

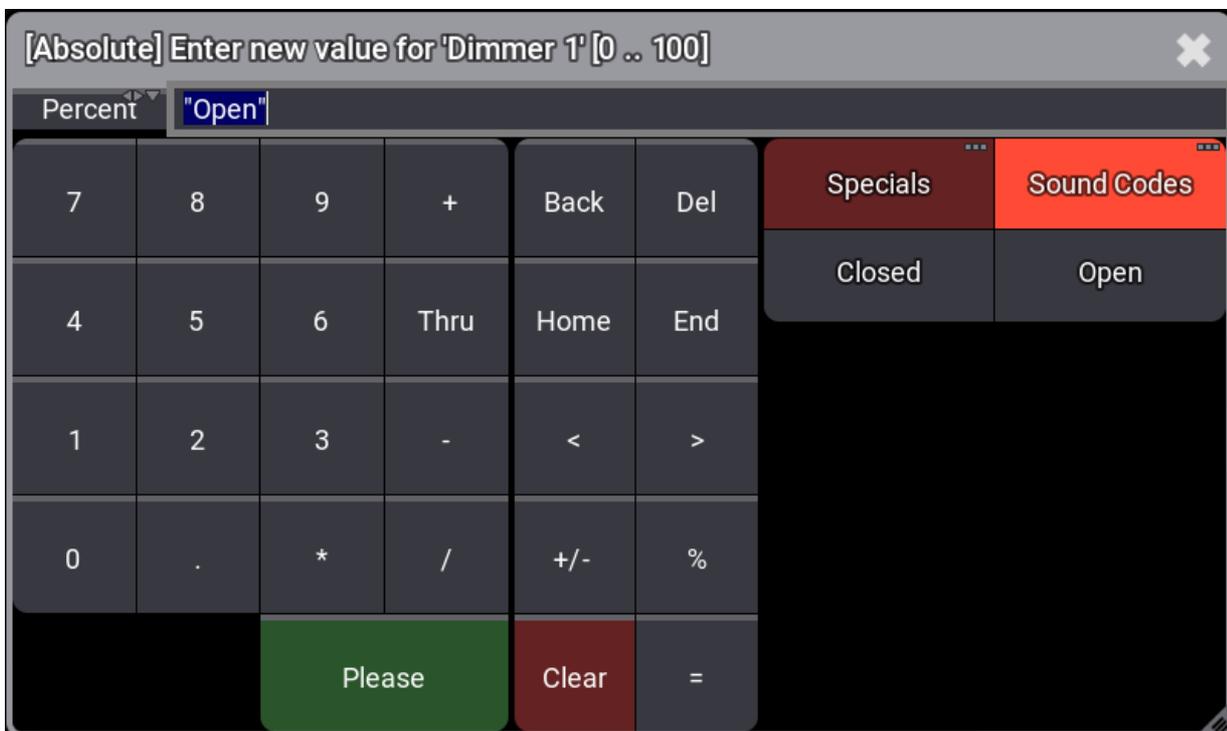
Calculator

The calculator appears whenever you enter or edit values.

It is a dynamic view and its appearance changes to match the value that is entered.

Example

- Enter dimmer values first



Open the calculator

The title bar displays the attribute or the parameter (for example Percent in the Patch), and the range of the values.

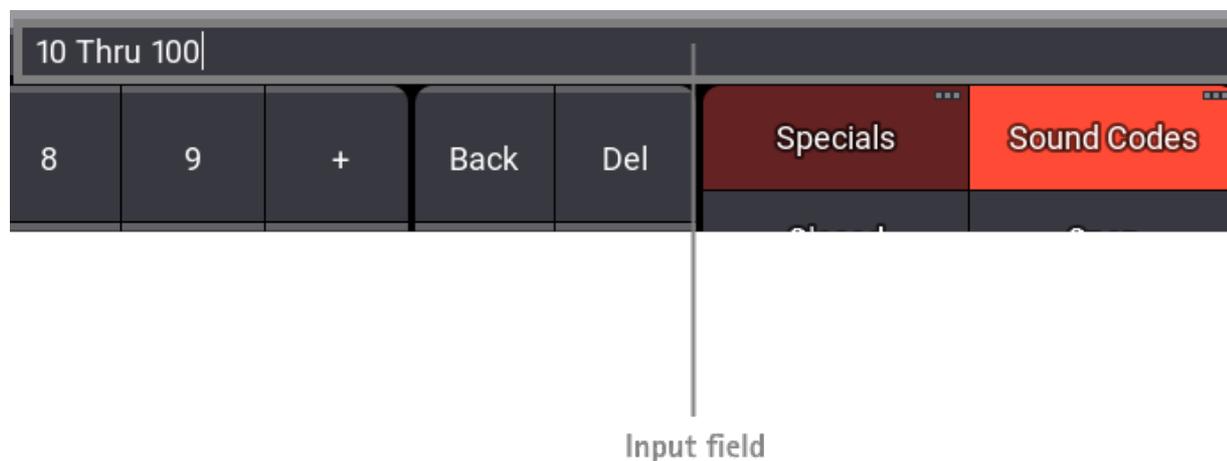
The input field is located below the title bar.

Example



Hint:
The input type has to match the input.

To assign a range of 10 to 100 % in the selection, type in the input field:



Use the input field

The values 10 to 100 % are assigned to the fixture selection.

The calculator displays a numeric pad on the left.

Function buttons are located on the right.



Important:
If the fixture has channel functions, the function sets are displayed as additional buttons on the right.

Default Buttons

The following buttons are in all calculators.

The buttons are located next to the numeric pad on the right. They edit the input field.

Back:

Tap to delete the entry.

Del:



Tap to delete values that are marked or the sign to the right of the cursor.

Home:

Tap to jump to the beginning of the input field.

End:

Tap to jump to the end of the input field.



<

Tap to move the cursor to the left.

>

Tap to move the cursor to the right.

+/-

Tap to insert a negative or a positive value. For more information see - **[Minus] Key** or the **+ [Plus] Key**.

%

Tap to enter the percent sign.

=

Tap to enter the equals sign.

Clear:

Tap to delete the entire entry.

Please:

Tap to confirm and apply the value.

The calculator closes.

Specials

To open the special buttons, tap Specials.

The pop-up opens.



Open special buttons

Use these buttons to edit attribute values.

Release:

Tap to release values in the programmer.

For more information see [Release Keyword](#).

Remove:

Tap to remove values in the programmer.

For more information see [Remove Keyword](#).



On:

Tap to enable values in the programmer.

Off:

Tap to disable the values in the programmer.

Default:

Tap to take values of the fixture library into the programmer.

Zero:

Tap to set the values to 0.

For more information see [Zero Keyword](#).

Full:

Tap to set values to 100 %.

For more information see [Full Keyword](#).

Normal:

Tap to set the value stored in the user profile.



Sound to Light Buttons

Sound to Light buttons are orange and display the frequency ranges of the incoming sound signal.

All

Bass

Mid

High

Band1-7

Inverted (Inv...)

Channel Set Buttons

Channel set buttons are gray and vary depending on the fixture type.

Closed:

The dimmer is closed – generally 0 %.

Open:

The dimmer is open – generally 100 %.