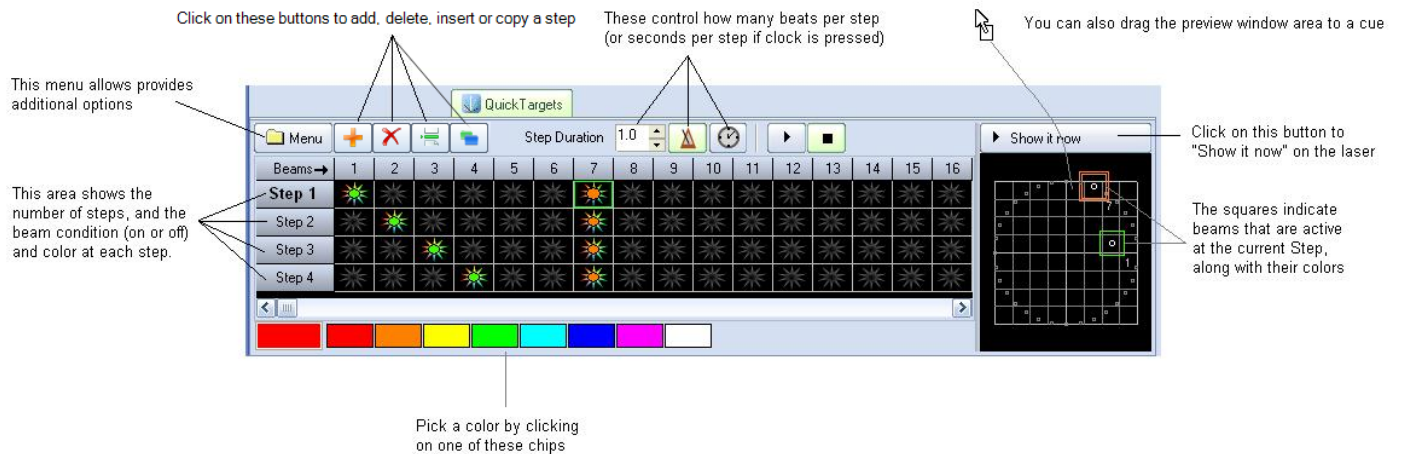


# QuickTargets (Beam Sequencing)

The **QuickTargets** tool allows you to quickly create targeted beams and beam sequences. Simply click on the **QuickTargets** tab at the bottom of the screen and you will see the **QuickTargets** tool. (Note that you will not see the **QuickTargets** feature until you have setup the [QuickTargets Beam Settings](#).)

The main features of the **QuickTargets** tool are shown and described in the picture below.



As shown, you simply add as many steps as you want in the sequence, choose the colors and beams you want for each step, indicate the step duration, and then either **Show it now**, or drag and drop the sequence to a cue for playback later.

## Adding steps to create a sequence

Although the **QuickTargets** tool can be used to trigger a single beam or several beams to output continually (thus requiring only a single Step), typically the **QuickTargets** tool is used to make beam sequences. To create a sequence, you must first add as many steps as you want in the sequence. For example, if you want to have a four-step sequence, simply click on the **+** button until you see four steps.

## Turning on beams at each step

To turn on beam number 1 at step number 1, simply click the mouse in the column number "Beam 1" and in the row to the right of Step 1.

Beam numbers increase in columns to the right. Step numbers increase in row numbers downward.

Beam numbers →

Step numbers ↓

Beams →	1	2	3	4	5	6	7	8
Step 1								
Step 2								
Step 3								
Step 4								

Note that you can make a beam any of the brightest and most popular colors. Simply click on the color you want before clicking on the beam. If you want to turn the beam off, simply click it again.

Also note that you can trigger more than one beam during each step, as shown above.

## Controlling the speed of the sequence

The speed of the sequence is controlled by the **Step duration** control and by the **Beats** and **Time** buttons to the right of the **Step duration** control. Typically beam sequences are performed to the beat of the music and typically with each beam position remaining on only for a single beat. If this is desired, see the picture above (which is also the default configuration). If you want each step to last two beats, you can increase the **Step duration** control to 2.0. If you want each step to last for 4 seconds, increase the **Step duration** control to 4 and click on the **Time** button (indicated by a Clock icon - this indicates time instead of beats).

## Stepping through the sequence manually

You can review the output of each step by simply clicking the left mouse button on the desired Step. For example, if you want to see what the output looks like at Step 3, simply click on the word Step 3.

## Displaying the static or sequenced beams momentarily

To send the output of the QuickTargets tool to the laser, simply click on the Show it now button. If the Play button is pressed in the QuickTargets window, the beam sequence will be output to the laser. If the Stop button is pressed, only the selected step will be output to the laser.

## Saving the QuickTargets to a cue

You can save the QuickTargets beam sequence to a cue for permanent storage or for use later. Simply drag and drop the preview window (or the QuickTargets tab itself) to a cue.

## See Also

- [QuickTools Overview](#)
- [Cue Grid](#)
- [Live Performance Tools](#)

[Return to Index](#)

From:

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

Permanent link:

<https://wiki.pangolin.com/doku.php?id=quickshow:quicktargets>

Last update: **2024/01/11 10:06**

