

Lasershow Designer BEYOND Manual

Getting Started

- Introduction
- From QuickShow to BEYOND Lite
- System requirements
- Networking for Lasershows
- Select your language

Settings

- Settings menu
- Projector Settings
- Projection Zones
- Test Patterns
- QuickTargets Beam Settings
- DMX Settings
- Dynamics Tab
- User-interface Access Mode
- Menu Hotkeys

Basic Functions

- Main Control Window
- Grid Toolbar
- Cue Grid
- Cue Groups
- Cue Properties
- Live Control
- Understanding the Master Tab
- Using Effects
- Laser Preview
- Laser Preview Window
- QuickTools

- Controlling cues during playback
- Virtual Laser Jockey
- PangoBeats
- Show Playlist
- Visual Clipboard
- Workspace grids and Pages
- Zone Explorer

Toolbar Functions

- Toolbar overview
- Blackout and Pause buttons
- Enable laser output
- Music and Beats overview

Live Control tab

- Live Controls overview
- Color controls
- Master and Cue controls
- Playback controls
- Position and Rotation controls
- Size Controls

QuickTools

- Overview
- Audio Tab
- QuickText
- QuickShape
- QuickTrace
- QuickTargets (Beam sequencing)
- QuickDMX
- QuickCapture
- QuickFX
- Q-Shift

Timeline

- Overview
- Timeline Guide
- Timeline Main Menus

- Timeline Hotkeys
- Timeline Event Tab
- Timeline marker import, export

Editors

- Clock
- Effect editor Overview
- Frame editor
- Advanced Frame editor overview
- Classic LD2000 - style Abstract Generator
- Patricle image editor
- Picture tracer
- Parametric Image editor
- Real Time Video Tracer
- Shape editor
- Scrolling Text
- QuickTarget Beam Settings
- Write out Effect Editor

Advanced Tools

- Advanced Tools Overview
- 3D Preview
- Laser Frame and Animation editor
- Abstract Generator
- Advanced Frame editor in BEYOND
- Advanced Text editor
- Advanced Shape (abstract) editor
- Advanced Clock editor
- Advanced Color settings
- Advanced image Synthesizer
- FIFO image editor
- Node Image editor

Advanced topics

- 40+ lasers
- BeamBrush™
- Configuration Dialog Box
- How Content is Routed in BEYOND
- Channels
- Check Zones Panel

- Controlling multiple lasers
- Custom wave form editor
- Cue export
- Distributed Scanning
- Destination in Cue
- Files and File Extensions
- Gamepad
- http server
- How to use Emulaser in BEYOND
- Kinect
- Keyboard Equivalents
- Laser and Emulaser control hardware
- Multi Effect
- Multimedia Mixdown
- Networking for Lasershows, BEYOND, and Entertainment
- Pointing to a cue location
- RealTime Audio
- Scanner Simultion and Photo Effects
- Software development kit
- Security Guide
- SMS to Laser
- Timecode
- Turbo Streaming
- TV Mode
- Universe Window
- Vectors and Points
- Webcam Interface
- Bypass the computer specifications warning

BEYOND and DMX

- DMX Server Mode
- DMX Settings
- Art-net DMX sACN settings
- Custom DMX Profiles
- CITP

PangoScript

- Keyboard to PangoScript
- Network Connections
- OSC in BEYOND
- OSC
- PangoScript Commands
- PangoScript Tab

- Send2b for BEYOND
- Send packages to BEYOND

Creation tools

- Pangolin Media Tracer

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 a chair with modeling
- What's new for BEYOND 3D version 5.0

FB4

- FB4 Browser
- FB4 Export
- FB4 Settings
- Status bar color scheme
- Firmware updater

Midi Controller configuration and layout

- BEYOND Performer Console

- Virtual MIDI Keyboard
- Midi Settings

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

Plugins

- Kinetic Lights Plugin

Registration and Licensing

- Registration and Licensing
- Registration and Licensing FAQ

Intellectual Property notice and credits

BEYOND is copyright © 2011-2026, Pangolin Laser Systems, Inc. All rights reserved.

BEYOND was written by Alexey Sinitsyn, Valery Furmanov, Alex Stompel, and William R. Benner, Jr.
Development assistance and testing provided by Cathleen Bastian and Pieterjan Ruysch.
Development assistance and workspace design also provided by Derek Garbos.

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

Permanent link:
https://wiki.pangolin.com/doku.php?id=beyond:start&rev=1792828731

Last update: **2026/10/24 09:58**