

Insert DMX Modes

A DMX mode consists of one or several DMX channels.

The DMXMode is the parent, and the DMXChannel is its child.

Requirement:

- Insert fixture type first.

For more information, see [Insert Fixture Types](#).

Example:

- How to create a Basic moving head.



Important:

The build of a fixture type is based on the hierarchic structure of parent-child. A parent comes first, and the child follows its parent. There may be several children.



Hint:

Many manufacturers provide DMX charts that define channels.
Use a DMX chart to enter the channels in the fixture type table.

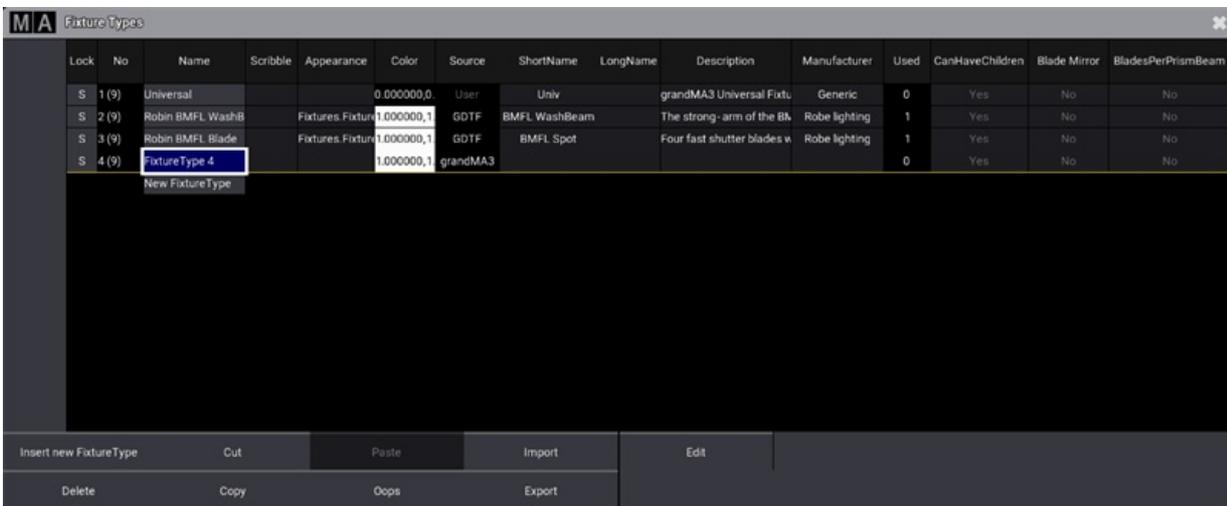
This basic moving head is based on this chart:

Relative Patch Address	Function
1	Pan (8 bit) Pan movement by 540°
2	Pan Fine (16 bit)
3	Tilt (8 bit) Tilt movement by 270°
4	Tilt Fine (16 bit)
5	Dimmer
6	Red
7	Green
8	Blue



 **Important:**
 -To back up data during or after the build of fixture types, leave the **Fixture Type Editor** and tap **Export** in the **Fixture Types** menu.
 An xml. file is exported. It is possible to import this file into the show file.
 -Or save the show file. Leave the **Patch** menu and save all changes.

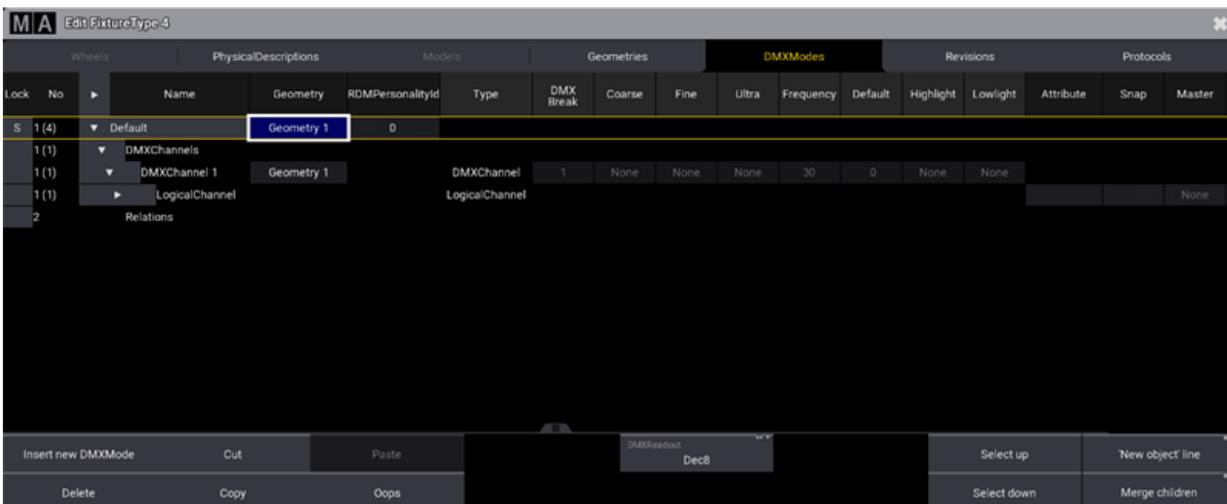
1. Set the focus to the fixture type.



 **Hint:**
 To add children in the window **Edit Fixture Type**, tap and hold 'New object' line.

2. Tap **Edit**.

The window **Edit FixtureType** opens, and the focus is automatically set to the column **DMX Modes**.

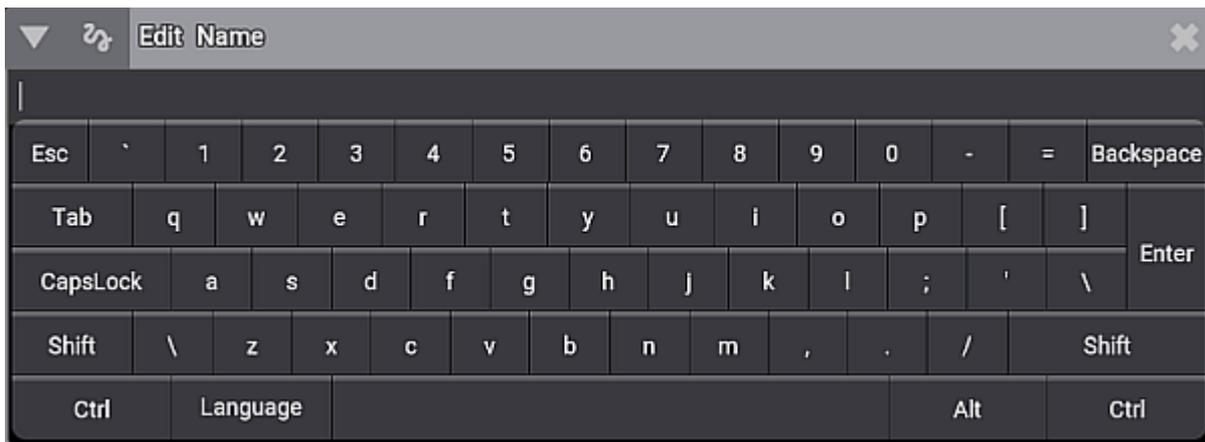


Insert DMXMode



3. For a clear overview, tap to disable **Merge children** in the lower right corner of the window.

4. In the column **Name**, tap and hold the cell Default.
 - The **pop-up Edit Name** opens.
 - Rename Default to Mode 1.



Edit name of Default

Enter DMXChannel 1 – Pan

To enter the first channel:

1. Expand Mode 1:
 - Tap .
2. In the row DMXChannel 1, enter:
 - Coarse:** 1
 - Fine:** 2
 - Default:** 50 %
 - Highlight:** none
3. Expand DMXChannel 1 for further entries in LogicalChannel:
 - Tap  in the row DMXChannel 1.
4. In the row LogicalChannel select:
 - Attribute:** Pan
5. The DMXChannel 1 is renamed to Geometry 1_Pan.
 - Master:** none
6. Expand LogicalChannel for further entries in ChannelFunction:
 - Tap  in the row LogicalChannel.

7. In the row ChannelFunction select:

- Attribute:** Pan
- Physical From:** -270
- Physical To:** 270



Hint:

As soon as you select an attribute, the DMX Channel is renamed after the attribute – **Geometry_Attribute**.

DMXChannel1 is entered.

Enter DMXChannel 2 – Tilt

To enter the second channel:

1. Tap Geometry 1_Pan.
2. Tap to enable '**New object**' line.
3. Tap New DMXChannel and tap **Insert**.
New DMXChannel is renamed to DMXChannel 2.
4. To enter the second channel, enter in the row DMXChannel 2:
 - Coarse:** 3
 - Fine:** 4
 - Default:** 50 %
 - Highlight:** none
 - Open LogicalChannel. For more information, see [step 3](#) in the type LogicalChannel.
5. -**Attribute:** Tilt
6. DMXChannel 2 is renamed after the attribute.
 - Master:** none
7. Open ChannelFunction. For more information, see [step 5](#) in the type ChannelFunction.
 - Attribute:** Tilt
 - Physical From:** -135
 - Physical To:** 135

DMXChannel 2 is entered.

Enter DMXChannel 3 – Dimmer

To enter the third channel:

1. Start with steps [1 to 3](#), as described in DMXChannel 2.
2. To enter the third channel, enter in the row DMXChannel 3:
3. -**Coarse:** 5
 - Default:** 0 %
 - Highlight:** 100 %
 - Open LogicalChannel. For more information see [step 3](#) in the type LogicalChannel.

4. **-Attribute:** Dimmer
5. DMXChannel 3 is renamed after the attribute.
6. To control the value of the attribute using the Grand Master, tap in the column **Master**.
-The **pop-up Select Master** opens.



Select Master

- Tap Grand.
7. Open ChannelFunction. For more information, see [step 5](#) in the type ChannelFunction.
-**Attribute:** Dimmer
-**Physical From:** 0
-**Physical To:** 1

DMXChannel 3 is entered.

Enter DMXChannel 4 – Red

1. Start with steps [1 to 3](#), as described in DMXChannel 2.
2. To enter the fourth channel, enter in the row DMXChannel 4:
3. **-Coarse:** 6
-**Default:** 100 %
-**Highlight:** 100 %
-Open LogicalChannel. For more information, see [step 3](#) in the type LogicalChannel.
4. **-Attribute:** ColorRGB_R
5. DMXChannel 4 is renamed after the attribute.
6. **Master:** none
7. Open ChannelFunction. For more information see [step 5](#) in the type ChannelFunction.
-**Attribute:** ColorRGB_R
-**Physical From:** 0
-**Physical To:** 1

DMXChannel 4 is entered.



Enter DMXChannel 5 – Green

1. Start with steps **1 to 3**, as described in DMXChannel 2.
2. To enter the fifth channel, enter in the row DMXChannel 5:
3. **-Coarse:** 7
 - Default:** 100 %
 - Highlight:** 100 %
 - Open LogicalChannel. For more information, see **step 3** in the type LogicalChannel.
4. **-Attribute:** ColorRGB_G
5. DMXChannel 5 is renamed after the attribute.
6. **Master:** none
7. Open ChannelFunction. For more information see **step 5** in the type ChannelFunction.
 - Attribute:** ColorRGB_G
 - Physical From:** 0
 - Physical To:** 1

DMXChannel 5 is entered.

Enter DMXChannel 6 – Blue

1. Start with steps **1 to 3**, as described in DMXChannel 2.
2. To enter the sixth channel, enter in the row DMXChannel 6:
3. **-Coarse:** 8
 - Default:** 100 %
 - Highlight:** 100 %
 - Open LogicalChannel. For more information, see **step 3** in the type LogicalChannel.
4. **-Attribute:** ColorRGB_B
5. DMXChannel 6 is renamed after the attribute.
6. **Master:** none
7. Open ChannelFunction. For more information, see **step 5** in the type ChannelFunction.
 - Attribute:** ColorRGB_B
 - Physical From:** 0
 - Physical To:** 1



DMXChannel 6 is entered, and DMX Mode 1 is inserted.

Lock	No	Name	Geometry	RDMPersonalityId	Type	DMX Break	Coarse	Fine	Ultra	Frequency	Default	Highlight	Lowlight
S	1 (4)	Mode 1	Geometry 1	0									
	1 (6)	DMXChannels											
	1 (1)	▶ Geometry 1_Pan	Geometry 1		DMXChannel	1	1	2	None	30	% 50.00	None	None
	2 (1)	▶ Geometry 1_Tilt	Geometry 1		DMXChannel	1	3	4	None	30	% 50.00	None	None
	3 (1)	▶ Geometry 1_Dimmer	Geometry 1		DMXChannel	1	5		None	30	% 0.00	% 100.00	None
	4 (1)	▶ Geometry 1_ColorRGB_R	Geometry 1		DMXChannel	1	6		None	30	% 100.00	% 100.00	% 0.00
	5 (1)	▶ Geometry 1_ColorRGB_G	Geometry 1		DMXChannel	1	7		None	30	% 100.00	% 100.00	% 0.00
	6 (1)	▶ Geometry 1_ColorRGB_B	Geometry 1		DMXChannel	1	8		None	30	% 100.00	% 100.00	% 100.00
	2	Relations											

Insert Mode 1