QuickTools overview

The QuickTools section of QuickShow is one of the most unique aspects of the program. QuickTools allow you to quickly and easily create new content without disturbing the currently-playing laser show.

The QuickTools are found at the bottom of the Main Control Window, and are shown below.



All of the QuickTools work in a similar manor. You click on the tab that corresponds to the type of content you want to create, enter some basic parameters, and then either Show it now or drag and drop the content to a cue for later playback.

Brief explanation

Below, each QuickTool is discussed separately.



Create non-moving text, as well as scrolling and animated text



Create simple shapes such as circles, squares, triangles, as well as more complex shapes such as waves and loops



Trace a graphic image such as a BMP, JPG or GIF picture



Create a sequence of of beams, which target mirrors or diffraction gratings



Create a timeline-based laser show including music if desired



Create a DMX scene or DMX sequence



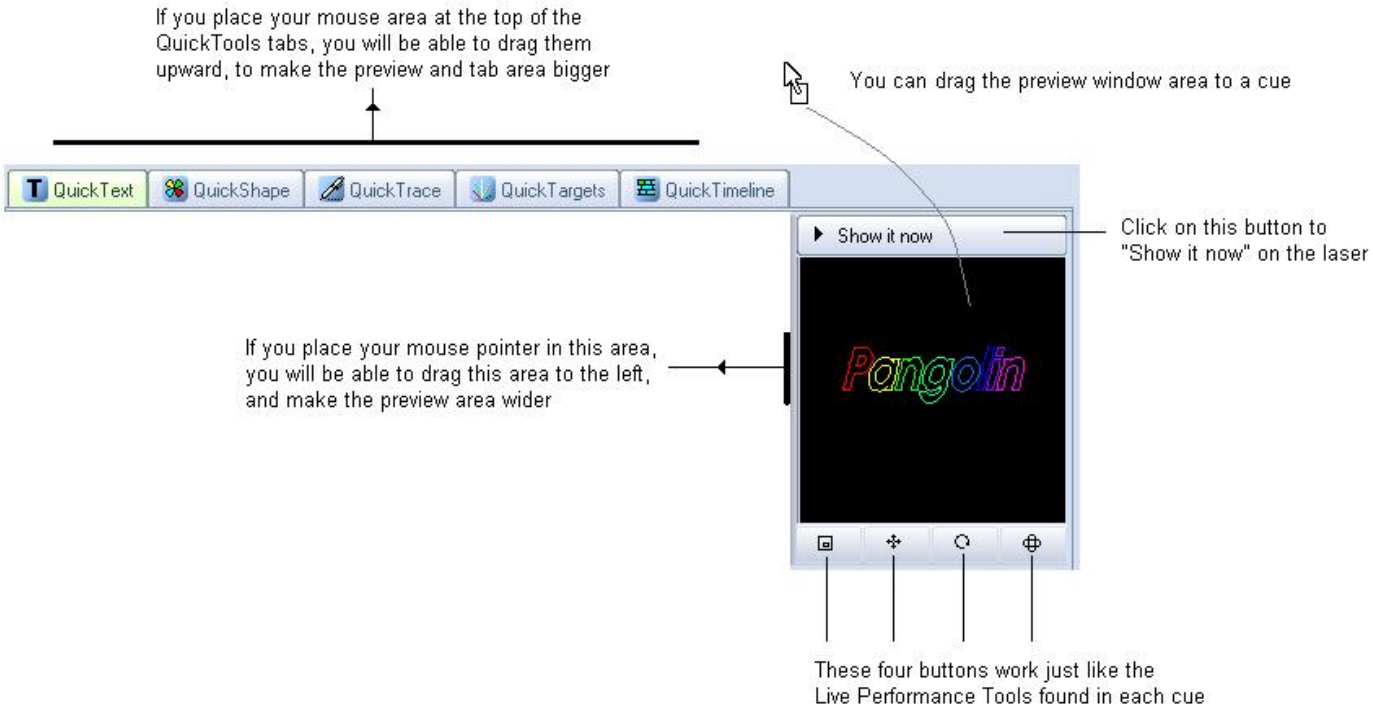
Capture the currently playing output into a single cue



Apply Effects (zooms, splits, recolors, etc.) on top of cues that are currently playing

Common Features

All image-generating QuickTools share some common features. These are shown and discussed below.



To edit content originally created with a QuickTool, simply drag from the Cue grid back down to the most relevant QuickTool tab.

Visibility of certain QuickTools depends on your user level

Note that some of the QuickTools discussed above are not available if the User Level is set to **Beginner** or **Intermediate**.

See Also

- QuickText
- QuickShape
- QuickTrace
- QuickTargets
- QuickDMX
- QuickTimeline
- QuickCapture
- QuickFX
- Cue Grid
- Main Control Window

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