Philips-2000-Strand-Lighting-Manual

Release 0.1

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1.1 #1: Fixtures

Fixtures are the lights. When you hit the "**FIXTURES**" button, a list of fixtures will appear on the side screen. They will all be next to a button. When you hit a button, it will glow red indicating it has been selected. You can select multiple fixtures at once, but some may need to be exclusively selected, or others in a group to edit (ex. intensity changes to master on some fixtures, this need to be edited by themselves, or in a group of the same type). When you have your fixtures selected, you may change them by using the knob labeled "**INTENSITY**", or by going to one of the groups at the top, above the small screen.

1.2 #2: Intensity and Colors

On the FIXTURES page, the first knob is indicated as "INTENSITY" this is a value from 1-255 and is NOT saved in cues. The intensity knob controls the light's brightness. The buttons above the screen (labeled color, beam, etc) control other aspects of the lights. The COLOR button controls the light's color, using RGBW (red, green, blue, white). There is also sometimes a color wheel, that goes from 0-to 255 and controls the color. When COLOR is above 0, the RGBW values have no effect. Other times the wheel isn't made of numbers, but rather names. These act very similar to the 0-255 wheel, and can also not be changed.

1.3 #3. Cues

Cues are used to save lighting looks. To record a cue, change fixture colors to the desired color (cues **DO NOT** save intensity!!!) then on the keypad to the left of the small screen, hit "**RECORD**" then "**CUE**" then hit the desired number for the cue. If this cue already exists, its information will appear on the small screen. After you have chosen a cue number, you can enter information about how the cue will be processed. "**FADE UP**" and "**FADE DOWN**" are pretty self-explanatory, they control the fade up and down timing by seconds ("**SNAP**" is instant). "**NAME**" is also self-explanatory, as it is the name that appears on the cue page. "**COLOR**" changes how the cue fades into its colors. "**SNAP@100%**" is not useful, "**SNAP**" causes the fixtures to immediately snap to the correct color, and "**FADE**" causes the colors to fade into each other. It is recommended to use "**FADE**". "**BEAM SHAPE**" might control lighting similar to "**FADE UP**" and "**FADE DOWN**".