

# The Pangolin Wiki

The Pangolin Wiki is home for everything support and education related. Here you can find manuals, tutorials, guides, videos, [downloads](#) and more for every pangolin software, hardware, and laser projector. Use the main links on the homepage, or just use the search bar to quickly find what you are looking for. Every page on the Wiki has been configured to make navigation and searching as easy as possible. We are very confident that you'll have no problem finding the information you're looking for. [Learn more about the Pangolin Support, Education, and Development Process by reading this article.](#)

Wiki updates worth mentioning are published [here](#)



## QuickShow

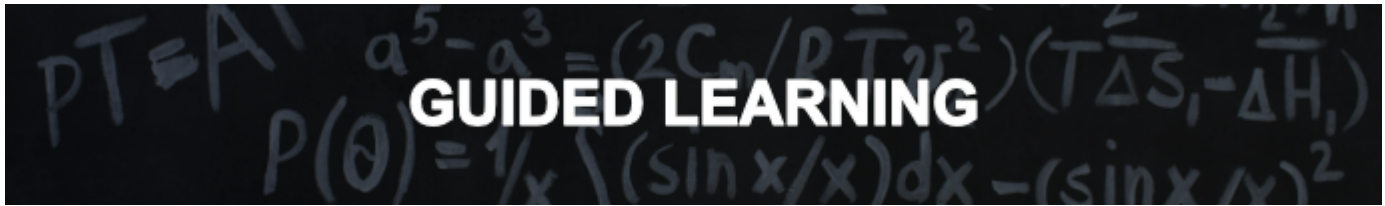
- [Quickstart guide](#)
- [Tutorial videos](#)
  - [Tutorial videos Chinese](#)
  - [Tutorial videos French](#)
  - [Tutorial videos German](#)
- [Product manual](#)
- [Latest features](#)
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## BEYOND

- [Quickstart guide](#)
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## QuickShow

- [Quickshow Beginners Guide](#)

## BEYOND

- [BEYOND Beginner Course](#)
- [BEYOND Advanced Course](#)

## Example files

- [DMX Console Files](#)
- [Midi Maps](#)
- [PangoScript](#)
- [Projector Settings](#)
- [Workspace](#)
- [Timeline](#)
- [Universe](#)
- [Zone Files](#)

## Technical guides

- [How to Align Your Laser Projector](#)
- [Networking for Lasershows, BEYOND, and Entertainment](#)



## BEYOND 3D

- [Quickstart guide](#)

- [Tutorial videos](#)
- [Manual](#)

## LC4D - Lasershow Converter 4D for Maxon Cinema 4D

- [Tutorial videos](#)
- [Manual](#)

## LC Flash - Lasershow Converter Flash

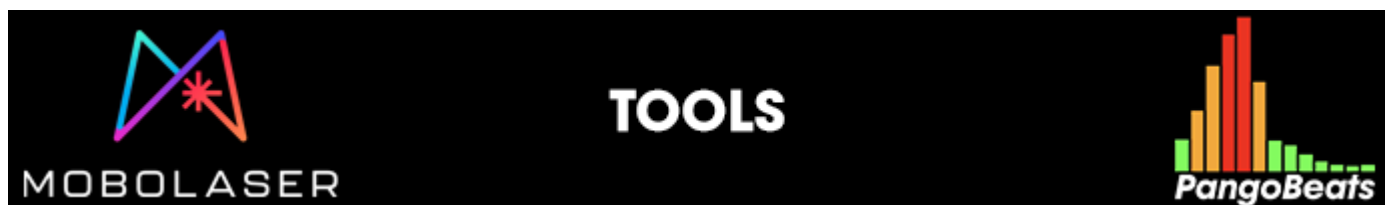
- [Manual](#)

## LC MAX - Lasershow Converter MAX for Autodesk 3DS MAX

- [Tutorial videos](#)
- [Manual](#)

## LC Blender - Lasershow Converter Blender

- [Tutorial videos](#)
- [Manual](#)



## Tools

- [MoboLaser](#)
- [PangoBeats](#)



## KVANT

- [Quickstart guide](#)

- [Tutorial videos](#)
- [Product Manuals](#)

## UNITY LASERS

- [Quickstart guide](#)
- [Tutorial videos](#)
- [Product Manuals](#)



## BeamBrush

- [Product Information](#)
- [BEYOND BeamBrush Manual](#)
- [Tutorial video: How to setup a BeamBrush projector in BEYOND](#)
- [Tutorial video: How to use BeamBrush general features inside of BEYOND](#)
- [Tutorial video: How to use BeamBrush creation tools inside BEYOND](#)



## FB3

- [Quickstart guide](#)
- [Product manuals](#)

## FB4 OEM (Standard, ILDA, DMX, MAX)

- [Quickstart guide](#)
- [Tutorial videos](#)
- [Product manuals](#)

## FB4 External

- [Quickstart guide](#)

- [Tutorial videos](#)
- [Product manuals](#)

## Generic

- [Hardware connection diagrams](#)
- [Firmware Updates](#)



## Safety technology

- [Overview of technologies](#)
- [Overview of safe laser setups](#)
- [The Beam Attenuation Map \(BAM\)](#)
- [Laser Safety Checklist](#)
- [Laser Safety Overview](#)

## SafetyScan™ Lens

- [Tutorial videos](#)
- [Product manual](#)

## PASS™

- [Tutorial videos](#)
- [Product manual](#)



## Pangolin Teams Suggested Gear

<https://www.amazon.com/shop/pangolinlasersystems>

## Beam Analyzer C100

- [Product manual](#)

## Discoscan

- [Quickstart guide](#)
- [Tutorial videos](#)
- [Product manual](#)

## TC4000

- [Tutorial videos](#)
- [Product manual](#)



## Pangolin Cloud

- [Overview](#)
- [Quickstart guide](#)
- [Tutorial videos](#)
- [How to upload content to the Pangolin Cloud](#)

## Available content

- [Beam Show](#)
- [Graphic Show](#)
- [Mixed Show](#) (Graphics and Beam shows combined)

The Youtube channels above contain videos of laser shows that can be found in the Pangolin Cloud.

**The video titles contain a number. Search for this number in the Pangolin Cloud, to find the exact show that is being showed on the video.**

For example when the show is named "Revelation / #**1498** / Laser graphic show", then search for "**1498**" to locate the show.

## Wiki Edits and Notes

Please report any wiki inaccuracies or additions you think should be added to support@pangolin.com with "Wiki Change" in the title. Please include a brief description and any context, photos, or text that you have.

Users may become eligible to be wiki contributors by regularly reporting inaccuracies and providing correct text, photos, and details in support tickets. If you are approved, you will be given an account and will be able to directly edit the wiki. Selection of these contributors will be at the discretion of Pangolin.

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