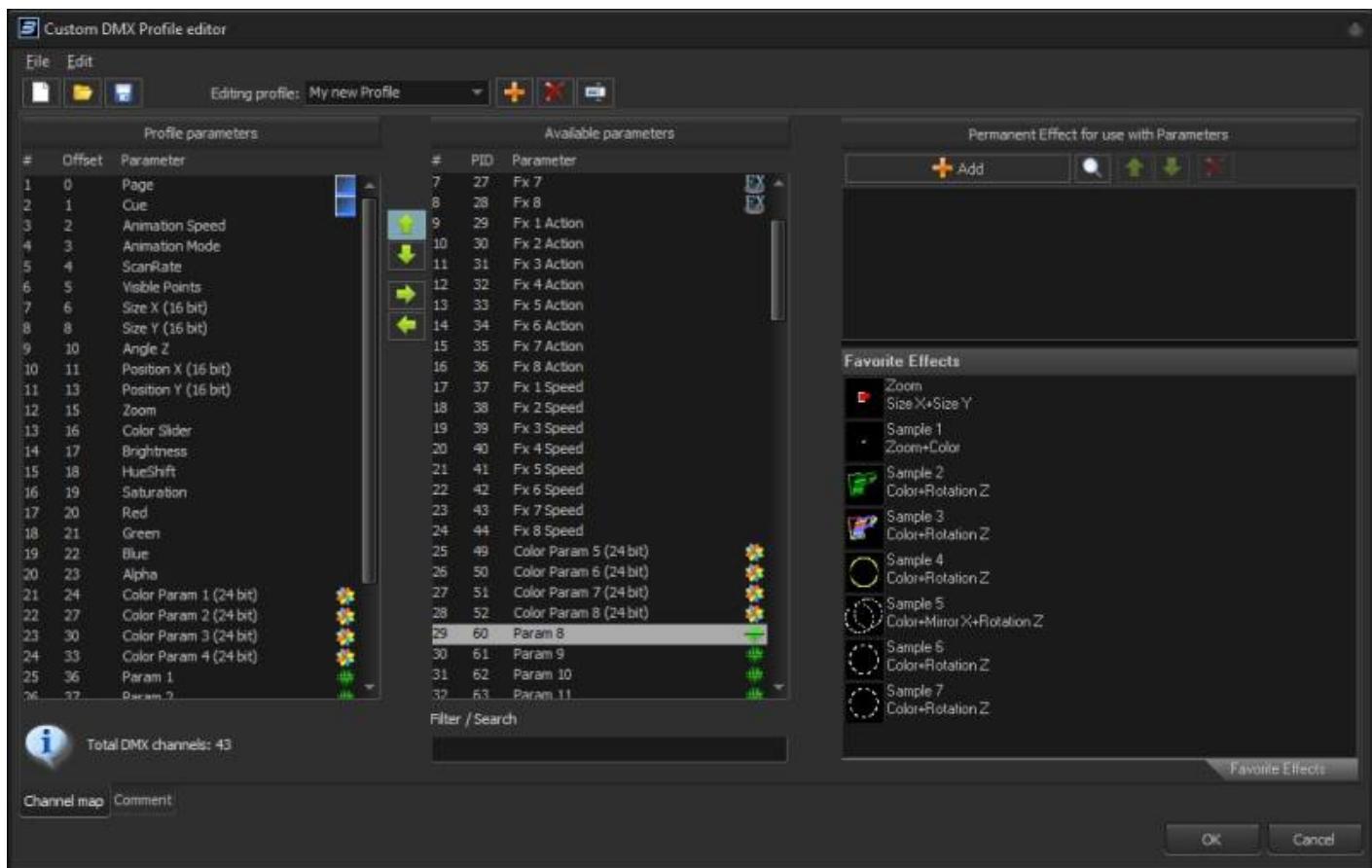


Custom DMX Profiles

Custom DMX Profiles is a new functionality for **BEYOND DMX Server Mode** that allows users to create custom arrangements of DMX channels in custom profiles. It also allows you to bake effects into the profiles, allowing users to use the BEYOND effects engine within a DMX Profile. This allows users to determine how detailed or complex of a DMX profile they want or need from their lasers, giving the power to decide into the users' hands.

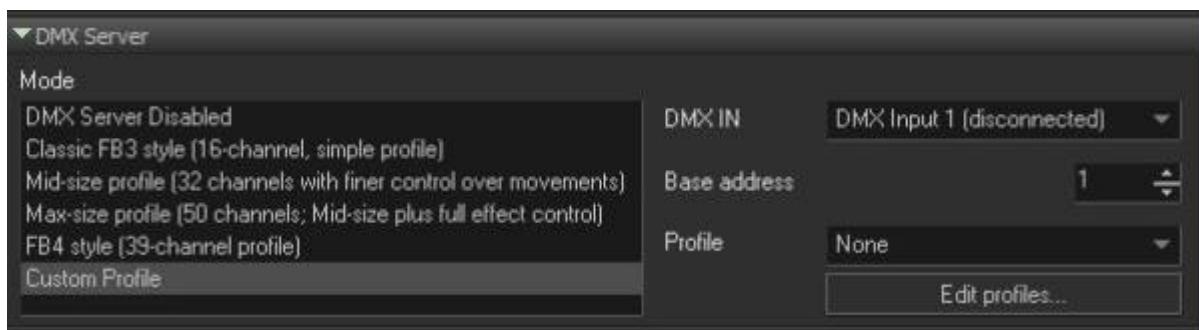


The Custom DMX Profiles are a collection of many functionalities of BEYOND, and uses some of the following features to create the Custom functionality in this UI

- **effects**
- **Channels**
- **QuickFX**
- **BEYOND DMX Server Mode**

Custom DMX Profile Editor

To use Custom DMX Profiles, first go to Projection zones, Advanced tab, and go to DMX server, you will see the option for "Custom Profile". This will select custom profiles, to the right you will be able to select which custom profile you would like to use, or click edit profiles to edit your Custom DMX Profiles.



Custom DMX Profile List

The Custom DMX Profile editor is a window with its own file, this allows you to store all your custom profiles inside a single file to be selected from, or transferred to other systems. To facilitate this you can create new lists, open lists and save lists, and add, remove, or rename profiles in your list. Using the dropdown you can select which custom profile you are editing, in your list.

You can also add comments and text to your list if you would like to leave instructions for use or notes about the profile using the "comment" tab at the bottom left of the window, this is saved in your list file.

Custom Profile Parameters

The Main portion of this window comprises of the "Profile Parameters" and "Available parameters" Lists. On the left you have all the parameters currently in your profile. The first number being the number of the parameters, and the offset being the DMX value, where it is the starting value for that Parameter, plus the first DMX channel. The number of DMX channels per parameter is predetermined by the BEYOND parameter being added.

The screenshot shows the 'Custom DMX Profile editor' interface. The 'Profile parameters' section on the left lists parameters with their offsets and descriptions. The 'Available parameters' section on the right lists FX numbers, their corresponding parameters, and actions. A 'Color Param' section is also present. A message box at the bottom left indicates 43 total DMX channels.

#	Offset	Parameter	#	PID	Parameter
1	0	Page	1	21	Fx 1
2	1	Cue	2	22	Fx 2
3	2	Animation Speed	3	23	Fx 3
4	3	Animation Mode	4	24	Fx 4
5	4	ScanRate	5	25	Fx 5
6	5	Visible Points	6	26	Fx 6
7	6	Size X (16 bit)	7	27	Fx 7
8	8	Size Y (16 bit)	8	28	Fx 8
9	10	Angle Z	9	29	Fx 1 Action
10	11	Position X (16 bit)	10	30	Fx 2 Action
11	13	Position Y (16 bit)	11	31	Fx 3 Action
12	15	Zoom	12	32	Fx 4 Action
13	16	Color Slider	13	33	Fx 5 Action
14	17	Brightness	14	34	Fx 6 Action
15	18	HueShift	15	35	Fx 7 Action
16	19	Saturation	16	36	Fx 8 Action
17	20	Red	17	37	Fx 1 Speed
18	21	Green	18	38	Fx 2 Speed
19	22	Blue	19	39	Fx 3 Speed
20	23	Alpha	20	40	Fx 4 Speed
21	24	Color Param 1 (24 bit)	21	41	Fx 5 Speed
22	27	Color Param 2 (24 bit)	22	42	Fx 6 Speed
23	30	Color Param 3 (24 bit)	23	43	Fx 7 Speed
24	33	Color Param 4 (24 bit)	24	44	Fx 8 Speed
25	36	Param 1	25	49	Color Param 5 (24 bit)
26	37	Param 2	26	50	Color Param 6 (24 bit)

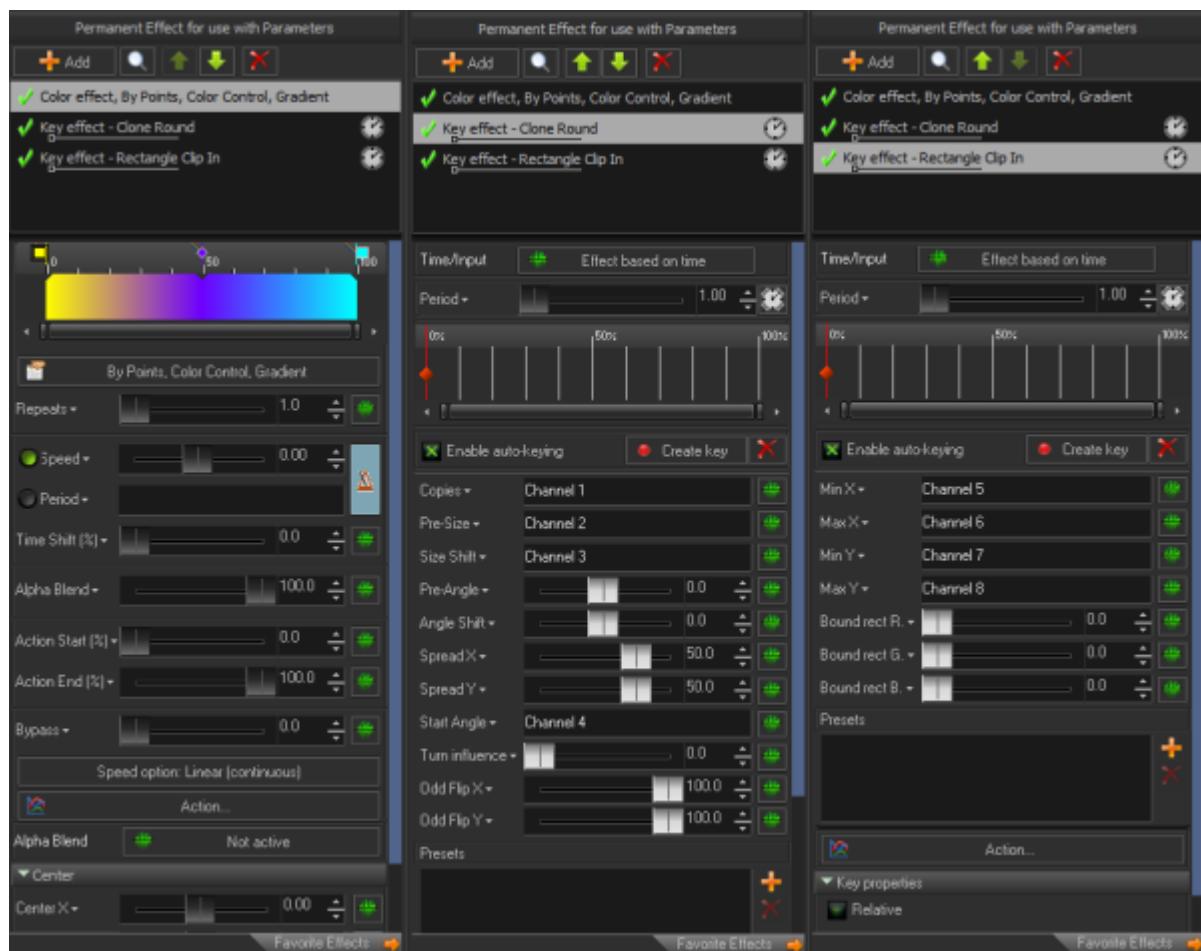
Total DMX channels: 43

Channel map **Comment**

There are a number of parameters you can add. The first main block is going to be the parameters that are included inside the default DMX Server profiles. From there you have access to the Quick FX grid with FX number, Action and speed. "Color Channels", and "BEYOND Channels" These can then be added to your profile to allow for BEYOND control, or FX Control in either all areas of BEYOND, or effects baked into your profile.

Permanent Effects

The final portion of this window is where you can put "Permanent Effect for use with Parameters". This is where you can add effects to your profiles to be bound with your Color Channel and BEYOND Channel values. This lets you add effects like "Cloning" effects to simulate "Prism effects" in moving heads, or "Window Clip" Effects to simulate Framing shutters for example.



Using the BEYOND Effect engine, this allows users to create as complex or as simple of a profile as they desire, or even emulate other DMX Based laser controllers inside BEYOND.

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<http://wiki.pangolin.com/> - Complete Help Docs

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