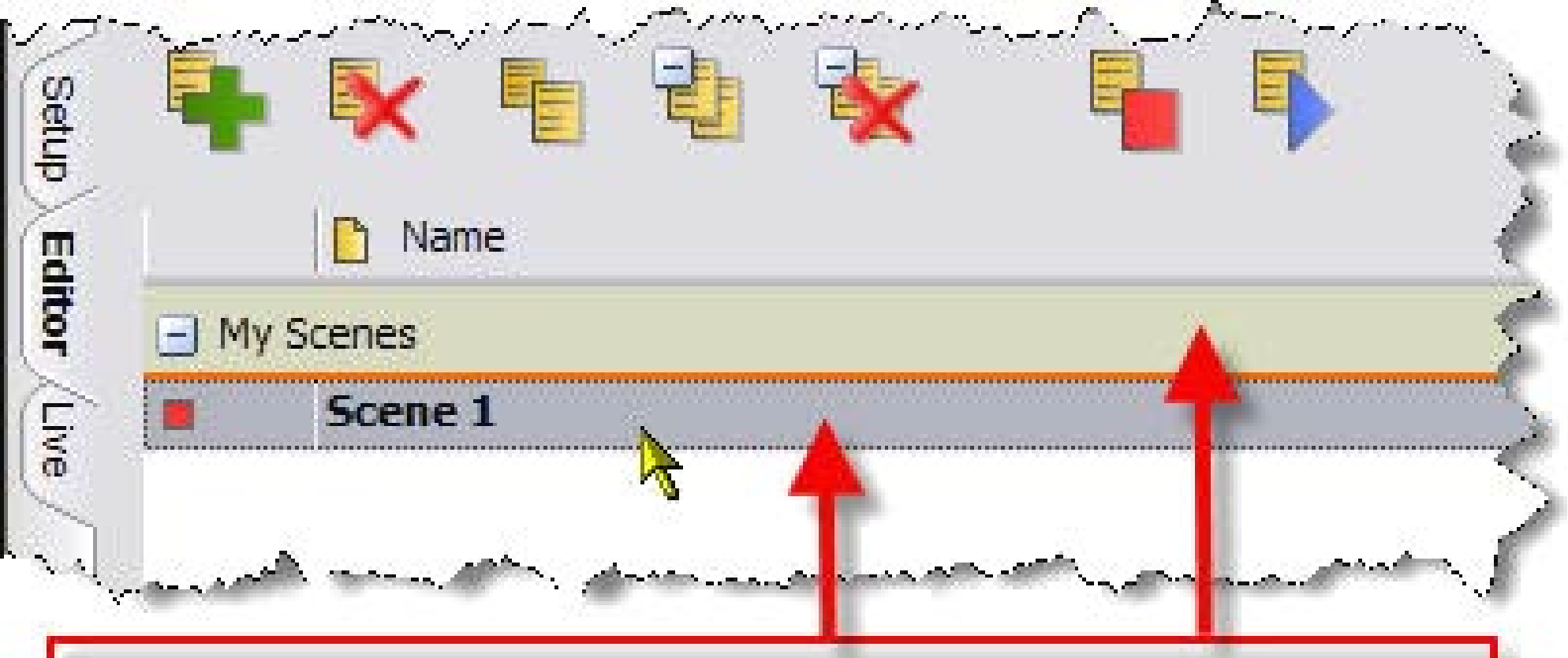


2. Click the **3D** icon to start the visualiser. This step is not necessary but it will help give an indication of what the controls in the **Preset Panels** do.



If you have not used **Soft** before and/or you have not used the 3D Visualiser you should get a screen very similar to the one above.
I am not going to explain the use of this program here, that is for another tutorial.
Resize it and drag it out the way of the **Preset Panels**. If you have a dual screen then move it to that.
You could if you want click the icon that looks like a push pin. This toggles the Always On Top mode on/off.

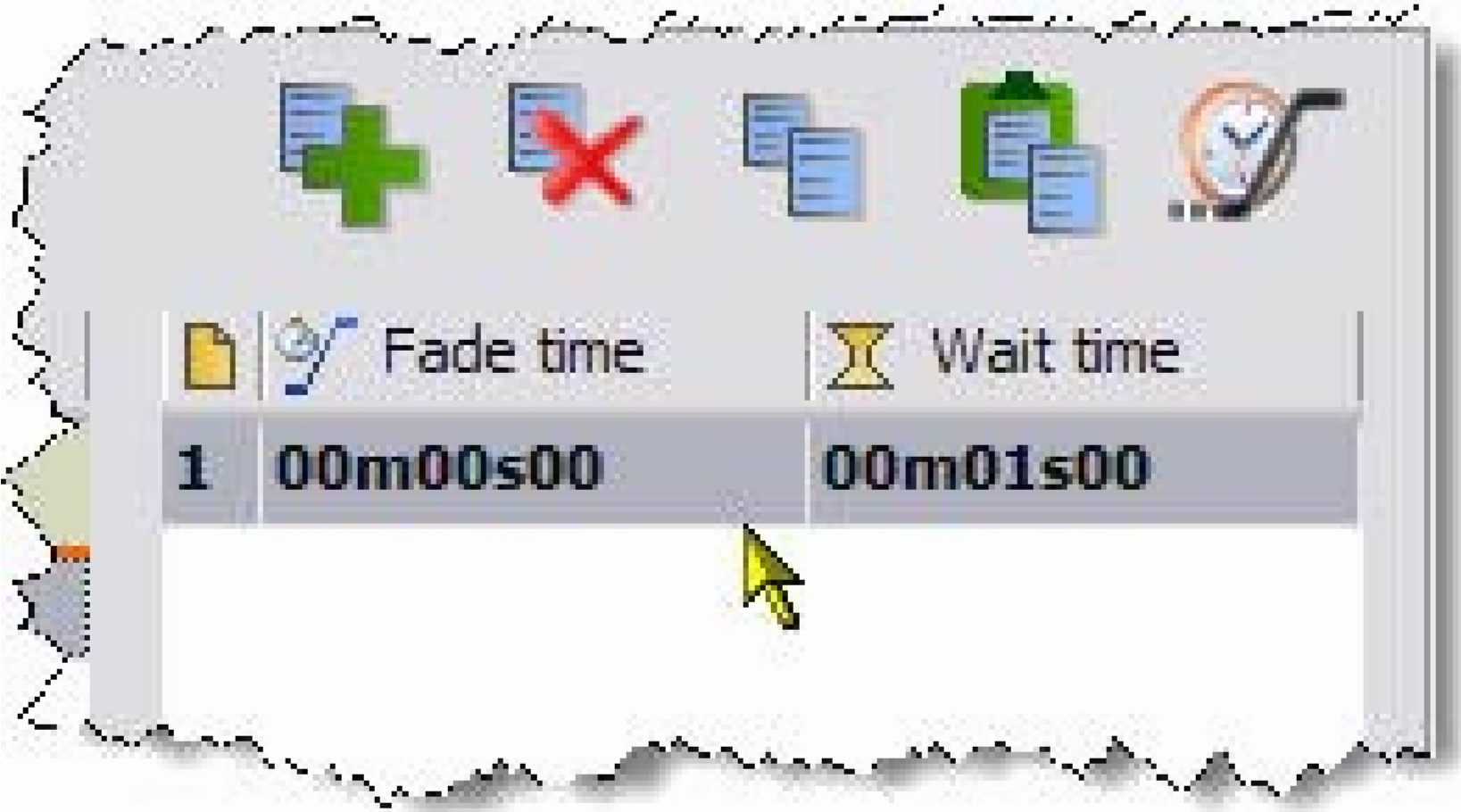

File
Windows
Effect
Option
Language
?
3D
Setup
Editor
Live
Name
Click this button to create our first scene.



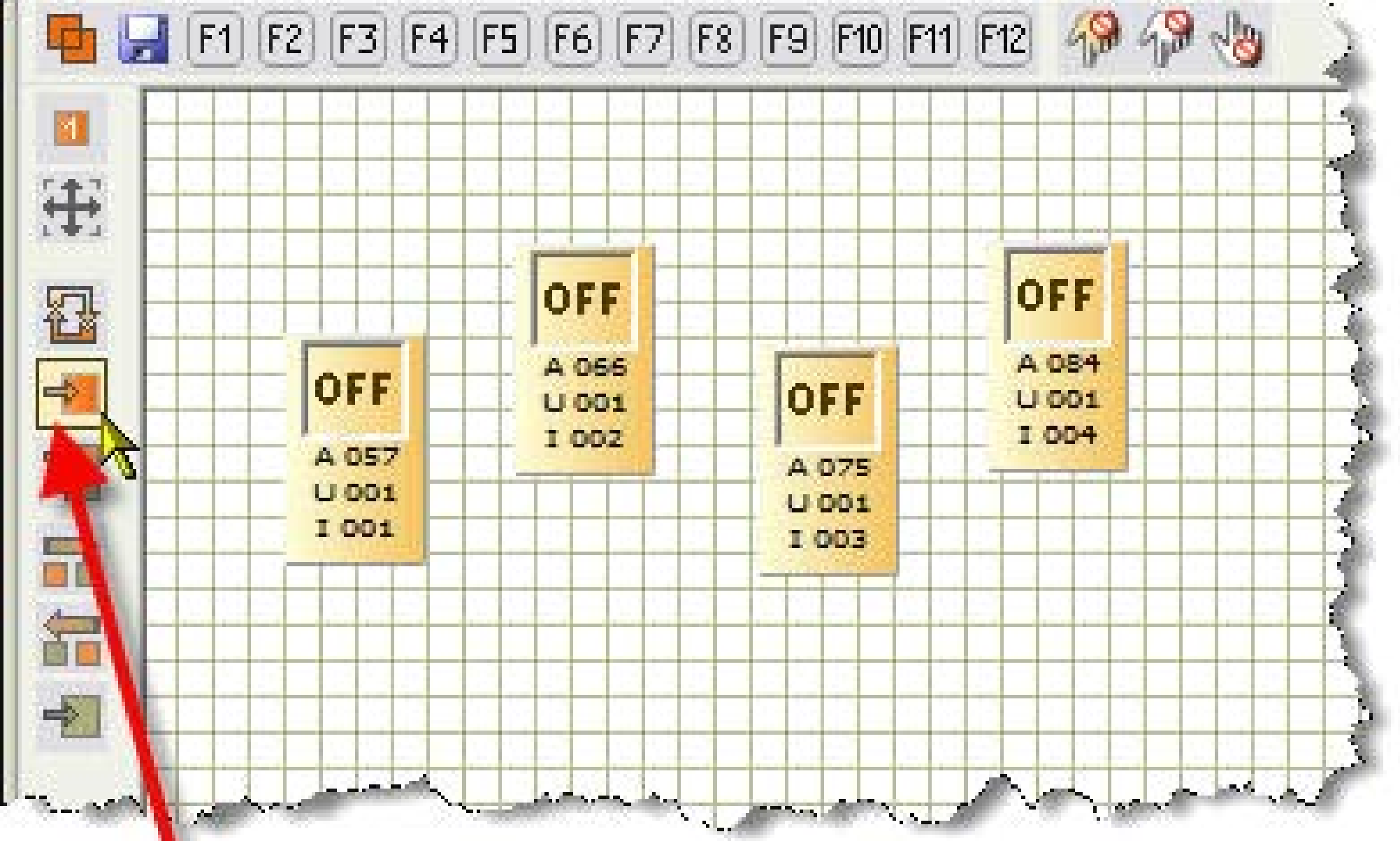
As we did not have any scenes or scene folders, **soft** has created a **My Scenes** folder and within that a scene called **Scene 1**.

When creating more scenes ensure you have highlighted the correct scene folder before you click the **Add Scene** button.

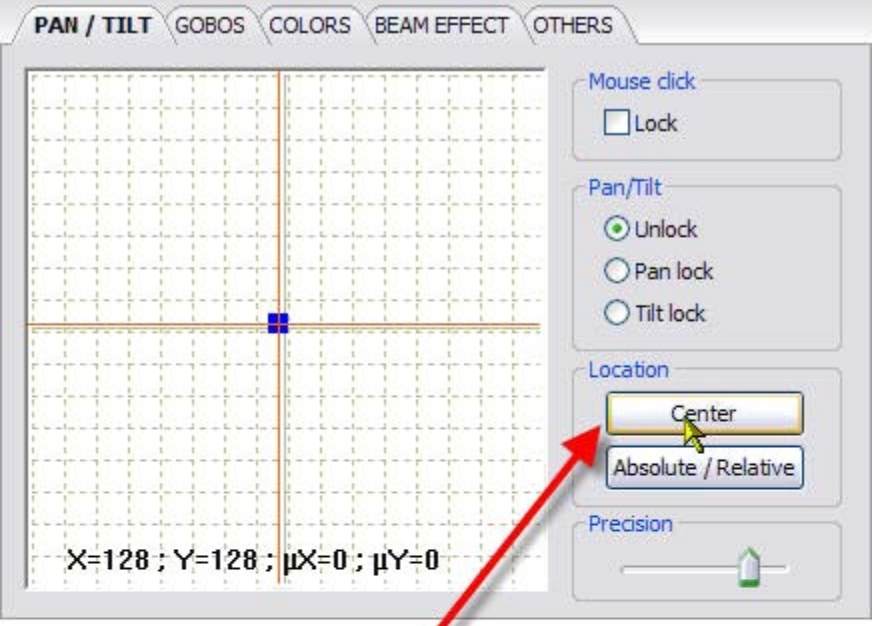
You can move drag and drop them into other scene folders if you do make a mistake.



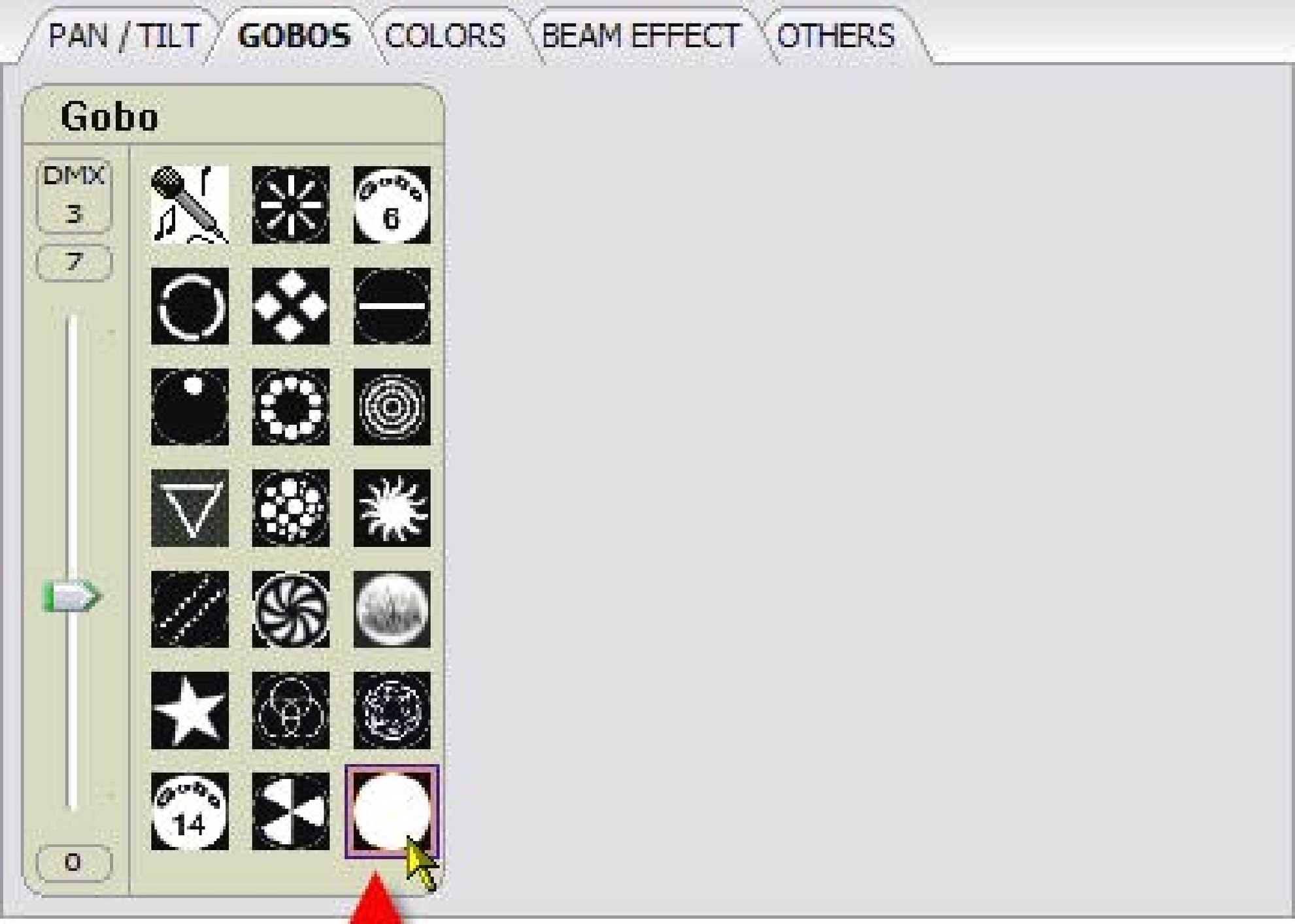
When a scene is created it also create the scenes 1st step as can be seen above.



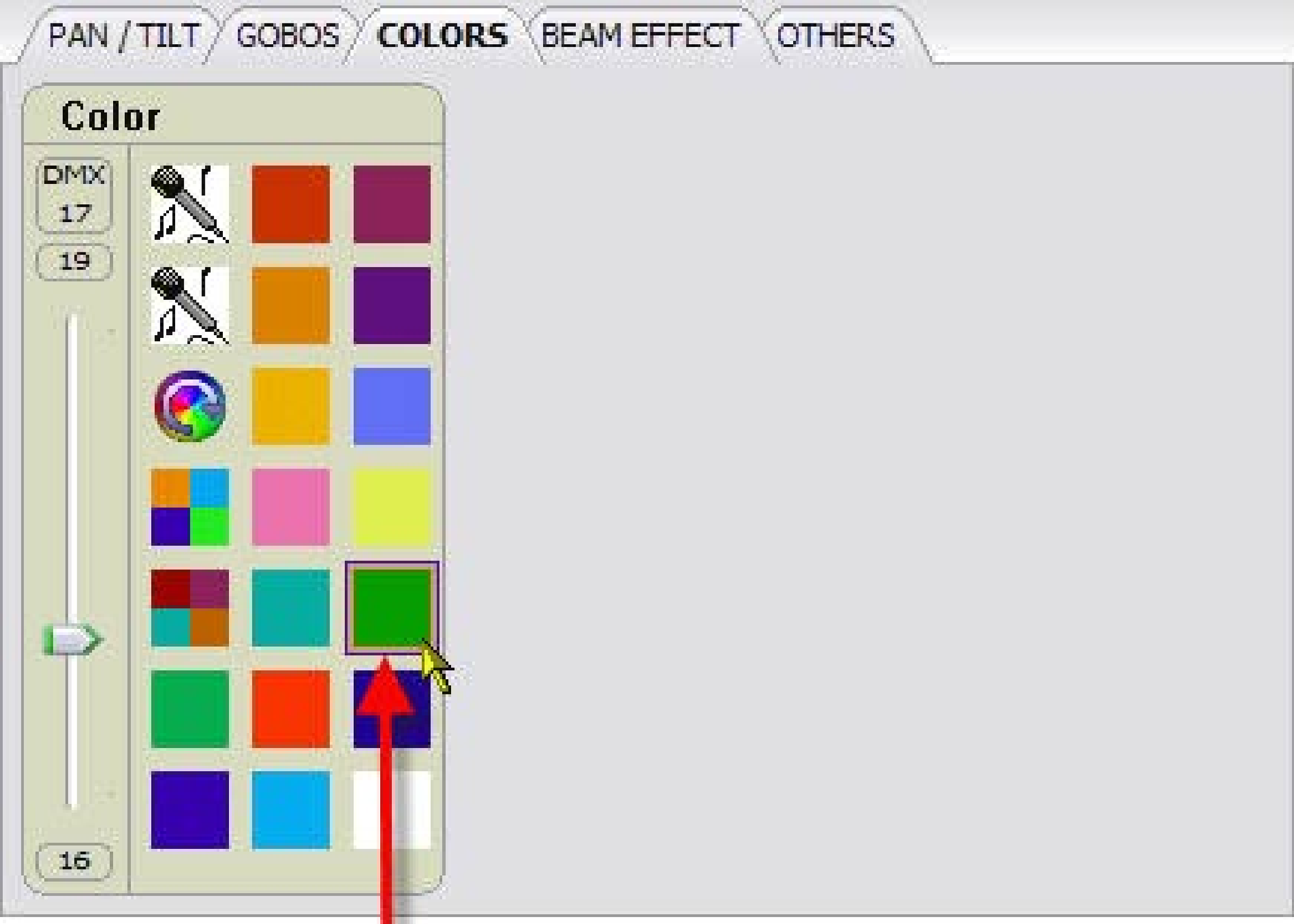
Click the icon shown to select all the fixtures for the fixture family (Junior). They all turn orange.



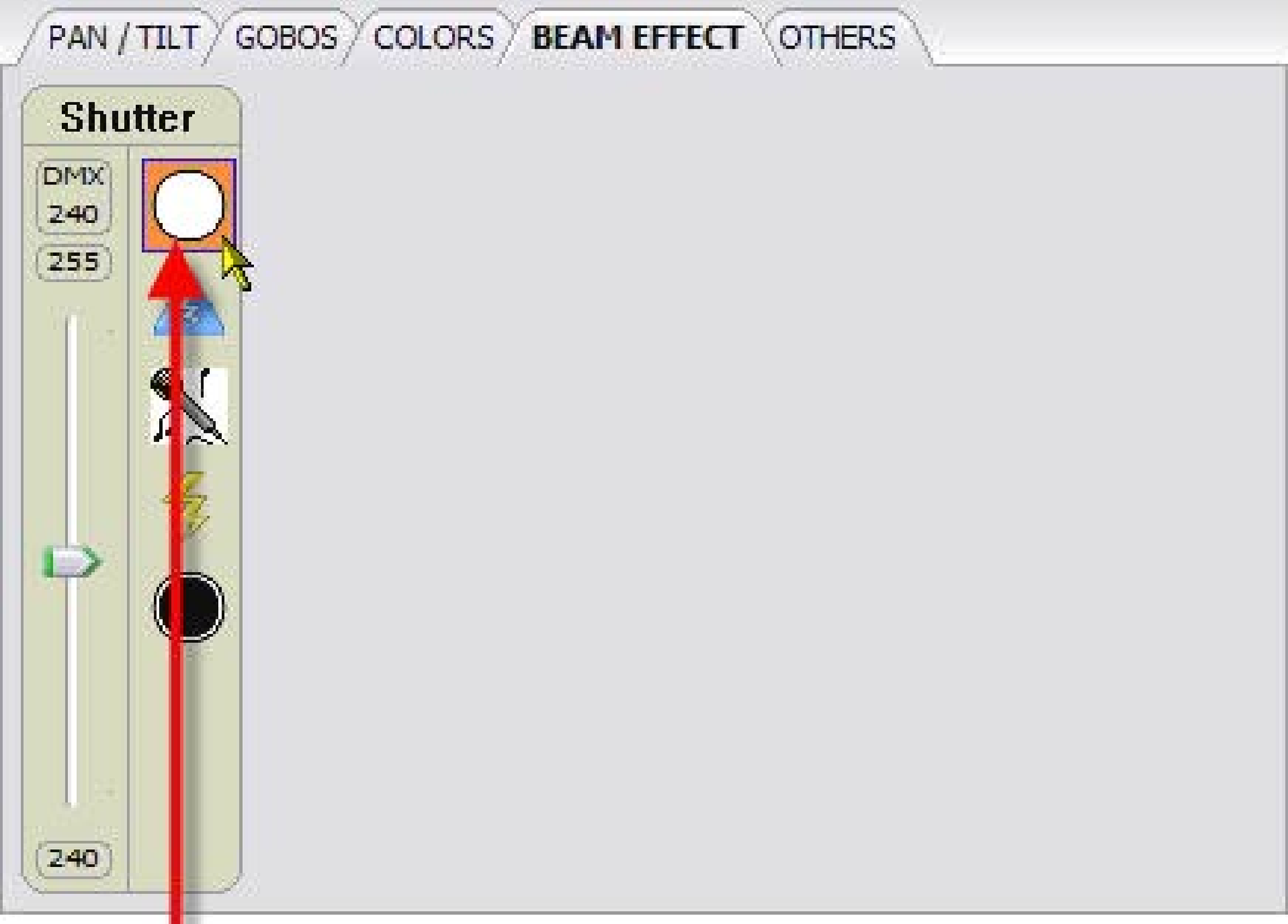
On the Pan / Tilt tab, click the **Center** button. This moves the scanner mirrors to be in their centre position. Which is shown by the X and Y values having 128 in them. Which is half way between the 0-255 DMX values.
Also note that a blue square is shown. You can click and drag this around to position the lights. I will also show how to simply create patterns with this either later in this tutorial or in another tutorial as there is a lot to learn with this feature.
For now just make sure you have pressed the **Center** button



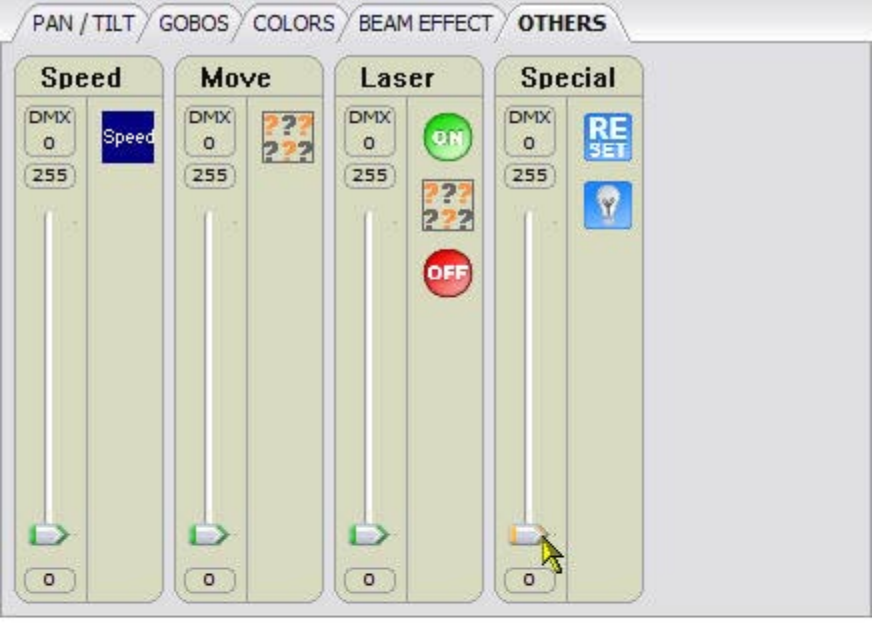
Click the **GOBOS** tab and then click the **Open Gobo** (None).



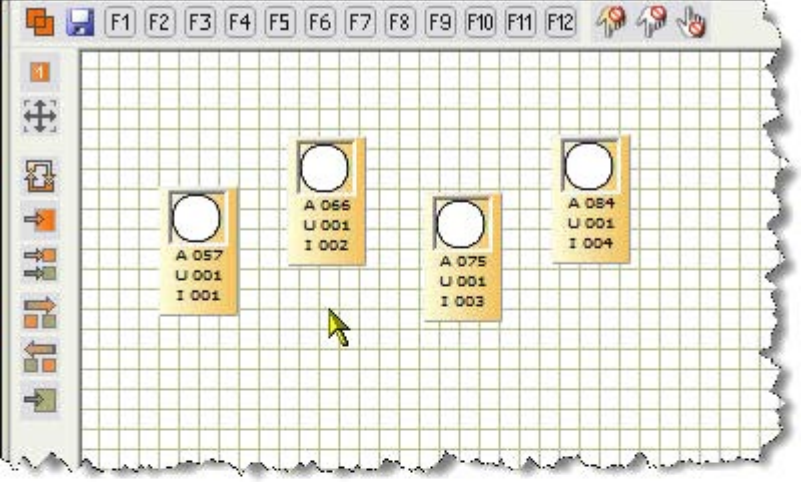
Click the **COLORS** tab and then click the green colour as shown. If you have still got the 3D Visualiser open and in view, and you are new to lighting you might be wondering why you are not seeing anything yet. Well the next bit we are going to do will sort that out.



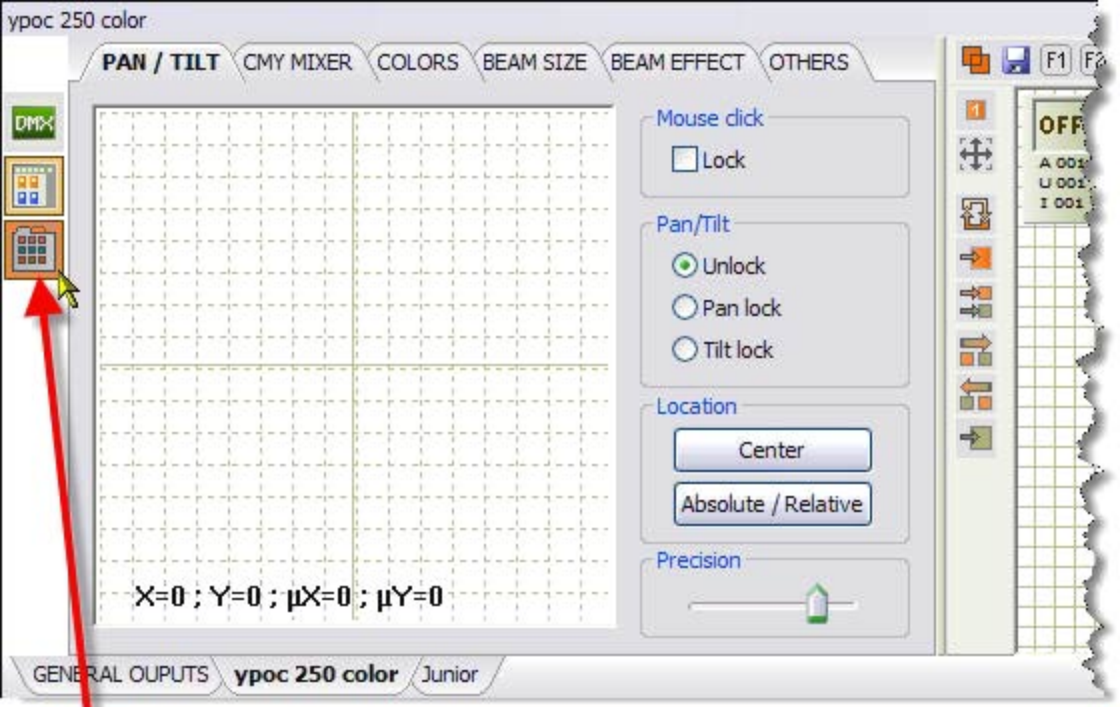
Click the **BEAM EFFECT** tab and then click the **Open Shutter** Icon.
If you have the 3D Visualiser open and in view you should now see 4 green light beams pointing straight down.



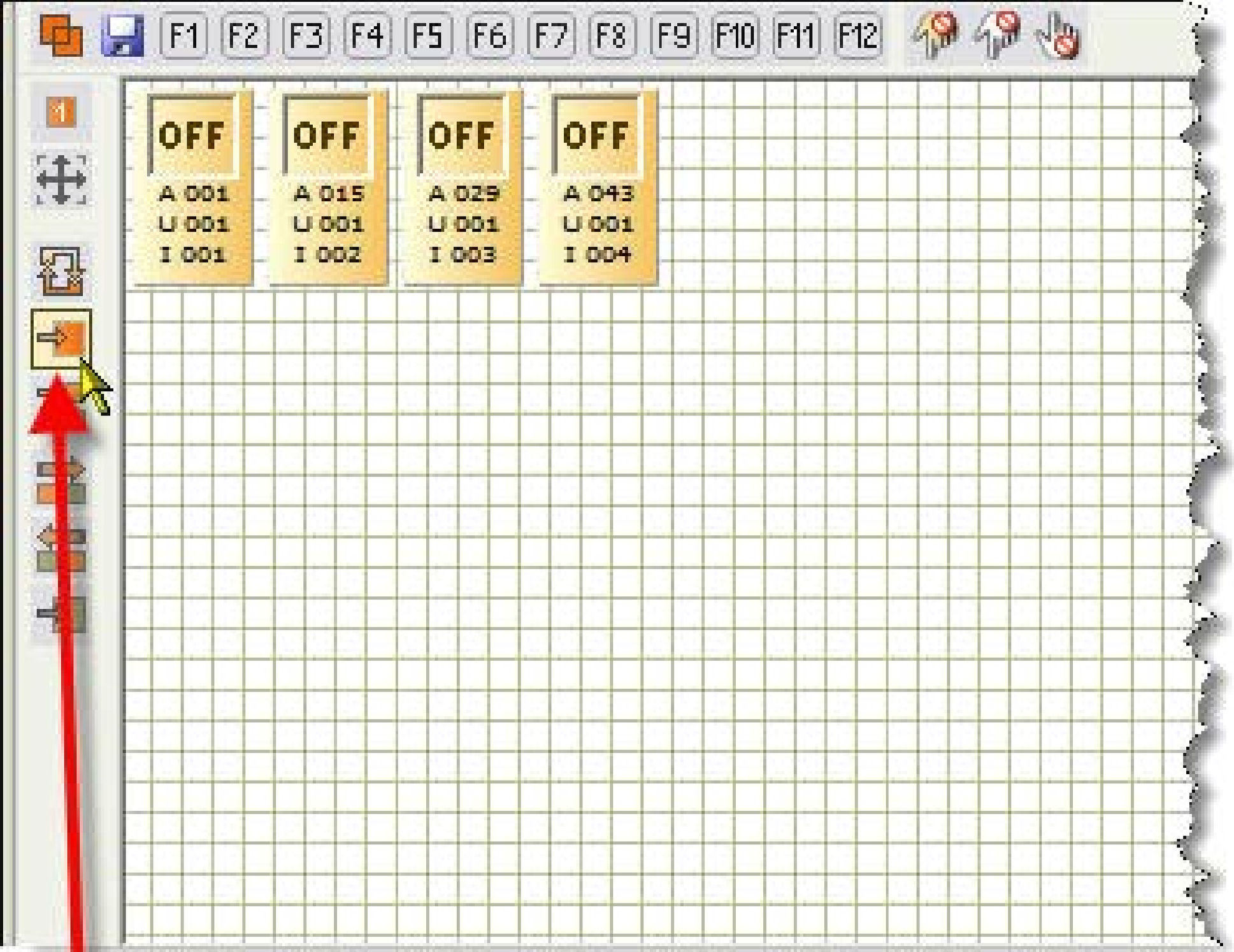
Click the **OTHERS** tab and then click and hold you mouse button down on each of the sliders and drag to there lowest point. This will ensure that these settings are off. Check your documentation that you have for fixtures to ensure that all channels that are not going to be used are at a DMX value that while not effect the rest of the light fixture. It is normally 0 (zero), but it might not be.



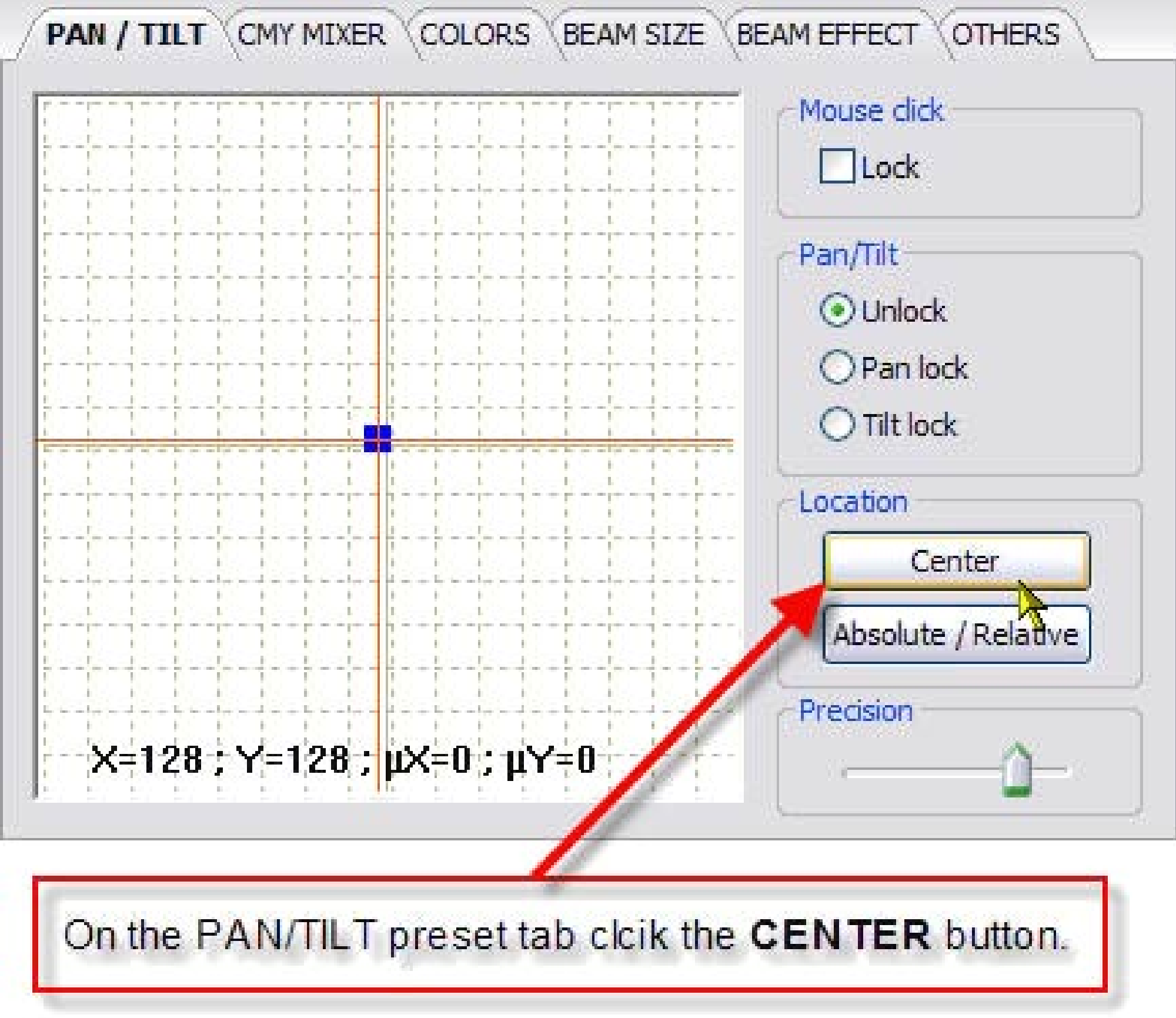
Did you notice the icons on the fixture selection screen change to reflect the different actions you performed. The above icons show Open Shutter. Watch them when you change things and you will see them change.
Anyway what you might not realise is that you have just created your first step for your first scene. Have a play at selecting different gobos, colours, use the pan/tilt and watch what happens in the 3d Visualiser. When done make sure you put all the settings back as was shown as we are now going to do our next step.

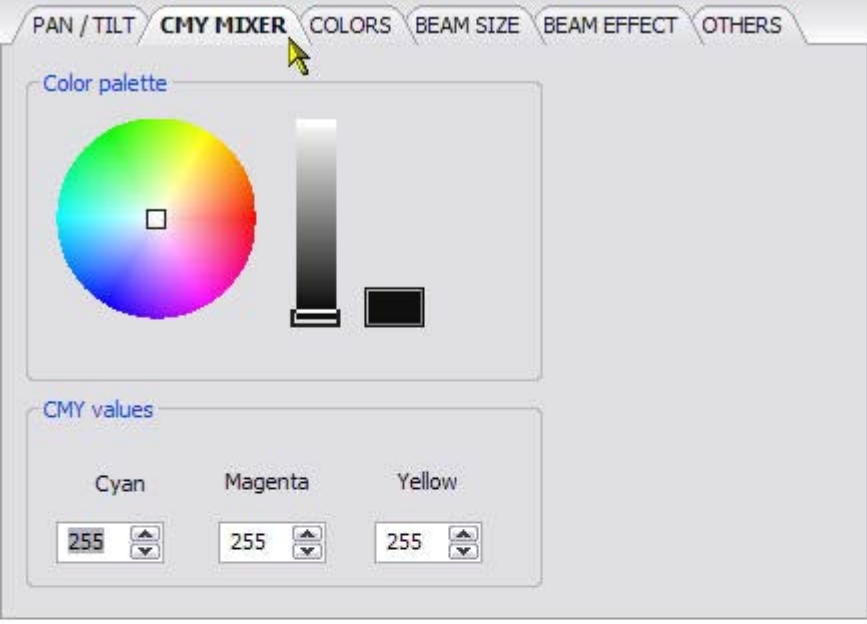


Click the **ypoc 250 color** tab and then click the **slider/preset panel** button.
Adjust the **preset panel** size to make sure you see all the controls.
You will also notice that as we are now on a different fixture family we have some new preset tabs. Click on each of them to have a look and then return to the PAN/TILT preset tab.

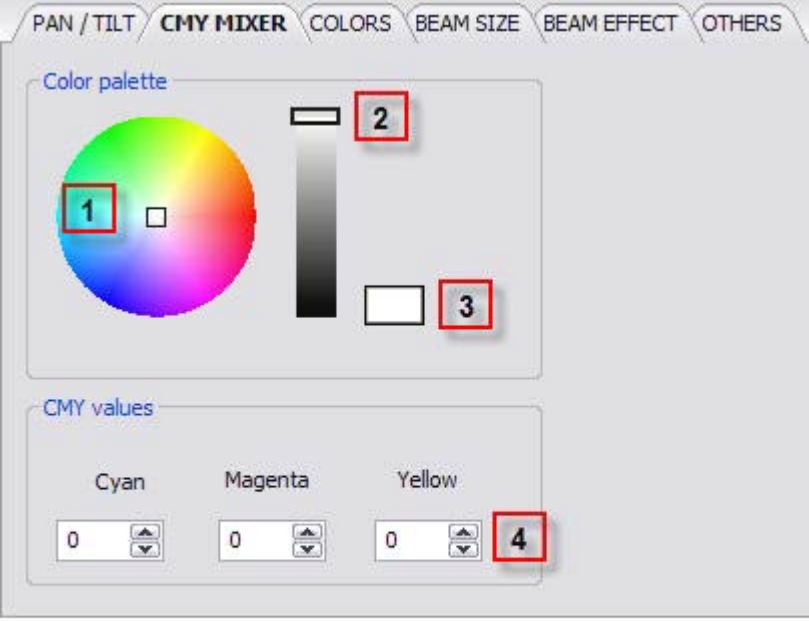


Click the select all fixtures icon, all fixtures should turn orange to indicate they are selected.


PAN / TILT
CMY MIXER
COLORS
BEAM SIZE
BEAM EFFECT
OTHERS
X=128 ; Y=128 ; μX=0 ; μY=0
Mouse click
Lock
Pan/Tilt
Unlock
Pan lock
Tilt lock
Location
Center
Absolute / Relative
Precision
On the PAN/TILT preset tab clcik the **CENTER** button.



Click the **CMY MIXER** preset tab. Some fixtures have colour mixers in them.
There are two types of colour mixer. The first as is shown here is **CMY** which stands for **Cyan**, **Magenta** and **Yellow**. The other is **RGB** which I am sure you know stands for **Red**, **Green** and **Blue**. In DVC2 they both work in a similar way in that it allows you to choose a colour, do not worry how they actually work, all you have to do is select the colour that you want using the controls on this preset.
I will explain the controls on the next page.

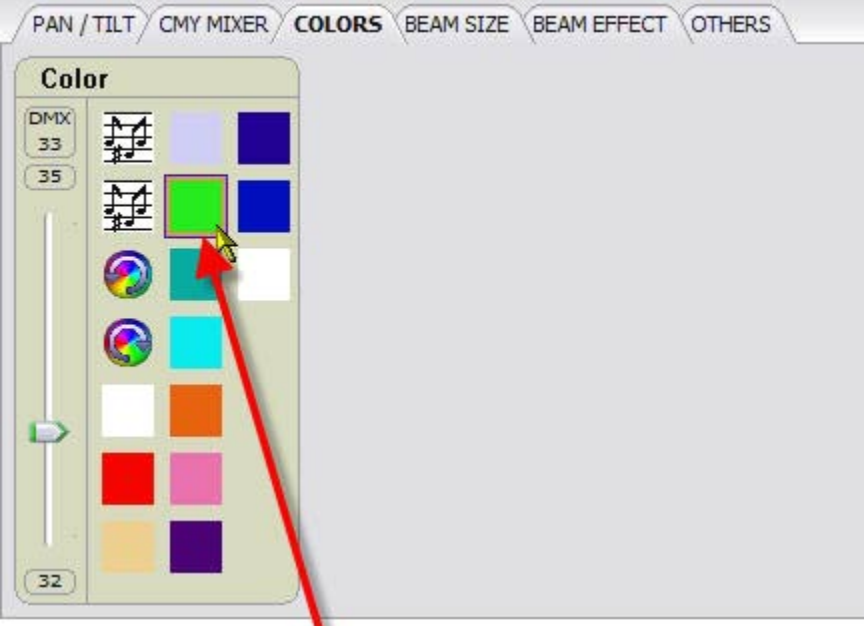


1 Click and hold the little sqaure and drag it around the colour wheel. This is how to select the colour. Notice that the colour of the bar (**2**) changes to reflect the colour your pointer is over. But the colour at (**3**) and the values in (**4**) do not change. This is because the brightness has not been set at (**2**).

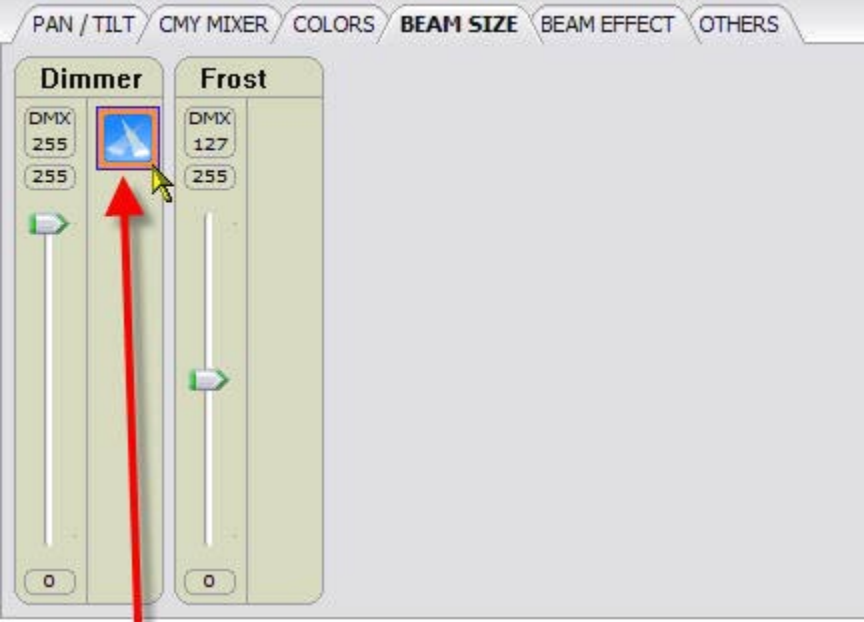
2 This slider set the brightness of the colour. From dark at the bottom to bright at the top. After choosing the colour move this slider to get the brightness/intensity of the colour.

3 This little box show the colour that will be used. Remember that the colour shown here is a representation of the colour that will be produced by the light fixture.

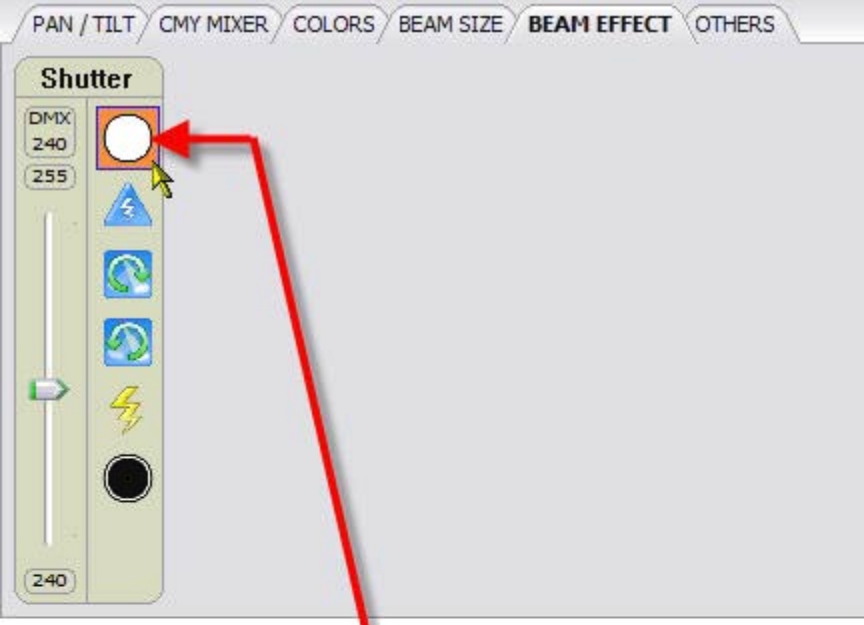
4 These are the CMY values. Make notes of these to match the colours on other fixtures, you can also fine tune the colour using these controls.



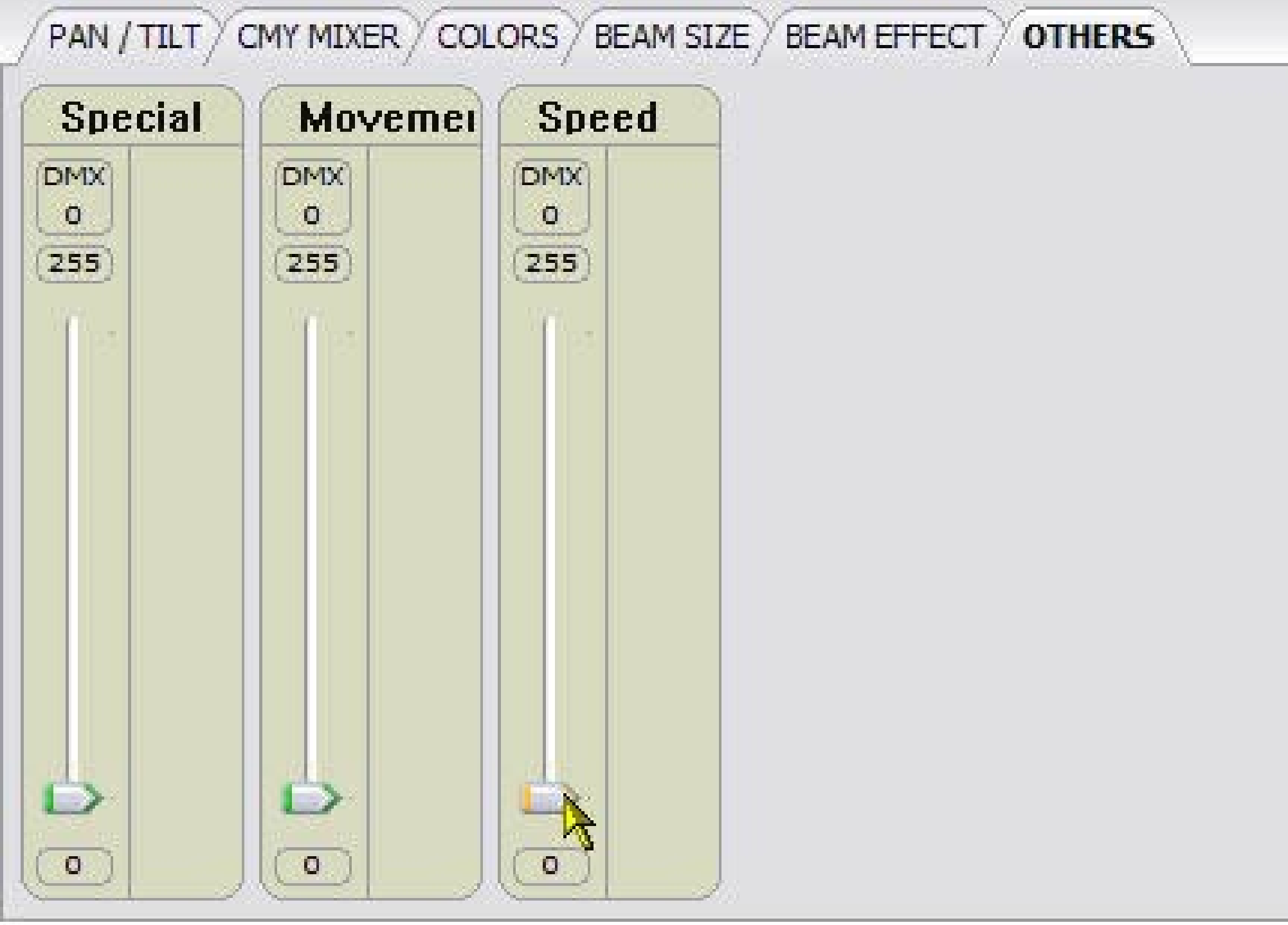
Click the **COLORS** prest tab. Notice how the presets are different on this fixture to that of the **Junior**. This is quite common even for fixtures from the same manufacturer. For example on this fixture it has less colours, bur that is not a problem as it has a colour wheel. It also has a rotate left and right of the colour wheel but the Junior only has rotate right. When you are trying to get fixtures to do the same thing this is something you have to be aware of.
For now click the bright green colour, this will deselect any colour you made on the **CMY MIXER** tab.



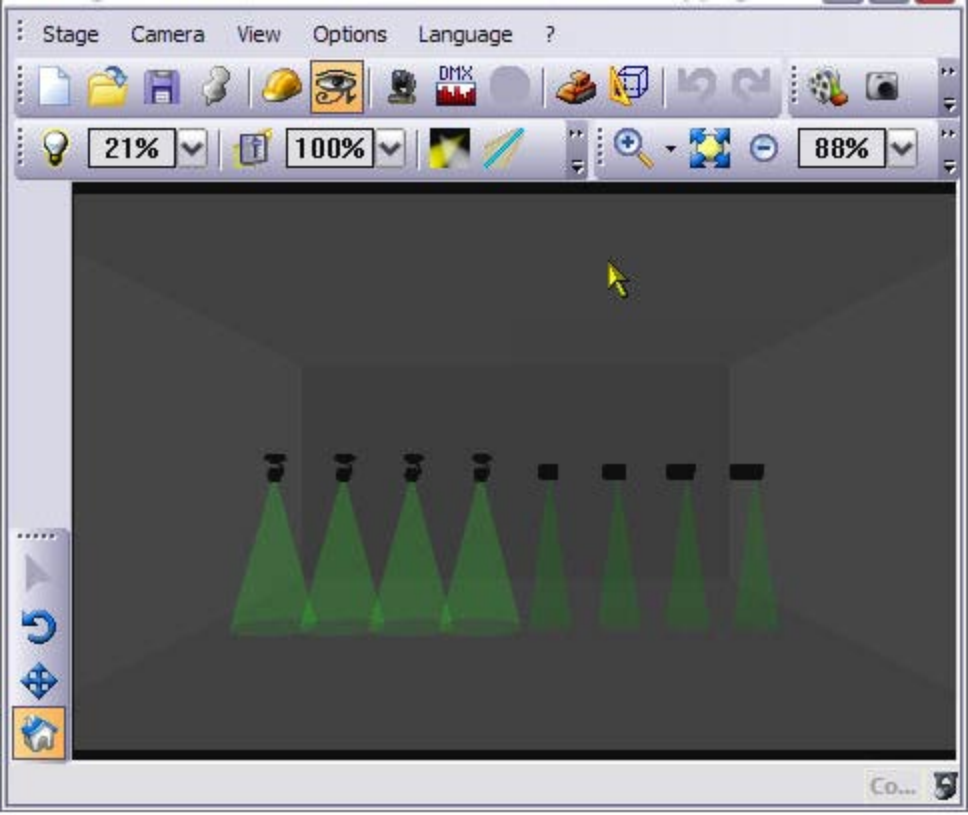
Click the **BEAM SIZE** tab. This fixture has a dimmer which determines how much light leaves the fixture. If you have the 3D Visualiser open and in view, slide the dimmer up and down and see the effect it has.
Set the Dimmer to 255 either by using the slider or click the preset as I have done.
The Frost on this fixture fuzzes the light output and makes it not so sharp or intense (in your face) effect. This does not show on the 3D visualiser. So its OK at its default. Remember if you actually have these fixtures then you will need to set them as you require them.



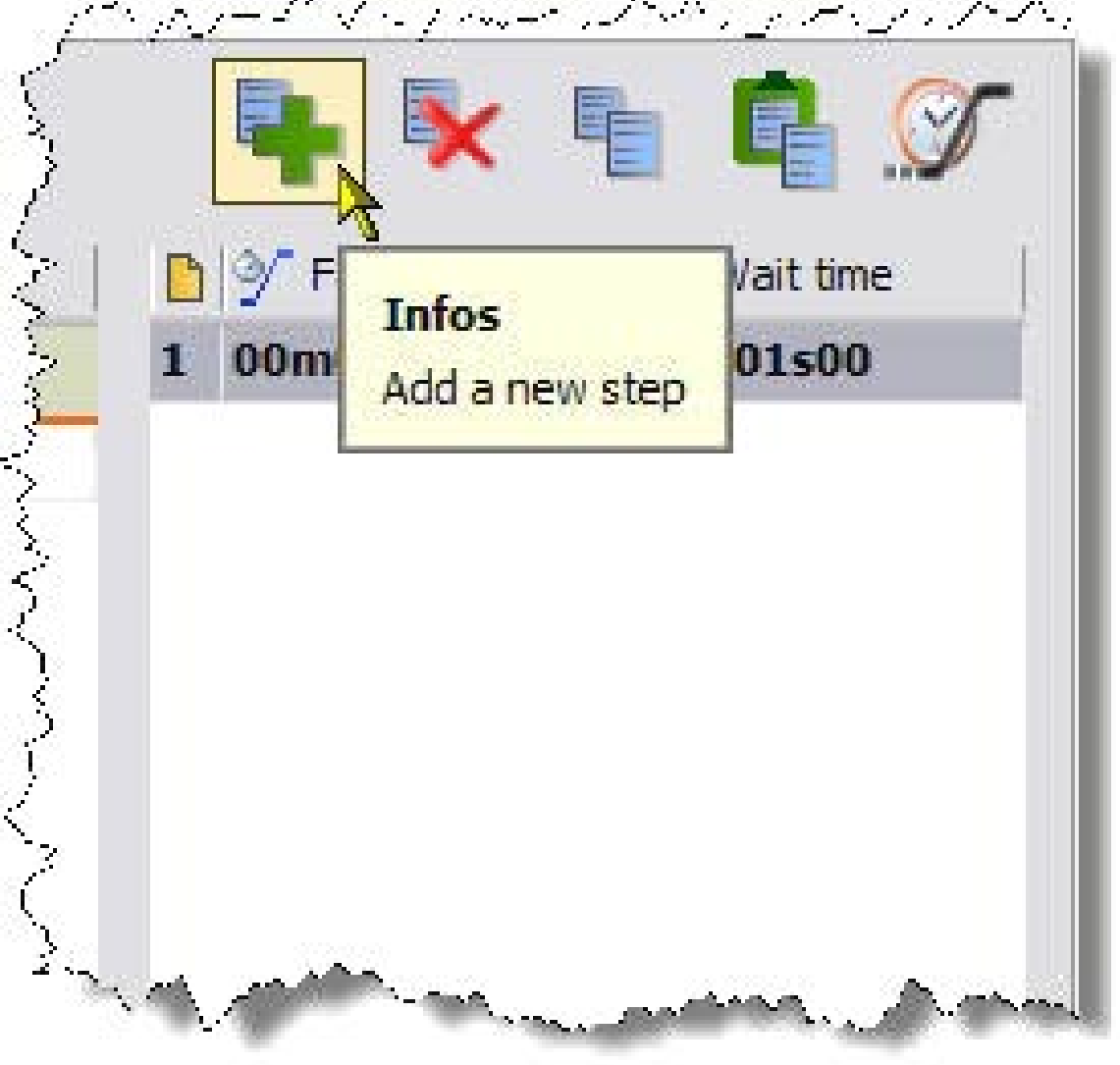
Click the **BEAM EFFECT** tab. Click the Shutter Open icon.
I am going to use preset to show you something interesting, and I hope what I say is going to make sense. When you first click on the Shutter Open icon the slider goes/stays where it is. The DMX value selected is shown above the slider with the word DMX above it. The values just above and below the slider are the DMX range of values for this preset. Which makes it easy for you to stay in the range of values for a selected preset. No accidental sliding into another preset.
Click each of the preset icon and note the DMX values. For each preset icon, slide the slider up and down and your will see that the DMX value changes but stays within the min/max values for that preset. This is a brilliant feature especially when using it Live.
Make sure that the Shutter Open preset has been selected.



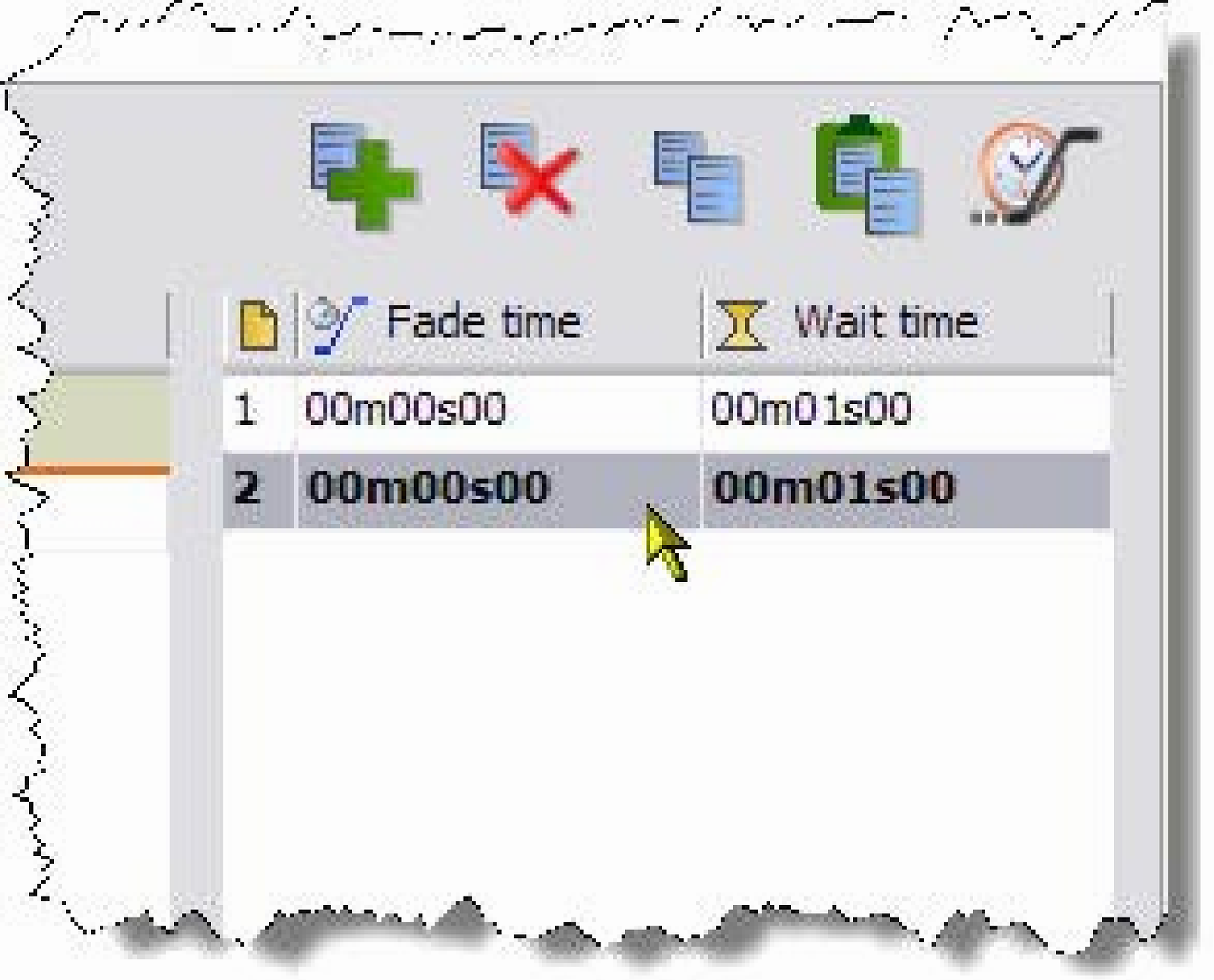
Click the **OTHERS** tab and set all the sliders to 0 (zero), right at the bottom.



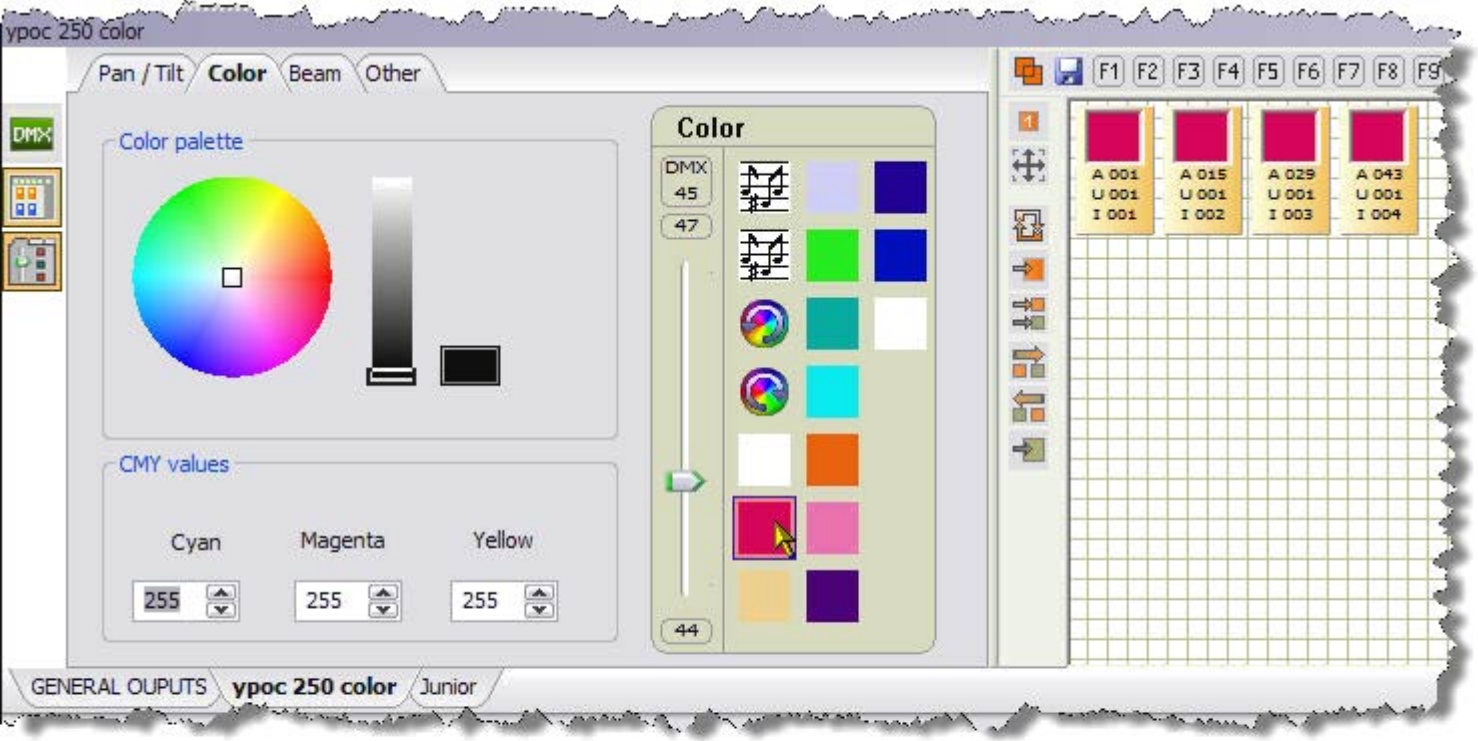
Now if you have been following along you should have in the 3D visualiser all 8 fixtures with green lights pointing straight down. If not go back and check what you have down.
As we have not created any new scenes or steps what we have done for the **ypoc 250 color** has been added to the scene/step that we used for the **Junior**. What that means is when you start the scene called **Scene 1** all the lights will come on Green and be positioned so the beams are pointing straight down.
Now lets add a new step to this scene to change the colour to say red.



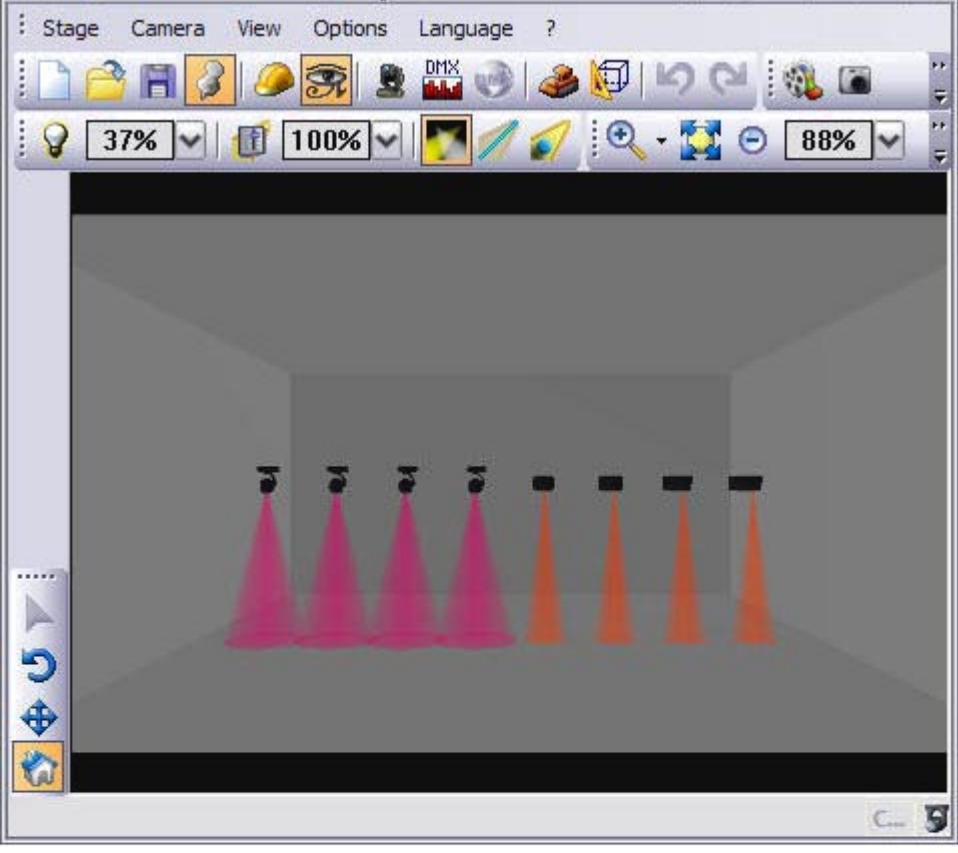
Towards the top on the rightside of the **Editor** screen click the **Add a new step** button.
This actually creates a copy of the step highlighted and inserts it after the highlighted step. Please be aware of this, it does not create an empty step at the end of the list of steps.
For us this is perfect, and you will see why in a couple of pages.



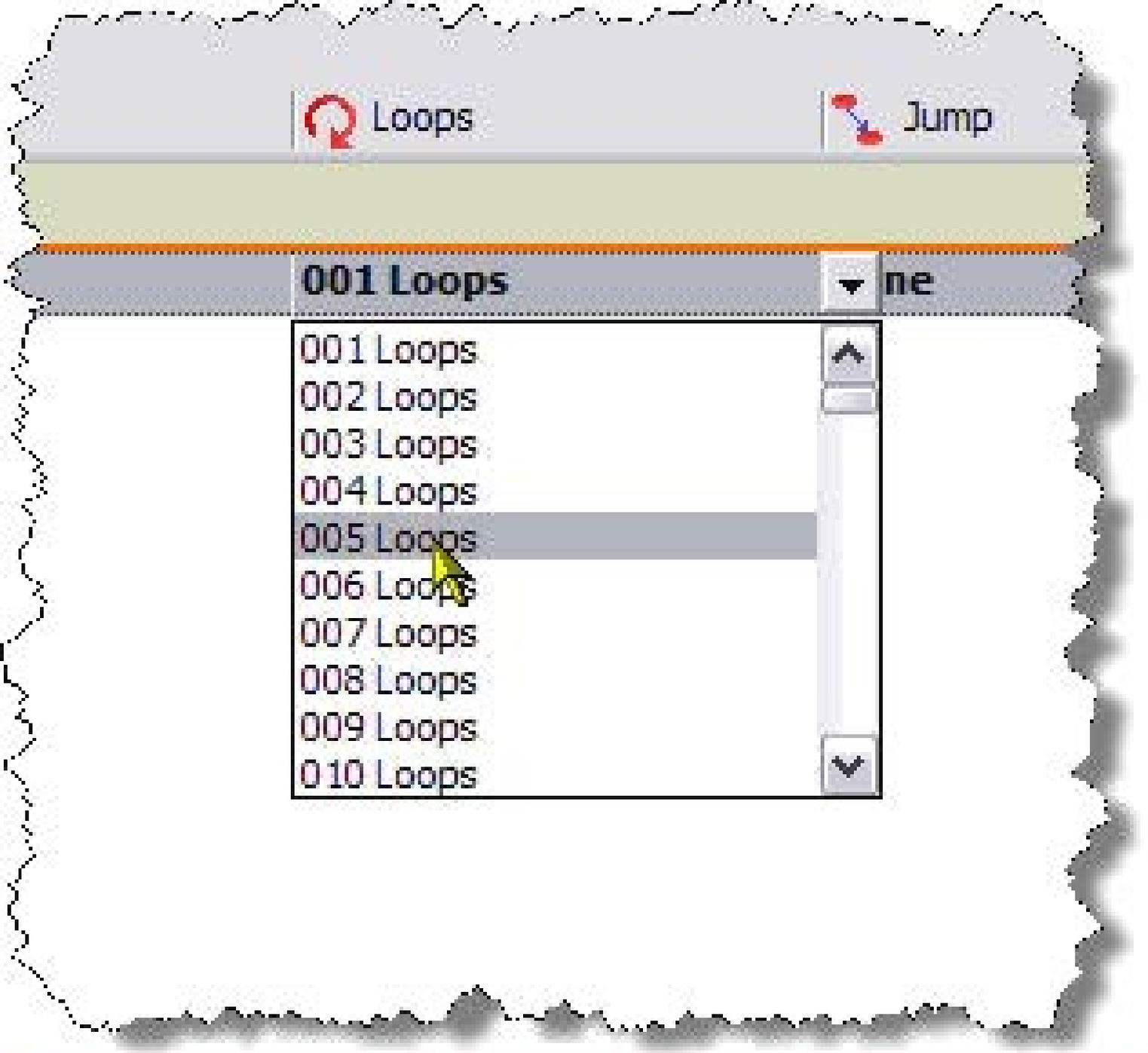
Ensure that the new step is highlighted. It should be but always make sure, otherwise you will be editing the wrong step.



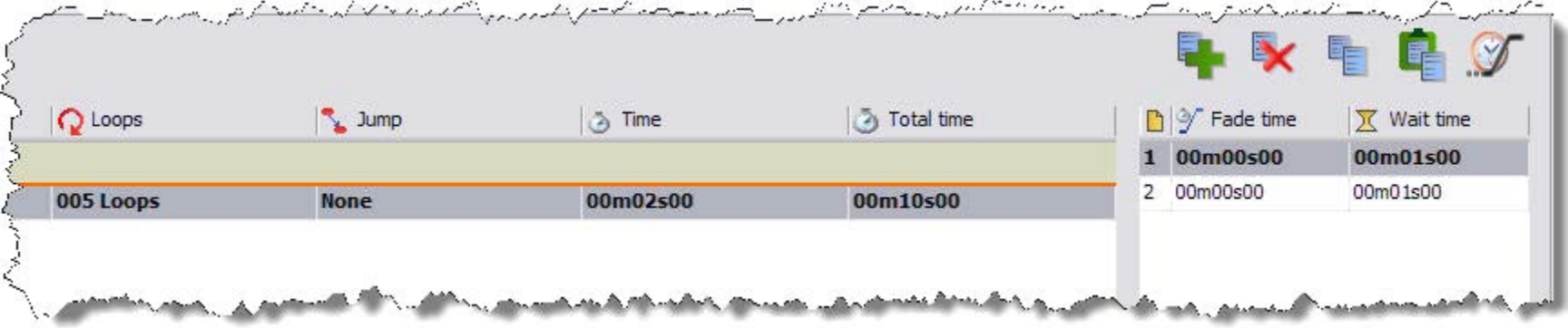
Now all we have to do is change the colour for each of the fixtures. Select the **ypoc 250 color** tab and the select the **Color** tab, ensure that all the fixtures are selected then click the **Red** colour icon as shown.
Now do the same for the **Junior** fixtures.



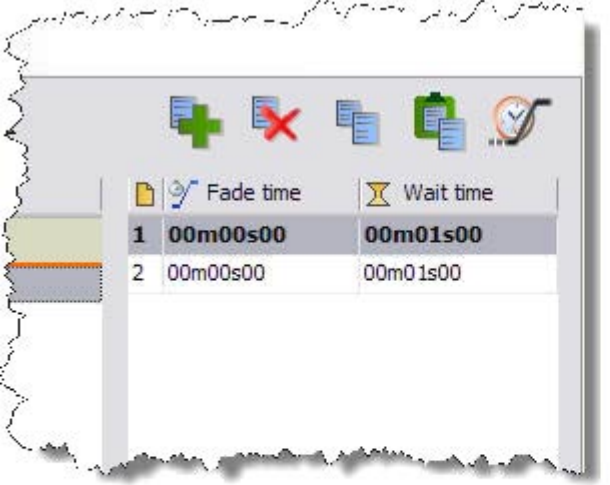
Now if like me you chose the bright red for the Junior, hopefully what you will see in the 3D visualiser is what is shown above. If you chose a different red then the colours shown will be different to what is shown here.
What is important is your understanding of what you have done to create these two steps and that the colours in the colour wheels for the different fixtures are not the same. What you would have to do is use the Color Mixer on the fixtures that have one to try and match the colours of the fixtures that do not have one.



In the **Editor** double click "**Scene 1**" in the **Loops** column, doing this will expose a drop down selection arrow. Click this and then select **005 Loops** as shown.

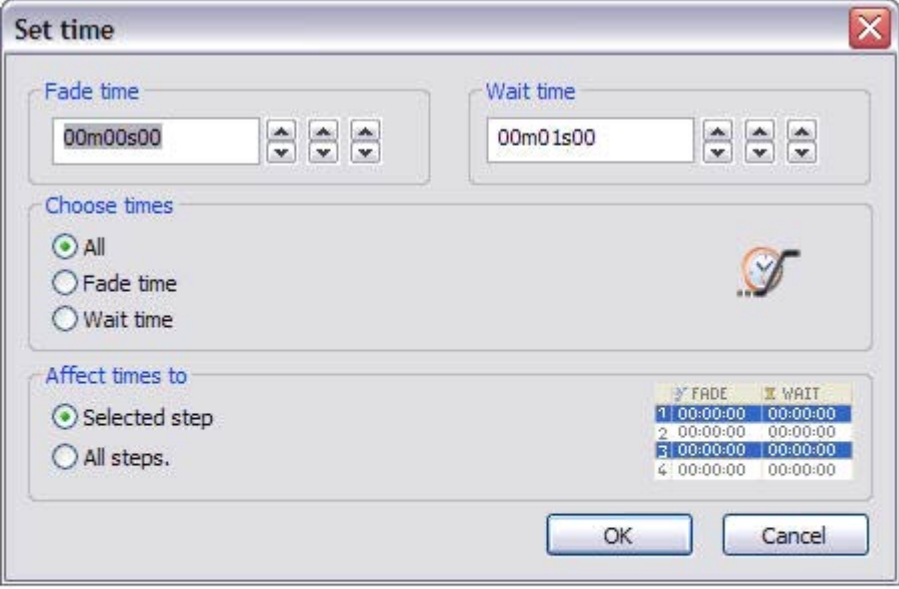


Loops are the number of times the steps in a scene are repeated.
We have 2 steps each has a wait time of 1 second which gives you how long the steps will take to run.
We have set the number of loops to 5 so the scene is repeated 5 times. So 5 times 2 seconds gives us 10 seconds Total time that this scene will be played for.
Try changing the Loops value and you will see the Total time change.
If you look at the top of the Loops drop down you will see an **Always loop**, this means the scene will loop through the steps forever until you stop the scene.
Notice if you change the Loops to **Always loop** that the Total time is displayed as a series of dots, this is because it has no idea how long it is going to be played for.



The five icons above the steps are as follows from left to right.
1) Add a new step - Copies the selected step and inserts it below the selected step and the makes the new step the selected step. We already saw this earlier.
2) Delete the selected step.
3) Copy selected step.
4) Paste the copied step below selected step.
5) Opens the Fade and Wait time dialogue box.

You can select multiples of the steps using the shift and ctrl keys.
Select one step then hold the shift key down and select another step, all steps between and including the two steps selected will be selected. You can now delete them or make modifications to them using the fixture controls. Say for example you had programmed a very elaborate scene with lots of steps that used the colour red but when you actually see it working you think it should be blue. This is how you could change all the steps from red to blue.
Using the ctrl key allows you to pick individual steps and add/remove them from the list that is selected. Say for example you have done a lot of steps and all the colours are blue and you thought it might be nice to have every other step red. What you would do is select a step hold the ctl key down and then select every other step and them change the colour.
Phew quite a bit to take in there.



If you click on the **Fade/Wait Time** icon the above dialogue box will open.

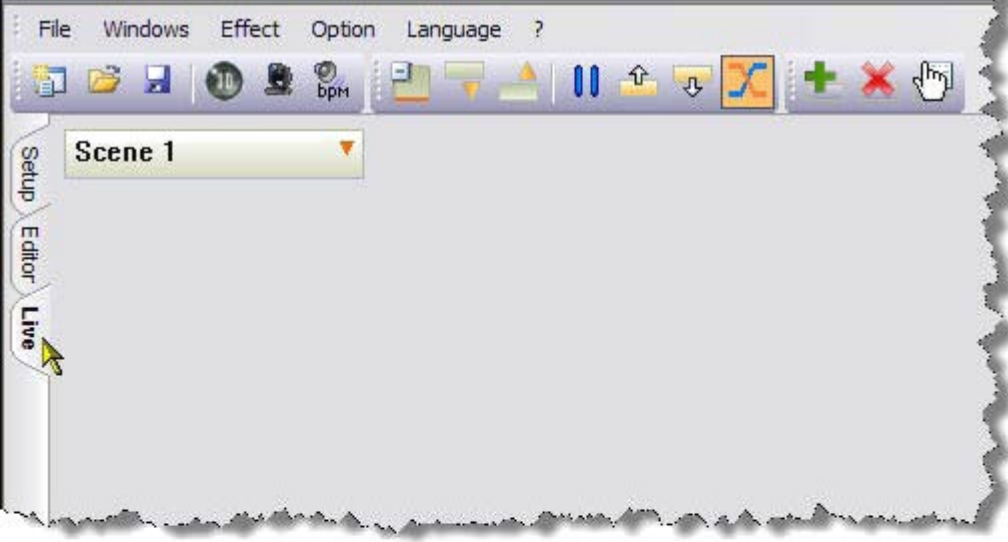
Fade time - This is the amount of time it takes for fixture to change from its previous settings to what you have set in this step.
Wait time - This is the amount of time a step will hold it's current settings before moving to the next step.

Use the little arrows next to the times to set the minutes, seconds, 100ths of a second. The accuracy is 4/100ths of a second.

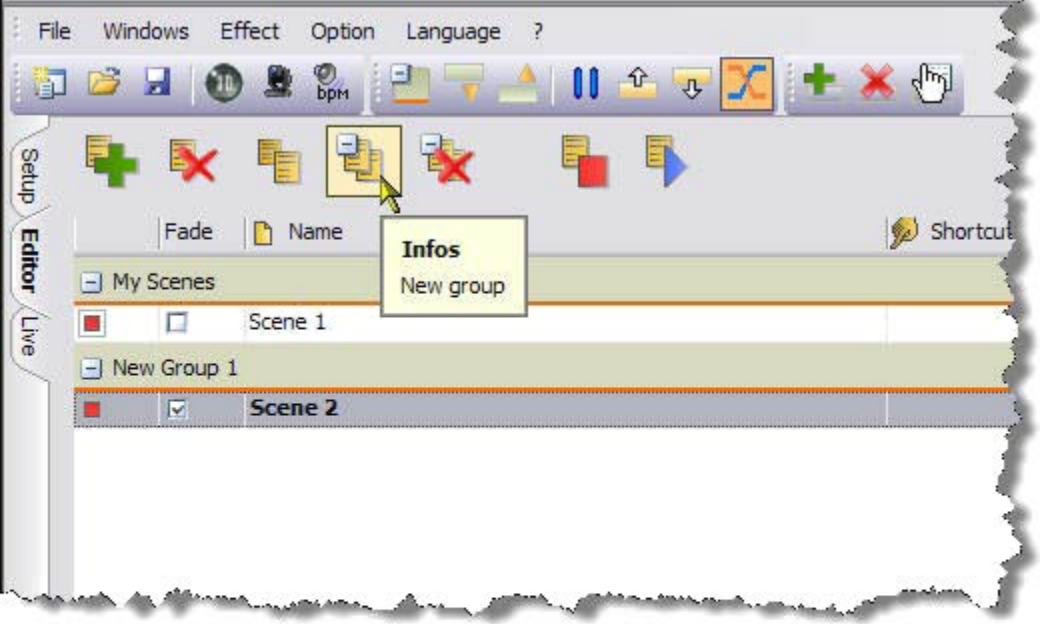
Choose times - I think is obvious what they do.

Affect times to - This will either apply the times to either the selected step or All the steps.

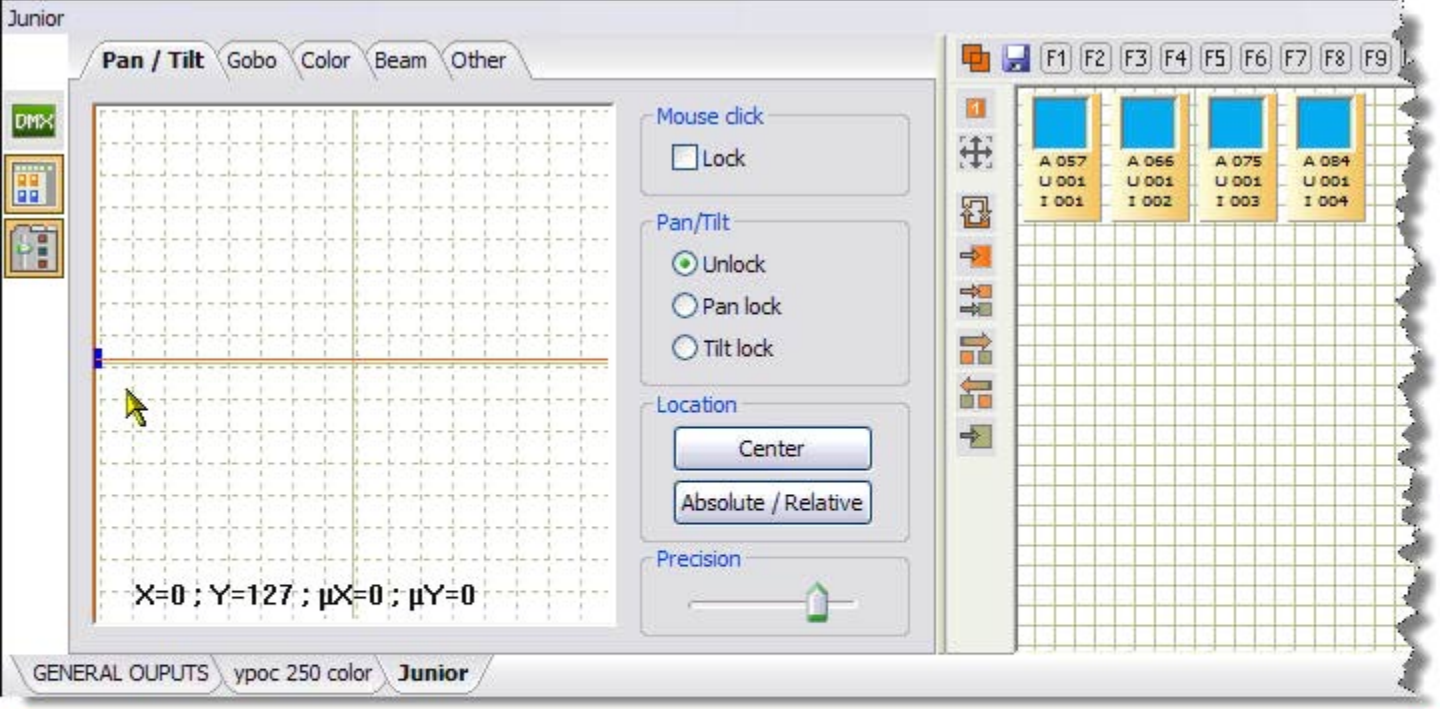
Notes:-
Fade time precedes Wait time. It will do the Fade time before the Wait time.
The first time a scene is run the Fade time of the first step is ignored. Unless you have ticked the **Fade** tick box that appears just after the Scene name.



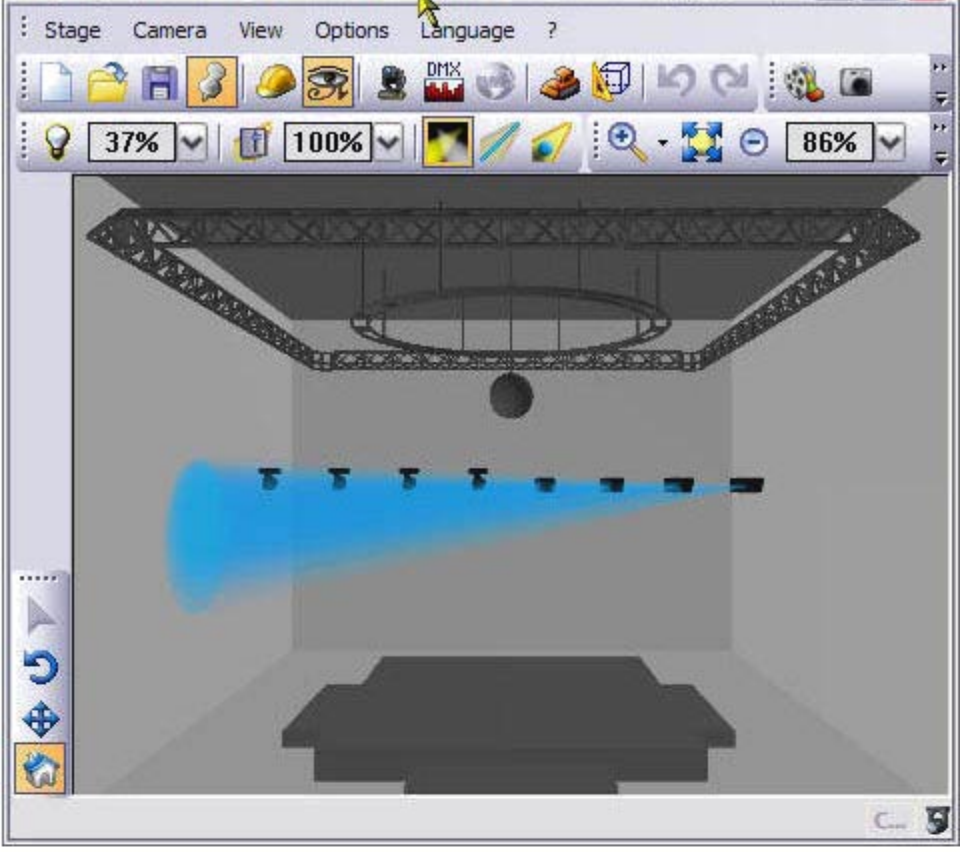
If you have not done so already then press the cancel button on the **Fade/Wait time** dialogue box.
If you now switch to the **Live** part of the program hopefully you will see something like what is shown above.
You should see a button which is the scene we have created.
If you press that button it will turn orange and the scene will start to run. If you have the 3D visualiser open you should see the lights changing from green to red. Click the button again to stop the scene running.
Congratulations you have created you first light show. A bit boring but it does illustrate a lot of the features in the software
Save the show and return to the Editor, I will now show you how to create movement for your lights.



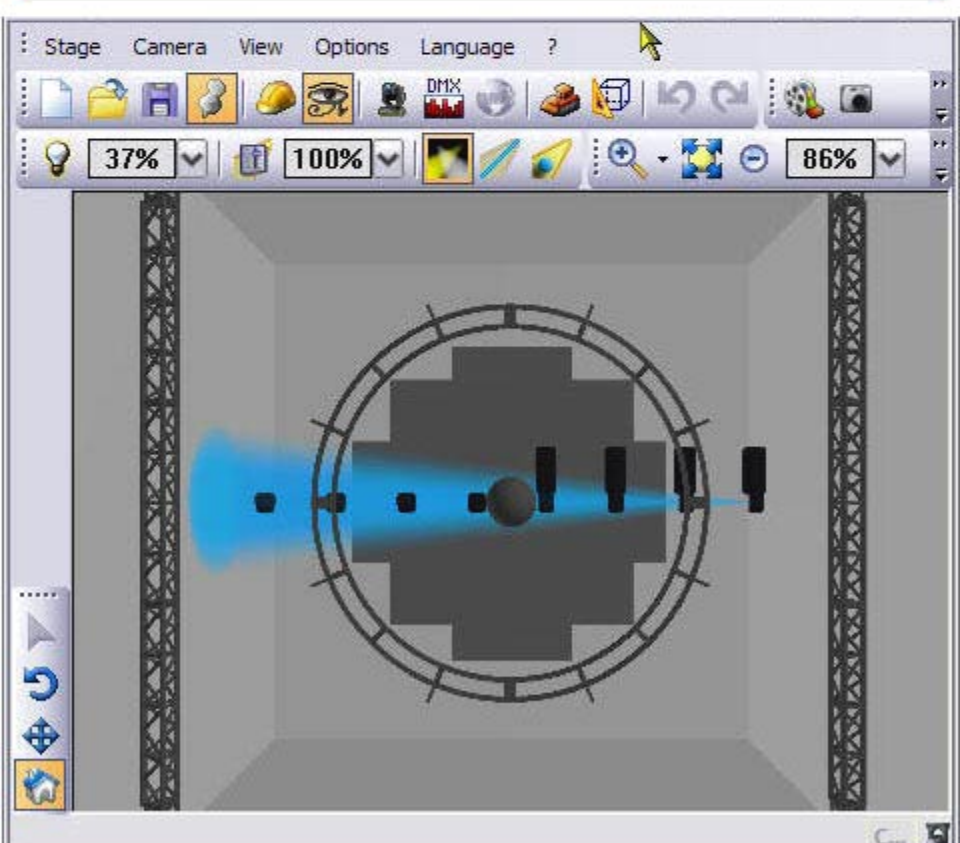
Now you are back in the **Editor** clcik the **New group** icon. This will create a new group and a new scene with in it. As you can see it has created a group called **New Group 1** and a scene called **Scene 2**. I will now show you how to create some movement with the lights.



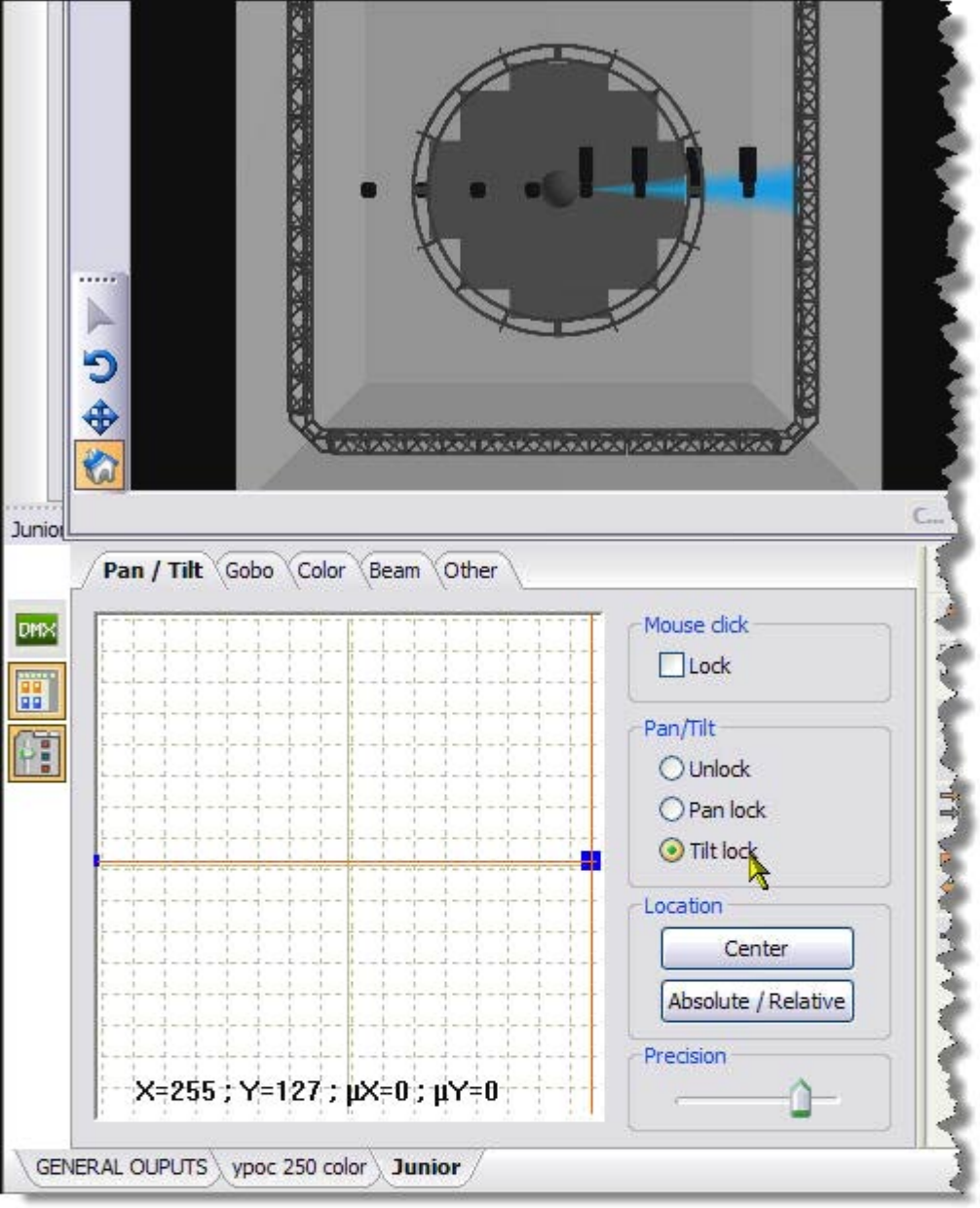
Ensure that **Scene 2** is selected and the the 1st Step is selected (should only be one).
Select the **Junior** fixture tab, select all the fixtures, set the gobo to the open gobo, select the bright blue colour and set the beam to open.
Now move the blue sqaure until it is at the position shown.



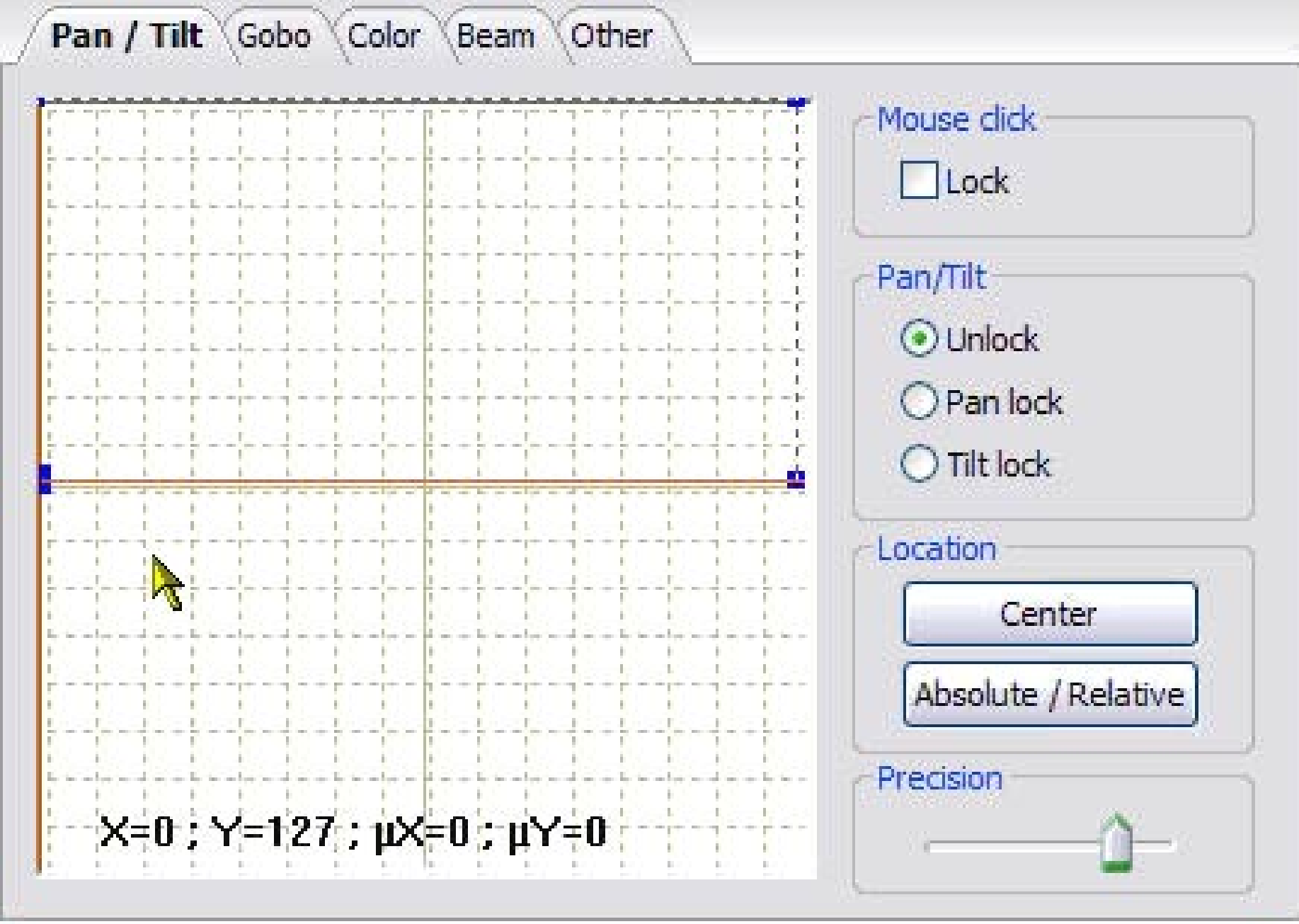
If you look at the 3D Visualiser you should see something like what is shown above. I have loaded a file called stage.evs so it has a few pieces of gantry and a floor so you see easily what I am going to show you.
The view above is the default looking from the front view. Now if the 3D Visualiser is the active window. Pressing the keys 1-5 will show you a different view. These views are as follows and left and right is as viewing the stage from the front (audience).
1 - From the front
2 - From the right
3 - From the left
4 - From overhead
5 - From behind



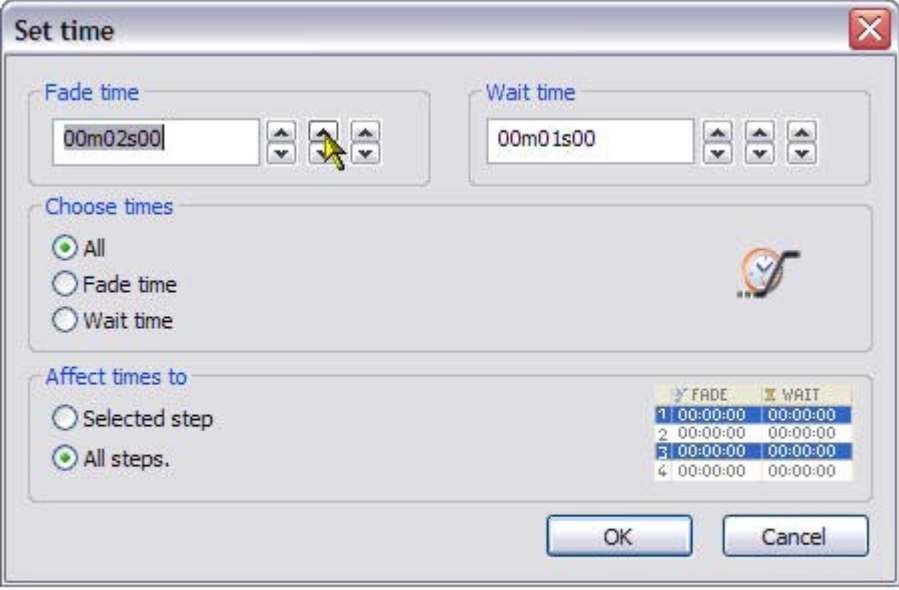
The view above is after pressing the 4 key.
As you can see the lights are pointing to the left.
This enables you to see that you are pointing the lights in the direction that you intend, but does not make up for completly accurate a set-up in a real venue.



Create a new step for **Scene 2**, make sure it is selected.
Now drag the blue square over to the right side as shown. Tip - click the **Tilt lock** this will stop it straying.
You will notice that there are two blue sqaures. Once larger than the other. The large blue square represents the position of the lights for the current step. The smaller blue square(s) represent the positions in other step(s). There is also a connecting line between the two but is hidden by the orange cursor line.
I have included the overhead view from the 3D visualiser so you can see what has happened. If you go to **Live** and press the **Scene 2** button you will see in the 3D visualiser the lights panning to the left then the right and back again.
Stop the scene by pressing its button again and return to the **Editor**.



Right now I want you to create 2 more steps for **Scene 2** for the **Junior** lights and arrange the position of the lights so it forms a rectangle with lights moving in a clockwise direction around the the rectangle. As shown in the **Pan/Tilt** control above. Notice when you drag the blue squares around the dashed connecting lines. This give an indication of where the movement goes from/to.



Now open the **Fade/Time** dialogue located above the step and change the **Fade time** to 2 seconds. Click the **All steps** radio button and then press the **OK** button. What we have done here is created a fade time for all the steps of 2 seconds. Remember Fade time is the time it takes to go from the settings in the previous step to the settings in this step. Once it has completed its Fade time it then does the Wait time.

So if you now go to **Live** and click the **Scene 2** button you should see the lights move smoothly from one position to the next and then wait before continuing on with the next step.

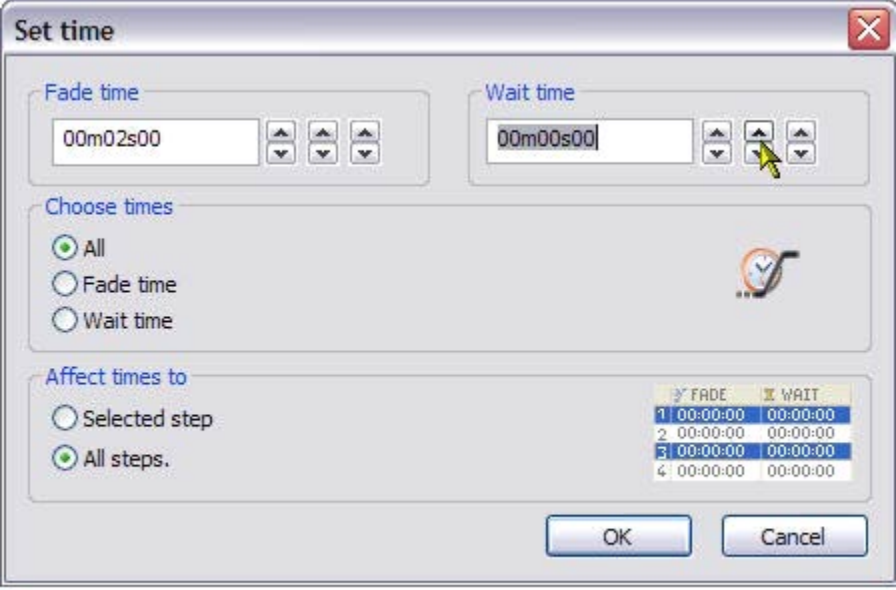
Watch it for a short while make sure it's going clockwise around the square.

If not stop the scene and go back to the **Editor** and make adjustments to the posistions.

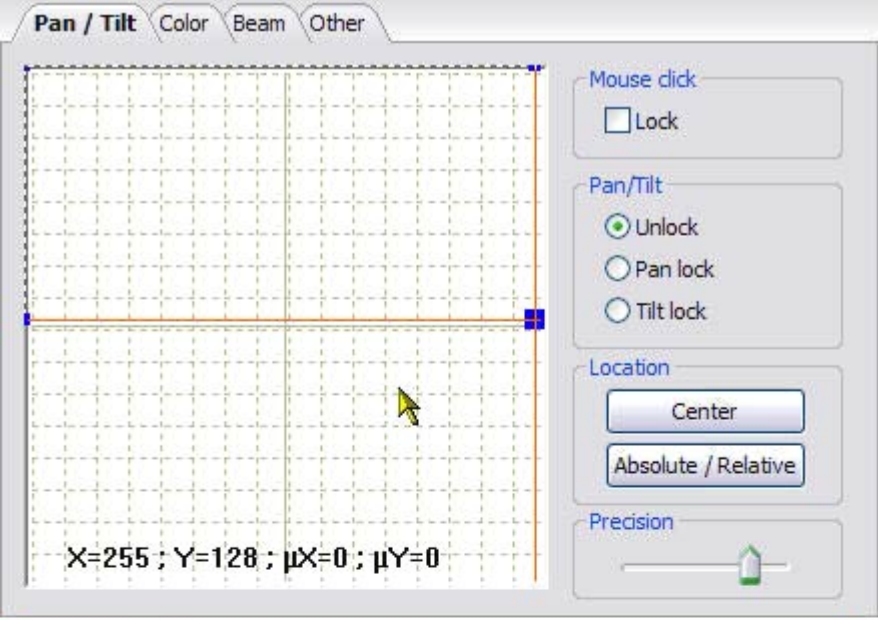
Stop the scene.

When everything is OK return to the **Editor**.

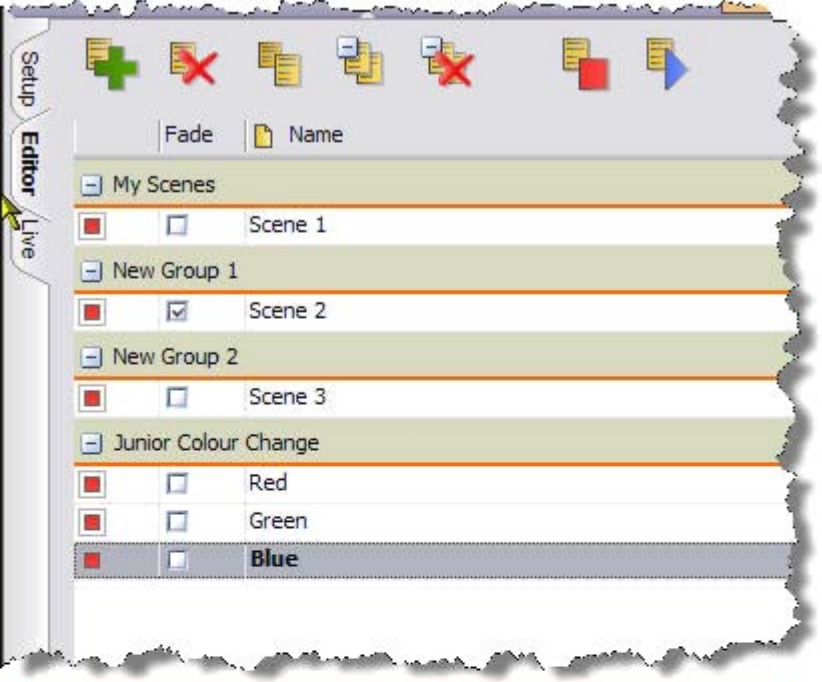
Save the show.



OK, lets make the movement smooth without any stopping.
Open the **Fade/Wait** dialogue and set the **Wait time** to zero for all the steps.
Go to **Live** click the **Scene 2** button.
Now you should see the lights moving clockwise around and smoothly but without any stopping.
When you have had enough of wathing this click the **Scene 2** button again to stop it and return to the **Editor**.
Right what I want you to do now is create a similar scene for the **ypoc 250 color** lights.
BUT I do not want you to look at the 3D Visualiser, so either close it or take off the pushpin icon so it is not always on top.
Remember to create a new Group/Scene, set the colour, shutter open, dimmer open, then set it's pan/tilt position.
Once you have one step copy it and move it, repeat until you have the square/rectangle.



OK. Now for a suprise.
If you have been paying attention you hopefully would have created a new scene with four steps and each of the steps are arranged in a rectangle as shown above.
Now bring the 3D visualiser to the front or open the 3D visualiser if you closed it and make sure that it is pinned to always be on top.
Go to **Live** and press you new scene button and watch what happens.
Are you confused? Yes, I was when I did this. Can anyone think why it does not do what is shown. I thought about this long and hard before I attempted to fix the problem.
Now this might take some getting used to but the reason for it is.
The **Junior** lights have an operating angle of 230 degrees in the Pan and 110 degrees in the Tilt.
The **ypoc 250 color** lights have an operating angel of 540 degrees in the Pan and 270 degrees in the Tilt.
So what that means is that moving the pan of the **Junior** lights stays within the 360 degrees of a circle so moving the lights into a square, rectangle or any other shape on the **Pan/Tilt** control will create a good representation of the the posistions, but doing so with the **ypoc 250 color** means that more degrees are represented by the **Pan/Tilt** control.



On the **Editor** create a New Group which creates a new scene. Then create two new scenes in that group. Double click the new group name, this enables you to rename the group.
I have renamed the group **Junior Colour Change**. Now double click the names of each of the scenes, one at a time, in this group and rename them, **Red**, **Green** and **Blue**. Also make sure the **Fade** is ticked off.
Now for each step use the **Junior** fixtures, select all the fixtures, centre them in **Pan/Tilt**, set the colour according to scene name, choose a gobo, set the shutter to open.
Set the number of loops for each step to 1.

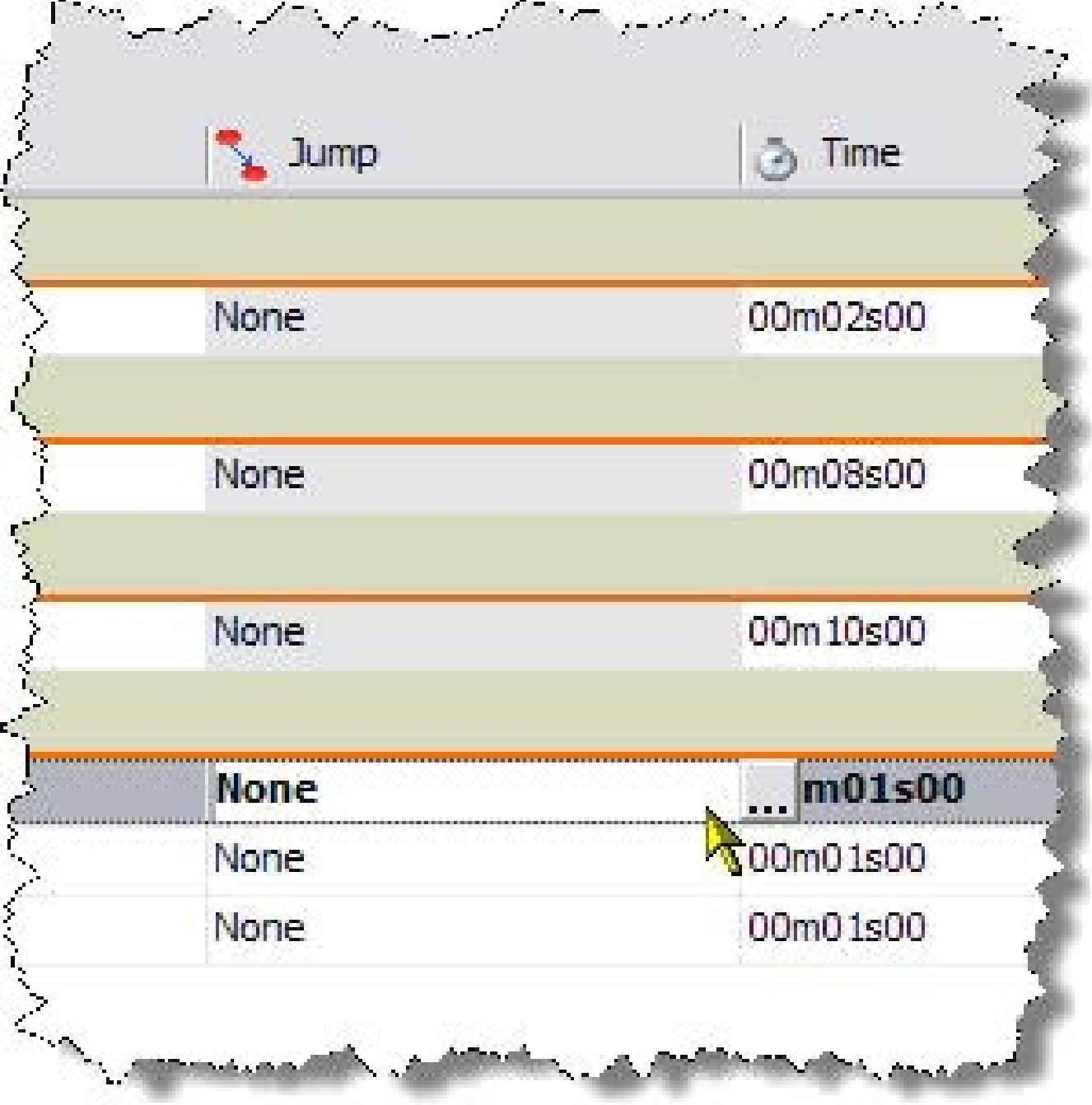
This button toggles the display of the Group Names.

This button rolls down the extra info for the scene. It will show if it loops and if the loop is always, and if it has a jump.

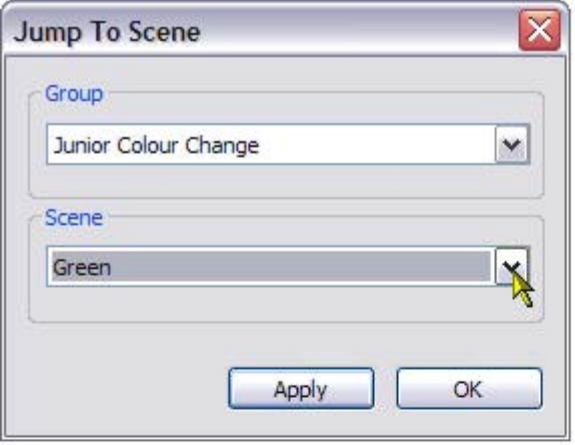
This button rolls up the extra info for the scene. If you have the display Group Names on. When you roll up all you will see is the group name. You will not see the scene names.

Try the different combinations of these buttons so you are sure of what you see and what they do.
For now display the group names and roll down the extra info.

Your **Live** buttons should look similar to this.
Click each of the sceneson **Red**, **Green** and **Blue** on and off one at a time, check in the 3D visualiser that the **Junior** fixtures are pointing down and that the colours match that of the scene name.
If not go back to the **Editor** and fix any problems.
When all OK ensure no scene is running and return to the editor.



On the **Editor** screen double click in the **Jump** column where it says **None** for the **Red** scene.
You should get a control box appear at the end of that colomn/row.
Click this control.



When you click that control the above dialogue box appears.
This dialogue allows you to change the scene to jump to another scene when it finishes.
The first drop down box allows you to select the group of the scene that you want to jump to.
The second drop down box allows you to select the scene from the above group that you want to jump to. Other options in this drop down are **None**, which means do not jump anywher when finished with thi scene. **Next Auto** means the next scene in the list of Groups/Scenes, so be careful of this. **Previous Auto** means the previous scene in the list of Groups/Scenes, so becareful using this.
I always use the Group/Scene names for the jumps. never use the **Previous/Next Auto** option. It make it clearer as to what does what and where it goes. I also try not to jump out of a Group into another.
What we want is for the **Red** to jump to the **Green**. The **Green** to jump to the **Blue**. The **Blue** to jump to the **Red**. Set them now.

Back on the **Live** page you can now see that our three scenes in the **Junior Colour Change** group have the name of the step, an orange arrow pointing up, a green circle arrow and a grey arrow pointing right.
The name is the name of the scene !!!!
The orange arrow allows you to roll up/down just the extra info in this button.
The green circle arrow tells you it loops.
The grey arrow tells you it has a jump. If the grey arrow points to the right it means that jump is within the same group. If the grey arrow points down it means it jumps to a scene in another group.

With the 3D visualiser on top, click the **Red** scene button. You should see the lights going from Red to Green to Blue and back to Red etc.
To stop it playing click which ever button is orange.