


# 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
- Custom wave form editor
- 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
- Cue export
- Distributed Scanning
- Destination in a Cue
- Files and File Extensions
- Gamepad
- HTTP server
- How to use Emulaser in BEYOND
- Keyboard Equivalents
- Laser and Emulaser control hardware
- Multi Effect
- Multimedia Mixdown
- Pointing to a cue location
- RealTime Audio
- Scanner Simulation and Photo-realistic effects
- Software development kit
- Security Guide
- SMS to Laser in BEYOND
- Timecode and BEYOND
- Turbo Streaming
- TV Mode
- Universe Window
- Vectors and Points
- Webcam Interface
- X-Box Kinect 360
- 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

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Development assistance and testing provided by Cathleen Bastian and Pieterjan Ruysch.
Development assistance and workspace design also provided by Derek Garbos.

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Last update: **2026/10/24 10:16**