

# SMARTSOFT User Manual

Version 3.0.1

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# Introduction

Congratulations on your download of the SmartSoft lighting software. SmartSoft provides a graphical user interface to all consoles in the SmartFade family, and an offline editing tool. This chapter contains the following sections:



Congratulations on your download of the SmartSoft software. This manual will hopefully get you up and running in no time. The functionality of SmartFade consoles is described in the manuals of these consoles. This manual covers the functionality of this software in general.

These are the manual conventions.

#### Instructions

Instructions are written next to an image of the software display. There are numbers in frames or arrows indicating areas, and a list of available functions in that area.



- 1. Area for pages
- 2. Indicator for a MEM in this page
- 3. Indicator for a Sequence in this page
- 4. Indicator for text formatting in this page

#### **Text Conventions**

- Buttons in the SmartFade family of consoles when described in text are indicated with bold capital letters followed by the word button. Like STACK button.
- References to other parts of the manual are indicated in *italics*. When viewing this
  manual electronically, click on the reference to jump to that section of the manual.



<u>Note:</u> Notes are helpful hints and information that is supplemental to the main text.

**<u>CAUTION:</u>** A Caution statement indicates situations where there may be undefined or unwanted consequences of an action, possible data loss or equipment problems.

Please E-mail comments about this manual to: TechComm@etcconnect.com

If you are having difficulties, your most convenient resources are the references given in this user manual. To search more widely, try the ETC Web site at <u>www.etcconnect.com</u>. You can ask other users for advice on the ETC forums at <u>www.etcconnect.com/community</u>.

If none of these resources is sufficient, contact **ETC Technical Services** directly at one of the offices identified below. Emergency service is available from all ETC offices outside of normal business hours.

When calling for help, please have the following information handy:

- Console model and serial number (located on back panel)
- Dimmer manufacturer and installation type
- Other components in your system (Unison<sup>®</sup>, other consoles, etc.)

#### Americas

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#### Install SmartSoft

SmartSoft is compatible with PCs running the Windows 7, Windows XP or Windows Vista operating systems. SmartSoft is also available for Mac OS X systems 10.4 and later.

- Download the software from www.etcconnect.com
- Install in your computer

#### <u>Windows 7</u>

The security system in Windows 7 will not allow you to install SmartSoft directly from a USB memory stick. You will get a warning.

#### Workaround

- Copy Installer to the computers hard disk and run installer off the computer.
- Temporarily turn off User Account controls on your windows machine.

#### Connect SmartSoft to a Console

You can connect any SmartFade or SmartFadeML console to a computer running SmartSoft using a USB connection. This allows you to edit, view, load and save shows using the SmartSoft interface, giving you the enhanced possibilities of entering text labels to memories, channels and cues.

- Make sure you install the PC drivers in the computer (see below)
- Ensure your console is running the latest software version (see below)

#### Install PC drivers

A SmartSoft installation has a revised driver file for the PC (not required for Mac OS). without this the console will report as 'Unrecognized USB device'. Once the software is installed, and the console(s) have been upgraded you must update the driver as follows:

1. Start > Settings > Control panel > System > Hardware > Device manager - A list will display of the PCs hardware, this should include a yellow question mark 'other devices'

2. Press on the + sign next to this to open the sub list which says 'USB High-Speed-Pipe'

3. Right-click on 'USB High-Speed-Pipe' and select 'Update Driver'.

4. The Wizard opens to search for the driver on the Internet, select 'No, not this time' > Next - Select 'Install from a list or specific location (Advanced)' > Next

5. Browse to 'C:\Program Files\ETC\SmartSoft\Drivers > Next

- If asked, select 'Continue anyway'

Now the console should connect to SmartSoft.

#### Updating the console

A compatible version of console software is included with the SmartSoft download, but this version may not be the most recent version of console software. Please check the ETC Web site for software updates.

Hold the menu button and press **ON** until the display enters the self-test mode. Press Enter until the memory test is complete. At end of mem test turn dial to Update Software [YES] and press **OK**.

#### PC

Start the downloader on the PC: Start > Programs > ETC > SmartSoft > Console updates > Downloader.

Downloader should detect console and then ask for file.

Select the file SMRTFDFML.SRC (for SmartFade ML) or SMRTFADE.SRC (For SmartFades) and press Download.

#### Мас

Save the .SRC files onto an SD card.There is no USB software downloader for a Mac. At the end of the self test the console will load the file from the SD card.

<u>Note:</u> When updating console software a standard SD card must be used. SDHC cards are not supported for software updates.

When code is loaded and the console has re-started open the SmartSoft program. It should detect the console and open the correct version of SmartSoft. After a short time it should report the console as Online on the top of the screen.

#### With or Without a Console?

SmartSoft will check if there is a console connected to your computer through USB when the program is started. If there is no console connected SmartSoft will start up as an offline editor allowing you to choose console from a popup.



If you want to connect a console you need to restart SmartSoft. If a console is connected, the same show will be loaded into SmartSoft, and it will run as part of the console application.



# Chapter 1 General Functionality

This chapter gives you the general information you need to get started. This chapter contains the following sections:

•	General Information
•	Status Bar & Tabs
•	Console Simulator

1

SmartSoft is an on-line and off-line viewer and editor for SmartFade and SmartFade ML consoles. When used on it's own it allows you to simulate any of the SmartFade consoles.

When used with a real console SmartSoft provides live views into the stored data and offers facilities to add text labels for show items and see the positions of fader levels to simplify level matching and ensure seamless operation.

SmartSoft is compatible with PCs running the Windows XP or Windows Vista operating systems. SmartSoft is available for Mac OS X systems versions 10.4, 10.5.

Unlike a simple add-on video display, SmartSoft provides powerful tools for drag and drop editing, file management and integration with visualization software.

It is recommended that you have a display resolution of 1280x1024. Minimum recommended resolution is 1280x800.

The top of all screens is a Status Bar with some general information and selection of the tabs. This is all there is to navigating SmartSoft. Click on a tab to select it.



- 1. Software name
- 2. Name of loaded show file
- 3. Toggle Console Simulator (see below)
- 4. Open Help documentation folder
- 5. Exit SmartSoft
- 6. Currently selected tab AND subselection drop down menu

0.000	
Color el	Shape effects
	Linear effects
	Color effects

7. Tabs (see next chapter)

#### <u>Text Formatting</u>

All objects can have a text added in SmartSoft (Groups, Pages, Mems etc.). In tabs where this applies you can select how many lines of text are displayed with the following symbols.



Included is a console simulator allowing the software to be operated as if a real console were attached. The simulator may be used for training and practice and to see the results of shows built or edited off-line.

To launch this console, click on the console symbol in the status bar at the top.



SmartFade 1248/1296



SmartFade 2496



SmartFadeML



# Chapter 2 Tabs

All of the functions in SmartSoft are accessed from the different tabs shown in the Status Bar.

This chapter contains the following sections:

•	<i>Playback Tab</i>
•	<i>Live Tab</i>
•	<i>Page Tab</i> 14
•	<i>Mem Edit Tab</i>
•	Stack/Seq Edit Tab
•	Effects Edit Tab
•	<i>Groups Tab</i> 19
•	Palettes Tab
•	<i>Patch Tab</i>
•	DMX Outputs Tab
•	<b>System Tab</b>

This screen is the primary user interface when running a show. You can see output levels, the current selection set and its names, the fader positions and the master status.



Click on a button to change mode, click on a text area to edit a name.

The screen consists of 5 main zones.

#### 1. Output mimic zone

Displays the levels of intensities.

#### 2. Cue list zone

Displays the Stack and Timeline of the current Stack Step. This is also the area where the effects editor is displayed.

Click on a step time in the Stack to edit.

#### 3. Device/Palette select zone

Displays the state and mode of the device/palette selects and the buttons to select mode.

#### 4. Mode/Fader select zone

Displays the selected fader mode and level status of the fader. Fader knobs are displayed as transparent for unmatched faders and solid for matched faders. The bar graph shows the position of the virtual fader to match to. Displays the playback mode for the Mem's.

- To change the fader page in MEMS mode, click on "PAGE" next to the MEMS button.
- To change if time or parameter data is displayed over each fader in MEMS mode, click on the clock/IFCBFx symbol at the top of the screen.
- To set all faders to zero, click on the down arrow button to the far right of all faders.

#### 5. Master status zone

Displays the GM and SOLO status.

These are the values on the live output, post-patch. You can see output levels, and device parameters.



The screen has the same Output Mimic Zone as the Playback tab in the top half. In addition to this, there is information about the parameters of each device, right under the intensity of that device

#### 1. Device Information

Focus, Color and Beam parameters are displayed. If more device parameter rows are present than can be fitted on-screen a vertical scroll bar appears.

Next to each LTP parameter is an icon. These are displayed if the parameter exists on that device. Next to each icon is the value.

This screen is a viewer for intensities and palette references. Palette references are displayed as F1-24, C1-24 or B1-24.

LTP parameters may be directly edited by clicking on the parameter value., as if you have selected the parameter on the console.

These are all memories and sequences as recorded into the 12 pages. Memories are displayed in red and sequences in yellow. You can set/edit names for each Page, memory and sequence.

3 4 5	6	Playback 7 8 1/07 01/08	9	Pages 10	Mem E	dit ) St 12	ack/Sec	q Edit Y	Effect	s Edit	Groups	Palet	tes	atch Y	DMX O	utputs	Syste	m
3 4 5	6	7 8	9	10	11	12	13	14	15	14	17	10.1	10			-		-
									12	10	17	18	19	20	21	22	23	24
								01/14	OI/IS SIDE LEFT BLUE		01/17	01/18 Focus chase						
								9			3							
	3 4 5	3 4 5 6	3 4 5 6 7 8	3 4 5 6 7 8 9	3 4 5 6 7 8 9 10	3 4 5 6 7 8 9 10 11	3 4 5 6 7 8 9 10 11 12	3 4 5 6 7 8 9 10 11 12 13	3 4 5 6 7 8 9 10 11 12 13 14	3 4 5 6 7 8 9 10 11 12 13 14 15	3 4 5 6 7 8 9 10 11 12 13 14 15 16				3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21		

Click on names to edit.

#### 1. Page

The current page is highlighted on the left.

#### 2. Memory

Active memories are shown in bright red, inactive in dim red. Mems are allowed to exist under sequences and may be revealed and hidden with the Sm/Ms buttons on the title bar.

 To change if time or parameter data is displayed, click on the clock/IFCBFx symbol at the top of the screen.

	@10:45	I E C B K
--	--------	-----------

• Double click on a memory number (outside the name area) to jump to the appropriate mem edit screen

#### 3. Sequence

Active sequences are shown in bright yellow, inactive in dim yellow

• Double click on a sequence number (outside the name area) to jump to the seq edit screen for that sequence.

This is a tab for editing the content of any memory. It is identical in layout to the live tab, however it displays only data recorded into the selected memory. Channels or devices without a level for intensity and/or parameters have no information recorded in that memory..



The memory number (Page and Fader) on the title bar operates a drop-down list to select a memory for editing. To the right of the number is the Mem name and time.

- · Click on names and values to edit. Press DELETE to remove a selected value
- Multiple cells may be selected by holding CTRL. Double-click to set a value. Editing one
  of a multiple selection sets the same value in each.

BEAM	Strobe		s Weense		2468					
Besari	eff.	Se	et palette	B1 Strobe eff.						
Shutter Frost	BI 🕸	8 () 0 🕸	8 () 0 &	8 0	•	8 <b>()</b> 0 🕸	0 8			
		2	3	4		5	6			

• Right-click on a palette typ or a selected value to open a Palette List.

👫 SmartSoft - [SHOWML13.ASC]	14:09				R	2	S	5				×	1	NHX NHX	×
Seq/Stack edit - stack	Playb	ack Trive Trages Th	dem Edit / St	acit/50	e Edit		s Edit		Ralet	tes P	atch		utputs	Syste	m
		Remaining time:	FADER -	13	14	15	16	17	18	19	20	21	22	23	24
			PAGE 4												
147 105 205 305 405 105 405 1	a 315 35 55	NATE 100%													
Step Content	Up Down West	Move Affects Manual	2 MORE GROUM												
LIVE 1.0 Cue	5 5 0														
2.0 Gue 2.0 Cue 4.0 1/1/I SIDE LEPT		dark II I C B dark I I C B dark I I C B													
5.0 M 1/2 SIDE RIGHT 6.0 M 1/3 FRONT LEFT 7.0 M 1/4 FRONT RIGHT		dark II F C B K dark II F C B dark II F C B													
6.0 M1125 9.0 M1126 10.0 M1127	5 5 0														
10 20 30 40 50 60	7.0 8.0 9. H 14 H 16 H 1 TECL I C IEC	0 10.0 11.0 * HI7 HIA *******	6												
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			10												
			11												
			12												
				13	14	15	16	17	18	19	20	21	22	23	24

This tab is for editing the content of any sequence or the Stack.

The top left section is identical to the Cue List Zone of the Playback Tab. The right half is identical to the Page Tab, you can double-click on a sequence to select it for viewing. The faders are 13-24 since sequences only exist on these faders.

The Stack/Sequence number on the title bar operates a drop-down list to select a sequence for editing.

Click on names and values to edit.

#### 1. Content management zone

This zone shows the content of the selected Stack/Sequence. Double-click to edit memories (channel steps cannot be edited here, see the console manual for this).

• Right-click over a step to get an insert/delete popup.

1.0	1 Constant	🔠 Insert sequer	ice step	? 🛛
MIZ	Insert step Delete step	<ul> <li>Channel</li> <li>Memory</li> <li>Direct cue</li> </ul>	Int A:1 01/01	~
		Cue number		~
		Insert	Cancel	

• Click on a step and drag to move to a new position between two other steps. You will get a popup where you can choose to insert as any whole or point cue possible.

4.0 Que 1 E C 1 1

4.6 4.7 Que Que	🛅 Move sequen	ce step	? 🛛
FC & fx   FC & fx	Cue number	1.8	<b>~</b>
	Move	Cancel	

## Effects Edit Tab

SmartSoft - [SHOWML01.ASC]						nline	en	?							<u> </u>
Effects	ſ	Playbac	ck Live	Pag	es Me	em Edit	Stack	/Seq Ec	lit Efi	ects Ec	lit Gro	ups Palettes	Patch DMX	Outputs	System
	SELECT →		2	3	4	5	6	7	8	9	10				
	Shape Effects		$\mathbb{M}$												
	Name														
	Speed	20	20	20	20	20	20	20	20	20	20	20			
	Depth	10	10	10	10	10	10	10	10	10	10	10			
	Aspect														
	Rotation														
	SELECT →		2	3	4	5	6	7	8	9	10				
	Linear Effects														
	Name														
	Speed	20	20	20			20	20	20			20			
	Depth														
	SELECT →		2	3	4	5	6		8	9	10				
	Color Effects														
	Name														
	Speed	20		20	20	20	20	20	20	20		20			
	Chroma														
	Base														
	Range	100	100	100	100	100	100	100	100	100	100	100			
	Style	+	-	-	-		-	<b>→</b>	-			<b>→</b>			

This tab is for editing the content of any shape, linear or color effect.

There are 11 Effect slots of each kind. The Effect Name on the title bar operates a dropdown list to select shape, linear or color effects for editing.

- · Click on names and values to edit.
- Click in the first row in each or the three effect types (shape, linear, color) to get a dropdown for selecting a specific effect.



# Groups Tab

🐮 SmartSoft	- [SHO¥	/ML13.	ASCJ										iii	?							44	1	x
Groups	1.500	184	2.32			Play	back Y	Live TP	Pages	Mem E	dit St	ack/Se	q Edit	Effect	s Edit	Groups	Palet	ttes Y P	atch Y	DMX OL	utputs	Syster	
DEVICE -	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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				1																			

This tab is for editing the content of any group.

- Click on names to edit.
- Double-click on a device to toggle it on/off in the corresponding group.



This tab is for viewing/editing the content of any focus, color or beam palette.

The palette number displayed with the title on the tab bar operates a drop-down list allowing selection of any palette. When a palette number is selected all palettes (Focus, Color and Beam) are shown. Parameter icons are displayed if that parameter exists on a device.

- · Click on names and values to edit, press DELETE to remove a selected value
- Values of zero are shown as 0
- Unrecorded values are blank

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Patch										PI		ck Y	Live	Pag	ies Y			Sta			dit Y			lit 1		s î P		es	Patch	1 DI			Syste	m
	1		2	3		4	5		6	7		8	9		10	11		2	13		4	15		6	17	1	3	19	20	0	21	22	23	24
INTA																																		
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iverse I	1	2	1	4	5	6	7	8	•	10	11	12	0	14	15	16	17	18	19	20	21	22	23	24	8	×	27	28	29	10	31	10		
	65	66	67	64)	63	70	71	$\overline{n}$	$\overline{n}$	74	75	76	$\overline{n}$	70	79	80	01	10	10	04	15	94 06	55 107	10	57 (P)	20 90	91	92	9]	94	83 95	76		
	97	98	99	100	133	134	103	136	105	106	107	108	109	110	143	112	113	114	115	148	117	118	119	120	121	122	123	124	125	126	127	128		
	161	162	163	164	165	166	167	200	169	170	171	172	173	174	175	176	177	170	179	100	213	102	103	216	105	186	107	100	109	190	191	192		
	225	226	227	220	229	200	201	202	200	224	225	236	207	230	229	240	241	242	240	244	246	246	247	240	249	250	251	252	253	254	255	254		
	267	258	259	260	261 293	262	263	264	265	266.	299	300	301	302	303	272 304	305	274 306	275	308	277 309	310	311	200	281 313	314	283	284	317	318	319	320		
	321	322	323	324	325	326	327	328	329	300	301	302	303	304	305	336	307	330	339	340	)41	342	340	344	345	346	347	34)	349	350	351	352		
	353	396	355	356	387	358	359	392	361	392	363	394	395	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416		
	417	410	419	420	421	422	423	424	425	426	427	420	429	400	401	432	403	404	405	406	407	400	409	440	441	492	440	444	46	446	447	400		
	401	402	40	404	415	406	417	400	419	490	491	492	490	4)4	495	4%	497	490	499	500	\$01	502	\$60	504	505	\$06	\$97	\$00	\$09	510	511	\$12		
rerse 2	-1	2	3	4	5	6	7	8	. 9	10		12	13	14	15	16	17	18	19	20	21	- 22	23	24	8	*	27	28	29	*	31	32		574s
		66	67	64	69	70	71	12	41	74	18	76	11	71	79	50	01					16	55		199	90	91	92	93	94	95	36		
	97	98	99	100	101	102		104	105	106	107	108	109	110						116	117	118	119	120	121	122		124	125	128	127	128		n pate
	161	162		164	165	166	167	168	169	170	171	172	173	174	175	176	177	170	179	100	101	102	163	194	105	106	107	100	189	190	191	192		
	193	226	195	220	229	198	201	200	201	202	203	204	205	206	207	208	209	210	211 240	212	213	214	215	216	217	218 250	219	220	221	222	223	224		
	267	251	259	260	261	262	263	264	265	266	267	26.8	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288		
	321	322	291	292 324	293	294	295	3296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316 340	317	318	319	320		
	353	354	355	356	357	358	359	360	361	362	263	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384		
	417	418	419	420	421	422	423	424	485	426	427	420	429	400	401	402	400	404	405	406	407	400	439	440	441	442	440	444	46	446	447	440		
	401	450	461	462	463	464	455	456	467	458	459	460	461	462	463	464	465	466	467	468	469	-470	471	472	473	474	-475	476	477	478	479	480		
MIDI		2 3	4	I S T	6 7	1 8 1	9 0	0 11	101	13 1	4 15	16	17 18	19	20 2	1 22	23	24	5															
1101	25	26 2	7 28	29	30 31	32	33 3	4 35	36	37 3	8 39	40	41 42	43	44 4	5 46	47	48																
	49 73	50 5 74 7	5 76	5J Π	14 50 18 79	80	81 8	2 83	84	85 8	2 6.J 6 87	88	65 66 89 90	91	92 9	7 70 3 94	95	96																
	97	98 9 122 12	9 100	101 1	02 10:	3 104	105 10	107	108	1079 11	10 111	112 1	13 11-	115	116 1	17 118	119	120																
1999 - Sec. 1997			2 1.0.4	110	100	1.04																												

This tab is for viewing/editing the patch.

All patching is performed by dragging between the top section and slots in one of the universes.

- Hover the mouse over any cell to see the patch for that item.
- Drag any item to the un-patch bin to the right to un-patch it.

#### Intensity Channels

Click on the intensity level and drag a channel to a DMX cell or click and drag a DMX cell to a channel. There is no UNDO for this!

#### Devices

Drag a device channel to a DMX starting address and drop to get a popup with all devices in the library. Choose the manufacturer of the device to see all the devices available from that manufacturer. Click to select your device type.

To move a device, click on it's head and drag to a new position. If a device runs off the end of the universe it may not be patched to that position.

Overlap is allowed as it may be desirable in some cases. If a device overlaps another device's patch the overlapping cells are shown in red.

If your device is not included in the device library, you may build your own definition of that device. Please consult the SmartFade ML user manual for instructions on building user defined devices.

#### **Color codes**

DMX are colour coded according to what they are connected to.

**Unpatched** = Black with white text

**Device parameter =** Tan with white text

**Device start channel** = Light grey with black text

**Intensity** = Green with white text

**Overlapping cells =** Red with black text

#### Independents

Click on and Independent level and drag to a DMX cell or click and drag a DMX cell to an Independent level. There is no UNDO for this!

Click and edit values to set levels and set bump and GM modes.



# DMX Outputs Tab

This tab is a mimic of all levels being output on the two universes of DMX512. It is mainly intended for troubleshooting.

Sma	rtSoft	- [S	HOW	ML1	3.AS	CI													117 A		?												
DM	X Outp	uts						34	(	Play	back	Live	e <b>T</b> Pa	iges	Mer	m Edit	i ) si	ack/S	Seq Eq	dit Y	Effec	ts Edi	t ) G	roups	) Pa	lette:	s Y Pa	tch	DMD	Outp	uts	Sys	tem
Univ	verse I																																
			24					79	- 40	40		-40	44					40	90				54					59				63	
																														93			
			90	99	100	101	102	103	104	105	106	107	100	109				10	114	115	116		100	110	120	121			124	- 125	126	127	
							134		136				140			10		146		147	148					153	154		156	157	158		
		161	162	167	164	165	144	167	161	169	170			10	174	105	176	m	170	179	180		102	110	104	105	106	112	114	109	190		
																														221			
		225	226	227	220	229		201			224		236		200	239	240		242	240	244	245	246	247	240	249	250	251		253	254	255	256
																														-215			
			290			20	294							301		703	304	305	305		300	309					314	315	316	307		319	
						325		327	328	329				333					338		340				344					349	350	351.	
			254		354	357	358	359	360		362	363	364	365	346	367	341	369		371			374			jar	370	379	310	301	302	303	
		205					310											401	402		404	405		407			410			413		415	
		417	410	419	400	421	422	423	424		426	427	425	429	400	-01	402	40	404	405	406	407	01	409	440	641	442	40	444	445	446	40	447
		40	450	451			-64	455	456			459	460		462			465					470		472	473				477	-078		
		41	4.2	40	414	45	434	407	40	407	410	491	412	493	494	415	416	497	490	499	500	501	502	907		505	506	507		507	510	1.511	
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		- 00				37			40		- 30		- 44	-6	-46	47	- 45	45	- 50	51		- 53	54		56	57		59	60		130		64
							70			73							00		12								- 50						
			10		100	101	102	103	104	105	106	107	IM	105	150	- 100	112	- 10	114	115	116		115		120		122	123		125		127-	
			130		102	133		135							142	143	144	145					150		152	153		155	156				
		161	162		164	165	166	167		169	170	171	172	- 0				177		179	110	111	102	103	104	105	166	107	116	10.9	150	191	192
		193						199	200		202		204								212	213	214							221	222		224
		225	226	227	226	229	230						236		255		240	241	242	240	244	246	246	247	240	249	250	251	252	253	254		
				259				263		265					270				274		276					281		219		285			
		209		291		293	294	295	296	297	290	299	300		302		304	305	306		300	509				315	314	315		317	346		320
																					340				344			347		349			
			154		354		355					363	364	365	364	367	340	369	370							377			300	381	302		304
			306			389	310	391	392	393		395		397			400	401	402	403	404	405	406	407	403	405				413		415	
		417	410		400		422	423	424	45	426	407	426	429	450	-01	402	-00	404	405	436	-67	451	-03	440	441	442	40	444	445	446	447	440
			450	451	452	453	454	455		457	453		460	461	462	463	464	465			468					473	474	475		477			

No values may be altered on-screen.

🕤 SmartSoft - 🛛			11:28		Of	line	en ?			_ ×
System			Playback Live	Pages Y	Mem Edit	Stack/Si	∋q Edit YEffe	ts Edit Group	s Palettes Pato	h DMX Outputs System
File:		DMX Output:		Pan / Tilt	: modify:					
New	•	Maximum	•	Device#	Swap P/T:	Invert Pan	: InvertTilt:			
Open		Føt								
Sære		Medium		2						
Sare As	•	Slow		3		14215				
				4						
Erase:		MIDI:		5		Contraction of the				
Memories		MIDI channel:		D 7						
Sequences		MIDI (music) on:	<b>V</b>	8						
Stack	,	MIDI MSC i.d.:		q						
Palettes	•	MIDI MSC on:		10						
All	•					NS.44.15				
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C		Detault times:		13	N. Service					
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Upwards only	0	Down fade:		15						
both ways	U	yvarc: Maus Duala		16	-					
		Plove Dark:		17						
		raletter		18	1 Contraction					
				19						
		User mode:		20						
		Full control	0	21						
		Control & Playback		22						
		Playback only		23						
				24						
				System:						
				SmartSoft	version 3.0)					
				DLL versio						
				Library ve						

This tab is for opening & saving show files.

If a console is connected the same show will be loaded to the console. Make sure you have saved your data before loading or connecting.

A show that is opened from the console can be saved in the PC from here.

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