

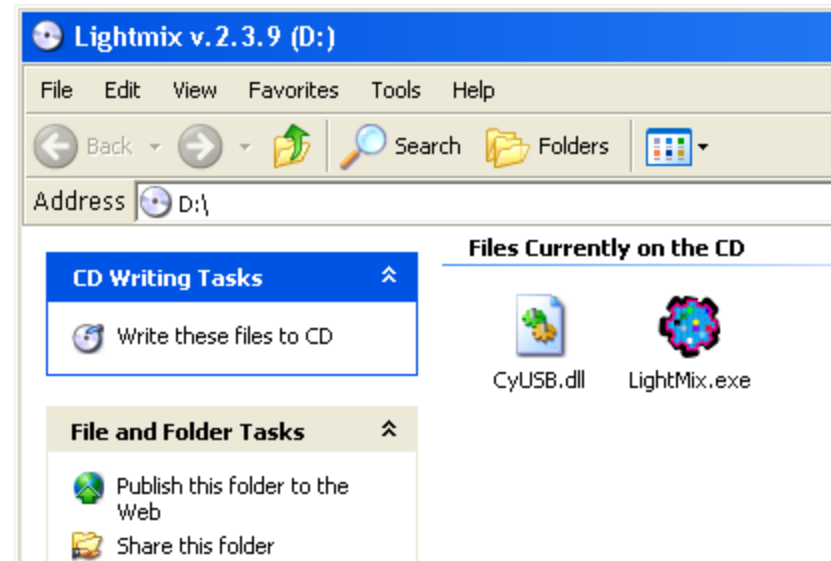
The background features a large, abstract graphic on the left side. It consists of a solid blue shape that tapers to a point on the right. Overlaid on this blue shape are several white, curved lines that sweep across the frame from the top left towards the bottom right, creating a sense of motion and depth.

# **LightMix Tutorial**

**v2.3.9**

# Using LightMix for the first time

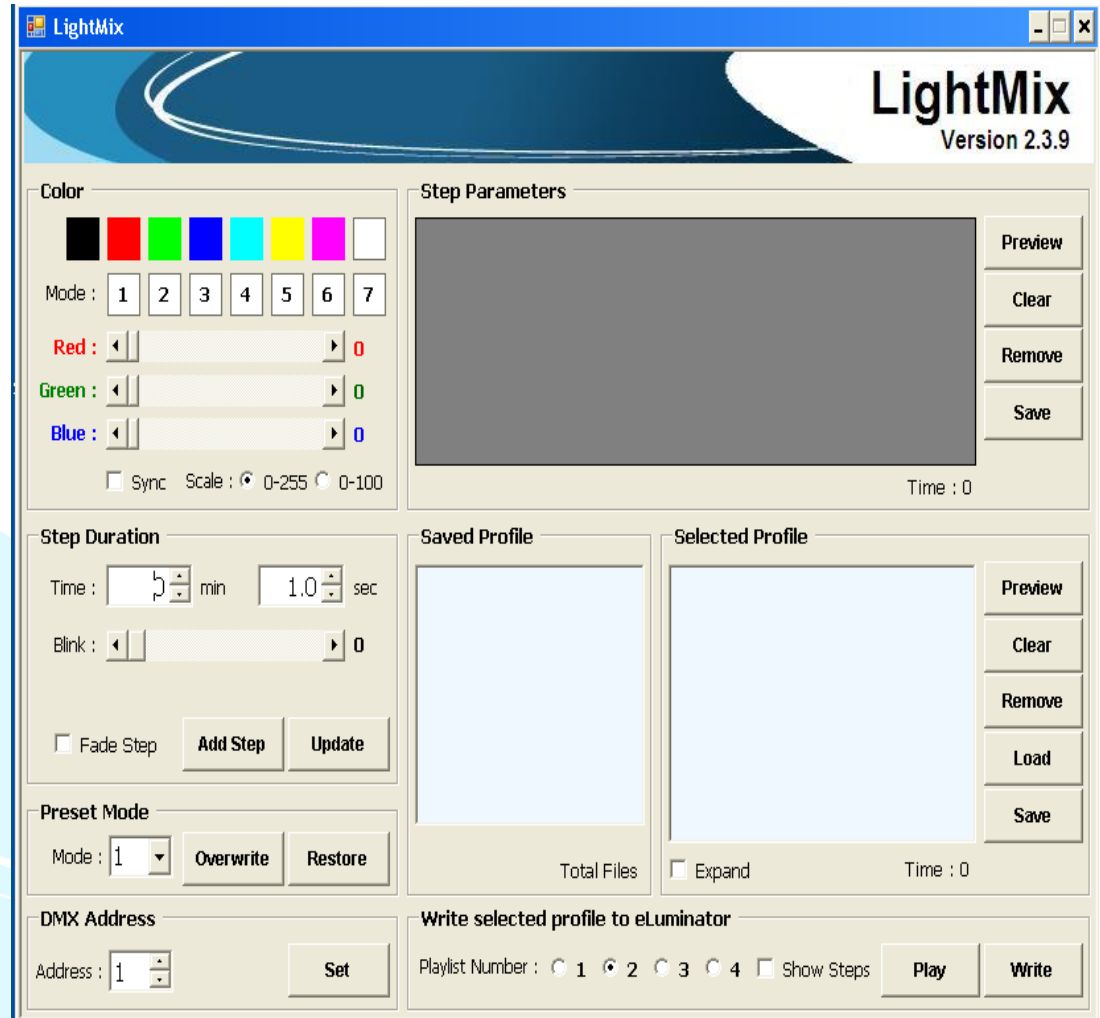
1. Insert the CD into your CD Drive
2. Save both files to a location on your PC and open the LightMix.exe program from your computer rather than the CD
3. Any saved Profiles will save to the same location where the software resides. If you run the software directly from your CD ROM drive, you will not be able to save any custom scenes.



# Easy to Use Graphical User Interface

LightMix allows users to create and combine scenes into the Playlist editor to create truly customized looks.

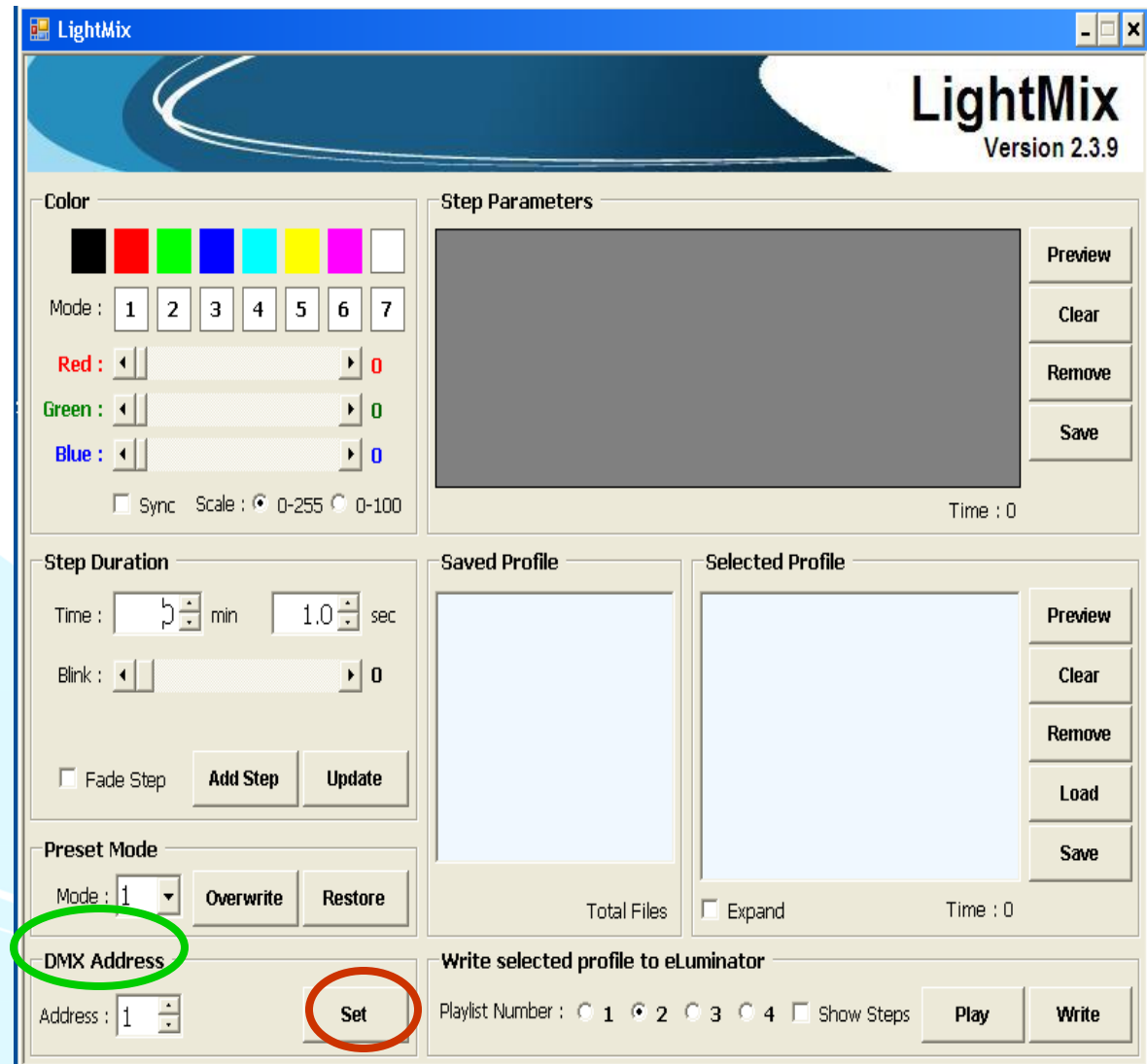
There are 4 different playlists available. Playlist 1 is factory pre-programmed with a rainbow sequence for your convenience.



# DMX Base Addressing

For users looking to synchronize a large amount of e-Luminators, we recommend using a DMX controller. LightMix allows you to conveniently set the base address for the 3 channels used in RGB dimming.

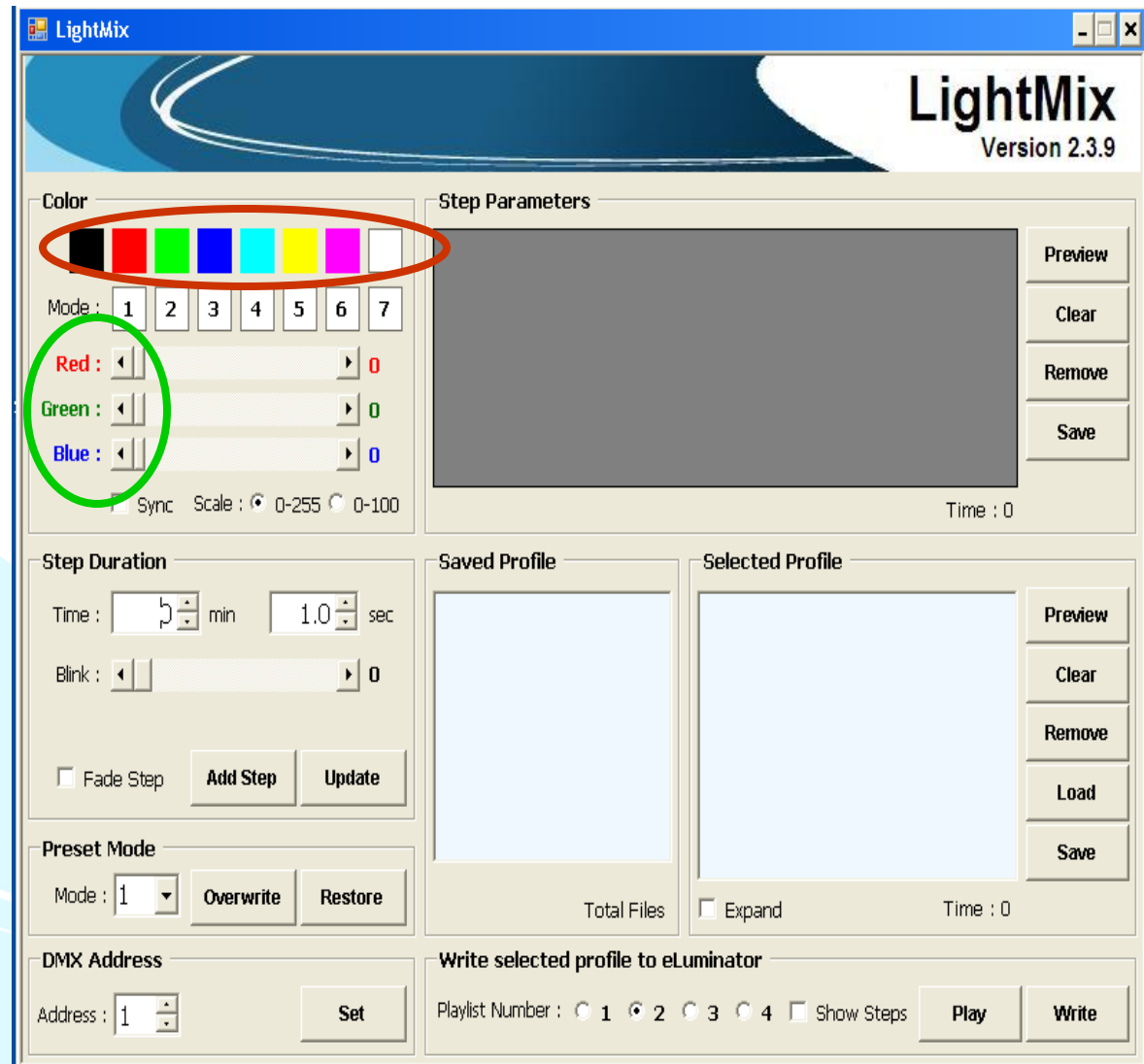
1. Plug the e-Luminator into a 12V power source and connect it to the computer with the supplied USB cable
2. Open the LightMix application from your computer and type in the preferred **DMX Address** for the fixture
3. Click **Set**



# Creating a show

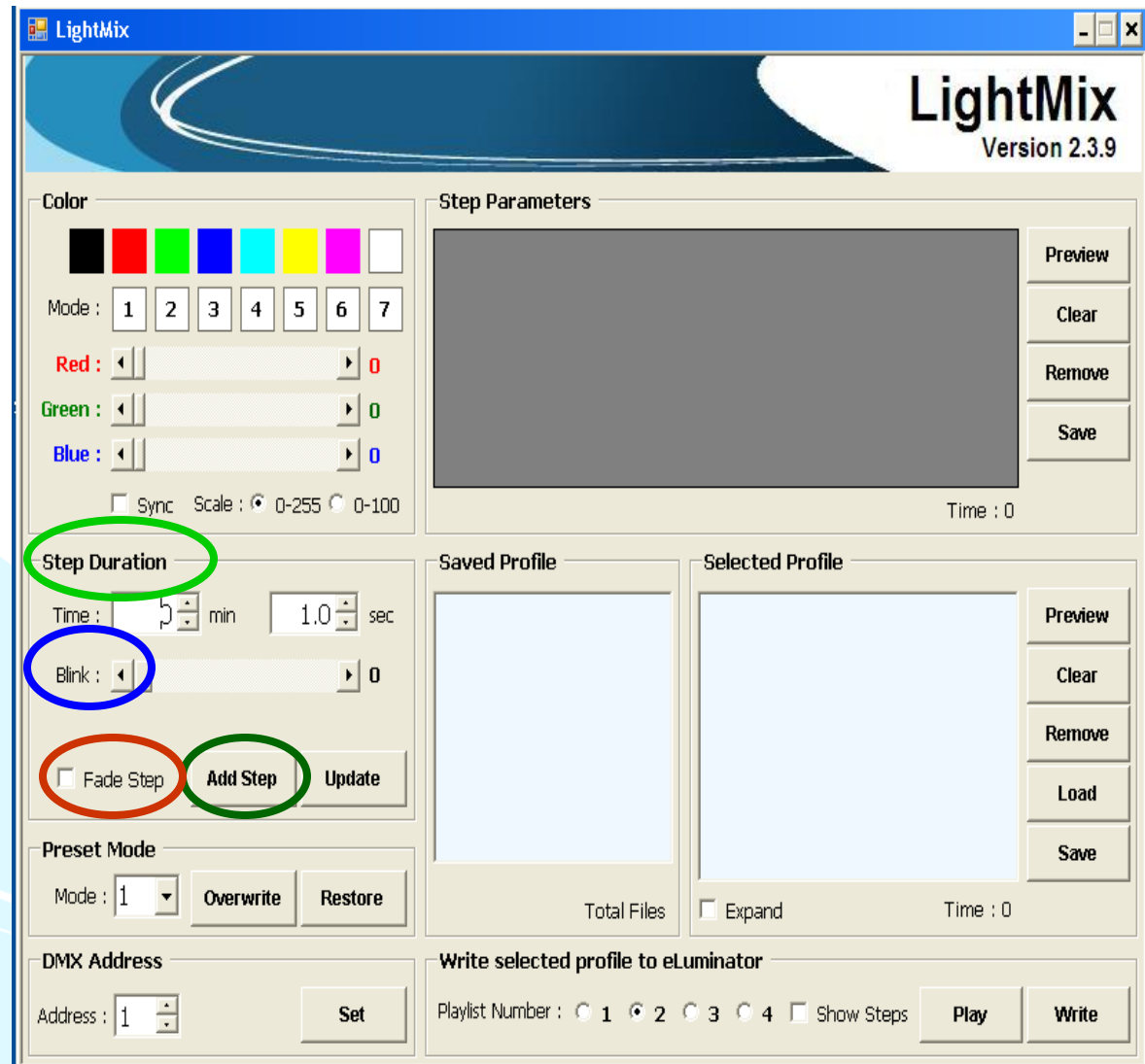
This part of the tutorial will take you through all the steps to create your own light effects. Be sure to power your e-Luminator and connect it to an available USB port before starting the application.

- 1) Set the starting color of the show by adjusting the **three scroll bars** at the upper left of the screen
- 2) You can also select your choice from the color palette by clicking any of the **squares above the scroll bars**



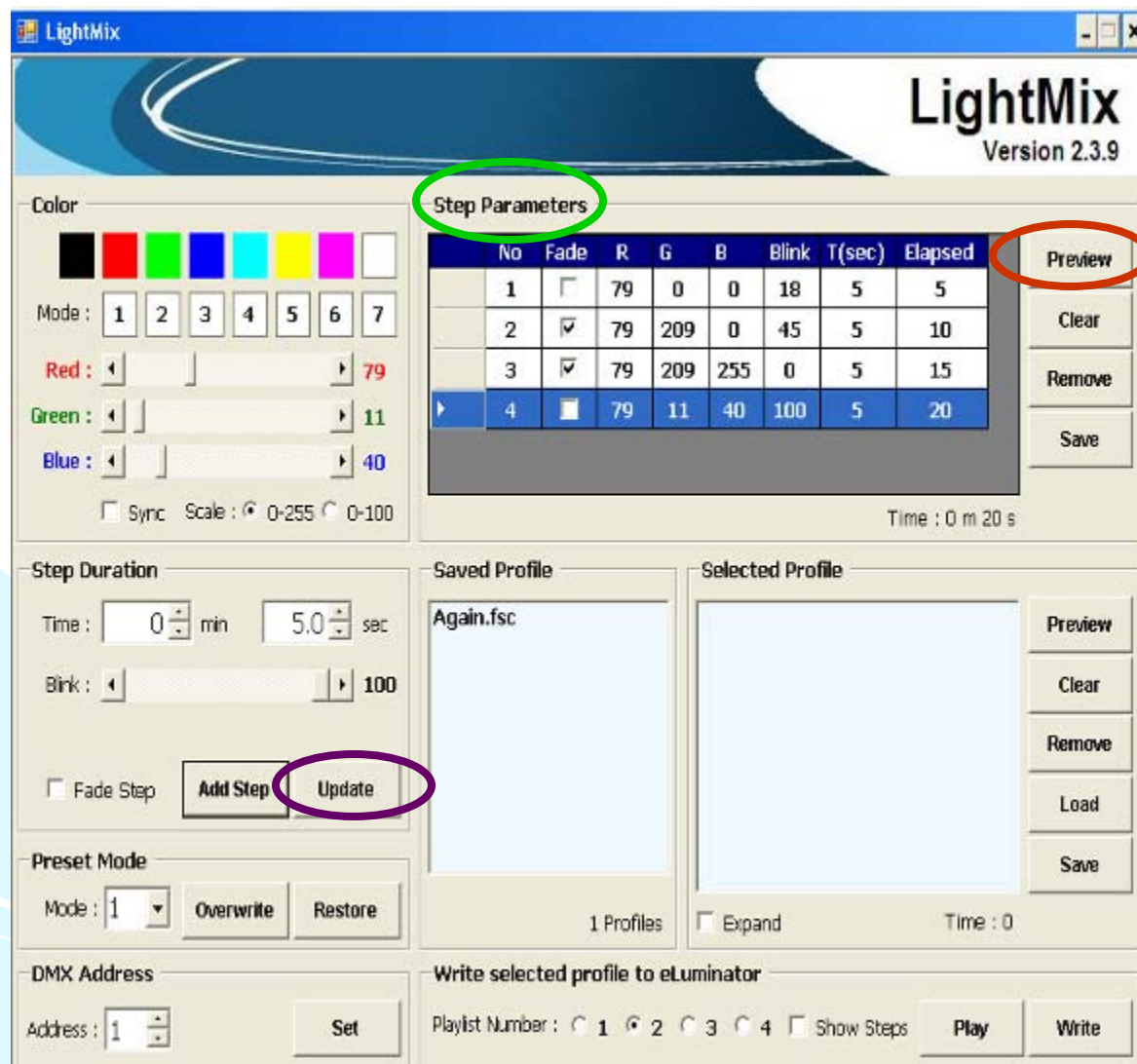
# Creating a show (cont'd.)

- 3) Under **Step Duration**, set the play time of this first color
- 4) Under **Blink**, set the Blink mode (1-100 blinks per second)
- 5) If a smooth transition to the next color is desired, check the **Fade Step** box to trigger a smooth transition to the next color
- 4) Hit the **Add Step** button to add this effect as a Step Parameter
- 5) Repeat steps 3 through 5 until desired show is completed.  
Max time is 24 hours



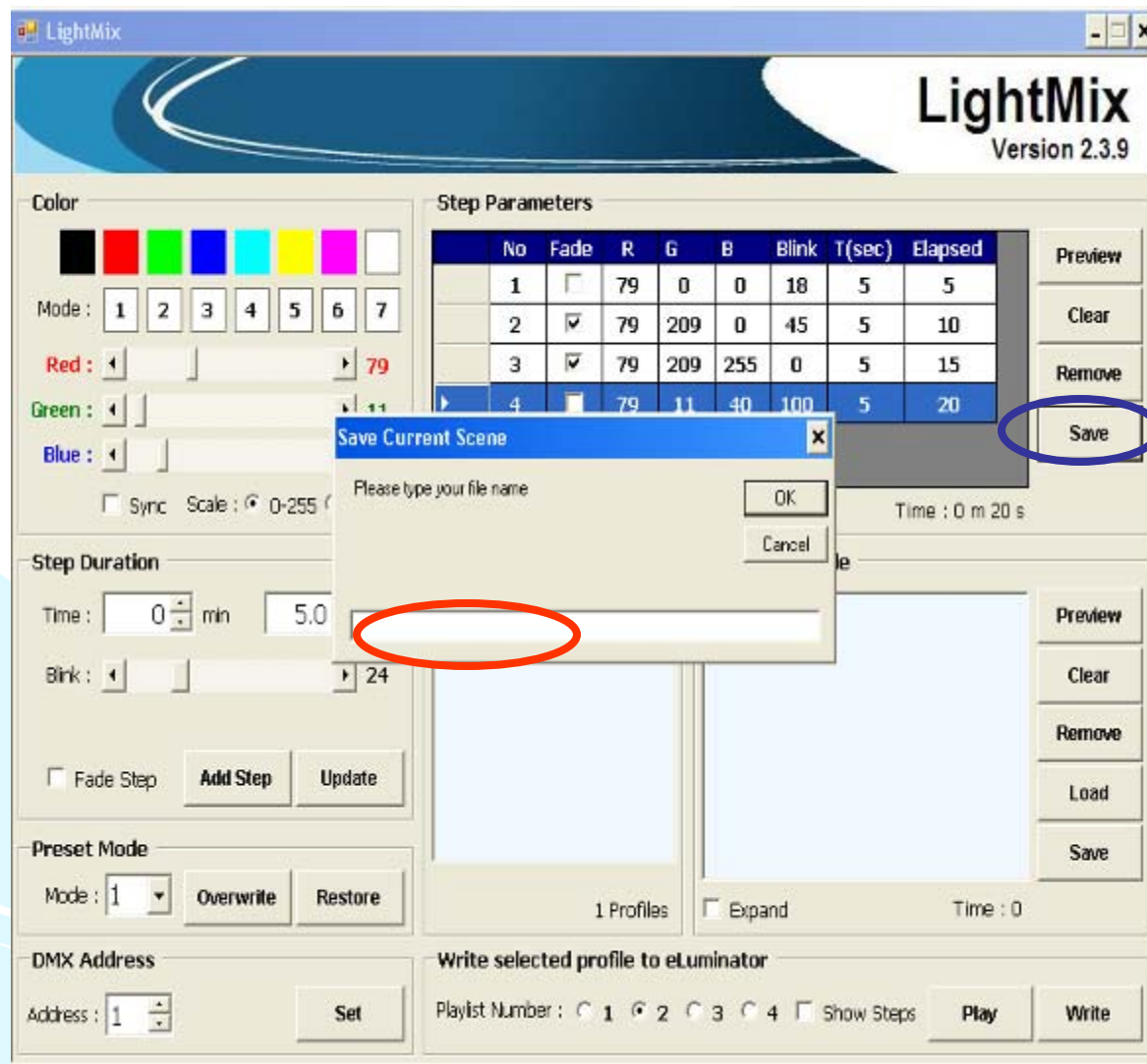
# Creating a show (cont'd.)

- 9) All steps will appear in the **Step Parameters** box
- 10) Click on the **Preview** button to to see the effects
- 11) You can add/remove or edit steps from the Step Parameter before saving the scene. Hit the **Update** button to confirm changes.



# Creating a show (cont'd.)

- 11) When you are satisfied with the effects, click **Save** and **name** the scene. It will then appear in the saved scenes box and save to your computer in .fsc format



# Creating a show (cont'd.)

- 11) Once you have saved all the scenes you wish to write to the e-Luminator, simply **drag** them into the Selected Profiles Box

The screenshot displays the LightMix software interface, Version 2.3.9. The interface is divided into several sections:

- Color:** A color palette with seven color swatches (black, red, green, blue, cyan, yellow, magenta) and a white swatch. Below the palette are seven numbered buttons (1-7) for Mode. Color sliders for Red (79), Green (11), and Blue (40) are visible. A 'Sync' checkbox and 'Scale' options (0-255, 0-100) are at the bottom.
- Step Parameters:** A table with columns: No, Fade, R, G, B, Blink, T(sec), Elapsed. The table contains four rows of data. Row 4 is selected. To the right are buttons for Preview, Clear, Remove, and Save. A 'Time : 0 m 20 s' indicator is at the bottom right.
- Step Duration:** Time input fields for minutes (0) and seconds (5.0). A Blink slider is set to 24. A 'Fade Step' checkbox and 'Add Step' and 'Update' buttons are present.
- Preset Mode:** A Mode dropdown menu set to 1, with 'Overwrite' and 'Restore' buttons.
- DMX Address:** An Address input field set to 1 and a 'Set' button.
- Saved Profile:** A list box containing 'Again.fsc' and 'Test.fsc'. A red arrow points from 'Test.fsc' to the Selected Profile box.
- Selected Profile:** A list box containing 'Test.fsc'. To the right are buttons for Preview, Clear, Remove, Load, and Save. A 'Time : 0 m 20 s' indicator is at the bottom right.
- Write selected profile to eLuminator:** A section with 'Playlist Number' radio buttons (1, 2, 3, 4), a 'Show Steps' checkbox, and 'Play' and 'Write' buttons.

# Creating a show (cont'd.)

14) When the playlist editor has all of the scenes that you wish to write, select a slot from the **Playlist Numbers** (2-4) .

1 has a factory pre-written rainbow sequence; that can be overwritten if desired.

15) Click the **Write** button and wait for the download to the e-Luminator to complete

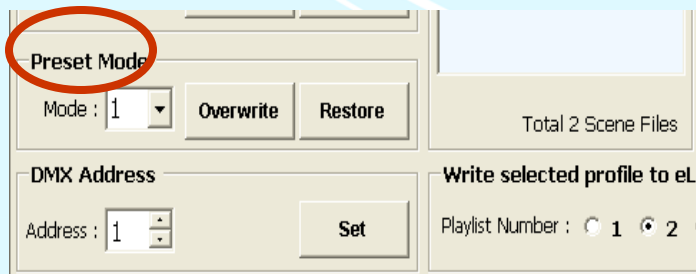
The screenshot shows the LightMix software interface, Version 2.3.9. The main window is titled "LightMix" and contains several panels:

- Color**: A color palette with seven slots (black, red, green, blue, cyan, yellow, magenta) and a white slot. Below are sliders for Red (79), Green (11), and Blue (40). A "Sync" checkbox and "Scale" options (0-255, 0-100) are also present.
- Step Parameters**: A table with columns: No, Fade, R, G, B, Blink, T(sec), Elapsed. The table contains four rows of data. Row 4 is selected. To the right are buttons: Preview, Clear, Remove, Save.
- Step Duration**: Sliders for Time (0 min, 5.0 sec) and Blink (24). A "Fade Step" checkbox and "Add Step" and "Update" buttons are also present.
- Preset Mode**: A "Mode" dropdown set to 1, and "Overwrite" and "Restore" buttons.
- DMX Address**: A slider set to 1 and a "Set" button.
- Saved Profile**: A list box containing "Again.fsc" and "Test.fsc". Below it is "Total 2 Scene Files".
- Selected Profile**: A list box containing "Test.fsc". To the right are buttons: Preview, Clear, Remove, Load, Save.
- Write selected profile to eLuminator**: A section with "Playlist Number" radio buttons (1, 2, 3, 4), a "Show Steps" checkbox, and "Play" and "Write" buttons. The "Write" button is circled in red.

No	Fade	R	G	B	Blink	T(sec)	Elapsed
1	<input type="checkbox"/>	79	0	0	18	5	5
2	<input checked="" type="checkbox"/>	79	209	0	45	5	10
3	<input checked="" type="checkbox"/>	79	209	255	0	5	15
4	<input type="checkbox"/>	79	11	40	100	5	20

# Preprogrammed Settings

- For your convenience the e-Luminator comes preprogrammed with certain base colors and one sequence. Channels 10-12 are empty.
- You can overwrite and restore the factory settings under the **Preset Mode**



Mode	RGB Setting (color)	Tunable White (CCT)
1	Red	2700
2	Green	3000
3	Blue	3500
4	Yellow	4000
5	Cyan	4500
6	Magenta	5000
7	White	5500
8	Rainbow*	6000
9	Empty	6500
10	Empty	7000
11	Empty	7500
12	OFF	OFF

*\*Rainbow mode can be overwritten*

Updated: May. 2009

# SHOW TIME!!!

You can now disconnect your e-Luminator from the computer and access the custom modes via the push button. Custom modes are slots 10-12 on the memory, so hit the push button 9 times to get to the first custom mode.

All e-Luminators are equipped with a Power Return to State feature that will allow all units to remain in a fixed mode when power is terminated from the fixture. This allows users to run multiple fixtures in parallel for synchronization without a DMX controller.

