



Lasershow Designer BEYOND Manual

Note:

If you are new to **LaserShow Designer BEYOND** and not familiar with **LaserShow Designer QuickShow**, we advice you to first watch all the **QuickShow tutorial video's** that you can find. The **QuickShow tutorial video's** cover the base functionality that you will find in **BEYOND**.

Getting Started

- [Introduction](#)
- [System requirements](#)
- [Select your language](#)

Settings

- [Settings menu](#)
- [Projector Settings](#)
- [Projection Zones](#)
- [QuickTargets Beam Settings](#)
- [DMX Settings](#)
- [User-interface Access Mode](#)

Basic Function

- [Main Control Window](#)
- [Toolbar](#)
- [Cue Grid](#)
- [Live Controls](#)
- [Laser Preview Window](#)
- [QuickTools](#)
- [Controlling cues during playback](#)
- [Virtual Laser Jockey](#)
- [Toolbar overview](#)
- [Blackout and Pause buttons](#)
- [Enable laser output](#)

- [Abstract Generator](#)

Live Control tab

- [Overview](#)
- [Master and Cue controls](#)
- [Size Controls](#)
- [Position and Rotation controls](#)
- [Color controls](#)
- [Playback controls](#)

QuickTools

- [Overview](#)
- [QuickText](#)
- [QuickShape](#)
- [QuickTrace](#)
- [QuickTargets \(Beam sequencing\)](#)
- [QuickDMX](#)
- [QuickCapture](#)
- [QuickFX](#)

Advanced Tools

- [Overview](#)
- [Cue properties](#)
- [Laser frame/Animation editor](#)
- [Advanced Frame editor in BEYOND 4](#)
- [Advanced Text editor](#)
- [Advanced Shape \(abstract\) editor](#)
- [Advanced Clock editor](#)
- [Advanced Color settings](#)
- [Advanced image Synthesizer](#)

Timeline

- [Overview](#)
- [Timeline](#)
- [Timeline Main Menus](#)
- [Timeline Hotkeys](#)
- [Timeline Event Tab](#)

Effect Editor

- [Overview](#)

Music and Beats

- [Overview](#)
- [Audio Tab](#)

BEYOND 3D

- [BEYOND 3D Application Overview](#)
- [BEYOND 3D Tutorial 1 - Creating the Pangolin logo](#)
- [BEYOND 3D Tutorial 2 - Creating a city with animation](#)
- [BEYOND 3D Tutorial 3 - Creating a chair with modeling](#)

Advanced topics

- [Controlling multiple lasers](#)
- [Pointing to a cue location](#)
- [Keyboard Equivalents](#)
- [Files and File Extensions](#)
- [Status bar color scheme](#)
- [Virtual MIDI Keyboard](#)
- [Midi Settings](#)
- [Kinect](#)
- [Network Connections](#)
- [OSC in BEYOND](#)
- [OSC Commands](#)
- [PangoScript Tab](#)
- [Send2b for BEYOND](#)
- [Send packages to BEYOND](#)
- [Software development kit](#)

To be sorted

- [Check Zones Panel](#)
- [Clock](#)
- [Configuration Dialog Box](#)

- Cue and Laser Content
- Cue export
- Cue Groups
- Cue Properties
- Custom wave form
- Destination in Cue
- Distributed Scanning

- DMX Server
- DMX Settings
- Art-net DMX sACN settings
- CITP

- Dynamics Tab
- Effects

- FB4 Browser
- FB4 Export
- FB4 Settings
- Firmware updater

- Frame editor New
- Frame editor
- Gamepad
- Grid Toolbar
- Keyboard to PangoScript
- Laser and Emulaser Hardware
- Laser Preview window 2
- LD2K Classic Abstract Generator
- LiveControl
- Master Tab
- Midi Settings
- Multi Effect
- Multimedia Mixdown

- Parametric Images
- Picture tracer
- Projection Zones
- Projector Settings
- Real Time Video Tracer
- RealTime Audio
- Routing
- Scanner Simultion and Photo Effects
- Scrolling Text
- Security Guide
- Shape editor
- Show Playlist
- TargetedBeam Settings
- Test Patterns

- Timecode
- Universe Window
- Vectors and Points
- Visual Clipboard
- Webcam Interface
- Workspace grids and Pages
- Write out Effect Editor
- Zone Explorer
- How to use Emulaser in BEYOND
- Laser and Emulaser control hardware
- SMS to Laser
- WriteOut
- Tutorial Videos

Midi Controller layout

- Akai APC40MKII Layout V1.9
- Akai APC Mini Layout V1
- Akai APC40 Advanced Layout V3.4
- Akai APC40 Legacy Layout

Plugins

- Kinetic Lights

Fixture Profiles for consoles

- Chamsys MagicQ
- GrandMA 2

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



Permanent link:
<http://wiki.pangolin.com/doku.php?id=beyond:start&rev=1583188205>

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