



Afterglow DMX512 Lighting Control Interface



DMXControl Software Quick Start Guide

Doc Revision 1.1
11/10/2006



1. Introduction

The following provides a basic Quick Start Guide for the DMXControl software. This guide is designed to get you up-and-running quickly and easily with the DMXControl software and assumes that the software has already been correctly installed and the interface to the Afterglow hardware correctly configured. *For more information see installation guide.*

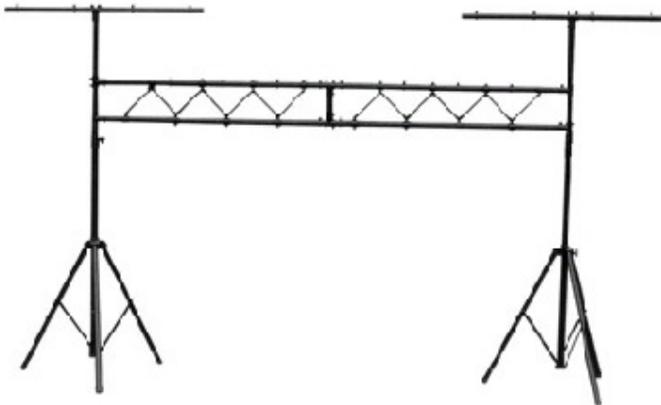
2. Preparation

Before starting the software we recommend that you obtain or produce an image that corresponds to the stage or rigging area of your installation, to use as a background image for the "graphical view".

The image may be in any of the following formats:

- jpg
- bmp
- gif

For Example:



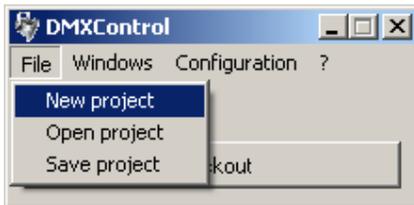
Note: Several sample images are available for download at www.download.nextec.co.uk. If you are unable to produce an image corresponding to your rigging area, email support@nextec.co.uk and we can assist in creating one for you.

3. Create your Project

- Launch the DMXControl program (hereafter called DMXC). The following DMXC control window will open:

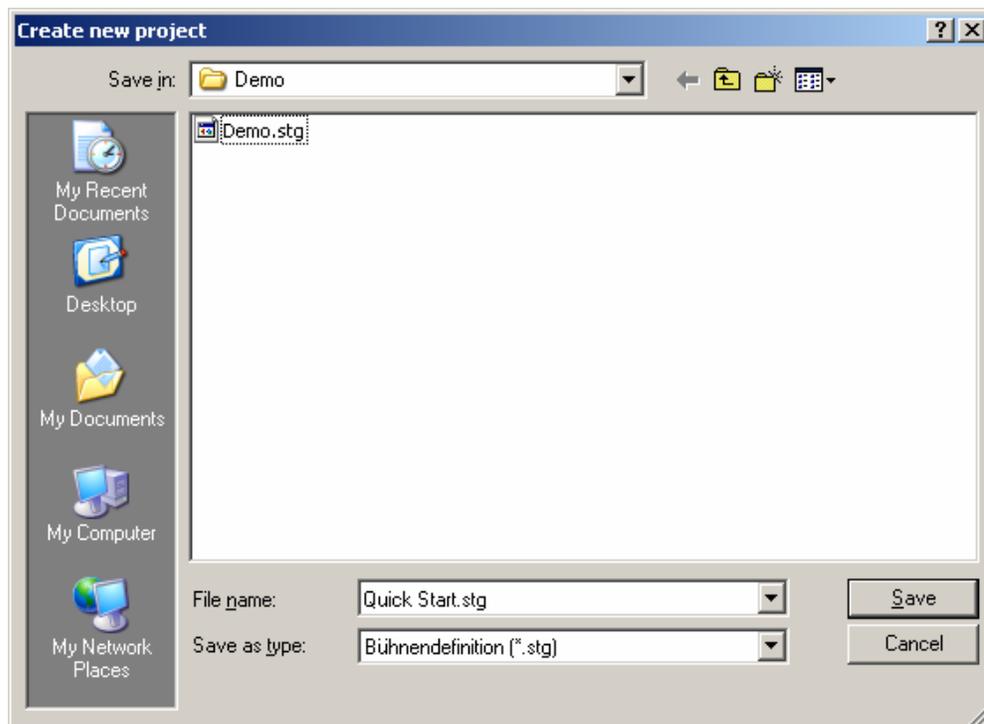


- Click **File** and select **New project**



- Type a name for your project in the **File name** box and select the location you would like to save it in using the **Save in** drop down menu.

 **Note:** The default location is in the DMXC Demo directory: *C:\Program Files\ DMXControl\ Projects*

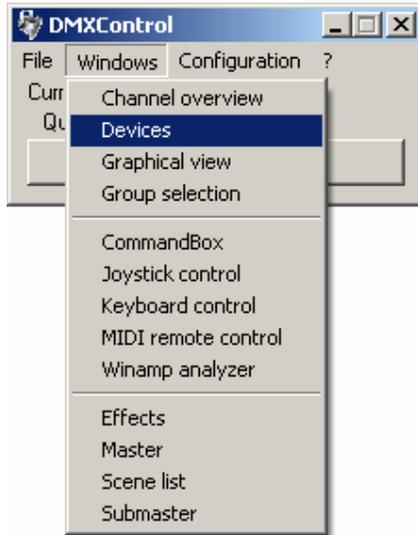


- Click **Save** and the window will close

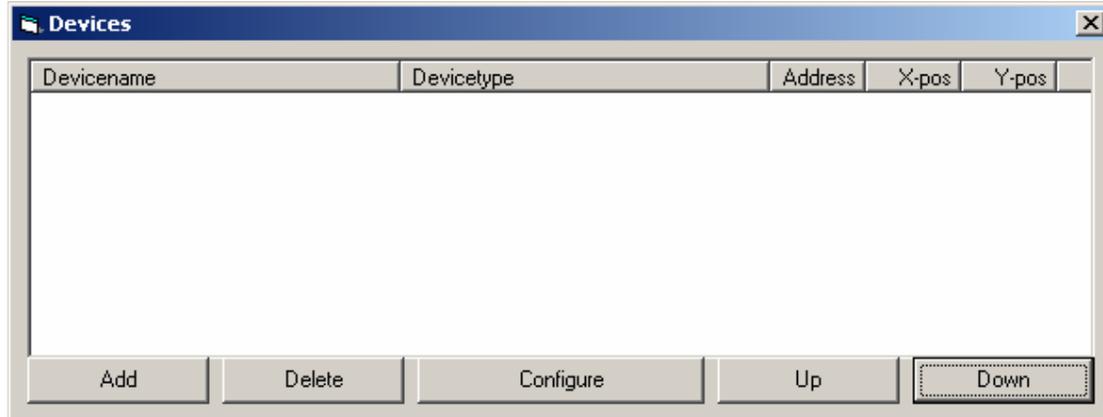
4. Add and Configure your DMX Fixtures

To set up DMXC to control your DMX enabled effects:

- Click **Windows** and select **Devices**



- The following window will open, allowing you to add and configure your fixtures.

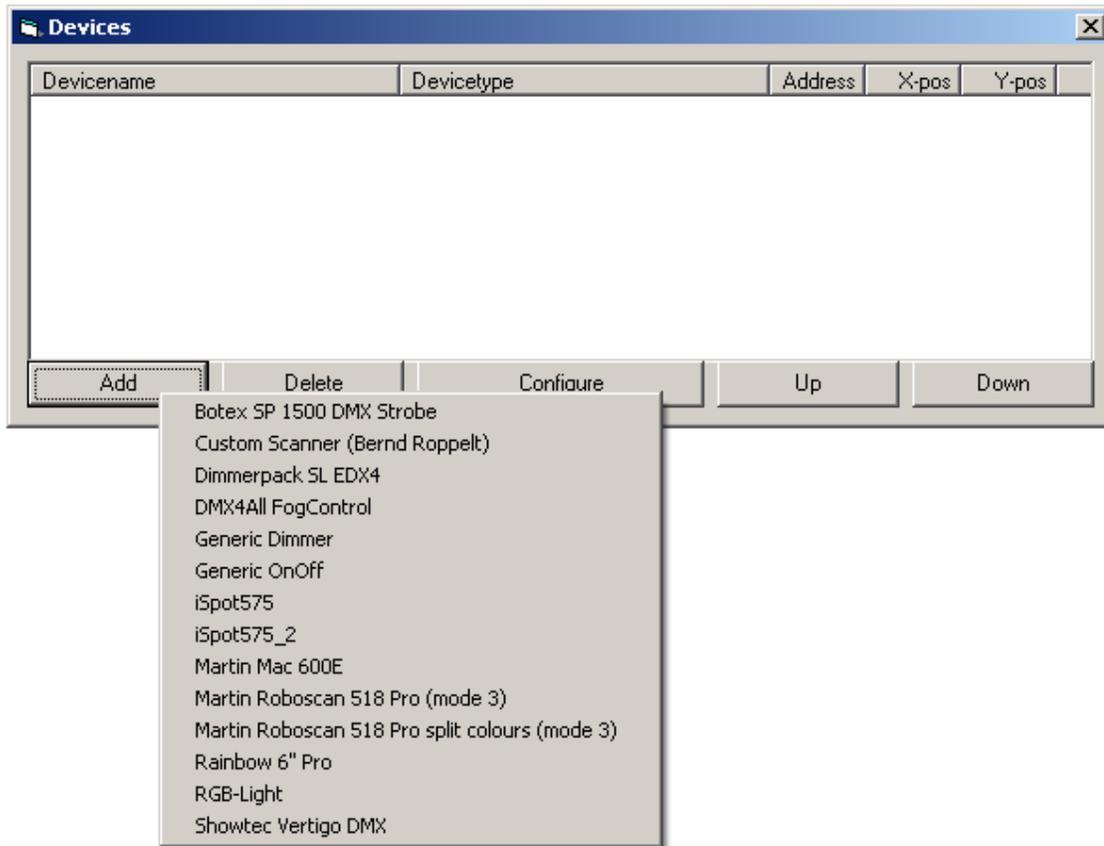


- To add your equipment to DMXC, click **Add**

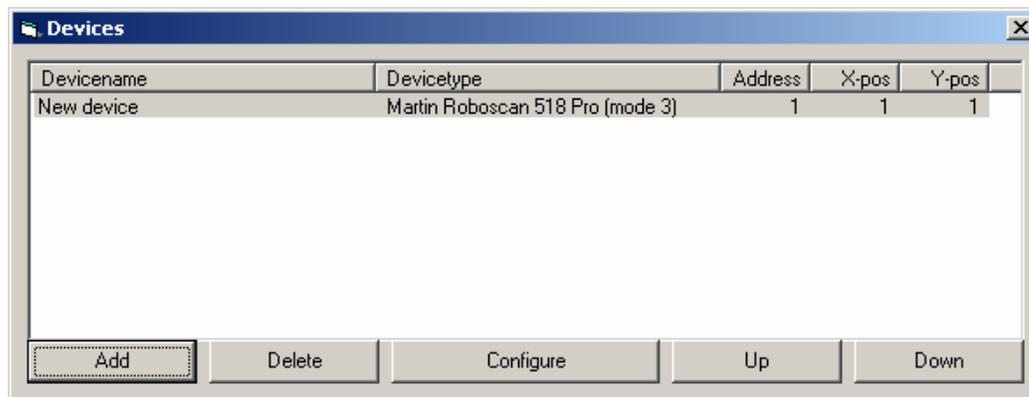
A drop down list will open listing all of the pre-configured fixtures available for use with DMXC.



Note: If the fixture you require is not in the list, please visit www.download.nextec.co.uk and download the device definition file for your fixture. The list of available fixtures is growing all the time but if you still cannot find a DDF for your fixture, email ddf-files@nextec.co.uk and we can create one for you.

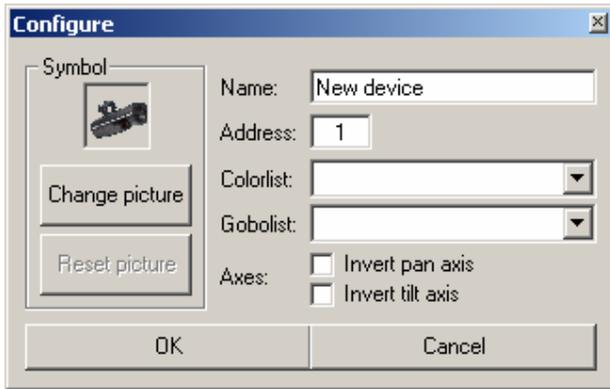


- Select your chosen fixture from the list. It will be loaded into the Device Window



- Highlight your fixture in the Device Window and click **Configure**.

- The following configuration window will open, allowing you to set-up your chosen fixture.



- Enter a name for your fixture. We recommend that you choose a unique name for each fixture, as this will allow you to easily identify each fixture.
- Enter the correct DMX starting address for your fixture.

 **Note:** For help selecting the correct address for your fixture see the manufactures instruction manual supplied with the fixture or visit www.dmx-help.info

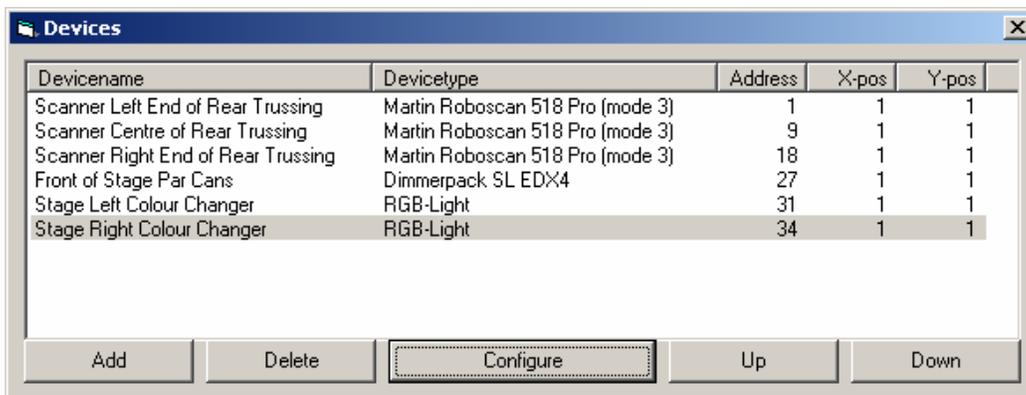
- If the fixture is a Scanner or Moving Head type you can invert the pan and tilt axis if required, by ticking the relevant boxes.

If your fixture has replaceable Colours or Gobo's, select the custom Colourlist and or Gobolist created for this fixture.

You can also choose to change the picture of the fixture if required.

 **Note:** For more information on how to set up a custom Colourlist or Gobolist please see the main Afterglow instruction manual.

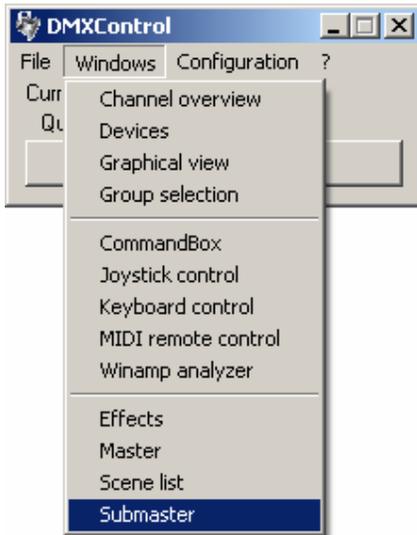
- Once you have finished configuring your fixture click **OK**
- Repeat the above steps until you have added and configured all of the fixtures you wish to use



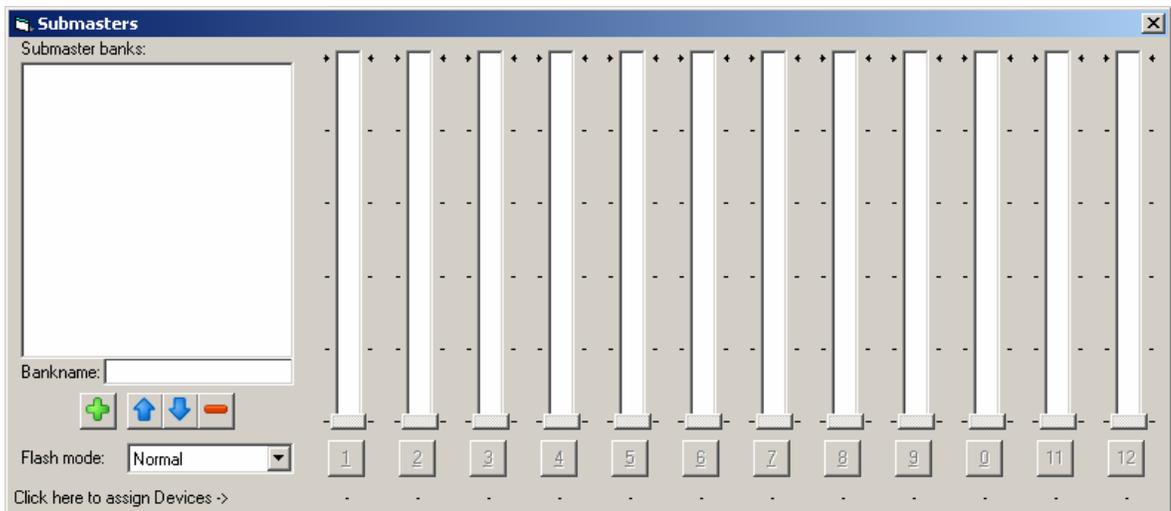
5. Assigning Submaster Sliders

To assign the each fixture's channels to a bank of Submaster sliders:

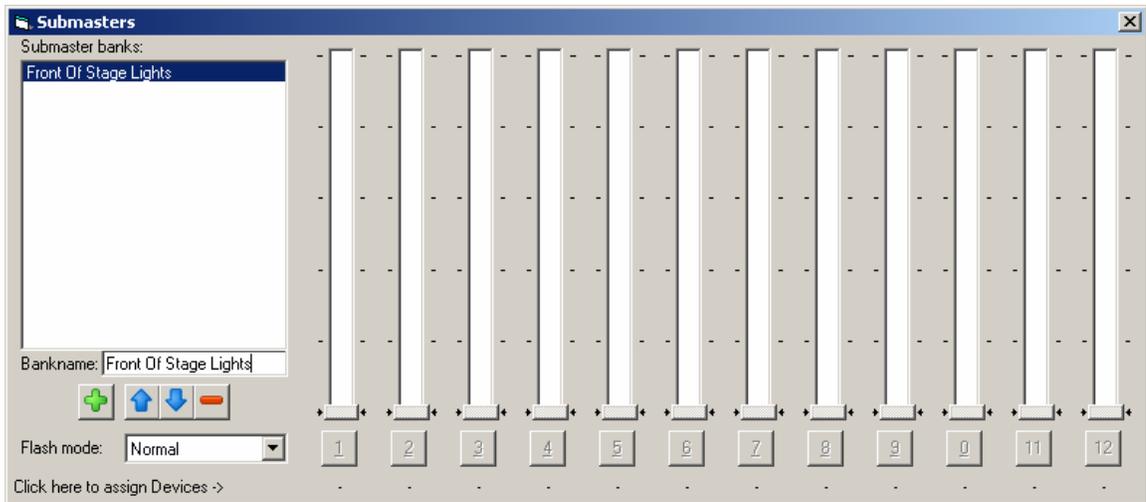
- Click **Windows** and select **Submaster**



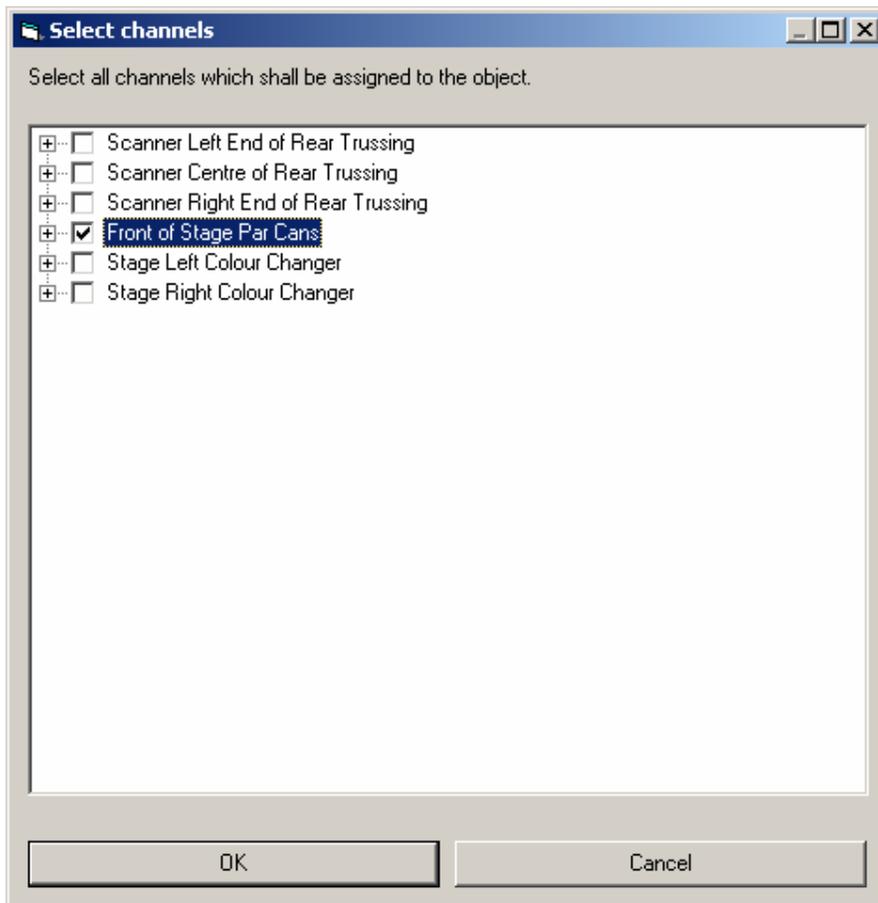
- The following Submaster window will open, allowing you to assign your fixture's channels to specific sliders.



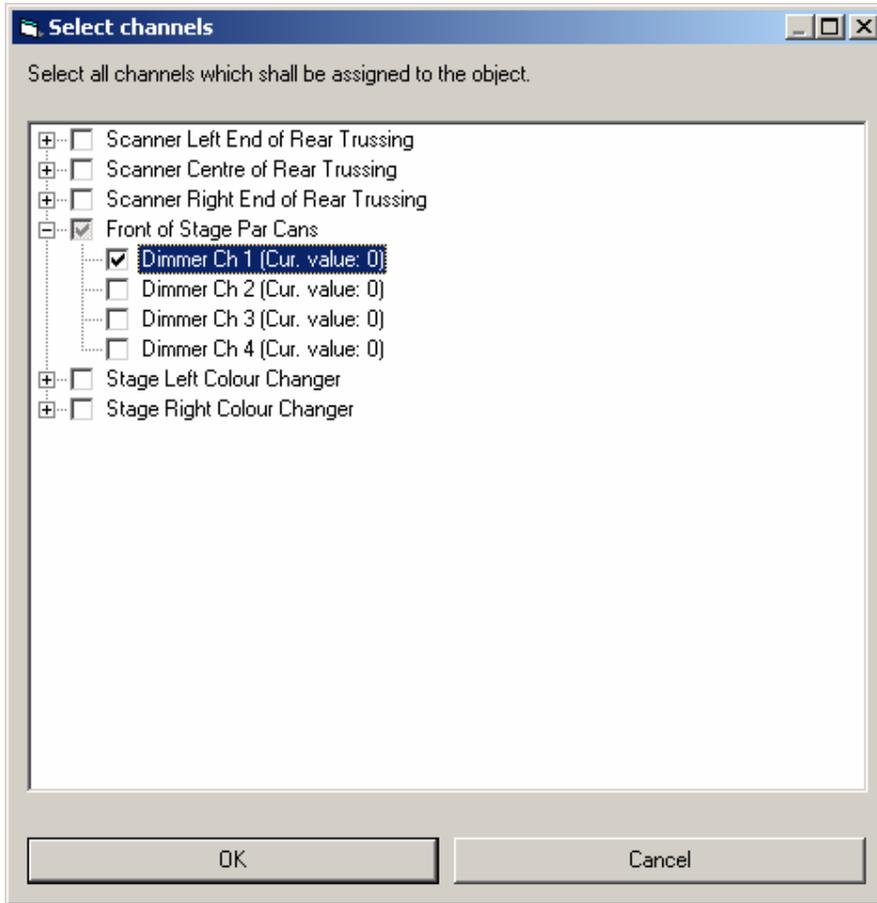
- To create a new Submaster bank, click the green + symbol in the bottom left of the window.
- Using the **Bankname** field, type a name for the bank of fixtures you wish to control with this Submaster set. The name will appear in the **Submaster Banks** list



- To assign a channel to a slider, click the - symbol below your chosen slider. The following selection window will open displaying all fixtures currently available to DMXC.

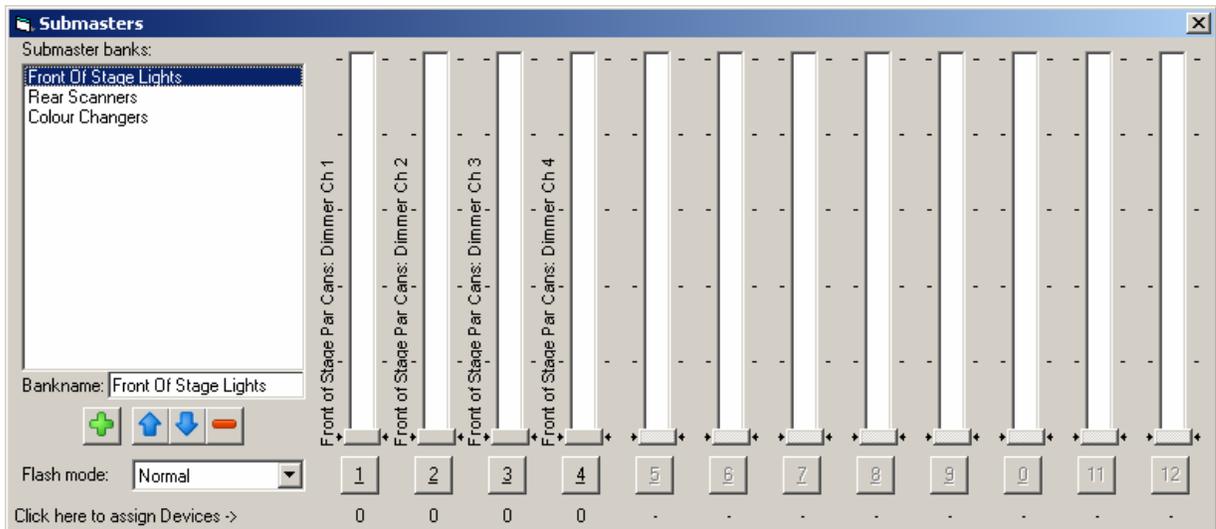


If you wish to control all a particular fixture's channels together (e.g. a multiple channel dimmer pack), you can assign an entire fixture to a single slider by ticking its box. Alternatively you can select separate channels by clicking the + symbol next to a fixture to expand a list of all it's channels.



This gives you the ability to assign individual channels to each slider, multiple channels of the same fixture to a single slider or even multiple fixtures or selected channels from multiple fixtures to a single slider.

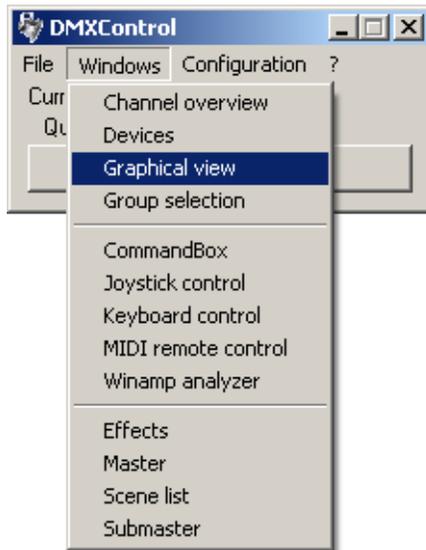
- When you have selected the required channels for the slider, click **Ok**. The details of the assigned channel will be displayed alongside each slider.
- You can now directly control the fixtures from these sliders.



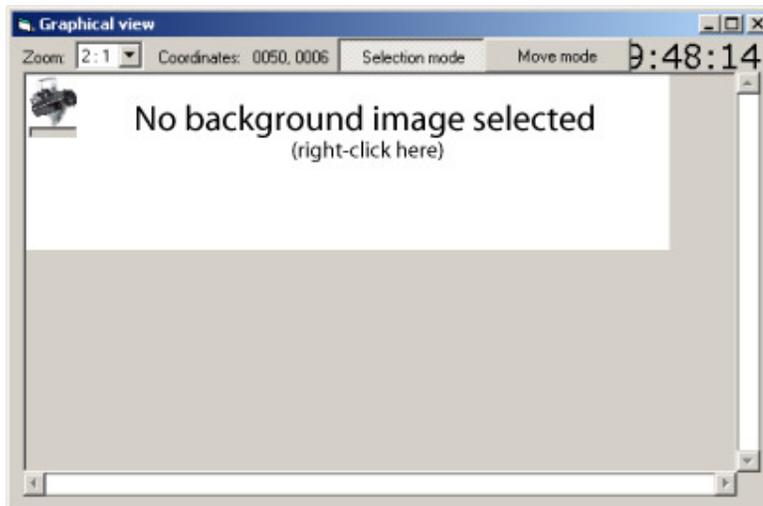
6. Creating a Graphical view of your Rig

To place the fixtures on a Graphical view:

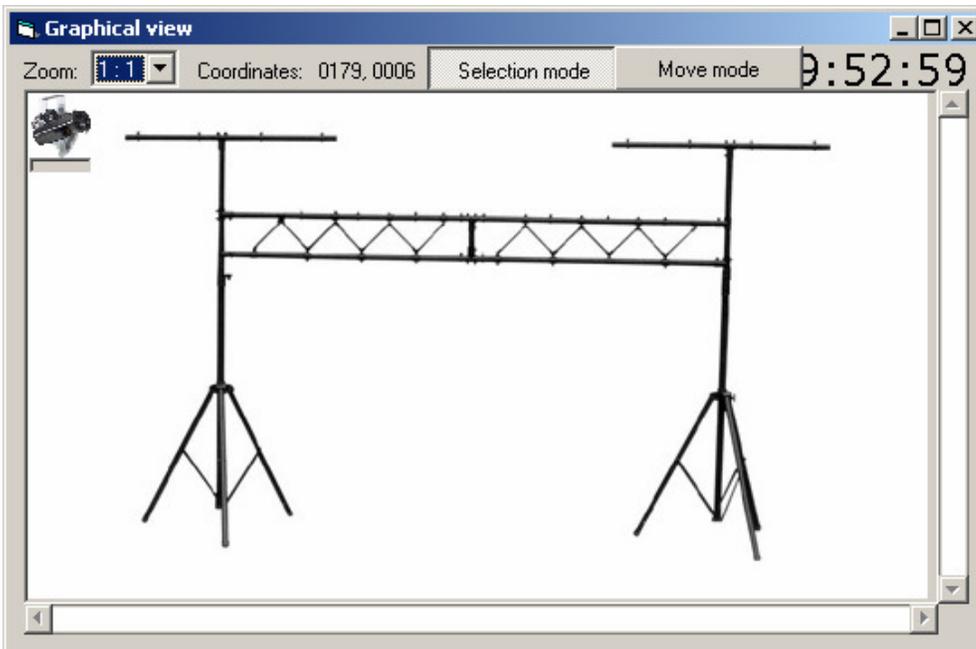
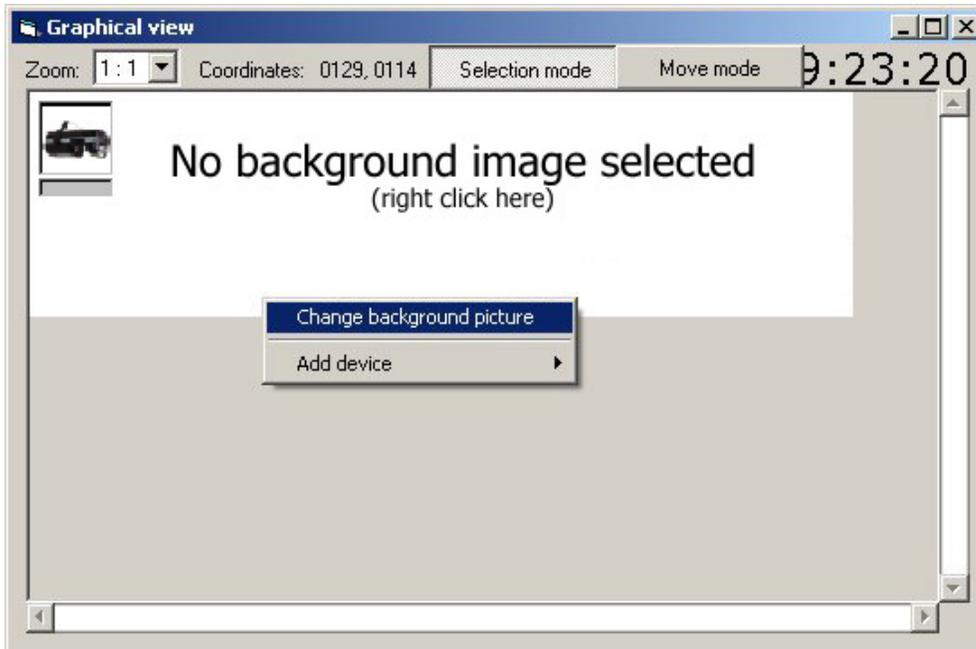
- Click **Windows** and select **Graphical view**



- The following **Graphical View** window will open:

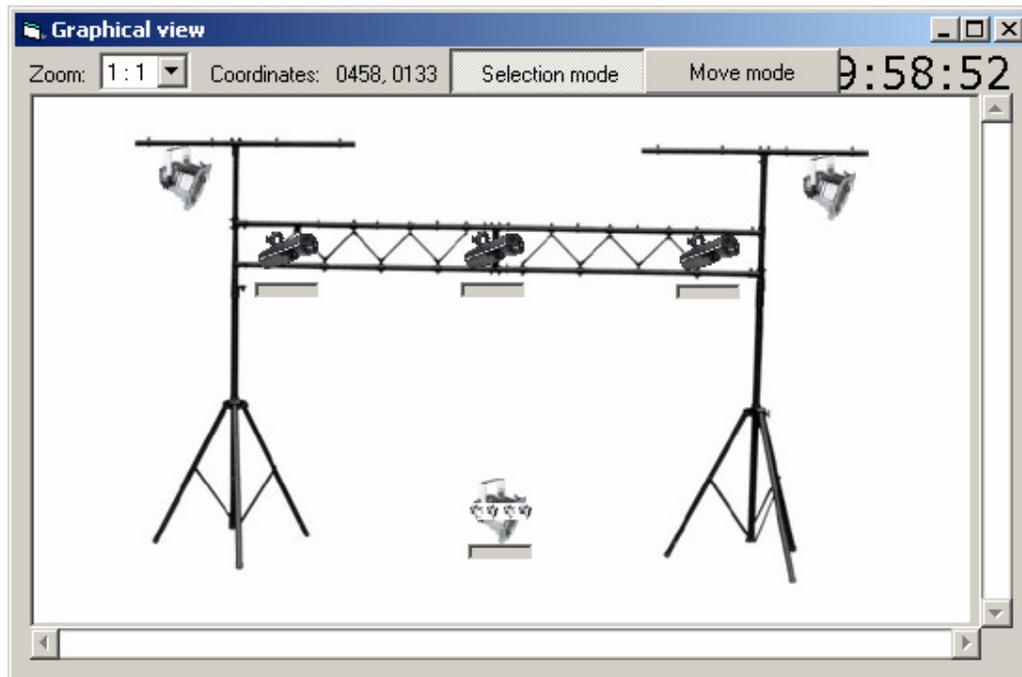
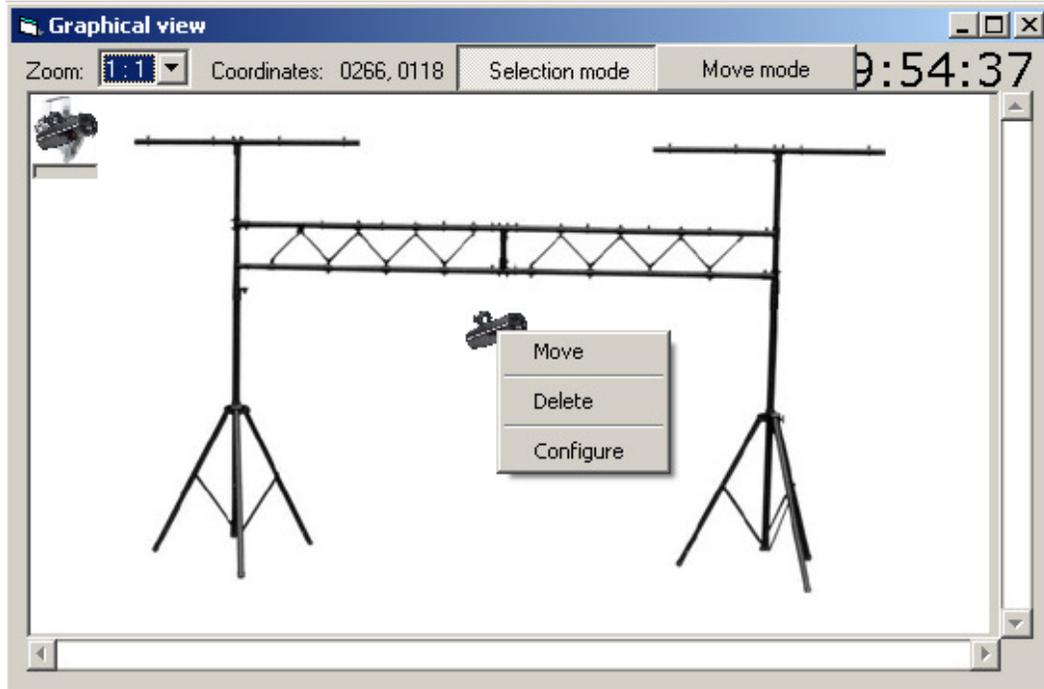


Right click on the background and select your background image, this should be an image of the installation location, as mentioned in *Chapter 2 Preparation*.

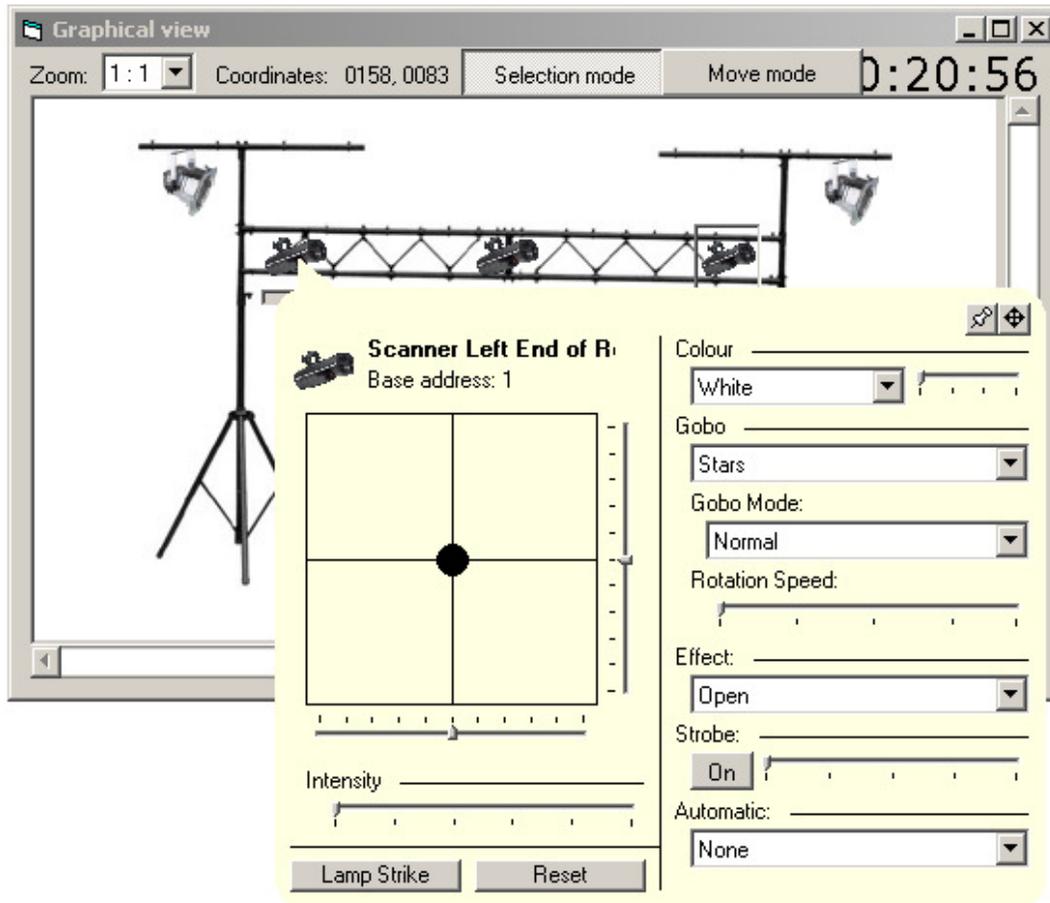


All of the fixtures currently configured and available to DMXC will be placed in the top left corner of the window.

- By right clicking on a fixture it can be moved to the required position on the image.



- Moving your mouse over a fixture will cause a control window to pop-up, allowing full control on the fly.



 **Note:** For further details on using each element of the DMXControl software and information on how to set up scenes and effects, please refer to the main afterglow instruction manual.

7. Acknowledgements

Software provided and developed in conjunction with Stefan Krupop.