

# 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

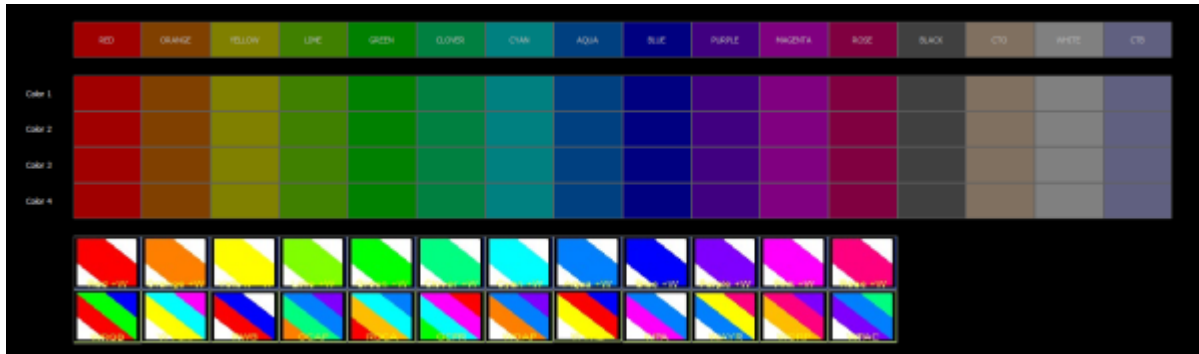
This Universe Layout has a bunch of buttons built into 3 groups, that control the Cue Time Metro Shift, Doing pre-set flips for zones, and Effect Time Metro Shift. Designed to be upright and in the right tabs area.



## Color Picker

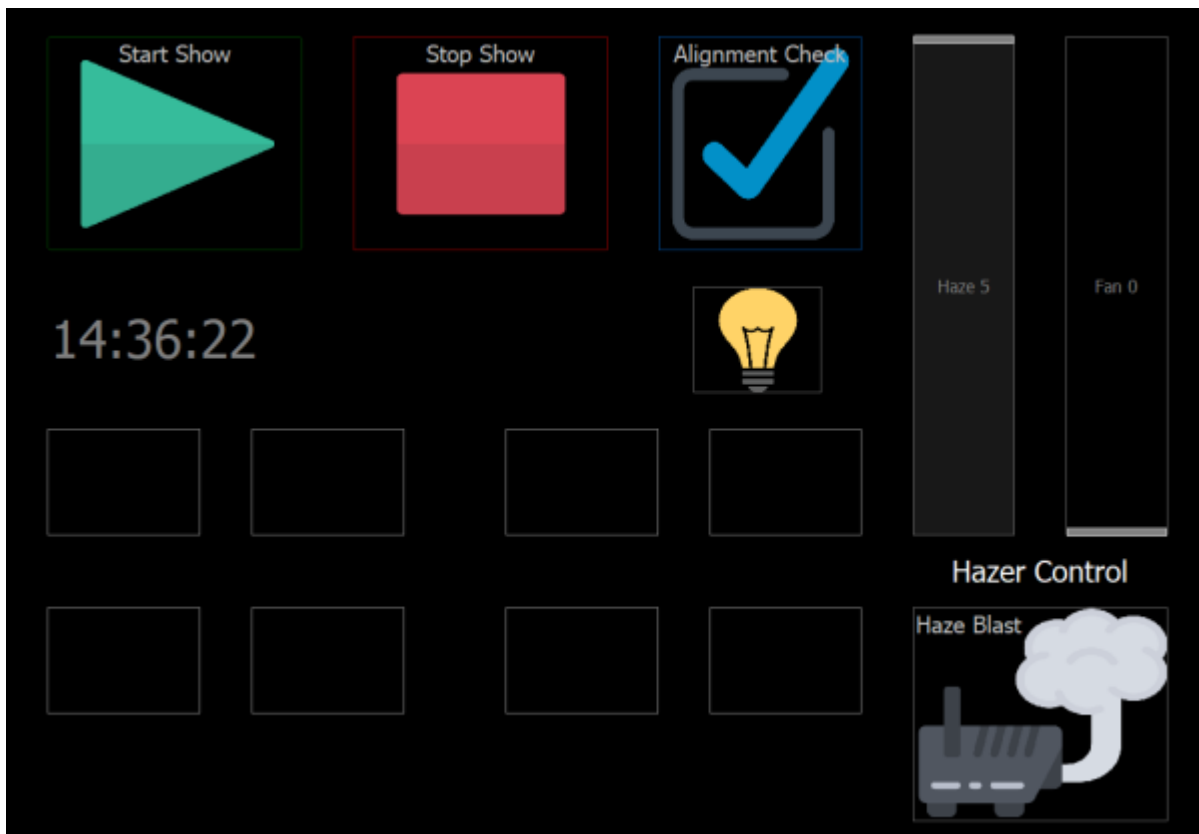
This tool allows you to pick colors for the first 4 color Channels, as well as built in buttons to set all

channels to the same color, and preset patterns. It uses Color Channel objects, and sets their RGB values on click of the button.



### 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.

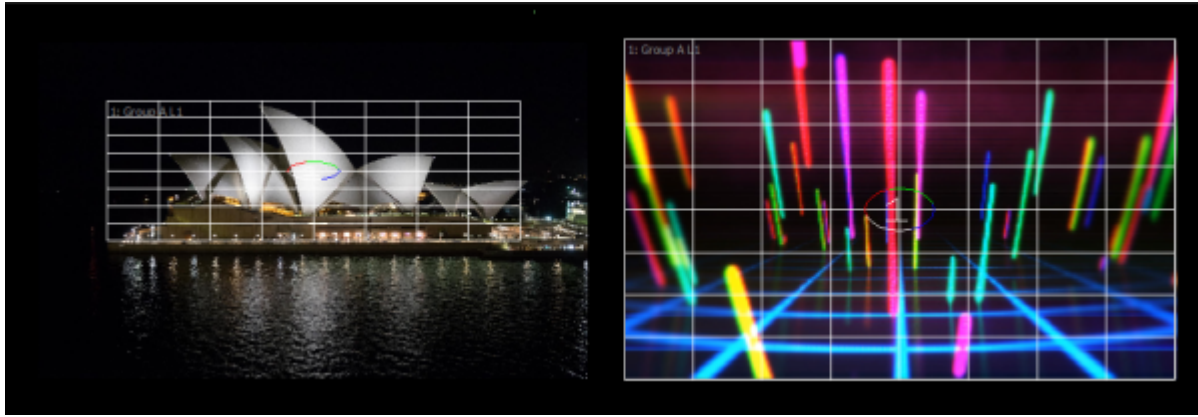


### MA Executer Simulator

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.

## 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.



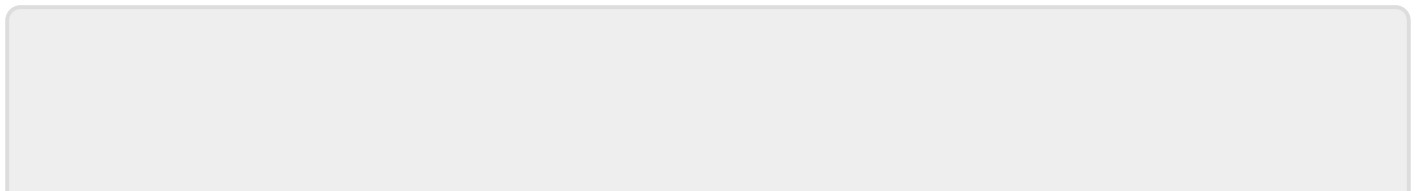
## Examples from Users

### John Dickson

Johns Color Picker uses just color channels 1 and 2, but adds extra functions like Swapping colors, Pastels, Monochrome and Saturation slider control of the colors direct from the layout.



[Return to Guided learning](#)



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