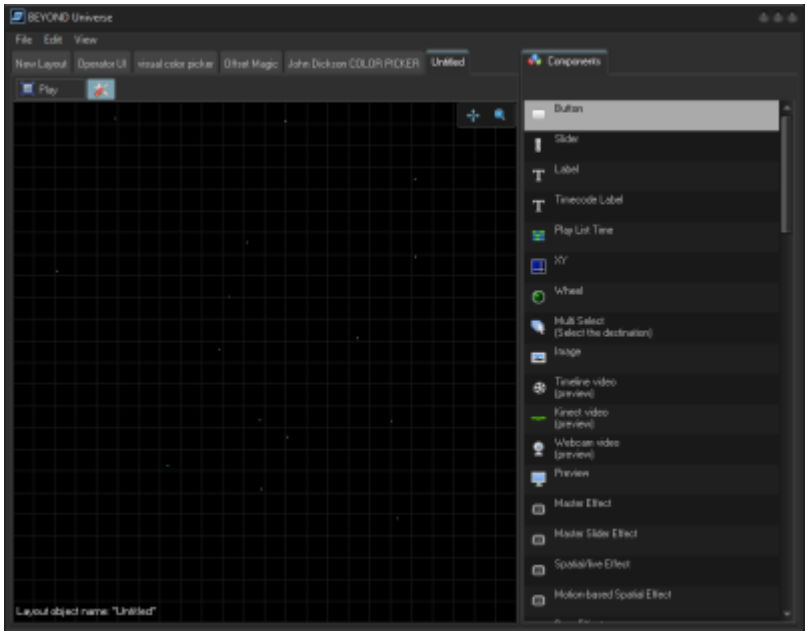
Universe

The BEYOND universe is a tool that allows you to create your own UI element with buttons, faders and more by utilizing parameters and objects combined with pangoscript to create your own custom tools.



For More learning on the associated tools, feel free to check these links:

The BEYOND Universe Window

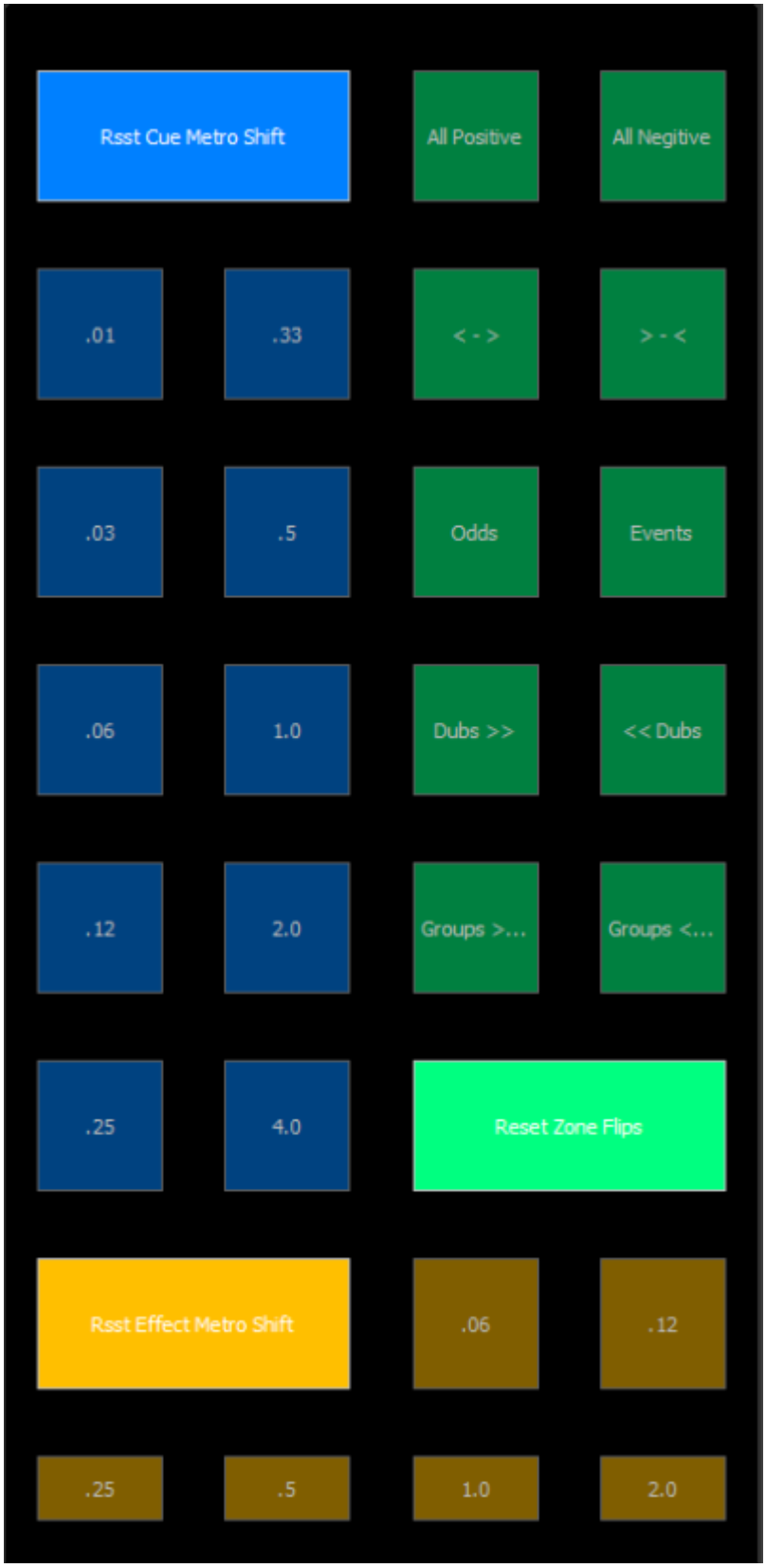
PangoScript Commands

PangoScript

Pangolin Internal Examples

Offset Magic

This Universe Layout has a bunch of buttons built into 3 groups, that control the Cue Time Metro Shift, Doing pre-set flips for zones, and Effect Time Metro Shift. Designed to be upright and in the right tabs area.



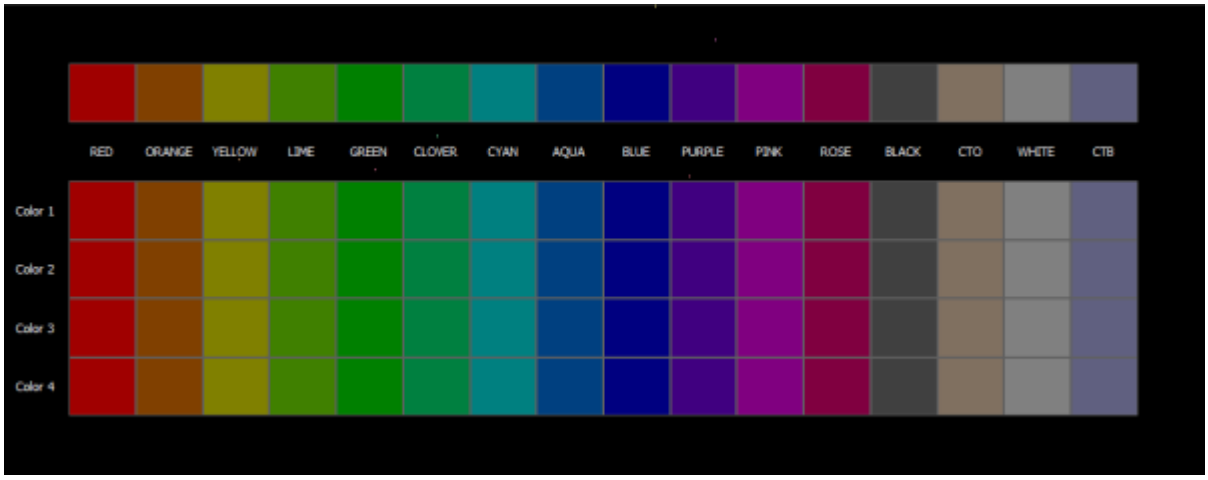
offset_magic.beyondlayout

The buttons are part of groups, and the reset values are the default on buttons. This uses the default grouping tools in universe to achieve this, and then just sets the values as necessary for the buttons from

the objects.

Color Picker

This tool allows you to pick colors for the first 4 color Channels, as well as built in buttons to set all channels to the same color, and preset patterns. It uses Color Channel objects, and sets their RGB values on click of the button.

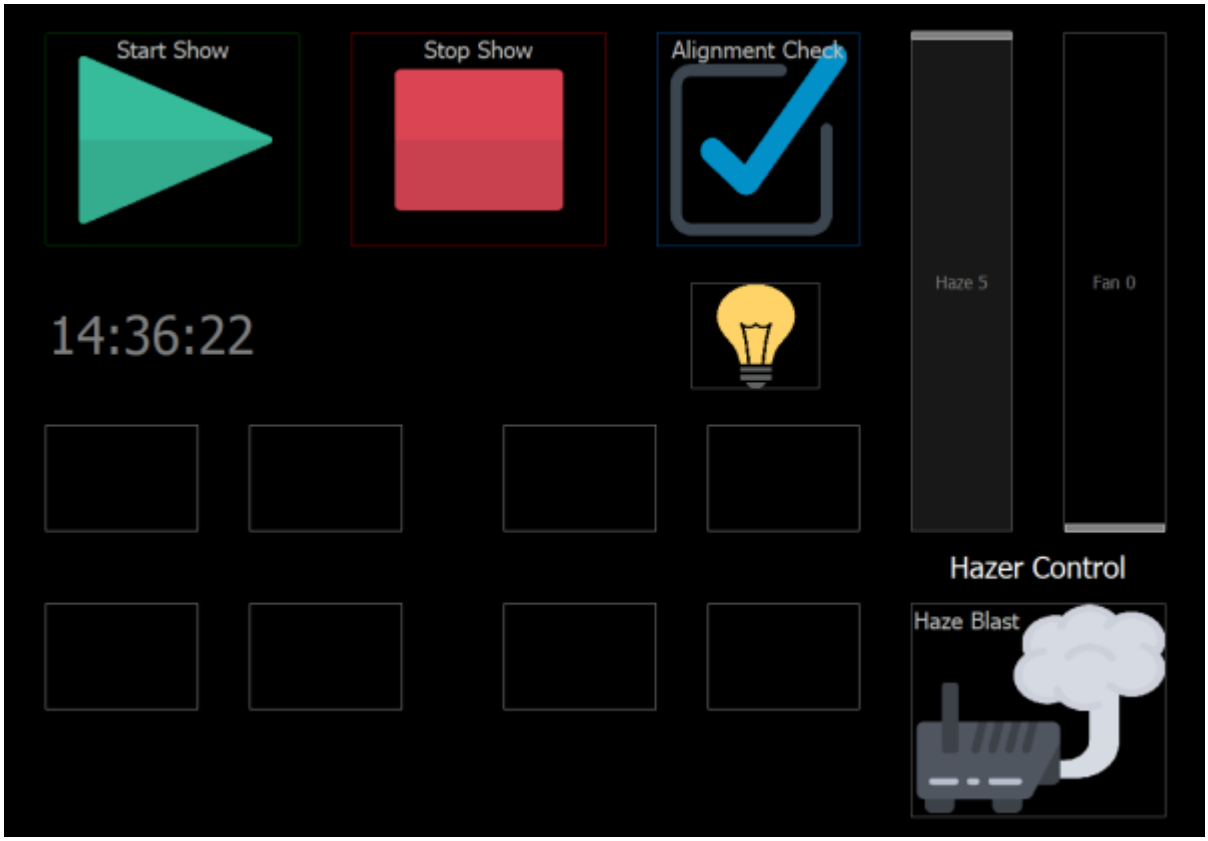


simple_4_color_channel_picker.beyondlayout

For the main buttons, they are parts of 4 groups so that when you change them it re-illuminates them, these visual FX on the main 4 rows are based on the built in tools.

Operator Interface

This is an example of a Universe that would be built for the “UMAX” Feature where BEYOND is hidden from the user, and only this Universe page is available, giving the operator basic functions to control the install, but keeping them out of more advanced functions.



operator_interface.beyondlayout

The unique element here is the buttons use icon pictures instead of just colors or BEYOND icons, however these generally just trigger starts of timelines, stops, and some DMX functions tied directly to DMX Channels.

MA Executer Simulator

This simulates a UI of an MA executer bank, just showing how you can lay things out in any way you want in this system.

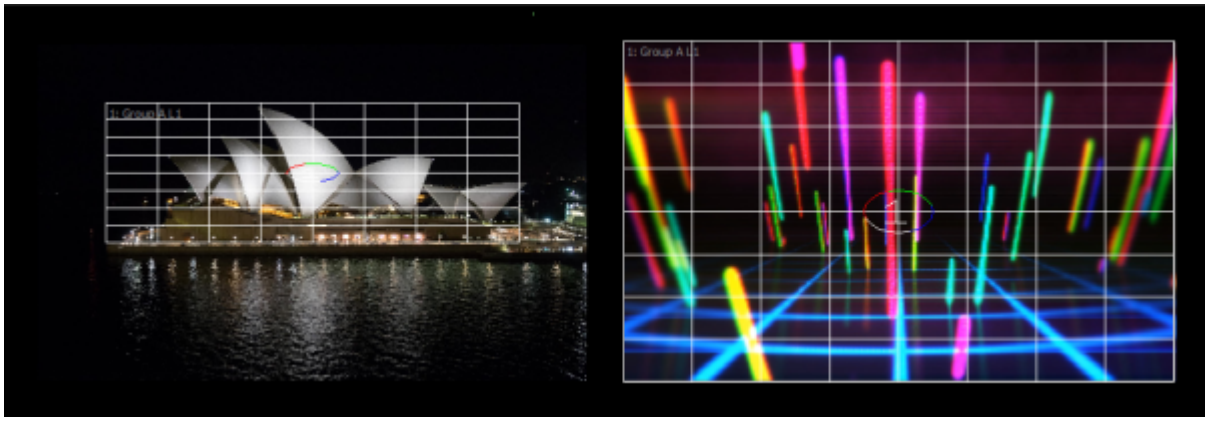


ma_executer_simulator.beyondlayout

This uses Cues 1-5, with go and stop, transition options, as well as fades for those specific cues. But shows how Universe enables users to simulate other UI systems they are use to.

Mapping Tracer Assistant

This Layout is very simply laying a zone on top of either a picture, or a video file from the timeline to simulate mapping or Laser Augmentation of Video without needing any external visualizer or real-life setup.



mapping_tracer_assistant.beyondlayout

Lots of people ask about techniques related to laser mapping, and laser augmentation of video, and while there are some Visualizer techniques, and some real-life video projector and laser techniques, you can also use universe to layer these things on top of each other.

Examples from Users

John Dickson

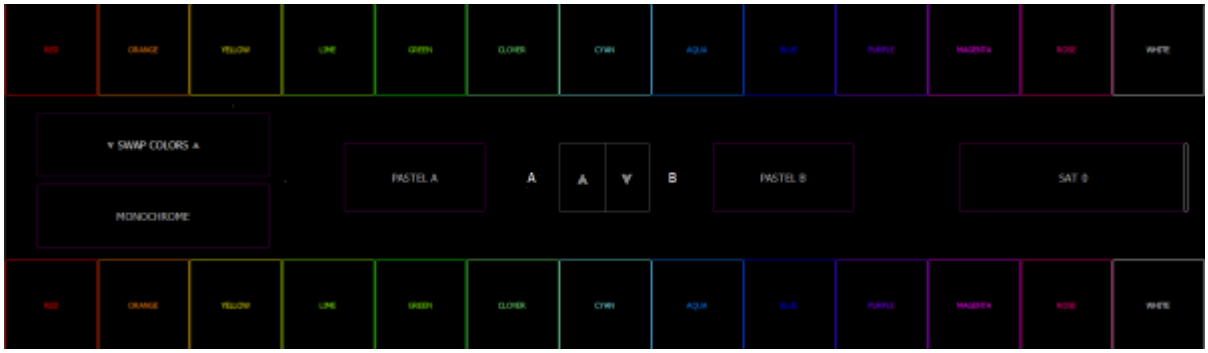
From John Dickson: This version delivers a refined, performance-tuned color-picker interface for BEYOND Universe. It provides intuitive live control over Primary and Secondary color channels (1 and 2), allowing instant selection, palette swapping, and dynamic fading between colors.

Each color button includes an on/off toggle, switching that channel to black when deactivated. The Monochrome mode synchronizes both channels to the same hue and pastel state, while exiting Monochrome restores the previous independent colors.

The Swap Colors button now supports both SNAP (instant exchange) and FADE (smooth cross-fade) modes. During a fade, either channel can be snapped manually to a new color without interrupting the other—ideal for live performance flexibility. Mid-fade swaps and direction reversals are also supported, maintaining seamless transitions without latency.

Pastel toggles offer softer, pre-tuned variants of each color. A saturation slider provides fine control for desaturation, allowing washed or vivid tones as needed. All visual updates, palette changes, and channel values are synchronized in real time with BEYOND’s color channels.

This build improves snap-mode responsiveness, per-channel fade control, and session reset logic, providing instant, reliable operation during live programming and playback.



jd3_color_picker.beyondlayout

jd3_color_picker_proart_.beyondlayout

Return to Guided learning

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

Permanent link:
https://wiki.pangolin.com/doku.php?id=examples:universe

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