

Effects View

To go to the Effects View, press **Effect** on the console or press the loop  in the title bar of a preset type view.

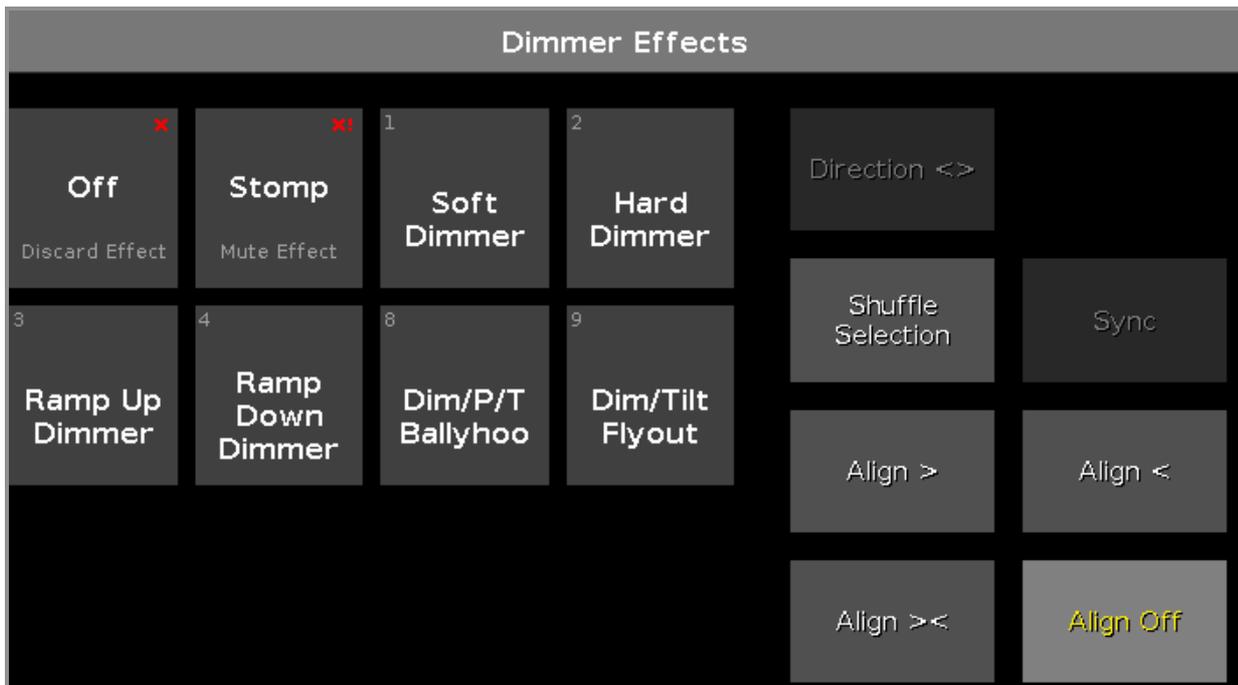


Figure: Dimmer Effects View

The effect view depends on the selected fixtures in the [fixture view](#) and the selected preset type in the [preset type bar](#).

For the following preset types are predefined effects available:

- Dimmer
- Position
- Gobo
- Color
- Beam
- Focus

To go to the **Dimmer Effect View**, select Dimmer in the [preset type bar](#).

The title bar displays in which effect view you are, e.g. Dimmer Effects.

The tiles on the left side of the view, are the available effects for the selected fixture and preset type.

The buttons on the right side of the view, are additional options for the effect.

The current selected effect has a white frame around the tile.

In the upper left corner is the object number of the effect.

Off Effects

Every effect view has the Off function.

Tap off, to discard a running effect from the fixture selection in the programmer.

If you tap Off in the dimmer effects view, all dimmer effects will be discarded in the programmer.

Example:

Let's assume, you have a running dimmer effect in the programmer and additional pan tilt values.

ID	Name	Dim	Curve	Pan	Tilt
1	QWO Backtruss	52.2	0.0	194.7	-72.2
2	QWO Backtruss	0.0	0.0	194.7	-72.2
3	QWO Backtruss	47.8	0.0	194.7	-72.2
4	QWO Backtruss	100.0	0.0	194.7	-72.2

To discard only the effect values from the selected fixtures, open the **dimmer effect view** and tap **Off**.

ID	Name	Dim	Curve	Pan	Tilt
1	QWO Backtruss	0.0	0.0	194.7	-72.2
2	QWO Backtruss	0.0	0.0	194.7	-72.2
3	QWO Backtruss	0.0	0.0	194.7	-72.2
4	QWO Backtruss	0.0	0.0	194.7	-72.2

The dimmer effect is discarded from the programmer.

Stomp Effects

Every effect view has the Stomp function.

Tap stomp, to mute a running effect stored on an executor.

To deactivate Stomp, press **Clear**.

Example:

Let's assume, you have stored cue 1 with a dimmer effect and you will mute this effect in cue 2.

1. Select the fixtures in the fixture view that should mute the effect from cue 1.
2. Open the dimmer effects view and tap **Stomp**.
3. Press **Store Cue 2 Please**.

Cue 1 starts the dimmer effect and cue 2 mutes the dimmer effect.

Effect Options

The effect options are the seven buttons on the right side of the screen.

Direction <>:

The direction <> button is available if you have fixtures with a running effect in the programmer.

Tap to change the direction of the effect from left to right or reversed.

Shuffle Selection:

The Shuffle Selection button is available if you have selected fixtures in the programmer.

Tap to mix-up the order of the fixture selection. This is the same as Macro "Shuffle Selection" in the [Macros Pool](#).

Sync:

The Sync button is available if effects are running in the programmer.

Tap to synchronize effects in the programmer. Refer to, [SyncEffects Command](#).

Align >:

Selects the align mode >. Refer to, [Align Key](#).

Align <:

Selects the align mode <. Refer to, [Align Key](#).

Align ><:

Selects the align mode ><. Refer to, [Align Key](#).

Align Off (default):

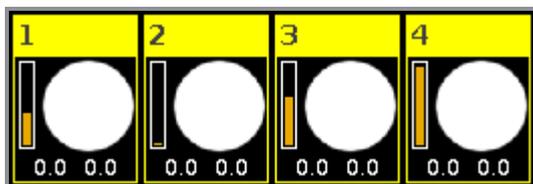
Turns the align mode off. Refer to, [Align Key](#).

Dimmer Effects

In the dot2 are six predefined dimmer effects available.

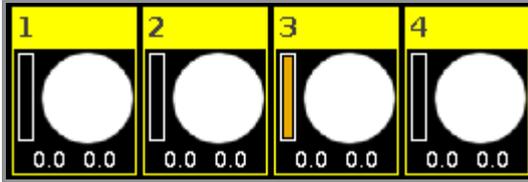
Soft Dimmer (object number 1):

Opens and close the dimmer with softness.



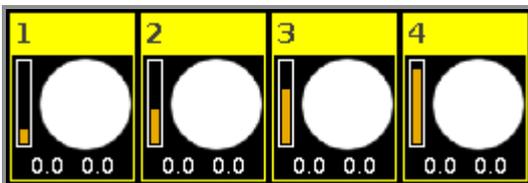
Hard Dimmer (object number 2):

Opens and close the dimmer without softness.



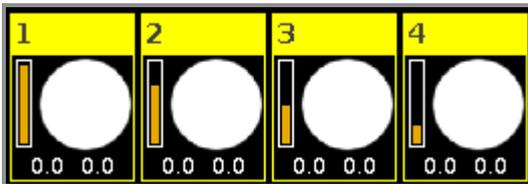
Ramp Up Dimmer (object number 3):

Dimmer snaps to 100% and fades slowly to 0%.



Ramp Down Dimmer (object number 4):

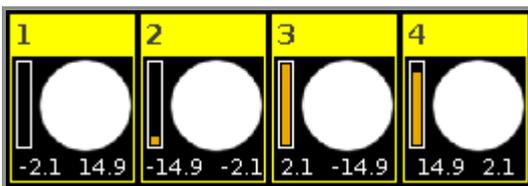
Dimmer snaps to 0% and fades slowly to 100%.



Dim/P/T Ballyhoo (object number 8):

Soft dimmer effect and pan tilt movement.

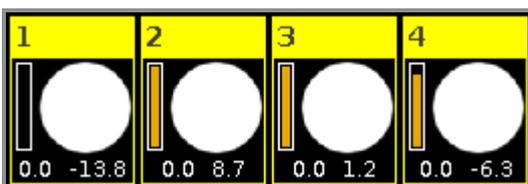
This effect is in the position effects as well.



Dim/Tilt Flyout (object number 9):

Fixtures are moving from position one to position two.

After they reached position two, dimmer fades to 0% and the fixtures moves back to position one.



Position Effects

In the dot2 are five predefined position effects available.

Circle (object number 5):

Fixtures moving in a circle.

Pan Sinus (object number 6):

Soft pan effect.

Tilt Sinus (object number 7)

Soft tilt effect.

Dim/P/T Ballyhoo (object number 8):

Refer to, [Dim/P/T Ballyhoo](#) in the dimmer effects.

Dim/Tilt Flyout (object number 9):

Refer to, [Dim/Tilt Flyout](#) in the dimmer effects.

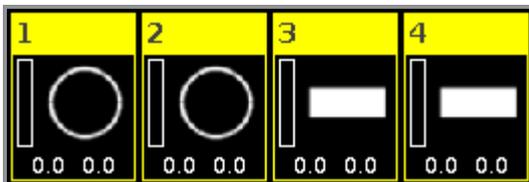
Gobo Effects

In the dot2 are three predefined gobo effects available.

2 Gobo (object number 10):

Changes between two gobos on the gobowheel.

Select the gobos with high value and low value in the [gobo preset type view](#), effect mode.



Gobo <> (object number 11):

Gobo rotation speed effect.

Gobo Index (object number 12):

Gobo position effect.

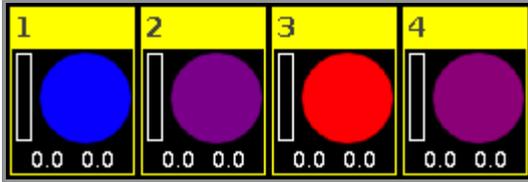
Color Effects

In the dot2 are four predefined color effects available.

2 Color Soft (object number 13):

Changes between two colors with softness.

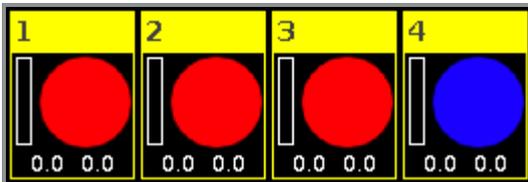
This is a mix color effect.



2 Color Hard (object number 14):

Changes between two colors without softness.

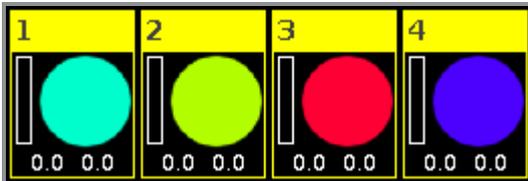
This is a mix color effect.



RGB Rainbow (object number 15):

A red green blue rainbow effect with softness.

This is a mix color effect.



Colorwheel 2 color (object number 16):

Changes between two colors.

This is a color wheel effect.

Beam Effects

In the dot2 are three predefined beam effects available.

Iris (object number 17):

Opens and close the iris.

ID	Name	Iris
1	QWO Backtruss	6.5
2	QWO Backtruss	open Iris
3	QWO Backtruss	44.4
4	QWO Backtruss	closed Iris

Shutter (object number 18):



Opens and close the shutter.

ID	Name	Shutter
1	QWO Backtruss	open
2	QWO Backtruss	closed
3	QWO Backtruss	closed
4	QWO Backtruss	open

Strobe (object number 19):

Changes between fast and slow strobe.

ID	Name	Shutter
1	QWO Backtruss	75.1
2	QWO Backtruss	43.2
3	QWO Backtruss	43.2
4	QWO Backtruss	75.1

Focus Effects

In the dot2 are two predefined focus effects available.

Zoom (object number 20):

Changes between wide and narrow.

Focus (object number 21):

Changes between minimum and maximum focus.

Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the key and press the encoder key . The encoder speed equals one DMX step.

High Value	Low Value	Speed	Phase	Width	Softness
0.0		30.0 BPM	0.0°	50.0%	

To use the second function of an encoder, press and hold the key.

To open the [calculator](#), press the encoder.



For detailed information about the settings, refer to [What are Effects?](#).

High Value or Low Value:

To select the high or low value, turn the encoder left or right.

Speed:

To select the speed in BPM (beats per minute), turn the encoder left or right.

Phase:

To select the phase, turn the encoder left or right.

Width or Softness:

To select the width or softness, turn the encoder left or right.

Related Links

- [What is the Programmer?](#)
- [Macros Pool](#)
- [Gobo Preset Type View](#)
- [Fixtures View](#)
- [What are Effects?](#)
- [How to work with Effects?](#)