

Align

The Align function appears in different places in the software. It is used to adjust an attribute of the selected fixtures over a range of values. There are 5 different Align modes and Off.



The align button in the encoderbar

The Align function can be used for different attributes. Dimmer, position, and color are the most common. In the examples below, it is the tilt or dimmer attribute that is used.

By default, the Align mode is set to Off and the encoder will adjust all the selected fixtures equally.



Important: The selected order of the fixtures is important. The attribute will be adjusted proportionally to the selected order.

The align mode is active until another attribute is adjusted.

Align /

This Align mode adjusts the first half of the fixtures down and the second half of the fixtures up like in the example below. It is a Tilt align.



Alignmode / with tilt

Align <

This Align mode adjusts the attribute value, from low to high, in the selected order. See the example below. It is a dimmer align.



Alignmode <

Align >

This Align mode adjusts the attribute value, from high to low, in the selected order. See the example below. It is a dimmer align.



Alignmode >

Align ><

This Align mode adjusts the attribute value, from high, to low and to high again, in the selected order. See the example below. It is a dimmer align.



Alignmode >>

Align <>

This Align mode adjusts the attribute value, from low to high, to low again in the selected order. See the example below. It is a dimmer align.



Alignmode <>

Align in other ways

It is possible to get the same align function with the **Calculator** or by the command line.

Tap the encoder belonging to the attribute that shall be aligned and the calculator appears. It is now possible to enter the align values like the example below.



Calculator

Another way to align attributes is by the command line. Select the fixtures and set the dimmer value like the example below.



There is also an Align keyword. Please see the [Align Keyword](#) topic.