

Create a Simple Circle Phaser

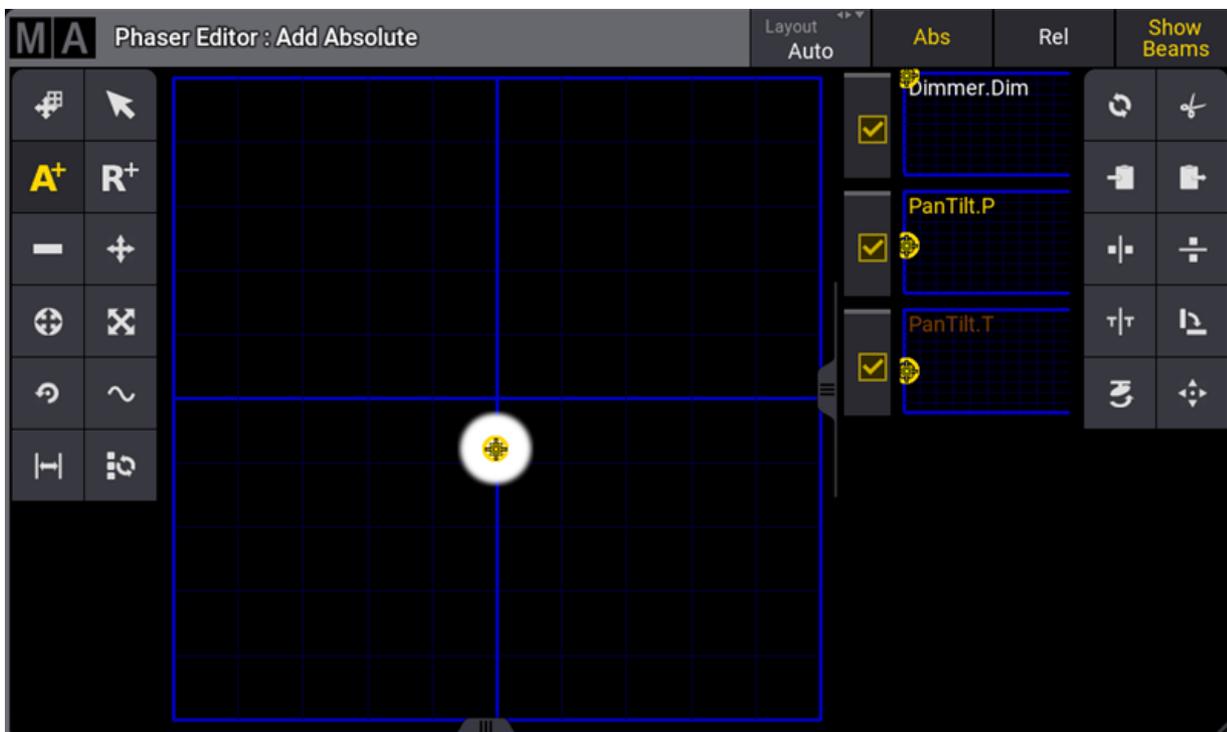
This topic is about creating a simple circle phaser. It uses absolute position values and will always move the lights in the specified circle. See the [Create Circle Phaser Around Position](#) topic for a description about creating a phaser circle that can be used with different positions.

Requirements:

- Have a show with some moving lights patched - for instance, the demo show.
- An open [Step Bar](#) can be useful.
- An open [Phaser Editor](#) window is needed.
- Arranging the fixtures in the [3D window](#) can be useful, but it is not a requirement.

Follow these steps to create a circle:

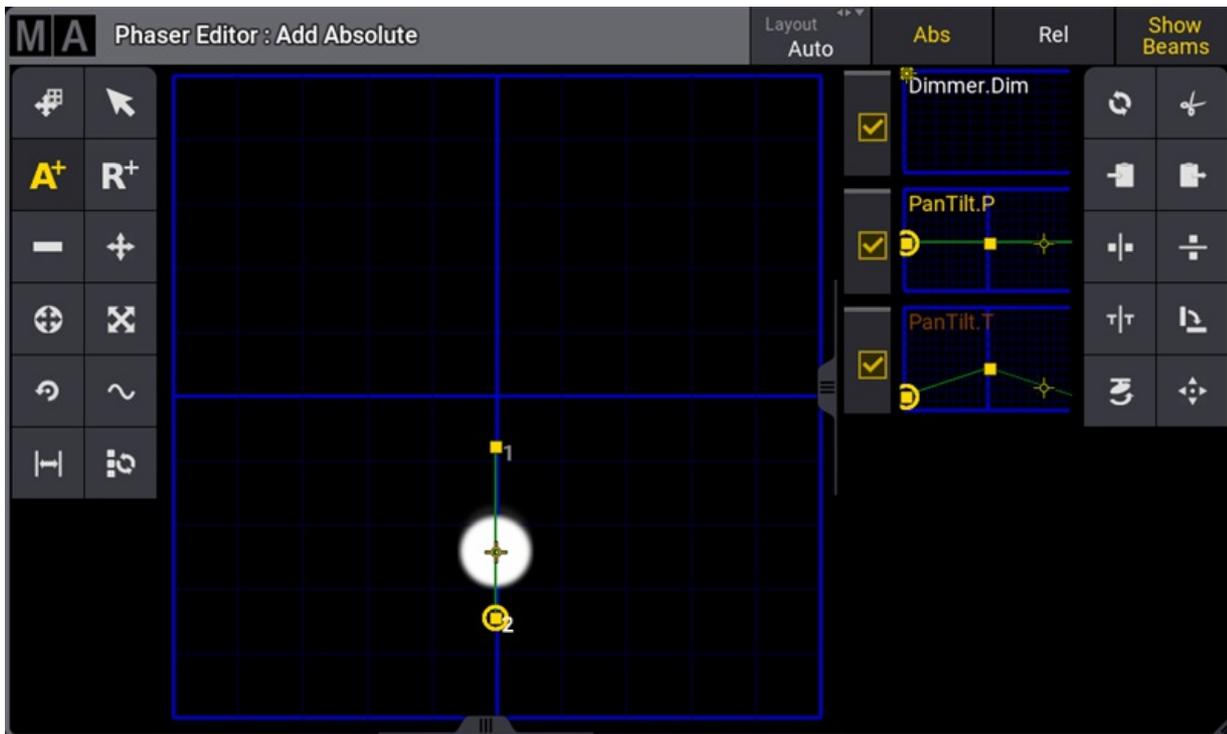
1. Select the desired fixtures and turn them on.
-> now there is a white beam in the center of the blue grid in the **Phaser Editor**.
2. Tap the **A+** button on the left of the editor.
3. Tap somewhere in the blue grid - for instance just below the center.



Phaser Editor with fixtures turned on and one absolute position

This creates the first absolute point and the fixtures move to it. This is an absolute position value in step one.

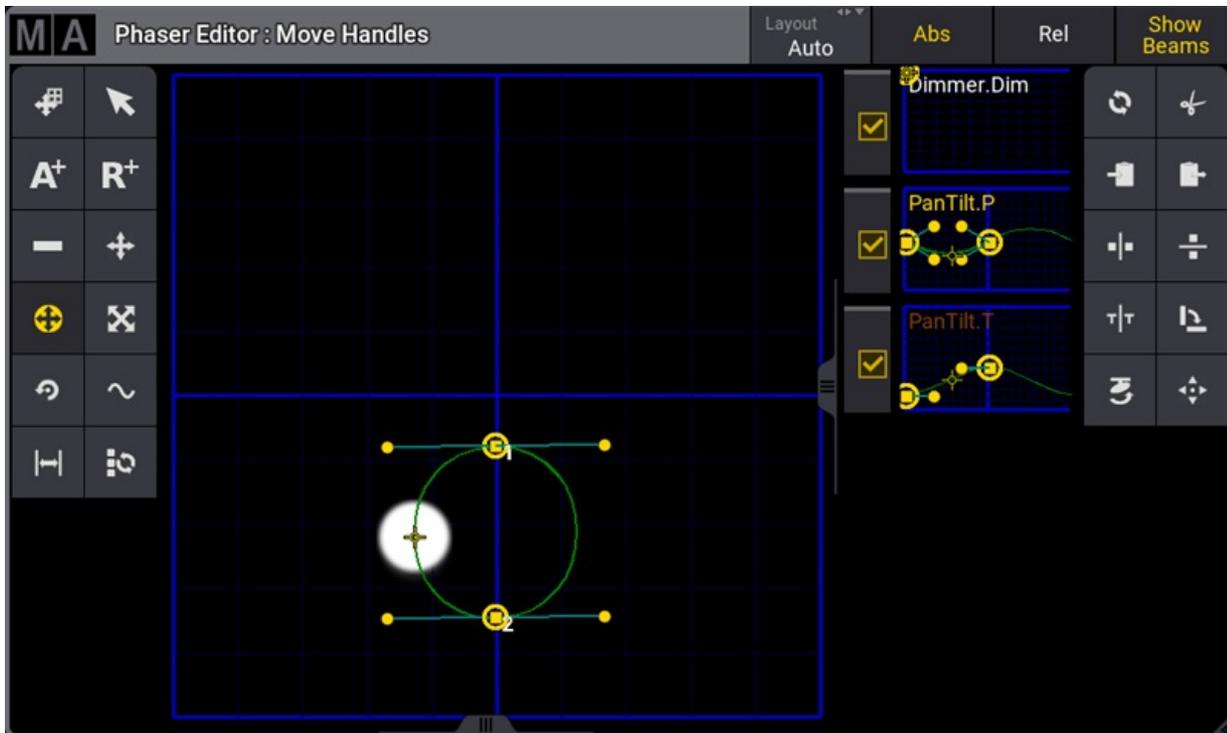
4. Tap somewhere else in the blue grid to create a second absolute position. Please tap 90 degrees vertically to the first point and do not cross the horizontal blue line - otherwise, the circle becomes a figure 8.



Two absolute positions - one in each step

Now the fixtures move between the two absolute points (two steps).

5. Tap the **Select All Steps** button (the last button on the left menu or the rightmost button in the Step Bar).
-> this selects both created steps.
6. Tap the **Move Handle** button (circle with cross arrows).
7. Tap and move perpendicular from one of the points in the grid.
8. Release the screen when there is a nice circular movement.



The fixtures now move in a circle

9. Tap the **Align** button (sinus curve) on the left menu.
10. Tap **360** in the menu on the right
-> this distributes the fixtures evenly along with the form.

The finished result could look like this:



Finished circle phaser

The **Change Phase** part of the phaser editor represents each fixture as a yellow dot in a grid where the horizontal axis is the phase value.

The circle phaser is now finished and it can be stored in a cue or in preset.