

Lasershow Designer QuickShow Manual

Getting started

- Introduction
- System Requirements
- Quick Setup
- Selecting your language

Settings

- Settings menu
- Projector Settings
- QuickTargets Beam Settings
- Projection Zones
- The Beam Attenuation map (BAM)
- DMX Settings
- User-interface Access Mode

Basic functions

- Main control window
- Toolbar
- Cue grid
- Cue Groups
- Live Controls
- Laser Preview window
- QuickTools
- Controlling cues during playback
- Virtual Laser Jockey

Toolbar functions

- Overview

- Blackout and Pause
- Enable Laser Output
- Music and Beats overview

Live-control tab

- Overview
- Master and Cue controls
- Size controls
- Position and Rotation controls
- Color controls
- Playback controls
- Timeline control

QuickTools

- Overview
- QuickText
- QuickShape
- QuickTrace
- QuickTargets
- QuickDMX
- QuickTimeline
- QuickCapture
- QuickFX

Advanced Tools

- Overview
- Cue Properties
- Laser Frame/Animation Editor
- Effect Editor overview
- Advanced Text Editor
- Advanced Shape editor
- Advanced Clock editor
- Parametric Image Editor

Advanced topics

- About Timeline and BPM relation
- APC Mini Support
- Controlling multiple lasers

- Files and file extensions
- Keyboard Equivalents
- Midi Settings
- Point to a cue location
- Status bar color sceme
- How to bypass the computer specifications warning

Fixture profiles for consoles

- Chamsys MagicQ
- GrandMA 2

Registration and Licensing

- Registration and Licensing
- Registration and Licensing FAQ

Intellectual Property notice and credits

QuickShow is copyright © 2008-2021, Pangolin Laser Systems, Inc. All rights reserved. User Interface Patent Pending.

QuickShow was written by Alexey Sinitsyn, Valery Furmanov and William R. Benner, Jr., with development assistance and workspace design by Derek Garbos.

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

Permanent link:
http://wiki.pangolin.com/doku.php?id=quickshow:start&rev=1620509094

Last update: **2021/05/08 23:24**