

# Files and File Extensions

BEYOND uses a variety of files. The file descriptions and extensions are listed below.

## **BEYOND Workspace - .BeyondWorkspace**

The BEYOND Workspace file is a sort of “Master file” that contains all cue information, all Frames, all Shows, Text, Effects, and some configuration-related information.

## **BEYOND Cue - .bcue**

Cue files contain information about a cue in the workspace. Cue files can be saved and loaded at any time using the File menu in the BEYOND.

## **BEYOND Effect - .beff**

Effect files contain all information about a BEYOND Effect. Effect files can be saved and loaded at any time using the File menu in the BEYOND Effect editor. Note that BEYOND Effects are not compatible with any other program from Pangolin.

## **BEYOND Static Text - .bsti**

Static text files contain information about non-moving text which can be created in BEYOND.

## **BEYOND Scrolling and Animated Text - .btxt**

Text files contain all information about a Text effect used in BEYOND – whether the text is created using the QuickText feature, or using the Advanced Text editor. Text files can be saved and loaded at any time using the File menu in the Advanced Text editor.

## **BEYOND Frame/Animation - .bfrm**

Frame files contain vector and raster related information to control the laser. The information is not stored in a point-by-point manor as with ILDA files. Instead, an advanced coding method is used resulting in the smallest files possible. Frame files can be saved and loaded at any time using the File menu in the BEYOND Frame/Animation editor.

## **BEYOND Shape/Abstract - .babs**

Abstract files contain information about Shapes and Abstracts created using the QuickShape and Advanced Shape editors. Abstract files can be saved and loaded at any time using the File menu in the BEYOND Advance Shape editor.

## **BEYOND Timeline-based show - .bshw**

Timeline-based show files contain information about cues and effects used on the timeline within BEYOND. Show files can be saved and loaded at any time using the File menu in the BEYOND Timeline editor.

## **BEYOND Synthesized Image - .bsyn**

Synthesized Image files contain all information about a images created in the BEYOND Image Synthesizer. Synthesized Image files can be saved and loaded at any time using the File menu in the BEYOND Image Synthesizer editor.

## **BEYOND Clock - .bclk**

Clock files contain all information about a BEYOND clock.

## **BEYOND Beam sequence - .bbem**

Beam sequence files store the sequence and color of beams used in BEYOND.

## **BEYOND DMX sequence - .bdmx**

DMX sequence files store a DMX sequence created in the QuickDMX section of BEYOND.

## **BEYOND FX - .bfx**

FX files contain all information about a the QuickFX found in the lower portion of BEYOND. FX files can be saved and loaded at any time by right-clicking in the FX section of BEYOND.

## **BEYOND zones - .bzones**

Projection Zone related information is stored into bzones files.

## **BEYOND data - .bdat**

BEYOND stores other types of configuration data into bdat files.

## **BEYOND Beam List - .bbml**

BEYOND stores the location and animation style of beam information into bbml files.

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