

Quick Start Guide

Setup (Patch)

Load a Fixture Profile

1. Open **SETUP** from the **CONTROL BOARD**. 
2. Select the **FIXTURES SETTING** tab.
3. Select **FILE>IMPORT**.
4. Use the browser window that appears to select the fixture profile to import.
5. Repeat steps 3 & 4 for each fixture profile type being used.

Add Fixture to the DMX Patch

1. Follow the steps in “Load a Fixture Profile” above to add the fixture profile(s) to the **FIXTURES SETTING** tab.
2. Select the **DMX ADDRESSING** tab.
3. There are 3 methods for adding a fixture to the DMX Patch.
 - a. **Click & hold** the fixture profile from the left-hand section; then drag a fixture into the right section of the **DMX ADDRESSING** tab. (Windows® ONLY)
 - b. Right-click a fixture profile, then select “Add fixture to the dmx list”.
 - c. Double-click on the fixture profile from the left-hand section.
4. Type a name for the fixture in the window that appears, then press **OK**.
5. Repeat steps 3 & 4 for each fixture.



While CHAUVET® strives to maintain a database containing the most recent products by all major manufacturers, it is possible that a fixture may not be included in this database. Please see the user manual in this instance, which gives clear instruction for quickly creating a fixture profile.

Editor (Programming)

Creating a Basic Scene

1. Open **EDITOR** from the **CONTROL BOARD**. 
2. Turn **ON** the DMX button by pressing it. (=OFF, = ON)
3. Using the faders, modify the fixture(s) values (0~255, 0~100%), as desired.
4. Modify the **transition type**, as desired. (smooth=, snap-to=)
5. Modify the **step time**, as desired.
6. For scenes with one step, skip to step #12 in these instructions. For scenes with 2 or more steps, continue to step #5.
7. Press “**Add Step**”. This will duplicate the current step, and scroll to step #2.
8. Modify the faders for step #2, as desired.
9. Modify the **transition type**, as desired. (smooth=, snap-to=)
10. Modify the **step time**, as desired.
11. Repeat steps 7~10 until all the steps have been created. (Press **Play** to test ▶)
12. Select **FILE>SAVE AS** to save the scene.
13. Type a **name** for the scene.
14. Press **SAVE**.

Creating Groups (fixture selection shortcuts)

1. Open **EDITOR** from the **CONTROL BOARD**. 
2. Double-click on a fixture's title bar to select it.
3. Press & hold the **CTRL/APPLE** key, then double-click more fixture title bars to select more fixtures to be added to the group. (or also select groups from the 2D_View area, also using **CTRL/APPLE**)
4. Select the **GROUPS** tab above the faders section.
5. In the groups list section on the right-hand side, right-click then select “**Add new group**”.
6. In the window that appears, type a **name** for the group.
7. Press **OK**.
8. In the following window that appears, select a keyboard shortcut (**a-Z**).
9. Press **OK**.

Working with Groups (fixture selection shortcuts)

Groups allow the fast selection between 1 or more fixtures. This is most useful when programming a scene with 2 or more fixtures, especially if they are not close to one another in the DMX addressing. Simply use the keyboard to select the fixture(s).



It is necessary to select the fixture in order to use the pan/tilt or RGB control areas. This is accomplished most quickly by using GROUPS.

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Live-Buttons (Playback)

Adding Saved Scenes

1. Open **LIVE** from the **CONTROL BOARD**. 
2. Turn **ON** the DMX button by pressing it. (=OFF, = ON)
3. Select the **BUTTONS** tab.
4. Right-click the drop-down **PAGE BAR** and select “Add Light Scene”.
5. Use the browser window that appears to select the scene to add.
6. Continue to add scenes, until complete.



The scene placement may be modified. See the user manual for complete instructions on this process.



The DMX button must be ON to play back the scene(s). (Red=OFF, green = ON)



Editor overrides Live for the DMX output.

Backup/Restore Show

Backing up a Show

1. Open **EXPORT A LIGHT SHOW** from the **CONTROL BOARD**. 
2. In the window that appears, select the light show to save (left-hand side of the screen).
3. After selecting the light show to save, select a destination folder.
4. Press **EXPORT**.
5. After a moment, a window will appear stating the following: “The light show has been exported with success.”



*The software will create a new folder within the destination folder, titled as the name of the show. For example: **default**. There will be 8 subfolders.*

Loading a Saved Show

1. Open **IMPORT A LIGHT SHOW** from the **CONTROL BOARD**. 
2. In the window that appears, select the destination folder of the saved light show.
3. Press **IMPORT**.
4. After a moment, a window will appear stating the following: “The light show has been imported with success.”

Creating a New Light Show

1. Open **SETTINGS** from the **CONTROL BOARD**. 
2. In the **LIGHT SHOW** area, press **NEW LIGHT SHOW**.
3. Type a **name** for the light show.
4. Press **OK**.
5. The new show is created, but not loaded. To switch to the light show, see the section below.

Switching Between Shows

1. Open **SETTINGS** from the **CONTROL BOARD**. 
2. In the **LIGHT SHOW** area, select a different light show from the drop-down list.
3. Press **VALID SETTINGS**.
4. A window will appear stating “All applications must be restarted to see the new settings.”
5. Press **OK**.
6. The new light show will be loaded, and all windows will close, except **Control Board**. *The show is now loaded, and this will apply to all settings in all windows!*