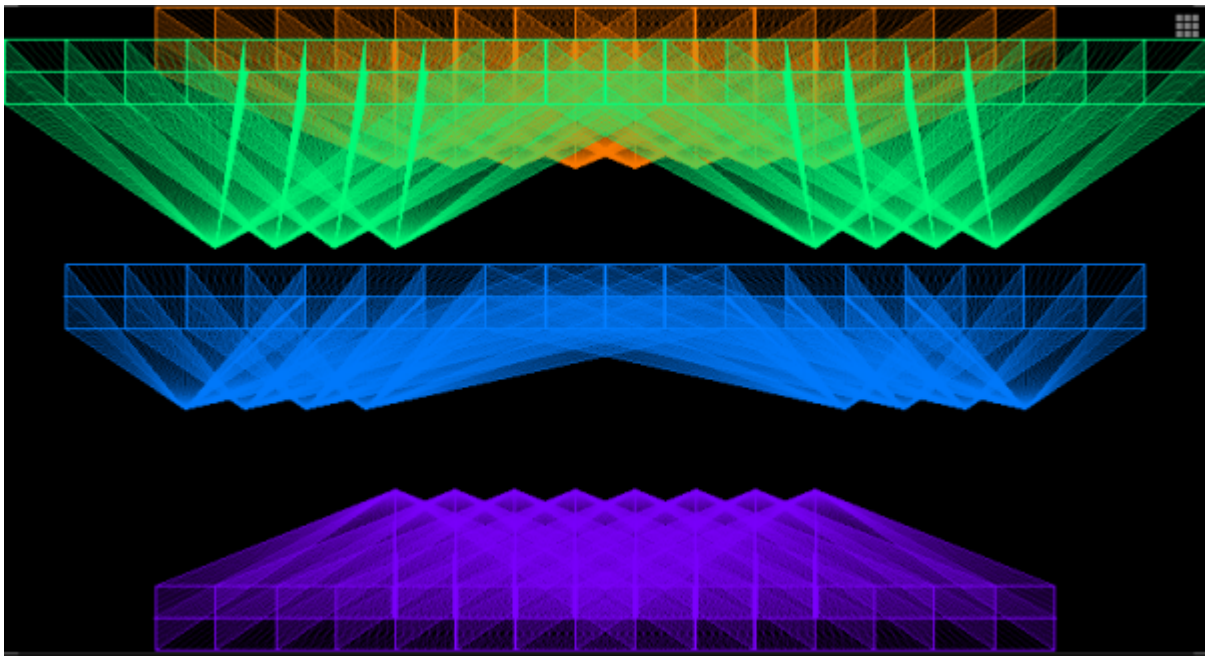
Zone Files

Pangolin Internal Examples

Live Control Zone Files

Default-40-Laser-Busking-Zone-File.bzones

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



Geometric Correction note: Plan to keep all your geometric corrections in a single, positive or negative value. The flips will be done separately and are done automatically at the launch of the controller.

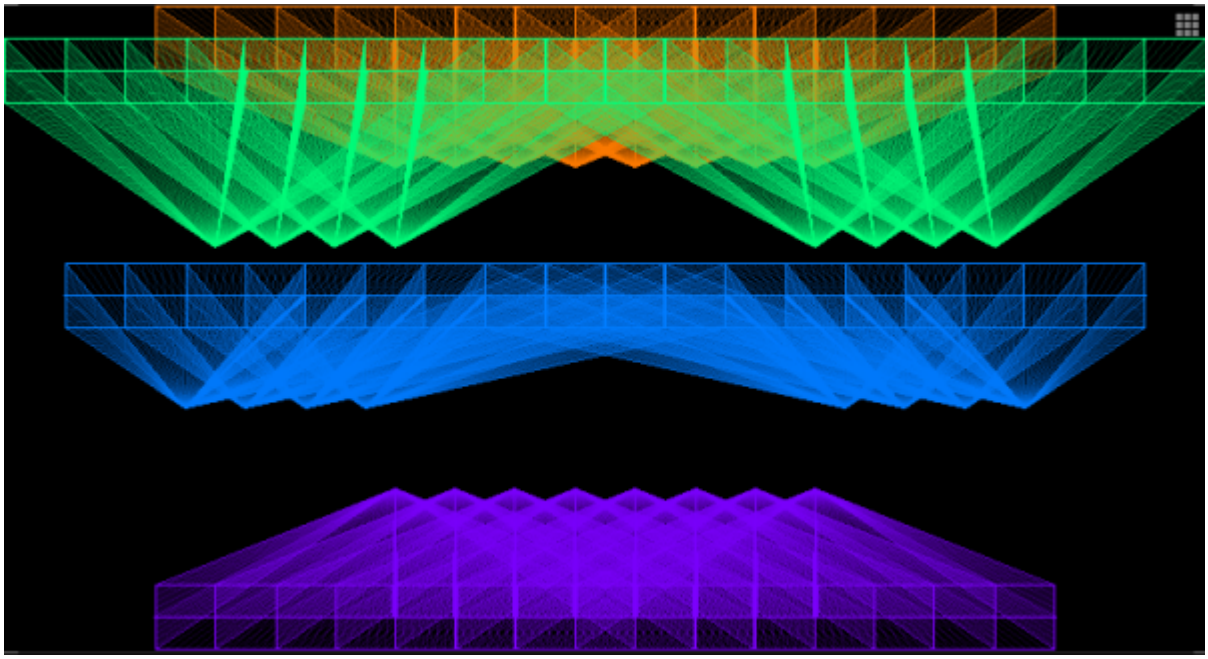
The zones are colored by group.

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

There are also “zero zones” if you need to saturate all 40 lasers in your setup, you can use the zero zones, labeled

L0, R0



These make the groups into 10 lasers each, which musically and mathematically stops working a lot for delays and offsets, but can be used to fully saturate the 40 laser max of BEYOND. I would recommend probably tieing these zones to another numbered zone, maybe L4, R4 with also to, or L1 R1. This will maintain all delays sufficiently.

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 or 40 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.

For the purposes of the midi map, the names of zones are irrelevant, what matters is the numerical order. So, it’s important to not delete zones from groups, or re-order them. If a zone remains unused, mute the zone. You could also build your own zone file in the same format if you wanted, and the midi controller will still work if the order matches. However, I recommend just starting with the default zone file for each show, as it will speed up your process and make it easier to familiarize yourself with your setup.

If you want to saturate beyond and have two zones per laser, I recommend just adding those zones to

the bottom of the file and changing the Group Also To's to your new zones. That way you still have buttons for those groups on the midi controller, as there are separate buttons for the Also To Zones on the controller.

We would recommend just keeping 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.

Return to Guided learning

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

Permanent link:
https://wiki.pangolin.com/doku.php?id=examples:zone-files&rev=1771879937

Last update: **2026/02/23 21:52**