

# QuickShow Tutorial Video's

- Introduction
- Tutorial Chapter 1: QuickShow 2.0
- Tutorial Chapter 2: Settings
- Tutorial Chapter 3: Basic Functions
- Tutorial Chapter 4: Quick Text
- Tutorial Chapter 5: Quick Shape
- Tutorial Chapter 6: Quick Trace
- Tutorial Chapter 7: Quick Targets
- Tutorial Chapter 8: Quick Timeline
- Tutorial Chapter 9: Quick Capture
- Tutorial Chapter 10: Quick FX
- Tutorial Chapter 11: Using DMX-512

## Other Topics

- The Beam Attenuation Map (BAM) - Pangolin Laser Safety Feature
- How to control multiple laser projectors using Pangolin
- QuickShow 3.0
- Pangolin Cloud
- How to Draw Laser Animation
- Audio Synchronization Methods
- QuickShow 4.0 - Features Overview

From:

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

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