
Libra for *transtechnik* NTX / NT Manual

Editors: Markus Farncombe-Fischer
Dieter Gawer
Andreas Heitmann

Release: 1.8 prelim

Date: 19.08.2008

Electronic Theatre Controls GmbH
Ohmstrasse 3
D-83607 Holzkirchen, Germany

Tel.: +49 (0)8024 4700-0
Fax: +49 (0)8024 4700-300
E-Mail: info@etcconnect.com
WWW: <http://www.etcconnect.com>

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I. Introduction

Libra has two forms of appearance:

1. Based on an external PC, a graphical desktop for NT/NTX-consoles and the transtechnik NT-Booster.
2. NTX: only: Integrated into the console as Libra-NTX

The graphical desktop of the software can be configured flexible and individual according to the users' preferences and is designed for use with touch screen displays.

Libra is connected to the lighting console by LAN (local area network) and communicates bidirectional with the lighting console; all inputs on Libra will be sent to the lighting console, which will send all necessary information to Libra. All data is stored at the lighting console, Libra only saves its graphical desktop configurations on the Libra console/PC.

Libra is available in the "full" or reduced "SKM"/channel monitor versions which is reduced to topographical views and replaces previous versions of the transtechnik SMK.

The full version of Libra offers, aside topographical views which can contain monitor objects, comfortable displaying, creation and editing of pallets (I,F,C,B), channel groups, cue lists, dynamics, monitors and various tools like the ColorPicker & Pan-Tilt-Tool.

Libra can be connected with a choice of different Input Devices to your console which means that Libra can be used within a multi-user- environment as independent input device, giving the chance to work with more than one operator at the same show – at the same time!

Note:

Libra is available as free demo version (load and save of configurations is disabled) which can be connected to a lighting console demonstrating Libras full features.

II. Installation

A complete external system is shipped with the Libra-software installed.

II.1. Install Software

II.1.1. Libra Extern

Manual installation or updating an existing installation is done from a setup-CD. As an option USB memory can be used.

If *Autorun* is enabled for your CD-ROM-Drive the installation-routine will start automatically, otherwise please start "*LibraSetup.exe*" in the root folder of the CD.

To install a demo version of Libra please start "*LibraDemoSetup.exe*".

Please note that to install Libra the windows user-account used needs to have administrative rights.

To repair or remove the Libra-Software please start the setup-program from CD or use "*Add/Remove Programs*" from Windows Control Panel.

Note:

Please note that the Libra-software must not be started / running when installing, updating or uninstalling.

II.1.2. Libra-NTX

For installation store the installation file to a USB memory stick. Open menu M913, Install Libra.

Libra uses the monitor connected to MON1 on the back side for display. Only for this connector resolution can be adopted to high resolution monitors via the booster menu: service menu – system settings – Display resolution.

A touch monitor using USB for control can be connected, too. It is required to connect the USB cable to one of the USB connectors on the back side.

II.2. Minimum Requirements

Libra 1.6 works with all transtechnik NT lighting consoles and transtechnik NT-Booster from release 5.6 onwards.

Minimum requirements of the PC running Libra:

Operating System	Windows 2000 SP4 or Windows XP SP2
CPU	Pentium IV 1.6 GHz (or comparable)
RAM	512 MB
Graphics card & display	128MB RAM & DirectX9 1280 x 1024 Pixel with 16-Bit colour depth
Network	TCP/IP-Protocol
Hard Disc Drive	150 MB free space
CD-Drive	CD-ROM (for Installation)
USB	USB-port for the Dongle

It is recommended to use of two 17" touch screens with Libra.

II.3. Copy Protection

Libras licensing scheme involves a hardware copy protection device, a so called "Dongle", which needs to be connected via USB. Libra will not start without a valid dongle connected.

It is recommended to install the dongle inside the PC (if possible) to prevent loss or damage. The dongle contains the valid licence for Libra; loss of it means loss of the licence.

An optional network licence dongle can be acquired on which a fixed number of licences will be stored. Libras within the network can collect their licence information from the PC running Libra with the network dongle.

Note:

The demo version of Libra does not require a dongle.

II.4. Software Update

Either a CD or a USB memory can be used for upgrading Libra on a PC based system. The setup routine will replace the previous version with the newer version of Libra. It is not possible to install various versions on a system.

Note:

The Libra-software must be closed when installing, updating or uninstalling the software.

For Libra-NTX store the update file to USB memory. From the NTX software open menu M913.

II.5. Network Configuration

Note:

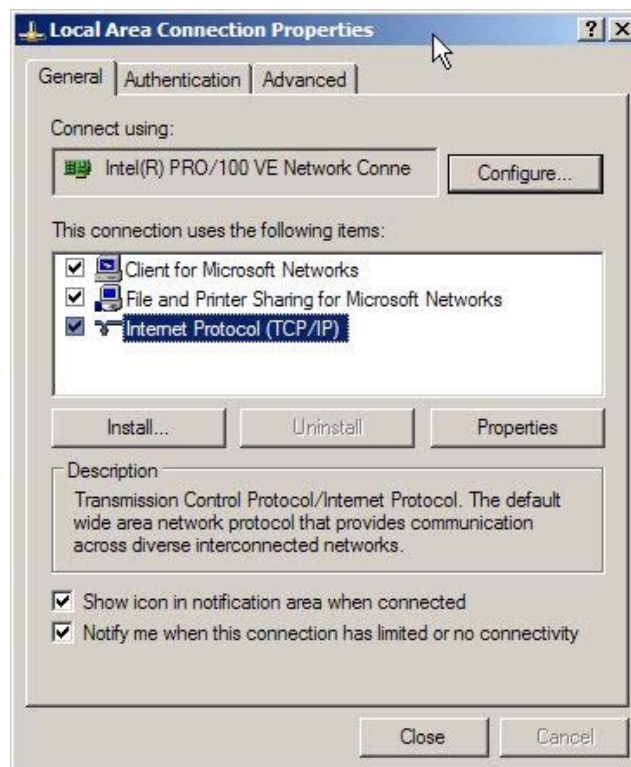
Please consult your Network-Administrator if the PC or lighting console is part of an existing network.

If you are experienced in configuring networks please follow these steps:

Connect Libra and the lighting console via network by using a hub/switch or crossover-network-cable.

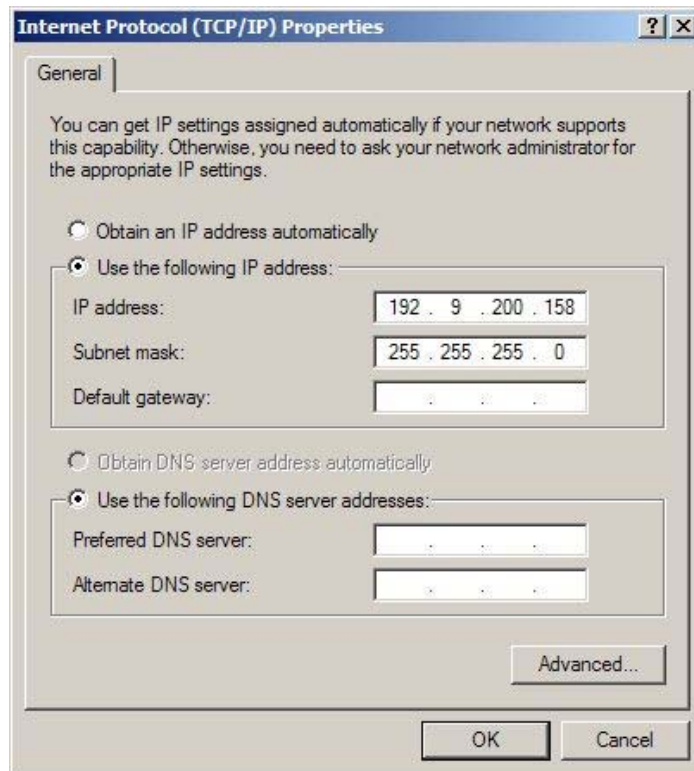
Configure the TCP/IP protocol (*Network Connections* or *Network and dial-up-connections* at *Windows Control panel*)

Right-Click and choose properties of your LAN-adapter or connection



Please add the Internet Protocol (TCP/IP) by choosing *Install* → *Protocol* if it is not installed on your system.

Highlight *TCP/IP* and click *Properties*



This example shows 190.9.200.158 as the preset IP-Address for the Libra-PC. You can chose any free IP-Address within the same subnet (here: 192.9.200) of your lighting console.

Menu 220 on the lighting console displays the consoles' "effective" IP-Address.

III. Starting Libra

III.1. Libra Extern

The setup-routine creates a *Libra*-subfolder within the folder *transtechnik* in the start menus *Programs*-folder, the following links will be created:

„*Libra* 1.6“

„*Libra* Manual“

„*Libra* Online-Help“

A link to *Libra* will be created on the desktop as well.

Double-clicking this link (or the link with the start menu) starts the *Libra*-application. It is necessary to have a valid dongle connected to start the software (see **Copy Protection III.2**)

When first starting *Libra* a demo-configuration will be loaded, otherwise *Libra* will start with the last used or empty configuration, optional synchronised loading and saving of the recent show file with the lighting console is available.

Before using *Libra* it is necessary to configure the network settings at *Libra's Configuration* (see V.2)

The following chapter will explain the general layout and use of the *Libra*-software.

III.2. Libra NTX

Libra software must be installed. Within the console configuration, the option *Libra* must be installed. Refer to menu M220, Personality, entry *Libra*. Use menu M224, System setup, to open *Libra*.

Libra uses the monitor connected to connector MON1 on the backside for display. This monitor can be placed left or right to the remaining monitors. Options “left” and “right” control the behaviour of the mouse cursor. They care for a smooth transition of the cursor from the system monitors to the *Libra* monitor.

Note that *Libra* steals one of the system monitors. The number of remaining monitors is reduced by one. This has to be considered in the number of monitors in menu M219, Monitor setup.

In case a touch monitor is used it has to be calibrated before using it. Open *Libra*, press Ctrl and Alt while touching the screen and execute the procedure described in the displayed window.

Libra-NTX is usually connected to the local host, IP-Address 127.0.0.1. The address can be provided by clicking to the address field on the right corner of the status line.

IV. Using Libra

The following chapters of this manual will give a step-by-step guide of using Libra, starting with the **Application Window** (see V.1) and explaining the **Configuration** (see V.2) and its options.

The various options to control lighting fixtures using the **Parameter bar** (see V.3) and **Tool-Windows** (see V.4) will be explained, before going into details with using the **Views** (see V.5).

IV.1. Application Windows

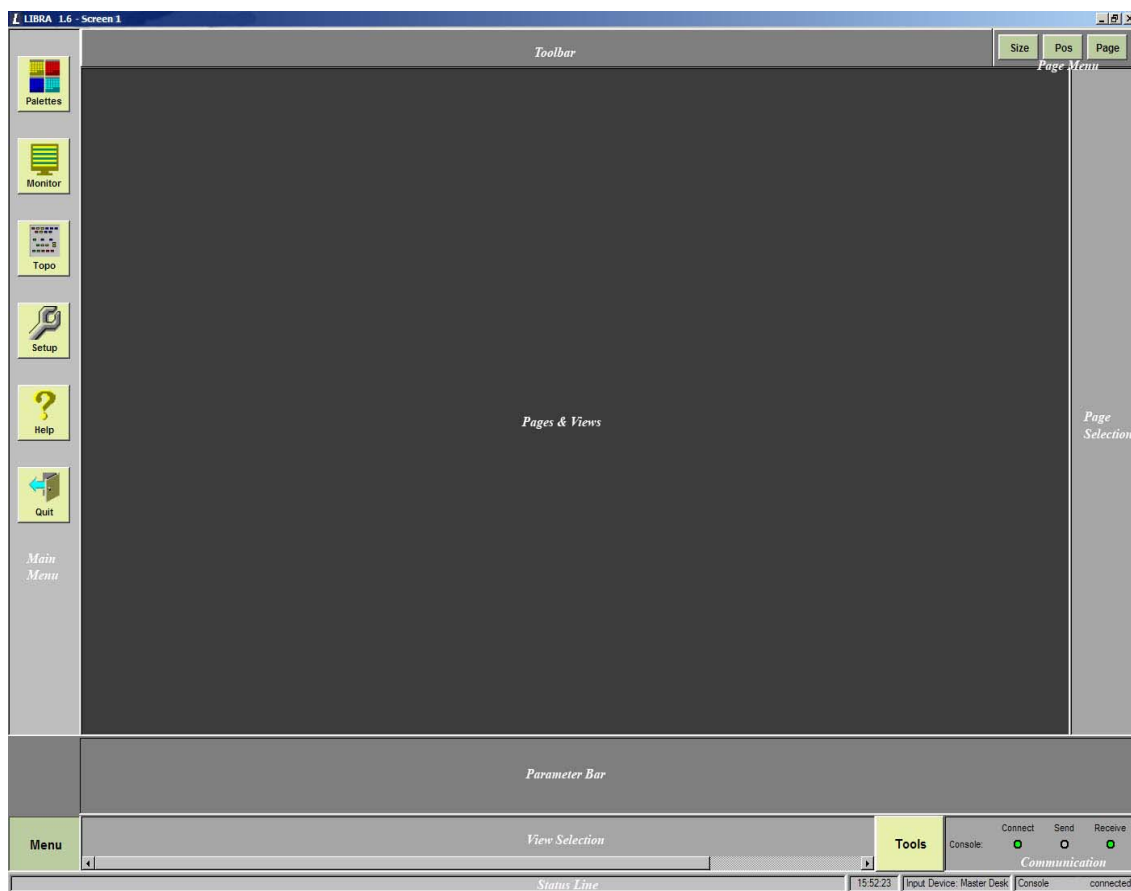
Libras concept is based on multi-display and touch-screen usage, its buttons are kept “big” for ergonomic ease of use and to aid touch-screen operation.

To make use of Libras multi-screen-support and in order to use independent windows on various screens it is possible to configure extra application windows in addition to the main application window (see V.2.1). Position, size and number of application windows will be saved when closing Libra and automatically restored upon restart.

The following chapters will explain the main and additional application windows and the sections within the windows.

IV.1.1. Main Application Window

The main application window gives access to Libras **Configuration** (see V.5), various features and views and displays the recent communication and its state.



The headline of the main application window shows Libras software version and the name of the configuration loaded, the screen number of the main application window is always Screen 1.

The layout of the main application window is fixed, the **Main Menu** (see V.1.3) is located at the left hand side of the application window.

The **Toolbar** (see V.1.10) is situated at the top of the application window, on the right hand side is the **Page Menu** (see V.1.7). The toolbar shows buttons for use and editing the current views, the buttons of the Page Menu configure the current page.

The **Page Selection** (see V.1.8) is located on the right hand side of the application window and selects the current page.

The **Status Line** (see V.1.4) is situated at the bottom of the application window displaying various status information, above the status line is the **View Selection** (see V.1.9) which switches and selects the views within a page and above this is the **Parameterbar** (see V.3) which displays and selects fixture parameters.

Next to the View Selection area is the **Communication State Display** (see V.1.5) containing status information about the communication to the lighting console.

The area in the centre of the application window has room for user-defined pages. Each page can contain various, in size and position flexible **Views** (see V.1.8).

A View can be described as window within a page which giving access to various data, information and functions.

Configurable Views are: **Pallet – View** (see V.5.1), **Monitor – View** (see V.5.2) and **Topo – View** (see V.5.3).

Note:

The **Parameterbar** (see V.3) is not available for the SKM-/Channel Monitor-Version of Libra.

Note:

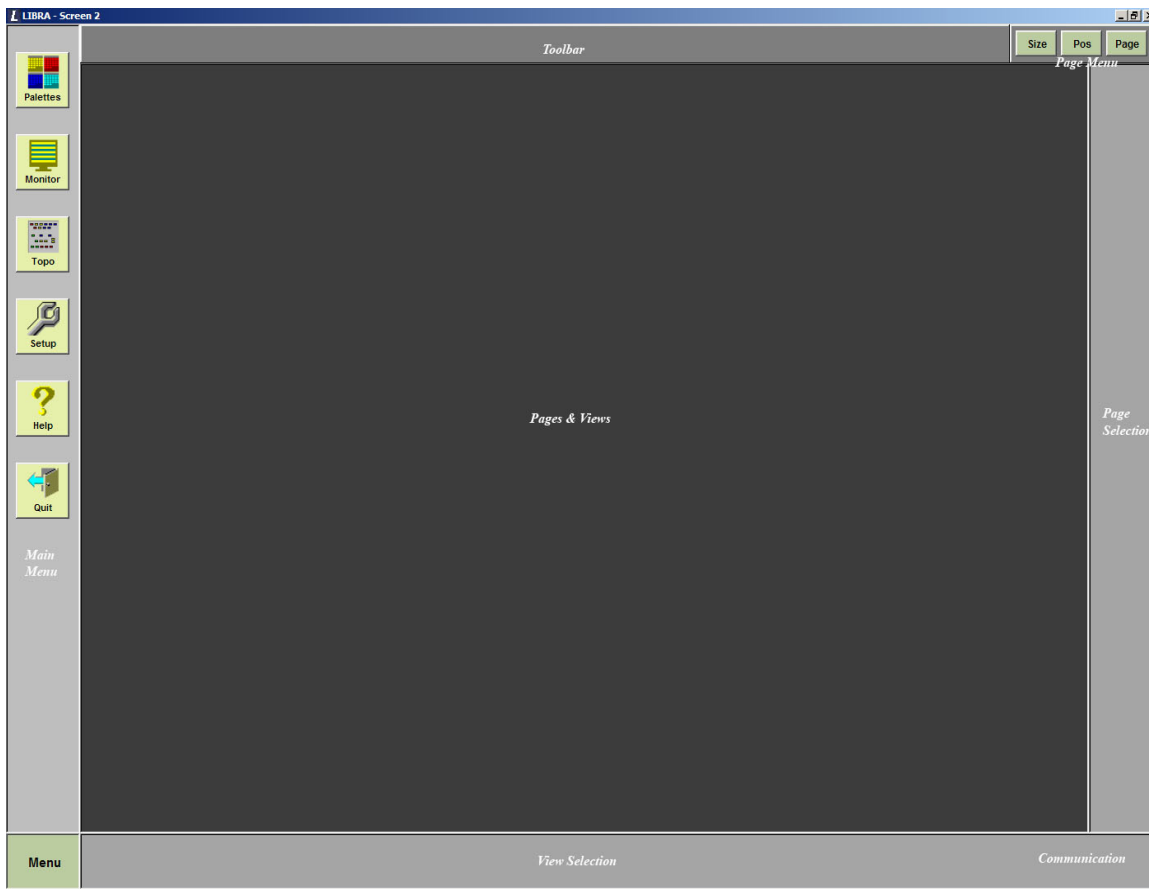
The application windows are optimised for Windows' "normal font size" of 96 dpi, this can be verified at option *Display* in the *Control Panel*, tab *Settings - Advanced*

It is possible to configure Libra (under **General Setup**, see V.2.1) that the *Page* and *View Selection* will only be displayed when needed, this gives more room for displaying data.

The various options and areas of the *Main Application Window* will be explained in the following chapters.

IV.1.2. Additional Application Windows

When using Libra within a multiple screen setup you can configure Libra to generate additional application windows (**General Setup** (see V.2.1)). Additional windows can be resized and positioned on the various desktop(s).



Additional windows will not display the *Parameterbar*, *Status Line* & *Communication Status*, but can be configured to show or hide the *Main Menu*. The headline of the additional windows display the screen/window number, *close* closes the window.

IV.1.3. Main Menu

The Main Menu is located at the left of the application window.

The button *Menu* at the left hand side of the **View Selection** (see V.1.9) hides or shows the Main Menu which will be static on the main application window and can be configured to be displayed optionally on additional windows (**General Setup**, see V.2.1).

The upper three buttons **Palettes** (see V.5.1.), **Monitor** (see V.5.2) and **Topo** (see V.5.3) create so called *Views* for displaying, selecting & editing lighting consoles' data. Clicking a views button opens a menu for the creation of a new view.

Detailed information can be found at the **Views** chapter of this manual.

Note:

The SKM-/Channel Monitor version of Libra only offers the Topo-button.

The button **Setup** displays a menu with various options like **Settings** which opens the Libra Configuration Menu.

The button **Help** displays the online help.

The button **Quit** closes the Libra application.



IV.1.4. Status Line



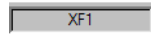
The Status Line is displayed at the bottom of the main application window and displays following information:



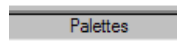
Selected list display for displaying values in Topo views

Click on the display window opens a selection:

- LEVEL, preset levels
- STAGE, stage levels
- OUT, dimmer channel levels



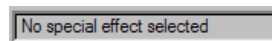
Selected preset, source for Topo views with LEVEL selection



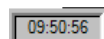
Display mode attributes in Topo views

Click on the display window opens a selection:

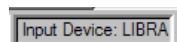
- Palette names if assigned
- Values or range names if there is a range configuration



Command line of the input device Libra is connected



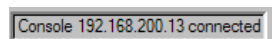
Real time of the Libra device



Input device

Click on the display window opens a selection:

- Master desk, Libra is in parallel to the console desk
- Libra, special input device for Libra
- Remote control, one of the logical input devices for radio remote
- Remote monitor



Console

- IP address of the console, 127.0.0.1 for Libra NTX
- „connected“, if Libra is connected to the console
- timeout ..., if connection has timed out

Click on the display window opens a selection of recently used IP addresses

For more information about input devices and connections please refer to **Setup**, chapter **Network** (see V.2.2)

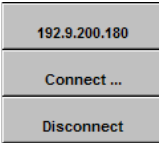
IV.1.5. Communication State

The communication state displays details of the communication with the console

Connect-LED	Flashes <i>green</i> when connected to a console, otherwise lit <i>red</i>
Send-LED	Indicates with short <i>yellow</i> flashes that information is sent to the console, flashes <i>green</i> if reception of data is acknowledged by the console or <i>red</i> if no answer from the console is received
Receive-LED	Short <i>green</i> flashes for each command received from the console.



Clicking on the communication state display opens a selection menu displaying the last four connected consoles, giving the option to connect to one of them or a new console and to disconnect Libra.



IV.1.6. Pages and Views

As described the centre of the application window displays the *Pages*.

A *Page* can contain multiple **Views** (see V.5) displaying information, data and objects. Depending on the size of a view some views can cover/hide other view items, switching between those views is done at the **View Selection** (see V.1.9). A maximum of four views can be grouped and displayed simultaneously (views can be **Palette – Views** (see V.5.1), **Monitor – Views** (see V.5.2) and **Topo – Views** (see V.5.3).

It is recommended to create various pages and group the views within those pages rather than creating multiple views within one page.

The pages can be moved between application windows with the **Page Menu** (see V.1.7), but only one page can be active / selected at a time, this happens at the **Page Selection** (see V.1.8).

Only one view can be active on a page, the active views headline and its button in the View Selection will be highlighted. More details about this can be found at the **Views**-chapter (see V.5)

IV.1.7. Page Menu

The Page Menu is at the top right corner of the application window.



The buttons *Size* and *Pos* refer to the active view (whose headline is highlighted, see V.1.8), *Size* changes the views size (full, half and quarter page), *Pos* moves the view clockwise at the page (if not already full-sized), positions of a quarter page can be top/left, top/right, bottom/right and bottom/right.

Page opens a menu which is related to the actual page and gives the following options:



New	Creates a new, empty page and opens a dialog to enter the pages' name.
Rename	Renames the actual page
Move Up	Moves the actual pages' button up at the Page selection
Move Down	Moves the actual pages' button down at the Page selection
Remove	Removes the actual page and all its views
Move to Screen	Moves the actual page to another Screens application window (if configured).

IV.1.8. Page Selection

The Page Selection is situated at the right side of the window containing buttons for the various pages which can be individually labelled.

Clicking a page button displays the page in the application window, the button appears "pressed"; clicking a "pressed" button switches to the previous page.

If Libra is connect as *Master Desk* input device the consoles button *MLink + Home*, *PG↑*, *PG↓*, *End* moves between Libra-pages.



IV.1.9. View Selection

At the bottom of an application window, next to the status information, the *View Selection* buttons can be found:

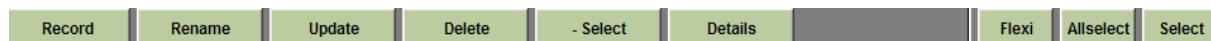


The current/active views' button appears pressed, the views headline is highlighted.

Clicking a button activates the selected view, clicking a "pressed" button switches back to the previously selected view.

IV.1.10. Toolbar

The Toolbar is displayed at the top corner of the application window and the options given depend on the active views' type.



Available options are explained in the **Views** (see V.5) – chapters of this manual.

IV.2. Setup

The Setup-button on the **Main Menu** (see V.1.3) opens the following menu:

<u>Setup</u>
Load LIBRA
Load LIBRA (merge)
Save LIBRA
Load Show
Save Show
Settings

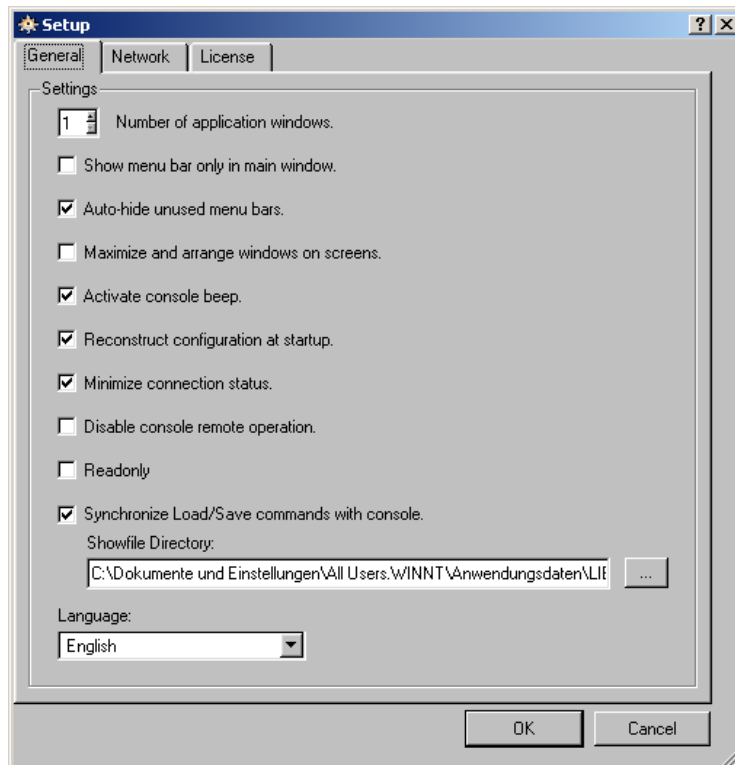
Load Libra	Opens the <i>Load Libra file</i> (*.mlc) dialog. The last used directory path will be displayed, otherwise the default Libra folder. Load replaces the current configuration and loads the stored Libra configuration, pages, views etc.
Merge Libra	Identical to <i>Load</i> , but will keep the present configuration (in order to combine various Libra-files)
Save Libra	Opens the <i>Save Libra file</i> (*.mlc) dialog. The last used directory path will be displayed, otherwise the default Libra folder.
Load Show	Opens a dialog and directly loads the entered shows' number at the lighting console (without prompting the user, the present show on the console will be automatically)
Save Show	Opens a dialog and saves the entered shows' number at the lighting console (without prompting the user, an existing show on the console will be automatically replaced without prompting)
Settings	Opens the Libra Setup, the pages <i>General</i> , <i>Network & Licenses</i> will be explained in the following chapters.

Note:

It is not possible to load or save Libra-files with the Libra-demo version

IV.2.1. Default Settings

The Option „Settings“ within the Libras Setup-Option in the **Main Menu** (see V.1.3) opens a dialog with the following options:



IV.2.1.1. Number of Application Windows

This option sets the number of **Application Windows** which will be displayed on various screens. The maximum number of application windows depends on the amount of monitors/displays connected to the Libra/PC. After reducing the number of windows or displays connected **Additional Application windows** (see V.1.2) assigned to non-existing windows are moved onto the **Main Application window** (see V.1.1).

IV.2.1.2. Show Menu Bar only in Main Window

It is possible to hide the **Main Application windows** Menu Bar (see V.1.3.) from **Additional Application windows**, if chosen the menu bar will only be displayed on the main window.

IV.2.1.3. Auto-hide unused menu bars

This option auto-hides unused Page View/Selection (see V.1.8 / see V.1.9) buttons on additional application windows, if no or only one button is selectable.

IV.2.1.4. Maximise and arrange windows on screens

This option maximises and spreads all application windows on the available (preset) screens, ignoring stored positions, size and state.

IV.2.1.5. Activate console beep

If activated the console beep will be send to the Libra console/PC.

IV.2.1.6. Reconstruct Configuration at Startup

This option saves the actual Libra-configuration as *default.mlc* within the default Libra-folder and restores this configuration upon restart.

Note:

It is not possible to load or save configurations with the Libra-demo version.

IV.2.1.7. Minimise connection status

If activated Libra will signalise the connection state with three LEDs at the **Status Line** (see V.1.4) within the **Main Application Window** (see V.1.1) rather than displaying the **Communication State Window** (see V.1.5)

IV.2.1.8. Disable console remote operation

This option depends on the chosen **Input Device** (see V.2.2.1), if connected as Master Desk no inputs will be send to the lighting console, if connected as independent input device (Libra etc) only operations of dimmer & key-objects within **Topo – Views** (see V.5.3) will be send to the console.

Note:

If active, "input disabled" will be displayed at the **Status Line** (see V.1.4)

IV.2.1.9. Readonly

The Libra configuration consisting of pages, views can be locked. No changes are possible. Readonly state is displayed in the bottom status line.

IV.2.1.10. Synchronised Load/Save

If this option is activated Libra loads/saves the actual configuration (after prompting) from the chosen show file-directory using a filename corresponding to the show number set at the console.

Note:

It is not possible to load or save configurations with the Libra-demo version.

IV.2.1.11. Show file Directory

The show file directory will be used as default folder when using "synchronised load/save". The configuration will be saved/loaded using a name corresponding to the show number used at the console. It is possible to enter the directory path directly or by clicking the right-handed button and selecting a destination (it is possible to use a shared folder on a fileserver, too).

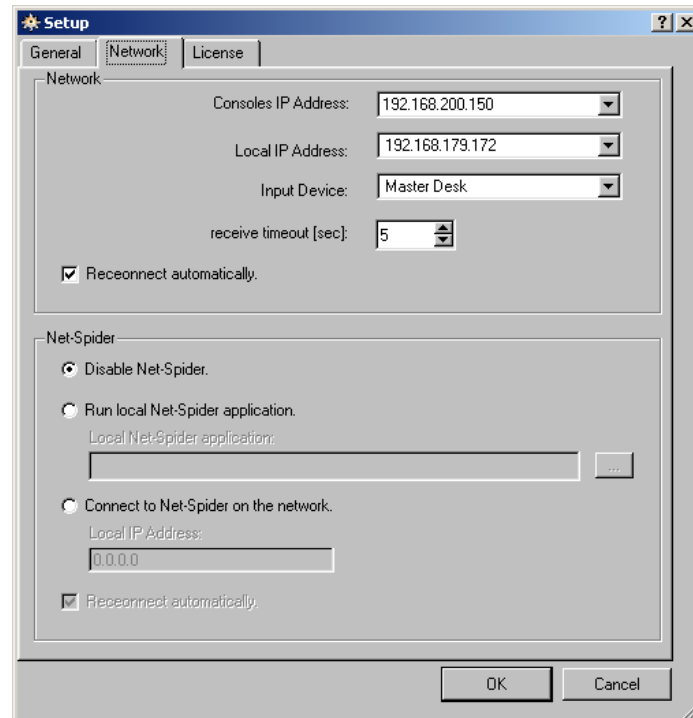
IV.2.1.12. Language

You can choose Libras displays language with this option, Auto *Detect* selects the language referring to the operating systems language settings.

IV.2.2. Network

To start the Libra Setup Dialog choose *Setup* on the **Main Menu** (see V.1.3), then *Settings*.

The *Network*-tab configures the network-configuration of Libra.



IV.2.2.1. Connection to the Lighting Console

To establish a connection between Libra and the lighting console or booster the following needs to be configured:

Consoles IP-Address	Enter the IP-Address of the lighting-console to connect to or choose between the last four connected consoles' IPs here. Alternatively you can enter the consoles Network name instead of its IP. Libra-NTX has to be connected to the local host, 127.0.0.1
Local IP-Address	Choose the correct IP-Address if your PC is configured with more then one IP (or Network adapter).
Input Device	Selects the Input Device type Libra will use to connect to the console
Receive timeout	In case more than one Libra is connected to a console this setting can be used to avoid timeout problems.
Reconnect automatically	Libra will try to reconnect automatically when started or after disconnect/lost of connection when chosen.

The actual connection state will be displayed at the **Communication State Display** (see V.1.5) within the **Main Application Window** (see V.1.1), the Input Device type & IP-Address is displayed in the **Status Line** (see V.1.4). Clicking on those windows opens the following menus:

NT Lighting Consoles offer Multi-User-support which means that several users can work simultaneously with the console. Up to seven user-"account"-types are assignable, called "Input Devices". Each Input Device can select channels, has four independent monitors and its own command line.

The *Master Desk* is the lighting console. If Libra is used as an extension of the lighting console the Input Device should be set to *Master Desk*. *Channel Selection*, *Blind register*, *command line* and *monitor* displays will be identical / "parallel" both on Libra and the lighting console which is preferable if one user operates both Libra and the lighting console.

If two users operate simultaneously on the lighting console and Libra, it is recommended to set the Input Device to *Libra* so that *channel selection*, *blind*, *command line* and *monitor* views are independent on both devices.

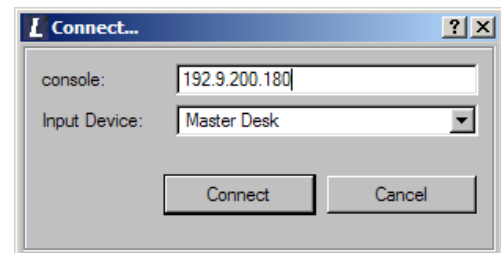
Remote Control 1 to 4 refer to the (radio) remote controls one to four, *Remote Monitor* refers to the configured remote monitor, these Input Devices can be independent or parallel, depending on the configuration.

The *Connection Menu* displays up to four IPs or names of the last connected lighting consoles. Selecting those entries ends the actual connection and tries to establish a connection to the selected console.

<i>Input Device</i>
Master Desk
LIBRA
Remote Control 1
Remote Control 2
Remote Control 3
Remote Control 4
Remote Monitor

192.9.200.180
Connect ...
Disconnect

Connect opens the connection dialog box where a console's IP and the Input Device type can be entered/selected. The button *Connect* disconnects the recent connection and tries to establish a connection to the entered console, *Disconnect* disconnects the actual connection.



Note:

Entries in **M208** of the lighting console must be set to IP-address 255.255.255.255 and *not* to Libras IP- address.

IV.2.2.2. Connecting to the *Net-Spider* System

Net-Spider by *Licht-Technik* offers the possibility to remotely set, save and load parameters of connected *Licht-Technik*- devices (like dousters, colour scrollers etc). For more information please visit: www.licht-technik.com

A connection to the Net-Spider-System needs optional Software from *Licht-Technik*. If you are using the *Licht-Technik*- software and your Libra license contains *Net-Spider* you can activate the Net-Spider-Option within Libra and configure the following options:

Disable Net-Spider

No connection to Net-Spider will be made, existing Net-Spider connections closed and the Net-Spider application shut.

Run local Net-Spider application

Libra will try to start and establish a connection to the Net-Spider application locally from the chosen folder/path.

Connect to Net-Spider on the network

This option gives the chance to connect to Net-Spider via Network

Local IP Address

Sets the IP-Address of the Computer running the Net-Spider software

Reconnect automatically

If chosen the connection will be automatically restored upon restart or disconnection.

IV.2.3. License

The License information can be displayed in the **Main Menu** (see V.1.3.) at Setup → **Settings** → **License**:

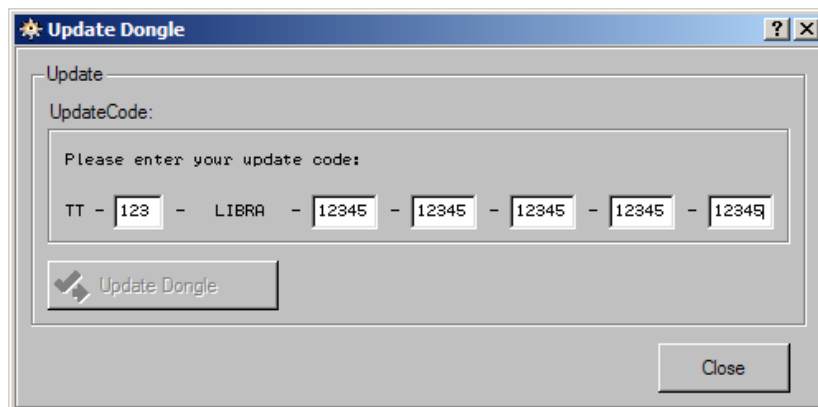


IV.2.3.1. License Information

The *Licence Information* contains the version number of the Libra Software, the 8-digit *License Number*, the *Name of the Licensee* and the *License Options*. This information is needed when contacting the support.

IV.2.3.2. License Update

To update your Dongle, e.g. for use of the *Licht-Technik Net-Spider System* or for future expansions you can use the *Update Dongle* feature.



Update

UpdateCode:

Please enter your update code:

TT - 123 - LIBRA - 12345 - 12345 - 12345 - 12345 - 12345

Update Dongle

Close

To modify your license options enter the 35-digit update code received (TT-123-Libra-12345-12345-12345-12345-12345) in the boxes, and then click "*Update Dongle*" to send the information to the Dongle. Your new licence options will be available after restarting Libra.

IV.3. Parameterbar

The Parameterbar is located at the bottom of the **Main Application Window** (see V.1.1) next to the **View Selection** (see V.1.9).

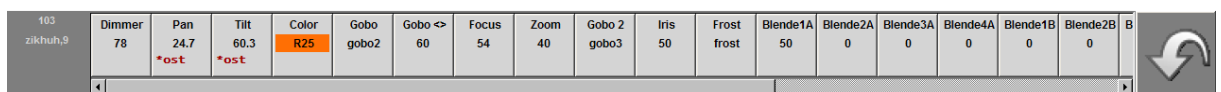
Note: The Parameterbar is not available at the SKM-/channel monitor edition of Libra

The Parameterbar can be displayed or hidden with the selection menu of the button *Tools* (likewise the **Tool- Windows** (see V.4).

The Parameterbar displays all parameters available for the last selected fixture, displaying each parameter in an individual button labelled by name and current value, palette name or range name.

Color: If the fixture has a range configuration using standard color names or it has a palette assigned using a standard color name, true color is displayed.

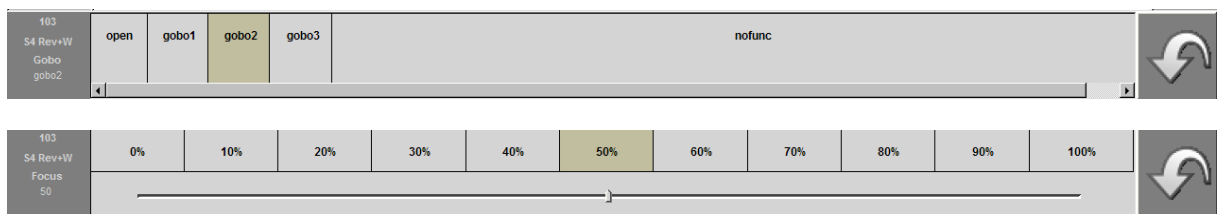
The buttons are sorted according to the lighting consoles fixture channel configuration.



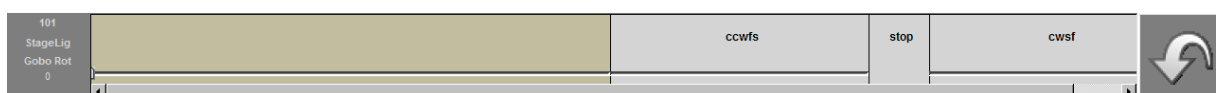
The button to the left ("head button") displays channel number and name of the last selected fixture.

Clicking a parameter button opens the range view showing the configured ranges, and names of the parameter (e.g. colors of a scroller string), if no ranges are configured a standard 0-100% selection bar will be displayed.

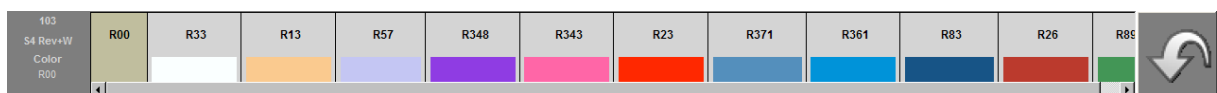
In this mode parameter name and value are additionally displayed in the head button.



Ranges without configured set values have a little "fader" for modifying the parameters values, ranges with set value change the parameter upon clicking the set values' button.



In case parameter color fixture has a range configuration using standard color names, true color is displayed for the ranges.



Clicking the head button to the left or the arrow button to the right switches back to the parameter view.

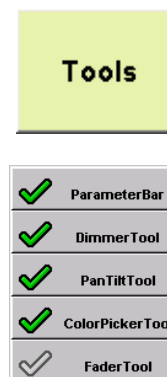
IV.4. Tool-Windows

It is possible to modify parameters either by the **Parameterbar** (see V.3) or with dedicated Tools which can be displayed, positioned and resized according to the users needs. Position and size of the windows will be restored when restarting Libra.

A Tool-selection window which gives the option to display the various tools and the **Parameterbar** will be displayed when clicking "*Tools*" next to the **View Selection** (see V.1.9).

Choosing a Tool-Window will open or close the window, an active tool window is indicated by a green marked selection "tick".

Active tool windows can be closed either by deselecting or by clicking the "x" at the top right corner of the tool window.



Note:

Tool-Windows are not available for the SKM-/channel monitor Version of Libra.

IV.4.1. Dimmer – Tool

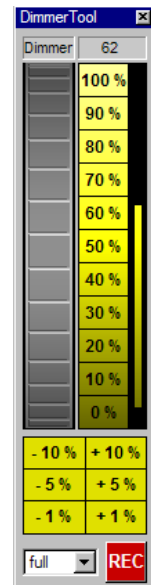
The Dimmer-Tool is assigned to the selected fixtures Dimmer-parameter.

The scroll-wheel allows variable control of the intensity and can be moved with clicking and holding the left or right mouse button (which will hide the mouse cursor giving "unlimited" mouse-movement).

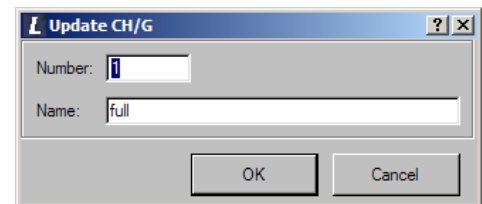
The scale on the right hand of the tool gives the option to set a percentage by clicking 0 to 100% , the vertical indicator bar shows the active level which will be displayed above the scale as value, range or pallet-name.

The buttons below the scroll-wheel in-/decrease the active value by 1, 5 or 10 percent.

The selection field at the bottom of the tool shows the available channel groups and allows selecting an entry.



Clicking REC opens the dialog giving the option to create or update a channel group. The last chosen CH/G-number is pre-selected, OK saves the channel-group with the name & number given.



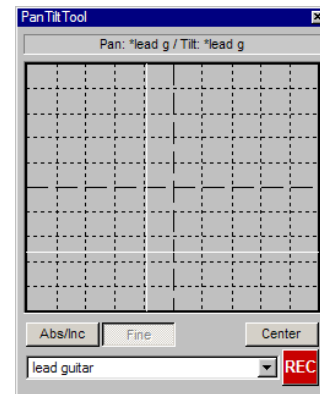
The dimmertool-element appears inactive, if no fixture/channel is selected.

IV.4.2. PanTilt – Tool

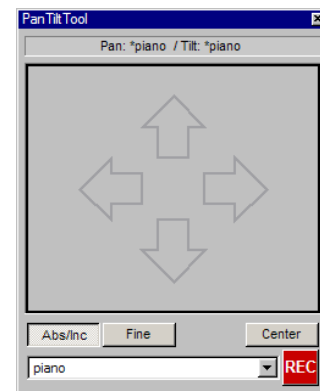
The PanTilt – Tool controls the Pan & Tilt-parameters of the selected fixture and displays the active Pan/Tilt-information as value, range or pallet name.

The *Absolute Modes (Abs)* background shows a grid displaying *Pan* horizontally and *Tilt* vertically; the left bottom corner equals -99.9 and the top right +99.9, centre position is ± 0.0 .

The active value of the selected fixture is marked with a white cross and can be modified by left-clicking and moving the cross with the mouse.



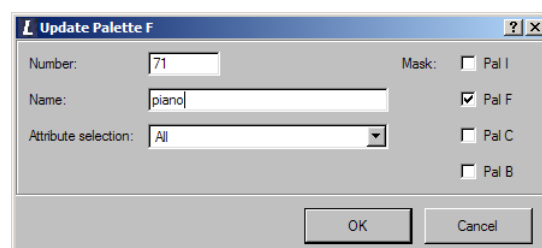
The *Incremental Mode (Inc)*, which shows four arrows for the four axis sends only changes of Pan & Tilt to the selected fixture. Right-clicking "hides" the mouse-pointer, for continuous, "unlimited" mouse-movements.



The button *Fine* offers a higher, finer resolution (two definitions, *Fine 1x*, *Fine 2x* and *Normal*); *Center* sends Pan/Tilt to ± 0.0

Below those buttons is a drop-down menu displaying available F-Pallets of the selected fixture(s), a click activates the chosen pallet entry.

The button *Rec* at the bottom right corner opens a dialog window which updates or creates an F (or I,C,B) palette, the last selected palette-entry is pre-selected. *OK* saves the palette under the name & number set and with the selected information (*mask* and *attribute*).



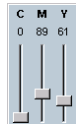
The tools will be deactivated if the selected fixture has no Pan/Tilt-parameters configured.

IV.4.3. ColorPicker – Tool

The ColorPicker – Tool works in conjunction with the selected fixtures' color mixing system, depending on the fixtures configuration (*HSV*, *RGB* or *CMY*).

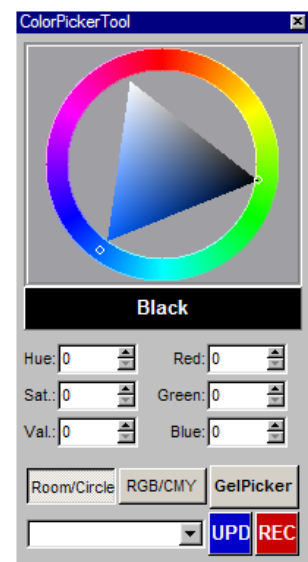
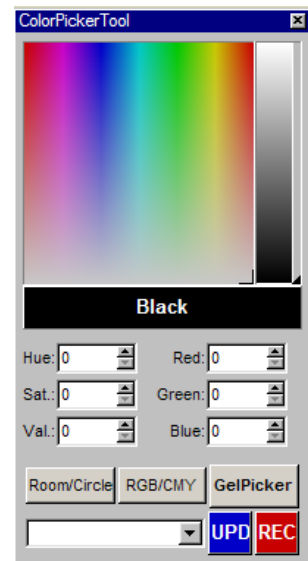
Active values will be displayed in HSV and RGB or CMY (to be chosen with the *RGB/CMY*-button).

It is possible to modify color values using the touch screen, to input color values directly, to make use of the up/down buttons or a „fader-tool“ which will be displayed when double-clicking the box:



Selecting or „picking“ a color can be done in two different views: the „Room“ (displaying *Hue* and *Saturation* as a color spectrum and the resulting, mixed color as a selection field on the right hand side of the tool) or the „Circle View“.

This view will display *Hue* as a circle and *Saturation & Value* as triangle within the circle, the top of this triangle pointing towards the actual color value. The top of this triangle equals *Saturation* and *Value* 255, the „clear/white“ corner of the triangle *Saturation* 0, *Value* 255 and the darkend/„black“ corner equals *Saturation* 255, *Value* 0.



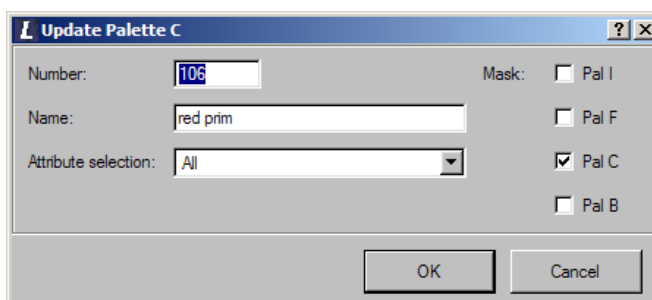
The selection box at the bottom corner of the tools gives the option to select C-pallets of the active/selected fixture.

For fixtures with color mixing devices standard colors from LEE or Rosco can be directly set by the GelPicker. Colors are displayed like palette views and can be assigned to the selected fixtures by mouse click.

The color window in the center of the ColorPicker shows the selected color. It can be assigned by drag&drop to unselected fixtures as well.

R 001 Blue	R 002 Green	R 003 Medium	R 004 Blue	R 005 Amber	R 006 Red
R 072 Blue	R 095 Medium	R 131 Medium	R 164 Flame Red	R 194 Surprise	R 195 Zenith Blue
R 073 Macock	R 096 Lime	R 134 Golden	R 165 Daylight	R 196 True Blue	R 197 Alice Blue
R 074 Night Blue	R 097 Light Grey	R 135 Deep Golden	R 166 Pale Red	R 196 True Blue	R 197 Alice Blue
R 075 Evening	R 098 Medium	R 136 Pale Lavender	R 169 Lilac Tint	R 197 Alice Blue	R 198
R 076 Light	R 099	R 137	R 170 Deep	R 198	R 199

The „REC“-button opens the dialog for updating PAL C, the last chosen pallet-entry is pre-selected. „OK“ saves the palette with the assigned name/number

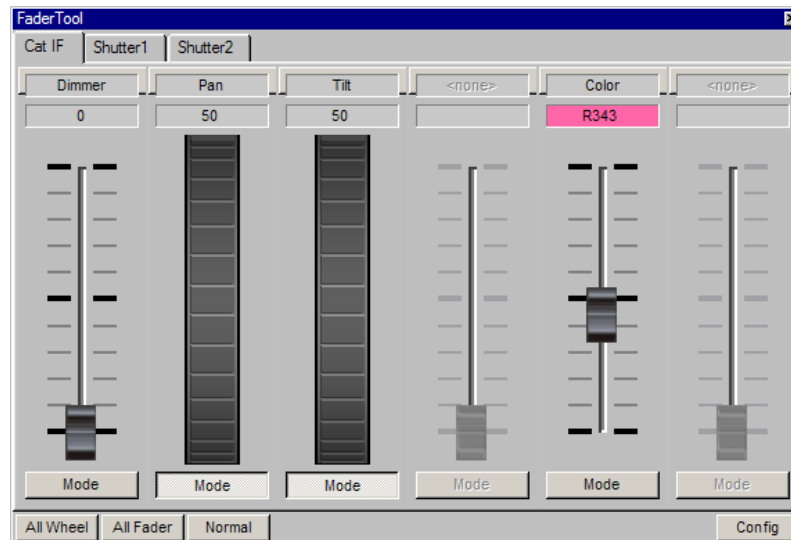


The image shows a dialog box titled "Update Palette C". It contains three input fields on the left: "Number:" with the value "106", "Name:" with the value "red prim", and "Attribute selection:" with a dropdown menu set to "All". On the right, under the heading "Mask:", there are three checkboxes: "Pal I" (unchecked), "Pal F" (unchecked), and "Pal C" (checked). At the bottom right, there are two buttons: "OK" and "Cancel".

If a fixture has no RGB or CMY-parameters configured the tools functions will be disabled.

IV.4.4. Fader – Tool

The Fader-Tool can be configured to control fixture parameters by fader or digital wheel.



Faders can be organized in banks. Up to 12 faders per bank are possible. The header shows the banks as tab.

Displayed data per fader:

Parameter name

Value for the last selected fixture, depending on the settings in the footer

Fader symbol

Mode switch wheel/fader

If a parameter is not part of the last selected fixture, the fader section is greyed.

Buttons in the footer:

All Wheel

all faders are displayed as wheel

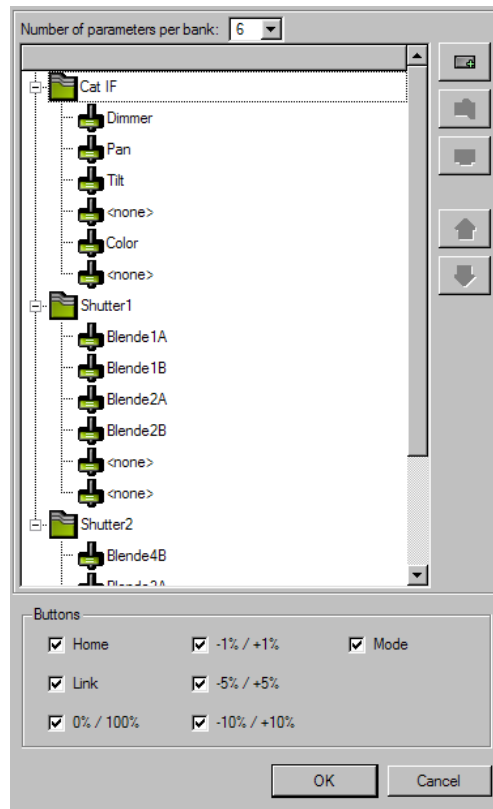
All Fader

all faders are displayed as analogue fader

Fader response

Normal, fine 1x, fine 2x.

Button *Config* opens a configuration dialogue



In the header the number of faders per bank can be defined, max. 12.

The display area displays configured banks and, if open, their assignment of parameters. Buttons to the right control configuration of banks and parameter assignment.



Insert new bank

Rename selected bank / assign to or change name of selected fader

Delete selected bank/parameter

Move selected bank/parameter

Switches in the *Buttons* area can add buttons to the fader displays:

Home	Set parameter to Home value
Link	Linked parameters are controlled in parallel.
0% / 100%	Set parameter to 0% / 100%
-1% / +1%	De/Increase value by 1%
-5% / +5%	De/Increase value by 5%
-10% / +10%	De/Increase value by 10%
Modus	Activate Mode Button

IV.5. Views

Views display the information available and offer further functionality. Available view-types are: **Pallet – View** (see V.5.1), **Monitor – View** (see V.5.2) and **Topo – View** (see V.5.3).

As described in the previous **Application Windows** (see V.1) chapters, views are inserted in various **Pages** (see V.1.6) of the application window with the buttons of the **Main Menu** (see V.1.3).

A page can contain several views which can overlap, depending on the size chosen.





The **View Selection** (see V.1.9) switches between the views, depending on the size of the views a maximum of four can be displayed simultaneously within a page.

Each View is labelled with its name; the colour of the headline and the views button indicates the views state (active/inactive). The buttons *minimise*, *maximise* and *close* are at the right side of the views headline.

The headline of an *active* view and its button in the **View Selection** (see V.1.9) are highlighted. Only one view per page can be active at a time. The headline colour of an *inactive* view is light grey, active views on an *inactive application window* are highlighted dark grey (please see below).

To activate a view either click on the view, its headline or the corresponding button of the **View Selection** (→ V.1.9). The **Toolbar** (→ V.1.10) will then display the available options for the current, active view.



	Minimise	Minimises the view and restores the previous view
	Maximise	Maximises the view (only the view, Parameterbar (see V.3) and Status Line (see V.1.4) will be displayed in the application window)
	Restore	restores the views default size
	Close	Closes the view window after prompting

IV.5.1. Palette – View

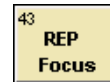
A Palette – View displays the palettes stored at the lighting console, giving individual view types for I, F, C and B-palettes.

Note:

This view is not available for the SKM-/channel monitor-version of Libra

Palettes are displayed in a grid with fixed button size and a button for each palette, sorted from left to right and top to bottom. Colour and font of the buttons and background is static and non-changeable.

The button displays the palette-number on the top left corner, followed by its name in the centre. Clicking a button sends/assigns the palette to the selected channels/fixtures.

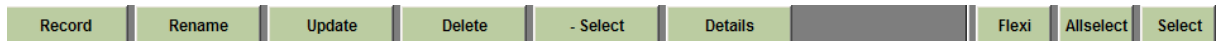


The Toolbar-Buttons displayed at the top of the Libra-window depend on the type of palette and change accordingly. Usage of the buttons is in "touch screen mode" which means you first select a toolbar-function, then the button of the entry to be changed. The toolbar-button stays "pushed" until an entry, the background or the button itself is selected, double-clicking "holds" the button (the button will be highlighted and framed with a red box) for multiple actions.

A Palette - View will be created by selecting the *Palettes* – Button of the **Main Menu** (see V.1.3). You can create views for *I, F, C, B-palettes, CH/G (Channel Group), QList (cue lists, Dynamics (DYN)* and a special SELECT–views for selected channels and devices (see V.1.3.)

IV.5.1.1. I, F, C, B – Palettes

Options for using I, F, C and B Palette – Views can be chosen from the *Toolbar* or the view itself (the options are similar for all pallet-types)



Create Opens the following dialog:

A dialog box titled 'Create Palette C'. It contains three input fields: 'Number' with the value '137', 'Name' with the value 'Lee 137 "Special Lav"', and 'Attribute selection' with a dropdown menu set to 'All'. To the right of these fields are four checkboxes labeled 'Pal I', 'Pal F', 'Pal C', and 'Pal B'. The 'Pal C' checkbox is checked. At the bottom are 'OK' and 'Cancel' buttons.

Number	A free pal-number will be suggested (according to the last edited pallet entry) or can be entered.
Name	Enter a name for the pallet
Attribute Selection	Selects if <i>All</i> , <i>Selected</i> or <i>Changed</i> attributes of the selected fixture are stored
Mask	It is possible to save the Pal with other, various parameter-types.

If a palette already exists, a dialogue box asks: Replace or Update.

Rename Renames a Palette:

A dialog box titled 'Rename Palette C'. It contains two input fields: 'Number' with the value '106' and 'Name' with the value 'red prim'. At the bottom are 'OK' and 'Cancel' buttons.

Update Updates a Palette:

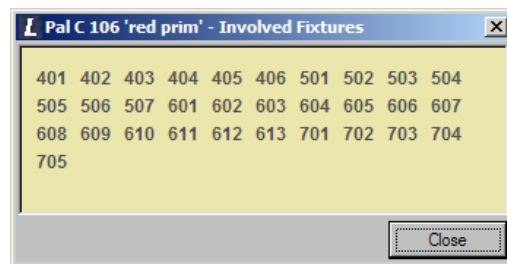
A dialog box titled 'Update Palette C'. It contains three input fields: 'Number' with the value '106', 'Name' with the value 'red prim', and 'Attribute selection' with a dropdown menu. The dropdown menu is open, showing 'All' and 'Selected' options. To the right are four checkboxes labeled 'Pal I', 'Pal F', 'Pal C', and 'Pal B'. The 'Pal C' checkbox is checked. At the bottom are 'OK' and 'Cancel' buttons.

This dialog is similar to the "create"-function but the palettes' number can not be changed. When updating a palette the existing values will be merged or completed with the actual values.

Delete Deletes a palette, giving the option to delete "All" or only "Selected" fixtures entries.

-Select This function allows to "remove" palette information from the selected fixtures.

Details Opens the *"Involved Fixtures"* - Window.



This window lists all channels with information stored within the selected palette

Flexi Display mode for palette buttons: Switch, only palettes for the selected fixtures are displayed.

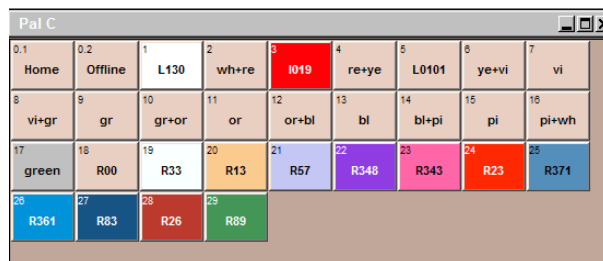
Allselect Clicking to a palette button, a monitor display marks all involved fixtures by selection and assigns the palette.
Double click locks the function.

Select Clicking to a palette button, a monitor display marks all involved fixtures by selection.
Double click locks the function.

Background color of the palette buttons indicates palettes available for the selected channels.

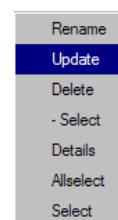
If information for one of the selected channels is stored within a palette the palette's button will be displayed with the view's background color, empty palettes without any information are displayed in dark grey with white letters. All other palettes are displayed with a light-grey background.

C-Palettes: If palettes are labeled by names of standard color names, true color is displayed.



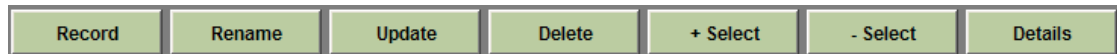
Clicking on an ("available") palette selects the palette information for the selected channels/fixtures, when pressing *Alt - Select* will be executed. If no information for one or more selected channels is found in the chosen palette a warning will be displayed in the **Status Line**. (→ V.1.4)

Right-Clicking a button opens the following context menu (corresponding to the Toolbar-buttons)



IV.5.1.2. CH/G – List

The CH/G-List view will be modified with its Toolbar or within the view itself.



Record

A dialog box titled 'New CH/G' with a blue header bar. It contains two input fields: 'Number' with the value '455' and 'Name' with the value 'Piano'. At the bottom are 'OK' and 'Cancel' buttons.

Number The next available/free channel group number will be proposed, or you can assign any number wanted.

Name Enter a name for the channel group.

When "re-creating" a existing channel group, previous entries will be removed and replaced by the new selection (and not merged into one CH/G)

Rename

A dialog box titled 'Rename CH/G' with a blue header bar. It contains two input fields: 'Number' with the value '455' and 'Name' with the value 'Piano'. At the bottom are 'OK' and 'Cancel' buttons.

Update Updates an existing channel group:

A dialog box titled 'Update CH/G' with a blue header bar. It contains two input fields: 'Number' with the value '455' and 'Name' with the value 'Piano'. At the bottom are 'OK' and 'Cancel' buttons.

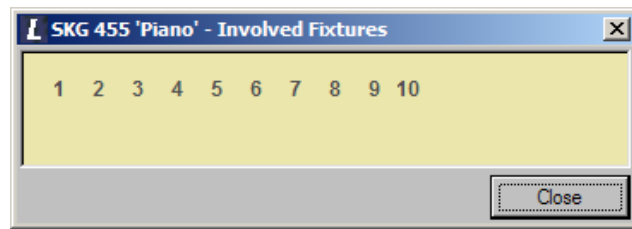
The new selection will be merged / add to an existing channel group, the channel groups number can not be changed.

Delete Deletes a CH/G, giving the option to delete *All* (the whole CH/G-entry) or just the *Selected* channels of a channel group.

+Select Adds a CH/G to the present channel selection

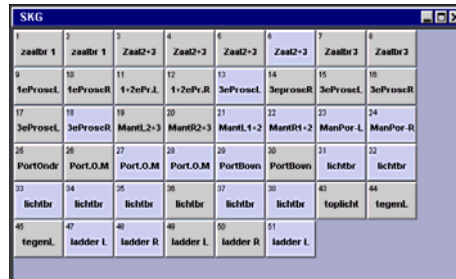
-Select Subtracts a CH/G from the present channel selection

Details



This window shows all channels involved in the selected channel group

The background-colour of the buttons indicates involvement of the current selected channels within the channel groups:



If one of the selected channels is part of a channel group, the channel groups' button will be marked in the views' background colour. Channel groups not containing any information will appear in a dark grey background and with white text, all other groups in a light grey background and with black text.

Clicking a button selects the channel group, pressing *Shift* or *Ctrl* acts as *+Select*, *Alt* as *Select*.

When right-clicking a button, a context menu similar to the Toolbars features will be displayed.

- Rename
- Update
- Delete
- + Select
- Select
- Details

IV.5.1.3. Cue – List (QList)

A *QList* is created or modified with the Toolbar or within the view itself:



Create Creates / records a new cue:

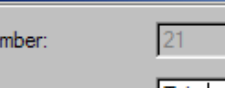
A dialog box titled 'Create Cue' with a blue header bar containing a question mark icon and a close button. The dialog has three input fields: 'Number' with the value '21', 'Name' with the value 'Tabs', and 'Channel selection' with a dropdown menu showing 'All devices'. Below these fields are two checkboxes: 'Selected channels only.' and 'Modifications only (Tracking)', both of which are unchecked. At the bottom are 'OK' and 'Cancel' buttons.

- | | |
|------------------------|---|
| Number | The next available/free cue number will be proposed, otherwise you may assign any number wanted. |
| Name | Enter a name for the cue |
| Channel Selection | A recorded cue can contain <i>All devices</i> (L/E), <i>Movinglights only</i> (MOVL Devices) or Color Changing Devices (COL Devices) parameters only. |
| Selected Channels only | includes only parameters of the selected channels |
| Modifications only | records changed parameters / channels only (→ „Tracking“-Mode) |

Please note that when you re-create an existing cue the content of the cue will be deleted and replaced by the new information.

Rename

A dialog box titled 'Rename Cue' with a blue header bar containing a question mark icon and a close button. The dialog has two input fields: 'Number' with the value '21' and 'Name' with the value 'Tabs in'. At the bottom are 'OK' and 'Cancel' buttons.



Update Cue ?

Number: 21

Name: Tabs

Channel selection: All devices

☐ Selected channels only.

☐ Modifications only (Tracking)

OK Cancel

This dialog is similar to the *Create* – option, but the cue number can not be changed. Updating a cue merges/combines the existing values with the current information.

Delete Deletes a cue

+Select +*Select* loads another cue into the current state

-Select -*Select* subtracts another cues information from the current state

The active/current cue will be displayed with a "pressed buttons" in the QList-View:

[illegible]

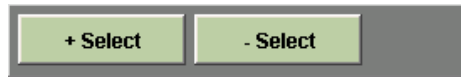
Clicking a button loads the cue, pressing *Shift* or *Ctrl* acts as +*Select*, *Alt* as –*Select*.

When right-clicking a button a context menu which is similar to the Toolbars features will be displayed.

- Rename
- Update
- Delete
- + Select
- Select
- Select

IV.5.1.4. DYN – List

It is possible to access the DYN-List with the toolbar or the view itself:



The views toolbar gives the following options:

- +Select This function adds a dynamic effect to the selected channels
- Select This clears the dynamic effect



Clicking a button selects a dynamic effect. Clicking and pressing *Shift* or *Ctrl* acts as **+ Select**, pressing *Alt* and clicking – **Select**.

IV.5.1.5. SELECT

This is a special view which shows only the number of selected channels and devices.

IV.5.2. Monitor – View

The Monitor-View displays the lighting consoles screen output depending on the *input device* mode and the *monitor number* chosen.

If the view is active all mouse-clicks and all keyboard inputs within the monitor view are sent to the lighting console. Right-clicking and "dragging" the mouse or using the mouse wheel sends a digital wheel input to the console, the keyboard acts as if connected to the lighting console.

Note:

The Monitor-view is not available in the SKM-/channel monitor-version of Libra.

A monitor view is created by clicking the *Monitor* button on the **Main Menu** (see V.1.3) and choosing a view / device.

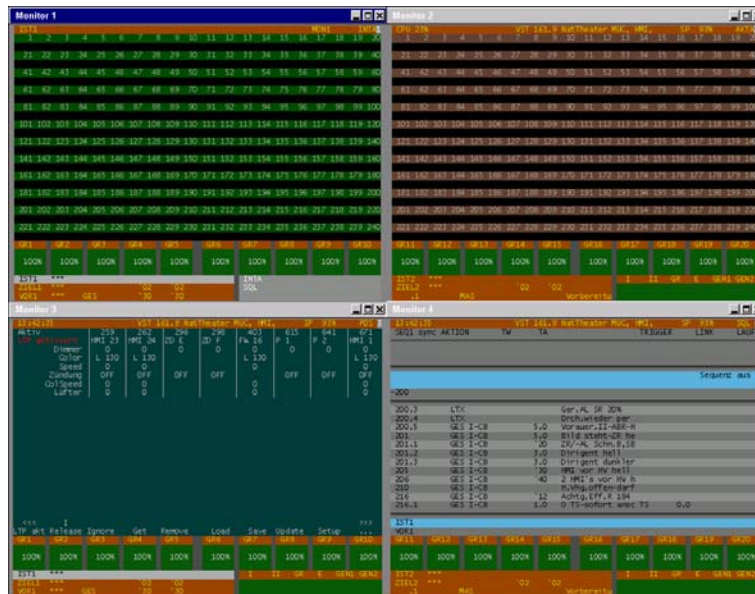
IV.5.2.1. Main Monitor

The Main Monitor follows the *main monitor* display view of the console (indicated by the consoles' command line)

[illegible]

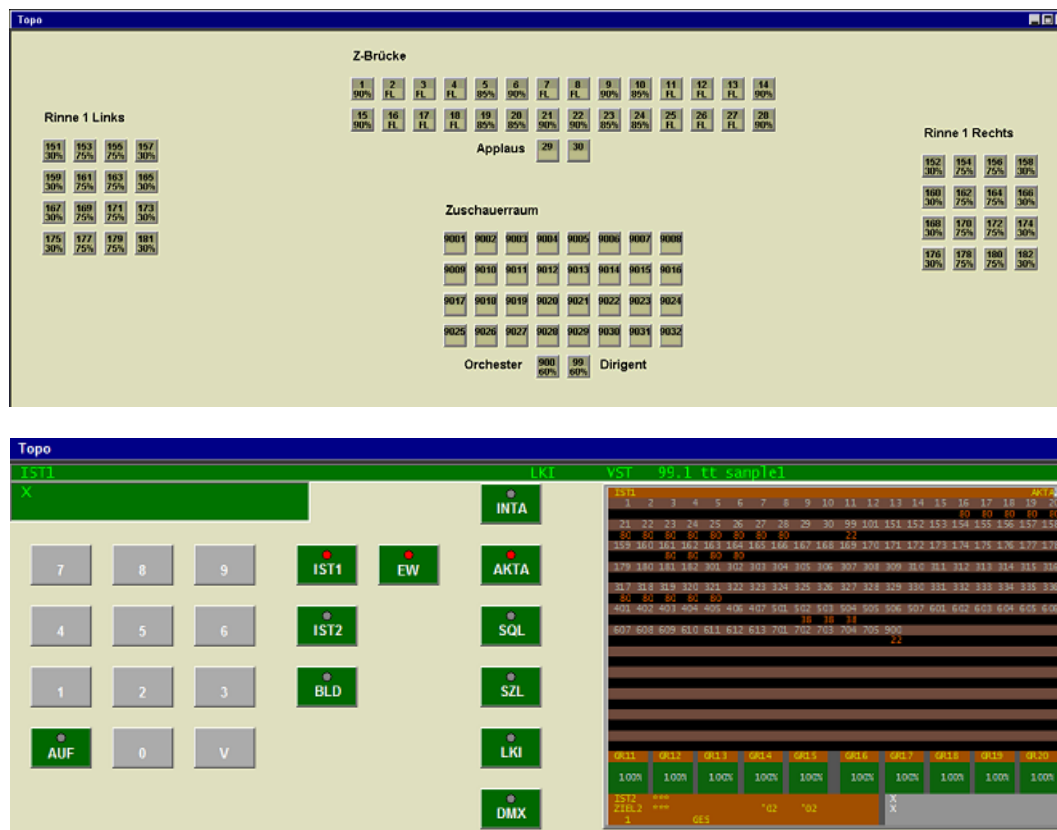
IV.5.2.2. Monitor 1 – 4

Monitors 1 - 4 display the monitor content of the consoles monitor 1 to 4.



IV.5.3. Topo – View

The Topo-View gives the possibility to create flexible channel selection-pages and individual remote control options for the connected lighting console.

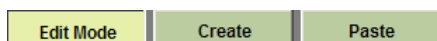


To create a Topo-View please click Topo at the **Main Menu** (see V.1.3).



First, click *Edit Mode*. This button switches between the "edit" mode where you can create or edit Topos and the "active" mode, where all clicks will be directly send to the lighting console. When using the *Edit Mode* a grid will be displayed and the Edit Mode button appears "pressed", no information will be sent to the console at this time.

First (if a Topo contains no objects), only the *Create* option is available



Clicking on *Create* gives the option to insert various objects:

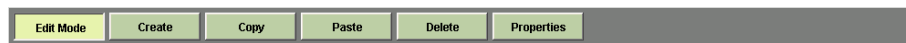
Dimmer	Dimmer value for dimmer or fixtures
Fixture	Fixture object, displays attribute values
Key	Console key
Commandline	Command line of the selected input device
Headline	Headline of the selected input device
Text field	Text and frames including background colors
Monitor	Monitor object
Picture	Icons and similar pictures
Dimmertool	Insert dimmer tool
Colorpicker	Insert colorpicker tool
PanTilt	Insert pan/tilt tool
Fadertool	Insert fader tool

Clicking on Button *Paste* inserts the object from the clipboard.

Note:

The Monitor-object is not available in the SKM-/channel monitor version of Libra

The toolbar-buttons are used in "touch screen" mode: first select a task/option, than the object. Double-clicking a button "holds" the button which will be marked with a red box.



If objects are inserted in the Topo, the following options appear at the toolbar:

Create	Creates/inserts a new object
Copy	Copies the selected item to the clipboard.
Paste	pastes items from the clipboard (if applicable)
Delete	deletes an item (after prompting)
Properties	opens the properties-dialog for the selected item

Using the Topo View – *Edit Mode*:

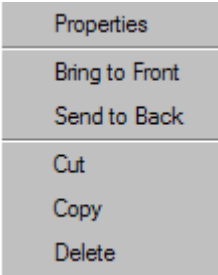
When "created", a new object will be automatically placed at the top left corner of the view. Clicking selects an object, which will be marked with a red box/frame. Holding *Ctrl* while clicking selects multiple objects (or deselects single objects within a "grouped" selection), clicking the page background deselects all objects.

Furthermore, you can click left and draw a selection box around objects, pressing *Shift* selects all objects within this box. Multiple items can be copied/pasted or modified simultaneously. Holding the *Alt*-key gives the possibility to draw selection boxes around "layered" or part-covered objects.

All objects can be moved by drag & drop, to disable the grid-"snap" hold *Shift* while moving or scaling (hover the mouse pointer over an objects corner until the scale "arrows" are displayed, then click and drag the arrows) objects.

Using copy and paste helps to quickly build a topo view; *copy* copies all selected objects to the clipboard, *paste* pastes the objects while keeping the layout and distance between grouped items. Right-clicking pastes the object directly at the clicked position.

Right-clicking an object opens the following context menu:



Properties	opens the configuration dialog of an object (you can double click or alternatively chose <i>properties</i> from the toolbar)
Bring to Front	moves the object(s) one step to the "front"/top
Send to Back	moves one step to the back
Cut	cuts the object(s) from the Topo, keeping a copy at the clipboard
Copy	copies the object to the clipboard
Delete	Deletes the object(s) without prompting

Additionally you can use the following keyboard-shortcuts when in Edit Mode:

Cut	Strg + x
Copy	Strg + c
Paste	Strg + v
Delete	Del
Duplicate	Strg + d

IV.5.3.1. Header of Active Top-View

If there are objects in a topo view and edit mode is ended by clicking to the *Edit Mode* button, the header displays buttons for accessing the objects:



The functions are the same as in Palette Views:
Clicking a button, the mouse cursor icon changes on passing objects to a hand, if the function is possible for an object. Else a prohibitory sign is used.

IV.5.3.2. Load / Save

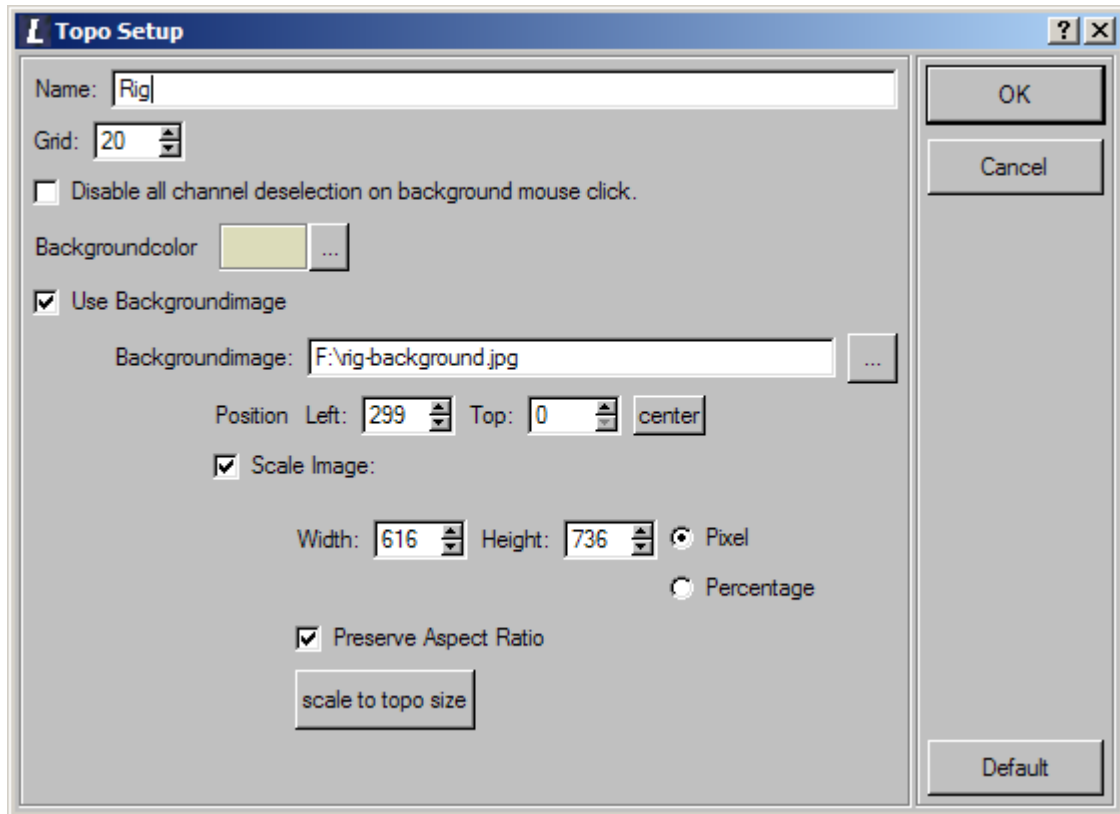
If the active view is a Topo-View the Main Menu (→ V.1.3) *Topo-Menu* gives the following options:

<i>Topo</i>
New
Load
Merge
Save
Setup
Snapshot
Print

New	Creates a new Topo-View
Load	Opens a dialog for loading Topo Files (*.tpv). All objects will be removed from the active Topo and overwritten by the loaded Topo's objects.
Merge	Identical to "Load", but the existing objects will be kept.
Save	Opens a dialog for saving Topo files (*.tpv). All objects of the active Topo will be saved.
Setup	Opens the Topo-View Setup dialog (→ V.5.3.2)
Snapshot	Creates a snapshot of the active Topo-View (→ V.5.3.3)
Print	Print the active Topo View to the system printer

IV.5.3.3. Setup

Choosing *Setup* at *Topo* in the **Main Menu** (see V.1.3) opens the Topo Setup dialog:



Name	Sets a name for the Topo, which will be displayed in the Topo's headline and used as View Name (→ V.1.9)
Grid	Defines the size of the background grid
Disable channel deselection on background mouse click	Clicking Topo's background will not deselect the selected channels
Background color	Sets the Topo (and the views' button) background color
Use background image	Uses an external image as background image.

If "*use background image*" is selected, it is possible to choose / load a background image by entering its name & location (or searching for an image).

Please note that only the images' path will be saved in the Libra *.mlc*-file.

The image can be positioned or centered (button *center*) on your topo view and it can be scaled, (values in % or pixel).

Scale to Topo Size automatically "best fits" the image to the topo's size, *preserving the images aspect ratio* if selected.

IV.5.3.4. Snapshot

Snapshot captures the Topo-View as a picture / "screen shot", a topo's background picture can be included optionally.

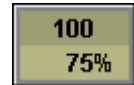
IV.5.3.5. Objects of the Topo-View

The following chapter will take a closer look at the objects described in the previous chapters, which can be part of a topographic view or "desktop". Mostly, objects can be edited "grouped" by highlighting a group and applying changes, like changing the buttons background-color with the configuration dialog.

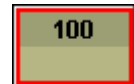
IV.5.3.5.1. Dimmer

The dimmer-object is used to select dimmers/channels or fixtures and displays the actual selection and levels

The upper half of the dimmer-object shows the dimmer channel / fixture number, the lower half displays its intensity



A selected channel will be marked with a red selection frame



A channel with an „dimmer error“ is displayed with red background

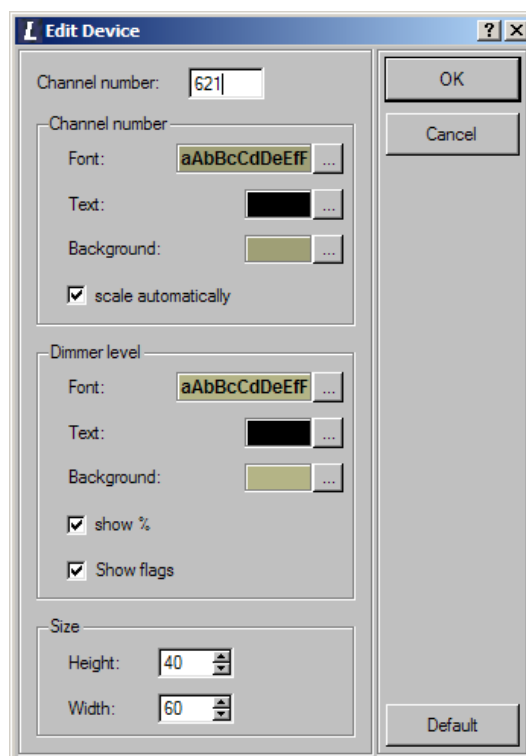


Channel numbers which are not part of the channel-mask will be grayed



As option additional "status flags" displaying up/down, changed values and locked channels (which will be indicated by letter "l" in front of the channel number) can be displayed. Changed values will be indicated by \longleftrightarrow left of the dimmer level, up/in- \blacktriangle and down/out \blacktriangledown will be displayed at the right of the dimmer value.

It is possible to configure the appearance of the dimmer object with its properties-menu:



Channel Number

Enter the dimmers channel number

Channel Number

Font

selects a font to be used

Text

selects the text color

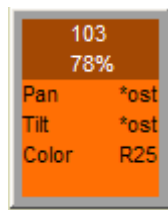
Background	chooses a background color
Scale automatically	scales the text automatically when re-sizing the object
Dimmer level	
Font	chooses a font for the dimmer level
Text	selects a text color for the dimmer level
Background	selects a background color for the dimmer level display
show %	displays or hides the %-sign of the dimmer value
Show flags	displays the dimmer status flags
Size	
Height	sets the height of the dimmer object
Width	sets the width of the dimmer object

Default restores the default settings and closes the dialog.

The channel number will be automatically increased (plus one) when creating, copying or duplicating a dimmer object.

Clicking a dimmer object (when the Topo is in "active" mode) sends/selects the channel at the lighting console, clicking the background unselects the channel. Drawing a selection frame around various objects allows multiple selections of channels, *Ctrl* or *Shift* selects or unselects channels within a selection.

IV.5.3.5.2. Fixture object



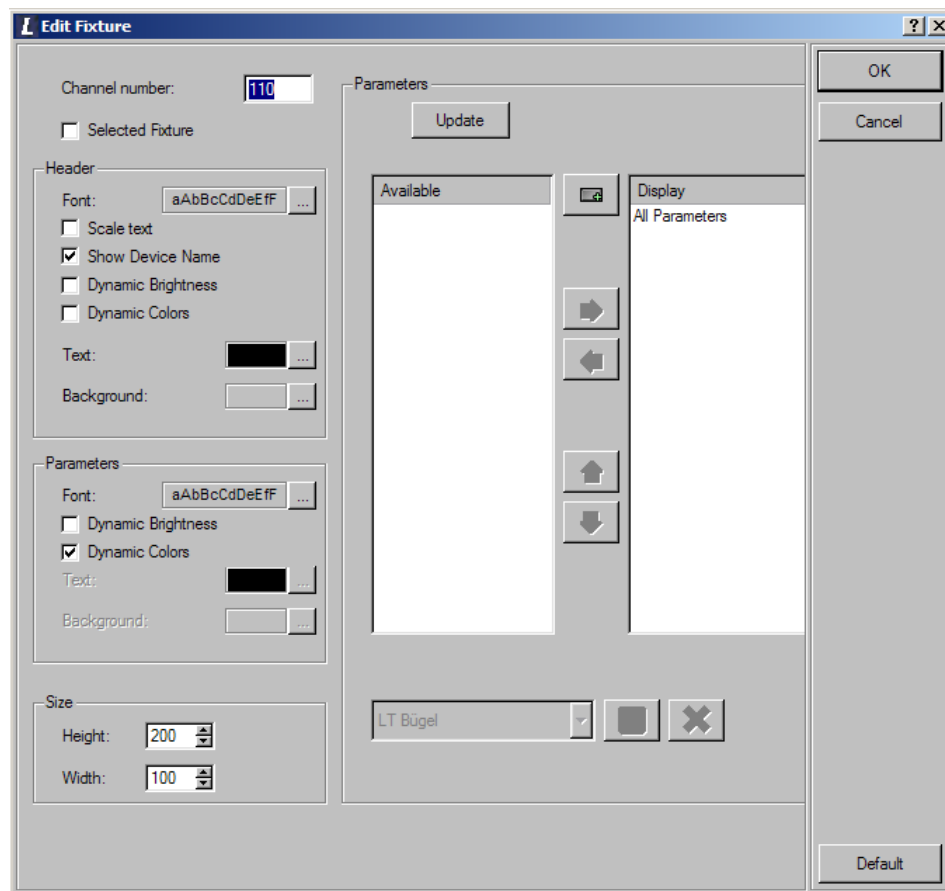
Fixture objects are used to select fixtures and display the actual selection and parameter values.

The upper part shows fixture number and dimmer value. The lower part shows parameter values.

Mouse click right opens a selection

Edit	opens property menu
- Select	deselect the fixture
+ Select	select fixture

The properties menu opened by *Edit* controls display mode of the fixture object



Left side controls display mode. On the right side parameters for display can be selected.

Channel number	Input field to define the channel number Field „Selected Fixture “activated: The object is assigned to the last selected fixture. To show the difference to other fixture objects it is displayed with a black frame.
Header:	
Scale text	Relation from object size and font size are constant if the object is resized.
Show Device Name	If on the console a name is assigned in menu M81, this name is displayed.
Dynamic Brightness	Brightness of background is controlled by the dimmer value.
Dynamic Colors	If the device has a color mixing system or parameter Color has a range configuration with standard color names, background of the object shows the active color. Color for text and background only can be controlled, if Dynamic Colors is disabled.
Parameters:	
Dynamic Brightness	Brightness of background is controlled by the dimmer value.
Dynamic Colors	If the device has a color mixing system or parameter Color has a range configuration with standard color names, background of the object shows the active color. Color for text and background only can be controlled, if Dynamic Colors is disabled.

Size displays the dimensions of the fixture object.

Parameters displays the names of Available and *Display* parameters. From the keyboard more than one name can be selected to be moved from one column to the other by using keys Ctrl or Shift. “All Parameters” selects all available parameters of a fixture for moving.

Parameter names are sent by the console. *Update* requests a new list of names in case of changes on the console.



Add a parameter name to the available names, based on available names from menu M655 on the console.



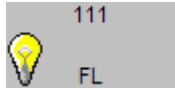
Move selected names. As an option double click on a name can be used.



Edit order of parameter names for display.

Standard sets default values for the properties and closes the menu display. Parameter display is set to “All Parameters”

Creating, copying and duplicating an object in edit mode the fixture number is increased by 1 related to the last edited object.



Especially for HMI fixtures:
Parameter Ignition additionally is displayed by a light bulb indicating on and off.

Click on a fixture object (de)selects the fixture. Selection is indicated by a red frame.

Clicking on the background of a topographic view deselects all fixtures and dimmers. Drawing a selection frame around several objects makes a multiple selection. Ctrl or Shift (de)selects objects within a selection.

Locked fixtures are displayed by red letters in the header and by an "s" added to the number of the object.

Set color using the ColorPicker and drag&drop:

Fixtures with color mixing system, from the color field in the center of the ColorPicker the color can be dragged to a fixture object.

IV.5.3.5.3. Key

The *Key*-object gives the choice of various key-types which can be included into a Topo:

<i>Command Key</i>	simulates a console key
<i>Macro</i>	starts macros on the console
<i>Channel group</i>	selects a channel group
<i>Cue</i>	loads a cue into main playback
<i>Dynamic</i>	assigns a Dynamic Effect to the selected fixtures.
<i>I,F,C and B-Palette</i>	assign a palette to the selected fixture/dimmers

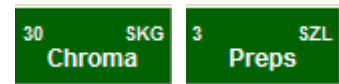
Depending on its function a *command key* comes with or without LED, the keys' label will be centered.



A *Macro key* shows the Macro No (*Fx*) at the top left corner and the Macro text centered.



All other keys show the number at the top left, the function of the key at the top right corner and the text in the centre of the key.



If the Topo is "active" all clicks will be sent directly to the console.



Right-clicking a key opens the related context menu (not for command- or macro keys). For more information please refer to the following chapters: **I, F, C, B – Palettes** (see V.5.1.1), **CH/G** (see V.5.1.2), **Q-List** (see V.5.1.3) and **DYN - List** (see V.5.1.4).

All types of keys can be inserted as an empty key: no label, no number. This allows creating topographic virtual key pads, which can be assigned later.



Clicking while holding *Shift* or *Ctrl* acts as *+Select*, *Alt* as *–Select*.

The type, function and appearance of a key can be changed with its configuration dialog:

The 'Edit Button' dialog box is shown with the 'Type' set to 'Command Key'. The 'Key' section has 'Name' set to 'LEVEL'. The 'scale text automatically' checkbox is checked. The 'Text top left' and 'Text top right' sections each have a font selector (showing 'aAbBcCdDeEfF') and a text input field. The 'Text center' section has a font selector (showing 'aAbBcCdDeEfF') and a text input field. The 'Size' section has 'Height' set to 40 and 'Width' set to 60. The 'Background' section has a color selector (showing green). The dialog includes 'OK', 'Cancel', and 'Default' buttons on the right.

A "command key"- type allows choosing available key-types, all other types can be selected or defined by their related number.

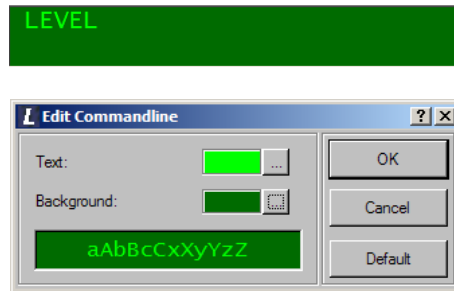
The 'Edit Button' dialog box is shown with the 'Type' set to 'Macro'. The 'Key' section has 'Number' set to 1 and 'Text' set to '9 0 . 1 GR1 9 3'. The 'scale text automatically' checkbox is checked. The 'Text top left' and 'Text top right' sections each have a font selector (showing 'aAbBcCdDeEfF') and a text input field. The 'Text center' section has a font selector (showing 'aAbBcCdDeEfF') and a text input field. The 'Size' section has 'Height' set to 40 and 'Width' set to 60. The 'Background' section has a color selector (showing green). The dialog includes 'OK', 'Cancel', and 'Default' buttons on the right.

Type	Selects the type of the key
Key	
Number	Sets the keys number, for command keys a selection of available functions.
Text	shows the text assigned to the key-number entered or the keys' function
Scale text automatically	Scales the text so that the aspect ratio between size of key and size of the text / font chosen is preserved.
Text <i>top left, top right, center</i>	
Font	sets a font
Text	selects the text-color
Size	
Height	sets the height of the key
Width	sets the width of the key
Background	sets the keys background color

Default restores the default settings and closes the dialog.

IV.5.3.5.4. **Command line Window**

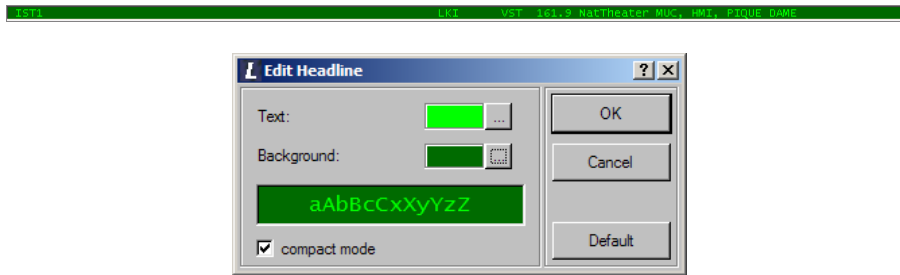
The Command line Window displays inputs made at the consoles' command line and messages displayed in the consoles status line.



Configure gives the option to change text- and background-color, *Default* resets the default settings and closes the window.

IV.5.3.5.5. *Headline*

The *headline*-object displays the channel monitors headline sent by the console.



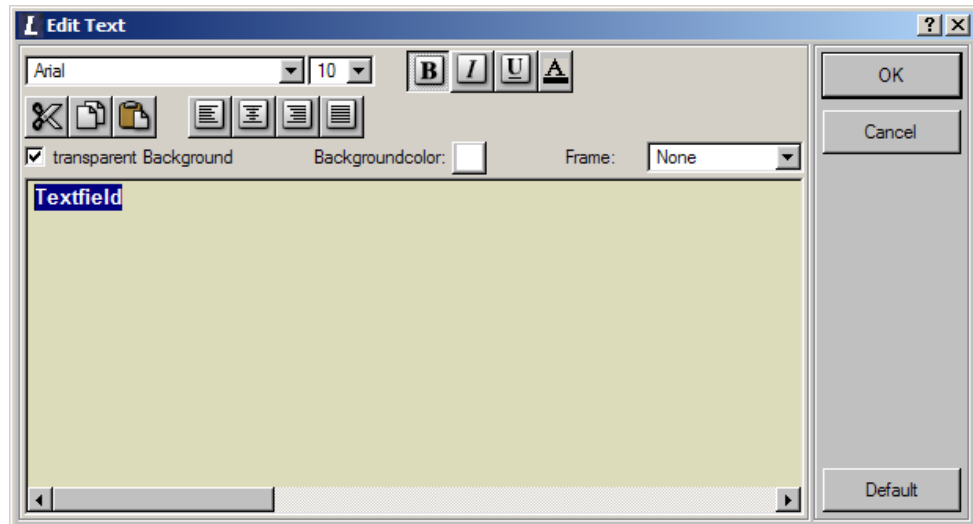
The configuration dialog gives the option to change the text- and background-color. *Compact mode* switches between compact and dual-line displaying of the headline, *Default* restores the default settings and exits the dialog.

IV.5.3.5.6. *Textfield*

A *textfield* gives the option to insert formatted text for labeling your Topo-views.



Text can be edited with the *Edit Text* dialog, a text field can be framed in various ways.



Text can be inserted by Copy/Paste or drag&drop, too. A new line will be started depending on the size of the text box.

Notes:

Return inserts a line break and Ctrl + Return a new chapter. *Default* restores the default settings and closes the window. Text entered will be displayed according to the chosen font size when resizing an object.

A transparent background will only be shown in "active" mode (not in editing mode).

IV.5.3.5.7. Monitor

The Monitor object shows the screen sent by the lighting console depending on the chosen screen and the input device mode.

Note:

The monitor is not available for the SKM-/ channel monitor version of Libra

IST1															MON1					AKTA1															
721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740																
741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760																
761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780																
781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800																
801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820																
821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840																
841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860																
861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880																
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921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940																
941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960																
GR1		GR2		GR3		GR4		GR5		GR6		GR7		GR8		GR9		GR10																	
100%		100%		100%		100%		100%		100%		100%		100%		100%		100%																	
IST1												***																							
ZIEL1												***																							
VOR1												***																							
												GES																							
												'02												'02											
												'30												'30											

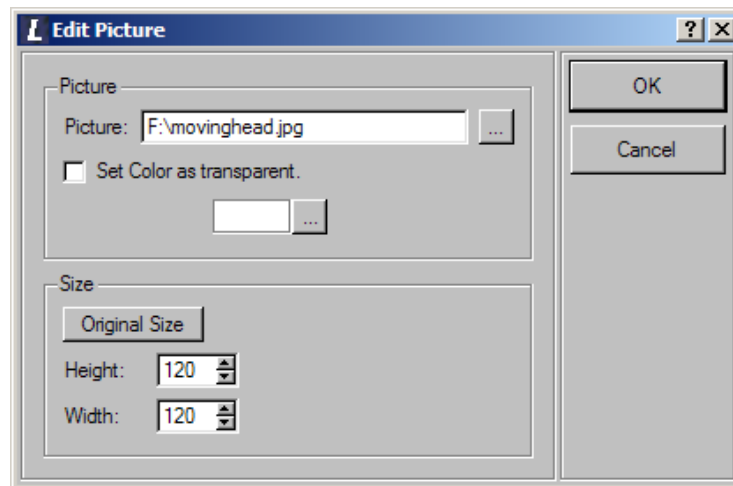
IV.5.3.5.8. *Picture*

The Picture-object gives the possibility to include images with your topo view.

Note:

This object is not available with the SKM-/channel monitor version.

The image will be configured with the edit picture-dialog:



First, enter the graphics name & path or search for a file by clicking the button on the right [...]

If a picture does not contain a transparency or background color information you can set a color as transparent background which will be displayed when in "active" mode.

The original size-button uses the graphic files size as object size, otherwise you can scale the object to the size desired (this can be done by the size-options or by scaling the object with the mouse within the *Edit Mode*).








IV.5.4. Net-Spider – View

The Net-Spider – View shows a list of all *Licht-Technik* devices connected.

Note:

This view is only available when the optional **Net-Spider** (see V.2.2.2) - license is acquired.

A Net-Spider – View will be created with the Net-Spider-button of the **Main Menu** (see V.1.3).

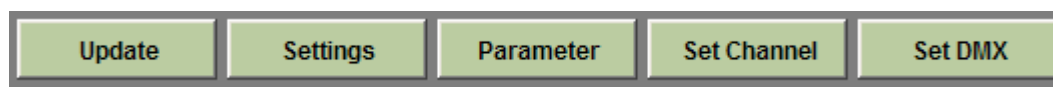
Net-Spider				
Geräte	Gerätetyp	Status Code	DMX Adresse	DMX Wert
 LT Netzwerk				
 Galerie links	Power Supply	0		
20				
 Shutter	Shutter	0	5	0%
 Farbwechsler	Farbwechsler	0	3	0%
 Galerie rechts	Power Supply	0		
650				
 Farbwechsler	Farbwechsler	0	20	0%
 Motorbügel	Motorbügel	0	10	0%

Net-Spider-Devices are sorted by the power supply and channel numbers, followed by the parameters of the devices. The listings sorting can be changed by clicking the rows headline buttons.

The device and error icons displayed are similar to Net-Spider-icons, the devices can be renamed showing an individual device name rather than the device type.

All devices connected have an individual ID, a channel number, DMX start address, broadcast the value of their first DMX channel and an error code; power supplies send their IP-address.

The Net-Spider-View has its individual Toolbar:



Update	Displays the device list received from Net-Spider, changes will be displayed automatically.
Settings	Clicking and selecting a device gets the devices configuration from Net-Spider and displays it in the configuration dialog window.
Parameter	Clicking and selecting a device gets and displays the devices' parameters. Another click without selecting a device deactivates the function.
Set Channel	This functions assigns a channel number to the selected device, the devices' current channel no will be displayed. Upon changing the channel number a request will be sent to the Net-Spider software.
Set DMX	This option sets a DMX-address for the selected device, the current address is pre-selected. Changing the address sends a request to the Net-Spider software.

Many of this options are available from a context menu which will be displayed when right-clicking a device.

Clicking the Net-Spider button at the **Main Menu** (see V.1.3) gives the following options:

<u>Net-Spider</u>
Device List
Popup
Load
Save
Live Show

Device List	This option inserts or creates a Net-Spider-View as active view.
Popup	This option displays the Net-Spider software (only available when running the Net-Spider "local")
Load	Sends a Load request with the selected show number to Net-Spider, which will load & send the Net-Spider configuration to the connected devices.
Save	Sends the Save-command with the selected show number to the Net-Spider software. This will save all devices configuration, parameters, channel numbers etc within a Net-Spider file which is related to the show-number set.
Live Show	This option informs the Net-Spider system of a "running show" which sets the related state within the Net-Spider-software. When in "Live Show"-mode the state of connected devices will not be periodically checked/collected.

V. Support

If you have any questions or support queries please contact:

Electronic Theatre Controls GmbH

Ohmstrasse 3
D-83607 Holzkirchen, Germany

Tel.: +49 (0)8024 4700-0
Fax: +49 (0)8024 4700-470

E-Mail: **info@etcconnect.com**
WWW: **<http://www.etcconnect.com>**



Corporate Headquarters ■ 3031 Pleasant View Rd, PO Box 620979, Middleton WI 53562 0979 USA ■ Tel +1 608 831 4116 ■ Fax +1 608 836 1736

London, UK ■ Unit 5, Victoria Industrial Estate, Victoria Road, London W3 6UU, UK ■ Tel +44 (0)20 8896 1000 ■ Fax +44 (0)20 8896 2000

Rome, IT ■ Via Ennio Quirino Visconti, 11, 00193 Rome, Italy ■ Tel +39 (06) 32 111 683 ■ Fax +39 (06) 32 656 990

Holzkirchen, DE ■ Ohmstrasse 3, 83607 Holzkirchen, Germany ■ Tel +49 (80 24) 47 00-0 ■ Fax +49 (80 24) 47 00-3 00

Hong Kong ■ Room 605-606, Tower III Enterprise Square, 9 Sheung Yuet Road, Kowloon Bay, Kowloon, Hong Kong ■ Tel +852 2799 1220 ■ Fax +852 2799 9325

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