

DMX Stage3 Lighting Software

Manual (En)

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10. Example

10.1 Record DMX Input Signal

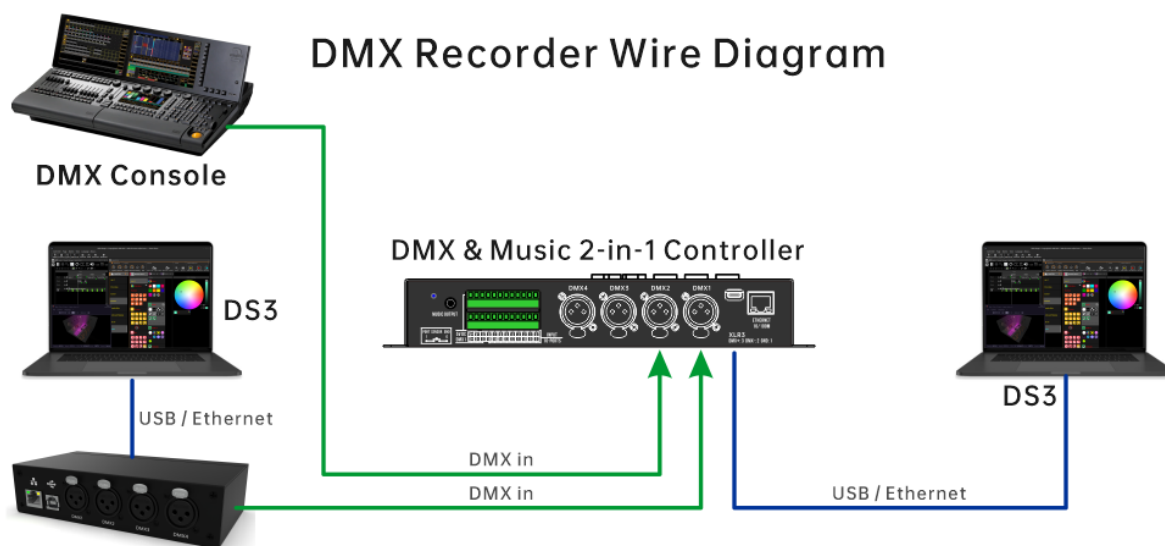
If you have used the console or other software to create the program, you can also use DS3 software to record the program of the console for Stand Alone use, UDP central control, APP control, timing control, dry contact triggering and other control methods. With the recording program, you can also record the light show written by multiple people together, thereby speeding up programming.

1. The Basics

- **Input Port:** The **Music & DMX 2-in-1 Controller** has 4 DMX input/output interfaces, all 4 interfaces can be set as inputs, recording 2048 channels;
- **Mixed Program:** DS3 software, programmed like a console, in addition to the program that must be programmed with the console, it is recommended to use DS3 software to edit the basic scenes, only programmed and recorded from the console;
- **Console Preparation:** In addition to the programs that need to be recorded, it is recommended to do a black-time program for controlling the software to automatically record

2. Connect to DMX Console

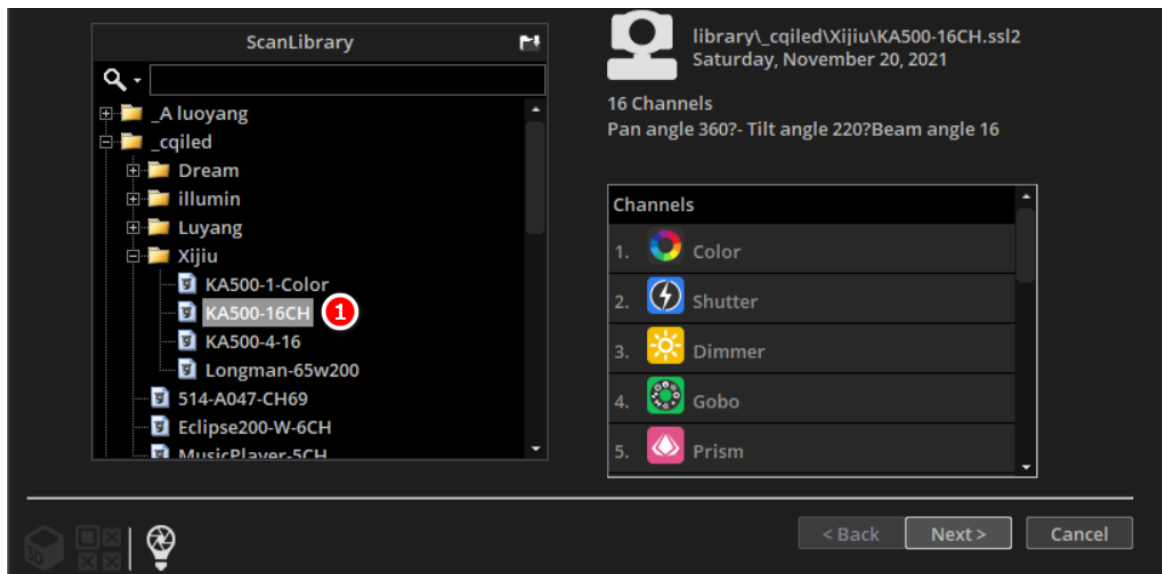
Before starting recording, you need to connect the DMX output of other devices to the DMX interface of the **Music & DMX 2-in-1 Controller**, pay attention to the port order and wiring order.



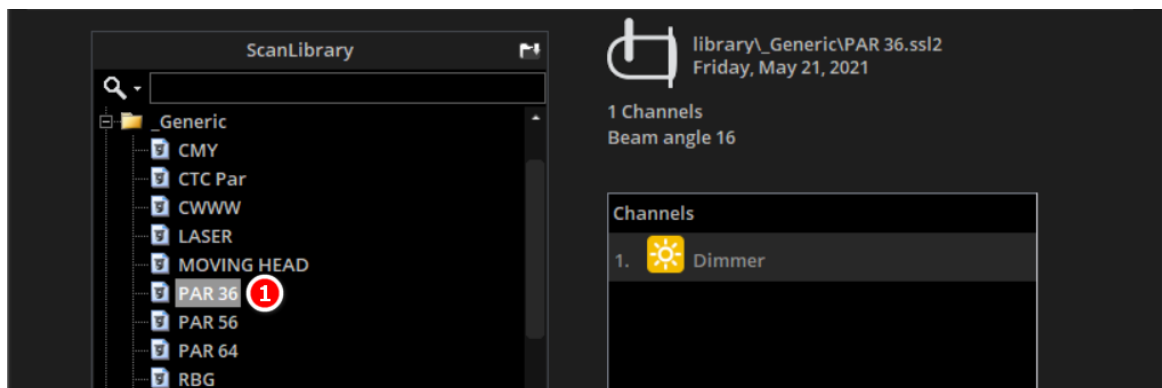
3. Add Fixtures

Open the DS3 software, create a new project file, and patch the corresponding fixtures according to the project. For the channel sheet of the fixtures:

- If you want to modify some of the effects through the DS3 software after the recording is complete, you need to use the DMX channel sheet, create a fixture library, and match all the devices in the project (including DMX music players, etc.);

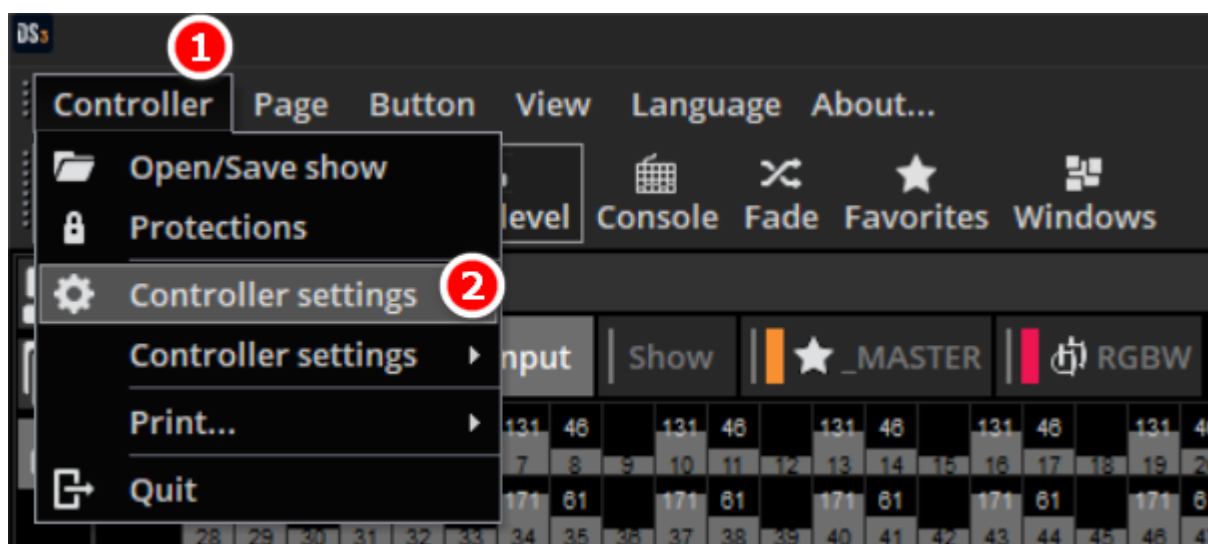


- If any scene is recorded, it can be equipped with PAR36 or single-channel fixtures; (_Generic \ Par36);

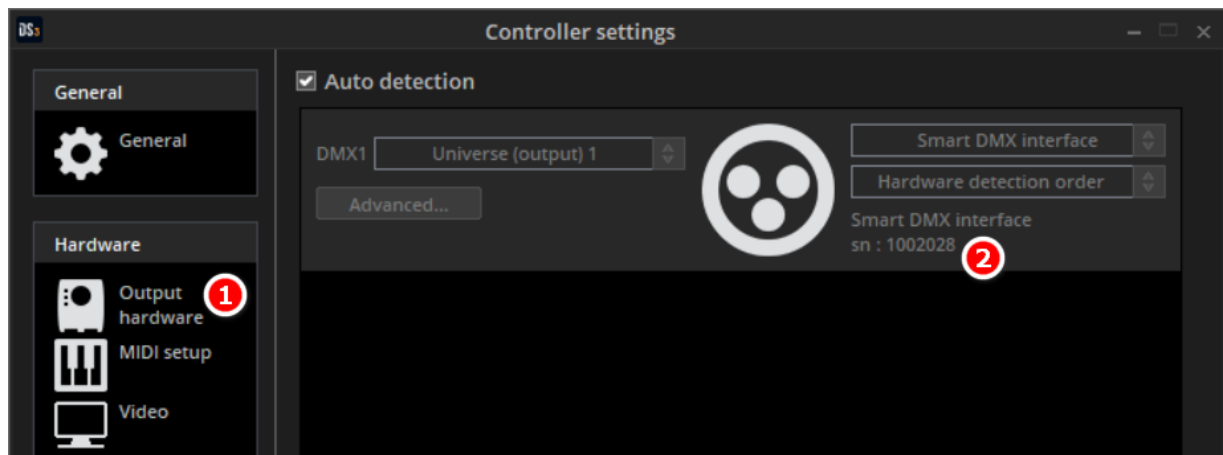


4. Set the DMX Input

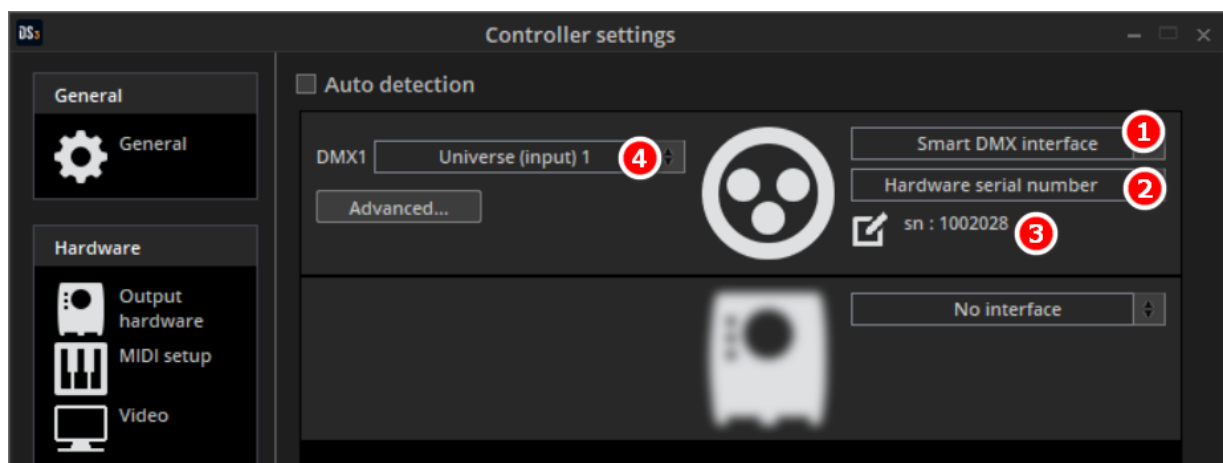
Open the controller settings from the main menu "Controller > Controller Settings".



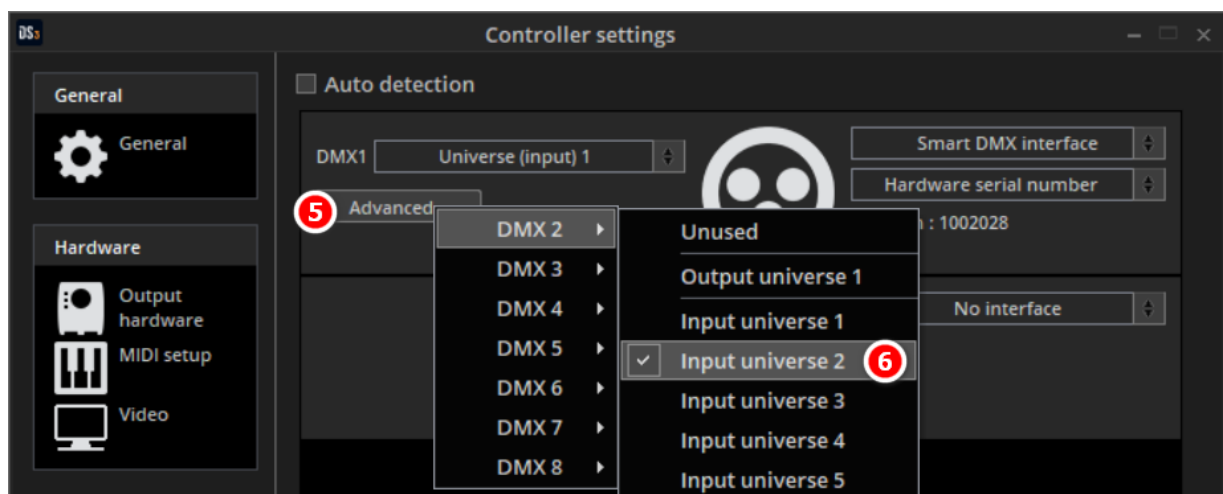
In the settings window, select "Output hardware", at this time, record the "SN (Serial Number)" in the window.



Unselect the Auto detection option and select from the list of controls below:

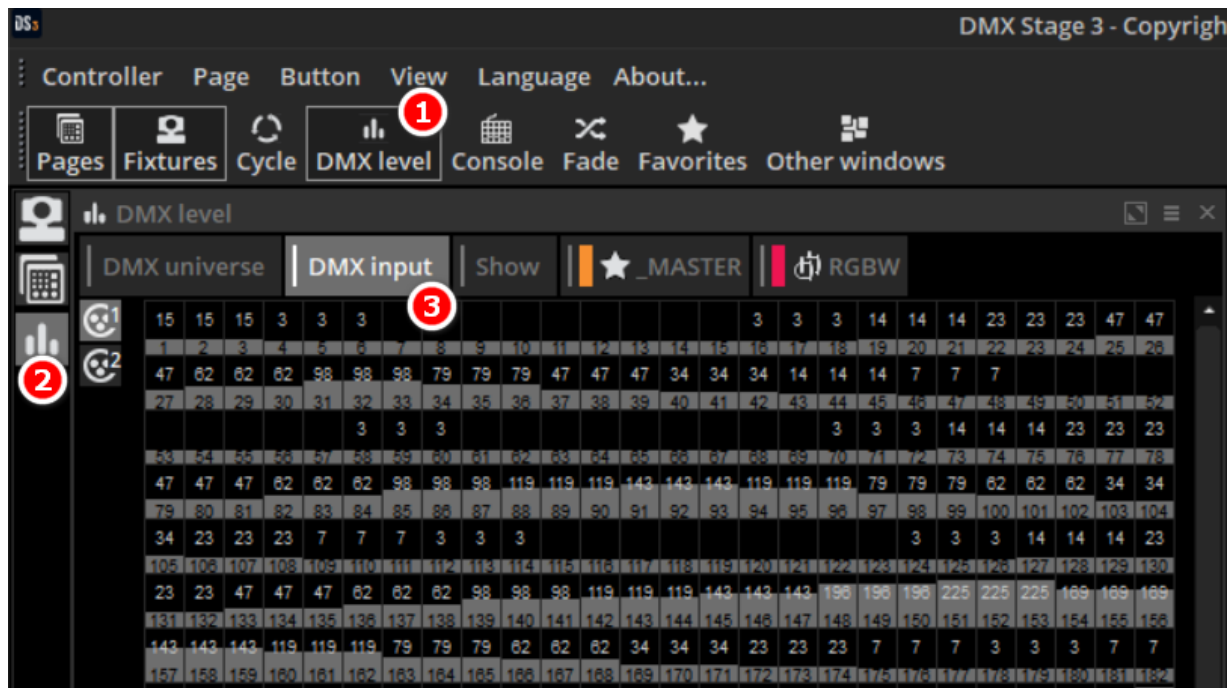


1. Select the Smart DMX interface
2. Select the Hardware serial number
3. Enter the serial number (each controller has a corresponding serial number, you need to enter the corresponding serial number)
4. Click the drop-down box and change DMX1 to Universe (input) 1, it will input the DMX signal to DMX Universe 1



5. If you need to record lighting programs for multiple universe, select "Advanced..." and set DMX2 to Input universe 2.
6. After the setting is complete, click "OK" to confirm the setting.

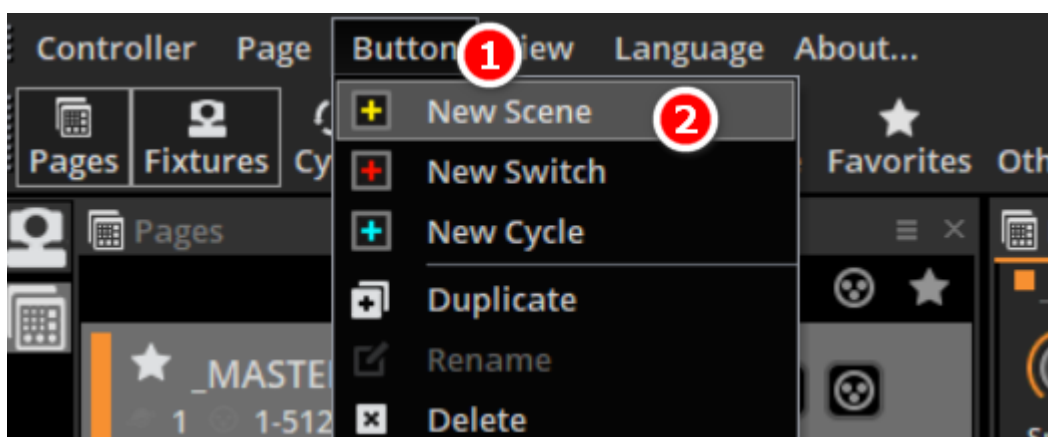
5. Confirm the DMX Input



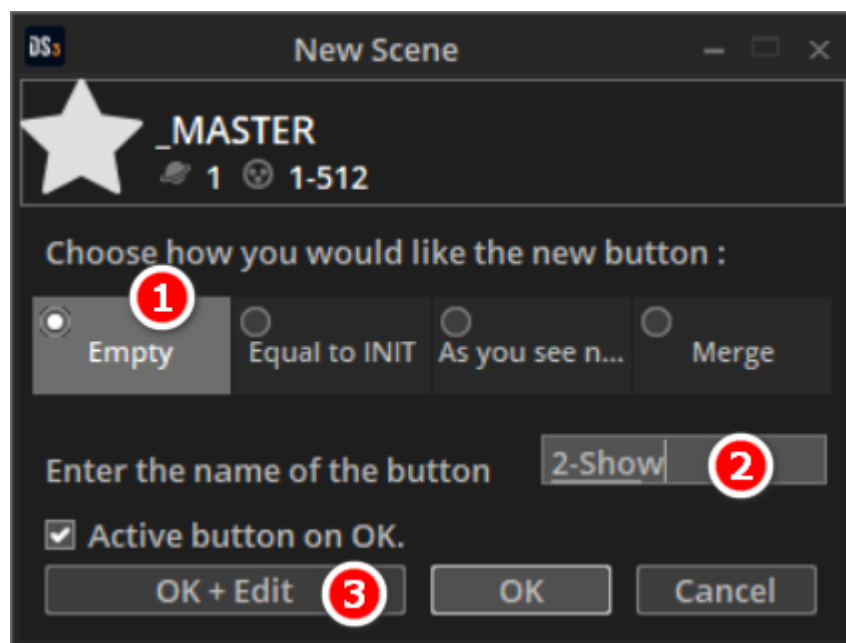
1. Find the "DMX level" button from the toolbar, which will display the input and output signals in the display software
2. If there is no window showing the image above, you can switch from the sidebar
3. Switch to the "DMX input" window, the window will display the DMX data received by the software, the channel's value, will change in real time.

6. Create a new scene

Add a new scene from the main menu "Button > New Scene".

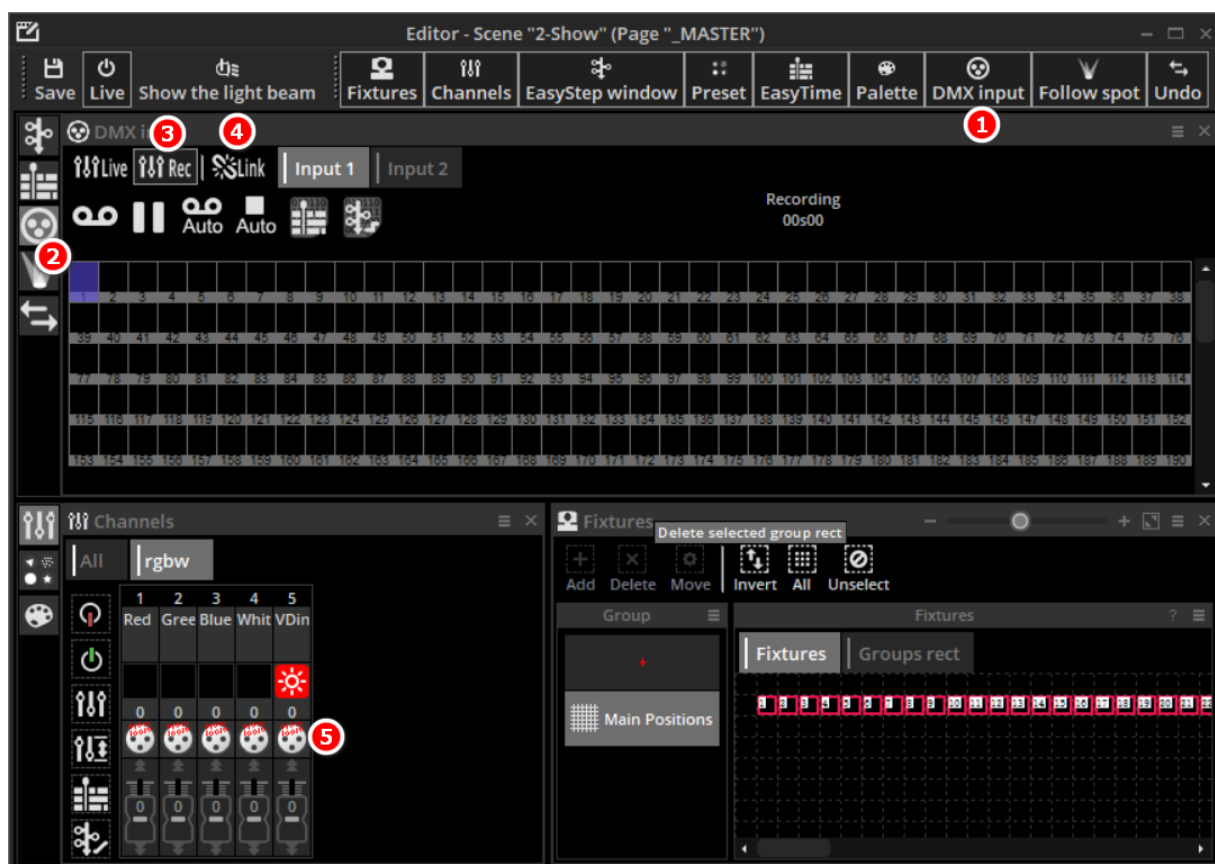


In the window of the new scene, select "Empty", enter the scene name, and click "OK + Edit" to enter the editing interface.



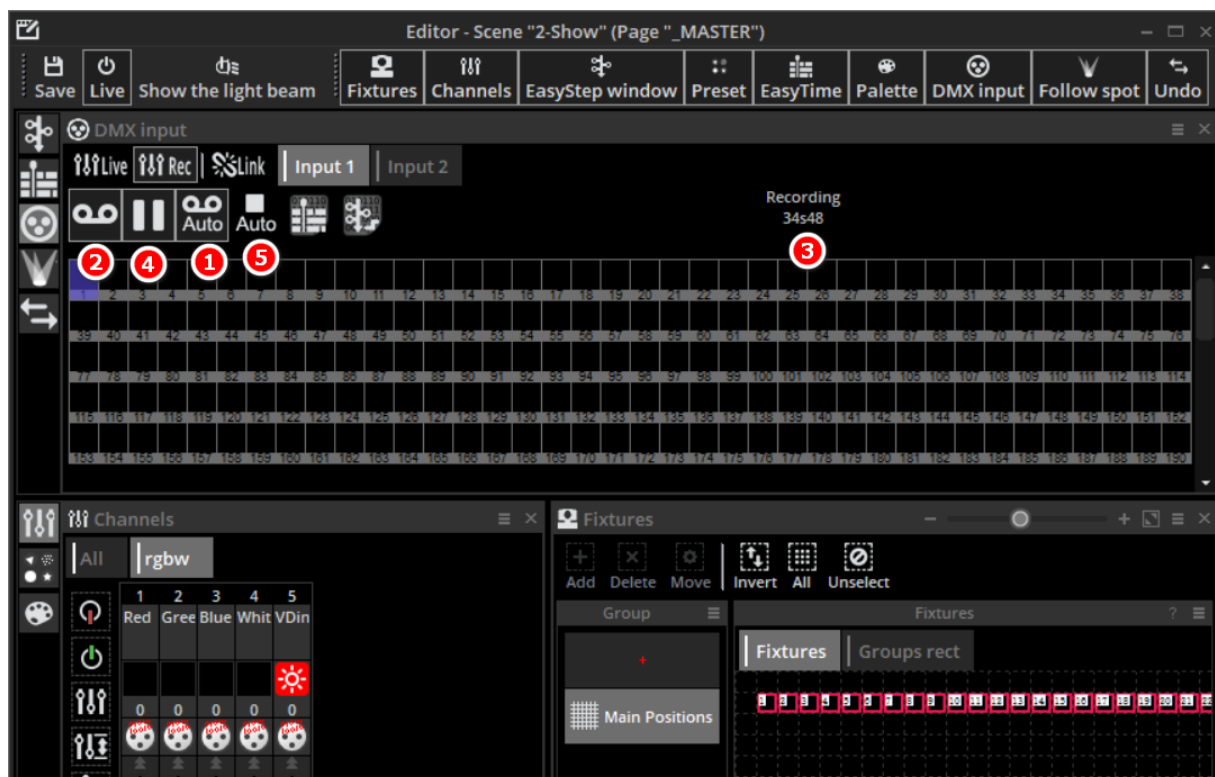
7. Record the scene

- Sets the recording status



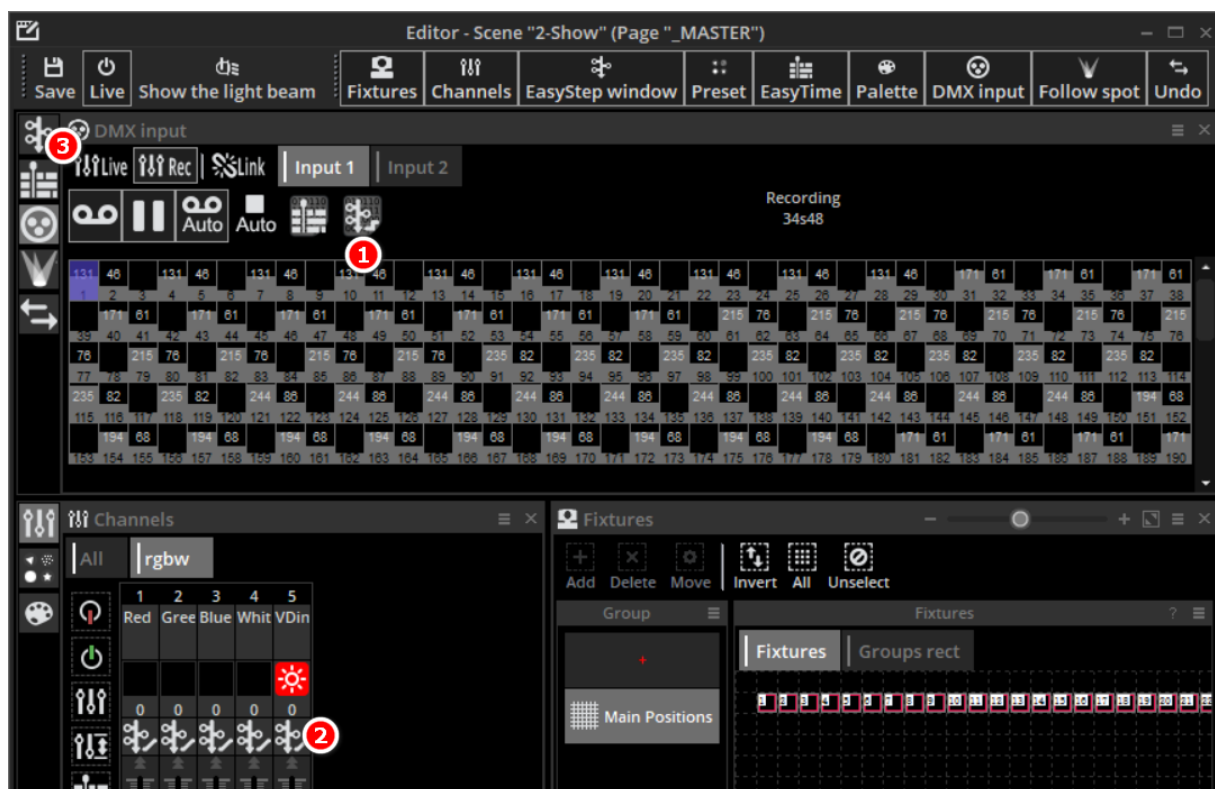
1. Select "DMX input" on the toolbar.
2. If the interface in the above image does not appear, you can select "DMX input" from the left toolbar.
3. In the "DMX input" window, select the "Rec" tool
4. Click "Link" to set all channels to the recording state
5. When the setting is complete, a red number will appear above the channel fader to indicate that it is ready for recording

• Record Scene

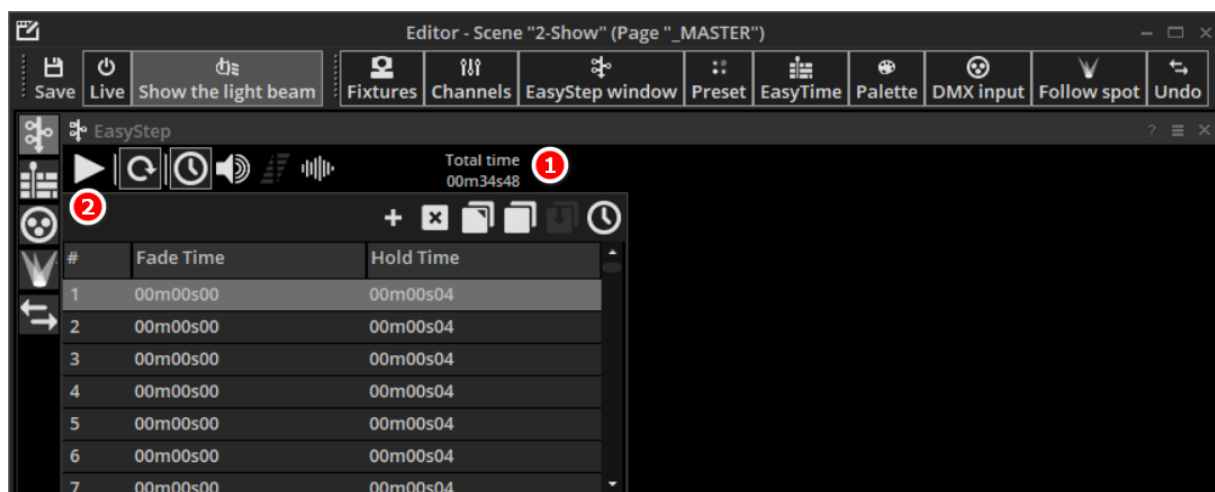


1. Check "Auto Start (When the DMX inputs change)"
2. Before recording starts, the DMX console is in black mode. Click "Record" to enter the recording state. At this time, switch from the console to light show mode and play the light show. The DS3 software detects a change in the DMX signal and automatically starts recording.
3. While recording, the DS3 software will display the time that has been recorded.
4. When the recording is complete, click "Pause" to stop recording.
5. Stop recording, or click "Auto Stop (When the current step = first step)", which means that the current step is equal to the first step. If there is exactly the same data during the light show, it does not apply.

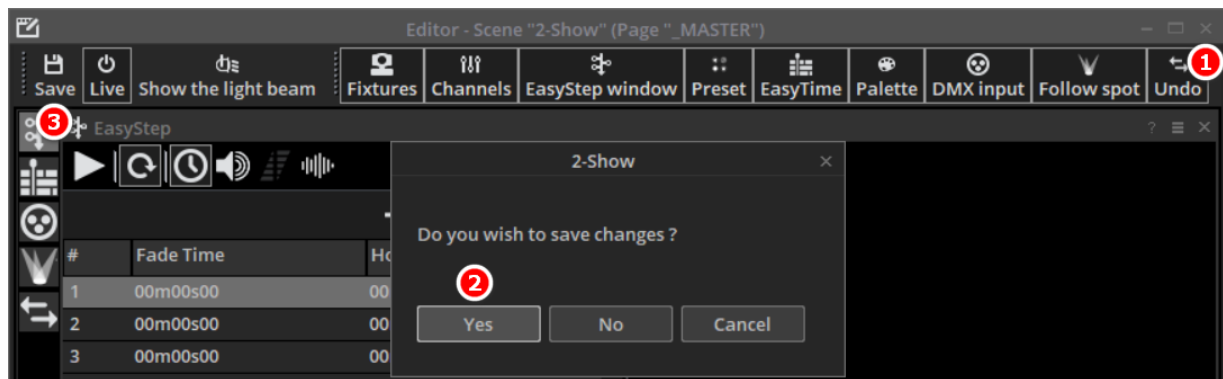
• Convert to EasyStep



1. After recording, click on the toolbar "Convert data to easystep" to convert the recorded program into a multi-step program, so that we can also modify individual steps.
2. After the conversion is complete, the icon above the fader will turn to "Easystep fade"
3. We can switch to the EasyStep window to see the effects that have been converted, and we can preview, modify, and delete the lighting steps. In the EasyStep window, the total time is also displayed, which is used to compare the total time of the music light show.



- Close & Save



1. When we are done editing, we can click Close Window.
2. In the pop-up dialog box, select Yes to save the program.
3. When recording a light show, there are more steps, the storage time is longer, you can click to close and click Yes to save. Of course, you can also select "Save" from the toolbar to save.

8. Download to the controller

Above, we completed the recording of the light show. Under the "Windows" toolbar of the main interface, select "Stand Alone Editor" to generate a stand alone scene, and set parameters such as loop mode and trigger mode, and download it stand alone and save it to the [Music & DMX 2-in-1 Controller](#).