

# Advanced topics

- BeamBrush™
- Configuration Dialog Box
- Content Routing
- Channels
- Check Zones Panel
- Controlling multiple lasers
- Custom wave form
- Cue export
- Distributed Scanning
- Destination in Cue
- Files and File Extensions
- Gamepad
- How to use Emulaser in BEYOND
- Kinect
- Keyboard Equivalents
- Laser and Emulaser control hardware
- Multi Effect
- Multimedia Mixdown
- Pointing to a cue location
- RealTime Audio
- Scanner Simultion and Photo Effects
- Software development kit
- Security Guide
- SMS to Laser
- Timecode
- Vectors and Points
- Webcam Interface
- How to bypass the computer specifications warning

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