

Export by using user interface

There is a dedicated GUI for exporting **Macros**, **Effects**, **Masks**, **MAtricks**, **Gobo Bitmaps**, **User Profiles** and **DMX Nodes**.

All of these, except **Gobo Bitmaps** and **DMX Nodes**, works similar. In the following example, it is an effect that has to be exported.

Requirement:

To be able to export an effect, there needs to be at least one effect in the effect pool. If exporting to a USB stick, then a stick needs to be connected to the console or onPC.

Open the **Setup menu** and tap **Import Export** followed by **Export** and finally **Effects**

This opens a pop-up like this:



Export effect pop-up

Steps:

1. Select the tab where to export the effect to. A USB stick called "Shows" is selected in the image above.
2. Pick the effects to export on the left side. Select multiple effects by holding **Ctrl** on the keyboard and tapping the effects in the effect list. The selected effects get a blue background. The effects are exported to an XML file, that can contain one or more effects.

3. On the right side, there are a list of existing XML files on the destination, selected in the tab above.
4. Activating **Always ask for Name** (tap it until the text is yellow), gives an opportunity to give the XML file a different name than the effect. If more than one effect is selected, you will always be asked for a new name.
5. Tap **Export**
6. Depending on the selections, you might be prompted for a name for the XML file.

Result:

The selected effects are exported to the selected drive (Internal or to an USB stick)

Export a Gobo Bitmap

To export a Gobo Bitmap, a USB stick has to be plugged in the console or the onPC.

Open the **Setup menu** and tap **Import Export** followed by **Export** and finally **Gobo Bitmap**

This opens a pop-up like this:



Export gobo bitmap pop-up

Steps:

1. If more than one USB stick is connected, select the tab where to export the gobo bitmap to. A USB stick called "Shows" is selected in the image above.



2. Select the manufacture and then pick the bitmap to export on the left side. Select multiple bitmaps by holding **Ctrl** on the keyboard and tapping the bitmaps in the list. The selected bitmaps get a yellow background.
3. On the right side, there is a list of existing bitmaps on the destination, selected in the tab above.
4. Tap **Export**
5. If a bitmap has to be deleted from the internal gobo library or the USB stick, select the bitmap and tap **Delete**

Result:

The selected bitmaps are exported to the selected USB stick.