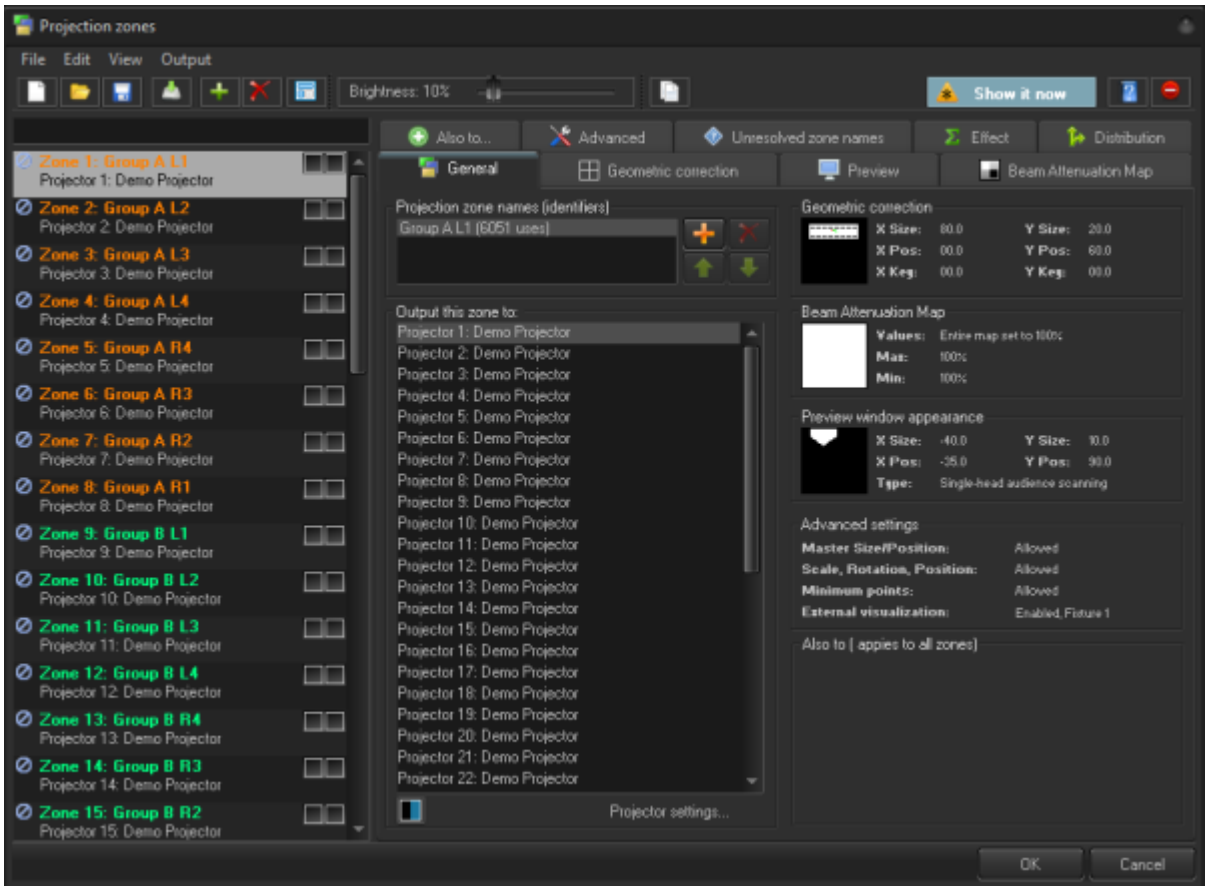
Zone Files

Pangolin Internal Examples

Live Control Zone Files

32-Laser-Busking-Template.bzones

This zone file is designed to be a very good template zone file for live shows. Broken down into 4 groups of 8 lasers, it can serve many setups very well.



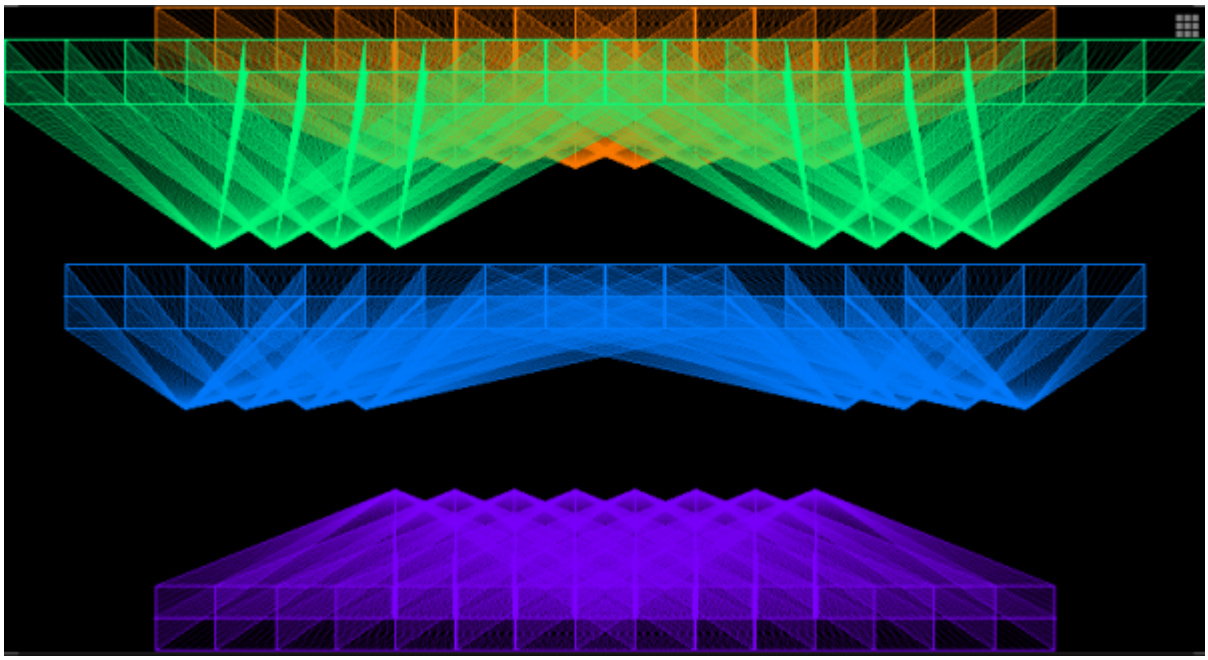
Geometric Correction is pre-set to up and all positive, feel free to stick with that if you want to do your own manual flips, or just bake your flips into your Geometric Correction.

The zones are colored by group.

Group A is Orange Group B is Teal Group C is Aqua Group D is Purple

The zones are numbered from left to right ascending to descending, where the larger number is in the middle and the smaller numbers are the outside. I have considered Left to be house Left, or operators left, and right to be House Right operators Right.

L1, L2, L3, L4, R4, R3, R2, R1



Also provided in the zone file is Also To Zones for each group. These are selectable if you would like delays to not affect the group when outputting.

While the zone file was designed for 36 lasers, you can also still use the zone file for smaller numbers of lasers, so here are some recommendations for smaller amounts of lasers:

2 Lasers: Set these to Group A L4, R4 4 Lasers: Set these to Group A, L3, L4, R4, R3 8 Lasers: Saturate Group A 12 Lasers: Do group A L2, L3, L4, R4, R3, R2 and Group B L2, L3, L4, R4, R3, R2 16 Lasers: Saturate Group A and Group B, or Middle 4 zones from all 4 Groups. 24 Lasers Saturate Group A, B and C, or Separate into 6 middle zones from all 4 Groups

You can also use groups as separate zones for smaller numbers of lasers.

8 Lasers: Group A, Main Zone Group B, Ceiling Zone Group C, DSE Zone Group D, AS Zone

For purposes of built in delays, Groups A and D are seen as on top of each other, and Groups B and C are seen as split from side to side, on top of each other, reference the preview to see this.

If you want to do a symetrical selection, based on this preview, it would be in this order:



You can use this as a “template zone file” where you can just keep a copy of this zone file on your computer, and then starting every show with the default, or just building it show to show. Trying to maintain as many settings as possible to avoid compatibility issues with your effects, controls and things like that.

Return to Guided learning

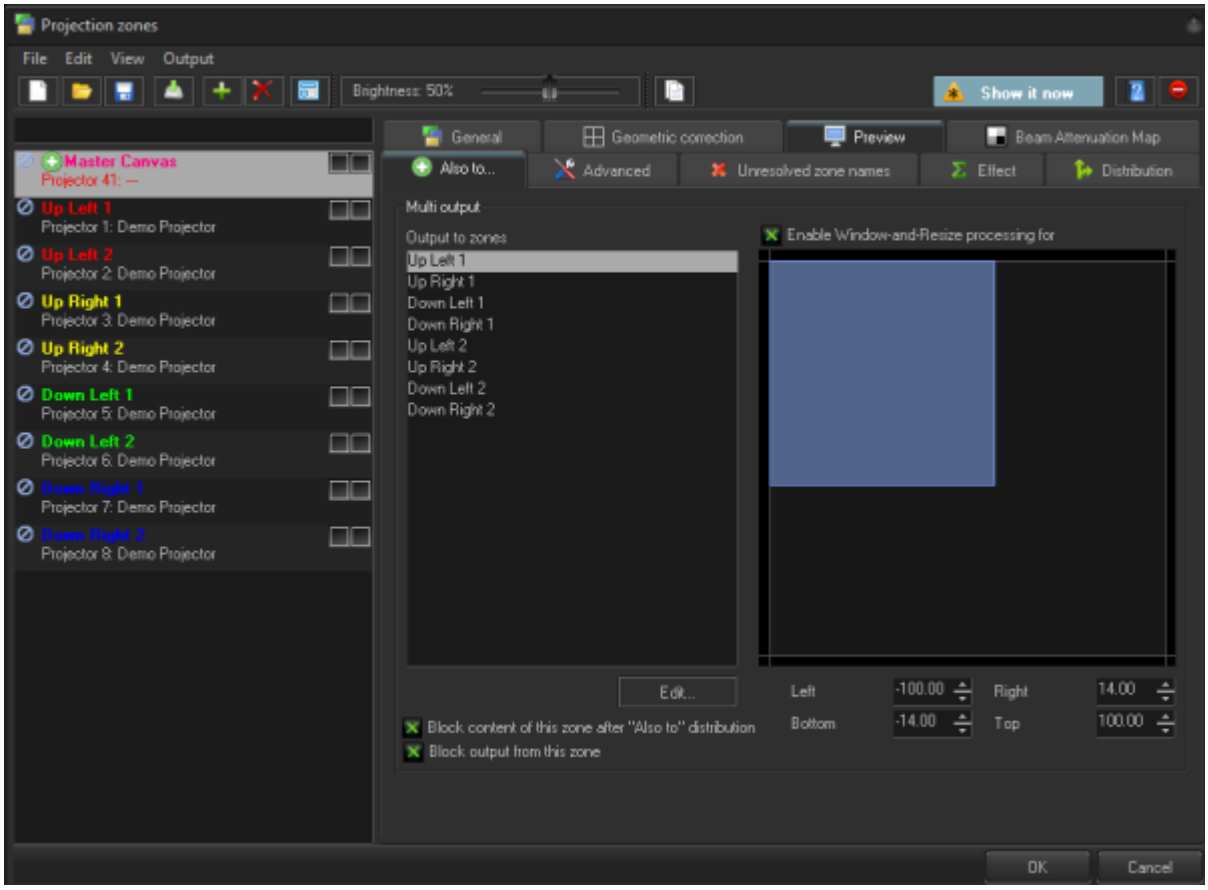
Graphic Zone Files

One thing people may want to do is use multiple lasers to create one large zone of output sometimes known as a “canvas”. This zone file uses 8 lasers together to create a large format display for a sports

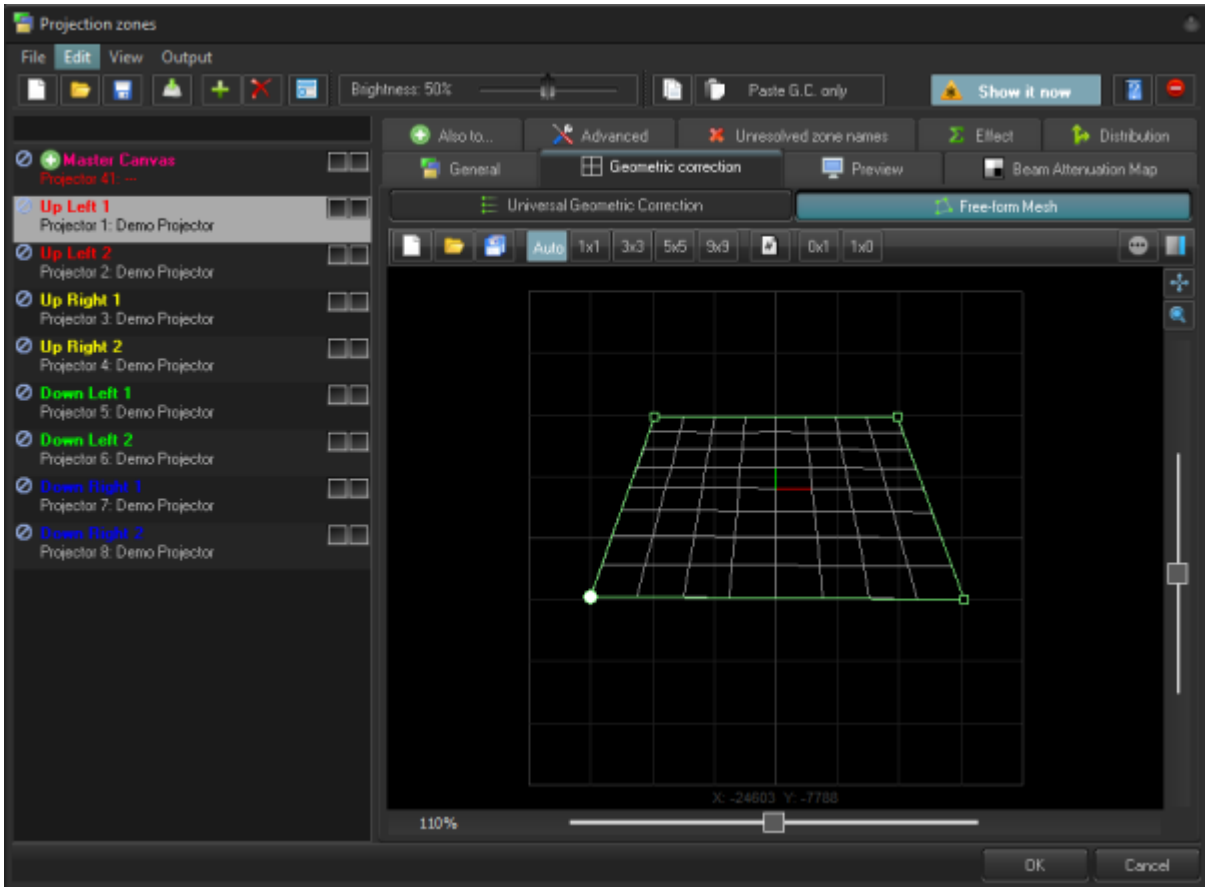
stadium.

https://download.pangolin.com/beyond-files/Canvas-Zone-Example-File.bzones

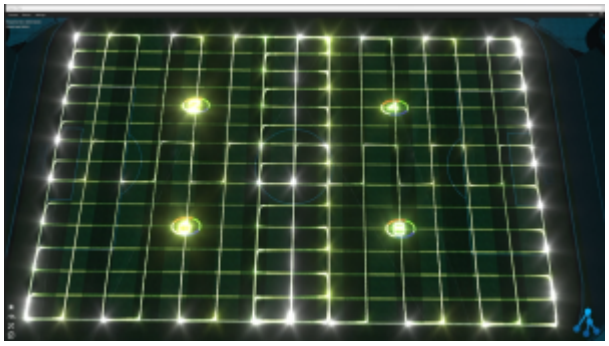
Canvasing is a great way to blend multiple lasers to solve different problems. You can stack lasers for brightness, just straight up layering them on top of each other You can stitch to make a larger projection then your scan angle can do, which is also to with resize And you can Distribute, where two lasers are stacked on top of each other, but drawing different parts of the same image to reduce flicker. Canvasing is doing any of them or all of them together to create a large format display.



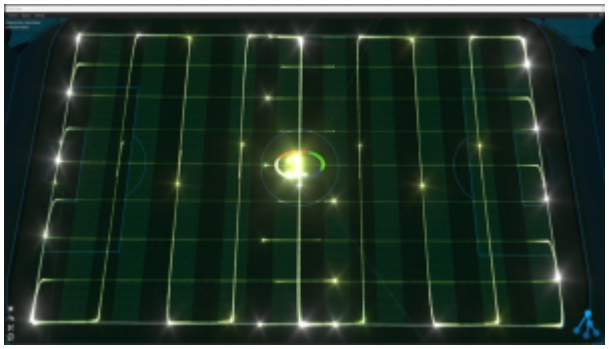
Each individual laser gets its own zone, meshed to reference points on the field, with a reliable overlap over each zone. This allows us to have an overlap for our seam. Using Auto Mesh, we can mesh our zones on top of each other with clean overlaps without too much fiddling.



Once all zones are layered it will look like this



After all our zones are meshed properly, and overlaps set in the also to settings in our Master Canvas zone you will get an output from your master canvas that looks like the below picture.



Finally we can smooth out the edges with effects on each of the component zones over their overlaps.



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