QUICK START GUIDE

This Quick Start Guide will quickly navigate you through the basic functionality of the software.

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GLOSSARY OF TERMS

Up Moves / Down Moves Up Fades / Down Fades	…….	Applies to intensity, color, wheel, and other attributes of the fixture.
Fixture	…….	Any device controlled by DMX512 with Plexus Lighting Control
Rig	…….	Includes all the devices that you want to control with the system; lighting fixtures, accessories, or moving lights.
Magic Sheet	…….	A pictorial layout of how the lighting systems relate to the stage and graphical listings of channels for quick access to lighting arrangements.
Cue Sheet	…….	Page containing a numerical sequence of cues and fixture behavior.

TERMINOLOGY AND OPERATION

Plexus Lighting Control can control virtually any device that accepts a DMX512 input such as dimmers, lighting accessories, rotators, moving lights , LED washes, etc. In the program, all controlled devices are referred to as 'fixtures.'

Plexus Lighting Control is a tracking console. Changes you make to attributes within a fixture in one cue will track through subsequent cues until you change them again. This allows for fast and simple modification of cues.

Plexus Lighting Control has two windows you will be using most of the time:

- The main window is the 'Control Panel.'
    - This is where you make live adjustments to the fixtures on stage.
- The secondary window is the "Cue Sheet."
    - This shows all of your written cues and allows you to make blind edits to existing cues.

The general flow for writing and running a show is as follows:

- Adjust fixture attributes using the Control Panel to create a stage look.
- Save the fixtures for each look in a cue.
- Modify cues using the Control Panel to change live looks, or using the Cue Sheet for blind editing.

STARTING UP

Make sure your computer is connected to power and your communication protocol is active. Whether you are using ArtNET, ACN, or USB to DMX, please make sure you are properly connected and your output selected in the rig setup and the security key is installed. Without it, the DMX values will go to zero every few minutes. We recommend running Plexus Lighting Control on at least two monitors with high resolution. Also, we recommend at least one monitor to have a large screen, at least 23 inches so as to accommodate everything you need.

OPENING AN EXISTING SHOW

- Locate the command box in the lower right hand corner.
- Go into the File menu by Clicking "File".
- Select the show you wish to load.
- Click "Open Show".
- The show will open, displaying the main control panel on your main monitor.

HOW TO CREATE A RIG

A Rig includes all the devices that you want to control with the system. Whether these are lighting fixtures, accessories, or moving lights they are referred to here as "fixtures". Typically, you define a Rig for each venue in which you will be working.

Basic Rig Setup

- Choose Setup
- Create New Rig
- Give the rig a name
- The Rig Setup window will appear with the first of four tabs selected - Rig Info
- Check the boxes corresponding to the device(s) you are using for DMX output. If you are using an ENTTEC DMX USB Pro, you must also select the serial port to which it is configured

Creating a New Show

- In Command Box, select "new"
- Enter name of show, designer, and theatre into fields
- From list of rigs, highlight rig to be used with show
- Click "Create New Show"

Add Fixtures to a Rig

Library Fixtures
- Click "Add Fixture from Library"
- Locate manufacturer in the pop-up window. Expand the menu to find your make and model of fixture.
- Select fixture
- Enter name for fixture on your rig, i.e., "Trees," Cyc Lights, etc. Enter DMX address, DMX offset (if desired), and Universe
- Click "Okay"

To create a custom Fixture – i.e. Conventionals with Accessories
- Click Create Fixture
- Use drop down menus to select your desired accessory. For intensity, select "conventional".
- Pan/Tilt, Color, Wheel, Beam, Shape.
- Enter a Fixture name for the library.
- Click "Okay"

Intensity	Controls intensity of the fixture through a dimmer – select Conventional
Pan/Tilt	Right Arm
Color	Use to select color scroller or Prismo™ (front mounted accessories)
Wheel	TwinSpin™, Film/FX™, SX4®, and other accessories which run at the gate
Beam	Auto Yolk
Shape	Select iris

To add custom fixture to the rig

- Click "Add Fixture from Library"
- Locate "Custom Fixtures Folder" in pop-up window. Expand the folder to find your fixture.
- Select fixture
- Enter name for fixture on your rig, i.e., "Trees", Cyc Lights, etc. Enter DMX address, DMX offset (if desired), and Universe.
- Click "Okay"

LAYING OUT YOUR MAGIC SHEET

Click "Setup"
Navigation pane appears on the left side of the screen. In this navigation pane are fixtures and groups. Groups are listed on the top pane, and fixtures are on the bottom pane.

- Select the page you wish to layout
- Select the fixture or group you wish to use
- Drag and drop to the desired location

Moving control panels

- Click on a control panel-drag and drop to the desired location

Creating a Label

- In the navigation pane: click on the "New Label" button
- Drag and drop to the desired location on the Magic Sheet
- Right Click on the label box
- Add desired text
- Click "okay"
- Fine tune position as desired by dragging and dropping into position

To Get Fixture Information

- Right Click on fixture
- If desired, enter new name-short and long
- Adjust DMX offset
- Adjust Universe
- Adjust profile-use drop down menu to select "Straight," "IES_SQUARE," or, "NONE"
- Click "Done"

Setting Up Your Magic Sheet

- Click Setup in the Command Box. Lists of fixtures and groups will appear in a dialogue box on the left side of your screen
- Drag and drop them into position
- Arrange them into any configuration you wish
- To create a label, click on "New Label". Type in the name of your desired label
- Drag and drop into position
- Drag and drop attribute Control Panels into the desired locations on your screen

Adding a Ground Plan to your Magic Sheet

Typically a floor plan (with hanging positions) would be used as a background for fixture icons in the Control Panel window.

- Click SetUp in the Command Box
- Click on "Rig Setup" Button, On the Rig Info Page, upper right hand corner
- Click on "Get Image". Select the image you wish to display

To Remove the Image

- Click "SetUp" in the Command Box
- Click on "Rig Setup" Button on the Rig Info Page, upper right hand corner
- Click on "Remove Image"

GROUPS

To Create Groups
Rig Info Page – setup

- Under the Fixture Groups heading, click the "Insert" button.
- Highlight "undefined" and enter a name
- OR
- Click "edit"
- A pop up menu will appear
- Enter long name and short name.
- Click "Add Fixture"
- Select fixtures from the list
- Click "Select"
- (adjust group number, if desired)
- Click "Save"
- Repeat until all groups are defined.

Note: Groups can be added within groups.

Recording a Group from a Magic Sheet

- Select fixtures by highlighting/clicking on them
- Click record
- Click "group" button
- Enter names
- Click "Record Group"

If all fixtures in a group are the same, you will have control over all attributes of the fixture. If the group contains mixed fixtures, you will have control of all the common attributes. Even though all the control panels will appear, you will only be able to control the ones which have influence over the fixtures.

To adjust a relative level of a group

- Click on the Group
- Use slider to adjust level; level will adjust all fixtures in relative relationships

To fine tune individual fixtures in a group

- Double click on the Group icon

To bring all fixtures in a group to the same level
- Right click on the Level slider. All levels will jump to that place. The outlined slider will appear as a knob. You now have all fixtures at the same level.

ADJUSTING FIXTURE ATTRIBUTES AND CONTROL PANELS

In the command box, click on the setup button

- Click "edit current rig"
- Click on "rig fixtures" tab at the top of the page
- Select the fixture you wish to adjust
- To change the name, enter a new name in the field labeled "Name"
- Address DMX values as desired under "Start DMX" fields. All applicable addressing will appear together in the fixture ID box at the top left hand side of the main window.
- Use arrows or type in number of desired DMX address.
- Make adjustments for all attributes as necessary
- Click "Done" to exit rig editor. You will be back in rig setup.
- Click "Live" go to live mode. You will exit rig setup.

To Adjust Gobos

- Select the fixture
- In the Wheel attribute, select "Gobo". A grid will pop up with Position/DMX/Name
- Select the name of the gobo you wish to change
- Enter the new name you wish to use
- Hit enter and repeat.
- Click "Done" to exit rig editor. You will be back in rig setup.
- Click "Live" go to live mode. You will exit rig setup.

To Adjust Color Scrollers

- Select the fixture
- Select the number of positions in your scroller by clicking the arrow keys or typing in the number.
- Click "Apply # Position Change"
- Select the color name you wish to change
- Enter the new text you wish to you use
- Hit enter and repeat.
- Click "Done" to exit rig editor. You will be back in rig setup.
- Click "Live" go to live mode. You will exit rig setup.

If desired, adjust the home value in the attribute control panel.
Click "Live Calibrate Scroll" to activate live scroller calibration. This feature is used to correct discrepancies and variances in color strings.

For Moving Lights

Use attribute control panel to adjust pan and tilt, edge, zoom, diffusion, shutters, and wheels. Set home values/home color, hang upside down, and flip orientation.

CREATE YOUR LOOK

Select the fixtures you wish to control by highlighting them. The appropriate controls will appear. Set your levels as desired. To set levels, use your mouse to adjust the virtual sliders. Or you can type in the short name of your fixture followed by the percentage, in number form, of the intensity level you wish it set.

If the fixture has accessories, set those levels by adjusting the slider on the control panel, or selecting a pre-determined value of the attribute. (Speed, gobo, and a color name for a color scroller, etc.)

- Select fixture or group.
- Adjust levels as desired.
  - Move slider with mouse
- To enter intensity with keyboard
  - Type Fixture short name
  - Type "=" sign
  - Type the intensity level on the keypad
  - Hit the "Enter" key

For example, the Trees fixture at 75% would be entered the following way:
- Trees
- =
- 75
- Enter

WRITING CUES AND RUNNING A SHOW

Recording a Cue

In the Command Box, locate the record button.
- Click on the record button (Ctrl R).
- Fixtures to be recorded will glow red. To include more fixtures click, on the fixtures of choice with the mouse so they are glowing.
- To de-select fixtures from the cue, click on the fixtures so they are not glowing.
- In text box, enter cue number you wish to record.
- Select attributes you wish to record. All are selected by default.
- If desired, change the time of attributes.
- Click Record.

Cue Recorded.

Note: You have an option to record multiple attributes of the fixtures in the cue. You can choose what you wish to record.

Running Cues

- In the command box, click the button labeled "Run Mode."
- Press space bar to execute cue. Cue number will highlight in green while running.
- When complete, cue will turn red.

You can also execute cues by clicking "Go" with the mouse.
In Command Box, Click "Cue Sheet sync to selected" to view only the cue that is running.
Changing values will be reflected on the magic sheet

- To manually go to a cue, mouse over the desired cue number.
- Click on the number.
- A menu will appear.
- At the bottom of the menu, select "Go to Cue".
- In the command box, enter desired cue number in the box. Press enter.

TRACKING CUE SHEET

This section explains the basic data that is available about each cue, and how to access that information. If you have two monitors, and we recommend that you do, the Cue Sheet window should be displayed on your second monitor. It will show the cues you have just written.

To view the Cue Sheet

In the command box:
- Click View
- Click Cue Sheet
- Maximize to the second monitor
- If only using one monitor, size window in the corner to see both cue sheet and control panel

Each row in the Cue Sheet is a single cue. Boxes to the right of each cue number represent individual fixtures in the cue, and are called "Cue Fixtures." Each Cue Fixture box is populated with alpha-numeric information and a series of capital letters. These symbols give you information about what is happening to particular attributes on that fixture in that cue. A highlighted symbol indicates a change in values or that a feature is enabled.

On the top row of each Cue Fixture you will see, from left to right:

- 0-99 or FL - A number representing the Lamp Intensity of the fixture (FL for full).
- 0-999 - A number representing the primary fade time of the cue (in seconds).
- DK - If highlighted, indicates the Cue Fixture is a Dark Move.
- Color name/number - The color selected for the Cue Fixture.

On the bottom row of each Cue Fixture you have, from left to right:

- Q - This symbol does not show status information; it is a target for modifying the Cue Fixture.
- BK - If highlighted, indicates a blocking cue.
- XY - If highlighted, indicates Pan/Tilt values changed.
- W - If highlighted, indicates Wheel (gobos and color) attributes changed.
- B - If highlighted, indicates Beam (edge, zoom, diffusion) attributes changed.
- S - If highlighted, indicates Shape (shutters, iris) attributes changed.
- O - If highlighted, indicates Other (timing channels) attributes changed.
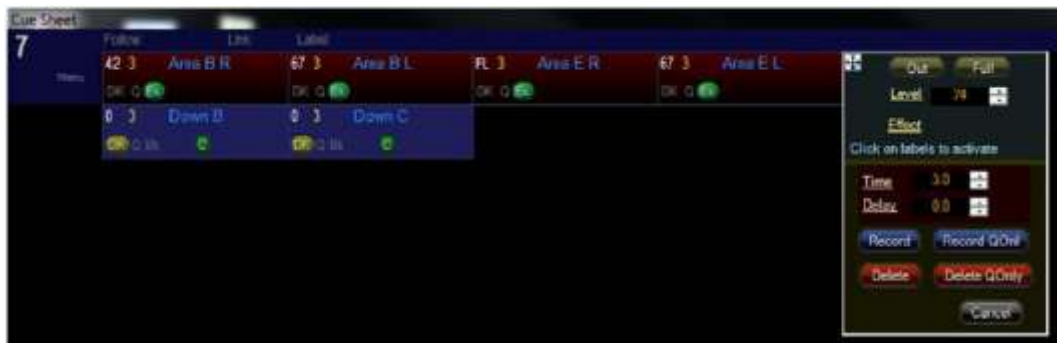
Explore Tracking behavior, Dark Moves and Blocked Cue Fixtures:

- The program is a 'tracking' system. If an attribute is not written in a cue, the value tracks from an earlier cue.
- If attribute values in Cue Fixtures in sequential cues are duplicates, the values in the second cue are removed. This behavior can be modified by designating a cue as a blocking cue.
- If all attribute values in a Cue Fixture are the same as in the Cue Fixture in the cue previous to the current cue, the entire Cue Fixture is removed, unless it is blocking.
- If, in Cue 10, you have the intensity of a fixture go to 0, and in Cue 11 you have the fixture come up to some level at another location on the stage, or in a new color, by default the system will do a Dark Move when cue 10 is complete, so that the fixture will be pre-positioned for Cue 11. Cue 10 is called a Dark Move cue, and the DK button is highlighted.
- The Cue Fixture after a Dark Move is automatically set as blocking by the system and the BK button is highlighted.
- A blocked Cue Fixture includes values for all attributes, whether or not they differ from a previous cue.

THINGS TO EXPLORE

You can select a display mode using the Compact or Track radio buttons at the bottom of the Cue Sheet window. If you do not want to display all of the fixtures in the cue sheet, you can select the fixtures you want to see in the Control Panel, and then click the Selected radio button to show only the selected fixtures.

Adjusting Attributes

To adjust a fixture in a cue, click on the icon of the attribute you wish to adjust. A menu will pop up.
Alter the time of the desired attribute and click record.

- To copy a cue or a fixture in a cue,
- Select the desired elements.
- Click on the "Q" in the fixture box.
- Input the desired cue number into the text box and click the button labeled "copy".
- Fixture/cue is copied.
- To copy multiple fixtures/elements of a cue, click and drag the desired elements and repeat the above steps. You can also control click each element to select your desired targets for copying.

Individual Cue Fixtures within each cue are modified by selecting the Cue Fixture(s) and right-clicking one of the symbols to make changes to different attributes within the Cue Fixture(s).

Adding or Modifying a Cue Fixture

You can make blind changes to cues to a Cue Fixture by right-clicking the lamp intensity, time, color, Q button, or any of the attribute symbols in the box. A window will appear that allows you to adjust values for attributes and

set fade/ delay times. The content of each window is dictated by the type of fixture, so window content will vary. You can save your changes or delete the entire attribute group from the Cue Fixture.

Blind Editing in the Cue Sheet

You can modify multiple Cue Fixtures in any cue at the same time. To select fixtures to modify, do one of the following:

- Left-click on one of the fixtures you want to select, hold the mouse button down and mouse over the other fixtures you want to select.
- Left-click on the first fixture, hold the control button down and click on other fixtures.
- Right-click on the cue number, a menu will pop up. Then choose "Select Fixtures".
- When you have selected the desired group, right-click on the symbol for the attribute you wish to change in one of the selected Cue Fixture boxes.

OTHER THINGS TO EXPLORE

- Q lets you copy the Cue Fixture to another cue; it also lets you renumber or delete the Cue Fixture
- If you delete an attribute group in a cue fixture, you will get values from the previous cue, and those values will track forward normally.
- You can adjust times and delays for all attribute groups if you right-click on the primary fade time in the top line of the Cue Fixture.
- BK allows you to toggle the Cue Fixture between blocking and tracking mode. Cue Fixtures are automatically blocked when the intensity moves from dark to bright.
- DK allows you to manipulate values associated with a Dark Move. You can change the delay time (in seconds) after the Cue Fixture is complete before a dark move begins, designate how long the dark move should take, or turn the feature on or off.
- If you have selected multiple Cue Fixtures, and right-clicked on one of the symbols to change an attribute, one or more of the values field may be disabled, as indicated by a red field with a strikeout across the time (~~0.00~~). This occurs when the Cue Fixtures have different values for that attribute. To enter one value for all the fixtures, click the label of the attribute to the left of the value field activate the field.
- You can add a Cue Fixture to a cue by right-clicking on the empty space in the row of Cue Fixture boxes that corresponds to the fixture you want to add. Click OK and a new Cue Fixture will appear in that space. You must have the tracking radio button selected at the bottom of the Cue Sheet window to add a Cue Fixture.

To Change Overall Time of a Cue, Fade Up

- Mouse on cue number
- Right Click

- Highlight "select fixture" in the drop down menu
- In the fly-out menu, select "select up moves"
- Adjust the time to the desired value
- Click "Update Times"

To Change Overall Time of a Cue, Fade Down

- Mouse on cue number
- Right Click
- Highlight "select fixture" in the drop down menu
- In the fly-out menu, select "select down moves"
- Adjust the time to the desired value
- Click "Update Times"

TO DELETE, RENUMBER, OR BLOCK CUES

- Right click on cue number
- In menu, choose desired action-delete, renumber, or block cues.
- For renumbering cues, enter the desired number into the text box.
- Click the "Renumber" button

PRESET FOCUS

A preset focus is a named look that can include any attribute groups on any selection of fixtures. A preset focus can be used to quickly and easily move your fixtures to some pre-defined look (like a front wash, or focus on a chair). Cues that are written using a preset focus continue to refer to that preset focus, so that if you change the preset focus, the cue will reflect the changes across all fixtures (the fixtures stay focused on the chair after it is re-spiked). Unlike effects, where you can define the effect and apply it to any fixture, a preset focus is recorded for specific fixtures.

Set levels to your desired value
- Go into Record mode-Click the "Record" record button (Ctrl R).
- Click "Preset Focus" button in lower right corner.
- Enter a name in the box.
- Click the "All" button to record all areas of the cue or desired attributes you wish to record Preset Focus recorded

You can modify a preset focus at any time by selecting it and re-recording new attribute levels.

To apply a preset focus:

- Select the fixtures on the Magic Sheet you want to be affected.
- Open the preset focus panel (or, if the panel is already open, click on the Use Presets radio button).
- Select a preset focus from your list and apply the attribute levels by clicking on the on the appropriate attribute buttons. The fixtures will immediately move to the preset focus values.

After you have applied a preset focus, you may continue to modify the look on stage using the live controls. When you record a cue, any attribute groups that were set using a preset focus, and have not been modified, will continue to refer to the preset focus. If you change the values in a previously defined preset focus, any cues using that preset focus will be automatically updated to use the new values. Cue Fixtures with preset focuses are displayed differently in the Cue Sheet than Cue Fixtures with standard levels.

Home Values:

Home, or default values for intensity, control panels, and attributes, can be adjusted.

To change home values live:

- Select the fixture(s) on the Magic Sheet and adjust the attributes to the new home settings.
- Open the preset focus panel and click the Record Home Values radio button.
- Click the first attribute group button you wish to record and click OK.
- Click additional attribute group buttons, one at a time, if you are changing multiple attributes.

To change Home Values in the Rig Editor:

- Click setup
- Click rig fixtures
- Select the fixture you wish to modify
- Home values appear in the attribute control panels;
- In wheel control panel, click on "Gobo" to reveal gobos and positions
- adjust home values to desired level
- Repeat for each fixture you wish to change
- Click Done
- Click "Live" in Command Box to go to live mode

CLUB MODE

Club mode lets Plexus Lighting Control users create custom virtual buttons to which they can assign cues, "looks," or functions. Whether a school, theater, or a house of worship, Club Mode is an invaluable feature that makes lighting quick and easy for the professional and amateur volunteer alike.

CREATING CLUB BUTTONS

Enable Club Mode

- Click setup
- Click edit current rig
- On Rig Info Page, look for the Club Mode control panel
- Click "enable Club Mode"
- Click "Done"

Enter Button Setup mode

- Click setup
- Check "Club Button Setup"
- Click "View"
- Click "Club Buttons"
- Drag and drop buttons from the top left on the panel where instructed
- Right click on button to add label and adjust attributes such as execution, color, and button type
- Click "Done"

Click "Done" on page when finished

To view club buttons
- Click the "View" Tab at the bottom of the command box.
- Click the "Club Buttons" tab.
- The window appears. Resize to fit or place window on desired screen.
- Use buttons. Click desired button for desired effect.
- Click "Done" button in bottom right hand corner of window to close.

CREATING EFFECTS

Effects are a series of moves, each with different times or delays, which usually loop. When you define an effect, you are not associating the effect with any specific fixture. Once an effect is defined, you can apply it to selected fixtures within a specific cue. The system allows you to write effects for intensity, pan/tilt, CMY and scroller. You can assign effects to any fixture that supports the attributes used in the effect. To define an effect, click Effects in the lower right corner of the Control Panel.

- Select the tab for the kind of the effect you want to create. Select a fixture that is the correct type for creating the effect on the Effect Magic Sheet.
- For certain effects, such as pan/ tilt, you may want to select the fixture that will actually run the effect.
- The system will select the fixture on the Control Panel Magic Sheet, making its controls available.
- Insert some blank steps by clicking either the Before or After button.
- For each step enter a Time (how long to fade), Delay (how long to wait before starting the fade) and Value (level to fade to). Depending on the effect type, you can enter values using the keypad, or you can click Get Value From Fixture. Continue adding steps, and modifying them as desired.
- If you want to test the effect, select the fixtures(s) from the effects Magic Sheet and click Test.
- Give the effect a name and click Save Effect As.
- Modify or delete effects by selecting the effect name from a drop down list, available for each effect type, and make your changes.
- To put an effect in a cue, go to the Cue Sheet window and select the Cue Fixture(s) to which you want to add the effect.
- Right-click the symbol for the appropriate attribute and click on the 'Effects' label.
- Select an effect from a drop down list of your named effects. To replace an effect with a normal attribute value, click on the attribute label to restore the value field, and enter a new level to override the effect.

WARNING: The software is protected from unauthorized use by a blackout feature. The blackout feature is managed with a security key. The security key determines the maximum number of lighting fixtures that can be controlled by the software without activating the blackout feature. Using the program without a security key or with more than the maximum licensed number of fixtures activates the blackout feature. This interferes with the operation of all lighting fixtures controlled by the software.