
TEKMAND
v4.0.3.10(20250703)

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Console Architecture on page 57
Console Backpanel on page 63

TEKMAND Series Products

This chapter introduces the types of TEKMAND series products

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TEKMAND Console Series Products on page 15
TEKMAND DPU And NODE Series Products on page 16
TEKMAND Other Series Products on page 17

TEKMAND Console Series Products



TEKMAND G3 Ultral



TEKMAND G3 Pro



TEKMAND NANO



TEKMAND D3



TEKMAND D2



TEKMAND D1



TEKMAND V



TEKMAND IV



TEKMAND III G2



TEKMAND III



TEKMAND II



TEKMAND MINI



TEKMAND D

Related Links

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TEKMAND DPU And NODE Series Products



TEKMAND DPU 16P



TEKMAND DPU 8P



TEKMAND DPU 4P



TEKMAND DPU 16P G3



TEKMAND DPU 8P G3



TEKMAND 8P



TEKMAND 4P



TEKMAND 4P OD

Related Links

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TEKMAND Other Series Products



TEKMAND onPC



FINE RDM



TEKMAND
COMMAND WING



TEKMAND
FADER WING

Related Links

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System introduction

This chapter contains a system overview of all TEKMAND equipment

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TEKMAND G3 Ultra



- Each session connection extender can control up to 260000+parameters in real-time
- At the same time, there can be up to 32 working groups
- The console itself can handle 24576 parameters
- 8 Dmx input/output ports
- The connection extender can reach up to 512 Dmx output ports
- Built in 3 foldable 17.3-inch ultra high definition multi touch screens
- Built in 3 15.0-inch multi touch bar screens
- Built in 1 10.1-inch high-definition multi touch command screen
- Expandable with two external screens
- 5 large RGB backlit adjustable motion touch encoders
- 42 small size encoders with RGB backlight adjustable
- 1 main control with RGB backlight adjustable encoder
- 1 dimmable RGB backlight adjustable encoder
- 30 executor faders with RGB backlight scale
- 4 executor faders with RGB backlit scale bars A/B
- 120 adjustable execution buttons with RGB backlight
- 20 adjustable X keys with RGB backlight
- 67+12 adjustable function keys with RGB backlight
- Built in storage drawer
- Built in SIM card wireless module
- Built in infrared and pickup module
- Built in dual cameras (front and rear)
- Built in backlit security fingerprint scanner
- 1 power switch key

- Built in uninterruptible power supply (UPS)
- 3 Ethernet interfaces (10/100/1000M)
- 3+2 high-speed USB ports
- MIDI input/output port
- Audio input/output port
- S/PDIF audio input and output interface
- LTC input port
- 2 goose neck light interfaces (4-core female XLR head)
- 2 DP ultra clear display interfaces
- Stable and reliable LINUX main operating system
- Newly designed with multiple themes, illustrated interface, gestures, voice, AI and other user interactions
- Multi console online real-time hot backup
- New desktop remote control app
- 3D stage simulation effect, offline programming
- Built in media player, playing video/audio, seamless synchronization of visual, audio, and light
- Support CITP remote media server communication
- Support RDM remote lighting management
- Supports multiple network protocols: TEKMAND-Net,ArtNet,sACN,ShowNet
- Support PSN remote location service protocol
- Supports multiple operating languages
- Can be remotely controlled using handheld devices, supporting IOS/ANDROID handheld terminal systems
- Powerful layout management with multiple operation modes
- Support multi-user operation
- Supply：100-240V~, 50/60 Hz

Related Links

System introduction on page 18

TEKMAND G3 Pro



- Each session connection extender can control up to 260000+parameters in real-time
- At the same time, there can be up to 32 working groups
- The console itself can handle 16384 parameters
- 8 Dmx input/output ports
- The connection extender can reach up to 512 Dmx output ports
- Built in 2 foldable large-sized ultra high definition multi touch screens
- Built in 2 multi touch bar screens
- Built in 1 10.1-inch high-definition multi touch command screen
- Expandable with two external screens
- 5 large RGB backlit adjustable motion touch encoders
- 21 small size encoders with RGB backlight adjustable
- 1 main control with RGB backlight adjustable encoder
- 1 dimmable RGB backlight adjustable encoder
- 15 executor faders with RGB backlight scale
- 2 executor faders with RGB backlit scale bars A/B
- 60 adjustable execution buttons with RGB backlight
- 20 adjustable X keys with RGB backlight
- 67+6 adjustable function keys with RGB backlight
- Built in storage drawer
- Built in SIM card wireless module
- Built in infrared and pickup module
- Built in dual cameras (front and rear)
- Built in backlit security fingerprint scanner
- 1 power switch key

- Built in uninterruptible power supply (UPS)
- 3 Ethernet interfaces (10/100/1000M)
- 3+2 high-speed USB ports
- MIDI input/output port
- Audio input/output port
- S/PDIF audio input and output interface
- LTC input port
- 2 goose neck light interfaces (4-core female XLR head)
- 2 DP ultra clear display interfaces
- Stable and reliable LINUX main operating system
- Newly designed with multiple themes, illustrated interface, gestures, voice, AI and other user interactions
- Multi console online real-time hot backup
- New desktop remote control app
- 3D stage simulation effect, offline programming
- Built in media player, playing video/audio, seamless synchronization of visual, audio, and light
- Support CITP remote media server communication
- Support RDM remote lighting management
- Supports multiple network protocols: TEKMAND-Net,ArtNet,sACN,ShowNet
- Support PSN remote location service protocol
- Supports multiple operating languages
- Can be remotely controlled using handheld devices, supporting IOS/ANDROID handheld terminal systems
- Powerful layout management with multiple operation modes
- Support multi-user operation
- Supply：100-240V~, 1.8A,50/60 Hz

Related Links

System introduction on page 18

TEKMAND NANO



- Support connecting TEKMAND series devices to establish workgroups
- The console itself can handle 4096 parameters
- 4 DMX input/output ports
- MIDI input port
- 1 USB interface
- 1 Ethernet interface
- 1 10.1-inch multi-point capacitive touch screen
- 4 encoders
- 5 execution keys
- 7 function keys
- Built in WIFI, battery
- Supports multiple operating languages
- New design, easy to understand, combining graphics and text, presenting a more intuitive user interface
- Support multiple connected machine backups
- Supports CITP protocol, allowing direct preview of media server videos
- Can be remotely controlled using handheld devices, supporting IOS/ANDROID handheld terminal systems
- Powerful and realistic stage 3D simulation effect, real-time simulation of live effects, convenient for offline programming
- Powerful layout management with multiple operation modes
- Supports multiple network protocols such as Art Net, sACN, etc
- Supports multi-user operations and can set permissions for each user
- Support RDM remote lighting management
- Built in media player for smooth and clear playback

- Power supply: TYPE C charging interface

Related Links

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TEKMAND D3



- Connecting to DPU can process up to 260000+parameters in real-time
- A single console can process 8192 parameters in real-time
- Built in 3 10.1-inch touch screens--
- 4 encoders with RGB backlight
- 1 main control push rod
- 16 execution push rods
- 16 execution buttons
- 4 A/B/C/D long push rods
- Adjustable independent RGB backlight button
- 6 DMX input/output ports
- 1 10/100/1000M Ethernet port
- 2 high-speed USB ports
- MIDI input interface
- MIDI output interface
- LTC linear time code input interface
- Audio output interface
- 1 goose neck light interface
- Supply : 100-240V, 50/60HZ

Related Links

System introduction on page 18

TEKMAND D3



- Connecting to DPU can process up to 260000+parameters in real-time
- A single console can process 6144 parameters in real-time
- Built in 2 10.1-inch touch screens--
- 4 encoders with RGB backlight
- 1 main control push rod
- 8 execution push rods
- 8 execution buttons
- 2 A/B long push rods
- Adjustable independent RGB backlight button
- 6 DMX input/output ports
- 1 10/100/1000M Ethernet port
- 2 high-speed USB ports
- MIDI input interface
- MIDI output interface
- LTC linear time code input interface
- Audio output interface
- 1 goose neck light interface

- Supply : 100-240V, 50/60HZ

Related Links

System introduction on page 18

TEKMAND D1



- Connecting to DPU can process up to 260000+parameters in real-time
- A single console can process 4096 parameters in real-time
- Built in 2 10.1-inch touch screens--
- 4 encoders with RGB backlight
- 5 execution push rods
- 5 execution buttons
- 2 A/B long push rods
- Adjustable independent RGB backlight button
- 4 DMX input/output ports
- 1 10/100/1000M Ethernet port
- 1 high-speed USB ports
- MIDI input interface
- LTC linear time code input interface
- Audio output interface
- 1 goose neck light interface
- Supply：100-240V, 50/60HZ

Related Links

System introduction on page 18

TEKMAND D



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 4096 parameters
- Comes with 5 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 3 internal capacitive touchscreens 10.1
- 18 executor faders
- 2 motorized A/B faders
- 1 electric Grand Master
- 1 dimming wheel
- 4 encoders
- Adjustable button backlight
- desklight connector
- MIDI input/output
- Sound input/output
- LTC input
- 1 Gigabit etherCON (10/100/1000M)
- 3 USB connectors

- 1 Mains Switch
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management
- Supply：85-250V~, 50/60 Hz

Related Links

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TEKMAND V



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 12288 parameters
- Comes with 16 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 5 built-in 15.4-inch touch screens and one 9-inch touch screen.
- Built-in adjustable brightness LED lighting and external gooseneck light
- 45 executor faders
- 2 motorized A/B faders
- 1 electric Grand Master
- Built-in keyboard
- Motorized display panel
- Adjustable button backlight
- 9 encoders
- Fingerprint cognition
- Multifunctional trackball
- 1 dimming wheel
- 1 Mains Switch

- Built-in uninterrupted power supply(UPS)
- 2 Gigabit etherCON (10/100/1000M)
- 4 USB connectors
- desklight connector
- MIDI input/output
- Sound input/output
- LTC input
- Configure a more solid and reliable solid state drive
- Built-in expandable switch (5 ports)
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management
- Supply: ：100-240V~, 2.7A ,50/60 Hz

Related Links

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TEKMAND IV



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 10240 parameters
- Comes with 12 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 4 built-in 15.4-inch touch screens and one 9-inch touch screen.
- Built-in adjustable brightness LED lighting and external gooseneck light
- 30 executor faders
- 2 motorized A/B faders
- 1 electric Grand Master
- Built-in keyboard
- Motorized display panel
- Adjustable button backlight
- 8 encoders
- Fingerprint cognition
- Multifunctional trackball
- 1 dimming wheel
- 1 Mains Switch

- Built-in uninterrupted power supply(UPS)
- 2 Gigabit etherCON (10/100/1000M)
- 4 USB connectors
- desklight connector
- MIDI input/output
- Sound input/output
- LTC input
- Configure a more solid and reliable solid state drive
- Built-in expandable switch (5 ports)
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management
- Supply：100-240V~, 2.2A ,50/60 Hz

Related Links

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TEKMAND III G2



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 8192 parameters
- Comes with 8 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 3 built-in 15.4-inch touch screens and one 9-inch touch screen.
- Built-in adjustable brightness LED lighting and external gooseneck light
- 15 executor faders
- 2 motorized A/B faders
- 1 electric Grand Master
- Built-in keyboard
- Motorized display panel
- Adjustable button backlight
- 7 encoders
- Fingerprint cognition
- Multifunctional trackball
- 1 dimming wheel
- 1 Mains Switch

- Built-in uninterrupted power supply(UPS)
- 2 Gigabit etherCON (10/100/1000M)
- 4 USB connectors
- MIDI input/output
- Sound input/output
- LTC input
- desklight connector
- Configure a more solid and reliable solid state drive
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management
- Supply：100-240V~, 1.8A,50/60 Hz

Related Links

System introduction on page 18

TEKMAND III



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum. (a maximum of 256 DMX output)
- Up to 32 sessions can be operated concurrently
- Can process 8192 parameters, 7 onboard DMX output, 1 DMX input.
- Connection DPUs can accept up to 256 DMX outputs
- 3 built-in 15.4-inch touch screens and one 8.9-inch touch screen.
- Can accept 2 external displays (or touch screens)
- 30 motorized faders
- Built-in keyboard
- Built-in uninterrupted power supply(UPS)
- 2 Ethernet interfaces
- 5 USB 2.0 interfaces
- Motorized display panel
- 2 motorized A/B faders
- Adjustable button backlight
- Fingerprint cognition
- APPLE charger
- Supply: 100-240V 47/63Hz

Related Links

System introduction on page 18

TEKMAND II



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 8192 parameters
- Comes with 8 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 2 built-in 15.4-inch touch screens and one 8.9-inch touch screen.
- Can accept 2 external displays (or touch screens)
- Motorized display panel
- Multifunctional trackball
- 1 dimming wheel
- 15 executor faders , 18 executor buttons
- 2 motorized A/B faders
- 1 electric Grand Master
- 6 encoders
- Adjustable button backlight
- Fingerprint cognition
- Built-in keyboard
- Built-in uninterrupted power supply(UPS)
- 2 Gigabit etherCON (10/100/1000M)
- 5 USB connectors
- MIDI input/output
- Sound input/output
- LTC input
- desklight connector
- Configure a more solid and reliable solid state drive

- 1 Mains Switch
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management

Related Links

System introduction on page 18

TEKMAND MINI



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 4096 parameters,Comes with 8 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 1 built-in 15.4-inch touch screens
- Comes with adjustable brightness LED lighting
- Adjustable button backlight
- 5 encoders
- Comes with 7 custom screen shortcuts
- 15 executor faders
- 2 motorized A/B faders
- 1 electric Grand Master
- External keyboard and mouse can be connected, and wireless keyboard and mouse are supported at the same time
- 1 Mains Switch
- 1 Gigabit etherCON (10/100/1000M)
- 1 VGA port to extend external monitor
- 4 USB connectors

- MIDI input/output
- Sound input/output
- LTC input
- Configure a more solid and reliable solid state drive
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management
- Supply：100-240V~, 0.6A,50/60 Hz

Related Links

System introduction on page 18

TEKMAND FADER WING



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 2048 parameters
- Comes with 4 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 15 executor faders
- Adjustable button backlight
- 2 USB connectors
- Connect to TEKMAND onPC system via USB
- 1 Mains Switch
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system
- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation

- Support RDM Remote Fixture management
- Supply : 100-240V~, 50/60 Hz, 0.09A

Related Links

System introduction on page 18

TEKMAND COMMAND WING



- Connection DPUs of each session is capable of real-time controls over 65536 parameters maximum.
- Up to 32 sessions can be operated concurrently
- Can process 2048 parameters
- Comes with 4 Dmx input/output ports
- Connection DPUs can accept up to 256 DMX outputs
- 2 motorized A/B faders
- 1 dimming wheel
- 6 executor faders
- Adjustable button backlight
- 4 encoders
- MIDI input/output
- LTC/SMPTE input
- Connect to TEKMAND onPC system via USB
- 1 Mains Switch
- Support multiple operating languages
- Can be remotely controlled by handheld devices, support IOS/ANDROID handheld terminal system

- Powerful and realistic stage 3D simulation effects, real-time simulation on-site effects, convenient offline programming
- Powerful layout management with multiple operation modes
- Support multiple network protocols: Art-Net, sACN, etc.
- Support multi-user operation
- Support RDM Remote Fixture management
- Supply: 100-240V~, 50/60 Hz, 0.12A

Related Links

System introduction on page 18

TEKMAND onPC



- Support Windows and Linux systems
- Minimum processor specifications: CPU dual-core 2.4GHz or faster
- Minimum memory specification: 2GB minimum
- Minimum hard disk specification: 32GB free space
- Minimum graphics card specifications: minimum 512MB video memory
- Allow users to view and edit performance files
- The new 3D function can perfectly support users offline pre-programming
- Connect TEKMAND Command Wing and TEKMAND Fader Wing to extend DMX-512 output port
- TEKMAND onPC software is compatible with remote equipment of TEKMAND series console
- It can be connected to TEKMAND series control system for backup

Related Links

System introduction on page 18

TEKMAND DPU 16P G3



- Can process 8192 parameters
- Comes with 16 Dmx output ports
- one 7-inch touch screen
- Screen info：DMX，IP，Status
- DMX output indicator
- 3 USB 2.0 interfaces
- 2 Gigabit etherCON(10/100/1000M)
- Support Tekmand Net and Artnet
- 1 Mains Switch
- Supply：100-240V~,50/60 Hz

Related Links

System introduction on page 18

TEKMAND DPU 8P G3



- Can process 4096 parameters
- Comes with 8 Dmx output ports
- one 2.6-inch touch screen
- Screen info：DMX，IP，Status
- DMX output indicator
- 3 USB 2.0 interfaces
- 2 Gigabit etherCON(10/100/1000M)
- Support Tekmand Net and Artnet
- 1 Mains Switch
- Supply：100-240V~,50/60 Hz

Related Links

System introduction on page 18

TEKMAND DPU 16P



- Can process 8192 parameters
- Comes with 16 Dmx output ports
- one 7-inch touch screen
- Screen info：DMX，IP，Status
- 2 USB 2.0 interfaces
- 1 Gigabit etherCON(10/100/1000M)
- Support Tekmand Net and Artnet
- Supply：100-240V~,50/60 Hz

Related Links

System introduction on page 18

TEKMAND DPU 8P



- Can process 4096 parameters
- Comes with 8 Dmx output ports
- one 2.6-inch touch screen
- Screen info：DMX，IP，Status
- 2 USB 2.0 interfaces
- 1 Gigabit etherCON(10/100/1000M)
- Support Tekmand Net and Artnet
- Supply：100-240V~,50/60 Hz

Related Links

System introduction on page 18

TEKMAND DPU 4P



- Can process 2048 parameters
- Comes with 4 Dmx output ports
- one 2.6-inch touch screen
- Screen info：DMX，IP，Status
- 2 USB 2.0 interfaces
- 1 Gigabit etherCON(10/100/1000M)
- Support Tekmand Net and Artnet
- Supply：AC100-240V~,50/60 Hz

Related Links

System introduction on page 18

TEKMAND NODE 8P



- 1 Gigabit etherCON (10/100/1000M)
- Comes with 8 Dmx output ports
- Comes with 1 Dmx input ports
- 2.6-inch touch screens
- LED display DMX working status
- Support network power supply (POE/802.3at)
- Support multiple network protocols: Art-Net, sACN, etc.
- Support ArtNet remote upgrade software/remote configuration port
- Support Web view device status
- Support DMX frame rate (packet rate) setting
- Support RDM Remote Fixture management
- Support network mode/amplifier mode, can switch automatically
- Supply : 100-220V~ , 0.85A ,50/60Hz

Related Links

System introduction on page 18

TEKMAND NODE 4P



- 1 Gigabit etherCON (10/100/1000M)
- Comes with 4 Dmx output ports
- Comes with 1 Dmx input ports
- 2.6-inch touch screens
- LED display DMX working status
- Support network power supply (POE/802.3at)
- Support multiple network protocols: Art-Net, sACN, etc.
- Support ArtNet remote upgrade software/remote configuration port
- Support Web view device status
- Support DMX frame rate (packet rate) setting
- Support RDM Remote Fixture management
- Support network mode/amplifier mode, can switch automatically
- Supply：AC100-220V,0.06A,50/60Hz

Related Links

System introduction on page 18

TEKMAND NODE 4P OD



- Waterproof IP65
- 1 Gigabit etherCON (10/100/1000M)
- Comes with 4 Dmx output ports
- Comes with 1 Dmx input ports
- 2.6-inch touch screens
- LED display DMX working status
- Support network power supply (POE/802.3at)
- Support multiple network protocols: Art-Net, sACN, etc.
- Support ArtNet remote upgrade software/remote configuration port
- Support Web view device status
- Support DMX frame rate (packet rate) setting
- Support RDM Remote Fixture management
- Support network mode/amplifier mode, can switch automatically
- Supply：AC100-220V,0.06A,50/60Hz

Related Links

System introduction on page 18

FINE RDM



- Waterproof IP65
- 1 Gigabit etherCON (10/100/1000M)
- Comes with 4 Dmx output ports
- Comes with 1 Dmx input ports
- one internal capacitive touchscreens 206
- LED display DMX working status
- Support network power supply (POE/802.3at)
- Support multiple network protocols: Art-Net, sACN, etc.

- Support ArtNet remote upgrade software/remote configuration port
- Support Web view device status
- Support DMX frame rate (packet rate) setting
- Support RDM Remote Fixture management
- Support network mode/amplifier mode, can switch automatically
- Supply：AC100-220V,0.06A,50/60Hz

Related Links

System introduction on page 18

Console Architecture

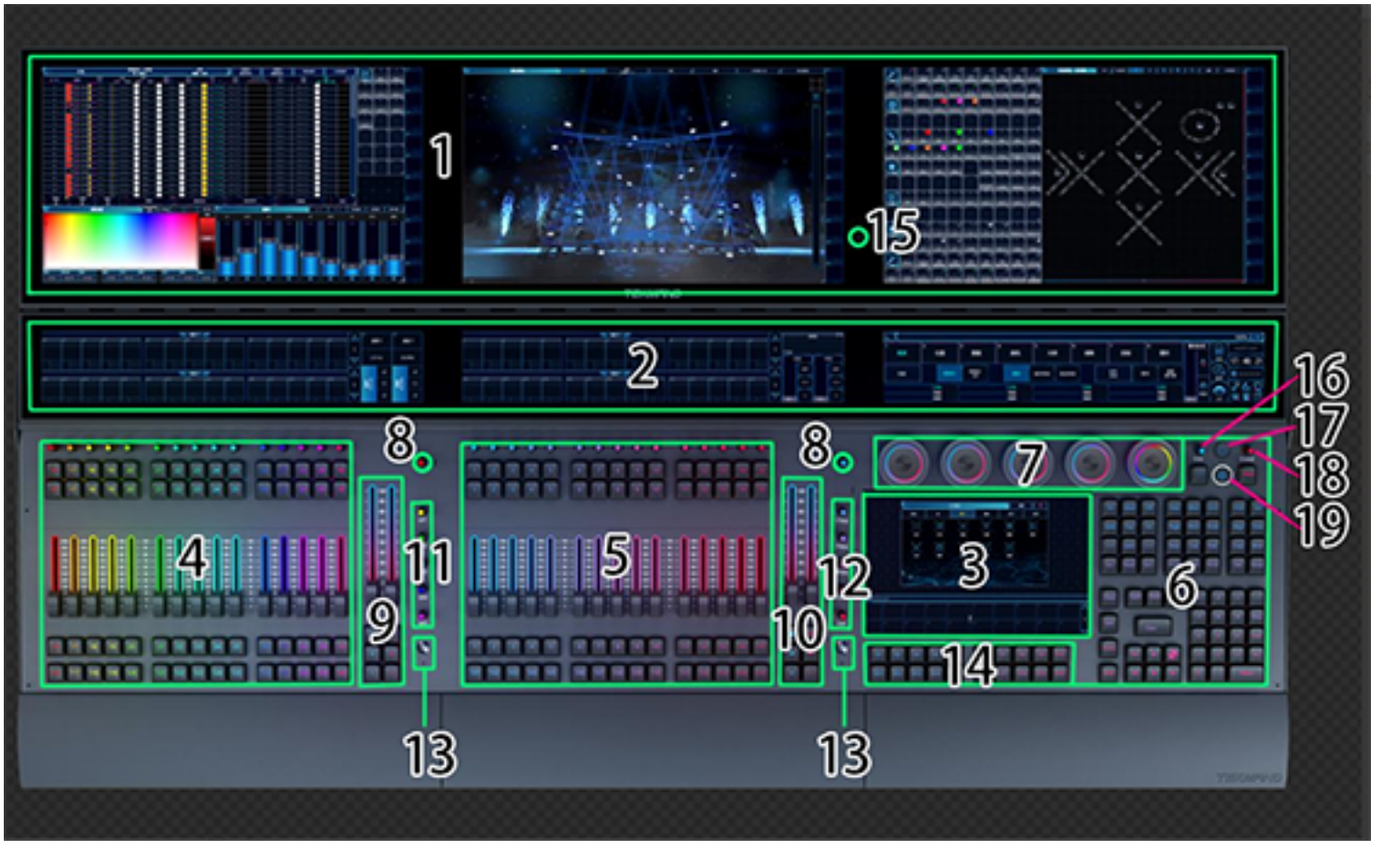
G2 Console Architecture



1. Screen 1
2. Screen 2
3. Screen 3
4. Screen 4
5. Wing section – external screen 5
6. Wing section – external screen 6
7. USB interfaces
8. Power button
9. Fingerprint reader
10. Grand Master
11. Level Wheel
12. Trackball
13. Attribute Encoders
14. Command Area
15. Multifunctional user keys
16. Window Encoders
17. Fader Executors
18. Button Executors
19. Main Executor

- The control panel adjusts the display angle through LOGO+Up/Down.
- LOGO+ESC can bring up the shutdown interface, LOGO+PANSE lock/unlock screen..

G3 Console Architecture

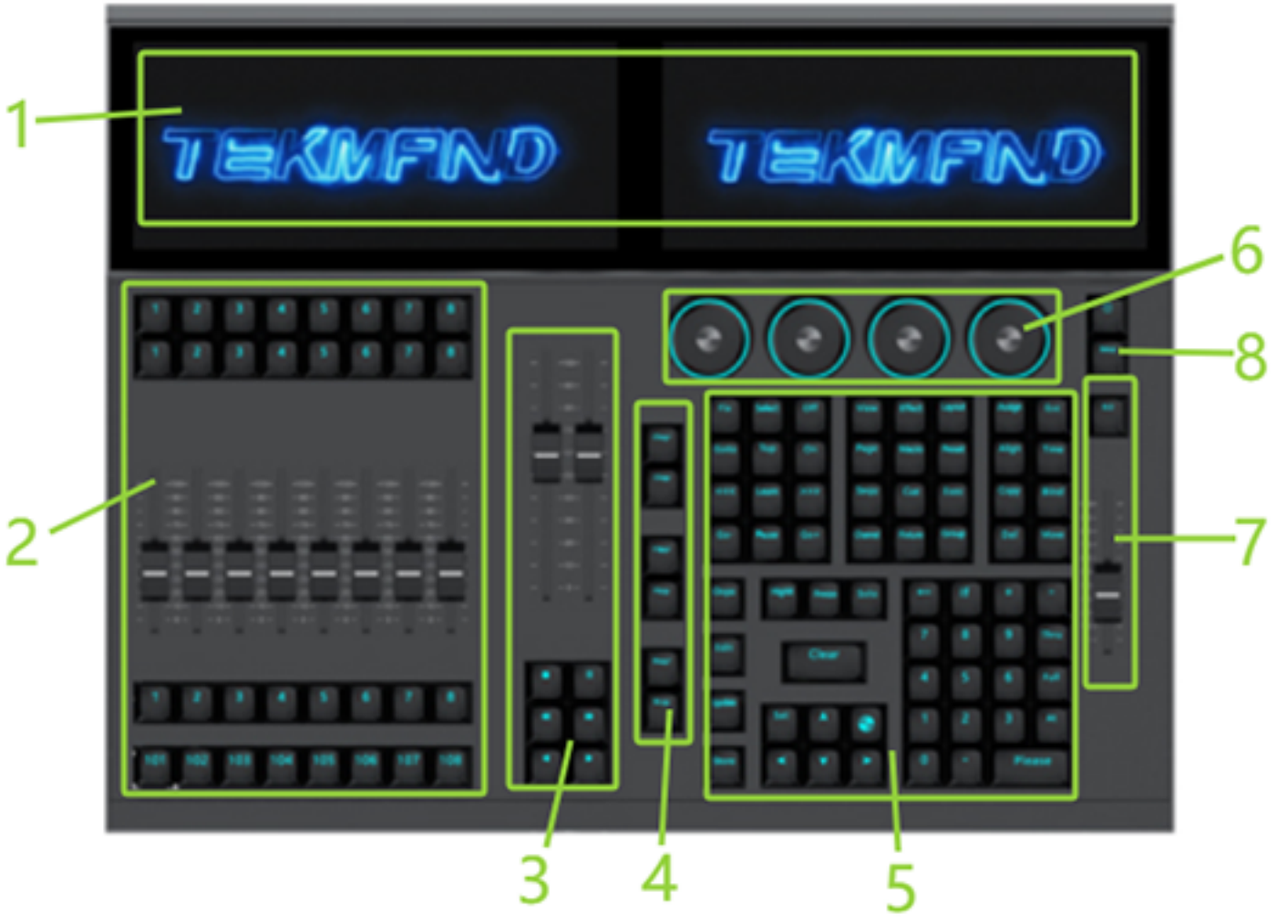


1. 3 internal motorized foldable monitor multi-touch screens 2-4
2. 3 internal motorized foldable letterbox multi-touch screens 7-9
3. 1 internal multi-touch command screens 1
4. Left executor area 16-30
5. Right executor area 1-15
6. Command key area
7. 5 large touch encoders with LED backlight
8. 2 screen encoders with LED backlight
9. Master CD area
10. Master AB area
11. Custom encoders
12. Page encoders
13. Infrareds+microphones area
14. 20 xKeys area
15. Face camera
16. Dimmer encoder
17. Power on key
18. Grand encoder
19. Fingerprint scanner

- The five attribute encoders of TEKMAND G3 have touch+RGB backlight aperture indicator function. Touch corresponds to the fine adjustment sensitivity of the encoder, and the color of the backlight aperture changes according to the context.

- Each group of fader executors in TEKMAND G3 is equipped with a control small rotary encoder at the top, which has the same function as the fader and is equipped with a pressing operation and LED backlight to indicate the corresponding status.
- TEKMAND G3 motorized fader adds a circle of LED indicator light, which changes with the color of the executor and can indicate the position of the fader scale. When touching the fader, its light will default to a dynamic effect indication. The LED backlight color of the fader has several fixed definitions in the system, such as: red=edit, green=default selection, orange=fixed, etc..
- The TEKMAND G3 fingerprint scanner has a halo backlight color indicating its working status, blue=standby, red=active, purple flashing=verifying.
- The TEKMAND G3 console is equipped with Main/Sub infrared sensors, which can recognize 6 gesture actions: up, down, left, right, far, and near.
- TEKMAND G3 comes with front/rear cameras, and the front camera currently supports facial recognition function to record facial IDs.
- The IP addresses, gateways, and DNS of the three network ports of TEKMAND G3 can be customized and configured.
- TEKMAND G3 Setup - Network - TEKMAND Network Control - Interface Settings - WLan supports connecting to wireless networks.
- The TEKMAND G3 large screen panel adjusts the display angle through LOGO+Up/Down, while the strip screen panel adjusts the display angle through Set+Up/Down.
- The bar screens of TEKMAND G3 are fixed to display: left (executor 16-30), middle (executor 1-15), and right (encoder toolbar).All bar screens and the right area of the small screen are user-defined areas, supporting fixed and macro function references.
- The fader, buttons, and encoder backlight of TEKMAND G3 can be freely adjusted for color brightness. The system provides 7 default color schemes, which can be switched between different colors through the shortcut function in the custom area of the right bar screen.
- TEKMAND G3 adds a new set of main control faders C/D
- The TEKMAND G3 system can use commands to select audio output devices, with command syntax such as SoundOutDevice On/Off [ID]. Audio device number: 0=turn off audio device, 1=left speaker, 2=right speaker, 3=headphone jack, 4=SPDIF output.
- LOGO+PANSE lock/unlock screen.
- The Up/Down button can be used for system installation up and down options.

D2 Architecture



1. Built in 2 10.1-inch touch screens
2. Executor area 1-8
3. Master AB area
4. Page flipping button area
5. Command button area
6. 4 encoders
7. Grand Master
8. Setup Key

- The four attribute encoders have touch+RGB backlight aperture indication function.
- The brightness of the color can be freely adjusted for the console buttons and encoder backlight, and the system provides 7 default color schemes.
- Adds a new set of main control faders C/D
- LOGO+ESC can bring up the shutdown interface, LOGO+PANSE lock/unlock screen.
- The Up/Down button can be used for system installation up and down options.
- The button on the right side of the encoder toolbar can switch to encoder mode 4



NANO Architecture



1. Touch control screen
2. Setup Key
3. Faders Key(Sliding left from the right screen edge can also be achieved)
4. Keypad Key(Sliding left from the right screen edge can also be achieved)
5. 5 execution keys
6. Clear Key
7. Store Key
8. 4 Attribute encoders
9. Go+ Key
10. Go- Key

- Linux NANO's Setup - Network - TEKMAND Network Control - Interface Settings - WLan supports connecting to wireless networks.
- Faders+KeyPad lock/unlock screen.
- Click the menu button on the right side of the Linux NANO screen to bring up the screen clearing interface and the 4th encoder mode switching interface.
- Swipe left to right on the Windows NANO screen to bring up the screen switching interface. Swipe left on the right side of the screen to bring up the Key Pad interface. Slide up at the bottom of the screen to bring up the screen clearing interface and the 4th encoder mode switching interface.

- The button on the right side of the encoder toolbar can switch to encoder mode 4



Related Links

[Welcome to TEKMAND series control system](#) on page 13
[Console Backpanel](#) on page 63

Console Backpanel

G2 Console Backpanel



1. Mains Switch
2. Mains Input 100-240V 47/63Hz
3. DMX input
4. DMX Output A - G
5. Ethernet interfaces 1+2(10/100/1000M)
6. External display interfaces 2 x DVI-I
7. USB interfaces 3 x USB 2.0
8. MIDI In+Out
9. LTC/SMPTE In
10Audio In
11TEKMAND delicated interface
12Reset Button

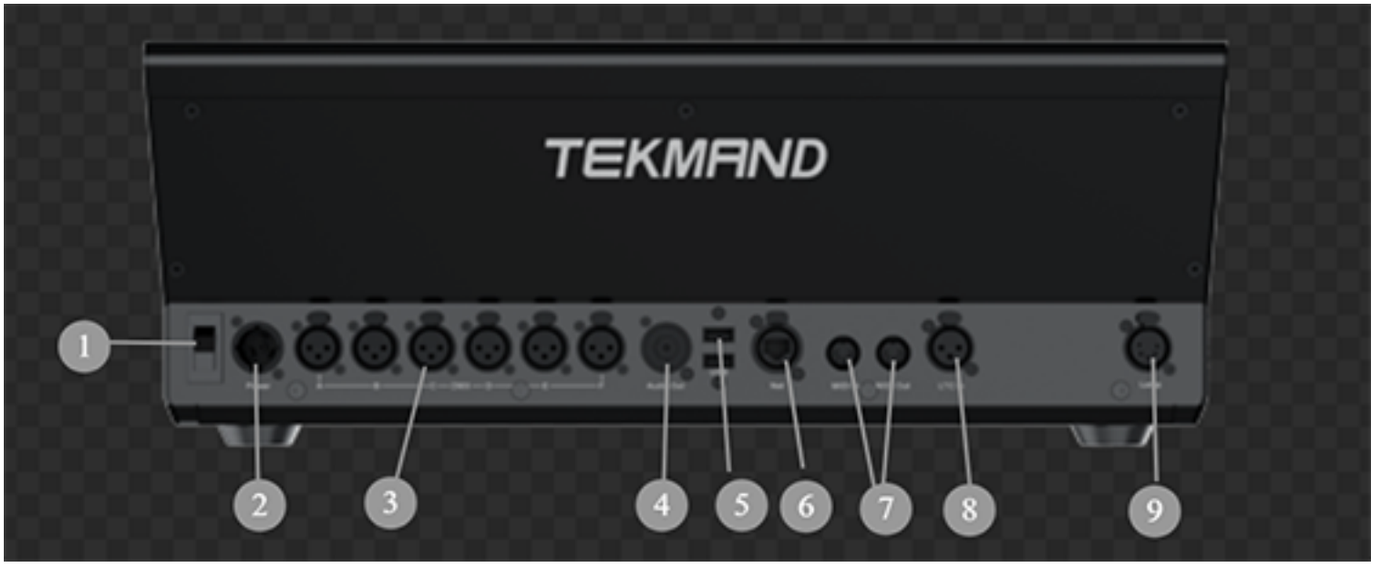
G3 Console Backpanel



1. Power switch
2. Desk lights
3. DMX A-H

4. MIDI In+Out
5. LTC In
6. Power input
7. Ethernet 1-3 (10/100/1000M)
8. USB 1-3
9. DP 1-2
10SPDIF In+Out
11Audio In
12Audio Out

D2 Console Backpanel



1. Power switch
2. Power input
3. DMX A-F
4. Audio Out
5. USB 1-2
6. Ethernet(10/100/1000M)
7. MIDI In+Out
8. LTC In
9. Lamp

NANO Console Backpanel



1. DMX A-D
2. Ethernet interface
3. USB interface
4. MIDI input
5. Power
6. Power switch

Related Links

Welcome to TEKMAND series control system on page 13

Tekmand Concept

This chapter mainly relates to the basic operations and the philosophy of Tekmand series console. Relevant background knowledge is covered to provide easy accesses to tekmand series console.

Detailed description of each element, please refer to the two chapters below: Tasks and Reference sections.

Related Links

Basic Operation on page 67
Extended Operation on page 90

Basic Operation

Click on any of the sub topics for more infomation of the Basic Operation.

Related Links

Tekmand Concept on page 66
Commandline on page 68
Touchscreens on page 70
View & Windows on page 73
Channels & Fixtures on page 75
Selection on page 77
Attributes on page 78
Groups on page 80
Label on page 81
Presets on page 82
Cues & Sequences on page 83
Tracking on page 84
Effects on page 85
Executors on page 87
Backup on page 89

Commandline

Commandline is provided as an essential access for interaction between a user and the console.

Commandline can recognize predefined keywords, instructions, numbers, symbols, etc.
Any operation of the console can be manipulated through appropriate command lines.
For example: **Delete Effect** 3 or **Goto Cue** 6. Each command should be ended with Please so as to activate corresponding execution, thus the examples above should be entered as:
Del Effect 3 Please and Goto Cue 6 Please .



Remember: Please is neither a keyword nor a constituent string of a command. Instead , it's a physical button on the console and used to send the command to the console for execution. Keep it in mind that all examples concerned to command lines in this manual should be ended with Please .

Keyword--Object

Object keywords refer to the objects mentioned in a Show file. Typical object keywords are **Channel**, **Fixture**, **Effect**, **Preset** etc. To indentify a specific object to be used, an object keyword comprises of the object type + number/name, such as **Channel** 3, **Fixture** 5, **Effect** 6, **Preset** "Blue".

Such object keywords are used as nouns.

Keyword--Function

Function keywords refer to a specific process or step. Typical functional keywords are **Goto**, **Delete**, **LeaveSession**etc. Most of such functional keywords are immediately followed by an object keyword, e.g. **Goto Cue** 3,**Delete Preset** "Red". While some functional keywords are used alone, such as **Blackout**.

Function keywords are used as verbs.

Keyword--Helping

Helping keywords are used to combine a functional keyword and an object keyword. It can be **At** or **Thru** :**Copy Cue** 3 **At Cue** 6,**Delete Effect** 2 **Thru** 5.

Helping keywords are used as prepositions or conjunctions.

General syntax

Syntax for general commands: [Function][Object], or [Function][Object ID or name], some parameters can be omitted in the case that they are the same as the default value. For example:

Store Cue 3 can be replaced by Store 3 ,as the "Cue" is the default operated object for "Store".

Go+ Macro 5 can be replaced by Macro 5 ,as "Go+"is the default function keyword for "Macro".

Abbreviation for command

Keywords are regardless of upper case or lower case. Additionally, keywords can be entered at an abbreviated form as each keyword has a corresponding abbreviation. For example:

Store Cue 3 may be replaced by st cu 3 .

Macro 5 may be simply replaced by ma 5 .

Default keyword

To speed up programming, the command line is provided with a default keyword. When a number is entered, the default keyword enclosed by the bracket will be added automatically prior to the number. Default command line is shown as below:



Enter 7 directly into the command line above, the resultant input would be Channel 7:



User can modify the default keyword by simply enter the keyword desire and press enter: Fixture Please .



Related Links

Basic Operation on page 67
Syntax on page 273
Keywords on page 281

Touchscreens

Powerful user interface of tekmand is provided by both 8.9-inch and 15.4-inch touch screens.

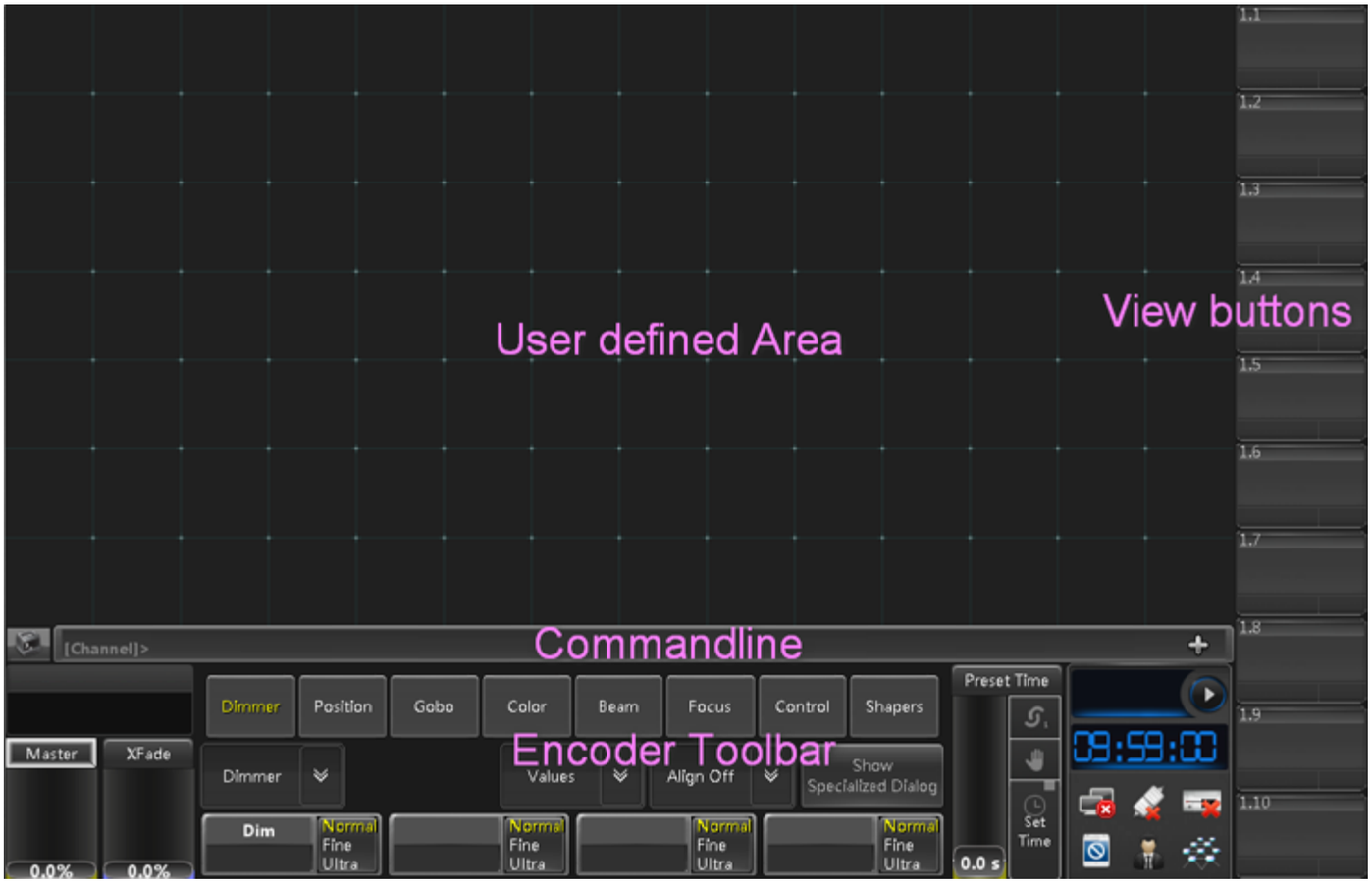
Screens on the console provide enormous information, a user can manipulate various functions by simply touch corresponding area. The grid section on the screens is for user-definition, through which views management is user-defined.

Screen 1 (command screen)



At the bottom of the screens are the corresponding X buttons, relevant labels and associated soft buttons; X buttons can be used to control the Button executors(list) or View/Macro(User1 + 2). Additionally, these buttons also associate with some options of a popup, menu or a dialogue.

Screen 2 (right screen)



Below the screen are encoder toolbars, with which fixture parameters and object attributes are processed; lower left corner displays the button label of the Excutor currently selected. On the right hand side of the screen are 10 View buttons, with which stored views can be recalled directly.

Screen 3 and 4(middle screen and left screen)



Below the screens are corresponding labels for both Fader and Button executrors. On the right hand side of the screen are 10 view buttons, with which stored views can be recalled directly.

Related Links

Basic Operation on page 67
Windows on page 372

View & Windows

Making full use of views can significantly improve working efficiency. Recalling views, array and arrangement can be done in few seconds.

Window arrangements

Create a view: click the blank area and select a view to be created from the popup Create Basic Window. The view created can be moved and scaled.

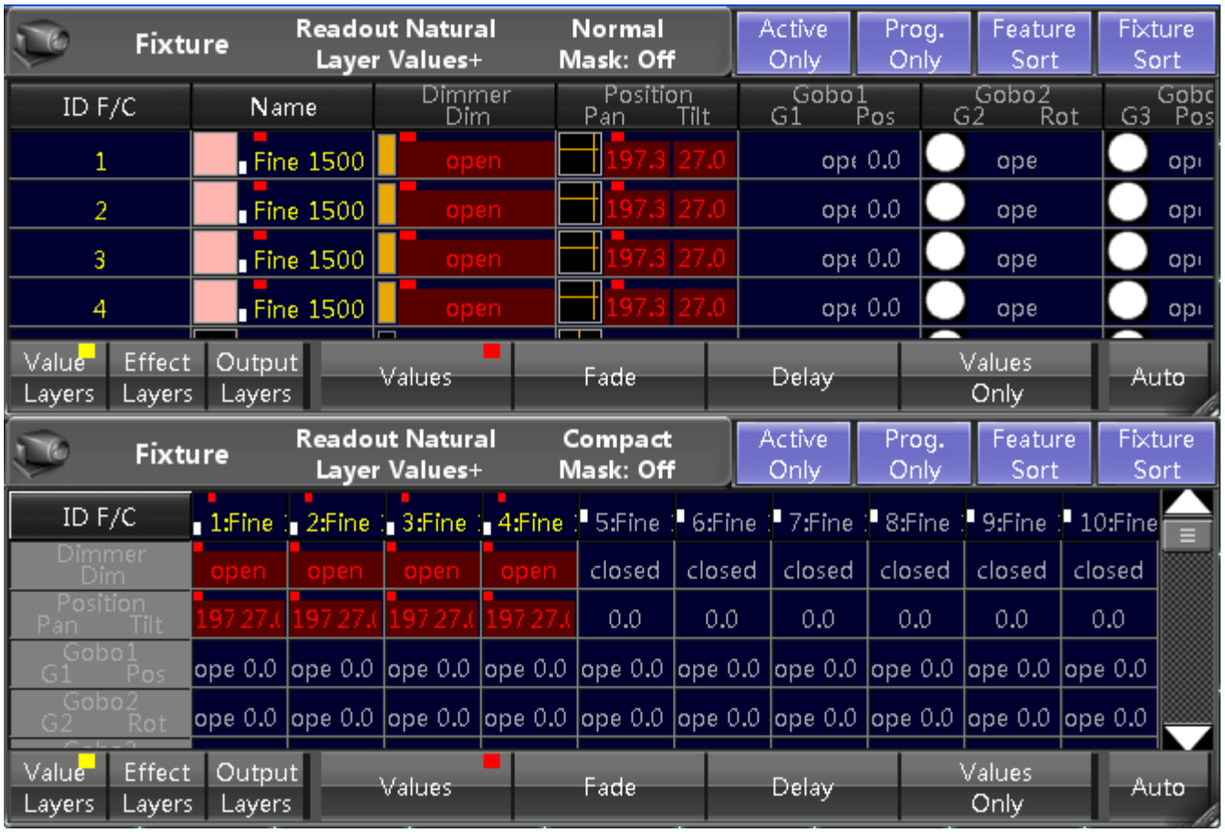
Multiple views can be open concurrently on a single screen, as shown below:



Windos options

At the upper left corner of each view, there is label, when the label is clicked, an corresponding option dialogue will pop up. Data to be displayed, style, font size, toolbar and the like can be set through the option dialogue.

Picture below shows windows of Fixture Sheet under different options:



Views

Arrangement and options of windows can be saved to a single View, press Store then click the view button on the right of the screen. When the present windows arrangement needed to be reopened, it can be done by pressing the view button directly.

Related Links

Basic Operation on page 67
Create Basic Window on page 494
Sheets on page 373
Pools on page 405
Presets on page 436
Other on page 450

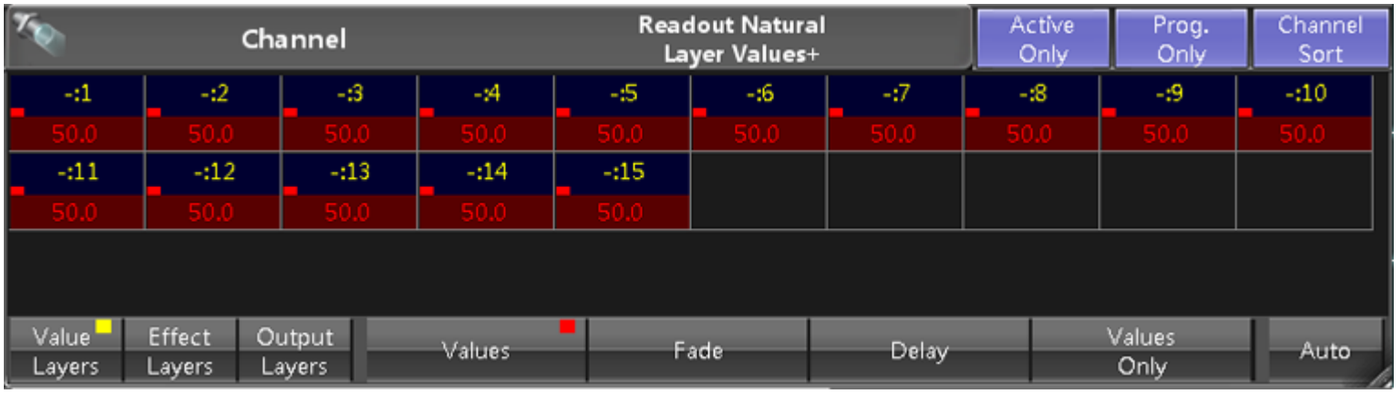
Channels & Fixtures

Tekmand has been constructed as a general lighting console, thus it's applicable to various fixtures of different types. The available types of fixtures are listed in Setup > Show . Further, additional fixture type to be controlled can be user-defined.

Each fixture is provided with an ID number. There are two different ID numbers: Channel ID and Fixture ID.

Channel

In the Channel Sheet, only fixtures with channel IDs and corresponding brightness parameters are shown. Channels refer to those fixtures with a single brightness parameter. The system of the console will assign a defaulted Channel ID to each Channel respectively.



Fixtures

In the Fixture Sheet, only fixtures with Fixture IDs and corresponding parameters are shown. Fixtures refer to those fixtures with multiple controllable parameters (e.g. pan/tilt, gobos, colors and the like). The system of the console will also assign a defaulted Fixture ID to each Fixture respectively.



ID

Each fixture must be provided with a Fixture ID (i.e. Fixture ID) or a Channel ID, or both. In practice, some users would prefer the Fixture ID and Channel ID of a fixture to be the same, thus whichever number is selected, it points to the same fixture. While some users use them to distinguish fixtures by way of assigning the fixtures with Fixture ID while channels with Channel ID. Thus, users can identify the fixtures desired in few seconds and speed up programming.

Sub-fixture

E.g. LED bars with multiple sections, each section with separate RGB independently controlled. Such a LED fixture can be controlled as a whole or several separate sections, each of which is controlled independently and referred as a "sub-fixture". E.g. when a MAC STAGEBAR 54L fixture, comprised of 6 sections, is added to the system and numbered 5, thus Fixture 5 indicates all sections of the fixture is controlled as a single whole, while Fixture 5.3 indicates that only the third section of the fixture is to be controlled.

Related Links

Basic Operation on page 67
Channel Sheet on page 374
Fixture Sheet on page 377

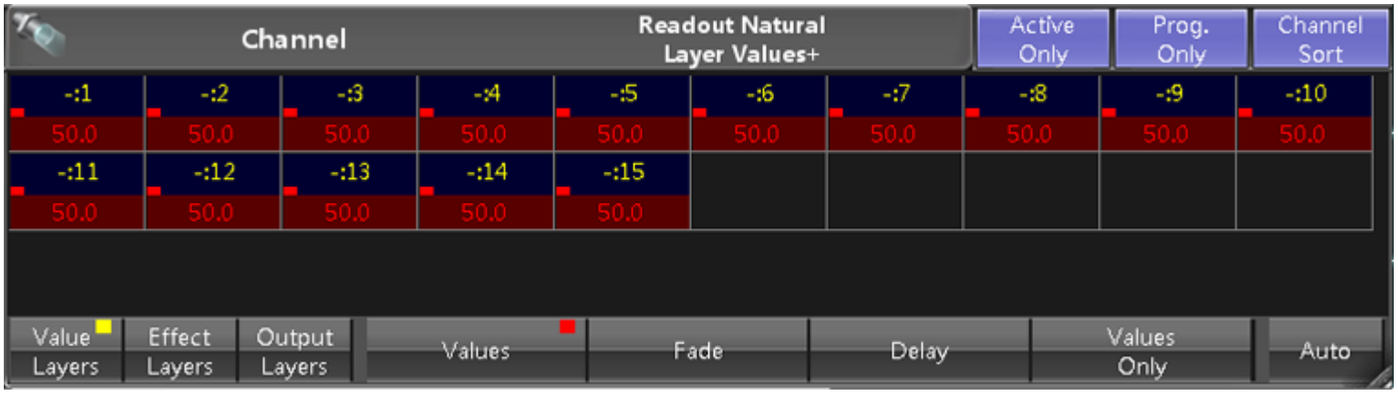
Selection

Select a specific fixture before any relevant control adjustment.

Select a fixture via commandline

Command line can be used to select a fixture directly, e.g **Fixture** 5 **Please** .Multiple fixtures can be selected with the use of keyword **+**, **-** and **Thru**, e.g. **Channel** 1 **Thru** 5 **-** 3 .

The fixture numbers and names would be highlighted in yellow within corresponding Channel Sheet and Fixture Sheet on the screen.



Tip: if the selected fixture are not all viewed, with the use of option on the upper right corner(Fixture Sort), all selected fixtures will be moved to the top of sheet automatically.

Select a fixture via GUI

Fixtures can be selected by clicking and dragging operation within the Channel Sheet and Fixture Sheet. To cancel the selection of specific fixtures, first click - button, then click or drag over the fixtures needed to be deselected.

Cancel current selection

To cancel selection of all fixtures, it can be done by clicking Clear directly.

Related Links

Basic Operation on page 67

Attributes

Every Fixture/Channel has been provided with at least one controllable parameter, such parameters are referred as Attributes.When a fixture is selected, its corresponding attributes can be modified via Encoder Toolbar.

A channel has only one attribute –"Dimmer" While the quantity of attributes for a much complex moving head may exceed thirty. To effectivly work with a high number of attributes, Attibutes are grouped in Features, which again are grouped in PresetType.

Example:

In such a case that "Gobo2 Rot" is the rotational attribute of the second gobo wheel of a fixture, this attribute can be found: PresetType "Gobo" ->Feature "Gobo2" ->Attribute"Gobo2 Rot".

A fixtures's parameter for adjusting its intensity, would be the Attribute "Dimmer". It can be found in PresetType "Dimmer" ->Feature "Dimmer" ->Attribute"Dimmer".

Accessing attributes



The first row lists all PresetType included within the present show file, and the first button of second row shows a Feature corresponding with the selected PresetType. And the last row shows the Attribute.

Adjusting attributes

The encoders have three basic functions:

Encoder Turn

Value adjustment up/down

Encoder Push & Turn

Fast value adjustment up/down

Encoder Click

Open dialog for numeric entry, predefined slot-values or attribute options

Special attributes

To achieve simple and fast adjustments, some attributes can be modified directly through manipulating corresponding control features on the console.

E.g. the level wheel next to the numeric keypad can be used to modify fixture Dimmer parameter directly. The trackball can be used to control Pan/tilt parameter directly, besides, it can also be used as a mouse.

Additionally, some properties such as Color Mix can be adjusted through the graphic tools on screen 1.

Related Links

Basic Operation on page 67

Groups

Groups refer to a collection of fixtures and use to select fixtures.

Generally when a plurality of fixtures regarded as a whole can be saved as a group.

To create a group: select the desired fixtures, e.g. **Fixture** 1 **Thru** 10 , then **Store Group** 2 .

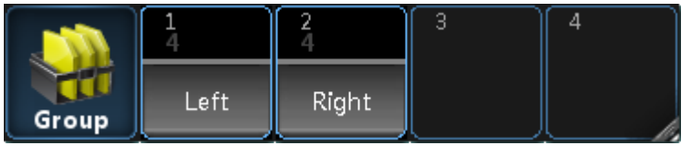
When fixtures 1 – 10 needed to be selected, it can be done by directly enter **Group** 2 .

A plurality of groups in conjunction with **Channel**/**Fixture** can be combined into the commandline, e.g. **Group** 1 **Thru** 3 **- Channel** 8 **+ Fixture** 2 .

Group is provided as a shortcut for selecting fixtures.

Group 5 **At** 50 , **Store Cue** 3 "Group 5" are set 50%, rather than 50 fixtures within the group 5, and then the modified values are saved into Cue 3.

Your groups are displayed in the Group Pool.



In the Group Pool, groups can be applied by direct clicking, and a group can be created by using Store , and the click the blank area.

Important: Groups also remember the order of the selection. Fixture 1 + 2 is not exactly the same as Fixture 2 + 1. The order of a selection is important when applying effects and value-ranges, which will be distributed along the selection.

Related Links

Basic Operation on page 67

Label

Each object is provided with a name/tag for identification.

Giving Names

Command format for rename: **Label** [object] , **Label** keyword can be achieved by clicking Assign twice. Then rename the group 2 via the button can be such: Assign Assign Group 2 Please , then enter a new name into a popup.

If needed to rename a pool object, move the cursor to that object and then enter a name with the use of a keyboard directly.



Another way to rename: when an object is saved in the pool view, enter a new name directly. Alternatively, move the cursor to the name cell within the cue list, then enter a new name with the use of a keyboard directly.

Using Names

Either the fixture number or name can be used to identify an object within a command line. E.g select group 2 (e.g. named Testlight) and set its brightness at 70%.



If a fixture name contains any space or keyword, the whole name should be added with Quotes marks, e.g. **Group** "All lights" **At** 70 .

Related Links

Basic Operation on page 67

Presets

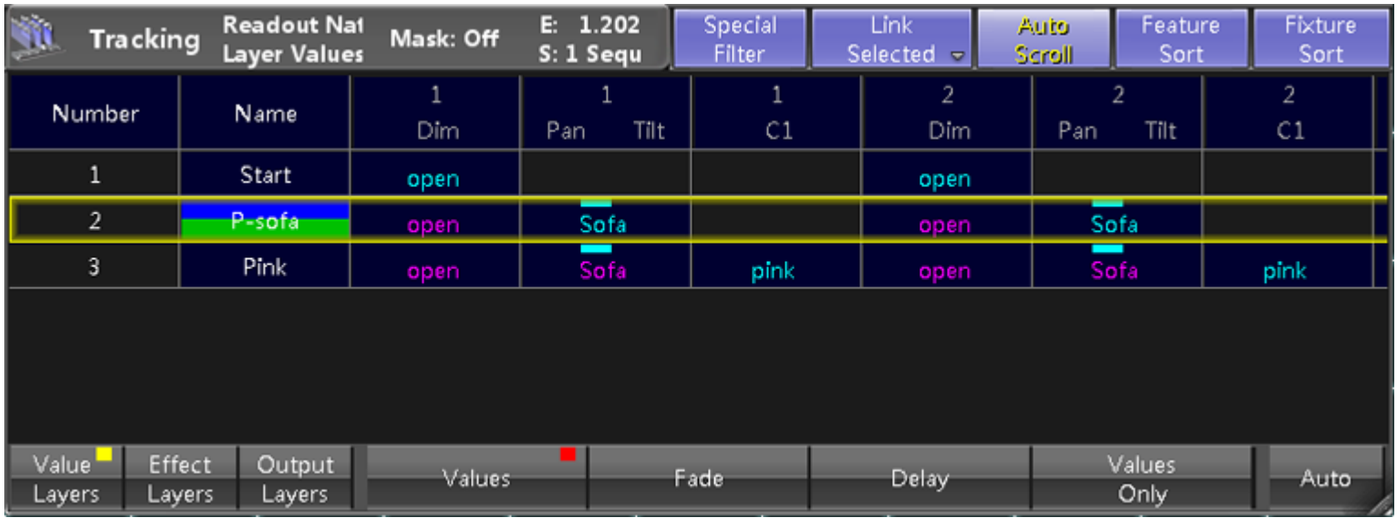
Presets contain information about fixture parameters and selection sequence.

A preset can also be used as an application variant and not saved as a specific value.

Example:

Focus fixtures 1 – 5 onto a sofa, such an arrangement is saved as a preset named "Sofa". When the preset Sofa applied and saved as a part of a cue wherein Sofa is stored as a variant rather than the attribute values of pan/tilt.

The most obvious advantage of using a preset is that, when such a preset Sofa is applicable to a number of cues while each has a different application position, all needed to do is simply modify the parameters of preset Sofa corresponding with individual cue, rather than the attribute values of pan/tilt respectively. Additionally, the pan/tilt values of a fixture are showed as Sofa, rather than the real numeric values, in a fixture sheet or a tracking sheet when a cue is replayed.



Preset types

Presets are divided into several types, each type relates to a different attribute. E.g. pan/tilt attribute falls under the Position type, while color wheel and CMY falls under Color type, etc.





Related Links

Basic Operation on page 67

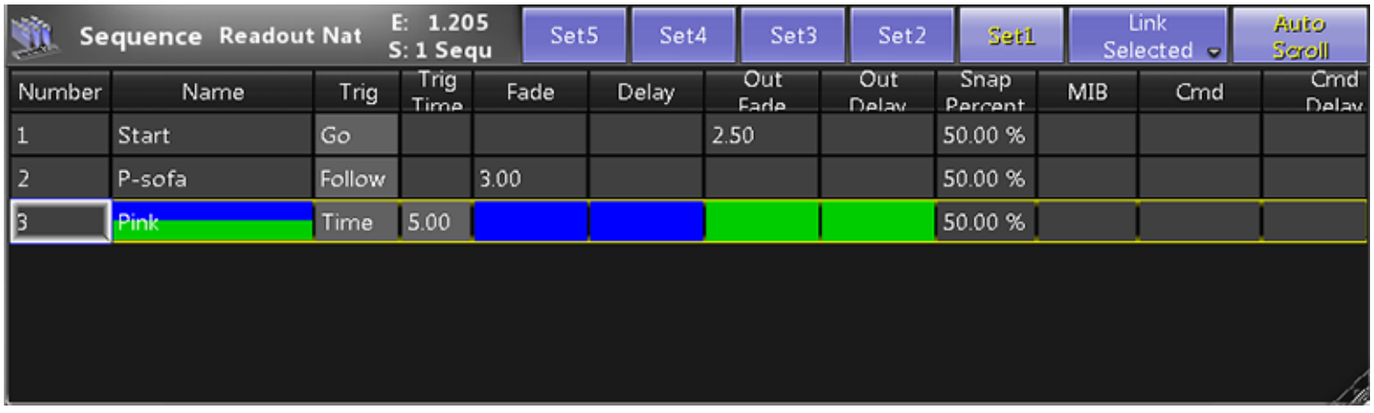
Cues & Sequences

The values of fixture parameters can be adjusted through the console, further the resultant effects on the stage can been viewed and recorded as a Cue.

A plurality of Cues are included within a Sequence and replayed by an Executor. In a figurative saying, if a Cue is a song, then a Sequence is a CD and the Executor is a CD/DVD player.

That means a cue relies on a sequence and a sequence can't be used without being assigned to an Executor. First press Store , and then select any empty button executor, the console will automatically create a Sequence and add a cue to that sequence, and then the sequence will be automatically assigned to the selected Executor.

A Cue also contains status attributes, e.g. trigger mode/time, Fade and Delay times, to control when and how to apply a cue.



Related Links

Basic Operation on page 67

Tracking

Tracking principle is to record the difference between a former Cue and a latter Cue sequentially. In another word, the record of a latter Cue does not cover the whole state of the stage but varied values compared with those of a former Cue. This significantly improves the processing efficiency and saves the memory.

In brief, once a parameter is set to a specific value, it will remain until it's modified.

For example:

- Cue 1: blue background
- Cue 2: face light

The content of Cue 2 is "face light" only. But the Cues within the sequence is played sequentially, when Cue 2 is displayed, the blue background of Cue 1 remains. Thus the effect of Cue 1 is added to Cue 2.

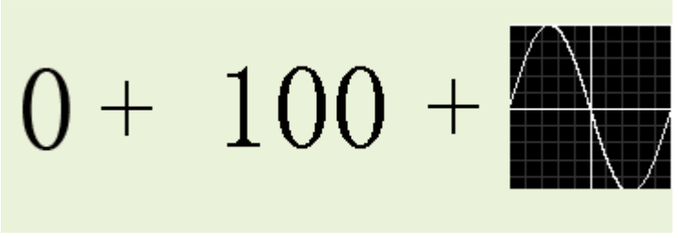
Related Links

Basic Operation on page 67

Effects

Effects are dynamic values generated by repeatably alternating between two different values according to a given waveform.

Output values of each attribute can be produced dynamically along a specific path within two different values (low and high). The bottom value of the Form indicates a minimum value while the top indicates a maximum value. The final output value is somewhere along the Form confined by the minimum and maximum values.



The above shows three different parameters: Low value, High value and effect form, the final output as shown below:



In addition with phase parameter, the original position of each fixture is not the same, the final result as below:



Every parameter value of effects can be stored to a cue directly, further, these values can saved to the effect view for future recall in the same way as saving a cue.

Effect-values may be manipulated by selecting the corresponding Effect-layer via the Layer select buttons above the encoders:

Effect Form:

Define the transition between the High and the Low value, e.g. Sin or Ramp.

Effect Rate:

The time spent by a full cycle of value change.

Low Value:

The value corresponds to the bottom of the Form.

High Value:

The value corresponds to the top of the Form.

Effect Phase:

Define where on the form/graph to start, 0=beginning, 360=end.

Effect Width:

Controls how much the form/graph should occupy of a full cycle. A 'Width' of 100% makes the form take up all the cycle. If the 'Width' is only 50% then the form only occupies the first half of the cycle.

Related Links

Basic Operation on page 67
Effect Tutorial on page 177

Executors

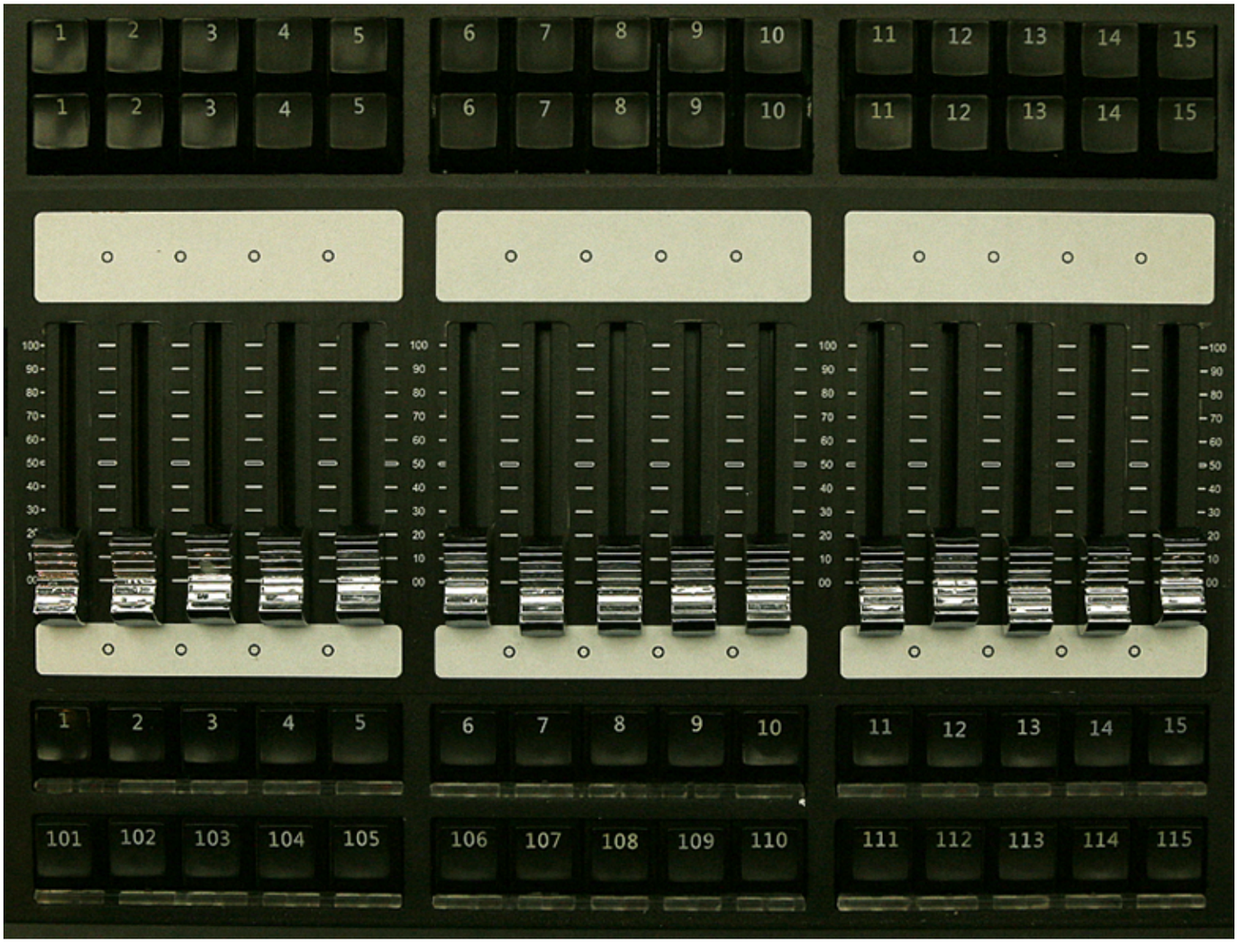
An Executor is similar with a knob and used to control and execute the stored content.

Generally most of Executors are connected with a sequence and used as a replay tool; yet an Executor can be assigned with other objects, e.g. macro, fixture group, etc.

Executors are arranged into Pages, more executors are available via changing pages.

Tip: Changing a page is not resetting an executor, no need to worry about getting rid of the previous executor. A plurality of executors can be run at the same time.

There are two types of executors, Fader Executors and Button Executors.



Fader Executors

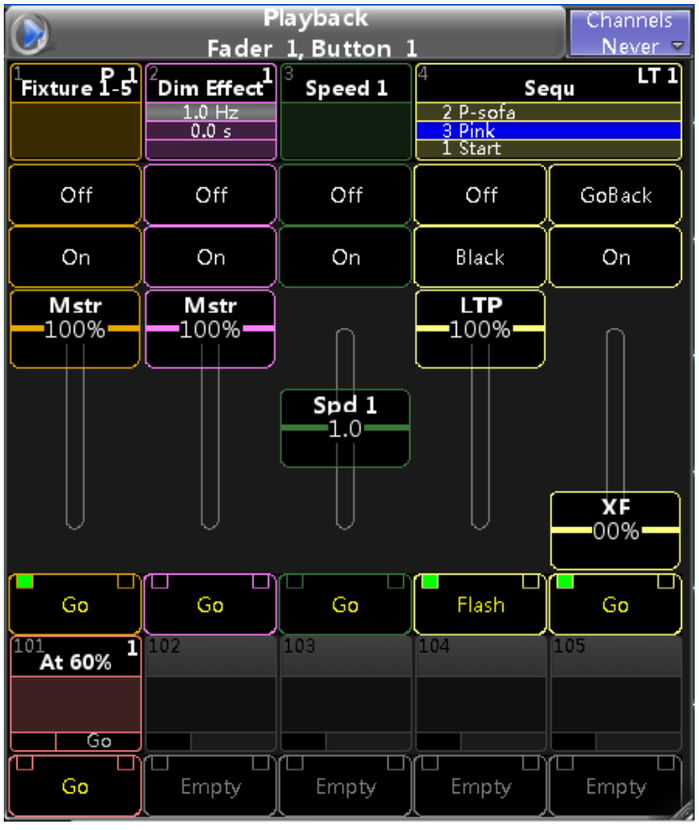
Fader Executors have 4 controls: one fader and 3 buttons (2 above fader, one below). The total quantity of fader excutors depends on the console type. These executors are labeld from 1.

Button Executors

Button Executors have only one control: a button.. The total quantity of fader excutors depends on the console type. These executors are labeld from 101.

Soft Executors

If the hardware does not support physical executors, software may be used to deal with the total executors.



Button and Fader functions

The function of respective button and fader executor can be user-defined so as to tailor to suit personality, show type and assigned objects.

Typical button functions could be Go, Pause or Flash, while fader function could be Master (intensity), Speed or Crossfade.

Related Links

Basic Operation on page 67

Backup

Functions of a backup: save and import a SHOW file, modify the configuration of files server, SHOW files automated saving or store a SHOW file to an external equipment.

Related Links

Basic Operation on page 67

Extended Operation

Click on any of the sub topics for more infomation of the Extended Operation.

Related Links

Tekmand Concept on page 66
Network on page 91
Timecode on page 92
Stage simulation on page 93
Layout on page 94
Bitmap Fixture on page 95
World on page 103
Macro on page 104
Hardkey keyword overview on page 105
MIDI Show Control (MSC) on page 113
Commandline preview on page 121
DPU on page 122
DMX channels & Parameters on page 123
Parameter expansion on page 124
Filters on page 125

Network

A simple network may comprise of only one PC and one DPU. While a complex network can incorporate thousands of stations, visual servers, dimmers, 3D visualizers and other similar devices.

Every console has two Ethernet ports at the back:

Ethernet 1

Support Tekmand – Net and other protocols.

Ethernet 2

Only support ArtNet protocol.

With the network function activated, a session can be created or joint into another session under Setup > Network > FA Network Control .

A session is a station (a console, DPU etc.) which communicates and shares data from other network. Up to 32 different sessions can concurrent in the same network. Additional members/stations in the session may be added and removed via the FA Network Configuratioin, under the same tab.

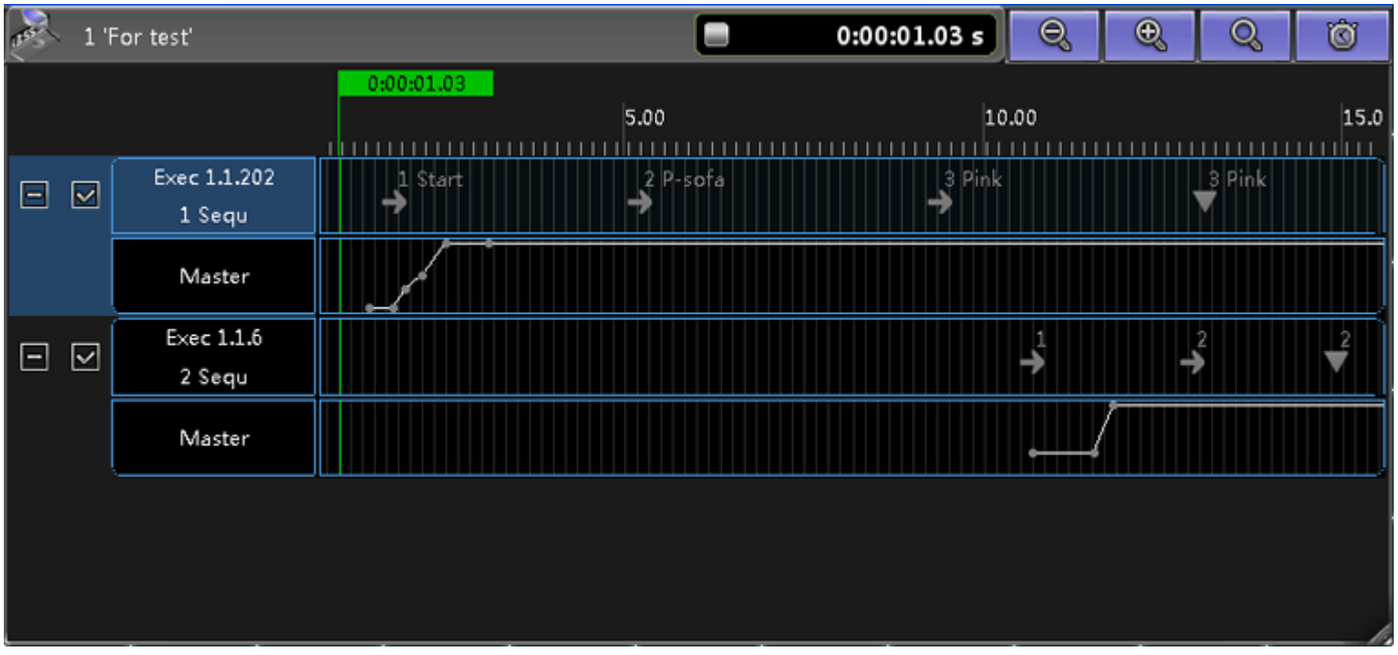
Related Links

Extended Operation on page 90
FA Network Control on page 656
FA Network Configuration on page 660
DMX protocol on page 670

Timecode

The primary function of timecode is to synchronize with the external devices (or peripherals).

There are several types of timecode: LTC timecode (also called SMPTE) and MTC timecode (MIDI time code). The purpose of such timecode is to synchronize with other media (e.g. audio or visual media).

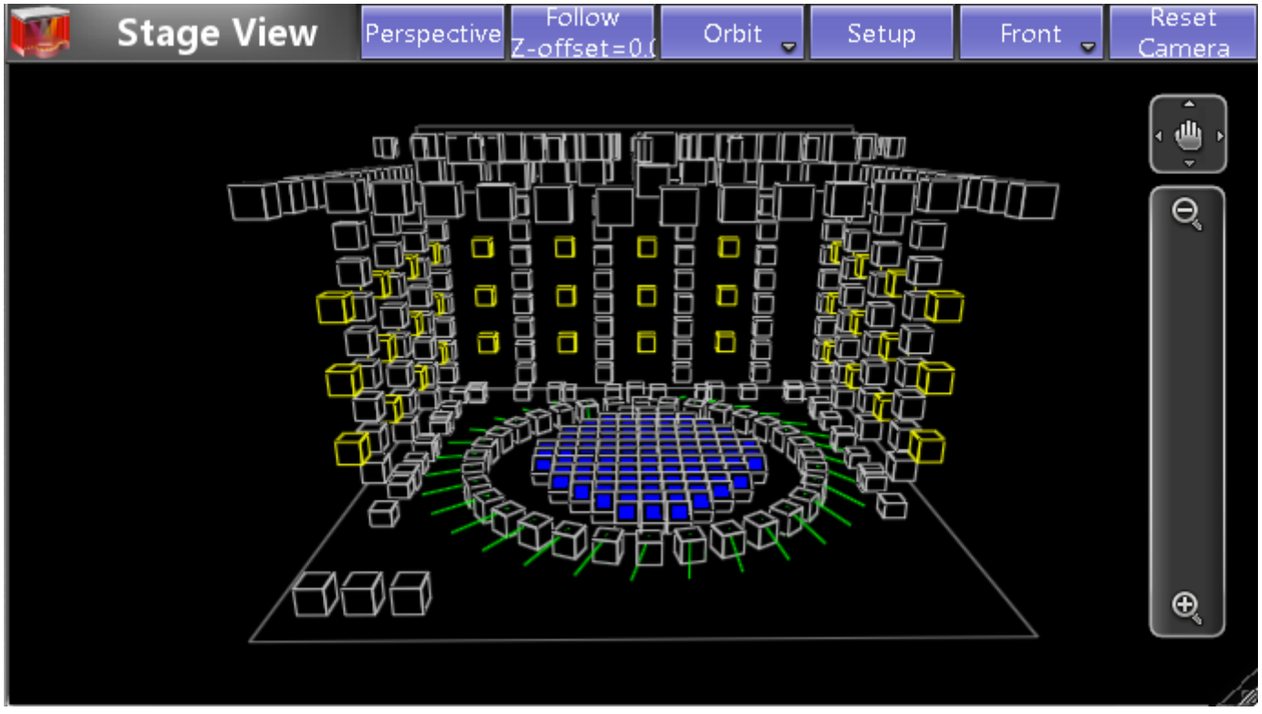


Related Links

Extended Operation on page 90
Timecode View on page 468
Timecode Pool on page 415
Timecode Keyword on page 350

Stage simulation

When the positions of fixtures are fixed, a rough effect layout can be viewed in the stage simulation view of the console. Further, in connection with a 3D software via the network, a much more vivid simulation effect may be seen.



More detailed description of stage simulation, click the links below.

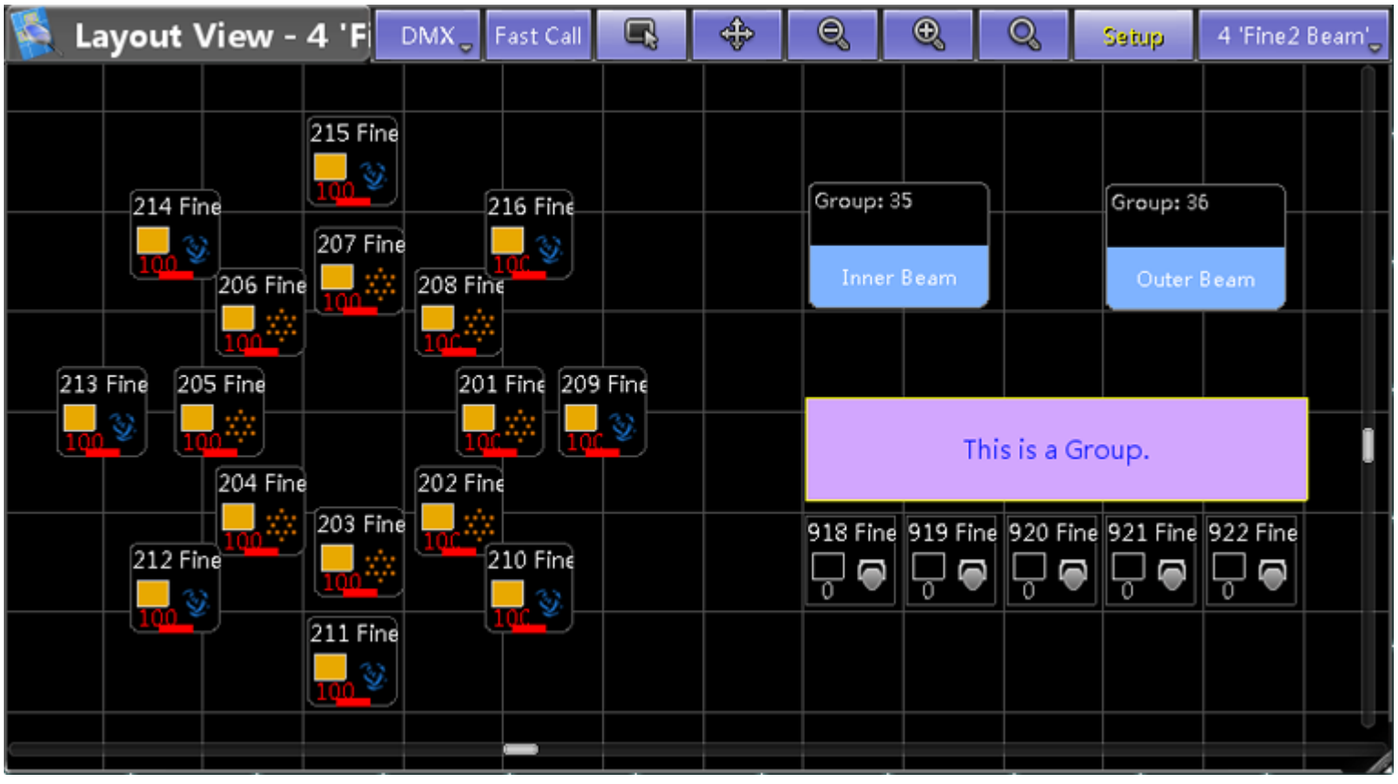
Related Links

Extended Operation on page 90
Stage on page 465
Fixture Positions on page 605

Layout

A layout is a multifunctional view.

A layout preview is a 2D drawing window wherein a user can arrange fixtures, draw, add words as well as importing other objects like macros, cues, etc.



A number of layouts can be created through the layout window to map different sections of a stage. In brief, stage layout is highly user-defined, the objects can be arranged anywhere as desired.

Related Links

Extended Operation on page 90
Layout Pool on page 418
Layout View on page 456

Bitmap Fixture

The Fineart Bitmap fixture replaces the previous bitmap effects.The bitmap fixture is a virtual fixture and available in the fixture library.

The bitmap fixture allows to use images and videos from the image pool and map these images or videos to the patched fixtures.The visualization of the bitmap fixtures is realized in the layout view.The bitmap fixture has its own dimmer and color attributes.

Related Links

Extended Operation on page 90
Import bitmap fixture on page 96
Apply bitmap fixture in the layout view on page 97
Control bitmap fixture on page 100
Edit bitmap fixture on page 102

Import bitmap fixture

To use the bitmap fixture it is necessary to import it in the show. The bitmap fixture is a virtual fixture.

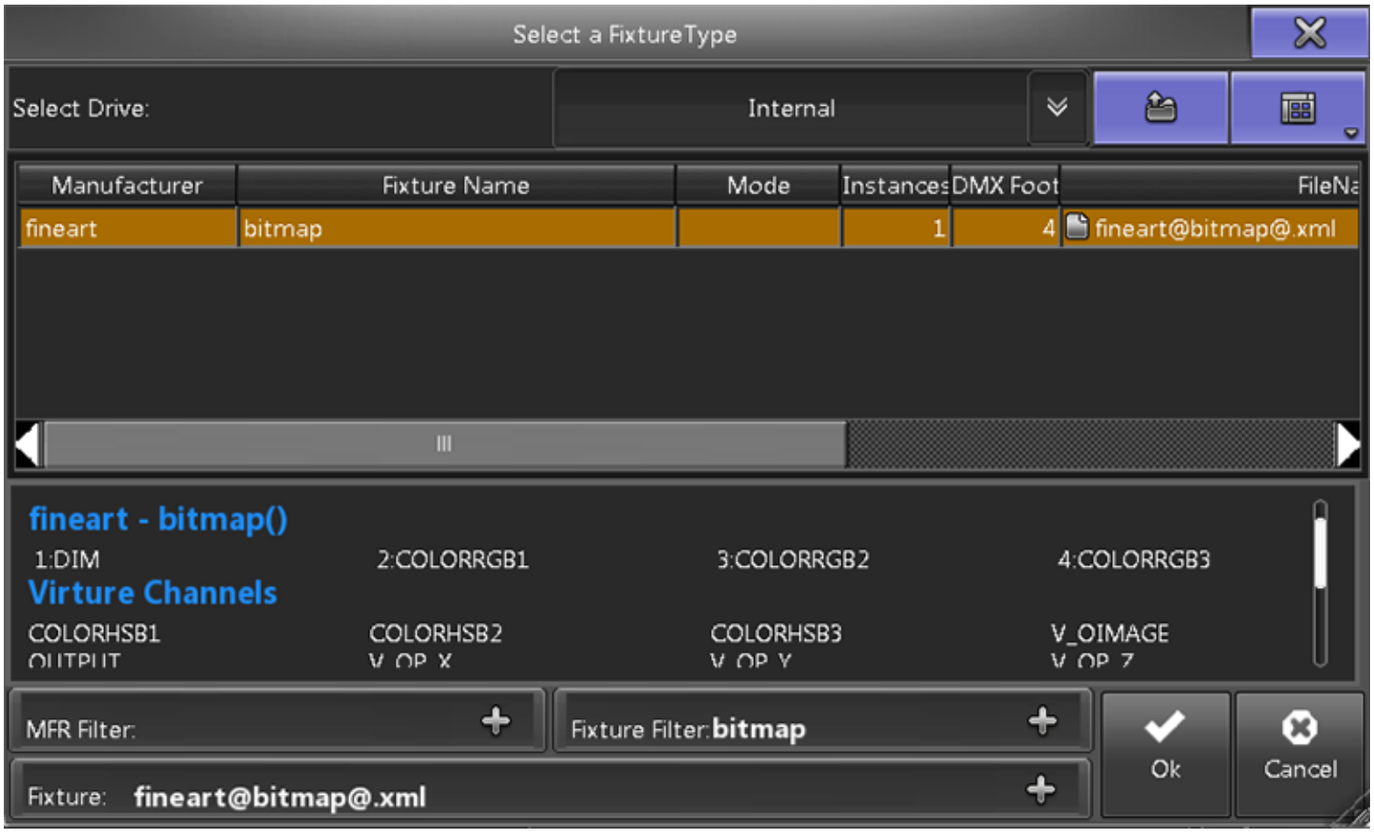
To import the bitmap fixture:

1.Press Setup and tap at Patch & Fixture Schedule .The Edit Setup opens.

2.Tap in the last row in the layer and press the screen encoder.The Fixture Wizard opens.

3.Tap in the structure at From Library .The Import Fixture Type window opens.

4.Type in the Fixture field Bitmap.The Fineart Bitmap fixture appears in the list.



Import bitmap fixture

5.Tap OK .You are back in the Fixture Wizard.

6.Tap Apply .You are back in the Edit Setup.

7.Close the Edit Setup.

The Fineart bitmap fixture is imported in the show and visible in the fixture sheet.Now,you can control the bitmap fixture.

Related Links

Bitmap Fixture on page 95

Apply bitmap fixture in the layout view

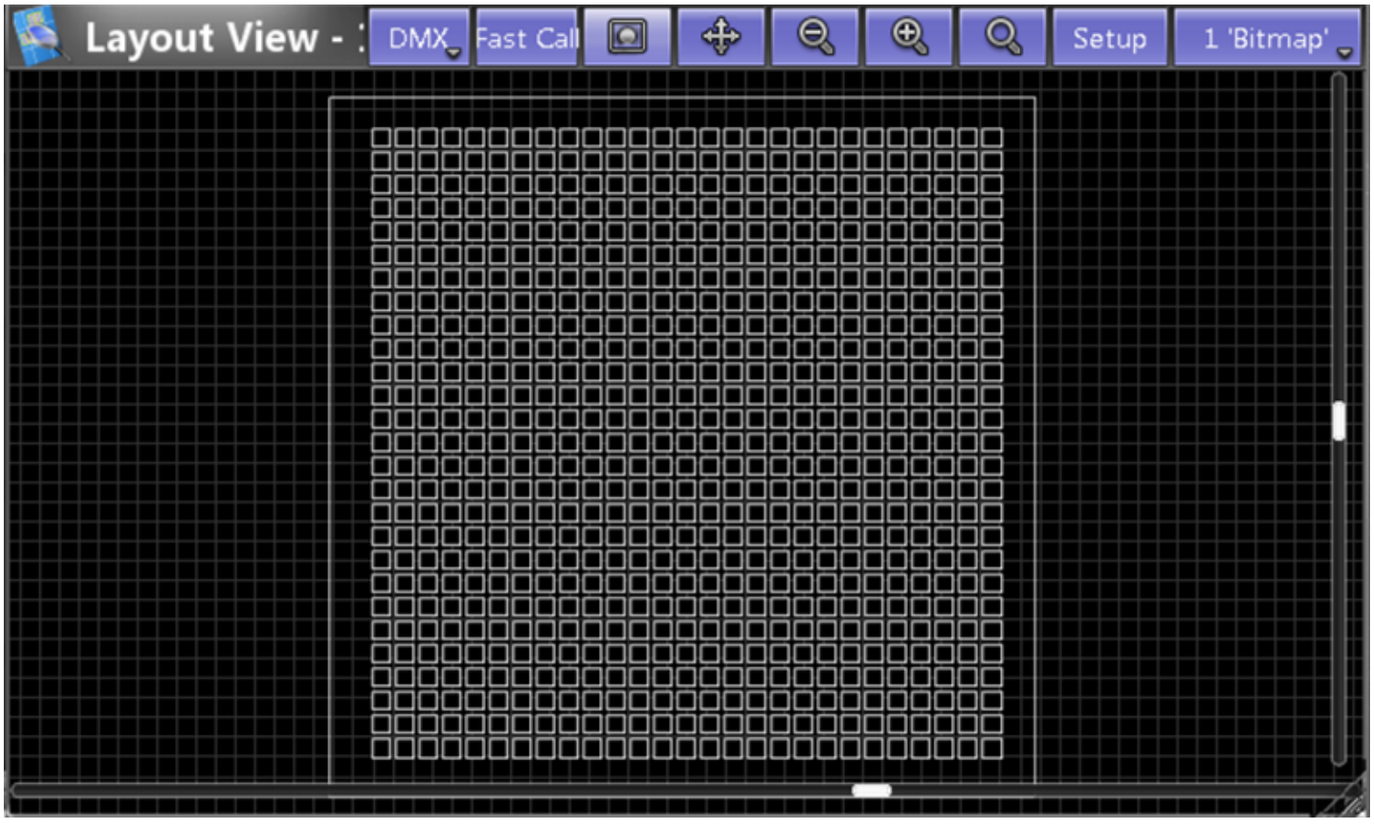
After the bitmap fixture is imported,it is necessary th have a layout containing the fixtures or channels,to use the bitmap fixture.The layout is the VObj (= Video Object) Output.

Requirement:

1.Tap in the title bar of the layout view Setup .The layout encoder bar opens.

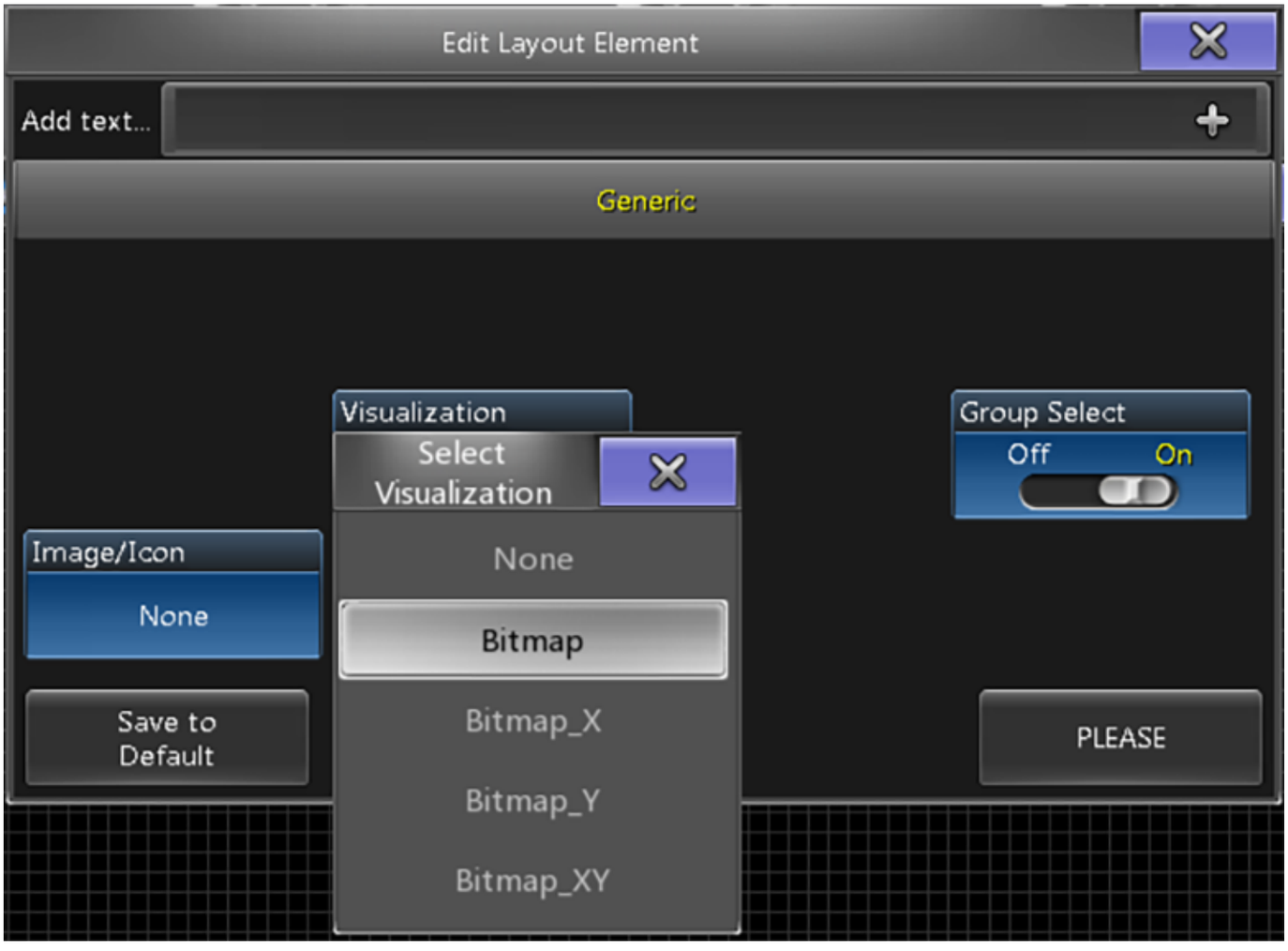
2.Tap in the layout encoder bar at the rectangle

3.Tap in the layout view and draw a rectangle around the fixtures or channels using the bitmap fixture.



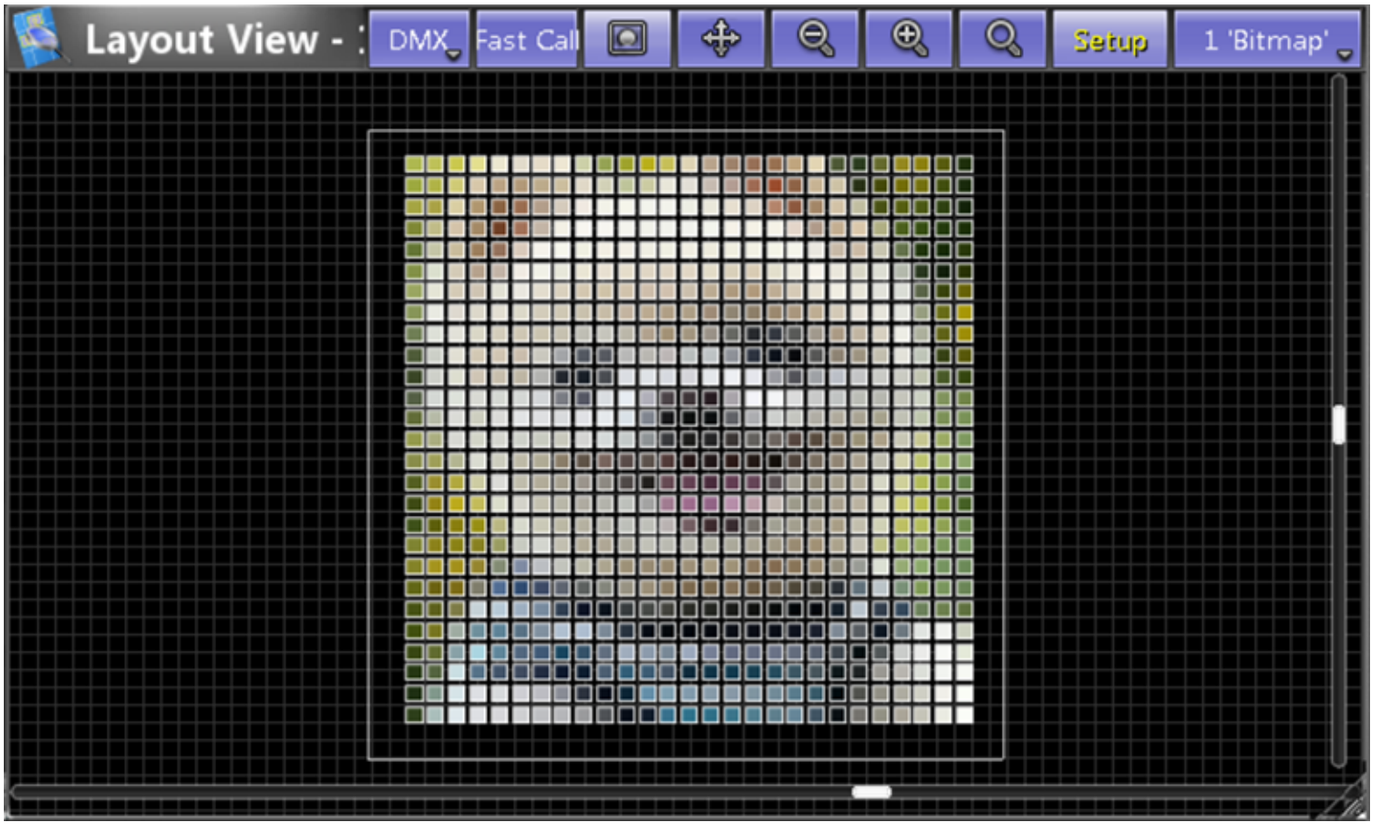
Layout view with rectangle

4.The Edit Layout Element pop-up opens.



Edit layout element pop-up - visualization

5.Choose if the fixtures or channels should visualize the content of the bitmap fixture.Not mirrored, tap Bitmap



Layout view bitmap not mirrored

Related Links

Bitmap Fixture on page 95

Control bitmap fixture

After you imported a bitmap fixture in your show, you can control the bitmap fixture in the fixture sheet.The following describes the specific bitmap fixture attributes.

Dimmer:

Controls the dimmer intensity.

Mix Color (RGB):

Controls red, green, and blue.

HSB (Hue, Saturation, Brightness):

Controls hue shift, saturation, and brightness. HSB is a color correction of the selected RGB values.

Control Assert:

Important: To restart stored bitmap fixtures in cues, it is necessary to store a control assert attribute in the cue.Every playback command increases the Assert value by one.

VObj (= Video Object) Images:

Select the image from the image pool, used for the bitmap fixture.

Important: By default are 100 images displayed, even if less images are in the image pool.

VObj Output:

Select the layout from the layout pool, used for the bitmap fixture.

Important: By default are 100 layouts displayed, even if less layouts are in the layout pool.

VPos (= Video Position):

Moves the position of the image on a relative x, y, z axis in the layout view. If you have two images about each other, the one with the lower z axis value is in front.

VRot (= Video Rotation):

Rotates the images around the z axis. The combination between CX (= Center X) and CY (= Center Y) moves the rotation midpoint of the z axis relative in the layout view. 0 is the center of the z axis.

VImg (= Video Image):

Select the video image.

Tile -: Image will be added behind. Every second image is mirrored.

No Tile: No image will be added.

Tile +: Image will be added behind.

VPlayer (= Video Player) Playmode:

Select the video playmode:

Play: loops endless.

Once: plays once and stops with the last frame.

Once Off: plays once and fades out with the last frame.

Pause: stop for a while

VPlayer Speed:

Controls the speed of playing back videos.

VScale (= Video Scale):

Scales the image on the x and y axis.

1:1 default

1:-1 mirrored

VPreset (= Video Preset) Mode:

Select the video preset mode:

Dimmer (default for only dimmer fixtures).

RGB + Dim

RGB (default for fixtures using RGB).

Preset Types: allows to have the bitmap fixture running between two presets of a preset type VP1 and VP2

VPreset VP1:

Set the preset pool index of the low value (black), e.g. 1 (= red color).

VPreset VP2:

Set the preset pool index of the high value (white), e.g. 2 (= green color).

Related Links

Bitmap Fixture on page 95

Edit bitmap fixture

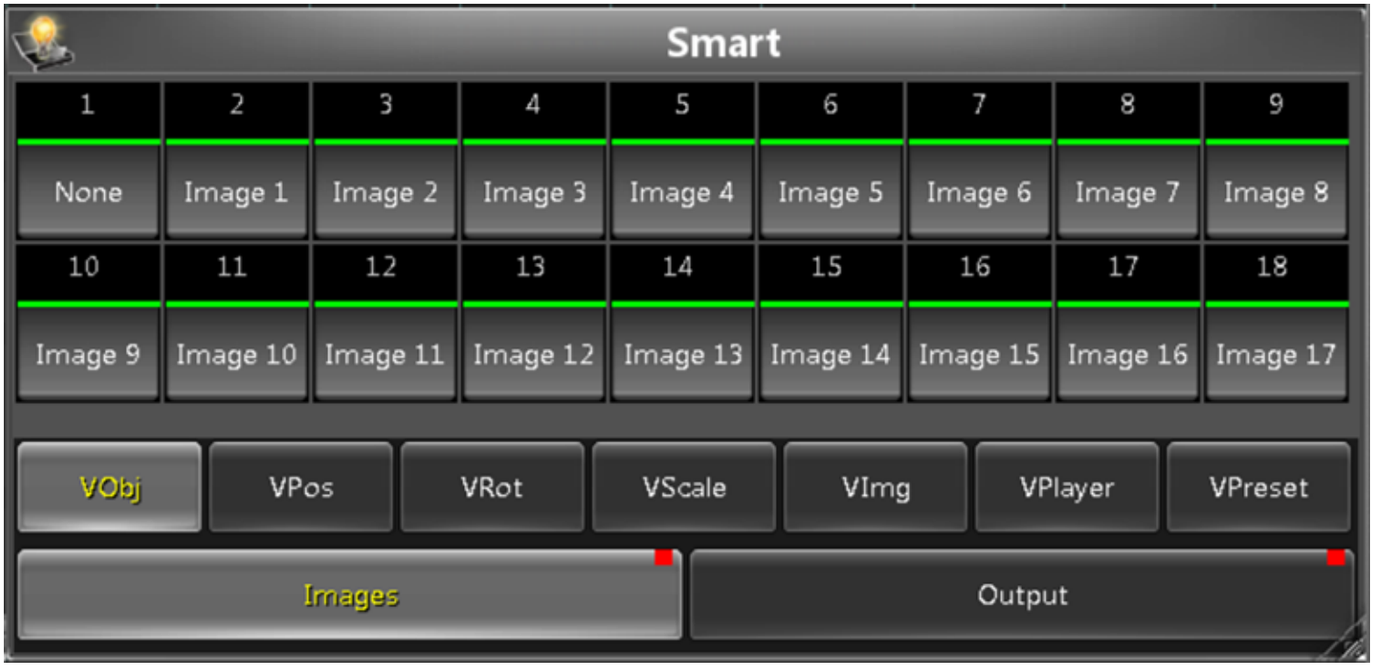
The bitmap fixture has 100 images and 100 layouts by default.If you need more than the 100 images or 100 layouts, you need to edit the bitmap fixture.

Requirement:

1.To select the bitmap fixture, tap at the bitmap fixture in the fixture sheet.

2.To select the attribute you like to edit, tap at the attribute in the fixture sheet, e.g. Images.

3.To open the smart view, tap at an empty space in the user defined area, tap at Other , and then Smart .The Smart window opens.



Smart view with images attributes of the bitmap fixture

Related Links

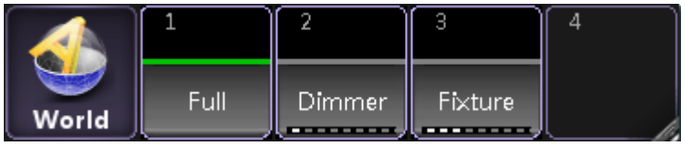
Bitmap Fixture on page 95

World

The World is used to limit the quantity of fixture parameters to be processed, and it's typically useful when a show is ran by several operators simultaneously.

A world can be created in an editor and stored in a world view. A world can apply to only parts of the fixtures or parts of parameters of a specific fixture.

A new world only effects on presently selected fixtures and activated fixture parameters. If no parameter is activated, all parameters will be saved.



Example:

Fixture 1 **Thru** 5 , **Store World** 3, apply **World** 3 .

Thus, only fixture 1 – 5 can be programmed and displayed in the fixture sheet.

If World 3 is activated, and Cue 3 contains additional fixtures, then an execution of **Delete Cue** 3 will remove fixtures 1 – 5 only, while the additional fixtures will remain.

Note: World 1 (Full) contains all parameters of the whole show file, thus it can neither be modified nor deleted.

Related Links

Extended Operation on page 90

Macro

In brief, a Macro is a collection of commands and used to execute a complex mission automatically.

A Macro also can be used as script and used for opening an user input box and conditional express. A macro can interact with command lines or be executed simultaneously without interfering the command line.

A macro can be executed directly in the macro window or assigned to an executor, a view button or an X button.



Example:

SetVar $answer= ("your buttons to be 1 -above- or 2 -below- the faders?")

SetVar $button = [$answer==1] ExecButton2 [answer==2] ExecButton1

Assign Flash at $button 1 Thru 30

Related Links

Extended Operation on page 90
Macro Keyword on page 330
Macro Pool on page 411
Tutorial Macro on page 163

Hardkey keyword overview

<<< <<<

Go fast backward and ignore the cue timing

<<< <<< Black

Blackout an executor without timing

>>> >>>

Go fast forward and ignore the cue timing

>>> >>> Flash

Flash an executor without timing

Align Align '<'

Fan from first selected to

Assign Align Align '>'

Fan from last selected to

Align Align Align Align '><'

Fan from the center of the selection

Align Align Align Align Align '<>'

Fan between first and last selected

Align Align Align Align Align Align Off

Switch off the fan function

Assign Assign

e.g.: Assign Executor or Assign Flash Executor 1

Assign Assign Label

Label the object

Assign Assign Assign Appearance

Change the frame color for pool objects and cues

AT AT

Channel 1 at 100 or fixture 1 at fixture 2

AT AT Normal

Set the selection to the AT Normal Value

AT (long press)

AT Filter temporay View

Blind Blind

Switch on/off the live programmer to black

Blind (long press) BlindEdit

Switch on/off the second blind programmer

Bt Pg - ButtonPage -

Go to the previous Button Page

Bt Pg - (long press) ButtonPage 1

Go to the previous Button Page

Bt Pg + ButtonPage +

Go to the next Button Page

Ch Pg - ChannelPage -

Go to the previous Channel Page

Ch Pg - (long press) ChannelPage 1

to the first Channel Page

Ch Pg + ChannelPage +

Go to the next Channel Page

Channel Channel

Channel object

Channel Channel Dmx

Dmx object

Clear ClearSelection

Deselect all fixtures or channels in the programmer

Clear (long press) ClearAll

Release everything and clear the programmer

Clear Clear ClearActive

Deactivate all values in the programmer

Clear Clear Clear ClearAll

Deselect all fixtures or channels in the programmer

Copy Copy

Copy source object at destination object

Copy Copy Clone

Clone source object at destination object

Copy Copy Copy CopySource

Copy source and create a new object to the destination

Cue Cue

Cue object

Cue Cue Part

Part Cue object

Delete Delete

e.g.: Delete Sequence or Delete Executor

dot dot

e.g.: Move Cue 1.1 AT 1.999

dot dot Zero

Set the selection at dimmer value zero

Down

Page down in the window with the last focus

Edit Edit

Load a cue in the programmer, e.g.: Edit Cue x Please

Effect Effect

Effect object

Effect Effect Bitmap

Bitmap object

Effect Effect Effect Form

Form object

Exec Executor

Executor object, e.g.: Executor 1 AT 100 Fade 5

Exec Exec Fader

Fader object, e.g.: Fader 1 AT 100

Fd Pg - FaderPage -

Go to the previous Fader Page

Fd Pg - (long press) FaderPage 1

Go to the first Fader Page

Fd Pg + FaderPage +

Go to the next Fader Page

Fineart + dot + Fixture + Fixture Default

Set the selection to default values of the Fixture

Fineart + dot + PresetType Default

Set the value of any object or the current selection at the default value

Fineart + AT Stomp

Stomp is a function to stop running effects

Fineart + Down

Monitorwing steppermotor moves down

Fineart + Effect SyncEffect

Sync all effects in the programmer

Fineart + Learn Record

e.g.:Record Timecode 1 Please

Fineart + Preset PresetType

Call PresetTypes, bring them to the encoder and select them in the fixture sheet

Fineart + Up

Monitorwing steppermotor moves up

Fix Fix

Fix an executor for all pages

Fixture Fixture

Fixture object

Fixture Fixture Selection

The actual programmer selection, e.g.: Park Selection Please

Full Full

Set selection to dimmer value 100%

Full Full

Loads the highlight values in the programmer

Go - GoBack

e.g.: Go to the previous cue in the Sequence

Go - Go - Toggle

Switch an executor on and off

Go - Go - Go - Temp

Flash an executor with timing and executor master level

Go + Go

A Go to next cue in the Sequence with cue timing

Go + Go + Unpark

e.g.: Unpark Selection Please

Goto Goto

e.g.: Goto Executor Please or Goto Cue x (Executor x) Please

Goto Goto Load

e.g.: Load Executor Please or Load Cue x (Executor x) Please

Group Group

Group object

Group Group World

World Object, e.g.: World 1 Please selects the Full World

Help + Object e.g.: Help Fixture Please

Opens the Help View for the Fixture Keyword

Help Please Help

Opens the Help View

Highlt Highlight

Set the selection to the highlight values

Highlt (long press)

The highlight values of the selection is flashing

IF IfOutput

Select fixtures with dimmer value higher than 0%

IF IF IfActive

Select fixtures with active values in the programmer

IF IF IF IfProg

Select fixtures with active or deactive values in the programmer

IF IF IF IF IF

e.g.: Group x If Group y selects fixtures which exists in both groups

Learn Learn

Learn Speed for an Chaser or Effect

Learn Learn Rate1

e.g.: Rate1 Executor 1 set the Rate back to 1:1 of an executor

Learn Learn

Learn Speed for an Chaser or Effect

List + Object e.g.: List Effect

Opens a temporary Effect Pool

Macro Macro

Macro object

Macro Macro Timecode

Timecode object

Macro Macro Macro Agenda

Agenda object

minus -

Group 5 - fixture 10

minus minus At - 10

Dimmer goes down in steps of 10 percent

Move Move

Move source object at destination object

Move Move Insert

Move objects to a new ID

Next Move

Select the next fixture or fixture of a selection

Off Off

Knockout values or release executors

Off Off

Off Menu

On On

e.g.: On Selection or On Cue

On On Call

e.g.: Call Cue Thru x Please will call the status of the cue in the programmer

Oops Oops

Undo the last action

Oops (long press)

Opens the Multi-Oops menu

Page Page

Page object

Page Page ChannelPage

Channel Page object

Page Page Page FaderPage

Fader Executor Page object

Page Page Page Page ButtonPage

Button Executor Page object

Pause Pause

Pause the actual cue fade

Pause Pause Park

e.g.: Park Channel x Please

Please Please

Execute the command

Please Please

Activate all attributes for the selection

plus +

Fixture 1 + fixture 2

plus plus At + 10

Dimmer goes up in steps of 10 percent

Preset Preset

Preset object

Preset Preset Attribute

Attribute object, e.g.: Attribute 2.1.2 AT 50 sets the Tilt At 50

Preset Preset Preset Feature

Feature object

Preset Preset Preset Preset Color

Color object

Previous Previous

Select the previous fixture or fixture of a selection

Prvw Preview

e.g.: Preview Cue x Please

Select Select

e.g.: Select Executor 1

Select Select Selfix

e.g.: Selfix Executor 1 will select all used fixtures of this executor

Sequ Sequence

Sequence object

Set MatrixReset

Toggles between the all and actual selection from MAtricks Next/Previous

Store Store

Store an object

Store (long press)

Opens the Store Options Temporary View

Thru Thru

Fixture 1 thru 10 please or fixture 1 thru 10 at 0 thru 100

Time Fade

Switch to Layer Fade

Time Time Delay

Switch to Layer Delay

Top Top

Jump to the first cue of a sequence

Top Top Kill

Release all executors on all pages excluding this executor

Up

Page up in the window with the last focus

Update Update

Update temporary View

View View

View object

View View ViewButton

View Button object, e.g.: ViewButton 11.1 is the User1 first x-key

View View View ViewPage

View Pages 1 thru 10

Related Links

Extended Operation on page 90

MIDI Show Control (MSC)

MIDI Show Control (MSC) are MIDI commands automatically sent from the console when executing cues and moving faders. You can also remote control a console by sending MSC messages to it.

MIDI Show Control (MSC) is used to send and receive show control data.

Show control data is used to control other devices or to be controlled by other devices. This can be used to sync several elements in your show.

MSC is a standard used by many manufacturers. This allows you sync your show across light, sound, stage, etc.

It can also be used to remote control the console from any equipment that can send Midi.

The console will automatically send MSC messages when MSC Out is turned on.

When MSC In is turned on, the console will listen to MSC messages and act accordingly.

The console will ignore the message if it isn't recognized as a valid MSC massage.

MIDI is usually transmitted in hex numbers. They are organized in groups of 2 numbers.

You might be using a MSC software that offers you a more comfortable way to work with MSC, but to understand the basic MSC message the following is only concerned with the raw MSC hex data.

This is the format of a MSC message:

F0 7F [Device ID] 02 [Command Format] [Command] [Data] F7

In the following we'll have a look at the different elements in the square brackets.

Device ID:

Lets first have a look at Device ID. This is used to limit the receivers of the MSC message. There are three categories. Individual device number,group number and All devices.

The device ID is a 2 digit hex number. And the three categories are divided like this:

00 - 6F

: 112 individual device numbers.

70 - 7E

: 15 group numbers.

7F

: All Call = broadcast to all receivers.

Command Format:

Command format is used to indicate the type of equipment thats intended to receive the MSC message.

The list of different equipment is long, but the console only responds to and transmit three different command formats. They are:

01

: General Light

02

Moving Light

7F

All

Commands:

The console supports five different commands.



Danger: There's a small risk of crashing the console if you transmit MSC messages that isn't supported.

The commands are:

01 (GO)

This is a GOTO command. It needs to be followed by a cue number.

02 (STOP)

This is like hitting the Pause key. This can be followed by a cue number.

03 (RESUME)

This is the only way to "un-pause" and continue a paused fade. If you have paused a specific cue, you'll need to un-pause that specific cue.

04 (TIMED_GO)

This will perform a goto command with a specified fade time. The format is: 04 [time] [cue]. Read more about how to write the time in hex below.

06 (SET)

This is used to move faders. This is followed by four bytes (8 hex numbers). The first two hex numbers are the executor number. The next two are the executor page number. The last two groups of Hex numbers are the fader position. Least significant first, most significant last.

Read more about the different commands below.

01 (GO)

This is the same as a GOTO command. After the 01 command you'll need to specify a cue number (the "Data" part of the message). Cue numbers need to be transmitted in ASCII format using hex. This means that if you need to transmit the cue number 4 youll need to use the hex number 34. All number can be transmitted by placing a 3 in front of it. A dot is 2E in hex. So to transmit the cue number 309.45 you' ll need to transmit 33 30 39 2E 34 35.

You may also specify an executor and executor page number. This is controlled by the MSC options in Setup. You'll need to separate the cue number and the executor by a 00.

An executor and page can be separated by a space (00) or a dot (2E). So if you need to trigger cue 5 on executor 4 on page 3 and the separation is a dot, you'll need to transmit the following data: 35 00 34 2E 33. If the separator between the executor and page is a space then the same command would be 35 00 34 00 33.

The Tekmand always transmit full cue numbers with three decimals. This means that the cue number 2 is transmitted as 2.000 (32 2E 30 30 30) and cue number 2.5 is transmitted as 2.500 ("32 2E 35 30 30") but it doesnt need to receive full cue numbers.

The full MSC message for a GOTO cue 4.5 on executor 12 on page 1 (dot separator) to all devices and all types of equipment is: F0 7F 7F 02 7F 01 34 2E 35 00 31 32 2E 31 F7 .

02 (STOP)

This is like hitting the pause button. Please read the section above for a better understanding of the hex cue numbering system.

How much you need to transmit is dependent of the MSC options in Setup. If the MSC In Exec option is Default Only they only the default executor will respond and you don't need to send any Data values. So you'll only need to send F0 7F [Device ID] 02 [Command Format] 02 F7.

The console will transmit F0 7F [Device ID] 02 [Command Format] 02 30 2E 30 30 30 F7. This is like sending a pause running cue command.

If you have specified in the Setup that you need to specify an executor and a page, then you'll also have to specify this for the Stop command. And then you'll have to transmit the running cue number. The full MSC message for stopping a running cue on executor 12 on page 1 (dot separator) to all devices and all types of equipment is: F0 7F 7F 02 7F 02 30 00 31 32 2E 31 F7 . This is the shortest possible format for that MSC message. The console would transmit the full message: F0 7F 7F 02 7F 02 30 2E 30 30 30 00 31 32 2E 31 F7 .

03 (RESUME)

This is the only way to continue a paused cue. The only difference between the Stop and Resume commands are the 02 and 03. So continuing the cue we just paused in the example above would be:F0 7F 7F 02 7F 03 30 00 31 32 2E 31 F7 .

Again if the MSC options in Setup is set to Default Only. You can just transmit F0 7F 7F 02 7F 03 F7 to continue the fade.

04 (TIMED_GO)

This is the same as the 01 (Go) command but with a specified time. So, if you haven't already, please read (and understand) the 01 (GO) section above. Just to make this a bit simpler we are going to pretend that the Default Only option is turned on in the MSC options in Setup.

To transmit a timed GOTO you need to specify the time first and then the cue number. The time is specified by five 2-digit hex numbers. They represent (in order) Hour Minute Second Frame and Fraction.

The hour, minute and second sections are very strait forward. You'll need to transmit the value in hex number but you can transmit a value above the normal limit i.e. you can transmit 64 seconds (40 in hex). The console will transmit this as 1 minute and 4 seconds.

Right now the console will not accept any time specified in the Frame and Fraction sections. But it transmit values below a second in the Frame section. The console divides the second into 24 frames. So 0.5 seconds is 12 Frames and the received hex number is 0C.

Follow the link below to a table that compares decimal and hex numbers.

06 (SET)

The set command is used to move a fader to specific position. The 06 is followed by two 2-digit hex numbers that indicate the fader and then two more 2-digit hex numbers that dictates the position.

The first of the two numbers for the fader is the fader number (on a page). The first fader are hex number 00, the second 01 and so on. Remember that this is a hex number so fader 16 have hex number 0F and 17 is 10.

The second of the two numbers for the faders are the page number. This is 1 to 1 - although also in hex. But page 1 is 01 in hex and page 2 is 02 etc.

So, how to calculate the position in hex numbers? For this we need to do some math. The faders position is defined by a coarse and fine value. The scale for both values is 128 steps. The Fine value is transmitted first followed by the Coarse value. So you need to multiply the desired fader position (in percent) by 1.28. The resulting integer is the Coarse value. The rest of the number (everything on the right side of the separator) should be multiplied with 128 to get the Fine value. The two decimal numbers should be converted to hex. You can use the link below to a table that allows you to convert up to decimal number 128.

Let's try to do an example. Let's say you want to move a fader to 45%. Multiply 45 with 1.28 (45*1.28) this gives you 57.6. So our Coarse value is 57. Now we need to multiply 0.6 with 128 (0.6*128). This gives us 76.8. So our Fine value is 76. Decimal 57 is 39 in hex. Decimal 76 is 4C in hex. Remember that we need to transmit the Fine value first. Our two hex numbers after 06 is 4C 39. If we then need to move fader 3 on page 1, our complete MSC message would be: F0 7F 7F 02 7F 06 02 01 4C 39 (all devices and all command formats).

The console only transmit the position of some faders (executors and all the green colored special masters (for the selected executor)), but it accepts positions for all faders that have something assigned.

Hope you got a better understanding of MSC

As mentioned before, you might be using some software that makes this more user friendly, but you might need to know what's really happening down in the hex numbers.

The following are some more examples of MSC messages.

Example:

Console options: MSC In Exec: Exec.Page and MSC In Command: All.

Sending a GOTO cue 15 on executor 5 on page 1:

F0 7F 7F 02 7F 01 31 35 00 35 2E 31 F7

Sending a GOTO cue 425.36 on executor 2 on page 3:

F0 7F 7F 02 7F 01 34 32 35 2E 33 36 00 32 2E 33 F7

Stopping a running cue on executor 1 on page 1:

F0 7F 7F 02 7F 02 30 00 31 2E 31 F7

Continue the cue on executor 1 on page 1:

F0 7F 7F 02 7F 03 30 00 31 2E 31 F7

Sending a GOTO cue 25.5 in 30 seconds on executor 2 on page4:

F0 7F 7F 02 7F 04 00 00 1E 00 00 32 35 2E 35 00 32 2E 34 F7

Sending a GOTO cue 4 in 5 seconds on executor 7 on page 1:

F0 7F 7F 02 7F 04 00 00 04 00 00 34 00 37 2E 31 F7

Moving fader number 4 on page 1 to 75%:

F0 7F 7F 02 7F 06 03 01 00 60 F7

Moving fader number 1 on page 1 to 32%:

F0 7F 7F 02 7F 06 00 01 7A 28 F7

Related Links

Extended Operation on page 90
Decimal ArtNet Hex ASCII - table on page 118
MIDI Show Control(MSC) on page 628
Decimal - Hex Table on page 118

Decimal ArtNet Hex ASCII - table

This is a table that compare decimal numbers, ArtNet, Hex and ASCII.

Decimal:	ArtNet:	Hex:	ASCII:
0	0:0	00	NUL
1	0:1	01	SOH
2	0:2	02	STX
3	0:3	03	ETX
4	0:4	04	EOT
5	0:5	05	ENQ
6	0:6	06	ACK
7	0:7	07	BEL
8	0:8	08	BS
9	0:9	09	TAB
10	0:A	0A	LF
11	0:B	0B	VT
12	0:C	0C	FF
13	0:D	0D	CR
14	0:E	0E	SO
15	0:F	0F	SI
16	1:0	10	DLE
17	1:1	11	DC1
18	1:2	12	DC2
19	1:3	13	DC3
20	1:4	14	DC4
21	1:5	15	NAK
22	1:6	16	SYN
23	1:7	17	ETB
24	1:8	18	CAN
25	1:9	19	EM
26	1:A	1A	SUB
27	1:B	1B	ESC
28	1:C	1C	FS
29	1:D	1D	GS
30	1:E	1E	RS
31	1:F	1F	US

Decimal:	ArtNet:	Hex:	ASCII:
32	2:0	20	(space)
33	2:1	21	!
34	2:2	22	"
35	2:3	23	#
36	2:4	24	$
37	2:5	25	%
38	2:6	26	&
39	2:7	27	'
40	2:8	28	(
41	2:9	29	)
42	2:A	2A	*
43	2:B	2B	+
44	2:C	2C	,
45	2:D	2D	-
46	2:E	2E	.
47	2:F	2F	/
48	3:0	30	0
49	3:1	31	1
50	3:2	32	2
51	3:3	33	3
52	3:4	34	4
53	3:5	35	5
54	3:6	36	6
55	3:7	37	7
56	3:8	38	8
57	3:9	39	9
58	3:A	3A	:
59	3:B	3B	;
60	3:C	3C	<
61	3:D	3D	=
62	3:E	3E	>
63	3:F	3F	?

Decimal:	ArtNet:	Hex:	ASCII:
64	4:0	40	@
65	4:1	41	A
66	4:2	42	B
67	4:3	43	C
68	4:4	44	D
69	4:5	45	E
70	4:6	46	F
71	4:7	47	G
72	4:8	48	H
73	4:9	49	I
74	4:A	4A	J
75	4:B	4B	K
76	4:C	4C	L
77	4:D	4D	M
78	4:E	4E	N
79	4:F	4F	O
80	5:0	50	P
81	5:1	51	Q
82	5:2	52	R
83	5:3	53	S
84	5:4	54	T
85	5:5	55	U
86	5:6	56	V
87	5:7	57	W
88	5:8	58	X
89	5:9	59	Y
90	5:A	5A	Z
91	5:B	5B	[
92	5:C	5C	\
93	5:D	5D	]
94	5:E	5E	^
95	5:F	5F	_

Decimal:	ArtNet:	Hex:	ASCII:
96	6:0	60	`
97	6:1	61	a
98	6:2	62	b
99	6:3	63	c
100	6:4	64	d
101	6:5	65	e
102	6:6	66	f
103	6:7	67	g
104	6:8	68	h
105	6:9	69	i
106	6:A	6A	j
107	6:B	6B	k
108	6:C	6C	l
109	6:D	6D	m
110	6:E	6E	n
111	6:F	6F	o
112	7:0	70	p
113	7:1	71	q
114	7:2	72	r
115	7:3	73	s
116	7:4	74	t
117	7:5	75	u
118	7:6	76	v
119	7:7	77	w
120	7:8	78	x
121	7:9	79	y
122	7:A	7A	z
123	7:B	7B	{
124	7:C	7C	|
125	7:D	7D	}
126	7:E	7E	~
127	7:F	7F	DEL

Decimal:	ArtNet:	Hex:	ASCII:
128	8:0	80	€
129	8:1	81	
130	8:2	82	‚
131	8:3	83	ƒ
132	8:4	84	„
133	8:5	85	…
134	8:6	86	†
135	8:7	87	‡
136	8:8	88	ˆ
137	8:9	89	‰
138	8:A	8A	Š
139	8:B	8B	‹
140	8:C	8C	Œ
141	8:D	8D	
142	8:E	8E	Ž
143	8:F	8F	
144	9:0	90	
145	9:1	91	‘
146	9:2	92	’
147	9:3	93	“
148	9:4	94	”
149	9:5	95	•
150	9:6	96	–
151	9:7	97	—
152	9:8	98	˜
153	9:9	99	™
154	9:A	9A	š
155	9:B	9B	›
156	9:C	9C	œ
157	9:D	9D	
158	9:E	9E	ž
159	9:F	9F	

Decimal:	ArtNet:	Hex:	ASCII:
160	A:0	A0	
161	A:1	A1	¡
162	A:2	A2	¢
163	A:3	A3	£
164	A:4	A4	¤
165	A:5	A5	¥
166	A:6	A6	¦
167	A:7	A7	§
168	A:8	A8	¨
169	A:9	A9	©
170	A:A	AA	ª
171	A:B	AB	«
172	A:C	AC	¬
173	A:D	AD	-
174	A:E	AE	®
175	A:F	AF	¯
176	B:0	B0	°
177	B:1	B1	±
178	B:2	B2	²
179	B:3	B3	³
180	B:4	B4	´
181	B:5	B5	µ
182	B:6	B6	¶
183	B:7	B7	·
184	B:8	B8	¸
185	B:9	B9	¹
186	B:A	BA	º
187	B:B	BB	»
188	B:C	BC	¼
189	B:D	BD	½
190	B:E	BE	¾
191	B:F	BF	

Decimal:	ArtNet:	Hex:	ASCII:
192	C:0	C0	À
193	C:1	C1	Á
194	C:2	C2	Â
195	C:3	C3	Ã
196	C:4	C4	Ä
197	C:5	C5	Å
198	C:6	C6	Æ
199	C:7	C7	Ç
200	C:8	C8	È
201	C:9	C9	É
202	C:A	CA	Ê
203	C:B	CB	Ë
204	C:C	CC	Ì
205	C:D	CD	Í
206	C:E	CE	Î
207	C:F	CF	Ï
208	D:0	D0	Ð
209	D:1	D1	Ñ
210	D:2	D2	Ò
211	D:3	D3	Ó
212	D:4	D4	Ô
213	D:5	D5	Õ
214	D:6	D6	Ö
215	D:7	D7	×
216	D:8	D8	Ø
217	D:9	D9	Ù
218	D:A	DA	Ú
219	D:B	DB	Û
220	D:C	DC	Ü
221	D:D	DD	Ý
222	D:E	DE	Þ
223	D:F	DF	

Decimal:	ArtNet:	Hex:	ASCII:
224	E:0	E0	à
225	E:1	E1	á
226	E:2	E2	â
227	E:3	E3	ã
228	E:4	E4	ä
229	E:5	E5	å
230	E:6	E6	æ
231	E:7	E7	ç
232	E:8	E8	è
233	E:9	E9	é
234	E:A	EA	ê
235	E:B	EB	ë
236	E:C	EC	ì
237	E:D	ED	í
238	E:E	EE	î
239	E:F	EF	ï
240	F:0	F0	ð
241	F:1	F1	ñ
242	F:2	F2	ò
243	F:3	F3	ó
244	F:4	F4	ô
245	F:5	F5	õ
246	F:6	F6	ö
247	F:7	F7	÷
248	F:8	F8	ø
249	F:9	F9	ù
250	F:A	FA	ú
251	F:B	FB	û
252	F:C	FC	ü
253	F:D	FD	ý
254	F:E	FE	þ
255	F:F	FF	

Related Links

MIDI Show Control (MSC) on page 113

Commandline preview

Commandline can be used to edit a SHOW file.

Generally command operations will effect on the present SHOW files of the database. A database is built into a structure tree. The default directory of command line is under the root directory. Alternatively, it can be pointed to a directory branch by use of a command. This is of great convenience under curtained cases.

The directory can be switched by CD commands. Content following the command line icon shows the present directory. Clicking the command line icon will open a Commandline Feedback window so as to check data.



Enter **Store** 1 into the command line above, hen a Fixture Type 1 is created, rather than a Cue 1.

When a command line is pointed to a specific directory, to ensure normal operation, the keywords used must be complete form, in another word, abbreviated keywords can't be indentified and executed. E.g. to create a Cue 1, it should be entered **Store Cue** 1 strictly.

Keyword

Store:

Create a new object under the present directory.

Delete:

Delete a selected object under the present directory.

List:

Display the data of present directory.

CD:

Change directory.

Assign:

Set a property of an object to a specific value; set up relationships between objects.

Related Links

Extended Operation on page 90
Assign Keyword on page 297
ChangeDest(CD) Keyword on page 303
Delete Keyword on page 309
List Keyword on page 326
Store Keyword on page 347

DPU

DPU is a device for expanding DMX output.

A DPU can works as a part of output interfaces of the console. The data transfer is controlled by USITT DMX512-A protocol.

A primary function of a DPU is to work as a central DMX input/output device that shared by all stations within the Tekmand-net. It can be expanded to cover up to 8192 parameters and provides real-time calculations over these parameters.



Attention: If multiple sessions are connected to the network and the DPU is activated, then the DPU will automatically connect to the first workgroup. Once the connected session is closed, the DPU will automatically connect to a subsequent session.

DPU hardware

DPU 16P: The DPU has provided with a 7-inch touch screen, 16 DMX terminals (5-pin XLR, female), and 2 USB interfaces.

DPU 8P: The DPU has provided with a 2.6-inch touch screen, 8 DMX terminals (5-pin XLR, female), and 2 USB interfaces.

DPU 4P: The DPU has provided with a 2.6-inch touch screen, 4 DMX terminals (5-pin XLR, female), and 2 USB interfaces.

DPU software

Supports both DPU and Artnet modes.

Related Links

Extended Operation on page 90

DMX channels & Parameters

The Tekmand console has provided quite different algorithm for calculating the quantity of DMX channels occupied by the fixture parameters.

E.g. a fixture with 16bit pan, 16bit tilt and 8bit dimmer, according to fixture algorithm, the total quantity of DMX channels used is directly calculated, i.e. 5 channels are used. When it comes to the Tekmand algorithm, the quantity of fixture parameters will be counted first (i.e. 3 parameters - pan, tilt, and dimmer) , then the total quantity of DMX channels used is achieved by summing up respective quantity of DMX channels occupied by individual parameter.

Related Links

Extended Operation on page 90
Parameter expansion on page 124

Parameter expansion

Below lists the maximum quantity of controllable parameters available and maximum quantity of extended parameters. The difference between Parameter and Channel, please refer to the links below.

Quantity of parameters

Below lists the maximum quantity of controllable parameters for a single device of different type.

Tekmand COMMAND WING

2048 parameters

Tekmand FADER WING

2048 parameters

Tekmand D

4096 parameters

Tekmand MINI

4096 parameters

Tekmand I

4096 parameters

Tekmand II

6144 parameters

Tekmand III

8192 parameters

Tekmand IV

10240 parameters

Tekmand V

12288 parameters

DPU

Number of DMX interface *512

Parameter expansion

The DPU is an exclusive device for parameters extension. Each added DPU can increase extended parameters by Number of DMX interface *512. Each DPU may participate in data processing.

Related Links

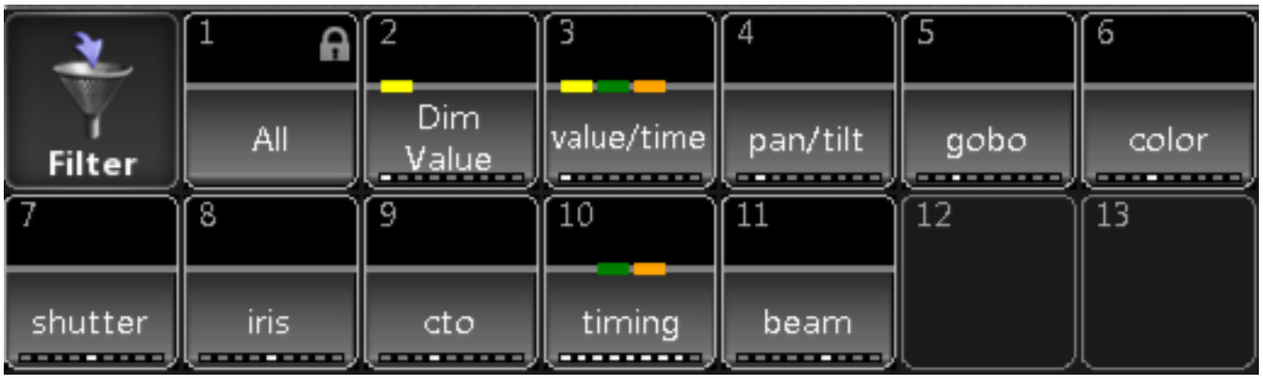
Extended Operation on page 90
DMX channels & Parameters on page 123

Filters

The Filters are used to limit what can be stored, played back or retrieved using the "At" key.

Filters contain a selection of Attributes and data Layers (Value, Value Times and Effects). It does not contain any fixture information.

Filters are organized in a Filter pool,The Filter Pool could look like this:



Related Links

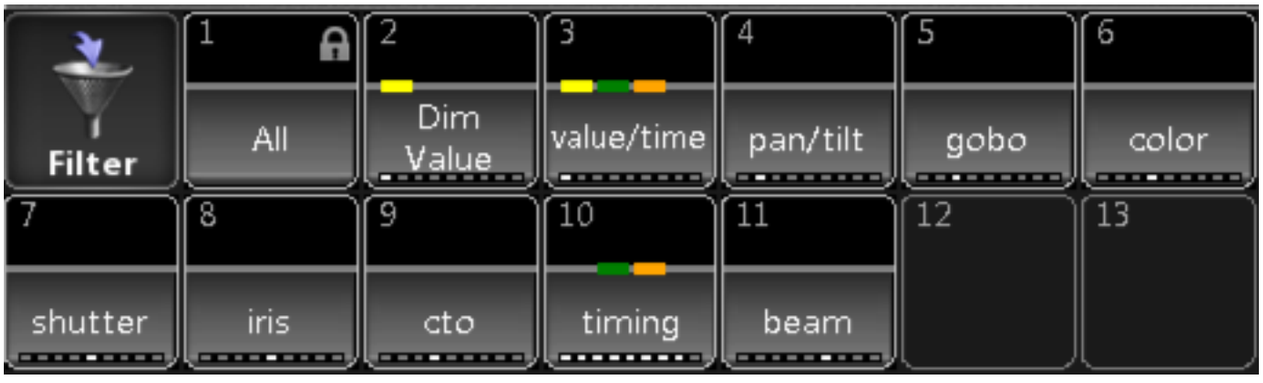
Extended Operation on page 90
Filter introduction on page 126
Edit Filter on page 132
Use filters when you Store and use At on page 134
Temporary Filters on page 136
Filter introduction
Edit Filter
Use filters when you Store and use At
Temporary Filters
Filters Pool on page 408

Filter introduction

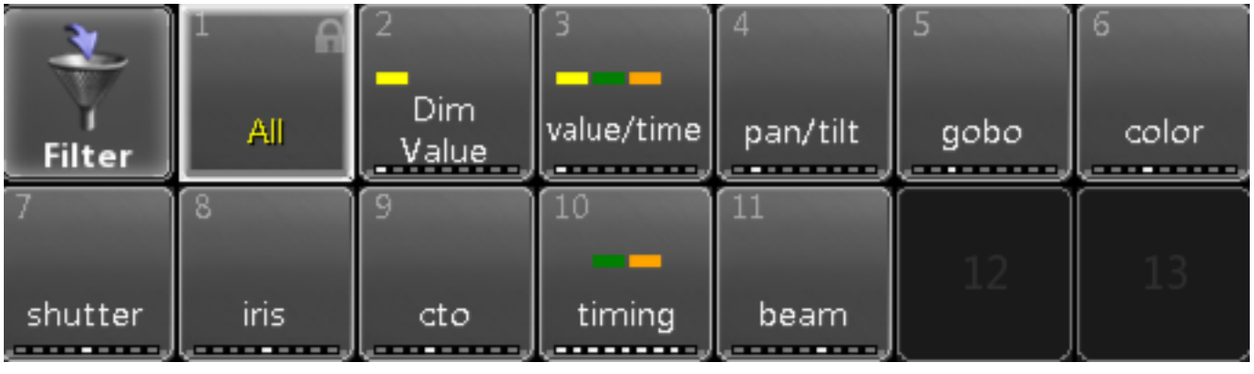
Filter style

There are three pool styles of filters in the filter pool, and you can switch between different styles in the pool options.

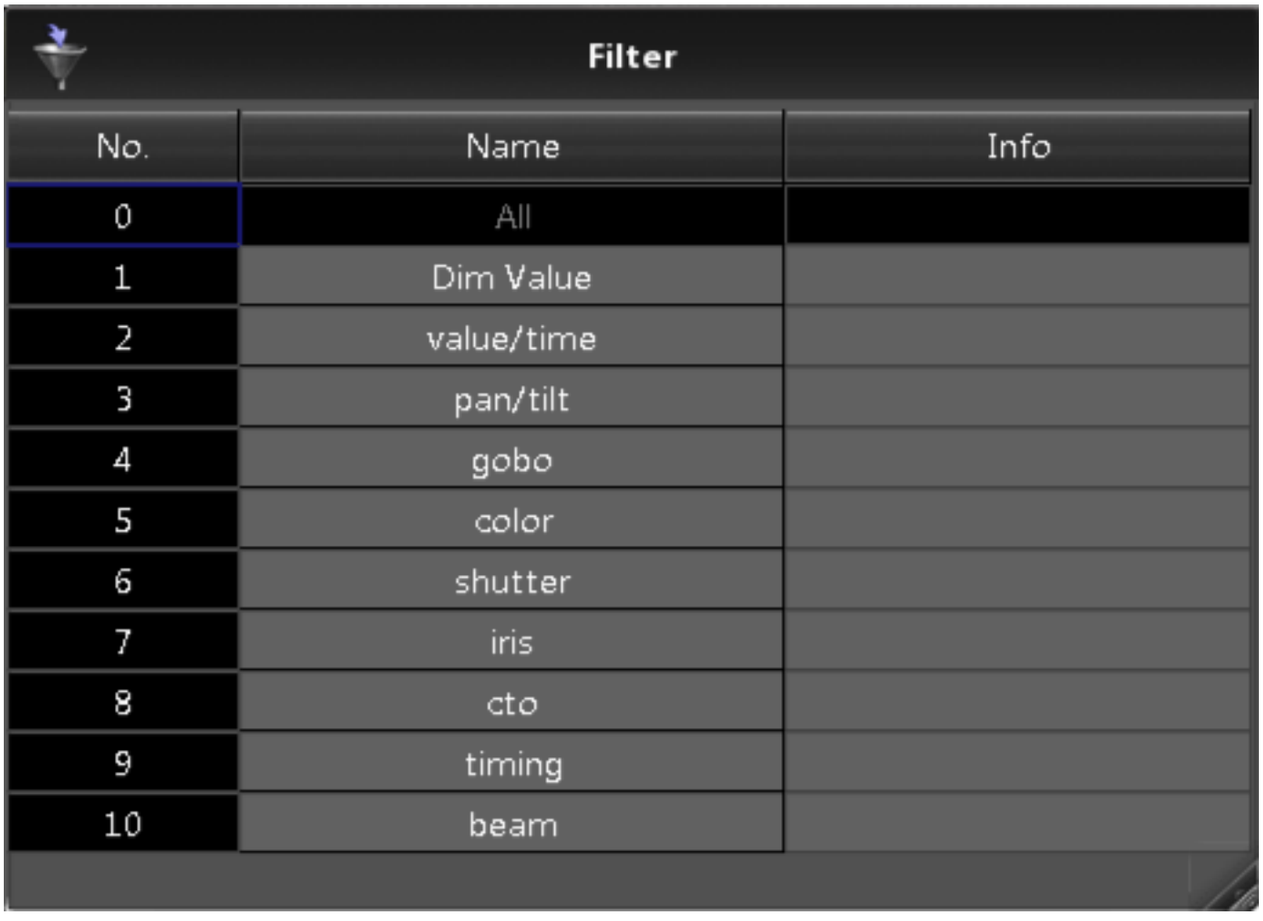
1. Classic style, It could look like this:



2. Simple style, It could look like this:



3. the table style, It could look like this:



Filter Function

The filter pool is a global pool that is shared by all users.

Filters in the pool are used when you store values (Use filter when storing topic), make a circular copy, retrieve data using the At key (Use filter when grabbing values topic), or as a filter on Executors and Sequences (Apply worlds and filters to executors and sequences topic).

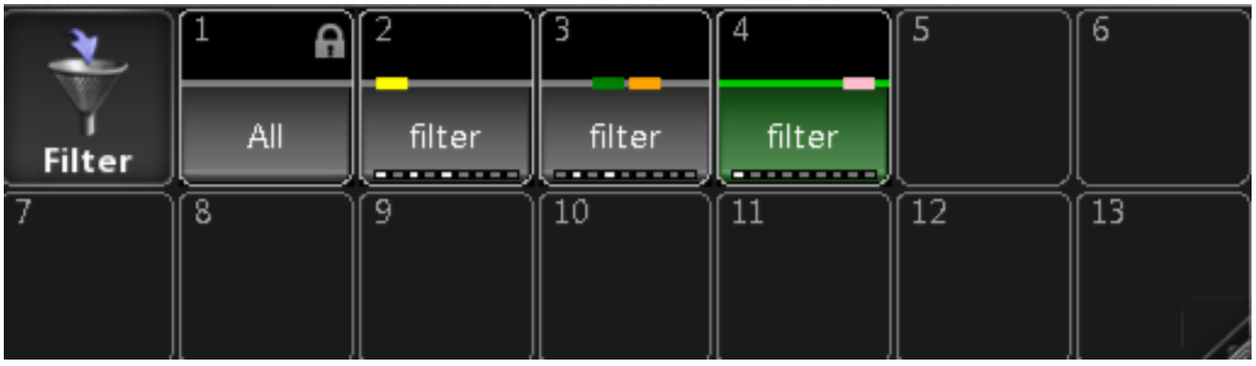
There is always one active filter. The first pool object is called "All" and it contains all attributes and layers. This means that it does not filter any data. It is also locked and cannot be edited.

A filter can be applied(called) and/or permanently selected. An applied filter have a green bar in the middle (behind the colored markers). A selected filter have a green background color in the name area (or number area in sheet style). You can select a different filter by pressing Select followed by the desired filter button. You can call a different filter temporarily by just pressing one of the filters.

A called filter overwrites the selected filter, but will only be used the next time an action is performed that uses the filter - then it will jump back to using the selected filter.

When a different filter than the "All" filter is selected, then the At key will flash and the filter icon is in the command line and Message Center (default setting).

colors and markings



Middle color bar:

Grey:

On the right side of the filter window, value, value time, and effect layer are all selected.

Yellow:

On the right side of the filter window, only values are selected.

Blue+Orange:

On the right side of the filter window, only the numerical time is selected.

Pink:

On the right side of the filter window, only the effects layer is selected.

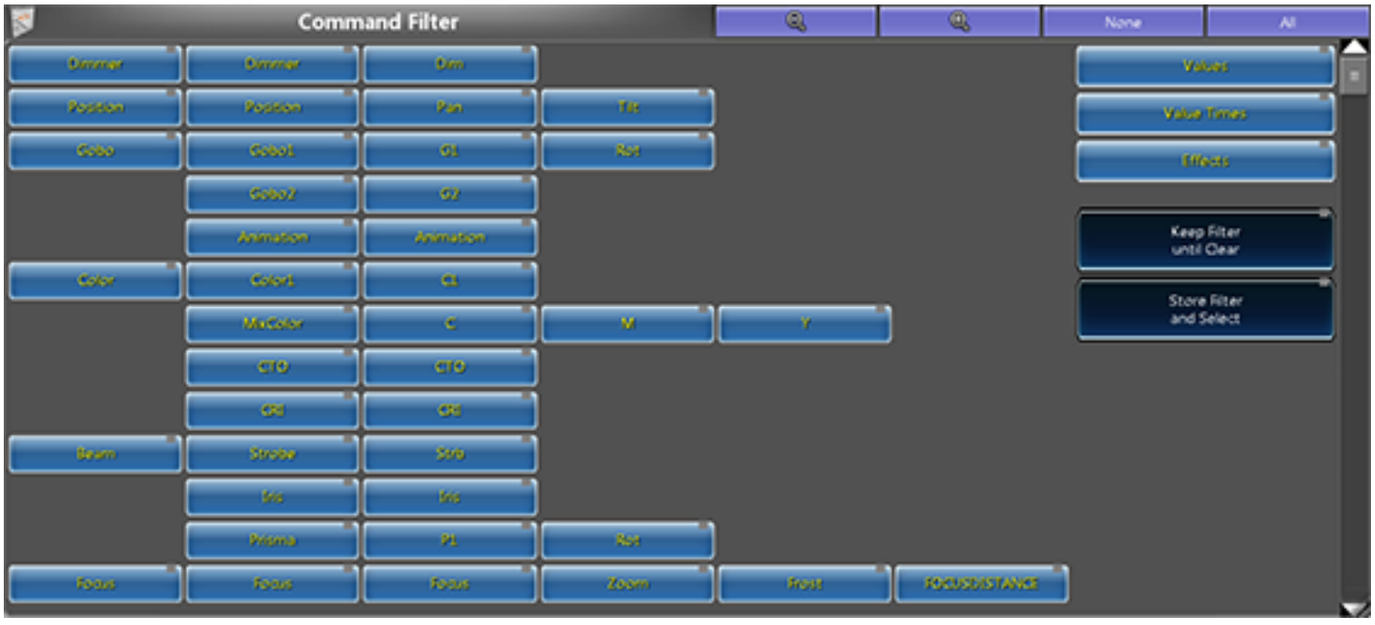
When a filter is selected, its middle color bar and background color are green.

The data Layer Markers are only visible if there is one or more being filtered. It will then display the allowed layers. If all layers are Off (filtered) then there is also no markers. This would block all value data from passing the filter!

The Command Filter window

It is possible to create a window that displayed the filter settings. It's called Command Filter and can be found in the "Other" tab in the Create Basic Window pop-up.

The Command Filter window , It could look like this:



Create a temporary filter with Store key or At key, store it as a new filter.

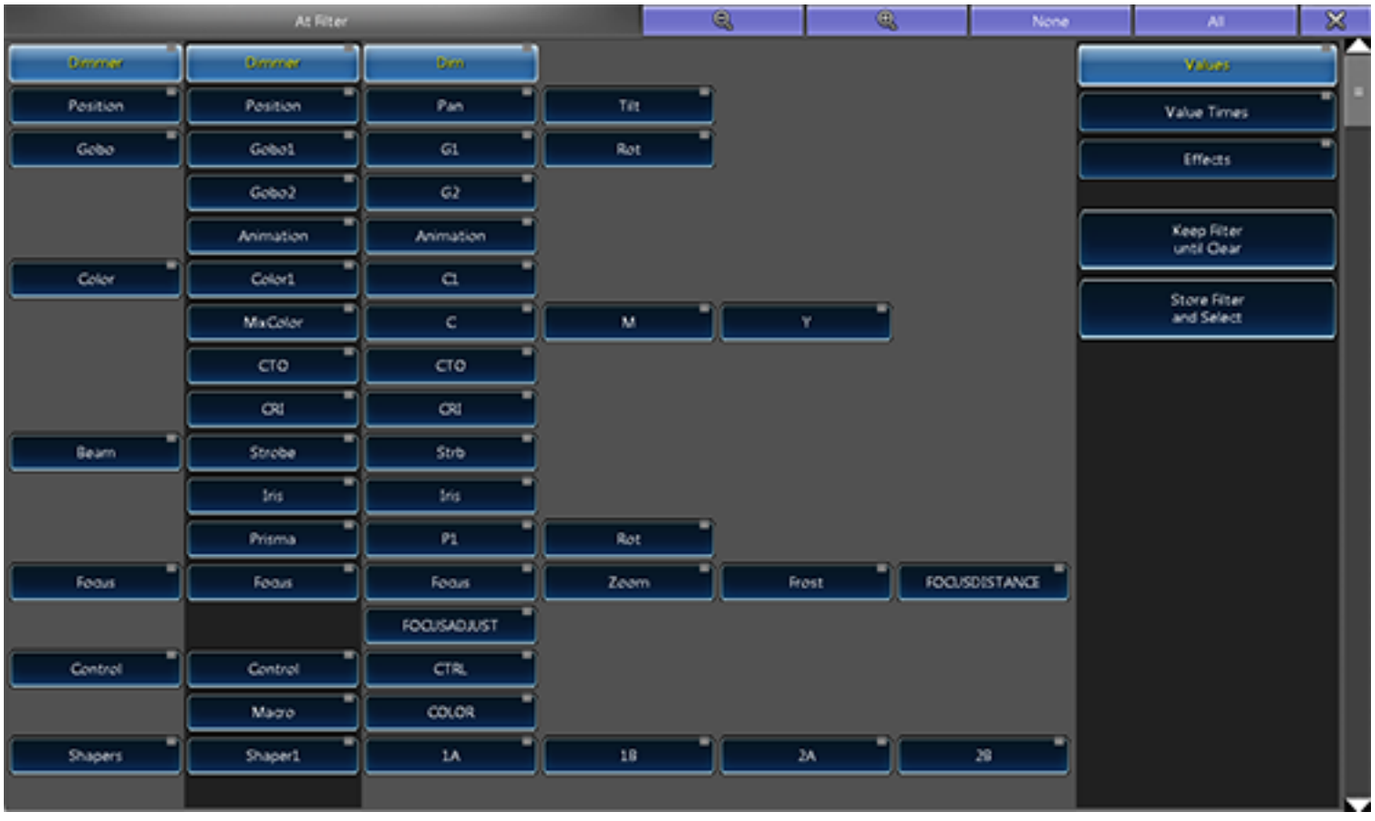
This window allows you to customize the filters, allowing you to choose to filter individual properties.

This window will always show you the current filtering, and allow you to do temporary modifications.

The AT Filter window

Long press the AT key to open the AT filter window, which has the same function as the command filter.

AT filter window, it may look like this:



The Store Filter window

Long press the Store button, and in the storage options window, click the storage filter button to open the storage filter window, which has the same function as the command filter.

The save filter window, which may look like this:



Related Links

Filters on page 125
Edit Filter
Use filters when you Store and use At
Temporary Filters

Edit Filter

There are two different ways to create filters in the filter pool.

1.You can edit one of the pool objects. This will give you the Edit Filter pop-up.

2.The other way is when making a temporary filter using the Store key or the At key,you have the option to store it as a new (first available) filter.

You can read more about the temporary filters in the Use temporary filters topic.

The Edit Filter pop-up could look like this:



This pop-up is almost the same if you make temporary filters or if you are creating filters in the pool.

The idea about this pop-up is that you turn off the elements that you want the filter to block.

The attributes that have a yellow text are the ones that are selected and they will allow information to pass through the filter.

It is a little bit hard to see but there are some columns in this pop-up. The buttons on the left side is all the Preset Types in the system. The column of buttons on the right side of those are the Features in the system. The next (up to) four columns of buttons are all the Attributes in the system.

The elements in this list changes with your fixture setup.

On the right side you have three buttons to filter Value, Value Times and/or Effect data layers.

Title bar:

In the title bar there are several buttons. The first two are for zooming in the window. This will decrease or increase the size of the buttons.

There are also two buttons that allow you to select None or All of the attributes. The last button closes the pop-up.

Selecting what to filter:

When creating the filter you can turn off the elements you do not want passing through.

If you turn off an preset type then you actually turn off the features and the attributes in the preset type. But if you have turned off one element in a preset type then it shows that the preset type (and feature) is turned off.

Related Links

Filters on page 125
Use filters when you Store and use At
Temporary Filters

Use filters when you Store and use At

The active filter is used when you store values and data. It is also used when you use the At command.

If your active filter is the first one, called "All", then it does not filter any data and you do not notice the filter is there.

As mentioned in the What are filters topic, The filters can be selected and applied. The selected one is the one with the green background and the applied one is the one with a green line above the name.

When Storing:

When you store something, then the Applied filter is used and the Selected filter will become the Applied filter, ready for your next action.

When you do Store actions then both the Attributes and data Layer parts of the filters are used.

Example:

Example:

In the following example we are going to look at a practical situation where filters can help you work more efficient.

1. Create a filter that blocks the dimmer attributes but allows everything else including all Layers.

2. Make sure the Selected filter is the "All" filter.

3. Select a fixture and give it values on several attributes including Dimmer and maybe an effect.

4. Tap the no-dimmer filter making it the Applied filter.

5. Press Store and then an empty executor button - creating a new cue 1 in a new sequence and executor.

Now you have stored only the values the filter allow in cue number 1 (everything but dimmer). You still have the dimmer values active in your programmer, but the rest is stored. Also now the selected "All" filter is Applied filter.

6. Also now the selected "All" filter is Applied filter.

7. Press Store and then the same executor button.

8. In the pop-up select.

That was the second cue. Clear your programmer and try to run the cues.

When using the At command:

When you use the At command to get values from one object to another, then the Applied filter is also used, and it jumps back to the Selected filter after use.

Example:

Example:

In the following example we are going to grab only the color values from one fixture and apply it to another.

1. Create a filter that only contains the color attributes and all layers.

2. Make sure the Selected filter is the "All" filter.

3. Select a fixture and give it values on several attributes including Dimmer, Position, and use the MixColor attributes to blend a new color.

4. Select a different fixture and give it another position and dimmer values.

Now we would like to grab the color values only from the first fixture. We do not want to grab the position and dimmer values from the fixture, only the color.

5. Tap the Color Only filter - making it the Applied filter.

6. Press the At key.

7. Tap the first fixture on the screens (or use the keys - Fixture [number] Please).

Now both fixtures have the same color values.

Please also have a look at the Use temporary filters topic and the Apply worlds and filters to executors and sequences topic.

Related Links

Filters on page 125

Temporary Filters

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7. Tap the first fixture on the screens (or use the keys - Fixture [number] Please).

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Please also have a look at the Use temporary filters topic and the Apply worlds and filters to executors and sequences topic.

Related Links

Filters on page 125

Tutorials

The tutorials may lead to a better understanding of operations of the console. It begins at the basic, and then gradually move to more specific areas.

Related Links

Tutorial Basic 1 on page 139
Tutorial Basic 2 on page 150
Macros Introduction on page 163
FixtureTypes on page 173
Effect Tutorial on page 177
Sequence Tutorial on page 188
RDM Tutorial on page 194
Dmx input on page 202
Console 3D on page 206

TEKMAND

Tutorial Basic 1

Introduction

Key points: create a SHOW file, configure conventional fixtures, change brightness values, group division, and create a simple sequence.

When practice the tutorial with a PC, the physical keys are replaced by graphic keys of a software.

Tutorial marks

Setup : physical keys (keys mounted on the console)

Internal > New Show : indicates entering menu path

"Please": indicates keys on the screen

Command feedback: indicates a window.

Moving light: text information needs to be entered through keyboard

Screen No.: the console has provided with 6 screens (including 2 external screens). Screen 1: an 8.9-inch touch screen. Screen 2 – 4(from right to left): 15.4-inch touch screens. Screen 5 and 6: external screens (i.e. wing screens).

Related Links

Tutorials on page 138
Create a New Show on page 140
Patch Dimmers on page 141
Use Windows and Screens on page 143
Controll Channels on page 145
Group on page 146
Store a first cue on page 147
Create More Cues on page 148
Edit the Sequence on page 149

Create a New Show

Steps:

1.Press Backup, make sure the Internal > New Show is selected, enter a SHOW name and select options on a popup.

2.In the name box, write your name followed by this: Basic1_Test. Make sure the six options below are selected, then a default blank SHOW file is created;



3.Click "Please" and close the popup.

Related Links

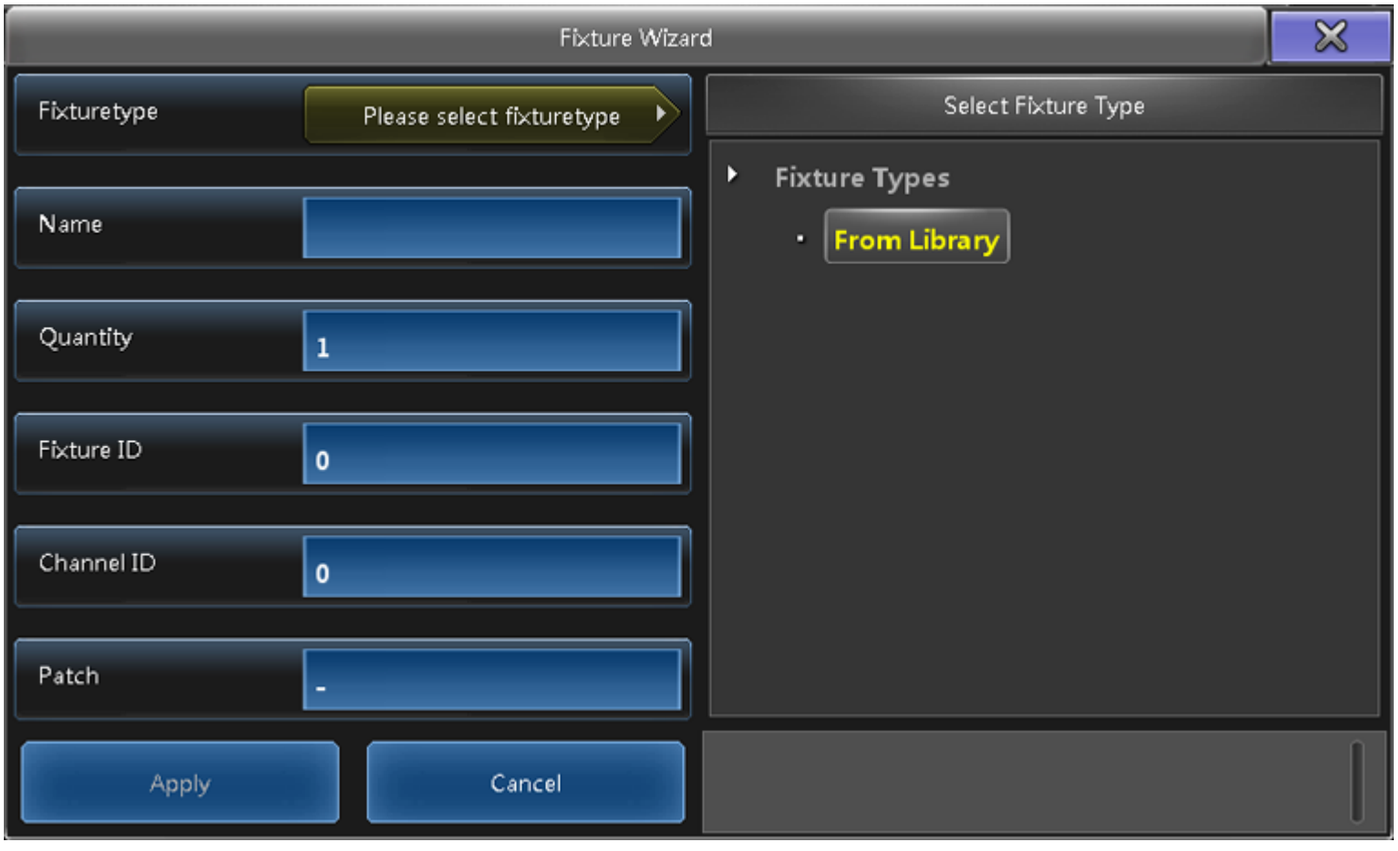
Tutorial Basic 1 on page 139

Patch Dimmers

In this section, 20 channels will be added and configured.

Steps:

1.Press Setup , make sure Show > Patch & Fixture Schedule is selected, then a window for directory name will popup, enter Dimmer and click "Please", as shown below:



2.Click Please select fixturetype > Fixture Types > From library then select a fixture type.

3.As so many fixture types exist, a filter may be useful to narrow down. E.g. enter Generic, then the list shows fixtures of Generic only, further fine research from the results with "Dim", then the list shows fixtures of Generic which contain Dim in their names, thus the resultant fixture types showed would be generic@dimmer@00.xmlp.



4.Click "Please" and return to upper menu, if a fixture name needed to be changed, click the Name option and modified into Dim 1, thus fixtures may be sequentially named Dim1, Dim2, etc.

5.Enter fixtures quantity: 20, then click "Please".

6.Assign channel IDs to the fixtures, enter 1 and click "Please", then the ID of the first channel is assigned as 1. Similarly, the ID of the second fixture would be 2, etc

7.Assign Patch addresses to the fixtures: enter 1.001 and click "Please" may be divided into two parts: 1 denotes universe 1, and 001 denotes the DMX channel 1.

When the setup is complete, the window would show as below:



8.Click Apply, then 20 channels have been added and configured.

Related Links

Tutorial Basic 1 on page 139

Use Windows and Screens

Command feedback window

Through this window, it can be seen how the console react in response to a specific command, this may be helpful in learning various abstract commands. Click anywhere on the screen 2, select Create Basic Window > Other > CommandLine .

Huge information will be continually showed on this window and the use of such information will be described below. The window can be moved and its size can be adjusted by dragging the lower right corner of the window.

Channel Sheet

Click on the blank of screen 2, select Create Basic Window > Sheets > Channel , then Channel Sheetis opened and channels relevant values can be seen.

Store a View

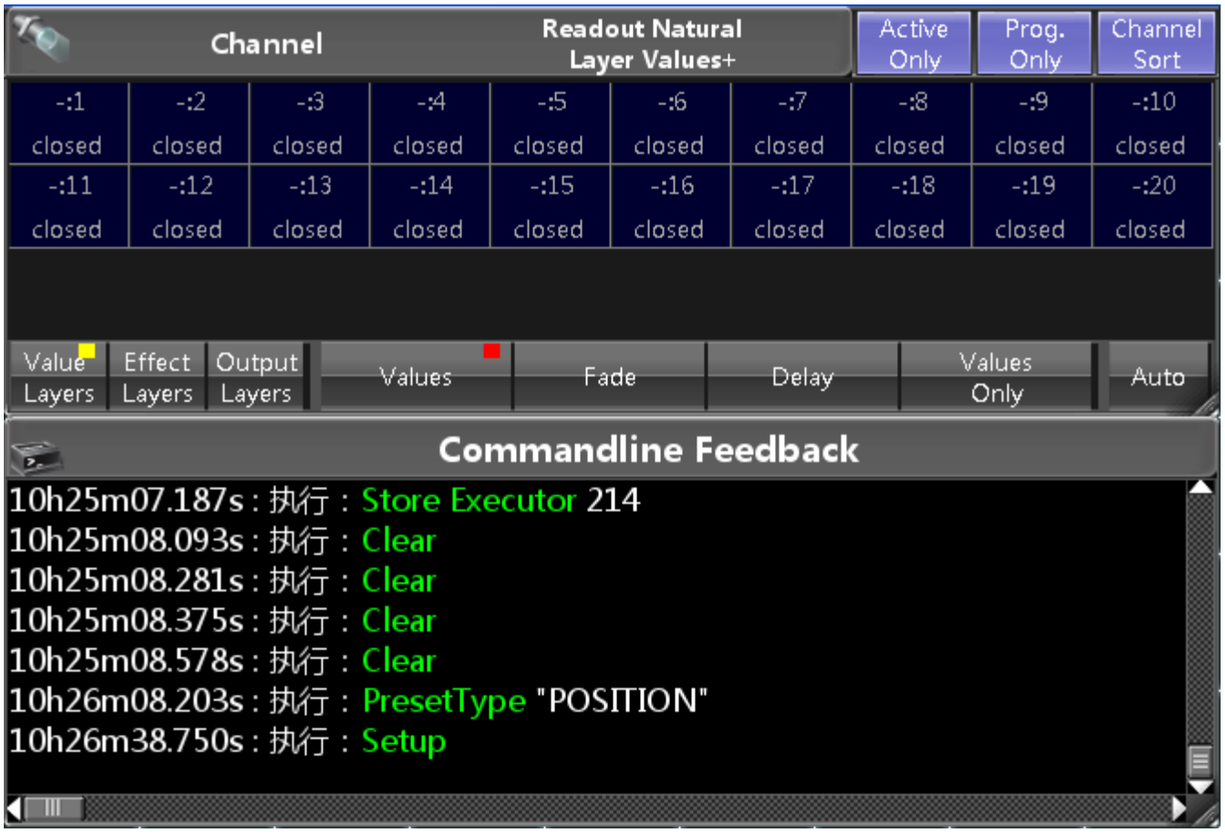
A present view can be saved to a view button on the right hand side of the screen. E.g.

1.Click Store then click on a cell area on the right hand side of the screen, then a popup will enquire which view to be store.

2.Select a view No. to be saved and click "Please" directly.

3.Rename the view: double click Assign , then click where the view is saved and enter Channel on a popup, click Enter.

The final command feedback window will show as below:



Related Links

Tutorial Basic 1 on page 139

Controll Channels

Turning on the channels

There are many ways to turn on your channels on a Tekmand console.

Simple method: 1 At 1 0 0 Please .

Shortcut: 1 At At .

Correspondingly, two methods to set the brightness of a conventional fixture to zero:

Simple method:1 At 0 Please ;

Shortcut: 1 . . ;

As the commands entered, channel No.1 turns yellow, while background and values turn red. Color yellow indicates the state of under selection and color red indicates the state of activation, if Store is clicked, the values will be saved, while double click Clear , only values in red remained and stored into the programmer, these values will not be saved even the Store is clicked.

Different clicking times of Clear results in different operations (three operations): single click will remove the state of selection, double clicks will remove the state of activation, and triple clicks will remove the values in the editor.

If you want to turn on several channels at the same time you need the buttons + and Thru . If you want to exclude channels you can use - .

Examples

Example 1:Channel 1-5 & 8, set brightness values at 50%

Operation: 1 Thru 5 + 8 At 5 0 .

Example 2:Channel 1-5 & 8, except 5, set brightness values at 15%

Operation: 1 Thru 5 + 8 - 5 At 1 5 ;

The values can be increased or decreased by use of + or - .

Example 3:brightness value of channel 3 increased by 35%

Operation: 5 At + 3 5 Please , thus the final brightness value of channel 5 would be 85%.

Related Links

Tutorial Basic 1 on page 139

Group

Group Pool

Click on the blank of the screen, select Create Basic Window > Pools > Group , then the group pook is opend.

Store a group

E.g. set the fixtures of odd numbers as a group, and fixtures of even numbers as another group.

1. 1 + 3 + 5 + 7 Please , then channels 1, 3, 5, 7 are selected.

2.Click Store and then click the first empty area of the group pool.

3.Enter a name Odd, also can double click Assign , then click the group poos and rename.

4.similarly, save fixtures of even numbers as another group named Even.

When accomplished, the group pool would be as below:



Related Links

Tutorial Basic 1 on page 139

Store a first cue

Click on the blank of the screen, select Create Basic Window > Sheets > Sequence Executor then the Sequence Executor is opened. The first cue to be saved can be seen in this window.

Steps:

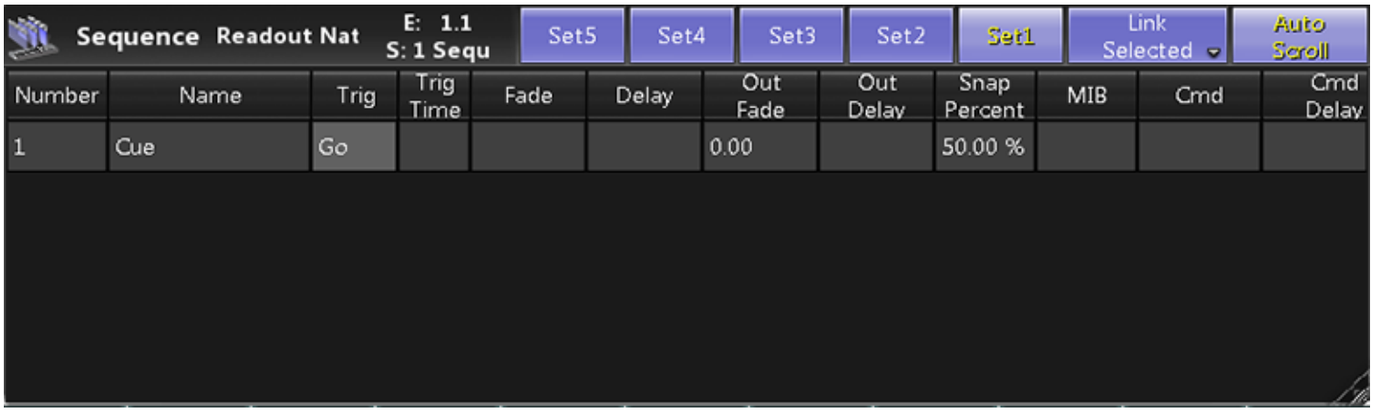
1. Select Exec 1, then Executor 1 is selected, the upper section of the background of executor fader 1 turns green, this indicates that the executor 1 is the default executor.

2. 1 At 3 0 Please, set the brightness value of channel 1 at 30%.

3. Store Please saved within the executor fader 1, now at the bottom of the green area shows the sequence, a numeric 1 appears at the upper right corner, that is, the present cue 1 is saved within the sequence 1 and further assigned to executor fader 1.



4. The cue saved shows up in the sequence executor window, rename cue 1: Assign Assign Cue 1 Please.



Related Links

Tutorial Basic 1 on page 139

Create More Cues

Create Cue 2 with a fade time on 5 seconds

2 + 3 At 1 0 0 , Store Cue 2 Time 5 Please (As this is a subsequent operation following Select Exec 1 , it will be saved to the executor fader 1 by default).

Create Cue 3 with group pool and commandline

The full string of the command is kind of complex, thus abbreviation may be used, e.g. g for group, c for channel and t for Thru.

1.Directly enter "g 1 + 2 At 50" into the command line and then click Please to enter.



2.Directly enter "c 1 t 5 At 60" into the command line and then click Please to enter.



3. Store Time 5 Time 1 0 Please

The content shows in command line feedback window as below:



When text "Time 5 Time 10" is input, the console will intelligently interpret it as "Fade 5 Out Fade 10". If the input text is "Time 3 Time Time 5", it will be interpreted as "Fade 3 Delay 5".

Though the cue number is not input, the console will detect present cue number used, thus saved as Cue 3.

Create Cue 4, the brightness values of all fixtures decrease by 20%.

Simple method has been provided:

If Please , IfOutput, means that all fixtures with light output are selected.

At - 20 ,Store Time 2 Please , means that brightness values decreased by 20%, then saved as Cue 4.

Create Cue 5, turn off all fixtures.

If Please , IfOutput, means that all fixtures with light output are selected.

. . , Store Please , means that set zero with shortcut, then saved as Cue 5.

Related Links

Tutorial Basic 1 on page 139

Edit the Sequence

Make a "Follow"

E.g. cue 2 will be executed automatically as cue 1 ended.

open Sequence Executorwindow, and right click(or pressing Edit and then) on the screen where it says "Go" in "Trig" column in the Sequence Executor sheet in cue 2. In the Select Trig popup, 7 trigger mode available: Go, Time, Follow, Sound, BPM, MIDI and Music.

Update a cue

E.g. increase fixture brightness within cue 3 by 10%.

1.Goto 3 Time 0 Please, a quick load of cue 3. Cue 3 in the sequence executor window will have a yellow frame. Usually, Goto 3 Please can be used directly, the purpose of additional "Time 0" is to override the 5s fading time of the previous cue 3, thus no need for waiting.

2.Group 2 At + 1 0 Please now the Update button is highlighted and can be used to update the present cue.

3.Click Update and press U3 (or "Tracking Update" on the screen), then the button changes into "Update cue only". Finally click X6 (or "Update Cue" on the screen).

Related Links

Tutorial Basic 1 on page 139

Tutorial Basic 2

Introduction

Key points: edit and configure automated fixtures, how to use a Preset, World, etc.

When practice the tutorial with a PC, the physical keys are replaced by graphic keys of a software.

Tutorial marks

Setup : physical keys (keys mounted on the console)

Internal > New Show : indicates entering menu path

"Please": indicates keys on the screen

Command feedback: indicates a window.

Moving light: text information needs to be entered through keyboard

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Related Links

Tutorials on page 138
Add Moving Lights on page 151
Fixture Sheet on page 152
Control fixtures on page 153
Preset Pool on page 157
Make Presets on page 159
A Second Sequence on page 160
Use Worlds on page 162

Add Moving Lights

Store the show

The shortcut is double click Backup , alternatively, click Backup then select Interanl > Save Show .

A show created from Tutorial Basic 1 above will be used. Click Backup then select Internal > Load Show . Select the show, make sure all the six options on the right side is checked and then the show is loaded.

To save the show as a another name, select Interal > Save Show As then enter a new name: Basic2_Test.

Add new fixtures

Example: add 10 FINE 1500, manufacturer: Fineart, steps as below:

1.Press Setup , select Show > Patch & Fixture Schedule table.

2.Click Add or X1 to create a new layer, enter a name Fine.

3.Click Please select fixturetype > Fixture Types > From library then select a fixture type.

4.Enter Fineart at the manufacturer filter area and 1500at the fixture filter area to limit the fixture type displayed. The final research would be: fineart@fine_1500_performance@standard.xmlp, then enter "Please".



5.Change fixture name into Fine1500Pe 1, quantity 10, both fixture ID and channel ID 111, Patch address2.1and click "Please". That menas the first fixture is assigned at the second universe with DMX channel 1.

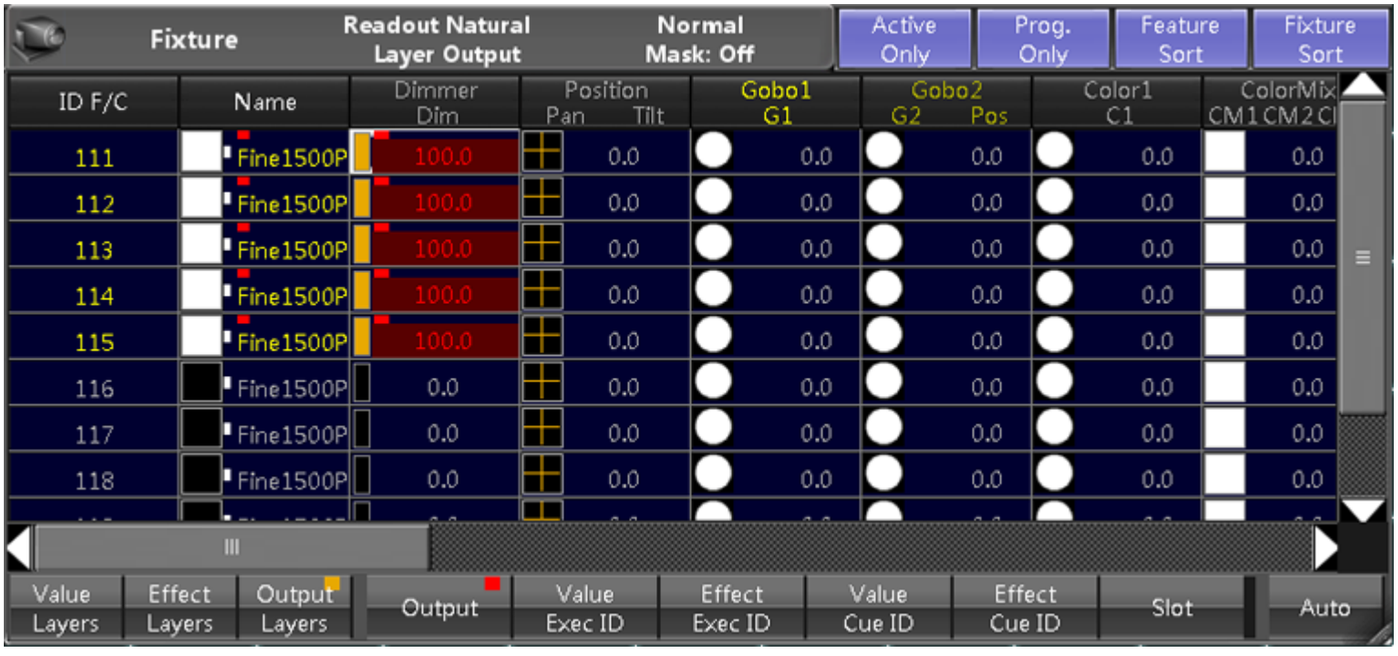
Related Links

Tutorial Basic 2 on page 150

Fixture Sheet

Open Fixture Sheet, then the newly added fixtures will be seen.

Click on the blank on the screen, Open Basic Window > Sheets > Fixture, then the newly added fixtures and relevant attribute values will be seen. This is what it looks like:



Related Links

Tutorial Basic 2 on page 150
Fixture Sheet on page 377

Control fixtures

Preset (type) Control Bar

For Example as below:



The Preset (type) Control Bar displays the presettypes presently available, thus before adding FINE1500 fixtures, only the dimmer is adjustable.

Play with the Encoder

1.1 1 1 Please then fixture 111 is selected.

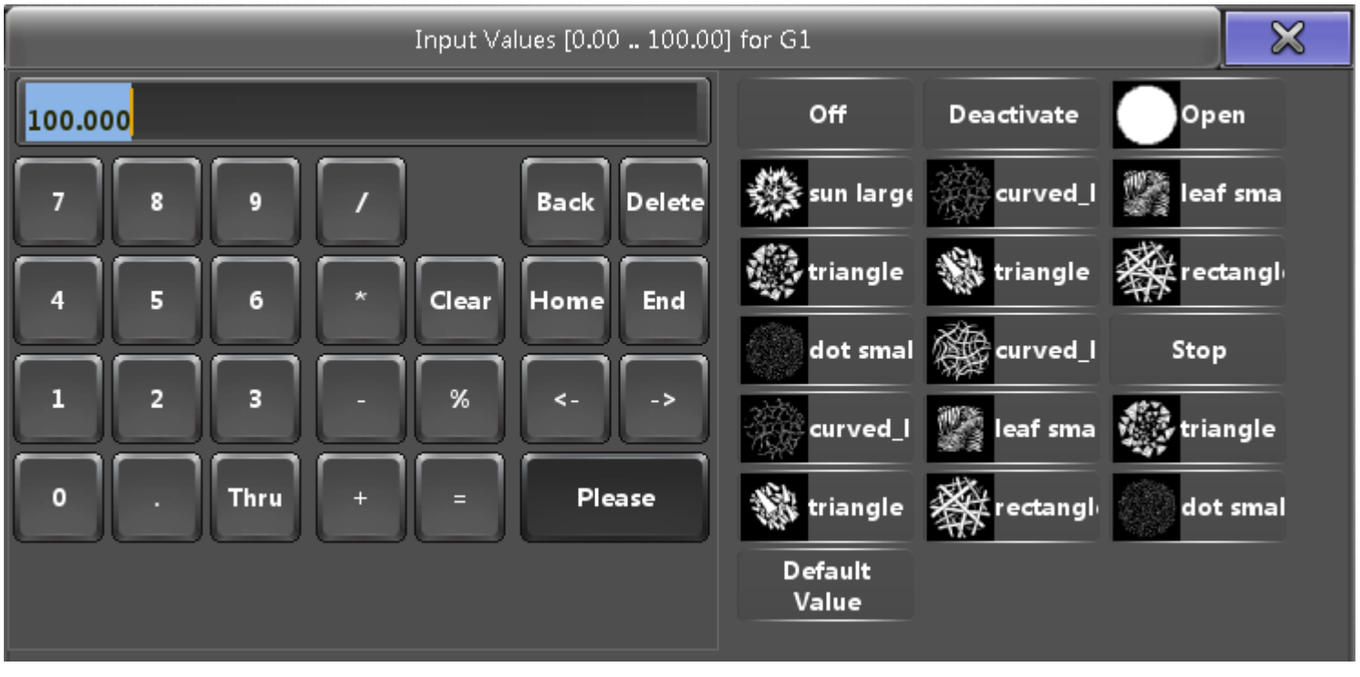
2.Set a dimmer value, it can be done with the method introduced in basic 1 above, alternatively, it can be adjusted by rotating the first encoder below the dimmer setting.

3.Click "Position", then the first and second encoders can be used to adjust pan/tilt values respectively. Normal/Fine/Ultra on the right is for setting the precision of the encoder.



Tip: A red indicator in the upper right corner indicates that the attribute is being modified, the value will be saved if the Store is clicked.

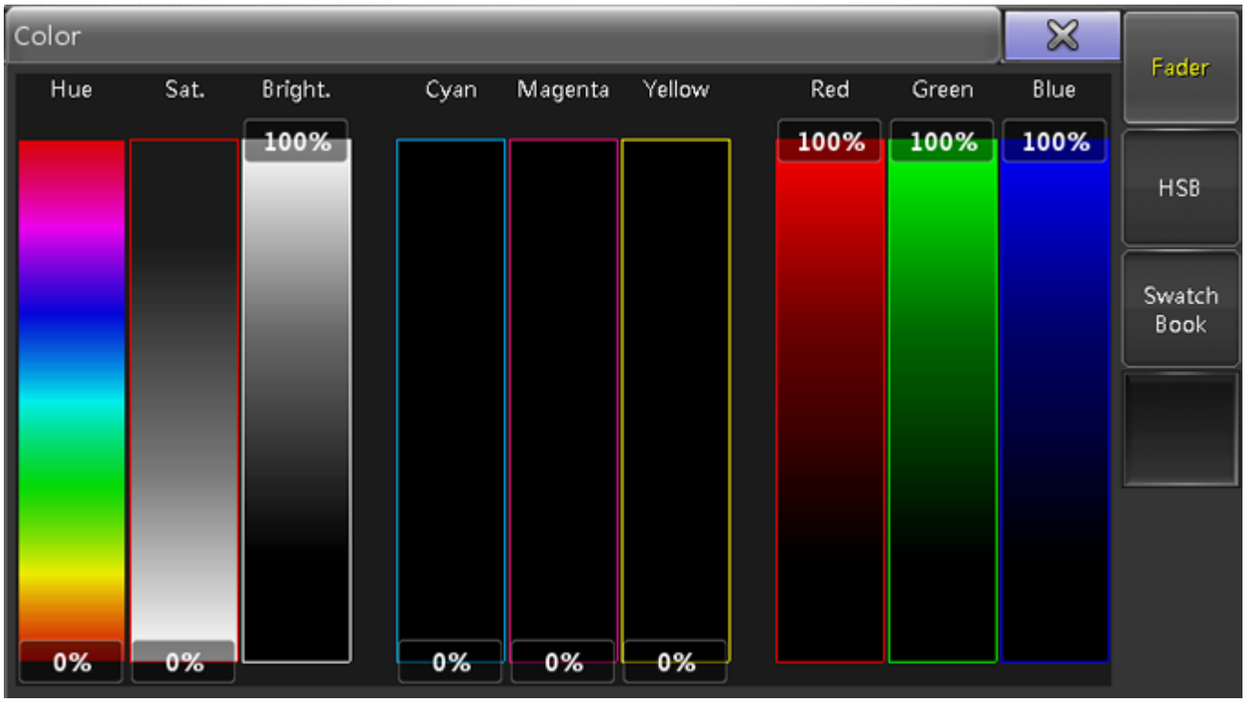
4.Click "Gobo", then a window as shown below will popup:



If a fixture with a number of gobos, then click the pull-down mark to switch, as shown below:



5.Click "Color", attribute Color 1, Color Mix will be showed. When Color Mix is selected, three encoders are provided for cyan, magenta, and yellow adjustment respectively. Alternatively, color mix can be adjusted through Show Specialized Dialog. Click it, and then Fader mode is provided as below:



Three modes are provided for color mixing, and these adjusting modes coordinates with each other, i.e. adjust the values to produce a desire color mixing in one mode, the values of the other modes will be automatically adjusted so as to produce the same color mixing.

- HSB (Hue, Saturation & Brightness)
- CMY (Cyan, Magenta & Yellow)
- RGB (Red, Green & Blue)

Click HSB mode or U2, then color picker appears as below:



Pick up any color from the color field, the corresponding values of HSB, CMY and RGB can be seen when switched to the Fader mode.

Click Swatch Book mode or U3, then the color mode appears as below:



The desired color may be selected through preset color blocks provided by manufacturers.

Related Links

Tutorial Basic 2 on page 150

Specialized Color Dialog on page 560
Fixture Sheet on page 377

Preset Pool

A preset is a way to store a set of values. There a 10 different groups of presets. They are named "All", "Dimmer", "Position", "Gobo", "Color", "Beam", "Focus", "Control", "Shapers" & "Video". Usually, a specific attribute can can only store their own kind of info. E.g. color data should be stored in color preset only.

The exception to this is the "All" presets. They can store info about all the types of values. The Preset Pool windows are similar with the Group Pool window except if you have nothing selected the first time you press a preset button, the console selects the fixtures/channels that can use that preset. If you press a second time the console assigns the values (stored in the preset) to the fixtures/channels.

The last special button you might see is called "Dynamic", This is not a preset type, but it's a pool window that automatically changes type depending on what you have selected in the Preset Type Bar - very nice.

Frames with different colors may be used to distinguish preset type, shown as below:



Related Links

Tutorial Basic 2 on page 150
Preset Pools on page 436

Make Presets

Preparation

Press and hold the Store for about 1s, then Store Options Temporarily popup appears. Now focus on the preset only, shown as below:



Click "Saved as default", then the preset values will be saved as default settings, double click Esc to quit the interface.

Create a Preset

1. Fixture 1 1 1 Thru Please, select all fixtures and adjust pan & tilt attributes.

2.Click Store and the first position of preset, then the values of fixtures turn into P2.1. If the preset is saved with a name, that the value would be 2.1 + name.

3.Adjust different position by modifying pan & tilt attributes, and Store Preset 2 . 2 Please. "2" denotes Preset Position, similarly, "0" for All, "1" for Dimmer ... and "9" for video.

4.Create presets of other types



Related Links

Tutorial Basic 2 on page 150

A Second Sequence

Make the second sequence

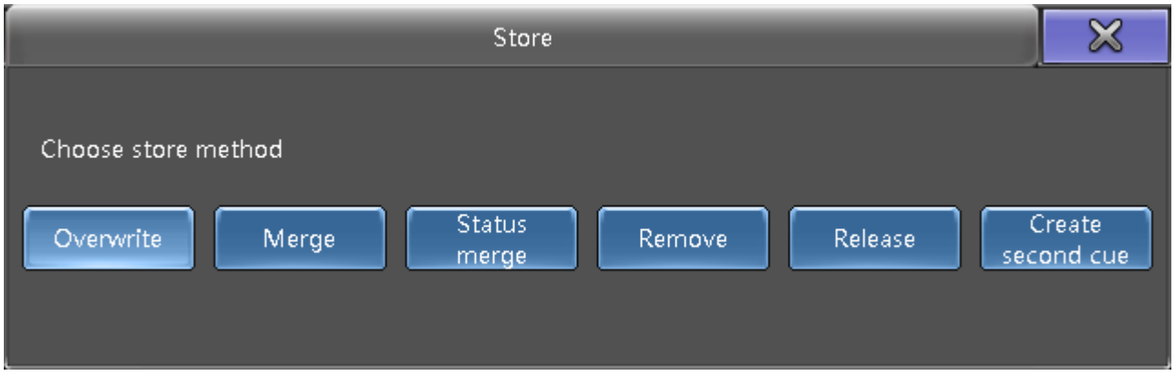
1.Triple click Clear to remove all content of the editor.

2.Double click Position 2.1 of preset position (the first click will select Position 2.1 and the second click will activate the values of Position).

3.Click Store and then the executor fader 3, thus a second sequence is created.

4.Select Exec 3, select the executor fader as the default fader (or click Select, and then fader 3 or executor button).

Double click preset Gobo 3.1 and preset Color 4.1 respectively, then click Store Please, select "Merge" from the popup as shown below:



5.Double click Position 2.2, Gobo 3.2, Color 4.2, click Store Please, and select "Create second cue" from the popup.

Set up the sequences (Assign Menu).

Click the green area of executor fader 3, open assignment menu, click X2 or "width 2", enlarge controlling range of the executor. Each button can be automatically assigned with relevant function, the final effects will show as below:

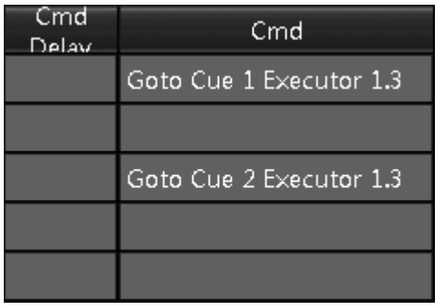


<<<: jumps one cue back without fade and delay times.

>>>: jumps to the next cue without fade and delay times. It doesn't executes follows.

Link the sequence

Open the Sequence Executor window, right click in the "Cmd" cell for cue 1 and in the pop-up write: Goto Cue 1 Executor 1.3. In the "Cmd" cell for cue 3 right-click and write: Goto Cue 2 Executor 1.3.



When cue 1 sequence 1 ended, cue 1 executor 1.3 will be executed, other cues are executed in a similar way.

Update a cue

Take sequence 2 as an example, only preset Position 2.1 is saved within the cue 1, but the brightness value hasn't been saved yet, then the brightness values can be added by updating the sequence.

1.Click "Go", when cue 1 is executed, select all fixtures, set their dimmer as 100%. Then Update is highlighted.

2.Click Update, select U1 or "original contents only" from the popup, make sure the correct cues are shown at the cue are and then click "Update cue" to finish.

Related Links

Tutorial Basic 2 on page 150

Use Worlds

A world is used to limit the range of operation. Methods to create a world are similar to those of creating a group. Difference: it has been provided with a default world named Full. This default world can neither be modified nor deleted, and permit the greatest operative range (i.e. all fixtures are controllable).

1. Channel 1 Thru 2 0 Please, then fixtures assigned to the channel range 1-20 are selected.
2. Store and click the second position of world library and enter a name "Dimmer".
3. Fixture 1 1 1 Thru 1 1 9 Please, then fixture 111-119 are selected.
4. Store and click the third position of world pool and give a name "Fixture".

Now the world pool will show as below:



If the World "Dimmer" is selected while Fixture 111 is not included in this World, then clicking of Fixture 1 1 1 Please will not effect.

The data output of a cue will not be affected by any World, but the rest of operations will only effect on those fixtures within a specific World.

Related Links

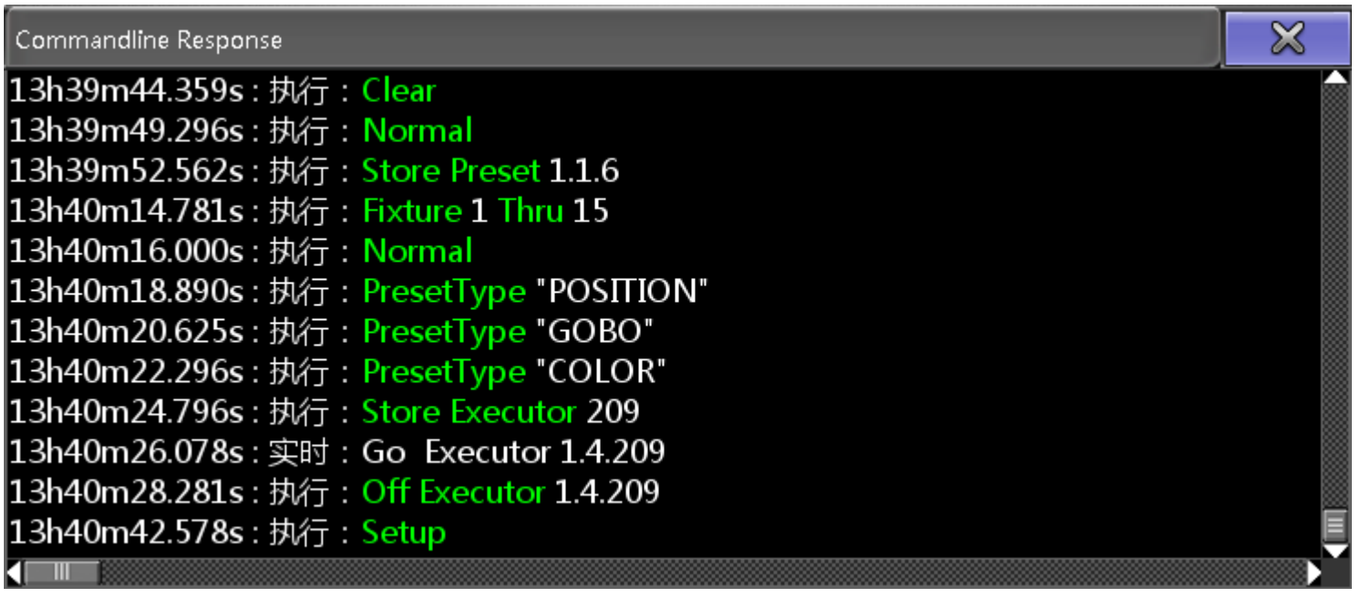
Tutorial Basic 2 on page 150

Macros Introduction

Key points: CommandLine Interaction, how to use a variable, create a popup with the use of a macro, import/export a macro.

A macro is a collection of executable text in the form of executed command lines. The functionality of a macro bases on command lines. It's necessary to learn the syntax before using a macro.

Firstly open a command feedback window shown as below:



The feedback of most commands would be limited to Processed, Real time or Macro:

```
:Processed:Channel 1 At 88
:Realtime: Go Executor 1.1.204
:Macro:Off Executor 1 Thru 4
```

These feedbacks only indicate the source of commands processed: Realtime indicates that the commands come from Executor Buttons. Macro indicates that the commands come from physical buttons like Macro or Cue-link buttons. Done indicates that the commands come from command line.

Example:

Example 1: click presettype "position", switch the encoder to control pan/tilt, a message will be shown in the commandline feedback window:

```
:Processed:PresetType "Position"
```

Example 2: create a macro to call the preset "position" (set the encoder to adjust pan/tilt).

1. Input Edit Macro 1 , then click Please ,so the Macro editor is opened.
2. Click Add or X1 to add an empty line.
3. Click the empty line and type in: PresetType "Position" , then click Please .
4. Click the X to close the window.
5. Open the Macro editor, newly created Macro 1 will present.

6. Rename Macro 1: double click Assign, then click Macro 1. Enter "Position" in the popup, and press Please.

Assign this macro to an executor or view button so as to favor future calling: Switch to userkeys by pressing User 1, then type Assign Macro 1 X1.

Related Links

Tutorials on page 138
Macro CommandLine Interaction on page 165
Use Variables on page 166
Create popups in macros on page 168
Conditional Expressions on page 170
Timing of Macros on page 171
Macro Import and Export on page 172

Macro CommandLine Interaction

CommandLine Interaction (CLI)

When a macro is used, corresponding feedback will present in the command line.

e.g. a macro 5 carries a command "highlight", click the macro, then feedbacks in the command line would be:

```
:Processed:Macro 5
:Macro:Highlight
```

But opposed to the normal Highlight Hardkey, you can't operate this button without destroying what you currently are entering in the command-line. This is because the press of the Macro-button is interacting with your command-line - the macro is called via your normal command-line-input. For example, input Fixture keyword, then apply the Macro-button, the result will be like this: Fixture Macro 5.

Open the Macro Editor, and disable the CLI option (X6) for Macro 5, then try to press the Macro-button again:

```
:Macro:Macro 5
:Macro:Highlight
```

If CLI disabled, the macro can be called anytime regardless of commands in the command line. As CLI is disabled, macro 5 can not be edited by clicking Edit , while theMacro Editor can be opened with the use of command line by typing in: Edit macro 5.

use @-sign

e.g. There is a macro 3 with the commandline text "Fixture 15", Press it then fixture 15 will be selected. If you click Edit , then the macro 3, you'll find the macro editor is opened rather than edting Fixture 15. If you want to edit Fixture 15, fist disable CLI of macro 3, then add an @-sign preceding the command.



You may also use the @-sign at the end of the macro-line, to indicates that the macro shall wait for the user to append some more text, before the line is processed.

Related Links

Macros Introduction on page 163
@-sign on page 291

Use Variables

What is a variable

A variable is a text container and its use is unlimited.

A variable is defined with setvar + $: **SetVar** $ "variable name" = "variable content"

When defined, a variable name can be used to replace the variable content in the command line.

Variable application

e.g. program a music lighting with a series of cues matching the rhythm. And the lighting is provided with different trigger modes. All these can be combined into a sequence and controlled by other commands.

- ...
- Cue 5:activate: cmd: go Executor 201
- Cue 6:next melody: cmd: off $ my test
- ...

If only one executor needs to be triggered, this simple syntax usually does the job.

By using variables, triggering of multiple executors may be easily managed:

- Cue 1: "Define variable" Cmd:SetVar $mystest="Executor 201 + 204 + 205"
- ...
- Cue 5:"Go":Cmd:Go $mytest
- Cue 6:"Next":Cmd:Off $mytest
- ...

```
[Channel]>SetVar $mytest="Executor 201 + 204 + 205"
:Processed:SetVar $mytest="Executor 201 + 204 + 205"
[Channel]>Go $mytest
:Processed:Go Executor 201 + 204 + 205
```

Tip: Your console will only process valid commands. If none of the Executors exist, the console will not bother to process the command, and you will not see this last line.

Similar to the **SetVar** keyword is the **SetUserVar** keyword. The only difference is that a variable defined with the **SetVar** is global for all users, while variables defined with **SetUserVar** applies to the current user only. With the keyword **ListVar** and **ListUserVar** , the Commandline Response Window will list current variables and their content.

```
[Channel]> ListVar
:Global: $mytest = Executor 201 + 204 + 205
```

Related Links

Macros Introduction on page 163
$-sign on page 292

SetVar Keyword on page 343
SetUserVar Keyword on page 343
ListVar Keyword on page 328
ListUserVar Keyword on page 327

Create popups in macros

Key points: with the use of macros, create popups for user input.

Parentheses can be used to create popups in macro commands, text inside the Parentheses provides indications, the final data is the information input by a user through the popup.

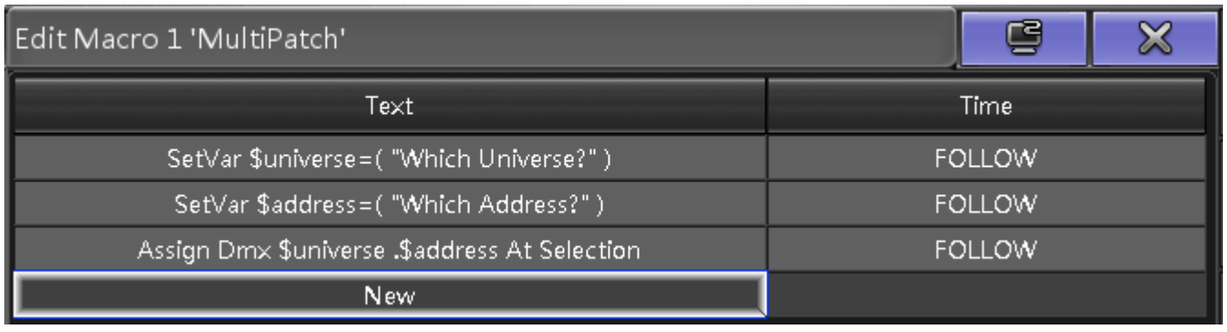
Example:

Create a macro to assign the input addresses to the selected fixtures:

SetVar $universe=("Which Universe?")

SetVar $address=("Which Address?")

Assign Dmx $universe .$address **At Selection**



Tip: In the third line, please notice the space after $universe, and no space between dot and $address.

When the macro is executed, an inquiry program will ask for input universe, as shown below:



And then ask for the input address, as shown below:



When the execution accomplished, commandline feedback as below:

```
:Macro:SetVar $universe="2"
:Macro:SetVar $address="215"
:Macro:Assign Dmx2.215 At Selection
```

Finally, the result of the macro will assign a DMX address of 2.215 to a selected fixture.

Remember: If the input data needs to assign to a variable, the text inside the Parentheses should be added with Quotes mark: ("message"), but if the text is a direct command or number, the Quotes mark are not necessary: Goto Cue (number).

Related Links

Macros Introduction on page 163
() Parentheses on page 292
" " Quotes on page 294

Conditional Expressions

Under certain conditions, user input data (commands) should be determined before execution. Only simple conditional expresses are provided, if the outcome is TRUE, the commands will be executed.

SetVar $answer=("Delete all groups? yes/no")

[$answer=="yes"] **Delete Group Thru**

Conditional expressions are recognized by Square Brackets, and accept the following logical operators:

a == b
: a equals b

a > b
: a greater than b

a < b
: a less than b

a <= b
: a less than or equal b

a >= b
: a greater than or equal b



Attention: The two arguments a and b are not compared as numbers, but as text-strings, character by character, e.g. "92" is considered to be greater than "723", as 9 is larger than 7.

Related Links

Macros Introduction on page 163
[] Square Brackets on page 292

Timing of Macros

In the macro editor, the text column is command input area, and the time column is time setting area. Under default condition, every command line will be executed sequentially when the macro is activated, because the default time type is "Follow". A user may modify the waiting time or trigger a macro command by a "Go" button.

Example:

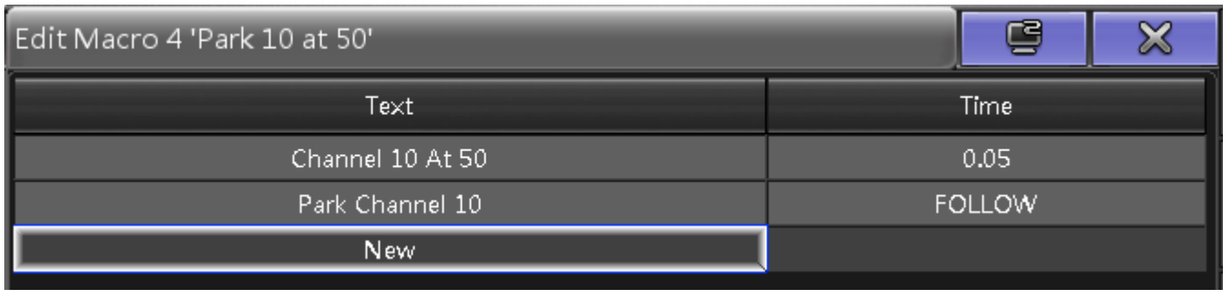
For example: create a macro to park channel 10 at 50%

Channel 10 **At** 50

Park Channel 1 0

If the time type is "Follow", the expected effect can't be achieved, because it take certain time to set channel 1 at 50%, and channel 1 is parked before it's set.

To deal with this problem, set a delay time, e.g. 50ms, in the first command line, as shown below:



Thus, to create a complex macro, it's preferred to set a delay time, e.g. 100ms, for every command line except that the command is independent of the outcome of a former command.

Related Links

Macros Introduction on page 163

Macro Import and Export

Export a macro

If a macro needed to be stored and reused in other SHOW files, first export the macro, open a target SHOW file and import that macro.

Export a Macro 3 and generate a file named "mymacro.xml" and stored under the Macro directory of the console.

```
[Channel]>Export Macro 3 "mymacro.xml"
```

Import a macro

To import a macro, first switch the directory of command line to the directory of macro directory:

```
[Channel]>CD Macro
```

With the command below to import a macro:

```
Macros/Global >Import "mymacro"
```

The "mymacro" macro will be imported into the present SHOW and placed at the bottom of a macro list, it can be viewed through either the macro library or command of **ListMacroLibrary**.

```
Macros/Global >ListMacroLibrary
: mymacro 1024 Bytes
: predefined 4026 Bytes
```

The import and export operate onto the hard disk, use **SelectDrive** to select a desired hard disk, e.g. U disk, first check the ID of U disk with SelectDrive, then switch to U disk: **SelectDrive** [ID].

Tip: Return to root directory by command of "**CD /** ". Additionally, many macros can be exported to a single xml file.

Related Links

Macros Introduction on page 163
Import Keyword on page 322
Export Keyword on page 313
SelectDrive Keyword on page 340

FixtureTypes

FixtureTypes are definitions used by the console to generate Fixtures in "Patch & Fixture Schedule". The console has provided a large of FixtureTypes, an operator can create a user-defined fixturetype or edit an existing one.

Related Links

Tutorials on page 138
Create a new FixtureType on page 174
Fixture Types on page 593

Create a new FixtureType

Key points: guide a user through the creation of a fixture library named Clay Paky Golden Scan.

Before creating a fixture library, it's necessary to learn about the DMX channel parameters of fixtures, then enter Setup > Show > Patch & Fixture Schedule, click "fixture types" and then "Add" to create a new fixture type: input information about the manufacturer, fixture name, etc.



Set ModelScale at 1, and ModelKey empty, and press the softkey "Edit", to open the FixtureType Editor.

Check the channel arrangement of GoldenScans fixtures.

CHANNEL	FUNCTION
1	IRIS
2	COLOUR CHANGE
3	CTC / PRISMI / FROST SELECTION
4	DIMMER / STOPPER / STROBE
5	PAN
6	TILT
7	GOBO CHANGE
8	GOBO ROTATION
9	GOBO FIXED CHANGE
10	RESET
11	PAN FINE (with option 16b ON)
12	TILT FINE (with option 16b ON)

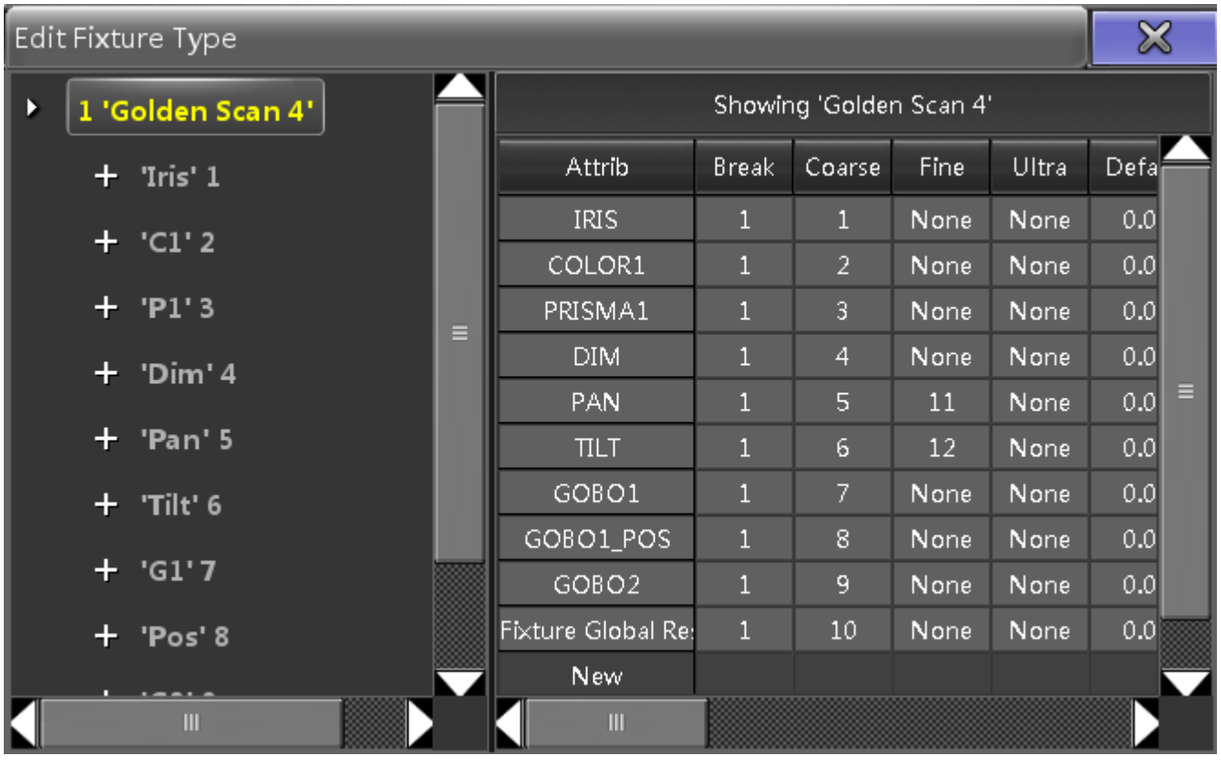
Click "Add" to add a first channel Iris, select Beam > Iris > Iris in a popup, then the editor window shows as below:



Repeat the steps above, add the attributes listed below:

- Color -> Color1 -> Color1
- Beam -> Prisma -> Prisma1
- Dimmer -> Dimmer -> Dim
- Position -> Position -> Pan
- Position -> Position -> Tilt
- Gobo -> Gobo1 -> Gobo1
- Gobo -> Gobo1 -> Gobo1_Pos
- Gobo -> Gobo2 -> Gobo2
- Control -> Control -> Reset

It's not necessary to add Pan Fine and Tilt Fine as these functions can be set by setting corresponding Fine ID in the list. Coarse setting of respective parameter refers to corresponding channel ID, while Fine setting refers to 16bit channel ID of a parameter. If no 16bit channel ID assigned to a specific parameter, the default Fine value for this parameter would be None.



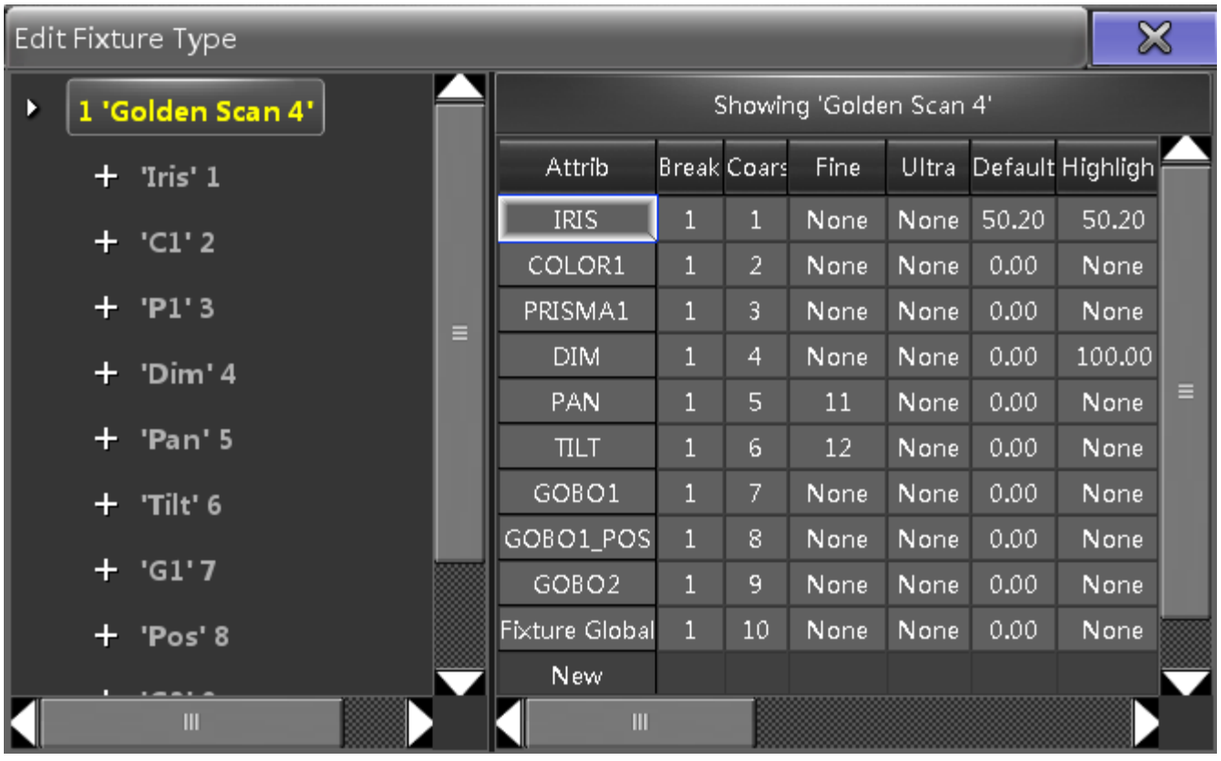
Set the default value for each parameter, the default values range from 0% to 100%. By checking fixture DMX channel details, the default values can be viewed and reset.

- Iris - open - 50%

- Pan - center - 50%
- Tilt - center - 50%

Set the Highlight value. The Highlight value is a personality-tailored function, with the use of it, fixtures can output white light in consistent with the patterns. The style is user-defined.

- Color1 - open - 0%
- Prisma1 - open - 0%
- Dim - open - 50%



Close the fixturetype editor window, add fixtures and Patch them to test their atttributes.

Alternatively, with no physical fixtures connected and used, You can check the output of DMX values in the Dmx Sheet window.

Related Links

FixtureTypes on page 173

Effect Tutorial

Effect theory & parameters

Effects run in an loop between two values. This uses a 'Form' to change between the values over a period of time. A form could be a sine or cosine curve. Through the effect editor, Low value and High value can be checked.

The rate controls the changing speed of effect: if Speed = 60 BPM, Rate = 1, it means that it takes 1 second to complete a cycle. If Speed = 30 BPM, Rate = 1, it means that it takes 2 seconds to complete a cycle. If Speed = 60 BPM, Rate = 2, it means that it takes 0.5 second to complete a cycle.

Different positional effects can be achieved through phase setting. A phase value ranges from 0 to 360. Thus a phase value can be regarded as a angle.

Some curves can be defined by parameters like Width, Attack, Decay, etc. Attack and Decay (for Random, PWM or Chase curve) are used to 'fade' values in forms that doesn't normally fade. Width controls how much the form should occupy the cycle. A 'Width' of 100% makes the form take up all the time in the cycle. If the 'Width' is only 50% then the form only occupies the first half of the cycle.

Related Links

Tutorials on page 138
Set up a show on page 178
Make an effect in the programmer on page 179
Make a template effect on page 181
Make an effect using presets on page 184
Edit an effect using the command line on page 185
Change an effect using a Macro. on page 186
Different ways to use effects on page 187

Set up a show

Preparation

Refer to the basic tutorials and create a SHOW file named Effect_Test. Add 10 Mac 700 Profile Extended fixtures and arrange them in line in the stage window, fixtures from right to left are sequentially named fixture 1, fixture 2 --- fixture 10. These fixtures suspended 7 meters above the floor, then save the view for next call.

Additionally, open fixture sheet, preset color, effect pool and save respectively into view buttons for subsequent manipulation.

Related Links

Effect Tutorial on page 177

TEKMAND

Make an effect in the programmer

Effect Editor

Turn on the 'Layer Control bar' in the Fixture Sheet, press the magenta 'Effect Layers' button so the bar looks like this:



An effect encoder toolbar present at the bottom of screen 2:



On the Encoder bar you'll see the 'Show Special Dialog' button. Pressing it opens (and closes) the Effect Editor on screen 1. It could look like this:



Create an Effect

1.Select fixtures with attention to the sequence of selection: Fixture Thru Please ;

2.Click the effect layer, set position in effect encoder toolbar, and open special dialog. Pan/tilt options are on the right side, yellow highlight is the selected option.

3.Select pan and tilt options, click rate and select 15 BPM in a popup window, then it will take 4 seconds to complete a cycle.

Attention: difference between Relative and Absolute: When it's 'Absolute', the values we use are absolute values. The effect will use those values only. If you change to 'Relative', it will use those values as a reference according to its current location. E.g. if a 'Dim' attribute has a 'Low' value of '10' and a 'High' of '50' and mode is 'Absolute'. Then the effect will cycle between 10% and 50% no matter what dimmer value the fixtures was assigned. If mode is 'Relative', then the cycle between 10% and 50% will use the actual value in the Value layer as a base, and Low and High will be put on top of it. E.g. setting the value of the dimmer to 25%, the cycle of 10% to 50% will result in an output of 35% to 75%.

4.Set the attribute of pan position alone, then click tilt option to quit its selection state and set a curve for itself.

5.Select tilt option alone, and then select another curve.

6.At At light up the fixtures and check them in the stage window.

7.Save the effect (brightness values of former step won't be saved to the effect).



8.Clear Clear Clear remove all content of the editor, double click the first location in the effect pool and light up fixtures to check the effect.

Related Links

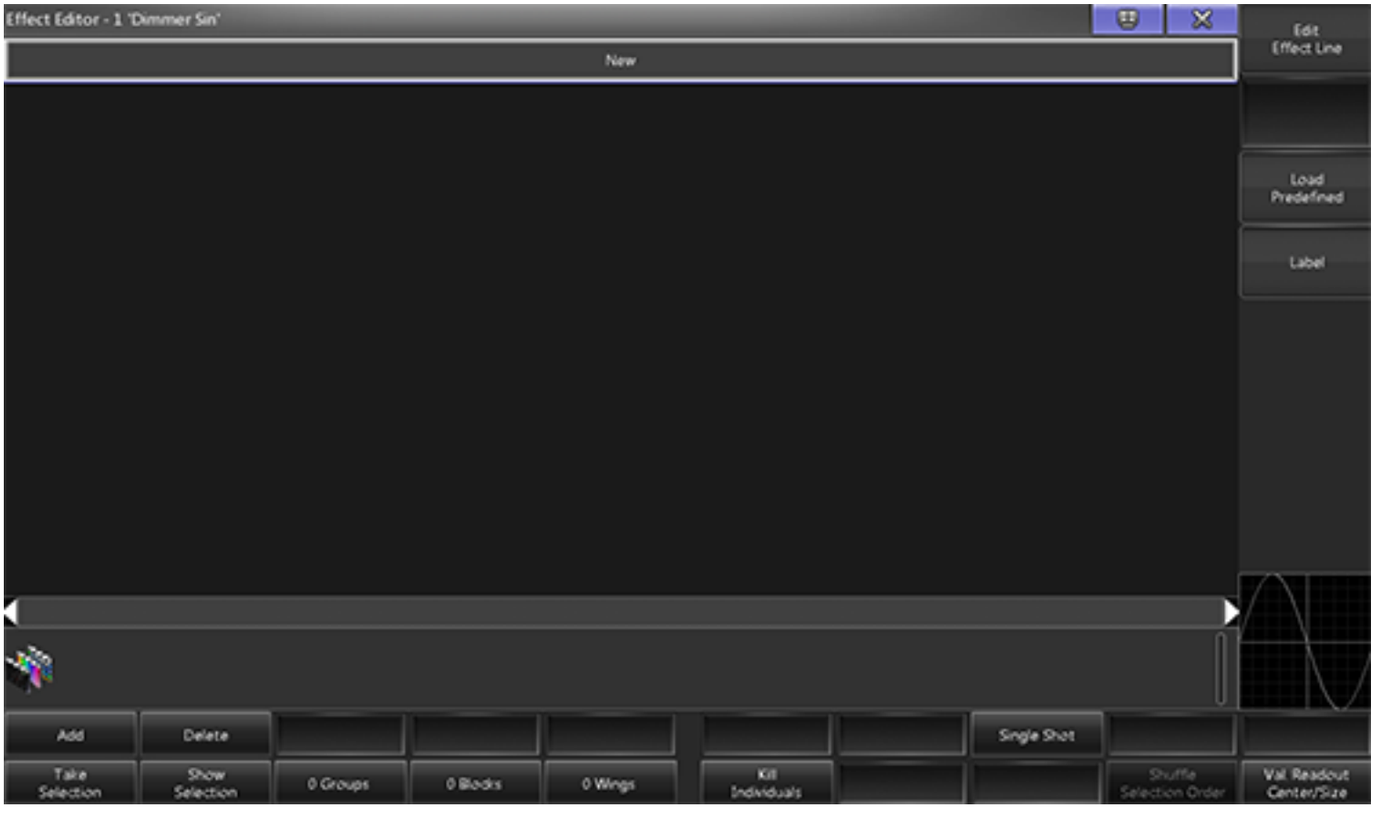
Effect Tutorial on page 177

Make a template effect

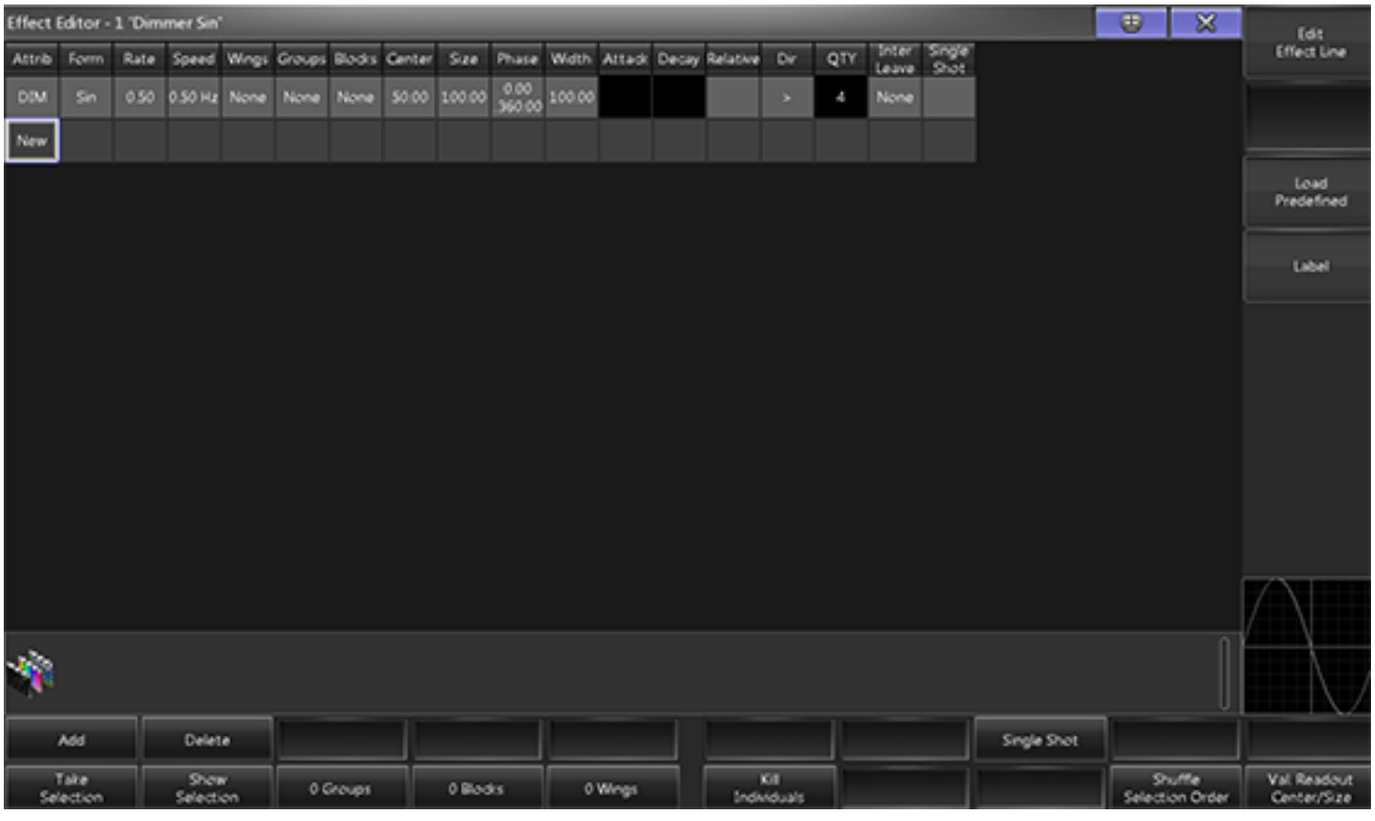
Steps:

1.Clear Clear Clear , make sure the programmer is empty.

2.press Edit and then the second location in the effect pool, the effect editor is shown as below:



3.Click "Add", select Dimmer from the popup effect attribute window, set up each option value in the window shown as below:



4.The nice way to edit this is by pressing the 'Edit Effect Line'. This is what it looks like:



5.Select a PWM effect curve, set Rate = 1, Low value= 0, High value= 100, phase starting point = 0, ending point = 360 (each fixture with a different setting). The default width is 100%, set the width at 15%, then the light off period will longer than light on period.

The default width is 100%, set the width at 15%, then the light off period will longer than light on period.

The default Fall is 0%, set the Decay at 100%, gradual change of brightness will be achieved.

6.Assign Assign then click the second location of effect pool and rename Dim Effect.

7.Select all fixtures and click Dim Effect so as to check the effects.

Related Links

Effect Tutorial on page 177

Make an effect using presets

Preparation

Create two preset colors with only CMY attribute saved, and respectively named as Yellow and Blue.

Create an Effect

In the two effects tutorials above, value 1 and 2 are specific values, now a preset is used.

1. Select fixtures and pay attention to the sequence of selection, Fixture Thru Please;
2. Select preset type for the Low value and click preset Yellow.
3. Select preset type for the High value and click preset Blue
4. Set phase starting point = 0, ending point = 360. Set CM2 and CM3 in a similar way.
5. Click Store and then click the third location of effect library, and save it as Color Effect.

Light up all the fixtures, double click Color Effect, then observe the effects: an intermediate color green between yellow and blue appears as a result of gradual color change.

Related Links

Effect Tutorial on page 177

Edit an effect using the command line

Preparation

Open Commandline Feedbackwindow to learn the definitions of List and CD command: List – display data of present directory. CD (i.e. ChangeDest) – indicate the layer location. More details on the commands please refer to the links below.

Edit the effect

1.Enter effect directory.

```
[Channel]>CD Effect
```

2.Display data of present directory.

```
Effects/1 'Global' >list
```

Display on the command line window:

```
Effect 1 : 1 Move Effect (2)
Effect 2 : 2 Dim Effect (1)
Effect 3 : 3 Color Effect (3)
```

3.go into the third effect:

```
Effects/'Global' 1>cd 3
```

Display data of present directory:

```
Effects/'Global' 1/'Color Effect' 3>list
```

4.Edit effects with command lines: 1) method to modify color green option: Assign 1 /Dir=<, 2) method to modify color red option: Assign Form "Cos" At .

5.Change the Rate:

```
Effects/'Global' 1/'Color Effect' 3>assign 1 /rate=1.5
```

6.Check the output with command List

```
Effects/'Global' 1/'Color Effect' 3>assign 2+3 /rate=1.5
```

7.Enter CD/ to return to root directory.

Related Links

Effect Tutorial on page 177
ChangeDest(CD) Keyword on page 303
List Keyword on page 326
/ Slash on page 294

Change an effect using a Macro.

Key points: create a macro, set the Rate from a popup and apply the setting to color effects.

Change the Effect

Steps:

1.Open macro pool, click Edit, then click location 2 of macro pool.

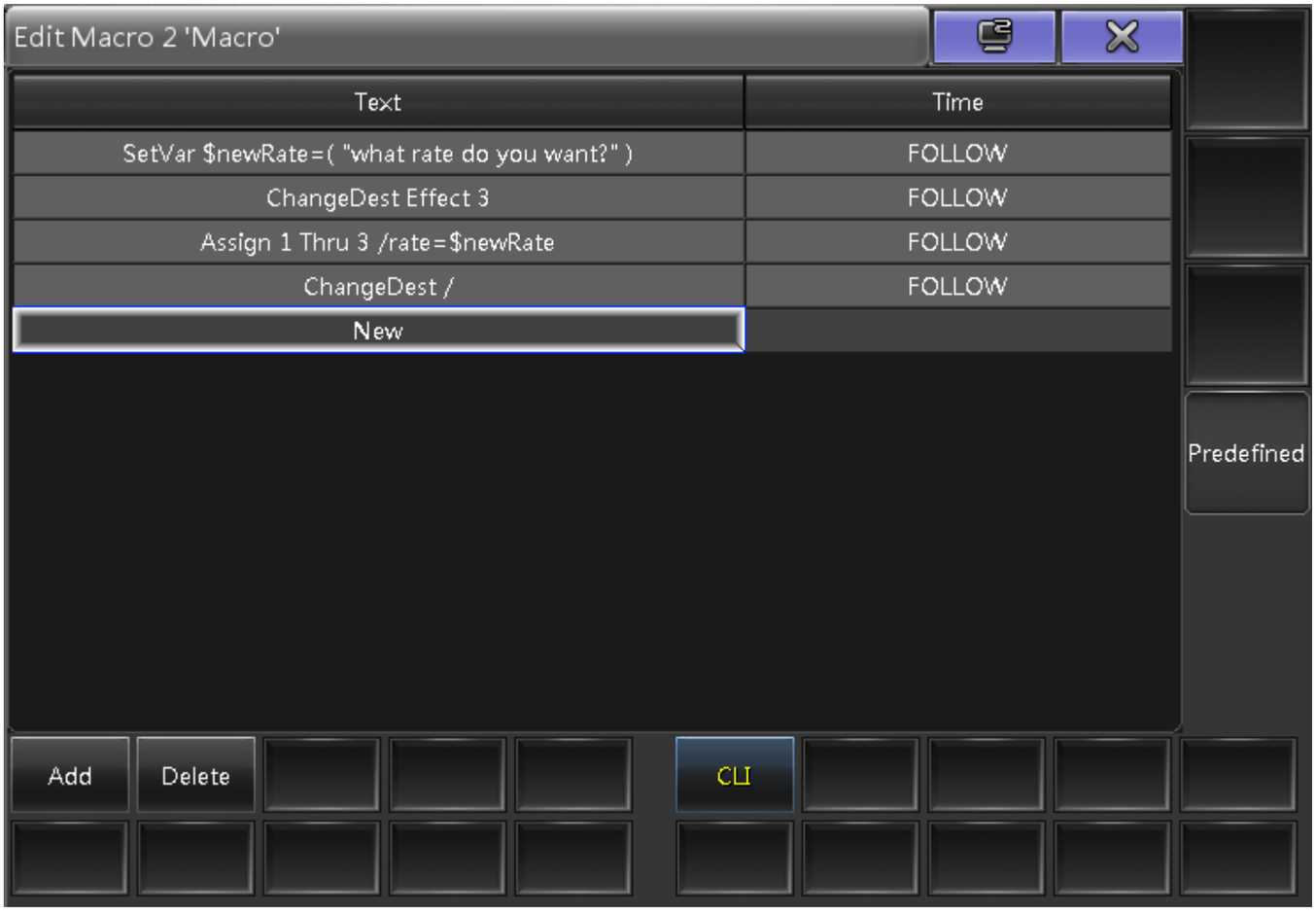
2.Click Add or (X1), set a new Rate variable, input SetVar &newRate = ("What rate do you want?").

3.Set the path: cd Effect 3.

4.Add a sentence to modify Rate: Assign 1 t 3 /Rate=$newRate.

5.cd / return to root directory.

6.Close the editor and rename the macro as New Rate.



Related Links

Effect Tutorial on page 177

Different ways to use effects

ways to apply effects:

1. In the programmer: double click the editor, apply an effect from effect pool.
2. Directly build in cue: when the effect is created by an editor, store it to a cue directly.
3. Effect presets in cues: effects stored in the effect pool can be treated as preset effects. These effects can be retrieved and stored within a cue. If the effects have changed, the cue will change correspondingly.
4. On executors: assign effects to executors, Assign Effect 1 , then select an executor button.



Attention: Effects on executors have priority over those in the sequences.

Related Links

Effect Tutorial on page 177

Sequence Tutorial

Here you will learn how to use MIB.

Related Links

Tutorials on page 138
page 189
Working with MIB on page 191
What is MIB on page 189
Work with MIB on page 191

What is MIB

This topic is about the concept of Move In Black (MIB).

MIB (Move In Black) is a function which in a tracking sequence will look ahead and preposition attributes of fixtures that are fading the dimmer in from zero, to automatically prevent "ugly" transitions where you would normally see the fixture move the attributes into position, while the fixture is fading in.

MIB is enabled on a cue-per-cue basis, by giving the MIB-property of the cue a value which tells the console when it should do the prepositioning.

- A zero or positive MIB-value indicates an specific cue number from where MIB is allowed
- A negative MIB-value indicates a relative cue number from where MIB is allowed

Example

Have a look at the following cue sequence:

Number	Name	1: Dim	1: R	G	B
1	Cue	100.0	28.0	21.9	100.0
2	Cue	close	28.0	21.9	100.0
2.5	Cue	.	28.0	21.9	100.0
3	Cue	.	28.0	21.9	100.0
4	Cue	open	100.0	6.9	3.6
5	Cue	open	100.0	6.9	3.6
6	Cue	open	100.0	6.9	3.6

If this cue list is played back not using MIB, there would be a visible fade in color from cue 3 to cue 4 while the fixture was fading up the intensity. MIB can be used to make the fixture preposition the color, before the intensity is faded up.

If cue 4 is given a MIB value of "Early", the console will as soon as possible from Cue 2 (from the intensity is faded to 0%) and forward try to preposition fixtures for Cue 4.

If cue 4 is given a MIB value of "Late", the console will try to preposition the values as late as possible - when cue 3 is done fading.

If cue 4 is given a MIB value of "1", the console will as soon as possible from Cue 1 and forward try to preposition fixtures for Cue 4.

If cue 4 is given a MIB value of "-2", the console will as soon as possible from Cue 2.5 and forward try to preposition fixtures for Cue 4. (cue number 4 then 2 cues back in the list equals cue number 2.5).

The actual prepositioning of each attribute will not necessarily take place in the cue indicated by the MIB value. "when possible" means that for each attribute, the prepositioning will be put "on hold" if any of the scenarios below is present.

- Dimmer-output is above zero.
- Dimmer has a value above zero in any of the cues between the current cue and the cue to prepare for.
- The attribute is included in any of the cues between the current cue and the cue to prepare for.

Related Links

Sequence Tutorial on page 188

Working with MIB

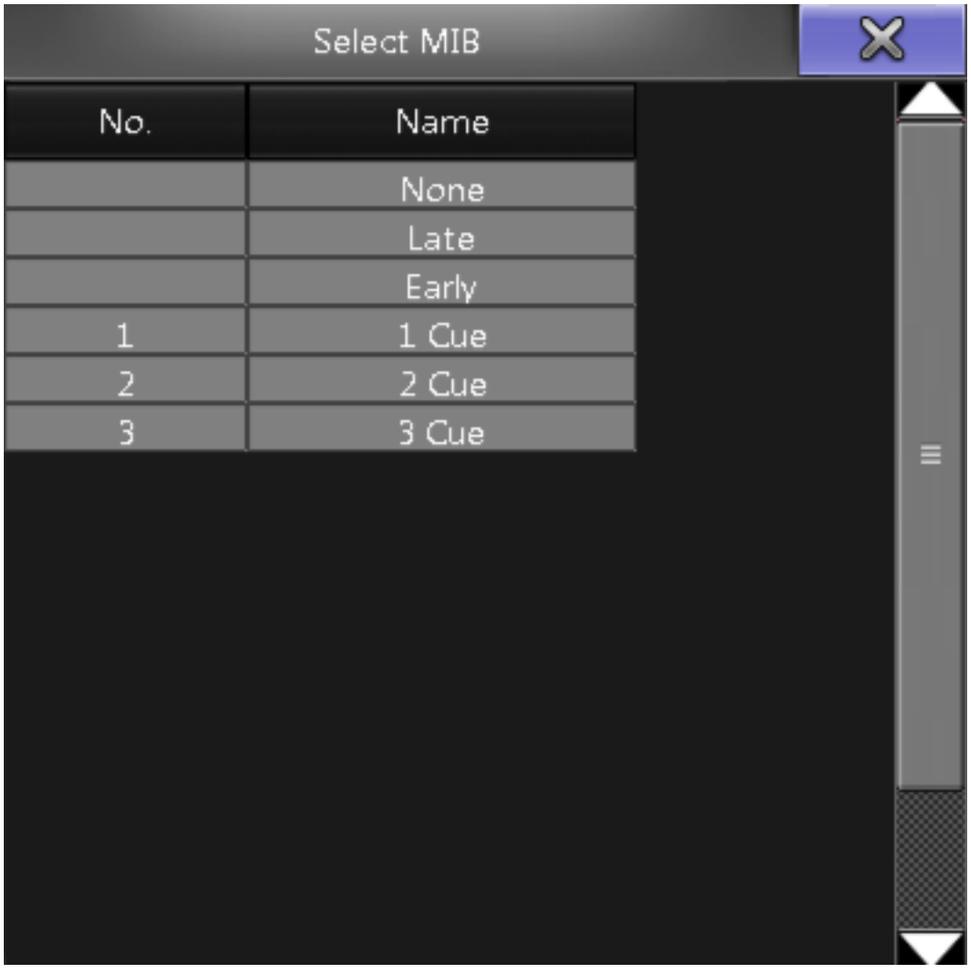
This topic is about some of the details concerning MIB (Move In Black).

MIB values

The MIB value is assigned in the MIB column in the Sequence Executor Sheet.

An asterisk "*" in the MIB cell indicates that a cue is capable of MIB, but no MIB value is given.
A MIB value in red, indicates that a MIB value is given, but the cue is not capable to MIB. "MIB capability" is defined as a cue with one or more fixtures with dimmer-value above zero, and previous state of dimmer-value not above zero (= fixture is fading up) - and one or more other additional attributes (= something to preposition).

Editing the MIB cell, will open Select MIB pop-up like this:



This provide three options at the top, and then a list of all the previous cues.

This list of cues only displays the cues that are before the cue being edited.

There are more options than this pop-up displays. This is a complete list:

None:

Same as no value, do not preposition.

Late:

Same as the numeric value "-1", preposition 1.000 Cue-numbers before.

Early:

Same as numeric value "0" (zero), preposition as early as possible.

[x.xxx]:

Preposition from Cue number x.xxx.

-[x.xxx]:

Preposition x.xxx Cue-numbers before. This option can only be set using the command line - keep reading.

Setting MIB via Command line

MIB is a property of cues and its value may be assigned with standard syntax:



Assign MIB value "Late" to current cue and all its parts.



Assign cue 99 as MIB value for cue 101.



Removes MIB from Cue 1 thru 10.



Assign MIB value "-4" to cue 15. This will make the prepositioning to cue 15 happen in cue 11 - assuming cue 11 through 15 exist.

A useful MIB-macro could go something like this:

Assign Cue /mib=off

SetVar $mibvalue=("Please enter MIB")

AssignCue /mib=$mibvalue

Pressing the Macro and Please, will disable MIB for the current cue, while presing the Macro, then a number followed by Please, will set the MIB-value for current cue.

MIB timing

MIB uses two general time settings: MIB Delay and MIB Fade.

MIB Delay is the time to wait from a fixture have faded out until it starts to MIB, while MIB fade is the actual time used to preposition.

Increasing MIB Delay may be useful for fixtures with slow dimmer or afterglow. Increasing MIB Fade may be useful for noisy fixtures, or if the movement of the fixture body is visually disturbing for the audience.

These two settings can be found in Setup > Show > Show Settings

In addition to the general MIB timing, it is also possible via the Fixture Types Editor to set individual MIB Fade and it is possible to disable MIB per Attribute per Fixture Type. It is also possible to disable MIB for each fixture. This can be set in the Fixture Editor pop-up.

It is possible to set a MIB Delay for each "module definition" per Fixture Type.

Related Links

Sequence Tutorial on page 188

RDM Tutorial

Requirements:

A directly connected Remote Device Management (= RDM) device to one of the following TEKMAND series devices:

- TEKMAND consoles
- TEKMAND onPC command wing
- TEKMAND onPC fader wing
- TEKMAND Node
- TEKMAND DPU

RDM is a protocol that allows bi-directional communication between the TEKMAND and attached RDM compliant devices (= RDM compliant fixtures) over a standard DMX line. The RDM standard as an extension of the DMX 512 protocol.

Manual settings like adjusting the DMX starting address are no longer needed. This is especially useful when the device is installed in a remote area.

RDM is integrated in DMX without influencing the connections. The RDM data is transmitted via the standard XLR-poles - new DMX cables are not necessary. RDM ready and conventional DMX devices can be operated in one DMX line. The RDM protocol sends own packages in the DMX512 data feed and does not influence conventional devices.

RDM to TEKMAND can also be done by Art-Net and DPU. This allows configuration, status monitoring, and management of these devices.

RDM can provide the following uses, depending on the RDM device.

- Identification of the connected devices
- Addressing of devices controllable by DMX512
- Status reporting of fixtures (alerts and warnings)
- Configuration of fixtures by setting RDM parameters

Each **search** will refresh RDM information, and disconnected lighting fixtures will be distinguished by different colors

Related Links

Tutorials on page 138
RDM Devices on page 195
RDM Parameters on page 199
RDM Devices on page 195
RDM Parameters on page 199

RDM Devices

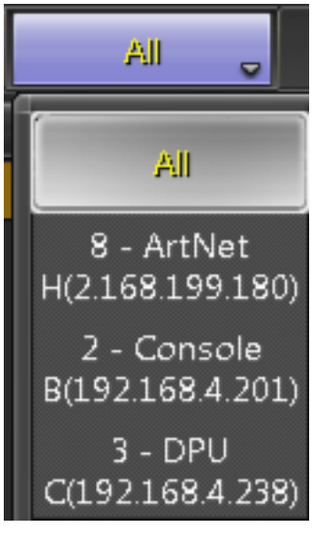
RDM management can search for certain basic information about lighting fixtures in the display console network. And certain settings of the lighting fixtures can be updated remotely, such as adjusting the starting address of the DMXs.

RDM Devices Introduction

Click Setup -> Patch&Fixture Schedule -> RDM Devices -> RDM Info, Pop up the RDM Devices window.



1. RDM device selection list: Devices such as console, DPU, and ArtNet can be selected, with default All



2.FixtureTypes: Display RDM FixtureTypes.

3.RDM fixtures: Display the channel mode and DMX address of the RDM fixtures, and match it with the RDM fixtures.

FixtureTypes

Manufacturer:

The full name of the manufacturer of RDM fixtures.

DeviceModel:

The device model for connecting RDM fixtures.

Count:

Number of RDM fixtures.

RDM fixtures

UID:

Equipment number of RDM fixtures.

Universe&Port:

Display: Universe number - RDM device name + port number (RDM device IP).

Device Model:

Equipment model of RDM fixtures.

Device Label:

The full name of the RDM fixture.

Device Personality:

The current mode of RDM fixture can be manually changed to the channel mode of the fixture.

DMX Address:

The starting address of RDM fixture can be manually changed.

Match Fixture:

Can manually match RDM fixtures with console performance fixtures.

Patch:

You can manually match the RDM fixture address with the console performance fixture matching address.

Bottom information:

Display the matching situation between RDM fixtures and performance fixtures, as well as the basic information of RDM fixtures.

Function buttons

Search:

Click search to refresh the RDM information displayed in the RDM Devices window.

Identify

Click Identify , the system signal light of the device flashes, indicating that the device is connected normally.

RDM Info:

Click this button to pop up a window displaying the parameter information of RDM fixture, some of which can be changed.

Each search will refresh the RDM information, and disconnected fixtures will be distinguished by different colors

RDM management usage

The usage steps are as follows.



1.Click Setup -> Patch&Fixture Schedule -> RDM Devices -> RDM Info , Pop up the RDM Devices window。

2.Click Search , and the fixturetype interface will default to displaying all RDM fixturetypes.

3.Open the RDM device selection list, select the desired RDM device, and display the type of RDM fixture that the device is connected to.

4.Select the fixture on the RDM fixture interface, click Identify , and the indicator light of the RDM fixture will flash, indicating that the connection is normal.

5.Select the fixture on the RDM fixture interface.

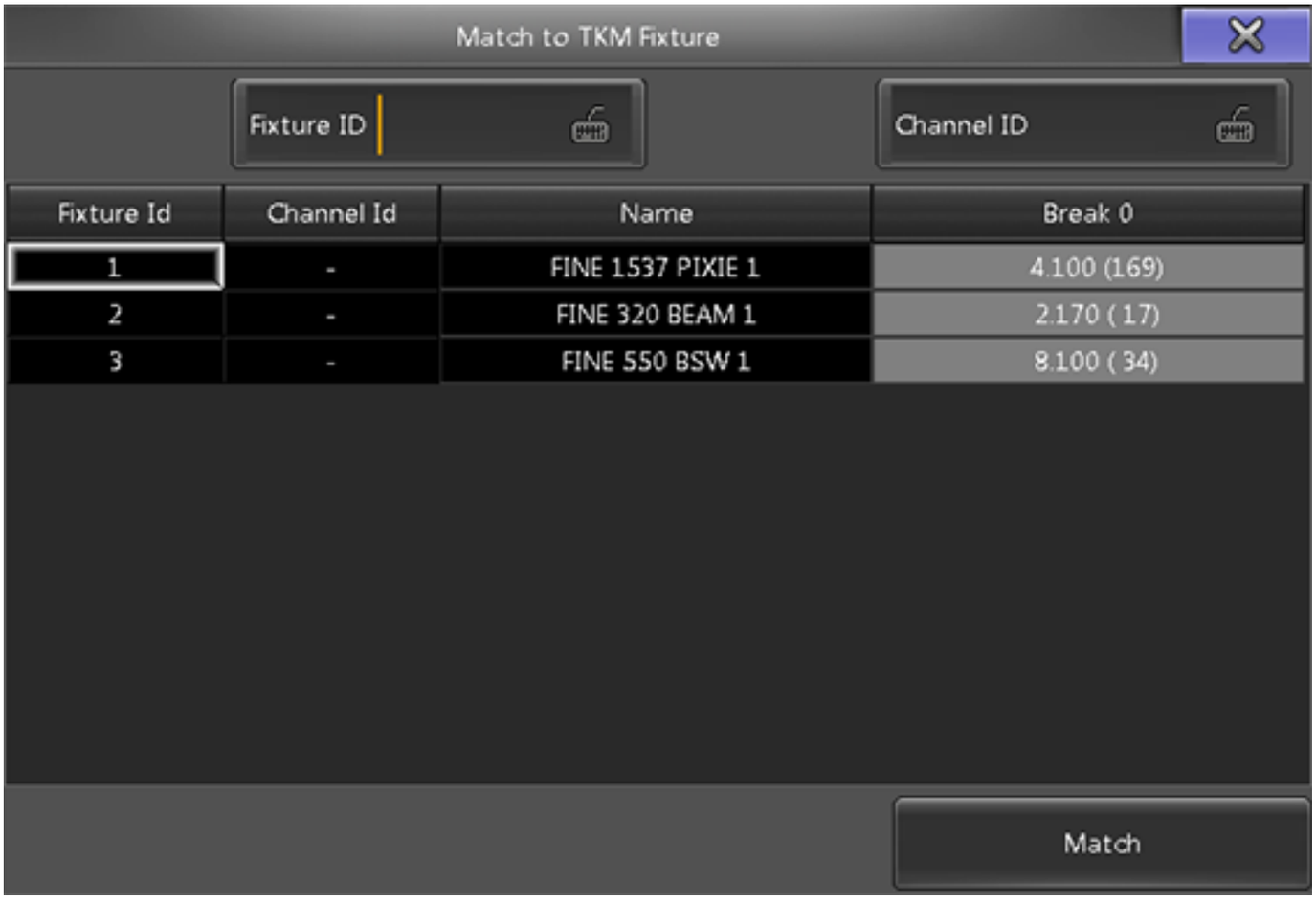
6.Edit Device Personality and remotely change the Device Personality of RDM fixtures.

7.Edit the DMX Address and remotely change the DMX address of RDM fixtures.

8.Edit the Patch and change the DMX address of the show fixtures.

9.Edit the Match Fixture to match the DMX address of the RDM fixture with the DMX address of the show fixture.

10.Edit the Match Fixture, open the matching fixture window, select the desired DMX address or fill in the fixture number/channel number, click Match to match the RDM fixture's DMX address with the performance fixture's DMX address, as shown in the following figure.



11.The bottom interface of the RDM fixture, where the address and number of channels are consistent, indicates a successful match. It appears as**green**, otherwise it appears as red.



Related Links

RDM Tutorial on page 194
RDM Parameters on page 199

RDM Parameters

The RDM parameter window displays the RDM fixture parameters, which can be manually modified.

Introduction to RDM Parameter

Click Setup -> Patch&Fixture Schedule -> RDM Devices -> RDM Info , Pop up the RDM parameter window.



1. Display selection list: Show All, Show Only Set , Show Only Get.



2. Display the ID, name, and value of RDM fixture parameters.

3.Parameter description.

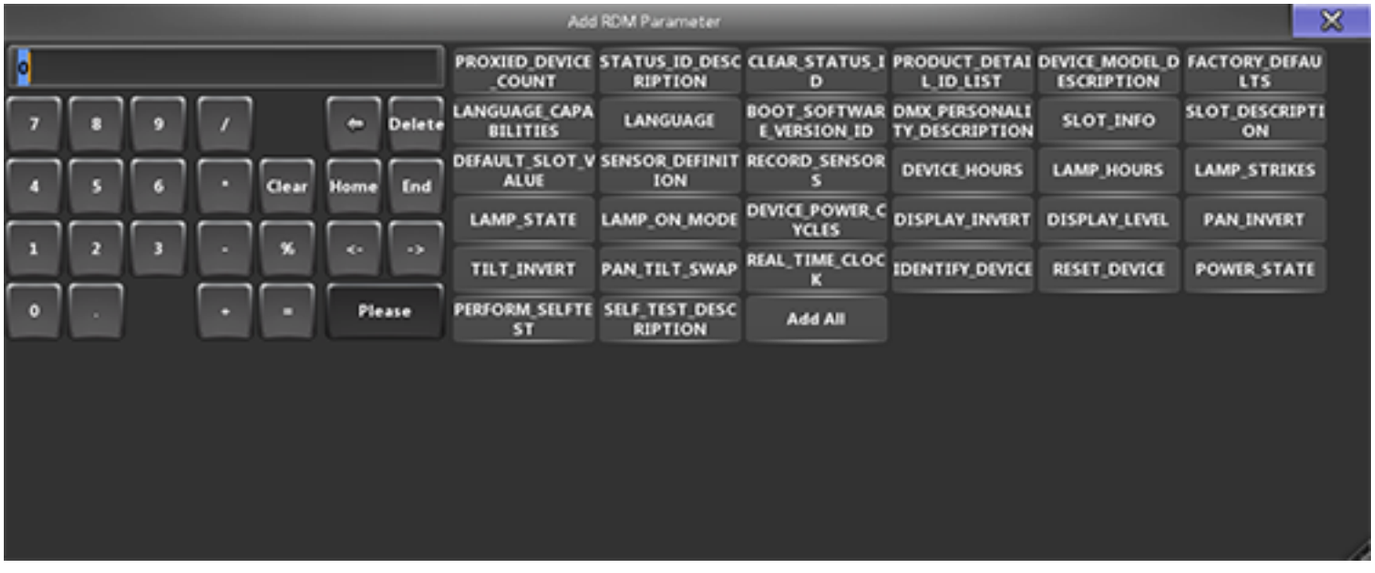
RDM parameter usage

The usage steps are as follows.



Click Setup -> Patch&Fixture Schedule -> RDM Devices -> RDM Info, Pop up the RDM parameter window.

2. Click Add, and a window will pop up to add RDM parameters. Select the parameters that need to be displayed, as shown in the following figure.



3. Click Delete to delete parameters that do not need to be displayed.

4. Select the option that needs to be categorized and displayed in the selection list.

- Show All: The RDM parameter window displays both modifiable and non modifiable parameter items
- Display only settings: The RDM parameter window only displays modifiable parameter items
- Only display obtained: The RDM parameter window only displays parameter items that cannot be changed

5. RDM parameter window, select the parameter that needs to change its value, and edit the value column to change the value.

Related Links

RDM Tutorial on page 194

Dmx input

Key points: how to merge incoming DMX into your show.

Preparation

1.First, create a SHOW file, type in a command to load an blank Show.



2.Enter Setup > Show > Patch & Fixture Schedule, add 512 channels, and patch to a first DMX universe.

3.Open Channel SheetorCommandline Feedbackwindow, and create a general view.

4.Save the show.

Related Links

Tutorials on page 138
DMX In Recording on page 203
DMX Merge on page 205

DMX In Recording

This is a function of great use, it allows for the transfer of Show files from different consoles to the Tekmand console.

Set up Remote DMX

First, set Remote DMX input, under this setting, DMX input data can be directly applied to a programming and saved.

Steps:

1.Enter DMX control directory via command line.

```
[Channel]>cd 30.3
```

2.Creates 512 remote input "containers".

```
RemoteTypes/DMXRemotes 3>Store 1 t 512
```

3.Changes the remote type to "Programmer" sending all the incoming data directly to your programmer.

```
RemoteTypes/DMXRemotes 3>Assign 1 Thru 512 /type=Programmer
```

4.Return to root directory.

```
RemoteTypes/DMXRemotes 3>cd/
```

5.Enter Setup > Show > Remote Input Setup > DMXRemotes, select the whole DMX column in the list, click Edit + DMX cell (alternatively, right click > edit).

6.Enter 1.1 in a popup, click Please, set DMX values as 1.1, 1.2, 1.3 --- 1.521.

7.Make sure the DMX control is activated ("activated" button in yellow background).

Set up the DMX In port on a Console.

Steps:

1.Enter Setup > Network > FA Network Configuration > Consoles.

2.The console provides 7 DMX terminals, each of these terminals can be set for input. Herein only DMX In interface is set and used, click Edit to modify the cells in XLR IN column, a popup for DMX interface setting will show.

3.Set the port mode as Input in the popup.

4.Set the Universe number at 1, clink 'Please'.

Summary

When DMX values received by the console, these values can be seen in a programmer (DMX sheet) and stored.

> **Attention:** if override a parameter value by a DMX input value without Enter, the parameter value is not actually modified, i.e. it will return to the initial value.

Related Links

Dmx input on page 202

DMX Merge

When you send any DMX values to the console, it will merge with the DMX generated by the console. The merge will always be a HTP merge - there's currently no way to change this.

You can only see the incoming signal in a DMX Sheet window.

Related Links

Dmx input on page 202

Console 3D

How to connect TEKMAND console to TEKMAND 3D.

Related Links

Tutorials on page 138
Steps for connecting TEKMAND console to TEKMAND 3D on page 207
TEKMAND console configuration on page 208

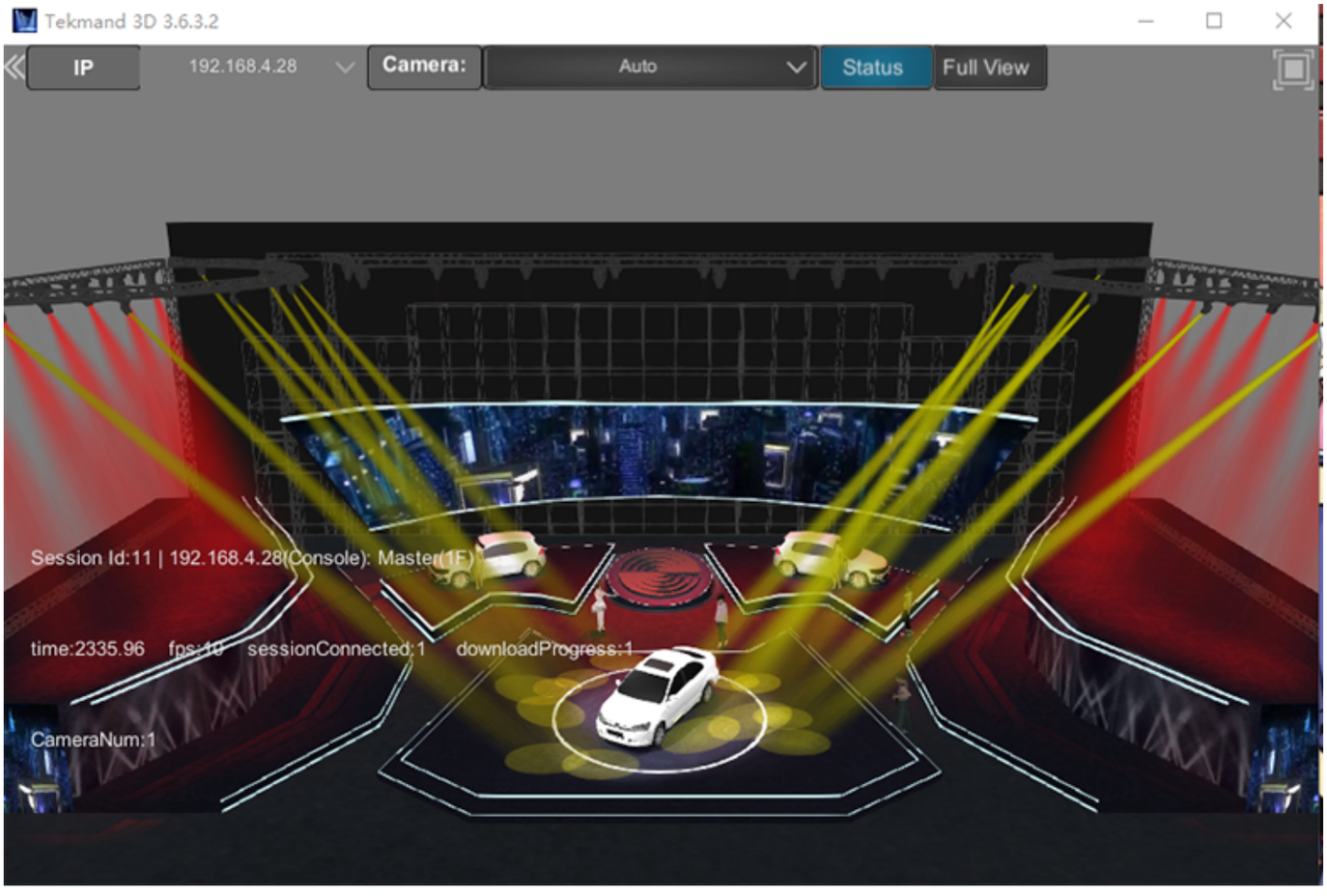
Steps for connecting TEKMAND console to TEKMAND 3D

First step:

- Install TEKMAND OnPC 3.6.3.3 or later on your computer (downloadable at www.tekmand.com)
- Open TEKMAND 3D and check the IP of TEKMAND 3D in the upper left corner of the main window
- Open the console and check the console IP
- Ensure that the IP addresses of TEKMAND 3D and the console are correct and in the same network segment as the console, such as 192.168.4.xxx (the IP address is the IP of the computer, if you need to restart TEKMAND 3D if you modify it)

Second step:

- Restart TEKMAND 3D and check if the IP is correct
- If there is no IP modification, skip this step, as shown in the figure:



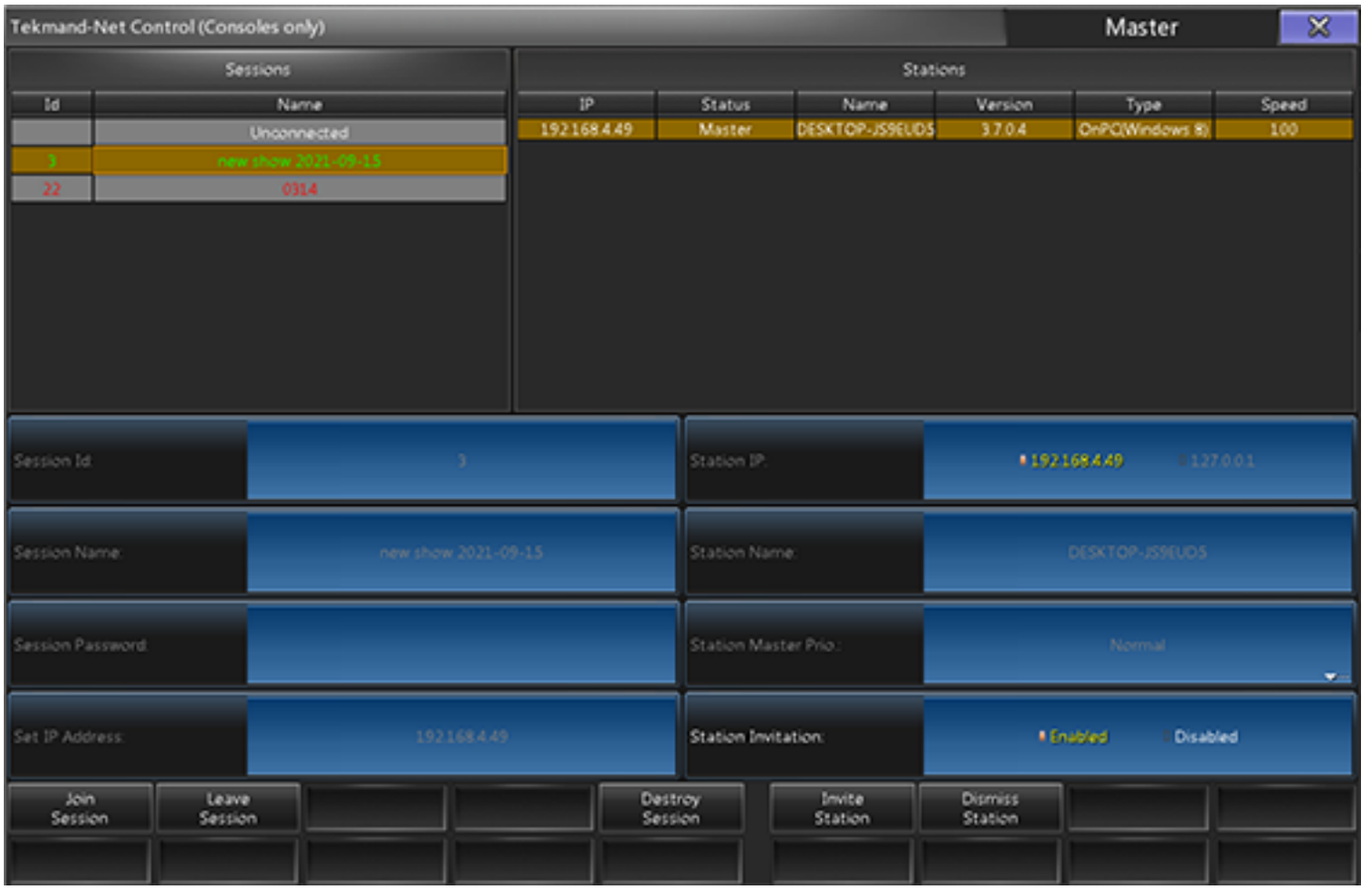
Related Links

Console 3D on page 206

TEKMAND console configuration

First step:

- Click Setup -> Tekmand Network Control -> Create Workgroup
- As shown:



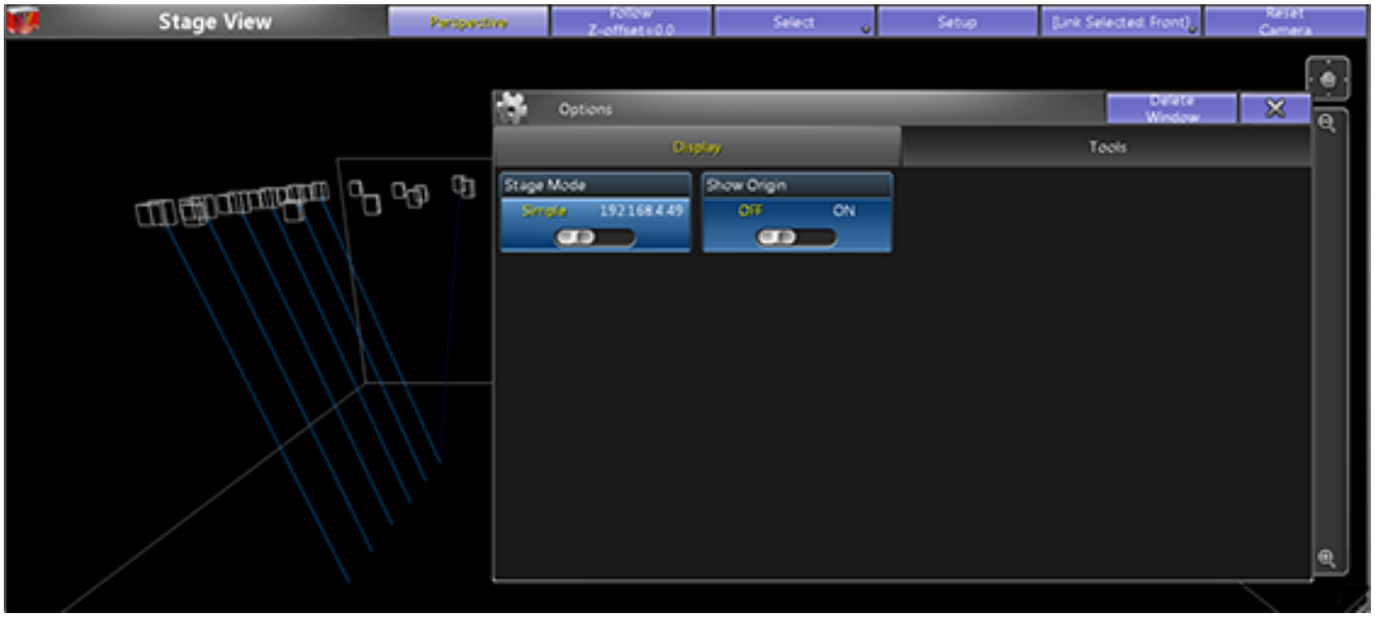
Second step:

- Click on Setup -> Tekmand Output Configuration -> 3D
- Click Add -> Select 3D Server
- Click "Yes" in the Team Member column
- The IP column is green, indicating that the console is connected to Tekmand 3D
- As shown:



Step 3:

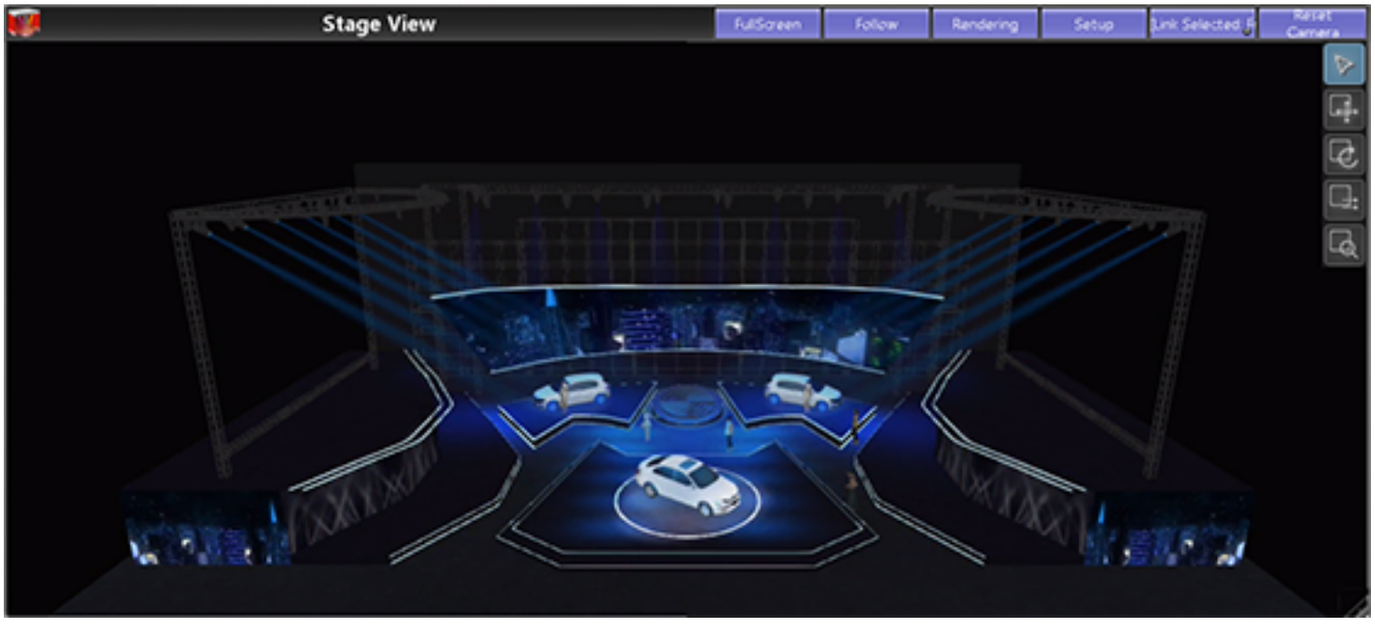
- Open the "Simulate Stage" window, open the "Options" window
- Switch IP in "Stage Mode" of "Display" window
- As shown:



Step 4:

- The 3D stage window is switched to the real stage, and the 3D connection is normal

- As shown:



Related Links

Console 3D on page 206

Task

This chapter describes various of typical examples for both hardware connection and software configuration.

Related Links

Hardware on page 212
Software on page 232

Hardware

This section relates to hardware connections.

Related Links

Task on page 211
Connect peripherals on page 213
Miscellaneous hardware tasks on page 223
DPU on page 228

Connect peripherals

This section describes hardware connections related to the console.

Related Links

Hardware on page 212
Connect Power on page 214
Connect External Screens on page 215
Connect Goose-neck Lamps on page 216
Connect USB Mouse and Keyboard on page 217
Connect Tekmand Network on page 218
Connect Artnet on page 219
DMX input/output connection on page 220
Connect MIDI on page 221
Connect SMPTE(LTC) on page 222

Connect Power

Before using the console, it shall be connected to the power cable..

Steps:

1. Insert the blue PowerCon connector in the PowerCon plug and twist it 90 degrees clockwise to lock.
2. Connect the other end of the cable to the power.
3. Turn on the Power switch on the rear panel of the console, now the console is electrically connected.

Related Links

Connect peripherals on page 213
Console Backpanel

Connect External Screens

The rear panel of the console provides two DVI-I terminals, through which two external displays can be added to the console.

Steps:

1. Check whether the console is totally power off.
2. Connect a display to the DVI-I interface tagged with "right", this display will be identified as "screen 5" by the console.
3. Connect another display to the DVI-I interface tagged with "left", this display will be identified as "screen 6" by the console.
4. Connect power to mains supply.
5. Turn on these two displays.
6. Turn on the console, and both external displays can be used as built-in screens.

Related Links

Connect peripherals on page 213
Console Backpanel

Connect Goose-neck Lamps

The console has been provided with two Goose-neck Lamps which can be used when necessary.

Steps:

1. Connect the two Goose-neck Lamps to the 4-pin XLR terminals on the rear panel.
2. Adjust the Goose-neck Lamps to illuminate the target areas, and the brightness can be adjusted via the console.

Related Links

Connect peripherals on page 213
Adjusting Desk Lights with Hardkeys on page 227
Desk Lights Control on page 622
Console Backpanel

Connect USB Mouse and Keyboard

Built-in keyboard and mouse are preferred. In certain cases, external keyboard and mouse are needed. The control supports keyboards with US layout.

Steps:

1. The console has been provided with 5 USB terminals, connect a keyboard or mouse to any of these USB terminals.

After a few seconds, the keyboard or mouse can be used.

Related Links

Connect peripherals on page 213
Console Backpanel

Connect Tekmand Network

The control comes with two network terminals, one of which is for tekmand-net, through this interface, additional consoles and DPUs can be added.

Steps:

1. Connect one end of a data wire to the network interface tagged with Ethernet 1.
2. Connect the other end of the data wire to the network switch.
3. Connect other relevant devices to the same network switch, thus a network is established.

Note: set the IP addresses of devices to the same segment such that the network can normally communicate.

Related Links

Connect peripherals on page 213
Console Backpanel
Set the IP address on page 251

Connect Artnet

The other network interface is for artnet protocol communication, the default IP addresses are 2.X.X.X. A user can reset the IP of the second NIC(network interface card) by the command of **SetIP**.

Restriction: For ARTNET protocol, the console will only check IP addresses in the form of 2.X.X.X, in another word, if a modified IP address does not observe the form of 2.X.X.X, no artnet data will be emitted or received.

Steps:

1. Connect one end of a data wire to the network interface tagged with Ethernet 2.
2. Connect the other end of the data wire to the network switch.
3. Connect other relevant devices to the same network switch, thus a network is established.

Related Links

Connect peripherals on page 213
Network Concept on page 91
Artnet on page 670
Console Backpanel
Set the IP address on page 251
SetIP Keyword on page 342

DMX input/output connection

Connect DMX to input or output DMX from the console.

The console comes with 7 DMX output and 1 DMX input. It's appreciate that all these terminals can be set for input or output as desired.

Steps:

1. Connect one end (5-pin XLR) of the DMX cable to any XLR interface of the console.
2. Connect the other end of the DMX cable to related DMX device.

Related Links

Connect peripherals on page 213
Console Backpanel
FA Network Configuration on page 663

Connect MIDI

Connect MIDI link to the console.

The console comes with two MIDI terminals, one for input and the other for output, and used for MIDI signals sending or receiving respectively.

Steps:

1. Connect one end of the MIDI signal wire to the IN or OUT interface, depending on its emission or reception function.
2. 2. Connect the other end of MIDI signal wire to an appropriate MIDI device.

Related Links

Connect peripherals on page 213
Console Backpanel

TEKMAND

Connect SMPTE(LTC)

Connect SMPTE link to the console.

The console comes with a LTC In interface, through which the console may synchronize with SMPTE timecodes.

Steps:

With a 3-pin XLR audio cable, connect SMPTE device to the LTC IN interface of the console. The signal level shall not lower than 200mV. Pin 1: ground. Pin 2: - (negative). Pin 3: +(positive).

Related Links

Connect peripherals on page 213
Console Backpanel

TEKMAND

Miscellaneous hardware tasks

This section contains hardware tasks.

Related Links

Hardware on page 212
Turn on & off the console on page 224
Reset the console on page 225
Adjust angle of Display Wing on page 226
Adjust Desk Lights with Hardkeys on page 227

Turn on & off the console

Turn on & off the console

Steps:

1. Make sure the console is electrically connected to the mains supply, and the mains switch on the rear panel is on.
2. Press the power button on the front panel to boot up the console:



3. When missions accomplished, press the power button on the front panel to shutdown the console.
4. Select Save in a popup, the console will save and then automatically shutdown.

Related Links

Miscellaneous hardware tasks on page 223
Connect Power on page 214
Console Architecture
Console Backpanel
Shutdown on page 582

Reset the console

A Reset button at the rear of the console may be used under certain cases, e.g. the console totally has no response, then press the Reset button to reboot the console.



Attention: After reboot, previously unsaved data were gone.

Related Links

[Miscellaneous hardware tasks](#) on page 223
[Console Backpanel](#)

Adjust angle of Display Wing

The tilt angle of the Display can be adjusted to obtain easy reading and operating.

Steps:

1. Hold Fn
2. Select raise or lower the Display:
   - raise: press and hold Up .
   - lower: press and hold Down .

   Then the display will slowly adjust in accordance with the selection.
3. When the desire positional angle is reached, release Fn.

> **Fastpath:** alternatively, press and hold both Fn and Set , rotate the displayl by hands to adjust the tilt angle.

Related Links

Miscellaneous hardware tasks on page 223

Adjust Desk Lights with Hardkeys

Brightness of LCD screen, button backlight, and Goose-neck Lamps can be adjusted to suit the environment.

Generally these brightness levels are set in Setup > Console > Desk lights. Alternatively, they can be set via related shortcuts.

Below lists the elements and corresponding numeric keys:

1. Goose-neck Lamps
2. Display screen (screen 2-4)
3. Command screen (screen 1)
4. Button Background

Steps:

1. Press and hold Fn and corresponding numeric keys, e.g. Fn & 4 to adjust button background.
2. Increase or decrease the light:
   - increase the brightness, press and hold the +.
   - decrease the brightness, press and hold the -.
3. Release all buttons, then the modified brightness will be saved to the user configuration file.

Related Links

Miscellaneous hardware tasks on page 223
Desk lights on page 622

DPU

This chapter relates to hardware manipulations of DPU.

Related Links

Hardware on page 212
Connect a DPU to a network. on page 229
Connect power to a DPU on page 230
Turn on the DPU on page 231

Connect a DPU to a network.

This section describes how to connect DPU to Tekmand system.

Network switch with capacity of 1Gbit is preferred, and cat. 5e cables are recommended for signal connection.

Steps:

1. Connect one end of a data line to the network interface on the rear panel of DPU.
2. Connect the other end of the data line to the same network switch which is connected with the console.

Related Links

DPU on page 228

Connect power to a DPU

The DPU hasn't been provided with UPS(uninterruptable power supply), thus it's preferred to connect the DPU to a UPS.

Steps:

1. Connect one end of a power cable to the supply interface at the rear of the DPU.
2. Connect the other end of the power cable to power supply.

Related Links

DPU on page 228

Turn on the DPU

As electrical connection is accomplished, the DPU can be turned on and put in use.

Steps:

1. Press the red power switch at the rear of the DPU.
   Once the supply is connected, the red button is lit.
2. Press a tiny power switch at the front of the DPU, then it'll boot up.

Related Links

DPU on page 228

Software

This chapter mainly describes how to use relevant software.

Related Links

Task on page 211
Setup on page 233
Programming on page 252
DPU on page 264
Telnet Connect on page 270

Setup

This contains all the Software Setup Tasks.

Related Links

Software on page 232
Create a new show on page 234
Store a show on page 236
Save a show with a new name on page 237
Auto Save a Show on page 238
Load a show on page 239
Delete a show on page 240
Realtime Backup on page 241
Patch Channels on page 242
Patch Moving Lights on page 245
Create a View on page 246
Store a View on a ViewButton on page 247
Store a View on a UserButton on page 248
Delete a view on page 249
Recall a View on page 250
Set the IP address on page 251

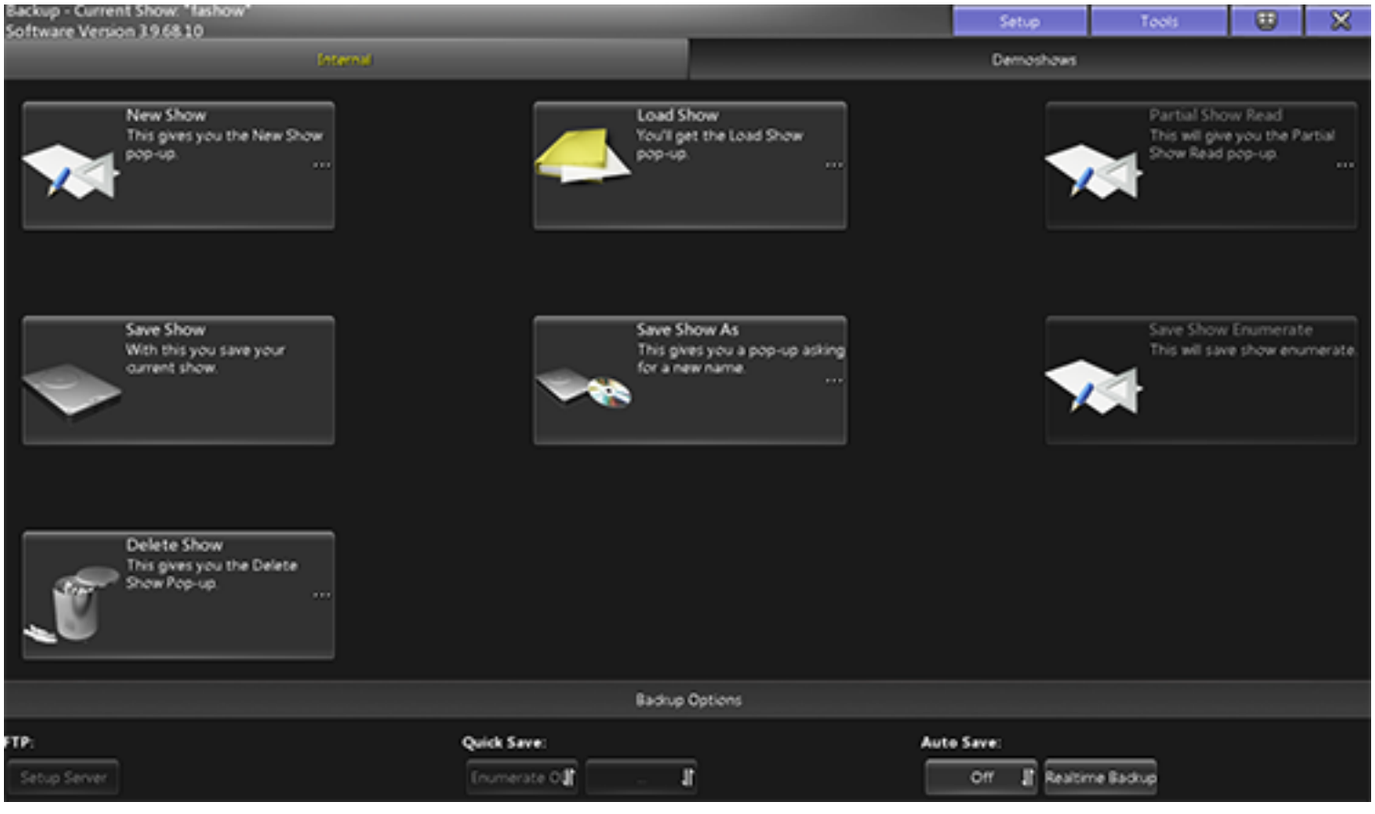
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Create a new show

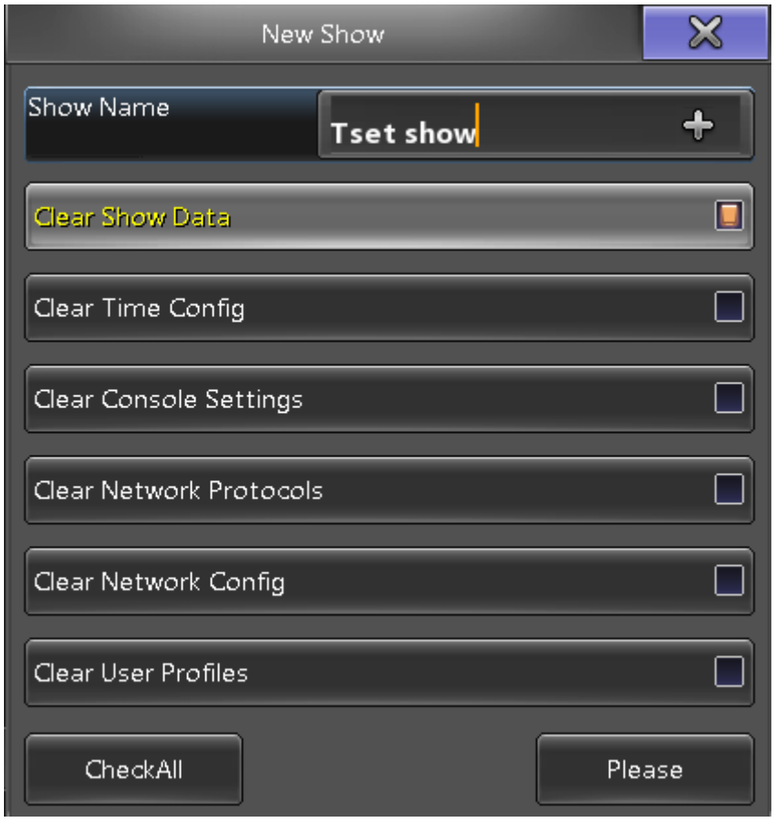
This section describes how to create a new show on the internal hard drive of the console.

Steps:

1. Press Backup .
   a backup menupopups, as below:



2. Make sure the 'Internal' tap is selected.
3. Click "New show"
   then a popup window as shown below:



4. Type in a name for the show.
5. Select the options you want to clear.
   - Clear Show Data - This will erase all patch, sequences, presets, groups, macros, etc.
   - Clear Time Config - This will set all the fade, delay, OutFade, etc. back to the default timing options.
   - Clear Console Settings -This will set all the console options back to the default options.
   - Clear Network Protocols -This will erase all the settings for DMX out via Ethernet.
   - Clear Network Config -This will erase all the informations regarding DPU, 3D and other consoles.
   - Clear User Profiles -This will erase the users and the user profiles.
6. Press Enter, then a show is created.

   Alternatively, create a show via command line.

   [Channel]>Newshow "goodshow" /full

   This command creates a blank show named "goodshow".

Related Links

Setup on page 233
Backup Menu on page 683
New Show on page 528
NewShow Keyword on page 331

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Store a show

Three ways to save a show: the first way is quick, the second way is much slow with many steps, and the third way is to use command lines. The user can save a show anytime during the process.

Steps:

Press the Backup key fast twice.
Save the present show with a built-in macro.

Steps:

1. Press Backup.
   This opensbackup menu.
2. Select corresponding page, specify the saving path.
   A Usb disk can be selected so as to save the show to the Usb disk.
3. Click "Save Show".
   Then the present show is saved to the selected disk.

Steps:



Then the present show is saved to the selected disk.

Related Links

Setup on page 233
Backup Key on page 358
Backup Menu on page 683
SaveShow Keyword on page 339
SelectDrive Keyword on page 340

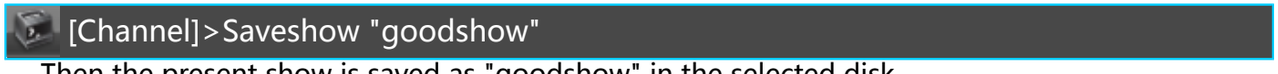
Save a show with a new name

Two ways to save a show with a new name: a first way is to use GUI. The other way is to use command line.

Steps:

1. Press Backup .
   This opensbackup menu.
2. Select corresponding page, specify the saving path.
   A Usb disk can be selected so as to save the show to the Usb disk.
3. Click "Save Show as".
   Then enter a new name in a popup.
4. Finish with the Please key.

Steps:



Then the present show is saved as "goodshow" in the selected disk.

Related Links

Setup on page 233
Backup Key on page 358
Backup Menu on page 683
SaveShow Keyword on page 339
SelectDrive Keyword on page 340

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Auto Save a Show

Set up an automated saving period.

The console offers automated saving function. The present show will be automatically saved in a specified period repeatedly.

Steps:

1. Press Backup.
   This opens Backup Menu.
2. An option "Auto Save" located at the bottom of the window can be used to set up the saving interval.

Once it's set, a countdown displays, when it turns zero, the present show will be saved automatically, and then repeat.

Related Links

Setup on page 233
Backup Key on page 358
Backup Menu on page 683

Load a show

Two ways to load a show with a new name: a first way is to use GUI. The other way is to use command line.

Steps:

1. Press Backup .
   This opensbackup menu.
2. Select corresponding page, specify the loading path.
   Herein a show can be imported from a Usb disk.
3. Click "Load Show".
   This is a loading popup displays.
4. Select the show you want to load. On the right side of the pop-up you can select, what parts of the show you want to load.
5. Click Please to load the show.

Steps:



Load a show named "goodshow". If the name of a show is unknown, check it out with command **Listshow**.

Related Links

Setup on page 233
Backup Key on page 358
Backup Menu on page 683
Load Show on page 526
ListShows Keyword on page 327
LoadShow Keyword on page 329
SelectDrive Keyword on page 340

Delete a show

Two ways to delete a show: a first way is to use GUI. The other way is to use command line.

Steps:

1. Press Backup .
   This opensbackup menu.
2. Select corresponding page, specify the path.
   Herein a user can delete a show from a Usb disk.
3. Click "Delete Show"
   This is a delete popup displays.
4. Select a show to be deleted.
5. Click 'Please' to delete the show or click 'Cancel' to quit deleting a show and close the popup.

Steps:



Delete a show named "goodshow". If the name of a show is unknown, check it out with command **Listshow**.

Related Links

Setup on page 233
Backup Key on page 358
Backup Menu on page 683
Delete Show on page 498
ListShows Keyword on page 327
DeleteShow Keyword on page 309
SelectDrive Keyword on page 340

Realtime Backup

Real-time record all of the user's operation steps, can be rolled back to an arbitrary origin.

Steps:

1. Press Backup .
   This opensbackup menu.
2. Click on "Read Backup Data";
3. Choose to restore the origin;
   Click "Roll Back", to go back to the origin.

Related Links

Setup on page 233
Backup Key on page 358
Backup Menu on page 683
Realtime Backup on page 499

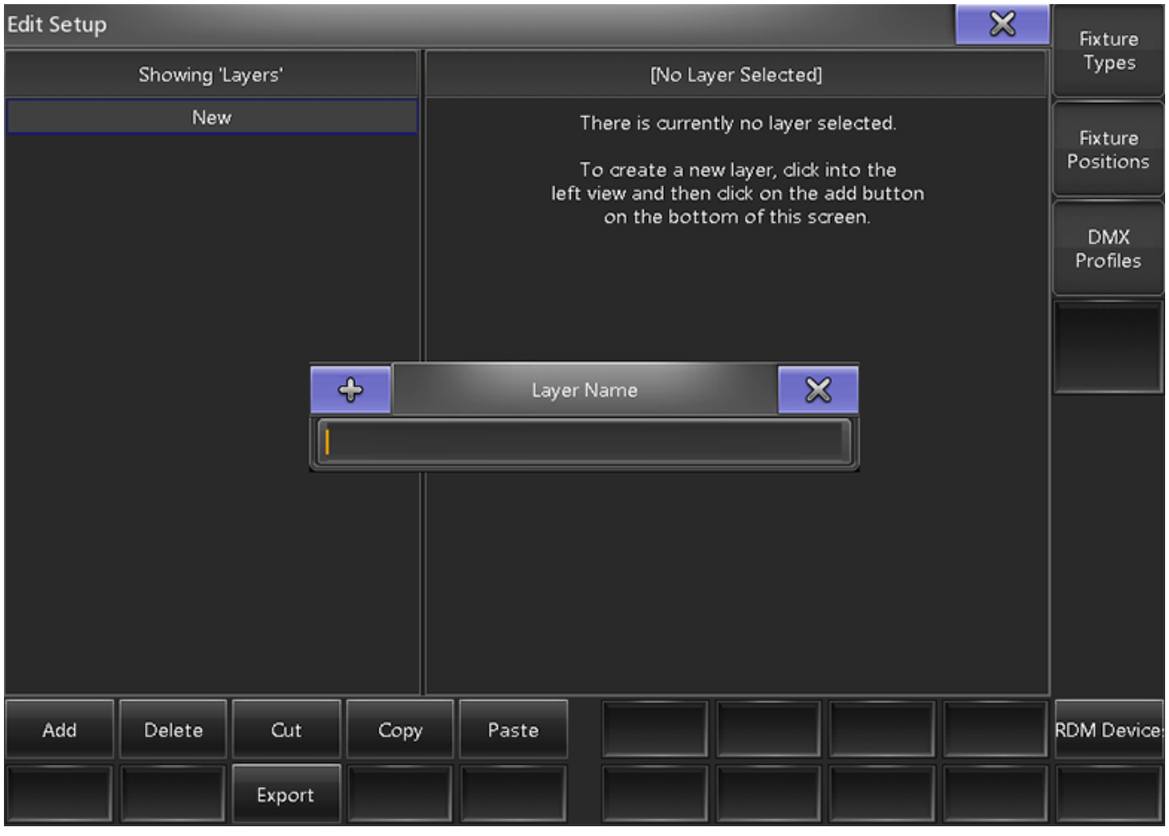
Patch Channels

This section relates to configurations of channels.

First create a show, then follow the steps below:

Steps:

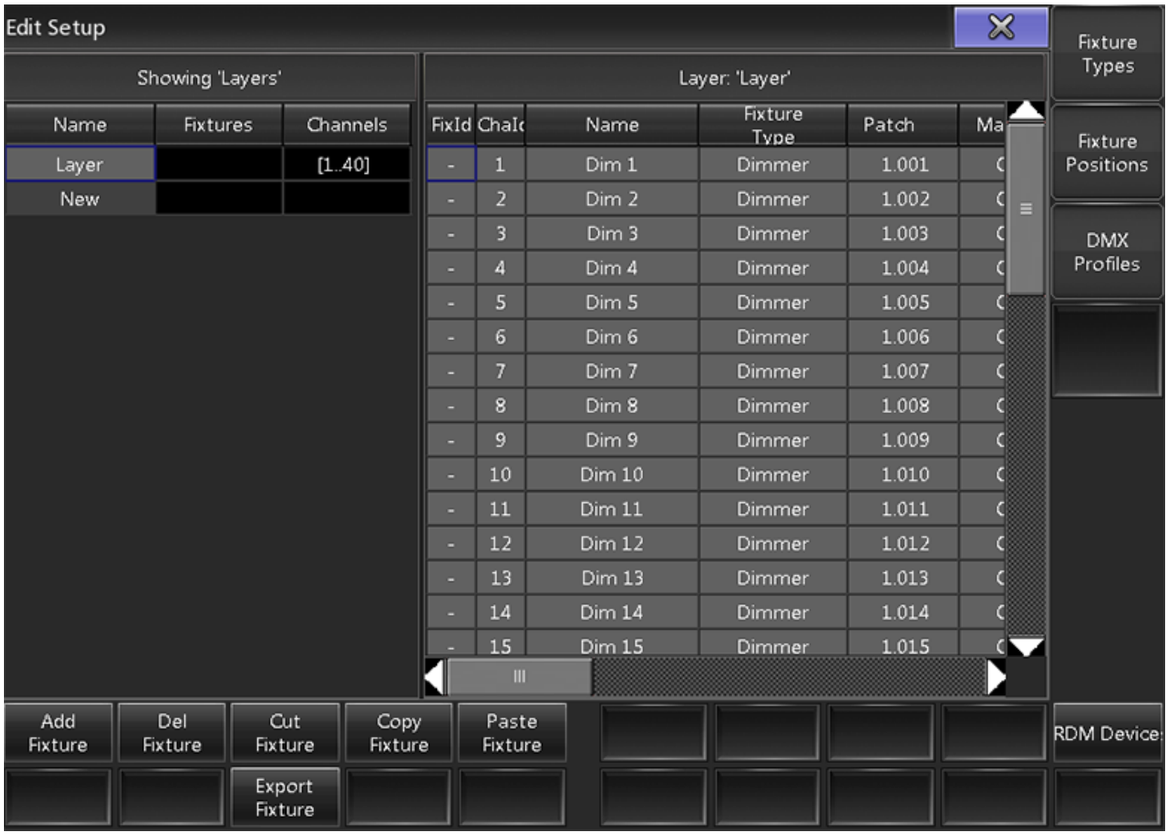
1. Enter Setup > Show > Patch & Fixture Schedule .
   If no fixture has been added, an add fixture wizard will popup.



2. Input "Dimmer" and click 'Please'.
   A Fixture wizard window as shown below:



3. On the right side of the window lists fixture libraries used, farther, a user may click "From library" to look up a fixture type.
   This gives you the Select a FixtureType popup.
4. Enter "generic" in theMFR Filterbox.
5. Choose "generic@dimmer@oo.xmlp", then click 'OK'.
6. In the name area type "Dim 1"
   If the input combines symbol, space and numeral, it will be enumerated.
7. Set Quantity as 40.
8. Set Fixture ID as "0". Channel ID as "1"(automatically increase).
9. Type "1.1", so patch them in the first universe beginning at DMX address 1.
10. Click 'apply' to finish fixture Wizard.
    It should look something like this:



11. Click X to close the window.
    A popup inquiry save the modification or not.
12. Click "Yes" and save, then the configuration accomplished.

Related Links

Setup on page 233

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Patch Moving Lights

This section illustrates the configuration of 15 mac2000 profile fixtures.

Steps:

1. Enter Setup > Show > Patch & Fixture Schedule .
2. Create a layer to manage fixtures, right click 'Add' below the left sheet.
   Enter a layer name in a popup.
3. Input "mac2000" and click 'Please'.
4. Right click 'Add' in the right list, enter Fixture wizard.
5. On the right side of the window lists fixture libraries used, farther, a user may click "From library" to look up a fixture type.
   This gives you the Select a FixtureType popup.
6. Enter "mac" in theMFR Filterbox.
7. Choose "martin@mac_2000_profile@16-bit.xmlp", then click 'OK'.
8. In the name area type "mac2000pr 1".
9. Set Quantity as 15.
10. Set Fixture ID as "101".
11. Set Channel ID as "101".
12. Configure DMX address manually, and herein the addresses begin at 0.
13. Click 'apply' to finish fixture Wizard.
14. Assign DMX addresses to the mac2000 fixtures: hold the mouse and drag to select all 'Patch' cells then right click, this opens Dmx Patchpopup.
15. Right click DMX address cell, and address input window popup.
16. Input "1.51", then click 'Please'.
17. DMX address configuration accomplished, close window, select 'Yes' to save the configuration in a popup.

Related Links

Setup on page 233
Patch & Fixture Schedule on page 589
DMX Patch on page 501

Create a View

When a show is created, the screens are generally blank, a user can open some windows to monitor corresponding data. These windows can be saved as views for future recall.

Steps:

1. Click the blank on the screen, a popup for Create Basic Window displays.
2. Select the 'Sheets' tap, this allows you to choose one of the sheet windows.
3. Press where it says 'Channel'.

   Some windows have a minimum space requirement. A channel sheet have a minimum of 3 x 2 cells.

Related Links

Setup on page 233
Windows on page 73
Create Basic Window on page 494
Window needs more space on page 583
Channel Sheet on page 374

Store a View on a ViewButton

There are plenty of ways available to store a view. This section describes how to store a view on a view button.

Steps:

1. Open target windows in the screen.
2. Click Store then click a view button on the right side of the screen, a Store view options window popup.
3. Input view name "Fixture" (only Fixture Sheet window opens in the screen)
4. Choose the screen number, e.g. screen 2.

   If only one screen is saved, it can be recalled in any screen and displayed on the corresponding screen.
5. Click 'Please' to save the view.

   Below shows an example of such a view button:



Related Links

Setup on page 233

Store a View on a UserButton

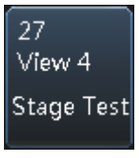
There are plenty of ways available to store a view. This section describes how to store a view to a user button.

Steps:

1. Open target windows in the screen.
2. Click User 1, then the 20 button at the bottom of screen 1 change into user buttons.
3. Press Store, then X1 a Store view options window popup.
4. Input the view name "Stage Test" (Stage window opens in the screen)
5. Choose the screen number, e.g. screen 2.

   If only one screen is saved, it can be recalled in any screen and displayed on the corresponding screen.
6. Click 'Please' to save the view.

   Below shows an example of such a user button:



Related Links

Setup on page 233

Delete a view

Steps:

1. Open "Views Pool" and check all saved views.
2. Press Del then click the view buttons or user button.
   By this, only corresponding buttons are removed rather than the view data. To delete a view completely, delete a view through the Views window or command line: Del View 1 Please.

When a view is deleted, corresponding link to the button is removed at the same time.

Related Links

Setup on page 233

Recall a View

There are two ways to recall a view..

Steps:

1. Directly click a view button or user button.
2. Directly recall a view via command line: View 1 Please .

Related Links

Setup on page 233

Set the IP address

When other console or device is added to the console, it should offer an effective IP address.

This section sets an example to set IP address via setup menu.

Steps:

1. Press Setup .
2. Enter Network > FA Network Control .
3. If there's a session running, press the 'Leave Session' button to leave it.
4. Click 'Set IP address', and Edit IP adress window opens.
5. Enter IP address, and click Enter.
6. Reboot the console to effect the setting.

Related Links

Setup on page 233

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Programming

This chapter relates to programming.

Related Links

Software on page 232
Controll channels on page 253
Control moving lights on page 255
Macros on page 256
Effects on page 258
Make an appointment in the Agenda on page 263

Controll channels

Controlling "dimmer only" lights is the basis of all programming.

If some channels patched, open the Channel Sheet for relevant information.

Steps below describe a number of ways to control Dim parameter. Almost every fixture has a Dim parameter through which controls the fixtures intensity.

When misspell a letter, use Oops to backspace, if the whole keyword is misspelled, click Esc to backspace.

Steps:

1. Choose Channel ID, then press Please, and select corresponding fixtures.
   E.g. select conventional Channel 1: Channel 1 Please.
   In the Channle Sheet, the channel number should turn from gray to yellow, indicating the state of selection.
2. Press Full the brightness of the fixture is set at 100%.
   "open" may be displayed in the Channel Sheet and it's defined through fixture library.

   The background color turns from blue to dark red, and the color of the value turns gray from red. A little red square appears between the Channel ID and the values.
3. Set the value to 25% by pressing At 2 5 Please;
4. Press Clear.
   This deselects the channel, but keeps the value.
5. Press the Clear key once more.
   The little red square turned white and the value stayed. The red background and the little red square indicates that the value will be stored should you choose to store. The square changed to white indicates that you still have the value in your programmer, but it will not store the value.
6. Press the Clear key again.
   The values are removed and everything is back to the initial.
7. Select channels with any combination of -, + and Thru.
   E.g. with 1 Thru 1 0 - 5 + 1 2 Please to combine channels.
8. Press At twice.
   This executes a command called "Normal" and it turns the channels at full.
9. Press . twice.
   This executes a command called "Zerol" and it turns off the channels.
10. Press Off Channel plus channel ID, then press Please.
    E.g. Off Channel 1 Please, clear all programming data of Channel 1 and back to the initial.
11. Encoder toolbars display all attributes available, if there is only channell type, the tab has at least one Dimmer button, click the button and then manipulate a first dial to control the brightness.
    It could look like this:



12. Rotate the encoder to modify the values.
13. Press the encoder, then a window will pop up for Input values, on the right side of the window are options for quick setup.
14. Click 'Off' to clear the values and back to initial state, but the channels remain selected.
15. Values can be proportionally designated to the selected channels.
    E.g. select channels 1 Thru 1 0 Please, set value range: At 1 0 thru 1 0 0 Please
    Then values within a range of 10 – 100 are proportionally distributed to 10 channels, brightness of fixture 1 = 10%, brightness of fixture 2 = 20% ... brightness of fixture 10 = 100%.
16. Farther, the brightness values can be modified via a Level Wheet.

It has been provided with multiple ways to control a specific parameter, the instance above is a most basic way. A user may try any combination to finish the job.

Related Links

Programming on page 252
Channel Sheet on page 374
Commandline Feedback on page 482
General Encoder Toolbar on page 695

Control moving lights

Controlling lights with multi attributes is a basic skill in programming.

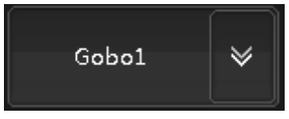
If some Fine 2000 profile fixtures patched, open the Fixture Sheet for relevant information.

Several ways to control parameters of moving lights, and the most common method is encoder toolbars & encoders.

This section mainly describes how to control the common parameters (e.g.Pan/Tilt, Gobo, Color, Focus and Zoom) of moving lights.

Steps:

1. Select fixtures, once selected, corresponding fixture ID and name turns yellow.
   E.g. Fixture 1 Please .
2. Adjust pan/tilt parameters, press where it says "Position" in the Encoder Toolbar.
   Use the first two encoders to adjust pan/tilt parameters respectively.
3. Rotate the encoder to adjust the position of a fixture, alternatively, this can be done via the trackball. Press Mouse to switch the trackball to "pan/tilt" mode first.
4. To modify a specific parameter, click corresponding parameter button on the encoder toolbar first, and then rotate the encoder to modify parameter value. Some fixture may have several parameters of the same type, e.g. gobo wheel, in such cases, select the desired parameter from the pulldown.
   It could look like this:

5. Color parameters (CMY) can be adjusted via a special window in respect to intuition.
   First select color mixing parameter, click 'Color', and select 'Color Mix' on the feature tab, then click "attribute tab" to open an color specialized dialog window.
6. Now switch to Focus and Zoom parameter control via command line:

   Press Please , then Focus and Zoom parameters are activated and controllable via the encoder.
7. Input:

   Directly set the Focus parameter value at 50.

Related Links

Programming on page 252
Fixture Sheet on page 377
Commandline Feedback on page 482
General Encoder Toolbar on page 695
Mouse Key on page 363
Color Specialized Dialog on page 560

Macros

This section relates to macros programming.

Related Links

Programming on page 252
Create/Edit a macro on page 256
Use Macros on page 256
Assign a Macro to an executor on page 257

Create/Edit a macro

Macro is a very powerful tool, it can cover almost any function.

Steps below illustrate how to create a simple macro, and the function of this macro is to clear all Dimmer values within a program.

Steps:

1. Open Macro Pool.
2. Press Edit, click a blank location in the macro pool.
   This opens Edit Macrowindow.
3. Click 'Add' to add an empty command line.
4. Right click a cell in the '"Text" column, enterOff att 1and then press Please.
   Then "Off Attribute 1" displays in the cell.
5. When the creation is finished, a time macro or more macros can be added.
6. Press Assign twice, click the new created marco and rename it.

Related Links

Macros on page 256
Macro Pool on page 411
Macro Editor on page 516

Use Macros

Many ways to execute a macro, herein only a few are described.

Steps:

For instance, to execute a macro 1.

- Click the corresponding macro button at the macro pool.
- Use hard keys: Macro 1 Please.
- In the commandline type: go ma 1, then press Please.

Related Links

Macros on page 256
Create/Edit a macro on page 256
Macro Pool on page 411
Macro Key on page 363

Macro Keyword on page 330
Macros on page 104

Assign a Macro to an executor

This section describes several different methods to assign macros to an executor.

Many ways are provided to assign a macro to any executor, only some of them are described here.

Steps:

For instance, assign macro 1 to the executor 1:

- Use hard keys: Assign Macro 1 At Exec 1 0 1 Please .
- In the commandline input: ass m 1 at exec 101, then press Please .
- A compination of screen and keys: press Assign , then a pool macro button and finally the Executor hard key.
- Use the Assign Menu (follow the link below for details about the Assign Menu.

Related Links

Macros on page 256
Assign Menu on page 686
Macro Pool on page 411
Macro Key on page 363
Macro Keyword on page 330
Macros on page 104

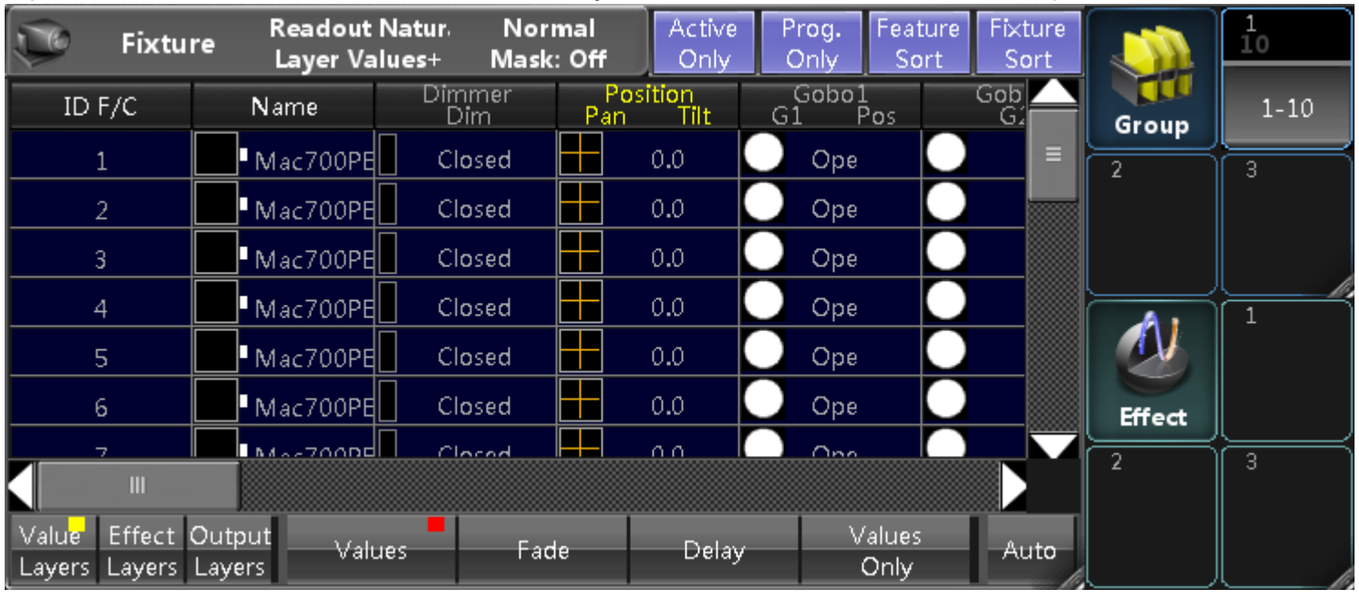
Effects

This section describes several different methods to create effects.

First prepare an appropriate show file.

Steps:

1. Create a show named "EffectTest".
2. Add moving lights with CMY color mixing.
   Assume that 20 Mac 700 Profile Extended are added.
3. Adjust stage positions of the fixtures, the first 10 fixtures are set 5 meter above the stage floor with heads down, while the other 10 with heads up.
   Fixture 1 - 10: X = -10 Thru 10, Y = 5, Z = 5, X(rot) = 180; Fixture 11 - 20, X = -10 thru 10; Y = 5.
4. OpenFixture Sheetwindow and activate "layer control" and "Feature Sort" options.



5. Save the show.

Related Links

Programming on page 252
Make an Effect in the programmer on page 258
Make an Effect using the GUI on page 259
Make an Effect with Presets on page 260
Assign Effects on Executors on page 260
Make an Universal Effect on page 261
Use Effects in a Sequence on page 261

Make an Effect in the programmer

Effects can be directly created in the fixture sheet window.

Create effects in the fixture sheet, the main use are defined via "layer control".



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Encoder toolbar:



Steps:

1. Select all fixtures.
2. Select Position on the encoder toolbar and select "Effect Form" from "Layer Control".
3. Click "Pan", select "Cos" from a popup, click "Tilt" and select "Sin".
   Corresponding movement may be seen in the fixture sheet.
4. Select "Effect Rate" in "Layer Control" Tab.
   It takes 2S to complete an effect cycle (0.5Hz).
5. Click "Pan", set the value to 0.5, click "Tilt", also set the value to 0.5.
6. Select the first half of the fixtures.
7. Select "Low Value" on "layer control tab" and set "pan" to -30, set "tilt" to 20.
8. Select "High Value" on "layer control tab" and set "pan" to 30, set "tilt" to 60.
9. Select "Effect Phase" on "Layer Control", set both "pan" and "tilt" to "0 thru 360".
10. Select the rest of fixtures.
11. Select "Low Value" on "layer control tab" and set "pan" to -30, set "tilt" to -80.
12. Select "High Value" on "layer control tab" and set "pan" to 30, set "tilt" to -50.
13. Select "Effect Phase" on "Layer Control", set both "pan" and "tilt" to "0 thru 360".
14. Press Store and then the first empty effect pool button.
    Thus stored a Pan/Tilt effect with the fixtures.

Related Links

Effects on page 258

Make an Effect using the GUI

Create effects via effect editor window.

The instance below describes how to create a "Dim" effect. The effect is set Chase mode, the value discreetly drop from 100% to 0%, and then up to 100% again.

Steps:

1. Select the fixtures in a random order.
2. Press Edit, click any blank button in the effect pool.
   This opens a Effect Editor window.
3. Click "Add" or X1 to add an effect.
   A Select Effect Attributewindow opens.
4. Choose "Dim" attribute.
5. Click "Edit Effect line" or press U1.
6. Select the PWM table in the "Form" column
7. Set Rate to "0.8 Hertz".

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8. Make sure the Low Value is "0" and High Value is "100".
   This makes the effect go from 0% to 100%.
9. Set the Phase From at "0" and Phase To at "360".
10. Set the Width to "15%". The width controls how many fixtures you have turned on at the same time.
11. If you want the dimmer attribute to snap up and ramp down. This is controlled by the "attack" and "decay" parameters. Set the Attack to "0%" and the Decay to "100%".

Close the editor pop-up. All your different settings are automatically store in the effect. You can test your effect by pressing the pool button twice.

Related Links

Effects on page 258

Make an Effect with Presets

Create a color effect through which color changes between two preset colors.

For this task you need some fixtures with CMY colors. You need to make two presets with different colors.

Steps:

1. Select all fixtures.
2. Select "Color Mix" on the Encoder toolbar, then option "Low Value" on the "layer control" tab of Fixture Sheet.
3. Click a corresponding preset button to apply the first color preset.
   This preset is applied to "Low Value".
4. Similarly, select "High Value", click a second color preset to apply.
   This preset is applied to "High Value".
5. Press Store and click a blank effect button.
   Then these two preset are saved as effect values of the effect.
6. Right click or click Edit to edit this effect.
7. In the Effect Editor, three color bars(CMY) are displayed. Set Form as Sin, set Phase range from 0 to 360.
8. Close effect editor window, run the effect to check the output.

Related Links

Effects on page 258

Assign Effects on Executors

Assign effects to an executor so that the effects are controlled by the executor.

Three ways to run the effects: editor (fixture sheet), executor and sequence. Herein describes how to execute effects via an executor and control the effect rate by the Speed Master.

Steps:

1. Using Assign is the fastest way to assign effects to an executor. E.g. assign effect 1 to executor 1: Assign Effect 1 At Exec 1 Please .
   When the effect is assigned to the executor, it can be ran by clicking Go or pushing the fader.

2. Available options provided by the executor:
   a) Press Assign, then press any button of executor 1.
   b) Click "Options" from an Assign menu.
3. Now assign the effect to a Speed master: press where it says "Speed Individual" and in the small pop-up select "Speed Group 2".
4. Then we need a "Speed Master". This will then control the speed of the effect.
   a) Press Assign followed by an empty executor..
   b) In the Assign Menu press where it says "Function", then Press the X9 or where it says "Special Master".
   c) Scroll down the list and select "Speed 2", close Assignment menu.

   Now you can control the rate with a speed master.

Related Links

Effects on page 258

Make an Universal Effect

This section sets an example of creating basic universal circle effect. Fixtures to apply with such effects must have pan/tilt parameters.

Steps:

1. Make sure no fixture is selected, then edit a blank effect, e.g. **Edit Effect** 1.
2. Click 'Add' button in an Effect Editor window.
3. Select attribute "Pan".
4. Repeat steps 2 and 3 so as to add attribute "Tilt".
5. Right click "Form" column of Tilt, select "Cos" Form.
6. Set the "rate" of both pan and tilt at "0.2".
7. Set both "Low Value" at "-25".
8. Set both "High Value" at "25".
9. Click "Edit Effect Line" or U1 to open Effect Line Editor, select "Relative" options for both pan and tilt attribute.
10. Close the editor with the ESC key or the "X" in the upper right corner.
11. Label the effect by pressing Assign Assign Effect 1 Please, and enter "Circle" in the label popup.

A circle effect displays in the effect pool, apply this effect to selected fixtures, then fixtures begin operating from the present positions with the effect applied.

Related Links

Effects on page 258

Use Effects in a Sequence

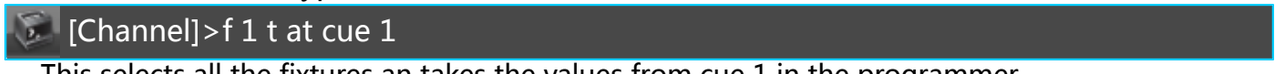
This section describes how to apply effects to a Cue.

In the steps below, the effect is in use in a first Cue, and gradually comes to slowly stop in a second Cue.

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Steps:

1. Setups in the Fixture Sheet:
   a) Select all the fixtures.
   b) Select "Position" preset type in the Encoder Toolbar.
   c) Select "Effect Form" in the "Layer Control". Press the "Pan" encoder and select the "Cos" in the calculator pop-up. Press the "Tilt" encoder and select the "Sin" in the calculator.
   d) Select "Effect Rate" in the "Layer Control", set the rate of both Pan and Tilt as "0.5".
   e) Select the first half of the fixtures.
   f) Select "Low Value" on the "Layer control", set Pan at "-30", set Tilt at "20".
   g) Select "High Value" on the "Layer control", set Pan at "30", set Tilt at "60".
   h) Select "Effect Phase" on the "Layer Control", set both Pan and Tilt as "0 thru 360".
   i) Select the other half of fixtures.
   j) elect "Low Value" on the "Layer control", set Pan at "-30", set Tilt at "-80".
   k) Select "High Value" on the "Layer control", set Pan at "30", set Tilt at "-50".
   l) Select "Effect Phase" on the "Layer Control", set both Pan and Tilt as "0 thru 360".
2. Turn all the fixture on by setting the dimmer value to 100.
3. Store this as cue 1 with a fade time of 3 sec. on a empty executor.
4. Press Select to select the executor.
5. In the commandline type this:

   This selects all the fixtures an takes the values from cue 1 in the programmer.
6. Change the "Effect Rate" to "0".
   This stops the effect.
7. Store this as cue 2 with a time of 3 sec.

Now the sequence with two cues is finished. Cue 1 will run the effect. Cue 2 will slowly stop the effect.

Related Links

Effects on page 258

Make an appointment in the Agenda

This section describes how to create an appointment in the Agenda. i.e. with the use of Agenda, preset commands are to be executed when a specific time is reached.

Steps:

1. In the agenda window, select a date.
   This enters in the day view.
2. Press or click on the 'add' button.
3. Now set up the time mode, "absolute" means you must set a fixed time in the "time column".
4. You can also set a duration for the agenda. This tells the console how long the command is valid. If the console is off at the start time, the duration tells the console if the command is still active on the time when the console is turned on.
5. Repeat parameter is a parameter that defines the frequency of repeated execution, e.g. daily, Every 2nd day, etc.
6. Enter commands to be executed into the command line.
7. In the "Info" column you can type any text that might be useful to you or others.
8. "Start" is used to set the beginning day of the agenda.
9. "Last" is used to set the ending day of the agenda. If left blank, the agenda will repeat forever.

Related Links

Programming on page 252
Agenda on page 451

DPU

This chapter relates to software manipulations of DPU.

Related Links

Software on page 232
Change the name & IP Address on page 265
Add a DPU In Session on page 266
Set a port configuration on a DPU on page 268
Update the DPU software on page 269

Change the name & IP Address

Each DPU has a name and an IP address, a user may modify its name or IP address for the sake of easy identification.

Steps:

1. Click "Edit name"or "Edit IP" button.
   This opens a popup as shown below:



2. Type in a new name or IP, press Enter.
   This opens a reboot popup as shown below:



3. Click "Yes" to reboot and the change takes effect.

Related Links

DPU on page 264

Add a DPU In Session

This section describes how to connect a DPU to an console.

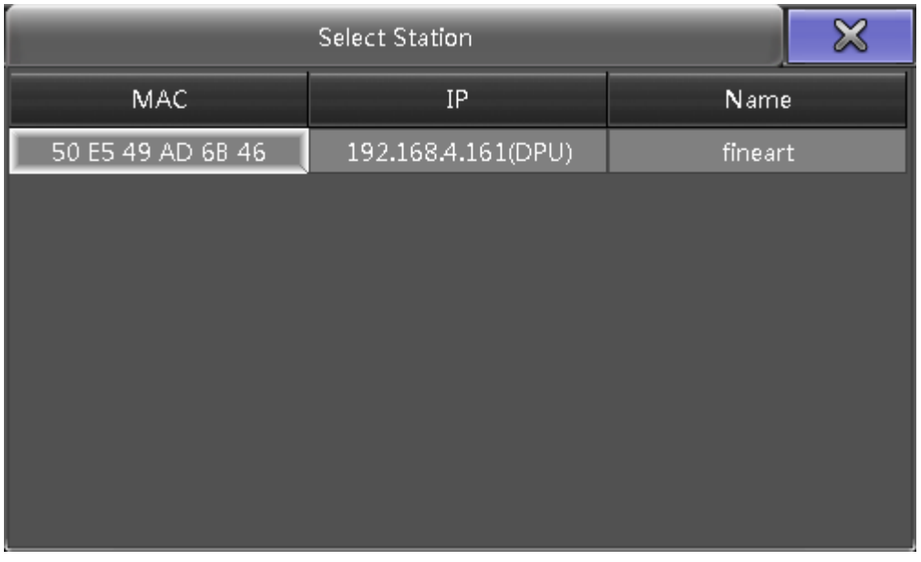
For correct connection and operation, the IP of the DPU and that of the console must be at the same subnet, in addition, their software versions must be the same. The DPU can expand parameters, DMX output and process data as part of processing unit of the console.

Steps:

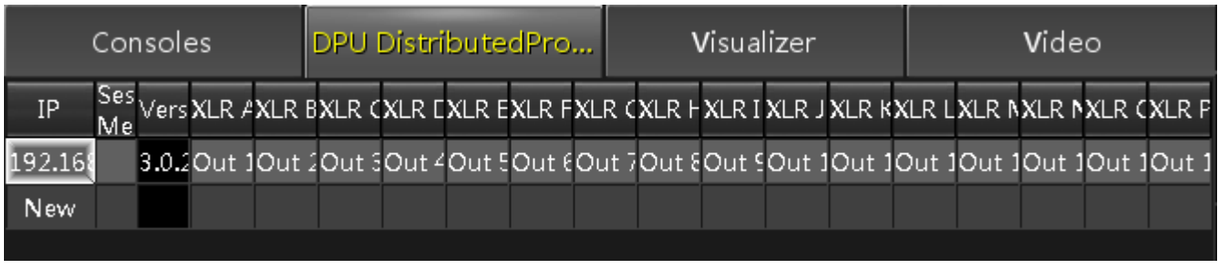
1. On the console, enter: Setup > Network > FA Network Configuration > DPU Distributed Processing Unit .
   A window is opened as shown below:



2. Click "Add" or X1 or right-click (with the mouse) where it says "New".
   This opens theSelect Stationpopup:

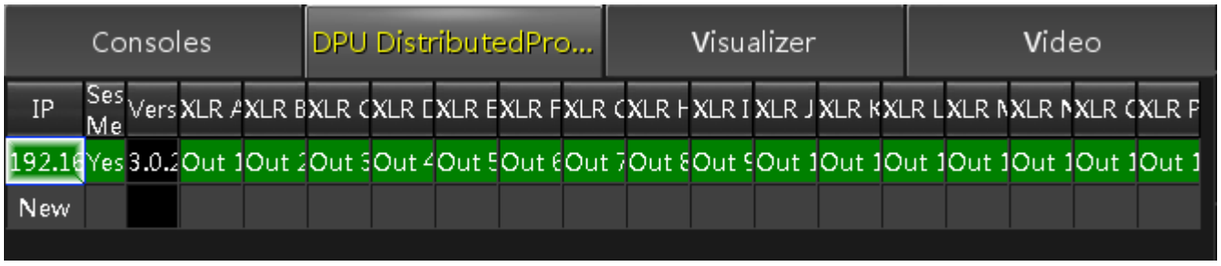


3. Select the DPU to be added, if no DPU is displayed in the list, then the connection is incorrect or the IP address is wrong somehow.
   If a DPU is added, the window should show as below:



4. Set "Session member" to "Yes".
   Soon DPU in the corresponding cell turns green and datas transfer from the console to the DPU.

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Related Links

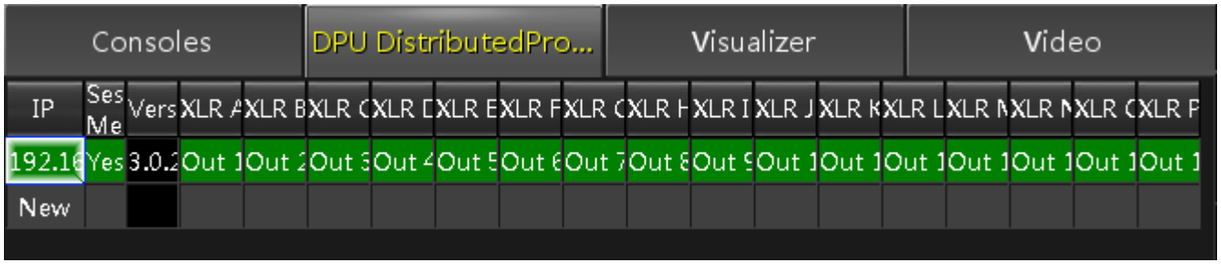
DPU on page 264

Set a port configuration on a DPU

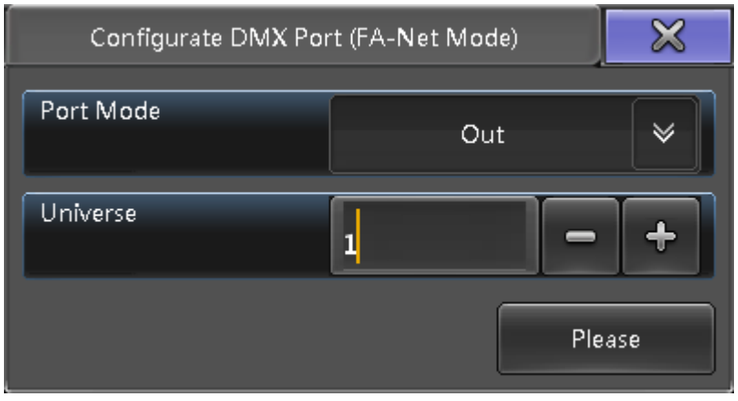
The DPU has 8/16 DMX interfaces, each of which can be separately configured for input or output.

Steps:

1. On the console, enter: Setup > Network > FA Network Configuration > DPU Distributed Processing Unit.
   A window is opened as shown below:

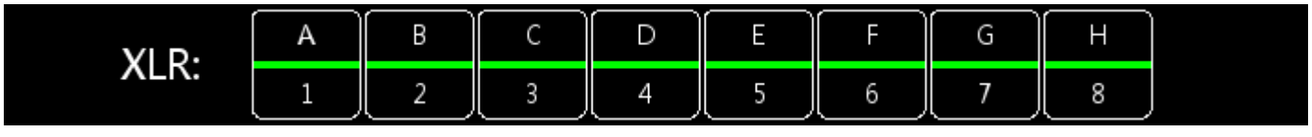


2. Configuration information of each individual interface is displayed in the window, right click a interface and modify its configuration.
   The Configurate DMX Port window opens as shown below:



3. Select Out, In or Off in "Port Mode". "Port Mode" decides the corresponding physical DMX universe.

The states of the terminals can be seen on the DPU as shown below:



The line indicates the port status. Green is "Output", Yellow is "Input" and Grey is "Off".

Related Links

DPU on page 264

Update the DPU software

Preparation: connect a keyboard to the DPU, a USB disk with new version software.

Steps:

1. Connect the USB disk to the DPU
2. Follow the guide to complete the update.

Related Links

DPU on page 264

TEKMAND

Telnet Connect

Connect to the console via Telnet and serve as command line.

First a Telnet interface PC is needed, the IP address of the PC and that of the console should be at the same subnet, then connect the PC to the console. Under certain cases, remote control can be approached via such Telnet.

Steps:

1. Start the Telnet-client on a computer
   Windows XP: press "Start", "Run", type "Telnet" Enter
   A Telnet window opens on your computer
2. Type "Open [IP-address of console] 30001" and press enter.
   E.g. Open 192.168.0.4 30001
   Then tekmand logo and command line present on the PC.
3. To disconnect the connection, enter "exit", then Enter.

Related Links

Software on page 232

Reference

This chapter describes in details the attribute of each element of the console.

Related Links

Commandline on page 272
Keys on page 355
Windows on page 372
FixtureType on page 718

Commandline

This section describes all keywords and syntax.

Related Links

Reference on page 271
Commandline Syntax on page 273
Keywords on page 281

Commandline Syntax

This section describes how to combine keywords into valid commandline expressions.

General rules

The general rules for the commandline are:

- Basic syntax: [Function] [Object] .
- All objects have its default function which is used if no function is given.
- Most functions have its default object or object-type, which is used if no object is given
- Objects are arranged in hierarchical tree-structures. If object does not support the applied function, the function will be passed on to its child or parent object.
- Don't distinguish between upper/lower case in keywords.

Special symbol

[Square Brackets]

Conditional expression

(Parentheses)

opens a popup window

"Quotes"

Note information

Related Links

Commandline on page 272
Functions on page 274
Objects on page 275
Object-list on page 276
Selection-list on page 277
Executor-list on page 278
Attribute-list on page 279
Station-list on page 280

Functions

Herein, a function refers to an action to be executed by the console.

[Function]

[Function] [Helping Keyword]

[Function] [Object]

[Function] [Object-list]

[Function] [Object-type]

[Function] [Object-type] [ID]

[Function] [ID]

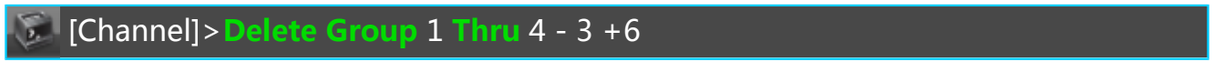
Some functions are general purpose and have no parameter. Most functions can be applied to an object and executed via command line.

- If the Object-type of a function is givern, and the present directory is under root directory, then the default object type will be used.
- If no Object-type is given, Object-types at current destination us used.
- If no ID is given, any current/active ID of the resolved Object-type is used
- If no current/active ID exists of the resolved Object-type, the next available ID is used

Example:



This is a general function and doesn't require an object.



Delete the Object-list Group 1,2,4,6.



Select the first executor.



Create a new user.

Related Links

Commandline Syntax on page 273

Objects

Herein an object refers to an item of a show file and it can be called via functions.

[Object]

[Object-type] [ID]

[Object-type] "name"

[ID]

Some objects are unique and has no number(e.g. Default). Some object-types may include many objects, and the expression of an object: Object-type + number, e.g. fixture 5.

Some object-types are non-exclusive, and may exist in multiple instances, e.g. A Cue 1 may be included in Sequence 1 and/or Sequence 2. Cue 1 included in Sequence 2 may be expressed as Cue1 Sequence 2 or Sequence 2 Cue 1. Both**Cue** 1 **Sequence** 2 , and **Sequence** 2 **Cue** 1 is valid.

To identify an object, a name may be used as well as number. if a name contains "keyword(command)", quotation marks are needed.

All objects have corresponding default function in cases no function specified. i.e. a most common syntax: [Function] [Object]. Yet [Object] alone may be used.

Example:



As Full has a unique object, no need to specify a number for it, and its default function is At, and the result is to set the brightness value of selected fixtures at 100%.



The group object-type has multiple instances, and default function SelFix (select fixtures in object), so this syntax will select channels and fixtures in group 1.



The current default object-type of the commandline is Fixture, so 2 would refer to the object Fixture 2. As the default function for Fixture is SelFix, this syntax would select fixture 2.

Related Links

Commandline Syntax on page 273

Object-list

Herein object-list refers to an object series of the same object types.

[Object-type] [ID]

[Object-type] [ID1] [Object-type] [ID2]

[Object-type] [ID1]+[ID2]

[Object-type] [ID1] **Thru** [ID2] - [ID3]

[Object-type] [ID1] **Thru**

[Object-type] **Thru** [ID1]

[Object-type] **Thru**

[Object-type] "name"

[Object-type] "name*"

- If no object-types is given, the list is built with the items of your current destination.
- If no object-types is given and current destination is root (no destination), the list is built with the default object-type for the applied function.
- If no object-type is given and no function is applied, the list is built with the current default object-type of the commandline.

Example:



Select fixture 1 – 3.



Select fixture 1 – 4.



Delete Cue 3, and all Cues with numbers larger than 3.



Select all fixtures with channel ID.



Select fixtures with channel 1 and 5.



Select all fixtures with a heading "fine" in their names.

Related Links

Commandline Syntax on page 273

TEKMAND

Selection-list

A Selection-list is a list of fixtures (Channel and Fixture objects).

[Object]

[Object-type1] [ID]

[Object-type1] [ID1] **+** [Object-type2] [ID2]

[Object-type1] [ID1] **Thru** [Object-type2] [ID2]

[Object-type1] [ID1] **Thru** [Object-type2] [ID2] - [Object-type3][ID3]

[Object-type1] [ID] **Thru**

[Object-type] **Thru** [ID]

[Object-type] **Thru**

[Object-type] "name"

[Object-type] "name*"

An object-list can be built for each individual object type.

- If no object-type is given, the last entered object-type is used.
- If no object-type is given at all, the current default object-type of the commandline is used.
- If no ID is given before/after a Thru-statement, the first/last available id is used.

Example:



Select fixture 3 and channel 7.



Select fixtures in the first three cues except channel 6.



Select fixtures in Group 2 and fixtures in Cue 6.

Related Links

Commandline Syntax on page 273

Executor-list

An Executor-list is an object-list of Executors.

Executor [list]

Page [list]

FaderPage [list]

ButtonPage [list]

An executor-list has same syntax as object-lists.

Example:



Pause Executors on page 2-5.



Delete Executors 4 thru 9 of current page.

Related Links

Commandline Syntax on page 273

Attribute-list

An Attribute-list is an object-list of Attributes.

Attribute [list]

Feature [list]

PresetType [list]

An attribute-list has same syntax as object-lists.

Example:



Activates attributes in feature color1.



Remove the first 4 position attributes from the editor.

Related Links

Commandline Syntax on page 273

TEKMAND

Station-list

[IP address]

[IP address] **Thru** [IP address]

[Host ID]

[Host ID] **Thru** [Host ID]

"Station-name"

An IP address comprises of 4 set numbers, the value of each set is restricted within 0-255, all sets are separated by dot. E.g. 192.168.11.111.

Host ID is unique and presented as a part of a network IP, usually presented as the last set number of an IP address, e.g. 192.168.11.111, the last number "111" denotes the Host ID, and the network ID is 192.168.11.

Station-name is any name in the IP-address-list found under Setup > Network.

Related Links

Commandline Syntax on page 273

Keywords

This chapter involves the utilities of all commands. Most commands fall within one of the three classes: function keywords, object keywords and helping keywords.

Related Links

Commandline on page 272
Function Keywords on page 282
Object Keywords on page 285
Helping Keywords on page 287
All Keywords on page 288
Commandline on page 68

Function Keywords

Functional Keywords are used in the commandline to perform a task or function. Examples of functional keywords could be **Goto**, **Delete**, **LeaveSession**. Functional keywords are generally followed by an object, e.g. **Goto Cue** 3, **Delete Preset** "Red". Some functions are global and does not need an object as argument, e.g. **Blackout**.

Function commands are similar to "verb" in grammar.

Related Links

Keywords on page 281
>>> on page 296
<<< on page 296
Align Keyword on page 296
Assign Keyword on page 297
At Keyword on page 298
Backup Keyword on page 299
Black Keyword on page 299
Blackout Keyword on page 300
Blind Keyword on page 300
BlindEdit Keyword on page 300
Block Keyword on page 301
Call Keyword on page 302
ChangeDest (CD) Keyword on page 303
Clear Keyword on page 304
ClearAll Keyword on page 305
Copy Keyword on page 305
Delete Keyword on page 309
DeleteShow Keyword on page 309
DisconnectStation (DS) Keyword on page 309
Edit Keyword on page 311
Export Keyword on page 313
Fix Keyword on page 316
Flash Keyword on page 317
Freeze Keyword on page 317
Go Keyword on page 318
GoBack Keyword on page 319
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Highlight Keyword on page 320
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IfActive Keyword on page 321
IfOutput Keyword on page 321
IfProg Keyword on page 322
Import Keyword on page 322
Invert Keyword on page 323

InviteStation (IS) Keyword on page 323
JoinStation (JS) Keyword on page 324
Kill Keyword on page 324
Label Keyword on page 325
Learn Keyword on page 326
LeaveSession (LS) Keyword on page 326
List Keyword on page 326
ListLibrary Keyword on page 327
ListShows Keyword on page 327
ListUserVar Keyword on page 327
ListVar Keyword on page 328
Load Keyword on page 328
LoadShow Keyword on page 329
Login Keyword on page 329
Logout Keyword on page 329
Move Keyword on page 330
NetworkInfo (NI) Keyword on page 331
NewShow Keyword on page 331
Off Keyword on page 332
On Keyword on page 333
Oops Keyword on page 334
Park Keyword on page 336
Pause Keyword on page 336
Rate1 Keyword on page 338
Reboot Keyword on page 339
Record Keyword on page 339
SaveShow Keyword on page 339
Select Keyword on page 340
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Setup Keyword on page 342
SetUserVar Keyword on page 343
SetVar Keyword on page 343
Shutdown Keyword on page 344
Solo Keyword on page 345
StepFade Keyword on page 346
Store Keyword on page 347
Swop Keyword on page 348
Temp Keyword on page 349
Toggle Keyword on page 350
Tools Keyword on page 350
Top Keyword on page 351
Unblock Keyword on page 351
Unpark Keyword on page 351

Update Keyword on page 352

Object Keywords

Object Keywords are used in the commandline to reference objects in your showfile. Examples of object keywords could be **Channel**, **Fixture**, **Effect**, **Preset**. To indentify a specific object to be used, an object keyword comprises of the object type + number/name, such as **Channel** 3, **Fixture** 9, **Effect** 11, **Preset** "green".

Such object keywords are used as nouns in grammar.

Related Links

Keywords on page 281
Attribute Keyword on page 298
Bitmap Keyword on page 299
ButtonPage Keyword on page 301
Channel Keyword on page 302
ChannelFader Keyword on page 303
ChannelPage Keyword on page 304
Cue Keyword on page 306
Default Keyword on page 308
DMX Keyword on page 310
Effect Keyword on page 311
ExecButton1 Keyword on page 312
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ExecButton3 Keyword on page 312
Executor Keyword on page 313
Fader Keyword on page 314
FaderPage Keyword on page 315
Feature Keyword on page 315
Fixture Keyword on page 317
FixtureType Keyword
Full Keyword on page 318
Group Keyword on page 319
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Normal Keyword on page 332
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Part Keyword on page 336
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PresetType Keyword on page 337
Remote Keyword on page 339
Selection Keyword on page 341
Sequence Keyword on page 342
Timecode Keyword on page 350
User Keyword
UserProfile Keyword
View Keyword on page 352

ViewButton Keyword on page 353
ViewPage Keyword on page 353
World Keyword on page 354
Zero Keyword on page 354

Helping Keywords

Helping Keywords are used in the commandline to give relations to functions and objects. Examples of helping keywords could be **At**, **Thru** : **Copy Cue** 3 **At Cue** 5, **Delete Effect** 4 **Thru** 6.

Such auxiliary keywords are used as prepositions or conjunctions in grammer.

Related Links

Keywords on page 281
+ on page 295
- on page 295
At Keyword on page 298
Delay Keyword on page 308
Fade Keyword on page 314
If Keyword on page 320
Off Keyword on page 332
On Keyword on page 333
OutFade Keyword on page 334
OutDelay Keyword on page 335
SnapPercent Keyword on page 345
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Toggle Keyword on page 350

All Keywords

Related Links

Keywords on page 281
* Asterisk on page 291
@ At-sign on page 291
$ dollar-sign on page 292
() parentheses on page 292
[ ] Square Brackets on page 292
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" " Quotes on page 294
+ (plus) on page 295
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>>> Keyword on page 296
<<< Keyword on page 296
Align Keyword on page 296
Assign Keyword on page 297
At Keyword on page 298
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Backup Keyword on page 299
Bitmap Keyword on page 299
Black Keyword on page 299
Blackout Keyword on page 300
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BlindEdit Keyword on page 300
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Default Keyword on page 308
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On Keyword on page 333
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Unpark Keyword on page 351
Update Keyword on page 352
View Keyword on page 352
ViewButton Keyword on page 353
ViewPage Keyword on page 353
World Keyword on page 354
Zero Keyword on page 354

* Asterisk

*is a wildcard and used as a string and denotes a name.

Example:



Select all fixtures in all Group with a "fine" heading in their names.



Select all fixtures with both a "Fine"heading and a "spot" ending.

Related Links

All Keywords on page 288

@ At-sign

@ is used ahead or after a macro command and used to connect input data.

Example:

Attribute pan **At** @

Add "Attribute Pan At" to a command line and do not execute it until a user input data and press Enter.

@ **Fade 20**

Add "Fade 20" to the current command line and execute.

@ **Part** @

Add "Part" to the current command line, wait for data input, then press Enter to execute.

Related Links

All Keywords on page 288

$ dollar-sign

$ is used for defining a variable which may contain text or values, when executed, the variable is used in replace of its specific content.

Example:

SetVar $testexec = "Executor 1 Thru 5"

Define a variable: $testexec.

Off $testexec

Turn off executors 1-5.

Related Links

All Keywords on page 288
SetUserVar Keyword on page 343
SetVar Keyword on page 343

() parentheses

() in macro command is used to call a popup. The popup includes note information and input box, the execution depends on the input.

Example:

Store Cue ("Please enter Cue-number to store")

When executed, a popup will displayed and request cue number input.

Related Links

All Keywords on page 288

[ ] Square Brackets

[] in macro command is used as conditional expression. When it's TRUE, the subsequent commands will be executed. Variants and logic operators may be used in conditional express.

a==b

a equals b

a>b

a greater than b

a<b

a less than b

a<=b

a less than or equal b

a>=b

a greater than or equal b

Attention: a and b is not compared in the form of numeric but test string. E.g. 52 is larger than 483 as "5" is larger than "4".

Example:

[$myvar==10]**Off Executor**201

If $myvar equals to 10, turn off executor 201.

Goto Cue [$var<10] 2 [$var>=10] 8

If $myvar is smaller than 10, Goto Cue 2, otherwise Goto Cue 8.

Related Links

All Keywords on page 288
SetUserVar Keyword on page 343
SetVar Keyword on page 343

. Dot

A dot is used to input a fraction or denote an object number in a hierarchical system, when used in conjunction with CD, it will return to upper directory.

Example:

[Channel]>**Off Attribute** 2.1.1

Remove Pan attribute values of the selected fixtures of the progarmmer.

[Channel]>**Attribute** Tilt**At** 33.2

Set Tilt attribute to 33.2 degrees.

Edit Setup/DMX_Profile 1>**CD ..**

Return to upper directory.

Edit Setup>

Related Links

All Keywords on page 288

. Key on page 356

; Semicolon

The Semicolon charater is used to separate each commands in command line.

Example:



Turn off executor 4 and delete group 2.

Related Links

All Keywords on page 288
Keyboard on page 371

/ Slash

The Slash character is used as a delimiter to enter object-properties or function options. The slash is also used together with **CD** to change destination to root level.

Example:



Modify the parameter of Cue 5.



Return to root directory.



Related Links

All Keywords on page 288
Keyboard on page 371

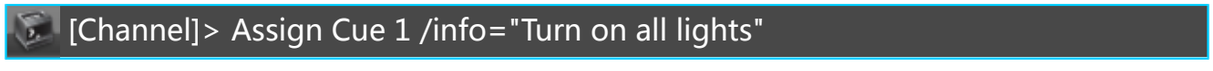
" " Quotes

When a command string or a space is entered in command line and needed to function as a command, a pair of quotes marks must be used, otherwise it will be treated as a string.

Example:



"Off" is a command, thus double quotation marks are needed, otherwise it will be treated as a string of a label.



A note concerning to a specific Cue contains multiple spaces, thus the entire note should be enclosed by a pair of quotes marks.

Related Links

All Keywords on page 288

+ (plus)

+ symbol can be used as either a connective symbol or a plus operator.

Example:



Delete effect 1 and 2.



Increase brightness value by 5%.



Call next page.

Related Links

All Keywords on page 288
+ Key on page 356

- (minus)

-symbol can be used as either a connective symbol or a minus operator.

Example:



Delete effect 1, 3, 4, 5.



Decrease brightness value by 50%.



Call previous page.

Related Links

All Keywords on page 288
- Key on page 356

>>> Keyword

>>> is a function used to jump fast to the next step (by default without timing).

>>>[Executor-list]

>>>[Timecode-list]

Example:



Jump to next cue on executor 9.

Related Links

All Keywords on page 288
>>> Key on page 356

<<< Keyword

<<< is a function used to jump fast to previous step (defalt without timing).

<<<[Executor-list]

<<<[Timecode-list]

Example:



Jump to previous cue on executor 9

Related Links

All Keywords on page 288
>>> Key on page 356

Align Keyword

Align is a function used to change the mode of the attribute-encoders.

Align [Mode]

Align Off

The mode may be called by its name, or index (1-4, 0=Off).

1. "<"
2. ">"
3. "><"
4. "<>"

When activating an Align-mode, the encoders will no longer adjust the whole selection equally, but adjust proportionally according to selection-order, either most at the last, most at the first, most at the last&first(inverted), or most at the center of the selection.

Example:



Set the encoders to the second Align-mode.



Turn off any Align-mode.

Related Links

All Keywords on page 288
Align Key on page 358

Assign Keyword

Assign is used to distribute objects or give values to attributes.

Assign [Object-list 1] (**At**) [Object-list 2]

Assign [Function] (**At**) [Object-list]

Assign [Helping Keyword] [Value-list] [Object-list]

Assign [Object-list] /[property1]=[value] /[property2]=[value]

Assign [Object]

Assign also can be used to put sequences, groups, effects, macros, presets and worlds to the layout.

Example:



Configure the DMX address of fixture 1 to1.001.



Assign sequences 1-3 to executor 1-3 respectively.



Set button function of executor 3 as Pause.



Set a fade-time of 3 seconds to cue 5.



Open assignment menu of executor 1.

Related Links

All Keywords on page 288
Assign Key on page 358

At Keyword

Atis used to assign a value to a specific function.

At [Value-list]

At [Value-type] [Value-list]

At [Object-list]

[Object-list] **At** [Value-list]

[Object-list] **At** [Value-type] [Value-list]

[Object-list] **At** [Object-list]

[Function] [Object-list] **At** [Object-list]

If **At** is followed by a range or list, these values will be linearly distributed. E.g. Fixture 1 thru 3 At 0 thru 50, then the value for fixture 1 is 0, and 25 for fixture 2 and 50 for fixture 3. But one exception exists: if At is followed by a cue list of a sequence, all fixtures will be set to the values stored within the cues.

Example:



Set the brightness values of the selected fixtures at 50%.



Set the attribute values of the selected fixtures to those stored within cue 3.



Select fixture 1, and set the values of fixture 1 the same as those of fixture 2.



Set the lever of executor 2 to 60%.

Related Links

All Keywords on page 288
At Key on page 358

Attribute Keyword

Attributeis used to specify the attributes of a fixture.

Attribute [PresetType].[Feature].[Attribute]

Attribute "Name"

Attribute [PresetType].[Feature]

Attribute [PresetType]

The default function for Attribute is **Call**. Calling attributes will bring them to the encoder.

Example:



Set the brightness values of the selected fixtures at 80%.



Call Position feature.

Related Links

All Keywords on page 288
Feature Keyword on page 315

Backup Keyword

Backup is used to open or close Backup Menu.

Backup

Related Links

All Keywords on page 288
Backup Menu on page 683

Bitmap Keyword

Bitmap is an object-type that generates attribute-values from an animated image.

Bitmap [ID]

Example:

Related Links

All Keywords on page 288
Effect Key on page 361

Black Keyword

Blackis primarily used to set master executor value of corresponding executor to 0.

Black [Executor-list]

Black On [Executor-list]

Black Off [Executor-list]

Example:



Over-ride masterlevel of Executor 1 to zero.

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Related Links

All Keywords on page 288
<<< Key on page 356

Blackout Keyword

Blackout is a function used to force zero values on output for dimmer parameter of channels and fixtures.

Blackout

Blackout On

Blackout Off

Blackout is a toggle function, if Blackout is not followed by On/Off, Blackout will work as a toggle. E.g. if the initial state of a function is On, input Blackout and the function will be off. And vice versa.

Example:



Turn on Blackout mode.

Related Links

All Keywords on page 288
B.O. Key on page 358

Blind Keyword

Blind is a function that is supressing the output of the live -programmer

Blind

Blind On

Blind Off

Blind is a toggle function, if Blind is not followed by On/Off, Blind will work as a toggle. E.g. if the initial state of a function is On, input Blind and the function will be off. And vice versa.

Example:



Turn on Blind-mode.

Related Links

All Keywords on page 288
Blind Key on page 358

BlindEdit Keyword

BlindEdit is a function used to switch the console between the Live and the Blind programmer

BlindEdit

BlindEdit On

BlindEdit Off

BlindEdit is a toggle function, if BlindEdit is not followed by On/Off, BlindEdit will work as a toggle. E.g. if the initial state is On, input BlindEdit and it will be on-site programming mode. On the contrary, if the initial state is Off, input BlindEdit and it will be blind programming mode.

Example:



Turn on BlindEdit mode.

Related Links

All Keywords on page 288
Blind Key on page 358

Block Keyword

Block is a function used to add data to prevent tracking. Tracking values (magenta colored) are converted to stored values (white colored)

Block

If the object list does not contain any references to any cues, the Block function is applied to the current cue of the selected executor.

If syntax does not contain any selection list filter, all fixtures will be used.

If syntax does not contain any attribute list filter, all attributes will be used.

Example:



Block all parameters in current cue.



Blocks pan and tilt of Fixture 4 in cue 5 of the selected executor.

Related Links

All Keywords on page 288
Unblock Keyword on page 351

ButtonPage Keyword

ButtonPage is an object-type and used to locate the present page of button executor.

ButtonPage [ID]

Example:



Change your physical Button-Executors to Page 3.

Related Links

All Keywords on page 288
Page Key on page 366
Bt Pg+ Key on page 358
Bt Pg- Key on page 358
Page Keyword on page 335
FaderPage Keyword on page 315

Call Keyword

Call is used to apply/engage an object or its content

Call [Object-list]

Most object types support Call function and use it as default function.

Example:



Load the content of dimmer Preset 1.2 into programmer.

Related Links

All Keywords on page 288

Channel Keyword

Channel is an object-type used to access fixtures with a Channel ID.

Channel [ID]

Channel [ID].[Sub-ID]

The default function for channel objects is **SelFix**. So enter "channel + number" and the result is to select a specific fixture.

Example:



Select the fixture with channel ID 23.

Related Links

All Keywords on page 288
Channel Key on page 358

SelFix Keyword on page 341

ChangeDest(CD) Keyword

CD is used to change the directory of the command line.

CD [Element-index]

CD [Object-type] [Object-ID]

CD ..

CD /

CD is used to change the present directory, the present directory content can be shown via **List** Keyword.

Example:



Enter network configuration directory.



Enter the predefined destination Groups.



Return to upper directory.



Return to root directory.

Related Links

All Keywords on page 288
List Keyword on page 326

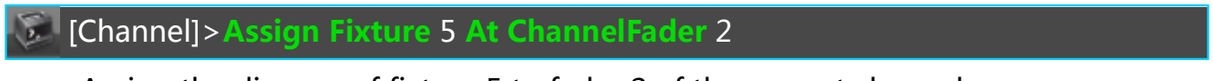
ChannelFader Keyword

ChannelFader is an object-type representing a fader of the ChannelPages.

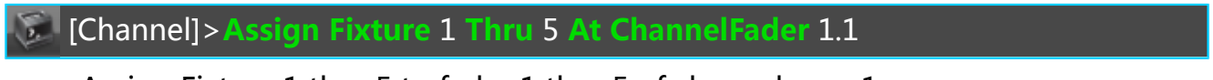
ChannelFader [ID]

ChannelFader [Page].[ID]

Example:



Assign the dimmer of fixture 5 to fader 2 of the current channelpage.



Assign Fixture 1 thru 5 to fader 1 thru 5 of channelpage 1.

Related Links

All Keywords on page 288
ChannelPage Keyword on page 304

ChannelPage Keyword

ChannelPage is an object-type representing a page of channelfaders.

ChannelPage [ID]

Example:



Change your physical Faders to ChannelPage 9.



Change to next page.

Related Links

All Keywords on page 288
Page Key on page 366
Ch Pg+ Key on page 358
Ch Pg- Key on page 358
ChannelFader Keyword on page 303

Clear Keyword

Clear is used to remove data.

Clear

Clear is used to remove the state of selection, activation and all content in the programmer.

Press Clear three times consecutively, each press removes different state or content.

1. Clear Selection (unselect all fixtures)
2. Clear Active (deactivate all values)
3. Clear All (empty programmer)

Example:



Clears Selection, Active or Programmer depending on the status/content of the programmer.

Related Links

All Keywords on page 288
Clear Key on page 358
ClearAll Keyword on page 305

TEKMAND

ClearAll Keyword

ClearAll is used to empty the programmer completely.

ClearAll

ClearAllis used to quit any fixture selection and their values.

Related Links

All Keywords on page 288
Clear Key on page 358
Clear Keyword on page 304

Clone Keyword

It is possible to **Clone** fixture to fixture.To execute this keyword press **Copy** twice.

Clone [Source Selection-list] **At** [Destination Selection-list]

Clone [Source Selection-list] **At** [Destination Selection-list]**If** [Scope Object-list]

Example:



Creates selective data for fixture 2. Fixture 2 now does the exact same thing if before cloning.Additionally,fixture 2 keeps the data of fixture 1 in case fixture 2 should not have any data for specific bojects.

Related Links

All Keywords on page 288
Copy Key on page 358
Store Options on page 577

Copy Keyword

Copyis used to duplicate an object.

Copy [Object] **At** [target-ID]

Copy [Object-list] **At** [target-start]

Copy [Object] **At** [target-list]

If object type is unspecified and directory of command line is root directory, the default type would be **Cue**.

Example:



Copy effect 1 to effect 3.



Copy group 1 to group 5.

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Copy cue 1 to cue 5.



Copy macro 1 to macro 5.

Related Links

All Keywords on page 288
Copy Key on page 358

CopySource Keyword

CopySource is used to duplicate and creat an object.To execute this keyword press **Copy** 3 times.

CopySource [Source Selection-list] **At** [Destination Selection-list]

Example:



CopySource execotor1.1.23 at executor 24.

Related Links

All Keywords on page 288
Copy Key on page 358

Cue Keyword

Cue belongs to the object classification and used to specify stage cue.

Cue [ID.ID]

The default function for Cue objects is **SelFix**. This means that calling cues without any function specified will select the fixtures of the cue.

The allowed ID range for cues is from 0.001 to 9999.999.

Example:



Select fixtures in Cue 3 of sequence assigned to Selected Executor.

Related Links

All Keywords on page 288
Cue Key on page 358
Sequence Keyword on page 342

Crossfade Keyword

Crossfade is an assignable function for executors.

Assign Crossfade (**At**) [Executor-list]

Crossfade is a function that will gradually activate the next step of an executor, according to the position of the fader.

Example:



Give fader 4 Crossfade functionallity.

Related Links

All Keywords on page 288

CrossfadeA Keyword

CrossfadeA is an assignable function for executors.

Assign CrossfadeA (**At**) [Executor-list]

CrossfadeA is a function that will gradually fade down dimmer-attributes of the current step of an executor, according to the position of the fader. Depending on the Executor option AB/Split, this function will (for dimmer-attributes) either act as a crossfader for decreasing values or as a master for current cue.

Example:



Give fader 4 CrossfadeA functionallity.

Related Links

All Keywords on page 288
CrossfadeB Keyword on page 307

CrossfadeB Keyword

CrossfadeB is an assignable function for executors.

Assign CrossfadeB (**At**) [Executor-list]

CrossfadeB is a function that will gradually fade in dimmer-attributes of the next step of an executor, according to the position of the fader. Depending on the Executor option AB/Split, this function will (for dimmer-attributes) either act as a crossfader for increasing values or as a master for next cue.

Nomather chosen option, CrossfadeB will for non-dimmer attributes gradually activate the next step of an executor, according to the position of the fader.

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Example:



Give fader 4 CrossfadeB functionallity.

Related Links

All Keywords on page 288
CrossfadeA Keyword on page 307

Default Keyword

Default is an object with default-values for all attributes of all fixtures.

Default

The default function for this object is **At**. This means that entering Default without any function will set the current selection to default-values.

Example:



Set pan & tilt of the current selection to default-values.

Related Links

All Keywords on page 288
. Key

Delay Keyword

Delay is a helping keyword used to indicate delay-times.

Delay [Value-list]

Example:



Create cue 4 and set its delaytime to 5 seconds.



Set a delay of 5 seconds to the present attributes of selected fixtures.

Related Links

All Keywords on page 288
Time Key on page 369

Delete Keyword

Delete is a function used to remove data from the showfile.

Delete [Object-list]

DeleteDelete is used toremove data, if an object itself can't be delete completely, then content assigned to the object will be removed. If the object type is unspecified and the directory of command line is root directory, the default type would be **Cue**.

Example:



Delete Effect 2.



Delete Cue 5



Unpatches Fixture 1 (removes assigned DMX-objects)



Remove Fixture 2 from Cue 1.

Related Links

All Keywords on page 288
Del Key on page 361

DeleteShow Keyword

DeleteShow is used to delete a show file.

DeleteShow [filename]

DeleteShow [filename] /noconfirm

DeleteShow is used to delete a show file from the currently selected hard-drive, when the file name is denoted by the star symbol(*), multiple files will be deleted simultaneously. Combined with /noconfirm option, files will be directly deleted without confirm.

Example:

Related Links

All Keywords on page 288
SelectDrive Keyword on page 340
ListShows Keyword on page 327
* Asterisk on page 291

DisconnectStation Keyword

DisconnectStation is a function used to throw stations out of the session.

DisconnectStation [Station]

Example:



Disconnect station with IP-address 192.168.1.121.



Disconnect station with host-name "test".



Disconnect station with Host-ID 8.



Disconnect all stations in the network.

Related Links

All Keywords on page 288
JoinSession Keyword on page 324
LeaveSession Keyword on page 326
InviteStation Keyword on page 323
NetworkInfo Keyword on page 331

Dmx Keyword

Dmx is an object-type representing the DMX outputs of the console.

Dmx [Address]

Dmx [Universe].[Address]

Example:



Select the fixture patched on address 1 of the third universe.



Patche address 7 of the first universe to Fixture 5.



Set address 5 of the second universe to 100%.

Related Links

All Keywords on page 288
Channel Key on page 358

Edit Keyword

Edit is used to edit objects.

Edit [Object-type] [Object-ID]

If no object-type is given, the default type would be Cue.

Example:

Related Links

All Keywords on page 288

Effect Keyword

Effect is an object-type that generates attribute-values from a modulating wave-form.

Effect [ID]

Effect [ID].[Effect-line]

Example:

Related Links

All Keywords on page 288
Effect Key on page 361

Encoder Keyword

Encoderis used to specify the attribute encoder object of TEKMAND G3.

Encoder [ID]

Encoder [ID] [value]

LOGO + **Group**key input**Encoder**command.

Encoderthe maximum value added each time cannot exceed 24.

Example:



Attribute Encoder 1



Attribute encoder 1 plus 24

Related Links

All Keywords on page 288

ExecButton1 Keyword

ExecButton1 is an object-type representing the first button of an executor. For Fader Executors, the buttons are numbered from the bottom and upwards; 1 is right below fader, 2 is right above fader, 3 is on the top.

ExecButton1 [Executor]

ExecButton1 [Page].[Executor]

Example:



Assign toggle functionality to the first button of Executor 3.



Delete Executor 3

Related Links

All Keywords on page 288
Executor Keyword on page 313

ExecButton2 Keyword

ExecButton2 is an object-type representing the second button of an executor. For Fader Executors, the buttons are numbered from the bottom and upwards; 1 is right below fader, 2 is right above fader, 3 is on the top.

ExecButton2 [Executor]

ExecButton2 [Page].[Executor]

Example:



Assign toggle functionality to the second button of Executor 3.



Delete Executor 3

Related Links

All Keywords on page 288
Executor Keyword on page 313

ExecButton3 Keyword

ExecButton3 is an object-type representing the third button of an executor. For Fader Executors, the buttons are numbered from the bottom and upwards; 1 is right below fader, 2 is right above fader, 3 is on the top.

ExecButton3 [Executor]

ExecButton3 [Page].[Executor]

Example:



Assign toggle functionality to the third button of Executor 3.



Delete Executor 3

Related Links

All Keywords on page 288
Executor Keyword on page 313

Executor Keyword

Executor is an object-type acting as a control/handle for other objects.

Executor [ID]

Executor [Page].[ID]

The default function for Executor objects is SelFix. This means **SelFix** that calling executors without any function specified will select the fixtures of the executor in programmer.

Example:



Select Executor 3 on the second Page.



Set the Fader of Executor 3 to 70%.



Delete Executor 5 on current Page.

Related Links

All Keywords on page 288
Exec Key on page 361

Export Keyword

Export is a function used to transfer data from shows to the libraries in the console.

Export [Object-list]

Export [Object-list] "name.xml"

If no filename is given, then the file name will be the same as the name of an object created.
ExportKeywordwill write to the currently selected hard-drive.

Objects exported are limited to: macro, fixture library and color.

Example:



Create a file named TestMacros.xml under the Macro folder. The file contains macros 1 – 5.

Related Links

All Keywords on page 288
Import Keyword on page 322
SelectDrive Keyword on page 340

Fade Keyword

Fadeis a helping keyword used to indicate fade-times.

Fade [Value-list]

Example:



Create cue 4 and set its fadetime to 5 seconds.



Set a fade of 5 seconds to the present attributes of selected fixtures.

Related Links

All Keywords on page 288
Time Key on page 369

Fader Keyword

Fader is an object-type representing the fader of an executor.

Fader [Executor]

Fader [Page].[Executor]

Example:



Set the Fader of Executor 1 to 70%.



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Delete Executor 1.

Related Links

All Keywords on page 288
Executor Keyword on page 313

FaderPage Keyword

FaderPage is an object-type representing the Fader Executor part of a Page.

FaderPage [ID]

Example:



Change the physical Fader Executors to Page 5.



Delete Fader Executor 1 of Page 5.

Related Links

All Keywords on page 288
Page Key on page 366
Fd Pg+ Key on page 361
Fd Pg- Key on page 361

Feature Keyword

Feature is an object-type representing features of a fixture.

Feature [PresetType].[Feature]

Feature "Name"

Feature [Preset-type]

The default function for features is **Call**. Calling features will bring them to the encoders, and select them in the fixturesheet.

Example:



Call the feature Gobo1.



Call the feature Gobo1.

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Related Links

All Keywords on page 288
Attribute Keyword on page 298

Fix Keyword

Fix is a function used to prevent objects from changing page.

Fix [Executor-list]

Fix On [Executor-list]

Fix Off [Executor-list]

FixFix is a toggle function, if Fix is followed by on/off, it will toggle between on and off, if the initial state is on, enter Fix and the function will be off, or vice versa.

Example:



Prevent executor 1 thru 3 from changing page.



If the initial state is Fixed, enter the above command and the function will be unfixed, or vice versa.

Related Links

All Keywords on page 288
Fix Key on page 361

FixOffset Keyword

FixOffset is used to compare two position materials and set the horizontal and vertical offsets of the lighting fixtures.

FixOffset [Position Object] **At** [Position Object]

Example:



Compare Position Preset 2.1 with Position Preset 2.2 and set the pan and tilt offsets of the fixtures.



Compare Position Preset 1 with Position Preset 2 and set the pan and tilt offsets of the fixtures.

Related Links

All Keywords on page 288

Fixture Keyword

Fixture is an object-type used to access fixtures with a Fixture ID.

Fixture [ID]

Fixture [ID].[Sub-ID]

The default function for fixture objects is **SelFix**. This means that entering fixtures without any function specified will select the fixtures.

Example:



Select Fixture 23.

Related Links

All Keywords on page 288
Fixture Key on page 361
SelFix Keyword on page 341

Flash Keyword

Flash is a function used to temporary over-ride masterlevel to full on executing objects.

Flash [Executor-list]

Flash On [Executor-list]

Flash Off [Executor-list]

When the Flash function is used with an Executor button, the Flash On command is executed when the button is pressed and the Flash Off is executed when the button is released.

Example:



Over-ride masterlevel of Executor 1 to full and starts first cue.

Related Links

All Keywords on page 288
>>> Key on page 356

Freeze Keyword

Freeze is function used to change the priority of the programmer, e.g. a programmer has the high priority.

Freeze

Freeze On

Freeze Off

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Freeze is a toggle function, in the cases Freeze is not followed by on/off, it will toggle between on/off, i.e. if the initial state of a specific function is on, input "freeze" and the function will be off, or vice versa.

Example:

Fixture 1, 2, Dimmer=60%, saved as Cue 1, then set fixture 1 Dimmer 80%, click Freeze, when Cue 1 is executed, Fixture 1 Dimmer won't change and remains at 80%, while fixture 2 at 60%. If the Freeze mode is not used, both should be 60%.

Related Links

All Keywords on page 288
Freeze Key on page 361

Full Keyword

Fullis used to set the brightness values of fixtures at 100%.

Full

Example:



Set brightness value of fixture 5 at 100%.

Related Links

All Keywords on page 288
Full Key on page 361

Go Keyword

Go is used to run an object, if a target object contains several steps, then a next step will be ran, otherwise the object will be normally executed.

Go [Object-list]

Example:



Go to next step of Executor 1.



Macro 2 starts running.

Related Links

All Keywords on page 288
Go+ Key on page 363

TEKMAND

GoBack Keyword

GoBackis used to run an object, if a target object contains several steps, then a previous step will be ran, otherwise the entire object will be reversely executed.

GoBack [Object-list]

Example:



Go to previous step of Executor 1.

Related Links

All Keywords on page 288
Go- Key on page 363

Goto Keyword

Goto is a function used to jump in a list.

Goto [Cue-object] [Executor-object]

Example:



jump to cue 3 and run it.



jump cue 3 on executor 3 and run it.

Related Links

All Keywords on page 288
Goto Key on page 363

Group Keyword

Group is an object-type representing a collection of fixtures.

Group [ID]

The default function for group objects is **SelFix**, if the function is unspecified, the all fixtures within the Group will be selected.

Example:



Select al fixtures within group 5.

Related Links

All Keywords on page 288
Group Key on page 363

Help Keyword

Help is a function used to display information about how to use the console.

Help [Keyword]

Example:



Open the Help window.



Open the Help window, on the Group Keyword page.

Related Links

All Keywords on page 288
Help Key on page 363

Highlight Keyword

Highlight is a function used to force highlight values on selected fixtures.

Highlight

Highlight On

Highlight Off

Highlight is a toggle function, in the cases Highlight is not followed by on/off, it will toggle between on/off, i.e. if the initial state of a specific function is on, input "Highlight" and the function will be off, or vice versa.

Press Highlt to open Highlight mode, and the brightness value of selected fixture is set to a maximum value which is preset via highlight option of fixture library.

Example:



Open Highlight mode.

Related Links

All Keywords on page 288
Highlt Key on page 363

If Keyword

If is used to restrain selection range or combine multiple lists.

If [Selection-list]

[Selection-list] **If** [Selection-list]

Example:



Deselect fixtures not in group 1.



Select fixtures which are a part of both group 1 and group 2.

Related Links

All Keywords on page 288
If Key on page 363

IfActive Keyword

IfActiveis a function used to select fixtures with active values in programmer.

IfActive

IfActive [filter]

If no filter is given IfActive will select all fixtures with active values in programmer. If a filter is given, IfActive will select fixtures which both are in the filter and have active values in programmer.

Example:



Select fixtures with active values in programmer.



Select all fixtures with active values within Group 1.

Related Links

All Keywords on page 288
If Key on page 363

IfOutput Keyword

IfOutputis a function used to select fixtures based on their current output.

IfOutput

IfOutput [Object-list]

IfOutput At [Value-list]

IfOutput At Fade [Value-list]

IfOutput At Delay [Value-list]

TEKMAND

If **IfOutput** is not followed by any parameter, all fixtures with dimmer value above zero will be selected.

Example:



Select all fixtures with dimmer above zero.



Select all fixtures currently using preset "test".



Select all fixtures with dimmervalue between 10% and 50%.

Related Links

All Keywords on page 288
If Key on page 363

IfProg Keyword

IfProg is a function used to select fixtures with values in programmer.

IfProg

IfProg [filter]

If no filter is given IfProg will select all fixtures with values in programmer. If a filter is given, IfProg will select fixtures which both are in the filter and have values in programmer.

Example:



Select fixtures with values in programmer.



Select all fixtures with values in programmer within Group 1.

Related Links

All Keywords on page 288
If Key on page 363

Import Keyword

Import is a function used to bring data from external libraries into your showfile.

Import "filename"

ImportKeyword loads data into the current commandline destination from external .xml and .xmlp files. And the imported data is added following the corresponding objects.

ImportKeyword will look for files on the currently selected hard-drive.

Currently supported objects: Effect, Macro , FixtureType and Color.

Example:

Edit Setup/FixtureTypes>**Import** "martin@mac_700_profile@extended"

Import a mac 700 as a new fixturetype in your showfile.

Macros/Global 1>**Import** "TestMacros"

Import macros from "TestMacros.xml".

Macros/Global 1>**Import** "macro*

Import macros from files with names starting with "macro".

Related Links

All Keywords on page 288
Export Keyword on page 313
SelectDrive Keyword on page 340

Invert Keyword

Invert is a function used to invert the selection-status of fixtures

Invert [Selection-list]

Example:

[Channel]>**Invert Fixture** 1 **Thru** 6

If Fixture 1, 3 and 5 was allready selected, you will get a selection with Fixture 2, 4 and 6.

Related Links

All Keywords on page 288

Invitestation Keyword

Invitestation is a function used to bring other stations into your session. If they accept the invitation, they will load the same show file and serve as part of the session.

Invitestation [Station-list]

Example:

[Channel]>**Invitestation** 192.168.1.121

Invite station with IP-address 192.168.1.121.

[Channel]>**Invitestation** "test"

TEKMAND

Invite a station with host name "test".



Invite station with Host-ID 8 on your Network.



Invite all stations on your Network.

Related Links

All Keywords on page 288
JoinSession Keyword on page 324
LeaveSession Keyword on page 326
DisconnectStation Keyword on page 323
NetworkInfo Keyword on page 331

JoinSession Keyword

JoinSession is a function used to join or create a session.

JoinSession [ID] "name"

Example:

Related Links

All Keywords on page 288
DisconnectStation Keyword on page 309
LeaveSession Keyword on page 326
InviteStation Keyword on page 323
NetworkInfo Keyword on page 331

Kill Keyword

Kill is used to execute a Go+ command of executor and turn off all other executors at the same time.

Kill [Executor-list]

Example:



Go to next cue on executor 1 and turn off other executors - if they are not protected by KILL PROTECT - function (see Assign executor menu)

Related Links

All Keywords on page 288
Top Key on page 369

TEKMAND

Label Keyword

Label is a function used to name an object.

Label [Object-list] "name"

If the name is a reserved command or contains spaces, then quotes must be used. To name multiple objects each of which name contains a unique number, then all names may be enumerated. If names are not given, then a popup will request name inputs.

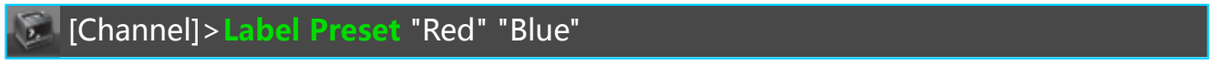
Example:



Give Effect 1 the name "Test Effect".



Give Fixture 1 thru 10 the names "LED 1", "LED 2" etc.



Renames the preset "Red" to "Blue".

Related Links

All Keywords on page 288
Assign Key on page 358

Layout Keyword

Layout is an object-type representing a layout of fixtures and other objects.

Layout [ID]

The default function for Layout objects is **Select**. This means that calling Layouts without any function specified will select the Layout, and any Layout Views with "display selected" enabled will show this Layout.

Example:



Select Layout 1 for display in Layout View.



Create Layout 5 and add your current selection of fixtures to this layout.



Add Group 3 as a button in Layout 1.

Related Links

All Keywords on page 288

TEKMAND

Group Key on page 363

Learn Keyword

Learn is a funtion used to set object rate by tapping.

Learn [Object-list]

If an object receives repetitive Learn commands, it will adjust its speed according to the time between each command.

Example:

Related Links

All Keywords on page 288
Learn Key on page 363

LeaveSession Keyword

LeaveSession is a function used to leave a session.

LeaveSession

Example:



Leave the current session.

Related Links

All Keywords on page 288
DisconnectStation Keyword on page 323
JoinSession Keyword on page 324
InviteStation Keyword on page 323
NetworkInfo Keyword on page 331

List Keyword

List is a function used display showdata in the Commandline Feedback window.

List [Object-list]

List [Object-type]/[attribute]

Example:



List all cues of the selected Executor.



List first three effects. .

TEKMAND

Related Links

All Keywords on page 288
List Key on page 363

ListLibrary Keyword

ListLibrary is a function used to list items in the FixtureType Library of the console, in the Commandline Feedback window.

ListLibrary [filter]

Example:



Display information of fixture libraries with a heading "generic" in their names.

Related Links

All Keywords on page 288
Import Keyword on page 322
Export Keyword on page 313

ListShows Keyword

ListShowsis a function used to display show files information of currently selected drive.

ListShows [filter]

Example:



Display all show files information.



Display the information of show files with a heading "test" in their names.

Related Links

All Keywords on page 288
SaveShow Keyword on page 339
LoadShow Keyword on page 329
DeleteShow Keyword on page 309

ListUserVar Keyword

ListUserVar is a function used to display userspecific variables and their value in the Commandline Feedback window.

ListUserVar [filter]

Example:



Display user-defined variables and their values.



Display all variables starting with "t".

Related Links

All Keywords on page 288
ListVar Keyword on page 328
SetUserVar Keyword on page 343
SetVar Keyword on page 343

ListVar Keyword

ListVar is a function used to display variables and their value in the Commandline Feedback window.

ListVar [filter]

Example:



Display user-defined variables and their values.



Display all variables starting with "t".

Related Links

All Keywords on page 288
ListUserVar Keyword on page 327
SetUserVar Keyword on page 343
SetVar Keyword on page 343

Load Keyword

Load is a function used to prepare an executor to jump to a step/cue in an assigned sequence

Load [Cue] [Executor]

Example:



Preset a skip to cue 2 of selected executor.



Preset a skip to cue 2 of executor 2.

Related Links

All Keywords on page 288
Goto Key on page 363

LoadShow Keyword

LoadShow is a function used to load a showfile from hard-drives and USB disk.

LoadShow "filename"

If the showfile does not exist, then a new blank show file will be loaded. If the console is within the session, then a show file will be uploaded to all connected stations.

Example:



Loads the showfile "TestShow" into the console.

Related Links

All Keywords on page 288
SaveShow Keyword on page 339
ListShows Keyword on page 327
DeleteShow Keyword on page 309

Login Keyword

Login is used to change the current user of the console.

Login [User-name] [Password]

Example:



If user exists and password is correct, change the user of the console to Tom.

Related Links

All Keywords on page 288
Logout Keyword on page 329

Logout Keyword

Logout is a function used to change the current user to Guest.

Logout

Example:



change the current user to Guest.

Related Links

All Keywords on page 288
Login Keyword on page 329

Macro Keyword

Macro is an object-type able to specify macro object.

Macro [ID]

Macro [ID].[macro-line]

The default function for macro objects is **Go+**. This means that calling macros without any function specified will start the macro.

Example:



Execute macro 1.

Related Links

All Keywords on page 288
Macro Key on page 363

Master Keyword

Master is an assignable function for executors

Assign Master (**At**) [Executor]

Master is a function that will control the output of intensity-values of an executor, according to the position of the fader.

Example:

Related Links

All Keywords on page 288

Move Keyword

Moveis a function used to give an object a new ID.

Move [Object-list] **At** [destination-start-ID]

If destination is not empty, the destination object is moved to the source (objects swap position/ID).

Example:



Move group 1 to the position of group 4.

Related Links

All Keywords on page 288
Move Key on page 363

NetworkInfo Keyword

NetworkInfo is a function used to display information about the network in the Commandline Feedbackwindow.

NetworkInfo

Example:

Related Links

All Keywords on page 288

NewShow Keyword

NewShow is a function used to create a new empty show.

NewShow "filename"

NewShow "filename" /noconfirm

If a file with the same name exists, a user may be asked to overwrite the existing file or not, if noconfirm option is used, then the existing file will be overwritten without notification.

Example:



Create a show file named TestShow.

Related Links

All Keywords on page 288
LoadShow Keyword on page 329
SaveShow Keyword on page 339
ListShows Keyword on page 327
DeleteShow Keyword on page 309

Next Keyword

Next is used to select a next fixture.

Next

Example:



Select the first fixture of group 2 (based on initial selection sequence).

Related Links

All Keywords on page 288
Next Key on page 363
Previous Keyword on page 338

Normal Keyword

Normal equals to a shortcut of double click of At .

Normal

Example:

At At ;



Related Links

All Keywords on page 288
At Key on page 358

Off Keyword

Off is a keyword used both as a function and as a helping keyword.

Off [Object-list]

[Function]**Off** [Object-list]

[Function]**Off**

As a function keyword, **Off** has four distinct meanings with the following priority :

1. If the target object may execute, it will stop.
2. If the target object contains parameters/values, these will be removed from the programmer.
3. If the target object represents selections, the selection will be cleared from the programmer.
4. If the target object represents attributes, these will be removed from the programmer for current selection.

As a helping keyword, **Off** indicates the end of a temporary function, or the disabled state of a toggling function.

Example:



Turn off Executor 1.



Remove parameters of Cue 1 from the programmer.



Clear the selection of Fixture 2.



Indicate the release of an Executor Black button.



Turn off Highlight-mode.

Related Links

All Keywords on page 288
Off Key on page 366
On Keyword on page 333

On Keyword

Onis a keyword used both as a function and as a helping keyword.

On [Object-list]

[Function]**On** [Object-list]

[Function] **On**

As a function keyword, **On** has four distinct meanings with the following priority :

1. If the target object may execute, it will reassert current step, or start running.
2. If the target object contains parameters these will be activated in the programmer.
3. If the target object represents selections, the selection will be activated in the programmer.
4. If the target object represents attributes, these will be activated in the programmer for the current selection.

As a helping keyword, **On** indicates the start of a temporary function, or the enabled state of a toggling function.

Example:



Activate/open Executor 1.



Activate parameters of Cue 1.



Activate Fixture 2.



Indicate the press of an Executor Black button.



Turn on Highlight-mode.

Related Links

All Keywords on page 288
On Key on page 366
Off Keyword on page 332

Oops Keyword

Oops is a function used to undo last commandline, the last fixture selection or the last action in the programmer.

Oops

Related Links

All Keywords on page 288
Oops Key on page 366

OutFade Keyword

OutFade is a helping keyword used to indicate outfade-times.

OutFade [Value-list]

As a helping keyword to playback functions (e.g. Goto), this keyword will set the outfadetime used when executing the function.

As a helping keyword to programming functions (e.g. Store), this keyword will set the outfadetime of the object in question.

Example:



Fade out Cue 3 in 5 seconds.



Creates Cue 1and sets its outfadetime to 4 seconds.

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Related Links

All Keywords on page 288
Time Key on page 369

OutDelay Keyword

OutDelay is a helping keyword used to indicate outdelay-times.

OutDelay [Value-list]

As a helping keyword to playback functions (e.g. Goto), this keyword will set the outdelay used when executing the function.

As a helping keyword to programming functions (e.g. Store), this keyword will set the outdelaytime of the object in question.

Example:



Fade in Cue 3, and fade out old cue after 5 seconds.



Create Cue 1 and set its outdelaytime to 4 seconds.

Related Links

All Keywords on page 288
Time Key on page 369

Page Keyword

Page is an object-type holding sets of Executors.

Page [ID]

The default function for this object is **Call**. Calling a Page will change your physical executors to that page.

Example:



Change your physical Executors to Page 5.



Delete all the content on Page 2.



Send a pause command to the Executors of Page 1.

Related Links

All Keywords on page 288
Page Key on page 366

Park Keyword

Park is a function used to lock the DMX outputvalues of attributes.

Park [Selection-list]

Park [Attribute-list]

Example:



Park the attributes of fixture 5 at the current value.



Park the Tilt attributes of current selection at the current value.

Related Links

All Keywords on page 288
Unpark Keyword on page 351
Pause Key on page 366

Part Keyword

Part is an object-type referencing a part of a cue.

Part [ID]

A cue can be divided into several parts, to easily assign and edit different timings of groups of fixture-parameters.

Example:



Create a second part of Cue 1.

Related Links

All Keywords on page 288
Cue Key on page 358
Cue Keyword on page 306
Sequence Keyword on page 342

Pause Keyword

Pause is a function used to pause running objects.

Pause [Object-list]

Pause On[Object-list]

Pause Off[Object-list]

Pauseis a toggle function, if Pause is not followed by on/off, then it will toggle between on/off. If the initial state is on, then enter Pause and the function is off, or vice versa.

Example:



Pause (or unpause) Executor 2.

Related Links

All Keywords on page 288
Pause Key on page 366

Preset Keyword

Preset is an object-type used for referenced attribute-values.

Preset [ID]

Preset [Preset-type].[OD]

Preset "name"

The default function for Preset depends of the selection-status of your programmer. If no fixtures is selected, the default function is **SelFix**, if there is a selection in programmer, the default function is **At**.

PresetBelow lists corresponding attribute type of preset: 0.All 1.Dimmer 2.Position 3.Gobo 4.Color 5.Beam 6.Focus 7.Control 8.Shape 9.Video.

Example:



The first preset of the currently selected preset-type.



The second preset of the third preset-type-> (Gobo).



The first preset with the name "Red".

Related Links

All Keywords on page 288
Preset Key on page 366

PresetType Keyword

PresetTypeis an object-type representing preset-types of a fixture.

PresetType [ID]

PresetType "name"

The default function for preset-types is **Call**. Calling preset-types will bring them to the encoders, and select them in the fixturesheet.

Example:



Call the preset-type "Dimmer".



Call the preset-type "Gobo"

Related Links

All Keywords on page 288
Preset Key on page 366
Feature Keyword on page 315
Attribute Keyword on page 298

Previous Keyword

Previous is used to select a former fixture.

Previous

Example:



Select the last fixture of group 2 (based on initial selection sequence).

Related Links

All Keywords on page 288
Prev Key on page 366
Next Keyword on page 331

Rate1 Keyword

Rate1 is a function used to reset any rate value to 100%.

Rate1 [Object-list]

Example:



Set the rate of Executor 5 to 1:1.

Related Links

All Keywords on page 288
Learn Key on page 363

Reboot Keyword

Reboot is used to restart the console.

Reboot

Reboot /noconfirm

Unless noconfirm option is selected, a popup will ask for confirm of reboot.

Related Links

All Keywords on page 288

Record Keyword

Record is used to record real-time actions.

Record [Object]

Example:



Start recording Executor-actions into Timecode 1.

Related Links

All Keywords on page 288
Off Keyword on page 332

Remote Keyword

Remoteis an object-type representing the inputs for external trigging.

Remote [Remote-type].[ID]

Tekmand supports two remote control modes:

1. MIDI Notes
2. DMX

Related Links

All Keywords on page 288

SaveShow Keyword

SaveShow is used to backup a show file to a selected drive.

SaveShow "filename"

SaveShow "filename"/noconfirm

If no showname is given, current showname will be used.

Example:



Saves the current show as "TestShow" on the selected drive.



Save the current show.

Related Links

All Keywords on page 288
NewShow Keyword on page 331
LoadShow Keyword on page 329
ListShows Keyword on page 327
DeleteShow Keyword on page 309

Select Keyword

Select is used to specify default executor.

Select [Executor]

The selected Executor will be your main target for all executor related commands, i.e. **Store Cue** 2

Example:



Select executor 5 as your default executor.

Related Links

All Keywords on page 288
Select Key on page 366

SelectDrive Keyword

SelectDrive is used to specify default drive.

SelectDrive [ID]

SelectDrive is used to specify a default drive to store files, e.g. **SaveShow**/**LoadShow** , **Import**/**Export**.

If no ID is given, the available hard-drives, USB disks will be listed with their respective ID. If a readonly media is selected, write-functions will change the selected drive to internal.

TEKMAND

Example:



Set the internal hard-drive as target for the backup-functions.



Display the current available drives, in the Commandline Feedback Window.

Related Links

All Keywords on page 288
SaveShow Keyword on page 339
LoadShow Keyword on page 329
ListShows Keyword on page 327
DeleteShow Keyword on page 309
Import Keyword on page 322
Export Keyword on page 313

Selection Keyword

Selection is an object representing the currently selected fixtures in programmer.

Selection

The default function for this object is **SelFix** This means that entering Selection without any function specified will select the fixtures which are selected.

Example:



Cancel the current selection.

Related Links

All Keywords on page 288

SelFix Keyword

SelFix is used to create fixture selection as well as select fixtures.

SelFix [Object-list]

Selfix can be repeatedly used for a single object list. E.g. input Group 1 three times: the first input will select group 1, the second input will activate group 1, and the third input will cancel the activated state.

Example:



Select all fixtures used in Effect 3.

Related Links

All Keywords on page 288
Select Key on page 366

Sequence Keyword

Sequence is used to specify sequence (i.e. list of cues).

Sequence [ID]

The default function for Sequence objects is **SelFix**. This means that calling sequences without any function specified will select the fixtures of the sequence in programmer.

Example:



Select all fixtures in sequence 1.

Related Links

All Keywords on page 288
Sequ Key on page 366
Cue Keyword on page 306

SetIP Keyword

SetIP is a function used to change IP-address of ethernet-interfaces.

SetIP [Interface-name] [IP-address]

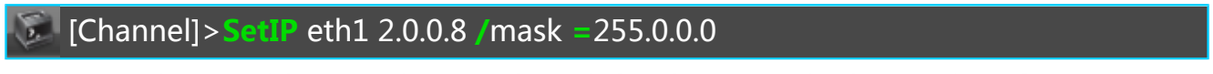
If no address is given, theCommandline Feedbackwindow will list the available Ethernet interfaces with their IP address.

Attention: The IP-address will take change first after the next reboot.

Example:



Set the IP-address of the first ethernet-interface as 192.168.1.9.



Sets the IP-address and networkmask for the second ethernet-interface.

Related Links

All Keywords on page 288
NetworkInfo Keyword on page 331

Setup Keyword

Setup is a function used to open/close theSetup Menu.

Setup

Related Links

All Keywords on page 288
Setup Key on page 366
Setup Menu on page 587

SetUserVar Keyword

SetUserVar is a function used to set userspecific variables.

SetUserVar $variablename = numericvalue

SetUserVar $variablename = "text"



Tip: To remove a variable, set it empty, e.g. SetUserVar $variablename = "".

Example:

SetUserVar $myfader = "Executor 11 Thru 15"

Sets the variable $myfader as Executor 11 - 15.

Off $myfader

Turn off Executor 11 - 15.

Related Links

All Keywords on page 288
$ dollar-sign on page 292
ListUserVar Keyword on page 327

SetVar Keyword

SetVar is a function used to set showglobal variables.

SetVar $variablename = numericvalue

SetVar $variablename = "text"



Tip: To remove a variable, set it empty, e.g. SetVar $variablename = "".

Example:

SetVar $myfader = "Executor 11 Thru 15"

Sets the variable $myfader as Executor 11 - 15.

Off $myfader

Turn off Executor 11 - 15.

Related Links

All Keywords on page 288
$ dollar-sign on page 292
ListVar Keyword on page 328

ShuffleSelection Keyword

ShuffleSelection is a function used to randomize the selection-order of the current selection.

ShuffleSelection

ShuffleSelection will randomize the selection-order of the current selection.

Example:



The selection-order of the current selection is randomized

Related Links

All Keywords on page 288

ShuffleValues Keyword

ShuffleValues is a function used to randomly move attribute-values within your current selection.

ShuffleValues

ShuffleValues will shuffle the attributevalues of your current selected fixtures

This function obeys the At-filter

Example:



The values of the current selection is shuffled

Related Links

All Keywords on page 288

Shutdown Keyword

Shutdown is used to close a console.

Shutdown

Shutdown /noconfirm

Unless /noconfirm option is used, a popup will ask for shutdown confirm.

Related Links

All Keywords on page 288

SnapPercent Keyword

SnapPercentis a helping keyword used to indicate the delay-times for nonfading parameters.

SnapPercent [Value-list]

SnapPercent is mainly for some fixtures with Snap feature (disregard the fade time - and move instantly), it needs to set Snap feature as ON in the fixture library. With this percent value, you can control when this snap occurs. If it's set to 0% the snap executes right in the beginning of the fade. If it's set to 100%, then the snap executes at the end of the fade.

Example:



Create Cue 3 and sets its snap-time to 0%.

Related Links

All Keywords on page 288
Time Key on page 369

Solo Keyword

Solo is a function used to force zero values on output for intensity attributes of unselected fixtures.

Solo

Solo On

Solo Off

Solois a toggle function, if Solo is not followed by on/off, then it will toggle between on/off. If the initial state is on, then enter Solo and the function is off, and vice versa.

Example:



Open solo mode.

Related Links

All Keywords on page 288
Solo Key on page 366

SoundOutDevice Keyword

SoundOutDeviceis a command for configuring audio output devices for TEKMAND G3.

SoundOutDevice Off[ID]

SoundOutDevice On[ID]

The**SoundOutDevice**command is entered through the**Layout**key.

- Configure audio output devices: The TEKMAND system can use commands to select audio output devices. The command syntax is as follows:

- SoundOutDevice On/Off [ID], for example, SoundOutDevice On 1 Thru 2 means audio is output from the left and right speakers。
- Audio device number: 0=turn off audio device, 1=left speaker, 2=right speaker, 3=headphone jack, 4=SPDIF output.

Example:



Open all audio output devices.



Off all audio output devices.

Related Links

All Keywords on page 288
Layout Key on page 363

SpecialMaster Keyword

SpecialMaster is an object-type holding predefined objects for global control

SpecialMaster [ID]

SpecialMaster "name"

Example:



Set the grandmaster level to 80%.

Related Links

All Keywords on page 288

StepFade Keyword

StepFadeis an assignable function for executor faders.

Assign StepFade (**At**) [Executor]

StepFade is a function that will scale the fade-times of the Executor's assigned object, according to the position of the fader.

Example:

Related Links

All Keywords on page 288

Stomp Keyword

To get the stomp keyword in the command line, press and hold Fineart + At (= Stomp).

The Stomp keyword applies values and stops running effects. Stomp will be applied only if an effect is running.

If you stomp channels,fixtures,or groups, all attribures of the selection will be stomped.

If you stomp attribute,faetures,or preset types, then given attribute for the current fixture or channel selection will be stomped.

If you stomp attribute,faetures,or preset types, without any fixture or channel selection, all fixtures or channels with running effect will be stomped.

If you stomp a value or an object that contains values, the new values will be applied and add stomp to the affected parameters.

Stomp [Selection-list]

Stomp [Attribute-list]

Stomp [Value-list]

Stomp [Object-list]

Example:



Stop running effects.

Related Links

All Keywords on page 288

Store Keyword

Store is a function used to create data.

Store [Object-list] "name"

Store [Object-list] "name" [/option]

Store is a function used to create data in your showfile. If no object-type or destination is given, the default object-type for this function, Cue, will be used.

Example:



Create Cue 3.



Creates Effect 1 and gives it the name "TestColor".

StoreOptions

Here is a list of the most common store-options, every option may be set to True or False. If no value is given, the parameter is set to True.

TEKMAND

/merge or /m

/remove or /r

/release

/append or /a

/cueonly or /co

/keepactive or /ka

/embedded or /e

/selective or /s

/universal or /u

/filter or /f

Example:



Add Cue 2.



Create Preset 3.2 without filtering attributes.

Related Links

All Keywords on page 288
Store Key on page 366

Swop Keyword

Swop is a function used to temporary over-ride masterlevel to full and additionally over-ride masterlevel of other objects to zero.

Swop [Executor-list]

Swop On [Executor-list]

Swop Off [Executor-list]

When the **Swop** function is used with an Executor button, the Swop On command is executed when the button pressed and the Swop Off is executed when the button is released.

Swop is a toggle function, if Swop is not followed by on/off, then it will toggle between on/off. If the initial state is on, then enter Swop and the function is off, and vice versa.

Example:



Over-ride masterlevel of Executor 1 to full, and masterlevel of other executors to zero.

Related Links

All Keywords on page 288

Temp Keyword

Temp is a function used to temporary turn on the executor.

Temp [Executor-list]

Temp On [Executor-list]

Temp Off [Executor-list]

When the **Temp**分function is used with an Executor button, the Temp On command is executed when the button pressed and the Temp Off is executed when the button is released.

Temp is a toggle function, if Temp is not followed by on/off, then it will toggle between on/off. If the initial state is on, then enter Temp and the function is off, and vice versa.

Example:



Turn on Executor 1.

Related Links

All Keywords on page 288

Thru Keyword

Thru is a helping keyword used to specify a range of objects or values.

[Start of range] **Thru** [End of range]

If start or end is omitted, the first/last available occurrence will be used.

Example:



Select fixtures 2 thru 10.



Select fixtures 1 thru 4.



Delete cue 3 and all cues with number larger than 3.



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Select all fixtures.

Related Links

All Keywords on page 288
Thru Key on page 369

Timecode Keyword

Timecode is used to specify timecodes.

Timecode [ID]

Example:



Create new timecode 1.



Starts recording executor actions to timecode 1.



Playback timecode 1.

Related Links

All Keywords on page 288
Macro Key on page 363

Toggle Keyword

Toggle is used to switch on/off state of an object.

Toggle [Object-list]

Toggle works as a switch. If the current state is on, input Toggle and it will be off, and vice versa.

Example:



Turns Executor 1 off, if it is on, - and vice versa

Related Links

All Keywords on page 288

Tools Keyword

Toolsis used to open or close Tool Menu.

Tools

Related Links

All Keywords on page 288
Tools Key on page 369
Tool Menu on page 585

Top Keyword

Top is a function used to jump to the beginning of a list.

Top [Executor-list]

Top [Timecode-list]

The **Top** function is basically a Goto [first cue/step].

Example:



Go to first cue on Executor 1.



Crossfad to first cue on Executor 1 in 5 seconds.

Related Links

All Keywords on page 288
Top Key on page 369

Unblock Keyword

Unblock is a function used to remove data that prevents tracking.

Unblock [Object-list]

Example:



Unblocks all parameters in current cue.

Related Links

All Keywords on page 288
Block Keyword on page 301

Unpark Keyword

Unpark is a function used to unlock the DMX outputvalues of attributes.

Unpark [Selection-list]

Unpark [Attributes-list]

Example:

Related Links

All Keywords on page 288
Park Keyword on page 336
Go+ Key on page 363

Update Keyword

Updateis a function used to update data.

Update [Object-type]

Update [Object-list]

Example:



Update all presets, which have been modified and contain activated values in the programmer.



Update all cues, which have been modified and contain activated values, of sequences in the programmer.



Update the current cue of the selected executor.



Update the current cue of the selected executor, while the initial values are transferred to a next cue so as to prevent tracking updated data to the next cue.

Related Links

All Keywords on page 288
Update Key on page 369

View Keyword

View is an object-type holding the layout of windows on the screens.

View [ID]

The default function for this object is **Call**. Calling a View bring its content to the screen(s).

Example:



Store the content of screen 2,3 and 4 to view 2.

Related Links

All Keywords on page 288
ViewButton Keyword on page 353
ViewPage Keyword on page 353
View Key on page 369

ViewButton Keyword

ViewButton is an object-type representig the soft-buttons of views.

ViewButton [ID]

ViewButton [ViewPage].[ID]

The default function for this Object is **Call**. Calling a ViewButton activate the assigned object on the button.

ViewButton contains buttons on the right side of each 15-inch screen and buttons beneath User1 and User2 page:

User1 : ViewButton 11.1-11.20

User2 : ViewButton 11.21-11.40

Example:



Remove the content of ViewButton 6 on the current ViewPage.



Change name of ViewButton 2 on ViewPage 3 as "goodview".

Related Links

All Keywords on page 288
View Key on page 369
ViewPage Keyword on page 353

ViewPage Keyword

ViewPage is an object-type holding sets of ViewButtons.

ViewPage [ID]

The default function for this object is **Call**. Calling a ViewPage, will display the page's ViewButtons onscreen.

Example:



Change the ViewButtons to display page 5.

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Related Links

All Keywords on page 288
ViewButton Keyword on page 353

World Keyword

World is an object-type representing a parameter filter.

World [ID]

The default function for this object is **Call**. Calling a world will engage its filter, and limt the access to only the parameters within the world. World 1 is unchangable and includes all parameters (all fixtures and attributes).

Example:



Call World 5.



Rename World 2 as Test.

Related Links

All Keywords on page 288
World concept on page 103
Group Key on page 363

Zero Keyword

Zero is an object with 0% intensity-values for all fixtures.

Zero

Example:



Set intensity-attributes of Channel 1 to 0%.



Set the intensity attributes of current selection to 0%.

Related Links

All Keywords on page 288
. Key on page 356

TEKMAND

Keys

This section contains a list of all keys and their functions.

Related Links

Reference on page 271
Symbol Keys on page 356
A – C (first character) Keys on page 358
D – F (first character) Keys on page 361
G – N (first character) Keys on page 363
O – S (first character) Keys on page 366
T – Z (first character) Keys on page 369
Keyboard Keys on page 371

Symbol Keys

This section describes the functions of all symbol keys.

Encode Key

The O key will toggle the window-encoder between the commandscreen and the display-wing screen.

If the key is held down, a temporary popup will appear in the bottom right of each screen, with options to Clear Screen or Clear all screens. While pressed down, you will additionally get a dialog above the encoders, with options to change resolution and mode for encoders, Level Wheel and Trackball.

Numeric Key

The numeric keys gives access to the numbers 0 thru 9.

. Dot Key

A single press of the . key gives access to the delimiter character dot.

A second press on the . key will execute "At Zero". This will set the value of any objects, or the intensity attributes of current selection, to 0%.

Press Fn and . key will execute "At Default". This will set the value of any objects, or the current selection, to defaultvalues.

+ Plus Key

A single press of the + key gives access to the keyword +.

Multiple presses on the + key will execute [Commandline]At + [Step-value]. This will increment the values of any object, or the current selection, with a predefined value (10%).

- Minus Key

A single press of the - key gives access to the keyword -.

Multiple presses on the - key will execute [Commandline]At - [Step-value]. This will decrement the values of any object, or the current selection, with a predefined value (10%).

>>> Key

>>> gives access to two keywords: >>> and **Flash**, press twice, and the input is **Flash**.

<<< Key

<<< gives access to two keywords: <<< and **Black**, press twice, and the input is **Black**.

Related Links

Keys on page 355
Zero Keyword on page 354
At Keyword on page 298

Default Keyword on page 308
<<< Keyword on page 296
>>> Keyword on page 296
Flash Keyword on page 317
Black Keyword on page 299

A – C (first character) Keys

This section describes the functions of A – C keys.

Align Key

Align is used to switch among four align-modes for the encoders. Pressing this key does not interact with the commandline. Each click will switch it to another mode.

1. "<"
2. ">"
3. "><"
4. "<>"
5. "AlignOff"

Assign Key

Assign gives access to two keywords:**Assign** and **Label**, press twice, and the input is **Label**.

At Key

A single press of the At key gives access to the keyword **At**.

A second press on the At key will execute the keyword **Normal**. This will set the values of the current selection to the predefined value Normal (e.g. 100%).

A long press on the At key will open the At filter menu.

Backg Key

The Backg key has no function.

Backup Key

A single press on the Backup key will execute the keyword **Backup**, and open the Backup Menu.

A double press on the Backup key will execute the keyword **SaveShow**Keyword, so quickly save the show file to selected drive.

Blind Key

When press Blind a short time, it will execute the keyword **Blind**, turn on/off output of the Live programmer.

When press Blind a long time it will execute the keyword **BlindEdit**, switch between the Live programmer and the Blind editor.

Bt Pg+ Key

When press Bt Pg+, it will execute the keyword **ButtonPage +**, and Button Executors change to the next page.

Bt Pg- Key

When press Bt Pg- , it will execute the keyword **ButtonPage -**, and Button Executors change to the previous page.

A long press on the Bt Pg- key, and Button Executors change to the first page.

B.O. Key

The functionallity of B.O. key is defined in Setup > User .

Channel Key

The Channel key gives access to two keywords: **Channel** and **Dmx**.

Ch Pg+ Key

When press Ch Pg+ , it will execute the keyword: **ChannelPage +**.

If the faders allready are in Channel Mode, this command will change to next page for the Channel Faders.

f the faders are in Executor Mode, this command will change the faders to Channel Mode.

Ch Pg- Key

When press Ch Pg- , it will execute the keyword: **ChannelPage -**.

If the faders allready are in Channel Mode, this command will change to previous page for the Channel Faders.

f the faders are in Executor Mode, this command will change the faders to Channel Mode.

A long press on the Ch Pg- key, and Channel Faders jump to first page.

Clear Key

When press Clear , it will execute the keyword **Clear**.

Depending on status of the programmer, the function of Clear will sequentially:

1. Clear Selection (unselect all fixtures)
2. Clear Active (deactivate all values)
3. Clear All (empty programmer)

A long press on the Clear , it will execute the keyword: **ClearAll**, and clear all the data in the programmer.

Copy Key

Copy gives access to three keywords: **Copy** , **Clone** and **CopySource**.

Cue Key

Cue gives access to two keywords: **Cue** and **Part**.

Related Links

Keys on page 355
Align Keyword on page 296
Assign Keyword on page 297
At Keyword on page 298
Backup Keyword on page 299
Black Keyword on page 299
Blind Keyword on page 300
BlindEdit Keyword on page 300
ButtonPage Keyword on page 301
Channel Keyword on page 302
ChannelPage Keyword on page 304
SaveShow Keyword on page 339
Backup Menu on page 683

D – F (first character) Keys

This section describes the functions of D – F keys.

Down Key

The Down key is used to navigate the focus/cursor.

Del Key

Del gives access to the keyword: **Delete**.

Edit Key

Edit gives access to the keyword: **Edit**.

Effect Key

Effect gives access to two keywords: **Effect** and **Bitmap**.

[Encoder] Key

Pressing Encoder key is used to open the button in the lower right corner of the screen.

Esc Key

The Esc key is used to cancel unexecuted commandline and close pop-ups and dialog windows.

Exec Key

The Exec key gives access to the keyword: **Executor**.

Fd Pg+ Key

When press Fd Pg+, it will execute the keyword **FaderPage +**, and Fader Executors change to the next page.

If the faders allready are in Executor Mode, this command will change to next page for the Fader Executors.

If the faders are in Channel Mode, this command will change the faders to Executor Mode.

Fd Pg- Key

When press Fd Pg-, it will execute the keyword **FaderPage -**, and Fader Executors change to the previous page.

If the faders allready are in Executor Mode, this command will change to previous page for the Fader Executors.

If the faders are in Channel Mode, this command will change the faders to Executor Mode.

A long press on the Fd Pg- key, and Fader Executors change to the first page.

Fix Key

The Fix key gives access to the keyword: **Fix**.

Fixture Key

The Fixture key gives access to the keyword: **Fixture**.

Freeze Key

The Freeze key gives access to the keyword: **Freeze** and turn on/off the freeze mode (High Priority Programmer).

Full Key

The Full key gives access to the keyword: **At Full**, and set the current selection of intensity-atrributes to 100%.

Related Links

Keys on page 355
Delete Keyword on page 309
Edit Keyword on page 311
Effect Keyword on page 311
Bitmap Keyword on page 299
Executor Keyword on page 313
FaderPage Keyword on page 315
Fix Keyword on page 316
Fixture Keyword on page 317
Freeze Keyword on page 317
Full Keyword on page 318

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G – N (first character) Keys

This section describes the functions of G – N keys.

Go+ Key

The Go+ key gives access to two keywords: **Go** and **Unpark**.

Large Go+ Key

Large Go+ Key is used to directly execute **Go** keyword on currently selected executor.

Go- Key

The Go- key gives access to three keyword: **GoBack**,**Toggle** and **Temp**.

Large Go- Key

Large Go- Key is used to directly execute **GoBack** keyword on currently selected executor.

Goto Key

The Goto key gives access to two keywords: **Goto** and **Load**.

Group Key

The Group key gives access to two keywords: **Group** and **World**.

Help Key

The Help key gives access to the keyword: **Help**.

Highlt Key

When press Highlt Key, it will execute the keyword **Highlight**.

The **Highlight**Key is used to turn on/off Highlight-mode. Hold the key pressed additionally the attribut "Dimmer" toggels between Default value and Highlight value.

If Key

The If key gives access to four keywords: **IfOutput**, **IfActive**, **IfProg** and **If**.

Layout Key

The Layout key gives access to the keyword: **Layout**and **SoundOutDevice**.

Learn Key

The Learn key gives access to two keywords: **Learn** and **Rate1**.

List Key

The List key is used to change the function of the X-keys to Button Executors and open the Pools window .

Macro Key

The Macro key gives access to three keywords: **Macro**, **Timecode** and **Agenda**.

Mouse Key

The Mouse key is used to toggle between different modes for the trackball. This key does not interact with the commandline.

The trackball has been provided with several modes, each of which corresponds to a lighting state of Mouse key.

1. Off -- Trackball off /
2. Blinking -- Pan/Tilt mode
3. On -- Mouse mode

Move Key

The Move key gives access to two keywords: **Move** and **Insert**.

Next Key

The Next key has several functions.

If there is a pop-up dialog on screen, the Next key is used to navigate the focus/cursor within the pop-up.

If there is no popup, when press Next, it will execute the keyword **Next**.

Related Links

Keys on page 355
Go Keyword on page 318
Unpark Keyword on page 351
GoBack Keyword on page 319
Toggle Keyword on page 350
Temp Keyword on page 349
Goto Keyword on page 319
Load Keyword on page 328
Group Keyword on page 319
World Keyword on page 354

Help Keyword on page 320
Highlight Keyword on page 320
IfOutput Keyword on page 321
IfActive Keyword on page 321
IfProg Keyword on page 322
If Keyword on page 320
Learn Keyword on page 326
Rate1 Keyword on page 338
List Keyword on page 326
Macro Keyword on page 330
Timecode Keyword on page 350
Move Keyword on page 330
Next Keyword on page 331

O – S (first character) Keys

This section describes the functions of O – S keys.

Off Key

The Off key gives access to the keyword: **Off**.

A double press of the Off key will open the Off Menu.

On Key

The On key gives access to two keywords: **On** and **Call**.

Oops Key

The Oops key has multiple functions. If commandline is not empty, it will perform a Backspace and remove the latest typed keyword. If commandline is empty it will execute the keyword **Oops** ("Undo").

Page Key

The Page key gives access to four keywords: **Page**, **ChannelPage**, **FaderPage** and **ButtonPage**.

Pause Key

The Pause key gives access to two keywords: **Pause** and **Park**.

Large Pause Key

Large Pause Key is used to directly execute **Pause** keyword on currently selected executor, pause or unpause the selected executor.

Please Key

The Please key is used to send and execute the typed commandline to the console, like an Enter key.

Multiple presses on the Please key will activate/deactivate all attributes of the current selection.

Preset Key

Preset key gives access to four keywords: **Preset**, **Attribute**, **Feature** and **Color**.

Prev Key

The Prev key has multiple functions.

If there is a pop-up dialog on screen, the Prev key is used to navigate the focus/cursor within the pop-up.

If there is no popup, when press Prev, it will execute the keyword **Previous**.

Preview Key

The Preview key gives access to the keyword: **Preview**.

Select Key

The Select key gives access to two keywords: **Select** and **SelFix**.

Sequ Key

The Sequ key gives access to the keyword: **Sequence**.

Set Key

The Set key has multiple functions.

If a there is a popup dialog on screen, the Set key will set/select/enable the item that has focus.

Setup Key

The Setup key executes the keyword **Setup** to open/close the Setup Menu window.

Solo Key

The Solo key executes the keyword **Solo**Keyword to open/close the solo mode.

Store Key

The Store key gives access to the keyword: **Store**.

A long press on the Store key will open the Store-option dialog.

Related Links

Keys on page 355
Off Keyword on page 332
On Keyword on page 333
Call Keyword on page 302
Oops Keyword on page 334
Page Keyword on page 335
ChannelPage Keyword on page 304
FaderPage Keyword on page 315
ButtonPage Keyword on page 301
Pause Keyword on page 336
Park Keyword on page 336
Preset Keyword on page 337

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Attribute Keyword on page 298
Previous Keyword on page 338
Select Keyword on page 340
SelFix Keyword on page 341
Sequencce Keyword on page 342
Setup Keyword on page 342
Setup Menu on page 587
Solo Keyword on page 345
Store Keyword on page 347

T – Z (first character) Keys

This section describes the functions of T – Z keys.

Thru Key

Thru key gives access to the keyword: **Thru**.

Time Key

The Time key has multiple functions. For each press, this key will toggle your attribute-encoders to display and edit either individual fadetimes, delaytimes or back to the normal attributes values.

Click the Time key, and it will sequentially display keyword **Fade** and **Delay**.

If associated keyword exist in the commandline, e.g. **Store** or **Assign**, press it and the Time key sequentially display 6 helping keywords for cue-timing:

1. Fade
2. OutFade
3. Delay
4. OutDelay
5. SnapPercent
6. CmdDelay

Top Key

Top key gives access to two keywords: **Top** and **Kill**.

Tools Key

Tools key executes the keyword **Tools** to open/close the Tools Menu window.

Up Key

The Up key is used to navigate the focus/cursor in pop-up dialogs.

Update Key

The Update key gives access to the keyword: **Update**. When the current sequence is running and certain related values are activated, then the update dialogue will pop up.

User1 Key

The User1 key will change the function of the X-keys to user-definable, first page (ViewButton 11.1 -11.20).

User2 Key

The User2 key will change the function of the X-keys to user-definable, second page (ViewButton 11.21 - 11.40).

View Key

View key gives access to three keywords: **View**, **ViewButton** and **ViewPage**.

U1-U4 Key

The U1 - U4 keys correspond to the displayed label on the screen.

X1-X20 Key

The X1 - X20 keys correspond to the displayed label on the screen. Their functions are determined by User1 , User2 , List or any active popup dialog or menu.

Related Links

Keys on page 355
Thru Keyword on page 349
Fade Keyword on page 314
Delay Keyword on page 308
OutFade Keyword on page 334
OutDelay Keyword on page 335
SnapPercent Keyword on page 345
Top Keyword on page 351
Kill Keyword on page 324
Tools Keyword on page 350
Update Keyword on page 352
View Keyword on page 352
ViewButton Keyword on page 353
ViewPage Keyword on page 353

Keyboard Keys

This section describes utilities of certain special keys of the keyboard.

Special keys

Scrlck
: When enabled, keyboard does not follow focus, but are allways directed to the commandline.

Pause
: Lock/unlock the console.

Ctrl + C
: Copy selected text to the clip board.

Ctrl + V
: Paste the content from the clip board to the text box.

Shift + Left-arrow / Shift + Right-arrow
: Select text in textfield.

Ctrl + left click
: Select multiple cells in Grid/Sheet(no need to be consecutive).

Shift + left click
: Select multiple consecutive cells in Grid/Sheet.

Arrow-up or Arrow -down
: Scolls in commandline history when focus is in one of the commandline. useful to repeat a recent entered syntax.

Related Links

Keys on page 355

Windows

This chapter describes various windows and menus of the console.

Related Links

Reference on page 271
Sheets on page 373
Pools on page 405
Presets on page 436
System on page 442
Other on page 450
Playbacks on page 481
Dialogs on page 488
Menus on page 584
Encoder Toolbars on page 693
Status Bar on page 715

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Sheets

Sheet are windows for data display in the form of rows and columns. It has been provided with 7 types of sheets.

Creat sheets

Through Create Basic Window, we can create six different sheets. Detailed information please refer to the related links of this chapter.

- Channel
- DMX
- Fixture
- Sequence Content
- Sequence Executor
- Sequence Tracking
- 3D

Move and resize the sheet

Move: hold the top bar of the sheet, drag it to an appropriate position and then release.

Resize: drag the lower right section of the sheet to adjust the size of the list.

Constituents of a sheet

Most lists include three basic sections: top bar, main part and bottom control bars. But difference may exist among different sheets.

Related Links

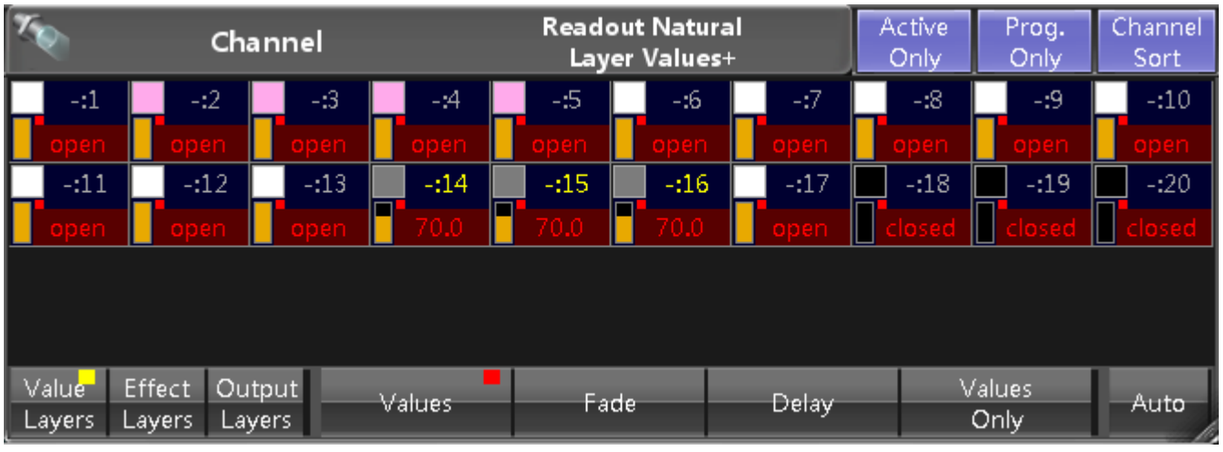
Windows on page 372
Channel Sheet on page 374
DMX Sheet on page 376
Fixture Sheet on page 377
Sequence Content Sheet on page 379
Sequence Executor Sheet on page 381
Sequence Tracking Sheet on page 384
3D Sheet on page 386
Colors in the sheets on page 388
Sheet Options on page 391
Create Basic Window on page 494

TEKMAND

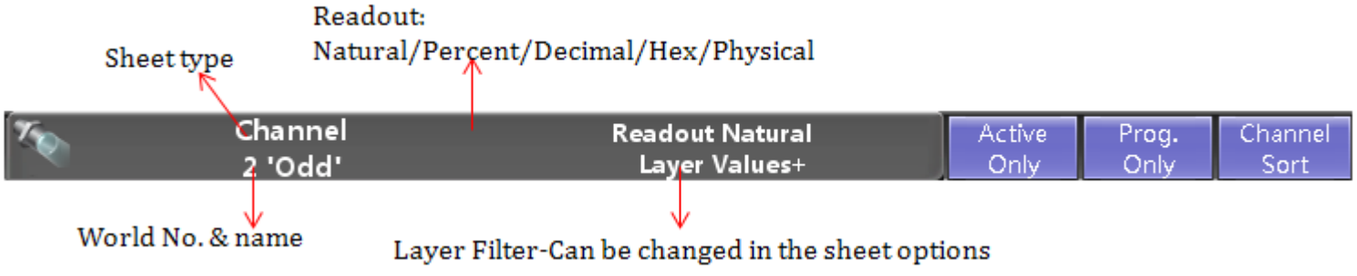
Channel Sheet

In the Channel Sheet you can see the fixtures that have a Channel ID. And you can see their different values and/or presets.

Below shows an example of a Channel Sheet.



Top bar



There are three buttons on the right: Active Only, Prog. Only and Channel Sort. The yellow background of the item means that it is applied.

Active Only: when activated, only active fixtures and values are displayed in the sheet.

Prog. Only: when activated, only fixtures and values in the editor and selected fixtures are displayed in the sheet.

Channel Sort: when activated, the order of the sheet will be automatically arranged. Selected channels will be at the top.

Main part

How exactly it looks is very much up to your sheet settings, but the minimum is the Channel ID and dimmer value.

There's a lot of different colors and small color markers in the sheet. Read more about them by following the link below.

Related Links

Sheets on page 373
Colors in the sheets on page 388

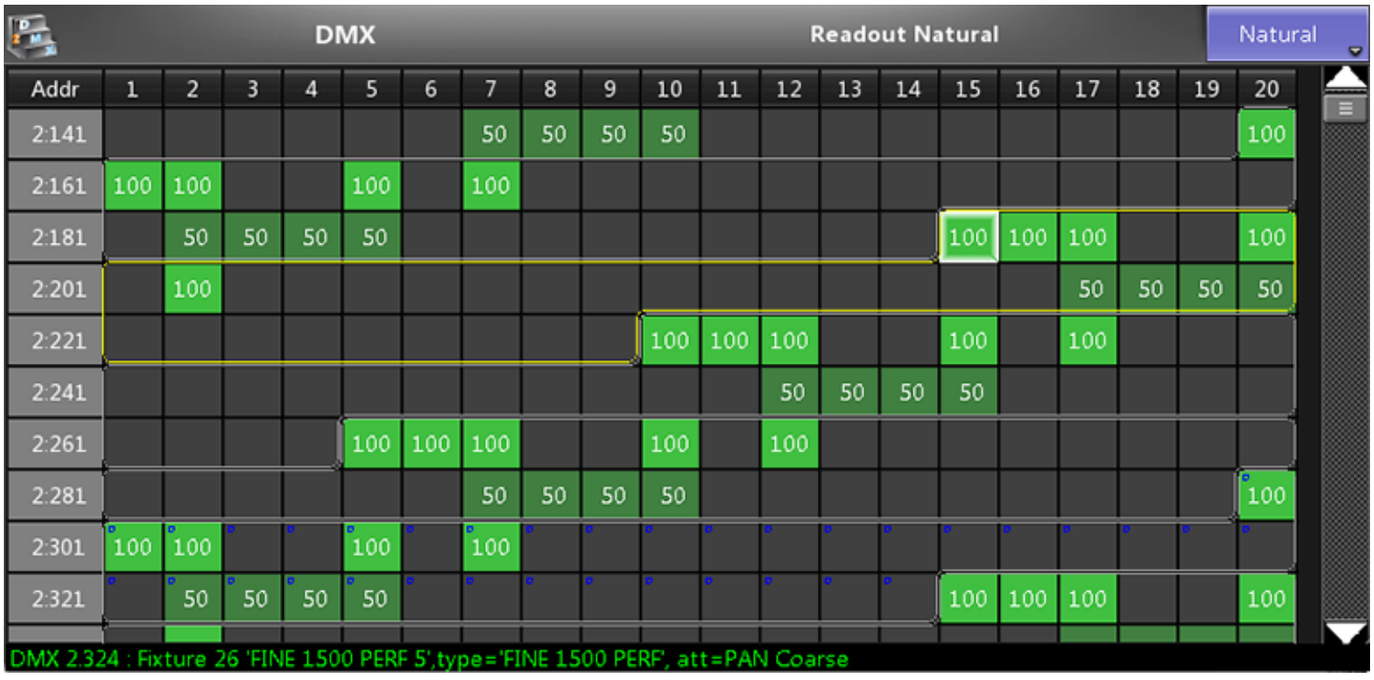
TEKMAND

Sheet Options on page 391

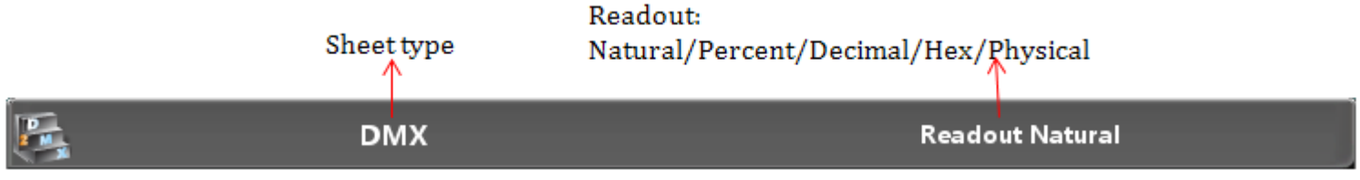
DMX Sheet

In the DMX sheet you can see the actual DMX output, patch addresses.

Below shows an example of DMX Sheet:



Top bar



Main Part

Here every DMX channel is represented by its own cell. The bigger the value is, the greener the background color. If a channel or fixture gets parked, then a small blue square will appear in the corner for the cell.

The light grey background of the left ride shows you DMX address of the first cell in the row. E.g. "1: 481", the first number is the DMX universe, the second number is the DMX address.

At the bottom of the main part there is a small line of text when you move the cursor over any cell. This line of text displays the Fixture and Channel ID and name, the type and attribute.

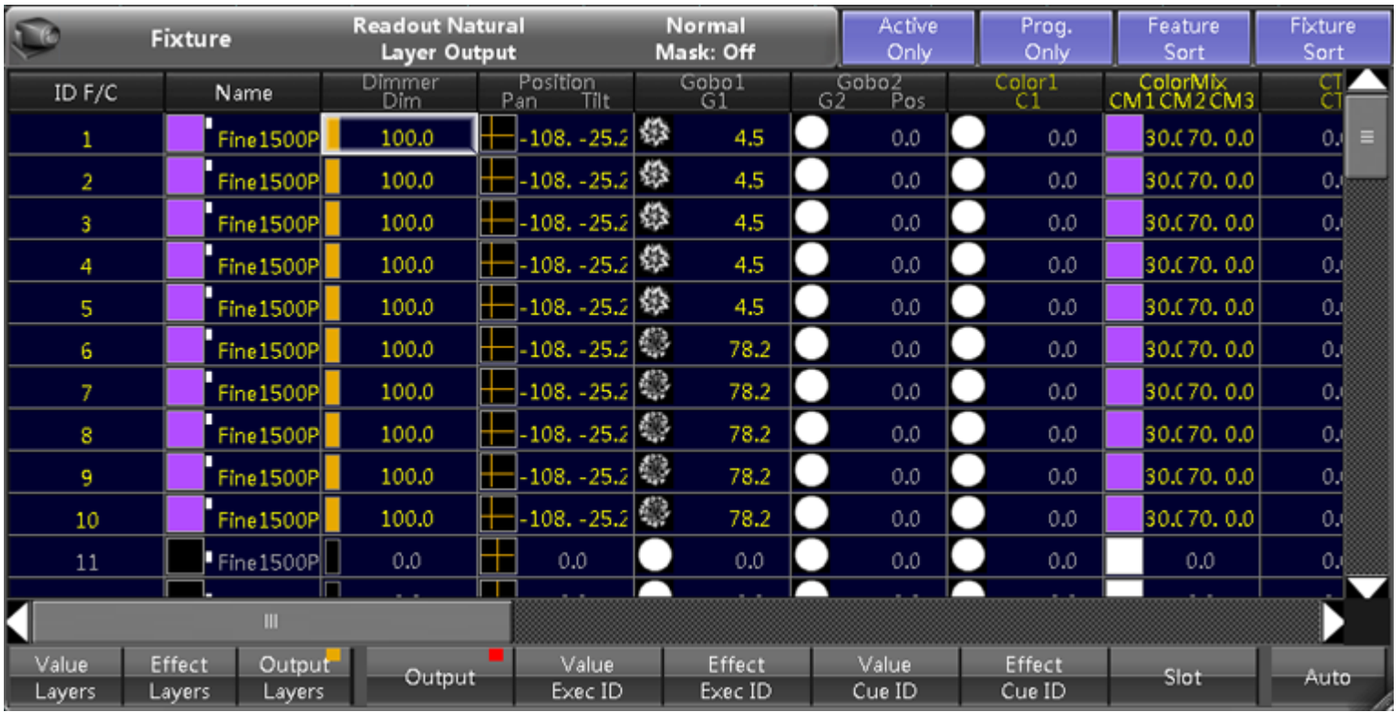
Related Links

Sheets on page 373
Sheet Options on page 391

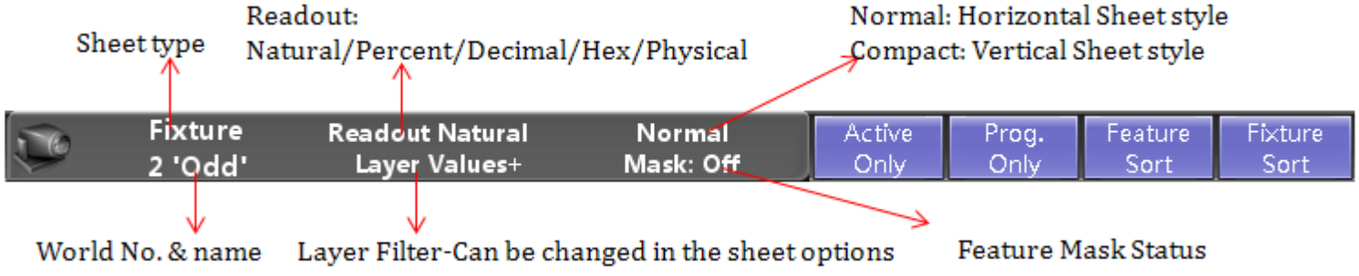
Fixture Sheet

The fixture sheet is used for viewing fixtures, attributes and their values.

Below shows an example of Fixture Sheet:



Top bar



There are four buttons on the right: Active Only, Prog. Only Feature Sort and Channel Sort. The yellow background of the item means that it is applied.

Active Only: when activated, only active fixtures and values are displayed in the sheet.

Prog. Only: when activated, only fixtures and values in the editor and selected fixtures are displayed in the sheet.

Feature Sort: when activated, the order of the attributes in the sheet will be automatically arranged. Selected attributes will be at the top.

Fixture Sort: when activated, the order of the sheet will be automatically arranged. Selected fixtures will be at the top.

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Main Part

In the "ID" column you might see two number separated by a ":" The first of those numbers are the "Fixture ID" and the second one is the "Channel ID".

How exactly it looks is very much up to your sheet settings, but the minimum is the Fixture ID and dimmer value.

There's a lot of different colors and small color markers in the sheet. Read more about them by following the link below.

Related Links

Sheets on page 373
Colors in the sheets on page 388
Sheet Options on page 391

Sequence Content Sheet

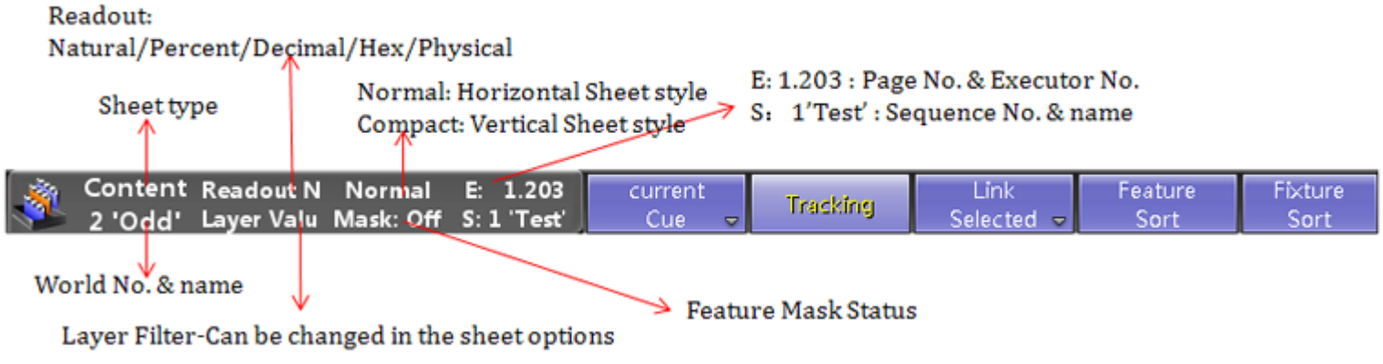
In the sequence content sheet, attribute values (including tracking values) stored in cues are displayed.

Below shows an example of Sequence Content Sheet:



The sheet is highly user-defined, most settings are modifiable. Most of all, cue content can be viewed without loading.

Top bar



There are five buttons on the right, and the yellow background of the item means that it is applied.

Current Cue: has four different settings: 'Current Cue', 'Previous Cue', 'Next Cue' and 'Manual'.

Tracking: can be turned On or Off, when it's On the sheet will only display attributes that have tracked values in the cue.

Link: has three different settings: 'Link Selected', 'Not Linked' and 'Link Last Go'. This is used to select what sequence you want the Sequence Content Sheet to display. 'Not Linked' allows you to select an executor in the sheet options.

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Feature Sort: when activated, the order of the attributes in the sheet will be automatically arranged. Selected attributes will be at the top.

Fixture Sort: when activated, the order of the sheet will be automatically arranged. Selected fixtures will be at the top.

Main Part

In the top of the main part there's a small line of text. E.g. S: "1'2'Cue test'"" shows the cue number and name of the cue you are currently looking at.

There's a lot of different colors and small color markers in the sheet. Read more about them by following the link below.

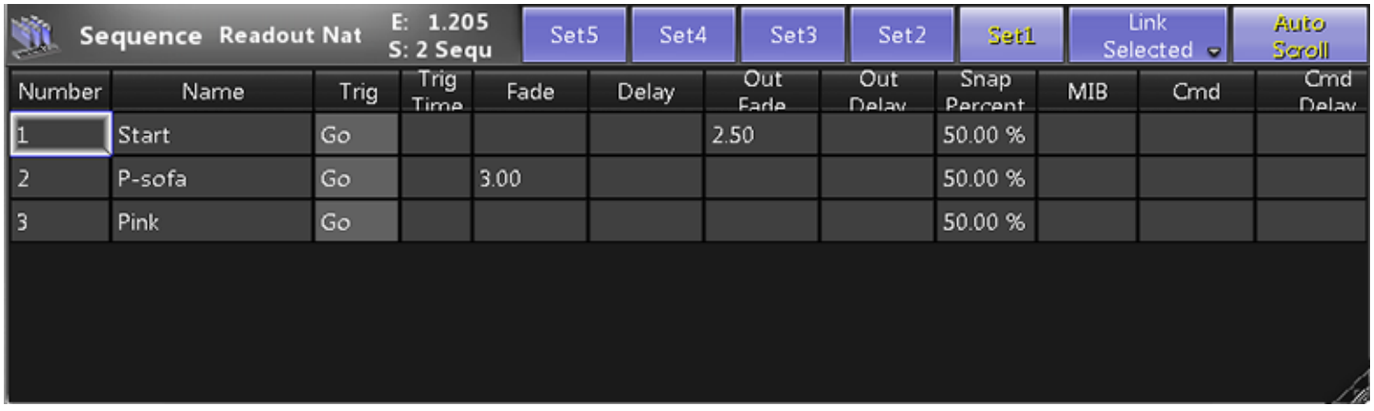
Related Links

Sheets on page 373
Colors in the sheets on page 388
Sheet Options on page 391

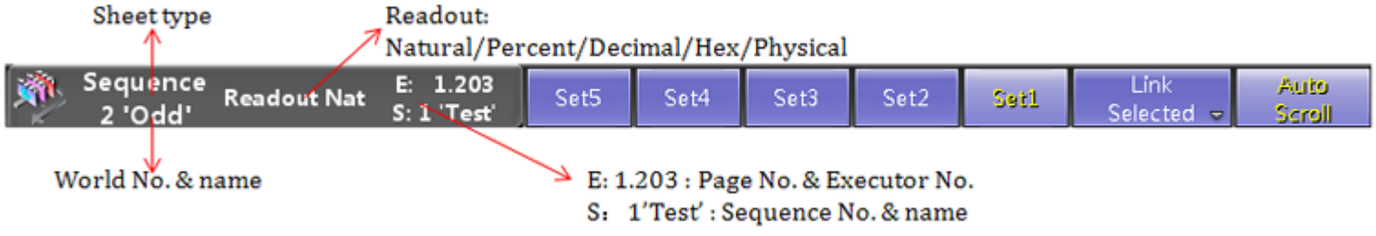
Sequence Executor Sheet

The Sequence Executor Sheet is used to display active cues as well as relevant information of cues, e.g. fade time, trigger mode, cue name, etc.

Sequence executor sheet is highly user-defined, options may be set visible or not. Below shows an example of sequence executor sheet:



Top bar



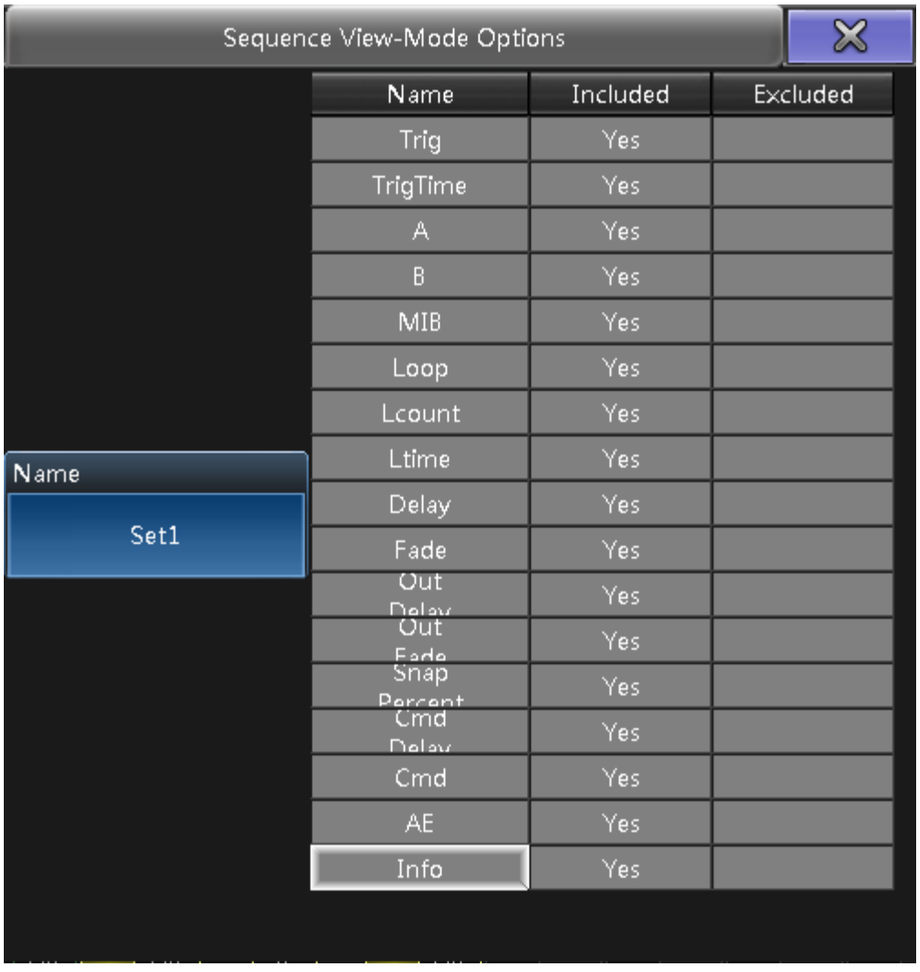
There are seven buttons on the right:

Link: has three different settings: 'Link Selected', 'Not Linked' and 'Link Last Go'. This is used to select what sequence you want the Sequence Executor Sheet to display.

Auto Scroll: when activated, active cues are always visible.

Sets buttons

In the Top Bar there are 5 buttons. These buttons can hold different sets of columns. The number and names are fixed display options and the rest are user-defined combination (Sets buttons can remember the sizes and orders of cells).



The way of using Sets buttons: press Edit then one of the Sets buttons or you can right click one of the Sets buttons. So a window will show as above. Here you can move the columns from the "Include" to the "Exclude" by clicking (or pressing) the empty cell. You can also name the set1.

Main Part

In the Main Part you can change the order of the columns (except he Number and Name columns) simply by click-and-hold the headline and then drag it to its new location.

The different columns in the sheet:

Number:

the cue number.

Name:

the cue name.

Trig:

Right click to pop up a Select Trig list. There are seven options: GO, Time, Follow, Sound, BMP, MIDI and Music.

TrigTime:

If you have selected the trigger "Time", you can specify the trigger time here.

MIB:

MIB is abbreviated for Move in black.

Loop:

To set a loop in the sequence, you can specify what cue to jump to when reaching this cue.

Lcount:

Specify the cycle times of loop.

Ltime:

Specify the time needed to complete a single loop.

Delay:

This is used to define a delay time between the Go and the execution of the fade. When it has a dark orange background color, indicates that some fixtures have individual delay times.

Fade:

This is the fade time of the cue. If it has a dark green background color, indicates that there are some fixtures with individual fade times.

Out Delay:

This is a delay time (the time to wait before executing the out fade).

Out Fade:

This is the fade time for values going down in value in this cue, it only effect on brightness.

I.Delay:

This displays any individual delay time in the cue. Editing the number here will change the individual delay value of all the fixtures to the new entered value.

I.Fade:

This displays any individual fade time in the cue. Editing the number here will change the individual fade value of all the fixtures to the new entered value.

Snap Percent:

The default is 0% and this isn't displayed in the column. When type in a number, it will display as a percentage. Some fixtures have features that are set to snap (disregard the fade time - and move instantly). It needs to set the Snap feature "On" in the fixture library.

Cmd:

Here you can write commands to perform when reaching this cue.

Cmd Delay:

Specify a delay before the command is executed.

Info:

Write some information about the cue.

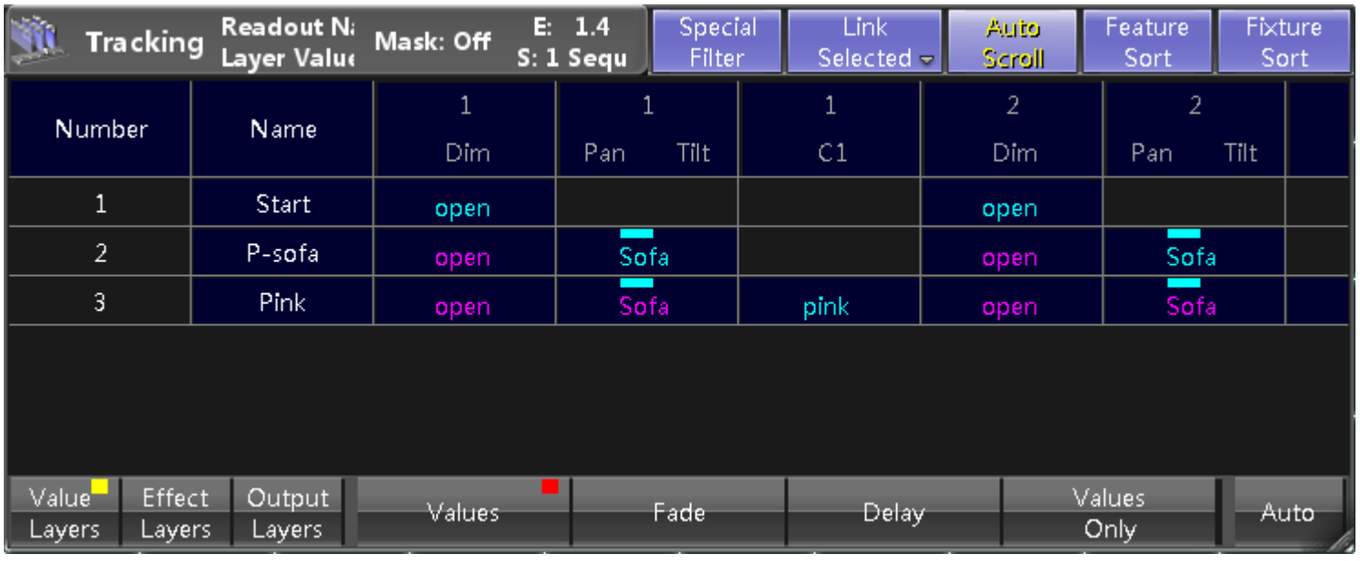
Related Links

Sheets on page 373
Sheet Options on page 391
Select Trig on page 555
Sequence MIB on page 188

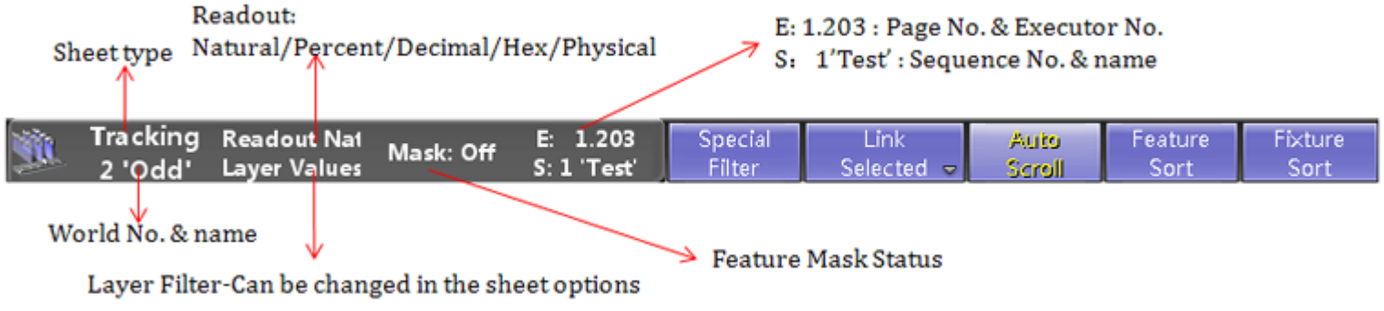
Sequence Tracking Sheet

This Sequence Tracking Sheet is used to show the change of values, and the values can be directly edited in the sheet.

Below shows an example of Fixture Sheet:



Top bar



There are five buttons on the right:

Selecion Only: when activated, only display selected fixtures and relevant cues with stored values.

Link: has three different settings: 'Link Selected', 'Not Linked' and 'Link Last Go'. This is used to select what sequence you want the Sequence Content Sheet to display.

Auto Scroll: when activated, active cues are always visible.

Feature Sort: when activated, the order of the attributes in the sheet will be automatically arranged. Selected attributes will be at the top.

Fixture Sort: when activated, the order of the sheet will be automatically arranged. Selected fixtures will be at the top.

Main Part

The first column is for cue number and the second column is for cue name, while the rest is for values of the editor, these values can be modified via the encoders.

There's a lot of different colors and small color markers in the sheet. Read more about them by following the link below.



Tip: To select multiple parameters horizontally, press Ctrl and click the targets. To select multiple parameters in columns, drag a rectangle to select the targets.

Related Links

Sheets on page 373
Colors in the sheets on page 388
Sheet Options on page 391

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3D Sheet

The 3D sheet is used to view and set the attribute parameters of the 3D object.

Below shows an example of 3D Sheet:



ID F/C	Name	Type	Patch	Channels	Attract To	Position X	Position Y	Position Z	Rotation X	Rotation Y	Rotation Z	
1:	FINE 1400	FINE 1400E PER	1.001			-11.01	0.5(	8.30	-180.	-0.00	0.00	0
2:	FINE 1400	FINE 1400E PER	1.036			-7.86	10.5(	8.30	-180.	-0.00	0.00	0
3:	FINE 1400	FINE 1400E PER	1.071			-4.71	10.5(	8.30	-180.	-0.00	0.00	0
4:	FINE 1400	FINE 1400E PER	1.106			-1.57	10.5(	8.30	-180.	-0.00	0.00	0
5:	FINE 1400	FINE 1400E PER	1.141			1.57	10.5(	8.30	-180.	-0.00	0.00	0
6:	FINE 1400	FINE 1400E PER	1.176			4.71	10.5(	8.30	-180.	-0.00	0.00	0
7:	FINE 1400	FINE 1400E PER	1.211			7.86	10.5(	8.30	-180.	-0.00	0.00	0
8:	FINE 1400	FINE 1400E PER	1.246			11.0(	10.5(	8.30	-180.	-0.00	0.00	0
9:	FINE 1000	FINE 1000E PER	1.281			-3.60	2.70	6.00	-180.	-0.00	0.00	0
10:	FINE 1000	FINE 1000E SPC	1.316			7.10	0.00	0.00	0.00	-0.00	0.00	0
11:	FINE 2000	FINE 2000 PERF	1.345			-4.00	2.40	8.00	-180.	-0.00	0.00	0

Top bar

There are seven buttons on the right: Export to Excel, 3D Only, Fixture Only, Active Only, Prog. Only, Feature Sort and Fixture Sort. The yellow background of the item means that it is applied.

Export to Excel: Click this to export the data in the sheet to Excel.

3D Only: When activated, the sheet displays only non-lights and their values.

Fixture Only: When activated, the sheet displays the fixture and its values.

Active Only: when activated, only active fixtures and values are displayed in the sheet.

Prog. Only: when activated, only fixtures and values in the editor and selected fixtures are displayed in the sheet.

Feature Sort: when activated, the order of the attributes in the sheet will be automatically arranged. Selected attributes will be at the top.

Fixture Sort: when activated, the order of the sheet will be automatically arranged. Selected fixtures will be at the top.

Main Part

In the "ID" column you might see two number separated by a ":" The first of those numbers are the "Fixture ID" and the second one is the "Channel ID".

There's a lot of different colors and small color markers in the sheet. Read more about them by following the link below.

Related Links

Sheets on page 373
Colors in the sheets on page 388
Sheet Options on page 391

Colors in the sheets

ID numbers and names

The Channel and Fixture ID and name can have two different colors:

Gray:

Default color, when a Channel or Fixture isn't selected.

Yellow:

Indicate the selected state of fixtures.

Background colors for names (right click to open edit window, wherein when Master option is On, then the fixtures can be controlled by the Grand Master.)

Dark Blue:

Default background color.

Blue:

Fixtures not controlled by any fader executor, including the Grand Master.

Dark Purple:

Fixtures controlled by a specific fader, e.g. a Group Master.

Purple:

Fixtures controlled by a Group Master, but not controlled by the Grand Master.

Colors of values

The value text can have several colors:

Gray:

This is the default color for values.Also for values from an effect - executor effects.

Red:

The value comes from the programmer.

Pink:

The value comes from an effect.

Magenta:

The value comes from the selected executor and it's a trackingvalue.

Cyan:

The value comes from the selected executor and is greater than that in the previous cue.

Green:

The value comes from the selected executor and is lower than that in the previous cue.

White:

The value comes from the selected executor and is the same as that in the previous cue.

Yellow:

The value comes from an executor that isn't selected.

The value can also have different background colors:

Dark Blue:

Default background color.

Red:

The value is activated.

Cyan:

The sheet locates in the Executor ID layer, and the value comes from the selected executor. The value is greater than that in the previous cue.

Green:

The sheet locates in the Executor ID layer, and the value comes from the selected executor. The value is lower than that in the previous cue.

White:

The sheet locates in the Executor ID layer, and the value comes from the selected executor. The value is the same as that in the previous cue.

Pink:

The sheet locates in the Effect Exec ID layer, and the value comes from the effect executor.

Yellow:

The sheet locates in the Executor ID or Sequence ID layer. The value comes from an executor that isn't selected.

Dark Yellow:

The sheet locates in the Executor ID or Sequence ID layer. The value comes from an executor that isn't selected and it's a trackingvalue.

Color bars on the values:

If the color bar is half height, it indicates that the value is a tracking value.

Red:

The value is activated.

Cyan:

The value comes from a Preset.

Blue:

The value is parked.

Pink:

The value comes from an Effect.

Purple:

The value comes from an Bitmap Effect.

White:

value is Inactive in the programmer, but will not be stored.

Green:

There's an individuell Fade Time in the programmer.

Orange:

There's an individuell Delay Time in the programmer.

Yellow:

This tell you that the value comes from a sequence.

Gray:

The value comes from DMX_Profile.

Related Links

Sheets on page 373

Sheet Options

Sheets are with various sheet options, here a simple description is made.

Different sheet comes with different optional options, below is merely an example of what a top bar looks like:



Some different important buttons:

Save to Default: save your options as a default option.

Load from Default: load default settings.

Delete Window: close the entire sheet.

More details please refer to the links below.

Related Links

[Sheets](#) on page 373
[Tools](#) on page 391
[Layer Filter](#) on page 395
[Display](#) on page 397
[Assign Executor](#) on page 402
[Feature Mask](#) on page 403

Tools

This section describes Tools tab of the sheet.

It would be something looks like this:



Certain difference sexist from sheet to sheet.

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Preset Control:

When this is ON, the Preset Control bar is displayed at the bottom of the sheet.

Layer Control:

When this is ON, the Layer Control bar is displayed at the bottom of the sheet.

Filter Control:

When this is ON, the Filter Control bar is displayed at the bottom of the sheet.

Multi Control:

When this is ON, the Multi Control bar is displayed at the bottom of the sheet.

ScrollBar Horizontal:

When this is ON, there is a horizontal scrollbar displayed.

ScrollBar Vertical:

When this is ON, there is a vertical scrollbar displayed.

Read more about the different control bars please refer to the sub topics below.

Related Links

Sheet Options on page 391
Preset Control Bar on page 392
Layer Control Bar on page 393
Filter Control Bar on page 394
Multi Control Bar on page 395

Preset Control Bar

Preset Control Bar is used to switch attribute types.

This is an example of what it looks like:



The bar only shows the Preset Types that is available in the show i.e. if you don't have anything in your patch that uses Color, then the Color button won't appear on it. Available preset types may differ in selected fixtures and manifest as a brighter frame.

The gray bar on the top of each button turns red when there're values (that will be stored) of that preset type in the programmer.

The Preset Control Bar is available in Channel Sheet, Fixture Sheet, Sequence Content Sheet, Sequence Tracking Sheet and Encoder Toolbar on screen 2.

Related Links

Tools on page 391
World Concept on page 103

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Encoder Toolbars on page 693

Layer Control Bar

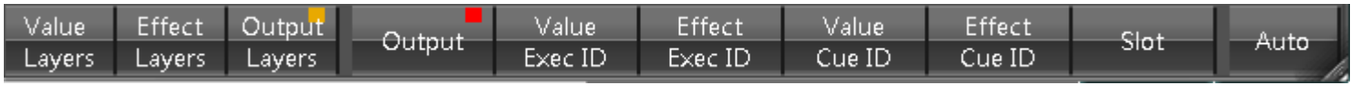
Layer Control Bar is used to quickly switch among layers.

The Layer Control Bar is available in Channel Sheet, Fixture Sheet, Sequence Content Sheet, Sequence Tracking Sheet.

The bar have three sections. 'Value', 'Effect' and 'Output'.







The 'Auto' button on the right side is always visible and used to dynamically track the modified layer..

The current layer is indicated in the Top bar.

Brief description of each layer:

Values:

If the attribute gets its value from a preset, then it will display preset name and number, if not, only the value is displayed.

Fade:

Display fade time for each attribute.

Delay:

Display the delay time for each attribute.

Values Only:

The Color bar display normally, and values are always visible. If the attribute gets its value from a preset, then this value will be displayed instead of preset name and number.

Effect Form:

Define the transition between the High and the Low value, e.g. Sin or Ramp.

Effect Rate:

The time spent by a full cycle of value change.

Effect Low:

The value corresponds to the bottom of the Form.

Effect High:

The value corresponds to the top of the Form.

Effect Phase:

Define where on the form/graph to start, 0=beginning, 360=end.

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Effect Width:

Controls how much the form/graph should occupy of a full cycle. A 'Width' of 100% makes the form take up all the cycle. If the 'Width' is only 50% then the form only occupies the first half of the cycle.

Effect ID:

what effect ID number the attribute have assigned.

Output:

Display the current output.

Value Exec ID:

This displays the executor and cue from where the attribute gets its value. E.g. 1:203 The first number is the executor fader page number and the second is the executor number.

Effect Exec ID:

This displays the executor and cue from where the attribute gets its effect value. E.g. 1:203 The first number is the executor fader page number and the second is the effect executor number.

Value Cue ID:

This option shows from which sequence an attribute gets its value. E.g.: 1:3 The first number is the sequence and the second number is the cue number.

Effect Cue ID:

This option shows you from which effect an attribute gets its value if it comes from a cue. E.g.: 1:3 The first number is the sequence and the second number is the cue number.

Related Links

Tools on page 391

Filter Control Bar

Filter Control Bar is used to switch among various types of data in the Channel Sheet and Fixture Sheet.

The Filter Control bar can be at the bottom of Channel and Fixture sheets. This is what it looks like:



The highlight square in the upper right corner of a tab indicates that tab is currently applied with filter.

Brief description of each filter tab:

None:

There is no filter applied.

Programmer Only:

When activated, only fixtures and values in the programmer will display in the sheet.

Active Only:

When activated, only active fixtures and values will display in the sheet.

Parked Only:

When activated, only parked fixtures and values will display in the sheet.

Selected Sequence (Sequ):

When activated, only applied attributes and values in the selected executor will display in the sheet.

Selected Sequence No Default Values (Seq-):

When activated, only applied attributes and values, except default attribute values, will display in the sheet.

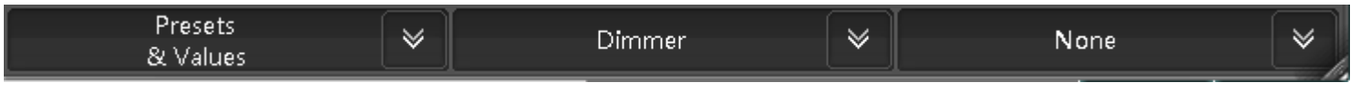
Related Links

Tools on page 391

Multi Control Bar

The Multi Control Bar is a combinations of the Preset, Layer and Filer Control Bars.

When the Multi Control Bar is open, it will automatically move other control bars to the bottom of the sheet, as shown below:



Each "up arrow" gives you the different options in each control bar area.

This bar in available in the Channel, Fixture and Sequence Content Sheets.

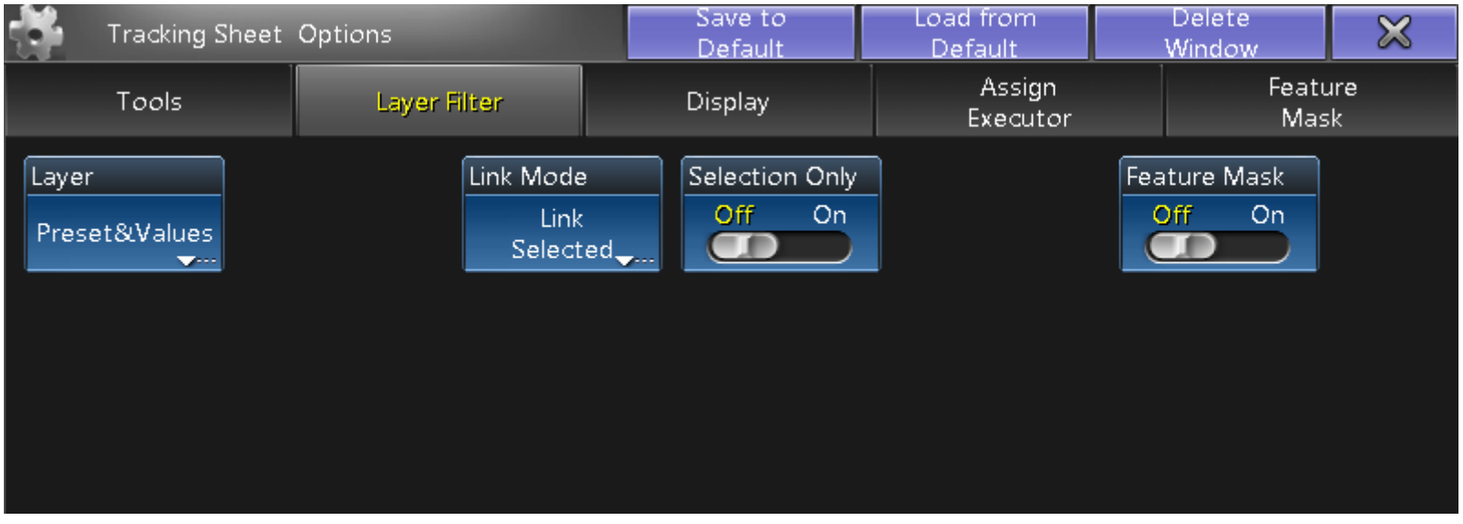
Related Links

Tools on page 391

Layer Filter

This section will describe the Layer Filter tab.

The tab will be something looks like this:



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Options may differ among other sheets.

Layer

Preset & Values:

If the attribute gets its value from a preset, then it will display preset name and number, if not, only the value is displayed.

Fade:

Display fade time for each attribute.

Delay:

Display the delay time for each attribute.

Effect Form:

Define the transition between the High and the Low value, e.g. Sin or Ramp.

Effect Rate:

The time spent by a full cycle of value change.

Effect Low:

The value corresponds to the bottom of the Form.

Effect High:

The value corresponds to the top of the Form.

Effect Phase:

Define where on the form/graph to start, 0=beginning, 360=end.

Effect Width:

Controls how much the form/graph should occupy of a full cycle. A 'Width' of 100% makes the form take up all the cycle. If the 'Width' is only 50% then the form only occupies the first half of the cycle.

Auto:

The auto option changes between the first three options (Presets & Values, Fade and Delay), when you press the Time key.

Values Only:

The Color bar display normally, and values are always visible. If the attribute gets its value from a preset, then this value will be displayed instead of preset name and number.

Output:

Display the current output.

Filter

None:

There is no filter applied.

Programmer Only:

When activated, only fixtures and values in the programmer will display in the sheet.

Active Only:

When activated, only active fixtures and values will display in the sheet.

Parked Only:

When activated, only parked fixtures and values will display in the sheet.

Selected Sequence (Sequ):

When activated, only applied attributes and values in the selected executor will display in the sheet.

Selected Sequence No Default Values (Sequ-):

When activated, only applied attributes and values, except default attribute values, will display in the sheet.

Link Mode

Link Selected:

The sheet will always display the values in the selected executor.

Not Linked:

The sheet isn't automatically linked to executors, you can use the Assign Executor tap to decide what executor the sheets displays.

Link Last Go:

The sheet will display values for the last executor.

Selection only

Selection Only:

When activated, only selected fixtures will display in the sheet.

Show Tracked

Show Tracked:

When activated, display tracking values.

Feature Mask

Feature Mask:

When this is ON, the Mask is applied.

Read more about different relevant areas by following the links below.

Related Links

Sheet Options on page 391
Time Key on page 369
Assign Executor on page 402
Feature Mask on page 403

Display

This section describes Display tab of the sheet.

The tab will be something looks like this:

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Options may differ among other sheets.

Sheet Style

Sheet Style is an option in Fixture and Content sheets.
Display format of the sheets: horizontal or vertical.

Font

Font is an option in all sheets.
This gives you the Select Font popup. There are six different font sizes to choose between. It ranges from 10 to 22.

Readout

Readout is an option in Channel, DMX, Fixture, Content, and Tracking sheets.

Natural:

Displays the value in percentage with one extra decimal.

Percent:

Displays the value in percentage, a total of 100 steps.

Decimal:

Display DMX values, a total of 256 steps.

Hex:

Display the value in hexadecimal.

Physical:

Display real physical value of a parameter.

Show Only Selected

Show Only Selected is an option in the DMX sheets.
This will limit the DMX sheet to only display the universes of the selected fixtures.

Show Additional

Show Additional is an option in the DMX sheets.
This function is used to display more information in the DMX Sheet than just the DMX values.

Show only Values:

No additional information are displayed.
DMX values without additional information.

Show IDs:

The fixtures ID numbers and names are displayed above the DMX values. They are only displayed once per fixture - the ID is nor displayed above each DMX value.
DMX values with ID number and name .

Show Attributes:

The attribute connected with the DMX address is displayed above the DMX value.
DMX values with attribute name above the values

Show Address:

The DMX address is displayed above each DMX value.
DMX values with DMX addresses above each value.

Preset Readout

Preset Readout is an option in Channel, Fixture, Content, and Tracking sheets.
Used to change the display of the attribute Preset in the Sheet.

Names:

The name of the preset will be displayed.

Numbers:

The number of the preset will be displayed.

Numbers+Names:

Both the number and the name of the preset will be displayed.

Symbol Output

Symbol Output is an option in Channel and Fixture sheets.

None:

A little square on the left of the name tab will not display.

Auto:

A little square display on the left of the name tab, display color and intensity. It will follow the Layer Control of the sheet.

Normal:

A little square display on the left of the name tab, display color and intensity. This will always display the values in the programmer.

Output:

A little square display on the left of the name tab, display color and intensity. This will always display the result from the Output layers.

Symbol Features

Symbol Feature is an option in Channel, Fixture, Content, and Tracking sheets.

When activated, a little square will display on the left of each attribute, e.g. color, gobo, pan/tilt, etc.

Cue Colors

Cue Colors is an option in Channel, Fixture, Content, and Tracking sheets.

When activated, display different color values according to selected executor.

Namefiled

Namefield is an option in Channel, Fixture, Content, and Tracking sheets.

When activated, name tab will display adjacent to the number tab.

Channel ID

Channel ID is an option in Channel, Fixture, Content, and Tracking sheets.

When activated and the Channel ID is not the same as Fixture ID, then both IDs will display in the Fixture Sheet.

Fixture ID

Fixture ID is an option in Channel, Fixture, Content, and Tracking sheets.

When activated and the Channel ID is not the same as Fixture ID, then both IDs will display in the Channel Sheet.

Columns

Columns is an option in Channel, DMX, Fixture, and Content sheets.

Define the number of columns to be displayed in the sheet.

Autoscroll

Autoscroll is an option in Executor, and Tracking sheets.

When activated, the sheet will always display currently active values.

Feature Sort

Feature Sort is an option in Fixture, Content, and Tracking sheets.

when activated, the order of the attributes in the sheet will be automatically arranged. Selected attributes will be at the top.

Fixture Sort or Channel Sort

Fixture Sort or Channel Sort is an option in Channel, Fixture, Content, and Tracking sheets.

when activated, the order of the sheet will be automatically arranged. Selected fixtures will be at the top.

Enable Mark

Enable Marker is an option in Channel, Fixture, Content, and Tracking sheets.

When activated, sheets are identified by different colors.

Hide Timing Countdown

Hide Timing Countdown is an option in the Executor sheets.

In the sequence Executor Sheet, you can see the countdown of cue time.

Hide Empty Cells

Hide Empty Cells is an option in Channel, Fixture, Content, and Tracking sheets.

Can hide the cell form with fixture without attributes.

Programmer Colors

Programmer Colors is an option in the DMX sheets.

There are two color schemes for the DMX values in the DMX sheet.

There is the default where the background color changes from gray to light green depending on intensity of the value.

But you can choose to use turn On Programmer Colors instead. This will then use the same color schema as the Channel and Fixture Sheets.

MixColor Readout

MixColor Readout is an option in Fixture, Content, and Tracking sheets.

You can change the display format of the MixColor color in the sheet.

RGB:

The MixColors are displayed as RGB attributes.

CMY:

The MixColors are displayed as CMY attributes.

Default:

The MixColors are displayed using the default selected in the setup.

Merge Same Values

Merge Same Values is an option in Fixture, Content, and Tracking sheets.

Some features can combine or merge the values displayed in the sheets if the value is the same. For instance the MixColor attributes "R", "G", and "B". .

Cue Color Columns

Cue Color Columns is an option in Executor and Tracking sheets.

The Appearance keyword can be used to give a color to individual cues.

This option changes how this color is displayed in the sheets.

Off:

This wont display any cue colors.

Number:

This will display the color in the cue number column.

Number+Name:

This will display the color in the cue number and name columns.

Number+Info:

This will display the color in the cue number and info columns.

Info:

This will display the color in the info columns only.

All Columns:

This will display the color in all columns.

The Tracking sheet only has the three first options.

Sort By

Sort By is an option in Content and Tracking sheets.
This option can be used to choose the sort method for the sheets.
There are two options: Fixture ID or Channel ID.

RDM Info

RDM Info is an option in Channel, and Fixture sheets.
The RDM info is a small RDM icon that will be displayed next to the fixture name or ID.

None:

No icon is displayed in the sheet.

Warning:

The yellow RDM warning icon is displayed in the sheet.

Alert:

The red RDM alert icon is displayed in the sheet.

Warning+Alert:

Both icons can be displayed in the sheets.

Read more about different relevant areas by following the links below.

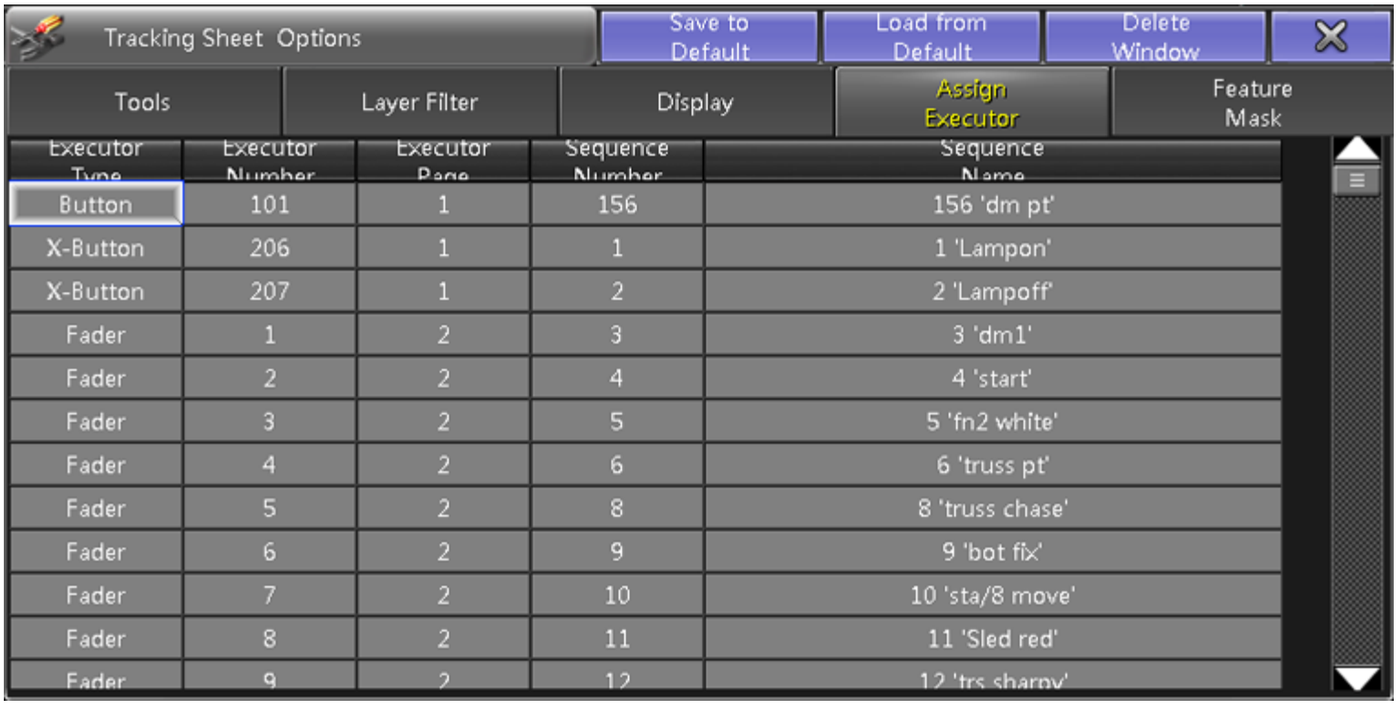
Related Links

Sheet Options on page 391
Fixture Sheet on page 377
Channel Sheet on page 374

Assign Executor

This section describes Assign Executor tab of the sheet.

The tab will be something looks like this:



Options may differ among other sheets.

It's mainly used to select executors to be displayed in the sheet, main display tabs include: Executor Type (Fader or Button), Executor Number, Executor Page, Sequence Number and Sequence name.

Related Links

Sheet Options on page 391

Feature Mask

This section describes Feature Mask tab of the sheet.

The tab will be something looks like this:



Options may differ among other sheets.

When attributes are activated in the "Layer Filter", the visibility of certain attributes can be set.

In the Included/Excluded column, "Yes" indicates a specific attribute to be displayed in the sheet.

Read more about different relevant areas by following the links below.

Related Links

[Sheet Options](#) on page 391
[Layer Filter](#) on page 395

Pools

The first button (with the pool name) is the title of the pool. Click the button to enter and edit the options of Pools. Detail information about the options please refer to related links of this section.

Some pools buttons are stored with content, names and contents of these buttons can be edited, e.g. Group, Sequence, View, World. While some pools buttons contain more information, right click the pool button or first press Edit and then click the pool button to edit its content, e.g. Effect, Bitmap and Macro.

In order to save the memory, a pool window don't display thousands of buttons, only those most frequently used are displayed, 100 empty buttons are the most for such buttons. To allocate more buttons, drag the lower right section of the pool window. Commandline can be used to save or delete a specific item, e.g. **Store Group** 1000 , **Delete Group** 1000 .

Change the name of an pool button.

It can be done via command line and keyword **Label**. It has this syntax: Label [object] new name. Alternatively, double press Assign button, then the pool button, type in a new name into the popup, as shown below:



More keyword about "Label", please refer to related links of this section.

Move and resize the pool.

Move: hold the top bar of the sheet, drag it to an appropriate position and then release.

Resize: drag the lower right section of the sheet to adjust the size of the list.

Related Links

Windows on page 372
Effect Pool on page 407
Filters Pool on page 408
Forms Pool on page 409
Group Pool on page 410
Macro Pool on page 411
Channel Page Pool on page 412
Executor Page Pool on page 413
Sequence Pool on page 414
Timecode Pool on page 415
View Pool on page 416
World Pool on page 417
Layout Pool on page 418
Universes Pool on page 419
Matrix Pool on page 420

Image Pool on page 421
Camera Pool on page 424
Models on page 427
Pool Options on page 432
Pool Options on page 432
Enter Name of Object on page 525
Assign Key on page 358
Edit Key on page 361
Label Keyword on page 325
Edit Keyword on page 311

Effect Pool

This is an example of the Effect pool:



Color indicators in the effect pool: red "S" in the top left indicates "Selective", i.e. this means that it only works for the selected fixtures. grey "U" indicates "Universal", i.e. It is valid for all fixtures that contain the attributes of a particular effect. grey "A" indicates "Absolute", i.e. It moves in an absolute manner between the low and high value. green "R" indicates "Relative", i.e. The low and high values are added onto the actual value.

The cyan number in the effect pool button tells you how many fixtures currently uses the effect.

"Preset Type Bar Indicators" at the bottom indicates what preset types there are stored in the effect.

Methods to apply an effect:

1. Click an effect in the pool to apply directly.
2. Recall an effect via commandline.
3. Assign an effect to an executor.
4. Run in the programmer and/or be stored in cues.

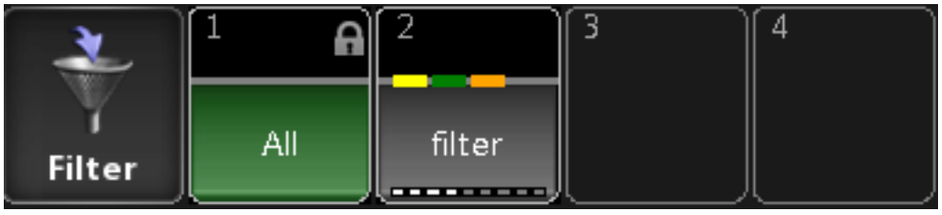
Edit an effect: right click pool button or press Edit button, then click the corresponding button in the effect pool.

Related Links

Pools on page 405
Pool Options on page 432
Effect Key on page 361
Effect Keyword on page 311
Effect Concept on page 85
Effect Tasks on page 258
Tutorials Effect on page 177
Effect Editor on page 510

Filters Pool

This is an example of the Filters pool:



The filters can be used to limit what attributes are played back from executors. Playback Filter doesn't filter layers only Attributes.

Filters can also limit what you can store. This also applies to layers.

A filter can be selected using the Select key followed by the pool element. This is marked by the green background color in the name field.

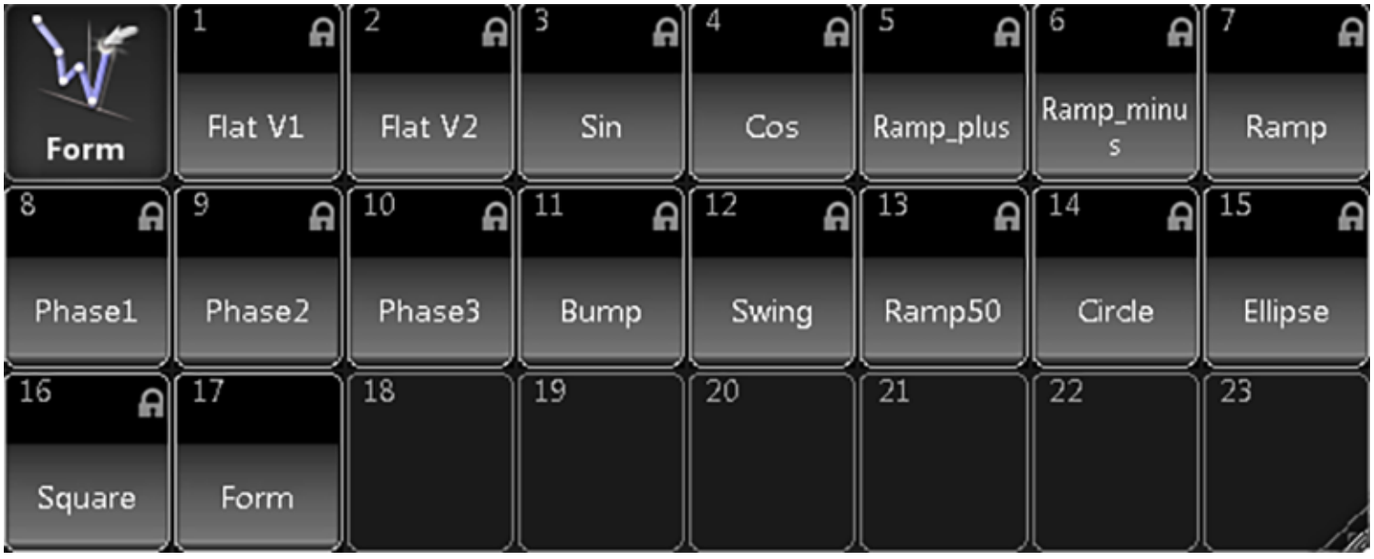
Filters can also be called temporarily by pressing the pool element. This is marked by the green bar in the middle of the pool element. If you hold the Store or At key you get a filter pop-up.

Related Links

Pools on page 405
Pool Options on page 432
Filters on page 125
Edit Filter on page 132

Forms Pool

This is an example of the Forms pool:



Some forms are predefined and can't be edited.They are marked by lock symbol in the pool button.

If you delete a form that's used in effect will not function anynore. It's missing the form. There's no warning whrn deleting a form.

You can assign a form to the selected attributes, by the pressing the pool button.

You can edit the form by pressing Edit followed by the form you want to change.

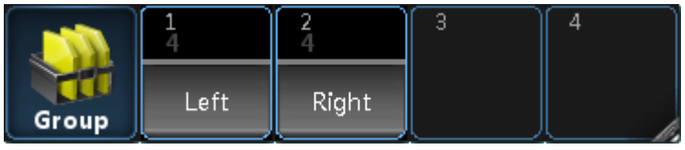
Related Links

Pools on page 405
Pool Options on page 432

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Group Pool

This is an example of the Group pool:



Each button has a color bar in the middle, and the color may differ according to the selected fixture. The example above displays the default color, and the default color can be changed.

Light Blue (this color can't be changed):

For Group with only one fixture (Channel or Fixture), when the fixture is unselected, the color bar is light blue.

Dark Blue (this color can't be changed)

For Group with only one fixture (Channel or Fixture), when the fixture is selected, the color bar is dark blue.

Red (this color can't be changed):

The group is limited by worlds.

Grey (this color can't be changed):

None of the fixtures in the group is selected.

Yellow (default color, this color can be changed)

All fixtures within the group are selected, but they are not in the same order as stored in the group.

Green (default color, this color can be changed)

All fixtures within the group are selected and in the corret order.

Related Links

Pools on page 405
Pool Options on page 432
Group Key on page 363
Group Keyword on page 319
Group Concept on page 80

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Macro Pool

This is an example of the Macro pool:



A macro can be assigned to an executor, view button or user button.

Edit a macro: right click the pool button or press Edit button, then click the corresponding button (CLI must be activated). If CLI is disabled, it can only be executed by typing **Edit** / **Delete** **Macro**+ macro Number.

Read more information about Macro Editor, please refer to related links of this section.

Related Links

Pools on page 405
Pool Options on page 432
Macro Key on page 363
Macro Keyword on page 330
Macro Editor on page 516
Macro Tasks on page 256
Macro Tutorials on page 163
Macro Concept on page 104

Channel Page Pool

This is an example of the Channel Page pool:



Methods to edit the Channel Page: directly press Channel Page button, use commandline or related buttons.

Related Links

Pools on page 405
Pool Options on page 432
Ch Pg+ Key on page 358
Ch Pg- Key on page 358
ChannelPage Keyword on page 304

Executor Page Pool

This is an example of the executor Page pool:



Methods to edit the Executor Page: directly press Executor Page button, use commandline or related buttons.

Related Links

Pools on page 405
Pool Options on page 432
Page Key on page 366
Fd Pg+ Key on page 361
Fd Pg- Key on page 361
FaderPage Keyword on page 315
Executor Concept on page 87

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Sequence Pool

Each button stored in the sequence pool is a soft key for a sequence in the show file.

This is an example of the Sequence pool:



A sequence can be directly executed in the pool or assigned to an executor for execution.

Methods to access a sequence:

1. Directly click a button in the pool.
2. Recall a sequence via commandline.
3. Use physical buttons on the console.

Right click the sequence to open a sequence editor.

Related Links

Pools on page 405
Pool Options on page 432
Sequ Key on page 366
Sequence Keyword on page 342
Cue & Sequence on page 83
Edit Sequence on page 509
Assign Mneu on page 686

Timecode Pool

This is an example of the Timecode pool:



Timecode pool has much complex content and more information.

Next to the heading you'll see the counter for incoming timecode signal, respectively it indicates SMPTE timecode and MIDI timecode.

Timecode name is displayed at the lower section of the button. if the lower section is green, it indicates that the corresponding timecode is selected. In the middle is a green bar with grey background, this bar indicates the current progress of the timecode. At the top right section is the state icon, e.g. Play, Pause, Record, etc.

Methods to edit a time code: right click corresponding timecode in the pool, or press Edit and then the corresponding timecode, or use commands via commandline, or yet double press Macro .

Related Links

Pools on page 405
Pool Options on page 432
Timecode Concept on page 92
Timecode Keyword on page 350
Macro Key on page 363

View Pool

This is an example of the View pool:



Views can be assigned to an executor, user button or view button.

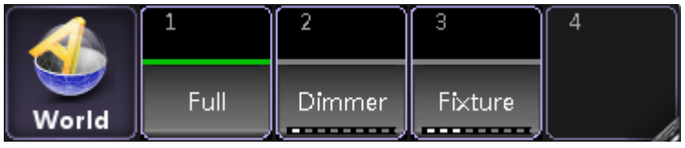
Methods to edit a view: right click the corresponding view in the view ppol, or use commands via commandline. To change to another view, it can be done by directly press View and then view number.

Related Links

Pools on page 405
Pool Options on page 432
View Key on page 369
View Keyword on page 352
ViewButton Keyword on page 353
ViewPage Keyword on page 353
GUI Concept on page 70
Windows Concept on page 73

World Pool

This is an example of the World pool:



There is a default group called "Full". (This world always contains every fixture and parameter in your show.) This default world can't be altered or deleted and has max manipulation range.

At the bottom of the pool button is the "Preset Type Bar Indicators", shows what preset types there are stored in the world.

Methods to apply a world: click the corresponding world in the world pool, or use commands via commandline, or use related button (double press Group, and the result is **World**).

Related Links

Pools on page 405
Pool Options on page 432
World Keyword on page 354
Group Key on page 363
World Concept on page 103

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Layout Pool

This is an example of the Layout pool:



The layouts can be viewed and edited in the Layout View, follow the link below to read more about it.

If the lower section of a button is green, it indicates the corresponding layout is selected, when it's set "Link Selected" in the layout view window, the corresponding layout will display in the Layout View window.

Related Links

Pools on page 405
Pool Options on page 432
Layout View on page 456

Universes Pool

This is an example of the Universes pool:

The Universe pool displays all the 256 universes that the system can handle.

You can create a Universes pool on your screens using the Create Basic Window pop-up.

Universes Pool - pool styles

If you change the pool to be in sheet style (in the pool options) it could look like this:

Each pool object (universe) has some icons and indicators displaying different properties of the universe. They correlate to the columns displayed in the sheet style.

No.:

This is the universe number.

Name:

This is the universe name.

DMX In Merge:

Here you can select how any incoming DMX is merged into the universe. If incoming DMX is merged as HTP then there is a white "H" in the pool button. If it is LoTP then there is a white "L". If DMX is not merged then there is no white character.

Requested:

Here you can request or un-request the control/calculation of the universe. If the universe is not requested then there is red "R" in the pool button.

Granted:

Here you can see if the universe is granted by the system. If the universe is requested but not granted (lack of parameters) then there is red "G" in the pool button.

Info:

Here you can write any information you like.

Parked:

If there is something parked in the universe then there is a blue "P" on the pool button. This is also indicated by the "P" in the column.

Related Links

Pools on page 405
Pool Options on page 432

Matrix Pool

This is an example of the Matrix pool:



In the Matrix Pool you have a soft button where you can store the different matris in the show.

The first pool button is always "Reset" button.

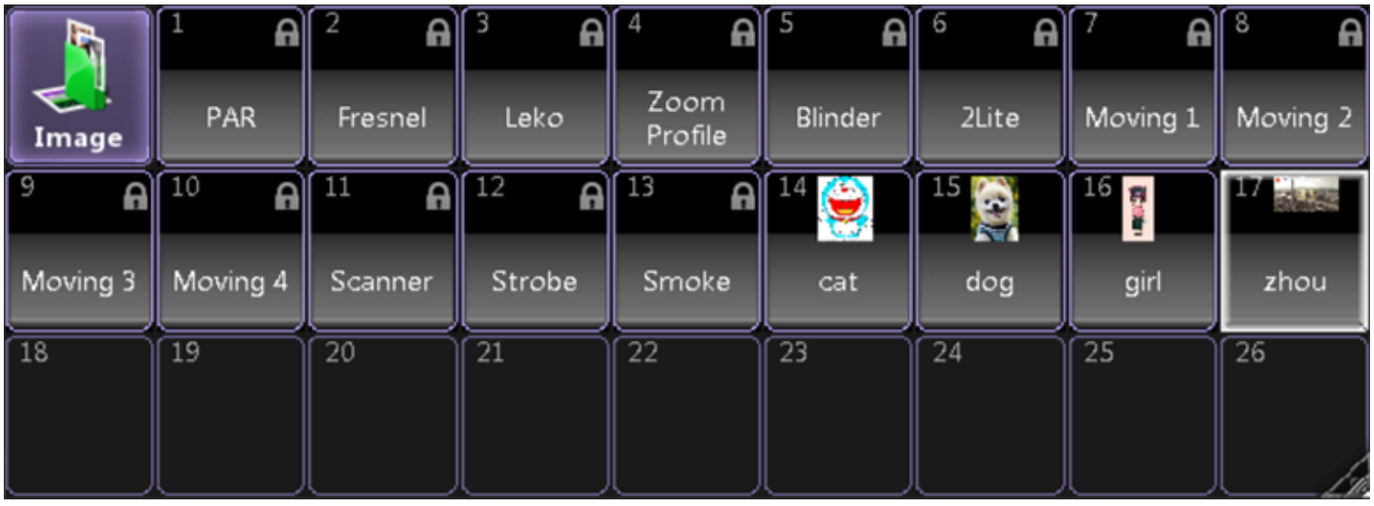
If you edit a pool button you get a Matrix Editor pop-up. This allows you to load predefined Matrix.

Related Links

Pools on page 405
Pool Options on page 432

Image Pool

This is an example of the Image pool:



Some images are predefined and can't be edited.They are marked by lock symbol in the pool button.

Edit an image: right click pool button or press Edit button, then click the corresponding button in the image pool.

Import Images and Videos

1 Open the image pool first.

2 Then press Edit and tap the pool object you would like to store your image.

3 The Image Viewer opens.

It looks like this:



Import Image

1 Tap Import Image

2 The dialog Open File opens.

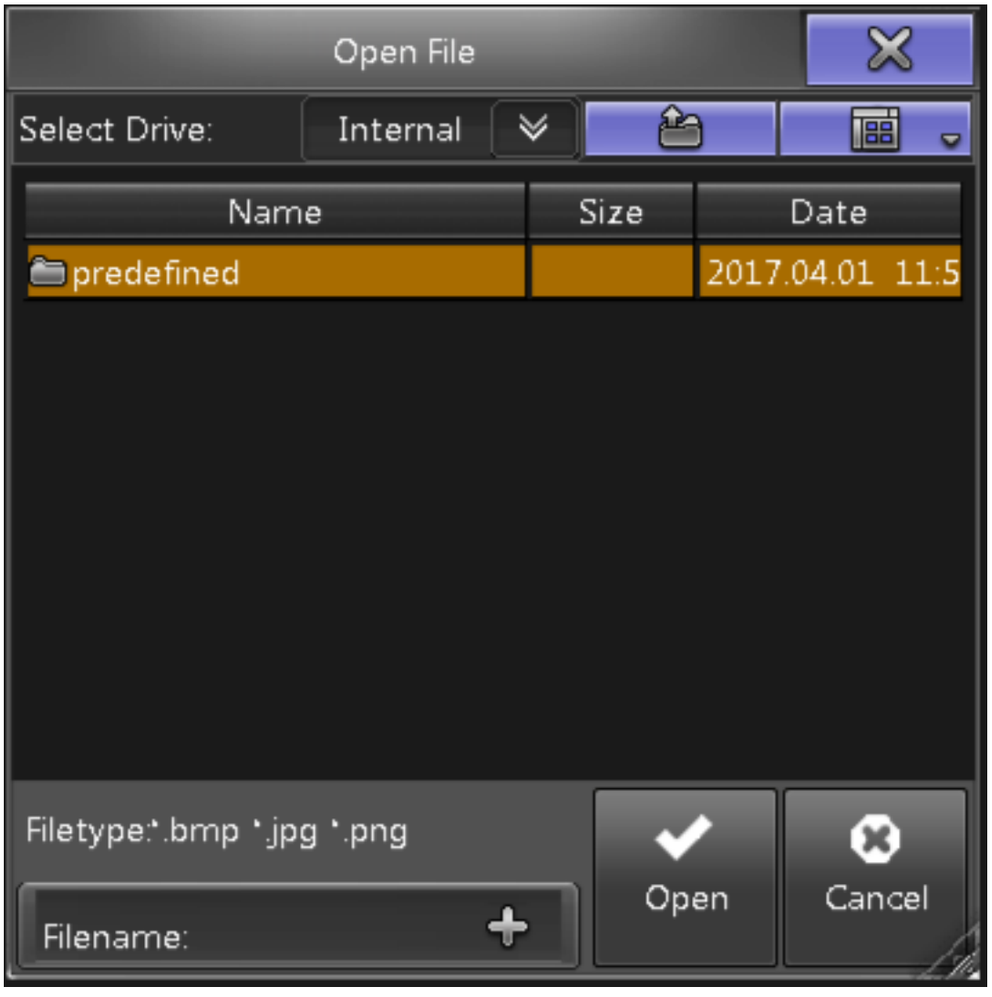


Image file formats: bmp,png,jpg,jpeg etc.

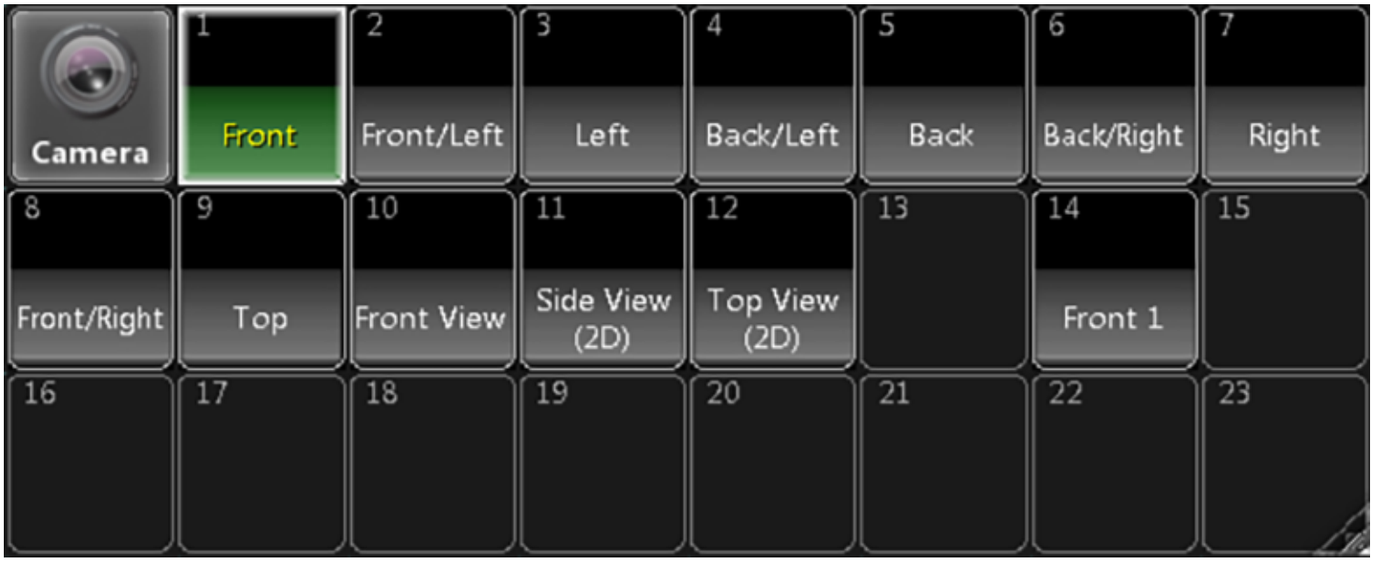
Video file formats: mp4,avi,mov,webm etc.

Related Links

Pools on page 405
Pool Options on page 432

Camera Pool

This is an example of the Camera pool:



In the Stage View topic we looked at the virtual 3D stage. It was mentioned that we are actually looking at the stage through virtual cameras.

The cameras are located in the Camera Pool. You can create a camera pool on your screens using the Create Basic Window pop-up.

Camera Pool - pool styles

If you change the pool to be in sheet style (in the pool options) it could look like this:



Name	X	Y	Z	Rot.X	Rot.Y	Rot.Z	F
Front	0.00	-13.99	6.38	-15.00	0.00	0.00	0
Front/Left	-10.25	-9.75	6.38	-15.00	0.00	-45.00	0
Left	-14.49	0.50	6.38	-15.00	-0.00	-90.00	0
Back/Left	-10.25	10.75	6.38	-15.00	0.00	-135.00	0
Back	0.00	14.99	6.38	-15.00	0.00	180.00	0
Back/Right	10.25	10.75	6.38	-15.00	0.00	135.00	0
Right	14.49	0.50	6.38	-15.00	0.00	90.00	0
Front/Right	10.25	-9.75	6.38	-15.00	-0.00	45.00	0
Top	0.00	-4.14	-11.77	72.00	0.00	0.00	0
Front View (2D)	0.00	-14.50	2.50	0.00	0.00	0.00	0
Side View (2D)	-15.00	0.50	2.50	0.00	0.00	-90.00	0
Top View (2D)	0.00	0.50	17.50	-90.00	0.00	0.00	0

Camera controlled by a fixture

A camera can be linked to a special camera controller fixture.

You will need to add this camera controller fixture to your fixture setup.When you have the fixture then you can link the camera with the controller fixture.

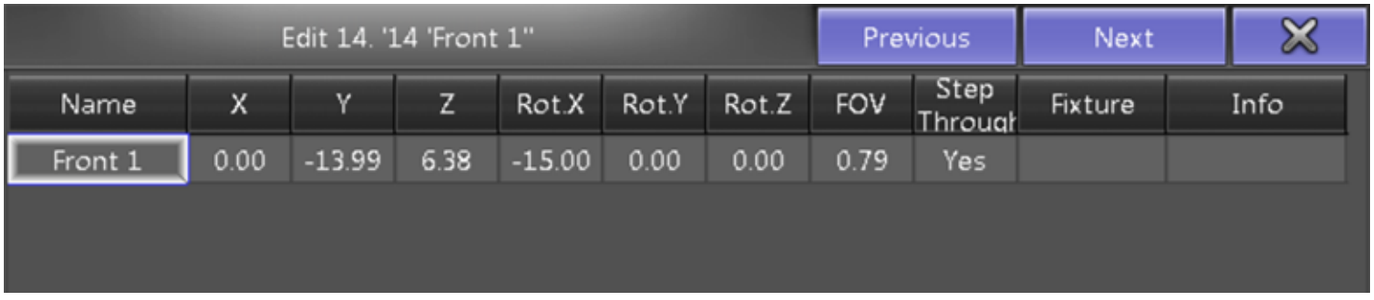
When a camera is linked, then you can see the link icon in the upper left corner of the camera pool button and in the top half you will see the Fixture ID of the controller. When a camera is linked, then you cannot control it manually.

You can use the same camera controller to control more than one camera. Then you can use the camera position values (read more below) to create an offset between the different cameras.

Read below to learn how to link the two objects.

Editing a Camera

If you edit (right-click with mouse or press Edit followed by the object) a camera pool object, then you get the a window with all the options for a camera. It could look like this:



Here you can see the different settings for the camera.

In the title bar you will find two buttons that allows you fast access to the previous and next camera and the close editor X.

Each cameras settings are displayed as a sheet with columns. The following is a description of each column:

Name:

This is the name of the camera.

X, Y, Z:

These three columns is the position of the camera in the 3D space.

Rot.X, Rot.Y, Rot.Z:

These three columns are the rotation of the camera.

FOV:

This is the cameras field of view.

Step Through:

Turning off Step Through will exclude this camera from the cameras you can step through in the stage view by pressing the space bar.

Fixture:

This is where you can assign a camera controller fixture to the camera. Editing this cell will open the small Select Camera Fixture Controller pop-up. It lists the available controller fixtures.

Info:

Here you can write any information you like.

Related Links

Pools on page 405
Pool Options on page 432

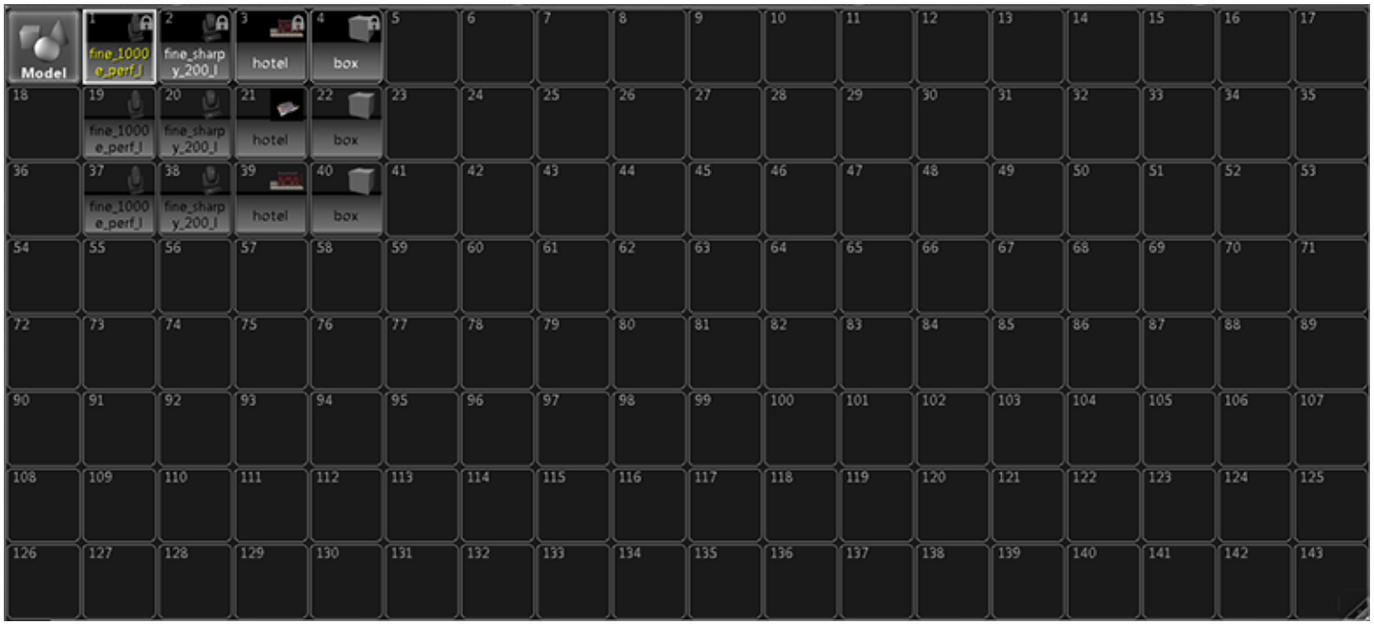
Models

The model window is mainly used to set the material texture of various models and related models.

Model window

In the Create Basic Window of the user-defined area, in the Pool interface, click on the model to open the 3D model window.

The material window is as follows:



1. After the models of the same type are loaded, there will only be one default model.

2. The loaded default model has been locked and cannot be edited.

3. For each type of model, multiple copies can be copied and edited to change the material, which can provide different material requirements for the model.

4. The model here will be displayed in the model list in the model editing window of the 3D stage window.

Materials

The material window is as follows:



The main window consists of the number of faces of the model and the color/texture and material properties of each face.

The number of faces of the model in the window, indicating how many faces the model has.

The Texture 1 window in the middle of the main window defines the bright and dark faces of the element, ie the texture, emission, normal, specular, and occlusion of the element.

The Texture 2 window sets the opacity of another layer of texture and texture of the element.

Click the Reset button in the upper right corner of the window to reset to the default setting of the element.

The bottom half of the window sets the way the texture is filled.

Each facet of the window can be individually coloured and textured.

Texture 1/2:

Select the desired textures and video for the model.

Reset:

Remove the added texture, making it zero by default.

Tiles:

Adjust the size of the texture tile area.

Stretch:

Texture display area and color switch on the model surface.

Offset X/Y:

Texture position offset on the model face.

Rotation:

The rotation angle of the texture.

The right side of the main window sets the transparency, brightness, contrast, color, metallicity, smoothness, and normal of the material properties.

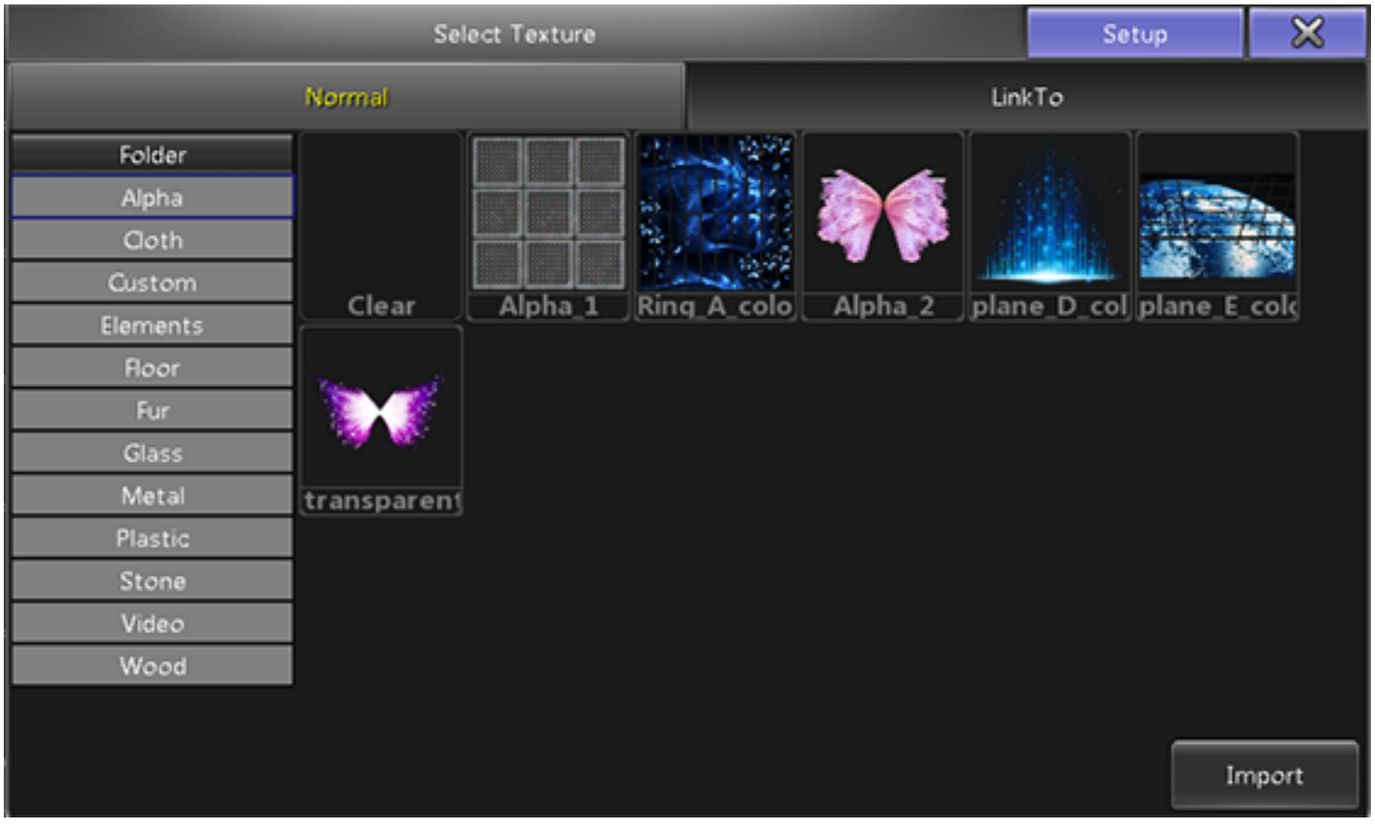
Select Texture

Select the texture window to add the desired texture and video.

The selection texture window is divided into normal texture maps and media library maps.

Normal texture map, the switch to make the model texture map fixed, the map can be imported in the current.

The example is as follows:



Media library map, make the model texture map form a flexible switching effect, you can import the texture in Setup->TEKMAND NetWork Configuration->3D->Media Library.

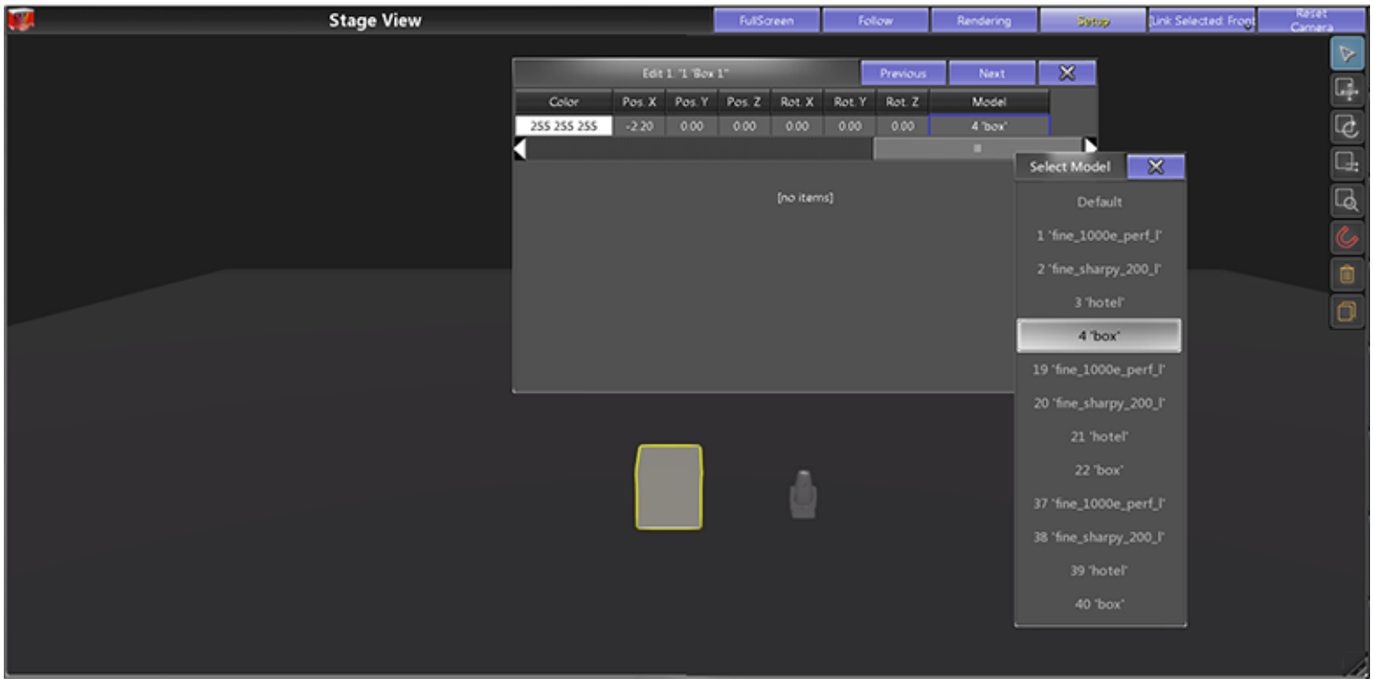
The example is as follows:



Model association

1. In the 3D stage window, its "Settings" mode is activated.
2. Select the desired model, edit the model, and open the editing window.
3. In the model list at the end of the edit window, select the desired model.

The material window is as follows:



Related Links

[Pools](#) on page 405
[Stage](#) on page 465
[Pool Options](#) on page 432

TEKMAND

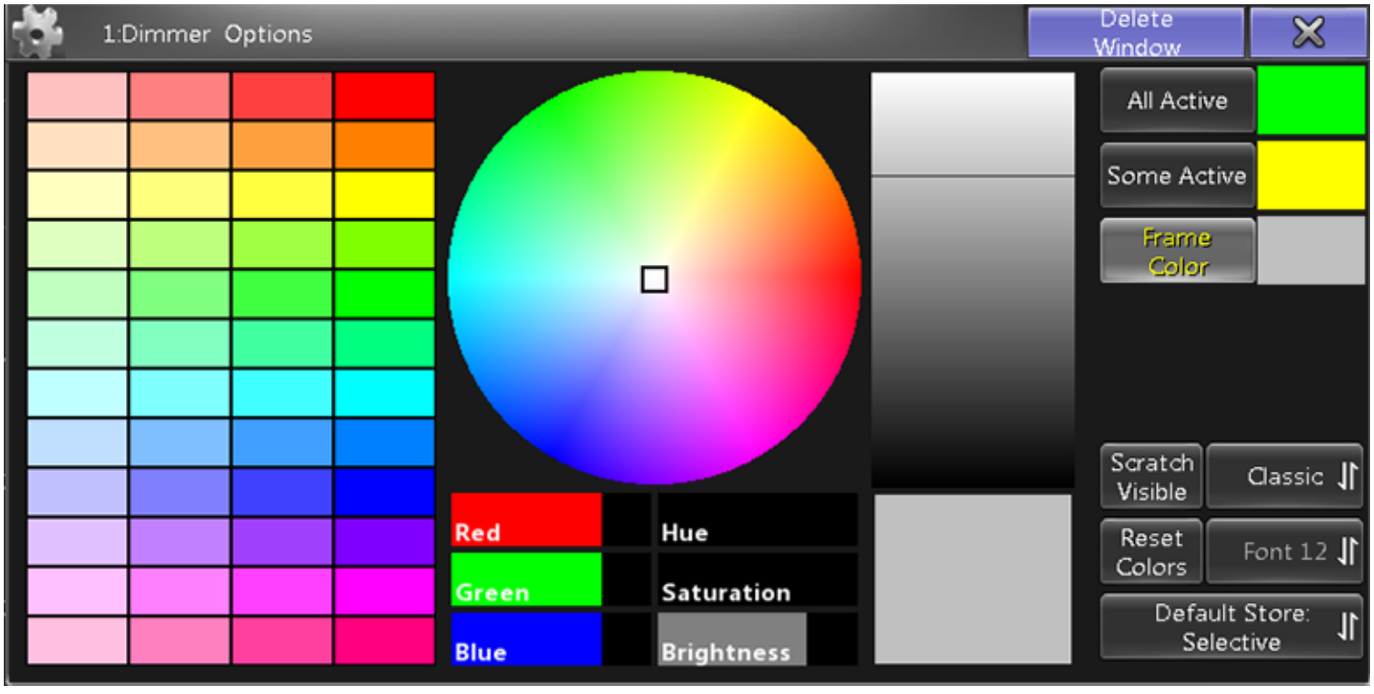
Pool Options

You can access the pool options by pressing the first button on the pool (the one with the heading).

On the left of the most pool options are 48 color blocks and color picking area is in the middle, both of them are used for color selection. Alternatively, RGB or HSB beneath the color picker may be used. The larger blocks will display the currently selected colors.

Pool options may slightly differ for various pools, the buttons on the right side of the pool options window are also different.

Preset Pool Options:



All preset pools have the same pool options.

All Active:

Tap All Active and then choose a color from the color table or the color circle, to display that all of the fixtures selected contain this preset.

Some Active:

Tap Some Active and then choose a color form the color table or the color circle, to display that only some of the fixtures selected contain this preset.

Frame Color:

This is the color of the frame around each pool button.

Symbols:

Indicate the visibility and sizes of the symbols.

Scratch Visible:

Show pictures made on the Scratch Visible.

Window Mode:

The window can be switched between classic, simple and Sheet Style 3 modes.

Reset Colors:

This will reset the colors of current pool to the factory settings.

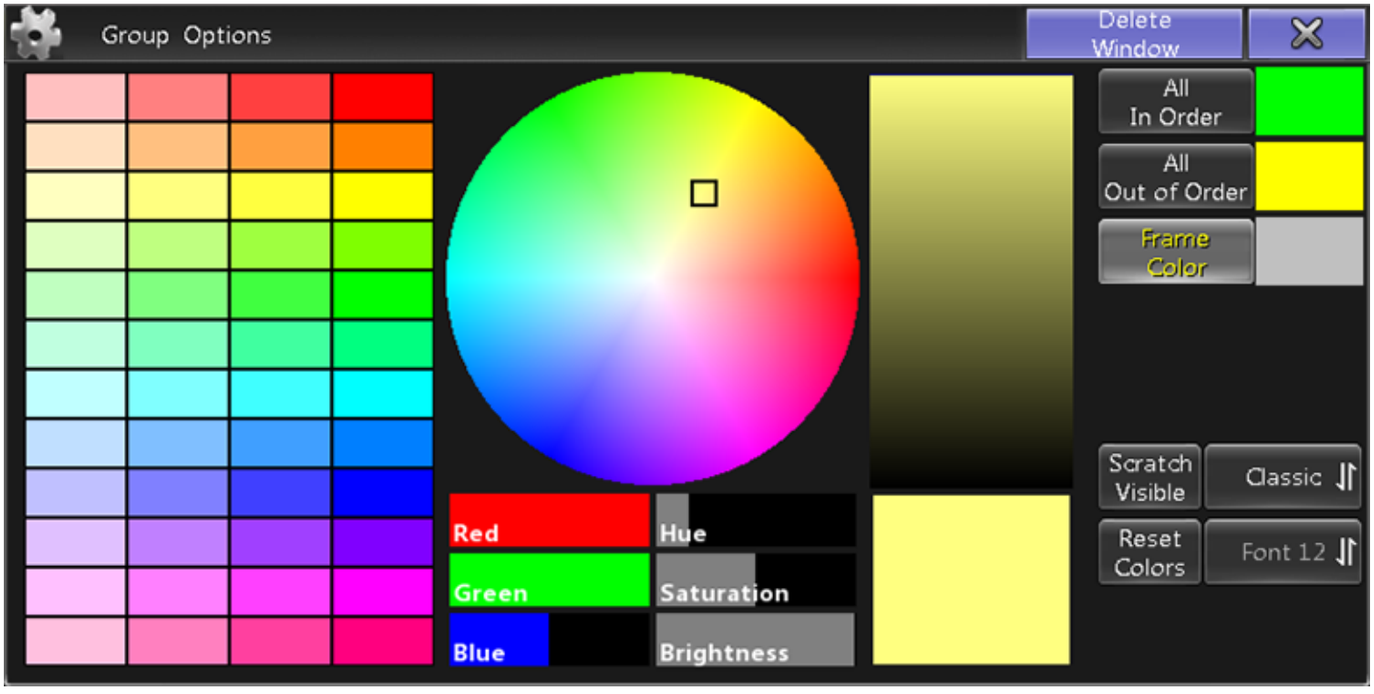
Font:

You can change the font size of the window in Sheet Style mode.

Default Store:

You can change the default saving mode of the material: select, same type, all.

Group Pool Options:



Group Pool Options has different functions from other options.

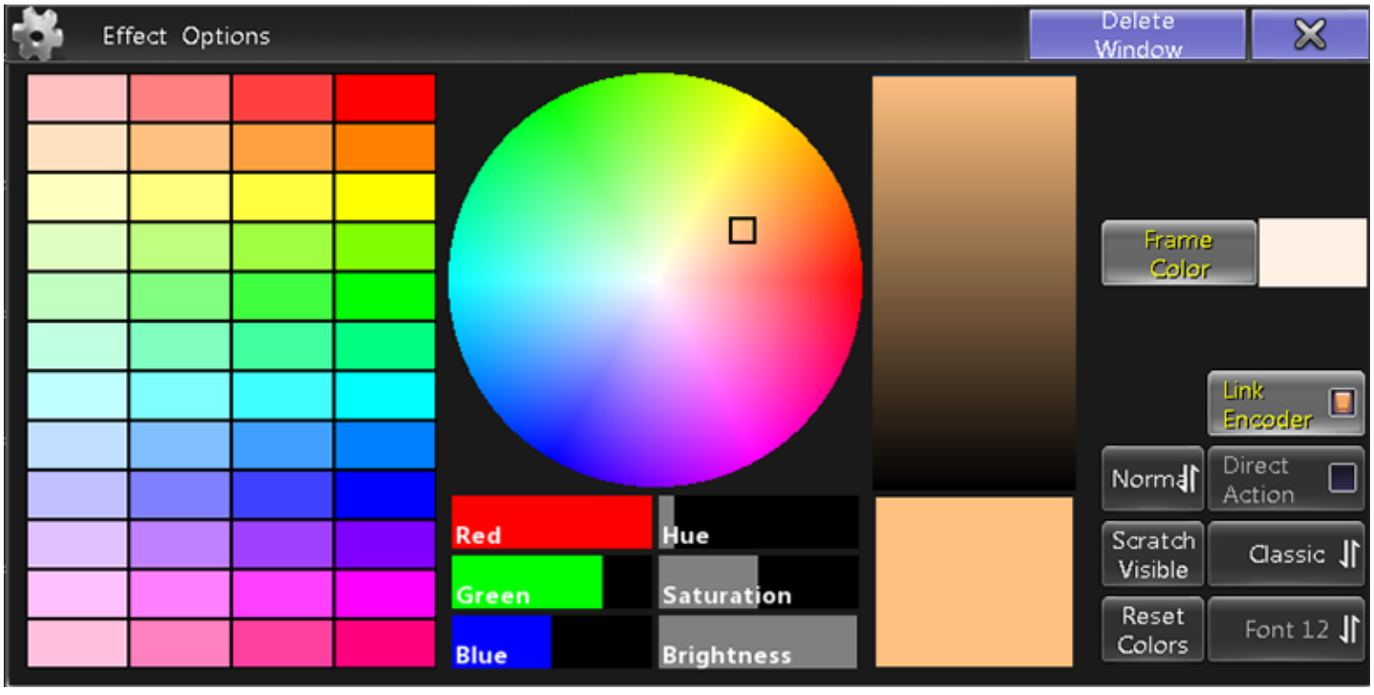
All In Order:

All fixtures within the group are selected and in the corret order. The color bar in the group pool takes the displayed color as default.

All Out of order:

All fixtures within the group are selected, but they are not in the same order as stored in the group. The color bar in the group pool takes the displayed color as default.

Effect Pool Options:



The effect is the same as the Pool options of the sequence,and has different functions from other options.

Link Encoder:

In the effect Pool, when it is active, press the effect Pool button to display it on the effect encoder toolbar.

Call Modes:

There can be 3 different Call mode settings: normal Call, Fast Call, playback.

Call Modes

There can be 3 different Call mode settings.

Including normal Call, Fast Call, playback.

The following mode takes the effect library as an example.

normal Call

The effect object that was tapped is now applied to the fixtures that were previously selected.

Example:

1. Select fixtures.
2. Open the options of the effect pool and set the button below Frame Color to Normal Call.
3. Tap a pool object in the effect pool.
4. The effect object that was tapped is now applied to the fixtures that were previously selected.

The background of the pool objects in the pool stays unaffected (gray).

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Fast Call

Fast call is used in all fixtures without selection and in all fixtures that were previously selected and that are assigned to a pool object.

Example :

1. Open the options of the effect pool and tap the button Normal Call to toggle it to Fast Call .
2. Tap a pool object in the effect pool.
3. The effect object is instantly applied to all fixtures in the fixture sheet.

The background of the pool objects turns crimson.

Note that fast calling a template effect, triggers all fixtures in the fixture sheet. Fast calling a selective effect only triggers those that are set selectively for an object.

playback

Activates a temporary playback. The pool object turns into a mini executor.



Mini executor in the effect pool

Example:

1. Open the options of the effect pool and tap Normal Call to toggle it to Pool Playback .
2. To toggle the mini executor between the states "on" or "off", tap Direct Action .
3. Direct Action is enabled and displayed below the name of the pool.

The background of the library object turns purple.



Direct action – enabled

Related Links

Pools on page 405
Assign Effects on Executors on page 260

TEKMAND

Presets

Presets are shortcuts stored with values of various types, when needed to recall, it can be done by directly clicking corresponding button.

The first button (with the preset name) is the title of the preset. Pressing here gives you access to the preset options.

In order to save the memory, a pool window don't display thousands of buttons, only those most frequently used are displayed, 100 empty buttons are the most for such buttons. To allocate more buttons, drag the lower right section of the pool window. Commandline can be used to save or delete a specific item, e.g. **Store Preset** 1000 , **Delete Preset** 1000 .

Change the name of an pool button.

It can be done via command line and keyword **Label**. It has this syntax: Label [object] new name. Alternatively, double press Assign button, then the pool button, type in a new name into the popup, as shown below:



The anatomy of a Preset button.

Each preset button contains rich information. It's divided into a top section and a bottom section by a colored line.

Top section:

Preset number:

Display current preset number. 

S/U:

Red "S" indicates that the preset is a "selective", while Grey "U" indicates that the preset is "Universal". 

Color/Gobo symbol:

On the right side there can be a symbol for the color or gobo stored in the preset.


Intensity bar:

This displays how much intensity there are stored in the preset. 

Number of active fixtures:

On the left side there might be a cyan colored number below the preset number. This indicates the amount of fixtures using the preset. 

Embedded:

There might be a white "E". It shows that other presets embedded in this one.



A preset can have four different modes, When it's in the "Normal" mode there's no text written, but when in any of the other three modes ("Default", "Highlight" or "Stage") the mode is written in red across the top is the pool button. 

Bottom Section:

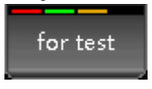
Preset name:

Display current preset name. 

Preset types:

A colored bar indicates time information stored. Red color indicates a normal preset, green color indicates Fade included, color orange indicates Delay in included. 

Time information:

This colored bar shows if the presets has time information stored in it. A red color tells that there are normal values in a preset. A green color tells you there are "Fade" information. A orange color tell you there are "Delay" information. 

Between the two sections there is a colored line. They can have four colors.

Gray:

You haven't selected any fixtures that can use this preset.

Some active (default color: yellow):

The color can be user-defined to indicate partial fixtures with the preset applied.

All Active (default color: green):

The color can be user-defined to indicate all fixtures with the preset applied.

Black:

The preset is empty.

Related Links

Windows on page 372
Preset Pool on page 438
Preset Options on page 440
Preset Options on page 440
Copy Key on page 358
Move Key on page 363
Assign Key on page 358
Labe Keyword on page 325
Enter Name of Object pop-up on page 525

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Preset Pool

Preset Pool is a window for storing a variety of presets. When needed to recall a preset, you can click corresponding button.

There are 10 default Preset Pools. 1 thru 9 are usually limited to each Preset Type. The pool numbered 0 is an "All Preset Pool". This preset pool can contain all the different preset types. The Dynamic pool will always display the preset type that is currently selected in the Encoder toolbar,A Dynamic preset pool will display a "D" before the number and name of the currently displayed preset pool, All Presets cannot be selected and thus not displayed in the Dynamic preset pool.

You can call the content by pressing the button or use the Commandline and/or the hard keys.

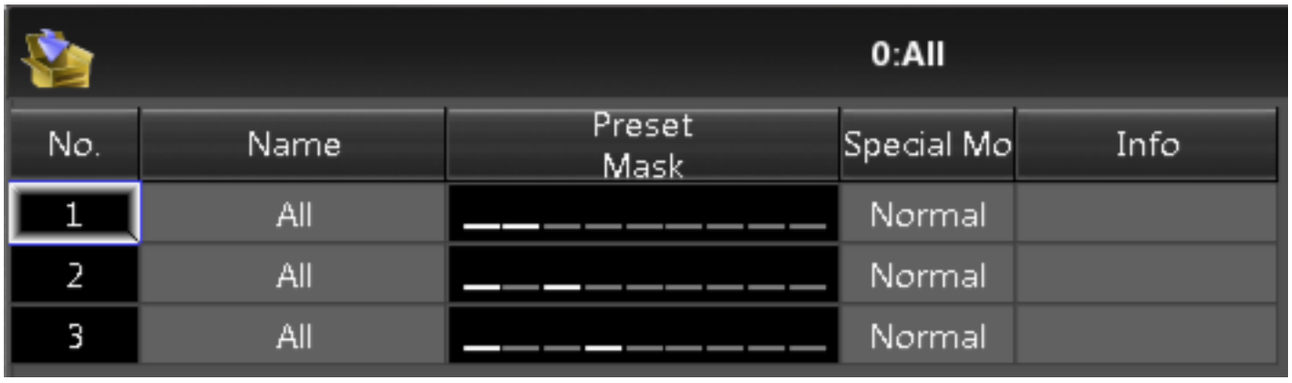
This is small examples of the preset pools:



The first button (with the preset name) is the title of the preset. Pressing here gives you access to the preset options. Read more information about it, please refer to related links of this section.

If you want to change the display method of the Presets, please click on the Simple Classic SheetStyle option window.

This is small examples of the preset pools:



The content displayed in SheetStyle is the same as that in non SheetStyle.

Related Links

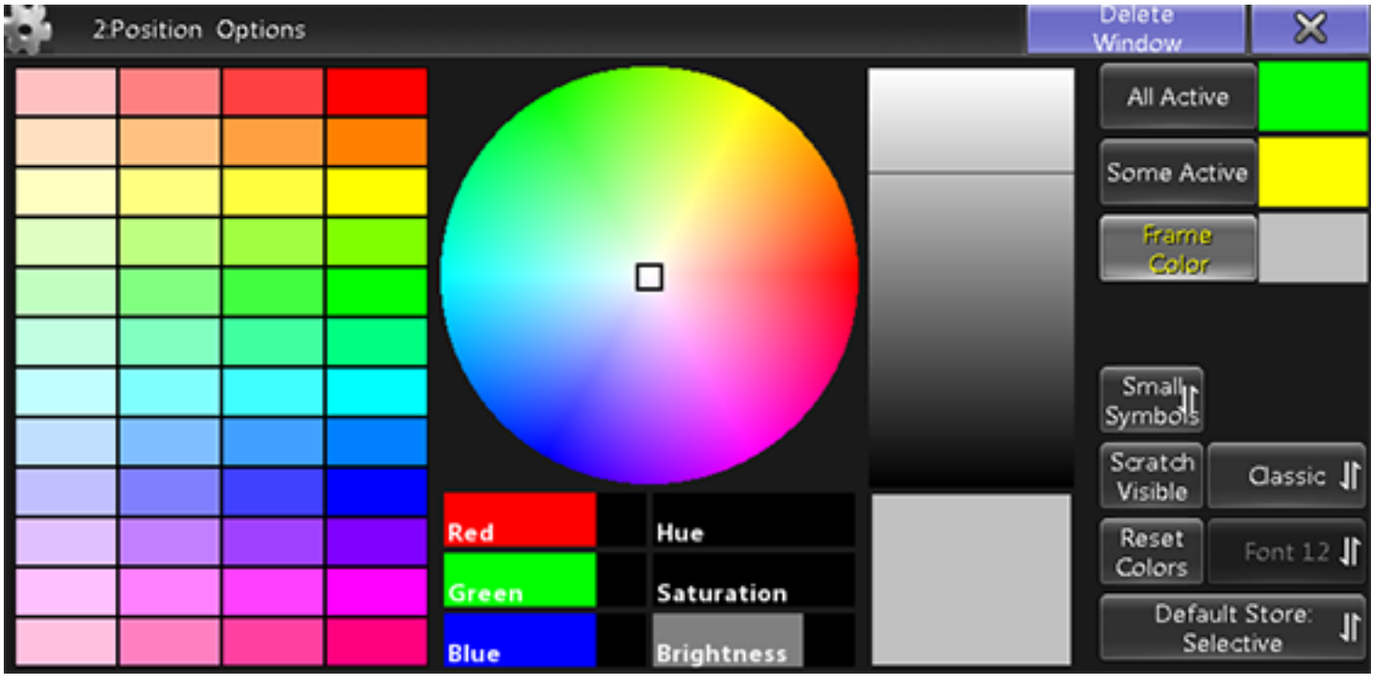
Presets on page 436
Preset Key on page 366
Preset Keyword on page 337
PresetType Keyword on page 337
Preset Concept on page 82

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Preset Options

The color for preset button frame can be set via Preset options, and it goes with the visibility of symbols and the colored line.

Right click the first button in the preset pool to open the preset option, it should look like this:



On the left of the most pool options are 48 color blocks and color picking area is in the middle, both of them are used for color selection. Alternatively, RGB or HSB beneath the color picker may be used. The larger blocks will display the currently selected colors.

Buttons on the right of preset option:

All Active (default color: green):

The color can be user-defined to indicate all fixtures with the preset applied.

Some active (default color: yellow):

The color can be user-defined to indicate partial fixtures with the preset applied.

Frame Color:

This is the color of the frame around each pool button.

Symbols:

Indicate the visibility and sizes of the symbols. 

Scratch Visible:

Does the Presets display graffiti 

Reset Colors:

This will reset the colors of current pool to the factory settings.

There are also be a button that toggles the pool mode between "Classic", "Simple" and "Sheet Style". For some of the preset types there might also be a button with three different settings.preset.

Related Links

Presets on page 436

System

The System windows display information about the Help, DeskStatus,CommandLine etc.

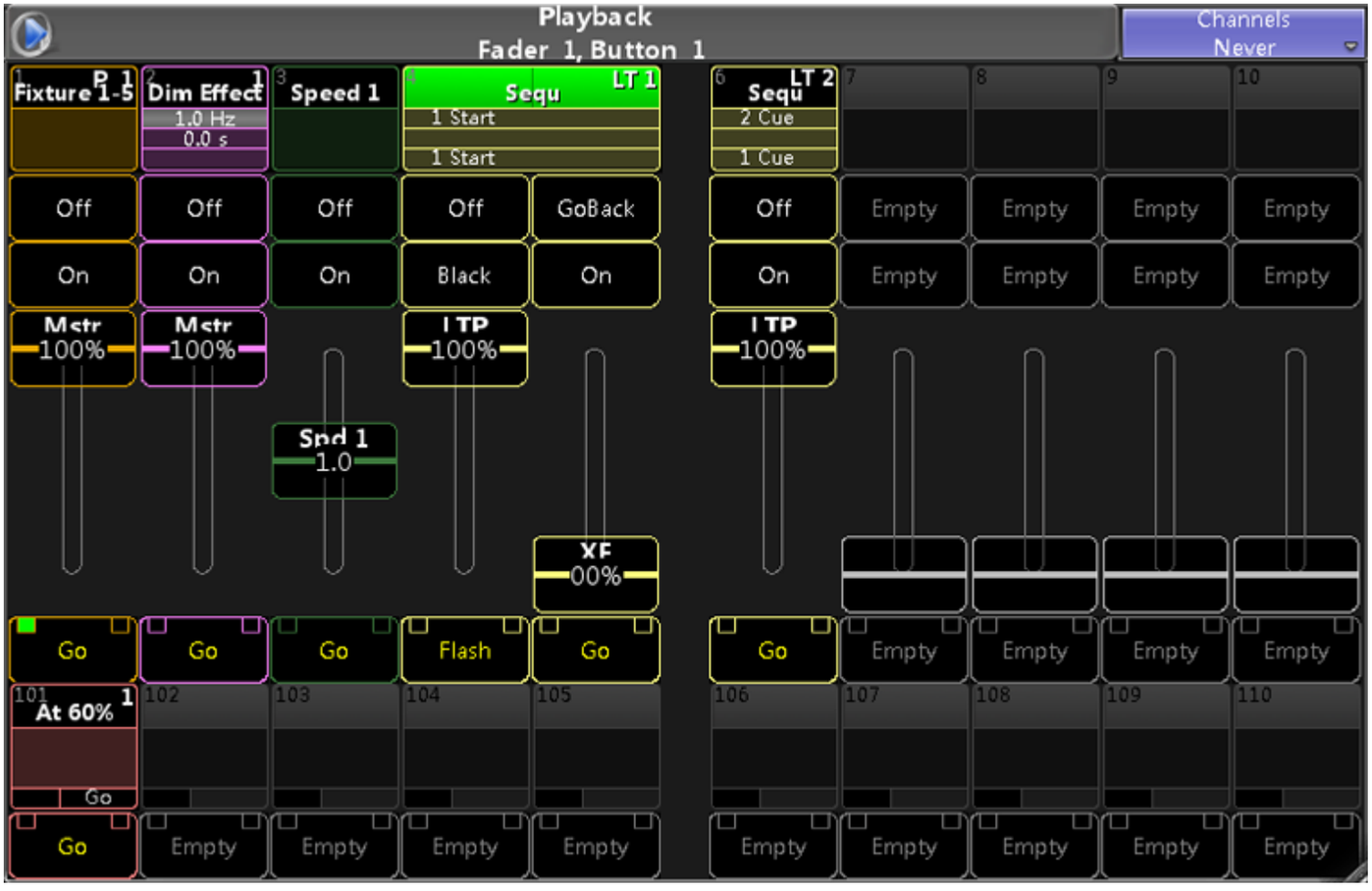
Related Links

Windows on page 372
Playback on page 443
Action Buttons on page 446
Running Effects on page 448

Playback

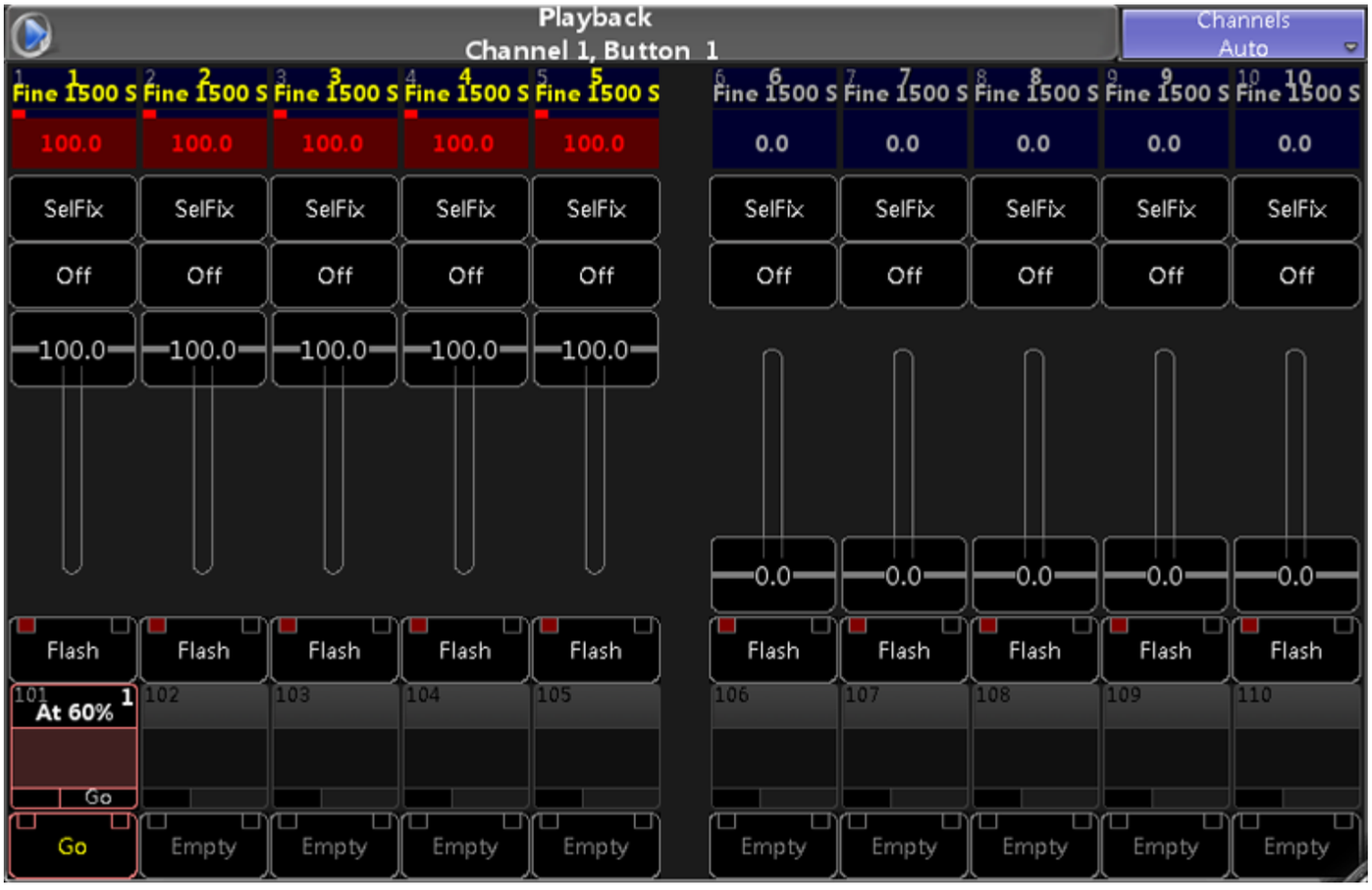
The playback window displays the executor faders and buttons on the screen.

This is an example of the Playback:



The window can cover 15 executor faders and 15 executor buttons, basically do the same as the real buttons and faders.

They can also display the channel faders, and the executor buttons are still executor buttons. This is what it could look like this:



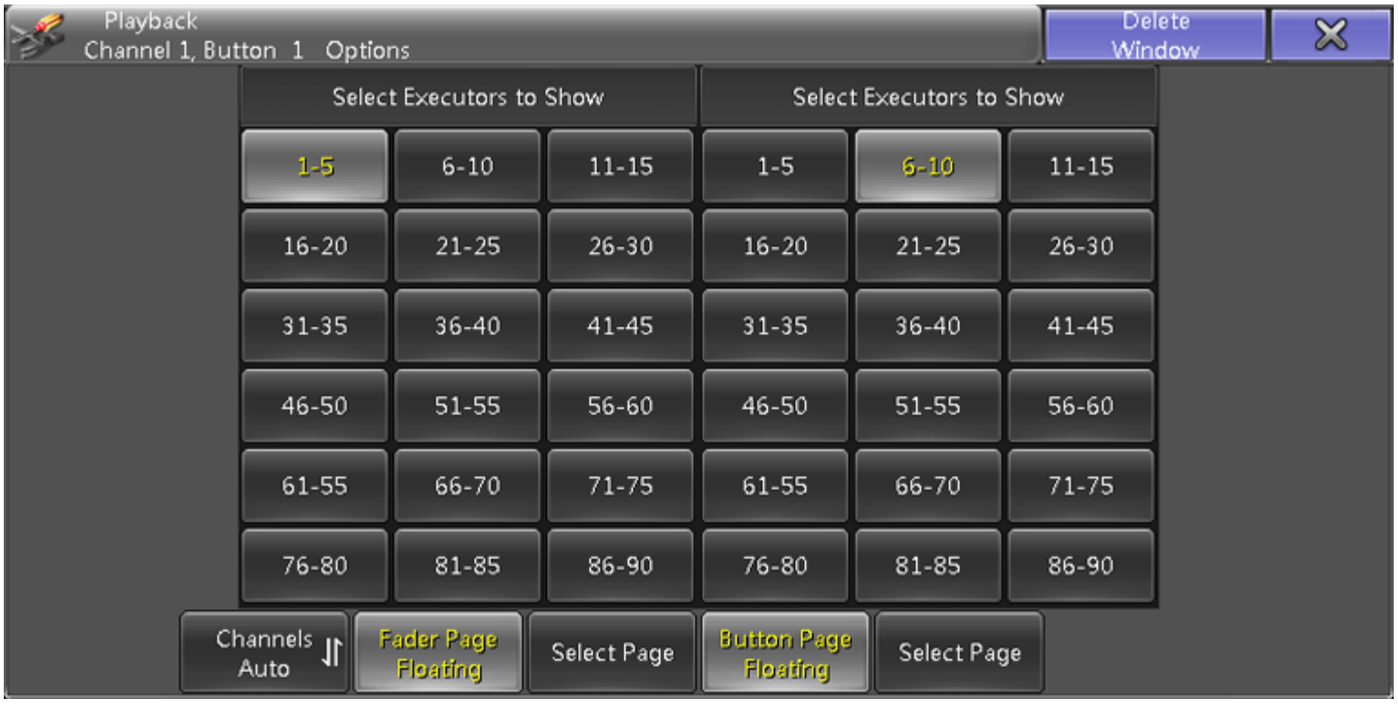
Top Bar

In the top bar you can change three different modes: 'Channels Auto', 'Channels Forced' and 'Channel Never'. The displayed effects differ as different mode.

'Channels Auto' mode follows your selections on the real faders. 'Channels Forced' mode always display the channel faders, and 'Channels Never' mode always displays the executor faders.

Options

Click the icon on the top bar to open option settings:



There are 10 faders by default, and you can choose which executor faders to display on the left side or on the right side respectively.

Select Page: choose to lock the executors to a specific page in the Select Page popup or have them change page with your physical executors.

Fader / Button Page Floating: Display pages changes as the current fader page changes.

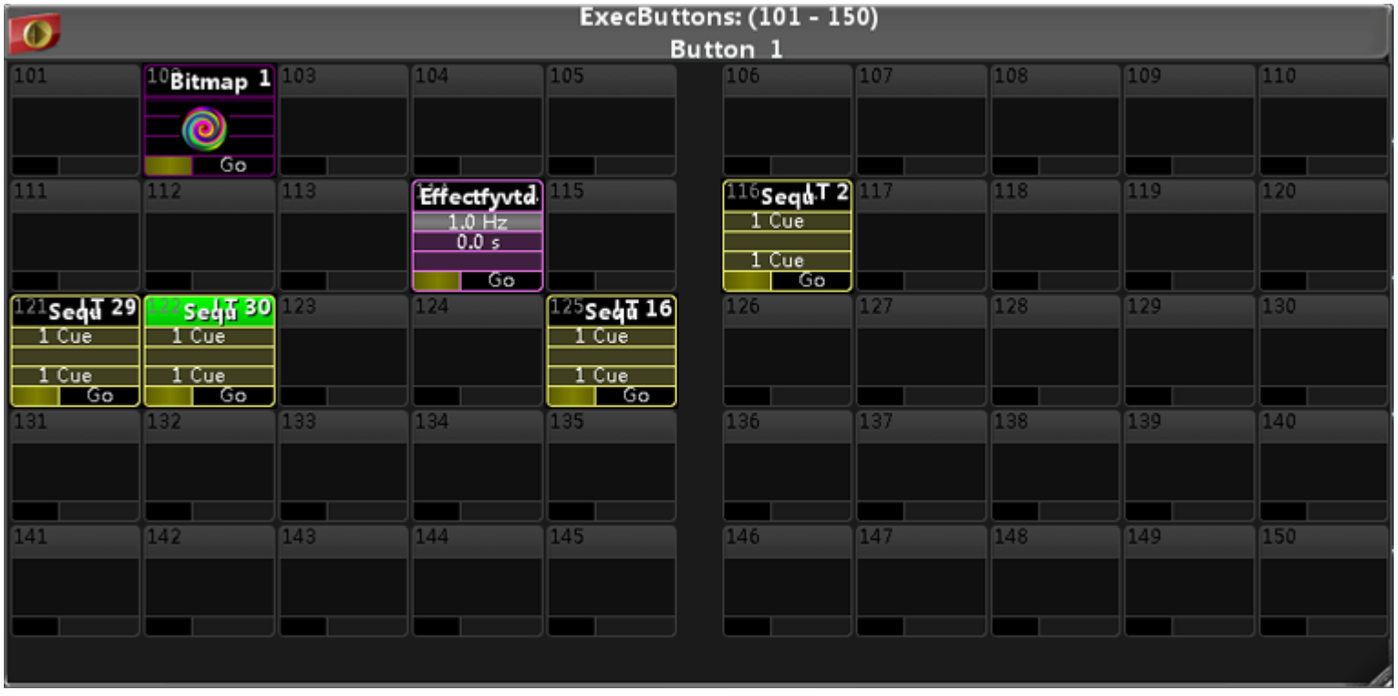
Related Links

System on page 442
Executor Concept on page 87
Select Page on page 547
ChannelPage Keyword on page 304
FaderPage Keyword on page 315
Page Keyword on page 335
Bt Pg+ Key on page 358
Bt Pg- Key on page 358
Ch Pg+ Key on page 358
Ch Pg- Key on page 358
Fd Pg+ Key on page 361
Fd Pg- Key on page 361

Action Buttons

The Action Button window displays the executor buttons on the screen.

This is an example of the Action Buttons:



The window can cover a maximum of 90 executor buttons, basically do the same as the real buttons.

Options

Click the icon on the top bar to open option settings:



Here you can select which buttons to display.

Select Page: choose to lock the executors to a specific page in the Select Page popup or have them change page with your physical executors.

Fader / Button Page Floating: Display pages changes as the current fader page changes.

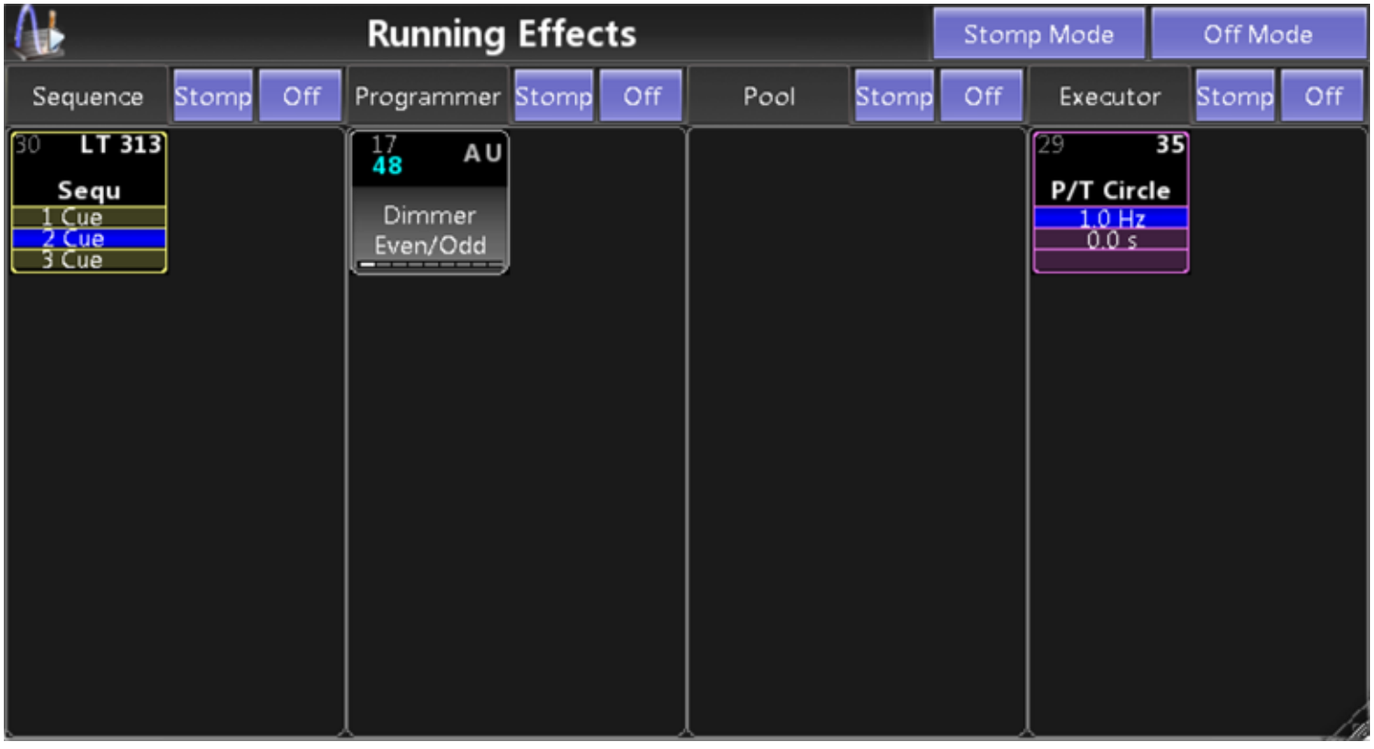
Related Links

System on page 442
Select Page on page 547
Page Keyword on page 335
Bt Pg+ Key on page 358
Bt Pg- Key on page 358

Running Effects

This view display all the running effects.

This window will show you the running effects. It could look like this:



Here you have the option to display the four different sections where you can have running effects. Each section displays the effects that are running in that section.

The sections are:

Sequence

Here you can see the different sequence that currently have an effect running.

Programmer

Here you can see all the effect running in the programmer. The effect have to be stored on the Effects Pool and then running in the programmer. Effects build in the programmer only, isn't displayed in this view.

Pool

This is the effects running directly in the Effects Pool.

Executor

This displays the effects running on executor.

In the top bar there are two buttons. When this is active, you will apply the function to the effects you press.

Options

Click the icon on the top bar to open option settings:



Here you can select if there's any if the different section you do or don't want to see. You can also delete the window or close the options pop-up.

Related Links

System on page 442
Effects on page 258

Other

This section contains description of a lot of windows under the "Other" tab in the Create Basic Window, includeing sub-options like stage, layout, smart etc.

Related Links

Windows on page 372
Agenda on page 451
Clock on page 455
Layout View on page 456
Smart on page 464
Stage on page 465
Timecode View on page 468
CITP Video Viewer on page 471
Player on page 474
File Viewer on page 475
Color Picker on page 476
Position Special on page 477
Command Filter on page 478
Shaper Specail on page 479
Encoder Bar on page 480

Agenda

Agenda can be used as events schedule for different actions at different time.

The Agenda has four different main views: Day, Week, Month and Year. The setting can be adjusted via buttons on the right of the top bar.

When the Agenda window is active, the encoder toolbar changes to this, and this makes it easier to navigate the agenda system.



Appointment

The appointmenta add to the agenda may have many settings, as shown below:



Information related to how to make an appointment, please refer to the links below.

Top bar

Depending on the different way of view, the top bars may slightly differ, but they are generally the same.

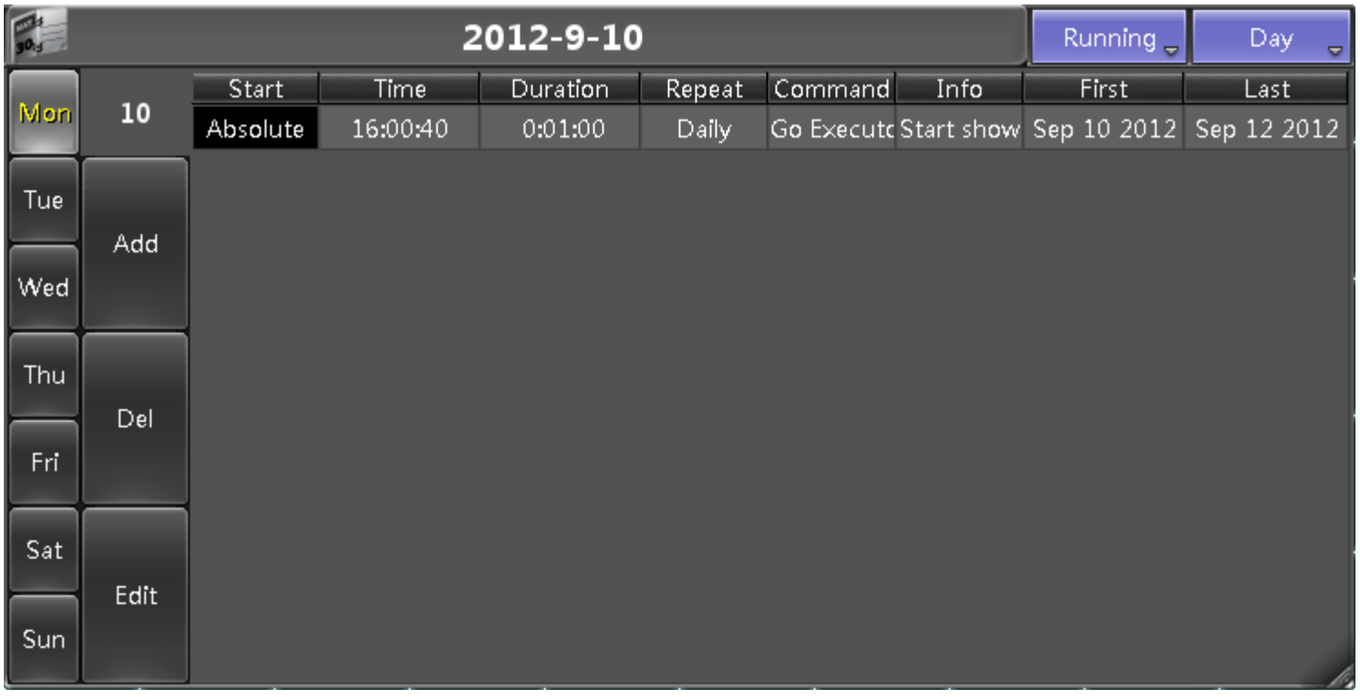
"Running" or "Stopped" buttons on the right of the top bar are used to indicate whether the commands in the agenda is executed or not.

Buttons on the right of the top bar can change between the Day, Week, Month or Year view.

Click the agenda icon on the left to set up a specific appointmen.

Day View

This is an example of the Day view:



The Top Bar displays the Month, Year and Date. The first column on the left is sequenced order from Monday to Sunday. The second column on the left are three buttons for events setting: add, delete and edit. The large area on the right is for detailed information.

Week View

This is an example of the Week view:

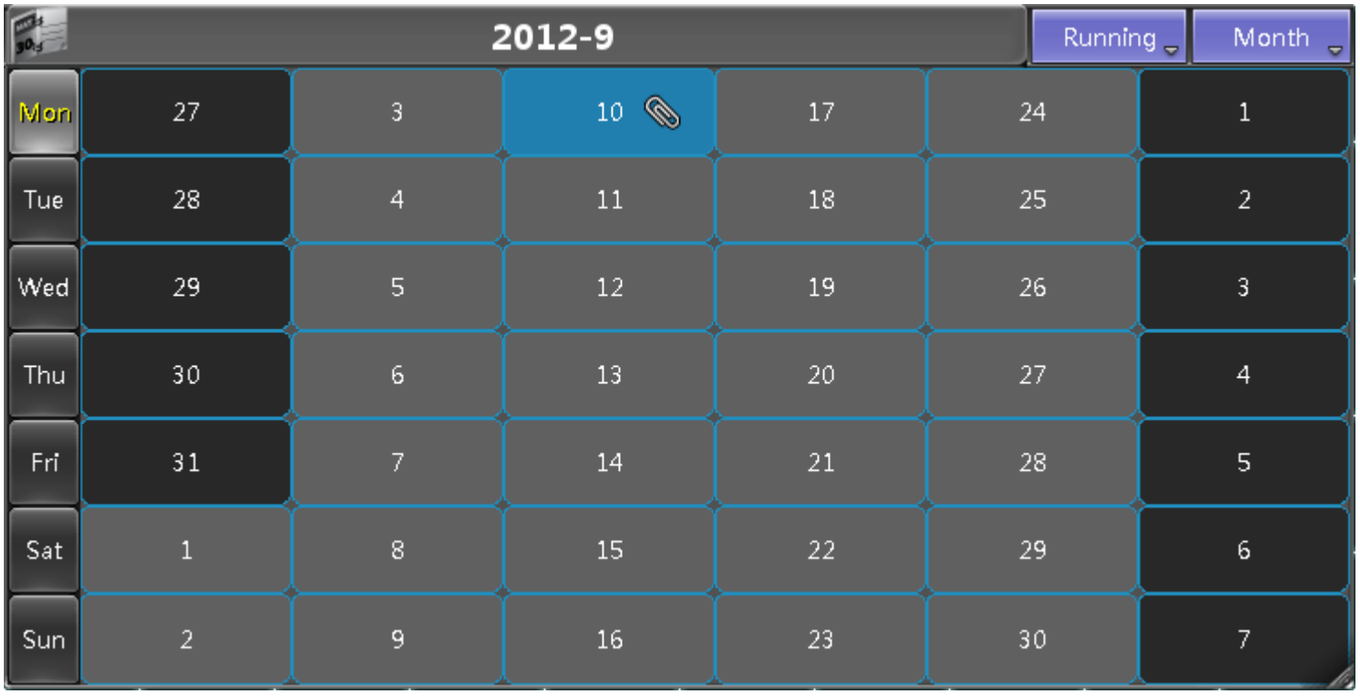


The Top Bar displays the Month, Year and Week number. This window is similar to the window of the day view, and the difference lies on the buttons on the left. The large area on the right is also for detailed information.

If you press on a date you changes the view from Week to Day.

Month View

This is an example of the Month view:

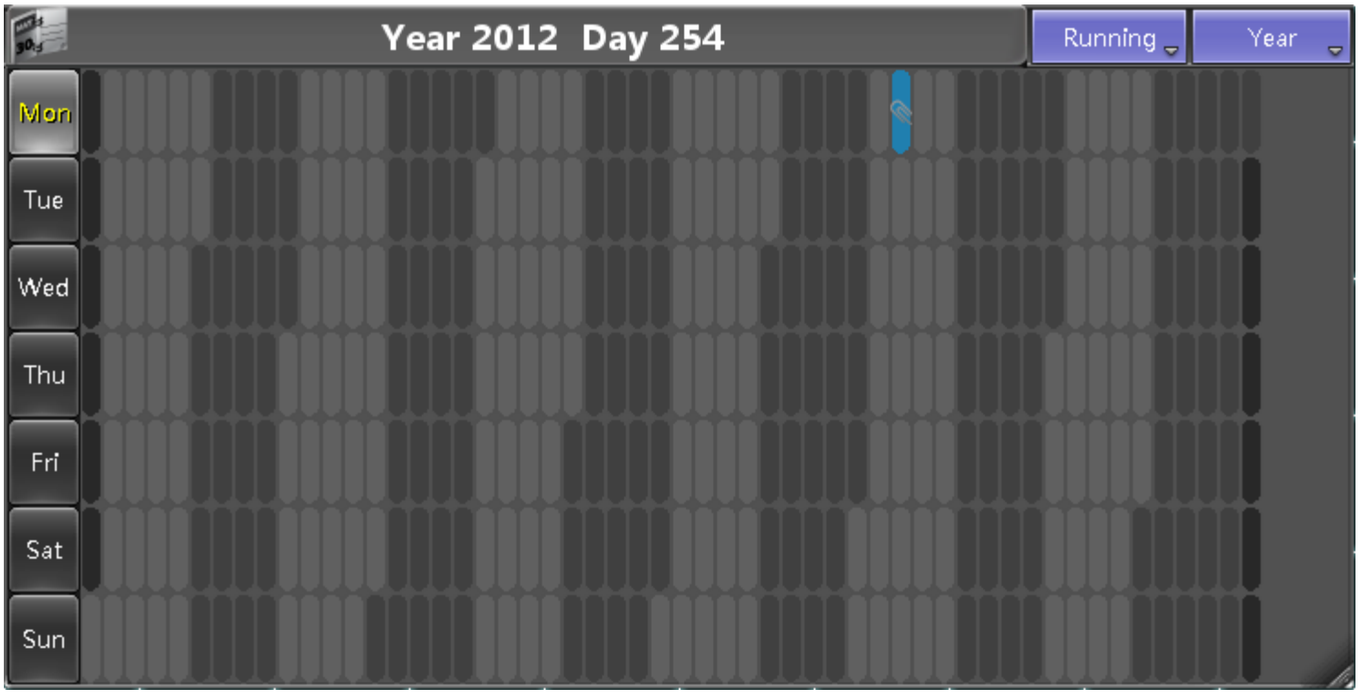


The Top Bar displays the Month and year. The window display days of a month. A specific day with an appiontment is marked with a "clip" symbol.

If you press on any of the days, you change the view from Month to Week.

Year View

This is an example of the Year view:



The Top Bar displays the Year and the number of the highlighted day. The window displays days of a whole year. A specific day with an appointment is marked with a "clip" symbol.

If you press on any of the days, you change the view to a Month view.

Related Links

Other on page 450
Make an appointment in the Agenda on page 263

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Clock

This window displays the current time.

This is what it could look like:



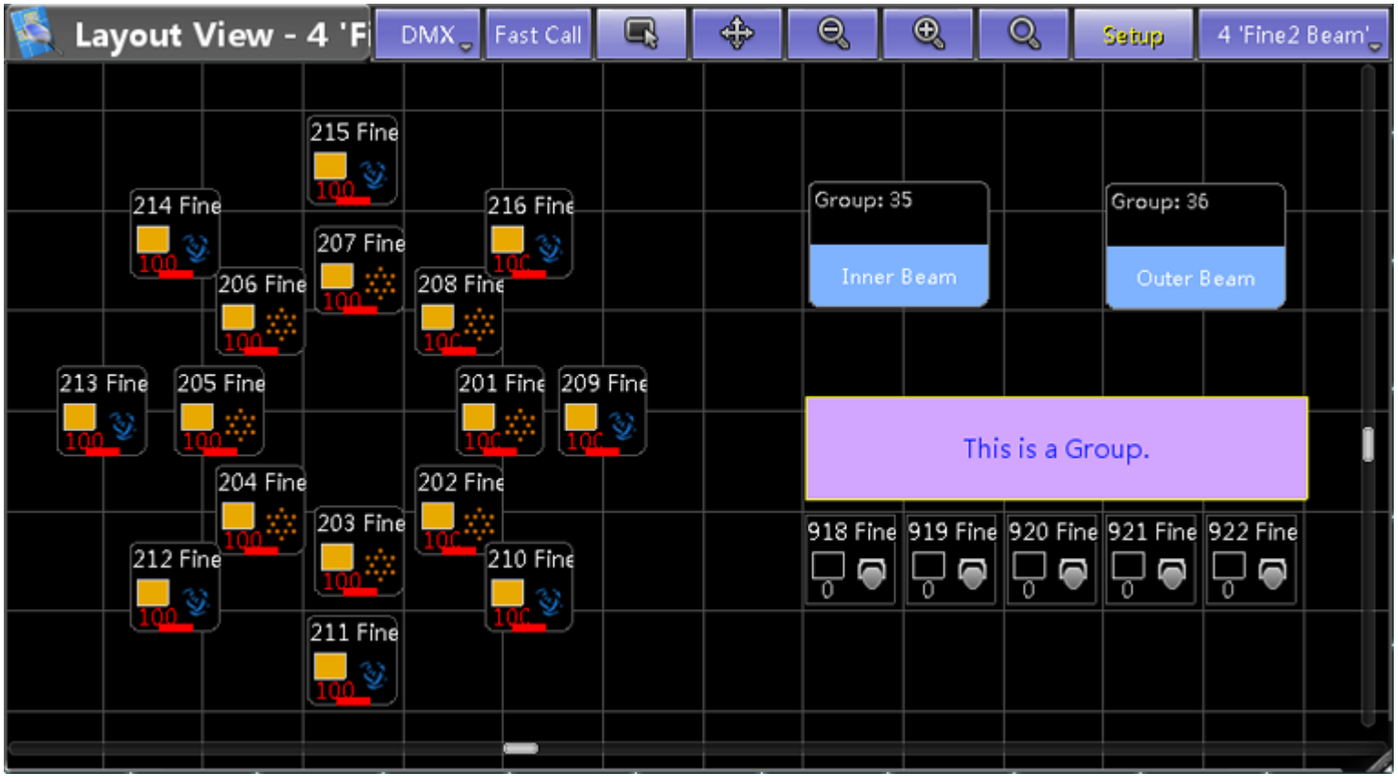
Related Links

Other on page 450

Layout View

Layout View is 2D view, within which objects can be arranged as desired.

The Layout View is powerful. In the Layout View you can add the fixtures, groups, macros, effects and presets you want and arrange them just the way you like. It could look like this:



The Layout View doesn't need fixtures. It could just be an arrangement of groups, macros, effects and presets.

You can choose different symbols for the objects. Some symbols allows you to see the color, intensity and possibly gobo in the fixture.

You can also add text and boxes. Under the setting mode, right click the target object to add relevant text.

Title Bar



The buttons in the title bar can change.It depends on the user settings.

Options icon:

Press to open the Layout Options。

View title:

Displays the name of the view,Layout View,and the number and title of the layout.

DMX/View:

Display the value of the DMX window and the value of the Value Layers.

Fast Call:

a toggle for Fast Call, when the frame is yellow the mode is On.

Lasso:

it can be used to select multiple targets when activated.

Move:

a toggle for Fast Call, when the frame is yellow the mode is On.

Zoom out:

Zoom out.

Zoom in:

Zoom in.

Center:

center the fixtures and make all visible.

Setup:

When in setup mode you can arrange the fixtures using the Layout View Encoder Toolbar. Follow the link below to read more about this toolbar.

Link:

The key is used to select a Layout View from the Layout View Pool. There's also the option to select "Link Selected". This will change the view according to the selected layout view pool soft key (the one with a green background). If no layout is selected, then the layout preview window is empty.



Tip: When "lasso" is active, you may still move, by using double click drag. And vice versa, when "Move" is active you may still lasso select, by using double click drag.

Edit Selected

1 To edit objects,right click layout element or press Edit button.

2 The pop-up Edit Layout Elementopens.

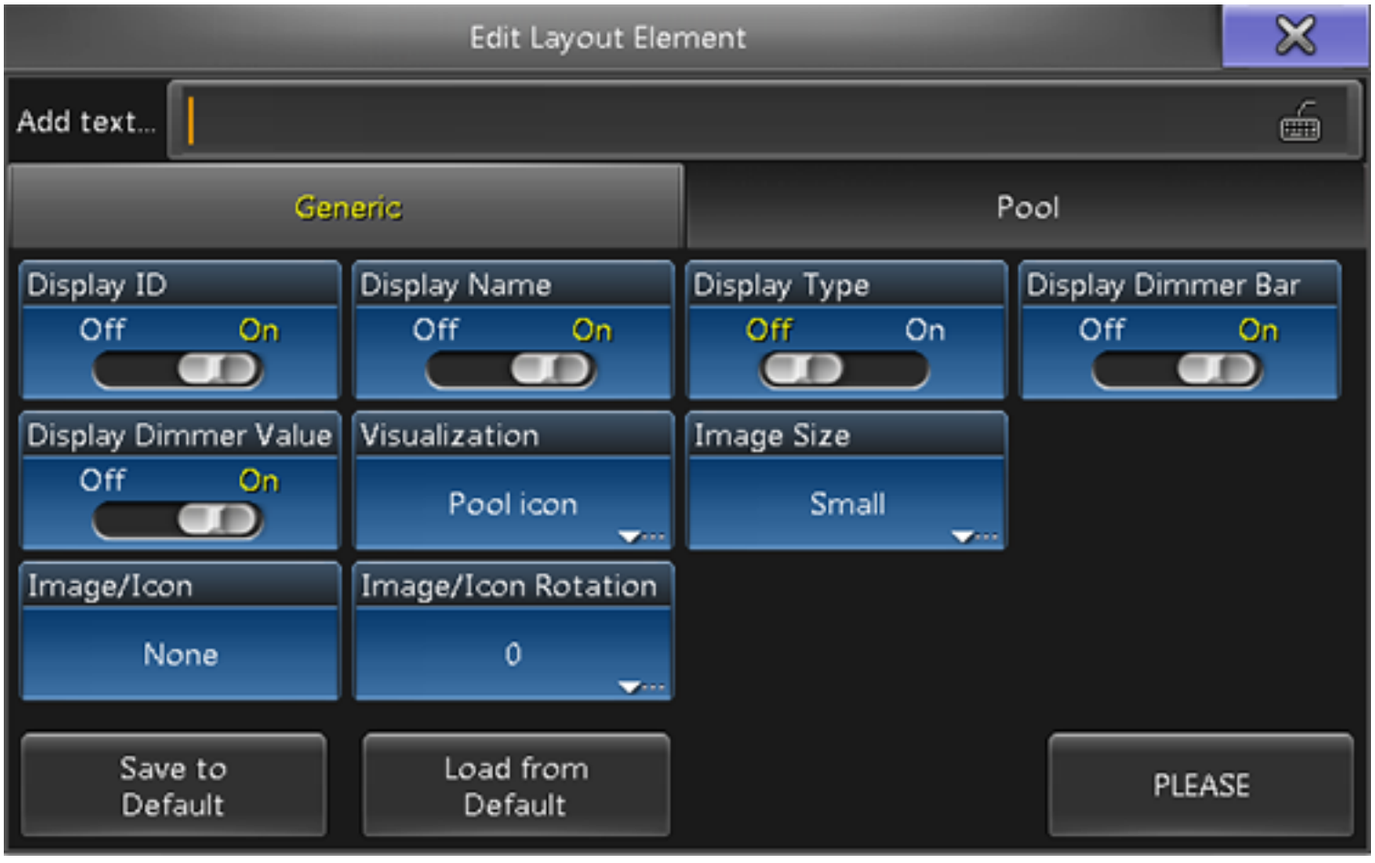
The following General interface:



Tip: The Group tag applies Visualization, which will use the following display functions.



Tip: The Group, Effect, Preset and other tags, after applying Image/Icon, the following display functions will be used.



Add text:

To add a name or a number on top of an object.

Display ID:

Dispaly the object numbers or not.

Display Name:

To see the name in an object.

Display Type:

Display the object type or not.

Display Dimmer Bar:

To see the dimmer bar in an object.

Display Dimmer Value:

To see the value of a dimmer in an object.

Visualization:

To choose between three different displays of color in an object.

Image Size:

To change the size of images.

Group Select:

Select the Fixtures within the drawn frame.

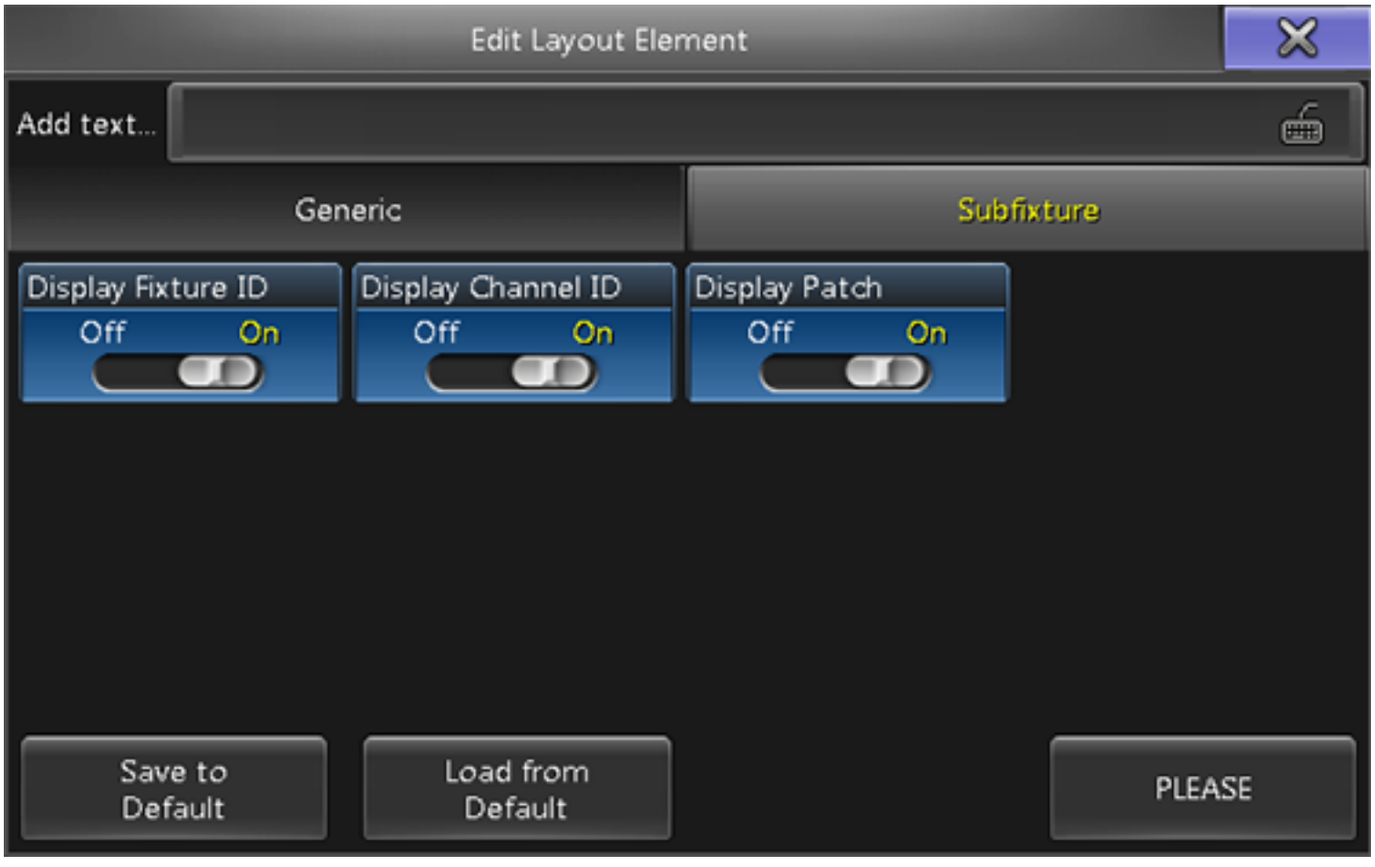
Image/Icon:

To change the image or an icon.

Image/Icon Rotation:

To change the image or an icon rotation.

The Subfixture interface is as follows:



Display Fixture ID:

Displays or closes the Fixture ID of the Fixture.

Display Channel ID:

Displays or closes the Channel ID of the Fixture.

Display Patch:

Displays or closes the Patch Address of the Fixture.

Layout Options

1.Click the icon on the left side of the window to open the layout options interface.

2.To navigate through different functions of the options,tap the corresponding tabs below the title bar of the layout options.

Tip: Settings that are made in the tabs Pool Element Default and Fix./Chan. Default will be applied with the next elements you add to the layout.

Tip: Options modified in Layout Options will take effect in the current layout.

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The Pool Element Defaults interface is as follows: .

Tip: The Group tag applies Visualization, which will use the following display functions.



Size X:

This changes the size of an object in the X axis.

Size Y:

This changes the size of an object in the Y axis.

Font Size:

This changes the size of the objects text. There are three options: "Small", "Default" and "Big".

Display ID:

Dispaly the object numbers or not.

Display Name:

Display the fixture name or not.

Display Type:

Display the object type or not.

Background Color:

Pressing here opens the Select Color popup, you can change the background color of the selected object.

Border Color:

Pressing here opens the Select Color popup, you can change the border color of the selected object.

Text Color:

Pressing here opens the Select Color popup, you can change the text color in the selected object.

Dimmer Bar:

Display the dimmer bar or not.

Dimmer Value:

Display the intensity values (in percentage) or not.

Image Size:

To change the size of images.

Visualization:

To choose between three different displays of color in an object.

The Fixt./Chan. Defaults interface is as follows: .



Display Fixture ID:

Displays or closes the Fixture ID of the Fixture.

Display Channel ID:

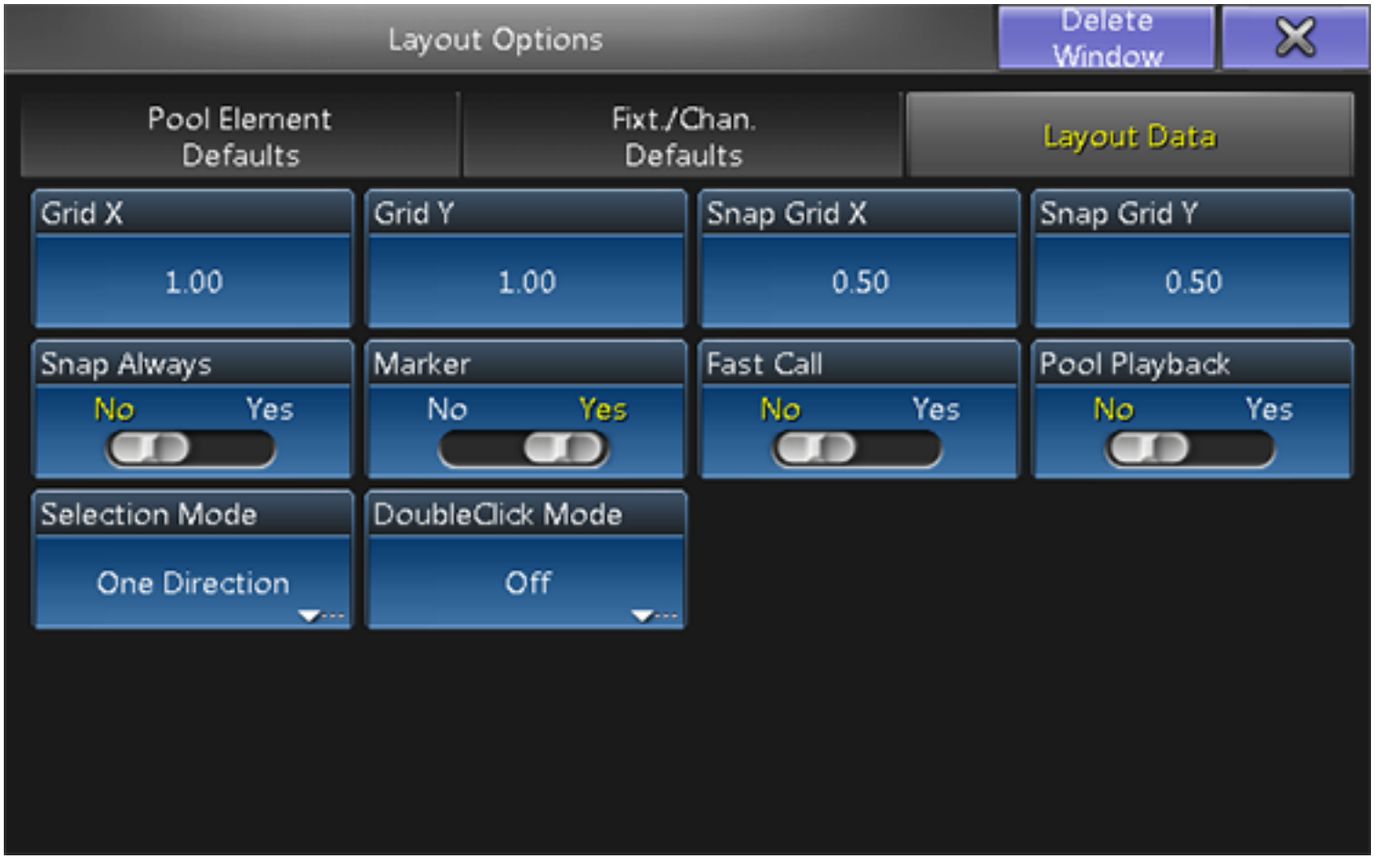
Displays or closes the Channel ID of the Fixture.

Display Patch:

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Displays or closes the Patch Address of the Fixture.

The Layout Data interface is as follows: .



Grid X:

This gives you a grid with the specified size on the X axis. If this or the "Grid Y" is 0, the view will have no grid.

Grid Y:

This gives you a grid with the specified size on the Y axis. If this or the "Grid X" is 0, the view will have no grid.

Snap Grid X:

This will specify the size of the grid on the X axis that objects snaps to.

Snap Grid Y:

This will specify the size of the grid on the Y axis that objects snaps to.

Snap Always:

turn on or off the snap function for objects.

Masker:

When this is on you will see the colored markers (programmer, Effects, Preset, etc.) in the view.

Fast Call:

A switch for Fast Call mode, it's similar to the icon on the top bar.

Pool Playback:

Turn on Pool Playback for Effects, Bitmap Effects and Sequences.

Selection Mode:

There are some selection mode for the order of selecting fixtures: One Direction, Bounce, Spiral.

DoubleClick Mode:

The Layout window has 3 mouse double click modes: Off, Move, Zoom.

DoubleClick Mode

Off:

A double click with the mouse has the same function as a single click.

Move:

A double click is the opposite of a single click.

Zoom:

Single and double click of the mouse is a zoom function.

Related Links

Other on page 450
Layout Pool on page 418
Layout View Encoder Toolbar on page 702
Edit Color on page 505

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Smart

The smart window provides fast access to all the fixed values of the parameters of the fixture.

According to selected attribute type of the encoder toolbar, it automatically jumps to display preset of that preset type. When the middle line of a button is green, it indicates the value is applicable to all selected fixtures. When it's yellow, it indicates the value is applicable to only partial of the selected fixtures. When it's grey, it indicates the value can't apply to any of the selected fixtures.

It could look like this:



The bottom part of the screen displays two rows of buttons. The upper one is a feature of the preset type, and the lower one is an associated attribute.This is all defined in the fixture profile.

Related Links

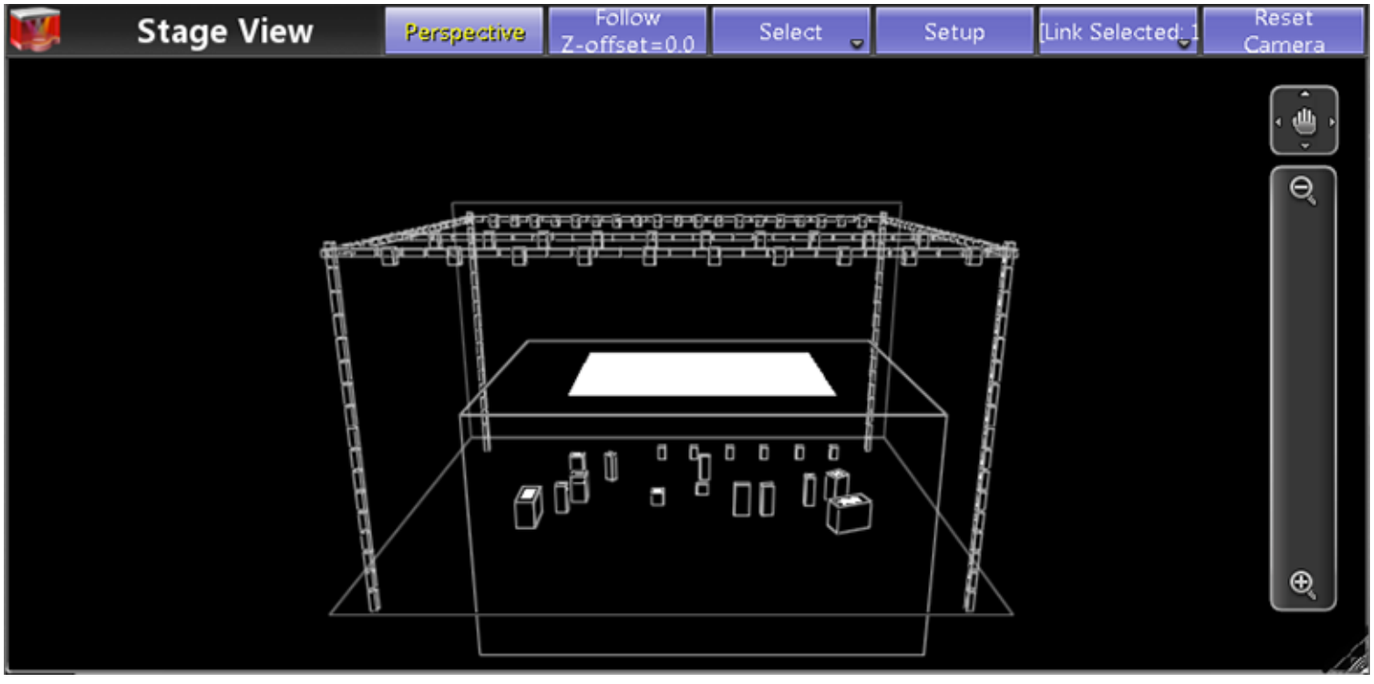
Other on page 450
Attribute Concept on page 78

TEKMAND

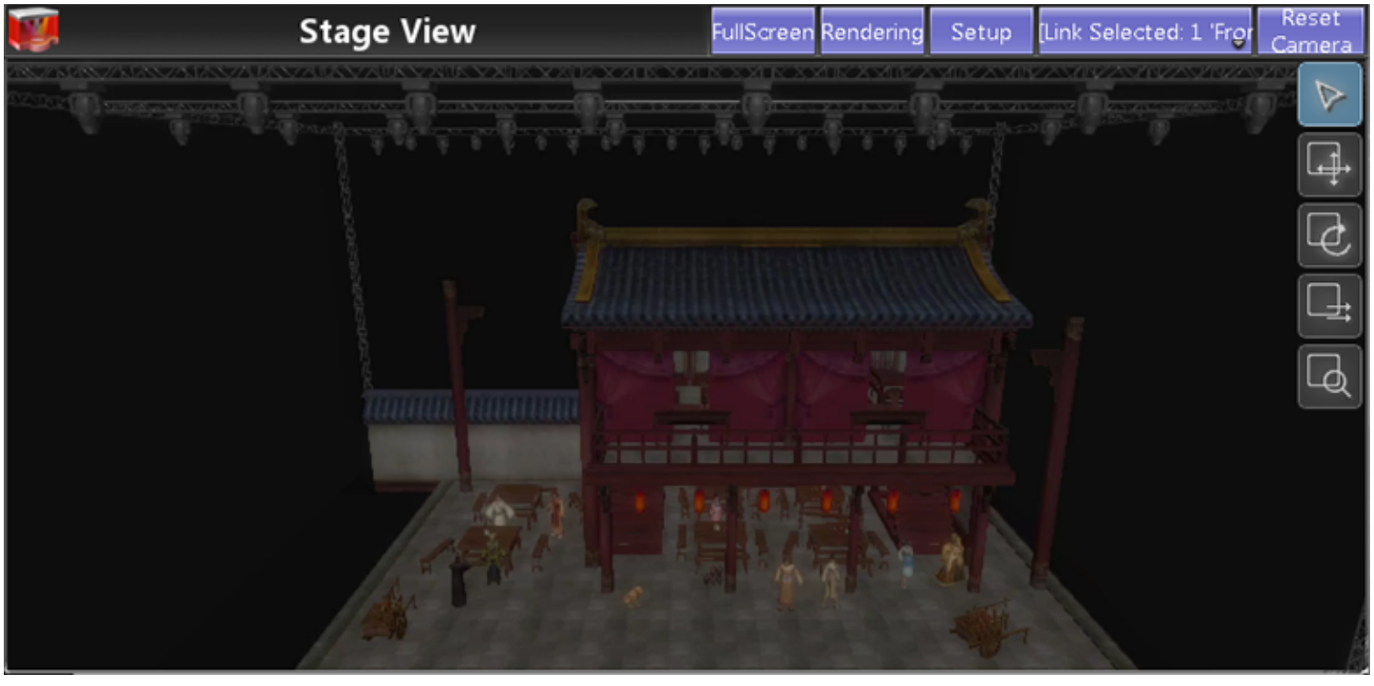
Stage

In the Stage view, you can switch between a simple layout or a visual layout to view the stage elements.

In the stage view every fixture and dimmer in your patch is represented by a white box. When you select an element, it turns yellow.3D elements added in a 3D visualizer will be displayed in the Stage View as white squares and boxes. It could look like this:



When stage mode is switched to visualization,It looks like this:



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In the top bar there are several buttons that affect how this window behaves:

The first one is called Prespective. When you activate, you can see the part of the element that is occluded.

The Follow button disable the other stage view modes (Select, Orbit, Panning, Move and Zoom). Any selected fixtures with XYZ activated will move the beams to the position you press on the stage view. It gives you ZYX values in your programmer.

In the picture above there's one called Select. This button has different modes: Select, Move, Orbit, Panning and Zoom.

Select is used to select fixtures in the view.

When Move is active, then you move the camera around when you click or press inside the stage view and move your finger or mouse around.

With Orbit you can rotate around the point where click or press.

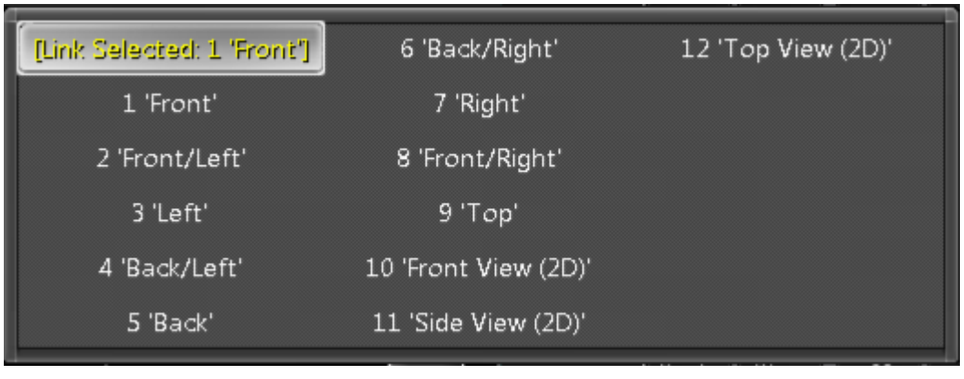
Panning allows you to turn the camera without moving it.

Zoom will zoom in and out.

Setup used to manually change the position, rotation, and size of the stage elements, as well as add models and modify element materials. Read more below.

Remember that you are moving a camera. There are several default cameras that you select. The stage view can show you the stage from a specific camera or from the camera that you have selected in the Camera Pool.

In the title bar of the stage view, you might see the camera swipe button. In the picture above it is the button called [Link Selected]. If you swipe it, then it might give you the following options:



Stage view - Camera selection

Here you wiil see a list of all available camera. The one you select here is the one you are moving.There is the special option here called [Link Selected]. This will always use the camera you have selected in the Camera Pool.

Reset Camera: Reset the position of a camera to the default position.

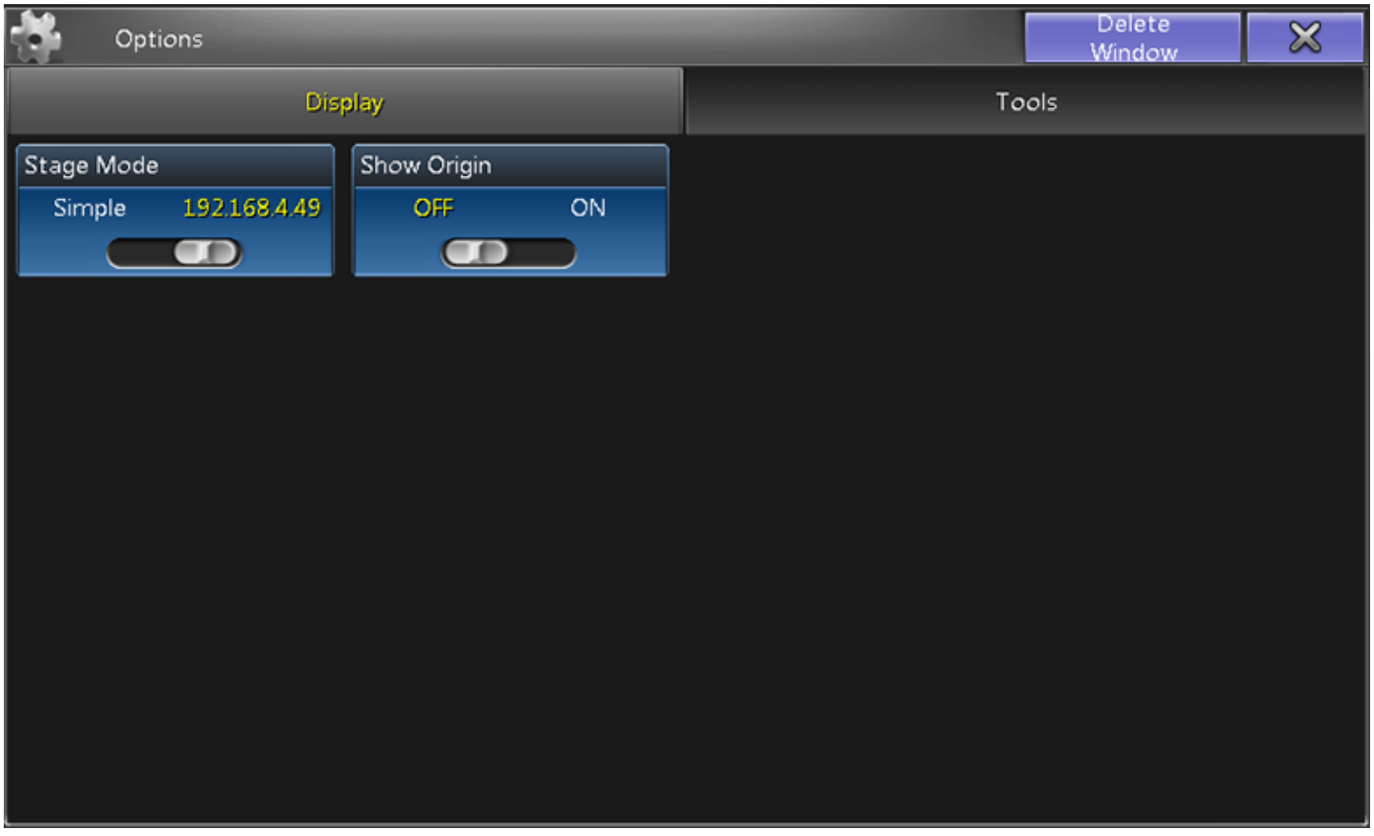
FullScreen:The window fills the entire screen.

Rendering:Used to personalize 3D effects.

In 3D mode (when tapping Setup), there are 8 buttons on the right side of the main window: select, move, orbit, panning, zoom, attract, delete and copy. When attract is activated, the component can be attached to the surface of the selected component.

Windows options

Click the icon on the left side of the window to open the interface as follows:



The Display tab on the left has a Stage Mode option, which toggles between the 3D stage window and normal stage window.

The options under the Tools tab on the right are primarily used to set mouse events and where Toolbar Dock.

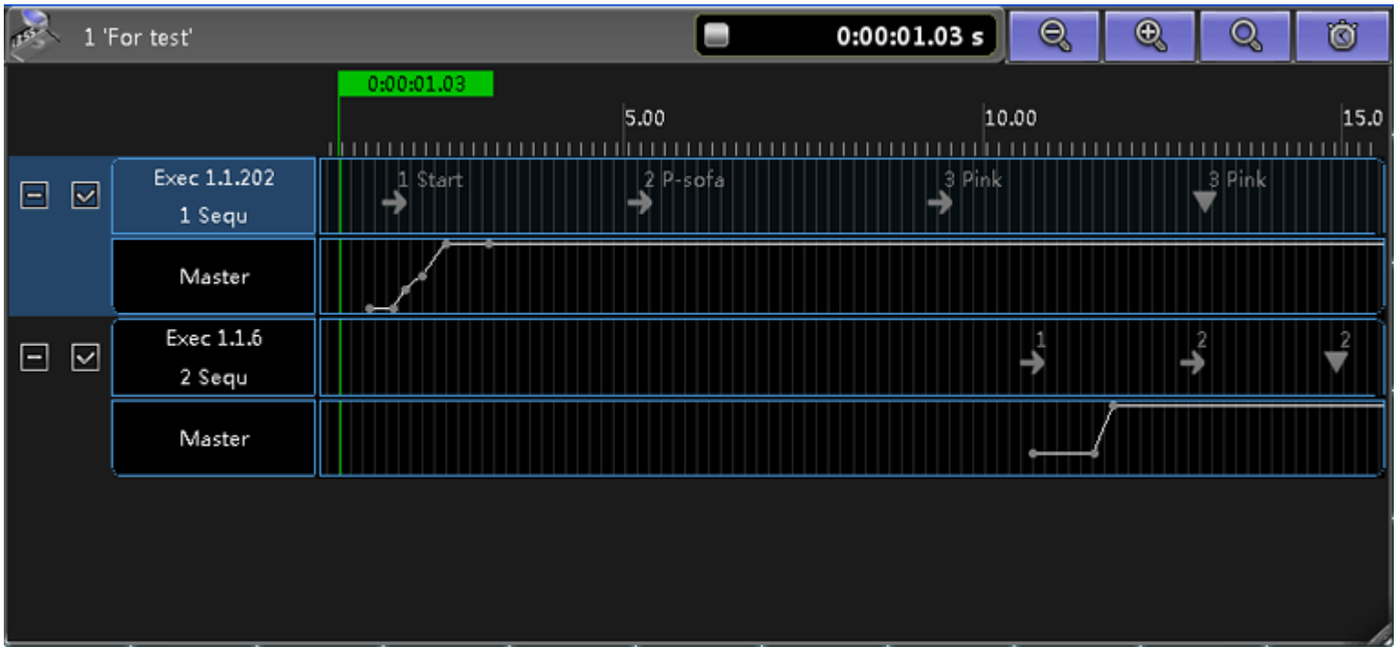
Related Links

Other on page 450
Stage Concept on page 93
Stage Setup Encoder Toolbar on page 708
Stage Wizard on page 570
TEKMAND 3D on page 206
Models on page 427
TEKMAND 3D Simulator on page 665

Timecode View

The timecode view displays the content of a timecode show. This have the same function as the timecode editor, but without the editing options.

This is what it could look like:



Top bar

On the left side of the top bar there's the name and number of the timecode.

The middle box shows the current playback mode (Stop, Play or Pause) and the current position (time).

Then there are four buttons. The first two are used to zoom in the timecode track. The third one displays the entire timecode show. The last one is used to return to a current time point.

Main Part

This view can have two different modes, "Graphic" mode and "Text" mode.

Above is an example of the Graphic mode. And the "Text" mode could look like this:



Timecode Options



Timecode: select what timecode it displays.

Display mode: change between the 'Graphic' and the 'Text' mode.

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Plenty of functions can be set. Detailed function for each button, please refer to the link Timecode Editor.

Related Links

Other on page 450
Timecode Editor on page 518
Timecode Concept on page 92
Timecode Keyword on page 350
Macro Key on page 363

TEKMAND

CITP Video Viewer

This CITP Video Viewer will display the CITP video stream from any CITP source.

The CITP viewer shows you the CITP stream from a CITP source.

For this to work you'll need to activate CITP. This is done in Setup > Network > CITP Network Configuration > CITP Enable. Here you can also set different options for how the CITP stream will be handled - this includes compression quality. Follow the link below to read more about this.

The viewer could look like this:



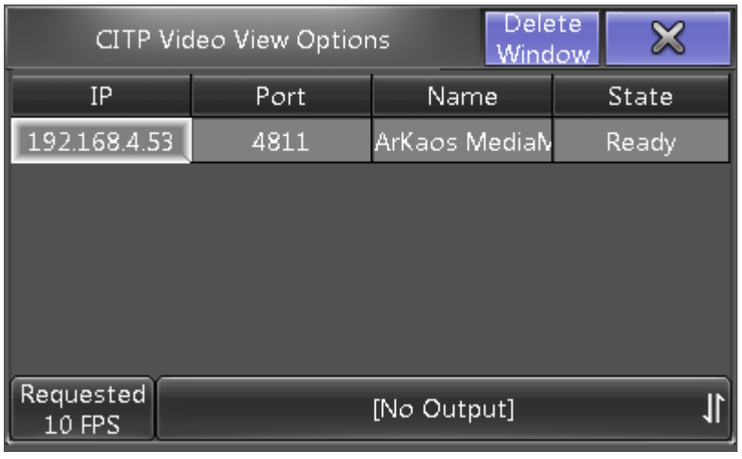
The main part of this window displays the video stream.

The title bar shows you that it's the CITP Video Viewer and the CITP source.

There are two buttons in the title bar. The first one show you the frames per second. It shows the actual FPS and the requested. The second button allows you to start or stop the live video viewing.

CITP Video Viewer Options

As usual, when you press the icon in the upper left corner, you'll get the options pop-up. It could look like this:



Here you can see and select the CITP source. You see the IP address, Port, Name and connection state.

At the bottom there's two buttons. The left one allows you set the requested frames per second. The actual feed might be faster or slower. The right button is used to select what the viewer displays.

Please read this

There is a lot of thing you should be aware of when using CITP.

Caution: A CITP connection is not possible when running CITP sender and CITP receiver at the same computer.

Caution: The CITP Multicast address can be configured by pressing the title bar button in the CITP Network Configuration menu (in Setup). The CITP Multicast address 224.0.0.180 is not forwarded by many switches as soon as IGMP Snooping is enabled. Please check the compatibility with the manufacturer of your media server prior to changing the CITP Multicast address and enabling the IGMP Snooping while using CITP.

Changing the multicast address in the CITP Network Config, will change the address for all Tekmand throughout the session.

Caution: Streaming videos via network needs bandwidth. A single CITP video stream of 30fps generates up to 15Mbit/s. Video streams are sent as multicast.

Some hints to keep network stability when using CITP:

- The list below gives a brief overview over the data rate of one 30 Frames per second CITP video stream. When having compressed streams, the data rate varies depending on the compressibility of the video content.
  - Uncompressed RGB8 stream: 15Mbit/s
  - PNG compressed stream: 7Mbit/s up to 15Mbit/s depending on video content.
  - JPG compressed stream: 1Mbit/s up to 8Mbit/s depending on video content.
- The minimum network speed is 1000MBit/s. Do not enable CITP in an 100Mbit/s network environment.
- The maximum amount of CITP network data rate should not exceed 30Mbit/s per physical network. When exceeding this limit, reduce the video stream quality by choosing a higher compression (jpg) or request less different video streams. Otherwise visualizers and video stream viewers running at computers with installed

operating system Microsoft Windows may not receive all video stream data resulting in CITP video stream fps dropping below 1 fps.

Related Links

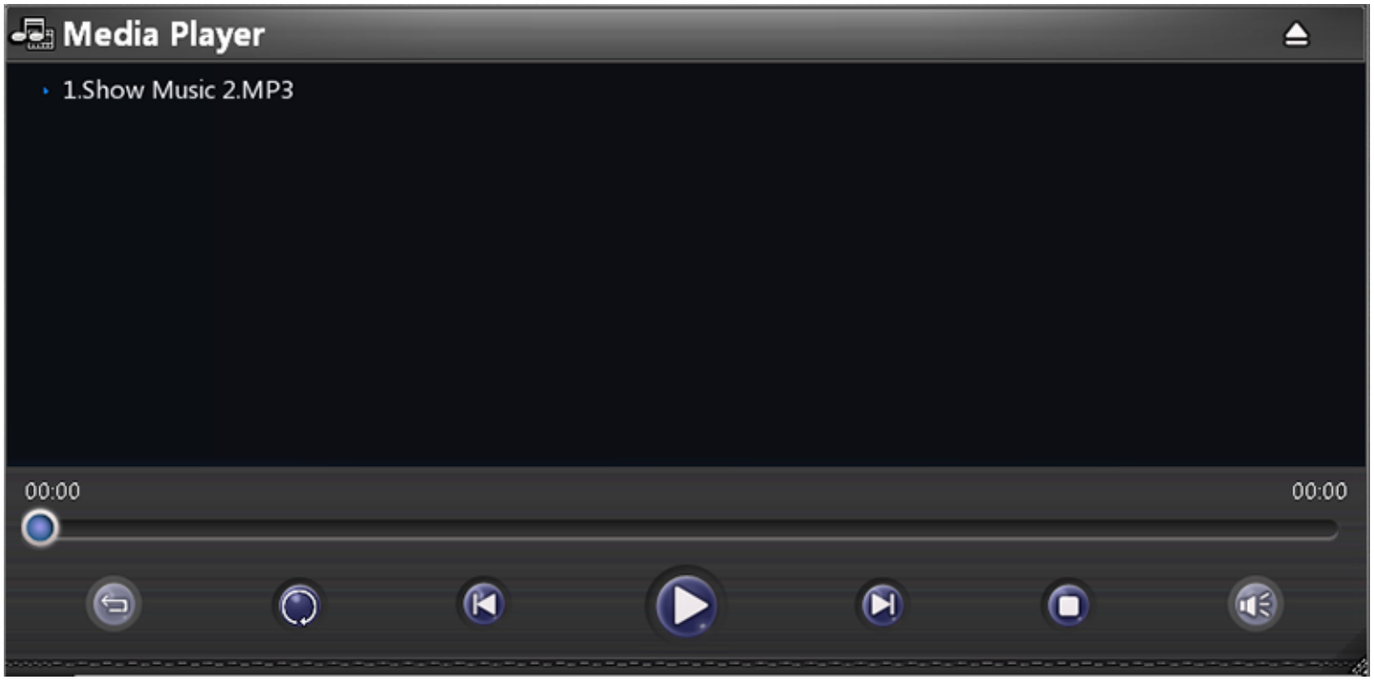
Other on page 450
CITP Network Control on page 678

TEKMAND

Player

The media player can play video and audio.

It could look like this:



Click on the window top right corner to open the file.

Music: mp3, mp4 and other formats.

Video: mp4, avi, mov, mkv, wmv and other formats.

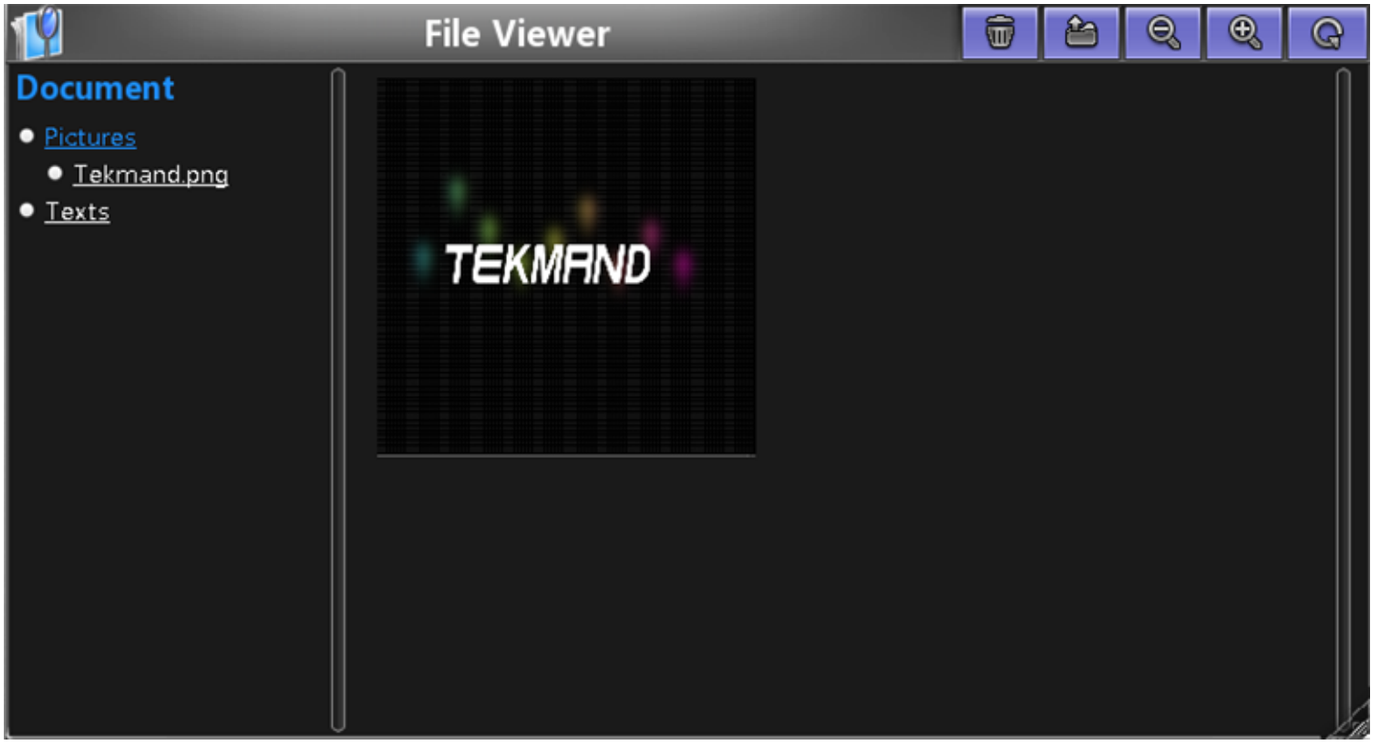
Related Links

Other on page 450

File Viewer

In the file viewer can view the text documents and pictures.

It could look like this:



The window function of the upper right corner of the button below:

Delete: delete the currently selected file.

Open the file: select need to open the file.

Zoom out.

Zoom in.

Image rotation: clockwise rotate images.

Picture: jpg, png, bmp and other formats.

Text: TXT format.

Related Links

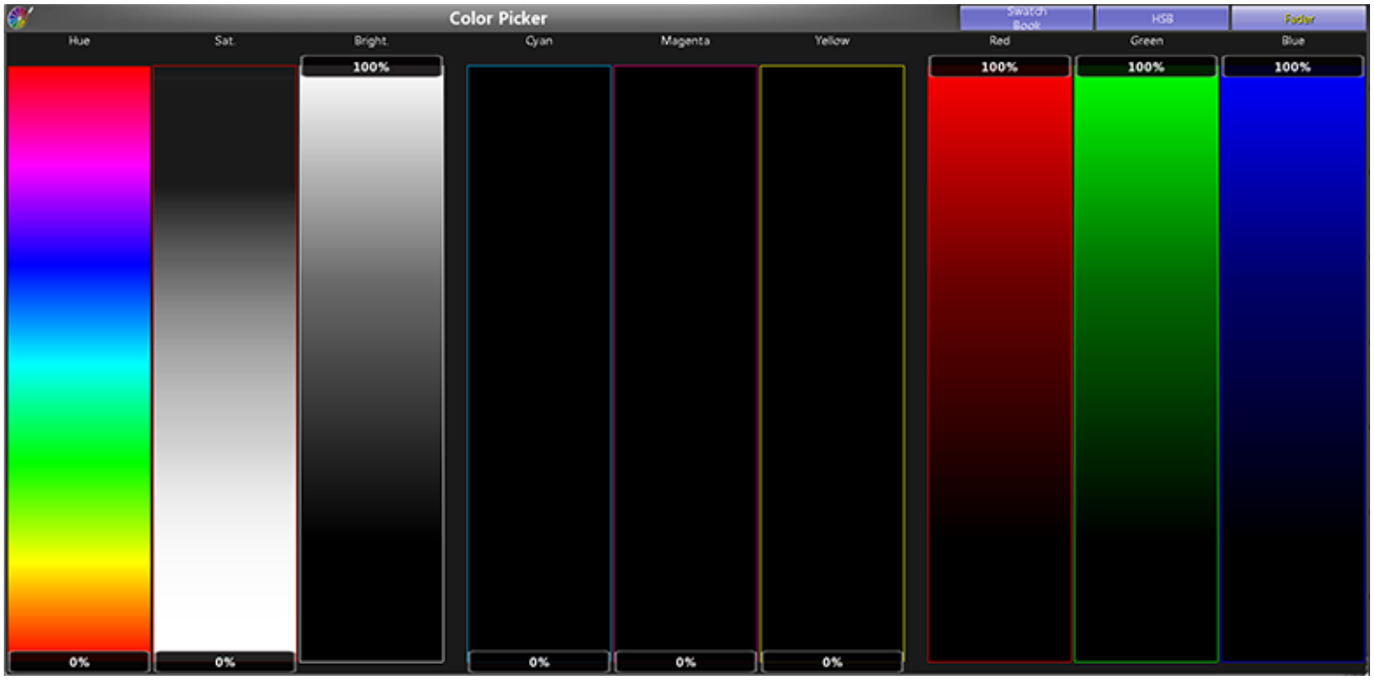
Other on page 450

Color Picker

Can be used for lamps to adjust a permanent color output.

In the create basic window of the user-defined area, the "Other" interface can open the "Color Picker".

When setting the color in the Edit Fixture window, the window shown in the figure below can be used:



This dialog has the same functions as the Specialized Color Dialog.

You can change between 'Swatch Book', 'HSB' and 'Fader' mode in the top bar. When you have selected a color, you confirm it by pressing the 'Please' button. Follow the 'Specialized Color Dialog' link below to read more details about how this works.

Related Links

Other on page 450
Specialized Color Dialog on page 560
Edit Fixture on page 503

TEKMAND

Position Special

Use the position panel to control the specific position of the light beam on the stage.

In the create basic window of the user-defined area, the "Other" interface can open the "Position Special".

When you need to manipulate the position of the light beam of the lamp, you can use the window shown in the figure below:

There are two different modes: position mode and follow mode.



Related Links

Other on page 450
Specialized Position Dialog on page 566

Command Filter

This window selects and filters each attribute.

In the create basic window of the user-defined area, the "Other" interface can open the "Command Filter".

When you need to filter certain attributes of the fixture, you can use this "command filter".

The filter window of attributes, the window shown in the figure below:



Related Links

Other on page 450
At Attribute Filter on page 489

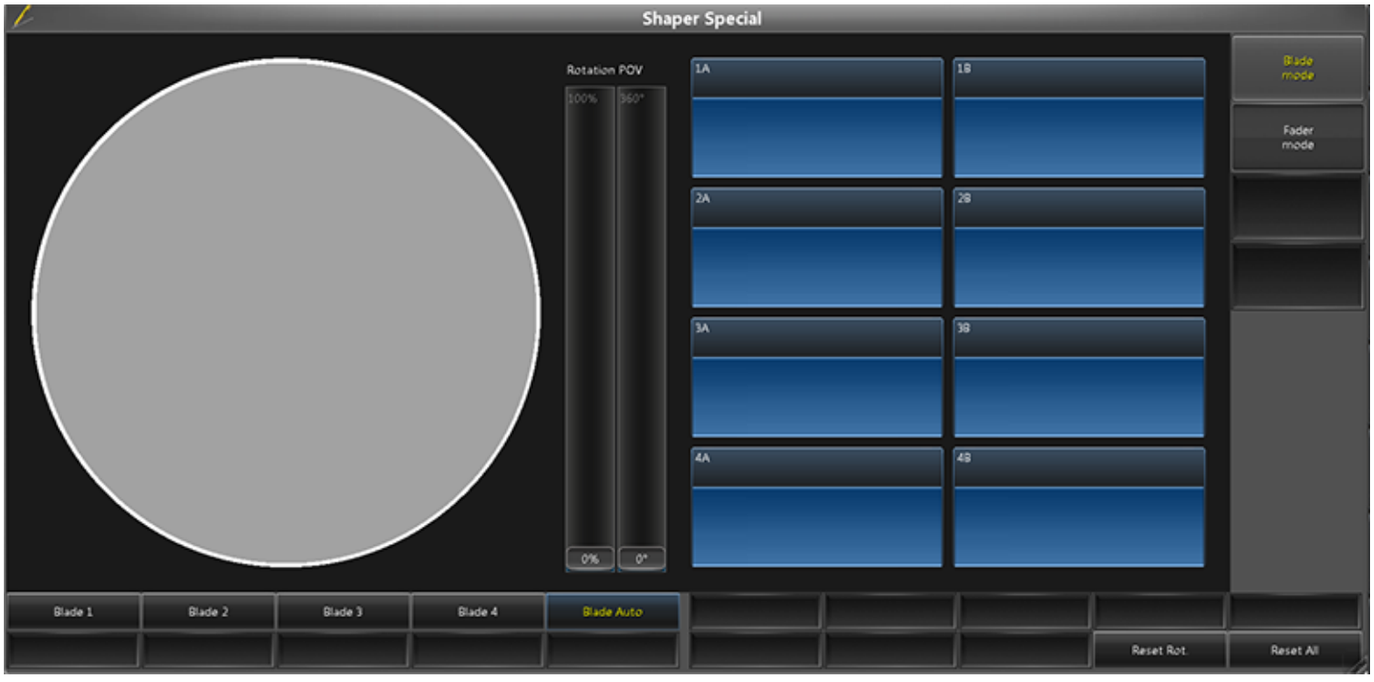
Shaper Specail

Adjust the shape of the light beam of the lamp through the cutting sheet.

In the create basic window of the user-defined area, the "Shaper Specail" can be opened on the "Other" interface.

When you need to cut the beam into simple polygons, you can use this "advanced graphics".

Graphic cutting window, the window shown in the figure below:



Related Links

Other on page 450
Specialized Shapers Dialog on page 562

TEKMAND

Encoder Bar

The encoder bar can be switched to different wheel tool bars according to different needs.

In the create basic window of the user-defined area, the "Other" interface can open the "Encoder Bar".

This "encoder control bar" can be used when adjusting the attributes and position of the lamp.

Encoder control window, as shown in the figure below:



Related Links

Other on page 450
Encoder Toolbars on page 693

TEKMAND

Playbacks

The Playbacks windows display information about the Executor Faders and Buttons.

Related Links

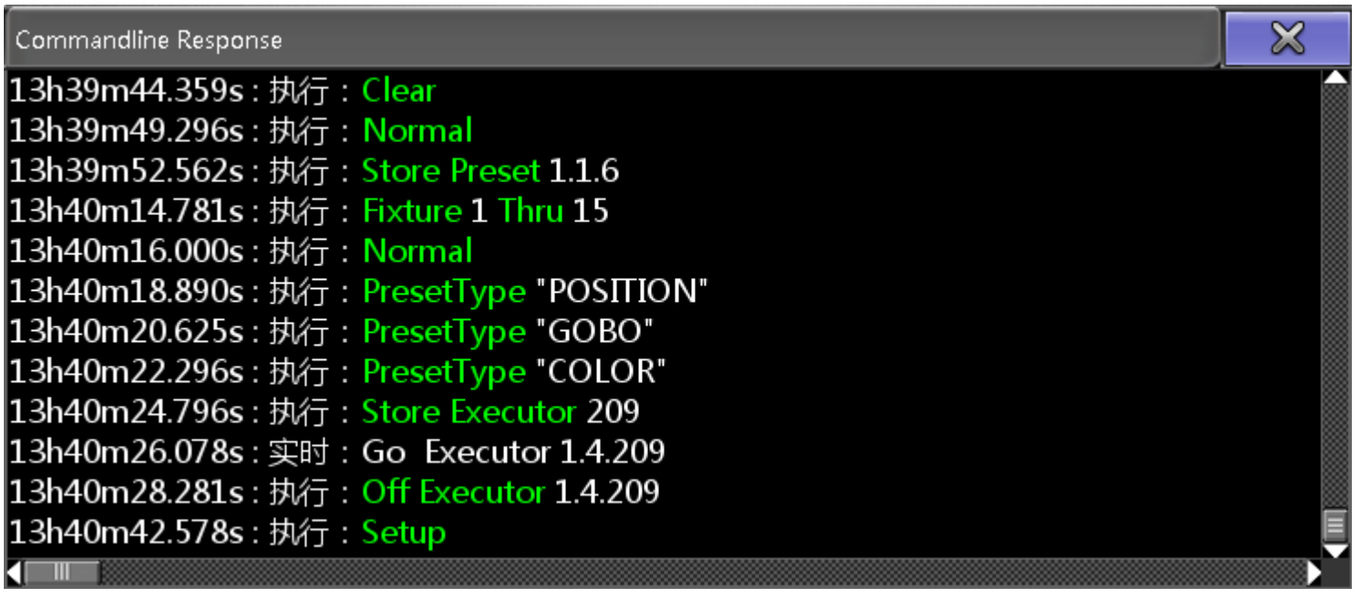
Windows on page 372
Commandline Feedback on page 482
Desk Status on page 483
Help on page 485
Performance on page 486
System Monitor on page 487

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Commandline Feedback

This is one of the most important windows. It displays how the desk responds to the input and and error messages.

This is what it could look like:



On the right side of the window there might be a vertical scroll bar. With this you can view the previous command inputs and feedbacks. Thus the background turns red. When it reaches the bottom of the list, the background turns black. If extra long commandline exists, a horizontal scroll bar will occur.

Each commandline comes with a heading of time indicator.

Colors on the screen.

The default text color is white.

A keyword is always displayed with a green color.

Errors are displayed in yellow colors.

Expressions in the commandline Feedback:

Processed:

Indicate how the desk responds to the input.

Error:

Indicate errors happen.

Macro:

Indicate commands from macros or macros being edited.

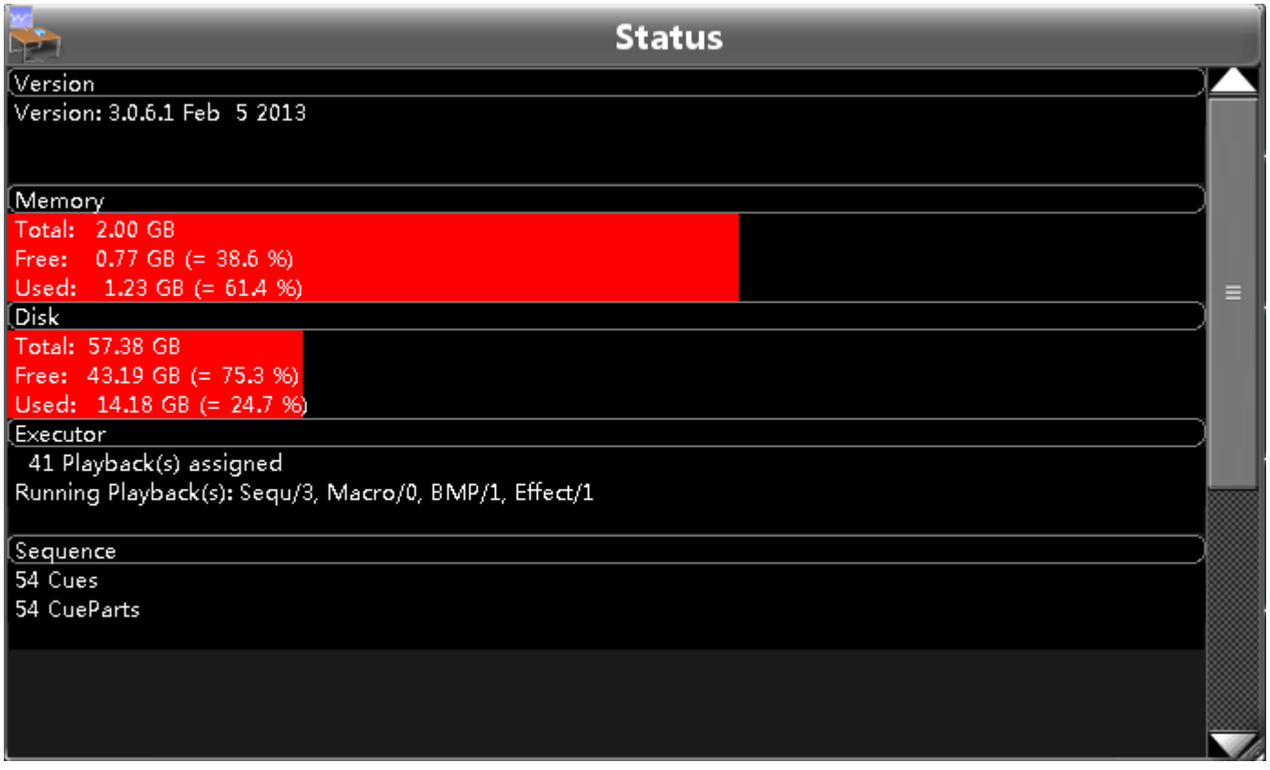
Related Links

Playbacks on page 481

Desk Status

The desk status window displays different facts about the console.

The following window shows instances before version v3.8:



There are 7 different sub categories to the window:

Version

The version section shows software version and its build date.

Memory

This displays the memory (RAM) of the console, how much you are currently using and what percentage that is

Disk

This shows the available disk size, how much you are currently using and what percentage that is.

Executor

This shows the amount of executors you are occupying and the amount of sequences, macros, bitmaps,and effects currently running.

Sequence

This shows the total amount of cues (Including any part cues) you have stored.

Parameter

This displays how many parameters you are using in the actual show.

Network

This section will display what you have connected in the network. The number in the parentheses is the amount of devises you have in the Setup > Network > FA Network Configuration. The number outside is the current devices in the network. If the number are the same, then the number will be green. If the outside number is lower than the inside number, then the number will be (e.g. you don't have connection to all the devices in the FA Network Configuration list.

Status Options:

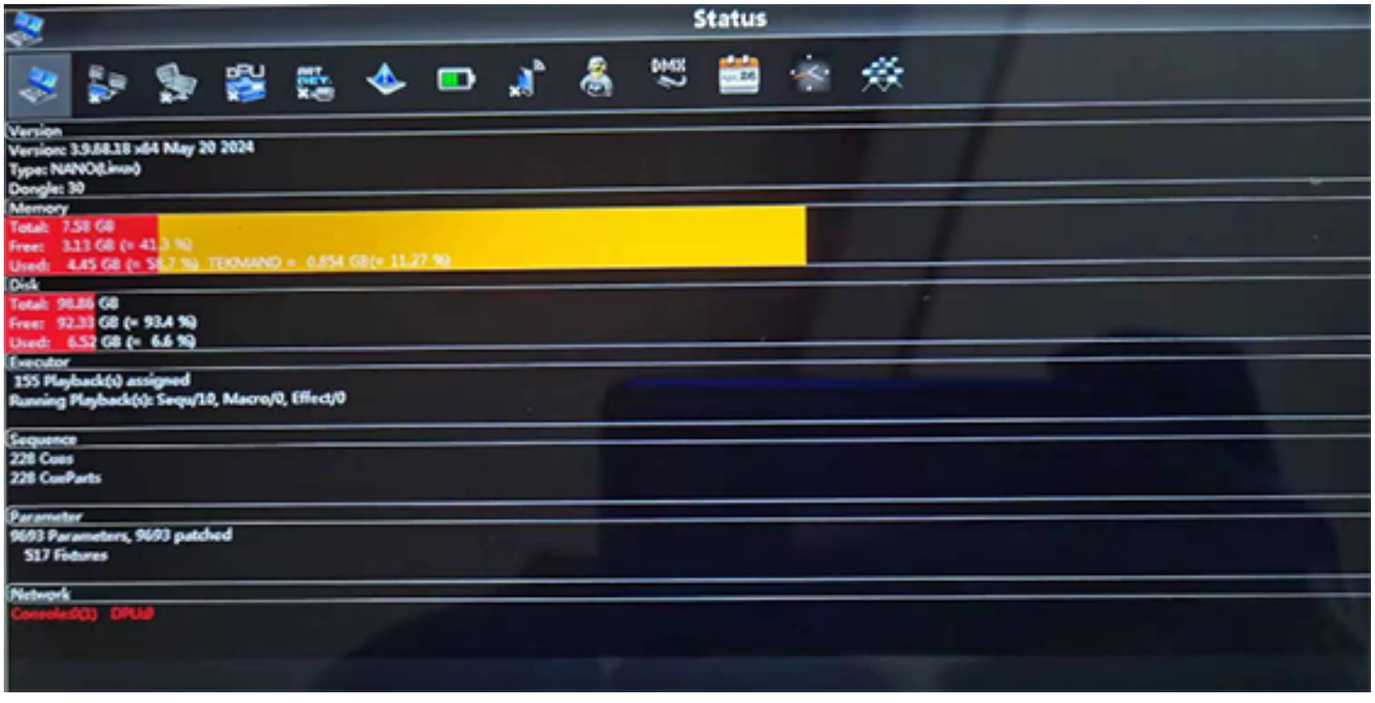
Press the icon in the upper left corner, you will enter the options.

There are only one option for the Desk Status window:

Font Size:

With this you can change the size of the font used in the window.

The following window is an example of v3.9 version:



1. Add Dongle information for the console in the version bar.
2. Add the status bar to display the programming screen.

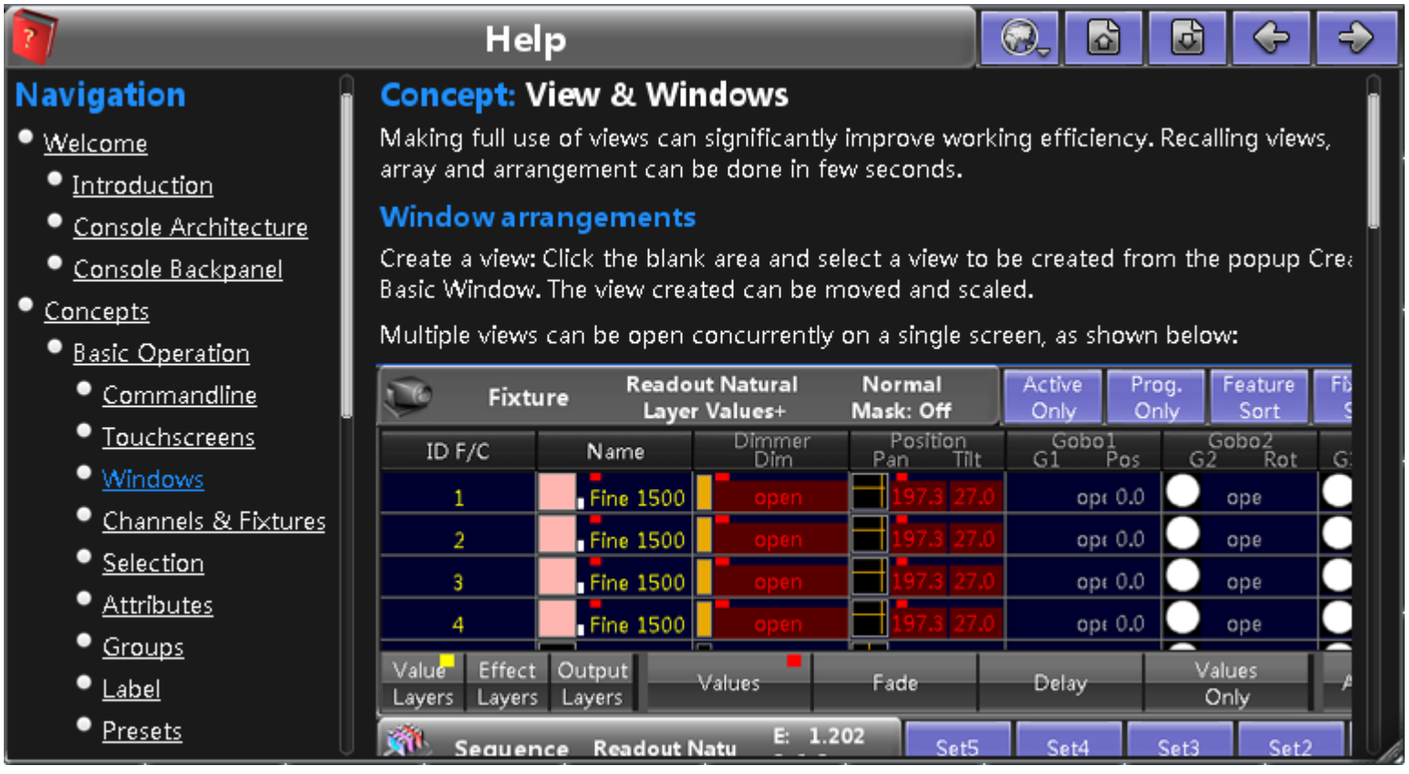
Related Links

Playbacks on page 481
Status Bar on page 715

Help

This is the onDesk help viewer.

This is what it looks like:



On the left is a tree-structure Help menu, while corresponding content is on the right.

Top bar

The top bar has five icons.

The earth icon is used to switch the languages.

Up/down arrow is used as "Page up" or "page down" in the tree-structure menu.

Left/right arrow is used to backwards or forwards in the operation history of the menu.

Many windows allow you to press the Help key followed by window. This opens the Help pop-up about this window.

Related Links

Playbacks on page 481
Help Key on page 363
Help Keyword on page 320

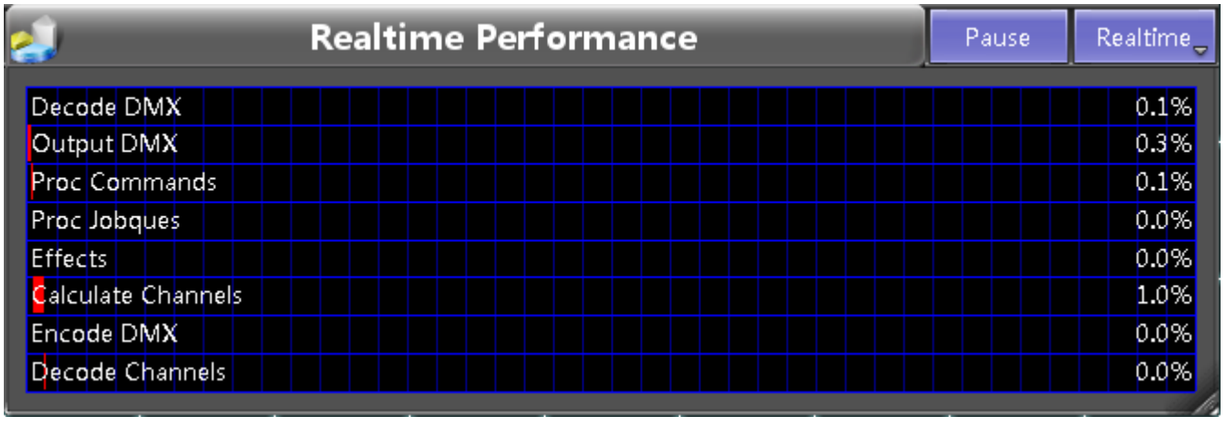
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Performance

Performance window is used to monitor internal work load, it can also work as a debug tool.

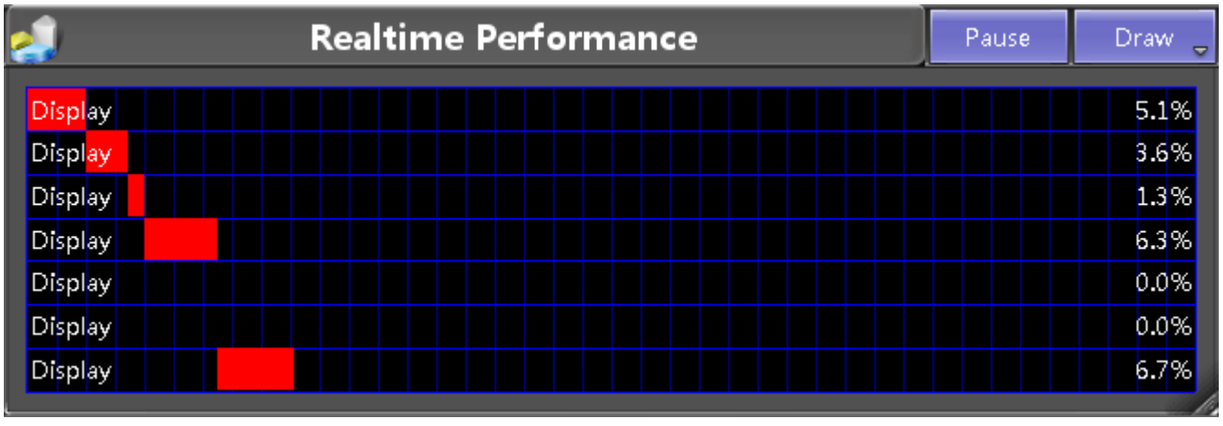
Two modes for performance window: Realtime and Draw.

This is what the Realtime mode could look like:



The "Pause" button on the top bar is used to freeze the display and stop monitoring the console.

This is what the Draw mode could look like:



There you can see the resources allocated to drawing the screens. Each display will have it's own row.

Related Links

[Playbacks](#) on page 481

System Monitor

It's a debug window and used to display internal working conditions of the console.

A common user won't get anything from this window. But if the desk doesn't behave right, this might provide some hint to trouble shooting.

Related Links

Playbacks on page 481

Dialogs

This chapter describes all the different dialogs you can encounter in the console. For more detailed information, refer to the links below.

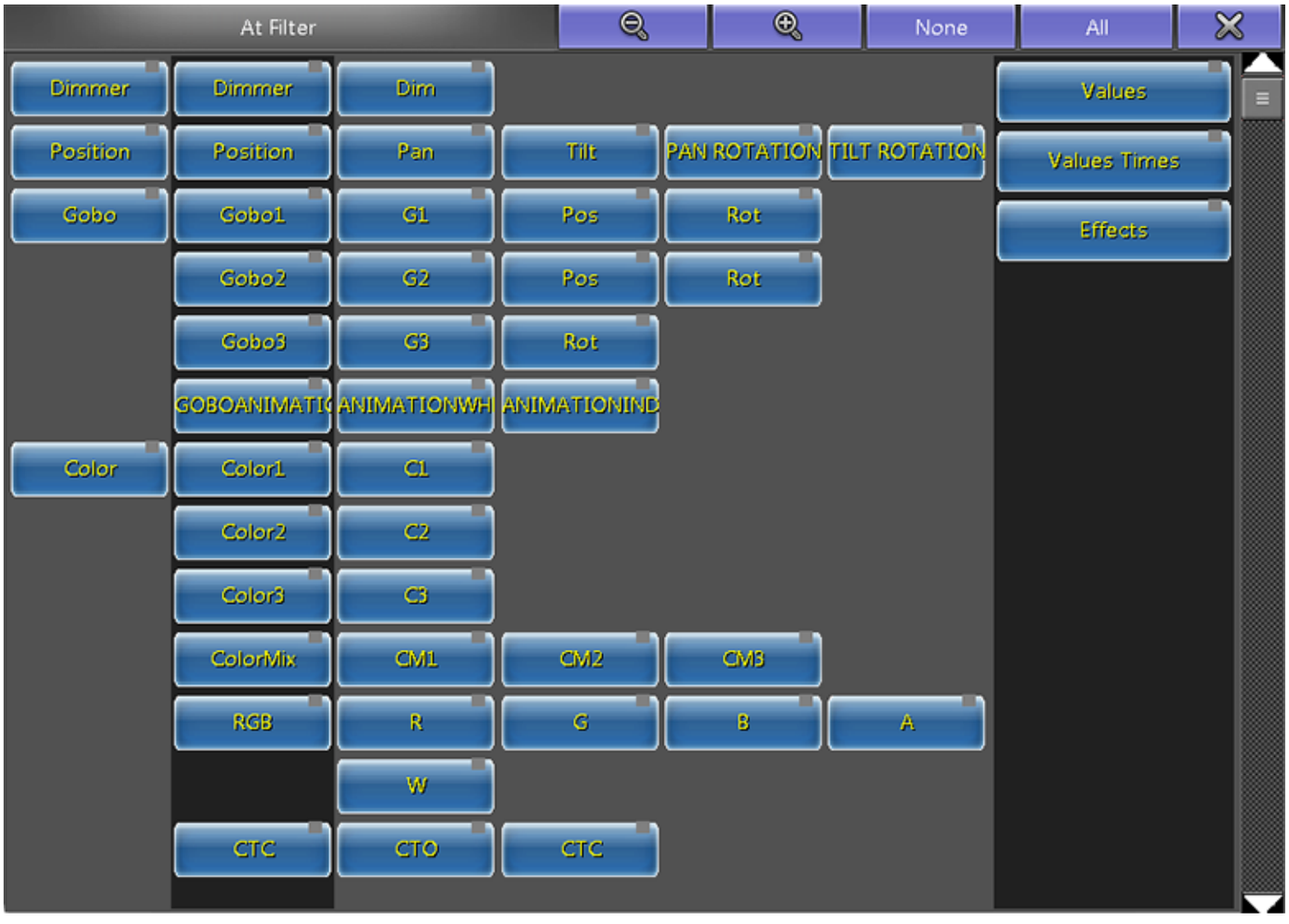
Related Links

Windows on page 372
At Attribute Filter on page 489
Browser on page 490
Calculator on page 491
Configure DMX Port on page 492
Confirm Oops on page 493
Create Basic Window on page 494
Delete Show on page 498
Realtime Backup on page 499
DMX Patch on page 501
Edit Fixture on page 503
Edit Color on page 505
Edit Cue Number on page 506
Edit Sequence on page 509
Editors on page 510
Enter name of object on page 525
Load Show on page 526
New Show on page 528
Small Select Popups on page 530
The Specialized Dialogs on page 560
Stage Wizard on page 570
3D Browser on page 574
3D Properties on page 575
Store Method on page 576
Store Options on page 577
Store View Options on page 579
Update on page 580
Warnings and Error Messages on page 581

At Attribute Filter

The dialog is used to define some filters to filter attributes.

Press and hold the At key, a dialog opens. It could look like this:



In this dialog, a yellow text indicates the ones that are selected.

The selection can then be used to get info from other fixtures and assign it to the current selection.

Example

E.g. select fixture 1, set its brightness = 60%, pan = 150, tilt = 80. Now select fixture 2, press and hold At key, select intensity attribute from the At Attribute Filter, and type in At Fixture 1 at the commandline area, then only intensity value of fixture 1 is applied to fixture 2.

Related Links

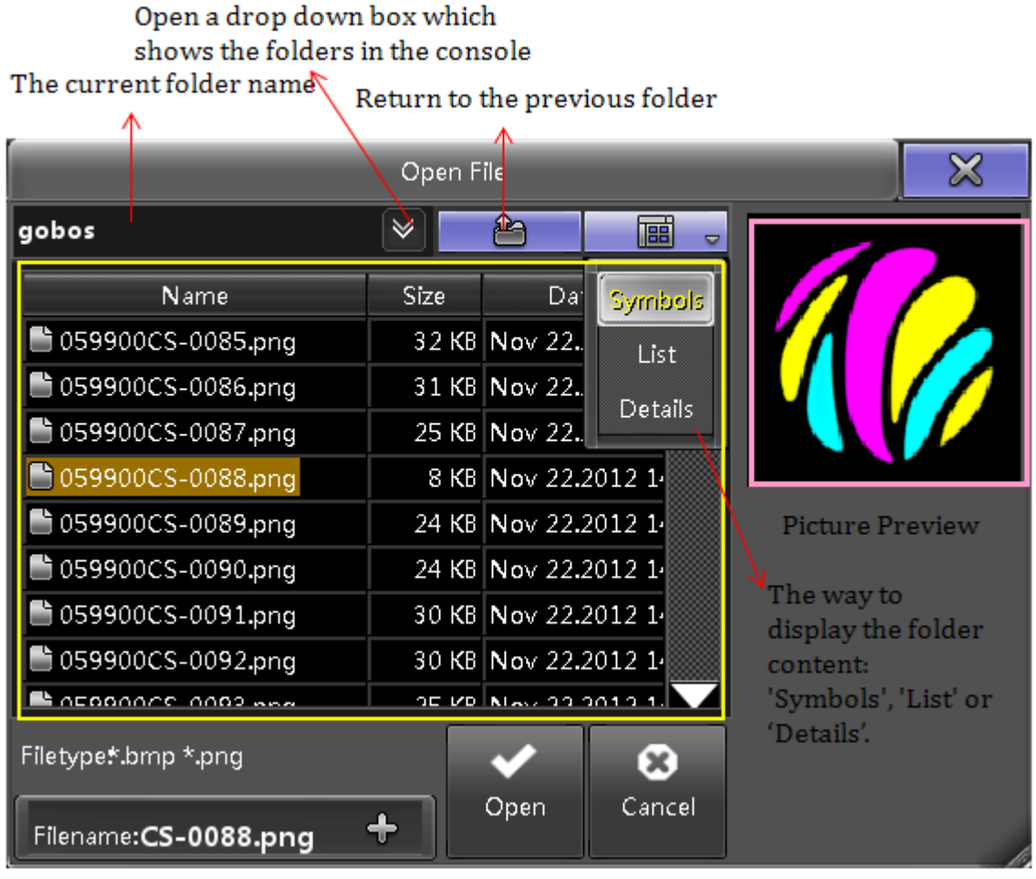
Dialogs on page 488
At Key on page 358
Store Options on page 577

TEKMAND

Browser

The browser dialog is used to find some files needed.

This is what it could look like:



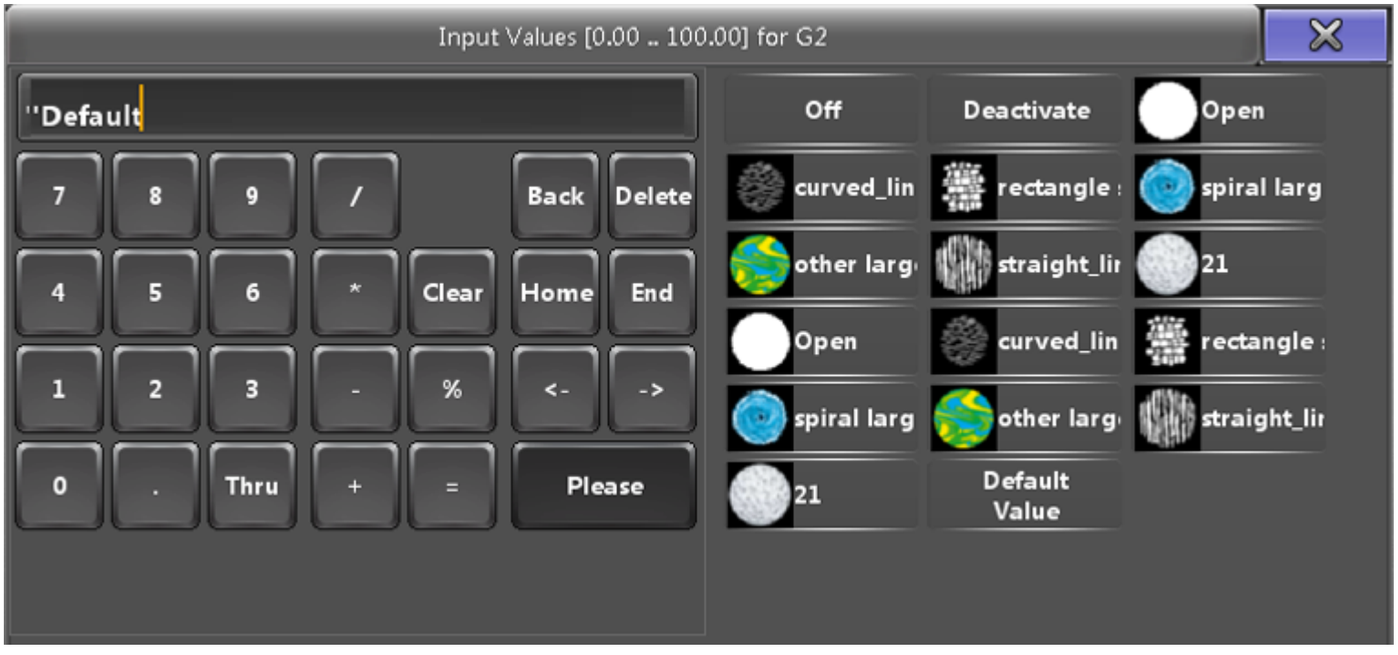
Related Links

Dialogs on page 488
Enter name of object on page 525

Calculator

The calculator is used for values input on the screen.

This dialog is one of the most important dialogs. This is what it could look like:



At the top bar it shows the allowed value range and for what attribute you are entering value.

There is an input area on the left side of the dialog. It changes as different attributes being activated. E.g. when attribute gobo is activated for value input, the right section as shown above. When attribute color is activated for value input, the right section will display a list of colors.

On the right side of the calculator you'll have shortcut to function sets for the attribute, which changes dynamically with the active attribute. E.g. if you are changing values on a gobo it might look like the example above. But if you are changing values on a color wheel, you'll see a list of colors.

The list on the right side have some default buttons:

Off:

This will clear the value from the programmer.

Remove:

This can be used to remove earlier stored values. This is also used in the Fade and Delay calculator.

Release:

This can be used to release earlier values in a cue.

Default Value:

This will give the attribute the default value.

Related Links

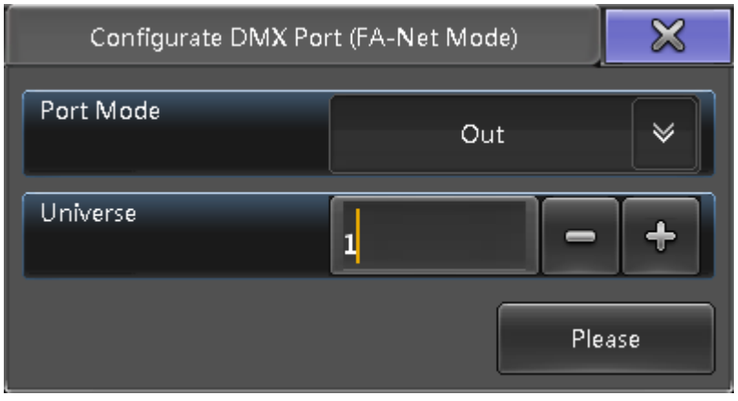
Dialogs on page 488

TEKMAND

Configure DMX Port

Here you can change the settings for a DMX port (XLR connector).

This is what it could look like:



The DMX ports on any Tekmand equipment is a hardware link between the network and a physical DMX connection.

XLR plug can be an output or an input. It doesn't matter if the plug is a male or female - that's just the physical connector. E.g. the rear of a Tekmand III have 7 female and 1 male 5-pin XLR connectors. But you can change them all to be outputs, giving you the possibility to output 8 lines of DMX.

In the dialog you can select the port mode. It can be "In", "Out" or "Off".

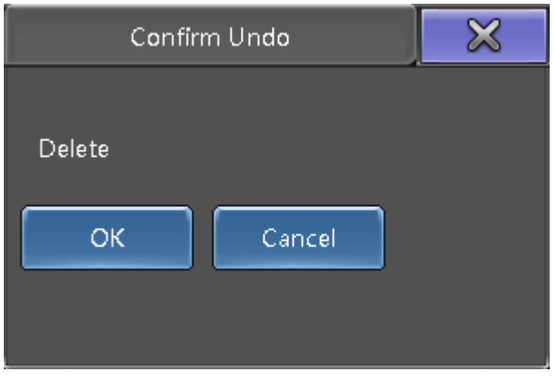
Related Links

Dialogs on page 488
FA Network Configuration on page 660

Confirm Oops

This dialog displays the action of "oops".

Press Oops key, a dialog opens. This is what is could look like:



Press 'OK' button to confirm your "oops" action or 'Cancel' to abort the "oops" action.

Related Links

Dialogs on page 488
Oops Keyword on page 334

Create Basic Window

This dialog appears when you press an empty space on any of the screens. It is used to create Sheets, Pools, Presets, Playbacks and other important windows.

The 'Clear Screen' button is used to clear all the windows of the screen.

Sheets

Click the Sheets tab, then multiple sheets can be created, such as Channel Sheet, Sequence Content Sheet, etc.



Pools

Click the Pools tab, multiple pools can be created, such as macro pool, effect pool, etc.



Presets

Click the Preset tab, multiple pools can be created and be recalled later, such as preset gobo, preset color, etc.



Playbacks

Click the Playbacks tab to open soft window of exectuor buttons and faders.

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Other

Click the Other tab to open some useful windows, such as Stage, Layout, Player, etc.



System

Click the System tab to open some useful windows,these windows is to provide you with information.



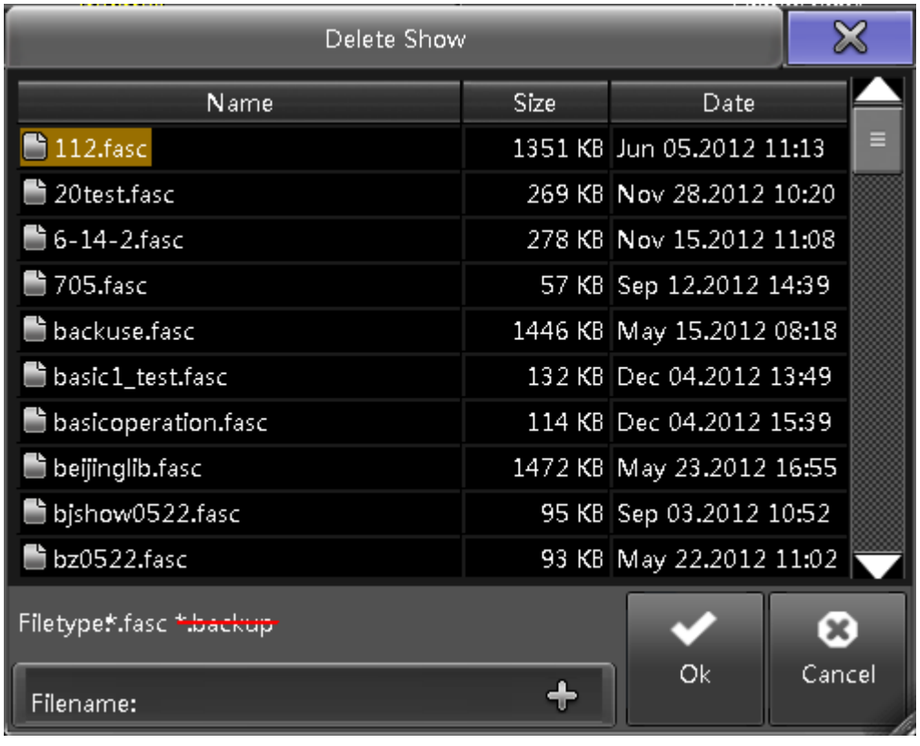
Related Links

Dialogs on page 488
Sheets on page 373
Pools on page 405
Presets on page 436
Playbacks on page 442
Other on page 450
System on page 481

TEKMAND

Delete Show

Press Backup key and choose the Delete Show tab, then a dialog opens. The dialog could look like this:



This is used to delete one or multiple shows.The main section is a file list and display the name of existing shows, their size, and the last time they stored.

You can select one or several of them. The selected files will have a yellow text and background. Press Ok to delete these selected files, click Cancel button or X on the top bar to abort the deletion.

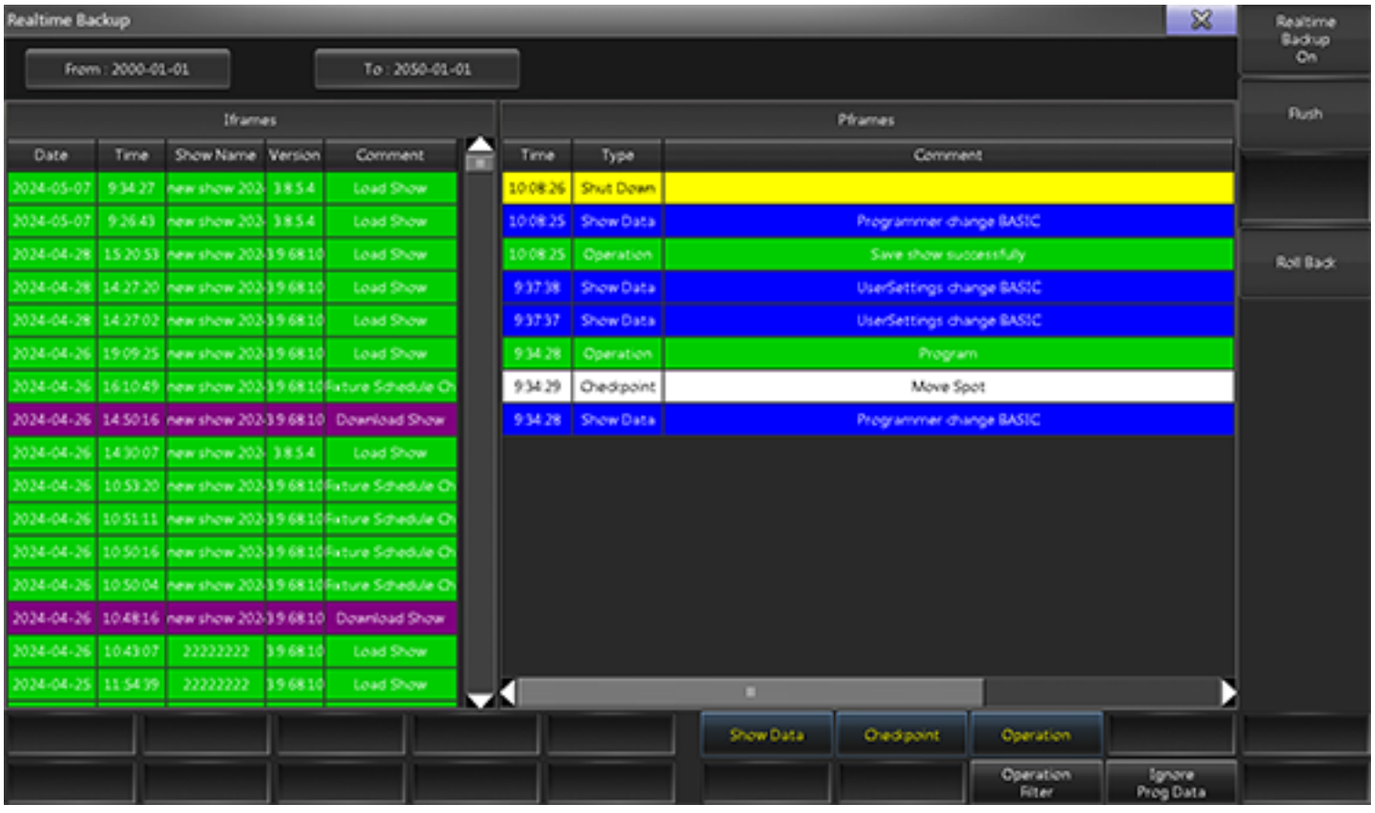
Related Links

Dialogs on page 488

Realtime Backup

This window is used to record all the steps for users, and the single real-time backup without online.

When a program need to roll back the operation, you can choose real-time backup in the backup menu,It could look like this:



Select point needs to be restored in the window, and then click Rool Back button restore to that point.

The main part

The top of the window, there are two buttons, you can set the start date and end date.

Iframes is to record some main operation, such as load show, power off operation etc.

All the operations in the Pframes record from Iframes.

There are five buttons below the main body, with the following functions:

Show Data:

Click on Show Data to ignore the Show Data information in the secondary restore point.

Checkpoint:

Click on Checkpoint to ignore the Checkpoint information in the secondary restore point.

Operation:

Click on Operation to ignore the Operation information in the secondary restore point.

Operation Filter:

Click on Operation Filter to ignore the Operation Filter information in the secondary restore point.

Ignore Prog Data:

Click Ignore Prog Data, All the program data in the Pframes will not visible.

There are three buttons on the right side:

Realtime Backup On:

When activated, Turn on the realtime backup function.

Flush:

Click Flush, read the backup restore point from console.

Roll Back:

Choose the point that you want to restore, and then click Roll Back to return to that point.

Related Links

Dialogs on page 488
Backup Menu on page 683

DMX Patch

This dialog is used to patch one or more fixtures.

Right click the patch number or press Edit key followed by a patch number, then a dialog opens. This is what it could look like:



The left half of this displays the fixture(s) you have selected and their different fixture breaks (multiple DMX addresses for the same fixture).

The right half displays the patch in a more graphic way. It displays how many channels the fixture uses and how they take up the space in the universe. Click the "DMX number", then it shows a new Universe.

The two buttons "Previous Universe" and "Next Universe" changes back and forth between the universes.

Buttons at the bottom of the dialog:

Offset:

This is the minimum offset between multiple fixtures. E.g. there are three fixtures that each uses 5 DMX channels. Setting the Offset to 10 and selecting all of the fixtures, and patching them to address number 1. The result would be: Fixture 1, address 1; Fixture 2, address 11; Fixture 3, address 21.

Unpatch:

This will unpatch the address of the selected fixture.

Related Links

Dialogs on page 488

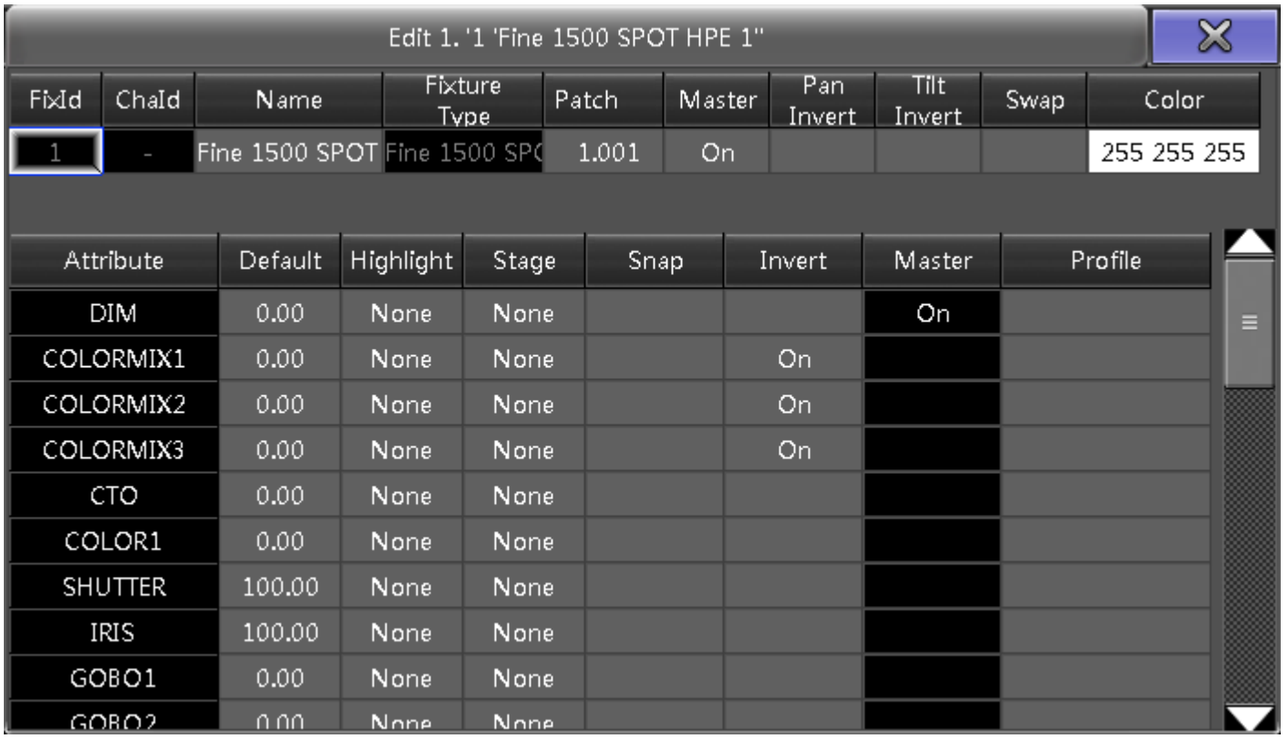
TEKMAND

Edit Fixture on page 503
Patch & Fixture Schedule on page 589

Edit Fixture

Select any fixture in the Channel Sheet or Fixture Sheet, then right click and a dialog opens. This dialog allow you to change different attributes.

This is what it could look like:



You can change all the options with a grey background.

Name:

This is the name of the fixture.

Patch:

This gives you the DMX Patch. Follow the link below to read more about it. If the fixture isn't patched it displays this: (-).

Master:

If this is On then the fixture responds to the status of the Grand Master and to "Solo" function.

Pan Invert:

When this is On then the console inverts the Pan parameter.

Tilt Invert:

When this is On then the console inverts the Tilt parameter.

Swap:

If this is On then the console swaps the Pan and Tilt parameters.

Color:

Right click to open Edit Color, you can assign a permanent color to the fixture. Follow the link below to read more about it.

Default:

Generic value when nothing is On or in programmer.

Highlight

When Highlt is On, Overwrite values from programmer.

Snap:

Sets the attribute to snap, rather than cross-fade from cue to cue.

Invert:

Invert DMX-output.

Profile:

Right click to open Select Dmx Profile, this allows you to select a different DMX profile. The default is a linear going from 0 to 255.

Every change here affects the individual fixture.

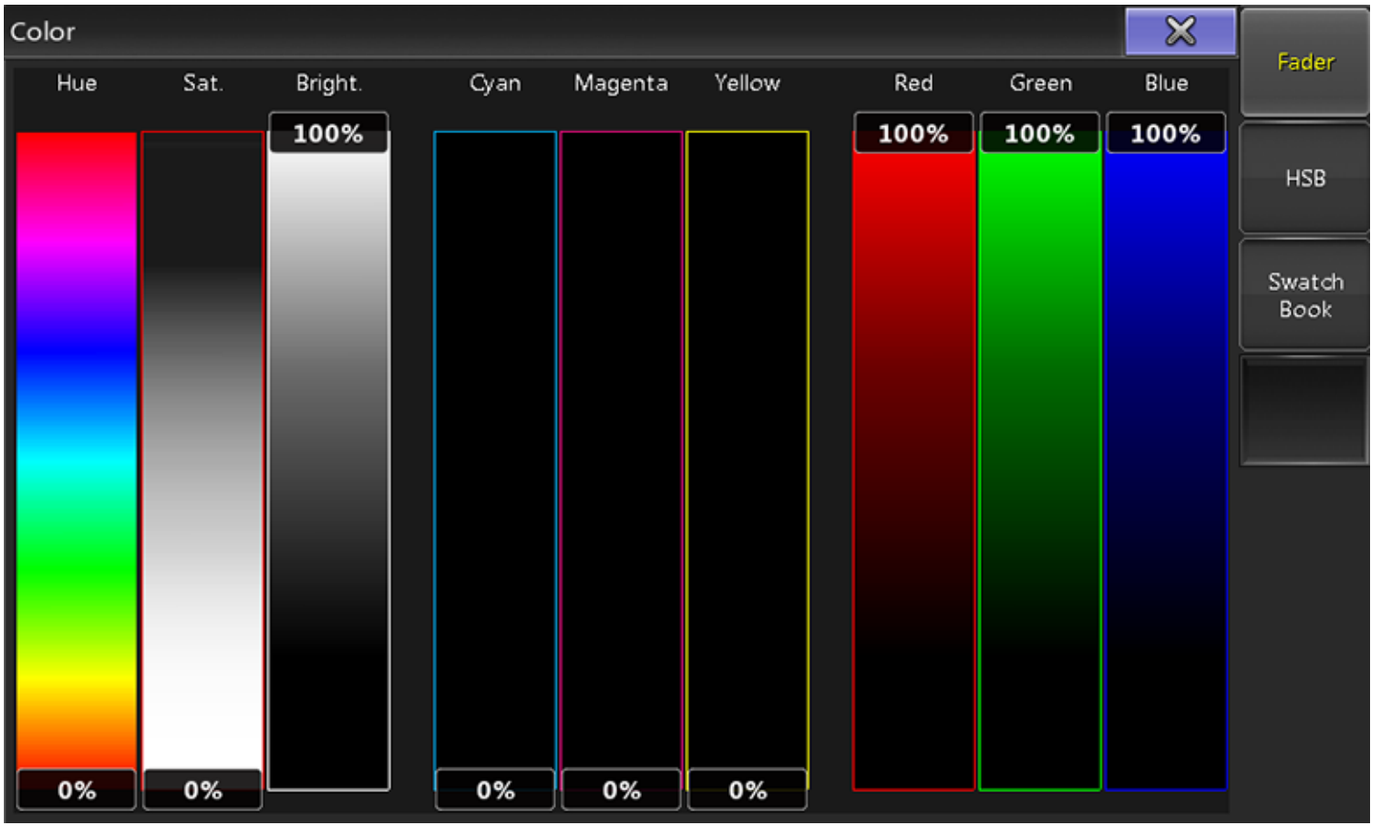
Related Links

Dialogs on page 488
Fixture Sheet on page 377
Channel Sheet on page 374
DMX Patch on page 501
Edit Color on page 505
Select DMX Profile on page 532

Edit Color

When editing fixtures and channels, you can assign a permanent color to their output.

This dialog appears when you assign a color to a fixture or channel. This is what it could look like:



This dialog has the same functions as the Specialized Color Dialog.

You can change between 'Swatch Book', 'HSB' and 'Fader' mode in the top bar. When you have selected a color, you confirm it by pressing the 'Please' button. Follow the 'Specialized Color Dialog' link below to read more details about how this works.

Related Links

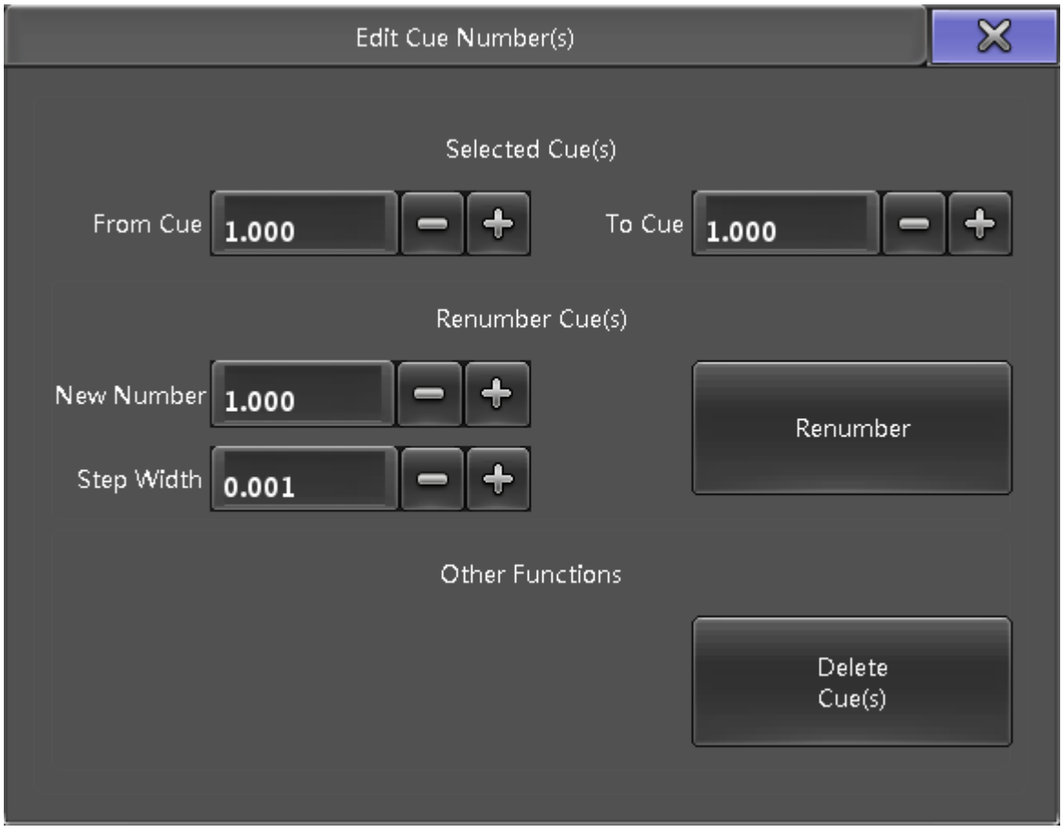
Dialogs on page 488
Specialized Color Dialog on page 560
Edit Fixture on page 503

TEKMAND

Edit Cue Number

Right click a cue number in the Sequence Executor Sheet , then a dialog opens, and it allows to change the cue numbers and delete cues.

This dialog what it could look like:

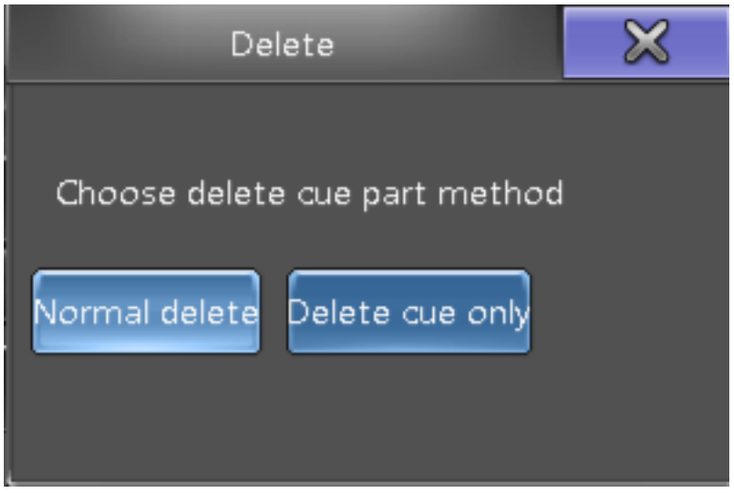


You can change all the options with a green background.

In the first area you can set a range of cues. If it's the same number in both of them, you only affect that cue.

In the second area you can renumber cues. The starting number may the same as that of the first area, step width is the interval between cues, if the cue range has only one fixture, then the step width can be ignored. When all settings are done, click the Renumber button to reorder cue numbers.

In the third area you can delete cues. When you click delete, The pop-up window might look like this:



There are two mutually exclusive options here. They are called Normal delete and Delete cue only.

Normal delete: will remove the cue and all values stored in the cue. This will effect stored values that normally tracks through the sequence.

Delete cue only: will remove the cue and all the values stored in the cue. It will store values that would track into the following cues if they otherwise would be lost by the deletion of the cue.

We have the following sequence:

Number	Name	1: Dim	1: Pan	Tilt
1	Cue	0.0	81.0	26.5
2	Cue	100.0	81.0	26.5
3	Cue	100.0	135.0	55.4
4	Cue	100.0	135.0	55.4
5	Cue	0.0	135.0	55.4

Sequence with 5 cues before deletion,Now we are going to delete cue number 3.

This is the result with Normal delete:

Number	Name	1: Dim	1: Pan	Tilt
1	Cue	0.0	81.0	26.5
2	Cue	100.0	81.0	26.5
4	Cue	100.0	81.0	26.5
5	Cue	0.0	81.0	26.5

Cue 3 is deleted. The position values from Cue 3 normal tracking to Cue 4 and Cue 5 are also deleted, so the position values saved in Cue 1 are tracked into Cue 4 and Cue 5.

This is the result if we deleted with Delete cue only:

Number	Name	1: Dim	1: Pan	Tilt
1	Cue	0.0	81.0	26.5
2	Cue	100.0	81.0	26.5
4	Cue	100.0	135.0	55.4
5	Cue	0.0	135.0	55.4

Cue 3 is deleted, but the position value from Cue 3 normal tracking to Cue 4 will be saved in Cue 4, so the position values of Cue 4 and Cue 5 are unchanged.

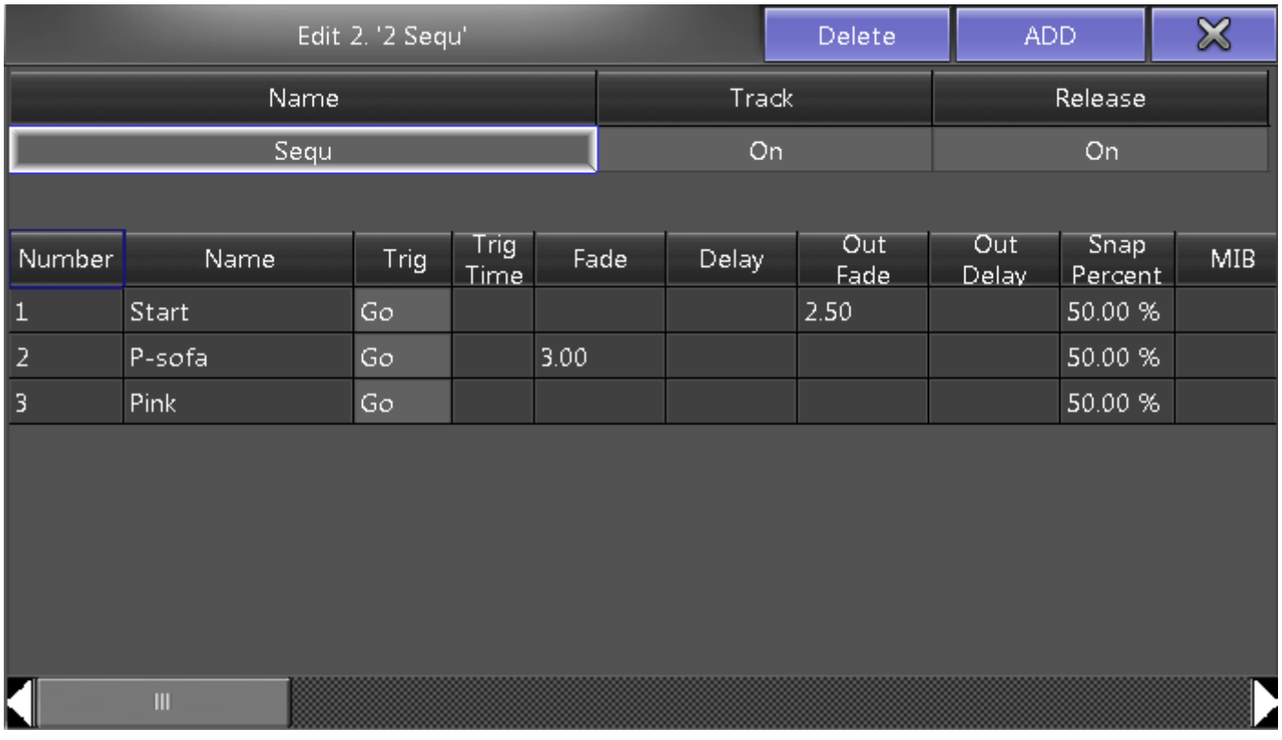
Related Links

Dialogs on page 488
Sequence Executor Sheet on page 381

Edit Sequence

Right click the sequence library and a dialog opens, through which most content of a sequence can be modified.

This is what it could look like:



But if you right click the executor button, a slightly different dialog will open, it'll look like this:



Items with grey background are modifiable. For more details about options editing, refer to the link below.

Related Links

Dialogs on page 488
Sequence Executor Sheet on page 381

TEKMAND

Editors

Editors are a group of dialogs that are used for editing different parts of the show.

There are many different types of editors. Follow the links below to read more about them.

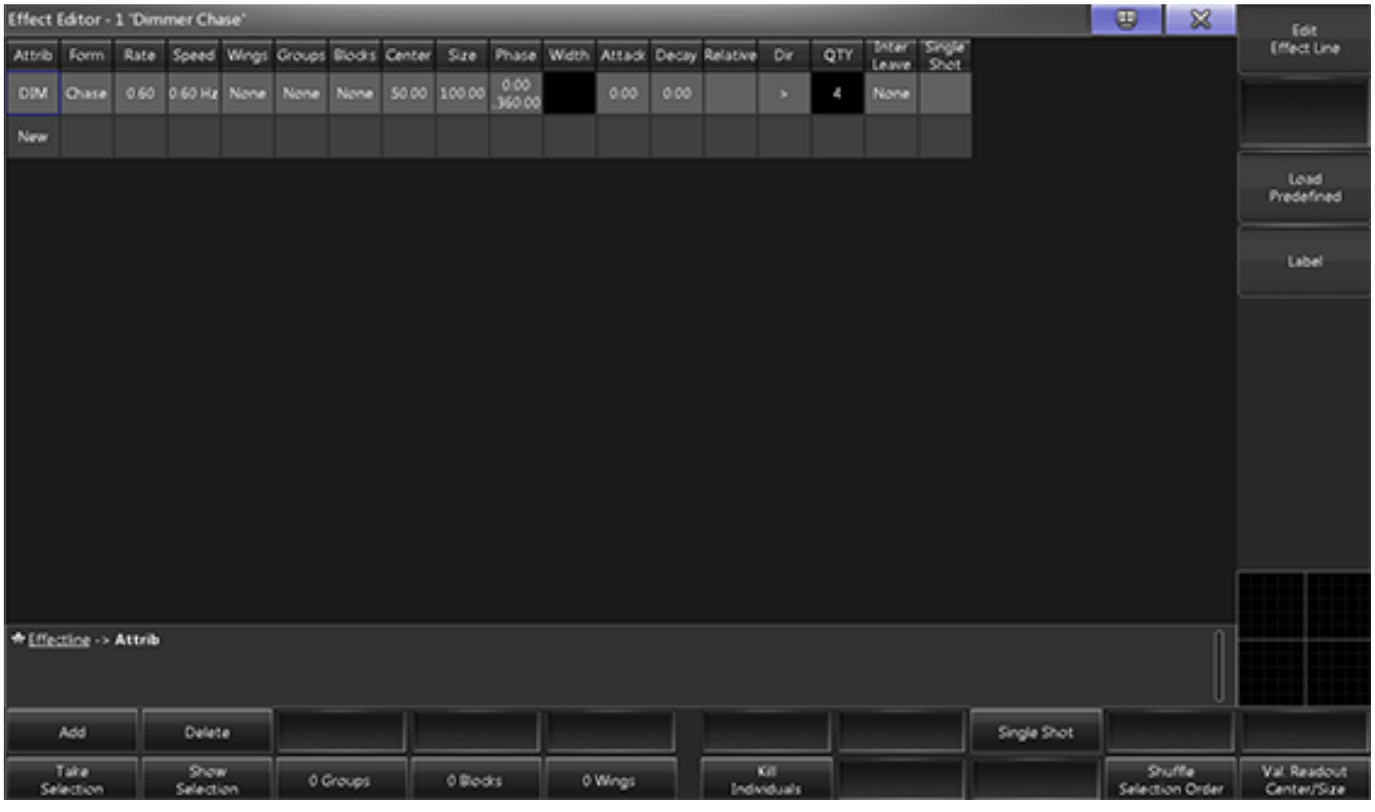
Related Links

Dialogs on page 488
Effect Editor on page 510
Form Eidtor on page 514
Macro Eidtor on page 516
Timecode Editor on page 518

Effect Editor

This is a short description of the Effects Editor. For more info on creating effects go to the Tutorial section.

Editing an effect gives you the Effects Editor. This is what it could look like:



Each row is an attribute that is affected by the effect. Each column is something you can manipulate. This is a short description of the different columns:

Attrib:

This is the attribute from the selected fixtures that this line affects. Pressing here gives you the Select Effect Attribute, you can use the tree structure to select the attribute. If you need more, then you need to make more lines.

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Form:

This is the form the line uses to transform between two values, e.g. Sin or Cos. Pressing here gives you the Select Form, multiple Forms are available. For more details, refer to the links below.

Rate:

Multiplier of effect rate, when the value is below 1, effect rate is smaller than the average, when the value is above 1, effect rate is greater than the average.

Wings:

Wings are used to divide the selected fixtures in to smaller groups, but they are mirrored. E.g. if you have a simple dimmer chase effect running from left to right and you make a "Wing" of "2", you will see that the first half of the fixtures still run from left to right but the second half run from right to left. And they should run in sync. Remember that the selection order is important for how your wings are created.

Groups:

With this you can divide your selected fixtures in to groups that run in the same direction. E.g. if you have a simple dimmer chase effect with 10 fixtures running from left to right and you make a "Groups" of "2", you will see fixture 1, 3, 5, 7, 9 go in the first group, and fixture 2, 4, 6, 8, 10 go in the second group. Remember that the selection order is important for how your groups are created.

Blocks:

This is used to gather fixtures into small groups that work as one. E.g. if you have a simple dimmer chase with 10 fixtures and you set the "Blocks" value at "2", you will see that fixture one and two are running together. The same with 3 and 4, etc. This means that you in basically only have 5 fixtures.

Phase:

Phase is a way to spread the effect and the values. E.g. if you set the phase to a single value, all your fixtures are doing the same. If you make the phase a value something like "0 to 360" then you'll get several instances of the effect running at the same time. Think of the effect as running in a running cycle. If all the fixtures are at the same place in the cycle they all do the same. If they are spread out over the cycle, then they are doing the same, but with different positions in the cycle.

High/Low Value:

Set the High and Low points that the effect can achieve.

Center/Size:

Sets the middle value and the difference between the highest and lowest points the effect can achieve.

Width:

Control the width of the form. A width of 100% makes the form fill the entire cycle. You can also set (value A thru value B) the width for a lot of interesting results.

Attack:

On some forms you can change the angle of attack. This means you can make the fade from one value to another. Or you can make it snap. The attack value is a percent number. If you set it to 0% you will snap the value. If you set it to 100% it will fade as much as possible.

Decay:

Much like "Attack" handles how to change from a value to another, Decay handles the transaction back from the last value to the first.

Relative:

The mode of changing the effect value of the light fixture, the "on" state is a relative mode, and the "off" state is an absolute mode.

Dir:

Shows the direction in which the effect is running.

QTY:

This is a number that displays how many fixture are selected for this effect line. At the bottom of the window you have two buttons called "'Take Selection'" and "'Show Selection"'. With these buttons you can change the fixtures assigned to this effect line.

Interleave:

Interleave only works in selective effects.

Single Shot:

When the status is "Yes", the selected fixture properties of the effect are executed only once.

Buttons at the bottom:

Add:

Click the button to add the required lighting properties.

Delete:

Click the button to delete the selected fixture properties.

Take Selection:

Clicking the button, the selected fixture properties of the effect are assigned to the selected fixture.

Show Selection:

Clicking the button, the selected fixture properties of the effect, the contained fixtures are selected.

Single Shot:

Activating this item changes the one-run status of the fixture properties to "Yes".

Kill Individuals:

Create two different effects in the programmer and store them in the effects pool, they will be shown in dark pink in the effects editor, click the button to remove the redundant effects.

Shuffle Selection Order:

Click the button, and the fixtures contained in the effect fixture property will run out of order.

Val Readout:

Click the button, the attribute value of the effect lamp can be displayed by high value, low value or middle value and size.

right button：

Edit Effect Line/Edit Effect:

Click the button to switch the window display interface.

Load Predefined:

Click the button to select the preset fixture properties.

Label:

Click the button to give the effect the name.

Effect attribute editing

Press the "Edit Effect"button or U1 in the Edit Effect Line mode, a editor window open as below:



It's more intuitive to modify parameter values via this window.

If multiple effect attributes exist, use "previous line" or "next line" on the right section of the window to switch and alter each attribute value.

Buttons at the bottom

Value 1/2: There are three modes: Simple, Fan, and Preset, which represent setting a Simple value, a range value, and a preset value respectively.

Reverse: This changes the direction of the effect.

Relative: When activated, the effect value will be the sum of previous value and the defined value.

Bounce: This will first run the effect forwards and when reaching the end it will reverse

Related Links

Editors on page 510
Select Effect Attribute on page 530
Select Form on page 542

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Remove Individuals on page 582
Effect Concept on page 85
Effect Keyword on page 311
Effect Key on page 361
Select Predefined Effect
Effect Tutorial on page 177

Form Eidtor

The Form Editor is used to create and edit Forms and DMX Profiles used in the setup of the console.

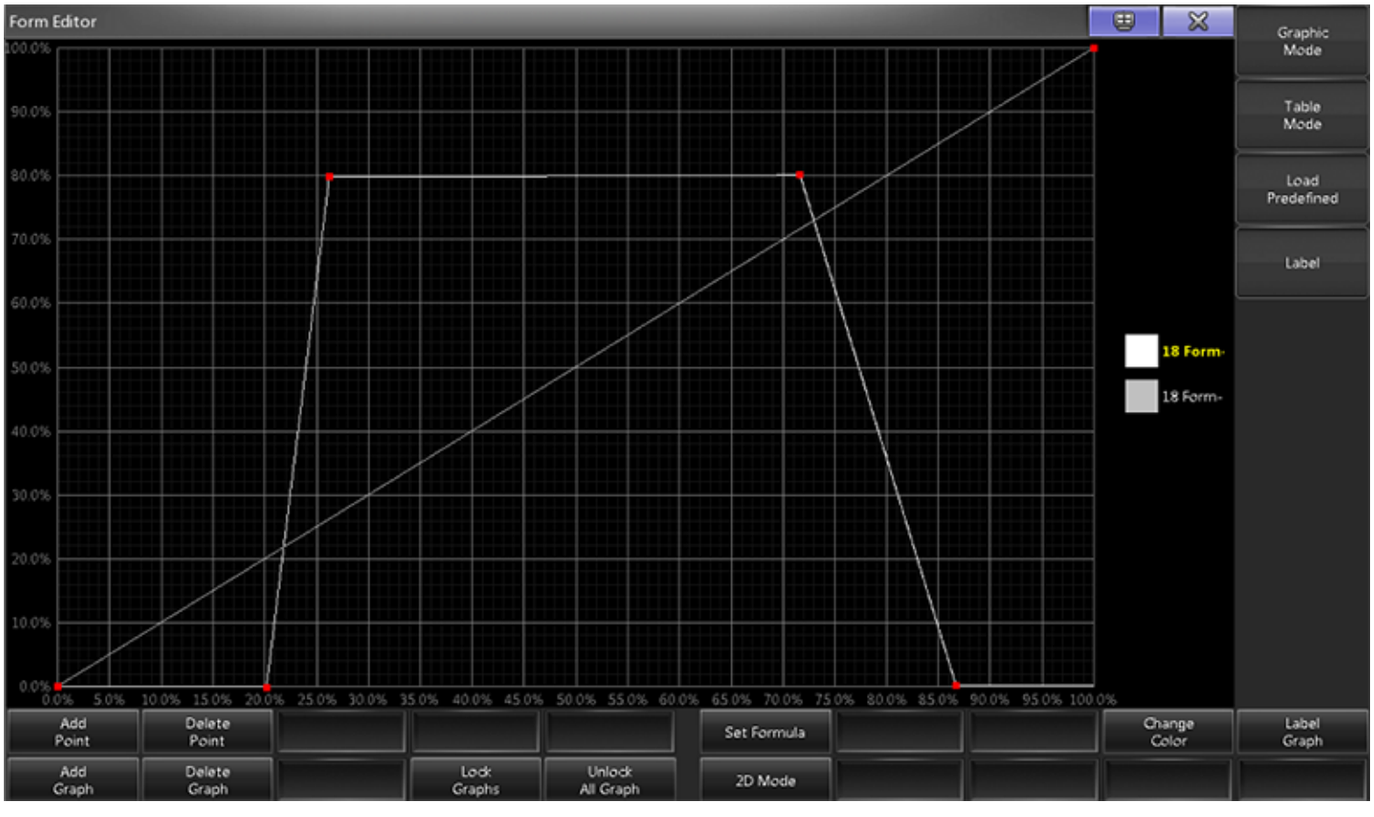
There's actually two different Form Editors. First images shows the editor to create and edit effect forms. Second image shows editor to create and edit of attribute (DMX) Profiles. Both have tow different displays, graphic mode and table mode.

You can change between the Graphic and Table modes with the buttons on the right side.

One of the main tools for editing the graphic(s) is the Form Editor Encoder Toolbar, Read more about this by following the link below.

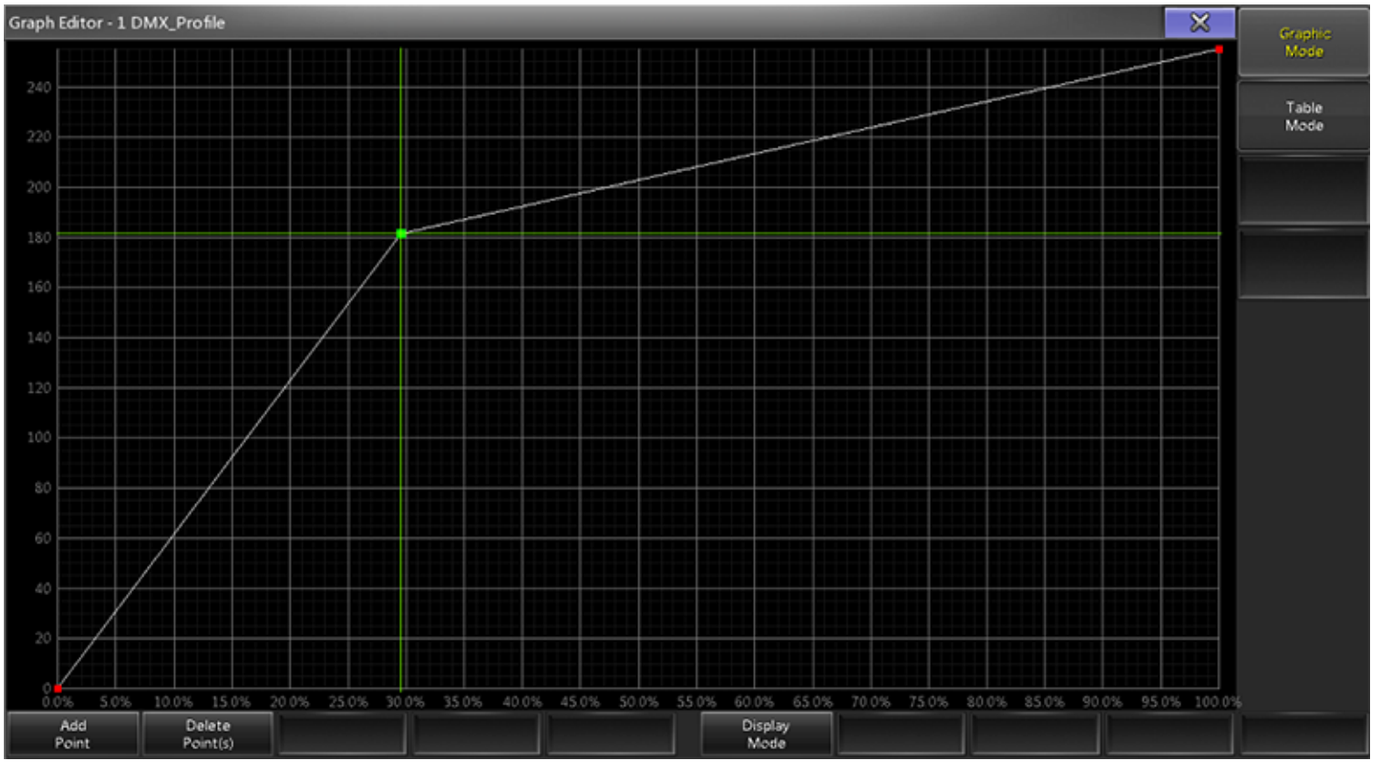
Graphic Mode

Right click the Form button, and a dialog opens as shown below:



This is an example of the Attribute Profile version.

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This displays the value transition as a line (or lines). Along the line there might be some dots. They are called points. At least there's on at the begining and the end of line.

The points helps you create the line(s) you want. Each point can have different "Line Modes". Follow the link below to read mode about the Select Line Mode pop-up.

There are several buttons at the bottom part of the editor.

'Add Point' is added where the two green lines intersect. 'Delete Point' delete all the green points (They are selected).

'Add Graph' and 'Delete Graph' will add or delete extra sub-graphs in the Form Editor.

'Lock Graphs' allows you to lock one of the graphs. 'Unlock All Graph' will unlock all the locked graphs.

'2D Mode' will combine (and change) two sub-graphs.

'Set Formula' in here you can enter the formula.

'Change Color' opens the Edit Color pop-up. this allows you to select a new color for the individual sub-graphs.

'Label Graph' allow to modify the curve name.

Table Mode

This is what it could look like:



In the main part you'll see a list of the points defining the line. There's a 'X' and a 'Y' that defines the position of the point and a point mode.

There are six different point modes:'Liner','Spline','Spline(Break at Start)','Spline(Break an End)','Step(Start)' and 'Step(End)'.Follow the link below to read more about the Select Mode(Line) pop-up.

You can right click the 'New' area (at the bottom) to add points.

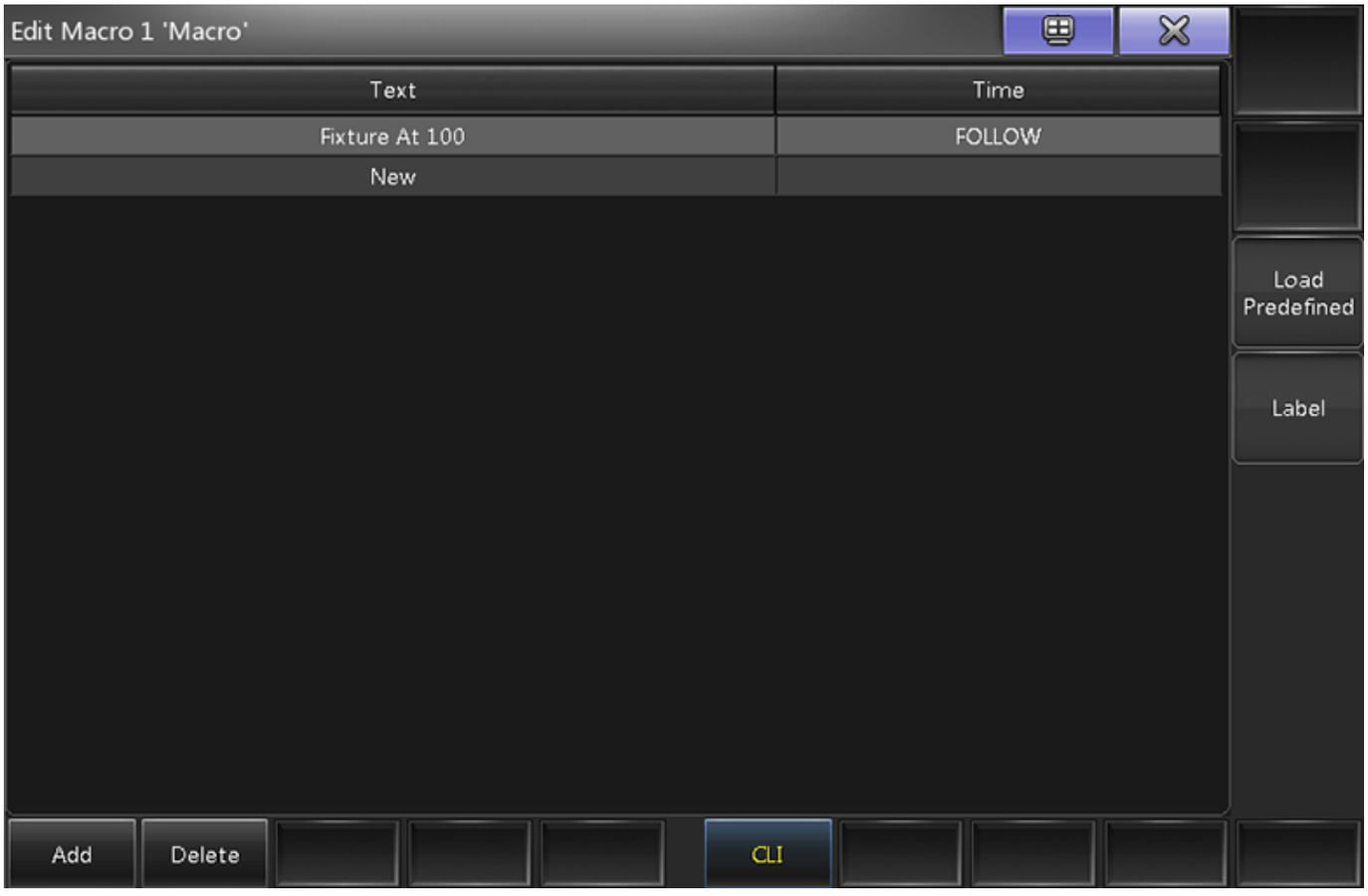
Related Links

Editors on page 510
Form Editor Encoder Toolbar on page 701
Select Mode on page 537
Select Color on page 561

Macro Eidtor

This dialog is used when creating or editing macros.

Right click the macro button, and a dialog opens as shown below:



The Add and Delete buttons at the bottom of the editor can be used to add or delete a commandline.

CLI, Command Line Interaction key, CLI is activated when the text is yellow. This allows you to interact with the pool macro key or not. Follow the link below to read more about CLI.

Click the "New" button in the editor, then a text and time column show.

The text column is for commands to be executed by the macro.

The time column can be used to add delay after execution of commands in the text column.

Caution: if "Go" is selected, then it stops after command execution, it needs to click "Go" to reactivate. If "Follow" is selected, it will continue executing a next commandline. If the command can't obtain data from the macro and require manual input, then a delay is needed, so as to have current command executed.

Predefined Macro

Click the "Predefined" button on the right of the window, then opens the Select Predefined Macro, allowing selecting predefined macro. When a specific item is selected, the macro is named and the CLI is close.

Related Links

Editors on page 510
Macro Key on page 363
Macro Keyword on page 330

TEKMAND

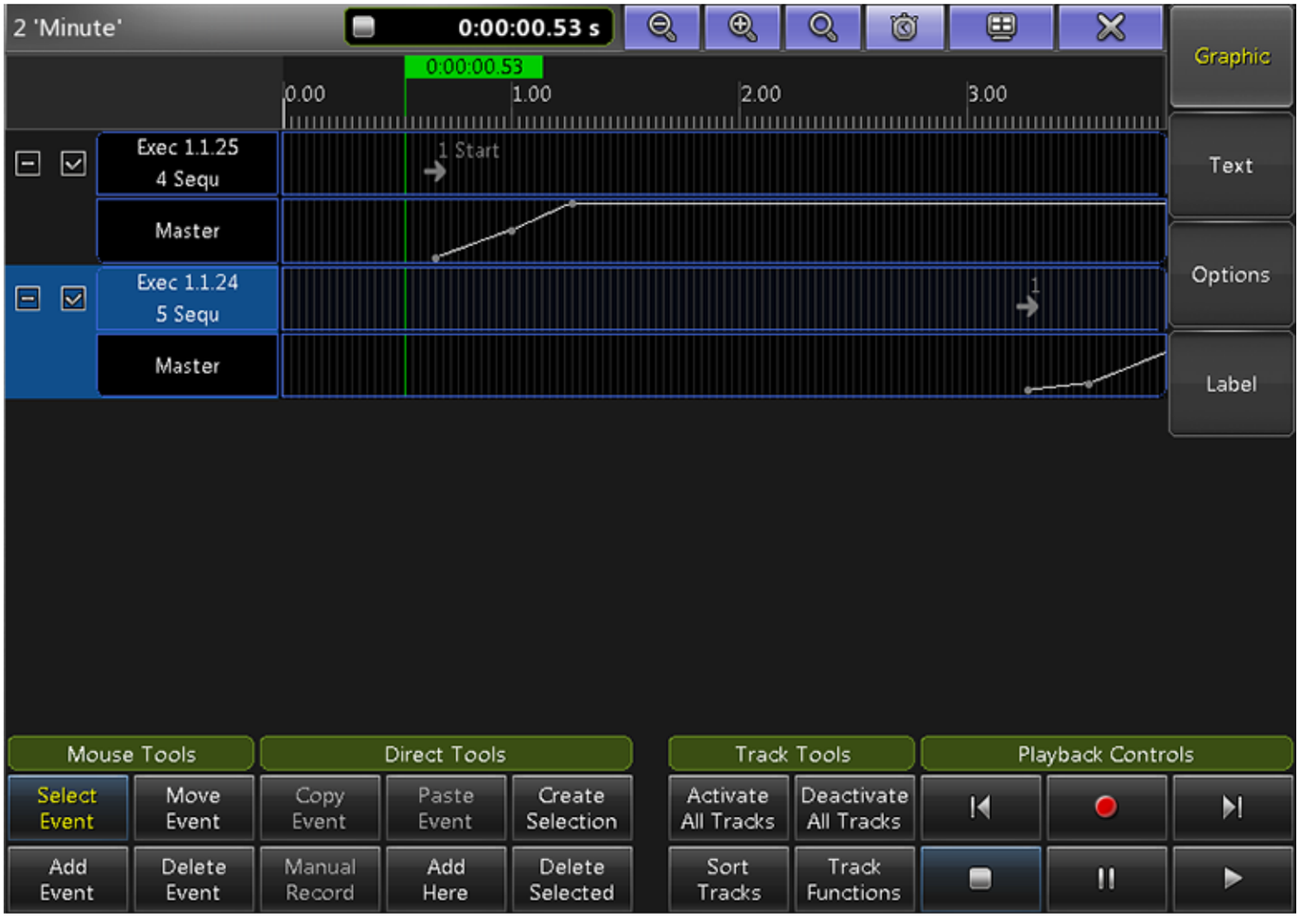
Macro Concept on page 104
Commandline Interaction on page 165
Select Predefined Macro on page 548

Timecode Editor

The Timecode Editor is used to create and edit timecodes.

It has two different modes: 'Graphic' and 'Text'. All buttons are the same, it's just the main part that displays the information differently.

This is what the Graphic editor could look like:



This is what the Text editor could look like:

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Top bar

The top bar displays the number and name of the timecode, and alos a small box displays the playback status (Stop, Play, Pause & Record) and the current time. If there's a "+" in front of the number, then you have added a time offset.

There are 6 buttons on the right of the top bar, the front two are used to scale timecode in time track, the third is used to display all timecodes, the fourth is a switch button, when activated, activated time or cues are always displayed, just like the auto scroll in the sheet, the fifth button is used to switch the window between screen. The last one is a "close" button.

Right side buttons

The top two changes between the Graphic and Text mode. The next one gives the timecode show options.

The bottom buttons are divided into some sections:

Mouse Tools

Select Event:

This will select the next event.

Move Event:

This will move the selected event (by drag and drop).

Add Event:

This will add an event where you press/click.

Delete Event:

This will delete the event you press/click.

Direct Tools

Add Here:

Adds an event at the current time.

Delete Selection:

Deletes all selected events.

Create Selection:

This will open the Create Selection dialog.



Select event range in the dialog: "Before Time" button allows to select events preceding a specific time point, "All" button allows to select all events, and "After Time" button allows to select subsequent events of a specific time point.

Track Tools

Activate All Tracks:

This will activate all deactivated tracks, and recorded events will be executed.

Deactivate All Tracks:

This will deactivate all active tracks, and recorded events will not be executed.

Sort Tracks:

This will allow you to sort tracks.

Track Functions:

Gives you this small dialog:



Playback Controls

Rewind (to the beginning):

Takes you back to the beginning of the show.

Record:

Records the show from the current time. If you rewind and record again you can record more actions into the show. It will not delete what previously recorded.

Forward (to the end):

Takes you to the end of the show.

Stop:

Stop the running or recording show.

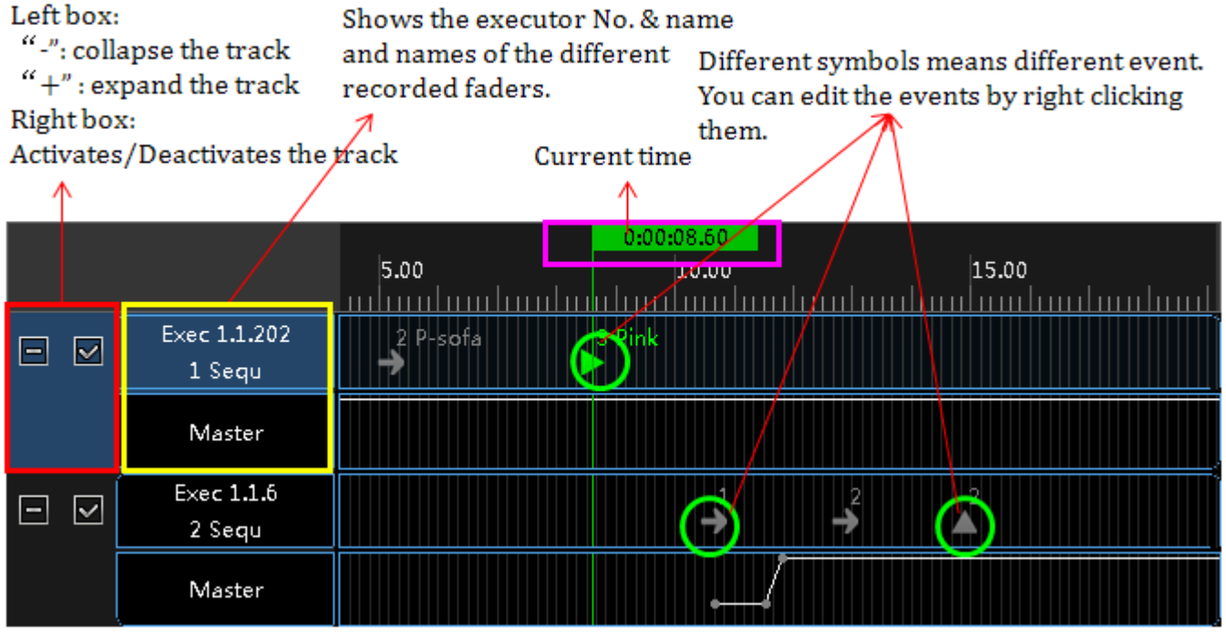
Pause:

Temporary stops the running time or recording at the current time.

Play:

Plays the timecode show.

Main Part



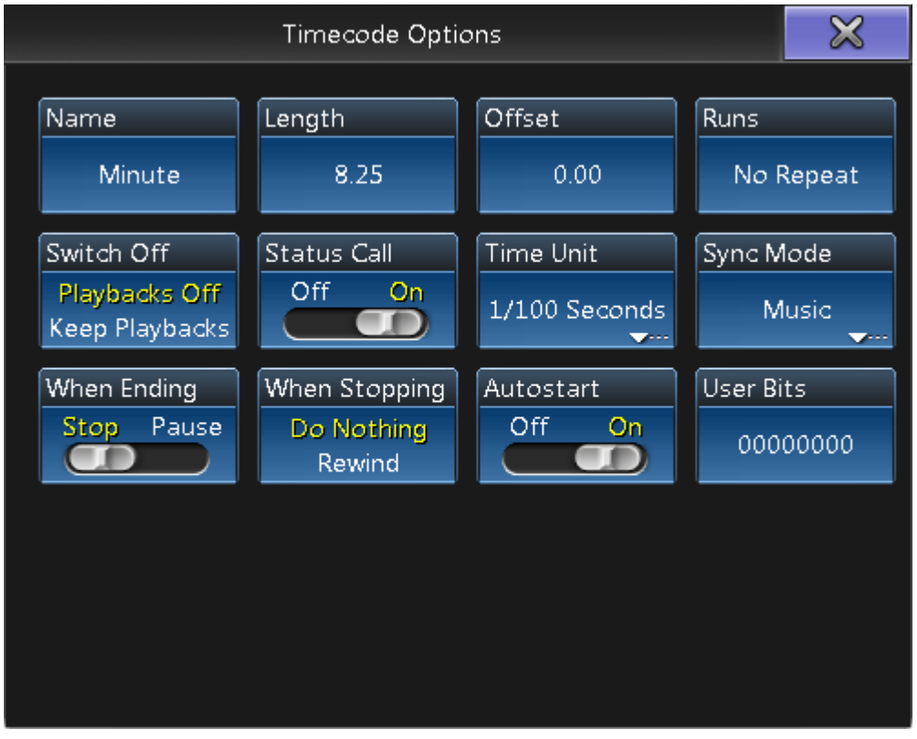
Right click event under the graphic mode, an event command list will pop up. While under the text mode, the command list as shown below:



There are 4 columns displays: the time of the event, the Executor number and name, the Command executed in the event, the relevant values. Each row is an event in the timecode show. The row with the green background is the selected event, you can edit the event and command.

Options

Pressing the 'Options' button on the right side of the editor gives you this dialog:



Brief descriptions of labels:

Name:

This is the name of the timecode show.

Length:

The total length of the show.

Offset:

Allows you to move the entire timecode show forward.

Runs:

This allows you to set the show to run the show repeatedly or only once.

Switch Off:

This defines what happens with playbacks, it has two options: 'Playback Off' or 'Keep Playbacks'.

Status Call:

When Status Call is turned on, your timecode show will sync with the timecode signal instantly. When it's off it will execute the signal when they are reached. I.e. turn on the timecode when the time is between a "goto cue 1" and a "goto cue 2". With Status call 'on' then the console will execute a goto cue 1 immediately, and then continue goto cue 2. When it's 'off', it will wait till it reaches the "goto cue 2" and then continue.

Time unit:

Pressing here opens the Select Time Unit popup. The options are: '1/100 Seconds', '30 FPS', '25 FPS' or '24 FPS'. This is not depended on the incoming signal.

Sync Mode:

Pressing here opens the Select Sync Mode pop-up. This selects what timecode source the show uses. There are four option: 'Intern', 'SMPTE', 'MIDI' or 'MUSIC'. The 'Intern' uses an internal clock. The three others are external timecode sources.

When ending:

This decides what should happen when the timecode show runs out of recorded time. This has two different options: 'Stop' or 'Pause'.

When Stopping:

This decides what should happen when the timecode show is stopped. This has two different options: 'Do Nothing' or 'Rewind'.

Autostart:

This decides whether the timecode show begin automatically or not when the timecode source is running. This has an 'On' or 'Off' option.

User Bits:

Beside the 32 Bit for 8 digit Timecode time, timecode executes 32 User bits (8 digit) per frame. User Bits can transmit several kinds of information, e.g. a second Timecode Stream. So several incoming Timecode Streams can be discerned. This is not available when using an intern timecode source.

Related Links

Editors on page 510
Select Time Unit on page 555
Timecode Concept on page 92
Timecode Keyword on page 350

Enter name of object

This dialog is used to change objects names.

Generally you can press Assign key twice, then click the object, a dialog opens as below:



Click the + button on the left to open a soft keyboard, the window changes as below:



To put on the soft keyboard, click "-" button on the left to get it done.

Restriction: Be aware that at the moment you can not use any characters that isn't a part of the English alphabet! That means that even though you have the option of typing local characters, they are not accepted.

Related Links

Dialogs on page 488

Load Show

This window is used to load a show file from the console or other USB devices.

When needed to load a show, select the show label from the backup menu, and a window opens as below:



Press Backup key twice or click show label from the backup menu to produce a backup file.

Show files from the console and USB devices are listed in the window, buttons on the right can be used to select content to load or set.

Show Data:

This includes Sequences, Groups, Presets, Executor Assignment, etc.

Time Config:

This includes the default options for Fade Times, Delay Times and other default options regarding time.

Console Settings:

This is all the options regarding the console options.

Network Protocols:

This is the options for DMX output via Ethernet.

Network Config:

This is options for DPU and other consoles.

User Profiles:

This is the Users and User Profiles in the show.

Select the show and data to load, click Open to get it done.

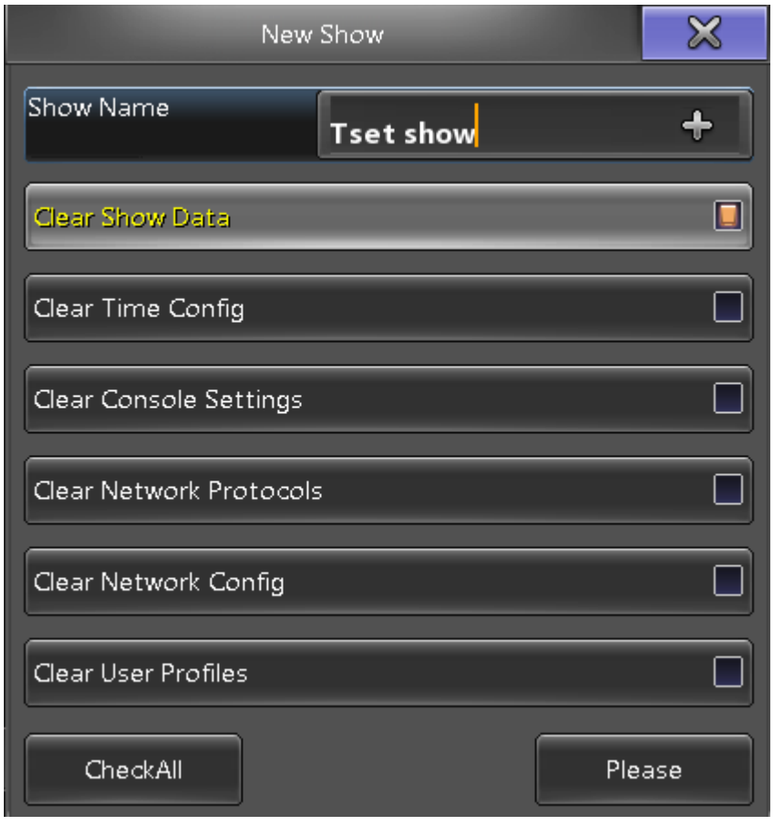
Related Links

Dialogs on page 488
Backup Menu on page 683

New Show

This dialog is used to create a new show.

To create a show, click "New Show" from the backup menu, a window opens as below:



Here you can enter a show name and choose the information you want to clear from the current show.

This is what you can clear:

Show Data:

This includes Sequences, Groups, Presets, Executor Assignment, etc.

Time Config:

This includes the default options for Fade Times, Delay Times and other default options regarding time.

Console Settings:

This is all the options regarding the console options.

Network Protocols:

This is the options for DMX output via Ethernet.

Network Config:

This is options for DPU and other consoles.

User Profiles:

This is the Users and User Profiles in the show.

Select the items to be cleared, click Please to create a new show.

Related Links

Dialogs on page 488
Backup Menu on page 683

Small Select Popups

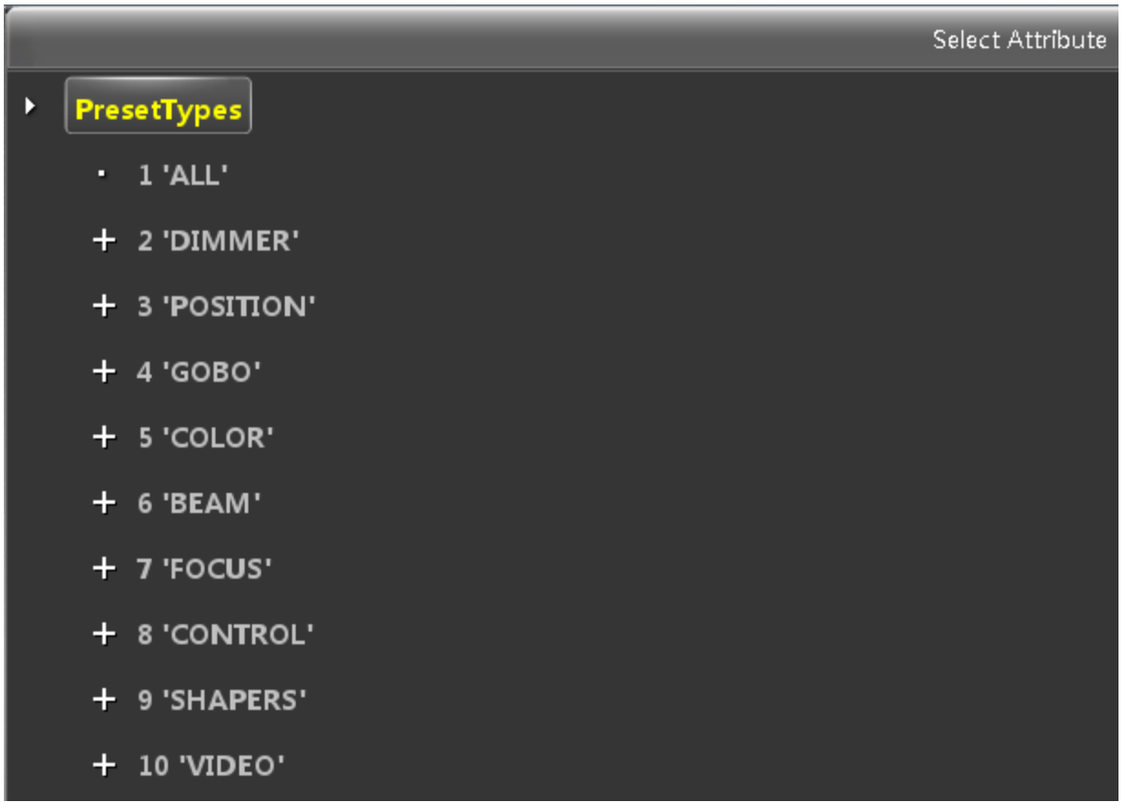
Frequently when setting a parameter, a Small Select Popup will open for option. This chapter mainly describes various Small Select Popups. These popups can be closed and quit selection at the same time by clicking X on the top right corner.

Related Links

Dialogs on page 488
Select Attribute on page 530
Select Button on page 531
Select Cue on page 532
Select DMX Profile on page 532
Select Effect Attribute on page 533
Select Event Command on page 533
Select Fader Assignment on page 534
Select Filter on page 536
Select Mode(Line) on page 537
Select Function (Button) on page 538
Select Function (Fader) on page 540
Select Font on page 542
Select Form on page 542
Select Icon/Gauge on page 543
Select Keycode on page 544
Select Link Mode on page 545
Select Loop Destination on page 545
Select MIB on page 546
Select Mode (Bitmap Effect) on page 547
Select Page on page 547
Select Predefined Macro on page 548
Select Readout on page 549
Select Restart Mode on page 550
Select Scale Mode on page 550
Select Speedgroup on page 551
Select Speedscale on page 552
Select Station on page 553
Select Symbol Output on page 554
Select Time Unit on page 555
Select Trig on page 555
Select Type on page 557
Select Wheel on page 557
Select Wheel Mode on page 558

Select Attribute

This is used to select an Attribute to add to a fixture profile in the Edit Fixture Type window. This is what it looks like:



Related Links

Small Select Popups on page 530
Edit Fixture Types on page 595

Select Button

This is used to select the affected executor button or fader in Remote Input setup.



Button 3:

This is the top executor button.

Button 2:

This is the executor button above the fader.

Button 1:

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This is the executor button below the fader.

Fader:

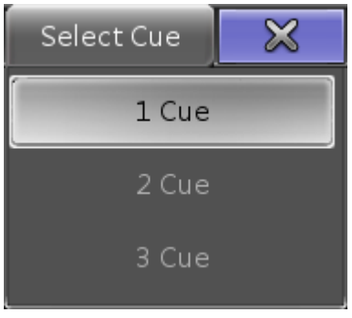
This is the executor fader.

Related Links

Small Select Popups on page 530
Remote Input setup on page 609

Select Cue

This is used to select a cue to an event in the Timecode Editor. This is what it looks like:

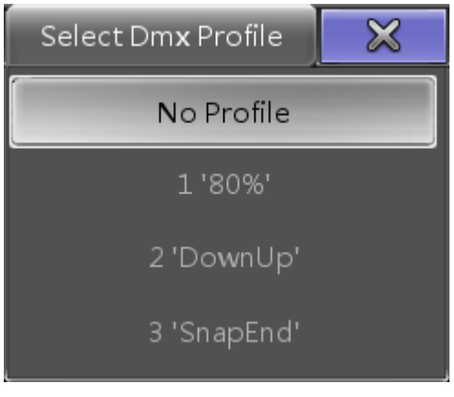


Related Links

Small Select Popups on page 530
Timecode Editor on page 518

Select DMX Profile

This is used to select what DMX profile to use. This is what it could look like:



Related Links

Small Select Popups on page 530
DMX Profiles on page 607
Edit Fixture on page 503
Edit Fixture Types on page 595

Select Effect Attribute

This is used to select the attributes used in an effect line. This is what it looks like:



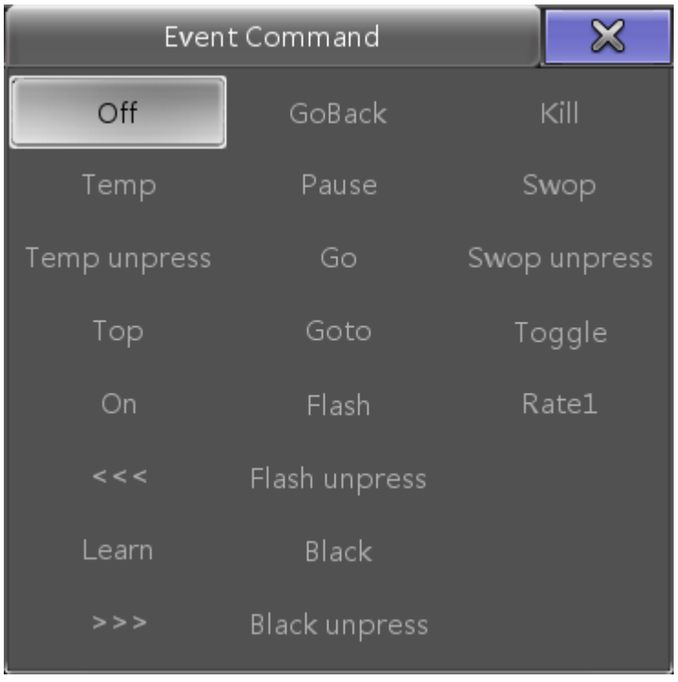
Related Links

Small Select Popups on page 530
Effect Editor on page 510

Select Event Command

This is used to select a command to an event in the Timecode Editor. This is what it looks like:

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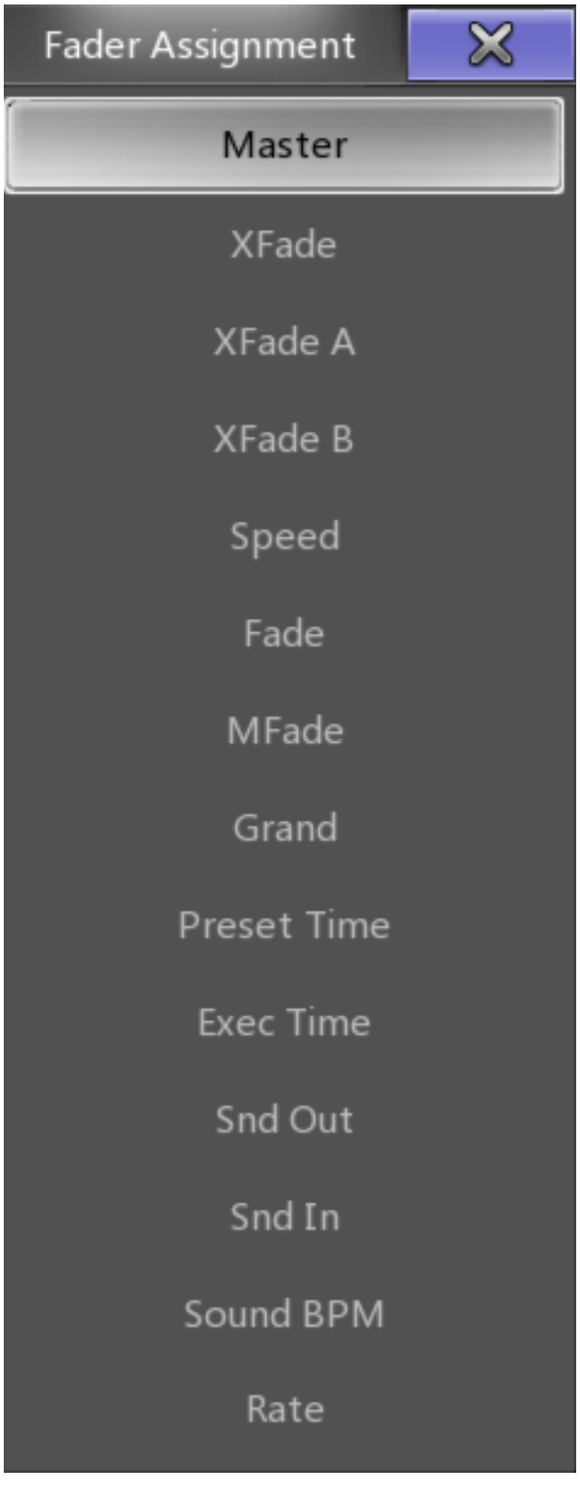
Follow the link below for a short description of the commands.

Related Links

Small Select Popups on page 530
Assign Menu on page 686
Timecode Editor on page 518

Select Fader Assignment

This is used to set function for the selected master fader on the screen 2. This is what it looks like:



Descriptions of options:

Master:

This is an intensity fader.

Crossfade:

This is a single fader manual crossfade between two cues.

CrossfadeA:

This is the first of a two fader manual crossfade between two cues. This works with "CrossfadeB".

CrossfadeB:

This is the second of a two fader manual crossfade between two cues. This works with "CrossfadeA".

Speed:

This is the speed fader. With this you can adjust the speed of chasers and effects.

Fade:

This is the fade time between steps in a chaser.

MasterFade:

This is the On and Off fade time of chasers when you are activating and deactivating the chaser.

Grand:

This is a mirror of the grand master.

Preset Time:

With this you can set a overwrite fade time for presets.

Exec Time:

With this you can set a overwrite fade time for Button Executors.

Snd Out:

This is a volume control for the build in speaker.

Snd In:

This is the gain control for the sound input.

Sound BPM:

This allows you to change the BPM (Beats Per Minute) for the sound trigger

Rate:

This is the Rate fader. With this you can adjust the Rate of chasers and effects.

Related Links

Small Select Popups on page 530
Assign Menu on page 686
Encoder Toolbars on page 693

Select Filter

This is used to select the filter in the Channel Sheet and Fixture Sheet.

This is used to select those fixtures complied with filter settings. Steps: click "Layer Filter" tab in the sheet option, then click "Filter", a popup opens as below:



Descriptions of options:

None:

There is no filter applied.

Programmer:

When activated, only fixtures and values in the programmer will display in the sheet.

Active:

When activated, only active fixtures and values will display in the sheet.

Parked:

When activated, only parked fixtures and values will display in the sheet.

Sequ:

When activated, only applied attributes and values in the selected executor will display in the sheet.

Sequ-:

When activated, only applied attributes and values, except default attribute values, will display in the sheet.

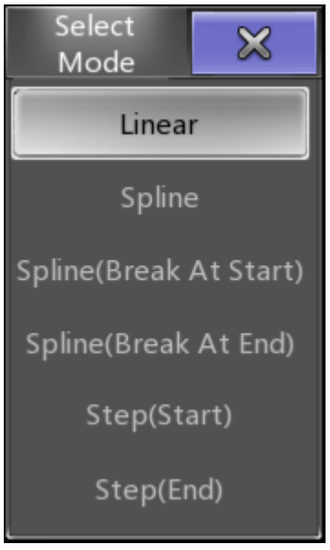
Related Links

Small Select Popups on page 530
Sheet Options on page 391

Select Mode(Line)

This is used to select what kind of line should be used in the Graph Efitor.

This is what it could look like:



Here you can choose one of the following line modes:

Linear:

This is creates a strait line between two points.

Spline:

This creates a smooth line through the points.

Spline(Break at Start):

This will make a sharp corner towards the previous point and a soft path to the next point.

Spline(Break at End):

This will make a sharp corner towards the next point and a soft path to the previous point.

Step(Start):

This will immediately snap to the new value and keep it until it reaches the next point.

Step(End):

This will keep the value until it reaches the next point and then snap to the new value.

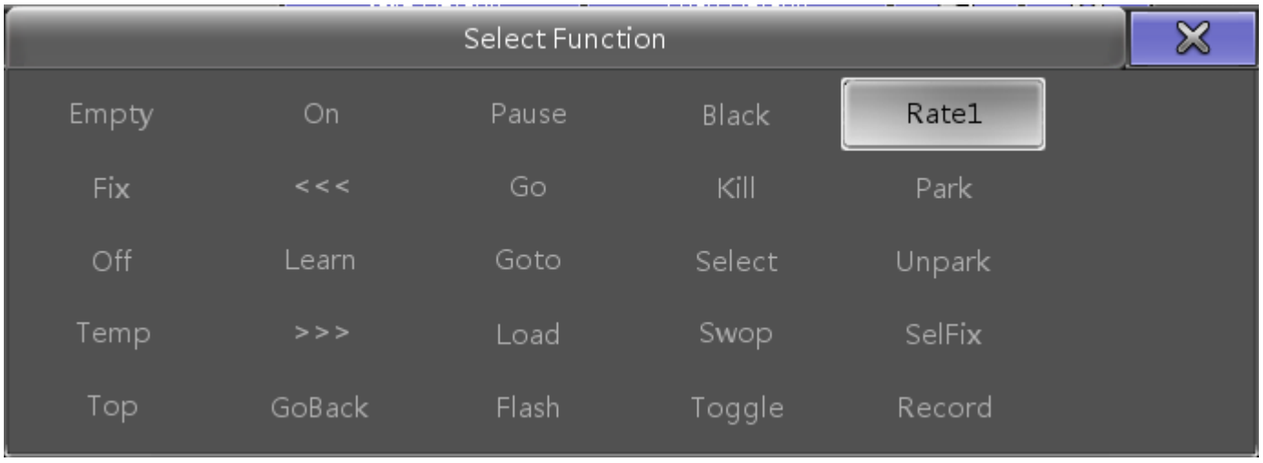
Using these different line modes will creates very different lines.

Related Links

Small Select Popups on page 530
Form Editor on page 514

Select Function (Button)

This is used to select the function of the executor button in the Assign Menu. This is what it looks like:



Descriptions of options:

Empty:

The button has no function.

On:

This turns the executor on.

Pause:

This stops a active fade and/or delay. and also pauses a timecode show.

Black:

This turns off the intensity of the executor as long as you have the button pressed.

Rate1:

This resets a Rate fader to 1:1.

Fix:

This fixes or unfixes the executor, effects on Fd Pg+ and Fd Pg-, such that the executor is always on that page.

<<<:

This jumps one cue back without fade and delay times.

Go:

This executes a "Go" using the fade and delay times.

Kill:

This is the same as a "Go" but it also turns of all other executors unless "Kill protect" turned on.

Park:

This parks the fixtures in the sequence, group or (bitmap)effect.

Off:

This turns the executor off.

Learn:

This sets the speed. By pressing it at least two times it automatically adjusts the speed.

Goto:

This gives you the Select Cue to Goto pop-up that allows to goto the selected cue.

Select:

This selects the executor.

Unpark

This unparks any parked fixtures of the sequence, group or (bitmap)effect.

Temp:

This turns the executor on as long as you have the button pressed.

>>>:

This jumps to the next cue without fade and delay times. It doesn't executes follows.

Load:

This gives you the Select Cue to Load pop-up that allows you to select a cue to load. The status changes to Loaded, and the next playback will begin at this cue.

Swop:

This Fades out the intensity of the executor as long as you have the button pressed

SelFix:

This selects the fixtures in the sequence, group or (bitmap)effect.

Top:

This fades to the first cue in the sequence.

GoBack:

This fades backwards.

Flash

This turns the executor on as long as you have the button pressed.

Toggle:

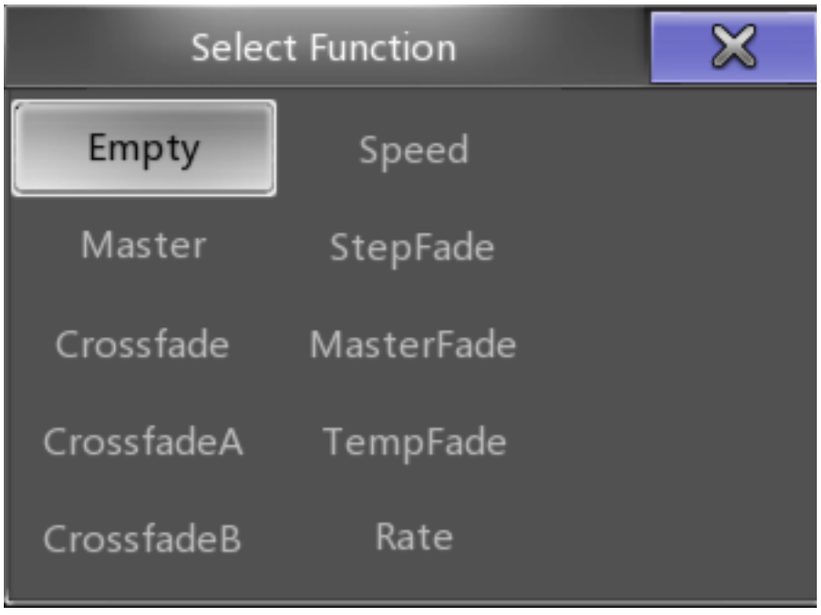
This turns an active sequence Off and vice versa.

Related Links

Small Select Popups on page 530
Assign Menu on page 686

Select Function (Fader)

This is used to select the function of the executor fader in the Assign Menu. This is what it looks like:



Descriptions of options:

Empty:

The executor fader has no function.

Master:

This is an intensity fader.

Crossfade:

This is a single fader manual crossfade between two cues.

CrossfadeA:

This is the first of a two fader manual crossfade between two cues. This works with "CrossfadeB".

CrossfadeB:

This is the second of a two fader manual crossfade between two cues. This works with "CrossfadeA".

Speed:

This is the speed fader. With this you can adjust the speed of chasers and effects.

StepFade:

This is the fade time between steps in a chaser.

MasterFade:

This is the On and Off fade time of chasers when you are activating and deactivating the chaser.

TempFade:

Cossfades the cue on when pulled up, and off when pulled down.

Rate:

This is the Rate fader. With this you can adjust the Rate of chasers and effects.

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Related Links

Small Select Popups on page 530
Assign Menu on page 686

Select Font

This is used to select the font size in a sheet.

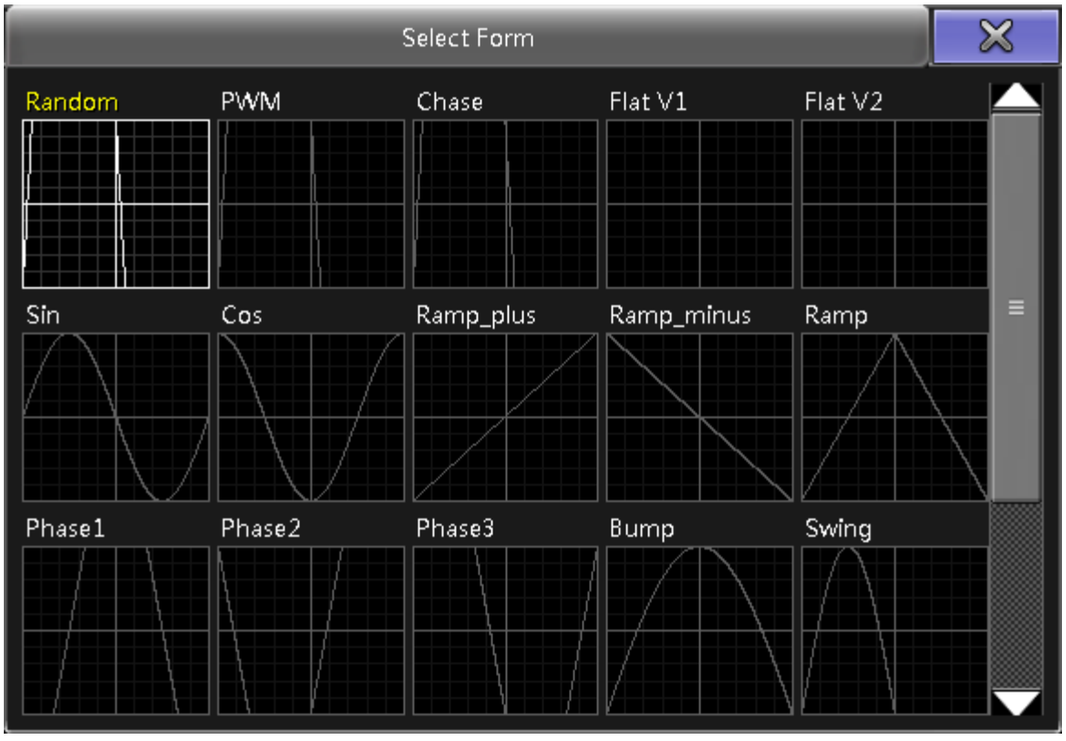


Related Links

Small Select Popups on page 530
Display on page 397

Select Form

This is used to select the form used in an effect line. This is what it looks like:

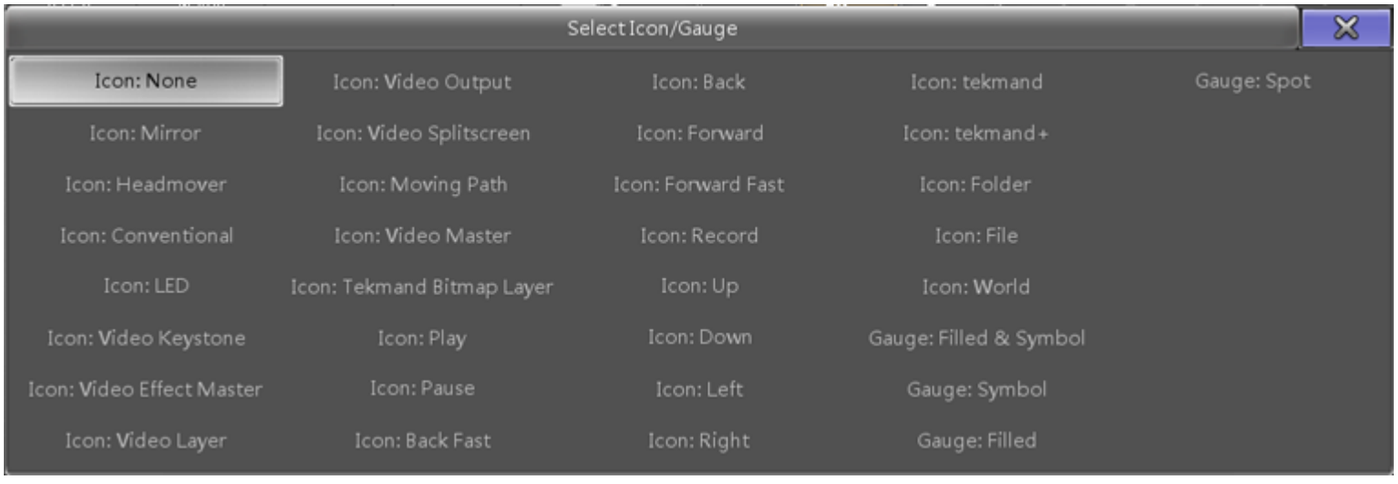


Related Links

Small Select Popups on page 530
Effect Editor on page 510

Select Icon/Gauge

This is used to select the icon or gauge for the object in the Layout View. This is what it looks like:



Icons are static symbols and Gauges change how they looks according to your fixtures.

Related Links

Small Select Popups on page 530
Layout View on page 456
Layout View Toolbar on page 702

Select Keycode

This is used to select the affected hard key in Remote Input setup. This is what it looks like:



Here you can choose what hard key the remote input should active. Follow the link below to read more about the hard keys.

Related Links

Small Select Popups on page 530
Remote Inputs Setup on page 609
Keys on page 355

Select Link Mode

This is used to select the link mode in the Sequence Executor Sheet, Sequence Tracking Sheet and Sequence Content Sheet. This is what it looks like:



Descriptions of options:

Link Selected:

The sheet will always display the values in the selected executor.

Not Linked:

The sheet isn't automatically linked to executors, you can use the Assign Executor tap to decide what executor the sheets displays.

Link Last Go:

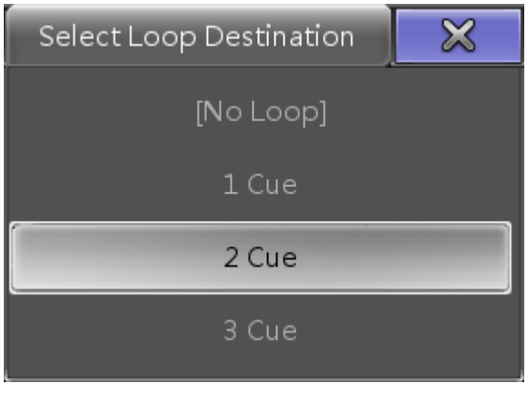
The sheet will display values for the last executor.

Related Links

Small Select Popups on page 530
Layer Filter on page 395

Select Loop Destination

This is used to select what cue a loop should return to in the "Loop" column of Sequence Executor Sheet. This is what it looks like:



Related Links

Small Select Popups on page 530
Sequence Executor Sheet on page 381

TEKMAND

Select MIB

This is used to select when fixture should Move In Black.

You can access this pop-up in a Sequence Executor Sheet, where you have the option to MIB.

This is what it could look like:



Descriptions of options:

None:

Same as no value, this removes MIB information

Late:

Same as the numeric value "-1", this will MIB as Late possible.

Early:

Same as numeric value "0" , this will MIB as early possible.

Related Links

Small Select Popups on page 530
Sequence Executor Sheet on page 381
暗场移动使用 on page 191

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Select Mode (Bitmap Effect)

This is used to select the mode of a bitmap effect.



Effect of each mode:

Gray:

'Gray' has effect on dimmer values only.

Trigger:

'Trigger' allows you to use two presets as values for the effect.

Color:

'Color' takes the colors from the source file and uses them in the effect.

Related Links

Small Select Popups on page 530
Bitmap Effect Editor

Select Page

This small pop-up is used to select the current channel or executor page in the Playbacks window.

TEKMAND

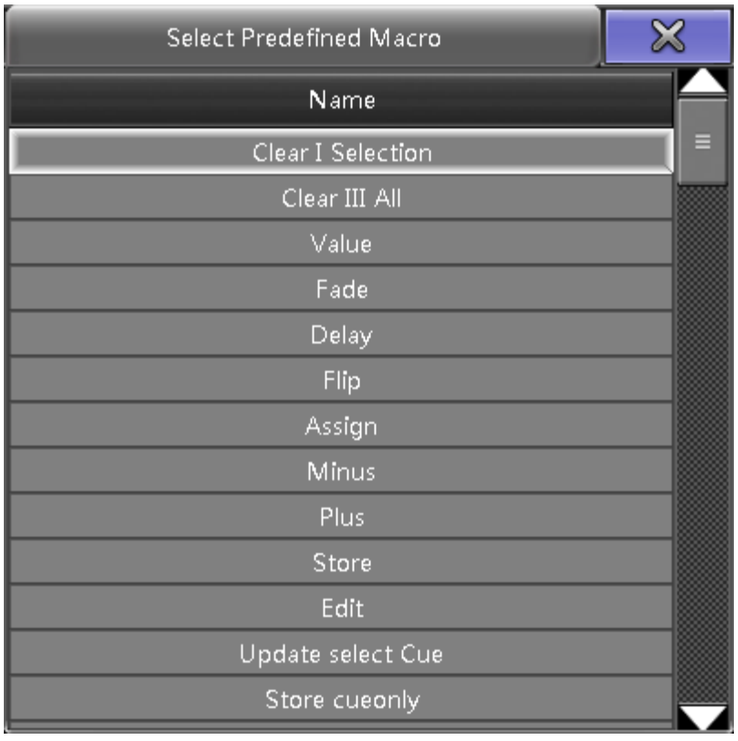


Related Links

Small Select Popups on page 530
Playback on page 443
Action Buttons on page 446

Select Predefined Macro

This is used to select one of the predefined macros in theMacro Editor. This is what it looks like:

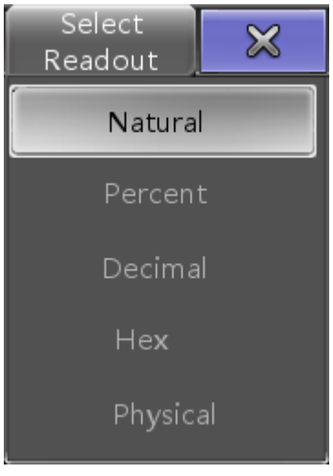


Related Links

Small Select Popups on page 530
Macro Editor on page 516

Select Readout

This is used to select the readout in Sheets.



Descriptions of options:

Natural:

Displays the value in percentage with one extra decimal.

Percent:

Displays the value in percentage, a total of 100 steps.

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Decimal:

Display DMX values, a total of 256 steps.

Hex:

Display the value in hexadecimal.

Physical:

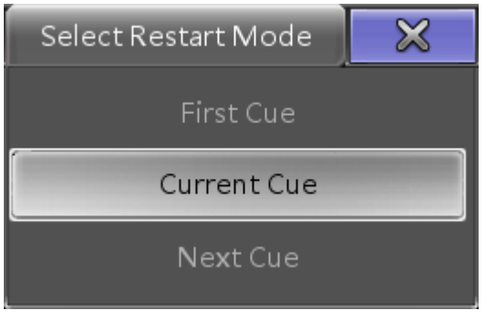
Display real physical value of a parameter.

Related Links

Small Select Popups on page 530
Display on page 397

Select Restart Mode

This is used to select the restart mode of a executor in the Assign Menu.



Descriptions of options:

First Step:

This always restarts the sequence with the first step.

Current Step:

This restarts the sequence with the cue where in when the sequence was turned off.

Next Step:

This restarts the sequence with the next cue from where you were when the executor was turned off.

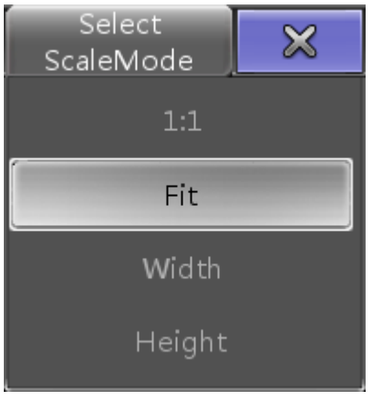
Related Links

Small Select Popups on page 530
Assign Menu on page 686

Select Scale Mode

This is used to select the scale mode in a Bitmap Effect.

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Descriptions of options:

1:1:

With '1:1' you scale the source so each fixture is a pixel.

Fit:

'Fit' adapts the source to number of fixtures you have in height and width.

Width:

'Width' changes the source to match the number of fixtures you have in the width.

Height:

'Height' does the same as width, but only with the height.

Related Links

Small Select Popups on page 530
Bitmap Effect Editor

Select Speedgroup

This is used to select a speed group.



There are 8 speed group masters. Each master can be assigned as a special speed group master fader. If an executor is not assigned with a speed group, then it will go with a default speed.

Related Links

Small Select Popups on page 530
Assign Menu on page 686

Select Speedscale

This is used to select a speed scale.

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The default option is "Normal". With this you can multiply or divide the speed by (up to) a factor of 32. This can be used when using speed groups to make a specific executor faster or slower.

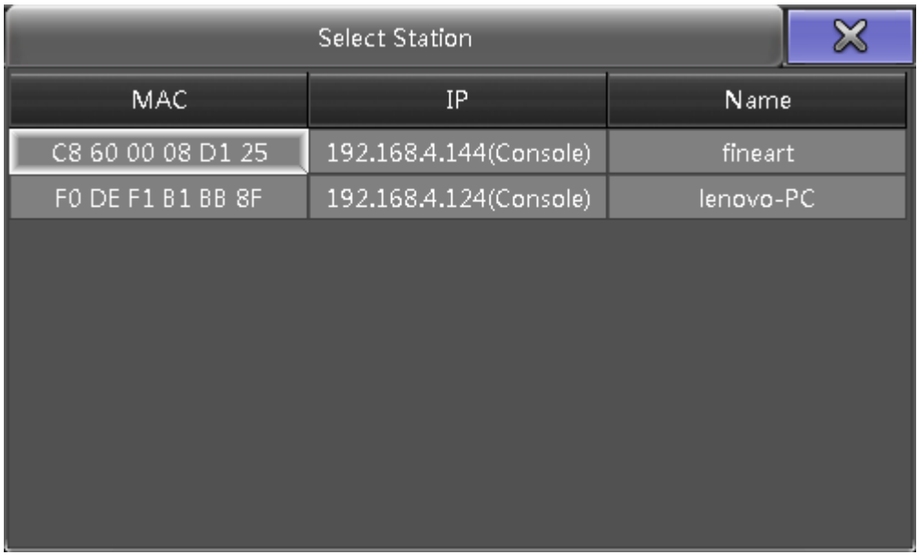
Related Links

Small Select Popups on page 530
Assign Menu on page 686

Select Station

This is used to add a station in the FA Network Configuration.

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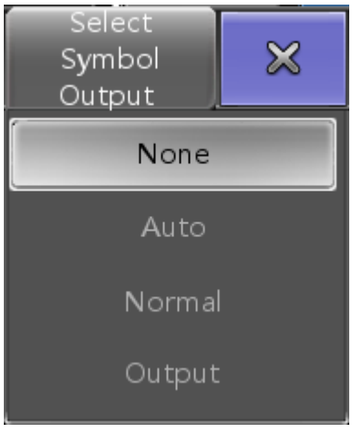
Stations which have been added to the network will display in this window, relevant information included: mac address, IP address, type, and names. Click the selected Station, and it will be added.

Related Links

Small Select Popups on page 530
FA Network Configuration on page 660

Select Symbol Output

This is used to select the symbol output in Sheets.



Descriptions of options:

None:

A little square on the left of the name tab will not display.

Auto:

A little square display on the left of the name tab, display color and intensity. It will follow the Layer Control of the sheet.

Normal:

A little square display on the left of the name tab, display color and intensity. This will always display the values in the programmer.

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Output:

A little square display on the left of the name tab, display color and intensity. This will always display the result from the Output layers.

Related Links

Small Select Popups on page 530
Display on page 397

Select Time Unit

This is used to select the time units displayed in a timecode show.



Descriptions of options:

1/100 Seconds:

This displays the second divided in hundreds.

30 FPS:

This displays the second divided in 30 frames per second.

25 FPS:

This displays the second divided in 25 frames per second.

24 FPS:

This displays the second divided in 24 frames per second.

No matter what time unit you have selected, the editor will always give you 30 steps between seconds. This has only effect on the displayed time.

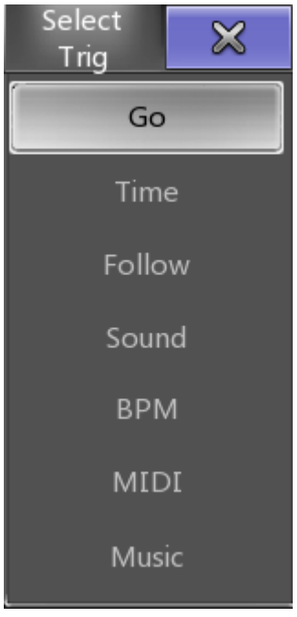
Related Links

Small Select Popups on page 530
Timecode Editor on page 518

Select Trig

This is used to select the trigger mode in a cue.

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Descriptions of options:

Go:

This will make the cue trigger by **Go**.

Time:

This will make the cue trigger a certain time after the last cue was triggered. If you select "time" as the trigger mode, it needs to specify the trigger time.

Follow:

When this is selected the cue will trigger when all the times associated with the previous cue is gone.

Sound

This will make the cue trigger using a sound peak as a trigger.

BPM:

This will make the cue trigger using the beats in the sound input.

MIDI:

This can be used to trigger a single cue using a MIDI Time Code time source . The trigger time should be entered in the time column.This cue will then trigger when the MIDI reaches the set time and moly if the previous cue is active.

Music:

This can be used to trigger a single cue using a MIDI Time Code time source . The trigger time should be entered in the time column.This cue will then trigger when the Music reaches the set time and moly if the previous cue is active.

Related Links

Small Select Popups on page 530
Sequence Executor Sheet on page 381

Select Type

This is used to select the type of action a remote input should have.



Descriptions of options:

None:

The remote input doesn't have any action.

Exec:

When this is selected the input will activate an executor button or fader.

Macro:

When this is selected the input will execute the command written in the 'Macro' column.

Hardkey:

When this is selected the input will activate an hard key.

Programmer:

When this is selected(this item only appears in DMXRemots menu) it will put all input directly into the programmer.

Related Links

Small Select Popups on page 530
Remote Inputs Setup on page 609

Select Wheel

This is used to select the wheel an attribute should refer to.



Related Links

[Small Select Popups](#) on page 530
[Edit Fixture Types](#) on page 595

Select Wheel Mode

This is used to select the wheel mode of the level wheel.



This popup can be accessed by by Setup User Settings Wheel Mode . It's used to set displaying format of values.

E. g. Fixture 1, brightness value = 50%, Fixture 2, brightness value = 25%, different option results in a different effect:

Additive:

It will keep the individual levels until the value reaches 0% or 100%. Then it will level them out. When you use the level wheel to take them both up to 100, and then back down, they both go down from 100 at the same time and at the same level.

Incremental:

This will basically do the same as 'Additive', but it remembers the individual values going beyond 0% and 100%. When you use the level wheel to take them both up to 100, and then back down, Fixture 1 will start coming down first and then Fixture 2 will follow when Fixture 1 is at 75%.

Prop. +

When using the level wheel to turn up the value the individual difference in value will increase. Turning down the values will make all fixtures reach 0% at the same time.

Prop. -

When using the level wheel to turn the values up the individual difference in value will decrease. Turning up to 100% will make all fixtures reach 100% at the same time.

Related Links

Small Select Popups on page 530
Encoder Toolbar on page 693

TEKMAND

The Specialized Dialogs

These dialogs a made for the multi touch screen. They allow you to manipulate attributes in a fast and easy way.

Related Links

Dialogs on page 488
Specialized Color Dialog on page 560
Specialized Shapers Dialog on page 562
Specialized Position Dialog on page 566

Specialized Color Dialog

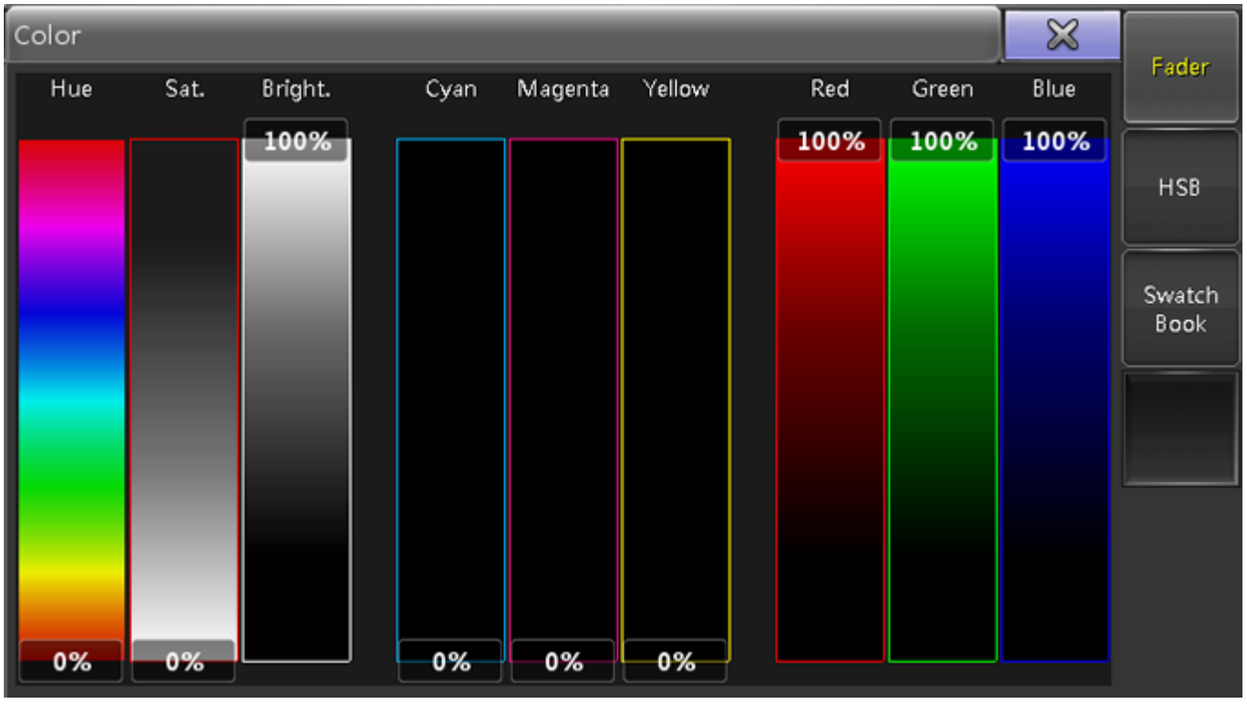
The specialized color dialog is used to control the CMY attributes of fixtures. The specialized color dialog can be accessed when you have selected the color preset type and the ColorMix feature. There are currently three different specialized color dialogs.

Related Links

The Specialized Dialogs on page 560
Specialized Dialog-Fader on page 560
Specialized Dialog-HSB on page 561
Specialized Dialog-Swatch Book on page 561

Specialized Dialog-Fader

This is an example of the Specialized Dialog:



Usually there are three different colors attributes and they can be CMY or RGB. Both modes are provided with faders to get the desired color.

Press the Fader, HSB or Swatch button on the screen or Use the U1 - U3 to change among the three mode.

Related Links

Specialized Color Dialog on page 560
U1 - U4 Key on page 369

Specialized Dialog-HSB

This is an example of the Specialized Dialog:



You can click any desire color in this dialog.

Press the Fader, HSB or Swatch button on the screen or Use the U1 - U3 to change among the three mode.

Related Links

Specialized Color Dialog on page 560
U1 - U4 Key on page 369

Specialized Dialog-Swatch Book

This is an example of the Specialized Dialog:

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This dialog contains various of color samples from different manufacturers, select a manufacturer on the left and then select colors desired on the right.

Through the top of the window, it can be used to select the color sample order (Number/Name/ Keyword/Color), View Style (Big icons/Small icons/Details information). It can also use filter to select color samples. Click "Clear Filter" button at the bottom of the window or press X11 to clear content of the filter. Press "Live Preview" or X10 to display selected color.

The selected color is a close match, but it cannot be completely the same as using the real filter in front of a fixture with the same light source. Different manufacturers use different ways to blend their colors. Lamps may also change their color depending on the lamp life. Therefore you can't trust this to be completely precise.

Press the Fader, HSB or Swatch button on the screen or Use the U1 - U3 to change among the three mode.

Related Links

Specialized Color Dialog on page 560
U1 - U4 Key on page 369
X1 - X20 Key on page 369

Specialized Shapers Dialog

A shaper dialog is used to manipulate the beam of a fixture with the help of shaper blades.

Requirement:Fixtures are patched,Select fixtures with the attribute of blades in the fixture sheet.

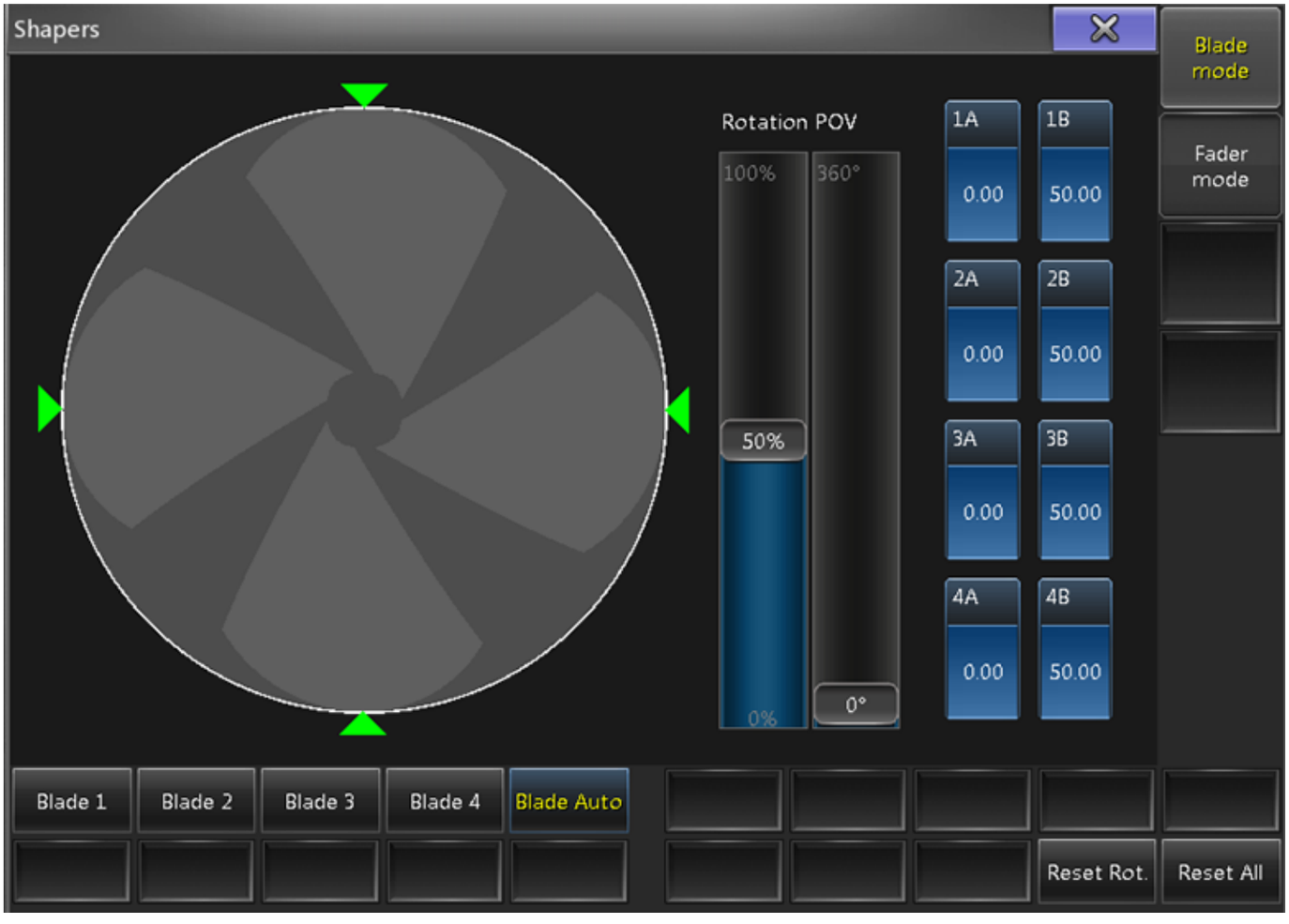
Tap Shapes in the Encoder Toolbar. and tap Special Dialog in the Encoder Toolbar right below Shapers.

The Shaper is displayed in two different modes: Blade mode and Fader mode.

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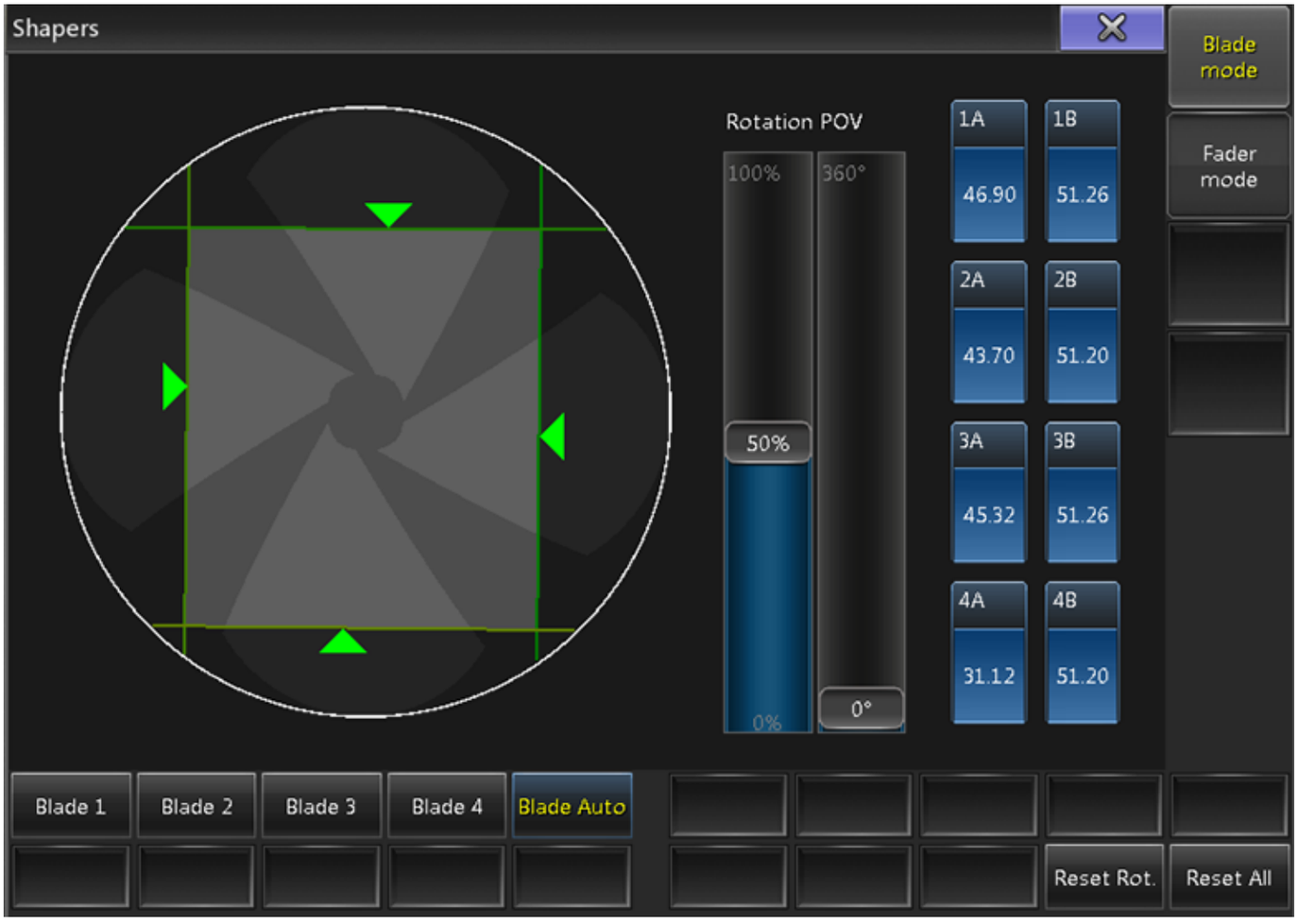
Shapers Dialog

This is what is looks like:



Blade mode:

This is the Blade section of the Blade mode Dialog:



The blade mode is primarily used to illuminate straight edges.

Rotation: :

Sets the focus on Blade Rotate.

POV :

Sets the focus on Rotate to Match POV.

Reset Rot:

Sets Blade Rotate to its initial position.

Reset All:

Reset to default values.

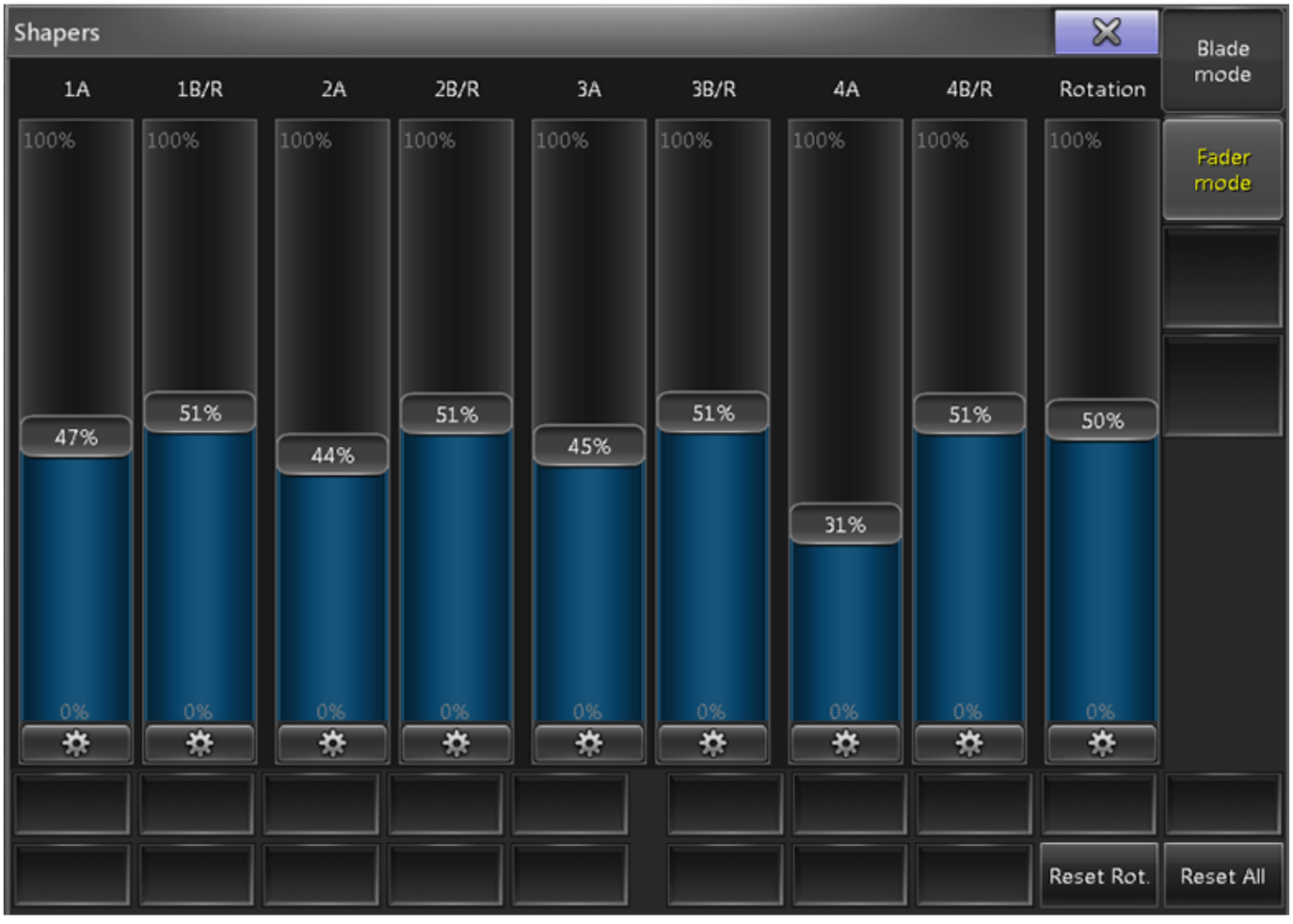
To move the blade, click on the green triangle or use the screen encoder.

The white circle in the middle of the dialog,Represents the beam of light coming from the fixture.表示来自灯具的光束。

Fader mode:

This is the Fader section of the Fader mode Dialog:

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Cogwheel symbol:Displays set values. Tapping on the cogwheel opens a pop-up with values and symbols:



Values in percentage:

Tapping a percentage value in this pop-up sets the fader automatically to the value you have tapped.

*2:

Doubles the value in the fader.

/ 2:

Divides the value in the fader by two.

Magnifying glass:

Is used to zoom in and out of the fader scale.

Close the Shaper Dialog

To close the shaper dialog, tap X in the upper right corner of the dialog.

Related Links

The Specialized Dialogs on page 560

Specialized Position Dialog

The position dialog controls the specific position of the fixture on the stage through the position panel.

Requirement:Fixtures are patched,Select the fixture with the attribute of position in the fixture sheet.

Tap Position in the Encoder Toolbar. And tap the Special Dialog button at the bottom right of the Encoder toolbar to open the Special Position Dialog.

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There are two different modes here: Position mode and Spot Align.

Position:

This is the Position section of the Position Dialog:



The mode used to set the position adjustment of Fixtures:

Follow :

When activated, the fixture position moves with the stage's spot.

Pan:

When activated, only the position is allowed to move on the horizontal axis.

Tilt:

When activated, only the position is allowed to move on the vertical axis.

Normal/Fine/Ultra:

Used to set the value of each scale.

Flip:

To access the different pan/tilt combinations that points a moving head in the same direction.

Default:

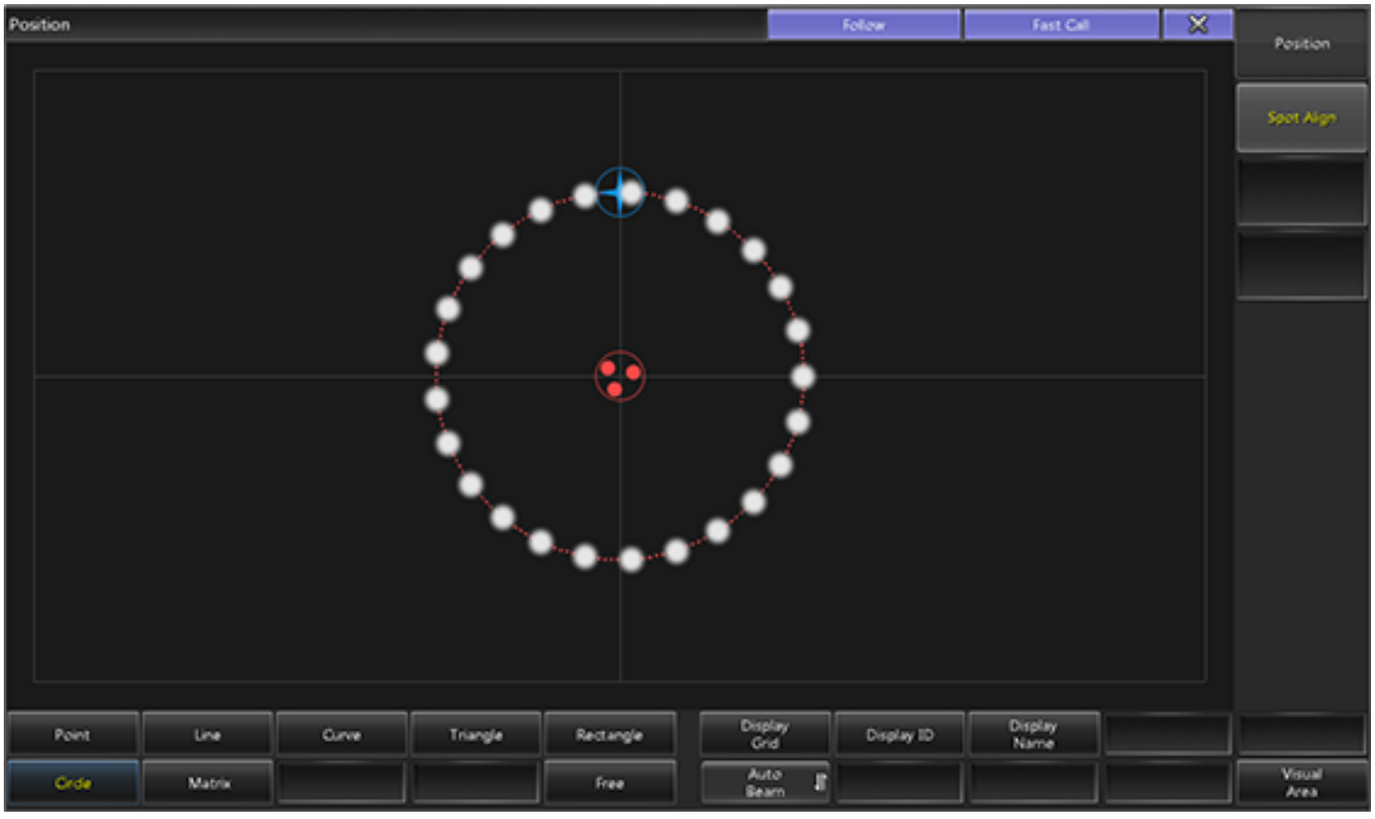
Reset the position.

Off:

Deactivate the position attribute.

Spot Align:

This is the Position section of the Spot Align Dialog:



Used to set the Fixture position adjustment mode display and adjust the spot position

Follow:

When activated, the position of the fixture moves with the spot of the stage, and clicking the Next button also changes the position.

Fast call:

When activated, the currently selected fixture will immediately use the active graphics in the "Spot Arrangement" window (you do not need to refresh the Spot Arrangement window to use the active graphics).

Point:

The spots on the stage converge into a single point and follow the position of that point.

Line:

Arrange the spots into a line.

Curve:

Arrange the spots into a curve.

Triangle:

Arrange the spots into a triangle.

Rectangle:

Arrange the spots into a square.

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Circle:

Arrange the spots into a circle.

Matrix:

Arrange the spots into a matrix.

Free:

The spots can be arranged freely.

Display Grid:

Turn the grid on or off.

Display ID:

Turn the number on or off.

Display Name:

Turn the name on or off.

Auto Beam:

The angle of the beam is automatically adjusted to the optimal position based on the current array.

Close the Position Dialog

To close the position dialog, tap X in the upper right corner of the dialog.

Related Links

The Specialized Dialogs on page 560

TEKMAND

Stage Wizard

The stage wizard is used to easily arrange multiple fixtures.

The Stage wizard has three different tabs: Move, Circle and Matrix2D.

Move

This is the Move section of the Stage Wizard:



It's used to move selected fixtures, 4 parameters available:

Value:

Define the moving distance values. A positive number usually moves things to the right or up. And a negative number moves the selection in the opposite direction.

Align Mode:

This is the usual align options.

Axis:

This is the plane in which the fixtures will move.

Relative:

With this you can move the fixture to its relative position. Expand your settings every time when you press the "Apply" button.

When the setting is done, single click "Apply" button or several clicks (for Relative parameter), make sure that the movement is complete. If you only want to move it once more and then close, you can use the "Apply & Close" button.

Circle

This is the Circle section of the Stage Wizard:



This can arrange fixtures into a circle or spiral pattern, 6 parameters available:

Radius Start:

This specifies the radius at the beginning of the circle. If this is different than the End"radius the result will be a spiral.

Radius End:

This specifies the radius at the end of the circle. If this is different than the Start radius the result will be a spiral.

Angle Start:

Define the beginning angle of the circle.

Angle End:

Define the end angle of the circle.

Plane:

You can choose in what plane your circle will be made.

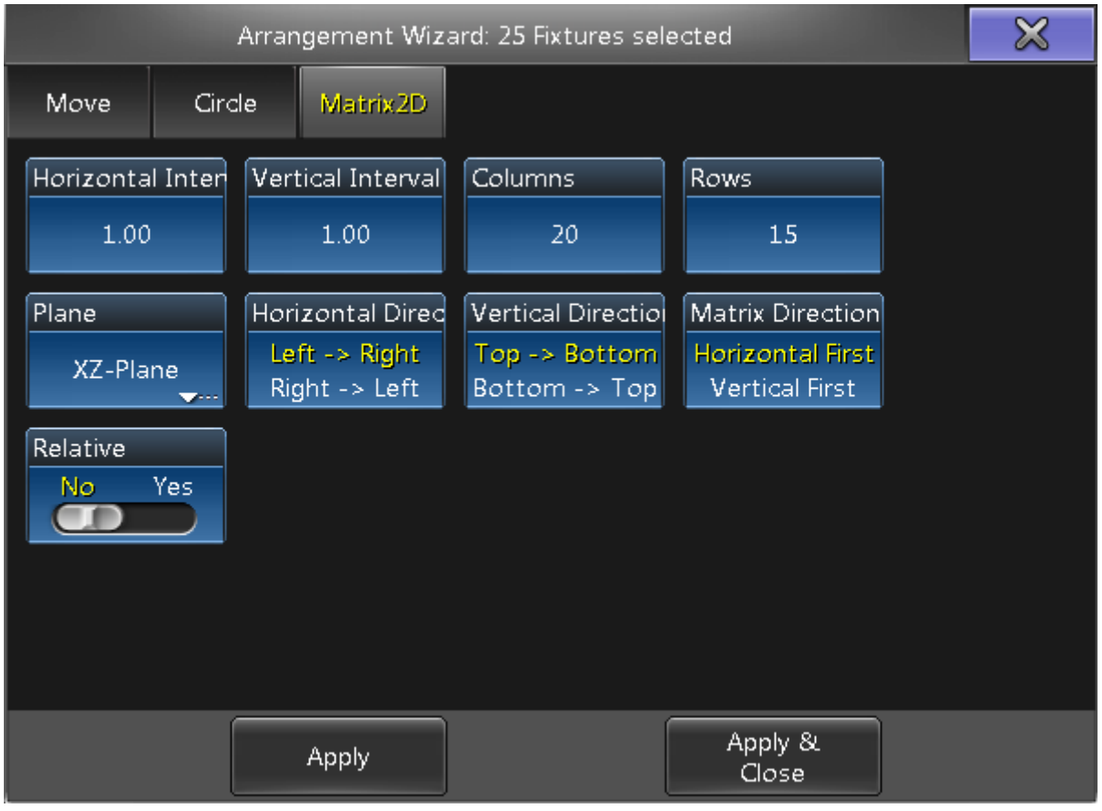
Relative:

Expand your circle every time when you press the "Apply" button.

When the setting is done, single click "Apply" button or several clicks (for Relative parameter), make sure that the movement is complete. If you only want to move it once more and then close, you can use the "Apply & Close" button.

Matrix2D

This is the Matrix section of the Stage Wizard:



This can arrange fixtures into a rectangle pattern, 9 parameters available:

Horizontal Interval:

Define the horizontal width between the fixtures.

Vertical Interval:

Define the Vertical width between the fixtures.

Columns:

Set the number of columns.

Rows:

Set the number of rows.

Plane:

choose the plane in which your matrix will be created.

Horizontal Direction:

X axis orientation, arrange fixtures from left to right or from right to left.

Vertical Direction:

Y axis orientation, arrange fixtures from top to bottom or from bottom to top.

Matrix Direction:

Choose if it should place fixture horizontal or vertical first.

Relative:

Expand your circle every time when you press the "Apply" button.

When the setting is done, single click "Apply" button or several clicks (for Relative parameter), make sure that the movement is complete. If you only want to move it once more and then close, you can use the "Apply & Close" button.

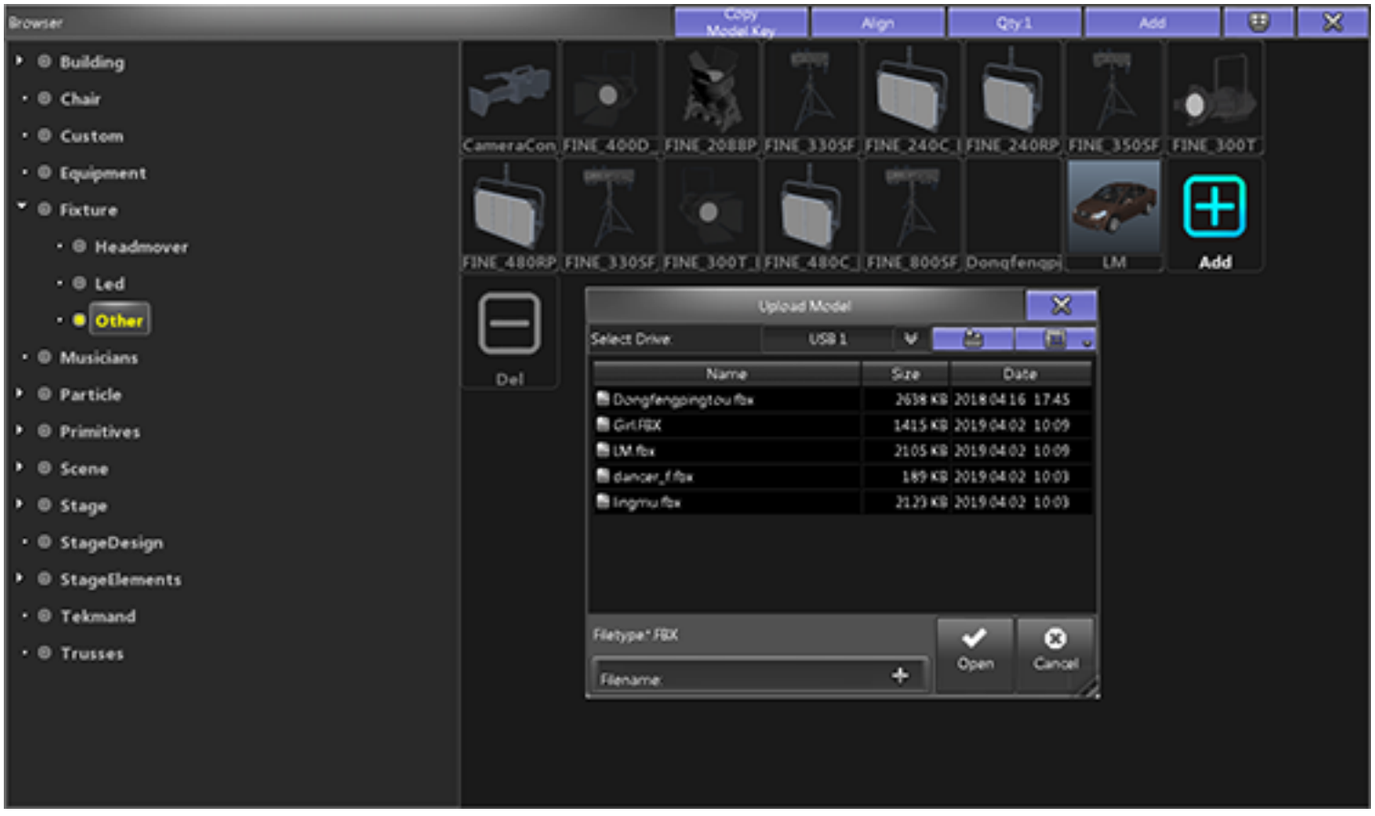
Related Links

Dialogs on page 488
Stage on page 465

3D Browser

The 3D browser window is mainly used to add models.

This is what it looks like:



Top bar

At the top of the window are Copy Model Key , Align , Qty. , Add and X five button.

Copy Model Key: This button is used to copy the encoding of the model.

Align: Multiple models can be arranged in batches.

Qty.: Enter the quantity you want to add.

Add: Confirm and add the model.

X: Click to close the window.

Left side of the window: Displays the model type and name.

Right of the window: Displays the corresponding 3D model.

+ : Import self-made models.

- : Delete self-made models.

Related Links

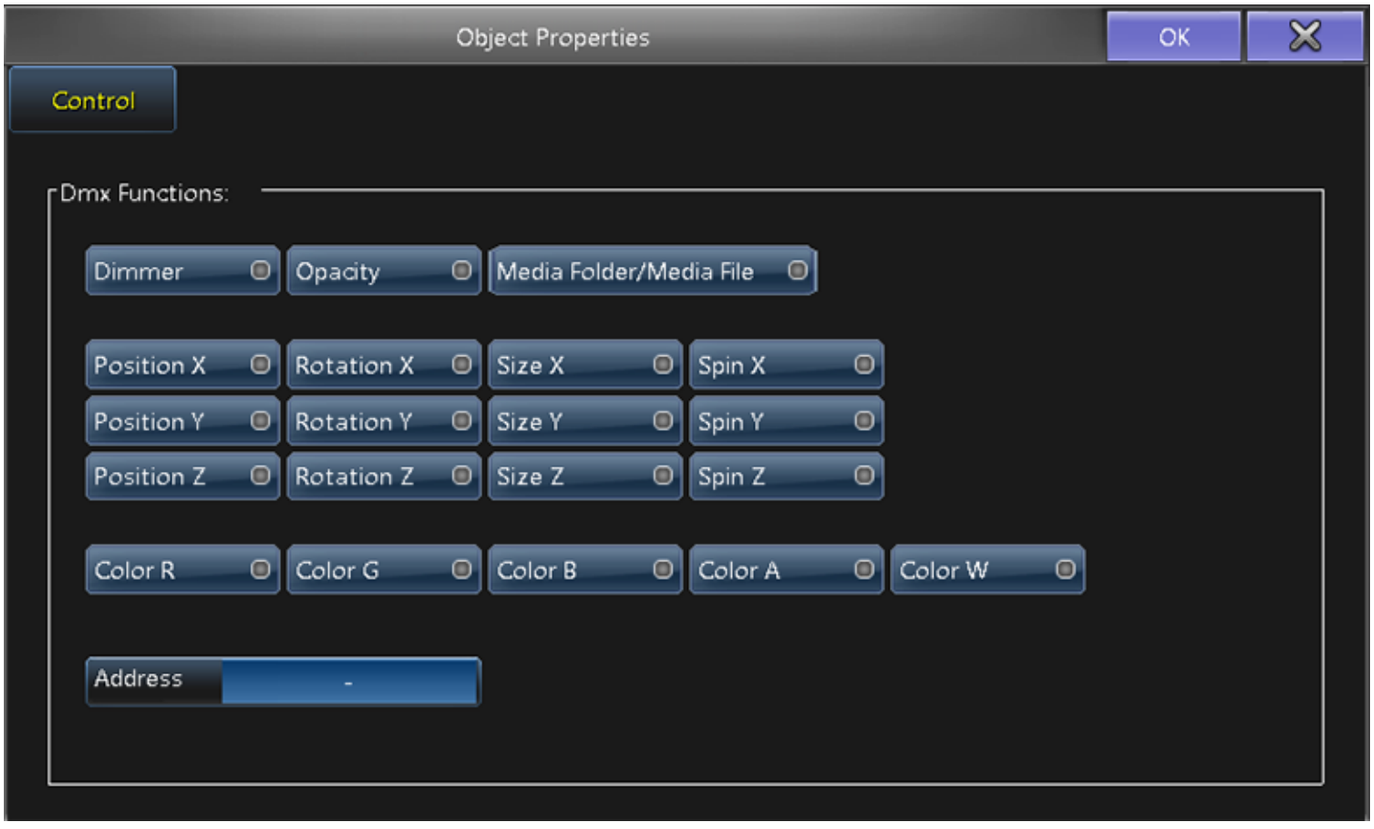
Dialogs on page 488
Stage on page 465

3D Properties

The properties window is mainly used to set the control of material.

Control

Control window is as follows:



In this window you can bind the DMX function to the non-lighted element and the patch address, and then control the element by controlling the DMX channel.

Related Links

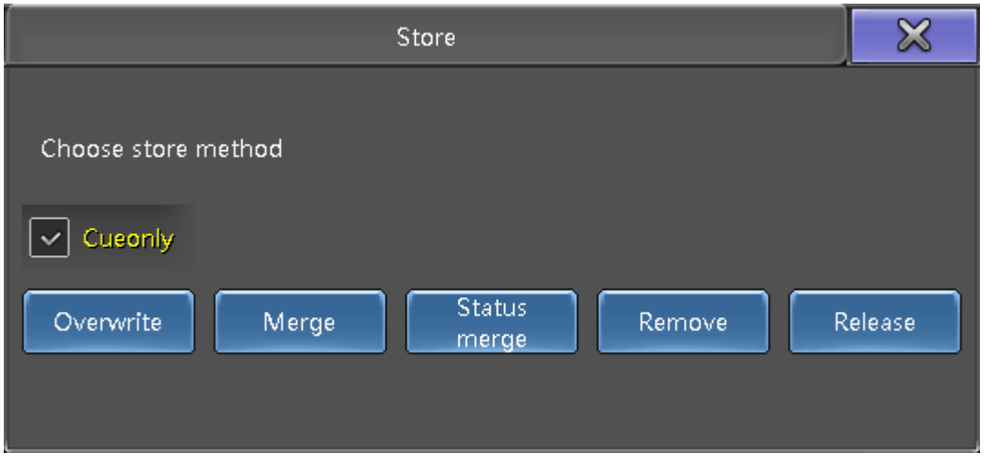
Dialogs on page 488
Stage on page 465

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Store Method

If the object you are trying to Store already exist, a dialog may be prompted to choose a Store Method.

Depending on object-type, you will have several options to choose from:



Cueonly:

When activated, stored content only effects the present cue. Restoring all tracked values in the next cue and not track the current stored values.

Overwrite:

Replace the original content with new content.

Merge:

New content is merged with original content. New content takes precedence if overlapping with original content.

Status Merge:

This will do a merge of the new values, but will also store any values from the actual cues in the selected executor.

Remove:

Remove new content from original content.

Release:

Merges Programmer-content as Release-tags into destination Cue. A parameter with release-tag will relinquish control to other executors/default value, and is displayed in Tracking Sheet and Cue Editor with the value (R).

Related Links

Dialogs on page 488

TEKMAND

Store Options

The store option popup is used to temporarily change stored parameters.

Press and hold Store , a window will popup, as below:



All settings will temporarily override their default values, with "Save as default" button on the top bar, it can set the current settings as default settings.

All the buttons with yellow text are activated options. Follow the link below to read more about the different store options.

How to perform Cloning

After cloning by clicking on Clone , The pop-up Please comfirm appears displaying four options:



Esc:

Choosing this option cancels cloning and returns to the pop-up Cloning.

Low prio Merge:

Choosing this option generates simple cloning with low priority.Here,values of source objects are cloned to the destination with no existing data only.No data will be overwritten or deleted.

Merge:

Choosing this option merge value from source objects with values from destination objects overwriting existing values.Values which only located in the destionation objects will not be overwritten.

Overwrite:

Choosing this option overwrites all values of the destination objects with existing and non-existing values in the source objects.

Related Links

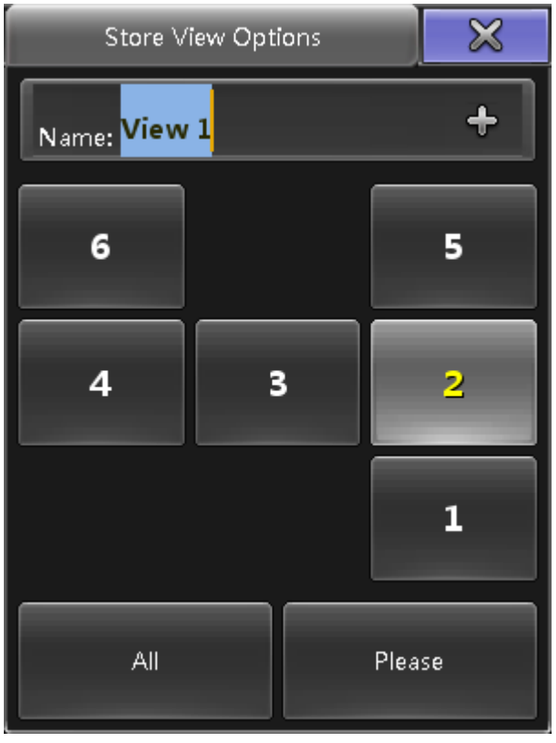
Dialogs on page 488
Store Options on page 650

TEKMAND

Store View Options

This popup window is mainly used to store views.

Press Store, then click a view button or user button, a window opens. This is what it looks like:



This window is used to select screens to be stored, it can select a single screen or press "All" to select all screens, type in a view name in the box, then click 'Please'.

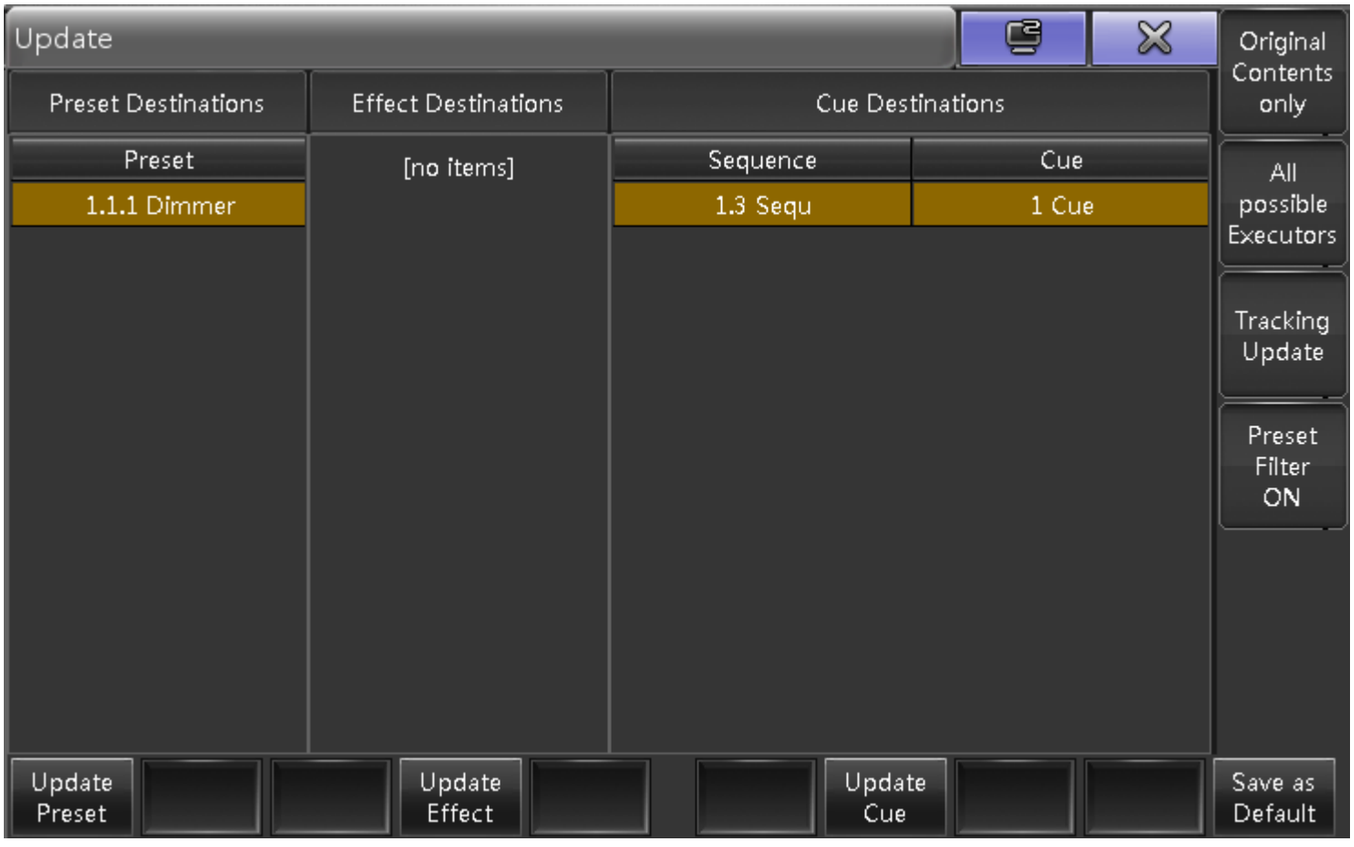
Related Links

Dialogs on page 488

Update

If an editor contains content, at the same time a cue or effect is running, the update popup can be used to update data.

When Update key is highlighted, click it and a window opens as below:



This popup is divided into 3 sections: preset, effect and cue. Each section displays associated content which can be updated via corresponding "Update" button at the bottom.

4 buttons on the right:

The first one toggles between "Original Contents Only" and "Add New Contents". "Original Contents Only" only allows you to update the original content of the Preset, Effect or Cue. I.e. if a preset only contains color information for fixture 1, you can't update it with color information for fixture 2 or dimmer information for fixture 1.

The second button toggles between "All Possible Executors", "Selected Executor Only", "Last Called Executor Only". This allows you to limit how many executors you can see and update.

The next button toggles between "Tracking Update" & "Update Cue Only". This allows you to track the updated values or to only update them at the select cue.

The last button toggles "Preset Filter" On or Off.

"Save as Default" button can save the settings as a default.

Related Links

Dialogs on page 488

Warnings and Error Messages

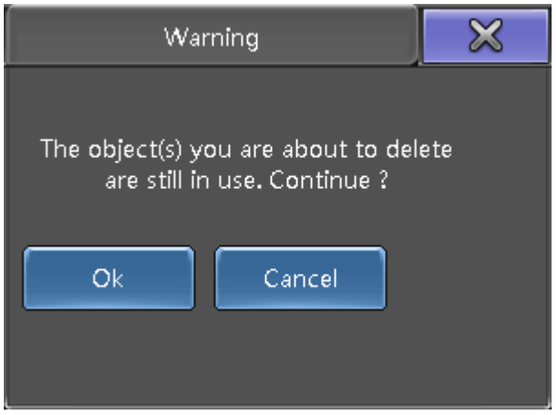
This section mainly describes warnings and error message windows encountered during operations, for more detailed information, refer to the links below.

Related Links

Dialogs on page 488
Delete Something In Use on page 581
IP Change Needs Reboot on page 581
Remove Individuals on page 582
Shutdown on page 582
Window needs more space on page 583

Delete Something In Use

When deleting an object while it's still being used, a popup opens as below:



Press 'Ok' button to delete or press 'Cancel' button to abort the deletion.

Related Links

Warnings and Error Messages on page 581

IP Change Needs Reboot

When the console IP is changed, a popup opens as below:



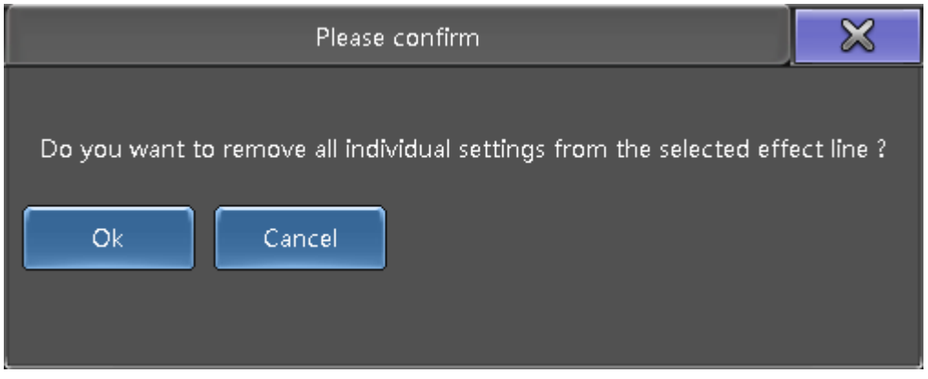
Pressing the 'Ok' button to close the popup, but the program will not automatically restart.

Related Links

Warnings and Error Messages on page 581
FA Network Configuration on page 656
SetIP Keyword on page 342

Remove Individuals

When removing individual values, a popup opens as below:



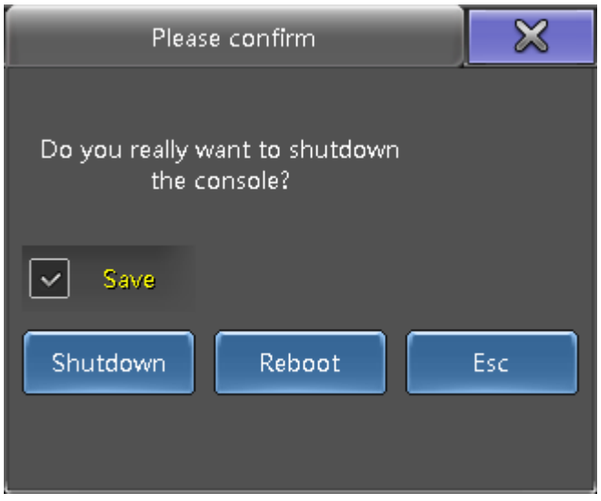
Press 'Kill Individuals' button in the Effect Editor, you will get this warning. Press 'Ok' button to remove the values or press 'Cancel' button to abort the action.

Related Links

Warnings and Error Messages on page 581
Effect Editor on page 510

Shutdown

When shut down a PC version, a popup opens as below:



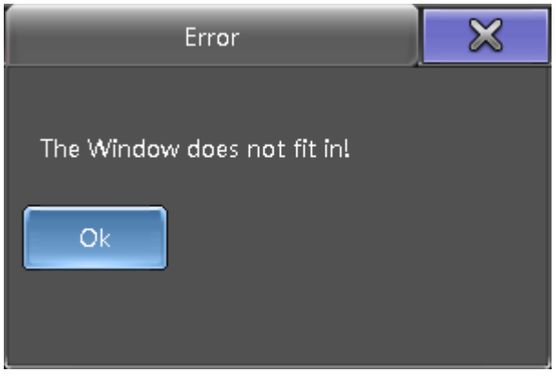
The "Save" item is selected as defalut, and is used to save the current show file. "Shutdown" button is used to shut down the console. If the "Save" item is selected, then press "Shutdown" button, means saving the current show file and shutdowning the program. "Esc" button is used to abort the saving action.

Related Links

Warnings and Error Messages on page 581
Shutdown Keyword on page 344

Window needs more space

When the window needs more room, a popup opens as below:



Press the 'Ok' button and then try to create the window in more available space.

Related Links

Warnings and Error Messages on page 581

Menus

This chapter describes all various menus.

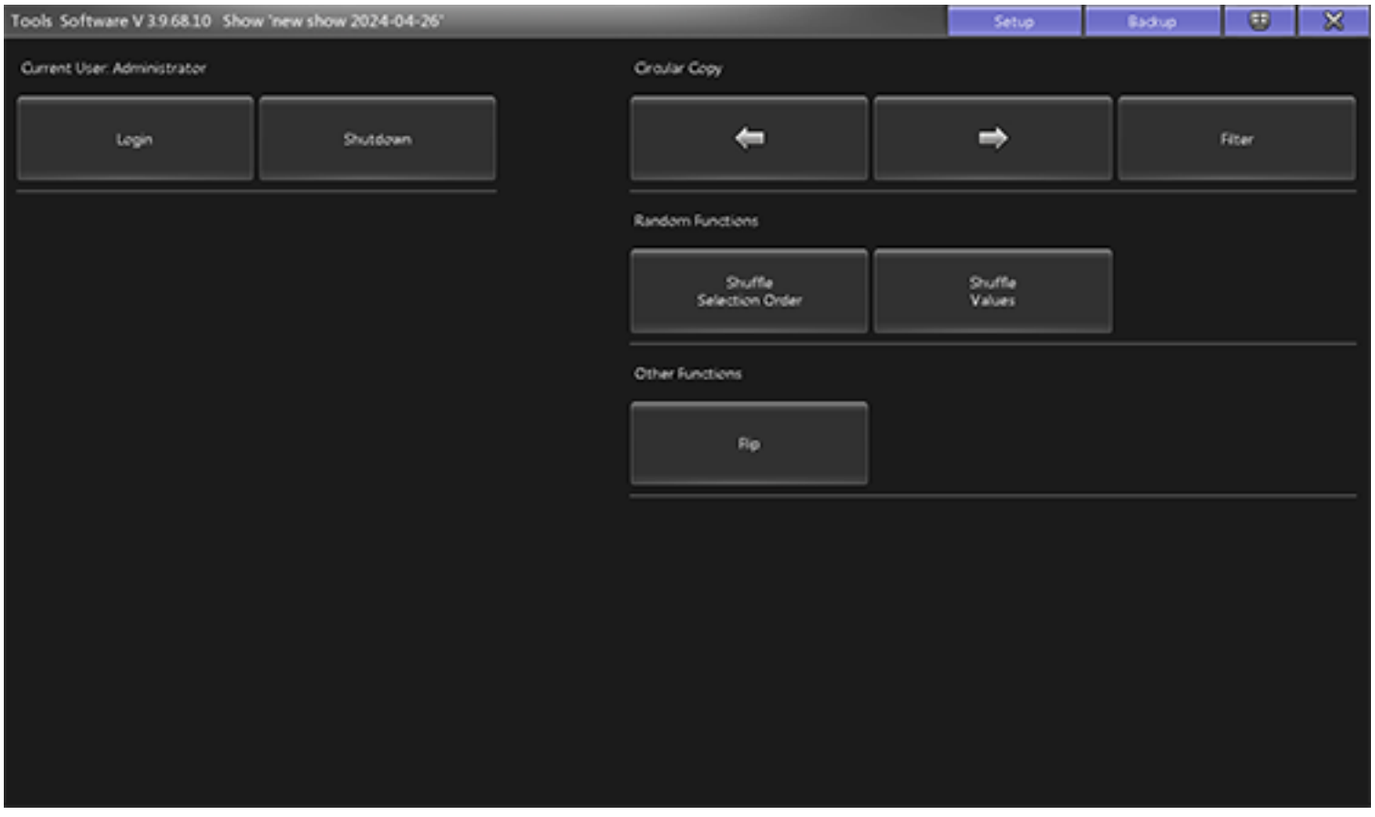
Related Links

Windows on page 372
Tools Menu on page 585
Setup on page 587
Backup Menu on page 683
Off Menu on page 685
Assign Menu on page 686

Tools Menu

The tools menu is used to access the Login and functions like circular copy, shuffles and flip.

Access it by pressing the Tools key. It looks like this:



In the top bar is the version number and current show displayed.

The menu contains four different sections.

Current User

In this section there is one button called "Login". Pressing this open the login screen. This is used to login different user. NOTE: use this button only when you know a username and password.

Shuwtdown

Open the option window for shutdown mode.

Circular Copy

Circular copy is used to move values between a selection of fixtures.

This section contains three buttons. Two of them are used to move the values backwards (<), the other forward (>). The third button Filter, allows to set a filter on what values to move. Tap on Filter opens the Attribute Filter pop-up. Follow the link below to read more about the filter pop-up.

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Random Functions

There are two shuffle buttons in this section.

"Shuffle Selection Order" will change the order of the selected fixtures.

"Shuffle Values" will shuffle the already assigned values between the selected fixtures. Use button "Filter" to shuffle defined attributes.

Other Functions

This section contains the "Flip" button.

Often a moving head fixture can hit the same location with two or three different sets of values - depending on the fixture and the location. Pressing the "Flip" button will change the values to one of the other sets.

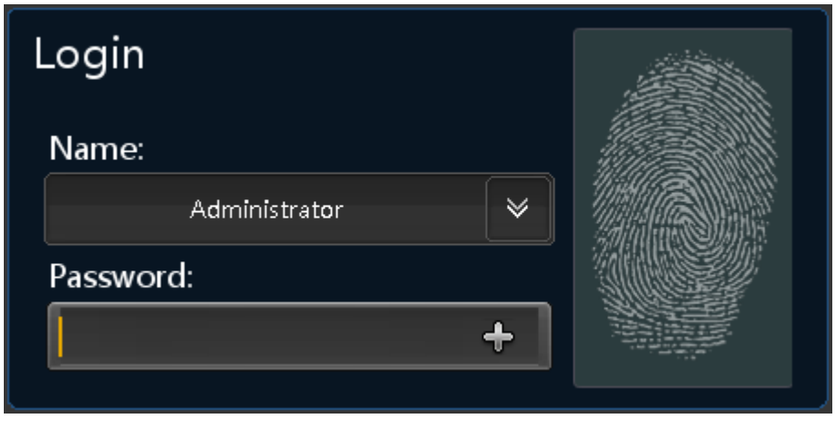
Related Links

Menus on page 584
Login on page 586
Tools Key on page 369
Tools Keyword on page 350
At Attribute Filter on page 489
ShuffleSelection Keyword on page 344
ShuffleValues Keyword on page 344

Login

This window is used to change current user.

This is an example of Login window:



The above window presents on all screens for user name and password input, click the + symbol to open a soft keyboard for typing.

Related Links

Tools Menu on page 585
Enter name of Object on page 525

Setup

Press Setup to directly open setup menu.

Top bar

This is what it could look like:

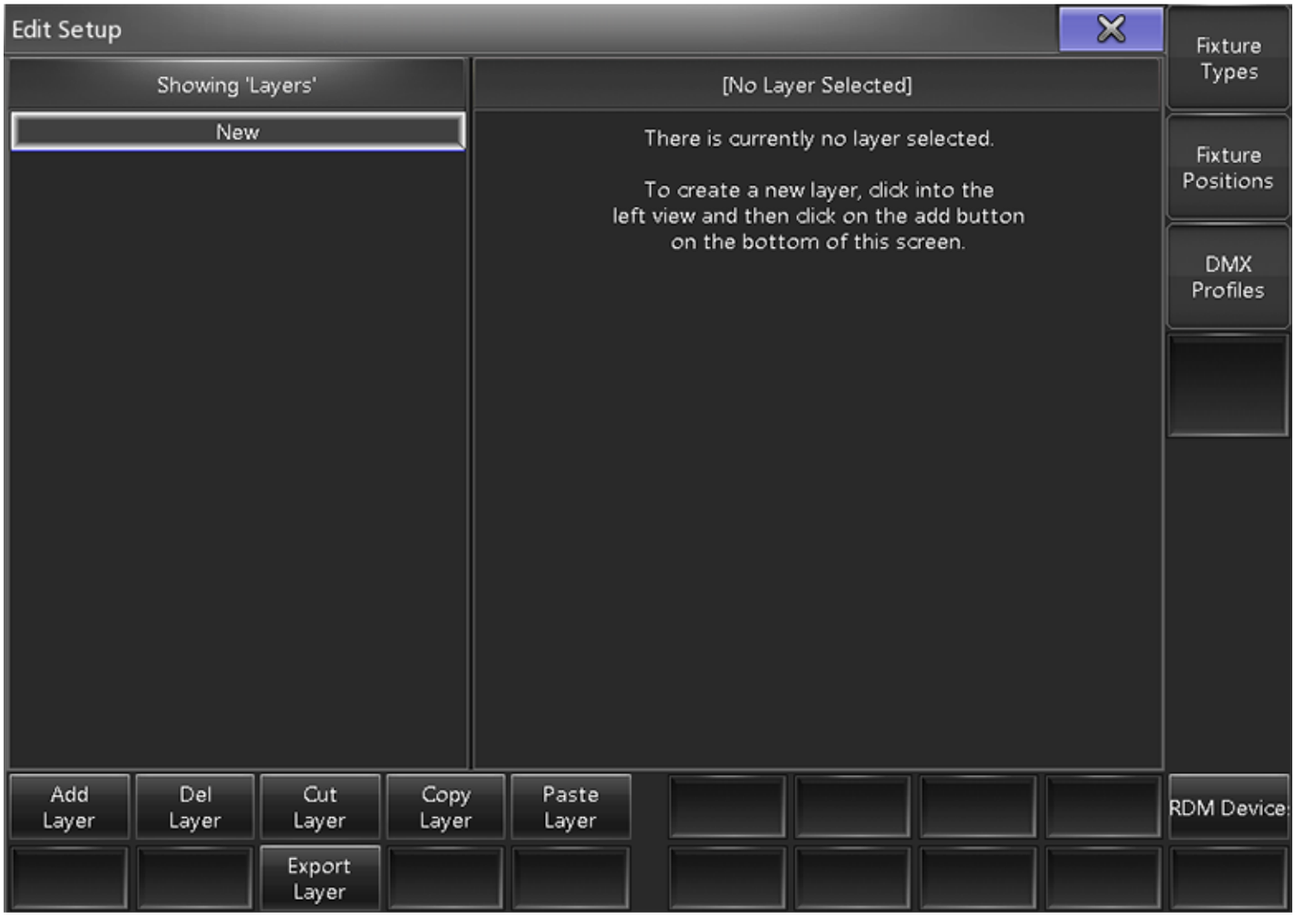


The first button on the right of the title bar is used to switch the menu between screen 1 and 2, and the X is used to close the menu.

4 tabs below the top bar are used to describe Show, Console, User and Network respectively.

Side and bottom buttons

In setup menu, buttons usually present on the sides and bottom, these buttons correspond to U1 – U4 buttons and X1 – X20 buttons.



If the menu is displayed on screen 2, you can only use the buttons on the screen.

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Read the following links for details about the different tabs and the options.

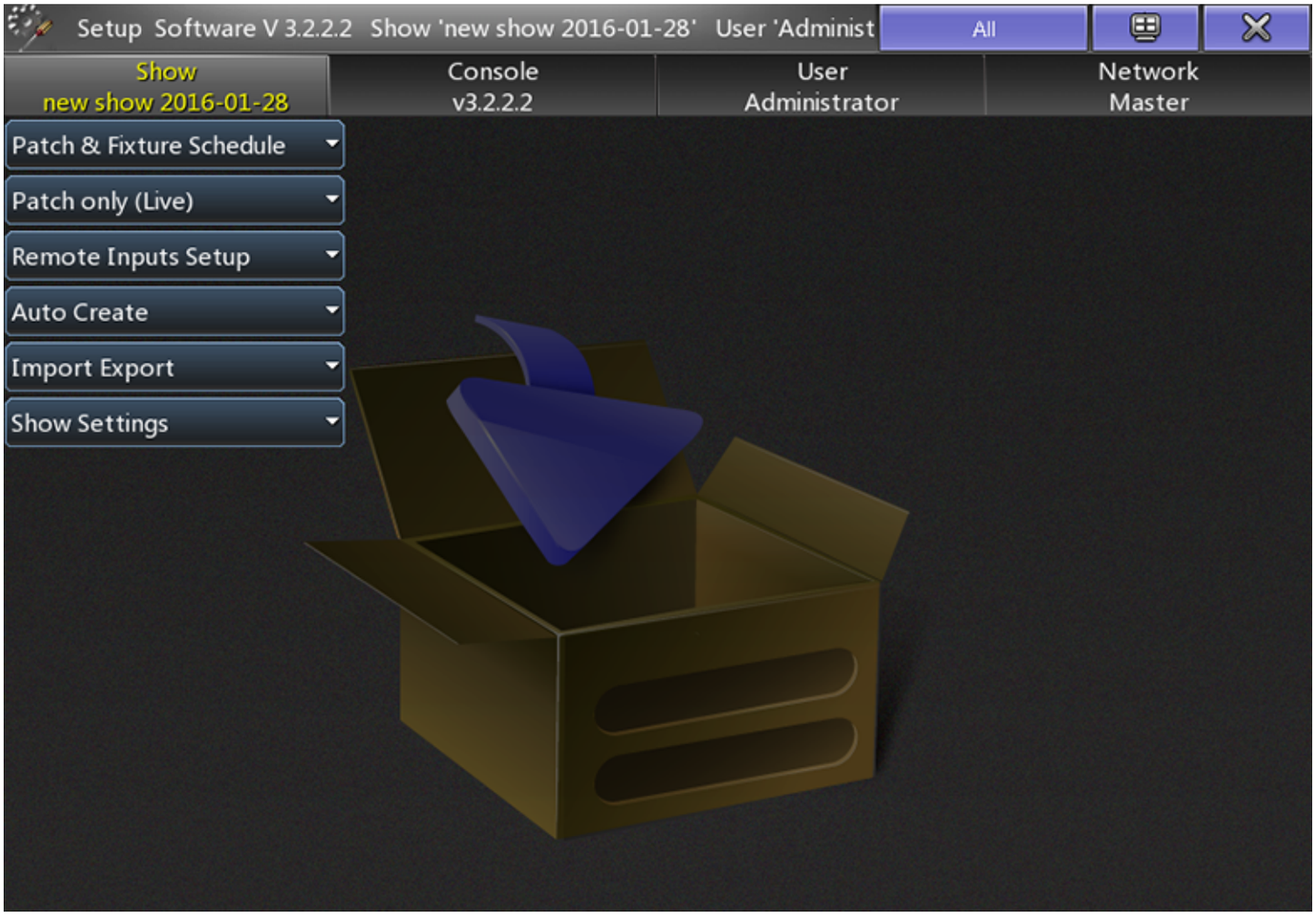
Related Links

Menus on page 584
Setup/Show on page 588
Setup/Console on page 621
Setup/User on page 639
Setup/Network on page 655
Setup Key on page 366
Setup Keyword on page 342

Setup/Show

The Show tab can be used to modify show file settings, and apply the settings to all stations connected to the session.

Press Setup, then click Show tab, a window popups. It could look like this:



There are several sub categories under Show tab. Please refer to the links below to read more information about each item.

TEKMAND

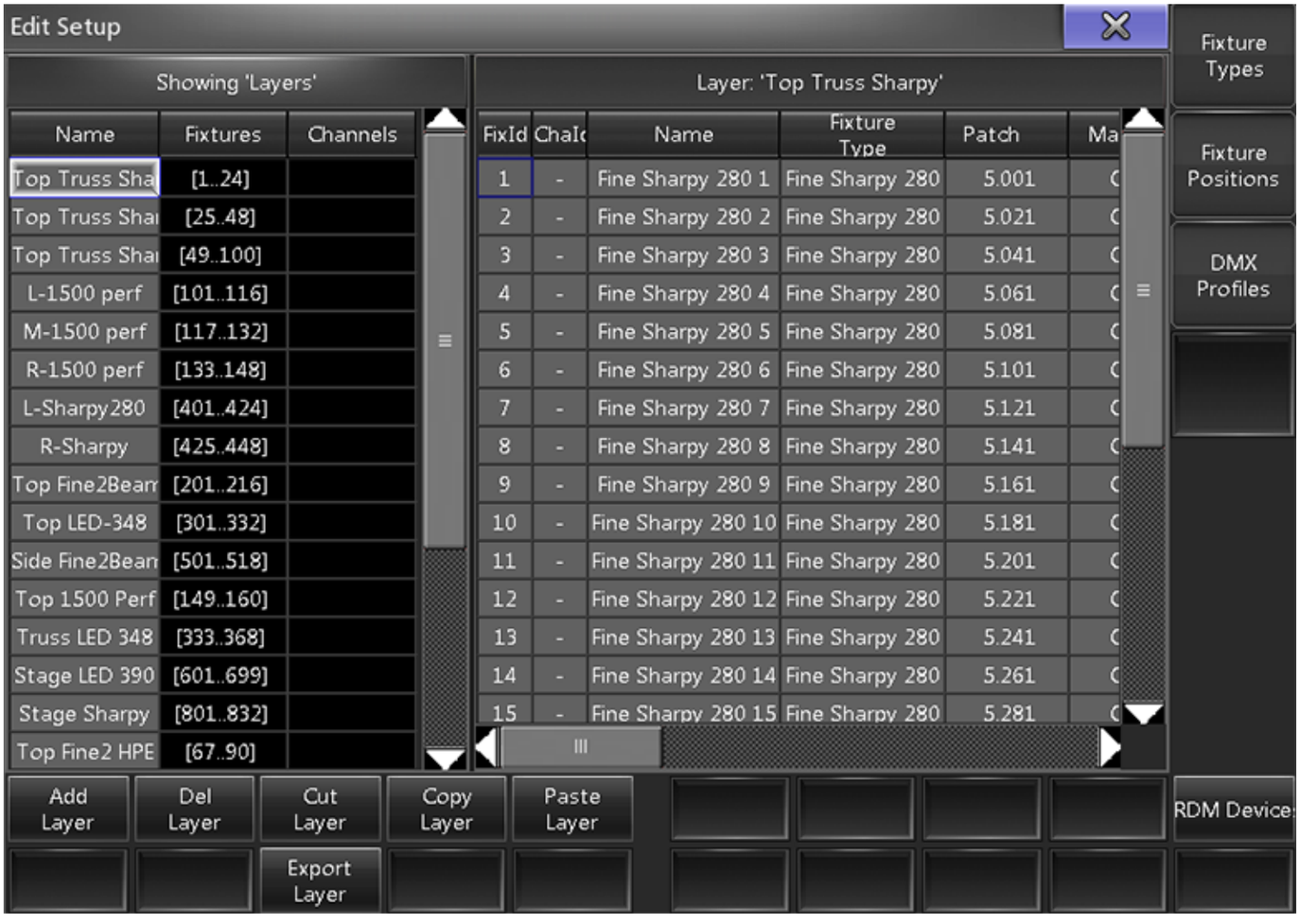
Related Links

Setup on page 587
Patch & Fixture Schedule on page 589
Patch Only (Live) on page 608
Remote Inputs Setup on page 609
Auto Create on page 611
Import & Export on page 617
Show Setting on page 620
Setup Key on page 366
Setup Keyword on page 342

Patch & Fixture Schedule

Here you can add or remove fixtures from the show and patch the addresses to the fixtures.

Press Setup and click the Patch & Fixture Schedule under the Show tab, then a window is shown as below:



If it's the first time to open this window, it will guide you to create a layer.

On the left is the layer list, on the right is detailed content of respective layer.

Below the layers and layer content, you'll find some buttons

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Add Layer/Fixture:

This button can be used to create new layers or add new fixtures in the layers.

Delete Layer/Fixture:

This can be used to delete existing layers of fixtures.

Cut Layer/Fixture:

This can be used to cut a layer or fixture and later paste it.

Copy Layer/Fixture:

Instead of cutting a layer or fixture you can copy it and later paste it.

Paste Layer/Fixture:

When you have cut or copied a layer of fixture you can press this button to paste it.

Export Layer/Fixture:

Pressing this button will open the export pop-up when you selected layer(s) or fixture(s).

RDM Devices:

This will open the RDM Status pop-up.

On the right side of this menu there's three buttons.

Fixture Types allows you to see and edit the different fixture types.

Fixture Positions will open an editor that allows you to easily change the positions of the fixtures in a 3D environment.

DMX Profiles opens an editor that allows you to edit and create DMX profiles.

Layers

This list has three columns:

Name

Layer name.

Fixtures

Display the range of fixtures numbers.

Channels

Display the range of channels numbers.

Use Add button to add a new layer, click the button and a window pops up for name input.

To delete a layer, click the layer and it's displayed with blue frame, click Delete and it's done.

Layer contents

Layer contents areused to show fixtures information of a selected layer.

Each row represents a fixture, each fixture may have 10 attributes displayed max.

Fixture ID

This is the Fixture ID number. It can be empty.

Channel ID

This is the Channel ID number. It can be empty.

Name

The name of the fixture/channel.

Fixture Type

This is the fixture model.

Patch

This is the fixture's patch address.

Master

When this is On then the fixture responds to the status of the Grand Master.

Pan Invert

When this is On then the console inverts the DMX values on the Pan parameter.

Tilt Invert

When this is On then the console inverts the DMX values on the Tilt parameter.

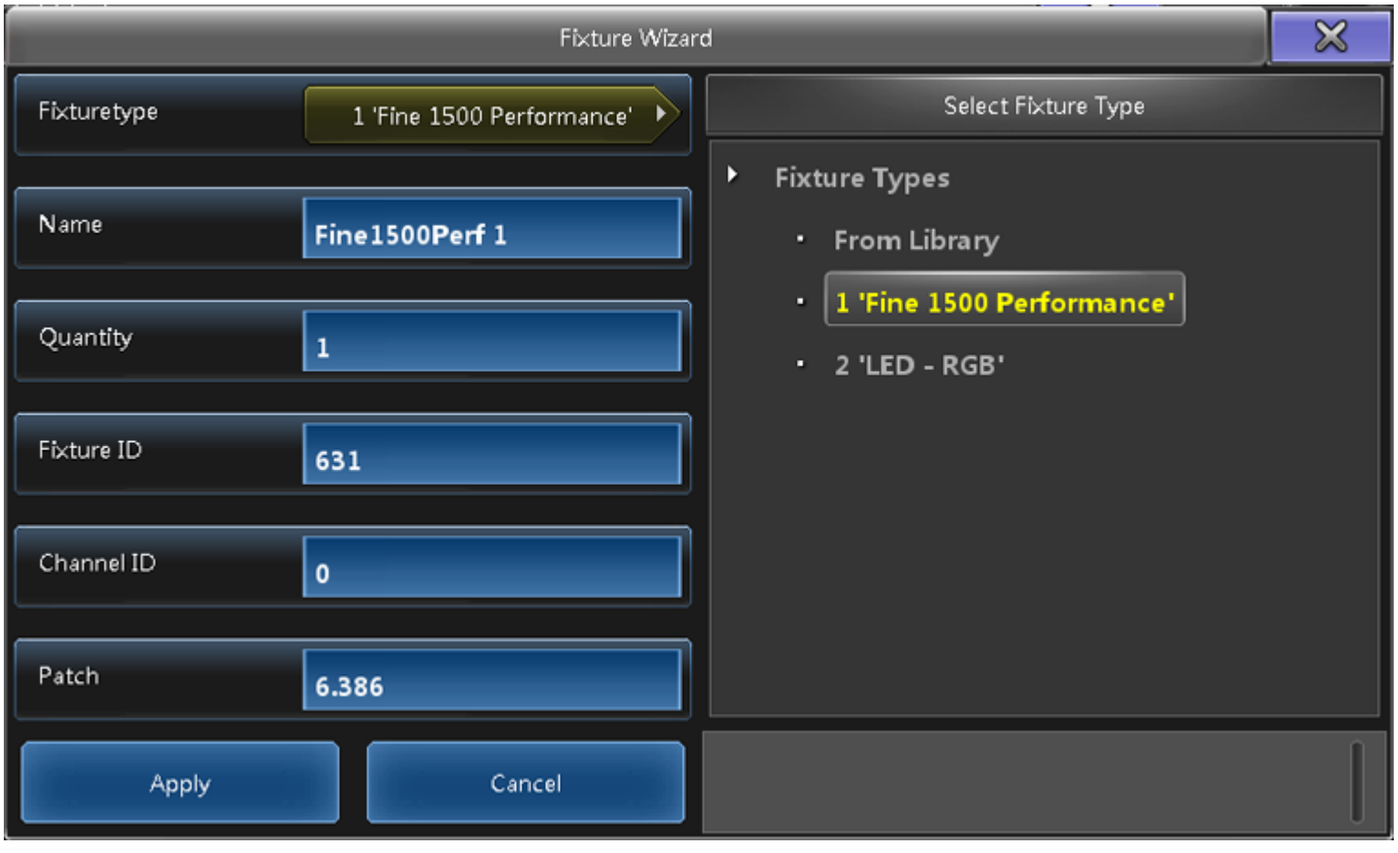
Color

Click to open Edit Color window to add a color to the fixture/channel.

To delete a fixture, click the fixture and it's displayed with blue frame, click Delete and it's done.

Add new fixtures

Click "Add" button in the layer, you'll get this pop-up:



Select fixtures to be added, fill the chart, click "Apply" and it's done.

There are at least 6 different cells here:

Fixturetype:

Click to open "Select Fixture Type" window to select fixture type again.

Name:

Fixture name. If it contains a combination of character, space and number, then it will enumerate.

Quantity:

Quantity of fixtures.

Fixture ID:

This is the starting number for the new fixtures. if write a "0" here, then the console will not add a Fixture ID.

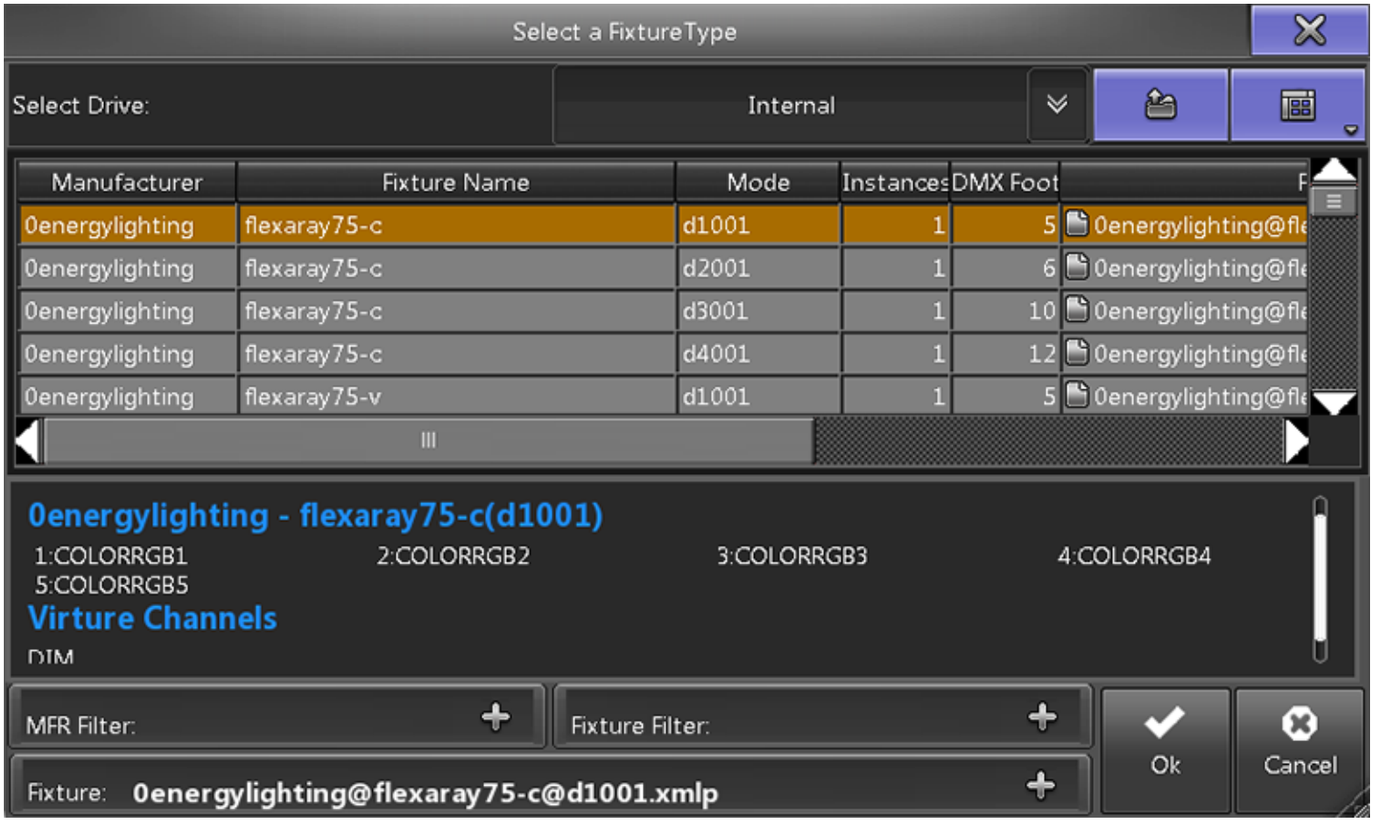
Channel ID:

This is the starting number for the new fixtures. if write a "0" here, then the console will not add a Channel ID.

Patch:

Configure the fixture addresses, format: [Universe][DMX channel]. 1.1 represents a fixture is assigned to DMX channel 1 of the first universe.

If you select "From Library" in the select fixture type window, then a window is shown as below: (This window lists different kinds of fixtures. Imported means that a copy from the fixture library has been moved to the show file.)



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At the top of the window you can select the source drive and icon on the right shows how the browser should display the fixtures (Symbols, list or Details).

There are several columns in this list:

Manufacturer:

This is the name of the manufacturer of the fixture.

Fixture Name:

This is the name of the fixture.

Mode:

Many fixture have several different modes. If a fixture type doesn't have a mode then it often have a "00" mode. The default Dimmer fixture type is an example of this.

Instances:

Some fixtures might be separated into different section called Instances. This could be a LED bar with six individually controllable section. It can also be a fixture like the Martin Aura where the fixture have two different color systems in the same moving head.

DMX Footprint:

Close connected to the Mode is the amount of DMX channels a fixture uses.

FileName:

This is the actual name of the fixture type file.

Size:

This is the size of the fixture type file.

Date:

This is the date the file was saved.

Type in manufacturer name at the button of the window to filter files, type in keywords in the fixture names to further filter the fixture library files.

Select a specific fixture, press OK button at the bottom to confirm, press Cancel button to quit command.

Related Links

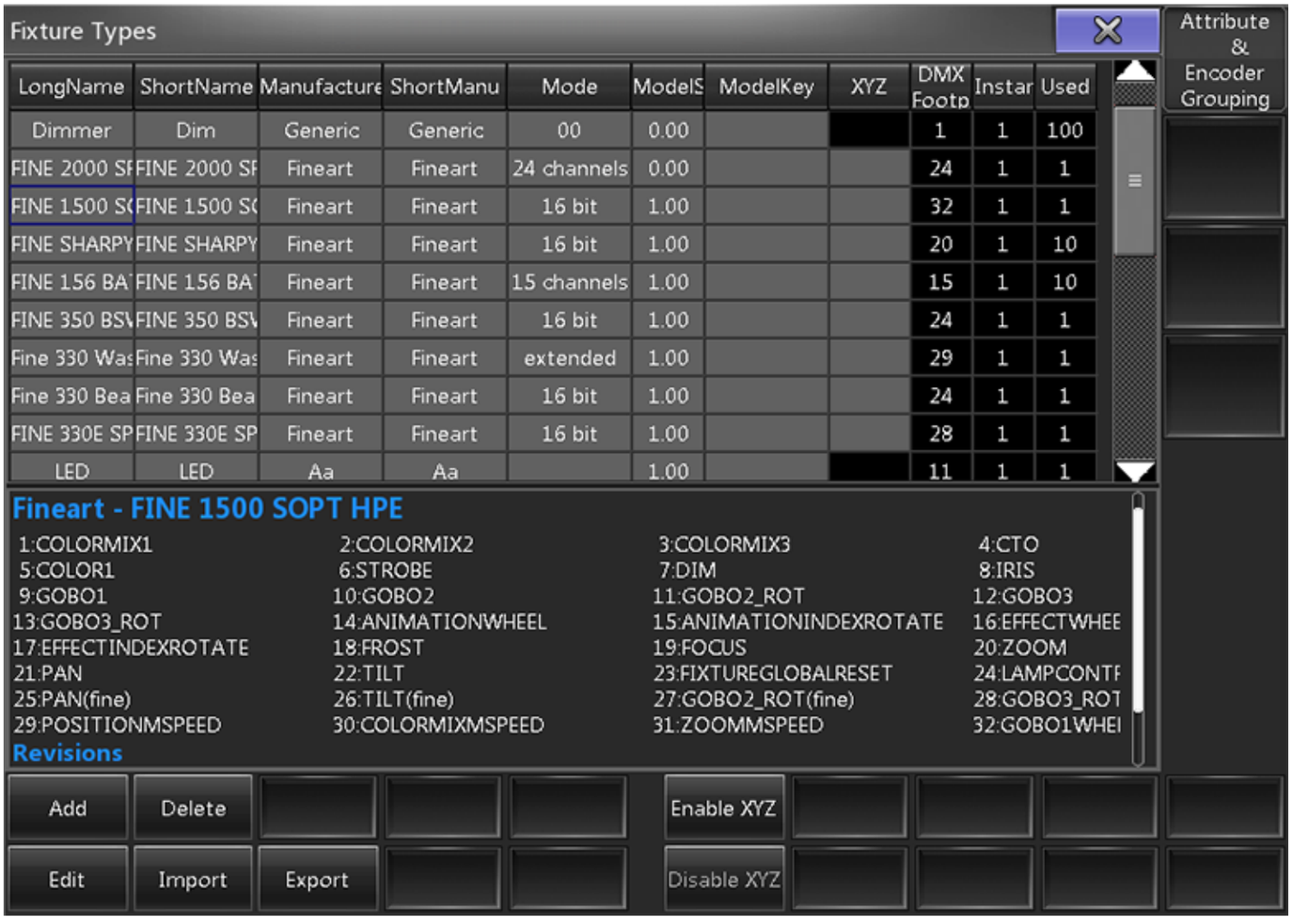
Setup/Show on page 588
Fixture Types on page 593
Fixture Positions on page 605
Dmx Profiles on page 607
Patch Channels on page 242
Patch Fixtures on page 245
Edit Color on page 505
RDM on page 194

Fixture Types

This window is mainly used to displayed fixtures that imported into the show file. It's also here you can change your fixtures.

TEKMAND

In the Patch & Fixture Schedule window, press U1 to enter Fixture Types window, as shown below:



This window displays fixture types used in the show file. Descriptions of options:

LongName:

This is a long name of the fixture.

ShortName:

This is a short name of the fixture.

Manufacturer:

This is the name of the manufacturer.

ShortName:

This is the short name of the manufacturer.

Mode:

This is the mode of the fixture.

ModelScale:

This is the scale size of the fixture.

ModelKey:

This is empty at the moment.

XYZ:

You can add XYZ paramenters to fixture types with Pan/Tilt parameters.

DMX Footprint:

The channels number of fixture .

Instance:

The module number of fixture.

Used:

This is the quantity of the used fixtures.

Descriptions of options at the bottom of the window:

Add:

Add a new fixture type.

Delete:

Delete a fixture type.

Edit:

Edit the fixture type. Read the following links for more information about the edit windows.

Import:

Import fixture types from fixture library.

Export:

Export fixture types to fixture library.

Enable XYZ

This will add XYZ parameters to the fixture type.

Disable XYZ

This will remove XYZ parameters from the fixture type.

The button on the right ride can be used to enter "Attribute & Encoder Grouping". Read the following pages for details about this section.

Related Links

Patch & Fixture Schedule on page 589
Edit Fixture Types on page 595
Attribute & Encoder Grouping on page 604
Attribute & Encoder Grouping on page 604

Edit Fixture Types

This window can be used to edit fixture types, it should be noted that these modifications will have huge influence on the show file.

TEKMAND

Access to the menu: Setup > Show > Patch & Fixture Schedule > Fixture Types > Edit . When the window is opened, its default mode is Simple mode.

There are two modes for editing fixture types: Simple Mode and Expert Mode. You can use the button at the bottom of the window to switch it.

Under the Expert mode, it can view and modify all modules of the fixture types.

This is an example of Simple Mode:



This is an example of Expert Mode:



In the simple mode, the first layer displays channel information of fixture types.



Descriptions of options:

Attrib:

This is the attribute, e.g. Pan. Right clicking here opens the Select Attribute popup.

Break:

There can be 4 different "Breaks" defined by numbers 1 to 4.

Coarse:

This is the 8-bit DMX number.

Fine:

This is the 16-bit DMX number.

Ultra:

This is the 32-bit DMX number.

Default:

This is the default value for the attribute (in percent).

Highlight:

This value is used when Highlt is activated.

Stage:

This is the Stage initialized values (not available yet).

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Snap:

Setsthe attribute to snap rather than cross-fade.

Invert:

When this is "on", the DMX output is inverted.

Master:

Indicate whether the intensity attributes are controlled by tha Master or not.

MIB Fade:

This describes the time used for the attribute to fade when using MIB (Move In Black).

Profile:

Define a "DMX Profile" for the attribute, it can be non-linear.

Mode:

This indicates if the attribute is depended of a different attribute.

Select parameters, such as 'C1'7, to be modified via the tree-structure on the left of the above window. And a pop is opened for editing channel functions.



This displays the different functions for the attribute.

Descriptions of options:

Attrib:

This describes the sub attribute of the main attribute.

Name:

This is the displayed name.

Wheel:

Select the effected gobo wheel and color wheel, right click to open Select Wheel popup.

From:

This is the first value of the range, e.g. -100.

To:

This is the end value of the range, e.g. 100.

From DMX:

This is the first DMX value in the range, e.g. 0.

To DMX:

This is the end DMX value in the range, e.g. 65535(16 bit).

From Phys:

This is the minimum physical value, e.g. -270.

To Phys:

This is the maximum physical value, e.g. 270.

Mode Start:

This defines the start DMX value for a mode channel.

Mode End:

This defines the end DMX value for a mode channel.

Select parameters, such as 'C1'1 under the 'C1'7 item, to be modified via the tree-structure on the left of the above window. And a pop is opened for editing function sets.



Each function can have a group of sets.

Brief description:

Name:

Name of discrete value, e.g. "Open".

From:

This is the first value of the range, e.g. 0.

To:

This is the end value of the range, e.g. 10.

From DMX:

This is the first DMX value in the range, e.g. 0.

To DMX:

This is the end DMX value in the range, e.g. 25.

Slot#:

Define what slot number the value corresponds to, e.g. 1.

Slot From:

Slot-offset for beginning of range, e.g. 0.

Slot To:

Slot-offset for end of range, e.g. 0.5.

Auto Create:

When there's a "Yes" in this column, the function will be a part of an auto creation.

Setting of Module/Wheel/Instance Manager

Click the button at the bottom to switch to the Expert mode, it can independently set up Module/ Wheel/Instance.

Module: a standard fixture generally has only one module, some complex fixture may have multiple modules.



Name:

The module name, e.g. RGB.

BeamAngle:

The angle of the Beam from this module, e.g. 15 (degrees).

BeamIntensity:

The intensity of the Beam from this module, e.g. 10000 (lumen).

Class:

Type of module, e.g. Headmover.

Beam:

Beam type of module, e.g. Wash.

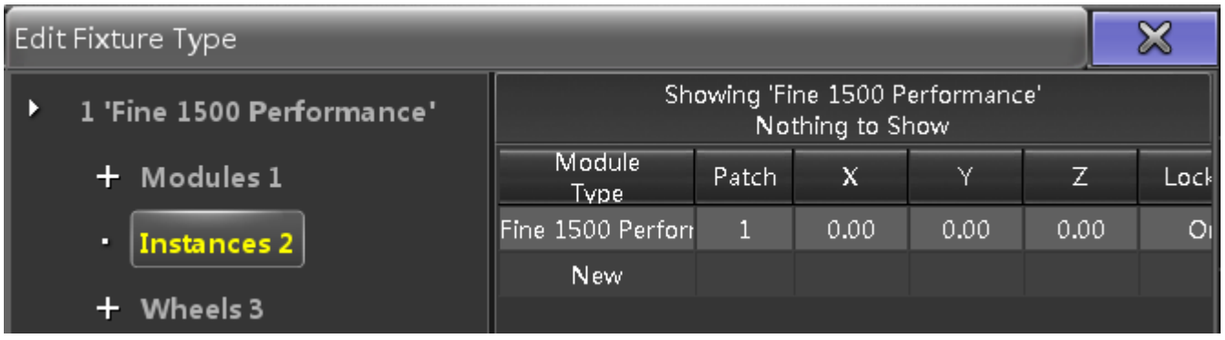
Model Scale:

This is the scale size of the fixture.

Model Key:

This is empty at the moment.

This is an example of Instances manager.



Module Type:

Corresponding module in the fixture library.

Patch:

Relative start-address of this Instance.

X:

Relative X-position of Instance.

Y:

Relative Y-position of Instance.

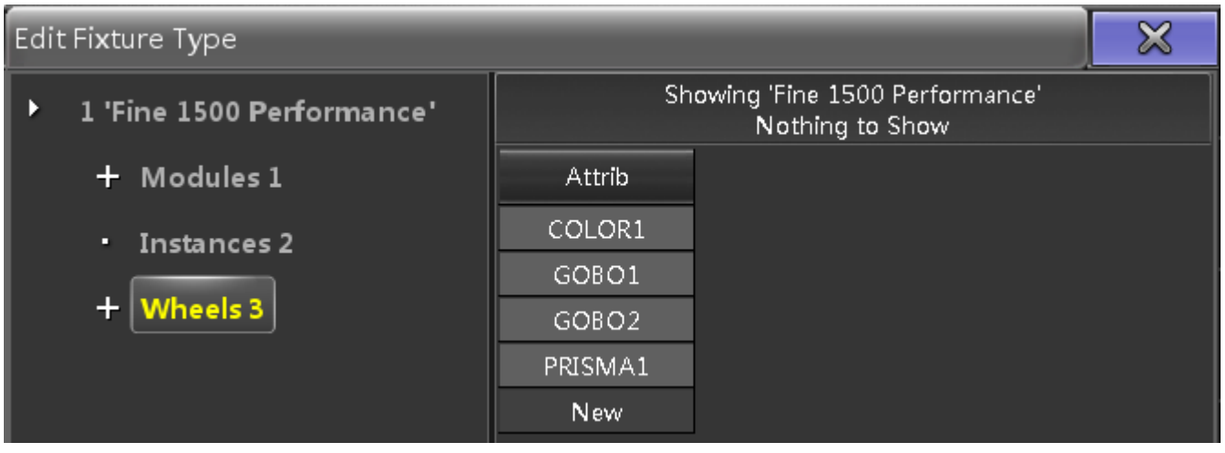
Z:

Relative Z-position of Instance.

Locked:

Enable if instance should not be individually movable.

A wheel refers to a color wheel or gobo wheel of a fixture.



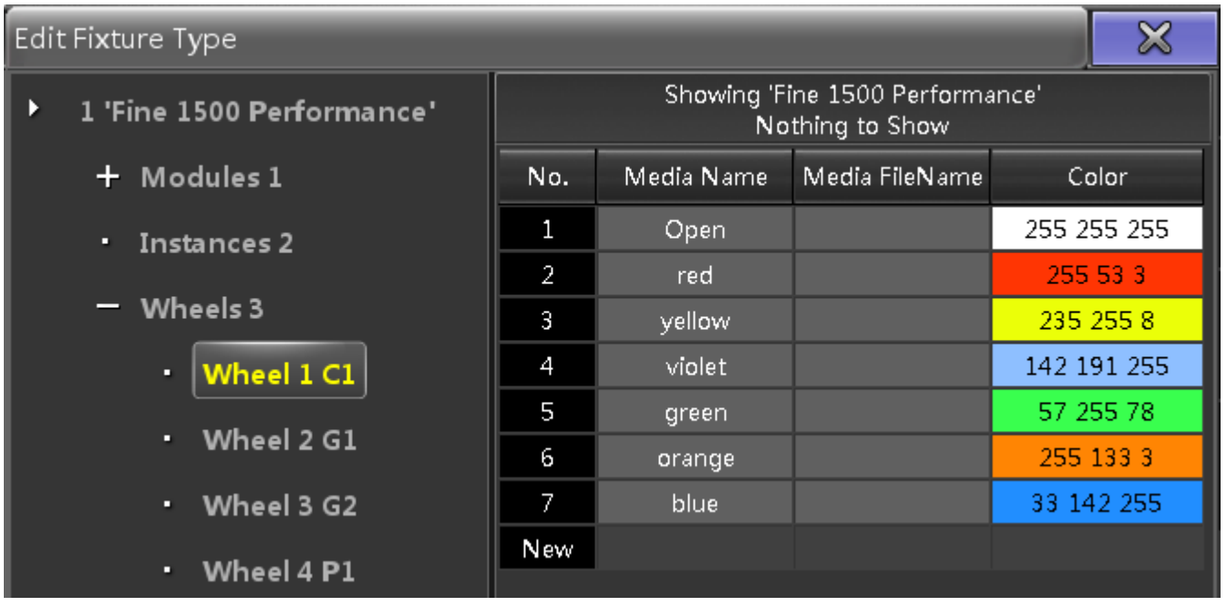
Attrib:

The Attribute using this wheel, e.g. Gobo1, Color1.

A Slot herein refers to an area of gobo wheel or color wheel.

Click submenu under the wheel tab, a window will open:

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No.:

This is a auto generated number for the Solt.

Media Name:

Name of the slot, e.g. Red.

Media FileName:

Corresponding image file for a Slot, e.g. carallon/gobos/martin/03002.png

Color:

This is the color of the Slot.

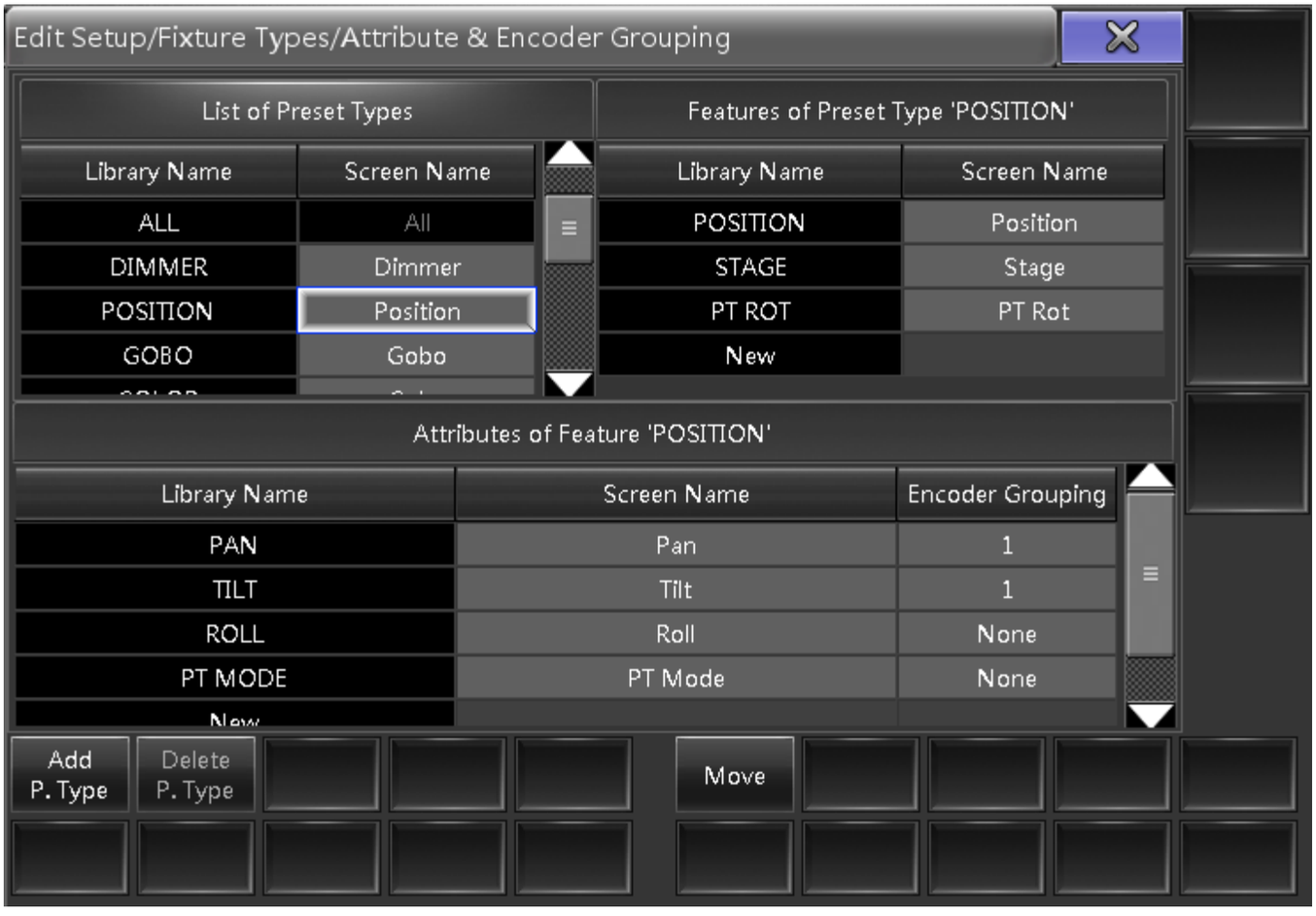
Related Links

Fixture Types on page 593
Fixture Types on page 718
Select Attribute on page 530
Select Wheel on page 557
Browser on page 490
Edit Color on page 505

Attribute & Encoder Grouping

Here you can add, delete and move Preset types, features and attributes. It should be noted that these modifications will have huge influence on the show file.

This is what it could look like:



Attribute

The relationship among Preset types, features and attributes.

The fixtures attributes are organized in Preset types like Dimmer, Position, Gobo, etc.

Several features like Color1, Color2, etc. comprise Color preset type. Each Feature may contain multiple attributes, e.g. colormix may comprise of colormix1, colormix2 and colormix3.

All Preset types, Features and Attributes have a Library Name that can't be changed after it's created. It also have a Screen Name. This can be changed to suit user's needs.

Encoder Grouping

The encoder grouping means that if more attributes should be activated when you activate one attribute. E.g. as a standard when you change the value of ColorMix1 (CM1), then the values of ColorMix2 and ColorMix3 are also activated and put in the programmer.

Related Links

Fixture Types on page 593
Fixture Types on page 718

Fixture Positions

This is used to place the fixtures in a 3D environment.

TEKMAND

In the Patch & Fixture Schedule window, press U2 to enter fixture positions window. This is waht it could look like:



Top bar

In the top bar there are several drop down boxes and buttons:

Layer drop down box

"All Layers" displays all the layers in the show, and you can also select one of the layers. It works as a layer filter and displays only the fixture available in the selected layer.

Select

When you click the stage area or move the pointer, 5 options modes available: Select, Move, Orbit, Panning and Zoom.

Camera drop down box

Display various angel views of the show.

Reset Camera

Reset the position of a camera to the default position.

Stage Area

This displays the stage and the fixtures in the selected layer. The circle with arrows allows you to move the stage around the screen. The other one is a bar that allows you to zoom in and out.

Fixture List

Below the stage area is a list of all the fixtures in the selected layer. This is used to arrange the fixture in a 3D environment.

ID:

This is the ID of the fixtures.

Name:

This is the name of the fixture.

Pos. X / Pos. Y / Pos. Z:

These cells are used to move the fixture in the 3D environment.

Scale X / Scale Y / Scale Z

These cells are used to change the physical size of the fixture.

Rot. X / Rot. Y / Rot. Z

These cells are used to rotate the fixtures in the 3D environment.

Bottom of the window

"Stage Smaller" and "Stage Bigger" are used to change the relationship between the stage area and the fixture list.

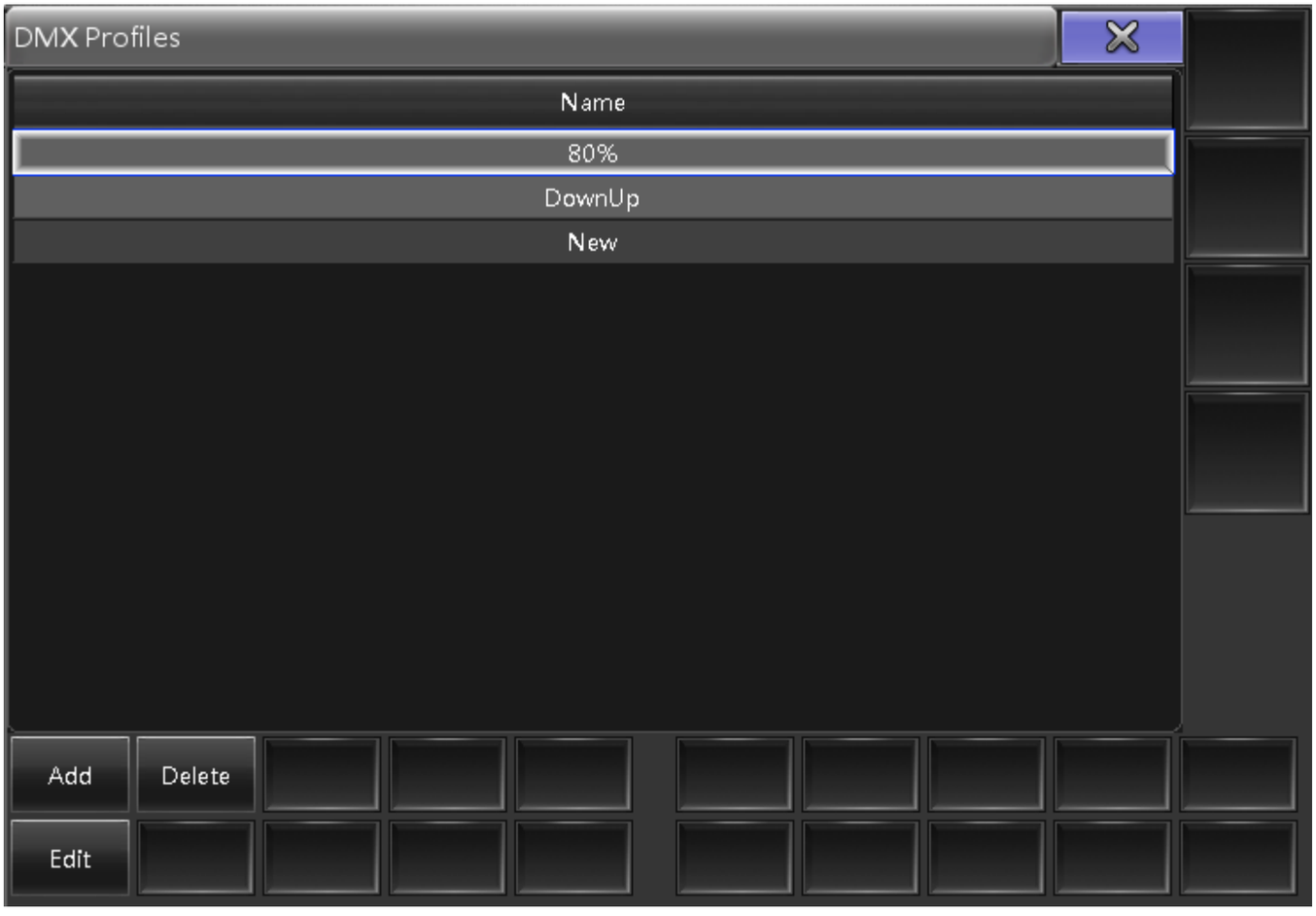
Related Links

Patch & Fixture Schedule on page 589

Dmx Profiles

This window is used to display and edit DMX profiles.

This is a list of the DMX profiles in the show. This is what it could look like:



Buttons at the bottom of the window:

Add

Add a new DMX Profile.

Delete

Delete a new DMX Profile.

Edit

Click to open a Graph Editor window to edit the DMX Profile.

Related Links

Patch & Fixture Schedule on page 589

Patch Only (Live)

You can modify the patch address in the window, but can't add/delete fixtures.

Press Setup and then "Patch Only (Live)" button "Show" tab, a window opens as shown below:

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Everything with a grey background can be edited including the color.

All the options changed here are live. Content of this window is generally the same as Patch & Fixture Schedule window.

Related Links

Setup/Show on page 588

Remote Inputs Setup

The window is used to set what the desk should do with the remote inputs.

Two types of remote input: MIDI and DMX. Each has a respective label in the Remote Inputs Setup window.

Descriptions of options:

Type:

Specify the type for each new remote inputs: None, Executor, Macro, Hardkey and Programmer (programmer is only an option in DMX remote).

Page:

If the action is Executor, then it would be the executor page.

Executor:

If the action is Executor, it would be the executor number.

Button:

If the action is Executor, determine it's a button executor or a fader executor, 4 options available: Button 3, Button 2, Button 1 and Fader.

Keycode:

If the action is Hardkey, then this is used to select what hardkey it should activate.

Macro:

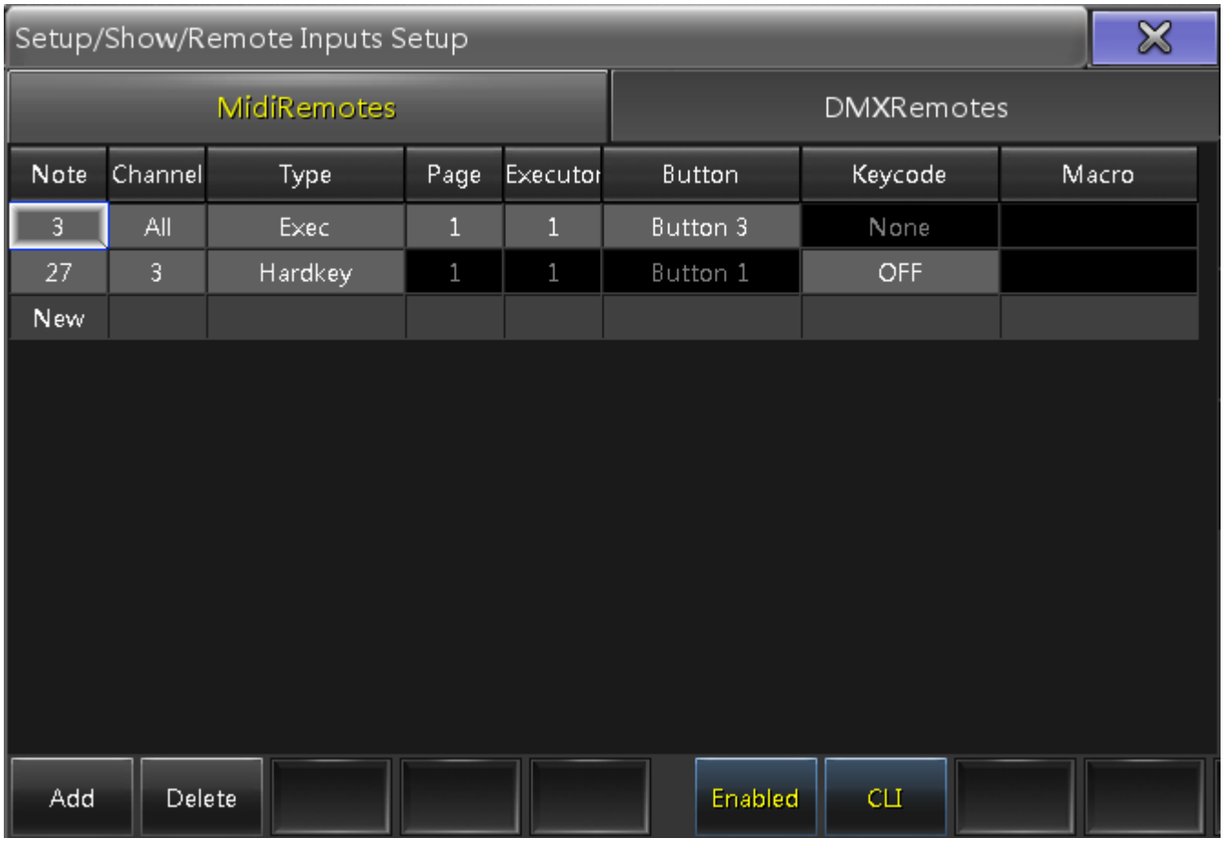
If the action is Macro, then this is a macro line where you can write any command.

4 similar buttons at the bottom of the window: add – add remote input; delete – delete existing input; enable – open or close, when it's open, the console will react in response to input; CLI – command line interaction, open or close.

Midi Remote

The console can accept midi notes from the midi input plug on the back panel of the desk. It supports notes from 1 to 128 on 16 channels.

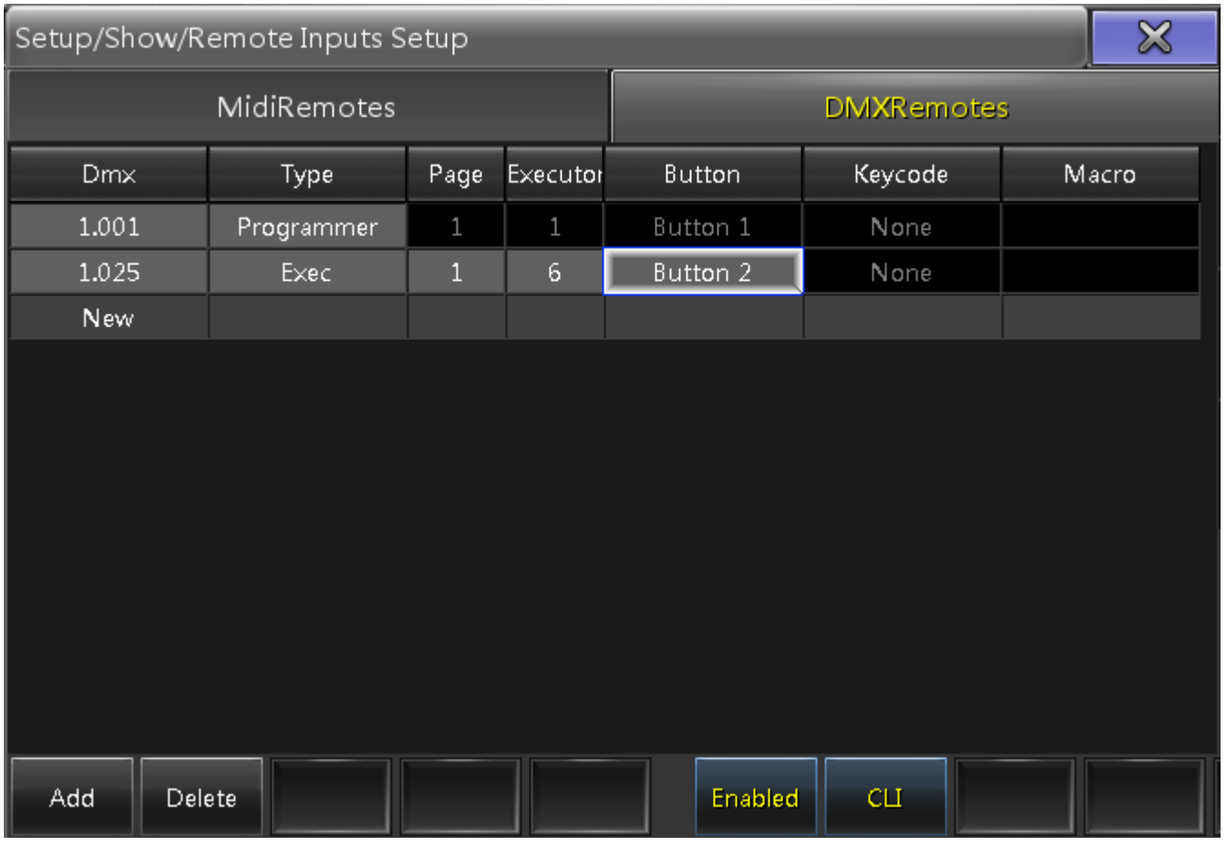
Note and channel are exclusive attributes for MIDI control, it can set action of each note, as shown below:



DMX Remote

You can use the DMX input (and DMX output) as a remote input. The console accepts and supports 131072 DMX channels as remote input. That's 256 complete universes.

The window allows for the setup of all those channels.



DMX option is a special attribute, input format: [Universe].[DMX channel], the input type of DMX control may be programmer, i.e. DMX signal input will be directly store to the programmer.

Related Links

Setup/Show on page 588

Auto Create

Here you can auto create Groups, Worlds, Presets and Channel Pages.

At the top you'll find four each of the different sections.

Read the following pages for details about the different sections.

Group

Console can automatically create groups depending on your selection.

This is What it could look like :

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There are two different sections of this window. The left in displays the FixtureTypes or the Layers(depending on your settings). The right one displays the content of the selection in the left section. There's a area where you can manually select the starting group.

There are some buttons at the bottom of the window :

Choose :

This button has tow different modes:Layer & Fixture Type. It chooses what the left section displays.

Always ask for Name :

When this is On(yellow text and background), you will get a name pop-up when you caeate "All" groups.

Create All :

This will create "All" groups for each of the selected fixture types or Layers.

Create Single :

This will create single groups for every one of the selected fixtures.

Confirm :

When this is on , you'll get a pop-up telling what groups you created(when done).

Overwrite :

This will allow for auto create groups to overwrite existing groups. If this is off, and there's a conflict, the console will present you with at Auto Create Conflict pop-up.

Use:

This button has two modes. When it's Use Earliest the console will use the first free pool button. When it's Use Latest the console will use the first pool button after the last one used.

World

Console can automatically create worlds, based on your selections.

This is What it could look like :



There are two different sections of this window. The left in displays the FixtureTypes or the Layers(depending on your settings). The right one displays the content of the selection in the left section. There's a area where you can select the starting world.

There are some buttons at the bottom of the window :

Choose :

TEKMAND

This button has tow different modes:Layer & Fixture Type. It chooses what the left section displays.

Always ask for Name：

When this is On(yellow text and background), you will get a name pop-up when you caeate "All" groups.

Create All：

This will create "All" groups for each of the selected fixture types or Layers.

Create Single：

This will create single groups for every one of the selected fixtures.

Confirm：

When this is on , you'll get a pop-up telling what groups you created(when done).

Overwrite：

This will allow for auto create groups to overwrite existing groups. If this is off, and there's a conflict, the console will present you with at Auto Create Conflict pop-up.

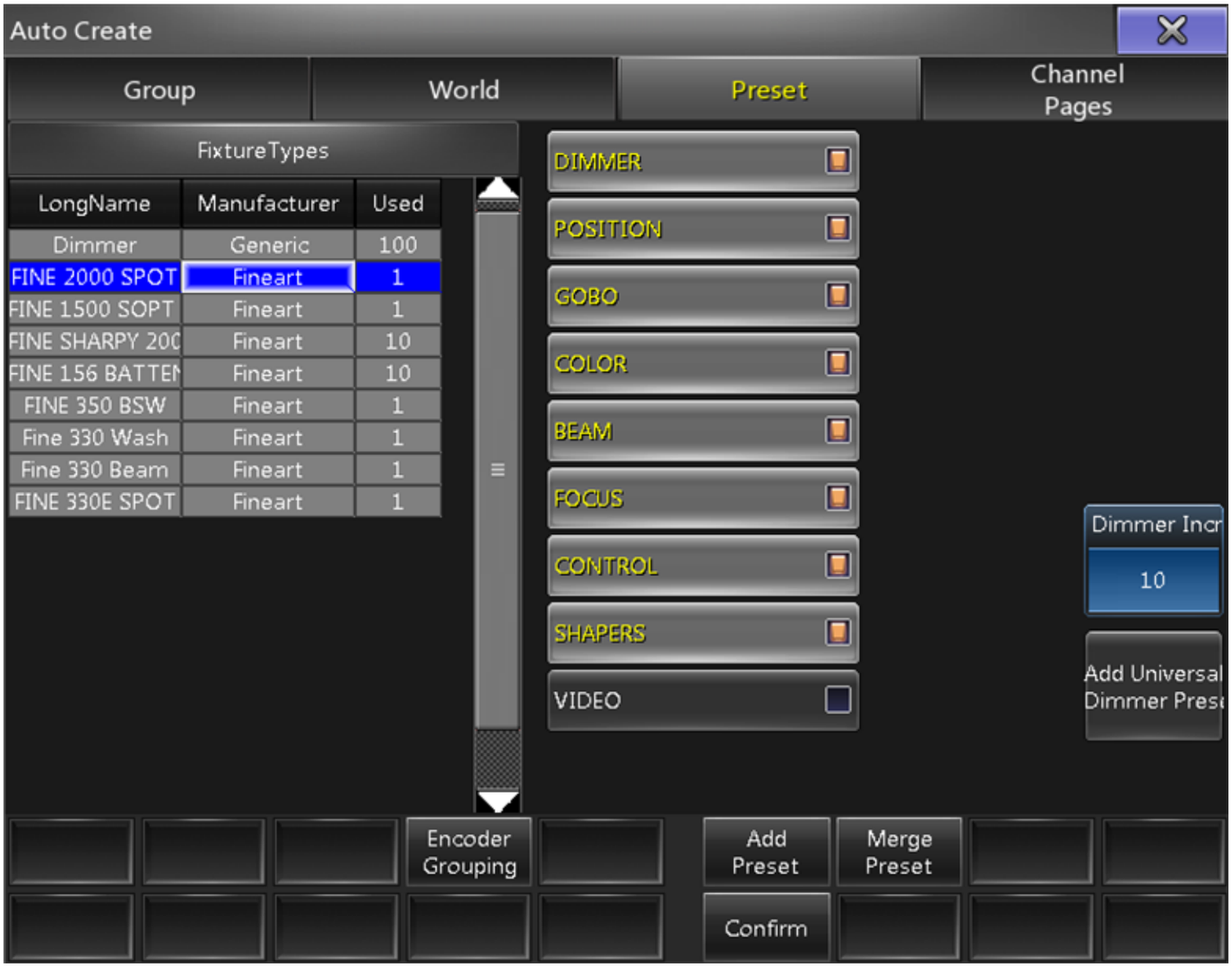
Use:

This button has two modes. When it's Use Earliest the console will use the first free pool button. When it's Use Latest the console will use the first pool button after the last one used.

Preset

Console can automatically create presets, based on your selections.

This is What it could look like：



There are tow different sections of this window. The left on displays the FixtureTypes. The right one displays the different preset types and a check box.

There's a area where you can select the Dimmer Increment for dimmer presets and a button that creates universal dimmer presets.

There are some buttons at the bottom of the window :

Encoder Grouping :

When this is on the console will create preset combinations based on the encoder grouping setting. E.g. only create one common "Open" preset for both Gobo Wheel 1 and Gobo Wheel 2. Encoder Grouping setting you will ding in mune "Setup / Patch & Fixture Schedule / Fixture Type / Attribute & Encoder Grouping".

Add Preset :

This will createall new presets behind existing presets.

Merge Preset :

This will merge presets of the same name e.g. only one position preset called "Center" for several fixture type.

Confirm :

When this is on, you'll get a pop-up telling what groups you created(when done).

Channel Pages

Console can automatically create Channel Pages depending on your selections.

This is What it could look like :



There are some different sections of this window. The left on displays the FixtureTypes or the Layers(depending on your settings). The right one displays the content of the selection in the left section. there's a area where you can set a Starting page, a starting Fader and a Page Width.

There are some buttons at the bottom of the window :

Choose :

This button has tow different modes:Layer & Fixture Type. It chooses what the left section displays.

Always ask for Name :

When this is on(yellow text and background), you will get a name pop-up whrn you create "All" groups.

TEKMAND

Create :

This will create channel pages for the selected fixtures Dimmer attribute(and only for the Dimmer attribute).

Create Next Page :

This will create channel pages for the selected fixtures Dimmer attribute but it will skip page 1.

Confirm :

When this is on , you'll get a pop-up telling what groups you created(when done).

Overwrite :

This will allow for auto create groups to overwrite existing groups. If this is off, and there's a conflict, the console will present you with at Auto Create Conflict pop-up.

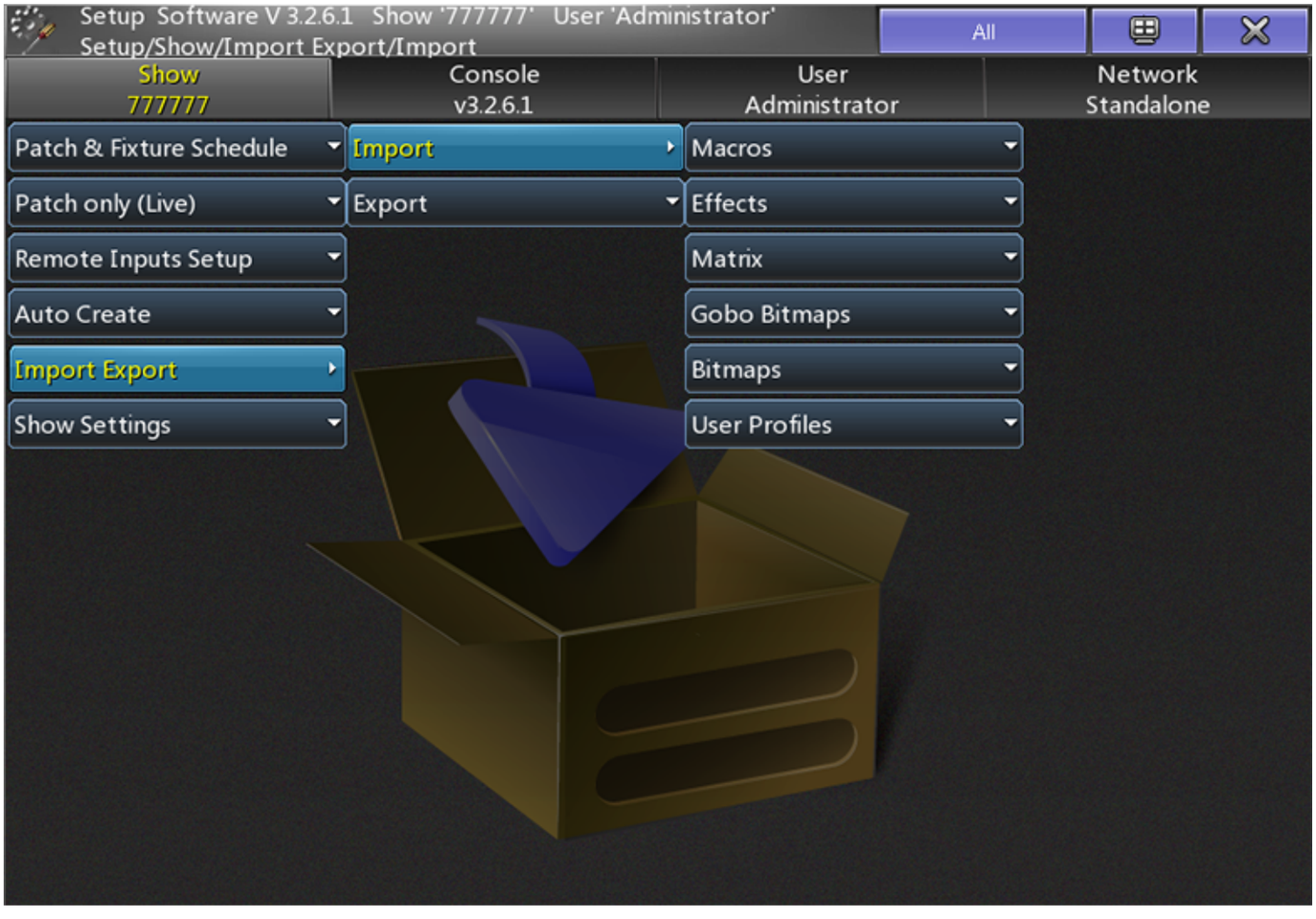
Related Links

Setup/Show on page 588

Import & Export

Here you can import and export Macros,Effects,Matricks,Gobo Bitmaps and User porfiles

This is what the menu look like :



Import of Macros,Effects,Matricks,Gobo Bitmaps and User porfiles

When you Import something you get a menu like this(they are very similar for Macros,Effects,Matricks,Gobo Bitmaps and User porfiles) :



The left section allows you to select a source file. The right section shows you all the Macros,Effects,Matricks,Gobo Bitmaps or User porfiles stroed in that file.

Any Macros,Effects,Matricks,Gobo Bitmaps or User porfiles with a blue background will be imported

Below this there are some buttons, This is what they do :

Always ask for Name :

When this is On(yellow text and background),you will get a pop-up when you import.

Import :

This will import the Macros,Effects,Matricks,Gobo Bitmaps or User porfiles

Confirm :

When this is On, you will get a pop-up telling what you imported(when done).

Overwrite :

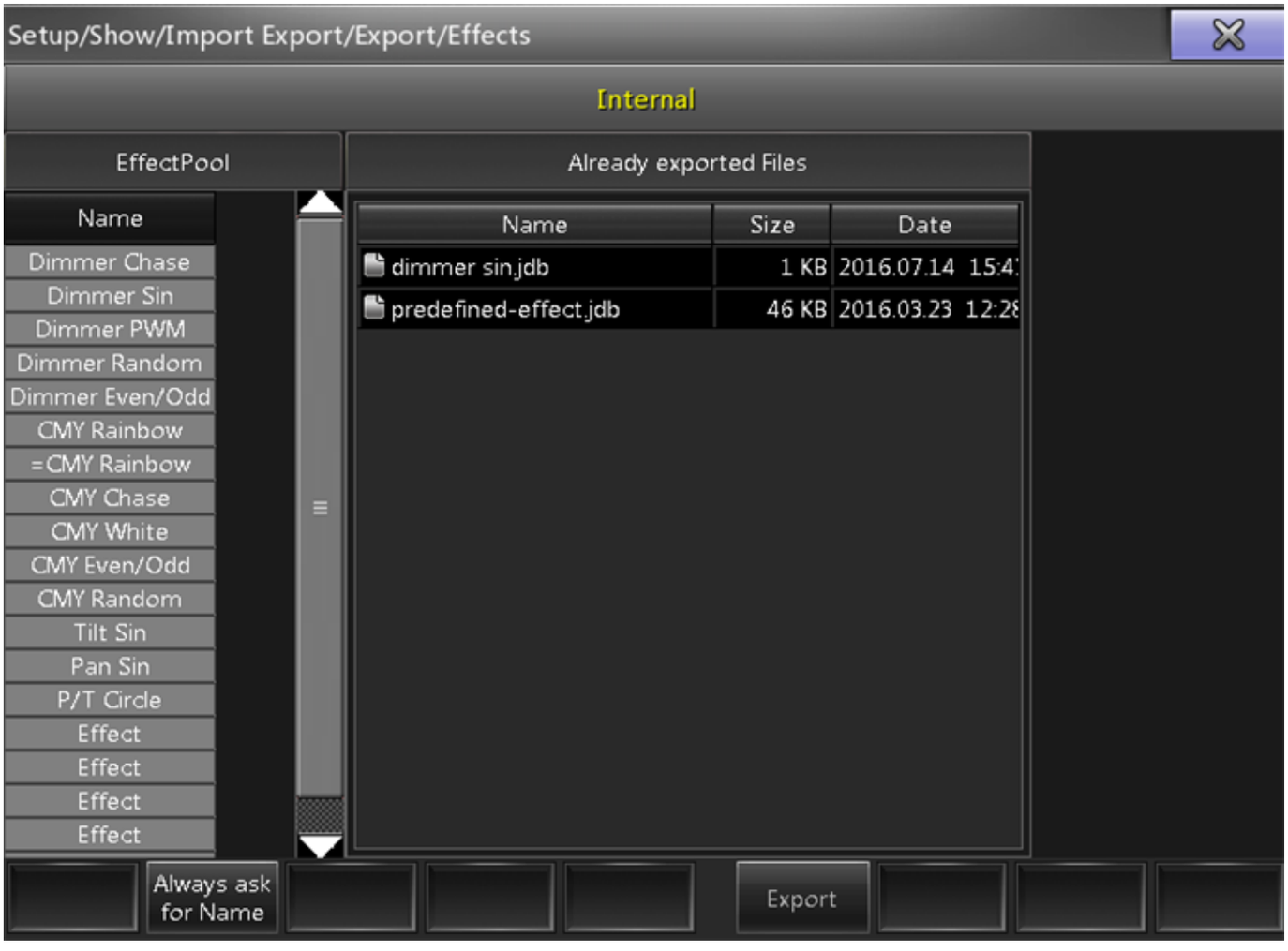
This will allow for the import to overwrite existing Macros,Effects,Matricks,Gobo Bitmaps or User porfiles.if this off, and there is a conflict,the console will present you with at Auto Create Conflict pop-up.

Use:

This button has twomodes. When it is use Earliest the console will use the first free pool button.When it is Use Latest the console will use the first pool button after the last one used.

Export Macros,Effects,Matricks,Gobo Bitmaps and User porfiles

When you Export something you get a menu like this(they are very similar for Macros,Effects,Matricks,Gobo Bitmaps and User porfiles) :



The left section allows you to select file(s) you want to export. The right section shows you all ready exported files.

Any Macros,Effects,Matricks,Gobo Bitmaps or User porfiles with a blue background will be exported

There are some buttons below this, This is what they do :

Always ask for Name :

This does not really have ant affect here.

Export :

This will export Macros,Effects,Matricks,Gobo Bitmaps or User porfiles.

Confirm :

When this is On, you will get a pop-up telling what you imported(when done).

Overwrite :

This will allow for the import to overwrite existing Macros,Effects,Matricks,Gobo Bitmaps or User porfiles.if this off, and there is a conflict,the console will present you with at Auto Create Conflict pop-up.

Related Links

Setup/Show on page 588

Show Setting

This window can be used to modify user default options.

This is what the menu look like:



Below this there are some buttons, This is what they do :

MIB(Move In Black) Fade :

Time used while MIB'ing.

MIB(Move In Black) Delay :

TEKMAND

Time to wait after a fadeout before starting to MIB.

Startup :

This is a macro line that the console will run when the show is loading.

Off :

Time used when Executors are switched Off while they are on.

GoFast :

Time used when a cue is called via the >>> and <<< functions.

Goto :

Time used when a cue is called via the Goto function.

GoBack :

Time used when a cue is called via the GoBack function.

Xfade Reload :

Crossfader only works in one direction(upwards) - move faders down to fetch the next cue.

Timecode Record single User :

When this is 'On' then a timecode recording will only record the action from this user.

Kill with off Time :

The 'Kill' command will perfrom the kill action using executor Off time, with this options turned 'On'.



Tip: GoBack and Goto timing may be set to "cuetiming" rather than a fixed value.

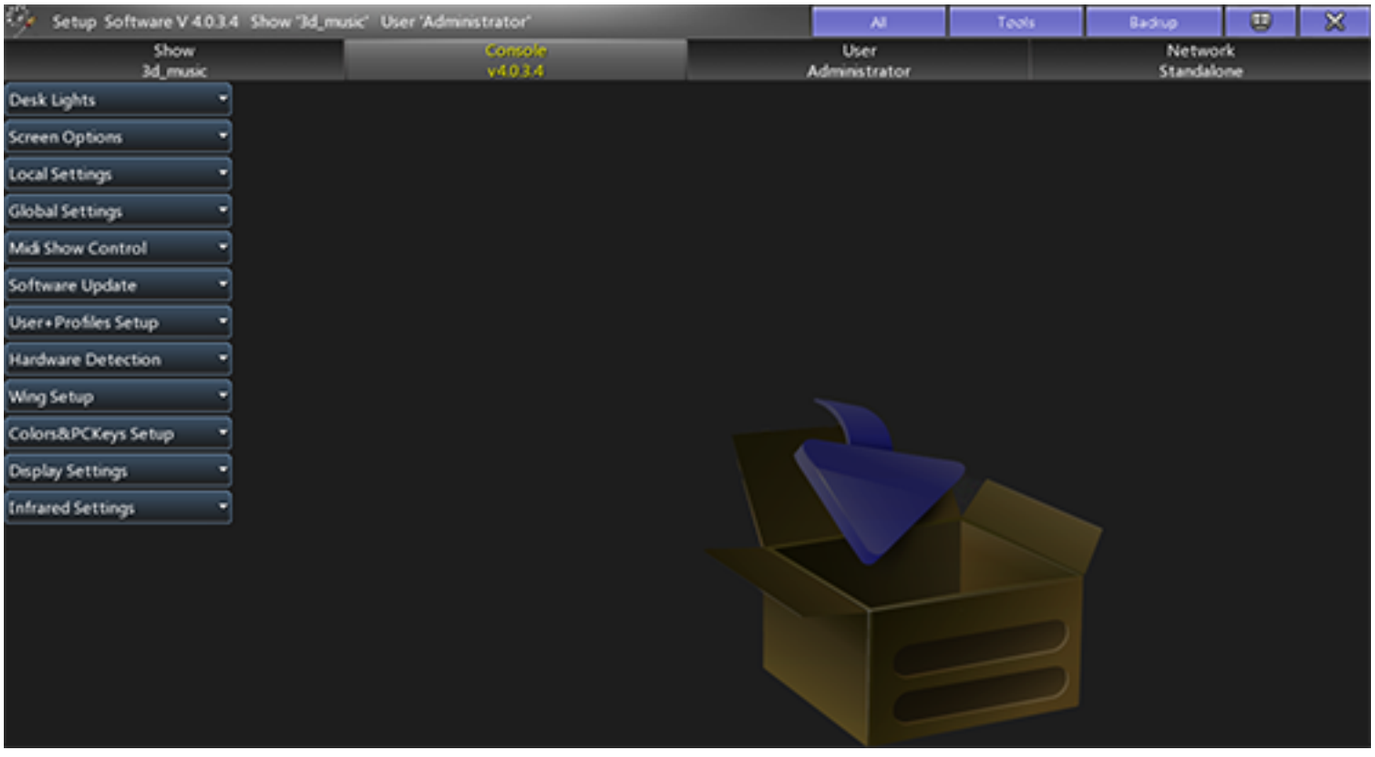
Related Links

Setup/Show on page 588

Setup/Console

The Console option can be used to change console settings.

Press Setup, then click Console tab, a window popups. It could look like this:



There are several sub categories under Console tab. Please refer to the links below to read more information about each item.

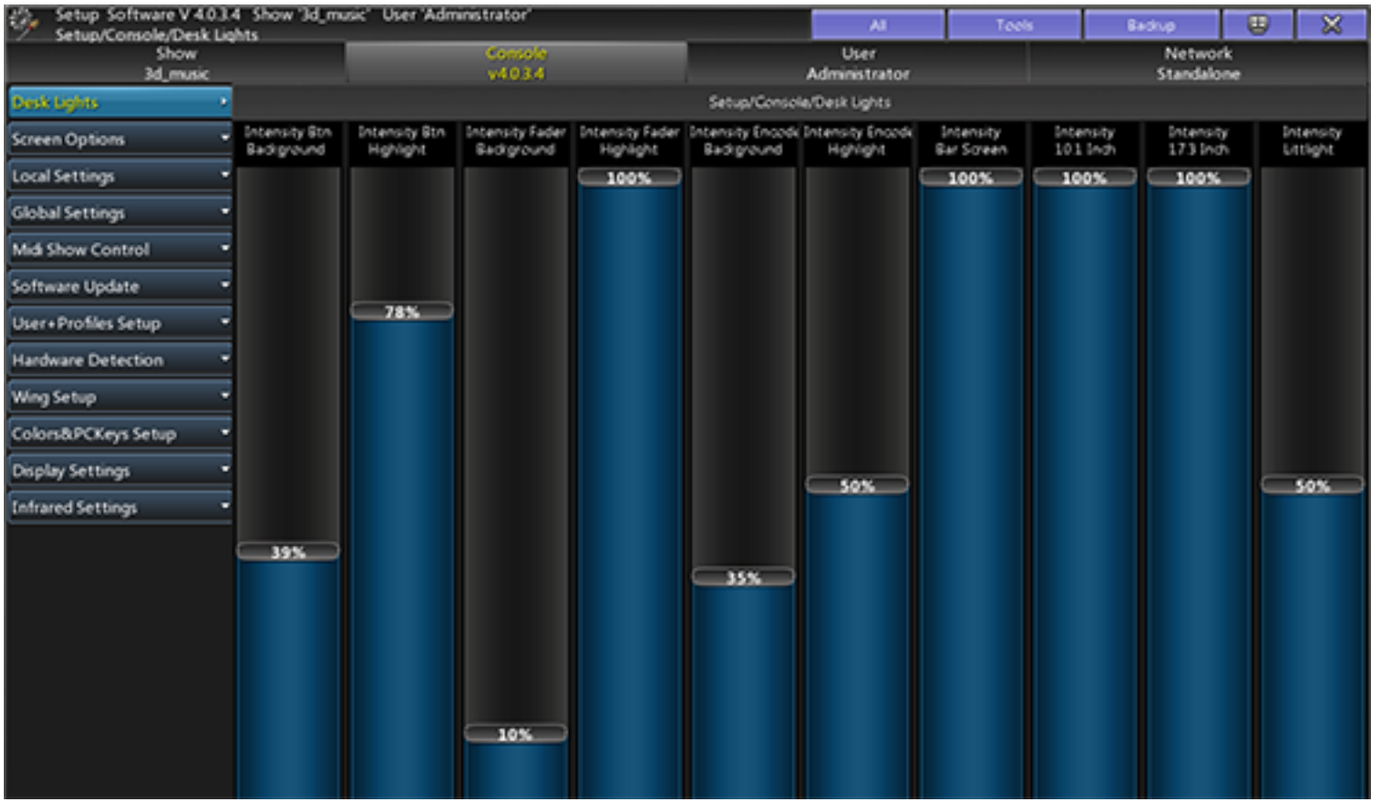
Related Links

Setup on page 587
Desk Lights on page 622
Screen Options on page 624
Local Settings on page 625
Global Settings on page 627
MIDI Show Control(MSC) on page 628
Date & Time on page 630
Software Update on page 630
User+Profiles on page 632
Hardware Detect on page 633
Wing Setup on page 635
Colors & PCKeys Setup on page 636
Display Settings on page 638
Infrared Settings on page 639
Setup Key on page 366
Setup Keyword on page 342

Desk Lights

Here you can changes the backlight of buttons, brightness of screens and the Littlights.

Press Setup, then click Desk Lights button under the Console tab, a window popups. It could look like this:



The setting options function is as follows:

Intensity Btn Background:

This is the normal background light on the buttons.

Intensity Btn Highlight:

This is the intensity on the keys that have focus, content or are selected.

Intensity Exec LED:

This is the intensity of the LED's under the executors.

Intensity Fader Background:

This is the normal background light on the Fader of the TEKMAND G3 console.

Intensity Fader Highlight:

The brightness of the high brightness background light on the TEKMAND G3 console Fader.

Intensity Encoder Background:

The brightness of the background light for the TEKMAND G3 console encoder.

Intensity Encoder Highlight:

TEKMAND G3 console encoder highlights the brightness of the background light.

Intensity Bar Screen:

TEKMAND G3 console Bar screen brightness.

Intensity Small screen:

This is the back light intensity of the Small touch screen.

Intensity Big screen:

This is the back light intensity of the Big touch screen.

Intensity Littlight:

This is the intensity of the gooseneck littlights attached on the back of the console.

Related Links

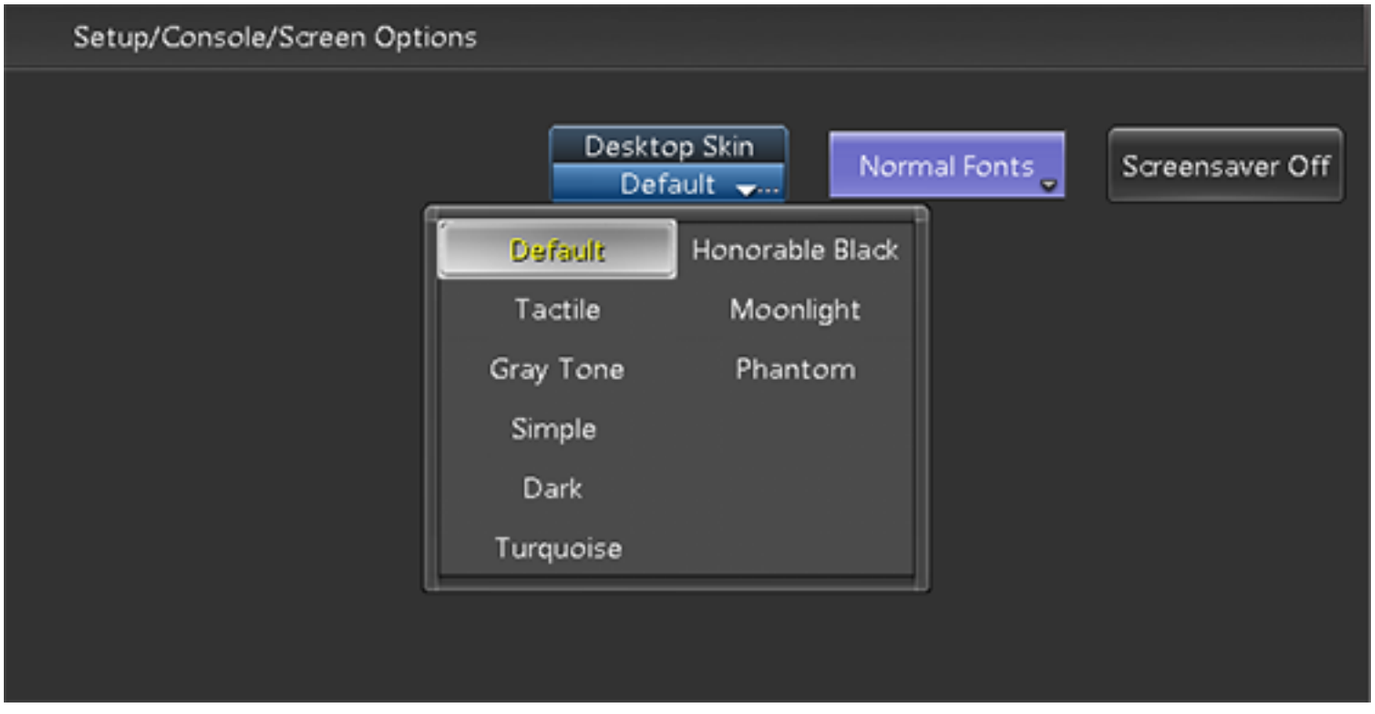
Setup/Console on page 621

Screen Options

This window is used to calibrate the touch screens and channge font size of console caption and screensaver.

Version before v3.9

Press Setup, then click Screen Options button under the Console tab, a window popups. It could look like this:



Click at the blue area below the touch screen calibration, then the screen enters a "4-point" calibrating process. The screen displays "Locked for calibration, press any key to quit". 4 points distribute among 4 corners, click a yellow "+" to calibrate by following a order of "top left, top right, lower left, lower right".

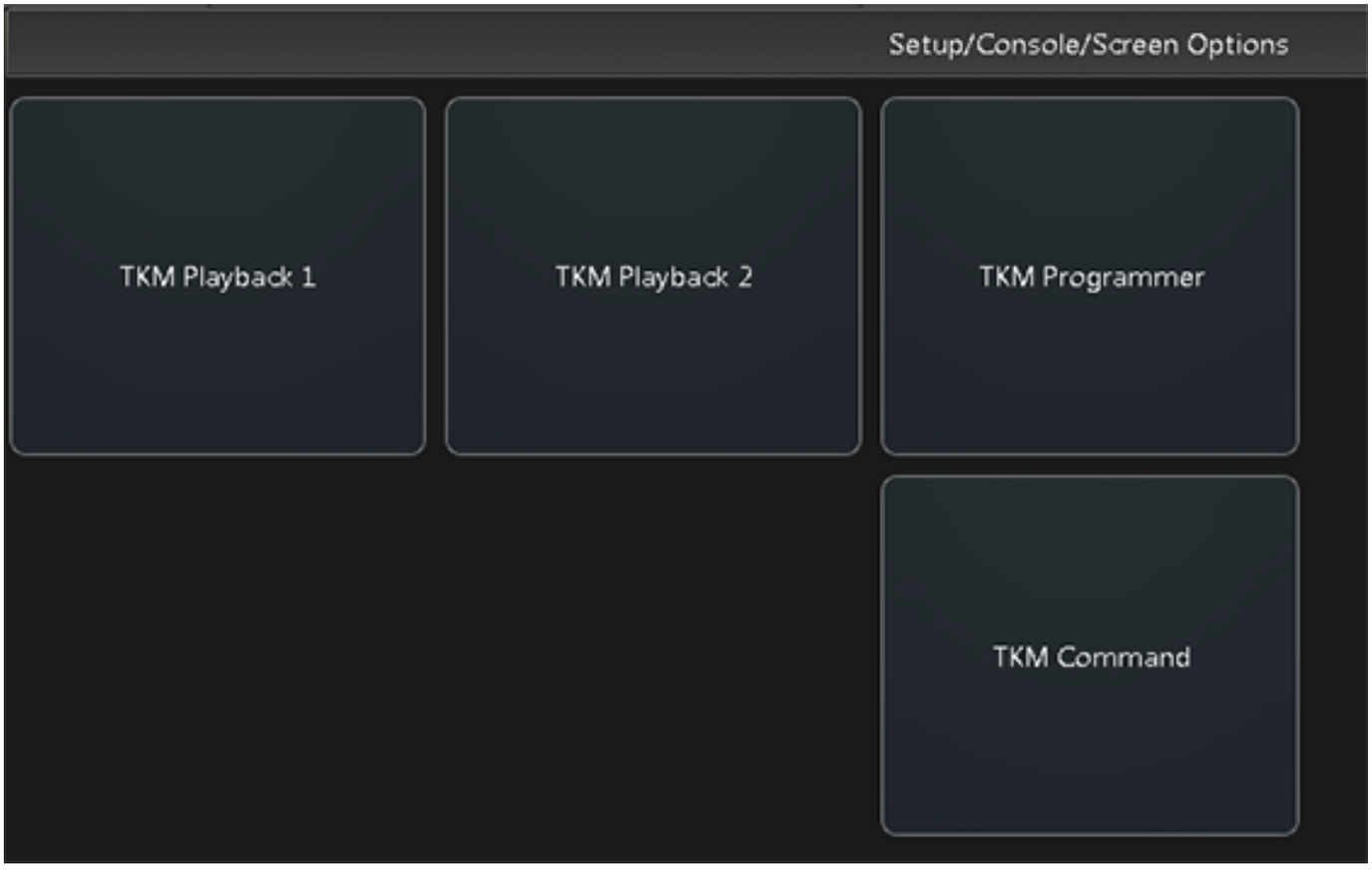
Press any button to quit the calibrating program. Follow the above steps to complete calibration of all screens.

Default font size of the console is Big Fonts, it can be switched to Small Fonts or Normal Fonts.

Console charged with a total of 6 sets of skin (Default/Tactile/Gray Tone/Simple/Dark/Turquoise/ Honorable Black/Moonlight/Phantom) optional, you can choose according to individual be fond of the corresponding skin.

Version after v3.9

Press Setup, then click Screen Options button under the Console tab, a window popups. It could look like this:



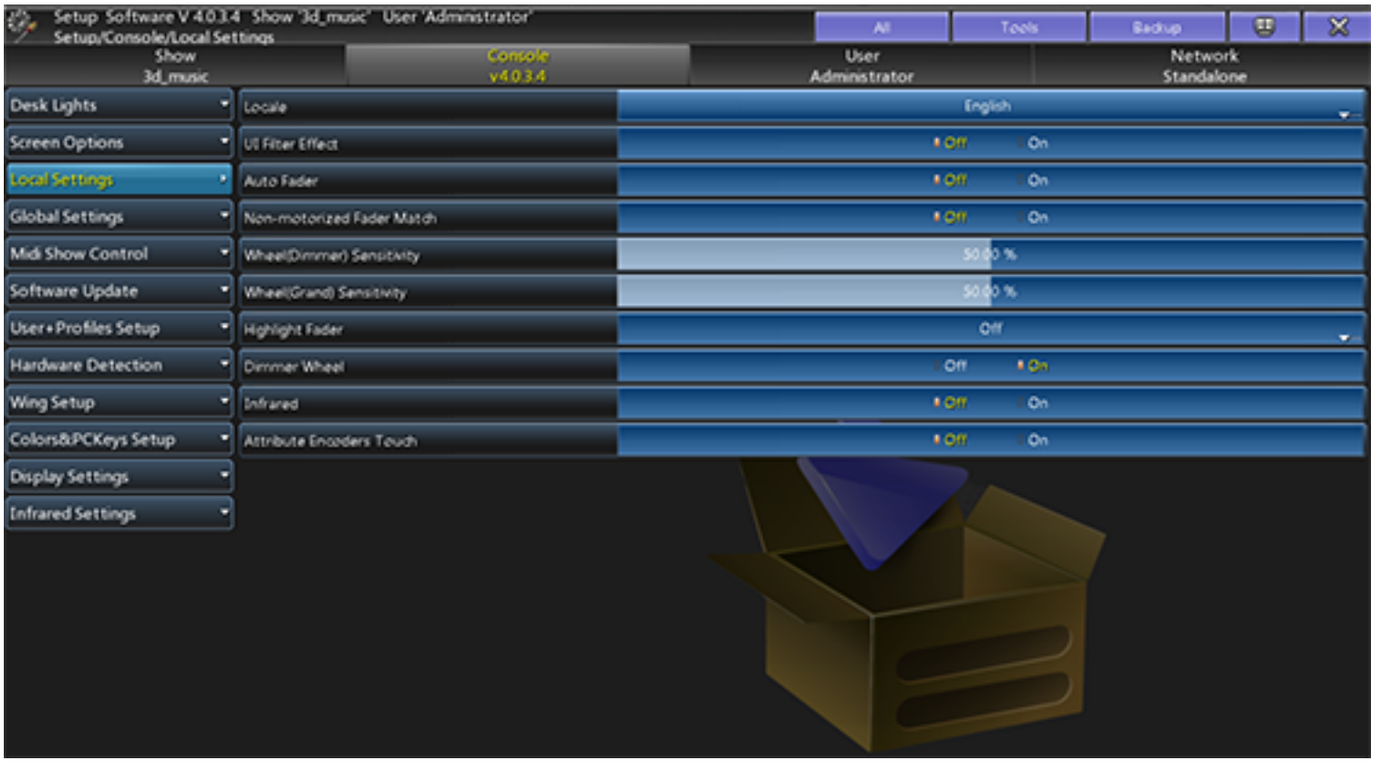
Related Links

Setup/Console on page 621

Local Settings

The window is used to set the desktop background, UI Filter Effect, Auto Fader funcion and the User language.

Press Setup, then click Local Settings button under the Console tab, a window popups. It could look like this:



The setting options function is as follows:

Locale:

It can be changed multiple languages: English, Simplified Chinese, Traditional Chinese, Japanese, and Korean.

Desktop Background:

Select the style of Desktop Background.

UI Filter Effect:

Turn on/off the UI Filter Effect.

Auto Fader:

Turn on/off the Auto Fader function.

Non-motorized Fader Match:

Turn on this option, and only when the Fader value obtained by sliding Non motorized Fader is equal to the software Fader value, will the software Fader value change.

Trackball(Pan/Tilt) Sensitivity:

Here you can define what precent should be considered "At Normal".

Trackball(Mouse) Sensitivity:

Here you can define what precent should be considered "At Normal".

Wheel Sensitivity:

Here you can define what precent should be considered "At Normal".

Wheel(Dimmer) Sensitivity:

The TEKMAND G3 console is used to adjust the sensitivity of the dimming Wheel.

Wheel(Grand) Sensitivity:

The TEKMAND G3 console is used to adjust the sensitivity of the Grand Wheel.

Highlight Fader:

When this is 'On' the fader will appear on highlight.

Dimmer Wheel:

Turn on/off the Dimmer Wheel function.

Descolock Background:

is used to select the background image of the console Descolock: Blank, image Pool Picture, Current Desk UI.

Infrared:

Used to turn on or off infrared functions, such as gesture recognition.

Attribute Encoders Touch

Touch function used to turn on or off the attribute encoder.

Related Links

Setup/Console on page 621

Global Settings

Here you turn on or off Agenda, WYSIWYG connection, Enable or disable Remote login.

Press Setup, then click Global Settings button under the Console tab, a window popups. It could look like this:



There are 2 options here:

Agenda:

This can be 'Running' or 'Stopped', and Running' means all the events in the agenda will be executed.

Force Login:

Disable or enable console automatic user password login.

Remote Login:

Here you can enable or disable Remote login.

Telnet:

In conjunction with remote login, disable or enable the remote login function.

Related Links

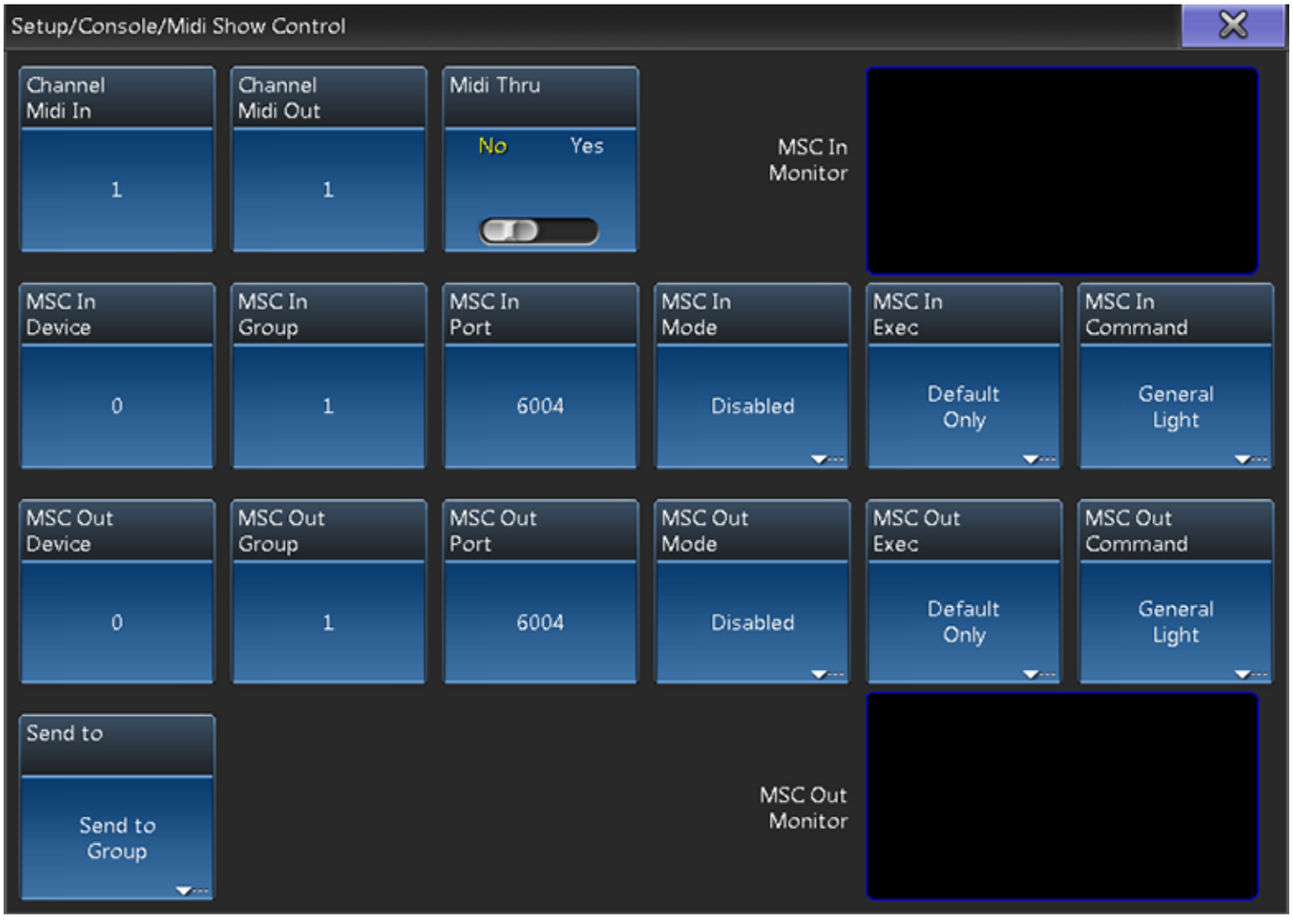
Setup/Console on page 621

MIDI Show Control(MSC)

This is the options for Midi Show Control.

To access these settings, press the Setup key followed by the Console tab and the Midi Show Control button.

This is what it could look like:



There are many options here you can change. The following is a short description of them:

Channel Midi In:

Sets the receiving Midi channel.

Channel Midi Out:

Sets the transmitted Midi channel.

Midi Thru:

When this is 'On', the incoming Midi signal will also be routed to the Midi out connector.

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MSC In Device:

Used to set a device ID that the console should respond to.

MSC In Group:

Used to set a Group ID, that the console should respond to.

MSC In Port:

When using MSC via Ethernet, you need to set the port the console should listen to.

MSC In Mode:

Opens the Select MSC In Mode pop-up. Here you have three different choices: 'Disabled', 'Ethernet' and 'Midi'. When it's 'Disabled' it will disregard incoming MSC. 'Ethernet' will allow the console to listen to MSC on Ethernet on the port set in the previous option. 'Midi' will allow the console to listen for MSC on the "Midi In" connector on the backpanel.

MSC In Exec:

Opens the Select MSC In Exec pop-up. Here you can select what executor should listen to the incoming command. The options are 'Default Only', 'Exec.Page' and 'Exec Page'.

MSC In Command:

Opens the Select MSC In Command pop-up. Here you can set what command type the console should listen to. The options are 'Moving Light', 'General Light' and 'All'.

MSC Out Device:

Used to set a device ID that the console should Send to, should you choose to send to Devices (look below).

MSC Out Group:

Used to set a Group ID, that the console should send to, should you choose to send to Groups (look below).

MSC Out Port:

When using MSC via Ethernet, you need to set the port the console should transmit to.

MSC Out Mode:

Opens the Select MSC Out Mode pop-up. Here you have three different choices: 'Disabled', 'Ethernet' and 'Midi'. When it's 'Disabled' it will wont send MSC commands. 'Ethernet' will allow the console to send MSC commands on Ethernet on the port set in the previous option. 'Midi' will allow the console to send MSC commands on the "Midi Out" connector on the backpanel.

MSC Out Exec:

Opens the Select MSC Out Exec pop-up. Here you can set what executor the console should send to. The options are 'Default Only', 'Exec.Page' and 'Exec Page'.

MSC Out Command:

Opens the Select MSC Out Command pop-up. Here you can set what command type the console should transmit. The options are 'Moving Light', 'General Light' and 'All'.

Send To:

Opens the Select Send To pop-up. Here you can set what to send MSC commands to. The options are 'Send to Group', 'Send to Device' and 'Send to All'.

In the right top corner there's also an area where you can see the incoming MSC signal. And in the lower right corner you can see the outgoing MSC commands.

Caution: If you are both sending and receiving MSC on the same MIDI channel, you'll create an infinite loop.

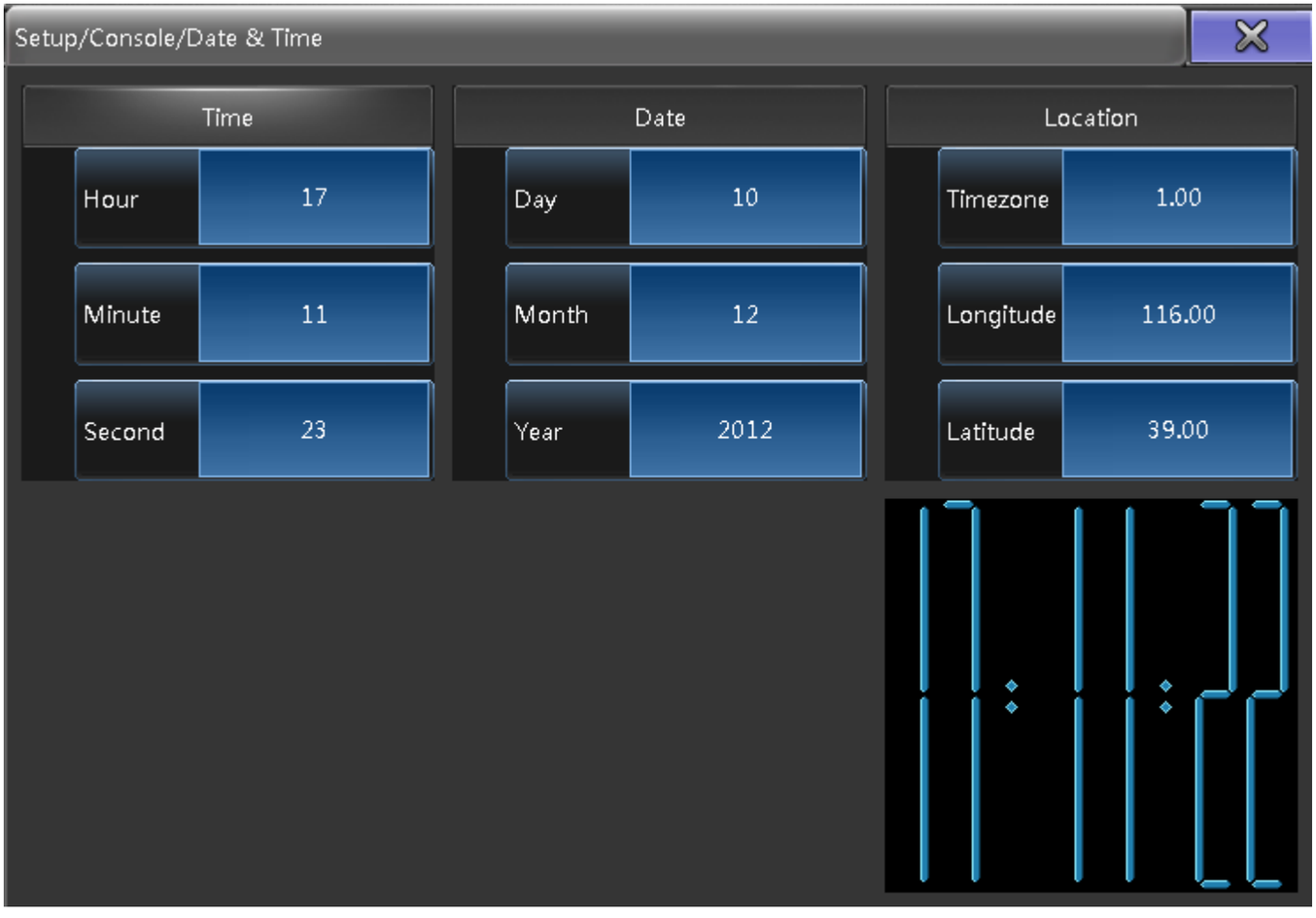
Related Links

Setup/Console on page 621

Date & Time

This window is used to set up date and time information for the console.

Press Setup, then click Date & Time button under the Console tab, a window popups. It could look like this:



Related Links

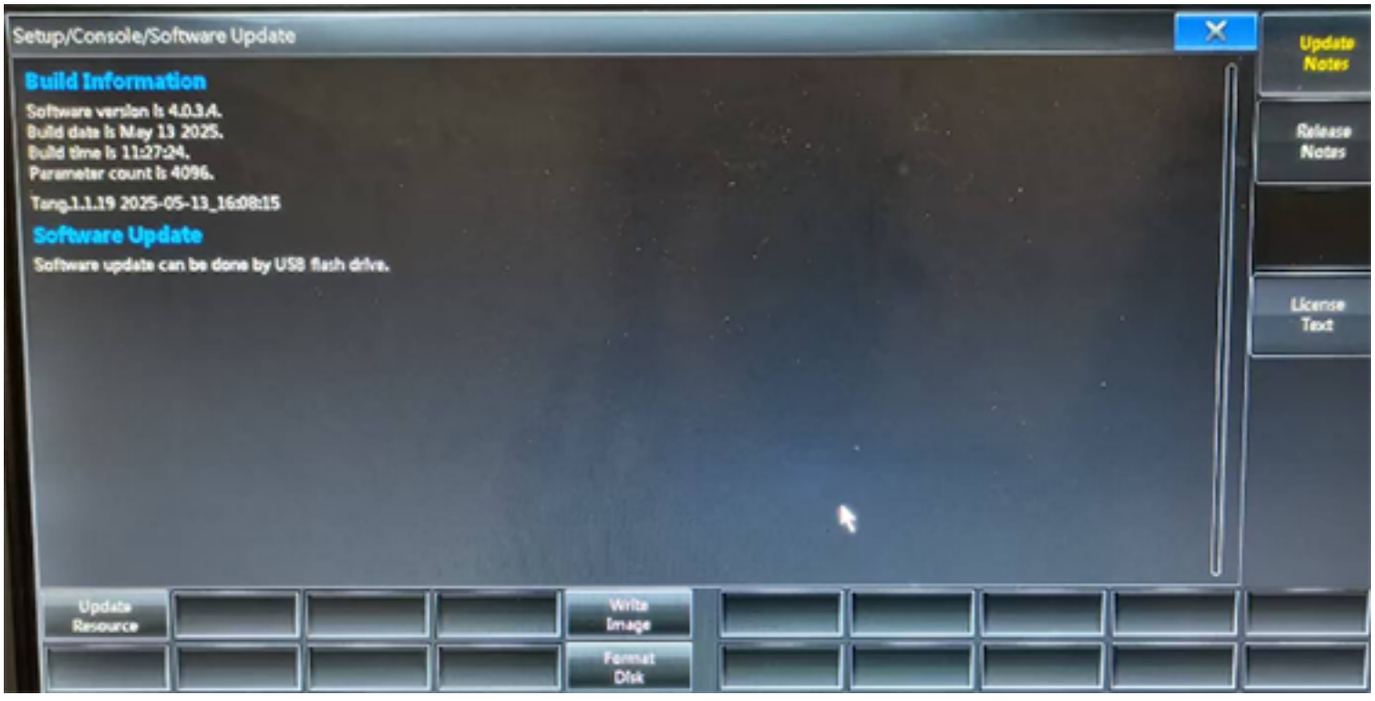
Setup/Console on page 621

Software Update

This window is used to obtain information related to software and its version as well as update package.

TEKMAND

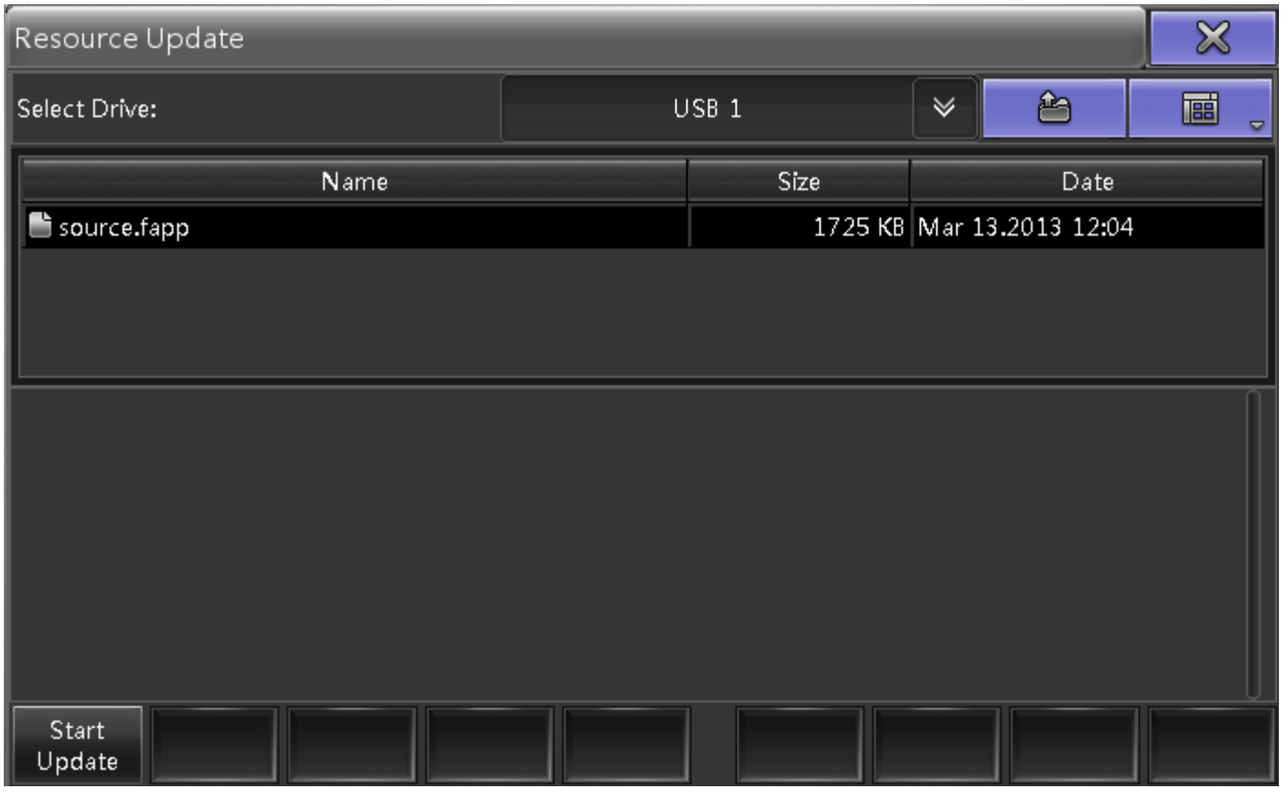
Press Setup, then click Software Update button under the Console tab, a window popups. It could look like this:



Buttons on the right are for viewing update Notes, Release Notes and License text.

At the bottom of the window, there are buttons for creating a system installation disk, such as the "Write Image" button and the "Format Disk" button.

At the bottom you'll find a button that open the 'Update Resource' page. It could look like this:



The window top is similar to that of a browsing window, select a hard drive path (including USB devices) via the pull-down arrow, icosn on the right show the display style (Symbols, List or Details) of browsing window.

Select a file with the format of firmware.fapp (source packages, downloaded from company website, usually including updated help file, preset macro or fixture library information, etc.) in the browsing window, and relevant information will display on the lower area. It can also download the source packages to the U disks and then use them to update.

Click start updating button to enter updating program, when it's done, a popup will show.

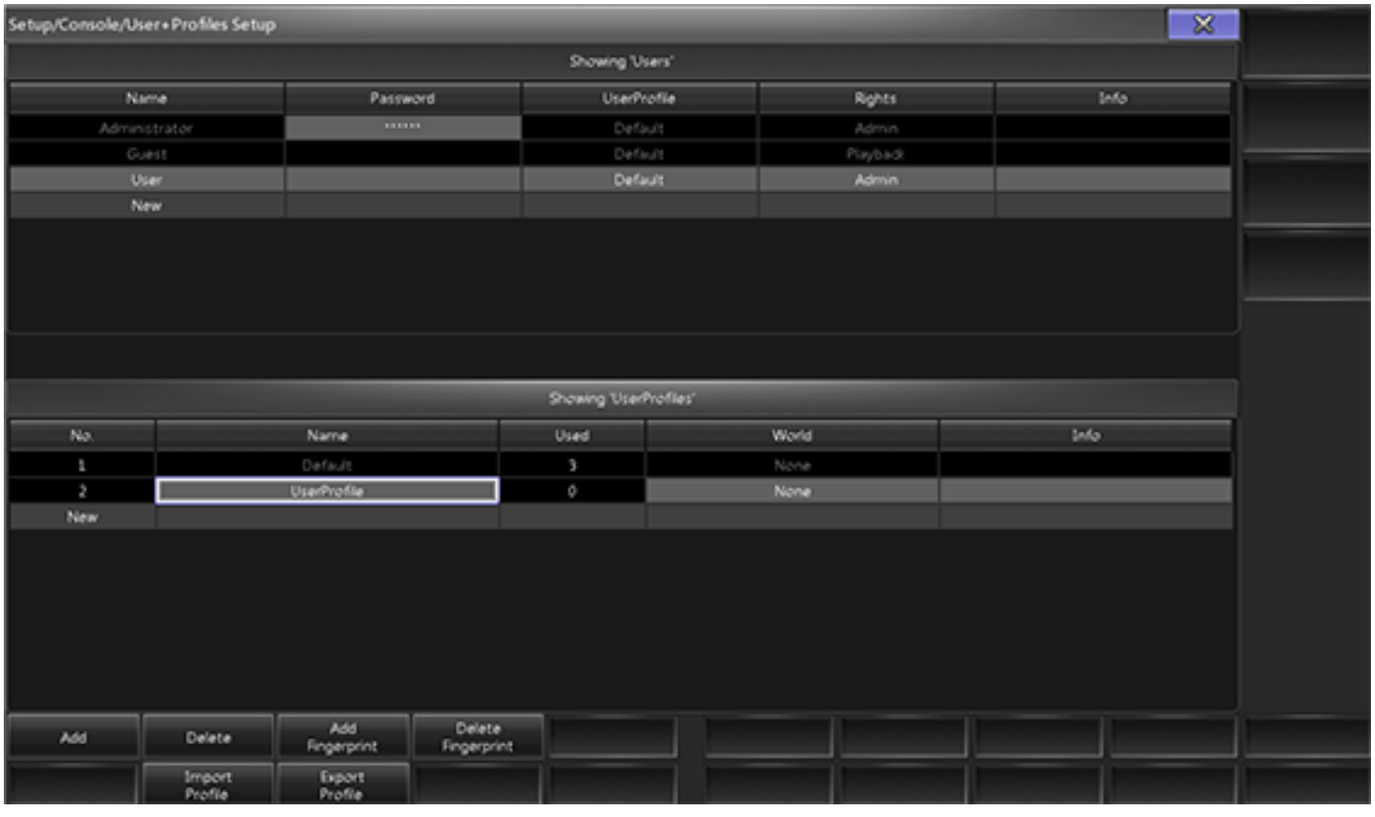
Related Links

Setup/Console on page 621

User+Profiles

The window is used to reate and delete user profiles and users.

Press Setup, then click User+Profiles Setup button under the Console tab, a window popups. It could look like this:



The top half of this window you can see the users in the show and their options, including the user Name, Password, User Profile and Rights. The bottom half lists the Profiles of different Users and using information of profiles.

The bottom half lists the Profiles of different Users and using information of profiles.

Create User, it needs to create a user profile first. Right click New in the UserProfiles section, type in a name to create a user profile. Then, right click New in the User section to create a user, type in user

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name, password, select corresponding profile, and assign rights for it. Follow the link below for more about "Rights".

Closing the pop-up saves your new user. You still need to log in as the new user.

Window button:

Add:

Add new users or user profiles.

Delete:

Delete new users or user profiles.

Add fingerprint:

Select the user to add their fingerprint, and the user can log in using their fingerprint.

Delete fingerprint:

Delete the fingerprint that the user has already added, the user cannot log in through fingerprint.

Import profile:

Import user profile.

Export profile:

Export user profile.

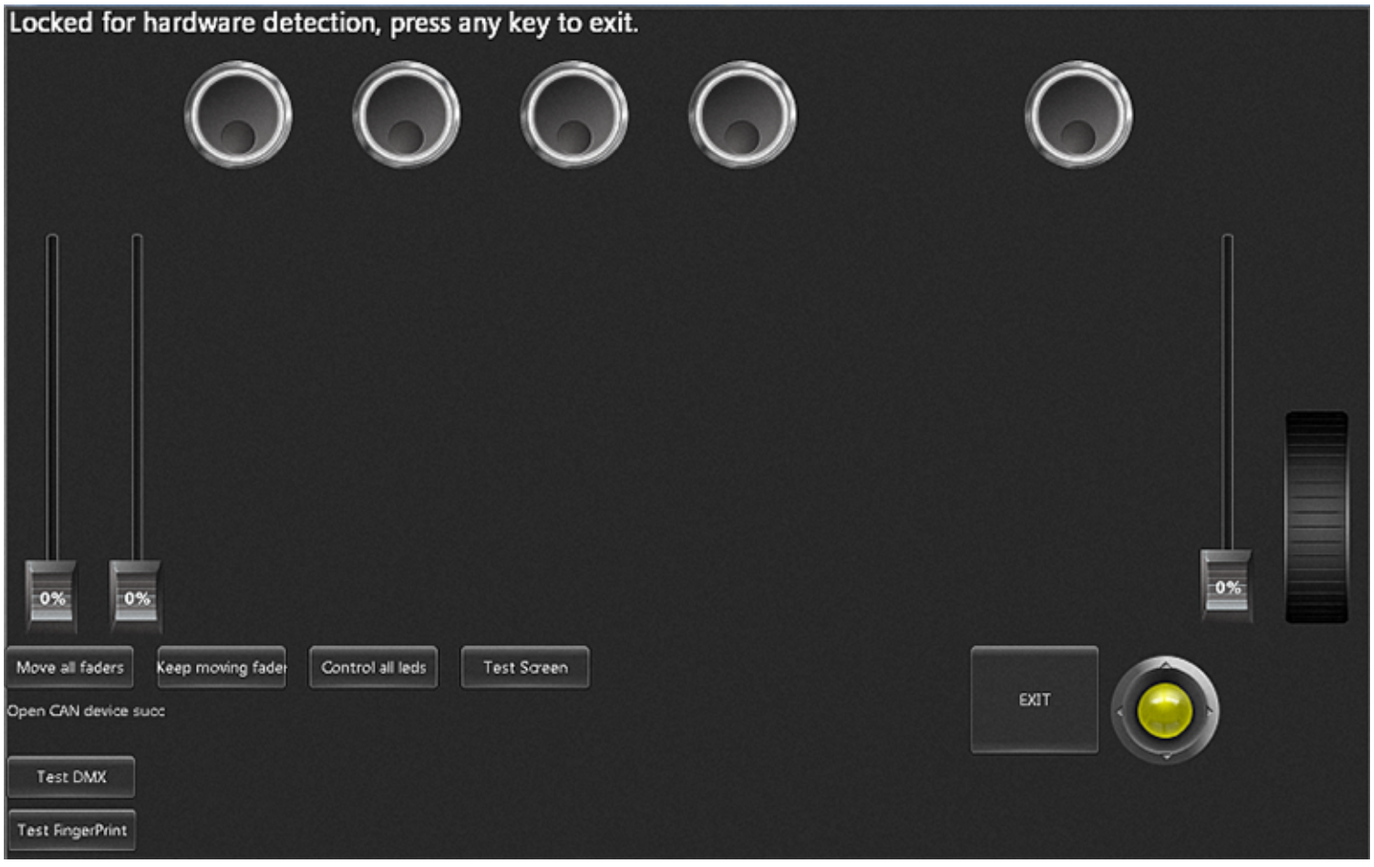
Related Links

Setup/Console on page 621
Login window on page 586
Login Keyword on page 329
Logout Keyword on page 329
User Keyword
UserProfile Keyword

Hardware Detect

This window can be used to detect the working conditions of buttons, faders and encoders of the panel.

Press Setup, then click Hardware Detect button under the Console tab, a note for saving show file pops up, if no need to save it, directly click the test button. Click Enter in a popup, a testing window as shown below:



Click "Move all Faders", then all faders should simultaneously move up/down.

Click "Keep moving faders", then all faders will simultaneously move up/down repeatedly.

Click "Control all LEDs", and then all LED lights can be controlled on/off.

To test the sensitivity of the faders, touch the faders with fingers and the frames of simulating faders on the screen turn red.

Move the trackball, the focus on the LCD screen should move in the same direction; press and hold Mouse button, move the trackball, coordinates on the lower right corner keeping changing.

Sequentially press Mouse, left, middle, right and trackball button, the first press of a specific button, its corresponding LED light should be on, and a second press of that button, the LED light should be off. Test other buttons in the same way.

Transverse seven encoder detection: rotate the encoder in the left / right direction, respectively, corresponding to the the encoder icon on the LCD screen should turn left/right; when the encoder is pressed, the color of the corresponding encoder icon is changed, then rotate the encoder in the left / right direction, respectively, corresponding to the the encoder icon on the LCD screen should turn left/right.

Dimmer encoder test: rotate the encoder upwards/backwards, the corresponding encoder icon on the LCD screen should move up/down.

Put a finger to the sensing area of a fingerprint reader, a fingerprint image should display on the LCD screen.

To quit the testing program, press "Esc" button or any button of the keyboard.

Related Links

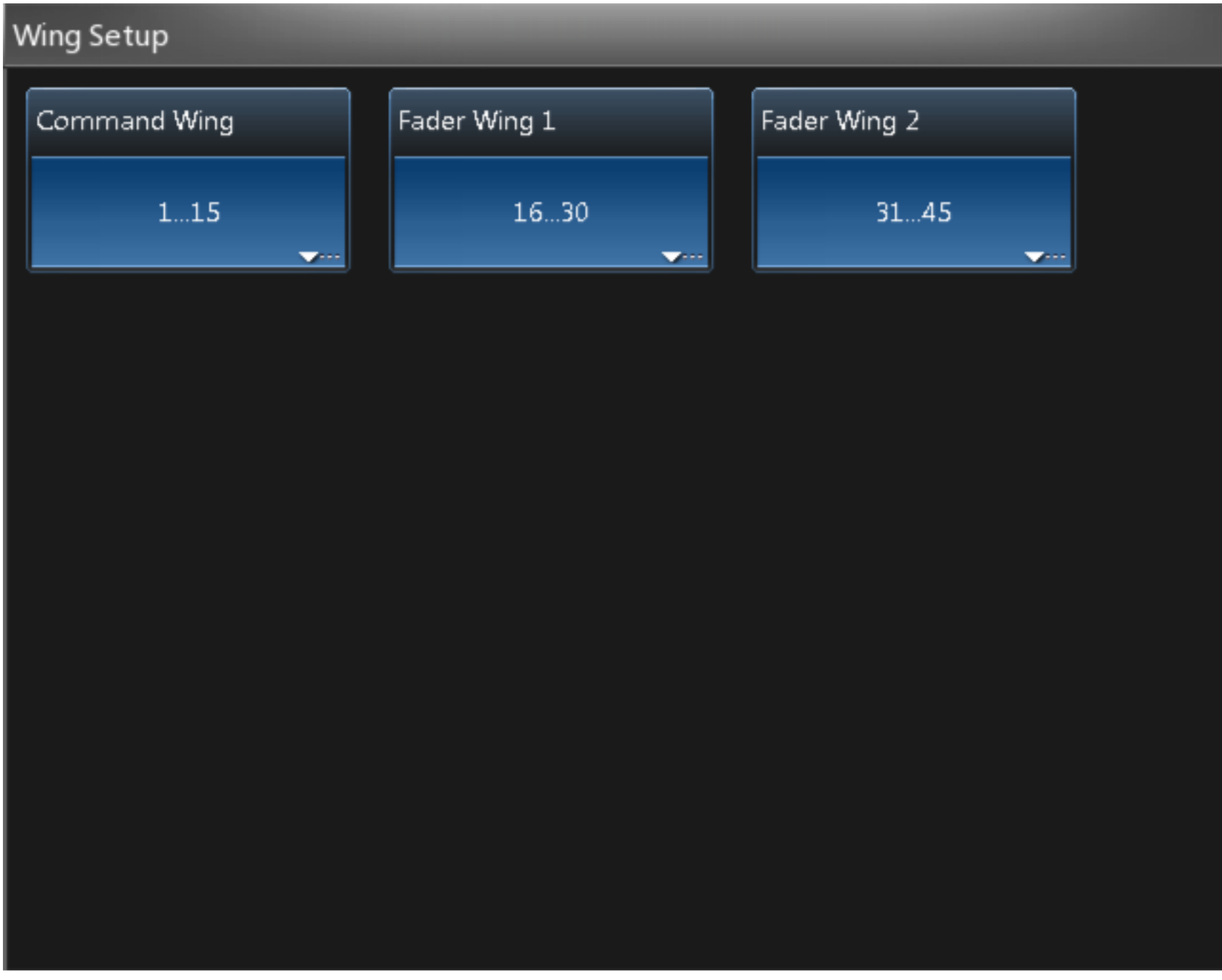
Setup/Console on page 621

Wing Setup

Wing can be reconfigured on this window.

You can access this window by pressing the Setup key,then the "Console" tab followed by the "Wing Setup" button.

This is what it could look like:



Maximum support for one Command Wing and two Fader Wing. You can set the corresponding configuration as needed.

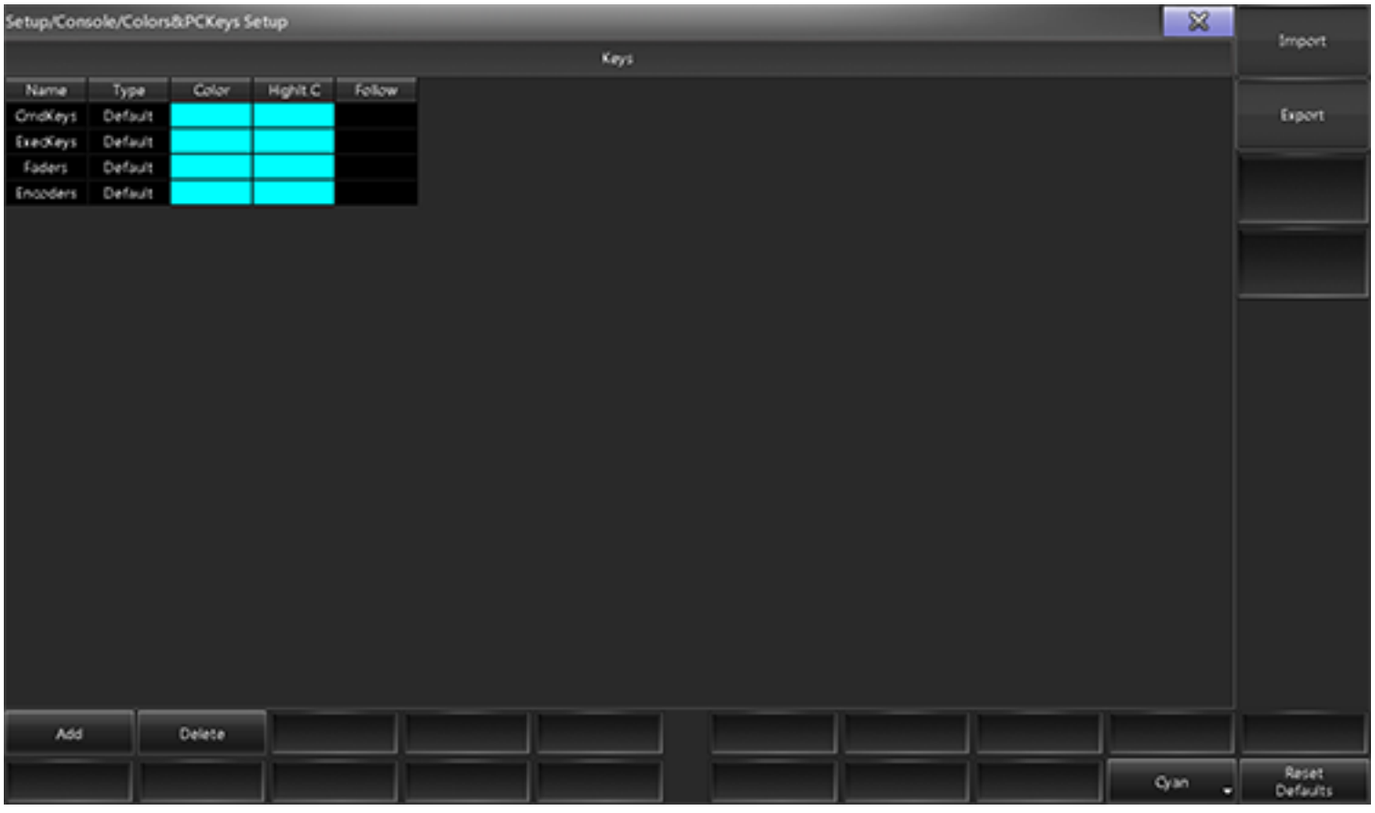
Related Links

Setup/Console on page 621

Colors & PCKeys Setup

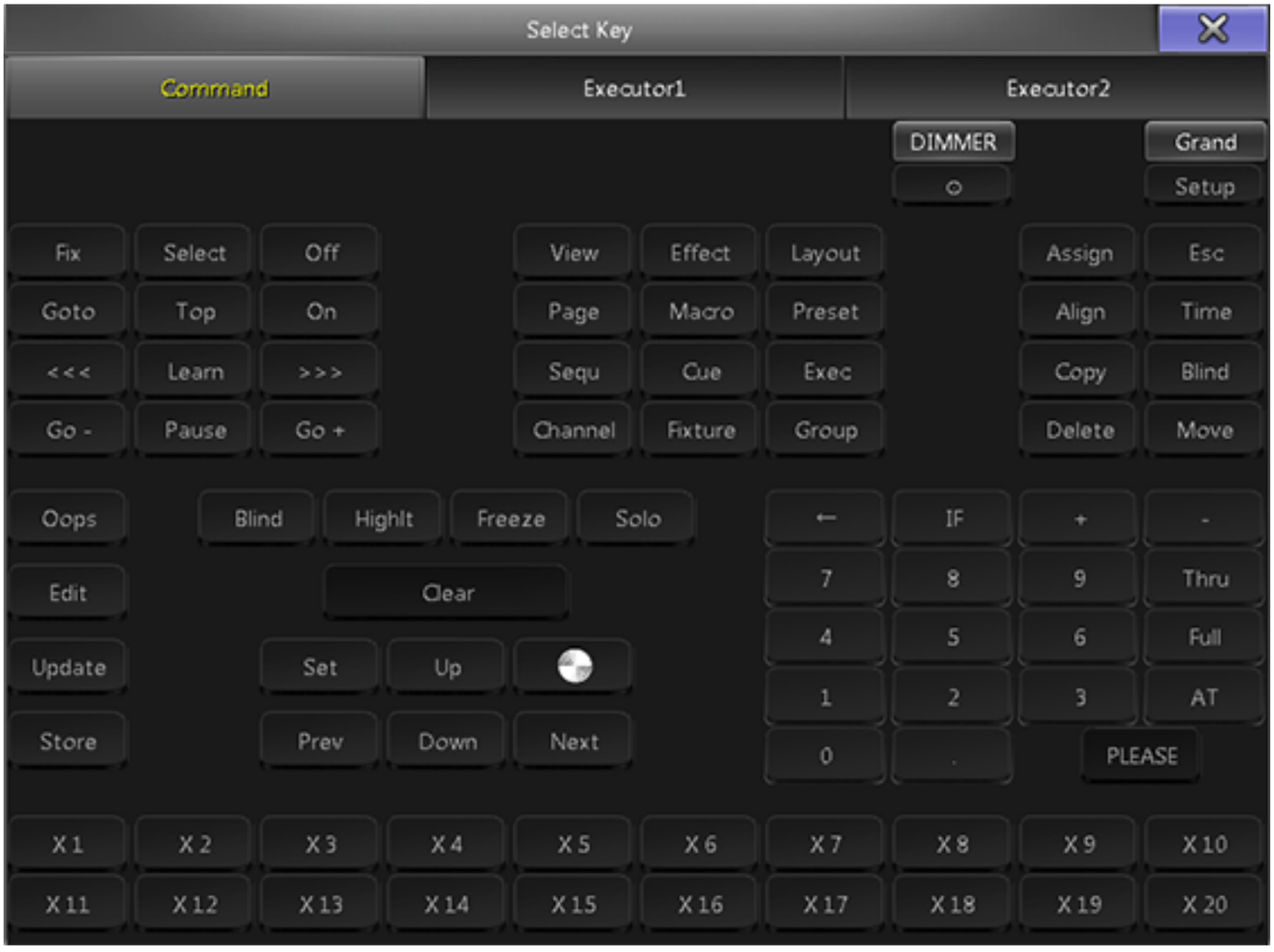
In this window, the buttons, and encoder background colors of the TEKMAND G3 console can be set.

Press Setup - Console - Colors & PCKeys Setup, the Window shown in the following figure can be opened:



The button area of the window displays buttons,and encoders that allow for changing the backlight color, which can be individually adjusted.

Press the Add button in the window to select the buttons, and encoders that need to modify the backlight color, and place them in the button area.



The button functions of the window are as follows:

Add:

Pop up the "Select Key" window with selectable buttons, and encoders.

Delete

Delete the added buttons, and encoders.

Color:

Switch the default backlight colors for buttons, and encoders, including white, cyan, magenta, yellow, red, green, and blue.

Reset Default :

Restore the buttons, and encoders with modified backlight colors to their default colors.

Import:

Import backlight color files for buttons, and encoders.

Export:

Export backlight color files for buttons, and encoders.

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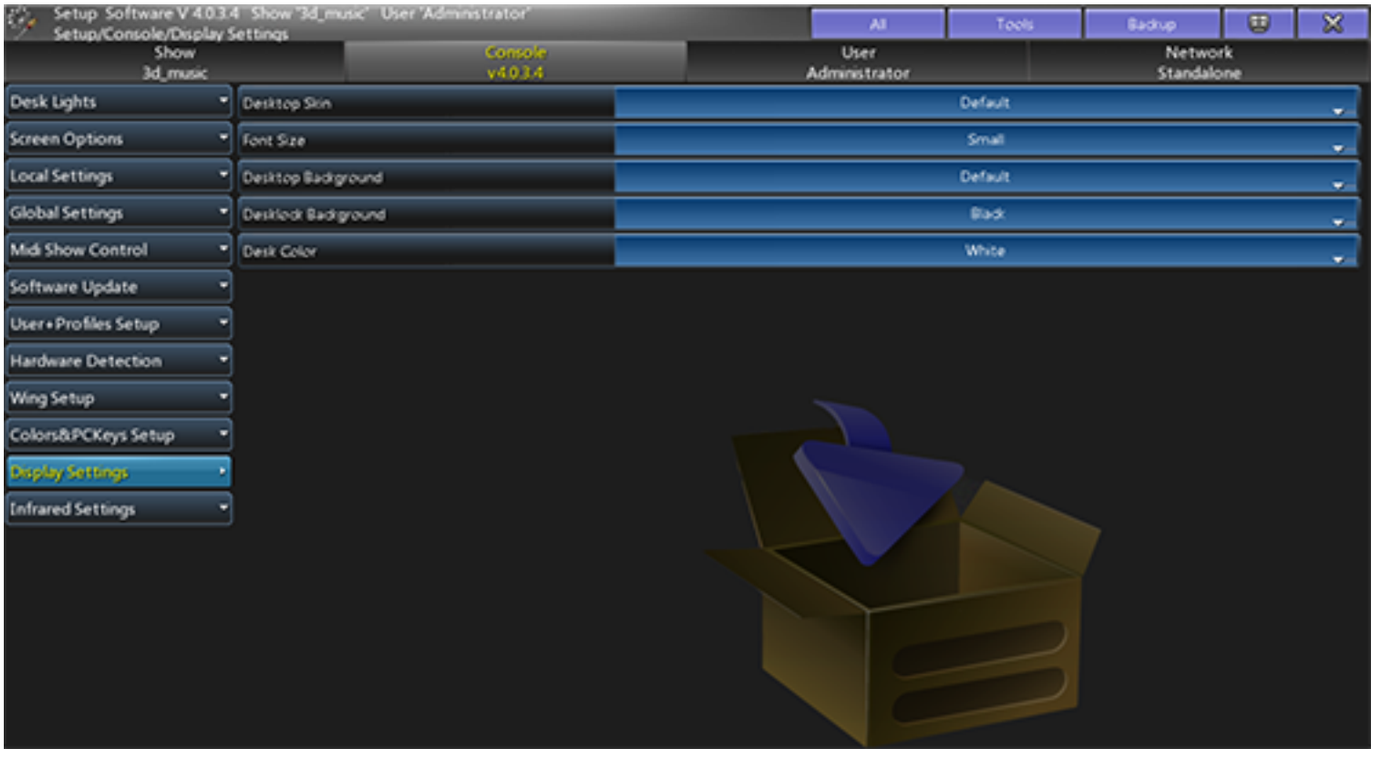
Related Links

Setup/Console on page 621

Display Settings

The window is used to set the desktop skin, font size, desktop background, desklock background.

Press Setup, then click Display Settings button under the Console tab, a window popups. It could look like this:



There are 4 options here:

Desktop Skin:

There are a total of 8 sets of skins available on the console.

Font Size:

There are 3 sets of fonts available on the console.

Desktop Background:

Select the style of Desktop Background.

Descolock Background:

is used to select the background image of the console Descolock: Blank, image Pool Picture, Current Desk UI.

Desk Color

The button backlight colors used to select the TEKMAND G3 console are white, cyan, magenta, yellow, red, green, and blue.

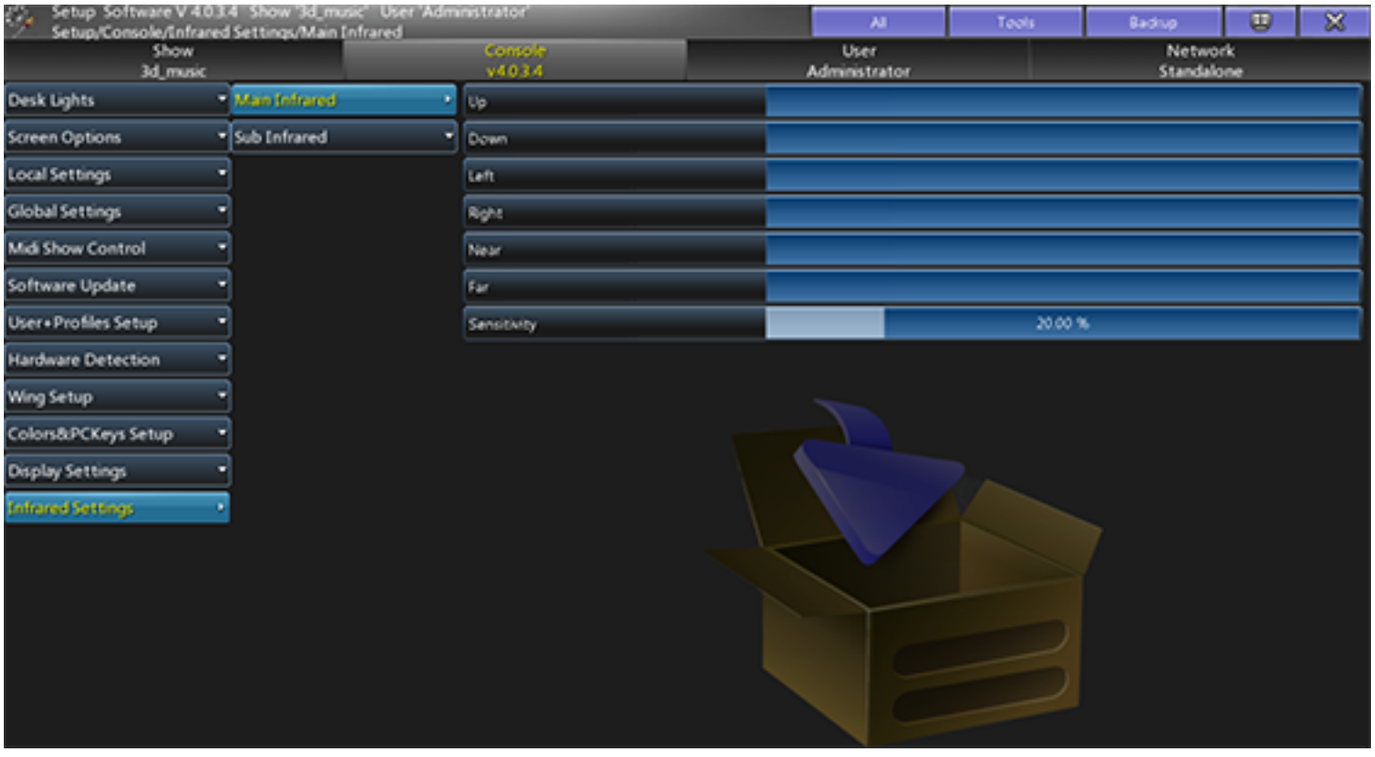
Related Links

Setup/Console on page 621

Infrared Settings

TEKMAND G3 This interface can be set to infrared gesture recognition.

Press Settings - Console - Infrared Settings to open the interface shown in the following figure:



There are two sets of infrared settings, main infrared and sub infrared, and both sets are the same, so only the main setting will be introduced here, the main setting functions are as follows:

1、 The gestures in the Up, Down, Left, Right, Far, and Near directions can be set to command functions such as Go+ and Go -, respectively

2、 Sensitivity can set the time interval between two gesture commands. If the shortest time interval is required, the sensitivity is set to 0%; If the longest time interval is required, the sensitivity is set to 100%;.

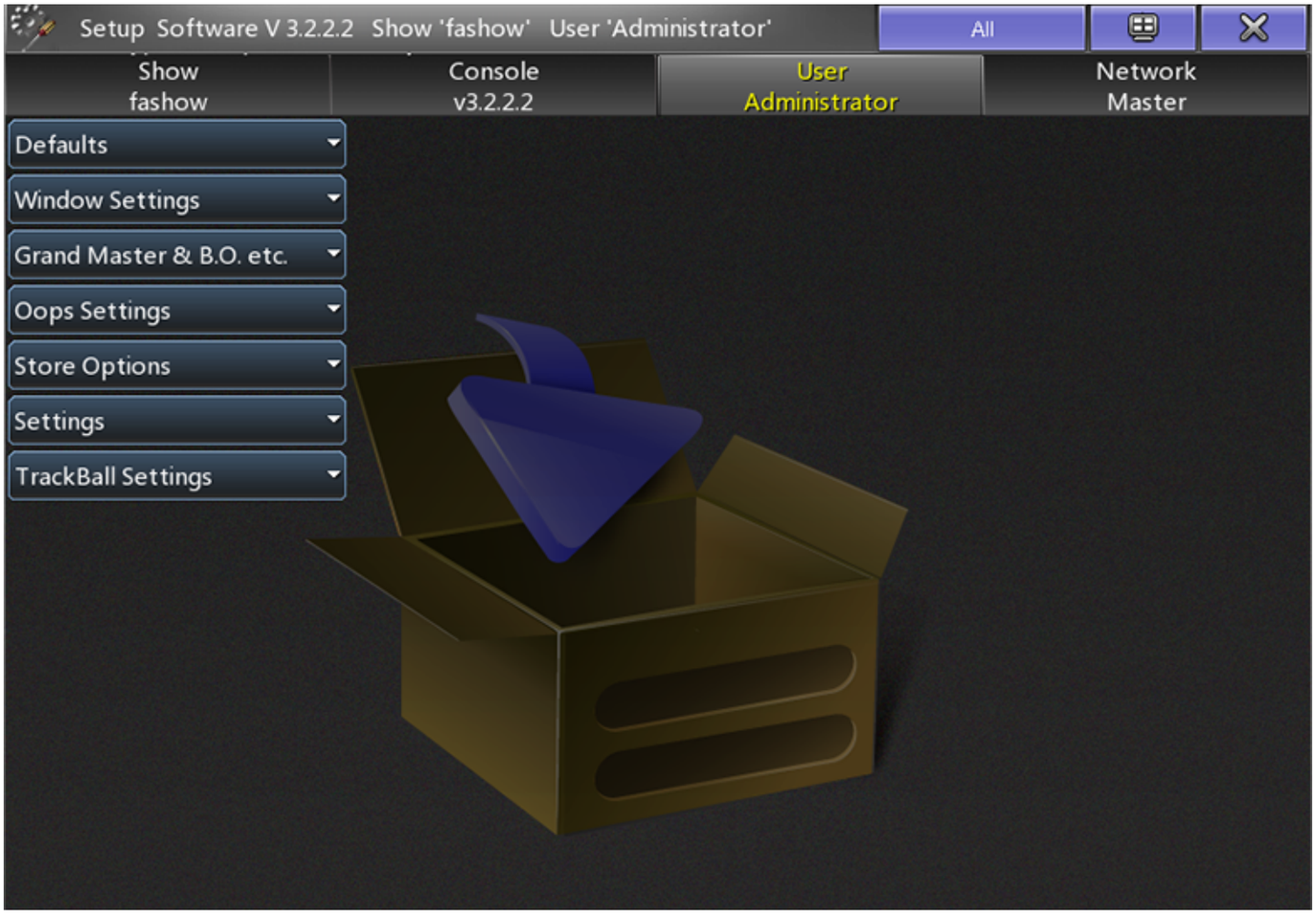
Related Links

Setup/Console on page 621

Setup/User

User settings apply to current user profile, all stations, and stored to the show file.

Press Setup, then click User tab, a window popups. It could look like this:



There are several sub categories under User tab. Please refer to the links below to read more information about each item.

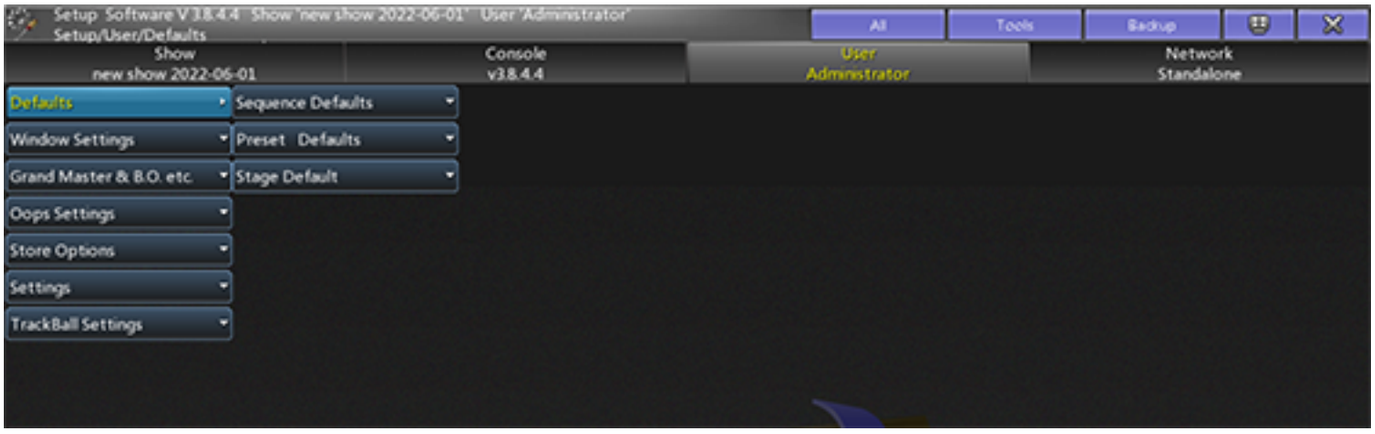
Related Links

Setup on page 587
Defaults on page 640
Window Settings on page 644
Grand Master & B.O. etc. on page 647
Oops Settings on page 649
Store Options on page 650
Settings on page 652
TrackBall Setting on page 653
Setup Key on page 366
Setup Keyword on page 342

Defaults

This window can be used to modify user default options.

Press Setup, then click Defaults button under the User tab, a window popups. It could look like this:



There are some sub categories under "Default".

Sequence Defaults

These setting are used as defaults setting when storing cues and sequences. The window could look like this:



Fade:

This is the fade time of the cue.

Out Fade:

This is the fade time for values going down in value in this cue, it only effect on brightness.

Delay:

This is used to define a delay time between the Go and the execution of the fade.

Out Delay:

This is a delay time (the time to wait before executing the out fade).

SnapDelay:

The default is 0% and this isn't displayed in the column. When type in a number, it will display as a percentage. Some fixtures have features that are set to snap (disregard the fade time - and move instantly). It needs to set the Snap feature "On" in the fixture library. With this percent value, you can control when this snap occurs. If it's set to 0% the snap executes right in the beginning of the fade. If it's set to 100%, then the snap executes at the end of the fade.

Tracking:

Open/Close the Tracking function of the sequence.

Trig:

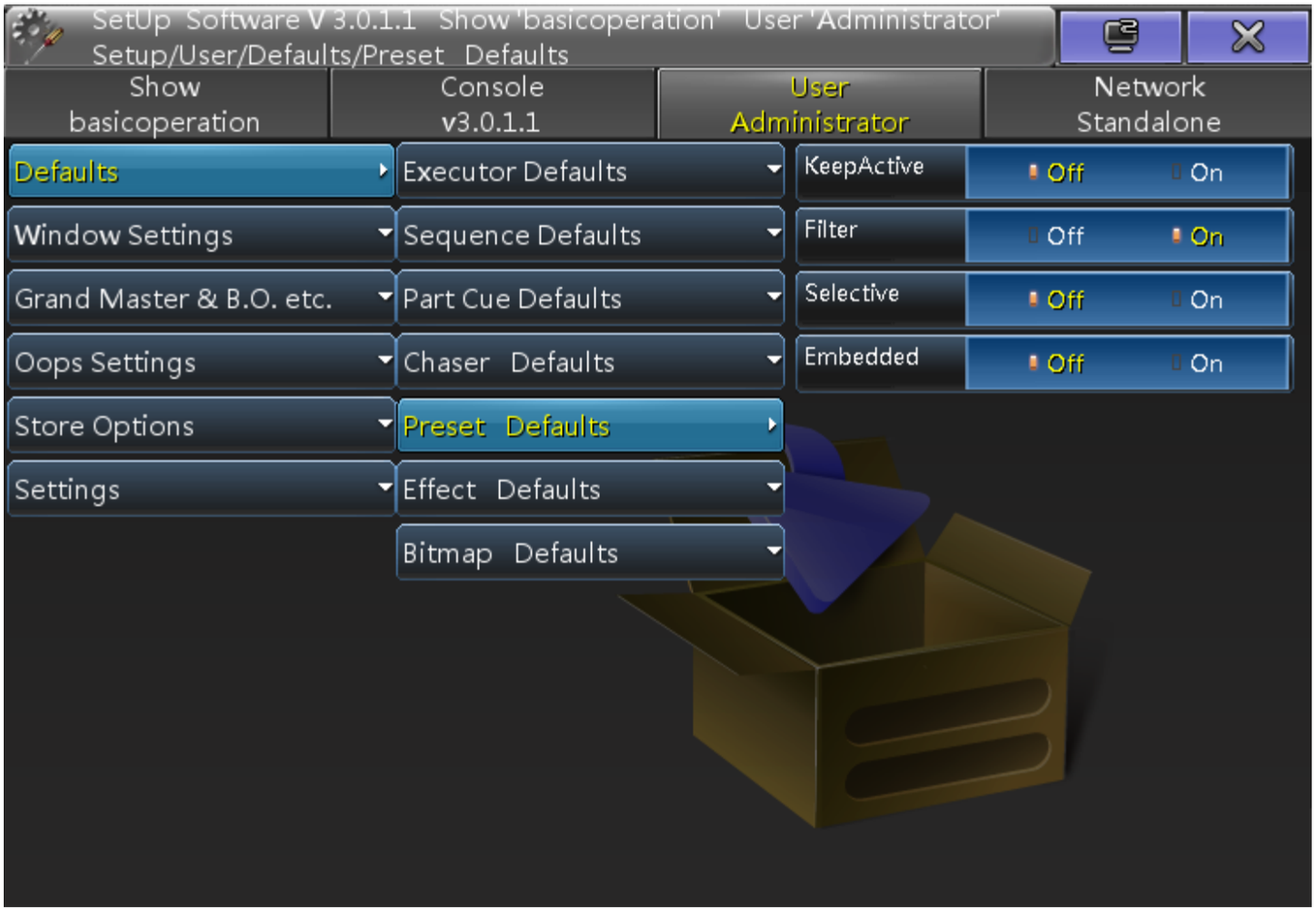
Right click to pop up a Select Trig list. There are five options: GO, Time, Follow, Sound and BMP.

TrigTime:

If you have selected the trigger "Time", you can specify the trigger time here.

Preset Defaults

These setting are used as defaults when storing presets. The window could look like this:



KeepActive:

If this is 'On', you will keep your values active in the programmer after storing a preset.

Filter:

If this is 'On' then you can only store the preset type in the respective preset pool. If it's set to Off, then you can store all values in every preset pool. The "All Prest" won't be influenced by this setting.

Selective:

When it's 'On', the presets created only apply to the selected fixtures.

Embedded:

When it's 'On', the preset can be embedded with other presets.

Stage Defaults

The settings under this option are used as the default settings for the 3D stage, and the window is shown below:

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X:

The default X-axis position of the added model on the stage.

Y:

The default Y-axis position of the added model on the stage.

Z:

The default Z-height position of the model added on the stage.

Units:

The positional unit of the stage model.

Mode:

The default mode of the Stage window: Normal, 3D.

Delete Confirm:

Whether a prompt is required when the stage model is deleted.

Related Links

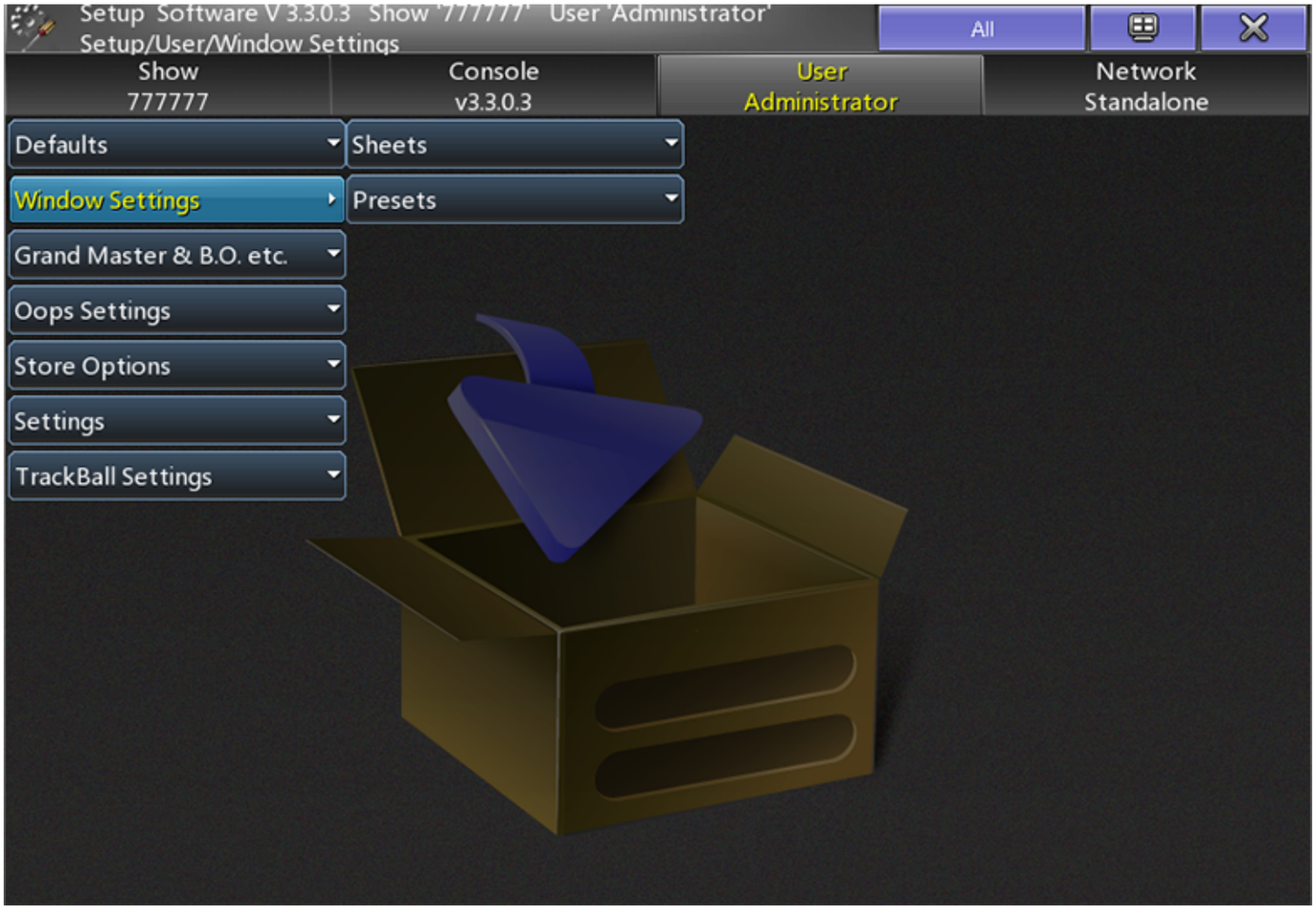
Setup/User on page 639

Window Settings

This window can be used to change the style of displaying windows.

Press Setup, then click Window Settings button under the User tab, a window popups. It could look like this:

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There are some sub categories under "Window Settings".

Sheets

Through the items you can set the default options for each sheet. The window could look like this:



6 types of sheets in this window, default attribute settings of each sheet, refer to the links below.

Presets

Through the items you can modify the default attribute settings of presets. The window could look like this:



10 types of presets in this window, default attribute settings of each preset, refer to the links below.

Related Links

Setup/User on page 639
Channel Sheet on page 374
DMX Sheet on page 376
Fixture Sheet on page 377
Sequence Content Sheet on page 379
Sequence Executor Sheet on page 381
Sequence Tracking Sheet on page 384
Sheet Options on page 391
Preset Pools on page 438
Preset Options on page 440

Grand Master & B.O. etc.

Here you can choose to activate or deactivate Grand Master fader, Grand Master key, Solo and Highlight keys.

Press Setup, then click Grand Master & B.O. etc. button under the User tab, a window popups. It could look like this:

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There are 7 On/Off options here:

Blackout:

If this is "On" then the B.O key is active. When "Off" it doesn't work.

Solo:

If this is "On" then the Solo key is active. When "Off" it doesn't work.

Hightlight:

If this is "On" then the Highlt key is active. When "Off" it doesn't work.

GrandMaster:

If this is "On" then the Grand Master Fader is active. When "Off" it doesn't work.

Channel Page +/-:

This can be used to turn off Channel Pages.

Blind:

If this is "On" then the Blind key is active. When "Off" it doesn't work.

Link Fader & Button Page:

You can link the Executor Fader Page and the Executor Button Page. So when you press the Fd Pg + button it also changes the Button page number.

Related Links

Setup/User on page 639
B.O. Key on page 358
Solo Key on page 366
Highlt Key on page 363
Blind Key on page 358

Oops Settings

This window is used to Oops operation setting of current user.

Press Setup, then click Oops Settings button under the User tab, a window popups. It could look like this:



There are 3 options here:

General:

If this is "On" then you can Oops general changes.

Views:

If this is "On" then you can Oops view changes.

Prog:

If this is "On" you can Oops programmer changes.

Related Links

Setup/User on page 639
Oops Key on page 366
Oops Keyword on page 334

Store Options

Here you can change the default store options.

Press Setup, then click Store Options button under the User tab, a window popups. It could look like this:



The buttons of the Store Options can be divided into 5 parts. When the buttons are activated, their fonts turn yellow.

Date Source Indicate the contents stored by the console.

Prog.:

When this option is selected, the console will store contents in the programmer.

Output:

This will store status of the current output from the console.

DMX In:

This will store the current DMX input.

Presets Indicate setting of storing presets.

Preset Filter:

If this is 'On' then you can only store the preset type in the respective preset pool. If it's set to Off, then you can store all values in every preset pool. The "All Prest" won't be influenced by this setting.

Selective/Global/Universal:

Creates preset for single fixtures, all of the same fixturetypes, or all fixtures regardless of types.

Allow Embedded:

When it's 'On', the preset can be embedded with other presets.

Keep Activation:

If this is 'On', you will keep your values active in the programmer after storing a preset.

Use Values Indicate value range stored by the console.

Active

Store activated values.

All for selected:

Store all attribute values of selected executors/sequences.

Active for selected:

Store all activated values of selected executors/sequences.

All:

Store all contents.

If not Empty When storing somewhere that isn't empty, a popup will ask for further specification.

Overwrite:

Replace the original content with new content.

Merge:

New content is merged with original content. New content takes precedence if overlapping with original content.

Status Merge:

Merges Programmer content and the tracking status of current cue of selected executor, into destination cue.

Remove:

Remove new content from original content.

Release:

Merges Programmer-content as Release-tags into destination Cue. A parameter with release-tag will relinquish control to other executors/default value, and is displayed in Tracking Sheet and Cue Editor with the value (R).

Other options Except the 4 types of buttons at the bottom of the window, the rest buttons belong to this type.

Stroe Fiter:

This is the same as the Attribute Filter pop-up. Follow the link below to read more about the Attribute filter (Store Filter).

Cue Only:

When activated, stored content only effects the present cue. Restoring all tracked values in the next cue and not track the current stored values.

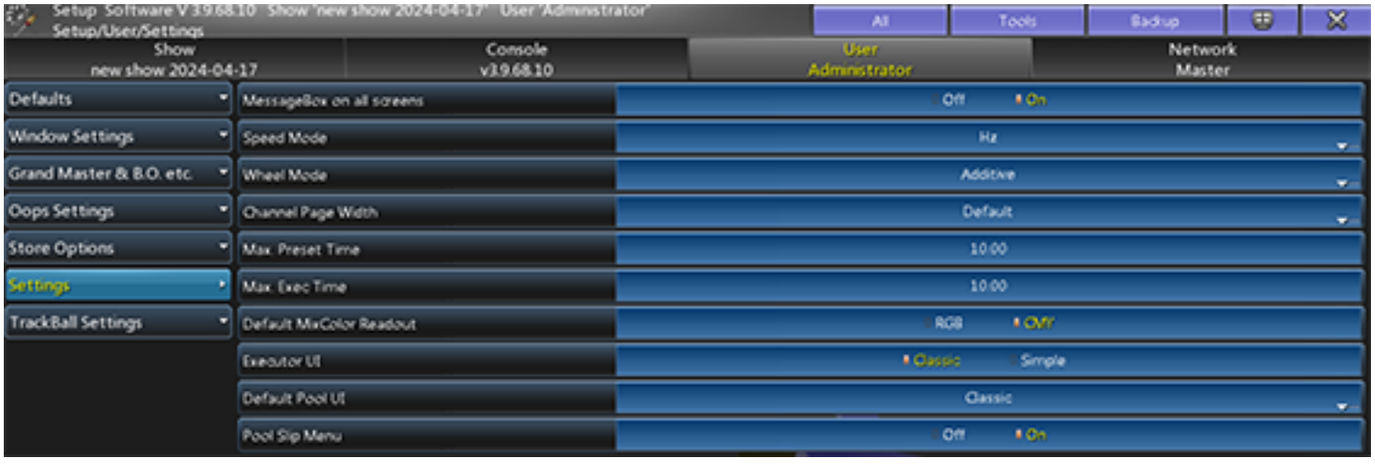
Related Links

Setup/User on page 639
Store Options. on page 577
At Attribute Filter on page 489

Settings

Here you can change the wheel mode, message box options and Speed mode.

Press Setup, then click Settings button under the User tab, a window popups. It could look like this:



There are 10 options here:

Message Box on all screens:

When this is 'On' the message boxes will appear on all screens.

Speed Mode:

Here you can set if the speeds should be in 'Hz', 'BMP' or 'Sec.'.

Wheel Mode:

Click to open Select WheelMode popup, it allows to change the default mode of the wheel. Four options are available: 'Additive', 'Incremental', 'Prop.+' or 'Prop.-'.

Channel Page Width:

Opens the Select Channel Page Width pop-up. Here you can select the width of the cahnnel pages. The options are:"Default","Half page"(15 faders) and "Full Page"(giving you 30 faders).

Max. Preset Time:

This is the maximum allowed Preset time for the Preset Time Special Master at the botoom right corner of Screen 2.

Max. Exec Time:

This is the maximum allowed Executor time for the Executor Time Special Master at the botoom right corner of Screen 2.

Default MixColor Readout:

TEKMAND

There are two options here: RGB or CMY. This is used to select your default color system. if you mostly deal with RGB colors or CMY colors. You can change what sheets and encoders displays, but you should set this to your preferred system.

Execution UI:

This option changes the style of the execution UI: classic, simple.

Default Pool UI:

This option changes the style of the Pool UI window: classic, simple, table mode.

Pool Slip Menu

This option can be enabled, with the Pool UI window sliping pop-up function: save, delete, name, edit, move, assign, copy.

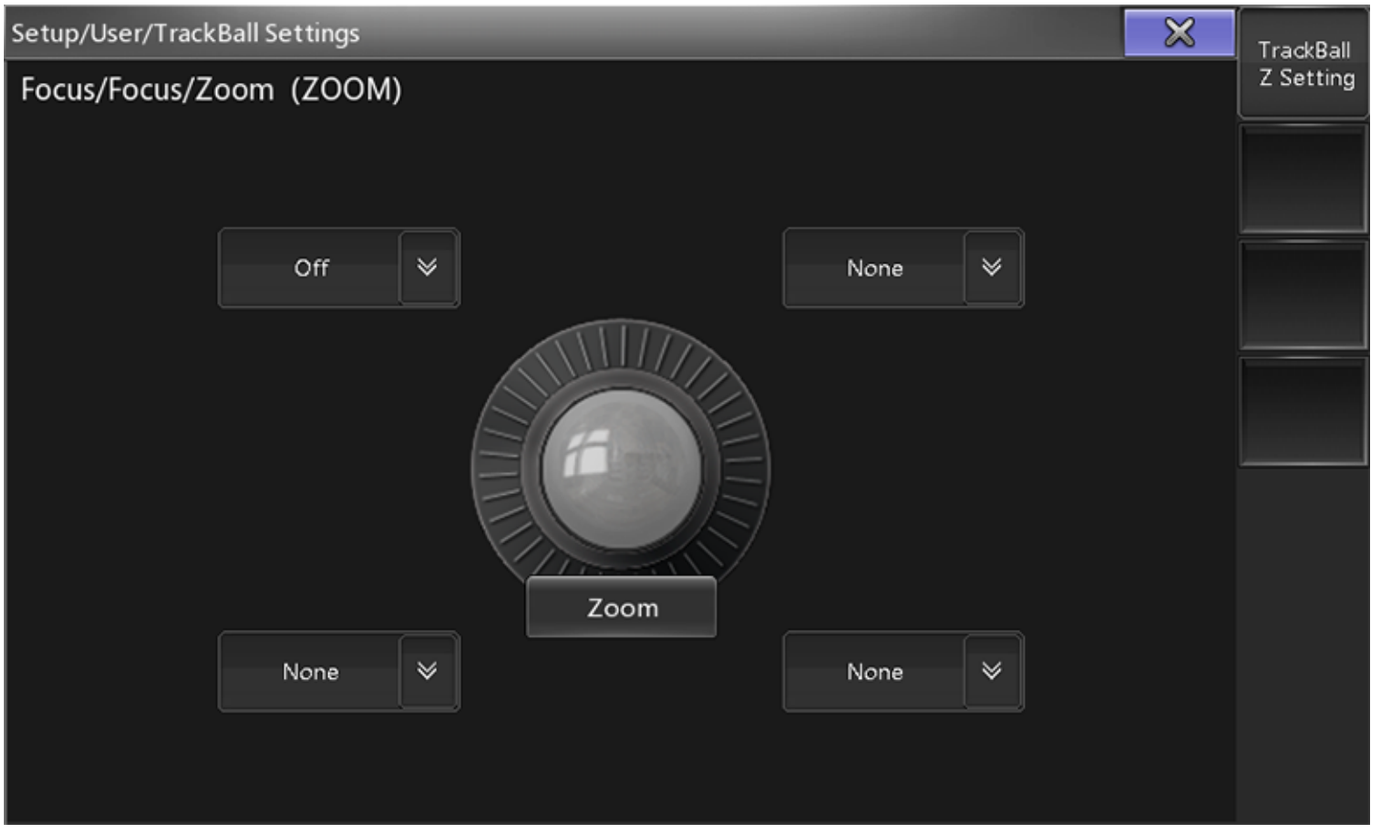
Related Links

Setup/User on page 639
Select WheelMode on page 558
Encoder Toolbars on page 693

TrackBall Setting

This window can be used to change the trackball function.

Press Setup ，Then click Trackball Setting button under the User tab，a window popups, It could look like this：



Click on the right side of window TrackBall Z Setting you can choose Trackball Z attribute.

TEKMAND

Open the top left conner of the main window mode switch button(Default mode：Mouse), You can change the default mode of the trackball , A total of three options: Mouse/Position/Off .

Click on the middle of the Z axis function button(Default function: Zoom), You can be set up trackball Z axis attribute.

The function of the other three buttons can be configured as follow：

None：

No function.

Left Click：

Perform the function of the left mouse button.

Middle Click：

Perform the function of the middle mouse button.

Right Click：

Perform the function of the right mouse button.

Alt：

Click on the switching function of the Z axis.e.g: Set to the original level, after the switch to vertical function.

Flip：

Click on the switch position output value, but the anchor point is constant.

Previous：

The Previous key has multiple functions. If there is a pop-up dialog on screen, the Previous key is used to navigate the focus/cursor within the pop-up. If there is no pop-up, Previous is an immediate hardkey. When presed it will execute the commandline **Previous**.

Next：

The Next key has multiple functions. If there is a pop-up dialog on screen, the Next key is used to navigate the focus/cursor within the pop-up. If there is no pop-up, Next is an immediate hardkey. When presed it will execute the commandline **Next**.

Default：

Default is an object with default-values for all attributes of all fixtures.

Full：

Fullis used to set the brightness values of fixtures at 100%.

Zero：

Zero is an object with 0% intensity-values for all fixtures.

Stomp：

Stomp is a function to stop running effects by setting the EffectForm-Layer to 'Stomp' in the programmer.

Off Selection：

Kicks the current selection out of programmer.

ClearAll：

The **ClearAll** function will clear the selection and discard all values in the programmer.

MatrixReset :

The MatrixReset key has two functions.If a there is a popup dialog on screen, this key will set/select/enable the item that has focus. If there is no popup dialog, this key is an immediate hardkey, and will execute the commandline **MatrixReset** this function will temporary enable/disable any Matricks-settings.

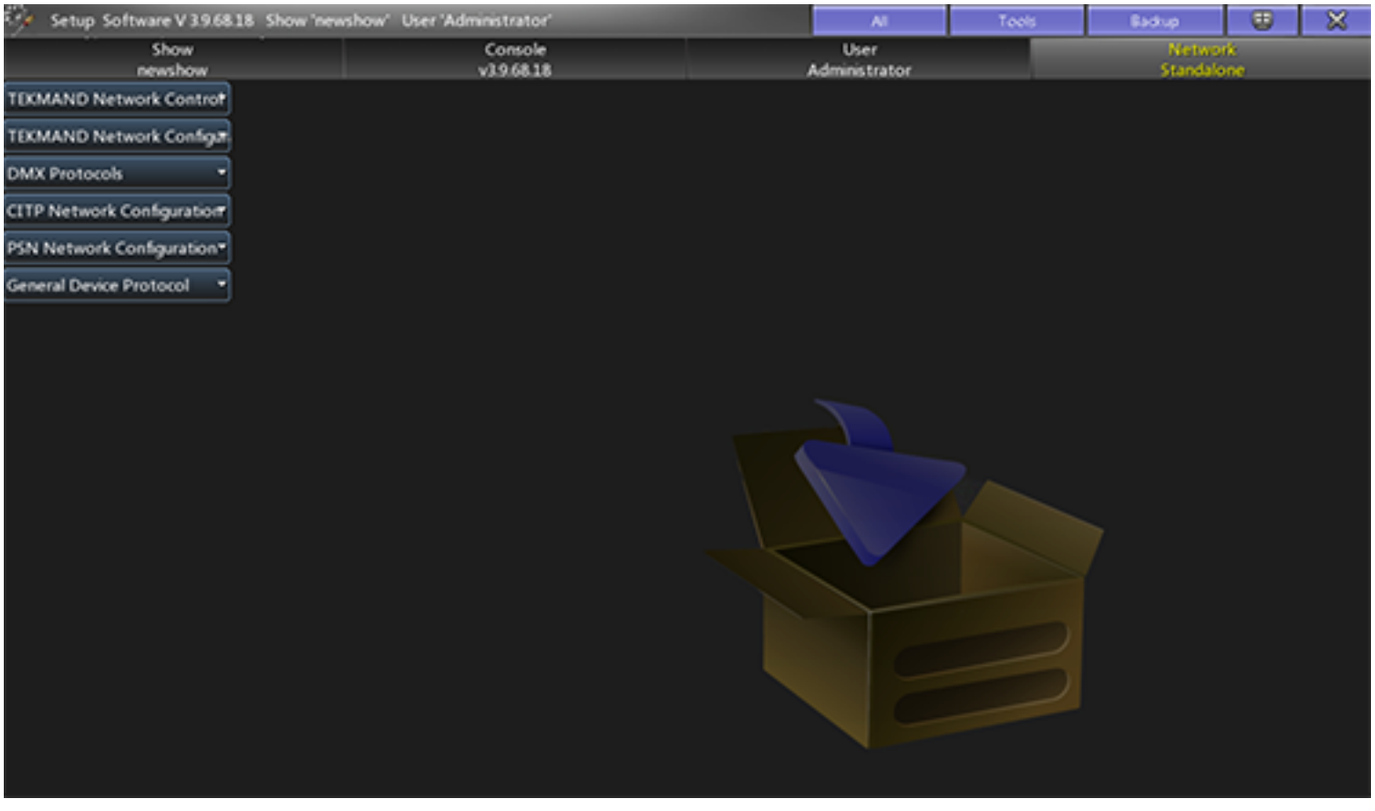
Related Links

Setup/User on page 639
Setup key on page 366
Setup keyword on page 342

Setup/Network

The network option can be used to set IP, create sessions, configure network protocols, etc.

Press Setup, then click Network tab, a window popups. It could look like this:



There are several sub categories under Console tab. Please refer to the links below to read more information about each item.

Related Links

Setup on page 587
FA Network Control on page 656
FA Network Configuration on page 660
DMX Protocols on page 670
Setup / Network / CITP Network Configuration on page 678

Setup Key on page 366
Setup Keyword on page 342

FA Network Control

This menu is used to create and join sessions and invite or dismissing other stations.

Press Setup, then click FA Network Control button under the Network tab, a window popups. It could look like this:



1. Display the current state of the console.

2. Display currently enabled Session, "Unconnected" displays the stations that haven't jointed the Sessions yet.

3. Display the stations of currently selected Sessions.

Sessions

The Session number and name are displayed in the Session part; the state of the console is limited to "Master", "Connected" or "Standalone".

Session settings:

Session ID:

Here you can (before creating a session) choose a session ID number between 1 and 32. You cannot choose a number that's all ready in use.

Session Name:

This is the name of the session.

Session Password:

Here you can set a password for the session.

Stations

In a Stations list, Stations of the corresponding Sessions are displayed, including IP address, status, name, version and type.

Station settings:

IP:

IP address of the console, it can be altered on the condition that no Session is connected to it. Once the IP is altered, it needs to restart to effect.

Station Name:

the name of your station.

Station Priority:

Set up a priority to determine which console to be the master when the existing master leaves.

Station Invitation:

When it's enabled, other Sessions can add this console directly, if it's disabled, it needs to manipulate this console to add itself to other Session.

Buttons at the bottom

Function descriptions:

Join Session:

Join to a selected session, if no session is selected, it will create a new Session.

Leave Session:

Disconnect or quit a Session.

Invite Station:

Invite stations to join the current Session.

Dismiss Station:

Remove selected stations from the current Session.

Limit 100M：

The current controller in the session limits the network speed to 100M

Button on the right side

Function descriptions:

Interface Settings:

Display console IP information and add wireless network.

Interface Settings



1. Display all IP information on the console.

Right Button:

WLan：

Search for adding wireless networks.

Wireless network addition and usage

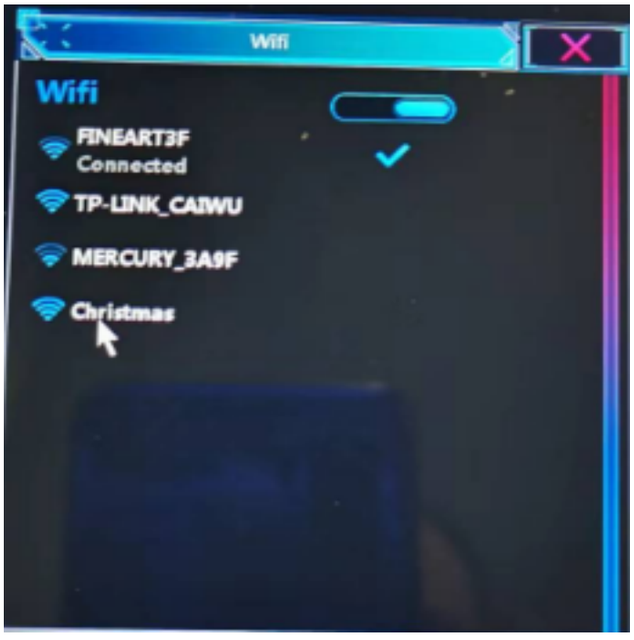
1. Click the button WLan to pop up a WiFi window.



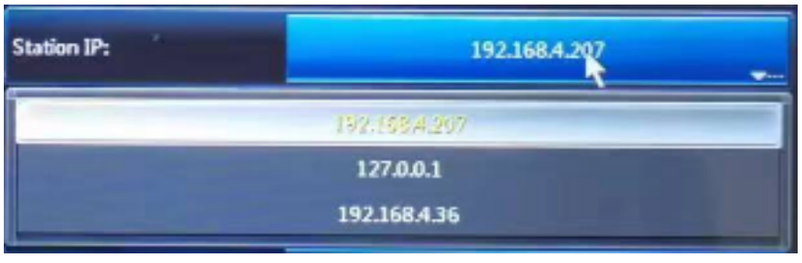
2. Click on the name of the wireless wifi and a password input box will pop up.



3. Successfully added wireless wifi, The end of the wireless wifi name in the wifi window is displayed √ 。



4. In the IP column of the Tekmand network control window, add an IP option for wireless wifi, and switch the corresponding IP for which network to use.



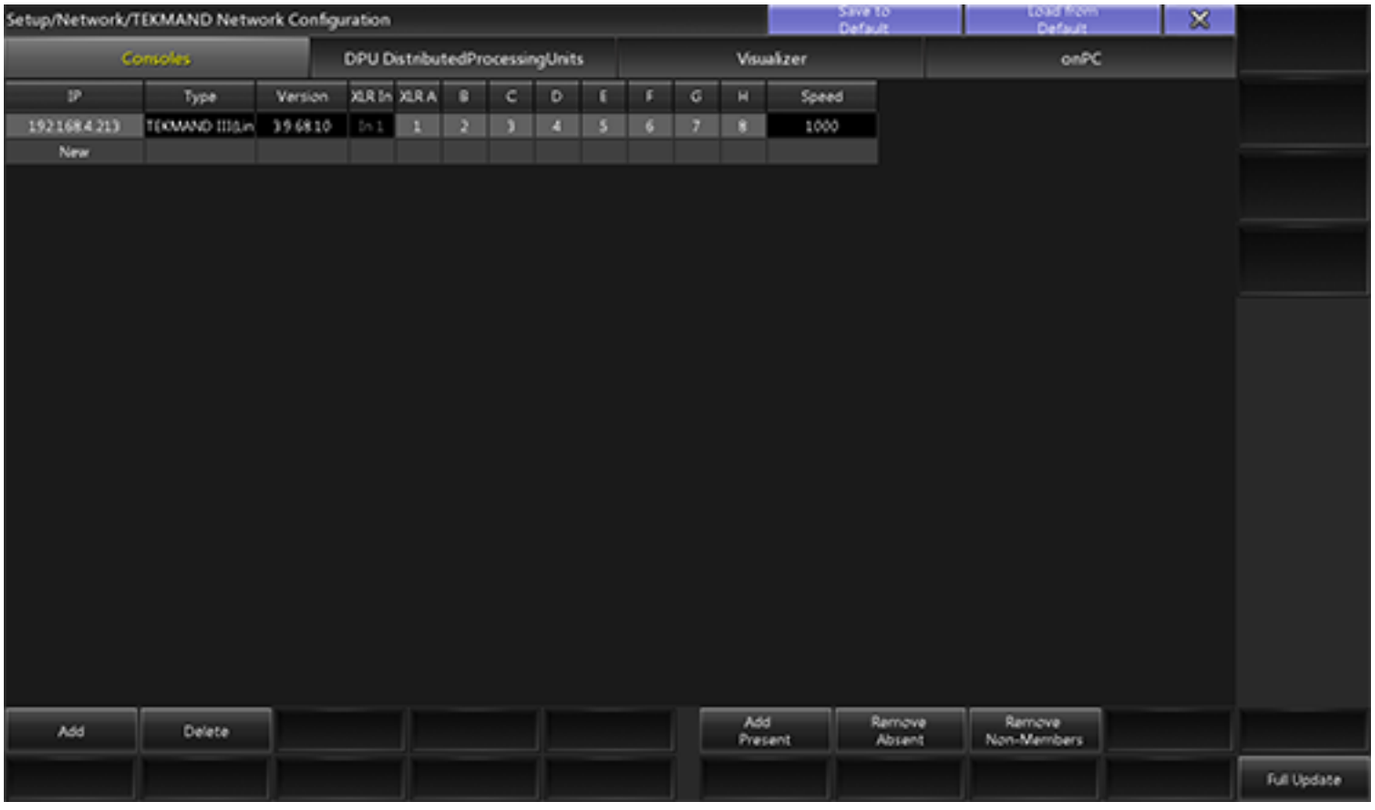
Related Links

Setup/Network on page 655
IP Change Needs Reboot on page 581
Tools Key on page 369
Tools Keyword on page 350
Network Concept on page 91

FA Network Configuration

This window can be used to add console, DPU, Visualizer, onPC, configure DMX input, output, etc.

Press Setup, then click FA Network Configuration button under the Network tab, a window popups. It could look like this:



The buttons at the bottom.

Descriptions of buttons:

Add:

Add new stations.

Delete:

Delete the current stations.

Add Present:

Add the stations that are currently present.

Remove Absent:

This removes stations that are currently not present.

Remove Non-Members:

This removes stations that aren't members of the session.

Shutdown：

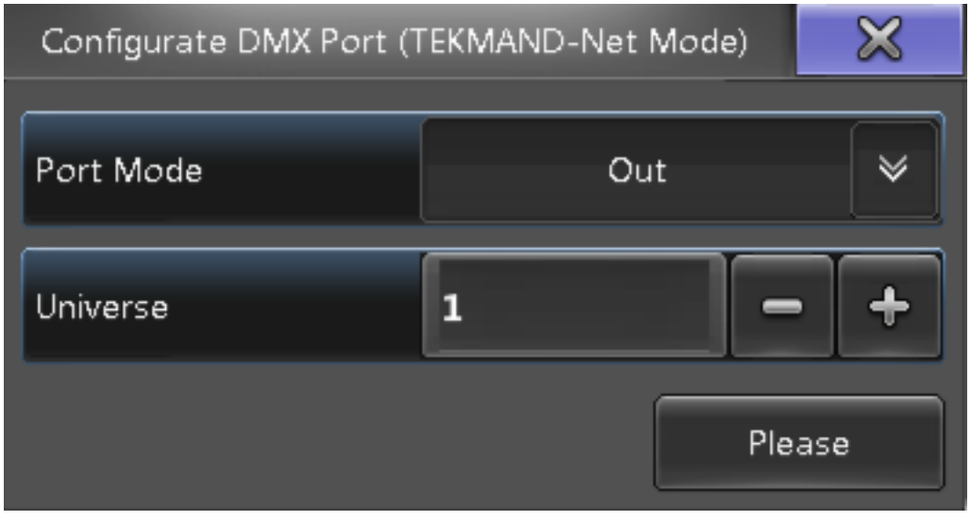
Turn off the selected device

Full Update:

Update the current stations on the network, make its version is consistent with the current devices, can update multiple devices simultaneously

Configure DMX ports

Right click corresponding DMX port, or press Edit , and then corresponding DMX port, a popup window as shown below:



Port Mode:

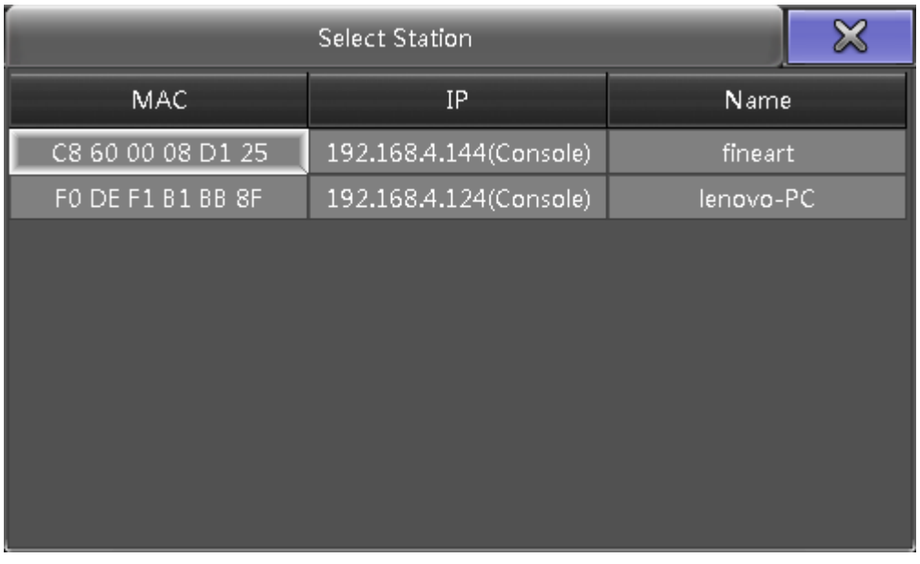
It can be "In", "Out" or "Off".

Universe:

Choose what universe it should use.

Adding a station

Click Add button on the corresponding page, or right click "New", both methods can be used to add stations of corresponding type. When adding station, station list will pop up, it could look like this:



This window can be used to add a specific station, display the Mac address, the IP address and the Name of the station.

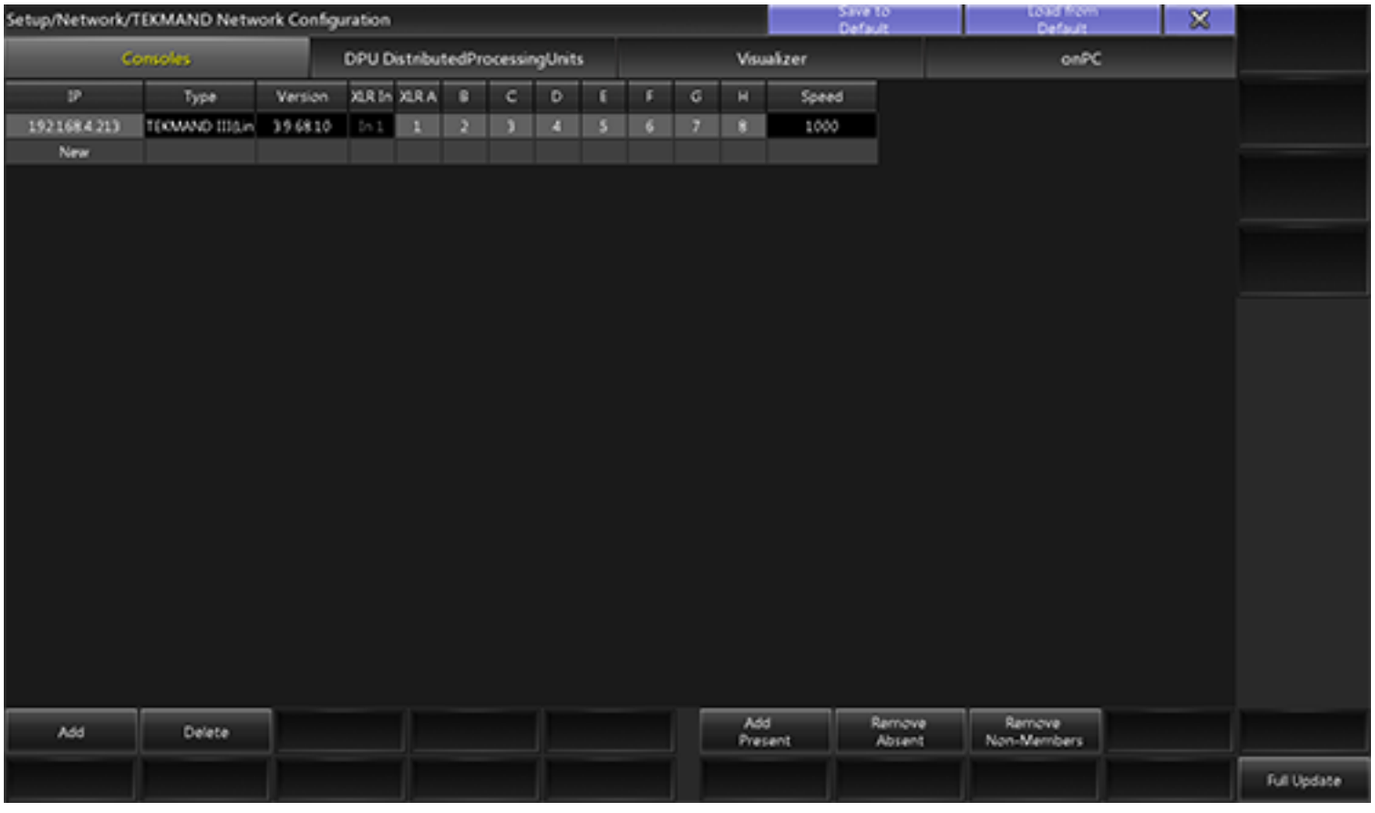
Related Links

Setup/Network on page 655
Consoles on page 663
DPU Network Processing Unit on page 664
TEKMAND 3D Simulator on page 665
onPC on page 668

Consoles

This window can be used to view every console and respective DMX Port configuration.

The window is shown as below:



The Green Background indicates that the stations are currently a member of the session. The Red Background indicates are consoles not available to the session. And the grey Background indicates consoles in the network, but not in your session.

Other parameters:

IP:

This is the IP address of the console.

Type:

Indicate console type and operating system.

Session Member:

Set to Yes to add it to the Session.

XLR A to XLR G:

Set 7 DMX ports on the back panel of the console.

XLR In:

Set 1 DMX port on the back panel of the console.

Version:

This is the software version of the station. A red number tell that the console doesn't have the same version.

Related Links

FA Network Configuration on page 660

DPU Network Processing Unit

In this section you view the added DPU (Network Processing Unit) and their ports configuration in the network.

The window is shown as belew:



Descriptions of parameters:

IP:

This is the IP address of the DPU.

Session Member:

Set to Yes to add it to the Session.

XLR A to XLR G:

Set 7 DMX ports on the back panel of the DPU.

XLR In:

Set 1 DMX port on the back panel of the DPU.

Version:

This is the software version of the DPU. A red number tell that the DPU doesn't have the same version.

Related Links

FA Network Configuration on page 660

TEKMAND 3D Simulator

In this interface, you can view the added TEKMAND 3D, and the corresponding settings.

The window is shown as belew:



Descriptions of parameters:

IP:

This is the IP address of the TEKMAND 3D.

Session Member:

Set to Yes to add it to the Session.

User:

Can switch between different users.

Version:

This is the software version of the TEKMAND 3D.

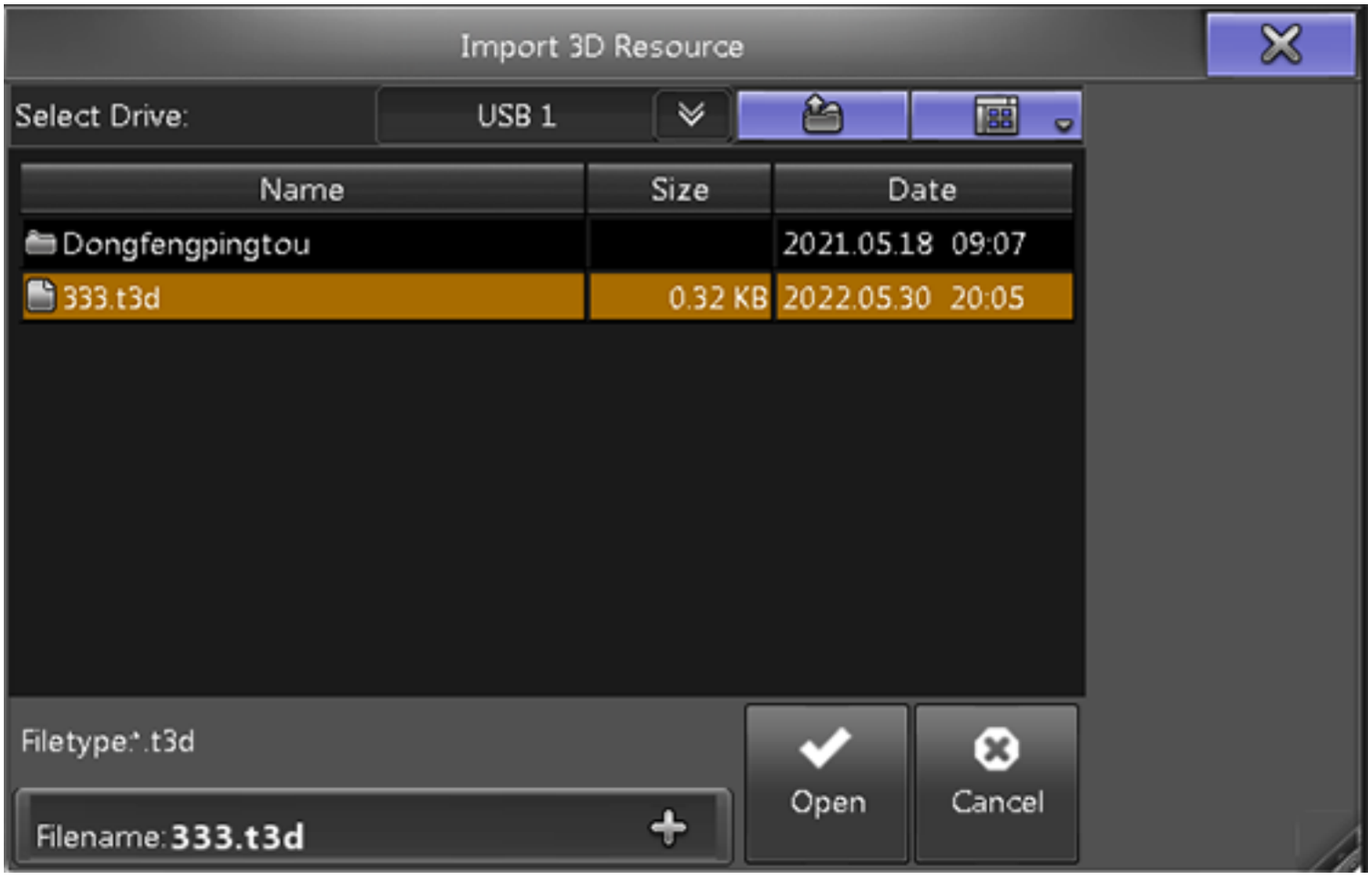
Speed:

The network speed of TEKMAND 3D.

Featured button at the bottom of the window

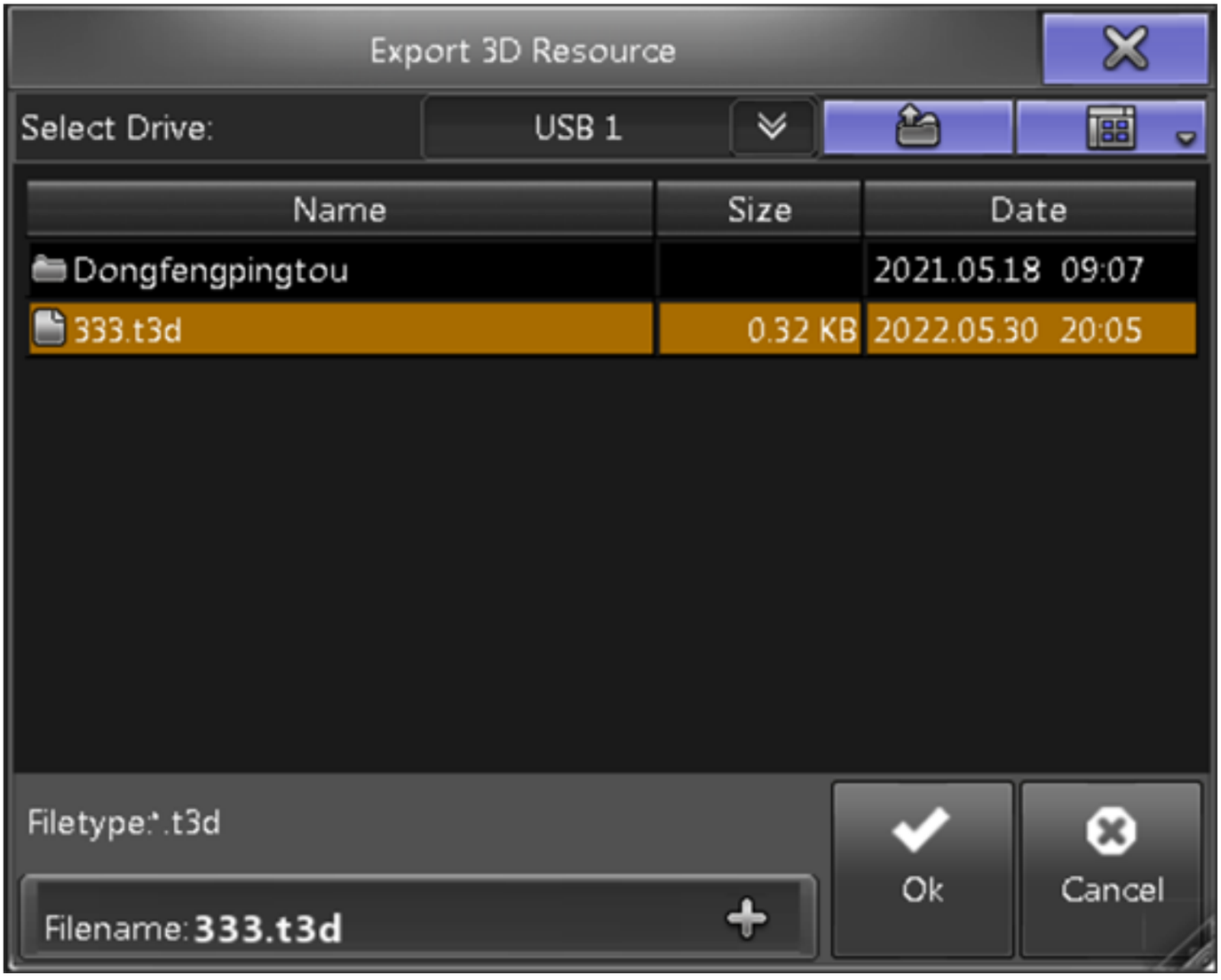
Import: Add 3D stage model resources to a readable file exported.

Import the resource file, as shown below:



Export: The model resource of the 3D stage is exported to a readable file.

Export resource files, as shown below:

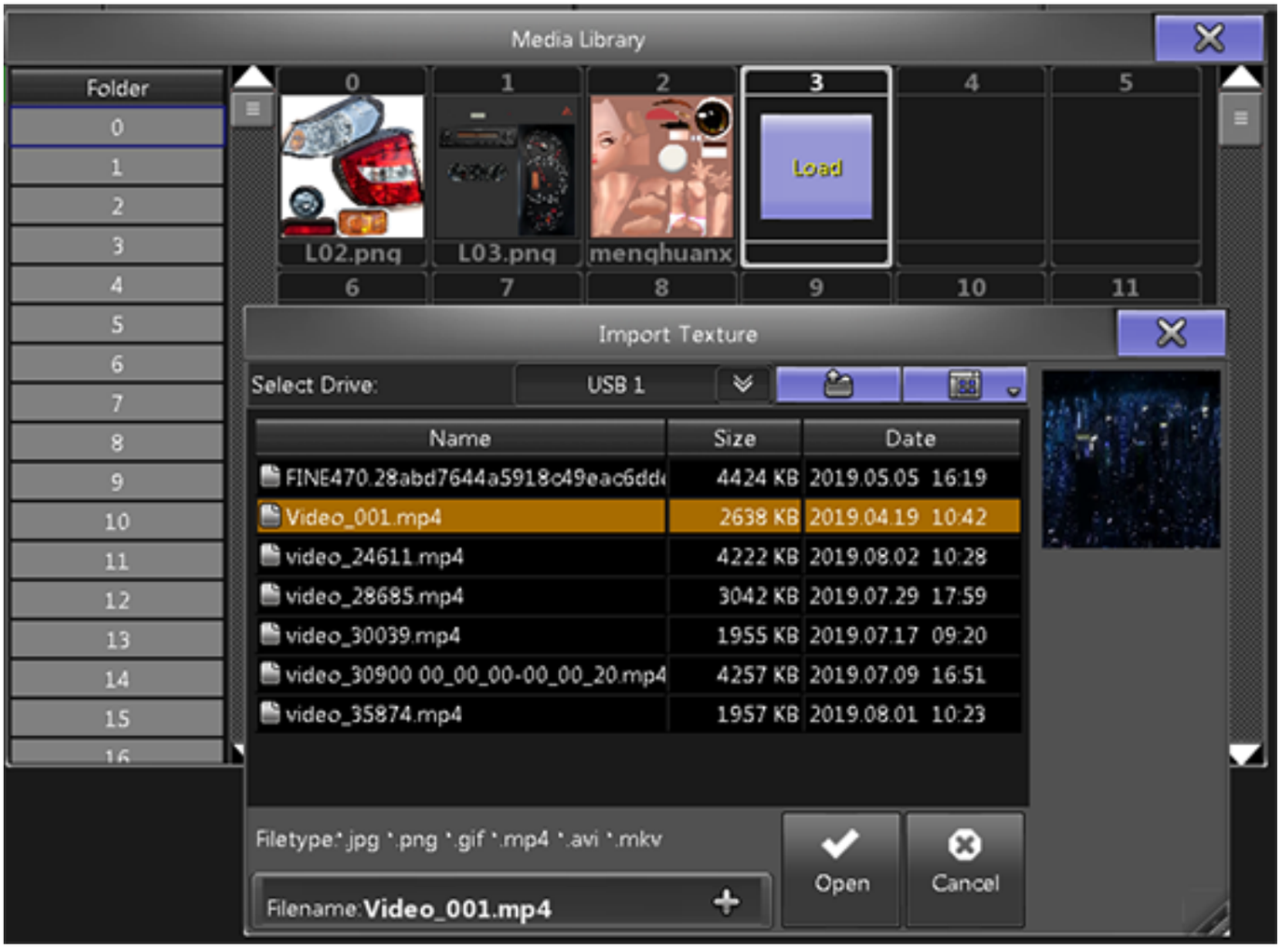


Media Library: Import images and videos.

Media library resources are applied to model edit->select texture->LinkTo->Link function.

Media library resource import, as shown below:

TEKMAND



Related Links

FA Network Configuration on page 660
Media library application on page 427

onPC

This window can be used to view every onPC and the configuration information of the corresponding port on the wings

The window is shown as below:

TEKMAND



The Green Background indicates that the stations are currently a member of the session. And the grey Background indicates consoles in the network, but not in your session.

Other parameters:

IP:

This is the IP address of the onPC.

Type:

Indicates the operating system of onPC.

Version:

This is the software version of the onPC. A red number tell that the console doesn't have the same version.

XLR A to XLR D:

Set 4 DMX ports on the back panel of the TEKMAND COMMAND WING.

FADER A to FADER D:

Set 4 DMX ports on the back panel of the TEKMAND FADER WING.

Speed:

The current network speed of onPC.

Related Links

FA Network Configuration on page 660

DMX Protocols

This for outputting DMX via network protocol. In the console, a number of network protocols are available for DMX transmission.

Important: To output DMX from internal network, the console must have a Session and serve as a Master, because DMX output must from a master console.

Related Links

Setup/Network on page 655
ArtNet on page 670

ArtNet

Artnet is a general-purpose protocol for transferring Dmx over the network.

Important: Artnet is output from the second network port, and the IP address must be: 2.xxx.xxx.xxx.

When the difference between the maximum value and the minimum value of the line connected to the console is greater than 16, it cannot be output on the same TEKMAND Node device, and the number of TEKMAND Node devices should be increased.

Related Links

DMX Protocols on page 670
Setup / Network / DMX Protocols/ ArtNet on page 670
Setup / Network / DMX Protocols/ ArtNet on page 672

Setup / Network / DMX Protocols/ ArtNet

The Tekmand can receive / output DMX via Art-Net.

Attention: ArtNet is outputted from Ethernet connector 2.

This is what the window could look like:



Art-Net is a public protocol for transporting DMX via Ethernet.

On the right side of the ArtNet options there's two buttons:

Artnet Output Active:

When this is on (the text is yellow), then you can output ArtNet.

Artnet Input Active:

When this is on (the text is yellow), then you can input ArtNet.

You can add lines in the ArtNet window. Every Tekmand universe can only have one ArtNet universe assigned.

There several options for each line:

Active:

This is the switch to turn on or turn off the line.

Mode:

This is used to change between the output and input.

Local Start:

This is the first DMX universe to transmit.

Amount:

This sets the number of DMX universes to transmit.

Extern Start:

This will shift the transmitted universe number. E.g. if you set it to (decimal) 15 it will send your first universe to Art-Net 0:F. Set it to 16 and you got Art-Net 1:0. This is currently the only way to set this address.

Delay:

This is the milliseconds between packets. Only for ArtNet output.

Artnet2:

Only for ArtNet output. Art-Net II was introduced 2009. There are currently no support for ArtPoll.

Related Links

ArtNet on page 670

Setup / Network / DMX Protocols/ ArtNet

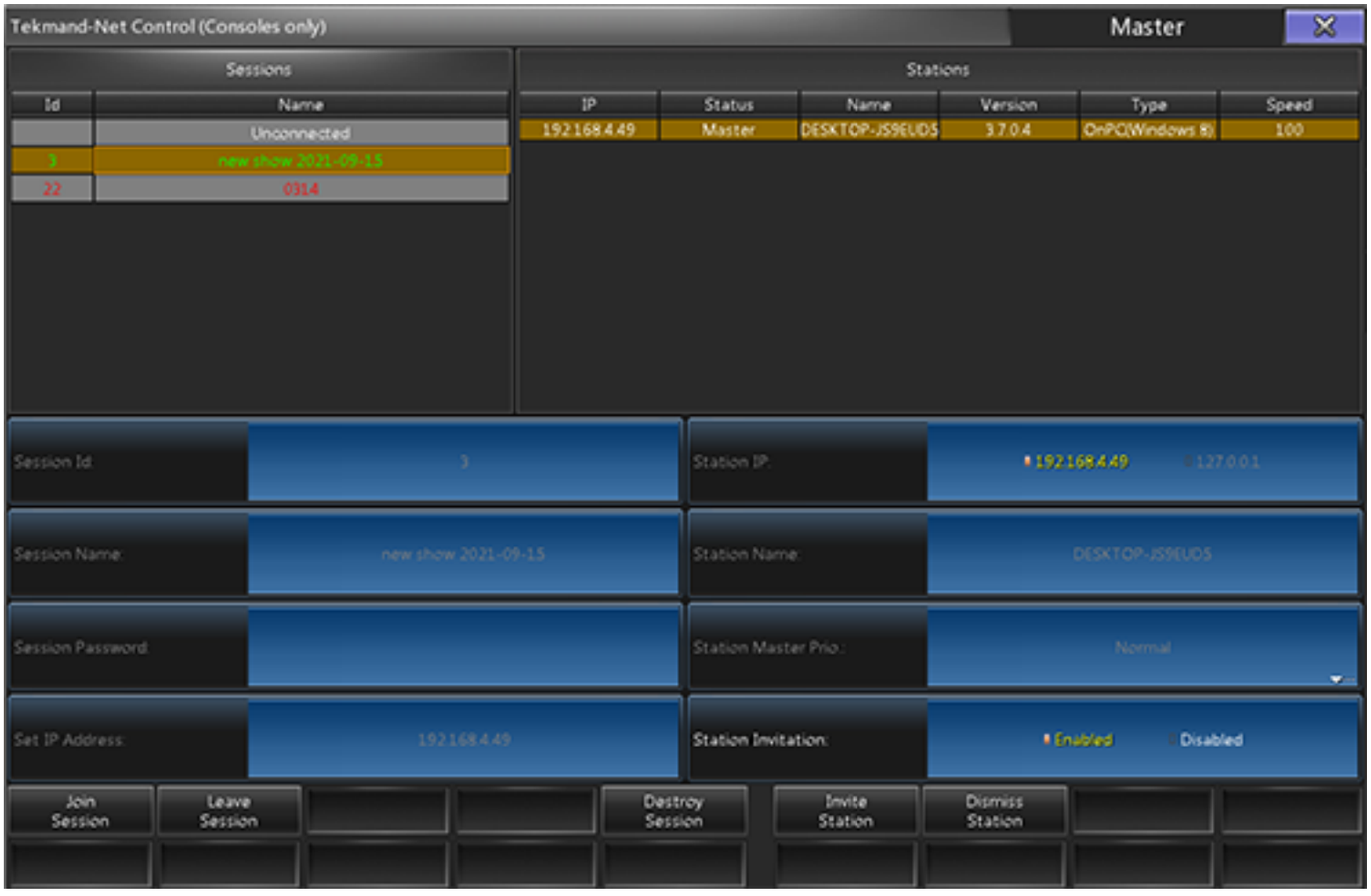
Art-Net is a public protocol for transporting DMX via Ethernet.

ARTNET Application Notes (3.6.9.8 and later)

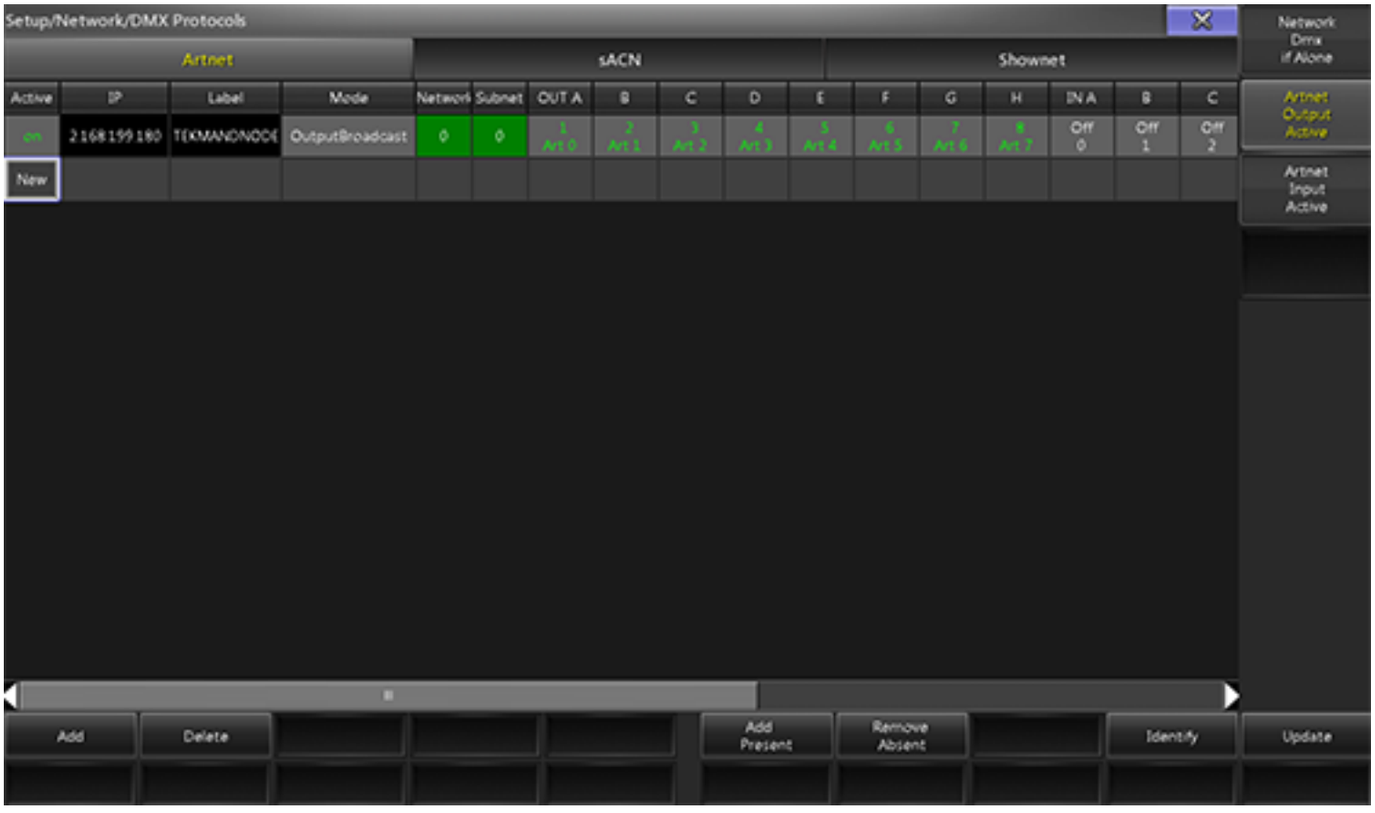
> **Attention:** ArtNet is outputted from Ethernet connector 2.

The steps to connect the console to Artnet equipment and TEKMAND Node equipment:

1. In the network console window, the console joins a Sessions, as shown in the figure:



2. In the Artnet protocol configuration window, click the "Add" or "Add Present" button to add a device (activating green indicates success), as shown in the figure:



You can directly configure the output line of each port.

> **Attention:** The IP address of the ARTNET device must be: 2.xxx.xxx.xxx.

Artnet Options window buttons:

Network Dmx if Alone:

When opened (yellow font), it indicates that Artnet input and output can be used, which can replace the master state of the console Artnet.

Artnet Output Active:

When this is on (the text is yellow), then you can output ArtNet.

Artnet Input Active:

When this is on (the text is yellow), then you can input ArtNet.

Add:

The pop-up window allows you to select the device.

Delete:

Devices that can be delete from the Artnet Options window.

Add Present:

Add all Artnet devices and TEKMAND Node devices that can be found by the console.

Remove Absent:

Remove Artnet devices and TEKMAND Node devices that are not in the network.

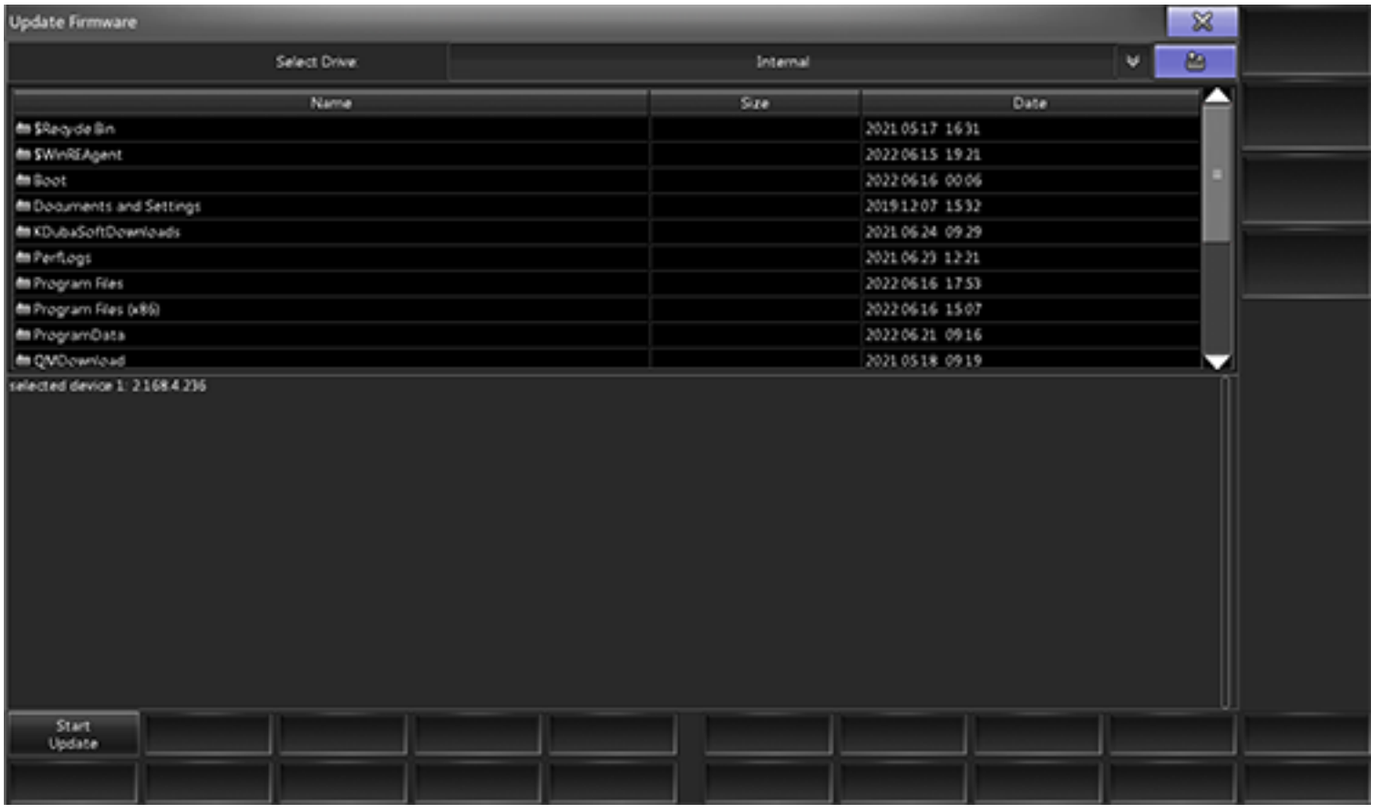
Identify:

The System signal light of the device will flash, indicating that the device is connected normally.

Update:

A system that can update devices such as TEKMAND Node.

The update window can update the system version of the device, as shown in the figure:



There several options for each line:

Active:

This is the switch to turn on or turn off the line.

IP:

The green background represents the TEKMAND Node device with independent IP, and the black background represents sending messages to all enabled Artnet devices.

Label:

Device name.

Mode:

Two modes are OutputBroadcast output and outputunicast.

Network:

This is a network setting.

Subnet:

This is a subnet setting.

OUT:

The console sends data, and the device receives data.

IN:

The console receives data, and the device sends data.

Version:

The version of the device.

Delay:

For Artnet output, the delay time between each packet, in milliseconds.

Info:

Remarks information.

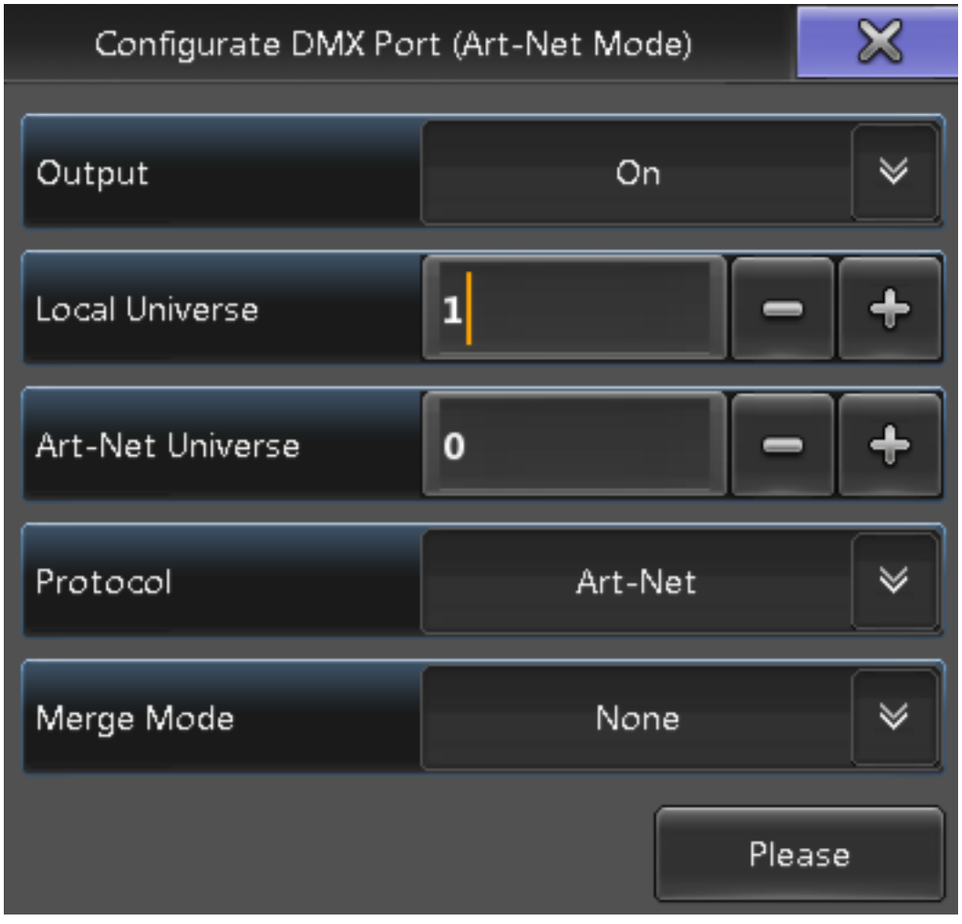
configuration DMX port:

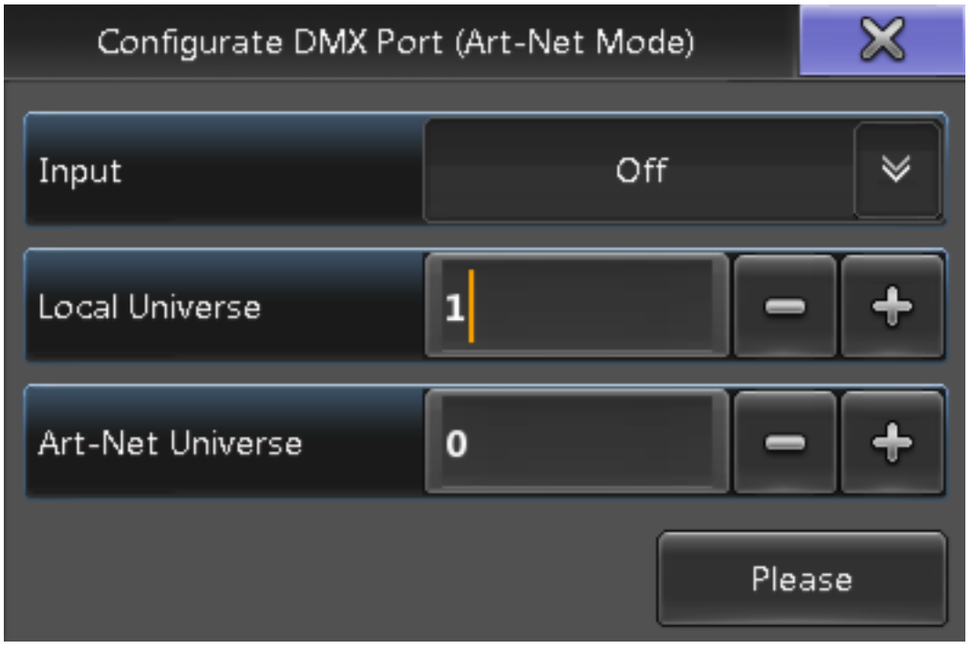
1. The port configuration is normal, the output port is in green font, and the input port is in yellow font.

2. The network of the configuration line is currently always set to 0, which is the same as the ARTNET device.

3. The subnet value is 0-15, which is the same as that of the ARTNET device.

Output/input port configuration, as shown in the figure:





A, output/input: separate open and closed states.

B. Local Universe: the line value of the lamps connected to the console, the value range is 1-512.

C, Art-Net Universe: the port number of the TEKMAND Node device, the value range is 0-15(cannot have the same port value).

D. Protocol: divided into Art-Net protocol and sACN protocol.

E. Merge mode: divided into HTP and LTP modes.

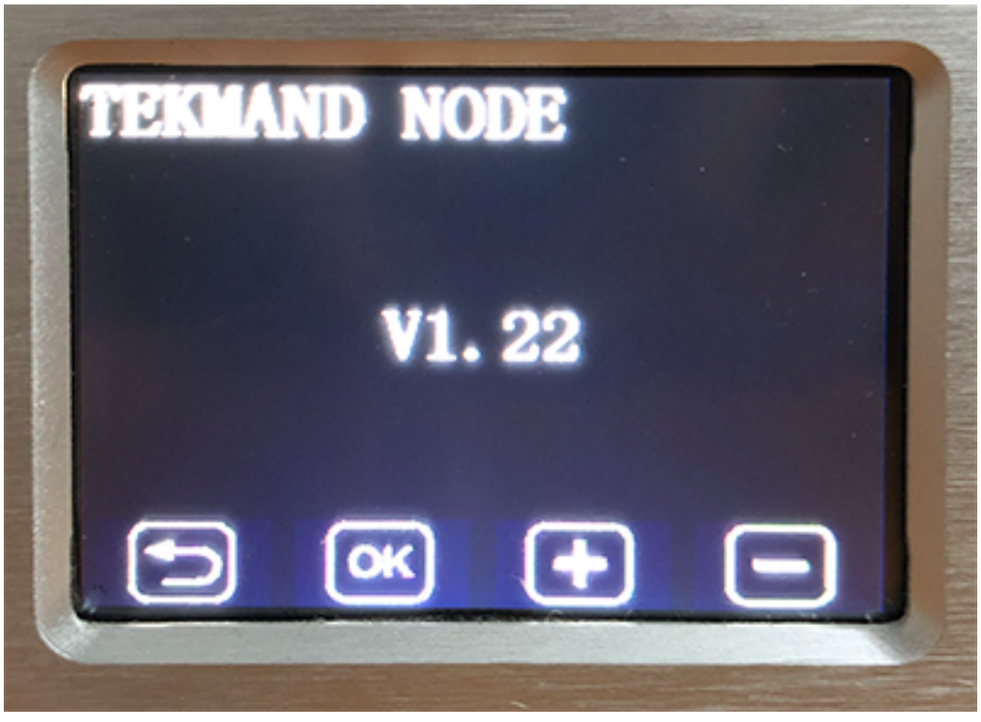
Attention: Two local lines of the same device cannot be assigned to one Art-Net line at the same time, which will cause unidentified conflict of message sending.

TEKMAND Node device description

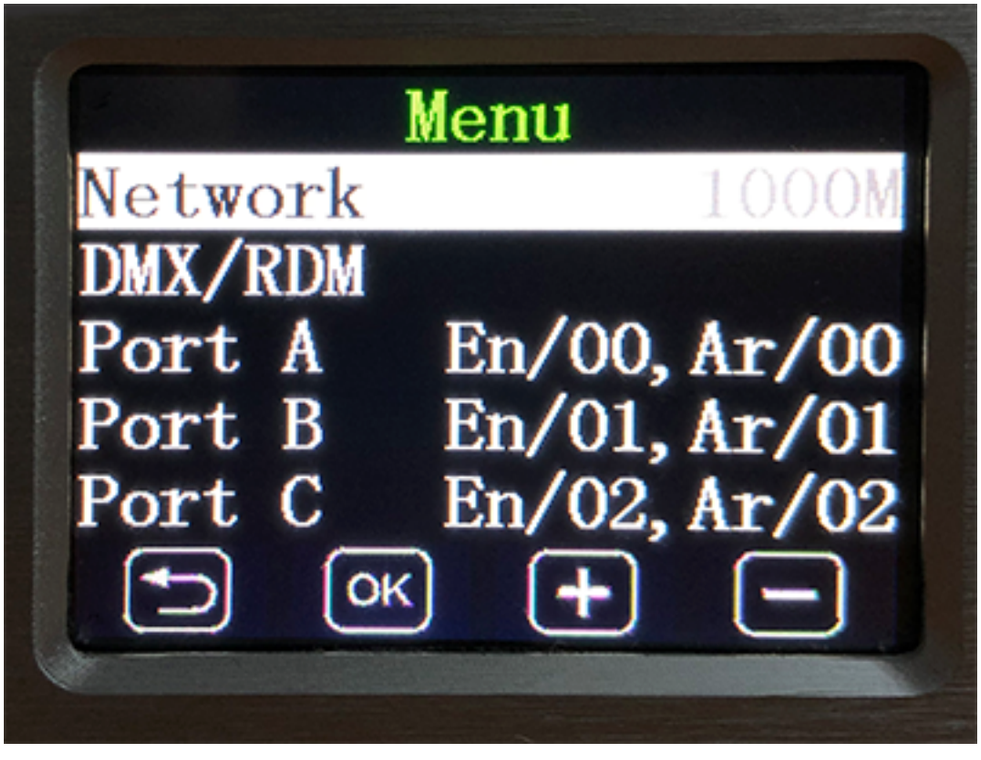
1. Connect the power cable and the network cable, the four indicators on the left side of the Node device are all on, as shown in the figure:



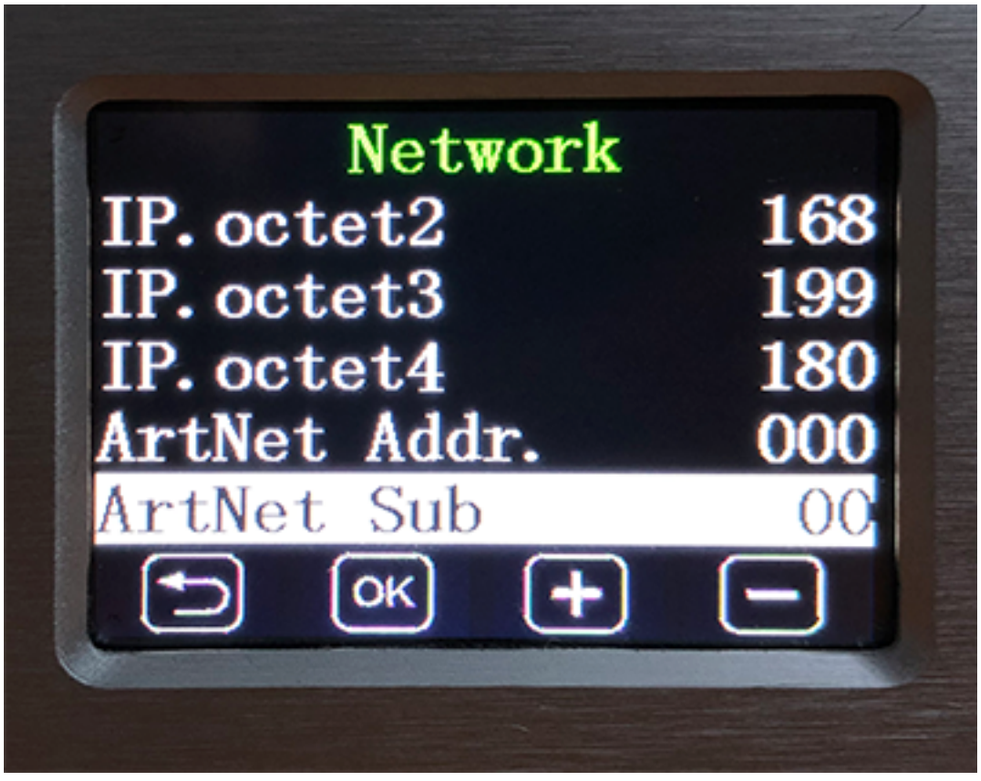
2. The touch screen display (device IP) of the Node device, as shown in the figure:



3. Click the return button in the lower left corner of the touch screen, the touch screen will display the network speed and the device output/input port number, as shown in the figure:



4. Click the NetWork bar of the touch screen to change the device IP and network value ArtnetAddr and subnet ArtnetSub, as shown in the figure:



Attention: Only when the ArtnetAddr value and ArtnetSub value of the device are consistent with the network and subnet values in the Artnet option window of the console can the network be connected..

5. The DMX-OUT/IN port of the device is connected to the lamp through the signal line, as shown in the figure:



Related Links

ArtNet on page 670

Setup / Network / CITP Network Configuration

Here you can setup the CITP Network

CITP/MSEX protocols are used to transfer information between consoles, media server and visualizers. In this first implementation on Tekmand, it's used to transfer thumbnail pictures of media files from a media server to the console. This puts the thumbnails in the smart view and in the calculator pop-up.

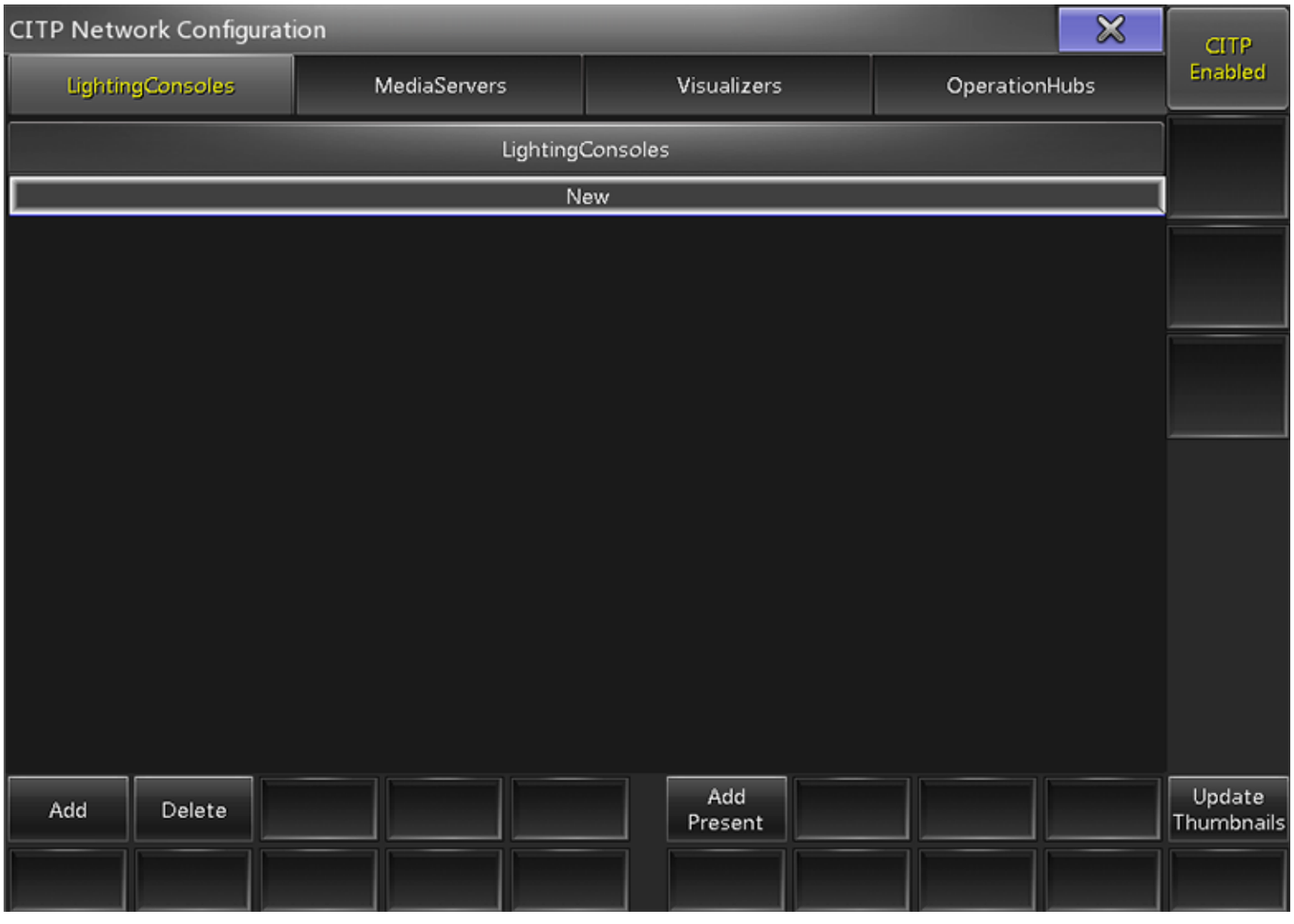
The CITP Enabled button in the upper right corner will enable the CITP protocol on all consoles in your session.

The configuration have four tabs. Only one of them (Media Servers) is actually active right now.

LightingConsoles

This is only for informational purpose.

This is what it could look like:



This displays the lighting consoles in your network that have CITP enabled.

When you press Add Present it populates the list with possible consoles.

MediaServers

This is what it could look like:



Here you add the 3rd party media servers. Press the Add button to manually add a media server. Or you can use Add Present to automatically add all the Media Server in your network (the ones using CITP).

The Delete button deletes the highlighted line.

If the line have a red background then the server isn't present or it have CITP disabled.

A green background indicates an active media server.

You need to specify the Fixture Layer and have a fixture setup here that matches the Media Server.

If the library and image subattributes isn't automatically recognized by the system, then you need to manually select the Library and Image SubAttribute.

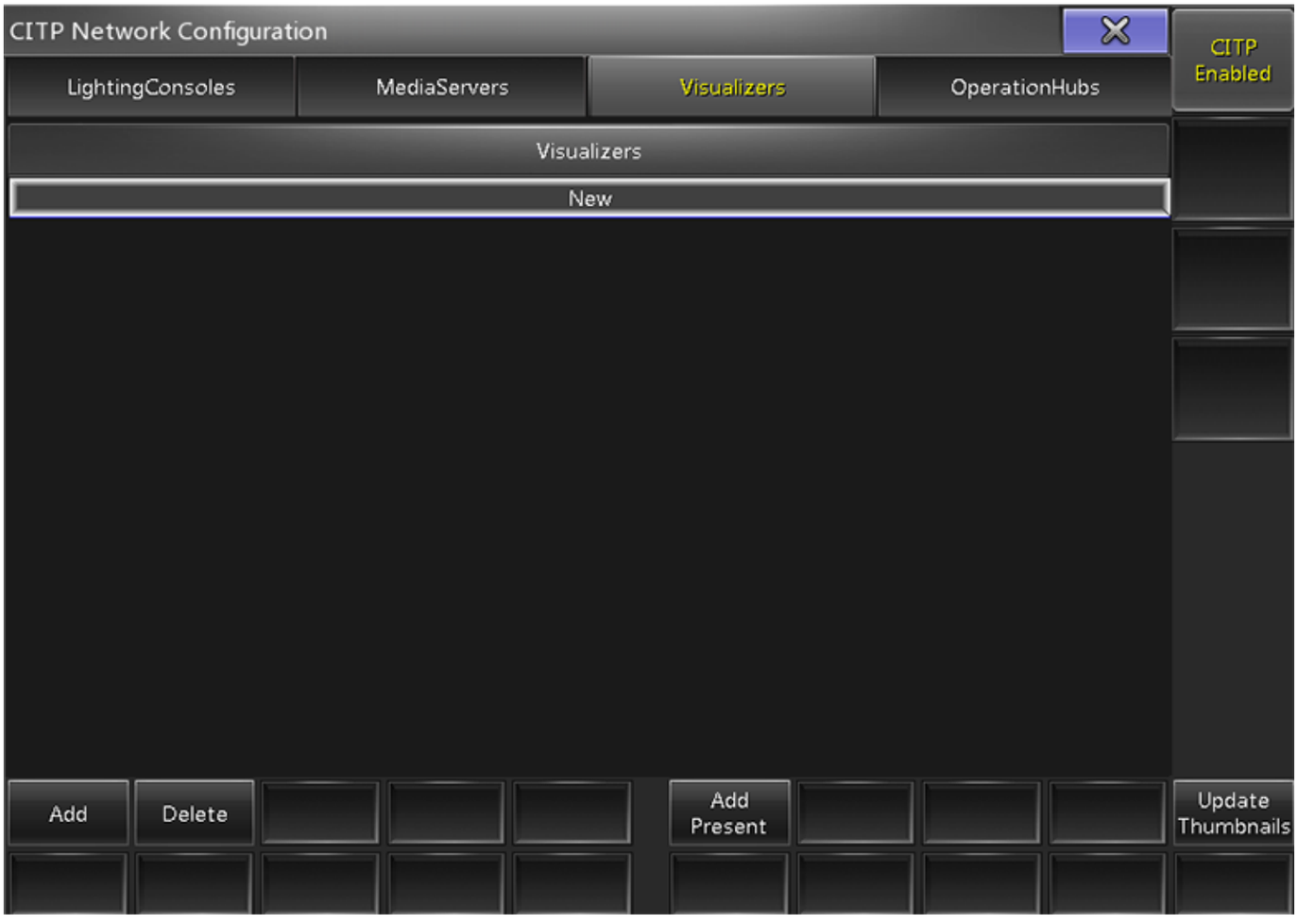
The Media Server will provide information like the server "Name", "Device State", "CITP command", "CITP Version" and "MSEX Version".

When all is set up correctly then you can press the Update Thumbnails button. This will start the transfer of the thumbnails to the wheels in the console. This might take a while and there will be a progress bar in the "CITP Command" cell.

Visualizers

This part isn't implemented yet.

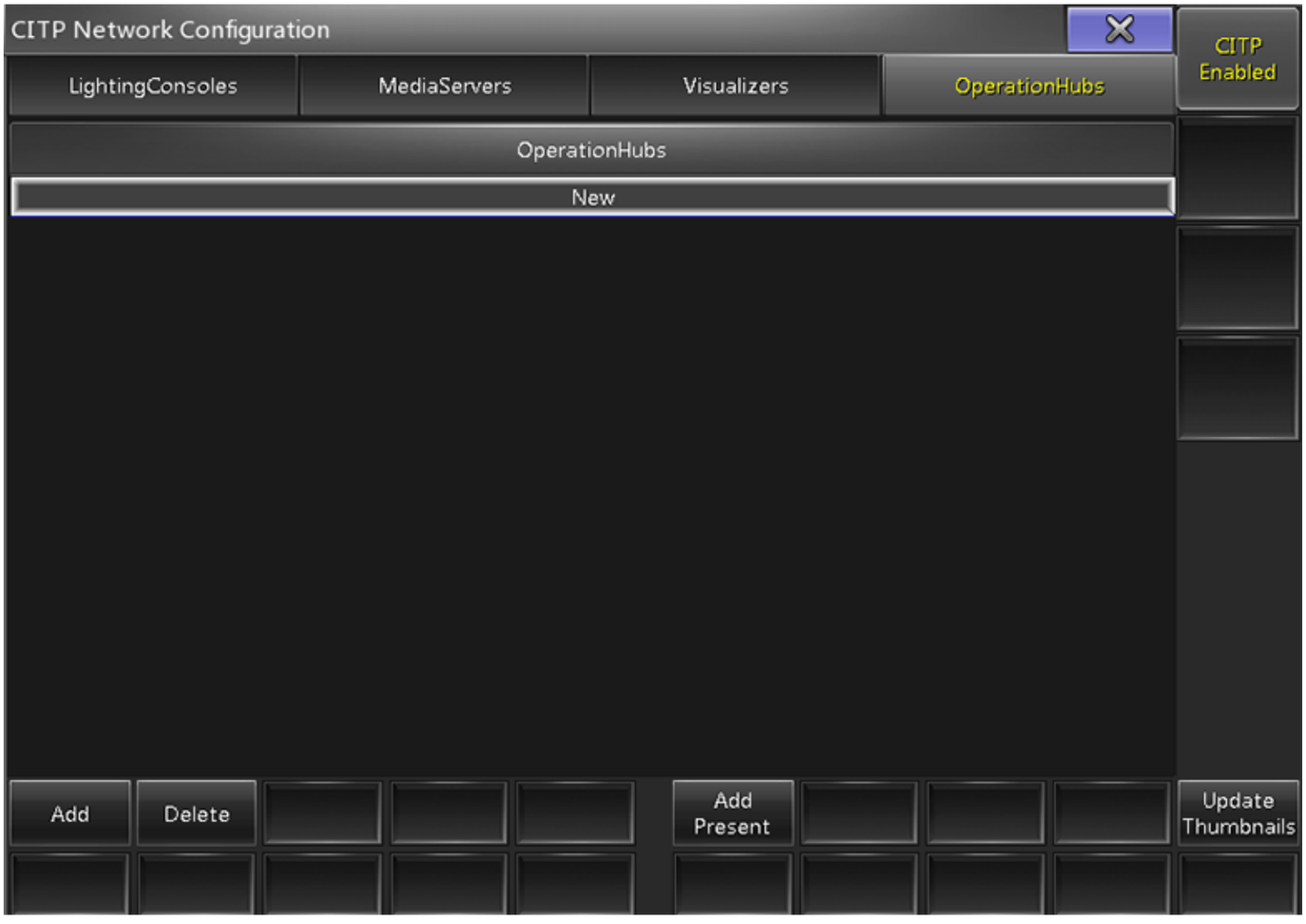
This is what it could look like:



OperationHubs

This part isn't implemented yet.

This is what it could look like:



Related Links

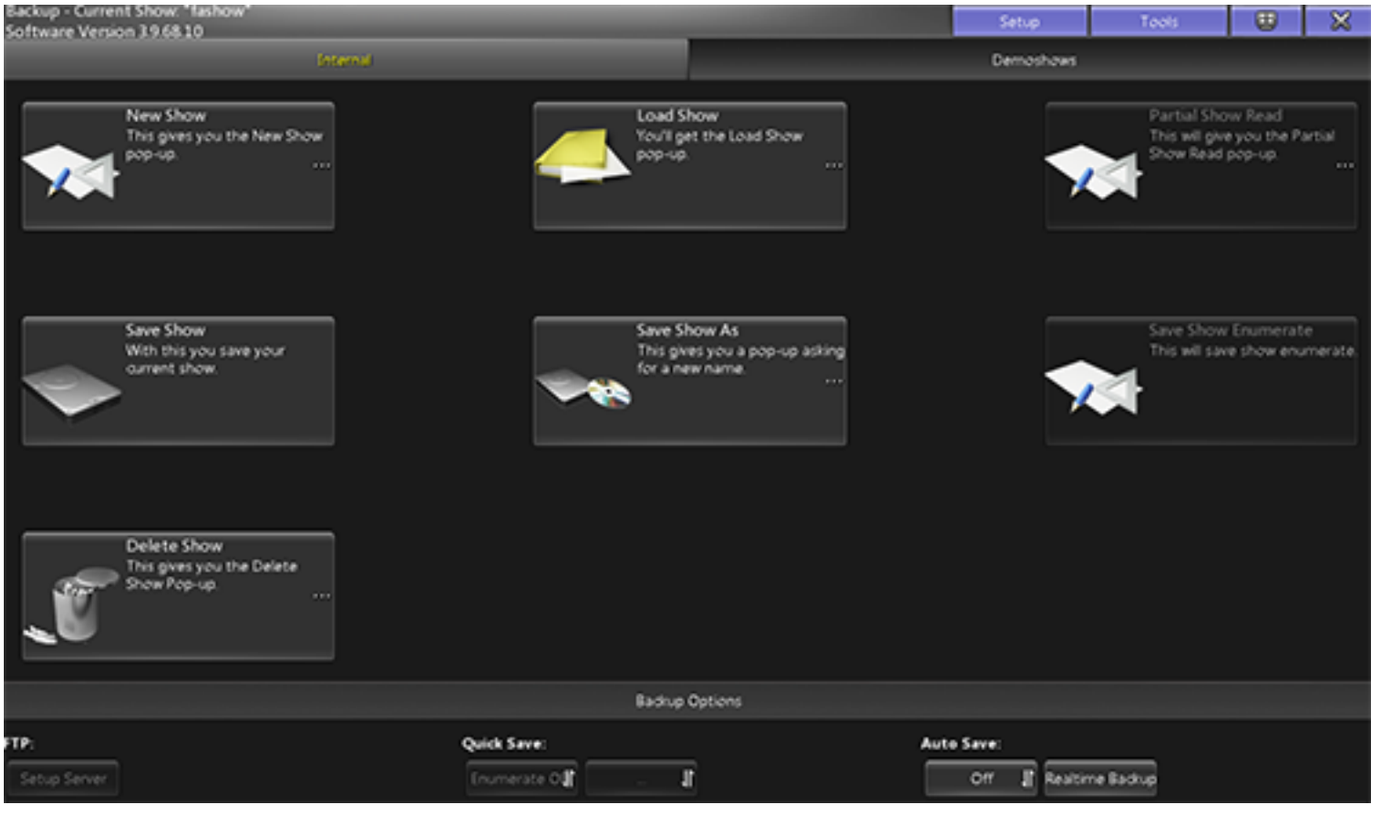
Setup/Network on page 655

TEKMAND

Backup Menu

Backup menu can be used to save and load show files.

Press Backup or type in Backup into the commandline, a window is shown as below:



The icon on the Top bar can be used to switch the menu between each screen.

The main part

There are several tabs in the main part of this menu: 'Internal' (the harddrive) and 'Demoshows'. 'Internal' is the harddrive in the desk. 'Demoshows' is also placed in the harddrive, but they are "read only" show files. They will typical provide you with a basic setup and patch. Other tabs will represent plugged in USB memory sticks and older showfiles. Older software versions only allows you to load and delete shows.

They all have the same buttons, but some might not be available to you.

New Show:

This gives the New Show, you can create a new show.

Load Show:

This gives the Load Show, you'll get a list of previous store shows.

Save Show:

Save the current show with the same name.

Save Show As:

This gives you a pop-up asking for a new name.

Delete Show:

This gives the Delete show, you can browse the library and choose the show to delete.

Realtime Backup:

This gives the Realtime Backup, you can browse all operating steps ahead.

Backup Options

Server Backup: Press this gives you the File Server Configuration and create a new tab, so it allows you to store, load, etc. shows from a external server.

Auto Save: Set a time interval between an automatic save of the current show. If this is 'on' then it will present you with a count down to the next save.

Realtime Backup: Real time recording of user operation steps, can be rolled back to a certain step when needed.

Related Links

Menus on page 584
New Show on page 528
Load Show on page 526
DeleteShow on page 498
Realtime Backup on page 499
Backup Key on page 358
Backup Keyword on page 299
Backup Menu on page 89

Off Menu

The Off Menu can be used to turn off active executors, macros timecode shows, etc.

You can access this menu by pressing the Off key twice. This is what it could look like:



The different tabs represent different types of executors including macros and timecode. There's also a tab for "all" types. You can turn off active executors by pressing on them directly.

You can also use the U2 ~ U4 keys to turn off different sections.

U2 - Off All Faders

U3 - Off All Buttons

U4 - Everything Off

You can use the buttons at the bottom to turn off all the types of executors in each kategory: Off All Sequences, Off All Chasers, Off All Effects, Off All Bitmap, Off All Macros, Off All Timecodes.

Related Links

Menus on page 584
Off Key on page 366
U1 - U4 Key on page 369
X1 - X20 Key on page 369

Assign Menu

The Assign Menu is used to edit the properties of executors. You can access the Assign Menu by pressing the Assign key and then one of the executor buttons. There are three tabs available: Function/Options/Label. Click the corresponding tab or press U1 or U2 or U3 buttons to switch between tabs.

The Function Window

This is an example of the function window.



The Top bar shows what executor is assigned something to (in the example above it's executor 10 on page 1) and what object is assigned to (in the example it's "Squence 1'good'").

The first 2 buttons on the right of the Top bar are respectively used to save current setting as default setting and load default setting into the current window. The third button can be used to switch the assign menu between screen 1 and 2, and the last button is used to close the window.

Buttons at the bottom of the window correspond to physical buttons X1 ~ X20 of the console, and these soft buttons are used to expand the quantity of available fader and button executors.

Pressing one of the executor button to open the Select Function (Button) pop-up. This allows you to assign a function to a button.

The executor buttons can have the following functions:

Empty:

The button has no function.

On:

This turns the executor on.

Pause:

This stops a active fade and/or delay. and also pauses a timecode show.

Black:

This turns off the intensity of the executor as long as you have the button pressed.

Rate1:

This resets a Rate fader to 1:1.

Fix:

This fixes or unfixes the executor, effects on Fd Pg+ and Fd Pg-, such that the executor is always on that page.

<<<:

This jumps one cue back without fade and delay times.

Go:

This executes a "Go" using the fade and delay times.

Kill:

This is the same as a "Go" but it also turns of all other executors unless "Kill protect" turned on.

Park:

This parks the fixtures in the sequence, group or (bitmap)effect.

Off:

This turns the executor off.

Learn:

This sets the speed. By pressing it at least two times it automatically adjusts the speed.

Goto:

This gives you the Select Cue to Goto pop-up that allows to goto the selected cue.

Select:

This selects the executor.

Unpark

This unparks any parked fixtures of the sequence, group or effect.

Temp:

This turns the executor on as long as you have the button pressed.The temp function uses the fade times from the cues and it uses the level set by the intensity master.

>>>:

This jumps to the next cue without fade and delay times. It doesn't executes follows.

Load:

This gives you the Select Cue to Load pop-up that allows you to select a cue to load. The status changes to Loaded, and the next playback will begin at this cue.

Swop:

This Fades out the intensity of the executor as long as you have the button pressed

SelFix:

This selects the fixtures used in the object assigned to the executor.

Top:

This fades to the first cue in the sequence.

GoBack:

This fades backwards.

Flash

This turns the executor on as long as you have the button pressed.

Toggle:

This turns an active executor Off and an inactive executor On.

Pressing one of the executor button to open the Select Function (Fader) pop-up. This allows you to assign a function to a fader.

The executor faders can have the following functions:

Empty:

The executor fader has no function.

Master:

This is an intensity fader.

Crossfade:

Crossfades between two cues. Current cue and next cue. The current cue will change when the fader reaches the other end position from where it started.

CrossfadeA:

This is the first of a two fader manual crossfade between two cues. This works with "CrossfadeB".

CrossfadeB:

This is the second of a two fader manual crossfade between two cues. This works with "CrossfadeA".

Speed:

This is the speed fader. With this you can adjust the speed of chasers and effects.

StepFade:

This is the fade time between steps in a chaser.

MasterFade:

This is the On and Off fade time of chasers when you are activating and deactivating the chaser.

TempFade:

Crossfades the cue on when pulled up, and off when pulled down.

Rate:

Divides the fade and delay time in a sequence by the value of the fader.If Link Effect to Rate is on ,it is also valid for effect speed stored in cues.

Select executor type on the right of the main section, or select from the tree-structure.

Executor types:

Empty:

The executor is empty. This is the default option. Once something has been assigned to the executor, you cannot select "Empty" again. You need to delete the executor.

Sequence:

This allows to assign sequences to the executor.

Group Master:

This allows to assign groups to the executor.

Special Master:

This allows to assign speed and time to the executor.

Effect:

This allows to assign effects to the executor.

Macro:

This allows to assign macros to the executor.

Options

This is an example of the options window:



Auto Start:

Switches the executor 'On' when master is moved above zero.

Auto Stop:

Switches the executor 'Off' when master is moved down to zero.

Auto Stop Off Time:

If Auto Stop is active, then this option is visible. When Auto Stop Off Time is active, then performing the auto stop will use the Off time for the Executor.

Auto Fix:

When the executor is ‘On', the executor is always in the current page.

MasterGo:

This opens a Select Master Go. Here you have the option to trigger aditional actions when fader is moved above zero: 'Go' or 'On'.

Priority:

This opens a Select Priority. It has the following five options: Swp/HTP/High/LTP/Low.

Soft LTP:

Master act as crossfade between ececutors until other executor id fully overwritten.

Playback Master:

You can use it to assign an executor to a playback master.

Wrap Around:

When activated, loop from last cue to first cue. And it also tracks values from the last cue to the first.

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Restart:

This opens a Select Restart ModeIt has the following five options: First Step/Current Step/Next Step.

Trigger Is Go:

This option will disable automatic cue triggers like follow and time. The information is not deleted or removed. It is just temporary ignored.

Cmd Disable:

The sequence will not execute any commands in the Cmd column, When this option is active.

Palyback Filter:

Assigning a world or filter to an executor will use the world or filter when the executor is running the sequence.

X-fade:

This is used to set how the two CrossfadeA/XfadeA and CrossfadeB/XfadeB faders works.

Tracking:

When activated, values from previous cues will track forward into following cues until it reaches the next stored value.

Release Firststep:

Do not track from last cue to first cue, if set "wrapping around".

Auto Stomp:

Prevents effcets from other executors to affcet values of current executor. Prevents tracked effects from the same executor to affect values of the current cue.

Forced Position Mode:

It is possible to force the sequence to use only XYZ values or Pan/Tilt values when moving from one position to another. The default is Active position data. This will use the stored position data.

Input Filter:

Assigning a world or filter to an sequence will use that world or filter when you add(store or update) values to the sequence.

Speedscale:

This opens a Select Speedscale, then multiply/divide speed, according to the given factor.

Speedgroup:

This opens a Select Speedgroup, optionally link speed to one of the 8 Speed group masters. when adjusting the speed master, the speed of the executor varies correspondingly.

Rate Master:

This opens aSelect Rate Master, optionally link rate to one of the 15 rate masters. when adjusting the rate master, the rate of the executor varies correspondingly.

Link Effect To Rate:

This setting will link the effect speed to the rate.

Swop Protect:

When activated, protect executor from being swapped by other executors.

Kill Protect:

When activated, protect executor from being turned off (Killed) by other executors.

Off On Overwritten:

The Off On Overwritten function will allow that an executor is turned Off if another executor has taken control with all the attributes = this executor has no longer control of any attributes.

MIB(Move In Black) Always:

Enable MIB(early) for all cues without individual MIB-settings.

MIB(Move In Black) Never:

Temporary disable all MIB functionality.

Auto PrePos:

This function affects all other attributes than dimmers. If this is Off, then the attribute values will use the cue timing to fade from a value to the next. If this is On, then the attributes will change without any fade timing moving as fast as possible. Individual attributes timing is also ignored.

Chaser:

A chaser id s sequence that runs in a loop. It ignores the timing in the sequence and uses the speed setting to run through all the cues. Cues are referred to as steps. Each cue is a step in the chaser.

Related Links

Menus on page 584
Select Function (Button) on page 538
Select Function (Fader) on page 540
Select Restart Mode on page 550
Select Speedscale on page 552
Select Speedgroup on page 551

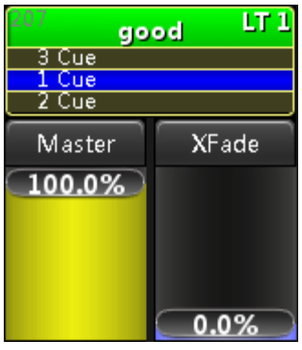
Encoder Toolbars

This section is about all the different encoder toolbars.

The Encoder Toolbars are at the bottom of the screen 2 and divided into sections, as shown in the figure below.



Left side



The left side always displays the selected executor.

The top of this displays the number of the selected executor, the name of the sequence, the priority, the tracking state and the sequence number.

When an executor is running, the middle part displays the previous cue, the current cue and the next cue.

The lower part displays the status and content of the two faders below this section. That will give you theFader Assignment, it allows to reset the function of the fader. For more details, refer to the links below.

Top middle



This represent all the different Preset Types available. If there are not any fixture with the 'Gobo' preset type, this button will not be visible.

If you are in a limited world, then the visible attribute types will vary.

There's a red bar on the presets types available to the fixtures you have selected.

Right side



This represent 'Program Time' and 'Exec Time' faders. You can set the fader at a time value.

Remember: "Exec Time" applies to Button Executors only.

Related Links

Windows on page 372
General Toolbar on page 695
Matrix Toolbar on page 698
Executor Toolbar on page 700
Form Editor Encoder Toolbar on page 701
Layout View Toolbar on page 702
Sequence Toolbar on page 705
Stage Setup Toolbar on page 708
Store Toolbar on page 710
Timecode Toolbar on page 713
Fader Assignment on page 534

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General Toolbar

General toolbar is the most common toolbar.

This is what it could look like:



The toolbar have two lines.

Some buttons has a double arrow on the right of the button, e.g. align button, click the button to switch through a series of options, or click the arrow to open a pull-down option list.



Value Layer



Value:

This gives you access to 'Value' layer.

Fade:

This gives you access to the 'Fade' time layer.

Delay:

This gives you access to the 'Delay' time layer.

If the selected fixtures support specialized dialog, e.g. ColorMix attribute , it allows further setting.

Effect Layer



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Eff.Layer1/3:

The effect form, effect rate, effect value 1 and effect value 2 can be set.

Eff.Layer2/3:

The effect phase, effect width, effect fade and effect delay can be set.

Eff.Layer3/3:

The effect attack, effect decay can be set.

The selected fixture can be set by opening the special dialog.

Effect Layer buttons

It's used to determine how a given value will affect other attribute values, 8 options available, as shown below:



Single:

Only sets the value for the attribute you change.

Single Active:

Same as above, but limited to parameters that are already active in programmer.

Feature:

Sets the value for all attributes in the selected feature. E.g. if you set a delay time for 'Pan' it will also set the time for 'Tilt'.

Feature Active:

Same as above, but limited to parameters that are already active in programmer.

Active:

This sets the value for all atttributes.

All Active:

Same as above, but limited to parameters that are already active in programmer.

Defined:

Sets the value for the attributes selected in the Time Filter.

Defined Active:

Same as above, but limited to parameters that are already active in programmer.

Related Links

Encoder Toolbars on page 693
Preset Control bar on page 392
Layer Control bar on page 393
Effect Editor on page 510
Specialized Dialog on page 560

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Matrix Toolbar

Use the MAtrix toolbar to control the MAtrix.

Requirement:

1. Activate MAtricks in the toolbar.
2. Select the fixtures or channels you would like to apply the MAtrix to.
3. Tap MAtrix in the encoder toolbar and the MAtrix toolbar opens.

This is what is looks like:



Matrix Settings

Adjust settings using  or  in the MAtrix toolbar.

Interleave:

Sets the interval.

Single X:

Selects the MAtrix in the vertical order.

Single Y:

Selects the MAtricx in the horizontal order.

Block X:

Creates blocks in the vertical order.

Block Y:

Creates blocks in the horizontal order.

Align Group X:

Aligns groups of the selection in the vertical order for example creating a fan.

Align Group Y:

Aligns groups of the selection in the horizontal order creating a fan.

Example:

Align selection in four groups.First set the Align Group X to 4.Then type into the command line: At 10 Thru 100.This command created a fan function culminating in every fourth fixture.

Wing:

Creates wings in the selection.

Wingstyle:
Sets the following styles –
Normal: No style.
Pan: The wing affects fixtures with pan values.

Tilt: The wing affects fixtures with tilt values.
P&T: The wing affects fixtures with pan and tilt values.

Reset:

Resets the MAtrix settings.

Shuffle Selection:

The ShuffleSelection keyword mix-up the order of the selected fixture or channel.

Related Links

Encoder Toolbars on page 693
General Toolbar on page 695

TEKMAND

Executor Toolbar

This is what is could look like:



This toolbar has two lines.

Buttons of the first line:

Icon 1:

Display the number and name of the sequence assigned to the executor.

Icon 2:

Pressing this button opens the sequence editor. Follow the link below for theSequence Toolbar.

Icon 3:

This jumps one cue back without fade times.

Icon 4:

This goes one cue back with fade times.

Icon 5:

Turn off the Executor.

Icon 6:

This takes you one cue forward using the fade time.

Icon 7:

This takes you one cue forward without the fade times.

Icon 8:

This pauses the Executor. Pressing this button again continues the run.

Buttons of the second line: Display what element the encoders control and the current value.

Master:

This is the Master (Intensity) for the Executor.

Rate:

This allows you to adjust the fade times.

Off Time:

This is the time used when the Executor is turned off

Related Links

Encoder Toolbars on page 693
Sequence Executor Sheet on page 381
Sequence Toolbar on page 705

Form Editor Encoder Toolbar

This is the form editor encoder toolbar.

This is what is looks like:



The encoder is used to scroll through the different graphs and points. The next two encoders is used to move the cursor along the graphs. The last encoder changes the line mode.

Related Links

Encoder Toolbars on page 693
Dmx Profiles on page 607

TEKMAND

Layout View Toolbar

It's only active when in the Setup mode.

This is what is could look like:



This toolbar has two lines.

Buttons of the first line:

Icon 1:

Display the number and name of the Layout.

Icon 2:

In the "Lasso" mode, you can select multiple fixture in the view.

Icon 3:

Move through to look the view.

Icon 4:

When activated, you can draw boxes in the view.

Icon 5:

When activated, you can create text boxes in the view.

Icon 6:

This will change the toolbar to the "Arrange" mode. This will help you arrange your objects. Read below for details.

Icon 7:

There are three different "pages". Click sequentially and respective window is shown below:

This is what is could look like:







Buttons of the second line of these windows:

Move X:

This moves the object on the X axis. When "Snap Always" is "Yes", then press and hold the encoder will enter the snap mode.

Move Y:

This moves the object on the Yaxis. When "Snap Always" is "Yes", then press and hold the encoder will enter the snap mode.

Size X:

This changes the size of an object in the X axis.

Size y:

This changes the size of an object in the Y axis.

Size All:

his changes the size of an object in both X and Y axis at the same time.

Font Size:

This changes the size of the objects text. There are three options: "Small", "Default" and "Big".

Background Color:

Pressing here opens the Select Color popup, you can change the background color of the selected object.

Border Color:

Pressing here opens the Select Color popup, you can change the border color of the selected object.

Text Color:

Pressing here opens the Select Color popup, you can change the text color in the selected object.

Icon/Gauge:

Pressing here opens the Select Icon/Gauge popup. This is used to select the icon or gauge for the object. Icons are static symbols and Gauges change how they looks according to your fixtures.

Arrange



Layout:

Display the Layout number and name.

Line:

This will arrange the objects on a line.

Circle

This will arrange the objects in a circle, semicircle or spiral.

Rectangle:

This will arrange the objects in a rectangle.

Scale:

This changes the distance between the objects.

Camera:

This is used to grab the fixtures position from the stage view. It will take the view from one of the cameras and arrange the fixtures in a 2D space according to that cameras view..

Apply:

This will apply any arrange changes

Cancel:

This cancels the arrange action.

Element Properties:

This will take you back to previous toolbar.

Related Links

Encoder Toolbars on page 693
Layout Pool on page 418
Layout View on page 456
Edit Color on page 505
Select Icon/Gauge on page 543

Sequence Toolbar

It's only active when in the Sequence Editor.

This is what is could look like:



This toolbar has two lines.

Buttons of the first line:

Icon 1:

Display the number and name of the sequence and the current cue number.

Icon 2:

Pressing this button opens the sequence editor. Follow the link below for theExecutpr Toolbar.

Icon 3:

This jumps one cue back without fade times.

Icon 4:

This goes one cue back with fade times.

Icon 5:

Turn off the Executor.

Icon 6:

This takes you one cue forward using the fade time.

Icon 7:

This takes you one cue forward without the fade times.

Icon 8:

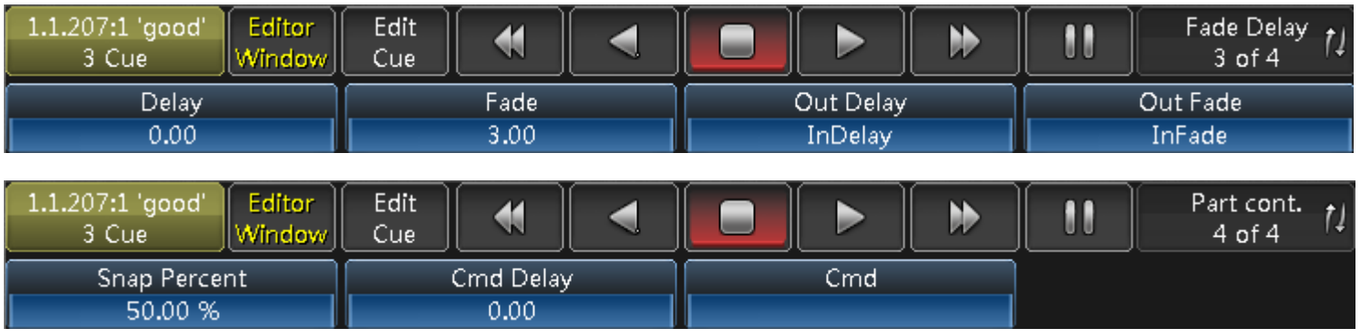
This pauses the Executor. Pressing this button again continues the run.

Icon 9:

There are four different "pages". Click sequentially and respective window is shown below

This is what is could look like:





Buttons of the second line of these windows:

Trig:

Right click to pop up a Select Trig list. There are five options: GO, Time, Follow, Sound and BMP.

TrigTime:

If you have selected the trigger "Time", you can specify the trigger time here.

MIB:

MIB is abbreviated for Move in black.

Loop:

To set a loop in the sequence, you can specify what cue to jump to when reaching this cue.

Lcount:

Specify the cycle times of loop.

Delay:

This is used to define a delay time between the Go and the execution of the fade. When it has a dark orange background color, indicates that some fixtures have individual delay times.

Fade:

This is the fade time of the cue. If it has a dark green background color, indicates that there are some fixtures with individual fade times.

Out Delay:

This is a delay time (the time to wait before executing the out fade).

Out Fade:

This is the fade time for values going down in value in this cue, it only effect on brightness.

Snap Percent:

The default is 0% and this isn't displayed in the column. When type in a number, it will display as a percentage. Some fixtures have features that are set to snap (disregard the fade time - and move instantly). It needs to set the Snap feature "On" in the fixture library.

Cmd:

Here you can write commands to perform when reaching this cue.

Cmd Delay:

Specify a delay before the command is executed.

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Related Links

Encoder Toolbars on page 693
Sequence Executor Sheet on page 381
Executor Toolbar on page 700
Select Trig on page 555

Stage Setup Toolbar

It's only active when in the Stage Setup Mode.

This is what is looks like:



This toolbar has two lines.

The top line has six different selection buttons.

The first button selects the move / rotation axis:

Object Axis:

Move or rotate along the axis of the object.

Stage Axis:

Move or rotate along the stage axis.

The next button chooses how the fixtures should rotate when you have multiple fixtures selected. This makes a lot of sense when rotating fixtures:

Single:

This will rotate the individual fixture around each fixtures axis.

Group:

This will rotate the entire group of fixtures around the combined axis.

The next button allows you to use the align functions in your placement of fixtures.

The next button opens the Wizard pop-up. The wizard allows you to arrange multiple fixtures in different formations. Follow the link below for more info about the stage wizard.

The next button resets the position to zero.

The last button toggles the elements assigned to the encoders. There are two "pages", one with location and one with rotation.

The lower line tells you what element your encoders control and the current value.

There are two different "pages". Click sequentially and respective window is shown below:



Location: Use the first three encoders to move the selected fixture(s) in 'X', 'Y' and 'Z' axis.

Rotation: Use the first three encoders to rotate the fixture(s) also using 'X', 'Y' and 'Z' axis.

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The Stage Settings toolbar in 3D mode looks like this:



The Browser and Properties buttons have been added to the toolbar.

Clicking the Browser button will open the "Browser" window where you can add models. See the links at the end of this section for more information.

Clicking the Properties button will open the "Properties" window, which can modify the material of the model and so on. For more information, see the links at the end of this section.

Here you can also switch the page to the "Modify Model Size" window as shown below:



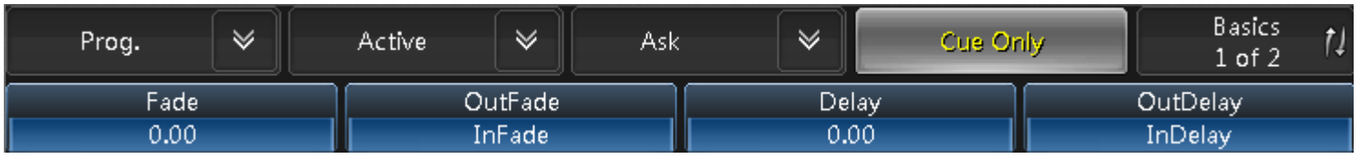
Related Links

Encoder Toolbars on page 693
Stage on page 465
Stage Wizard on page 570
3D Browser on page 574
3D Properties on page 575

TEKMAND

Store Toolbar

This is what is looks like:



This toolbar has two lines.

The top line has four different buttons, indicate different areas.

1.Indicate the contents stored by the console.

Prog.:

When this option is selected, the console will store contents in the programmer.

Output:

This will store status of the current output from the console.

DMX In:

This will store the current DMX input.

2.Indicate value range stored by the console.

Active

Store activated values.

All for selected:

Store all attribute values of selected executors/sequences.

Active for selected:

Store all activated values of selected executors/sequences.

All:

Store all contents.

3.When storing somewhere that isn't empty, a popup will ask for further specification.

Overwrite:

Replace the original content with new content.

Merge:

New content is merged with original content. New content takes precedence if overlapping with original content.

Status Merge:

Merges Programmer content and the tracking status of current cue of selected executor, into destination cue.

Remove:

Remove new content from original content.

Release:

Merges Programmer-content as Release-tags into destination Cue. A parameter with release-tag will relinquish control to other executors/default value, and is displayed in Tracking Sheet and Cue Editor with the value (R).

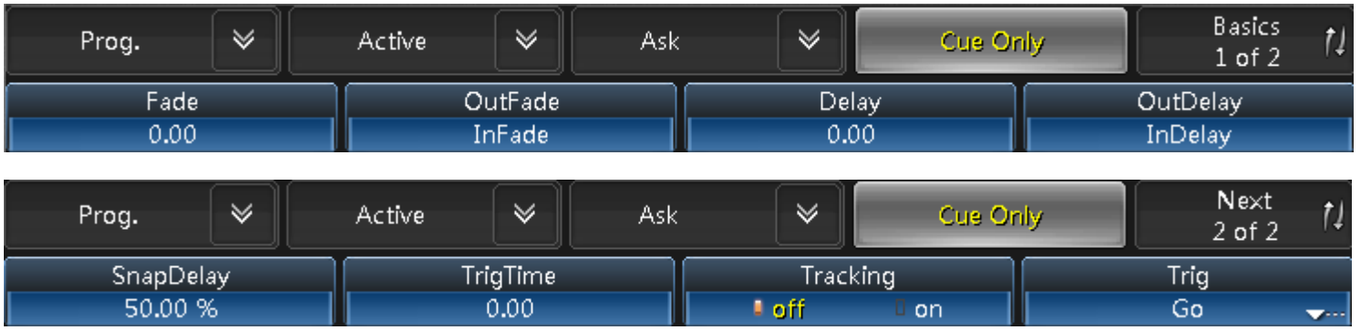
Ask:

This will ask you what to do by presenting you with a pop-up.

Cue Only: When activated, stored content only effects the present cue. Restoring all tracked values in the next cue and not track the current stored values.

There are two different "pages". Click sequentially and respective window is shown below:

This is what it could look like:



Buttons of the second line of these windows:

Delay:

This is used to define a delay time between the Go and the execution of the fade. When it has a dark orange background color, indicates that some fixtures have individual delay times.

Fade:

This is the fade time of the cue. If it has a dark green background color, indicates that there are some fixtures with individual fade times.

Out Delay:

This is a delay time (the time to wait before executing the out fade).

Out Fade:

This is the fade time for values going down in value in this cue, it only effect on brightness.

Snap Percent:

The default is 0% and this isn't displayed in the column. When type in a number, it will display as a percentage. Some fixtures have features that are set to snap (disregard the fade time - and move instantly). It needs to set the Snap feature "On" in the fixture library.

TrigTime:

If you have selected the trigger "Time", you can specify the trigger time here.

Tracking:

When this is 'On' the cue will be stored as a tracking cue until the new stored values occur.

Trig:

Right click to pop up a Select Trig list. There are five options: GO, Time, Follow, Sound and BMP.

TEKMAND

Related Links

Encoder Toolbars on page 693
Store Options on page 650
Select Trig on page 555

Timecode Toolbar

This is what is looks like:



This toolbar has two lines.

Buttons of the first line:

Icon 1:

Display the number and name of the timecode.

Icon 2:

Pressing this button opens the timecode editor.

Icon 3:

This jumps to the beginning of the timecode show.

Icon 4:

This stops the timecode.

Icon 5:

This pauses the time.

Icon 6:

This activates the timecode show. If the timecode source is internal, the show will run imidiatly. If the source is external the show will sync up with the time (when it runs).

Icon 7:

This will move the time to the end of the timecode.

Icon 8:

This starts a recording of the show.

Buttons of the second line

Time:

This is the current time. If you have stopped the show you can use the encoder to change the time.

Track:

Here you can select a track.

Event:

Here you can select an event on that track.

Move:

Here allow you to move the event.

Related Links

Encoder Toolbars on page 693
Timecode Editor on page 518

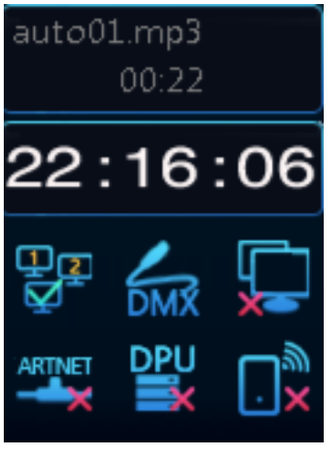
Status Bar

The Status Bar displays the thumbnail of the Music Player, clock and the status of network and sessions for system and so on.

This is an example of Status Bar:

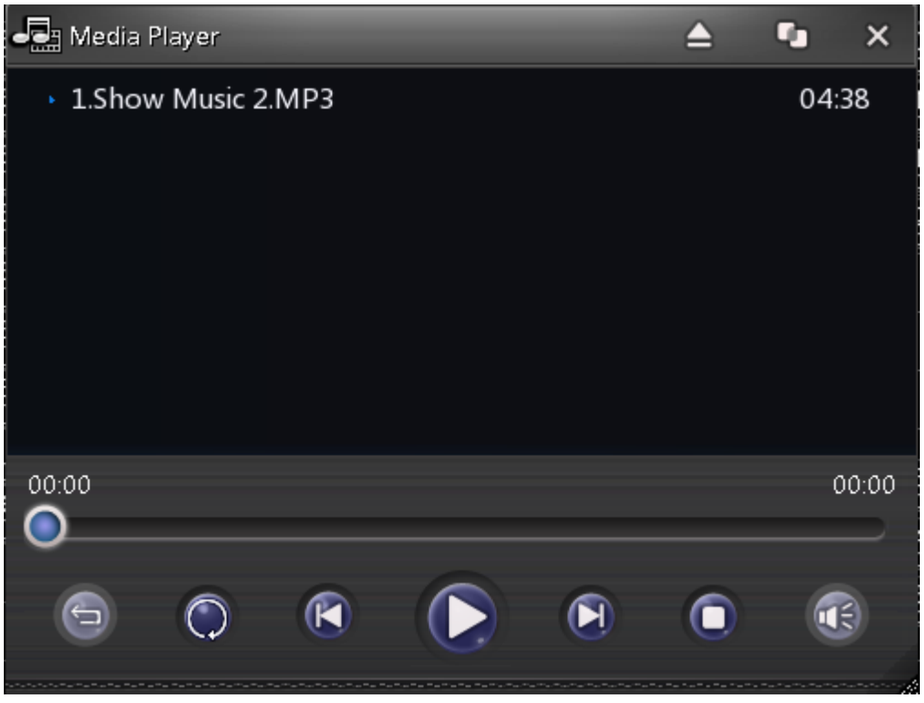


An example of the status bar of the Phantom skin is as follows:



Music Player

Click the thumbnail at the right corner, a Music Player window will popup as below:



There are three icons at the upper right corner. The first icon can open the file browser, you can select the music you need. The second icon can allow the music player window always on the top. The last icon can close the window.

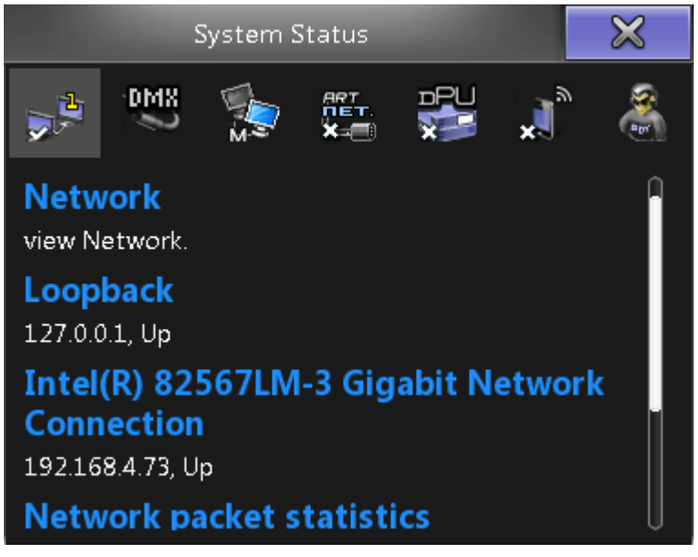
There are many icons at the bottom of the window. The first is a cycle mode button, you can select the option: repeat one/order/all repeat. The second button can set the synchronization features between the music players and timecode, that makes recording timecode and triggering playback easy. The remaining buttons are the same as other music players.

Clock

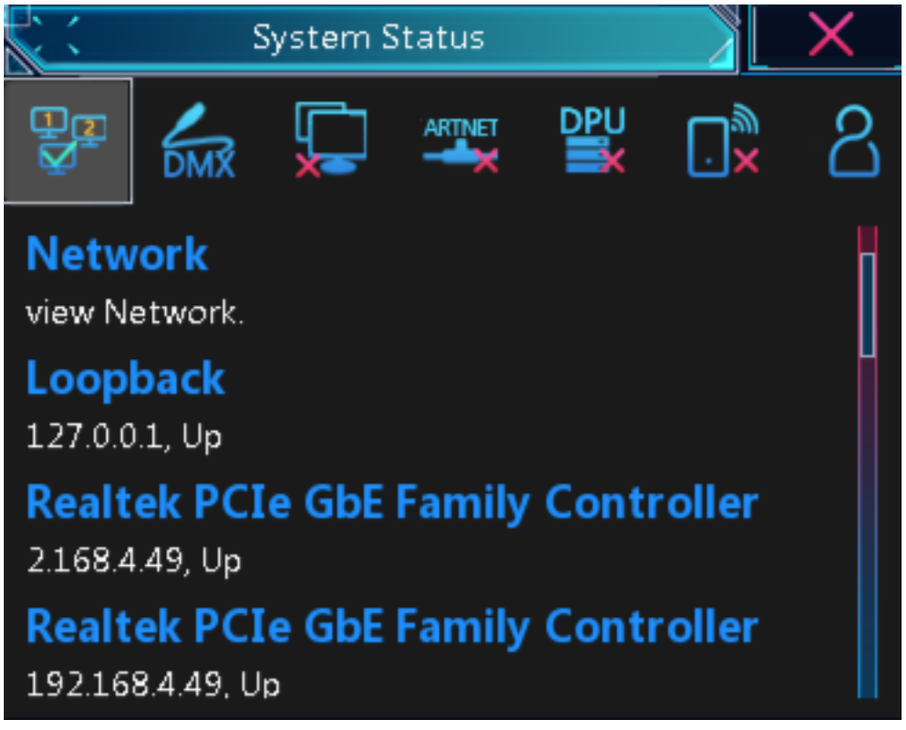
To change the time you can access to the path: Setup > Console > Date & Time .

System Status icon

Click one of the icons, for example, click the first one can open a window as below:



The status bar of the Phantom Blue skin will open the window as shown below:



The system status icons can help us know the work status of our console.

Related Links

Windows on page 372
Date & Time on page 630

FixtureType

This section mainly describes the constituents of a fixturetype, creation and associated parameters.

All manipulations related fixturetype, including view, edit and create, can be accessed as follow:
Setup > Show > Patch & Fixture Schedule > Fixture Types .

Descriptions of options:

LongName:

This is a long name of the fixture.

ShortName

This is a short name of the fixture.

Manufacturer:

This is the name of the manufacturer.

ShortName:

This is the short name of the manufacturer.

Mode:

This is the mode of the fixture.

ModelScale:

This is the scale size of the fixture.

ModelKey

This is empty at the moment.

Used

This is the quantity of the used fixtures.

Constituents of FixtureType

The FixtureType is comprise of three main sub-objects: Modules, Instances and Wheels.



Attention: In the Simple Mode only the first Modules is displayed, the other sub-objects display in the Expert Mode.

Related Links

Reference on page 271
Modules on page 719
Instances on page 723
Wheels on page 724

TEKMAND

Modules

A standard fixture generally has only one module, some complex fixture may have multiple modules.

Descriptions of options:

Name:

The module name, e.g. RGB.

BeamAngle:

The angle of the Beam from this module, e.g. 15 (degrees).

BeamIntensity:

The intensity of the Beam from this module, e.g. 10000 (lumen).

Class:

Type of module, e.g. Headmover.

Beam:

Beam type of module, e.g. Wash.

Model Scale:

This is the scale size of the fixture.

Model Key:

This is empty at the moment.

Related Links

FixtureType on page 718
Channels on page 720

Channels

Descriptions of options:

Attrib:
: This is the attribute, e.g. Pan. Right clicking here opens the Select Attribute popup

Break:
: There can be 4 different "Breaks" defined by numbers 1 to 4.

Coarse:
: This is the 8-bit DMX number.

Fine:
: This is the 16-bit DMX number.

Ultra:
: This is the 32-bit DMX number.

Default:
: This is the default value for the attribute (in percent).

Highlight:
: This value is used when Highlt is activated.

Stage:
: This is the Stage initialized values (not available yet).

Snap:
: Setsthe attribute to snap rather than cross-fade.

Invert:
: When this is "on", the DMX output is inverted.

Master:
: Indicate whether the intensity attributes are controlled by tha Master or not.

MIB Fade:
: This describes the time used for the attribute to fade when using MIB (Move In Black).

Profile:
: Define a "DMX Profile" for the attribute, it can be non-linear.

Mode:
: This indicates if the attribute is depended of a different attribute.

Related Links

Modules on page 719
Channel Function on page 721

Channel Function

This is used to display a controllable parameter of a fixture.

Brife descriptions of options:

Attrib:

This describes the sub attribute of the main attribute.

Name:

This is the displayed name.

Wheel:

Select the effected gobo wheel and color wheel, right click to open Select Wheel popup.

From:

This is the first value of the range, e.g. -100.

To:

This is the end value of the range, e.g. 100.

From DMX:

This is the first DMX value in the range, e.g. 0.

To DMX:

This is the end DMX value in the range, e.g. 65535(16 bit).

From Phys:

This is the minimum physical value, e.g. -270.

To Phys:

This is the maximum physical value, e.g. 270.

Mode Start:

This defines the start DMX value for a mode channel.

Mode End:

This defines the end DMX value for a mode channel.

Related Links

Channels on page 720
ChannelSet on page 721

ChannelSet

Descriptions of options:

Name:

Name of discrete value, e.g. "Open".

From:

This is the first value of the range, e.g. 0.

To:

This is the end value of the range, e.g. 10.

From DMX:

This is the first DMX value in the range, e.g. 0.

To DMX:

This is the end DMX value in the range, e.g. 25.

Slot#:

Define what slot number the value corresponds to, e.g. 1.

Slot From:

Slot-offset for beginning of range, e.g. 0.

Slot To:

Slot-offset for end of range, e.g. 0.5.

Auto Create:

When there's a "Yes" in this column, the function will be a part of an auto creation.

Related Links

Channel Function on page 721

Instances

Descriptions of options:

Module Type:

Corresponding module in the fixture library.

Patch:

Relative start-address of this Instance.

X:

Relative X-position of Instance.

Y:

Relative Y-position of Instance.

Z:

Relative Z-position of Instance.

Locked:

Enable if instance should not be individually movable.

Related Links

FixtureType on page 718

Wheels

A wheel refers to a color wheel or gobo wheel of a fixture. A Slot herein refers to an area of gobo wheel or color wheel. This is an example of Color wheel:



Attribute: Corresponding parameters of a rotary wheel, e.g. Gobo1, Color1.

Click submenu under the wheel tab, parameter values of options describe as below:

No.:

This is a auto generated number for the Solt.

Media Name:

Name of the slot, e.g. Red.

Media FileName:

Corresponding image file for a Slot, e.g. carallon/gobos/martin/03002.png

Color:

This is the color of the Slot.

Related Links

FixtureType on page 718

Release Notes

This chapter describes in detail the function of each version of the console update and repair defects.

Related Links

Release Notes 4.0 on page 726
Release Notes 3.9 on page 733
Release Notes 3.8 on page 747
Release Notes 3.7 on page 759
Release Notes 3.6 on page 762
Release Notes 3.5 on page 767
Release Notes on page 770
Release Notes on page 771
Release Notes on page 772
Release Notes on page 773
Release Notes on page 775
Release Notes on page 776
Release Notes on page 777

Release Notes 4.0

Version 4.0.3.10

What's New

- The first console version to support D1.
- 20580958213 - Implementation command: Fixture 1 Thru 10 At 100 Fade 2 Thru 5 Thru 2.
- 20580956116- Implementation, FixOffset preset1 if preset2.
- 20580956146- Implementation, fader 1 thru 15 at 0 thru 100 thru 0 fade 1 thru 15 thru 1.
- 20580747285 - implementation, time code add multiple add multi-step event function.
- 20580747175 - implementation, time code current time point, add here to add event function.
- 20580746110 - adds the function of "Save to Default" and "Load from Default" buttons in the title bar of the time code option.
- 20580846293 - New macro command for simulating encoder rotation function: Encoder [ID]+/-[value].
- 20580734171 - Add title bar button for on-screen keyboard: copy, paste.
- 20580840370 - sequence executor option adds Offset time function.
- 20580345115 - TEKMAND G3 hardware detection adds screen touch detection function.
- Implement command function: FixOffset [Position Object] At [Position Object]. Compare two location materials and set the pan and tilt offsets of the fixtures.

Improved

- 20560839248 - Save ViewButton interface, invalid screen needs to be disabled.
- 20580739238 - After unlocking the TEKMAND NANO lock screen, KEYPAD and FADERPAD do not display on the screen.
- 20580955155 - Save conflict options, default to 'Merge'.
- 20580847203 - Update the command SoundOutput/device=[value] to SoundOutDevice On/Off [ID].

Bug Fixed

1. 20580738286 - fix, issue with abnormal operation of time code events.
2. 20580844174 - fix, Delete cue only for all scenes except sequence, console exception issue.
3. 20580735164 - fix, the issue where the keyboard can still input after the console screen is locked.
4. 20481429370 - fix, issue with abnormal display of tool buttons and associated buttons on the right side of the 3D stage.
5. 20580843068 - fix, G3 wifi icon refresh issue.
6. 20580959258 - Fixed the issue of Form exception prompts.
7. 20590062084 - Fix, TEKMAND G3 network - Interface settings window exception.

Version 4.0.1.34

What's New

- 20580623157 - Command line implementation of command cd Root=cd/.
- 20580621015 - TEKMAND G3 electric thruster soft core optimization.
- 20480081195 - macro is not CLI, with a "C" symbol in the upper right corner.
- 20580625217 - Disable TEKMAND G3 Pro dual screen sub infrared gesture function.
- 20580625207 - Disable TEKMAND D2 to select the left screen of the screen.

- 20580624297 - Prohibit infrared gestures from taking effect on the lock screen interface.
- 20580621047 - TEKMAND G3 adds a separate enable switch for each infrared.
- 20580517270 - TEKMAND G3 table adds two more pixels on each side of the width extension area.
- 20580621057 - The window in the user area of the console has doubled the size of the window in the lower right corner.
- 20580622193 - supports the command MatrixWingStyle [numeric number].
- 20580622122 - supports command parameter update/parameter=parameter value.
- 20481520351 - Implement import and export view button and border color for
- 20481520321 - supports assigning userprofile 2 at 3.

Improved

- 20580734121 - G3 New Show does not automatically create 10 macros for custom panels.
- 20580733150 - Lock Screen Desk Locked Text Change to TEKMAND.
- 20580733140 - Clear the default 6 gesture commands for infrared and leave blank.
- 20580732097 - Add the IP name of "Select Workgroup" for DPU on the console to 16P/8P/4P.
- 20580636053 - TEKMAND D3 has the same number of screen cells as G3's 10.1-inch screen.
- 20580517157 - Resource import and export directory organization.
- 20481429310 - TEKMAND G3 small twist breathing light improves when pressed.
- 20470547027 - RDM management window, offline lighting fixtures cannot be edited by adding black.
- 20580622142 - TEKMAND GRID window column width control allows for range enlargement.

Bug Fixed

1. 20580843068 - fix, the issue of abnormal wifi icon refresh.
2. 20580736147 - fix, issue with onPC timecode group.
3. 20481205261 - fix, issue with the single shot function of the effect.
4. 20580733007 - fix, G1's Type II screen matching error issue.
5. 20580732066 - fix: NANO does not read device version number and other information when creating a new show.
6. 20580732036 - fix: When loading show on the console, only show data is selected and there is no output from the dmx port.
7. 20580731085 - fix: There is an issue with the 20 X keys on G3, where changing the color of the keys does not update in real-time.
8. 20580731004 - fixed the issue of console crashing when issuing the command Go Sequence 1 Thru.
9. 20580518240 - fix: Linux Nano restarts, causing the screen brightness to dim.
10. 20580625227 - fix, issues with the gradient color and keyboard language function of the pop-up panel on the console.
11. 20580624287 - fix, issue with circular shaped light spots pointing towards the center of the circle.
12. 20580623178 - fix, TEKMAND D3/D2 IP2 always remains at 2.168.4.200 and does not change with IP address modifications.
13. 20580519282 - fix, media player music renaming and deletion exception issue.
14. 20580518250 - fix, TEKMAND G3 and Linux Nano software update window does not display system version number issue.
15. 20580518220 - fix, library sequence editing window, sequence name not displayed issue.
16. 20580514086 - fix: ArtNet console has an abnormal connection issue with the "single machine network input/output activation" node.

1720481428204 - fix, issue with incorrect export path for console settings - performance - import/ export - user configuration.

Version 4.0.1.20

What's New

- TEKMAND NANO model new working mode: GoE remote control
  - TEKMAND NANO supports GoE remote control of TEKMAND G3.
  - TEKMAND NANO Menu Tools - Settings Window, click Add Enter the console LAN IP, Then click the Connect button in the upper right corner to connect to the TEKMAND G3 console for remote control. Click on the square in the upper right corner of the screen to switch the TEKMAND G3 screen and exit remote control
  - TEKMAND G3 can be set to enable remote control in the menu Setup - Console - Global Settings - Remote GoE settings.

Improved

- 20481205201- Update G3/nano console system
- 20481207205- Update a series of software features for TEKMAND G3
- 20480194119- CMD bar of Pool macro editing window, characters aligned to the left
- 20481311071- Console layout window setting mode, the "horizontal/vertical movement" value of the encoder can be updated within the available range
- 20480097012- Remove the network conflict window for TEKMAND DPU
- 20481204158- Update console type display characters
- 20481205292- The console supports installation and mounting of non partitioned disks
- 20481425198 - Update the "Save Filter and Select" button function on the storage filtering interface of the Save Store window.

Bug Fixed

1. 20481520361- Fix the issue of abnormal deletion of users currently using the online console.
2. 20481426199- Fixed the issue of overlapping windows in the user-defined area of the console.
3. 20481424121- Fixed the issue of filtering window save exceptions.
4. 20481424196- Fixed the issue of network conflict during online restart under specific console conditions.
5. 20481316262 - Fix, issue with 3D model library window scrollbar display.
6. 20481204281- Fix issue with console language list
7. 20360343112- Fixed the issue where the numbering of the light group/macro assigned to the push rod did not change color
8. 20481314102- Fixed the issue of screen cutting error in the blank push rod allocation window
9. 20481300300- Fixed the issue of abnormal "speed" in the encoder column of the effect

1020481314153- Fix the issue of disabling the win nano network card and failing to open onPC

1120481314122- Fixed an issue where the Oops undo button on the Linux Nano command key panel did not work when long pressed

1220481313171- Fix the issue with the TEKMAND DPU small screen UI

1320480191191- Fix issue with session name string display on console

1420481202194- Fixed the issue of abnormal coordination between console Snd Out and media player

1520481202132- Fix the display issue of the TEKMAND output configuration window on the console

1620481202144- Fixed the issue of abnormal refresh of remote device icon status on the console
1720481204291- Fix the issue where the x key area on the console disappears
1820481202112- Fix the issue with the fixed function of the console actuator
1920481206222- Fixed issues with RDM table name information, column width, translation, etc
2020481312034- Fixed the issue of flashing cue table information on the console actuator
2120481207225- Fixed the issue of garbled Chinese names in music files on the console media player
2220481311091- Fixed the issue where the Backup window displayed abnormally when saving Show on the console

Version 4.0.0.22

The first official version to support TEKMAND G3.

What's New

- Attribute Encoder:
  - The five attribute encoders of TEKMAND G3 have touch+RGB backlight aperture indicator function. Touch corresponds to the fine adjustment sensitivity of the encoder, and the color of the backlight aperture changes according to the context.
  - The touch enable of the encoder can be accessed through the menu: Setup - Console - Local Settings Attribute Encoders Touch .
  - The backlight color of the attribute encoder is defined as follows:

THEME COLOR	EMPTY
red	value
green	fade
orange	delay
Magenta	Effect
cyan	chaser executor
yellow	sequence
Rainbow	other

- Keys and Keyboard:
  - TEKMAND G3 does not come standard with a physical keyboard. To cope with unexpected situations, panel buttons are used instead of physical keyboard buttons for special situations, such as boot BIOS configuration. The specific key mapping is as follows

Console key	keyboard	Console key	keyboard	Console key	keyboard	Console key	keyboard
↑	↑	Please	Enter	-	-	Logo+0	F10
↓	↓	Delete	Del	0-9	0-9	Logo+.	F11
←	←	Esc	Esc	.	.	<--	BackSpace
→	→	+	+	Logo+1-9	F1-F9		

- Execute Encoder:
  - Each group of fader executors in TEKMAND G3 is equipped with a control small rotary encoder at the top, which has the same function as the fader and is equipped with a pressing operation and LED backlight to indicate the corresponding status.
- Motorized Fader
  - TEKMAND G3 motorized fader adds a circle of LED indicator light, which changes with the color of the executor and can indicate the position of the fader scale. When touching the fader, its light will default to a dynamic effect indication. The LED backlight color of the fader has several fixed definitions in the system, such as: red=edit, green=default selection, orange=fixed, etc..
- Fingerprint:
  - The TEKMAND G3 fingerprint scanner has a halo backlight color indicating its working status, blue=standby, red=active, purple flashing=verifying.
- Infrared Sensor:
  - The TEKMAND G3 console is equipped with Main/Sub infrared sensors, which can recognize 6 gesture actions: up, down, left, right, far, and near. The corresponding gesture functions and enablement can be configured through the menu: Setup - Console - Infrared Settings - Main and Sub Infrared .
- Camera:
  - TEKMAND G3 comes with front/rear cameras, and the front camera currently supports facial recognition function. Recording facial ID can be done through the menu: Setup - Console - User Profile Settings . The preview function of the front and rear cameras is reflected in the Screen - User Custom Area - Creare Basic Window - Other "Field Assistant" window.
- Hardware Detection:
  - The TEKMAND G3 hardware detection function has added detection for cameras, infrared, and panel lighting.
- Wired Network:
  - The IP addresses, gateways, and DNS of the three network ports of TEKMAND G3 can be customized and configured in the menu Setup - Network - TEKMAND Network Control - Interface Settings
- Wireless Network:
  - TEKMAND G3 is equipped with wireless network, which can be found in the menu Setup - Network - TEKMAND Network Control - Interface Settings - WLan .
- Screen:

    - TEKMAND G3 Ultra comes standard with 7 multi touch screens and supports 2 external DP displays. TEKMAND G3 Ultra supports electric adjustment of display angle on the screen panel, with 3 large screen panels that can be adjusted for display angle through LOGO +Up/Down, and 3 strip screen panels that can be adjusted for display angle through Set +Up/Down.
- Encoder and Executor Toolbar:
    - The bar screens of TEKMAND G3 are fixed to display: left (executor 16-30), middle (executor 1-15), and right (encoder toolbar). All bar screens and the right area of the small screen are user-defined areas, with customizable configuration functions: Setup - User - User Panel Settings, supporting fixed and macro function references.
- Personalization:
    - The fader, buttons, and encoder backlight of TEKMAND G3 can be freely adjusted for color brightness. The system provides 7 default color schemes, which can be switched between different colors through the shortcut function in the custom area of the right bar screen. They can also be freely adjusted in the menu: Setup - Console - Color and PCkeys Setup
- RDM Sheet:
    - TEKMAND G3 Screen - User Custom Area - Creare Basic Window - Sheet, Add RDM Sheet Window. The TEKMAND system has added a new window: Open Window - Sheet - RDM, which is used to manage RDM fixture, such as modifying fixture address codes
- Configure audio output devices: The TEKMAND system can use commands to select audio output devices. The command syntax is as follows:
    - SoundOutput/device=[value], for example, SoundOutput/device=12 means audio is output from the left and right speakers
    - Audio device number: 0=turn off audio device, 1=left speaker, 2=right speaker, 3=headphone jack, 4=SPDIF output
- TEKMAND App Remote Control:
    - TEKMAND App is a brand new desktop remote control program that currently only supports the Android system.
    - TEKMAND App only needs to input the IP or ID of the console, and then connect to TEKMAND G3 console through the network to achieve remote control. The Tools window of the console provides a QR code for TEKMAND App to scan and connect.
    - TEKMAND G3 can be set to enable remote control in the menu Setup - Console - Global Settings - Remote GoE settings.
- TEKMAND G3 adds a new set of main control faders C/D
- TEKMAND G3 console adds display of battery and temperature information in the status window

Improved

- Shutdown:
    - When TEKMAND G3 is turned on and off, the hardware panel lights display animated effects, and all screens display TEKMAND trademark animations during the startup process
- Implement Sound Out push rod control system volume.
- 20470756340- After restarting the console, no conflict window pops up under limit 100M.
- 20480081165- Linux Nano user login interface, fingerprint image removed.
- 20371016120- Add purple borders for buttons related to the effect layer of the console encoder toolbar.
- 20481200110- Update color swatches for console color palette.

- 20481202184- Hide G3 burning image and remote update button.

Bug Fixed

1. 20470864139 - Fixed issues with abnormal WIFI connection and IP modification.
2. 20470976341 - Fixed the issue of RDM table border stretching and display.
3. 20470866257 - Fix the issue where the empty push rod actuator becomes non empty after being assigned.
4. 20470866247 - Fixed the issue of sound output/system volume Snd Out not working on the video player.
5. 20480085259 - Fix cue fade delay countdown cannot display input decimal point issue.
6. 20480084287 - Fixed the issue where the border of the property bar in the Fixture Sheet window is stretched and the display position of the "border position value" is incorrect.
7. 20480083231- Fix, there is an abnormal issue when creating a new Show on the console while performing RDM search for lighting fixtures through the Node.
8. 20481109028- Fix issue where the DPU interface configured for output does not refresh when the console is online.
9. 20480080049- Fixed the issue where the console logout command enters the login interface, typing on input methods other than English in the password input method window, and shadows appear on the back of the input method window.

1020480081175- Fixed an issue where the console is in the user login interface, the combination key locks the screen to unlock, and the setup/tools/backup window still pops up.

1120481203134- Fixed the issue of incorrect display of wired network icon on the console.

Related Links

Release Notes on page 725

TEKMAND

Release Notes 3.9

Version 3.9.68.32

What's New

- 20470867278 - Supports Spanish.

Bug Fixed

1. 20470324075 - Fixed an issue where clicking on the actuator on the store screen would cause a cue editing window to pop up simultaneously.
2. 20470975219 - Fixed the issue of abnormal push rod and encoder in the hardware detection of the console.
3. 20470974275 - Fixed the issue of abnormal "Direct Action" function in the execution button window.
4. 20470976381 - Fixed the issue of abnormal Login command.
5. 20480080182 - Fixed the issue of connecting the console to DPU, merging new values with materials, and not automatically updating the sequence.
6. 20480080162 - Fixed an issue where the encoder rotation of the 'OFF command' caused an exception.

Version 3.9.68.22

What's New

- 20470329222 - NANO adds unlock DESKLOCK function (Faders+KeyPad).
- 20470215196 - Add dongle information to the system status window version bar.

Improved

- 20470641105 - Setup->TEKMAND Network Control->Interface Settings->WLan can add wireless wifi

Bug Fixed

1. 20470658077 - Fixed issue where import and export of effects/macros cannot be located on a USB drive.
2. 20470645239 - Fixed issue with encoder scrolling to select layout number incorrectly in the layout view window's "Select Layout Dropdown Box".
3. 20470750029 - Fixed an issue where the import and export of pool effect (effects, macros, matrixs) did not record the border color (Appearance).
4. 20470658047 - Fixed the issue of executer display of the execution button actuator.
5. 20470534209 - Fixed issue with abnormal folding button on the right side of the player.
6. 20470328260 - Fixed issue with multiple EncoderBar toolbars simultaneously, switching between normal/fine/ultra without synchronized refresh.
7. 20470436028 - Fixed issue with load predefined list of macros/effects and incorrect scrolling selection function.
8. 20360895198 - Fixed issue with Snap Always feature in layout options causing incorrect scaling of layout objects.
9. 20470326048 - Repair, click on encoder, The issue with multiple screens displaying input boxes popping up from the Encoder bar toolbar.

1020470420243 - Fixed the issue of not following the focus of the current item by selecting options from the dropdown menu and using the screen encoder to select options

Version 3.9.68.10

What's New

- 20360237300 - Added TEKMAND 3D Stage Label Info feature.
- 20360560143 - TEKMAND NANO's DMA port information added to the console status window.
- 20361903140 - Remote upgrade between consoles.
- 20360028017 - Blue color markings for materials added to the Sheet window.
- 20360689196 - Add function button for Sheet window.
- 20360340034 - Add Clone feature.
- 20360346206 - Supports Artnet unicast function.
- 20360672295 - Added Limit function switch for switching session group network speed on the console.
- 20360453246 - Command space support for improved compatibility.
- 20360028088 - Store preset command support.
- 20251818251 - Implement command assign form 5 at effect 1.1.

Improved

- 10700197173 - The number and name fill colors in the Sequence Executor table are adjustable.
- 20371000207 - After adding a physical NODE, do not immediately reset the Artnet Universe and keep the original Universe.
- 20360233260 - Luminaire Enable XYZ channel function optimization.
- 20360468026 - Optimization of spot arrangement function.
- 10910659249 - Media Player Optimization and Renovation.
- 20360456301 - Optimization and renovation of the installation and upgrading process of the control panel system.
- 20130935039 - System status merged into console status window.
- 20360455371 - TEKMAND NANO Hardware and Touch Message Optimization Processing.
- 20360564299 - TEKMAND NANO system optimization.
- 20360455321 - TEKMAND NANO Real time Backup Function Update.
- 20030380067 - Control panel can remotely upgrade multiple DPUs simultaneously.
- 20360781221 - PSN Network Configuration Function Upgrade and Transformation.
- 20250241198 - RDM Function Upgrade and Transformation.
- 20140486005 - Material removal function needs improvement.
- 20360891014 - Setup ->User ->Windows Settings ->Presses window updates.
- 20360670194 - Material storage, all attribute types support SGU type.
- 20360891087 - DPU's artnet mode table displays data exceeding Line 16.
- 20360894115 - All content of the trial version console time window is prohibited from being modified.
- 20360342191 - Layer parameter command update for Sheet window.
- 20360563200 - Change of parameter low/high numerical names in the effect editing window.
- 20360453296 - Export Fault Record Window, capable of deleting fault files.
- 20360343122 - ViewButton image placed in View.
- 20360342131 - Time code editing window, implementing track sorting function.
- 20360342121 - Time code editing window, scroll bar on text interface, events selected with green background should not be changed.

- 20360233137 - Layout optimization of three replay windows: replay, flank, and execute button.
- 20360120190 - List+preset key opens the temporary preset pool window in sequence.
- 20360671189 - Control Panel SACN External Starting Point Breaks 255 Limit.

Bug Fixed

1. 20470422219 - Fixed the issue of abnormal default values for Special Master push rods.
2. 20470216198 - Fixed output and display issues caused by Effect.
3. 20470420202 - Fixed hardware detection abnormal issue.
4. 20470329272 - Fixed the issue of program crashes caused by the combination of IP address modification prompt box and Setup buttons.
5. 20470325098 - Fixed the issue of UI errors in the console interface.
6. 20130935008 - Fixed issue where TEKMAND onPC's IP address did not automatically recognize the currently available IP address.
7. 20470218236 - Fixed the issue of abnormal memory caused by console software.
8. 20371126102 - Fixed issue caused by user login with logout command.
9. 20371127138 - Fixed the issue of console crashing when clicking on certain buttons in Setup->User->Windows Settings->Presets windows.

1020360892131 - Fixed issue with TEKMAND 3D display.
1120360897222 - Fixed the issue with the display library camera on the console.
1220360896210 - Fixed the issue of abnormal Wheels in TEKMAND 3D lighting library, which prevents the display of 3D stage lighting fixtures.
1320360346216 - Fixed issue with TEKMAND 3D model material.
1420360359038 - Fixed issue with TEKMAND NANO Faders window conflicting with Setup window display.
1520360341190 - Fixed issue with abnormal display of material color icons.
1620360897285 - Fixed issue with resetting the scrollbar in the lamp table.
1720360897201 - Fixed issue with programming effect and CUE value being abnormal without Freeze.
1820360896220 - Fixed the issue of P/T effect execution failure on the actuator.
1920360892111 - Fixed issue with onPC multi screen mode and abnormal Store View.
2020360451252 - Fixed the issue of abnormal output values due to existing effect values and value values in cue, release effect values, programming modification of value values, and abnormal output values.
2120360687089 - Fixed the issue of abnormal display in the Sequence Content window.
2220360672264 - Fixed the issue of abnormal scaling of the Status window.
2320360670111 - Fixed issue with command copy layout 2 at layout 1.
2420360451129 - Fixed issue of command AddUserVar/AddVar $myname assignment failure.
2520360454239 - Fixed the issue of onPC interface shrinking and abnormal mouse selection.
2620360450176 - Fixed issue with abnormal display of lighting properties in the Sequence Content Sheet window.
2720360450112 - Fixed issue with onPC floating button panel not functioning.
2820360359160 - Fixed the issue where the data interface of the large screen DPU was displayed as empty.
2920360344108 - Fixed issue with abnormal sequence execution in Fast Call mode.
3020360358095 - Fixed an issue where the update window's "Original Contents only" does not have an updatable Cue.
3120250136235 - Fixed issue with Cue curve release update displaying anomalies.
3220360344128 - Fixed issue with Cue object displaying abnormally in the Update window of Cue.

3320360346247 - Fixed issue with abnormal table options window for configuring 1-5 buttons in the sequence executor window.
3420360343132 - Fixed issue of unsynchronized control panel online curve.
3520360122166 - Fixed issue where the parameter state of the Assign Option window cannot be maintained in the Playback mode of the sequence virtual actuator.
3620360341170 - Fixed an issue where excessive input of Chinese characters in the console input method window caused anomalies.
3720360341160 - Fixed the issue of abnormal display of Cue's time countdown.
3820360238381 - Fixed issue where the 'Thru' key in the numerical input box should not be displayed when selecting a single light fixture.
3920360236248 - Fixed issue with abnormal mouse response in Layout window.
4020140484093 - Fixed issues with font size and conflict display in the control console's DMA protocol window.

Version 3.9.11.18

What's New

- 20360674237 - TEKMAND console adds Russian support.

Improved

- 20250475291 - TEKMAND NANO's Position Special Dialog defaults to the current screen.

Bug Fixed

1. 20360579150 - Fixed an issue where the console online TEKMAND Network Configuration window displays' None ', click' Add 'to address the issue of console abnormalities..
2. 20360579026 - Fixed issue with abnormal layout scrollbar operation
3. 20360358075 - Fixed issue with abnormal attribute value input window and scrollbar pull console
4. 20360670153 - Fixed the issue of saving RGB color materials, multiple OFF RGBWs, only one, and abnormal saving
5. 20360670194 - Fixed the issue of not all materials supporting SGU
6. 20360467066 - Fixed the issue of abnormal control lights during the quick start of NANO startup
7. 20360566360- Fixed an issue where NANO cannot be unlocked through a floating keyboard after being locked
8. 20360469049- Fixed issue where TEKMAND NANO's RDM function was not implemented and RDM lamp information could not be read
9. 20360566330- Fixed an issue where the output value of lamp attributes was 0 after the Stomp effect

1020360468057 - Fix and delete some issues with abnormal effects.
1120360468016 - Fixed the issue where the selected lamp will automatically activate the position attribute values in the current mode when the Position Special Dialog is opened.
1220360467025 - Fixed an issue where the horizontal and vertical position of the Position Special Dialog was incorrect when entering the default state for the first time.
1320360454259 - Fix the issue of abnormal handling of touch messages on TEKMAND NANO touch screen buttons.
1420360453296 - Fix the issue of exporting the fault record window and not being able to delete the fault file.

1520360450125 - Fix the issue where TEKMAND NANO emulator cannot be started as an administrator.

Version 3.9.11.8

What's New

- 20141729051 - The sACN protocol has been upgraded and improved, with a maximum line size of 512.
- 20140692273 - Optimize the UI interface, display, and operation of DPU.
- 20251924026 - Artnet supports 128 * 256 artnet univ.
- 20360010096 - The input port value of the console is equal to the ArtNet input value, and a new prompt is added.
- 20030160148 - When installing the console system, it is supported to choose not to back up the console data files.
- 20360028047 - The Content/Tracking Sheet window displays the Effect content of the sequence executor.
- 20130939198 - Layout the window and use the Clone command to quickly sort the lighting fixtures.
- 20250135294 - Universal/main control lever, with the addition of Temp function options and implementation of functions.
- 20250257297 - The sequence executor option interface adds a World filtering function to its "input filter".
- 20030399069 - In the sequence executor option interface, push the "Select Master Go" window and add the Master Top mode.
- 20250257287 - The sequence executor option interface adds a World filtering function to its "Playback filter".
- 20140264049 - In the sequence executor option interface, Add a Loop Breaking Go function button.
- 20141716274 - Effect executor option interface, adding Kill Protect function.
- 20360027056 - Symbols icon added.
- 10920192204 - ViewButton adds model improvements.
- 20140485003 - Connect the Patch and Fixture Schedule window and add unlocking parameters for the console.
- 20030491156 - At the bottom of the library effect editing window, add parameter function buttons for mirroring, grouping, and grouping

Improved

- 20360231185 - Process updates during console installation.
- 20360122176 - Update the Sheet mode function of Pool and Preset.
- 20140046027 - Pool playback mode, when the sequence/effect is running, progress bar is made on the sequence/effect grid.
- 20360012258 - Progress bar of effect Fader.
- 20130829069 - Implement commands GO+, GO - to run Pool sequences/effects.
- 20140485023 - Implement the macro command Copy Timecode (Timecode?) At Timecode (Timecode ID).
- 20140485033 - Implement macro command IfOutput; Store /s /so=output /use=allforselected @.
- 20251924036 - Implement the object assignment command for Assign.
- 20360233106 - Implement the command assign crossload at exec 1.

- 20140596013 - Implement the command goto exec() cue().
- 20130829079 - Implement the command Goto Cue() to make the sequence run.
- 20360138097 - Implement store/? Command and function modification.
- 20140485013 - On PC, click the command button to write to the input method window.
- 20140583203 - The input method window of the attribute encoder, where attributes are divided into input box interfaces based on the sub attributes of the light library.
- 20031519257 - Update of Preset merging function.
- 10700198154 - Channel Page Width to a customizable number.
- 20250010107 - Update console device parameter rules.
- 10701419280 - The time progress bar in the name bar of the sequence editing window displays updates.
- 20130938181 - The library curve can be modified on the original curve.
- 20250479219 - Hide unnecessary buttons in the "Edit Layout Elements" interface of the layout window.
- 20250793288 - The attributes of the light library are displayed in segments.
- 20141712055 - Mixed color RGB, can apply Align and adjust multiple lamp colors simultaneously.
- 20250697065 - The dropdown box of the Special Dialog has been changed to a control that can be clicked and switched like a feature button.
- 20360234201 - On/Off, click on the Fixture feature to activate/deactivate all attributes under the feature.
- 20360230184 - The scratch visible option of the new show's pool option is set to default selected.
- 20360121153 - Ignoring the current system language, all input methods support (Chinese, English, Japanese, and Korean...).
- 20251814018 - Filter icons can be assigned to the layout window

Bug Fixed

- 20360012138 - Fixed an abnormal issue with the configuration of the artnet port on the console device.
- 20360231104 - Fix any abnormal issues during the console upgrade process.
- 20360340046 - Fixed issues related to TEKMAND 3D model.
- 20251814039 - Fix the issue where the position of the lighting fixture is still at the origin after setting the initial position of the 3D stage window and light library properties.
- 20360029008 - Fix the issue of abnormal display of color markings on the ChannelPage channel push rod, Sheet window, and layout window.
- 20360026013 - Fixed the issue of abnormal Pool Slip Menu sliding pop-up function.
- 20360341180 - Fixed the issue with the Direct. Action sequence in Pool Playback, double clicking off to close the display exception.
- 20251814059 - Fixed issues with sequence Fast Call mode and abnormal operation.
- 20360139089 - Fixed the issue of abnormal operation of the auxiliary control console pool playback status.
- 20360123272 - Fix the issue of Attribute 1.1.1 at 100 command exceptions.
- 20140267107 - Fix the issue of abnormal instructions in the [Go *. "" sequence.
- 20360232186 - Fix the issue of abnormal Clone command.
- 20141715292 - Fix the issue of abnormal swop protect functionality.
- 20360011006 - Fixed the issue of incorrect display of the number of lighting fixtures in the library effect.

- 20251912340 - Fixed the issue of abnormal display of parameter values such as Rate and the effect of attribute encoder assignment.
- 20360123117 - Fix the issue of abnormal Oops revocation function.
- 20360232156 - Fix the issue with AB pole theme.
- 20360341007 - Fixed an exception where the EncoderBar attribute encoder and Editor Window were empty.
- 20360026094 - Fixed the layout window setup mode and the Front Size function of the property encoder.
- 20251923096 - Fixed an issue where the Last date restoration and cleanup of the Agenda schedule failed.
- 20360123127 - Fixed an abnormal issue with the Direct Action function of the sequence virtual actuator clicking on the actuator when the push rod page is in the Channel Page.
- 20360124213 - Fixed an abnormal issue with off sequence 1 that cannot stop programming due to effects in CUE.
- 20030050288 - Fixed the issue where the scene execution of the actuator covered the library effect with the same lighting fixtures.
- 20140269261 - Fixed the issue of multiple users' 'configuration files' being associated with operation domains, but being able to delete all operation domains.
- 20360026063 - Fix the issue of abnormal execution of the sequence executor swing command.
- 20250136204 - Fixed the issue of incomplete display of universal push rods in the Master Section interface of the button panel.
- 20250026164 - Fixed an issue with multiple effect sequences displayed simultaneously in the Running effect window.
- 20251814190 - Fix the issue of abnormal Park lock display in the Value/Value options interface of the layout window.
- 20251911360 - Fix the issue of abnormal display of the width and background color in the library effect editing window parameter.
- 20251709216 - Fix, setvar $button execution error or no effect.

Version 3.9.8.16

What's New

- 20030160148 - When installing the console system, support the function of not backing up the console data file.

Bug Fixed

1. 20360230164 - Fix issues with incorrect functionality of the Remove button.
2. 20360011006 - Fixed a problem with incorrect display of the number of lights in the A/RU library.
3. 20360123272 - Fix a crash caused by the attribute command.

Version 3.9.8.8

What's New

- 20141922239 - Implement the Off-time feature of the pool playback for effects/sequences.
- 20141922249 - Temp feature that implements the pool playback of effects/sequences.
- 20140046027 - Add pool playback mode, sequence/effect run, sequence/effect progress bar.
- 20240915046 - TEKMAND display settings adjustment.
- 20240915026 - TEKMAND system status window optimization.

- 20130934078 - Add a network monitoring window.
- 10910656177 - Tools window adds Circular Copy, Shuffle Selection Order, Shuffle Values, filter functionality.
- 20250012295 - Added value layer/effect layer parameters, Remove/Release/Deactivate/Default Link.
- 20240914036 - TEKMAND Screen Options UI optimization.
- 20030388321 - Added "Find" function to the help documentation of the console.
- 20250684370 - Special Dialog optimization.
- 20250360038 - Filter optimization upgrade.
- 20140489193 - 3D Stage Window In the Properties window in setup mode, add the Material tab for non-lamp objects.
- 10811300233 - When selecting a filter for a non-default filter in the library, the AT key flashes.
- 20141712003 - Layout options added: Double Tap, double-click mode switch.
- 20250684391 - onPC trackball position is resized centered, adding usage feedback.
- 20141700289 - Show adds attribute to the file list: version.
- 20250135223 - move command to move the actuator, you can page through the actuator page.
- 20250366294 - logo + prev, logo + next key combination on onPC, logo key fixing is not automatically canceled.
- 20030490164 - AU mode effect Call command, all fixtures will run the effect.
- 20250683269 - artnet mode of the DPU, set up the network NetWork.
- 20031720219 - Implement the Remove command for double-clicking the Delete button in the button panel.
- 20250793278 - All consoles, installation options interface, add countdown progress bar.
- 20250367237 - Implement the Group button of the button panel, which becomes the filter command after pressing it three times.
- 20140034321 - Mating - Export of the Fixture Management window, adding the option to export locally.
- 20141716274 - Actuator - Effect/Assignment Window/Options interface, add Kill Protect to achieve exclusive protection function.
- 20251924046 - Double-click the Layout button to implement the Model command.
- 20250682259 - Setup -> User -> Settings adds the Pool Slip Menu option.
- 20140158285 - TEKMAND output configuration, DPU with 3D interface, remove already connected devices, add prompts.

Improved

- 20250475271 - Mating/control line maximum extended to 512.
- 20251924006 - Application and display updates of tabular mode of library objects.
- 20250014300 - Layout/FixtureSheet/ChannelFader, fixture color label Marker display update.
- 20140693277 - Luminaire parameters released more than 65536.
- 20251819203 - Mating - Fixture management window with support for inserting new layers between "layers".
- 20250793268 - Edit Light Library interface for light libraries, where you can insert new rows between rows.
- 20130718104 - Command Filter, At Filter, Store Filter filter windows are synchronized.
- 20140472236 - DMX protocol window of console, Artnet mode of the detected DPU, port configuration optimization.
- 20251811071 - Camera fixtures are not displayed in Stage.
- 20251708285 - The default light selection mode in the console is Fixutre, and FIXTURE is displayed in CMDDLG.

- 20140045077 - Setup-> Console-> Local Settings - > non-electric actuator matching optimization.
- 20140485085 - Color Slice window of the Color Advanced adjustment box, select the color piece, save it to the color material, and display the name of the color sheet.
- 20141717256 - Model Pool displays the number of used objects and optimizations.
- 20250685311 - The console is automatically started after successful installation, and the "Tekmand system installed successfully" prompt screen is displayed.
- 20251709226 - Implement command line editing effect assign effect 1.1 /rate=5.
- 20251817188 - Effect on the actuator, implemented to execute the Kill command.
- 20250585102 - The Vlaue_Times of the Filter window, containing the time of the effect Effect.
- 10701414037 - The curves in Pool and layout are applied to the luminaire (function not implemented).
- 20250479320 - Layout window, which implements the Pool Playback button function of the layout options interface.
- 10811314039 - When executing the Kill command, close all other actuators.
- 20130717132 - A/RS mode effect Assign to the actuator, select the fixture to apply the effect on the actuator, activate the toolbar properties with the On command, activate the properties of the effect.
- 20140363239 - After running the effect in Cue, type the command Stomp PresetType (number) without selecting the light, and the effect stops.
- 20250029254 - Universal actuator/effect on the main joystick to implement the GO+/GO-/PAUSE function of the buttons.
- 20251707117 - Support for the At exec* command and multiple commands involving sequ when containing multiple CUEs distinguish which CUE is targeted.
- 20140269271 - When a user is logged in to the console, the "User Profile Settings" window, the profile bar of the "User" screen, is prohibited from changing.
- 20250477226 - When the actuator is used, multiple material updates are activated, and the light selection function Next and Prev functions are realized.
- 10800710150 - Console is online, TEKMAND output configuration deletes the opposing console IP, and the opposing console/software update/parameter count shows default values.
- 20030275136 - Curve editing is between 0%~100%.
- 20141824135 - Optimized time for the shutdown card interface of the Tekmand D-console.
- 20140047113 - When the console imports the U disk light library, you can freely select the directory of the light library.
- 10921318139 - DMX port indicator optimization for Gen 3 DPUs.
- 20250029213 - When running the Poolplaybacd effect, the background color of the AS and AU effects is distinguished.
- 20250027116 - Update Resource window for software updates, one at a time.
- 20250256169 - Layout Layout window, when the light selection method is dotted or solid line light selection, activate the mobile MOVE button, at this time the mouse double-click becomes the corresponding light selection function.
- 20250366202 - Add the number of fixtures/luminaire number/channel number, their maximum value adjustment.
- 20140690167 - Save the effect cue, run the change cue, select some of the fixtures, highlight it with the command At Selection, Updata button.
- 20250013299 - When a sequence is assigned to a new actuator, the state of parameters such as track/release in the sequence editing window remains unchanged.
- 20250682229 - X1-X20 buttons on the small screen of the console, corresponding to the X1-X20 buttons in the window, press to activate and release to deactivate the state.
- 20250794219 - Turn off the Fix and AutoFix functions of the virtual actuator.

- 20251817167 - In the "Effects" section of the "Update Window", add the Remove update function for the value of the Scene Library - Effects parameter.
- 20250792243 - The index in the effect curve input box needs to be changed to a decimal representation.
- 20250368360 - Commands in macros are automatically capitalized and colored.
- 20030492237 - Implement Learn's learning function.
- 20141607134 - Flash functionality that implements the Assign effect to the effect on the executor.
- 20240918182 - The text font on the icon appears centered.
- 20250366233 - Setup/Backup/Tools and other windows that can switch screens, when there is no corresponding screen on the console, the first screen is displayed by default.
- 20141715148 - Brightness/pattern/color and other property values are entered into the window, and the scale is implemented by stretching.
- 20240913094 - Fast Call mode for effects, when you click on the effect, the effect of AU/RU is applied to all fixtures.
- 20141701209 - When the effect runs, each value and the delay time and slide time of the effect are taken to a symmetrical range value (8.1 ~ 0 ~ 8.1).
- 20251924057 - Store window, PresetType Default/Universal/Selective/Global is listed in order.
- 20251923085 - Command line Menu /? Tips and optimizations performed.
- 20251910278 - The parameter Interleave maximum value of the Matrix arrangement was changed to 10000.
- 20141714166 - User Setup/Program/Playback/None permission improvements.

Bug Fixed

- 20251815171 - Hardware detection encoder rotation synchronized with display, area background color correction of icons.
- 20141700279 - Fixed an error that pool playback mode sequences, in the "Close Menu" window, click on the "Close All Sequences" button, the window sequences displayed still there.
- 20250131054 - Fixed a bug where sequence/effects Playback mode UI displayed unexpectedly.
- 20030491146 - Fixed, toolbar effect advanced adjustment box to do effect, directly save to scene, effect out of sync abnormal.
- 20130717111 - Fixed the function and unit abnormality of the actuator pusher Speed/Rate.
- 20141823164 - Fixed the exception that the text input box was too long.
- 20251925018 - Fix, onPC, live backup turned on, always stopped at 84.09% exception when loading.
- 20250472141 - Fix, "Fallback" for real-time backups shows abnormality.
- 20250685321 - Fixed, directory number 3 is not open for editing, resulting in settings such as global settings cannot be implemented with commands.
- 20250474165 - Fix, Phantom Blue Skin UI display abnormality.
- 20140583223 - Fix, in the toolbar, DIM property curve Sin, phase 20-340, save library - effect, effect curve should not be in pink mode with multiple range values.
- 20141712088 - Fix, sequence option: Off on overwritten, default shutdown feature error.
- 20141608241 - Fix, effect of different properties, exception when using the override function.
- 10800713213 - Fix that the Layout Data/Marker color marker for the Layout/Fixture/Channel window did not work.
- 20250136235 - Fixed the exception of Stomp/Release/Remove update for scene "Effect/Value Value".
- 20250478289 - Fixed that the icon of assigning Pool object to the layout window displayed abnormally.

- 20250587168 - Fixed the exception that when installing fapp in the TEKMAND console, only fapp in the tools path could be installed successfully.
- 20250026164 - Fix, Running effect window icon shows abnormally.
- 20141608272 - Fix, A/RU effect, copy with AT command, AT filtering fails.
- 20250012244 - Fix that when the At Cue command replicates the Chase curve effect, the increment of the fixturesheet table effect layer should not be red against the background.
- 20240919123 - Fix, console DMX window border abnormal.
- 20251813084 - Fix, 3D beam anomaly.
- 20250584130 - Fixed an issue with the Export to Excel feature on the TEKMAND console 3D window.
- 20250583099 - Fix, TEKMAND 3D stage window in containing too many sub-lamps anomaly.
- 20250011210 - Fix, after the Park function locks the DMX value of the fixture, the value of the fixture in 3D mode will not be locked and will be cleared.
- 20141718226 - Fixed a bug where when selecting a fixture in 3D mode, the window was too small to cause the highlighted frame to not be displayed.
- 20140694239 - FIX, TEKMAND 3D, THE LIGHT LIBRARY ALWAYS FAILS TO AUTOMATICALLY MATCH TO THE CORRECT MODEL.
- 20250268051 - Fix, 3D, old Show library-model, edit old model, edit material properties in the lower right corner of the window are gone.
- 20250585155 - Fixed that after the lamp library import screen was reduced to a certain size, the real-time performance "for each screen" interface had a calculated display of more than 100%.
- 20250361120 - Fixed an exception where DMX values could continue to be edited when DPU was locked.
- 20250134138 - Fixed interface abnormality after D-console actuator expansion.
- 20250257216 - Fix, TEKMAND flanking command device, exception occurred when connecting onPC using MIDI.
- 10800960182 - Fixed, clicking on the grid in groupPool, 2 console operation switching caused one of the console points group grid to react incorrectly.
- 20251817198 - Fixed that effect 2 merged into effect 1, and then removed effect 2, effect 1 parameters should not have a background color representing multiple values.
- 20251814018 - Fix that filtering Filter icons assigned to layout windows fails.
- 20251819254 - Fixed an error in the form command obtained by clicking the Effect button three times in the button panel.
- 20251811081 - Fixed camera in Camera Pool could not be edited.
- 20250697095 - Fixed an error in editing the value of the property value of the TEKMAND console lamp library.
- 20140159257 - Fix, do the effect, curve chase, ramp, put > bounce, when the effect runs in reverse to the first light, the value of the last light should not change.
- 20250698005 - Fix, Sequence/Effect Actuator option, selection associated velocity actuator title name error.
- 20250792211 - Fix, Effect Library-Effects vs. Actuator-Effects when running numeric color anomalies.
- 20251817127 - fix, library-effects, assignment to executor, Stomp update error.
- 20251926019 - Fixed an exception where the prompt window displayed a black screen (programming mode) when onPC loaded show.
- 20251923052 - Fix, EncoderBar toolbar, Encoder section skin background color is wrong.
- 20251924087 - Fix, hit Group 1, unable to activate the property value of the lamp group.
- 10700390221 - Fix, color synchronization, change the color in the light library, the color of the smart asset window does not change together.
- 20250585165 - Fix, command Delete Sequence 1 thru, console exception.

- 20250588169 - Fix, TEKMAND console hardware detects LED light, abnormal exit.
- 10811314162 - Fixed an exception where Flash Fixture 1 would lock the luminance channel of a fixture.
- 20250680205 - Fix, parenthesis command, title display error.
- 20250363155 - FIX, on the TEKMAND console, the stop effect of double-clicking PLEASE on the keyboard after selecting the fixture should not be associated to other windows.
- 10910630199 - Fixed that the Additonal phys parameter of the lamp library could not be saved.
- 10800617073 - Fixed an issue with the executor display when Sequence Executor was in link last go mode.
- 20250682209 - Fixed, encoder toolbar, effect parameter input box value anomaly.
- 10800712273 - Fixed the "Name Background Color" exception for Pool/Channel and Fixture windows (networking).
- 20250684360 - Fixed that the Color button activated in the Special Dialog window did not remain active when closing the reopened window.
- 20250699089 - Fixed a bug in the advanced frame in the encoder effect bar when the TEKMAND console was newly built, causing the console to be abnormal.
- 10810073310 - Fix, network connection, highlight turned on, after selecting the light, the dimmer value did not change to 100.
- 20141821087 - Fix that there are extra lines at the zoom in the bottom right corner of the window.
- 20140047103 - Fix, with the command Call to make the Sequence run, the activated state of the previous Sequence lamp cannot disappear.
- 10800724081 - Fixed that after setting the initial position of the lamp properties in the light library, the actual selectable position of the lamp under the stage window was still at the origin.
- 20250792287 - Fix, layout window toolbar, "Advanced Arrangement" Chinese and English font confusion.
- 20251708275 - Fixed the exception of saving show after adding channel lever.
- 20251708201 - Fixture Sheet/Fixture Window, Effect Layers, Click on the fixture with the command Off, the fixture should not be more active.
- 10811302360 - Fixed a fix where the modified size value was not immediately reflected in the stage window after the fixture changed sizeX/Y/Z in the lamp library.
- 20140363390 - Fix, Normal Call mode of library-sequence, double-click sequence, should be the last cue executed by the executor.
- 20251708211 - Fixed that the function of the Off channel programming value was incorrect.
- 20130813218 - Fix, one effect, Store to another effect, overwrite with removal feature has bugs.
- 20140360233 - Fix, DPU control light, RDM line brush abnormal.
- 20141922390 - Fix, after onPC is connected to the console, the Setup window of the console is switched to the extended screen, and the Setup window of the onPC will be displayed abnormally.
- 10800960057 - Fixed the issue that the parameter values in the Properties window were not displayed after the Mode association in the lamp library.
- 20140584320 - Fix, save an effect cue1, change the rate to 0 to save cue2, run to cue2, its rate should gradually slow down.
- 20250255005 - Fix, CUE's MIB activation, when updating a certain Cue, the subsequent Cue should not immediately perform the MIB function.
- 20250025191 - Fixed that the Run Effects window should not leave a yellow border after deleting the effects in the Effects Library when running effects.
- 20141822190 - Fix, in the "Trace" state of the actuator, multiple CUEs are deleted at the same time, and after adopting "Independent Delete", it shows an exception.

- 20140598133 - Fixed that the effect that was originally used in CUE ran wrong after the effect pool was deleted.
- 10920090029 - Fix, the pan/tilt of the fixture in cue4 in sequence at the fixture in cue2 cannot be updated.
- 20250132069 - Fixed, old show model pictures, the new version does not fail to display the abnormality.
- 20141607124 - Fixed that when ArtNet line port settings conflict on console, the port grid should be red for conflict warning.
- 20250027188 - Fix that when manually entering the English name of a function command in console Chinese mode, it should not be automatically translated into Chinese.
- 20250131064 - Fix, the import and export of the console, its disk selection U disk path, the button representing "Back" did not work.
- 20250027126 - Fix that when applying a "manipulation domain" of a world with only a portion of a Sequence light, the command deletes that Sequence, the entire Sequence should not be deleted.
- 20250025171 - Fix, Library - Effects Fast Call, AU/RU effects, should work on all fixtures.
- 20250010169 - Fix, the console software high version installed with a low version, the console IP address 192 will disappear, the touch screen is not focused and needs to be recalibrated.
- 20140583213 - Fix, on the side console, select fixtures to create effects, add other properties of non-DIM properties via the edit window, without automatically associating the selected fixtures.
- 20130829007 - Fix that do not implement the Play Stop feature when clicking next to the Play Stop button next to the console media player.
- 20031720229 - Fix, Onpc's floating "encoder panel", which arranges the Matrix window, has an anomaly in the placement result.
- 20250135273 - Fix, file manager, wrong file path selection.
- 20250366253 - Fixed that the command line input in the console was preceded by Chinese characters, and the carriage return executed the command abnormally.
- 20250368370 - Fix, Tekmand Output Configuration - When the first row of the table is deleted, the last row is also deleted.
- 10910656157 - Fixed the "Default Value" button in the genitive value input box, which was displayed in three lines.
- 20250475108 - Fix, file dialog (player) copy-paste causes file corruption.
- 20141920234 - Fixed a line reset issue when saving changes to the default configuration of a line in the DPU settings interface.
- 20130712096 - Fixed that when the touch screen of the console was corrected, the UI displayed abnormally when clicking the buttons of the panel.
- 20030274125 - Fixed, Layout bitmap effect, real frame mode, pull-frame release triggered pop-up failed.
- 20250256147 - Fix, when creating a new performance, after canceling "Clear performance data" and so on, click "Select All", the "OK" button of the window is not activated immediately.
- 20250255160 - Fix, layout layout window, lamp selection mode selection light has abnormalities.
- 20250136204 - Fixed, Master Section interface of button panel, actuator display incomplete.
- 20240916026 - Restoration, console with 3D, old stage, when adjusting the position of the lamp, PIXIE's sub-lights will suddenly become larger.
- 20140599104 - Fix, the new show only selects "Clear show data", when there are no lights, the previously existing material window should disappear, not None.
- 20250132049 - Repair, the lamp library with sub-lights, directly replace the lamp library with another in the mating room, will make the lamp uncontrollable, to delete this lamp and re-mate.

- 20250029233 - Fix, effect editor, graphics mode, multiple properties when displaying up and down scroll button icons missing.
- 20250134252 - Fix, after the layout is reduced to a certain size, it cannot continue to shrink, and the upper limit of the fixture addition is 10051, and the upper limit needs to be increased.
- 20250130041 - Fixed that the fixture border in the layout preview window was missing corners in the display pattern mode.
- 20250132059 - Fix, the first value of the default value of each parameter adjuster in the effect editor window was blocked by the UI border.
- 20250475129 - Fix, mating - fixture management window, the "swap swap" function of the fixture on the right, need to make the horizontal and vertical DMX value exchange of the fixture.
- 20140034331 - Fix, Export FixtureType 2, export the light library to be .xml files.
- 20141713192 - fixes, predefined definition of effects, modification of the effect of the fixture drawing circle.
- 20240919102 - Fix, abnormal channel mating after lamp replacement in the lamp library.
- 20250012285 - Fix, macro commands Remove and Release, not working on executors.
- 20251928200 - Fix, setup-show-kill with off time should not affect off time when the actuator is closed.
- 20251923031 - Fix Do not reset the viewing angle after V3D is disconnected from the console.
- 20251923011 - Fixed a fix where matrix light beams disappeared when Stage switched viewing angles.
- 20251819264 - Fix, system restart, loading default Show file error.
- 20251911208 - Fixed, after selecting the lights in the layout window, long press to pop up the Store options interface, the toolbar coding part is not displayed correctly.
- 20251707260 - Fixed, the effect of the Advanced Adjustment Box window, the first value of the default value of each parameter adjuster was blocked by the UI border.

Related Links

Release Notes on page 725

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Release Notes 3.8

Version 3.8.5.4

What's New

Bug Fixed

1. 20250680225 - Fixed an issue where the sequence name and sequence number of the actuator on the console's small screen overlapped.
2. 20250362154 - Fixed the problem that the vertical lamps in the layout window are arranged too much, and the centering is not complete.
3. 20250475108 - Fix the problem that the file dialog (player) copy and paste causes the file to be corrupted and the length becomes 0.

Version 3.8.5.1

What's New

1. Add ShowNet protocol.

Version 3.8.4.8

What's New

1. 20130921224 - Implemented the function of adding color to the function command characters in Macro and scene Cue to distinguish other non-functional command characters.
2. 20130828065 - When the Cue of the actuator is not running, the Cue has I.Fade and I.Delay values, and the background color of Fade and Delay is set to dark green and dark orange.
3. 20140599186 - Implemented the function of time setting "HMS" of the actuator Cue.
4. 20140364350 - When implementing Cue with I.Fade and I.Delay, add a layer of color to the Cue's Fade and Delay, indicating that the Cue has the function of I.Fade and I.Delay values.
5. 20141700218 - Implemented settings - network - TEKMAND output configuration - 3D interface, and the multi-selection function of image import in its media library.
6. 20020744043 - Implemented TEKMAND 3D, multi-select function for importing textures and loading images from media library (import/load multiple images at once).
7. 20141700208 - Implements the Pool-Images image and multi-selection function of imported images.
8. 20141609288 - Implemented the "multiple selection" function of importing light libraries in the "Light Library Management" interface.
9. 20130812288 - Implement the multi-select function of Delete Show window.
1020140584310 - Implemented in "Patch and Fixture Management" window to add horizontal/ vertical offset function for each fixture.
1110810072287 - Implemented the function of asking the user if they want to save the current Show file when loading a new Show.
1220140472226 - The DMX protocol window of the console can search all the ports of the 16P DPU, and the port number is exactly the same as that of the DPU.
1320140269281 - When the operation domain is switched to the newly created World, each window under Sheets in the user-defined area will display the function of the World label.
1410910527290 - Optimize the Pool function: double-click the blank Pool Button to save, and swipe the Pool Button to display the context menu.
1520130829079 - Implements the command Goto Cue2 to make the sequence run.

1620140362205 - A new "Phantom Blue" skin has been added to the TEKMAND UI.
1720140158255 - Added a "shuffle selection order" button to the X19 button in the Edit Effects window.
1810910888067 - In the Setup->Dmx Protocols->sACN configuration interface, the "Input and output activation switch" button has been added.
1920140598143 - Added "Remove effect in use" risk tooltip.

Improved

1. 20140471202 - Live backup of the console, enabled by default.
2. 20141713018 - The version number is displayed when selecting TEKMAND Installer and Rescue when the installation console appears.
3. 20140378173 - The input box range value of the Phase of the effect, including -720 and 720.
4. 20030160292 - New Show option, select all by default.
5. 20140692263 - Changed the Tekmand of the console software UI to all-caps TEKMAND.
6. 20140598153 - The console installation system and start-up, its Tekmand-Rescue interface's Tekmand is capitalized.
7. 20140376096 - The effect assigned to the actuator, the off time -off time of its Temp mode is used normally.
8. 10800714321 - The action of the effect on the timecode/fader cannot be recorded on the timecode.
9. 10701513298 - In the Layout window/Settings/Edit Layout Elements window, the images in the None/Simple/Pool icon/Filed/Spot mode of "Visual Effects" are displayed normally.

1020250012275 - Any parameter modification of any attribute of the original effect in the scene CUE, add the corresponding Cue option in the "Original content only" of the Update window.
1120250012211 - Update update window, change the value of Cue1, use "Update only scene" to copy the value of Cuei of selected fixtures to Cue2.
1210920192234 - 2 cues have the same fixture, run a cue2, select a part of fixtures, command At Cue1, only get the data in the cue, others remain unchanged.
1320141714155 - When a non-default World is applied to the operation domain, the Layout-Stage-3DFixture window displays the fixtures, and the World label is displayed.
1420140488056 - The console property toolbar, the property switch drop-down button, click to switch the property directly, and long press the pop-up drop-down box to select the property.
1510800856019 - Fineart buttons on OnPC automatically reset immediately after using the combination function.
1620140598100 - Console - User Defined Area - Open Window - System - Console Status Window, the color of the memory display part is modified.
1720140692253 - TEKMAND 3D, Dynamic Roulette modification, modification of its Spin rotation.
1810800712242 - Layout/Assign's icon border color changed.
1910910630047 - Prism 2 is displayed normally, and Prisms 1-2 must be stackable.
2020140584300 - The "Welcome" section in the help documentation can be expanded.
2120141606193 - In import and export, "instance" has been removed.
2220140489029 - Removes beams caused by background walls.
2320250134252 - After the layout is reduced to a certain size, it can continue to be reduced, and the maximum number of lamps added is increased from 10051 to 20000.

Bug Fixed

1. 10811314150 - Fixed a bug where the "Mode-Positive" button function of the Light Group Fader Assignment-Options window was not working properly.

2. 20250132039 - Fixed the range of low and high values for editing effects after lamp selection has been increased to -9999 to 9999.
3. 20250026185 - Fixed the bug that the running effect was suddenly closed automatically when the console was online when the effect was assigned to the actuator and it was running.
4. 20250026154 - Fixed the bug that when closing all sequences in the "Close Menu" window on the sub-console, all sequences could not be closed at once.
5. 10800831163 - Fixed a bug where fixtures in layout and stage windows were not completely hidden when fixtures had no ID numbers.
6. 20140581147 - Fixed a bug where the layout window "Edit Layout Element" was combined with the pool icon, and various icons were displayed incorrectly.
7. 20250028251 - Fixed a bug where sequences/effects in Pool Playback mode stopped running, but remained in the executor state.
8. 20250028292 - Fixed the bug that in DirectAction mode of Sequence/Effect PoolPlayback, the main and sub consoles could not click the same effect/sequence to run/close each other.
9. 20250028272 - Fixed a bug where page turning caused refresh issues to follow when running multiple or single Poolplaybacd effects.

1020140364310 - Fix, the Pool Playback mode of the library-effect, click the library-effect to make it run, and the effect flashes a bug that it automatically closes (the effect flashes back).

1120240917007 - Fixed a bug where the library interface of the Running Effect window creates an effect icon after selecting Pool Playback in the running mode of the library-effect and clicking the effect of AU/RU.

1220140583244 - Fixed a bug where AU/RU effects created a virtual executor run when Pool Playback was selected in the library-effect run mode.

1320240916097 - Fixed a bug that the sequence interface of the Running Effect window was not displayed in the Pool Playback mode of the sequence, the effect of the sequence scene was running, and the sequence interface was not displayed.

1420141922229 - Fixed a bug where the virtual executor of pool playback of sequences/effects displayed abnormally.

1520141700279 - Fixed, when the sequence is in pool playback mode, double-click off to enter the "Close Menu" window to close the sequence, and the sequence is still in the executor state.

1620140581157 - Fixed, the effect of Pool Playback mode, double-click off to enter the "Close Menu" window to close the effect, and the display of the "Close Menu" and "Running Effect" windows still exists.

1720141700248 - Fixed the bug that the background border of the sequence disappears when using the chase function in the sequence pool playback mode.

1820140364300 - Fixed, library-effects Pool Playback mode, the effect is running, the library interface of the Running Effect window also displays the effect of the error.

1920250025130 - Fixed, the library interface of the Running Effect window, the off mode of the button panel and the off mode of the window, cannot close the error of the window effect.

2020250025120 - Fixed, in the library interface of the Running Effect window of the sub-console, click the off button of the interface to close the effect, the console is stuck and the button panel does not respond.

2120240916087 - Fixed a bug where the console would crash when closing or stopping the "Program Only" and "Library" effects in the Running Effect window.

2220250025140 - Fixed the bug that the value filled in the input method window of rate/phase start/end/width in the graphical mode interface of the effect editor of the library-effect would always become 0.

2320250013289 - Fixed the bug that the console will crash when the console is connected, and the two consoles edit the sequence window to edit the cue parameters and setup to delete the fixture.

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2420250012265 - Fixed the "background color of the value" error in the Pool/Channel and Fixture windows, the Select selected actuator, and the "value background color" of the effect value obtained by tracking.

2520250011250 - Fixed the bug that the executor Cue1 got the tracked value of cue 1 with the command at cue 2 without running the executor after "tracking update".

2620240913054 - Fixed, 1537 flare bug.

2720141822028 - Fixed, 608 flare bug.

2820141821006 - Fix, TEKMAND 3D axis display, can't see XYZ axis error.

2920141606162 - Fixed the bug that double-click the please button on the button panel to activate the fixture properties, Store saves to the material, and the activation state does not disappear.

3020130717173 - Fixed, Oops window not positioned to the end bug.

3110701417195 - fix, Oops window/time always refresh bug

3220030382122 - Fixed the bug that the main control lever of the actuator on the small screen of the console was pulled to less than 100. In the actuator assignment window, if you click any function button, the main control lever will automatically run to 100.

3320141700259 - Fixed a bug that the output layer of the fixture window, the effect executor number and the effect scene number did not display the corresponding number.

3410800712293 - Fixed "value background color" exception in Pool/Channel and Fixture windows.

3520140599155 - Fixed the bug that the window did not close immediately after clicking the Setup-Backup-Tools button after the Settings-User-Window Settings-Material, Properties Option window was opened.

3620140693244 - Fixed the bug that the GOBO disc of TEKMAND 3D luminaire is still shaking after switching from SHAKE to SPIN revolution.

3710701526051 - Fixed, the Matrix setting of the encoder bar in Onpc multi-screen, and the misplacement of the page number labels of User1 and 2.

3820140470292 - Fixed a bug where the UI of the POOL-effect on the console's small screen was incorrectly drawn when the Playback mode effect was enabled.

3910800739042 - Fixed the bug that when the console is online, the executor runs to the last cue, delete multiple cues at a time with "delete only independently", and the attribute parameters of the lights that should be normal also disappear.

4010800739062 - Fixed the bug that the attribute parameter of the lamp disappears after the console is online or connected to the DPU, and multiple cues are deleted with "Delete Only Independently" at the same time.

4120140690167 - Fix, save the effect cue, run the cue, select some of the fixtures, use the command At Selection, the Updata button does not light up.

4220140693288 - Fixed the bug that the 2 cues in the same sequence have the same fixtures, run a cue2, select a part of fixtures, and the At Cue1 command, but the update cannot be updated.

4320141921267 - Fixed the bug that in the same Sequence, 2 cues have the same fixtures, run a cue2, select some fixtures, At Cue1 command, but get the tracking value of Cue1.

4410920090029 - Fixed the bug that the pan/tilt of the fixture in cue4 at cue2 in sequence could not be updated.

4520140581189 - Fixed a bug where the Chase curve effect was created on the toolbar of the encoder, and the input method window for its amplitude and amplitude parameters was opened. After entering the value, the result value failed to be obtained.

4620141609202 - Fixed the import function of Image, etc., when the folder to be opened is selected in the import window and the "OK" button is clicked, the import error occurs.

4720140582210 - Fixed, when the scene uses Release, in the Sequence Content/Sequence Tracking window, the value of the output layer displays -nan error.

4820141713008 - Fixed a bug where the console lock screen image was displayed and the Type II console could not display the image.

4920140597028 - Fixed, 16-port DPU, after connecting the power to power on, the 9-16 port shows "off" error.
5020140264009 - Fixed a bug that when there are too many windows opened on the same touch screen of the console, the scroll bar of the window is displayed incorrectly, and the mouse dragging does not work.
5120140470280 - Fixed a bug where the curve disappeared unexpectedly when the mode of the second curve of the curve function was changed from "Linear" to "Curve".
5220140598184 - Fixed a bug where the Fix function on the executor did not display correctly when one Show was switched to another Show.
5320031513161 - Fixed, the effect of AU mode on the executor, with the command of At Exec 201, failed to get the effect.
5410701417143 - Fixed a bug where the "Visual Effects" and "Image" buttons of the Layout/Edit Layout Elements window/Image tab did not function properly.
5520140485095 - Fixed the bug that the F0 and Record buttons of the MINI console were always on.
5620140580193 - Fixed a bug where Camera-Pool locked Camera can be edited.
5720141711061 - Fixed, sequence tracking, save to ViewButton, must crash when restoring.
5820141712035 - Fixed a bug that caused the system to crash when using when the graphic property in the encoder was empty when applying the light library.
5920141716213 - Fixed, Layout/Edit Layout Elements window/General/Select Image window, after the Pool-Image image is copied, the icon of the image window will have an extra error.
6020141717204 - Fixed a bug that EditCtrl text was not centered vertically.
6120141729071 - Fixed a bug that caused the font of the options window in the layout preview view to wrap when the font of the console interface was small.
6220140690187 - Fixed the bug that when the console's Show is switched between each other, the error of each configuration selection is cleared.
6320140599125 - Fixed, when creating a new Show, the error clearing error when clearing the configuration selection.
6420140691178 - Fixed, when the console's small screen editor Macro, its "edit text" input box, when it is minimized, the button Layout is displayed as a Lavout error in it.
6520031516137 - Fixed a bug where the color mixing in Universal mode was saved to the color material, and the light output color of the lamp was inconsistent with the material label color.
6620240916026 - Fixed a bug where the sub-lights of PIXIE would suddenly become larger when the console was connected to a 3D stage when adjusting the position of the lights.
6720130712004 - Fixed the bug that the encoder could continue to rotate after the mouse reached the "patch address" in the wizard window for adding lamps.
6820141719320 - Fixed a bug that the console could save shows with Chinese names.
6910910767286 - Fixed, running executor, editing Cue with command edit cue, could not update Cue bug.
7020250011240 - Fix, select multiples of 4 fixtures, give DIM value, store window save mode G, DIM material mode S, the saved material is displayed as SG mode error.
7120250011230 - Fixed a bug that when the At Cue command copied effects, the "Effect Layer" of the fixture table was incorrect.
7220140599115 - Fix, Settings-Console-Software Update, its update resource window, its "Select Disk" drop-down box has "Instance" option.
7320140599104 - Fixed, only select "Clear Show Data" when creating a new Show. When there are no fixtures, the existing material window should disappear, not a None error.
7420140598163 - Fixed a bug that when the light library has two gobo wheel, there is only one gobo channel, and the 3D pattern of the light fixture is displayed incorrectly.

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7520140597018 - Fixed the bug that the picture of the motion wheel was not displayed when viewing FINE 1800 BEAM WASH.

7620140582283 - Fixed the bug that when clicking the tool button in the lower left corner of Onpc, the pop-up option window was placed in the wrong position.

7720140582273 - Fixed a bug that when loading a show, the labels, numbers and names of the labels made before the layout window are gone.

7820140360294 - Fix the bug that lights give brightness and color mixing effects, save them in the sequence to run, and use stomp to stop the color mixing effect, the black light will appear.

7920031516187 - Fixed the bug that the effect of singleshot was turned on, if the effect was finished and then learned a new light with At, the effect of the new light did not run once.

8010800617032 - Fix, executor/start current step-next step is not OK bug.

8110700391225 - Fixed the bug that when multiple consoles are connected, different users and different user groups cannot use the Solo function independently.

8220140580103 - Fixed a bug where clicking on None's pool would crash.

8320140489009 - Fixed the bug that the property drop-down boxes of multiple Encoder Bars were not synchronized.

8420140484052 - Fixed a bug that caused the console software to crash when the console was online and the "Edit Layout Element" of the layout.

8520140581136 - Fix, select texture dialog, button action is invalid.

8620140489141 - Fixed a bug where assigning a light group to a layout, in "Settings" mode, "Visual Effects" select "Library", changing its border color did not take effect immediately.

8720140379155 - Fixed the bug that when adding a second or later curve in the curve function, the overall movement cannot be performed.

8820140379134 - Fixed, in the console's settings-network-DMX protocol window, the Art-Net device information in the Add window was not automatically refreshed.

8920140378183 - Fixed, in the editing window of Pool-Effect, on the small screen of the console, the button at the bottom displayed the wrong size.

9020140378153 - Fix, the effect of Pool-Effect's Chase curve, the default value of its Width parameter, has a problem in the case of Phase change.

9120140378143 - Fix, the effect of Pool-Effect's Chase curve, the parameters on the encoder are displayed incorrectly.

9220140377027 - Fixed the bug that the effect does not work when the library-effect uses the chase curve of the DIM property, and its phase is given a fixed value (eg: 90, 180....).

9320140376076 - Fixed a bug where Action Buttons and Effect Pool's Direct Action labels wrap.

9420140375081 - Fixed, the console is connected to the D-controller (DPU is also available), the Chase DIM effect on the toolbar, there is a bug that some lamps are out of sync.

9520140364360 - Fixed the bug that I.Fade and I.Delay in Cue are single value (3), when they are not range values (4-6), they should not be represented by range values.

9620140362288 - Fixed a bug that the effect of the Chase curve, the parameters of the effect are default values, when the Group is 1, the frequency of lights on and off should be uniform.

9720140141206 - Fixed the error that the format of the console failed when the USB flash drive was formatted on the computer first, and then formatted on the console.

9820130812258 - Fix, the light Stomp in the cue stops the effect, then update it into the cue, and then the number of fixtures displayed in the upper left corner of the library-effect needs to disappear.

9920031516106 - Fixed, after the library-effect applied At learning, and then saved to the library-effect, the result of saving phase and amplitude and amplitude was abnormally wrong.

10020031406102 - Fixed a bug where the "Perspective" function of the Stage didn't work.

10120030381151 - Fixed a bug where the material was placed in the layout, and the visual effect was set to "library icon", which was inconsistent with the display in the Pool window.

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102. 10921203201 - Fixed a bug where the fixtures store materials, replace some of the lights, and some of the remaining lights' materials will be wrong (using the previously stored materials).
103. 10701416140 - Fixed a bug where the image mode switch of layout/assign to layout displayed abnormally.

Version 3.8.0.12

What's New

1. 20140263028 - Added support for Intel I219-V network card.
2. 20031720380 - BACKUP, TOOLS interface merged into SETUP interface.
3. 20031629264 - Console -> Local Settings add Desklock Background, lock screen background + desktop background settings.
4. 20031627212 - Added Force Login option in Global Settings: On/Off, and the console starts up and enters the user password.
5. 20030050217 - Add Other Functions: Flip function to Tools window.
6. 20130829028 - Effect and Sequence in the Pool, with 3 modes Normal Call, Fast Call, Pool Playback.
7. 20140377079 - Add release notes to help documentation.

Improved

1. 20140047173 - Implementation command, Fader (number) At (Value) Fade (time).
2. 20130921214 - Realize the command, Assign Executor (Enter Executor number) / OffTime=(Enter "off time"), select the executor and assign the off time.
3. 20130921214 - Realize the command, Attribute "BLADE*" At (Enter Value), which gives the cutting value of the cutting lamp.
4. 20130921214 - Implement the command, PresetType "*" At Delay (time?), to assign delay time to all attributes of the selected fixture.
5. 10921505269 - Implementation command, Default PresetType (PresetType number).
6. 10910778071 - Implementation command, Menu PresetType (PresetType number).
7. 10701621164 - Implementation command, Stomp PresetType (PresetType number).
8. 20030491115 - The advanced adjustment box on the toolbar, the phase input box of the effect editing window, and the missing value on the right side have been added.
9. 20130935049 - The "single run" of the effect has been added in the effect editor window and the effect advanced adjustment box.

1020130829089 - Pause button to pause the effects of library-effects and sequence scenes.
1120140032259 - The Fixture button on the console panel is set as the power-on default.
1210910659269 - The Special Dialog with the light spot arrangement is all independent and added to the Basic Window.
1310811300203 - In the layout options, add the display address code function for the fixture object.
1420130934098 - When adjusting the width of all table columns, the pointer position displays the final column width and the size of the change.
1510800713213 - Layout/Layout Data/Marker adds Marker mark (same as Fixture/Channel window).
1620130935079 - The property control bar Encoder Bar has been re-layed out into two categories: Value Layer and Effect Layer.
1720130935069 - Re-layout of the advanced effect adjustment frame.
1820140363390 - Normal Call mode of library-sequence, double-click the sequence, there should be only the last Cue running.

TEKMAND

1920030381100 - Implement the command, Export/Import Image 1 thru 9999 (Name), export and import images.
2020140046007 - In the Layout and Fixture windows, add a new label (yellow color block) to indicate that the value is the value in the sequence scene.

System Maintenance

1. 20140263028 - Added support for Intel I219-V network card.
2. 20140262027 - Optimization and improvement of the progress bar when installing the system to the console or DPU.
3. 20140261052 - Do not backup music and show files with a size of 0 in the console to a USB flash drive.
4. 10910658222 - Remote update failed or half of the system disk, which cannot be used with the installation disk (it must be formatted).
5. 20140141206 - The USB flash drive was formatted on the computer first, and then formatted to the console. The console formatting failed.
6. 20020513123 - Add Rescue mode. In case of emergency, insert the system disk and enter the Rescue to repair it.

Bug Fixed

1. 20140266187 - Fix, under certain circumstances, the execution of the scene number is abnormal and the execution crashes.
2. 20140156118 - Fix, run the effect window, when the running sequence has an effect, in the window "Stop Effect/Stomp" for the sequence, the window should not display the effect.
3. 20140156108 - Repair, the arranged Block+ShuffleSelect function is abnormal.
4. 20140157271 - Fix, use the effect layer of the lamp window as an effect, and then give the time sliding time/delay time in the numerical layer, and save it to the actuator. The sliding time/delay time should not work.
5. 20140154066 - Fix, the effect is delayed and sliding time function, but the time is not displayed.
6. 20140153094 - Fixed. After the material window is opened too many (there are too many lamps in the material), there are some cards in the console operation, which will also affect the running result of the effect.
7. 20140153084 - Fix that when there are multiple layouts in the layout view window, the pop-up window does not display the layout name.
8. 20130938140 - Repair, the effect on the actuator, its off time OFF TIME does not work.
9. 20130938120 - Repair, save the option window and material window, the material saving mode "select", "same type", "all" translation errors and untranslated.

1020130934034 - Fix, in the execution button window of the replay, the "point control" function is not executed correctly in the "execute now" mode.
1120130717194 - Fix, when the actuator of the replay window and the execution button window is fixed, it needs to display the fixed effect like the actuator at the bottom of the screen.
1220130717152 - Fix, when the button page of the actuator button is different from the button page at the bottom of the screen, click the function command button on the actuator button, the actuator button does not work.
1310920192224 - Fixed the "switching time" and translation issues of the AB lever function on relatively low-resolution laptops.
1410800739075 - Fix, after applying an effect to a fixture, then applying other effects with the same attribute, the effect shows that the number of fixtures is incorrect.
1510800728253 - Fix, after using the "Prev" and "Next" buttons for the selected lamp, and then select other lamps, the two parts of lamps cannot be selected automatically.
1610800619099 - Fix, the effect in the actuator scene cannot be paused.

TEKMAND

1710910778071 - Repair, make a Menu PresetType "GOBO" macro, click on the macro, a window with None of the material pops up.
1810921425128 - Fix, the effect of Dim is saved in Cue1, and Cue2 is saved directly at At 100 without clearing, and the "tracking" of the actuator option window is turned off. The effect of Dim is available in Cue2.
1920020957276 - Fix, Assign a DIM Effect and Store a DIM Sequence to the actuator. When the cover is closed and opened, this function has no effect.
2020130934068 - Fixed the problem of page number switching in the Encoder Bar of Off CMD, and the problem of no automatic conversion of input commands.
2120130934088 - Fix, Setup -> The column width of the table in Network remembers the last adjusted size.
2220130935008 - Repair, the IP address of TEKND onPC automatically recognizes the currently available IP, and can automatically join the original working group.
2320140046017 - Fix, when the created fixture library does not give the fixture type and other parameters, add the fixture and associate the 3D model in the patch window, and the onpc crashes.
2420130813218 - Repair, one effect, store to another effect, there is an error in the overwrite and remove functions.
2520031720350 - Repair, the advanced adjustment box of the property toolbar, the effect made, saved to the existing effect, the result obtained is incorrect.
2620140046038 - Fix, in the layout preview, the right button of the fixture should not have the Group Select option, this option should only exist in the drawing box.
2720130935089 - Fix, the Rate, Phase and Width input boxes of the Encoder Bar directly edit the effect do not provide shortcut values.
2810701305019 - Repair, attribute activation/At Selection.
2920130938130 - Fix the effect editing window on the actuator. After closing the window, the toolbar must be able to display "Master", "Speed", and "Close Time".
3010701416160 - Fix, Label PresetTypeBar Button, modify the name of the material type, no real-time refresh.
3110701419270 - Fix, the slide time countdown display error of the edit sequence is wrong.
3220130921234 - Fix, the property toolbar of the fixture, the advanced position adjustment frame, and the follow buttons of "Position" and "Spot Arrangement" need to be shared.
3320140045036 - Fix, edit effects, the Rate, Phase and Width input boxes of the graphics mode of the effect editor do not provide shortcut values.
3410701416130 - Fix, the Sequence is set to Chaser mode. When running, edit the Fade, Delay and other time in the sequence and don’ t follow it.
3510810291033 - Repair, the prism angle of the small beam lamp is too small, such as 280, 330, 470, etc.
3610910515150 - Repair, Matrik's Shuffle Select function defect.
3720140266187 - Repair, sequence executor, open its editing window, and then run to a certain Cue, the console crashes.
3810800710191 - Fix, assign the button that needs to be hidden in the menu window.
3910800711187 - Fix that the Chase curve of Effect is abnormal when the layout has multiple lights of 30.
4010700390211 - Fix, the image (Image) assigned to the layout window cannot be edited to replace the image.
4120031406165 - Fix, the objects in the pool should support multi-select batch operation in table mode.
4210910766201 - Fix that when saving each attribute value in the material (Preset), its name is displayed incorrectly in Select/Global/Universal mode.

4320140360284 - Repair, the console is online, the console is logged in to a non-administrator user, and the console is restarted. When the login user password window is displayed, the console crashes.
4420140140222 - Repair, when the IP of the console and the DPU are exactly the same, it should not be able to upgrade the DPU (in this way, the upgrade causes the console to reinstall, and the installation disk made by the console will fail to install).
4520140142380 - Fix, the console is connected to the fixture management window. When the mouse or touch screen pulls the border of the "layer" to zoom in and out of the window, the entire window will flicker.
4620031626281 - Fix, the current operation window will be closed when auto-save, for example, the edited data will be lost when writing the fixture library.
4710701309118 - Fix, the lamp group and lamp in the layout need to be selected together in the "Setup" inactive mode.
4810910515160 - Fix, save three scenes with three lights, and then cycle Cue2 and Cue3 to display problems. The scene content of Cue3 is also there when Cue2 is cycled.
4920140045067 - Fix, the advanced color adjustment box setting can be opened as long as the current property is under Color.
5010810189237 - Fix, all operations in the curve editor cannot be undone with Oops.
5120130935028 - Fix the application error of the lighting rule (InterLeave) of the effect.

Prompt Information

1. When the network environment is poor, it is not recommended to use the mobile phone and the APP on the IPAD side to remotely log in to the console, as it may cause network congestion and no response.
2. A black screen appears during the upgrade of the console and DPU

    1. It may take longer for the motherboard to restart when it is older, and the screen will automatically turn on after a period of time.

    2. It may take too long for the console and DPU to restart, and you need to wait for a while.

    3. It may also be caused by the hardware. You need to touch the screen to make it bright.

Version 3.8.0.6

What's New

1. The sequence adds the Off CMD option, the sequence execution command is turned off, and the off time can be set.
2. A function "single run" is added to the effect, the function is that the lamp will no longer operate after using this effect for one cycle.
3. When the new content is saved to the effect, the selection window for overwriting, merging, and removal is added.
4. Add a Direct Action button to the replayed execution button window. When it is activated, click the executor button and the executor will run.
5. Caiyi Logo + Pause is used as a shortcut key for Desk Lock.
6. Advanced position adjustment frame, adding spot follow function.
7. Support the copy and paste function of basic files, copy and paste local music files of the console to the U disk.
8. In the user-defined area, add a command filter.

Improved

1. Palette, advanced position, advanced graphics, encoder control bar window, put it in the user-defined area.
2. The color picker of the advanced color adjustment box, the color mixing value can be directly clicked and input.
3. The spot arrangement window of the position advanced adjustment box supports real-time display of the spot position.
4. Realize At's filtering copy learning function, including effects, actuator scenes, and light groups.
5. The stage follow function, when the XYZ attribute moves from point to point in multiple scenes, the beam will focus on one point and move.
6. The patching address of the fixture can be changed together with multiple addresses.
7. Realize the command assign fixture 1 at dmx 3.001 to assign addresses to fixtures.
8. Implement the command Assign Dmx 2.1 Thru 2.200 At Fixture 2, to assign addresses to multiple points of fixtures.
9. Implement the command Go Executor 1.203 Cue 3.
10. Support macro commands such as delay 0 thru 10 thru 0.
11. Command implementation: Fader 1 at 100 Fade 3, slide the push rod and slide time to the specified position.
12. Realize the command Fade 1 at 100 Delay 3.
13. Realize the command Assign Group () At Dmx ().
14. Stage rendering options: enable and disable the density and movement direction of the smoke.

Bug Fixed

1. Fixed, the sequence option window: Auto Stomp automatically stops the effect of invalid defect.
2. Fixed the defect that the "Open File" window of the console cannot use the "Open" button to open the folder.
3. Fixed the bug that the number of multiple scenes was copied incorrectly at the same time.
4. Fixed the defect that the filter function of the "replay filter" button in the actuator assignment window is invalid.
5. Fixed the defects of the fixed status of the actuator, the failure to delete the actuator, and the failure to cancel the fixed status when the sub-controller is online.
6. Fixed the defect that the [] bracket conditional expression command was parsed incorrectly.
7. Fixed the defect that the "." key on the key panel cannot be entered when the input method is in Chinese, and the Chinese cannot be copied.
8. Fixed the defect that when changing the option storage mode of one material, the mode of other materials should not be changed together.
9. Fixed the defect that the forward and backward button functions of the help document failed, and the back button failed to return.
10. Fixed the defect that the effect failed to associate with brightness and color materials.
11. Fixed the defect that the Release function did not work on the effect in the scene.
12. Fixed the defect that the Setup->Settings maximum material time and maximum actuator time of the setting options did not work.
13. Fixed the defect that after the Mini console ip was changed to 192.192.x.x, it crashed after entering the network control.
14. Fixed the defect that there are multiple scenes in the sequence, the trigger mode is follow, and the push stick function is "manually controlled", the follower should not be triggered automatically, and the next scene will run.
15. Repair, run the cue, activate the effect of the existing lamps in the cue, and fail to update the defect of the cue.
16. Fixed the defect that if the lamp is rotated 90 degrees and hung on the wall, the follow function does not reach the requested position normally.

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17Fixed the defect that after the stage window used the Follow button to adjust the light beam of the fixture, clear re-lighted the fixture, and the direction of the light beam did not return to the default value.

18Fix the defect that the controller is stuck when the address of the PIXI fixture is modified with the Assign Selection At Dmx command, and the address of the fixture is viewed in the DMX window.

19Fixed the defect that the corresponding ‘value 1’ and ‘value 2’ buttons in the graphics mode in the effect editor cannot be switched.

20Fixed the defect that onpc cannot double-click to open the folder of the "Open File" window on other screens except the small screen.

21Fixed, when updating the effect, the Cue Only option does not work. If you select Cue Only to update, the following Cue can still track the defects of the effect.

Related Links

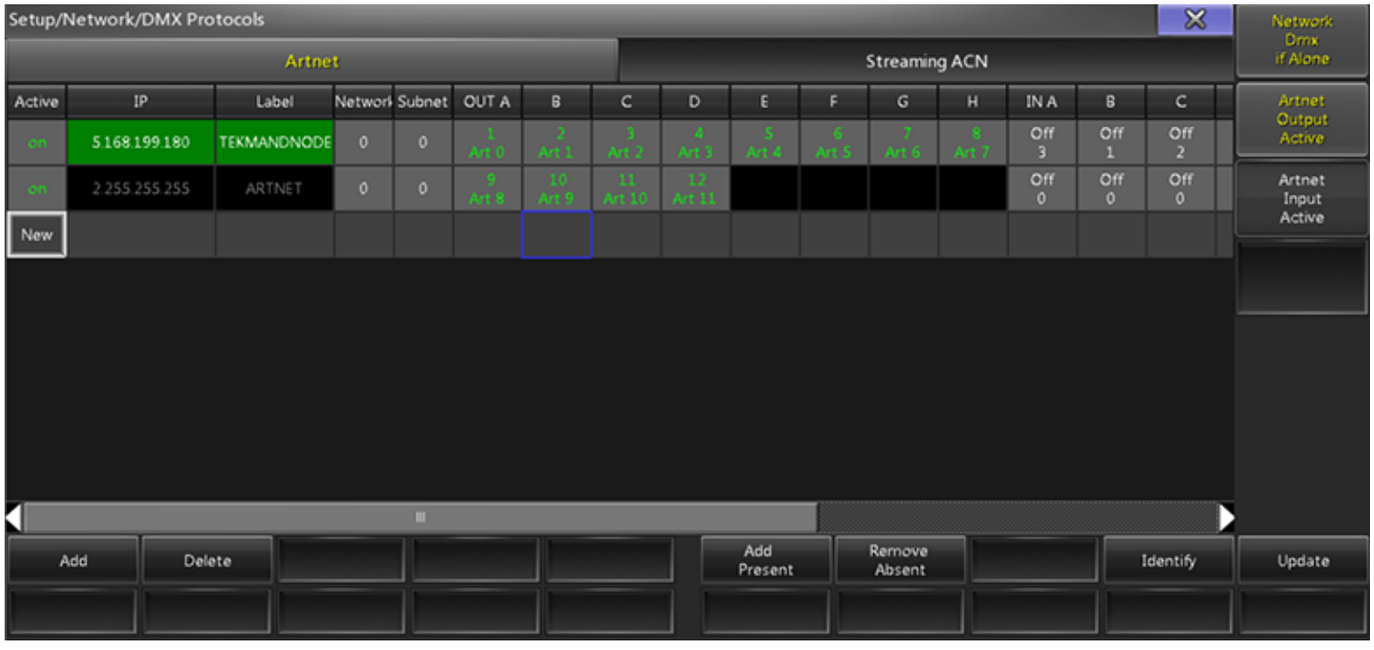
Release Notes on page 725

Release Notes 3.7

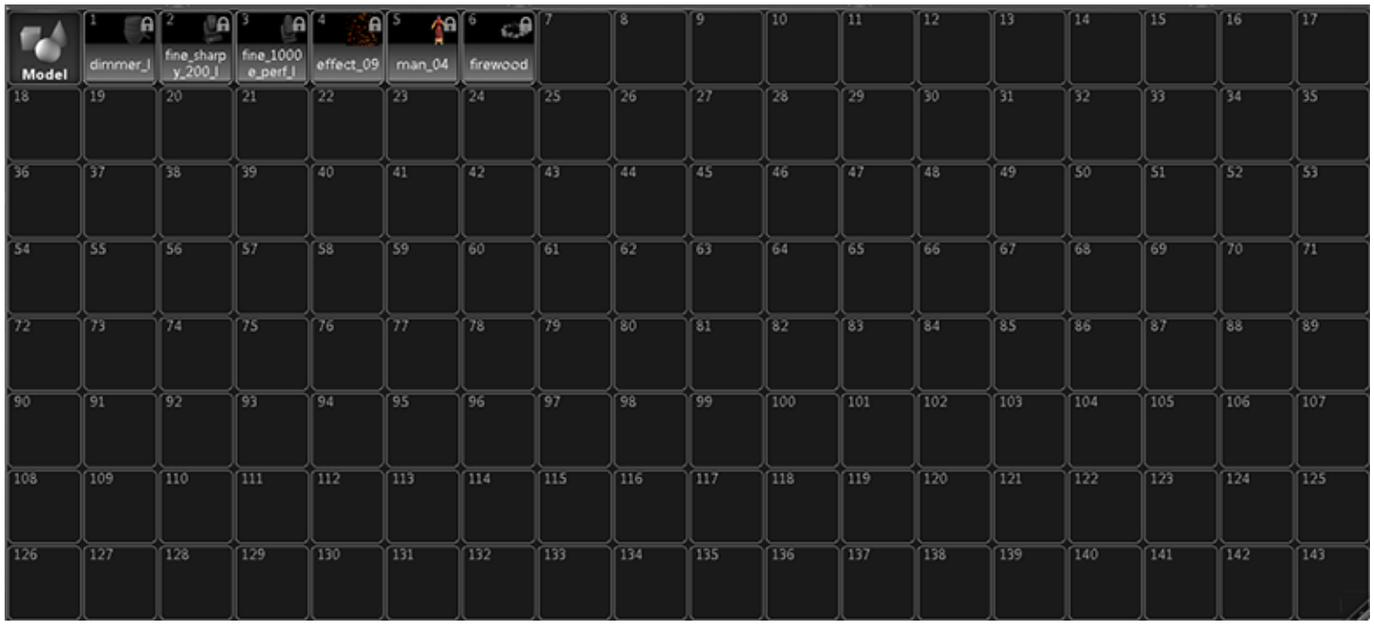
Version 3.7.0.10

What's New

1. During the installation process, show will be backed up to a USB flash drive. The backup partition can be seen by the USB flash drive in Windows, and it can be loaded when it is inserted into the console.
2. After adding the real Node, the Artnet Universe will be automatically assigned directly according to the rules.
3. Artnet supports network dmx if alone function.
4. Artnet stand-alone network input and output function and real Node automatic distribution function



5. Add 3D model library
6. Model Library Picture



7. Add import and export of 3D scenes, add and delete windows in TEKMAND 3D.
8. Add 3D media library, import pictures and videos for the material texture of the model, add and delete windows in TEKMAND 3D



Improved

1. Embedded 3D supports rendering matrix lights
2. The embedded 3D beam spot simulation is more realistic

Related Links

Release Notes on page 725

Release Notes 3.6

Version 3.6.9.8

What's New

1. Art-Net Protocol

   ArtNet protocol configuration method: the original configuration needs to set properties such as: Local Start, Extern Start, Amount, etc.; now changed to one-to-one configuration, just like the configuration of the DPU port. Adding a line of Artnet configuration is equivalent to adding 4 ports, and then configuring the output lines corresponding to each port.

   You can add a TEKMAND NODE in this window，and update firmware。

   Tip: Notes:After the version is upgraded to 3.6.9.8, the Show file before this version is loaded, its Artnet configuration will not be retained, please pay attention to reconfigure.

2. New Command

   a. ListVar: List system variables in the Commandline Response.
   b. Assign Root ." UserProfiles" .$" UserProfile" ." UserSettings" / DefaultMixColorReadout=CMY: Change the Default MixColor Readout.
   c. Assign Fixture 1 At Dmx 2.1: Change Fixture's Patch address.

Improved

1. ListVar command support.
2. 3D stage effects support, such as fireworks, water fog, snowflakes, etc.
3. The halo beam effect of a 3D bulb.
4. 3D performance optimization.
5. In 3D Stage, Follow mode can drag and position.
6. Artnet Configuration Changed.
7. The DMX address will unPark when you delete the Park Fixtures.
8. New Column "No." in the Fixture Types window.
9. Font Size support in the Layout options.
10Special Dialog "Spot Align" support the keys "U1"-"U4".
11Artnet protocol upgraded.
12RDM upgraded.

Bug Fixed

1. The first time Artnet initialization failed about TEKMAND onPC.
2. There are three selections object in the 3D Stage.
3. There is no Camera When you delete the current Camera.
4. Form Editor, Edit the curve, the curve point will exceed the boundary range without indication.
5. Patch Fixtures by Assign command:Assign Fixture 1 At Dmx 2.1.
6. The Executor keys not response about TEKMAND FADER WING.
7. When the IP or host name of the computer system is irregular, the 3D application crashes.
8. Memory leak when saving show files.

Version 3.6.4.2

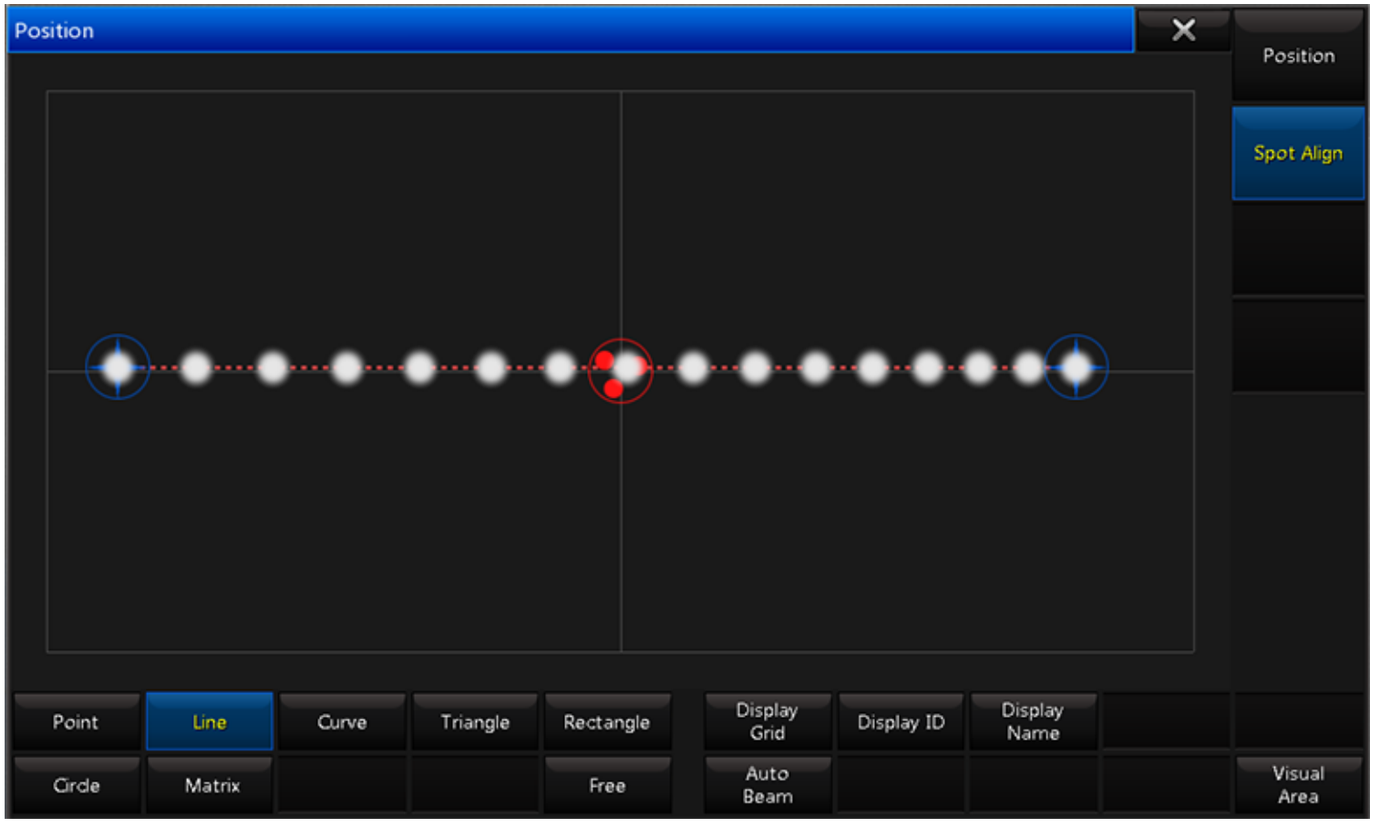
What's New

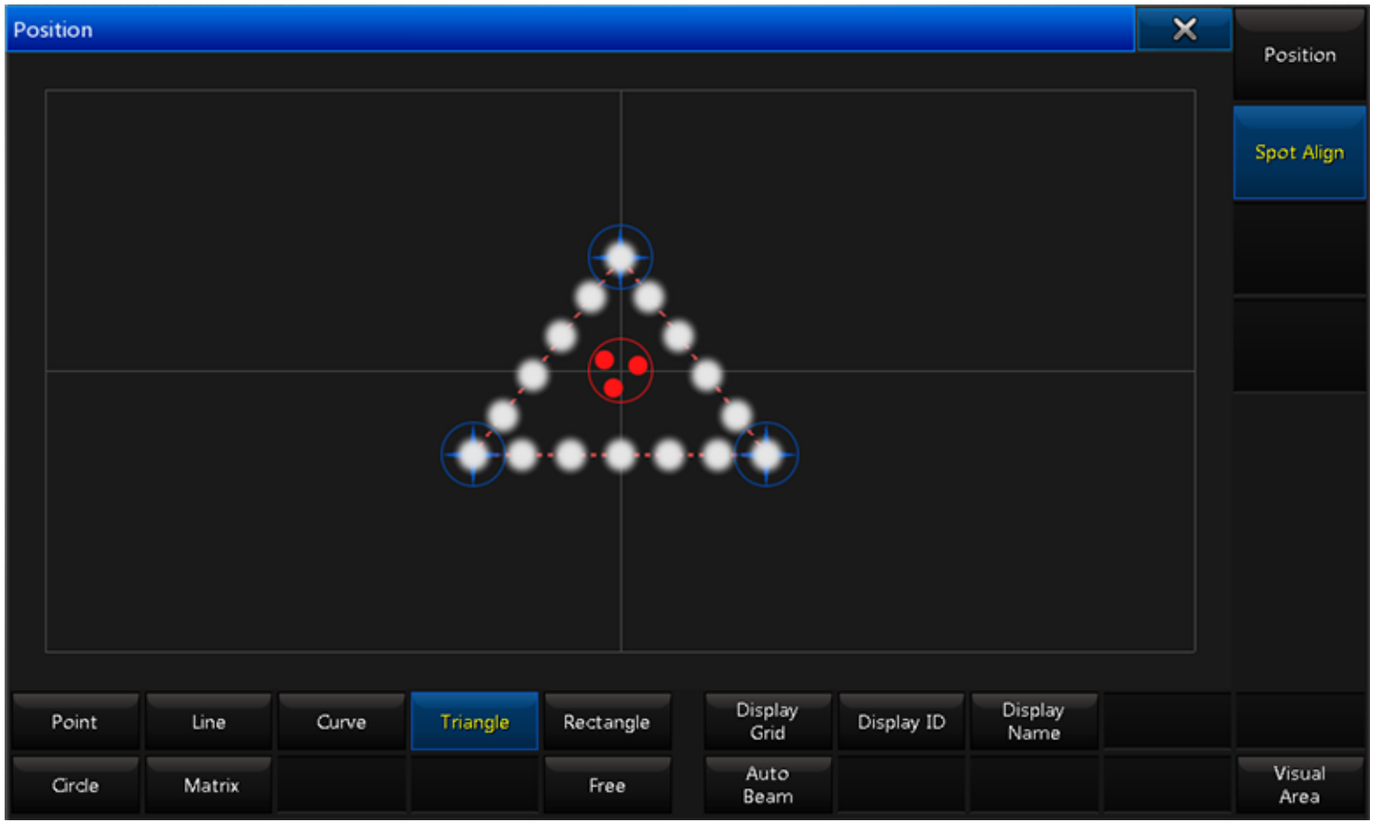
1. New Stage Mode - The Real 3D

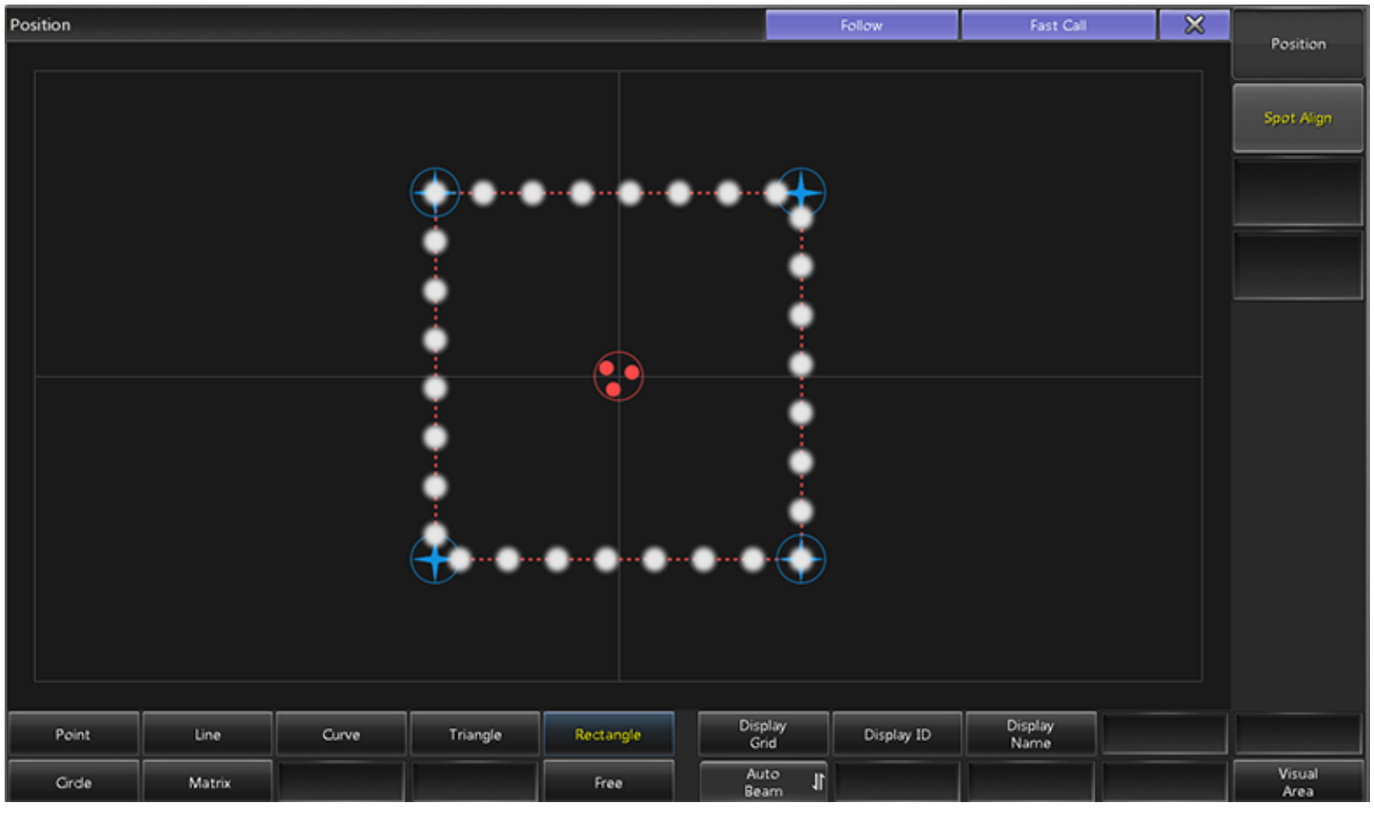
   The Stage window has a new mode: Real 3D，you can switch to the mode from Stage Options.Stage window In 3D mode, you can add model objects, set textures, adjust rendering precision, program and control any object motion, etc.,. 3D simulation can not only simulate the effect of the luminaire, but also simulate the motion effect of the stage object. Simply add the corresponding motion attribute to the moving object, and add control attributes through the property window: move, rotate, stretch, transparent, color, and so on.
2. New 3D Sheet

   New Sheet：3D，Display orientation information and configuration information of all model objects in the Show file. You can edit and export to Excel in the 3D Sheet.
3. Special Dialog - Position

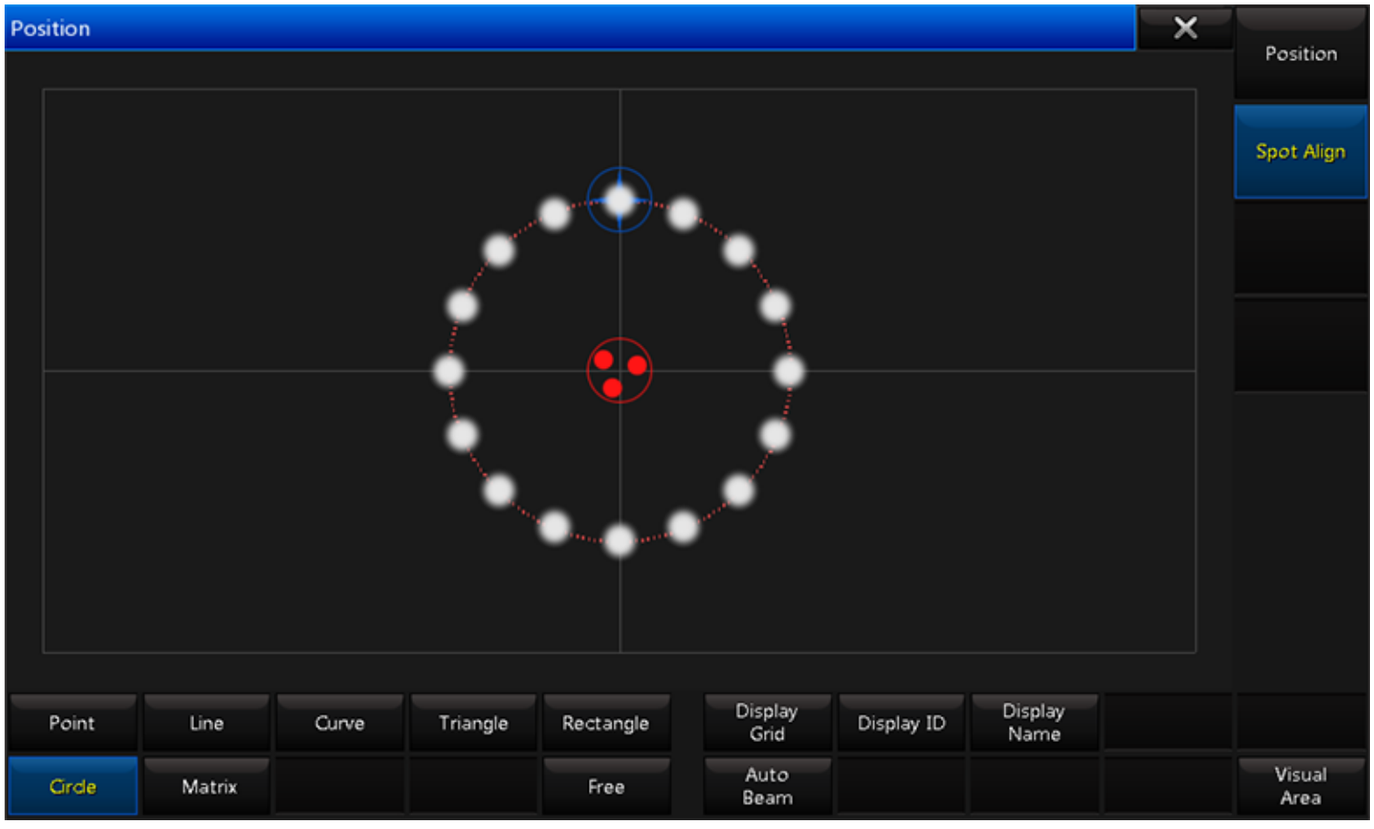
   Special Dialog - Position，This is a kind of operation that can help the operator to directly control the position of the fixture directly on the screen without any hardware control. Position the fixtures to a point, a line, a triangle, a circle, a rectangle, and the like. To open the Position Special Dialog: Select Fixture->Position PresetType Button->Special Dialog.




Position
Position
Spot Align
Point
Line
Curve
Triangle
Rectangle
Display Grid
Display ID
Display Name
Circle
Matrix
Free
Auto Beam
Visual Area


Position
Follow
Fast Call
Position
Spot Align
Point
Line
Curve
Triangle
Rectangle
Display Grid
Display ID
Display Name
Circle
Matrix
Free
Auto Beam
Visual Area

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Improved

1. Windows Refresh Slowly if the Fixture has much instances.
2. You can Off much more fixtures at the same time in the Layout window.
3. Artnet output rate change to 1 second。
4. Open the Edit Fixture Window by hold the ID column in the Fixture sheet.
5. Improved Command:Delay 0 thru 10 thru 0.
6. Translate Camera as 摄像机。
7. Double Tap Mode in the Stage.
8. You can assign a World to the User Profile.
9. New Options for Stage in the Setup Menu.
10. FINEART(Logo) + 1..9 keys for choose the PresetType.
11. Show the IDs of Preset on the Preset Type Bar.
12. You can choose a address from the Address Table in the Patch Window.
13. Effect and Sequence apply to unpatched fixtures.
14. You can attach a Fixture to a Camera in the Camera Pool.
15. The column width of sheets will hold if you channged.
16. Support the DPU 8P/16P of three generation。

Bug Fixed

1. Hold the Effect key to open the Running Effects and then closed.
2. Delete fixtures in the fixture schedule will happend something wrong if Highlight is on.
3. Rename the Filter and the reload Show，Filter's name is wrong.
4. The fixture markers can not clear in the special case if more than one device in the network.

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5. The two consoles are connected, the A console edits the Dmx curve, the B console changes the window size, and then the A console edits the curve abnormally.
6. Fixed the command like:At 100 Fade 5.
7. Fixed fixture with more instances when patch.
8. Update the Dmx Footprint realtime in the Fixture Types window.
9. Set Master as 100 for Button Executors of Tekmand D.
10. Hide Desk Light options in the Setup menu of Tekmand onPC.
11. Fixed oops about manual program.
12. The Effect will wrong when you delete one Effect Line if the Effect is running.
13. The output values are changed when you active values in special case.
14. Command input abnormal but English IME.

Related Links

Release Notes on page 725

Release Notes 3.5

Version 3.5.7.3

What's New

1. The Artnet mode supports 16-port DPU.
2. When the DPU switches Artnet mode, it does not need to reset the IP after rebooting.

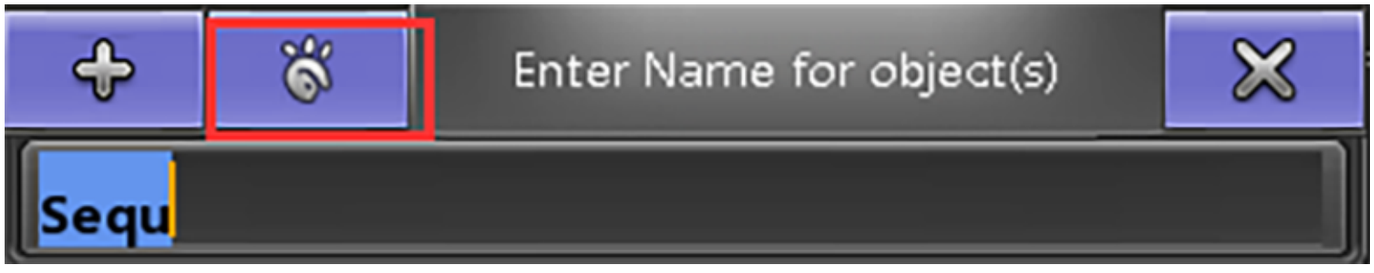
Bug Fixed

1. Fix an issue of deleting tracking attribute.
2. Fix the issue of values or label retention.
3. Fix the issue of interface jam when the number of Fixtures is large.
4. Fix the crash of the running effect window.
5. Fix the issue of oops.
6. Fix the issue of crash when remove the fixture and then exit setup for the highlight mode.
7. Modify the Artnet output refresh time issue.

Version 3.5.1.4

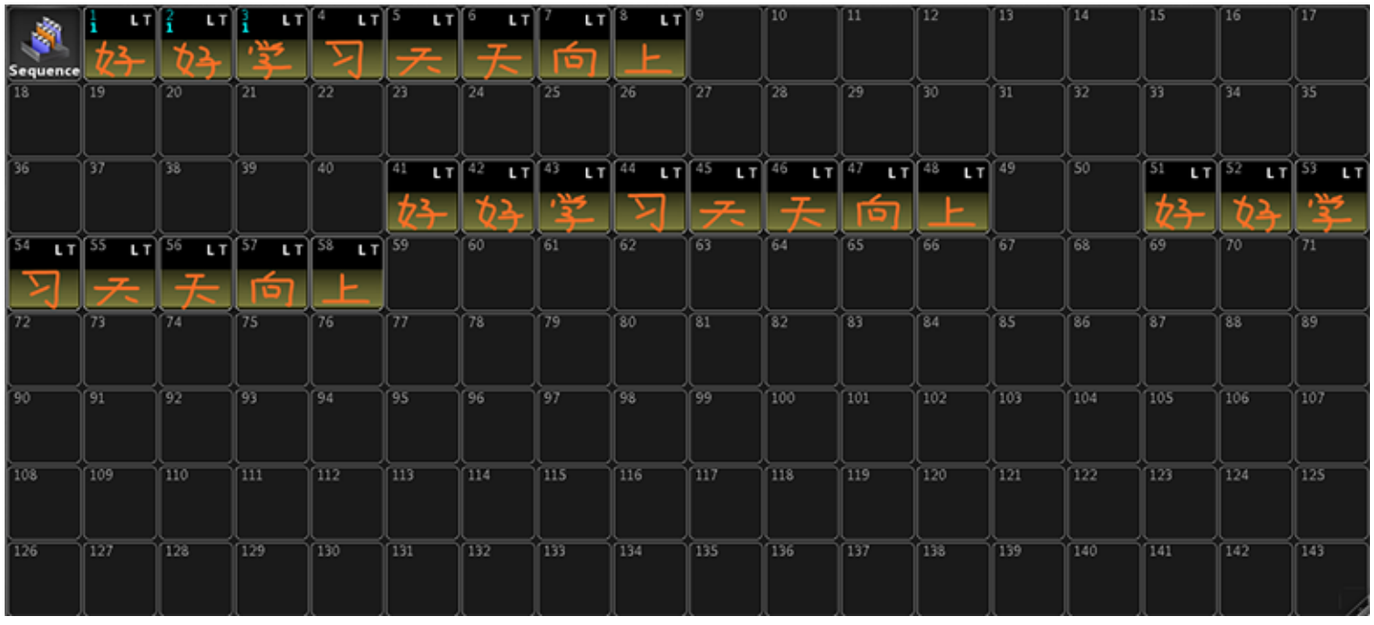
What's New

1. Scratch

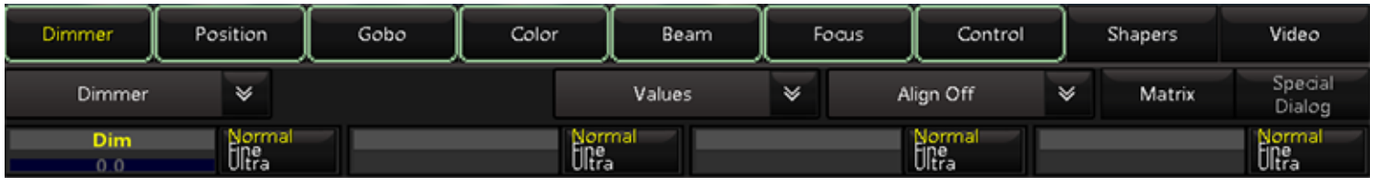




2. Pool Window add a "Simple" style. Setup->User->Settings->Executor UI: Default Pool UI.



3. Highlight the PresetType Button for selected fixtures.



4. In layout Setup, add "Rotate" mode in Arrange.
5. Add buttons "Previous" and "Next" to the Fixture Option popup window.
6. Shutdown DPU from console: Setup->Network->Tekmand Network Configuration->DPU->Shutdown.
7. Command Support:

   At 10 thru 100 thru 10,support multiple "thru" in a complete command.

   SetIp: Show and Channge Ip address of console. eg:SetIP 192.168.27.27.
8. Chinese IME Design, Support IME:QuanPin,WuBi and Korean.

Bug Fixed

1. Store Data Source from Output and DmxIn, you can change store mode in the Store Options Temporarily window by hold "Store" key.
2. Display a question mark in the Layout if the fixture was deleted.
3. Solo and Goback will tracking data sometime if the MIB was actived.
4. Fixed OutFade and OutDelay can not be input 0 value.
5. Fixed Pixel Fixture can not be moved in the Stage.

Related Links

Release Notes on page 725

Release Notes

Version 3.4.0.3

What's New

1. New Image pool.
2. Delete the Bitmap pool
3. New Bitmap fixture for bitmap effect.
4. Optimize network performance.
5. Tekmand OnPC Multiscreen Support.
6. Optimize Stage window.
7. The screen 'export Matrix/Macro/Effect', add Name column.
8. The dialog 'Save Show As' shows the name of current show by default.
9. X1-X10 on the Tekmand OnPc Command Wing support.

Related Links

Release Notes on page 725

Release Notes

Version 3.3.0.12

What's New

1. Realtime Backup Support:Backup -> Realtime backup, record all steps. And can rollback to each step that you want.
2. New Functions:Copy,Cut,Paste Layer or Fixture in Fixture Setup.
3. Multiple Fixturetypes export at one time
4. New columns:footprint,instance,XYZ,Info in the Fixture Types window.
5. New Sheet Style for pool windows.
6. New Filters Pool.
7. CMD Support :

   CopySource: Press "Copy" key 3 times, Copy related Objects when copy Executor.

   attribute dim at Effectform/EffectRate/EffectLow/EffectHigh/EffectPhase/EffectWidth *

   default: Set attributes to default value.

   Appearance: Press "Assign" key 3 times, change the frames color of pool objects.

   At Selection

   At/Call sequence/effect/preset

   Assign Preset
8. New Options for Sequence Executor:

   Auto Stop Off Time

   Playback Master,Trigger Is Go,Cmd Disable,Playback Filter

   Auto Stomp,Input Filter

   Rate Master,Link Effect to Rate

   MIB Always, MIB Never
9. New Columns for Cue:I.Fade and I.Delay

Related Links

Release Notes on page 725

Release Notes

Version 3.2.2.9

What's New

1. Support Stage XYZ：Fixture Types->Enable XYZ
2. Backup Show: Record 10 backup files
3. Update Dpu from Console：Setup->Network->Tekmand Network Configuration->DPU->Force Update
4. Format U-disk：Setup->Console->Software Update->Format Disk
5. Make an U-disk for update Tekmand System：Setup->Console->Software Update->Write Image
6. Multi Oops：Long press the Oops key, open the Multi Oops windows
7. Trackball Settings：Setup->User->TrackBall Settings
8. Support Command：

   1.AddVar: Add an var for all users

   2.AddUserVar: Add an var for individual user

   3.List Fixture: List info of patch fixtures

   4.ListShows: List info of Shows

   5.ListMacroLibrary: List macro files in the macrolibrary

   6.ListLibrary: List fixture librarys

   7.Oops N: Back to multiple steps before

   8.ListOops: List oops record

Version 3.2.0.1

What's New

1. Support Tekmand2015 III
2. Tekmand MINI: support double screen
3. Custom define Trackball keys and Z-axis
4. The Pool Window one more style: Sheet Style
5. import/export items: Gobo Bitmaps, Bitmaps, User Profiles
6. Toggle Chinese and English input by Soft Keyboard

Related Links

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Release Notes

Version 3.1.1.9

What's New

1. Menu command：Open or Close a popupwindow, eg: Menu "OffOff" open the Off menu. Usage: Menu "name"
2. Temporary Pool views：can be accessed via macro/commandline "menu object". e.g. "menu View" or via List key, eg. List + Group
3. Running Effects：displays the effects that are running. Create Basic Window - Playbacks - Running Effects, or hold the Effect key.
4. "Check All" button in the New Show or Load Show window to select all options.
5. "All" button in the title bar of Setup window to show all the menu items.
6. Version command：Display information about the software version.
7. Export macro command：Export macros to an xml file. eg:Export Macro 1.
8. Player: Play music or video. Create Basic Window - Other - Player.
9. Commands for player：

   Play: Media Start

   Pause: Media Pause

   Stop: Media Stop

   Previous: Media Previous

   Next: Media Next

   Timecode Toggle: SyncMedia

   Timecode On: SyncMedia On

   Timecode Off: SyncMedia Off

   Single Once: MediaLoop /SingleOnce

   Single Loop: MediaLoop /Single

   List Loop: MediaLoop /List

   Mute Toggle: MediaMute

   Mute On: MediaMute On

   Mute Off: MediaMute Off

Version 3.1.1.5

What's New

1. Stage: Add perspective function
2. Dynamic Preset：Create Basic Window->Presets->Dynamic
3. Patch & Fixture Schedule：Add Pan DMX invert, Tilt DMX Invert attributes for per fixture

Main feature

1. Add options: Cue Only and Status when delete and copy cue(s)
2. Matrix->Wingstyle implemented
3. Effect encoder bar add buttons: Off Effect and Stomp Effect

4. Dmx Sheet: add frame for per fixture

Version 3.1.0.1

What's New

1. Support Clone Command
2. Support DMX IN
3. ARTNET IN: DPU 8P/4P can accept Artnet IN
4. Support CITP
5. Settings: blind、channelpage+/- 、 link fader & btn page
6. Settings: channel page width

Related Links

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Release Notes

Version 3.0.16.8

What's New

1. Support temp fader
2. Export XML file for Fixtures and Layers
3. Matrix: edit, import/export
4. Store Options: add global mode
5. Support new 16 port DPU
6. File Viewer: Add horizontal scrollbar

Version 3.0.15.4

What's New

1. Timecode: Each music song syncs with different timecode
2. Layout：it is more easy to select fixture
3. Patch: support Multipatch
4. Support DPU 4Port and 8Port
5. Support Tekmand MINI
6. Add file viewer to view pictures or text docs

Related Links

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Release Notes

Version 2.3.1.1

Improved

1. Fix the problem that the network connection status (connected, independent, etc.) is not updated in time when the network is connected or disconnected
2. Fixed an issue where the Off all buttos in the Off menu could not turn off the Effect/Bitmap played on the Executor button
3. Solve the problem of incorrect application of smart materials (Smart) for multiple types of lamps
4. Fixed the problem that the buttons in the playback window and the faders have no function

What's New

1. Realization of the Agenda function
2. Add a built-in music player, which can be set to synchronize with the time code
3. Support Chinese input of renaming pop-up box

Related Links

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TEKMAND

Release Notes

Version 1.2.1.1

Improved

1. Fixed the problem that the fixtures that exceed the number of faders are allocated to the Channel Page, and the allocation will not be changed automatically.
2. Fixed several issues such as incorrect display of information at the bottom of the DMX window
3. Solve the problem that after deleting a running executor (Executor) and canceling (Oops), it cannot be completely restored

What's New

1. Import and export performance files via USB storage devices
2. Support RDM remote lamp management
3. Improve timecode feature support
4. Enhance the accuracy of screen calibration

Related Links

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