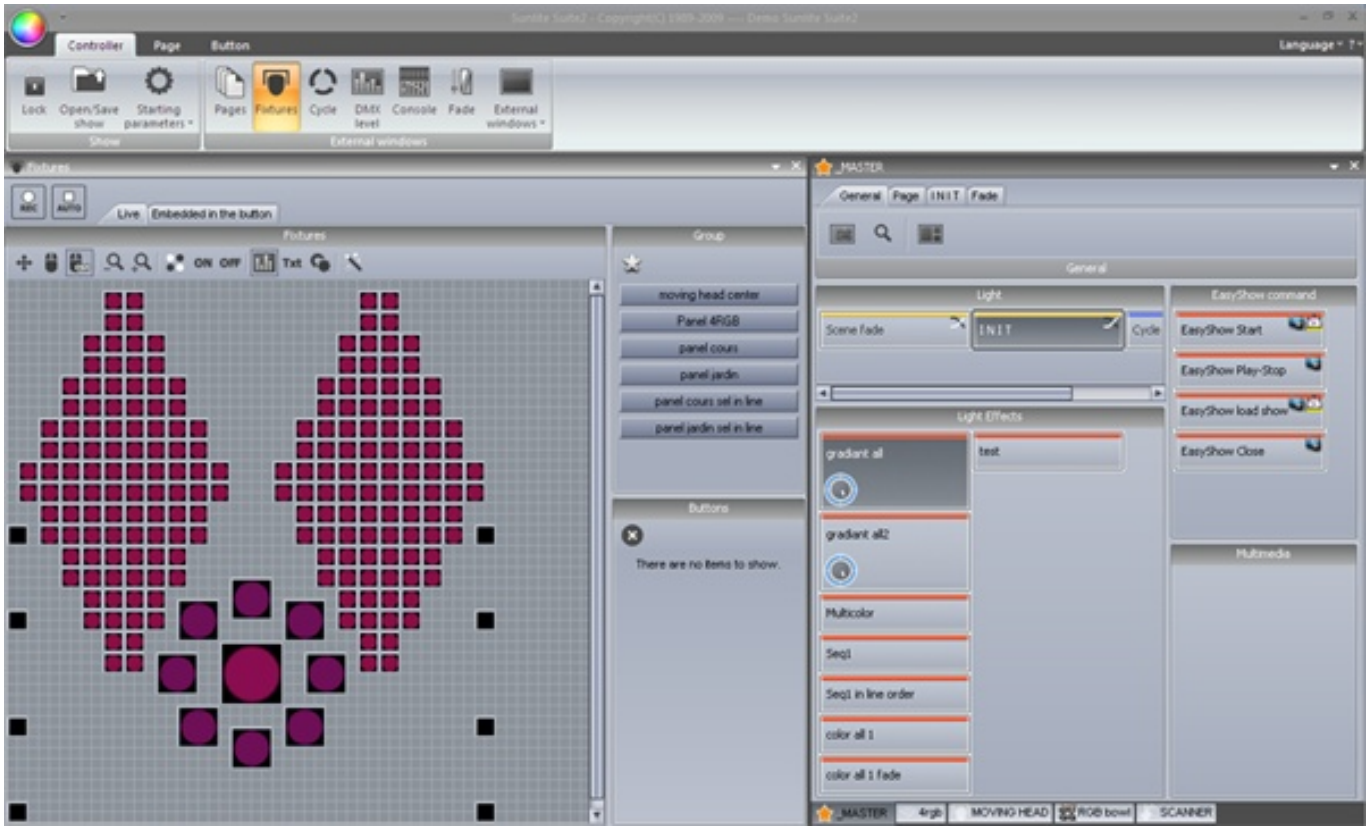
Sunlite Suite 2

Table of contents

I Before We Start

Welcome

Welcome to Sunlite Suite 2! You are probably eager to get straight on with your programming and see what Suite 2 is capable of doing so we have made the first two headings short and simple. The aim of the first heading is to prepare you for using the software. The second heading explains the foundations of the software. If you are completely new to Sunlite Suite or lighting programming, the first two headings should be enough to get you started. There are a set of video tutorials which have been written alongside this manual, you can find these here



Checklist

Before starting, make sure you have all the required tools. You should have a package with:

-USB-DMX interface

-PC or laptop computer running Microsoft Windows XP, Vista or Seven (if you are using a 64 bit operating system, check the hardware documentation to make sure the interface supports 64 bit)

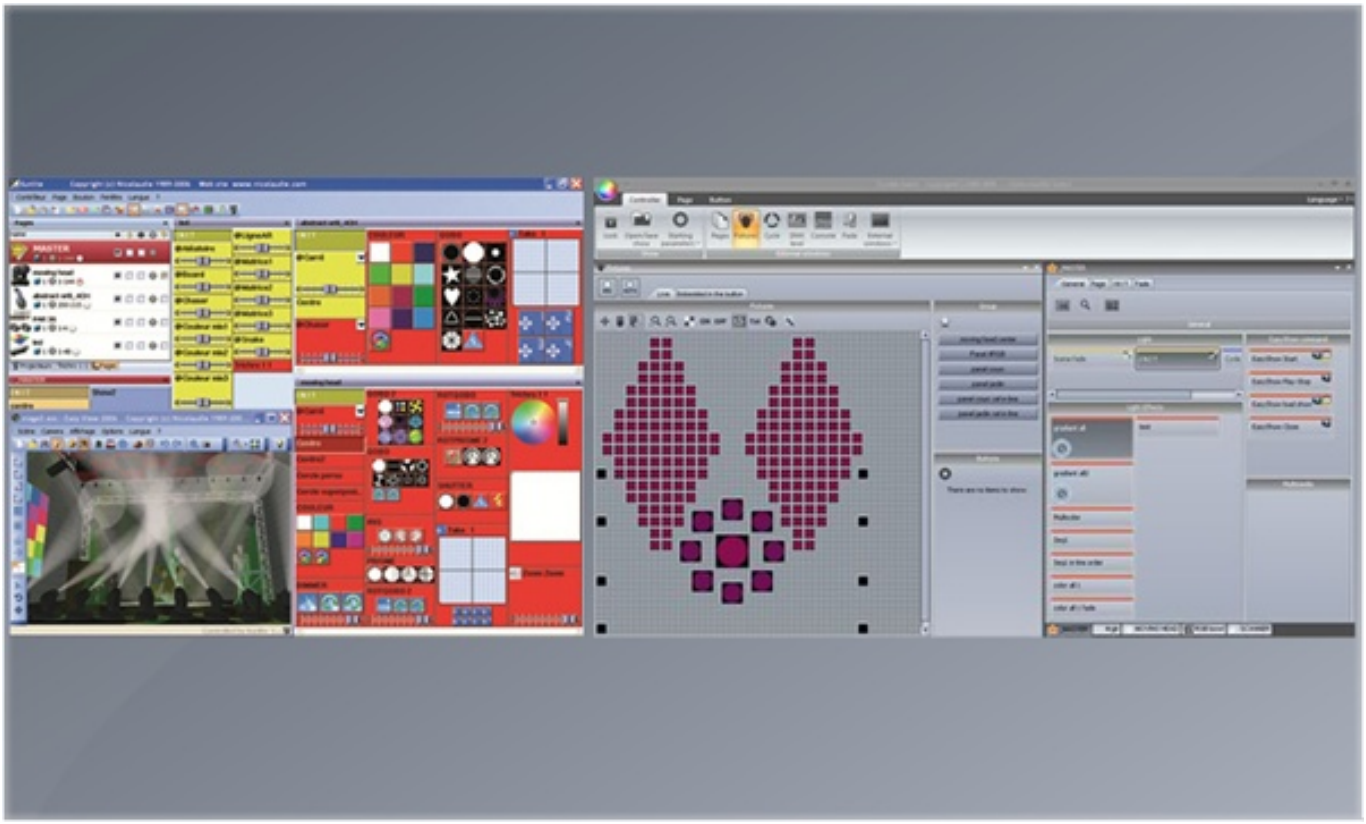
-USB cable

-Software installation CD

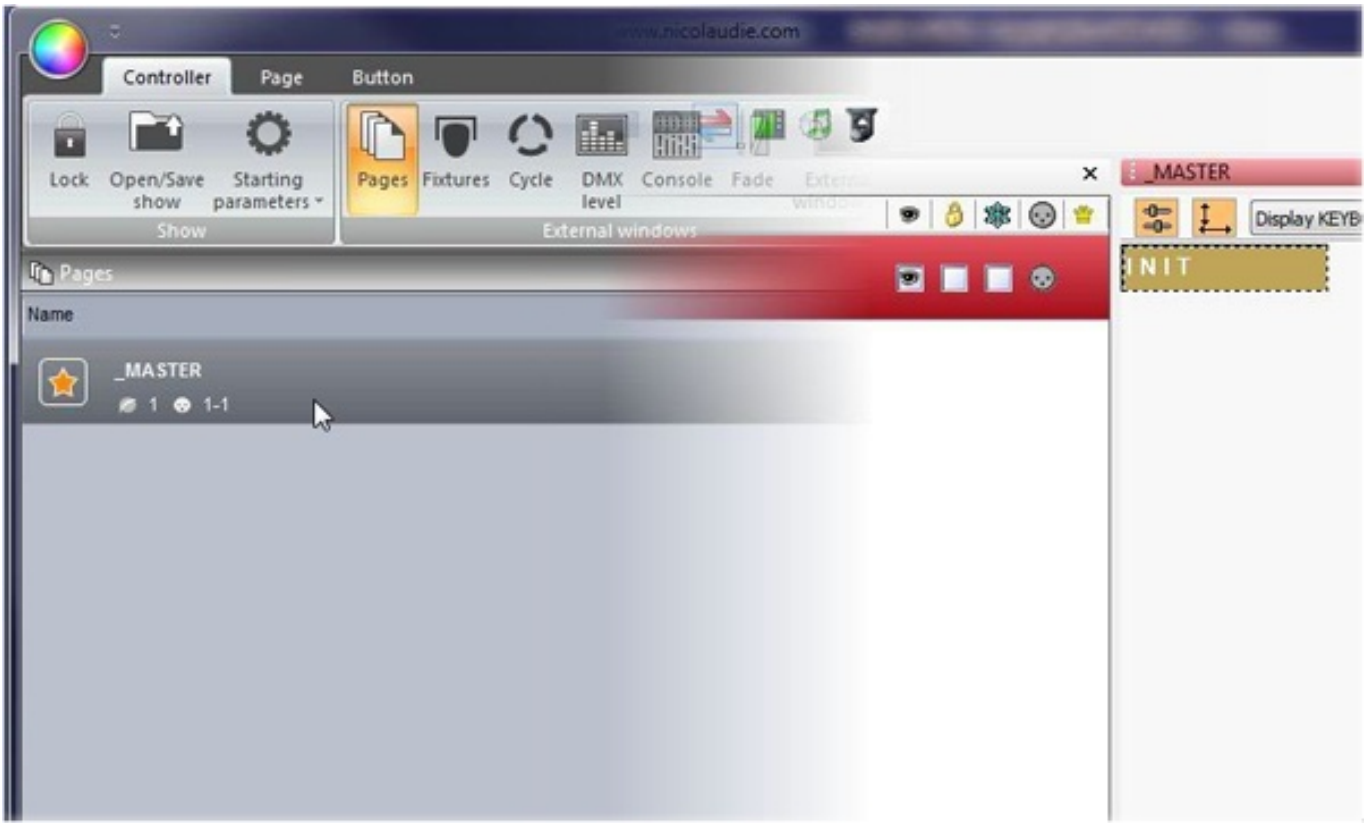
If you have an internet connection, it is advisable that you visit our website at www.nicolaudie.com and download the latest copy of the Sunlite Suite 2 software.

1. What's New to Suite 2

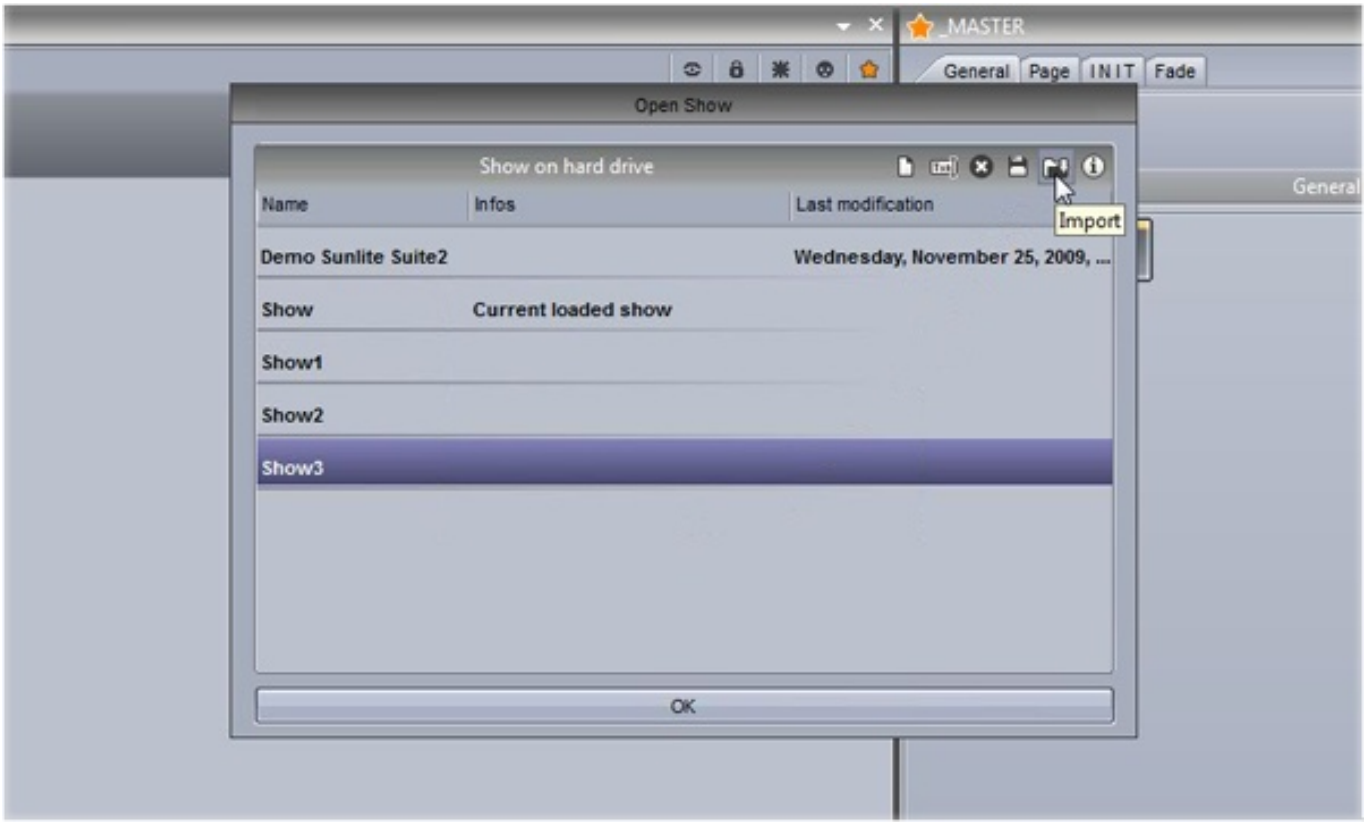
This chapter is for Sunlite Suite 1 users and outlines the new features in Suite 2



The first thing you will notice is that the menus have been replaced with a ribbon bar

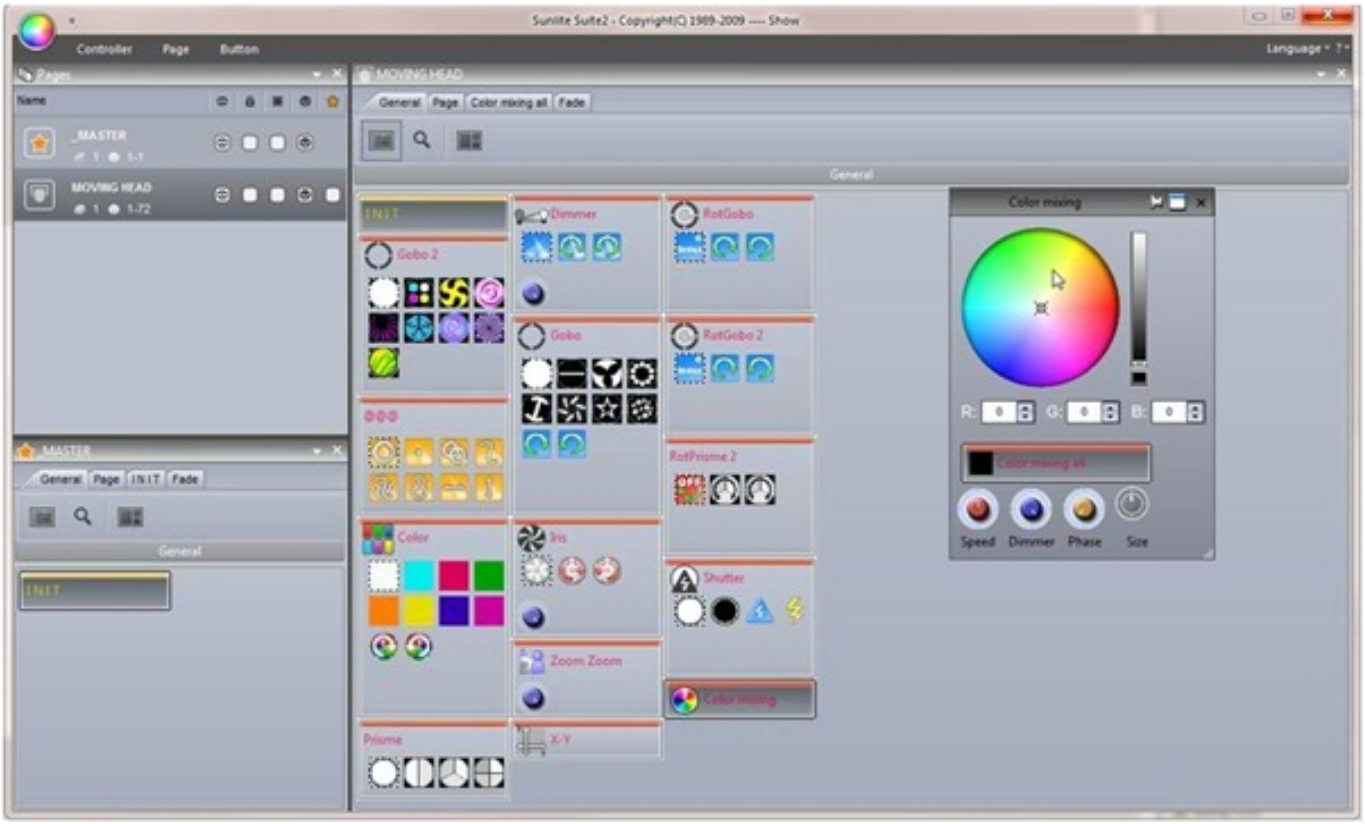


All information is now saved in a .shw show file. Suite 1 show files (.ssh) can be imported.



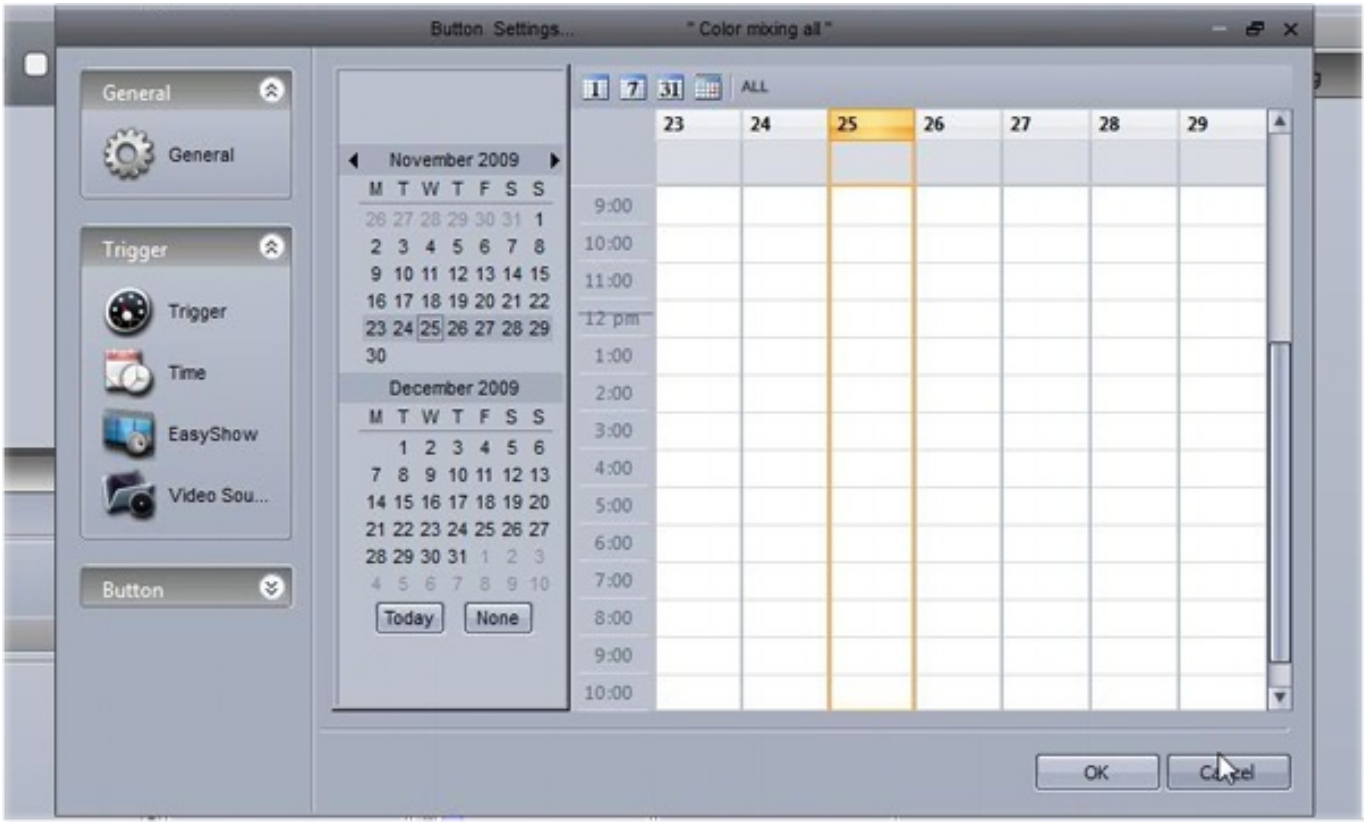
The page panels have been re-designed to be more ergonomic and to save space. Buttons can now be re-arranged manually by right clicking and dragging

Colour wheels and X-Y grids now work as popup toolboxes which can be pinned for permanent visibility or be automatically minimised.

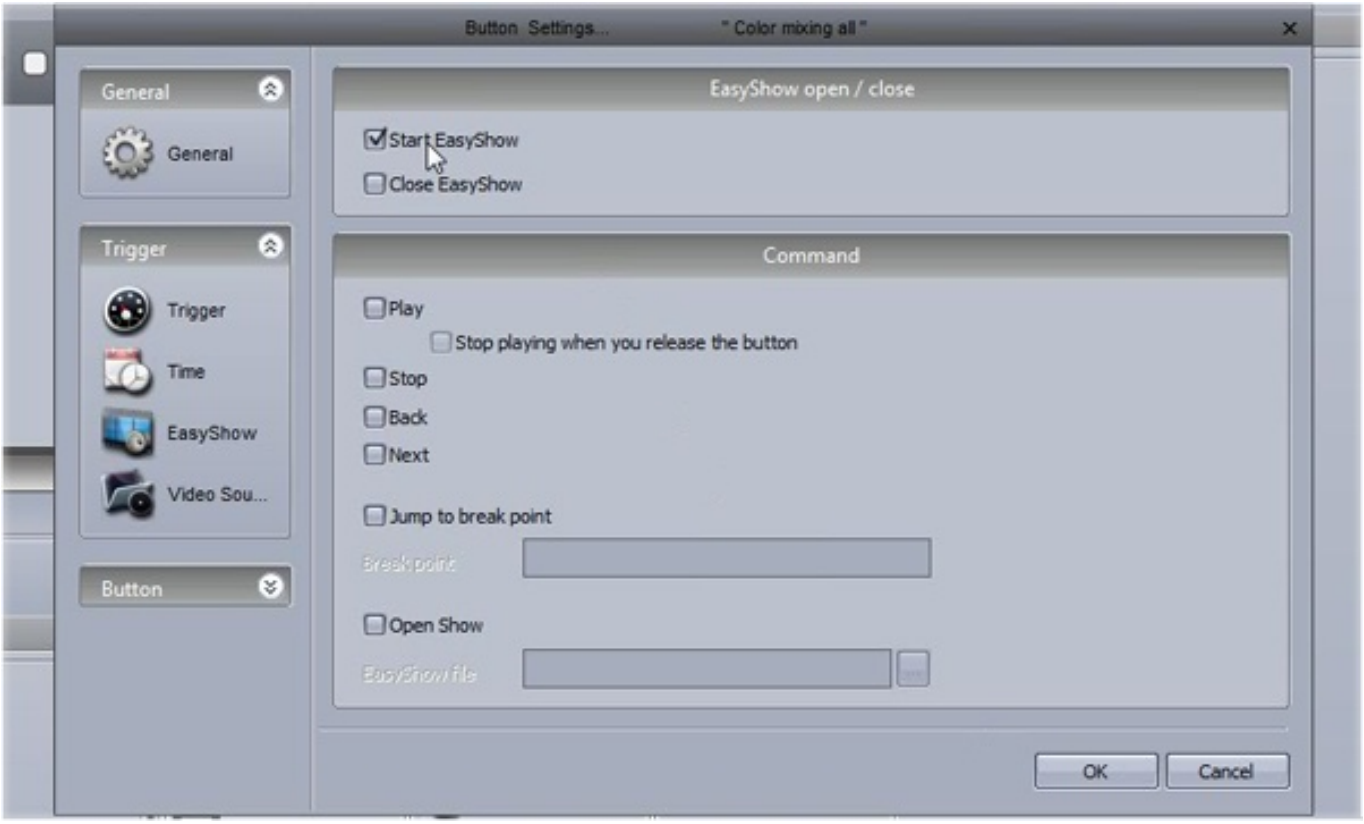


Shift+clicking a button brings up a small toolbox where button functions can be modified.
Faders have been changed to rotary dials. These dials save space and allow a higher definition. They can be adjusted just as easily as faders by selecting the dial and moving the mouse up and down.

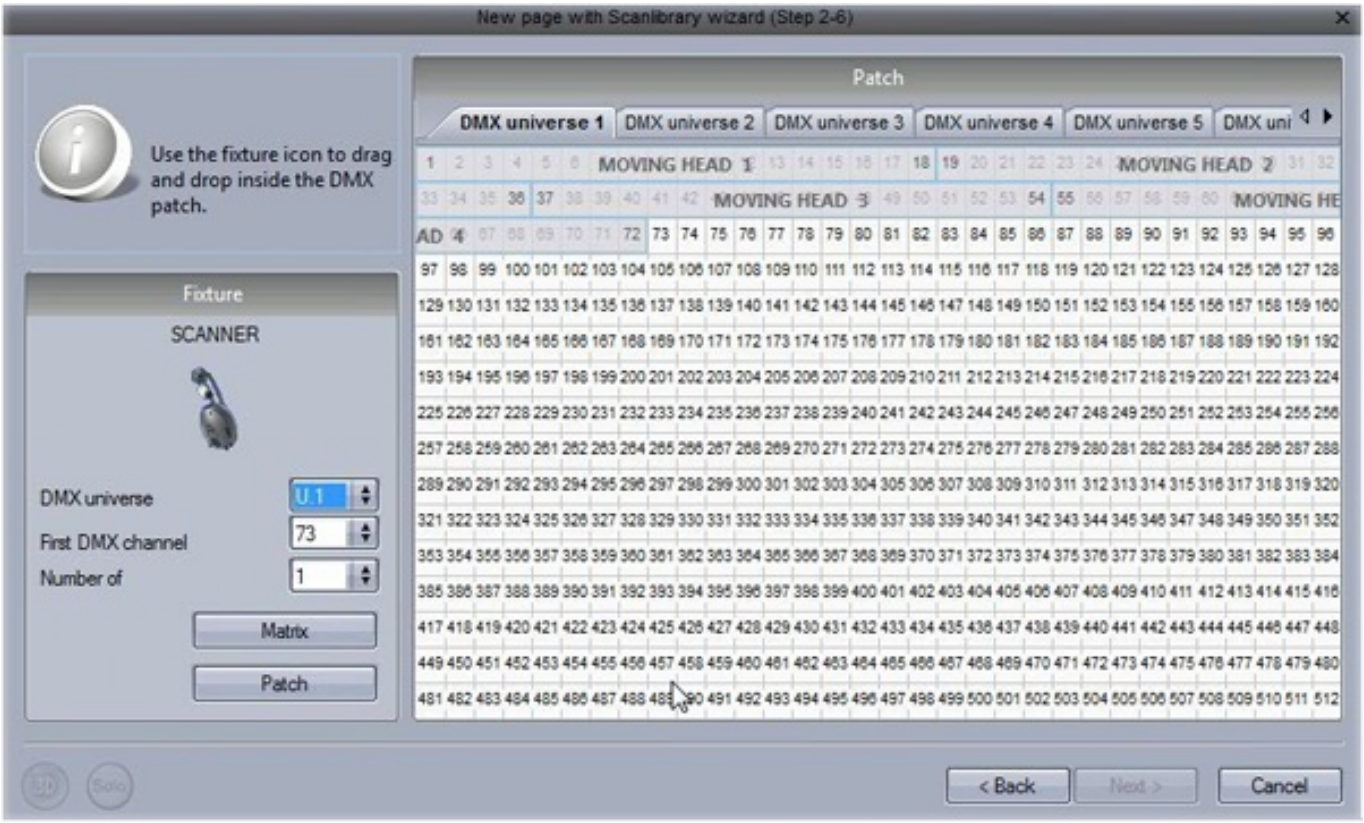
Date and time triggering of buttons now uses a graphical calendar.



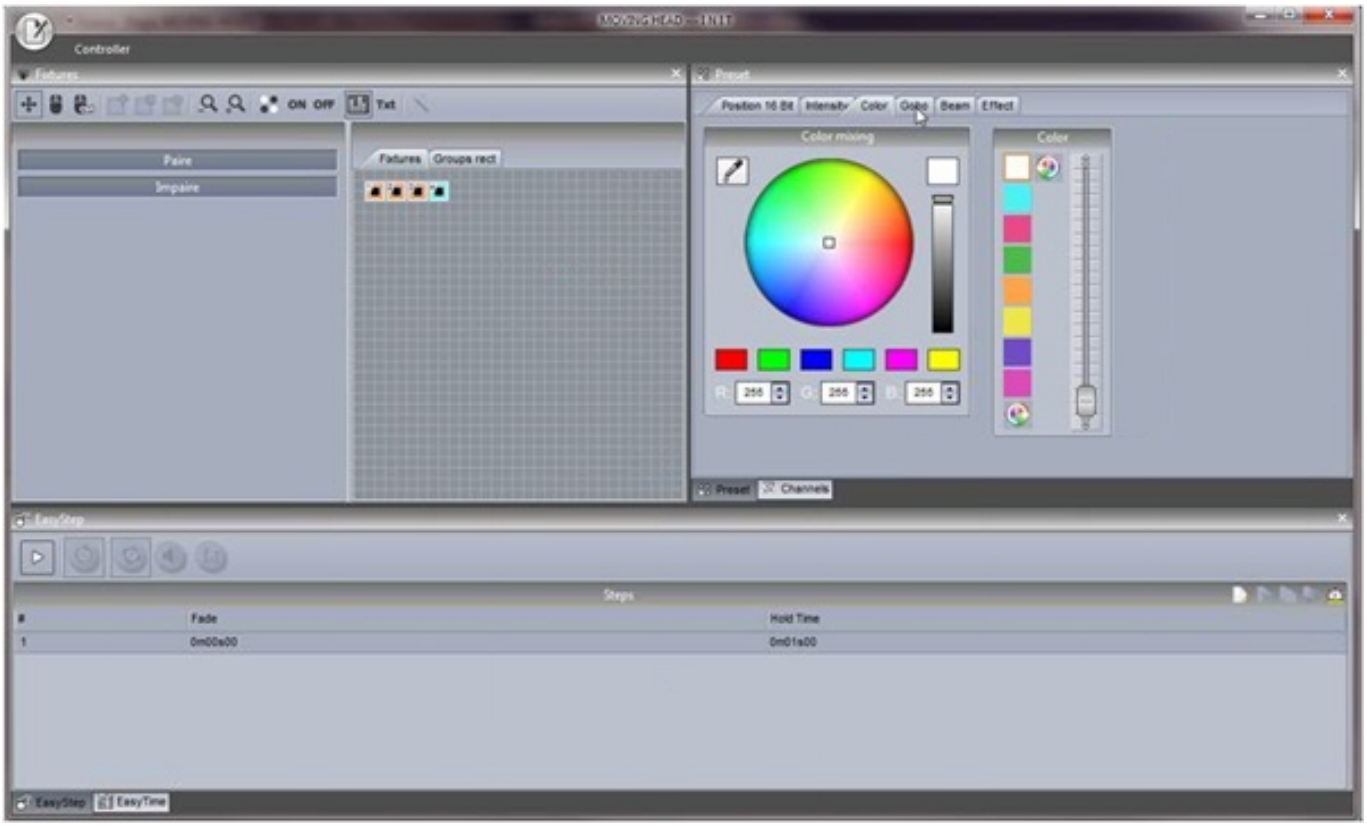
Direct access to easy show functions is now possible without having to rename buttons.



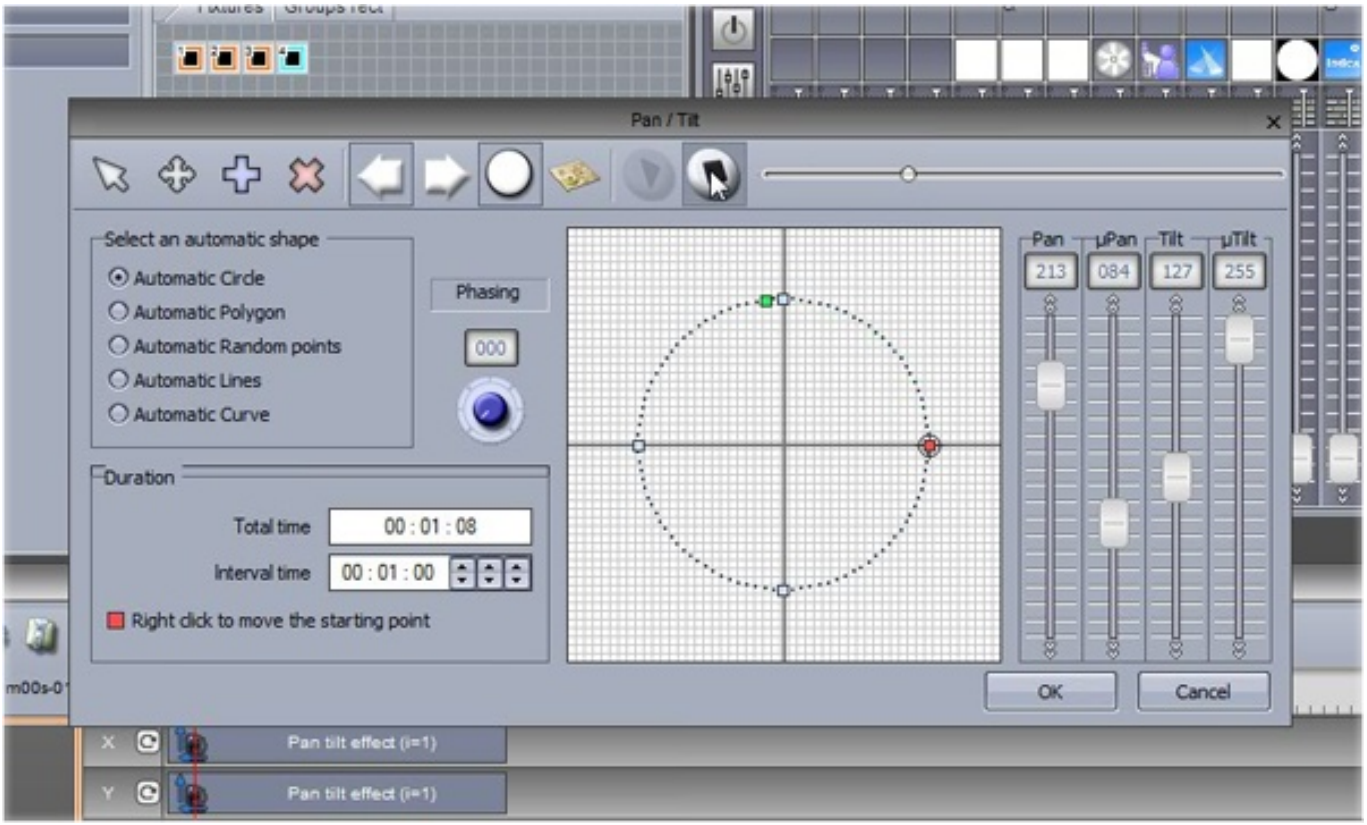
The patch manager has been changed. Fixtures can now be patched using a grid view.



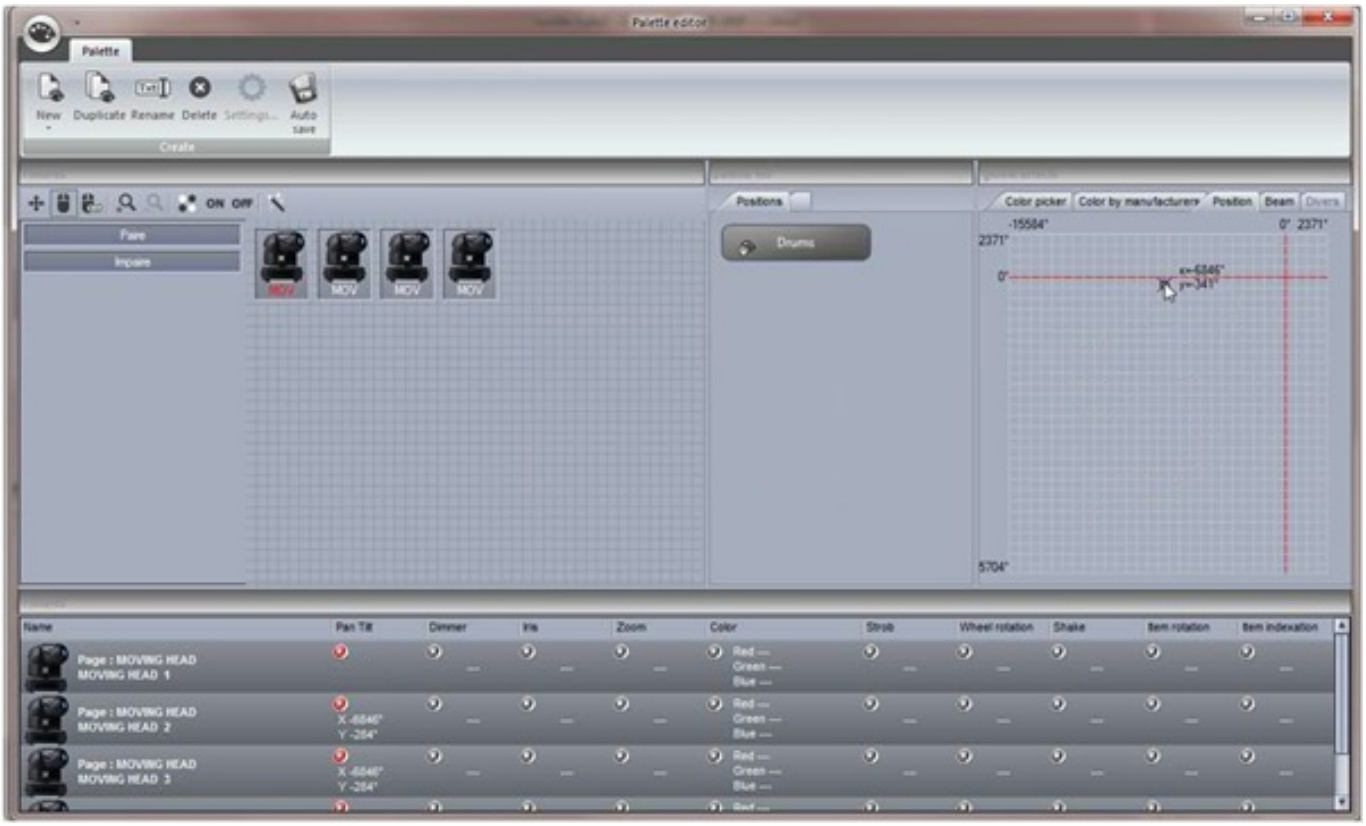
The button editor is easier to use. When fixtures are selected, common presets appear in the preset window. Channels can also be modified in the old style.



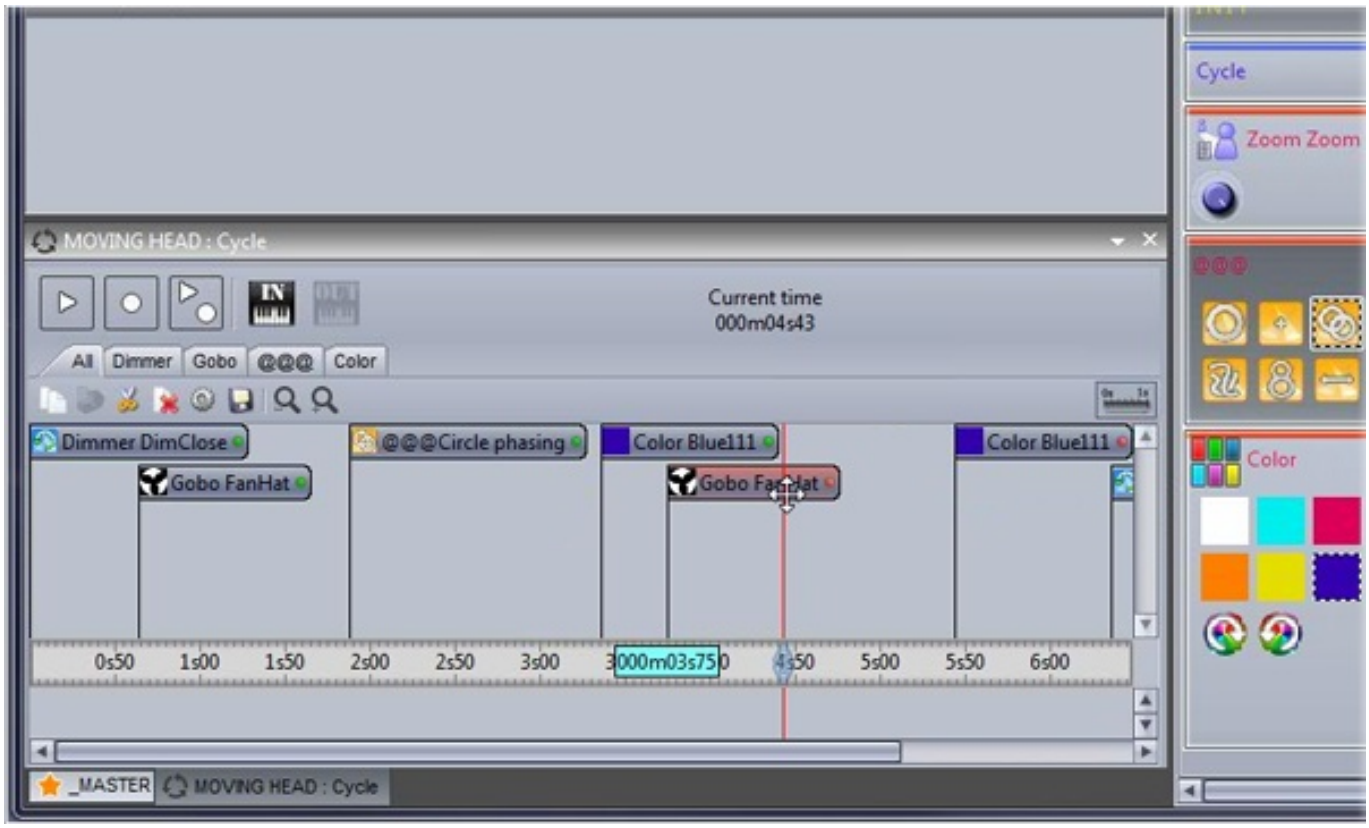
The EasyStep window can be used as before, or the new EasyTime window can be used. EasyTime now works with timelines allowing you to quickly and easily drag and drop an effect.



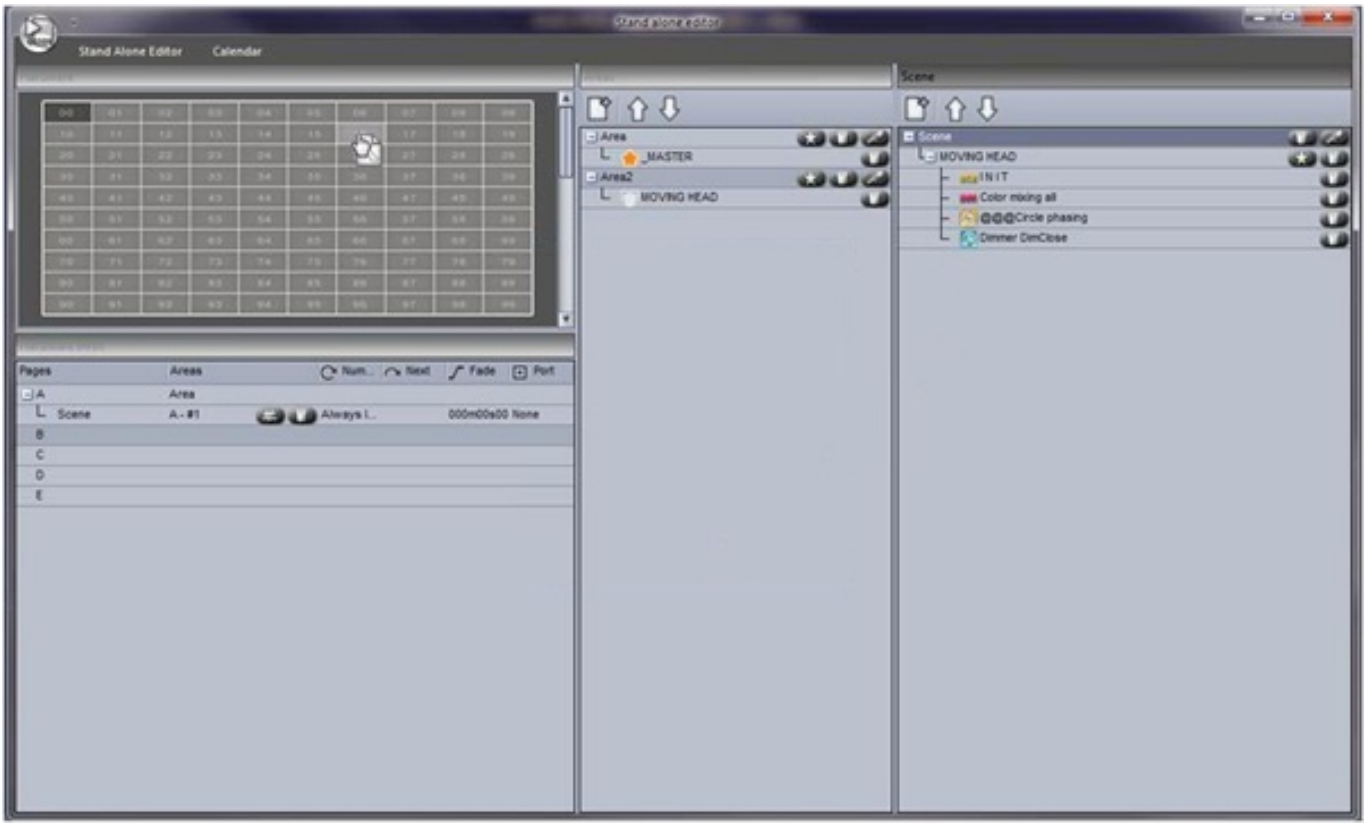
Suite 2 integrates a palette function so templates can be made for common presets such as position, then be applied to many scenes.



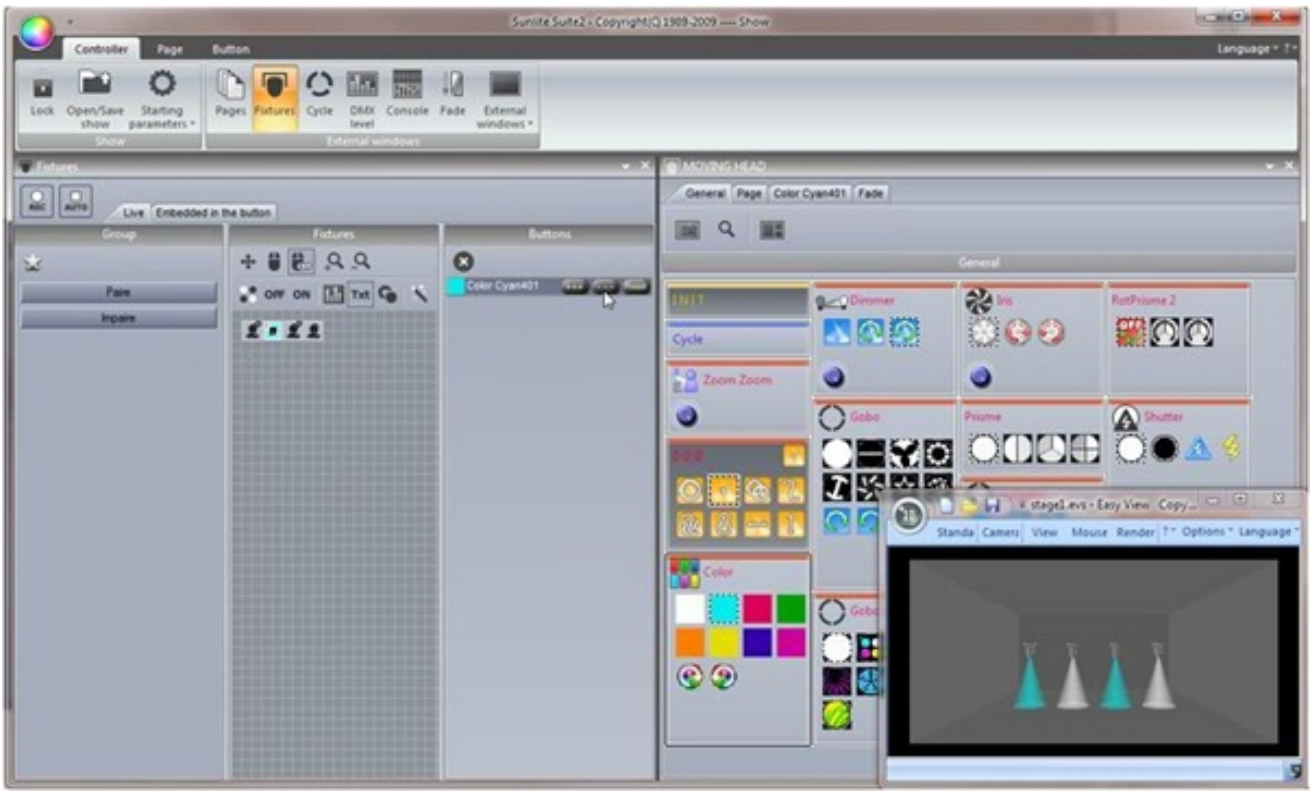
The Cycle window now contains a timeline view.



A brand new stand alone editor allows you to write directly to the internal memory or SD card without the need for saving and importing your scene buttons into Easy Stand Alone.

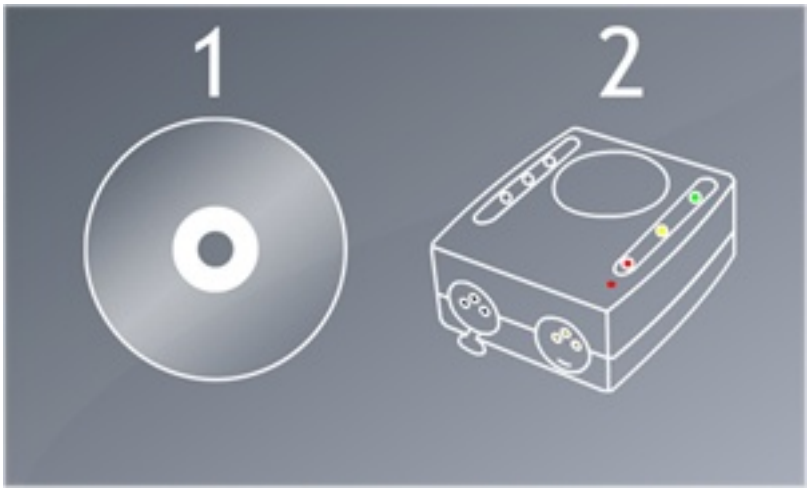


Advanced live control from the fixtures window. It is now possible to have a group of fixtures listen to a particular button, then add and remove fixtures from the group at any time.

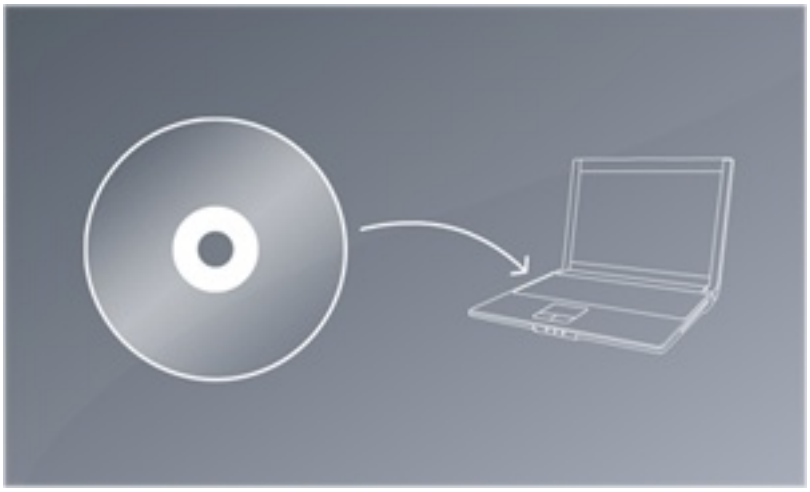


2. The Sunlite Package

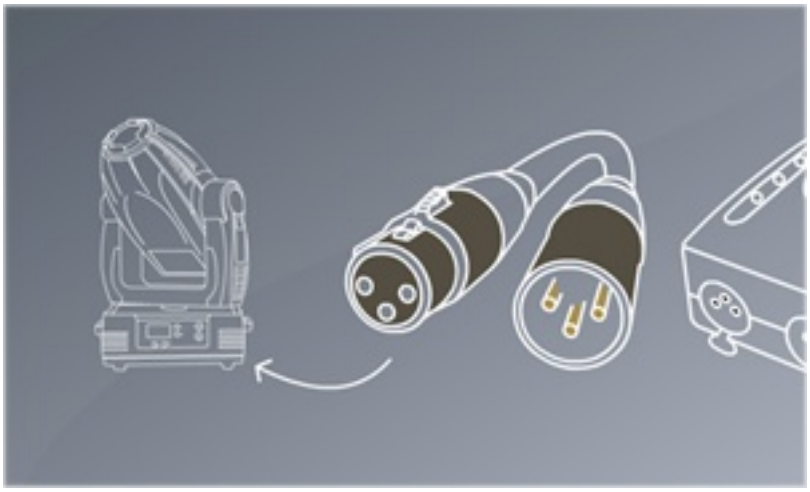
You must install the software first, then install the hardware second.



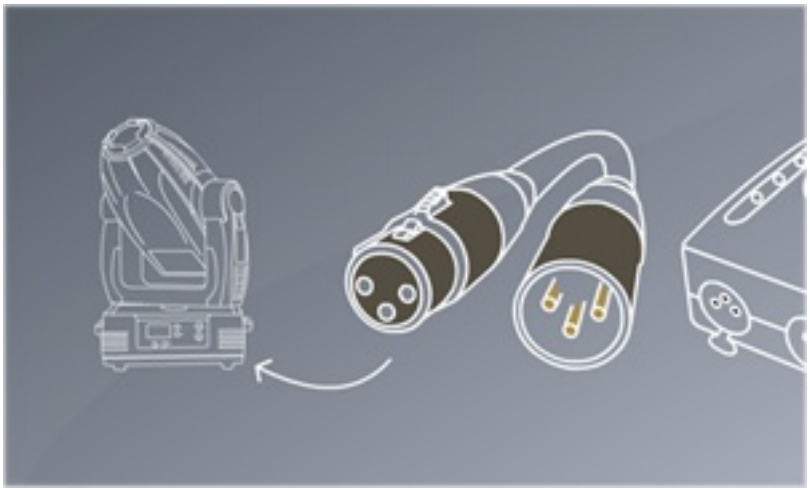
Insert the Sunlite installation CD into the CD drive of the computer. Wait for the software installation to begin automatically. If you've downloaded the software from our website, double click the setup icon.



Follow the on-screen instructions to install the software.



Connect the Male (3/5 pins) end of the XLR cable into the Sunlite Suite 2 DMX interface and connect the female (3/5 holes) end of the XLR into your first fixture.



3. Software & Hardware Installation

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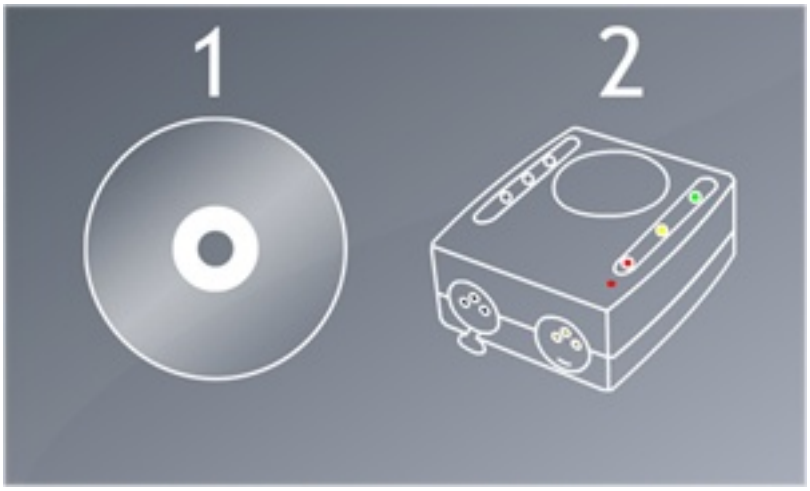

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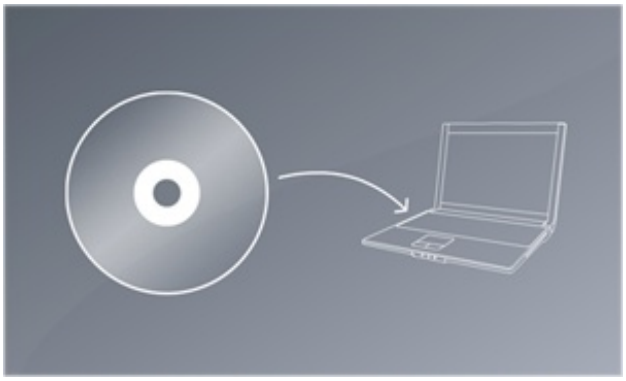

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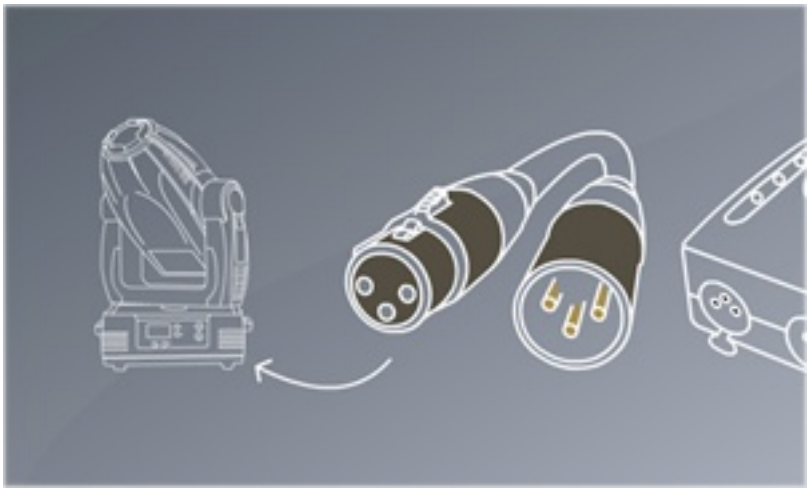
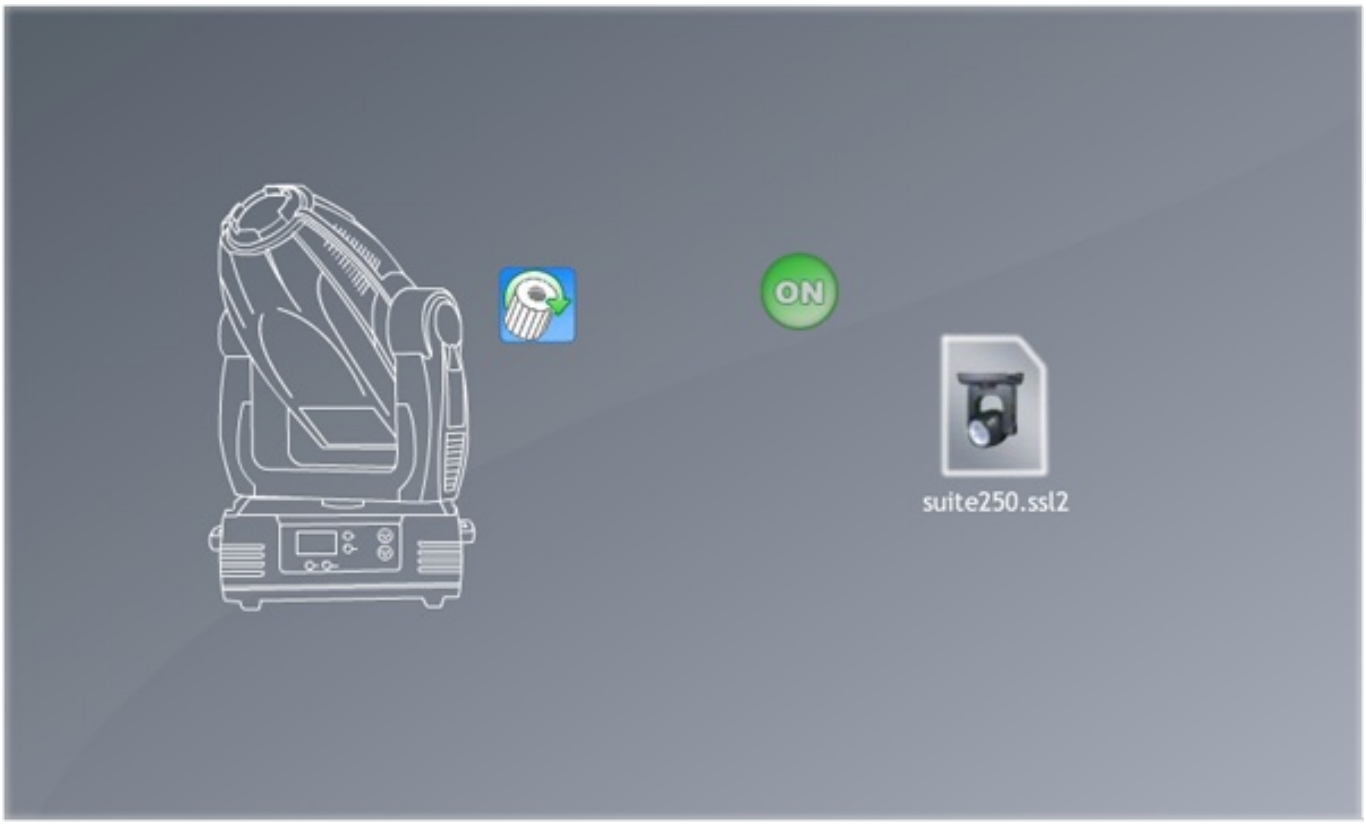
Connect the Male (3/5 pins) end of the XLR cable into the Sunlite Suite 2 DMX interface and connect the female (3/5 holes) end of the XLR into your first fixture.

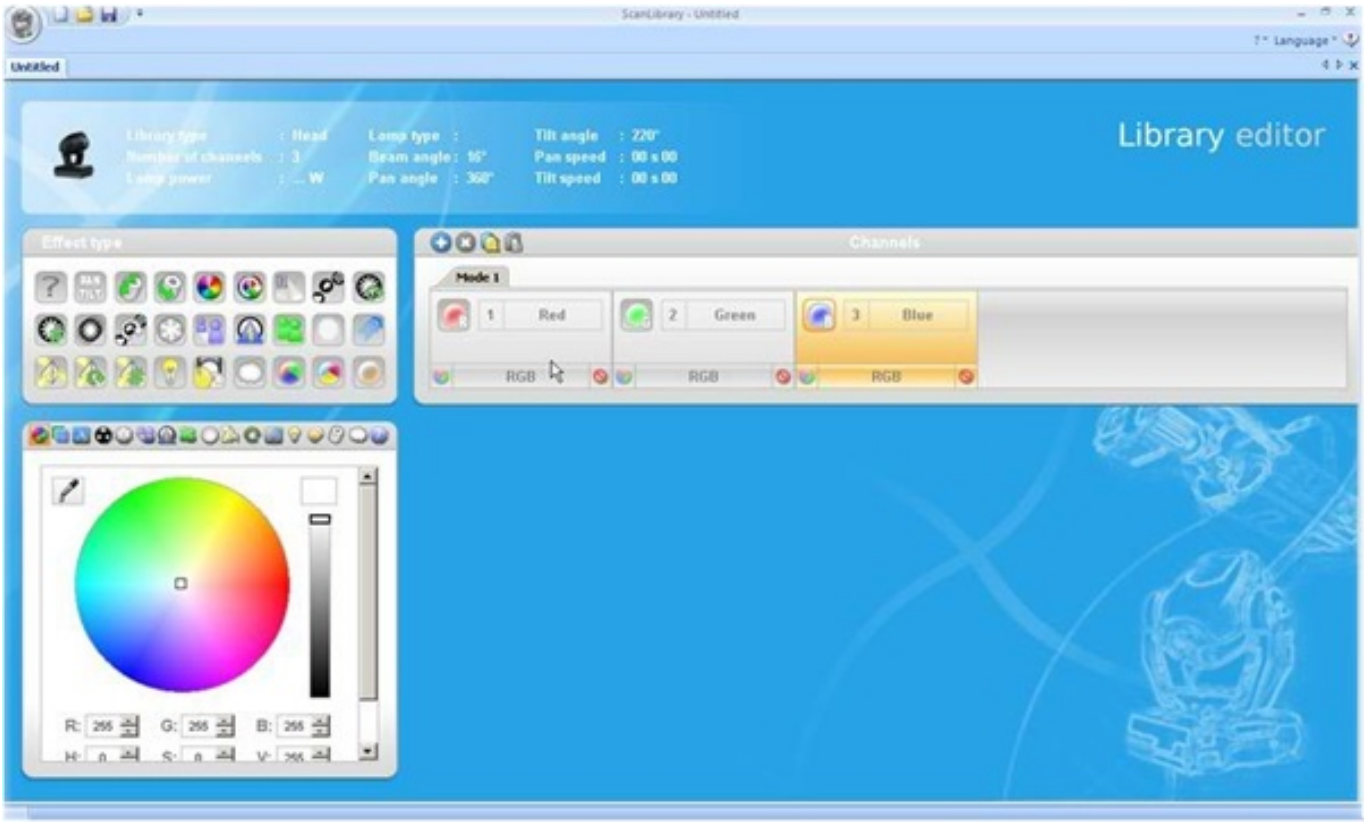


4. Fixture Profiles

All of the attributes of a DMX device are saved in a special file called the “Fixture Profile” or .SSL2 file. The more accurate the fixture profile, the easier it will be to program your lighting with Sunlite Suite 2. If you have an incomplete fixture profile, Sunlite Suite 2 will not understand the lights you want to control and therefore make it very difficult for you to program your lighting fixtures.



There is a profile for almost every fixture on the market. Fixture profiles can be created and edited with the "Scan Library" editor software. For more details on how to make Scanlibrary profiles, see the Scan Library tutorial or have a read of Words of Wisdom TIP 5 at dmxsoft.com.



II Quick Start

The Main Sunlite Suite 2 Concepts

The main concepts of Sunlite Suite 2 are pages, scenes and switches. Each fixture type has its own page. Each page contains scenes. Only one scene can be activated on a page at one time, however it is possible to have as many switches as you like (as long as they don't affect the same channel type).

For example, you could have a scene whereby the lights are moving around the stage and dimming up and down, you can then make a "red wash" switch. When the switch is activated, the moving scene will carry on, but the lights turn red.

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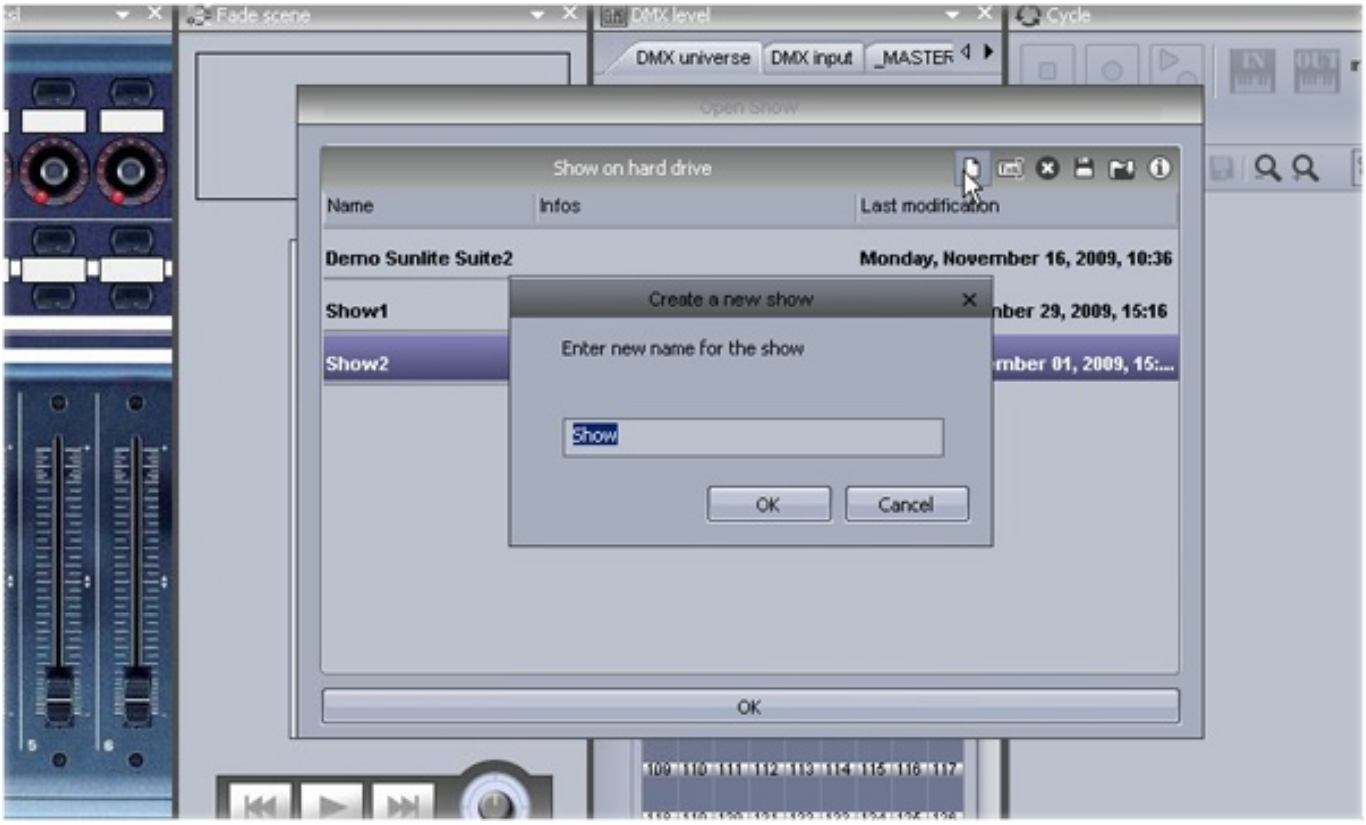
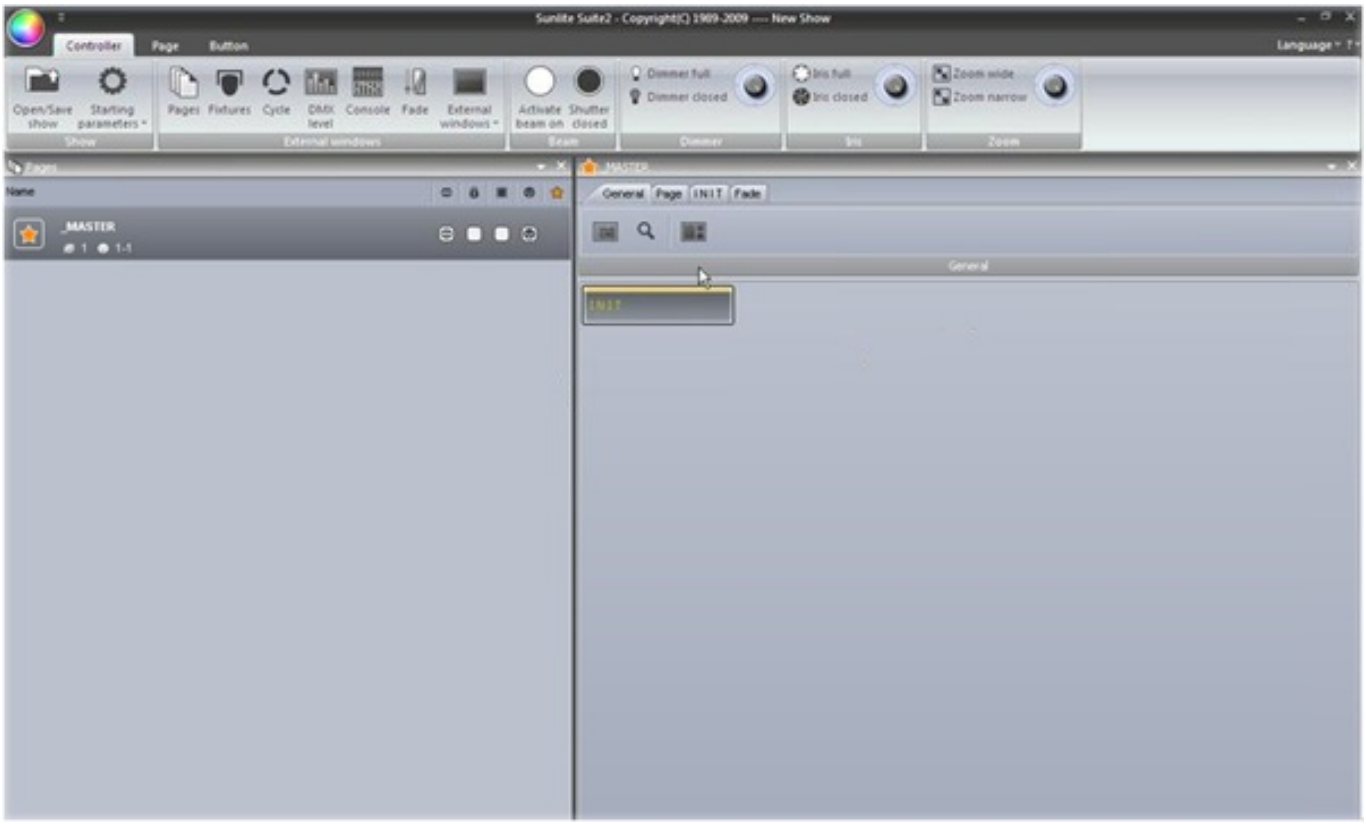
1. Creating your first show

Open Sunlite Suite 2. The open the show dialog can be found from the main menu.

Click here to create a new show.



The window panels can be re-arranged by dragging and dropping. To start off, the only panels required are the pages and master panels.



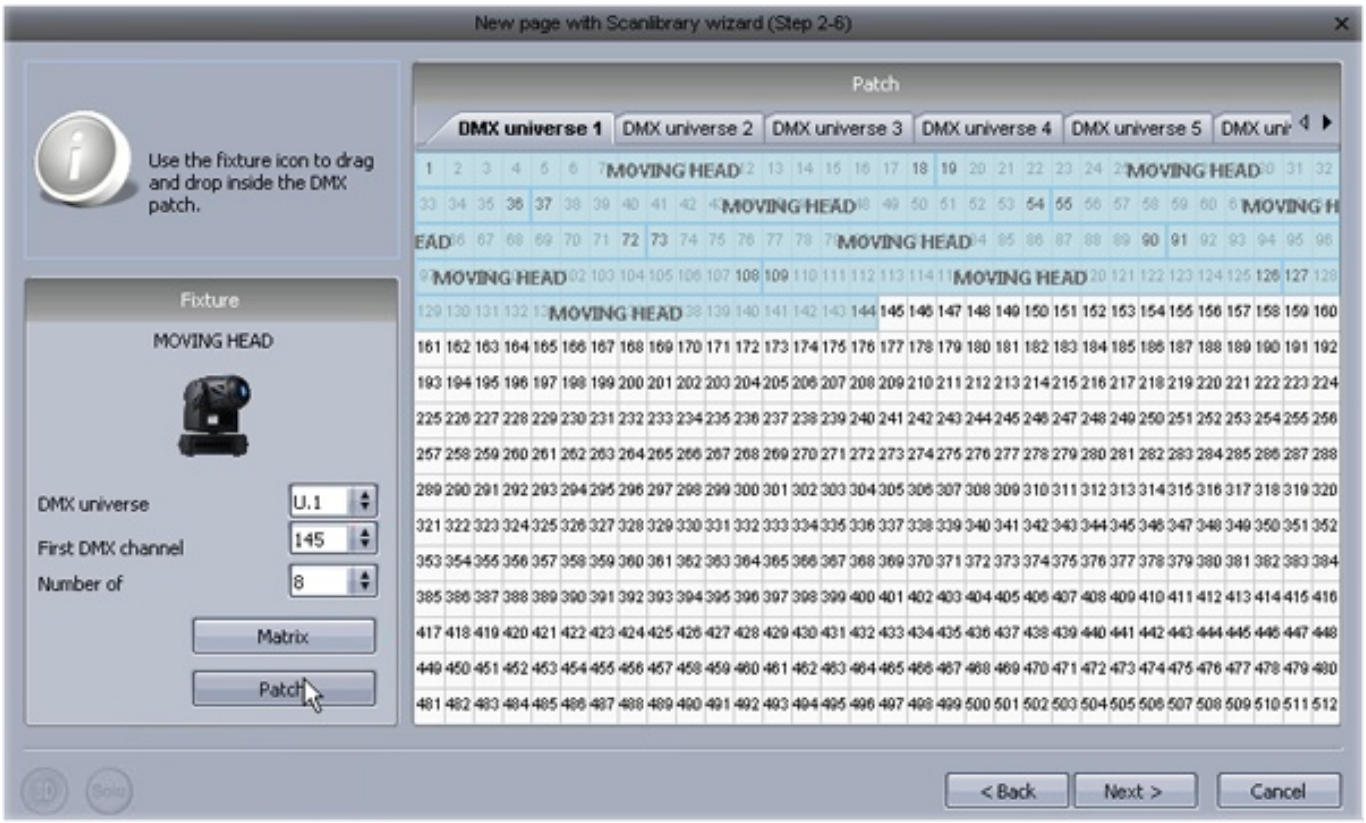
Each different model of fixture generally has its own page. New pages can be created here

Step 1

To create a page for a moving head, select "Moving Head" under the "Generic" folder.

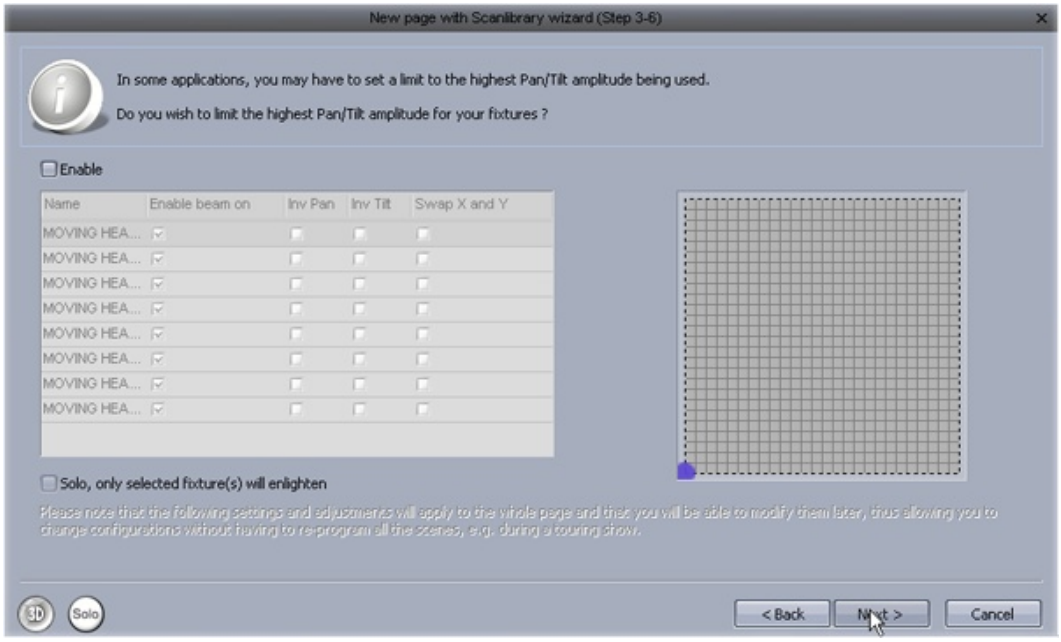
Step 2

The software needs to know how many fixtures are being used and the starting DMX address. In the example below we have 8 moving heads starting at address 1.



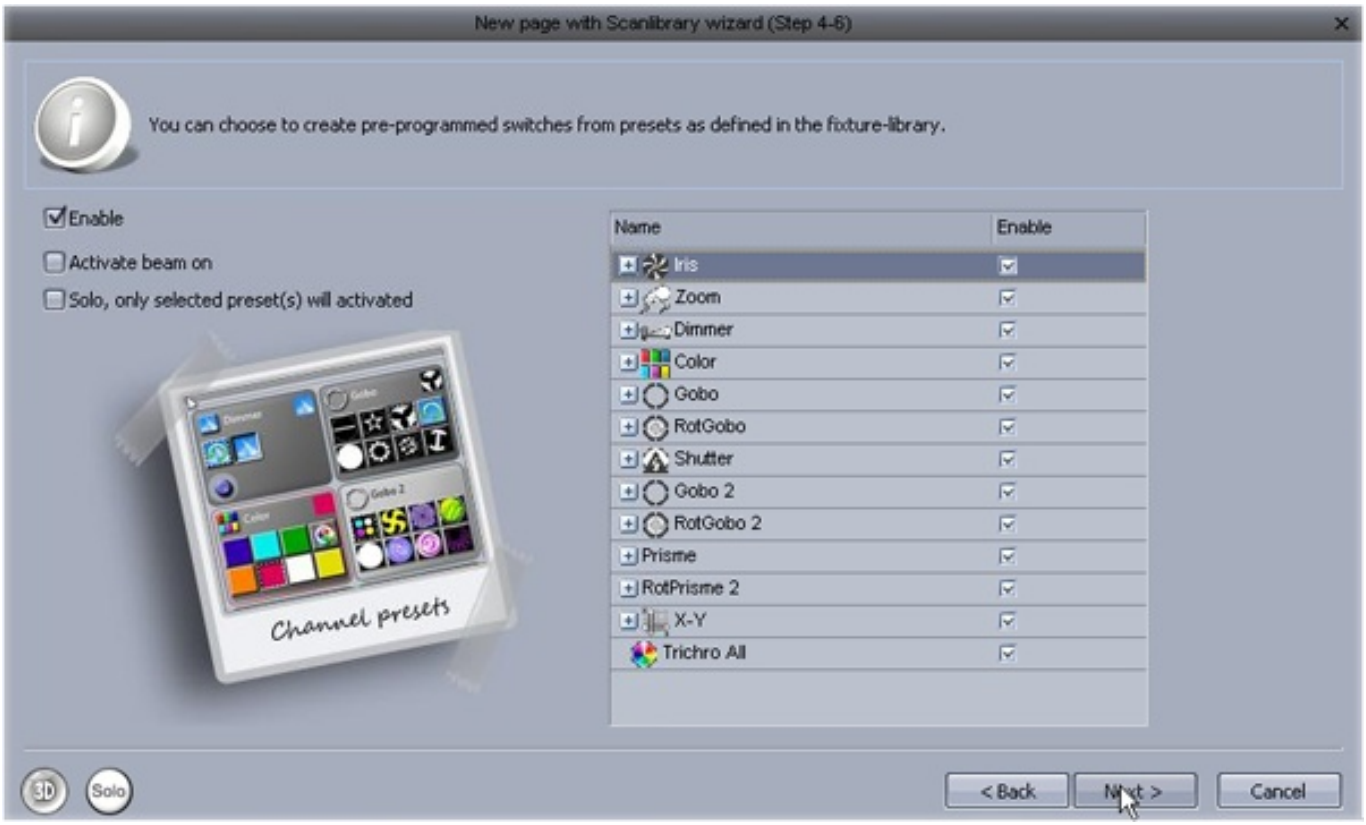
Step 3

The highest pan and tilt values of a fixture can be set here. For example, if you are using a moving head in the corner of a room in a club, you probably will not want the light beam to spend 50% of the time shining away from the room.



Step 4

The software will now create pre-programmed switches for many of the common presets of the fixture.

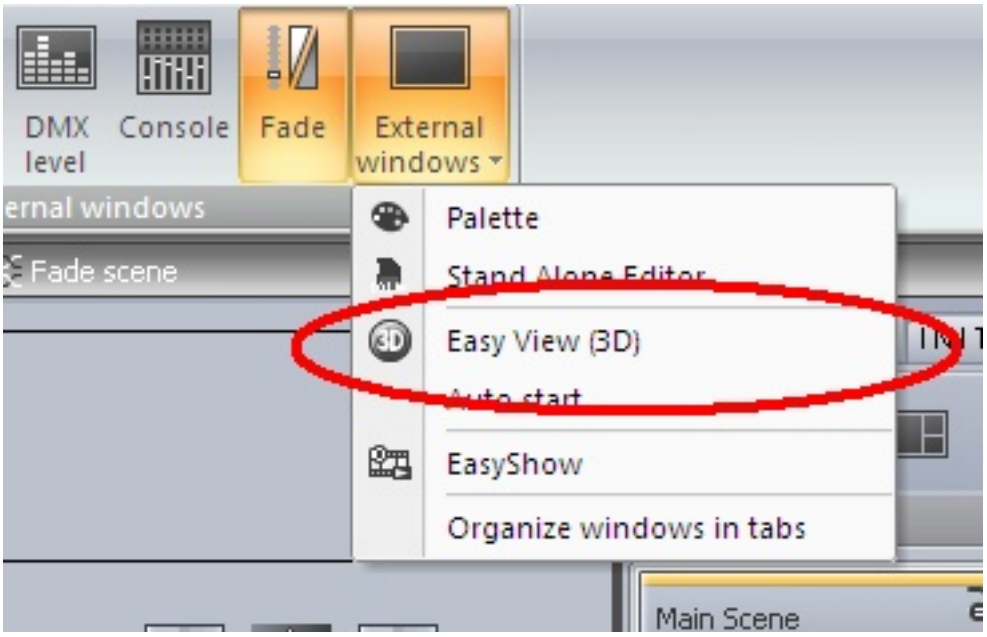


Step 5

The software can also create a variety of pre programmed movements.

Step 6

You have now created your first page. Click here to open the 3D visualiser and see what has been generated.

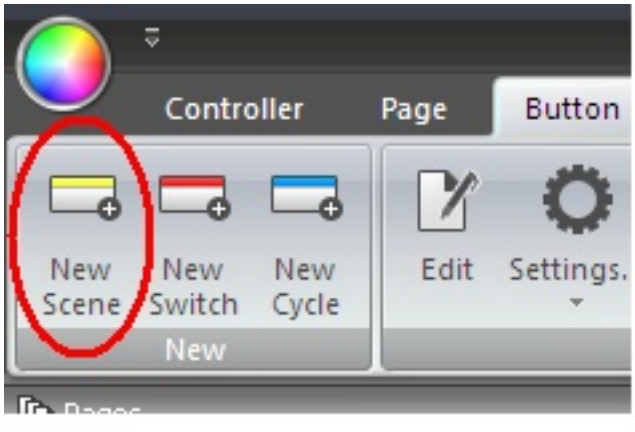


2. Creating your first Scene

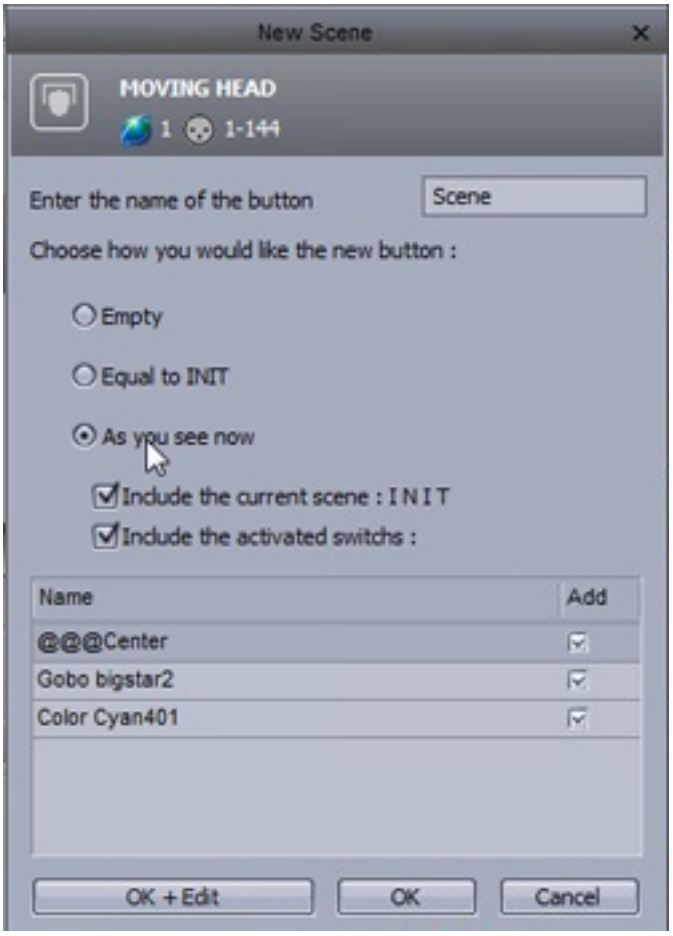
Notice that all of your pre-programmed buttons have a red strip across the top. This means that the button is a SWITCH button. A SWITCH button usually controls just one parameter. For example here is a gobo SWITCH.

A collection of SWITCHES can be saved into a SCENE. A new SCENE can be created

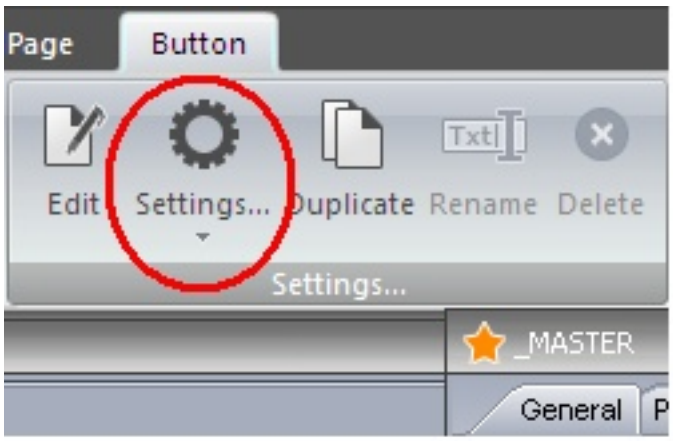
here.



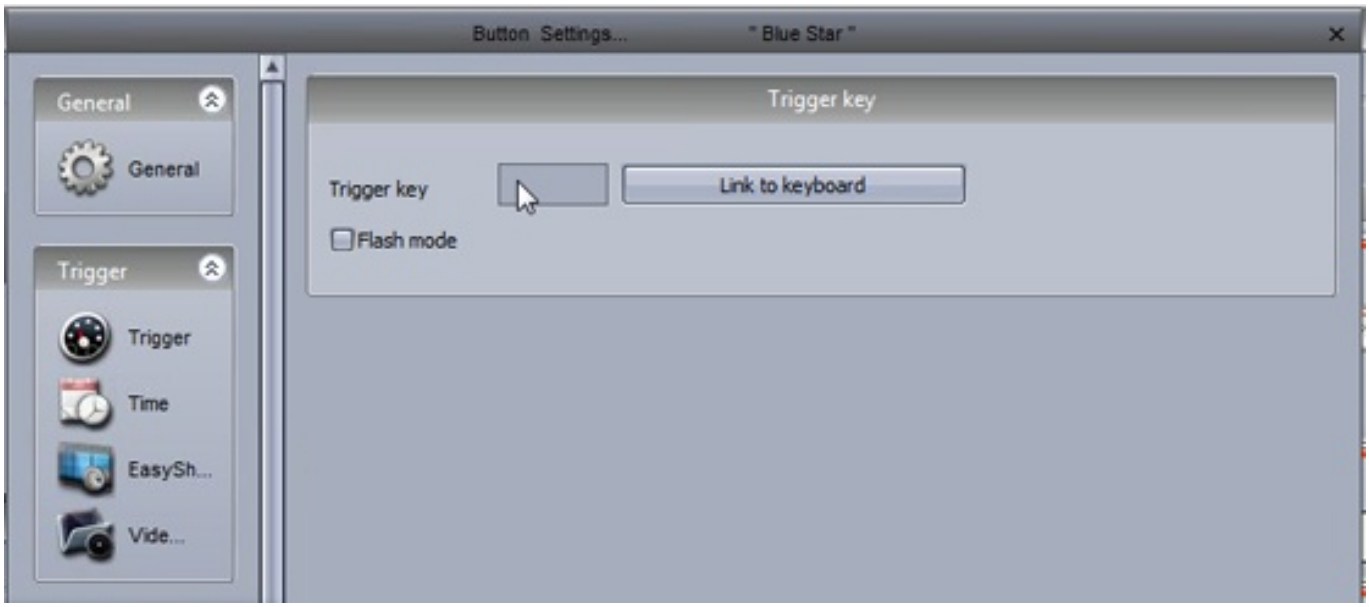
When "As you see now" is selected, everything you see will be saved into the SCENE.



You can change the settings of a SCENE here.



A SCENE can be triggered from the computer keyboard.

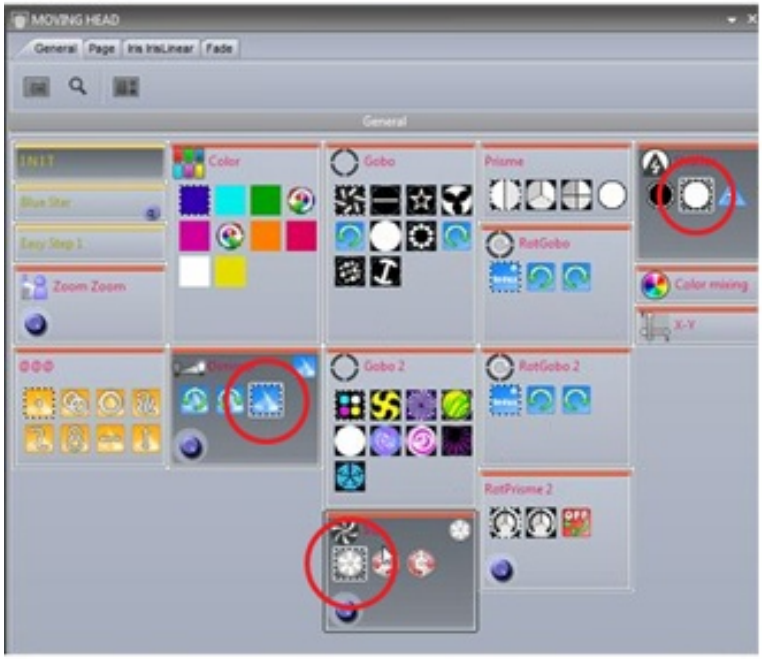


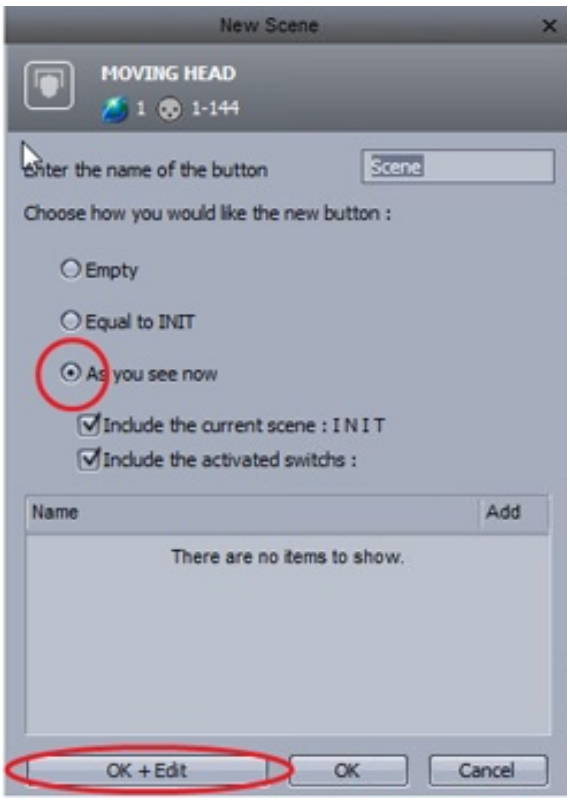
Double clicking a SCENE or SWTICH will deactivate all other SWITCHES

3. Editing a scene with EasyStep

1. Turn your lamps on

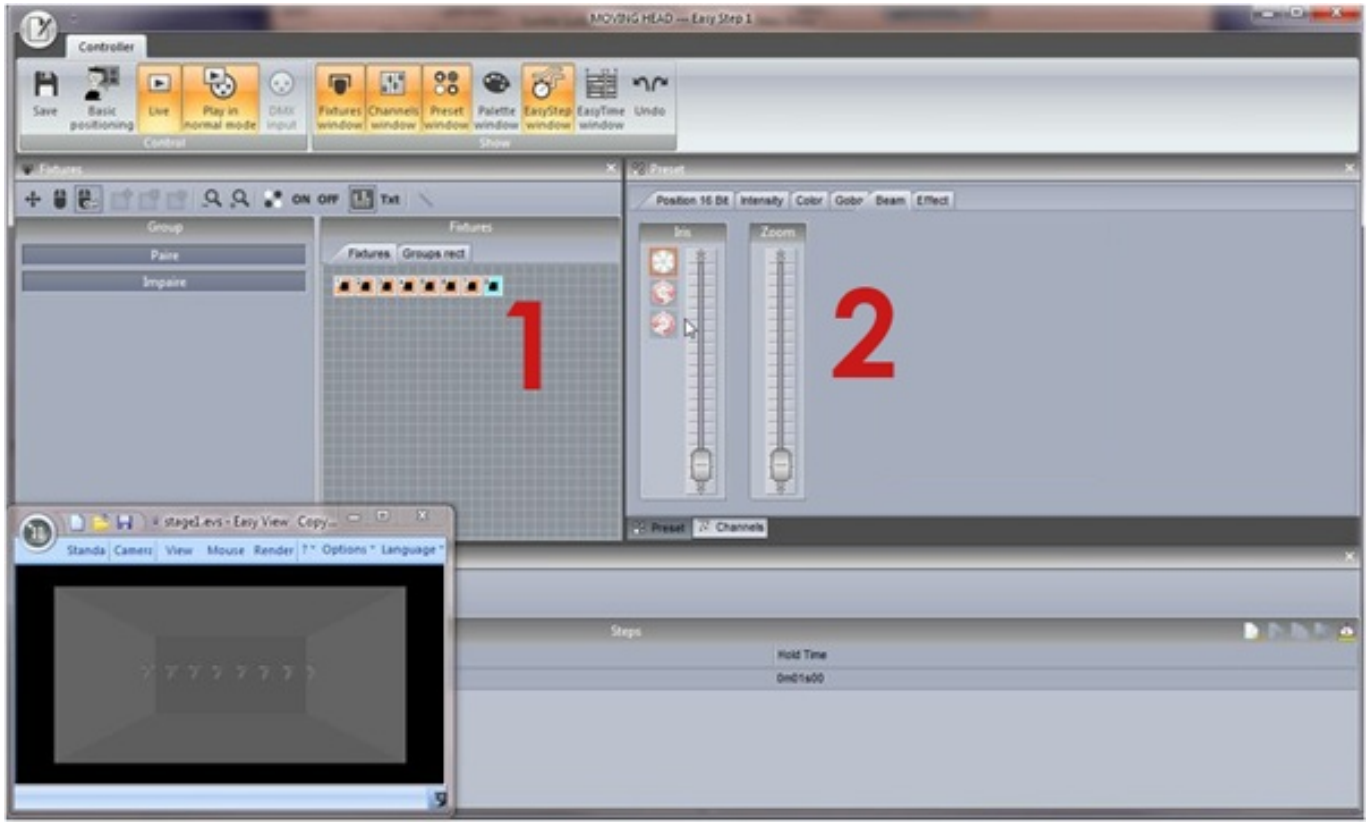
SCENES and SWITCHES can be edited using the EasyStep tool or the EasyTime tool. In this chapter, we will create a simple movement using the EasyStep tool. Click the iris, shutter and dimmer channels to show the light beam. Create a new scene, make sure “As you see now” is selected and select “OK + Edit”.





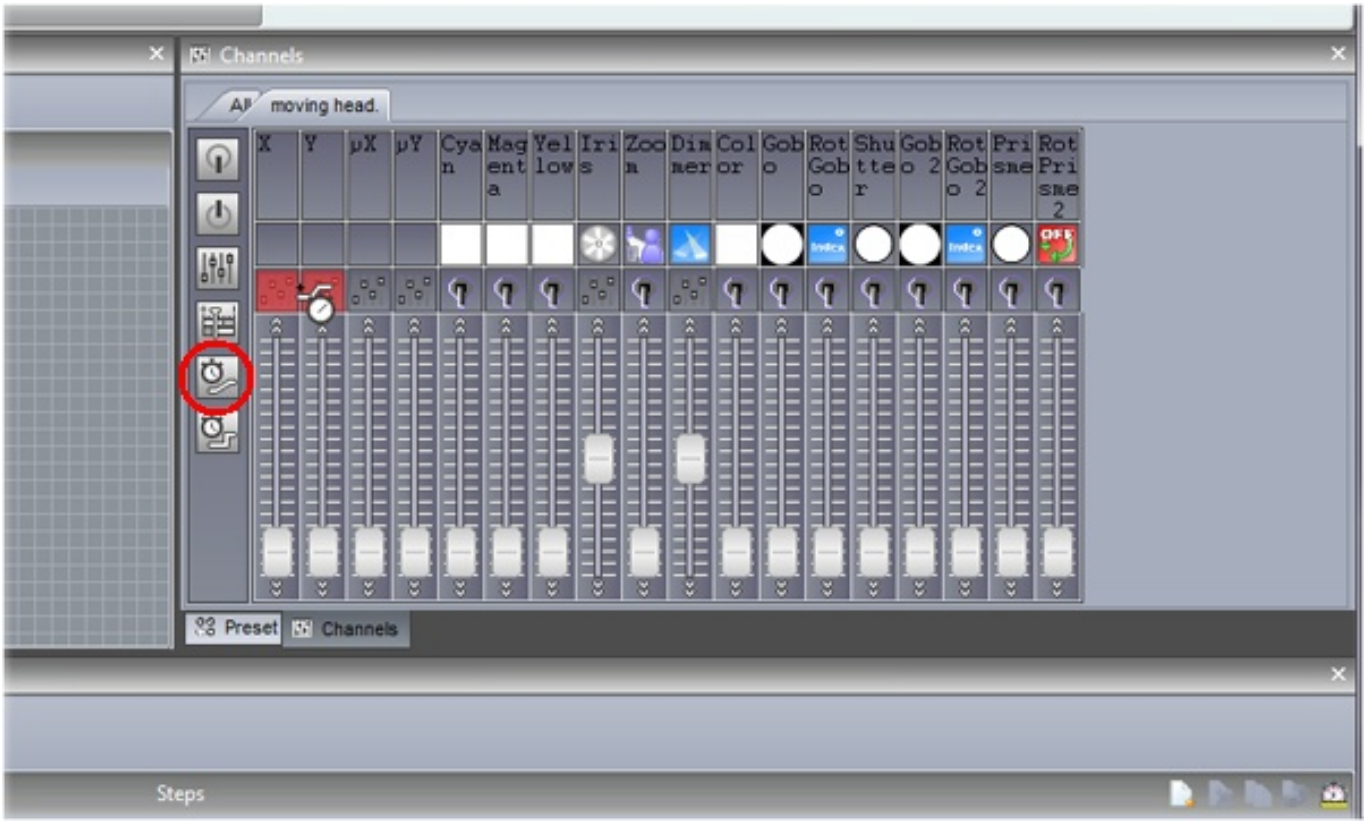
2. Select fixtures to edit

As with the main interface, window panels can be rearranged to suit your needs. Select the fixtures you wish to control here(1). Presets can be modified here(2).



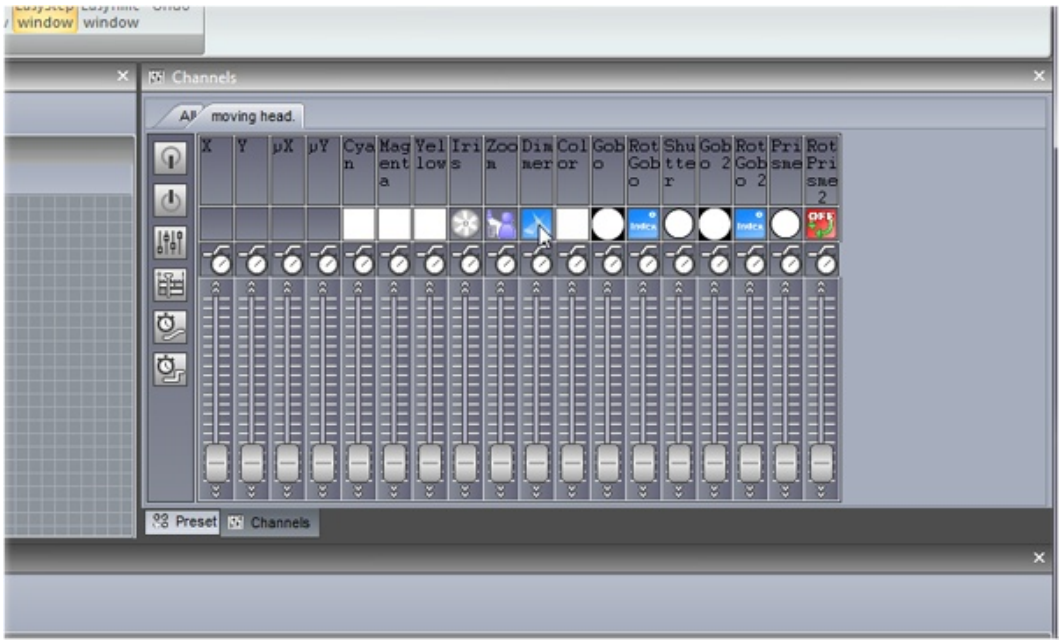
3. Assign EasyStep mode to the relevant channels

Each channels mode can be set here. All channels are set to off by default. To make a simple movement pattern, assign the EasyStep tool to the pan and tilt channels. Drag the EasyStep icon here and hold ctrl to select multiple channels.



4. Adjust fixtures

In addition to the preset tab, you can also adjust your fixtures using the faders tab. Move the X and Y faders to position the fixtures.



5. Create a new step and preview

Once the parameters have been adjusted, click here(1) to create a new step. Move the X and Y faders to the second position. EasyStep sequences can be previewed by clicking here(2).

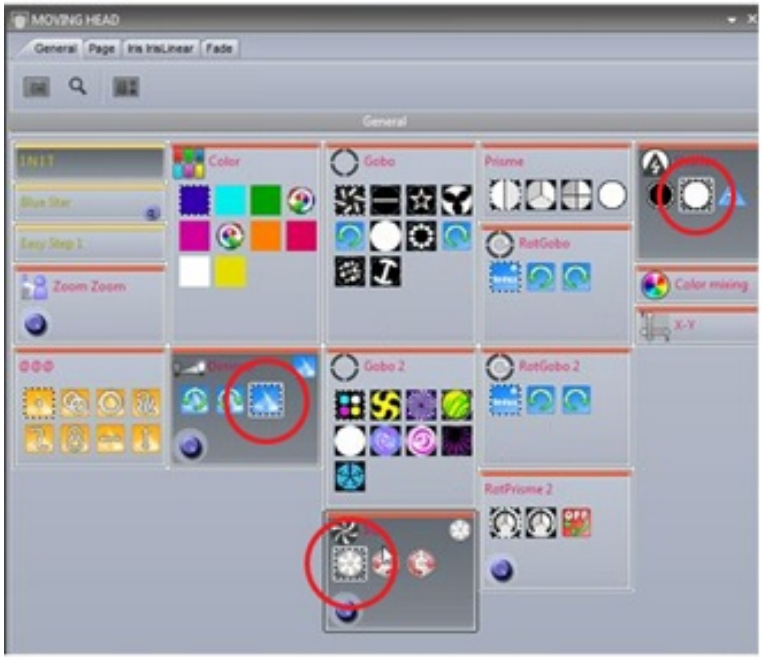
6. Add fade/wait times

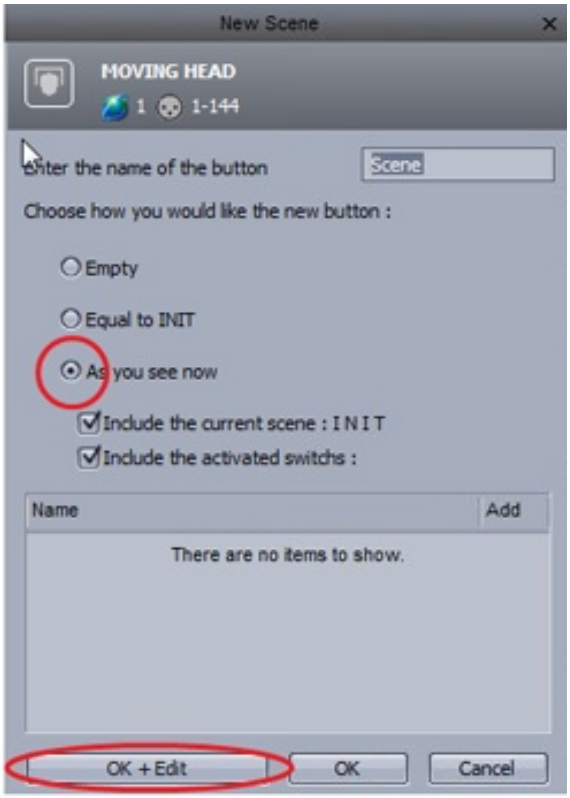
Fade and wait times can be added here.

4. Editing a Scene with EasyTime

1. Turn your lamps on

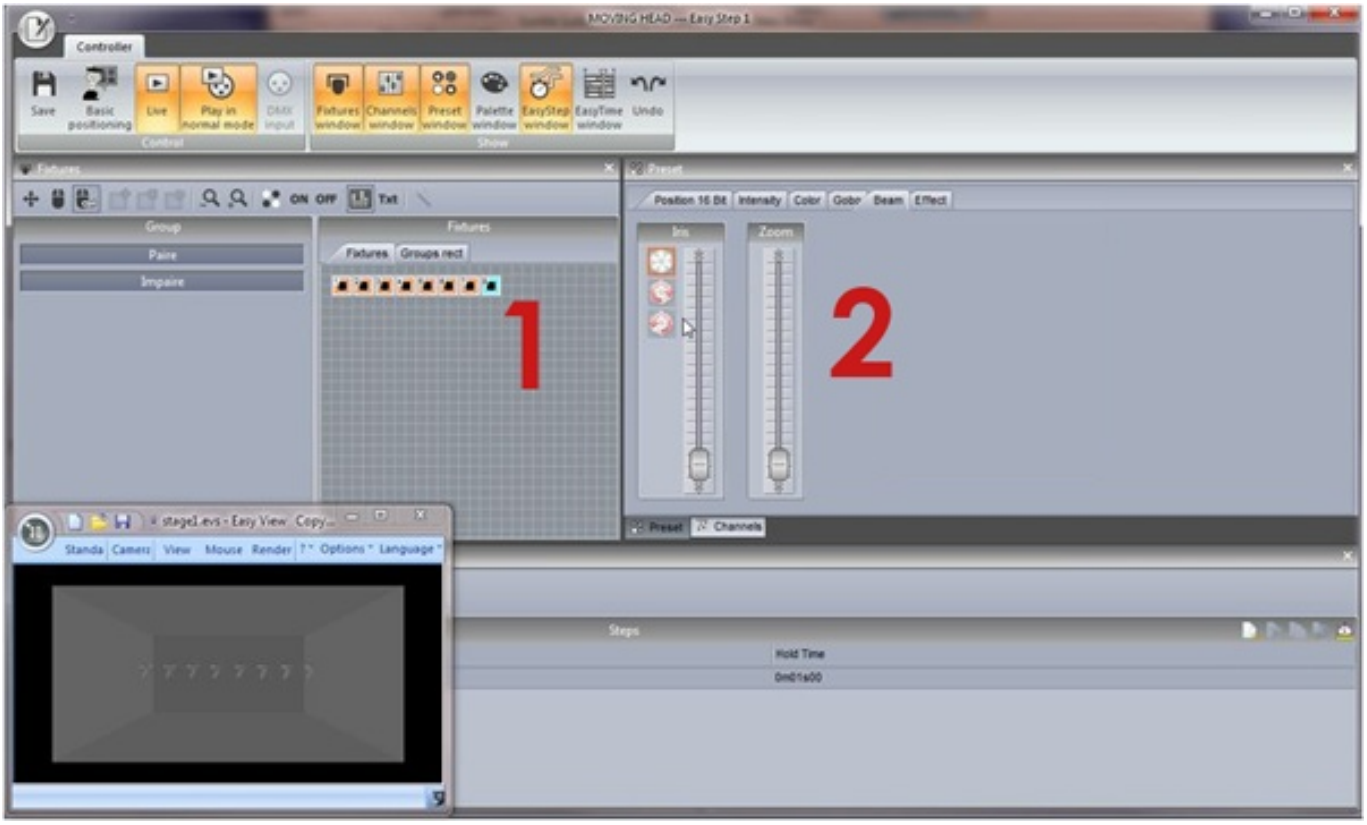
Click the iris, shutter and dimmer channels to show the light beam. Create a new scene, make sure “As you see now” is selected and select “OK + Edit”.





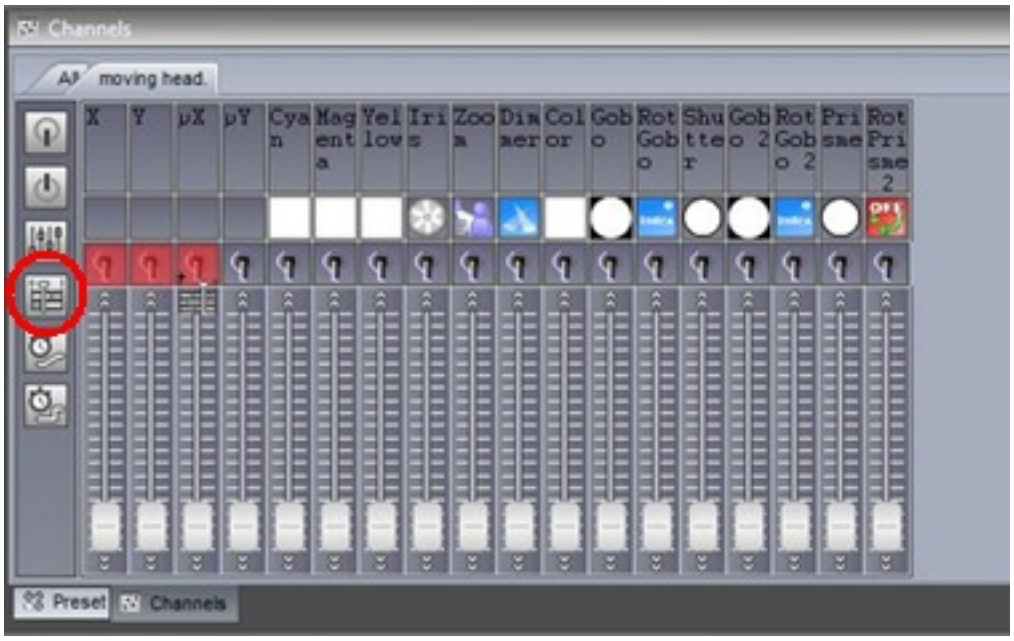
2. Select fixtures to edit

Select the fixtures you wish to control here(1). Presets can be modified here(2).



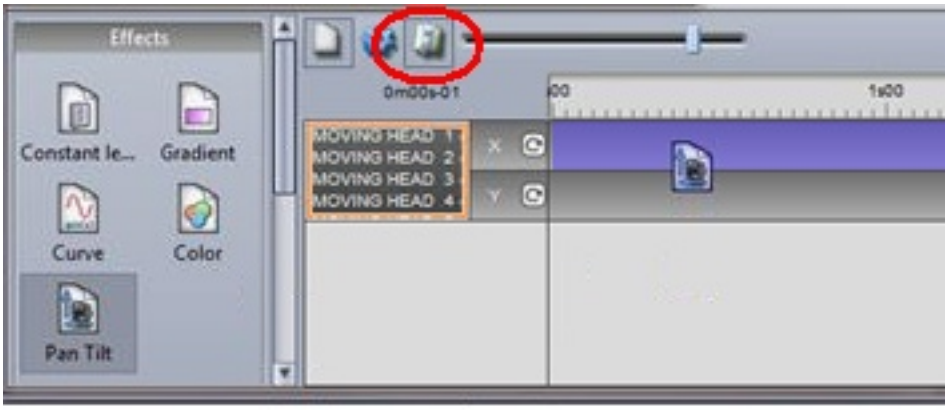
3. Assign EasyTime mode to the relevant channels

Assign the EasyTime tool to the pan and tilt channels. Drag the EasyTime icon here and hold ctrl to select multiple channels.



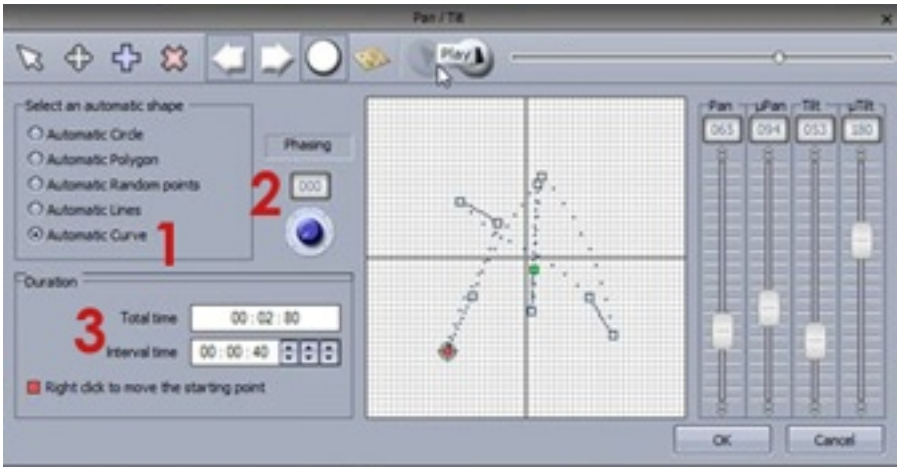
4. Compress channels & drag an effect

Click here to compress all moving head pan and tilt channels together then drag a pan/tilt effect.



5. Editing your effect

Select "Automatic curve"(1).
Add phasing to your effect (2)
Change the length of the effect(3)
For more information on the effects available with EasyTime, see the EasyTime effects chapters

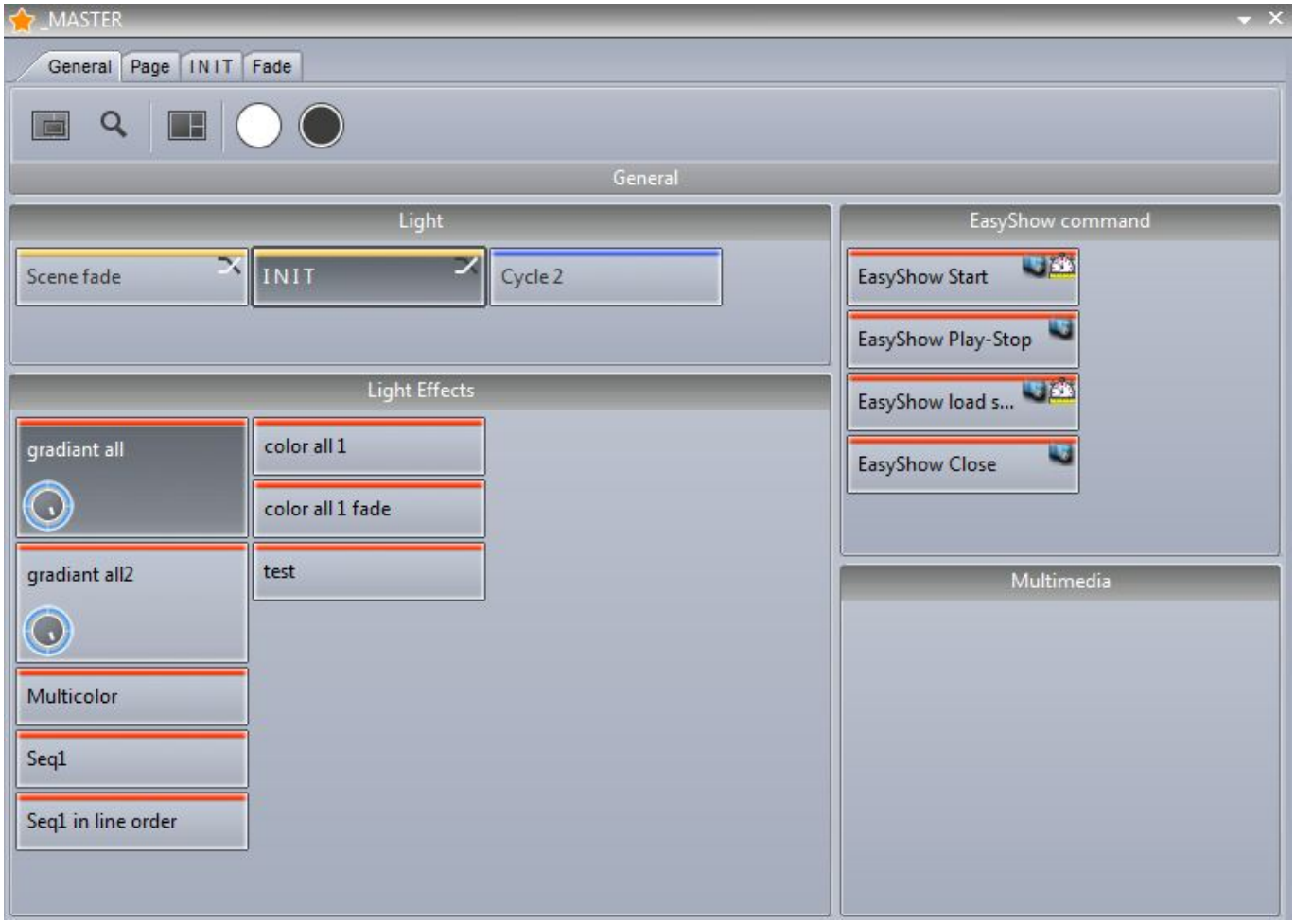


III Programming

1. Creating The MASTER Page

What is the MASTER Page?

The MASTER page is a combination of all the other pages in your show. It allows you to create Scenes, Switches and Cycles which contain programming for more than one fixture type. The MASTER page is usually your main live view, where you will add your final programming.



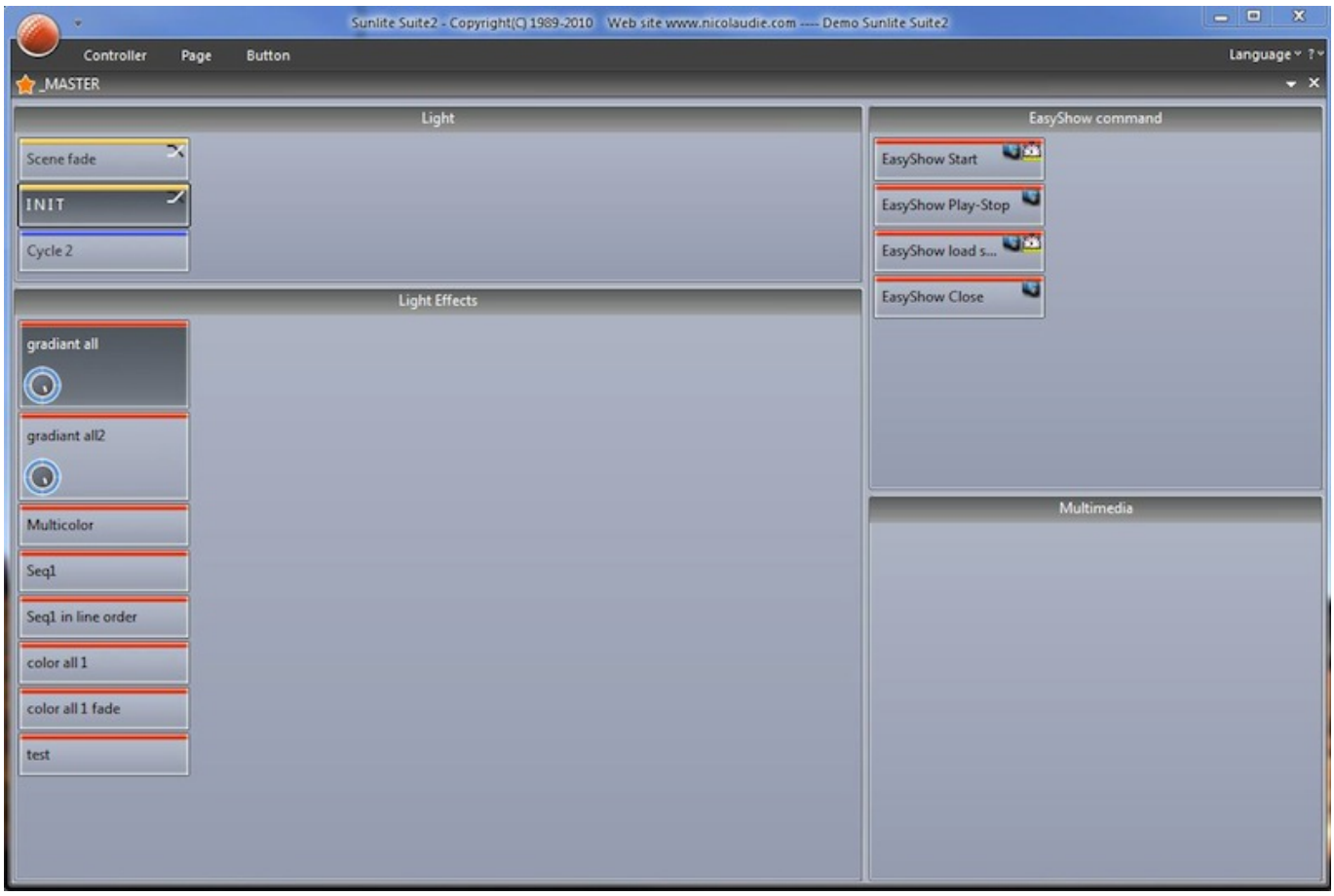
Programming the MASTER page

In the image below we have a page for some moving heads and a page for some scanners. Select a variety of switches on both pages, then Click here(1) to attach both pages to the MASTER page.

Buttons on the MASTER page are created in the same way as on any fixture page. If you create a button and select the “As You See Now” option, all currently activated buttons in all pages will be saved (as long as the page is attached to the MASTER page).

Scenes can be modified very quickly. To modify a parameter, right click and drag a switch from a fixture page to the MASTER page button you wish to modify and select “copy”. In the example below we are changing the moving head gobo.

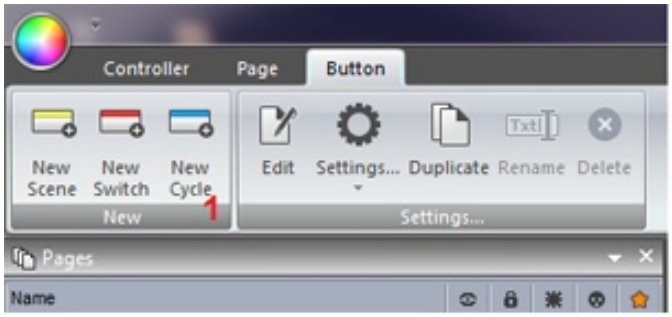
If you are making a show for somebody else to use, or if you are limited on screen space, you can close and clock all other windows and have just the MASTER page enabled. See the access privileges topic for more information.

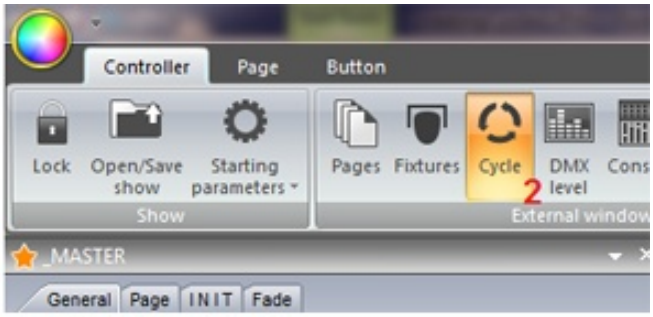


2. Creating Cycles

What is a Cycle?

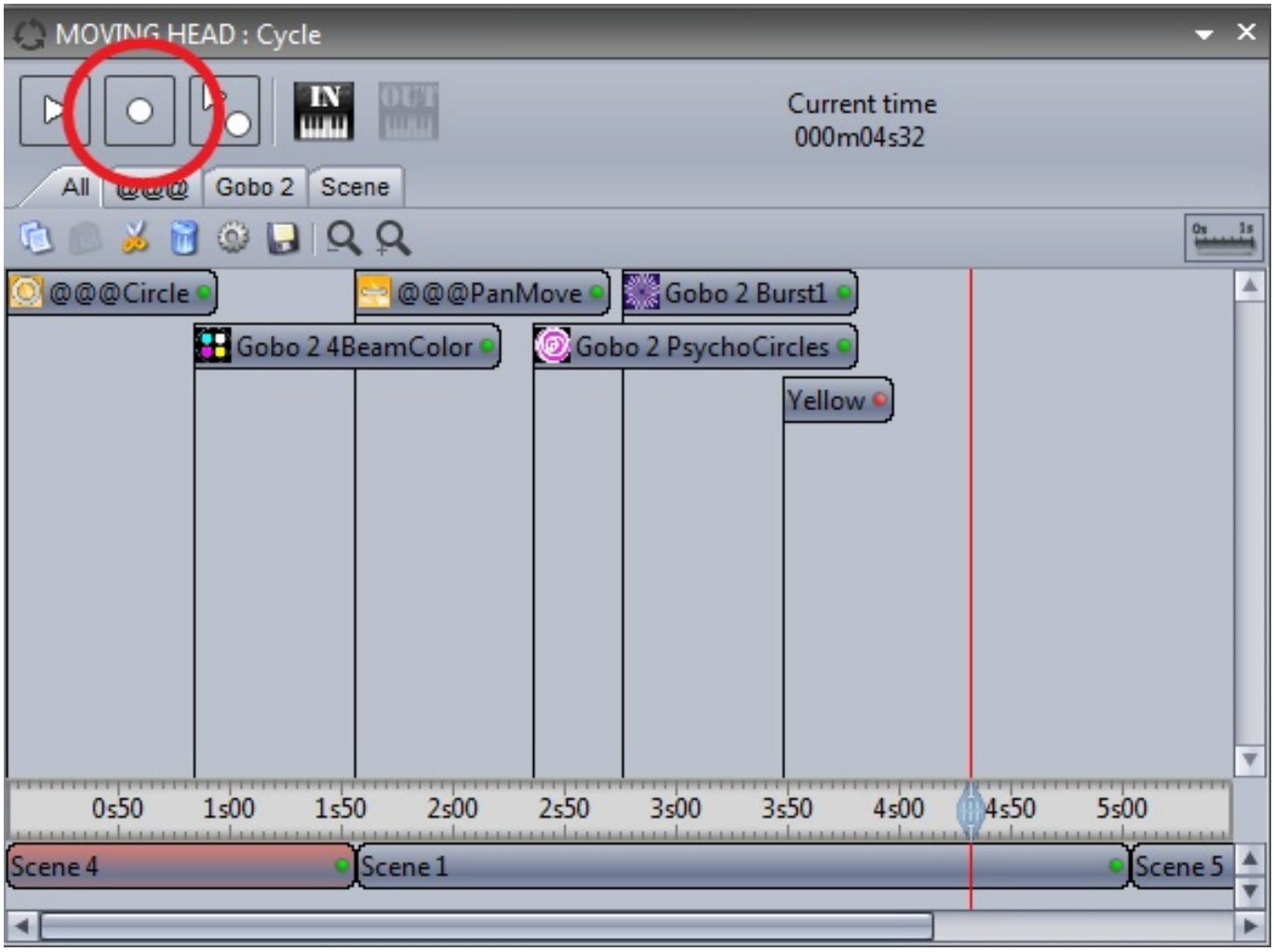
A Cycle is a cue list of scenes and switches. Cycles are useful if you have a set of scenes and switches and wish to trigger these sequentially. Click here(1) to create a new Cycle and click here (2) to view the Cycle panel.



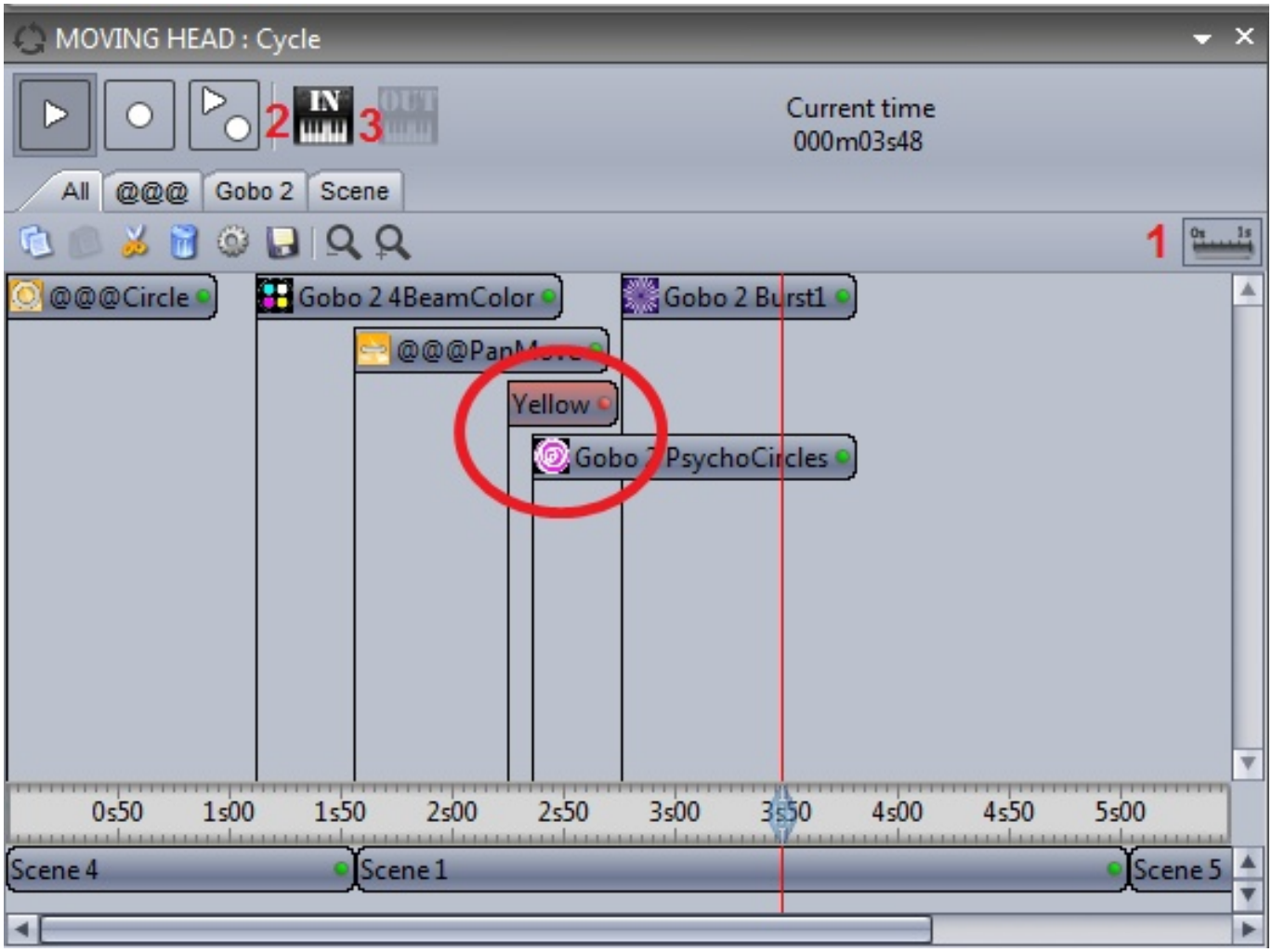


Recording a Cycle

To record a cycle; click record, select a combination of buttons then click record again when you are done. The selected Switches are displayed at the top and the selected Scenes are displayed on the bottom.



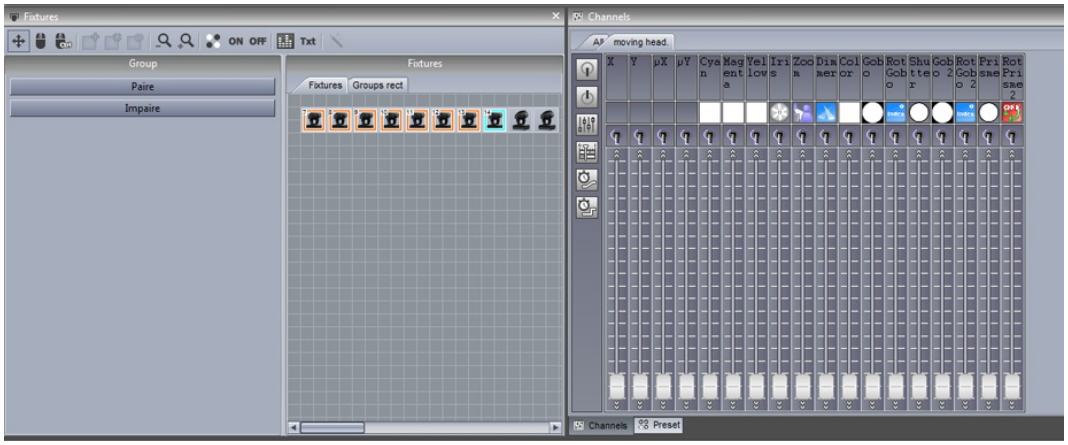
Buttons can be moved around the timeline by clicking and dragging
The button activation order can be viewed in a list by clicking here(1). Additional button presses can be recorded whilst playing a Cycle by selecting the play/record button(2).
A cycle can be triggered by Midi Time Code by clicking here(3). See the Midi Time Code chapter for more information.



3. Button Editor

Channels

Select ‘Edit’ to access the button editor. To edit a fixture, select the fixtures you wish to edit from the Fixtures panel. The channels will appear here.

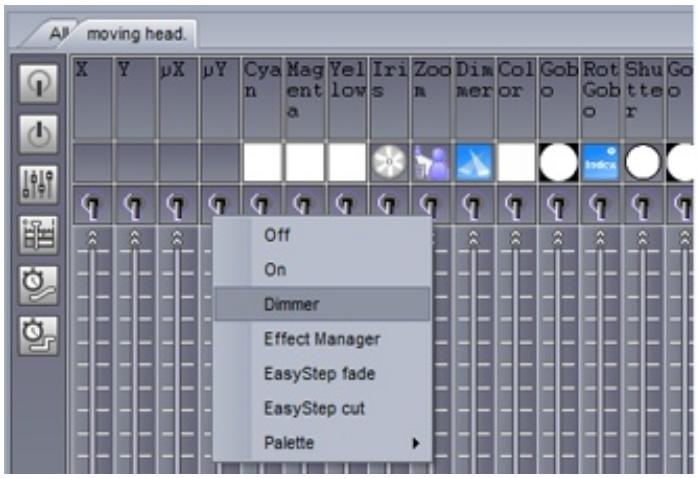


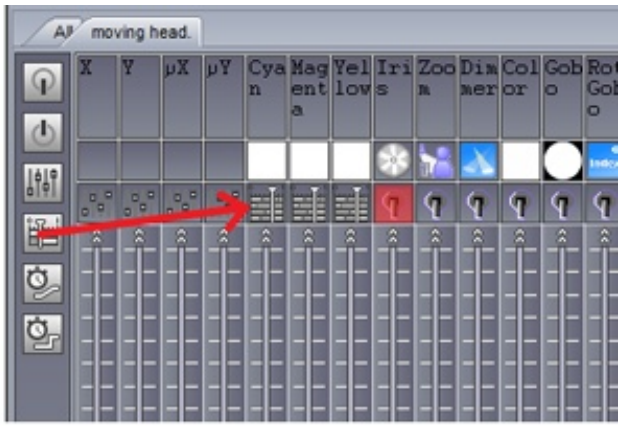
Channel Types

The button editor allows you to modify DMX channels in a variety of different ways. Before editing your scene, it is important to make sure that each DMX channel is assigned to the correct type. To assign a channel type, drag one of the icons from the left onto the top of a channel. Hold ctrl to drag onto multiple channels at once.

Off: Deactivates a channel
On: Activates a channel and sets the fader to 100 %
Dimmer: Allows manual adjustment of a channel fader
Easy Time: Allows the channel to be edited using the Easy Time tool
Easy Step Fade: Allows the channel to be edited using the Easy Step tool
Easy Step Cut: Allows the channel to be edited using the Easy Step tool but ignores any fade commands. This is useful for a gobo or shutter channel

To jump to a particular preset, right click the top of a channel and select the preset.

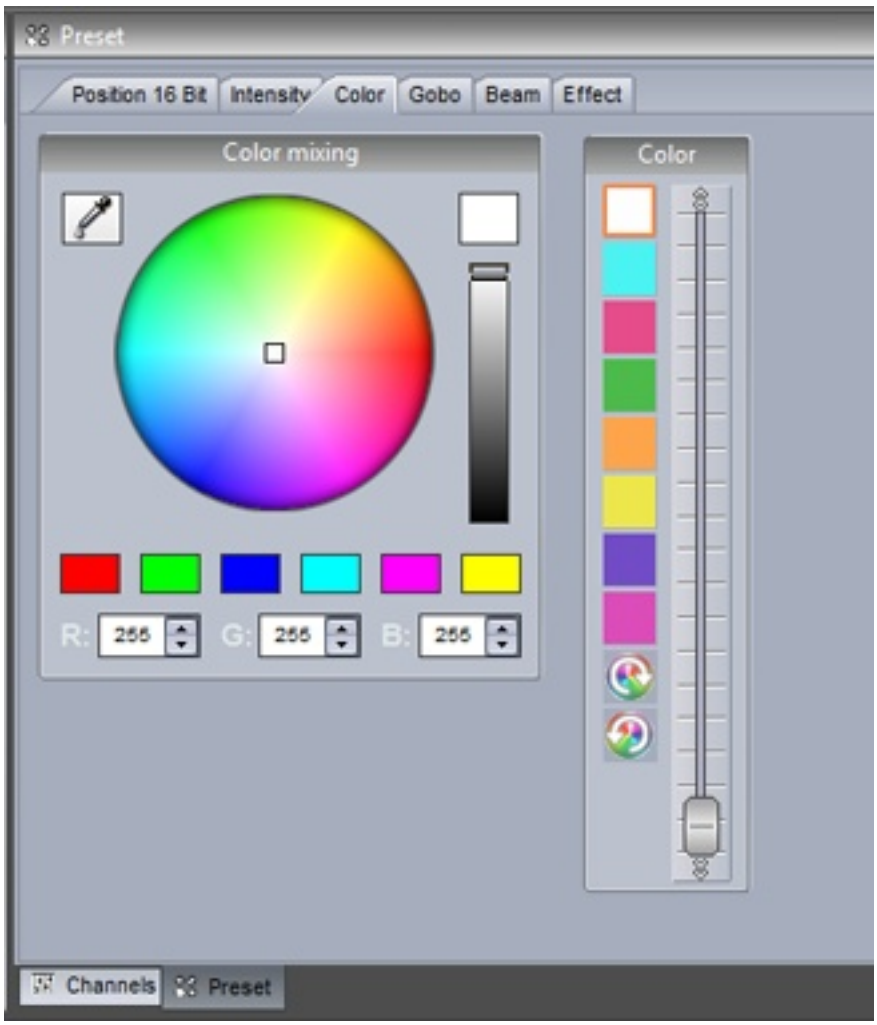




Preset Tabs

The Preset tabs allow for quicker modification of presets. A colour wheel allows you to quickly modify the colour of a fixture and the X-Y grid allows you to quickly change a fixtures position. To use the preset tabs you must have the Dimmer channel type assigned.

If you are working on the MASTER page and are working with multiple fixtures of different types, the Preset window is able to understand common presets between the fixtures. For example, if you are using a CMY moving head, and an LED RGB panel, you will be able to modify the colour of both fixtures with a single colour wheel.

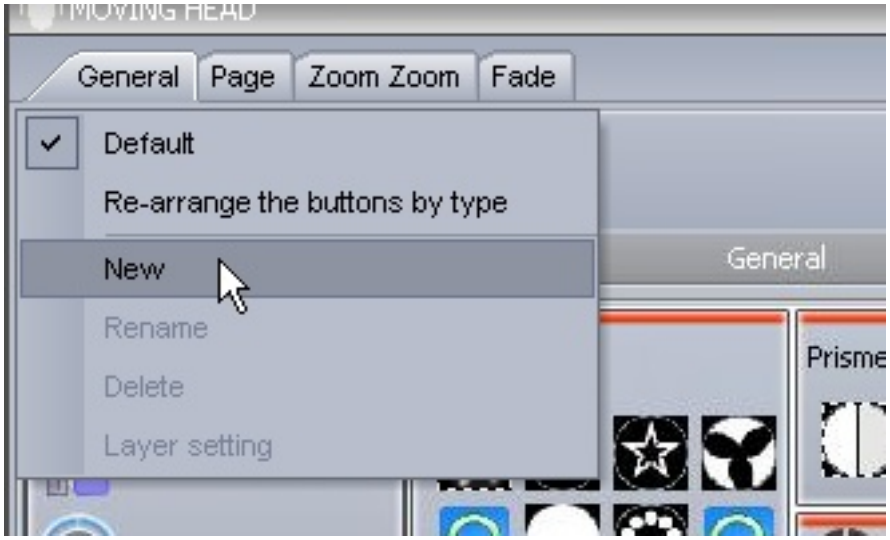


4. Arranging Buttons

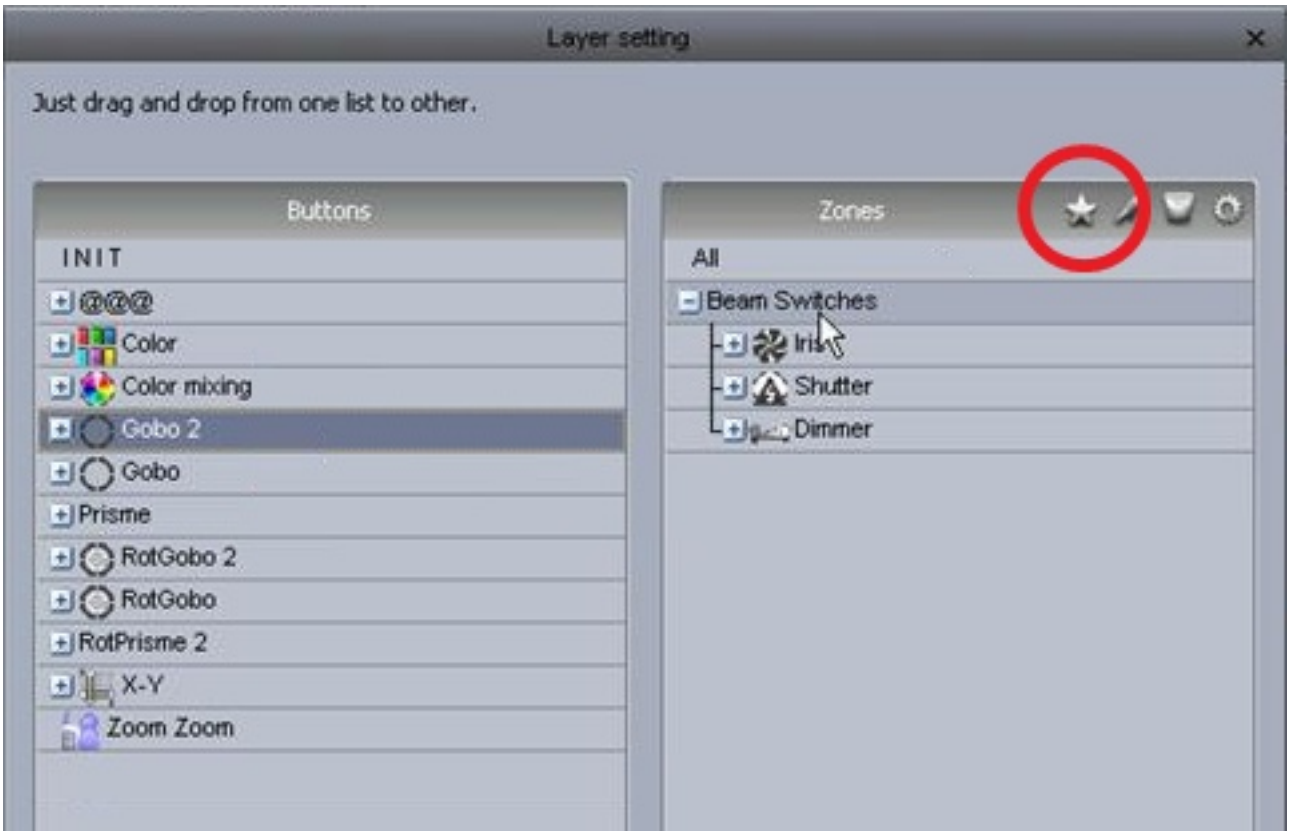
Buttons can be arranged in a variety of different ways. Right click and drag a button to manually change its position.

Custom groups

Custom groups can be created here.



Click here to create a new group, then simply drag your parameters into the relevant group.

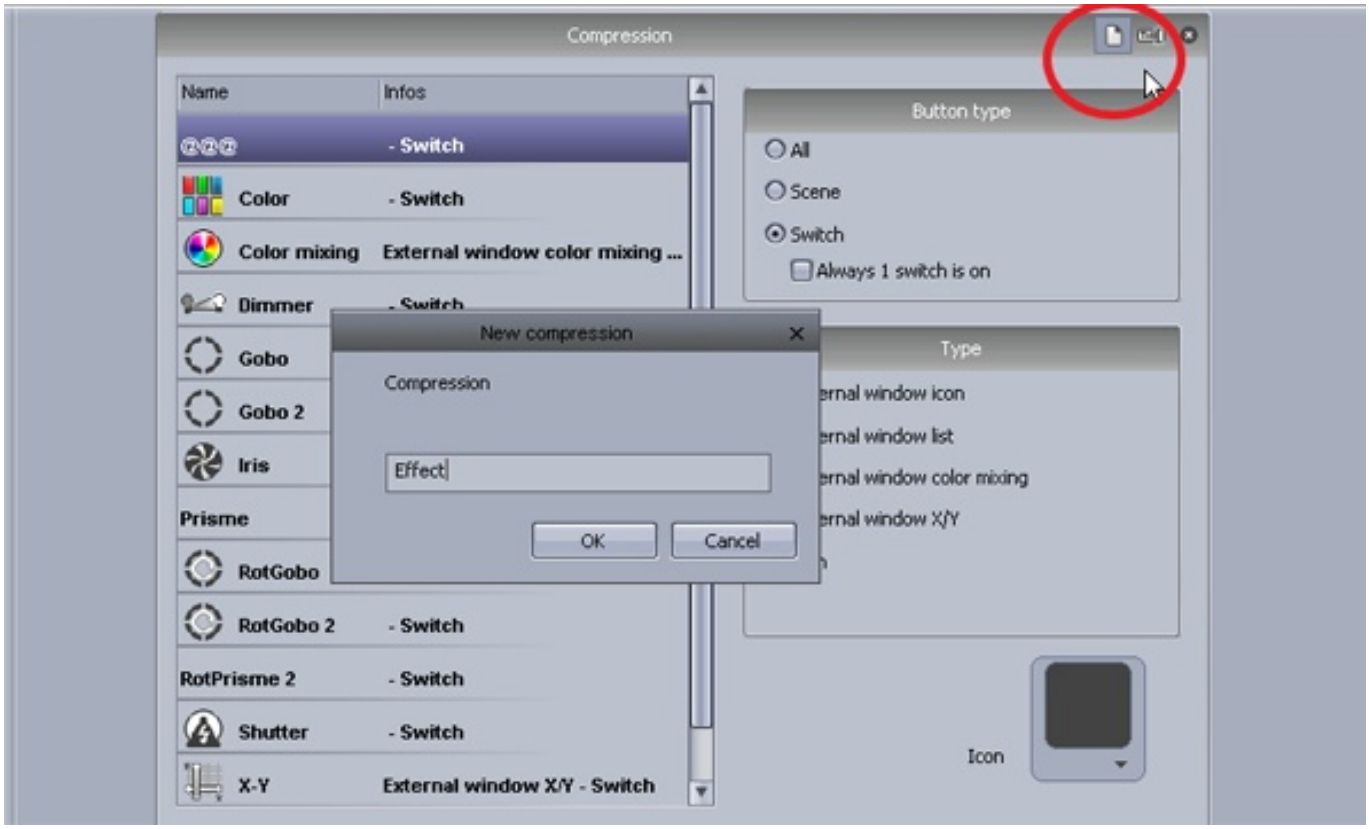


Compression

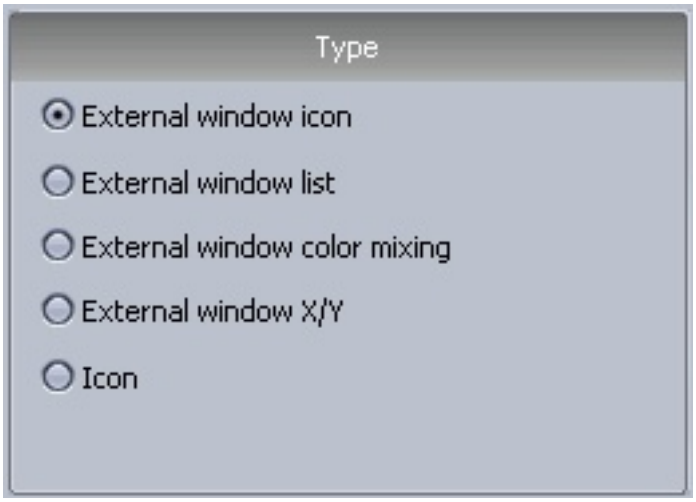
Common parameters can be compressed into one button. For example all the gobo scenes are grouped into one scene button like the example shown below.

To create a compression, make sure the Scenes or Switches you wish to compress are named with a common prefix. In the example below we have 4 scenes which start with the prefix “Effect”.

Button compression types can be modified within the page settings. Create a new compression here and enter the compression prefix, in our case this is “Effect”.



Several different compression types can be created. These include colour wheels, XY grids and icons built into the button or within an external window.



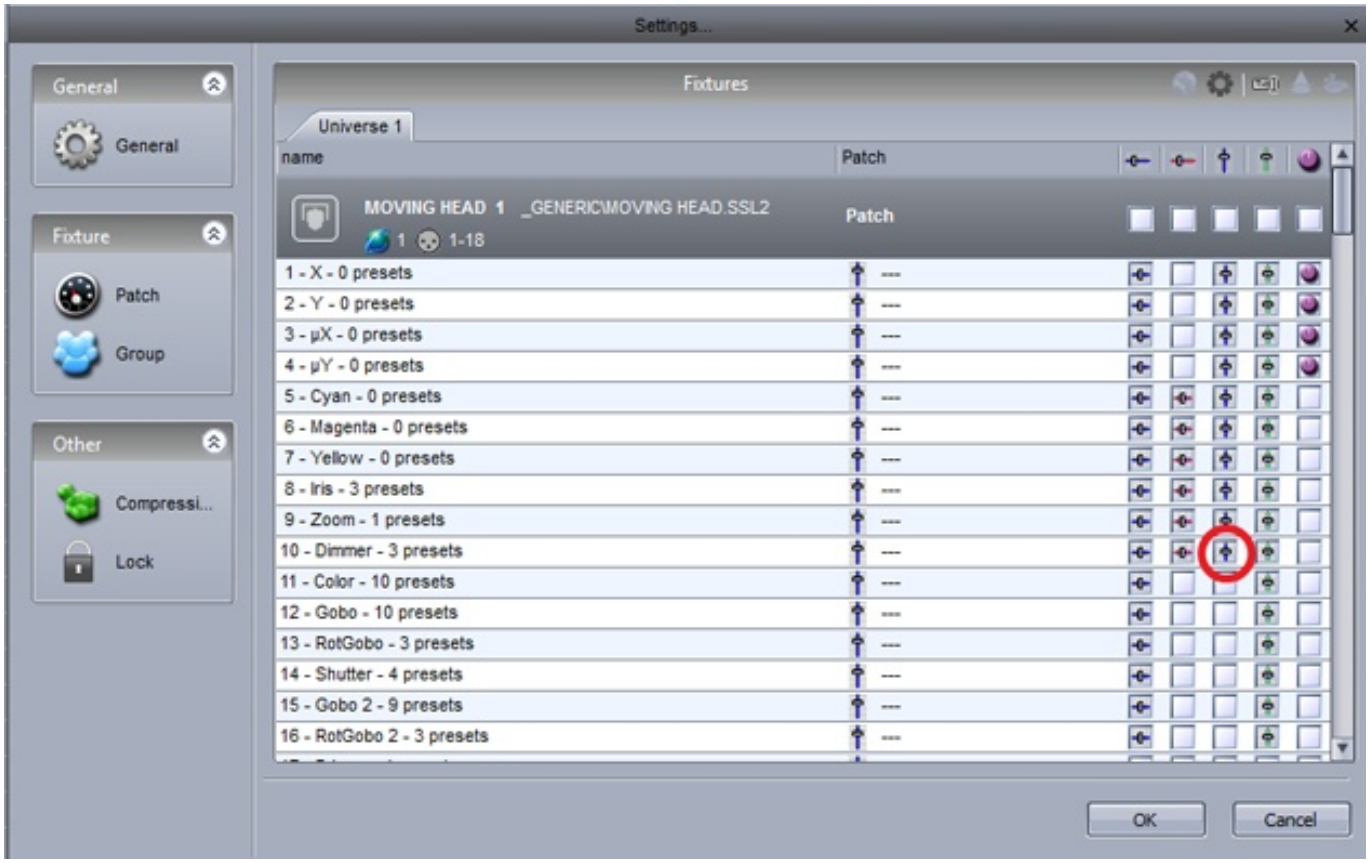
5. Button Dials

The dimmer, speed, size and phase of a button can be changed by shift+right clicking a button and selecting the desired fader.

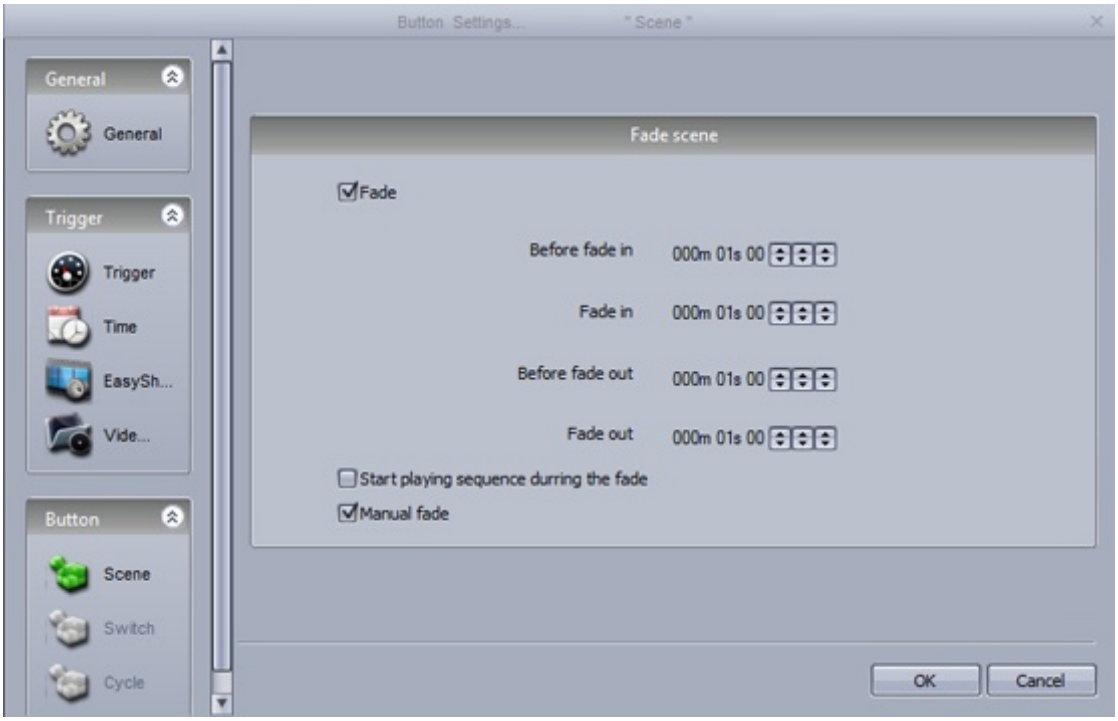
We can also access these dials from the button tab at the top of the page, or by shift+clicking on a button.

6. Scene Fading

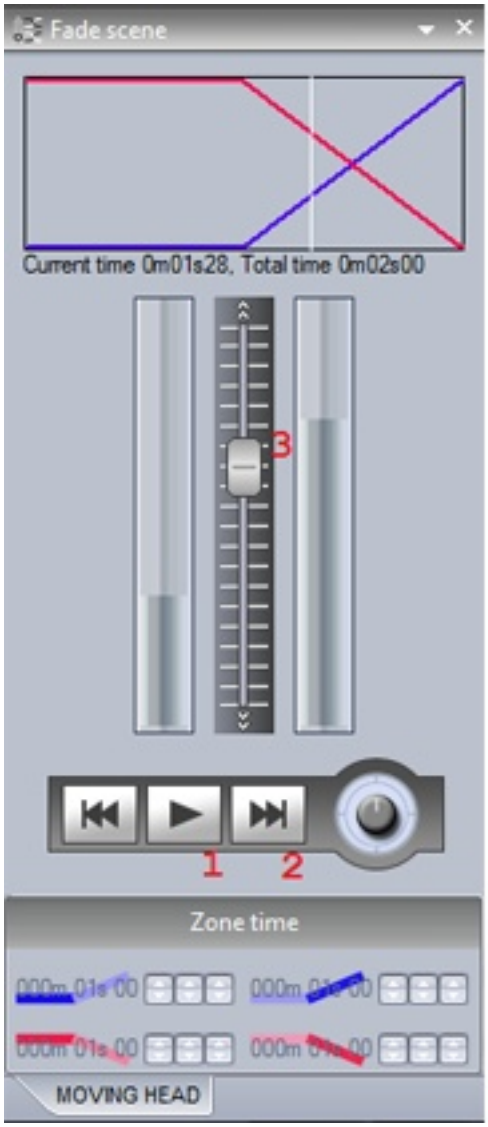
We can set fade times between scenes. This is useful if we want to fade between two static positions, or fade the dimmer. The fade function must first be enabled on the master channels. This can be done within the page settings.



Fade times can be added within the scene settings.

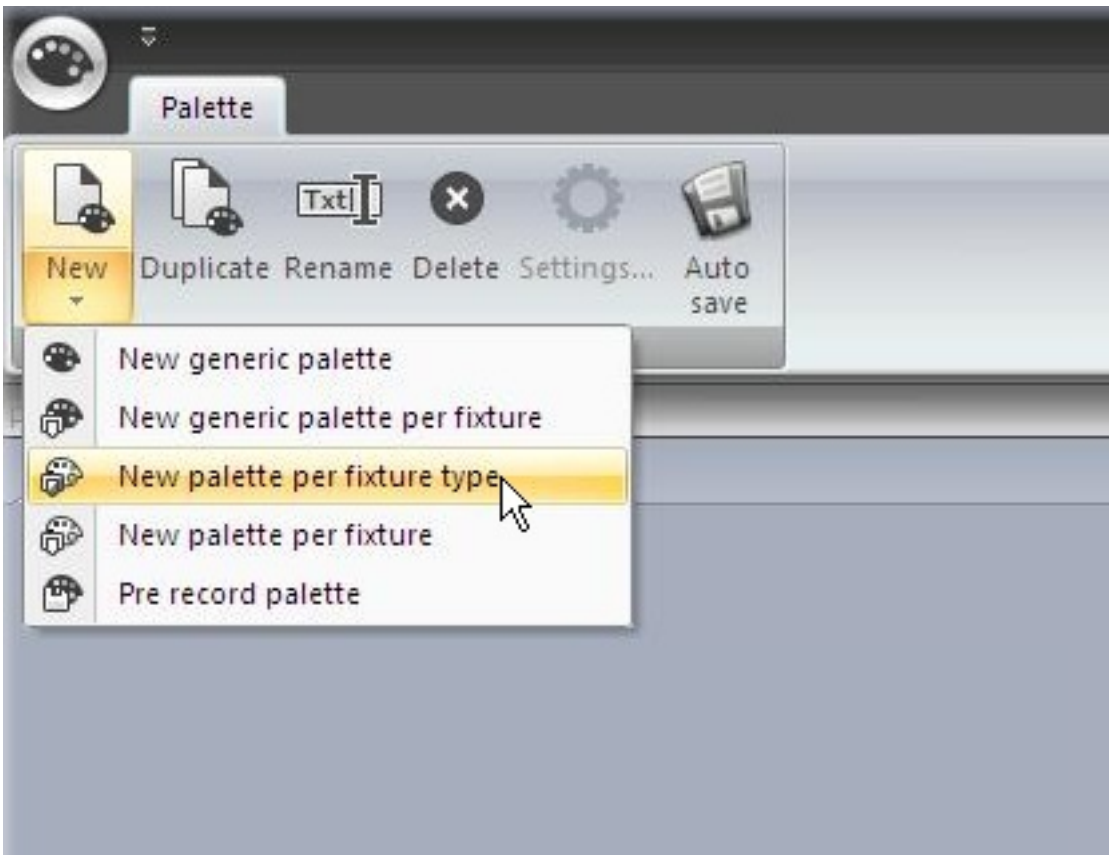


To visualise the fade, open up the Fade Scenes panel. A fade can be paused, replayed(1),skipped to the beginning/end(2) or controlled manually(3) (if manual fade is enabled within the scene settings).

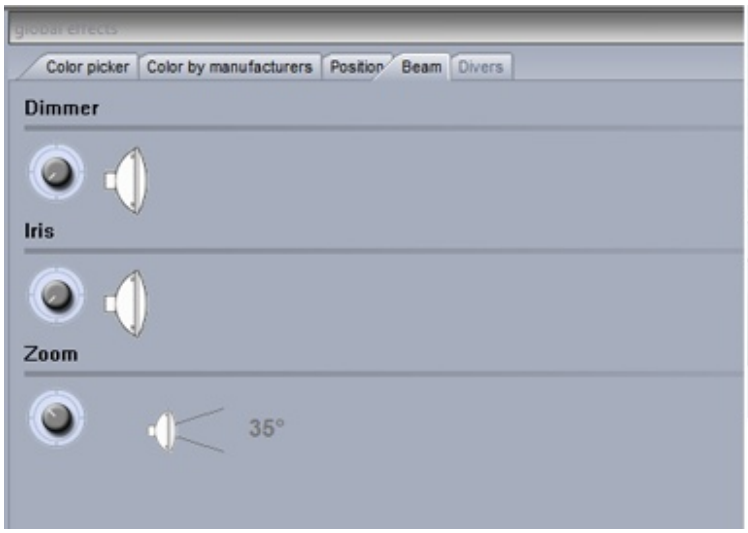


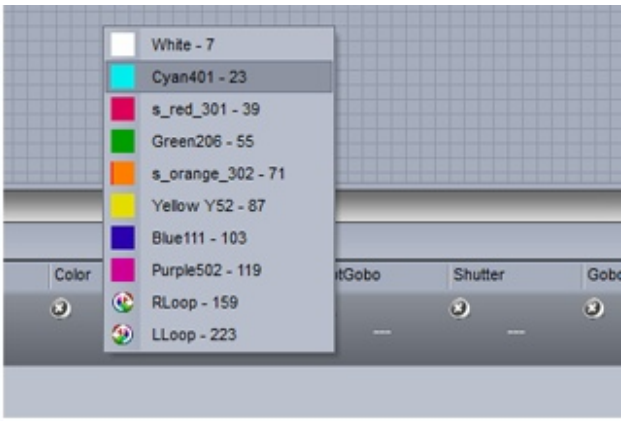
7. Palettes

Palettes are very powerful when programming lighting. Imagine you are on a tour and you get to a different venue and realize you need to move your drums 2 meters backwards, you now have to change each of your scenes. This can be time consuming! With Sunlite Suite 2, we can set up Palettes. These can be useful if you need to update a set of scenes at once. New Palettes can be created here. If you wish to create a position, color or preset palette, select “New Palette per fixture”. If you wish to create a palette with a variable preset such as 50% of a dimmer, iris or zoom channel you will need to select “New Generic Palette Per Fixture”. See the next topic for more information on the different palette types.



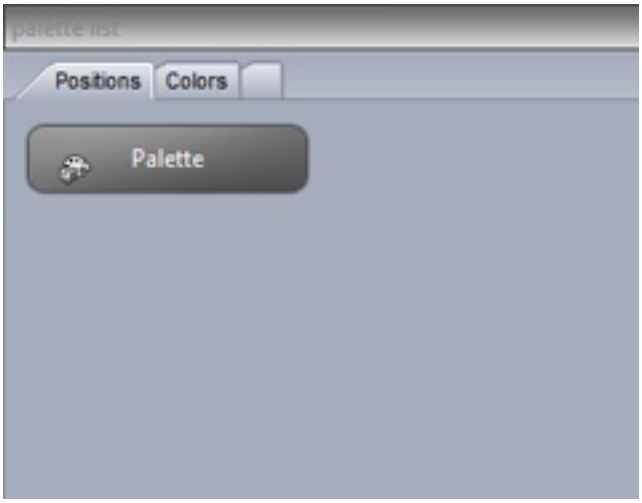
Use the global effects panel to adjust your fixtures or right click and select a preset below (not available when using Generic Palettes). Hold shift to assign the same preset to all selected fixtures.



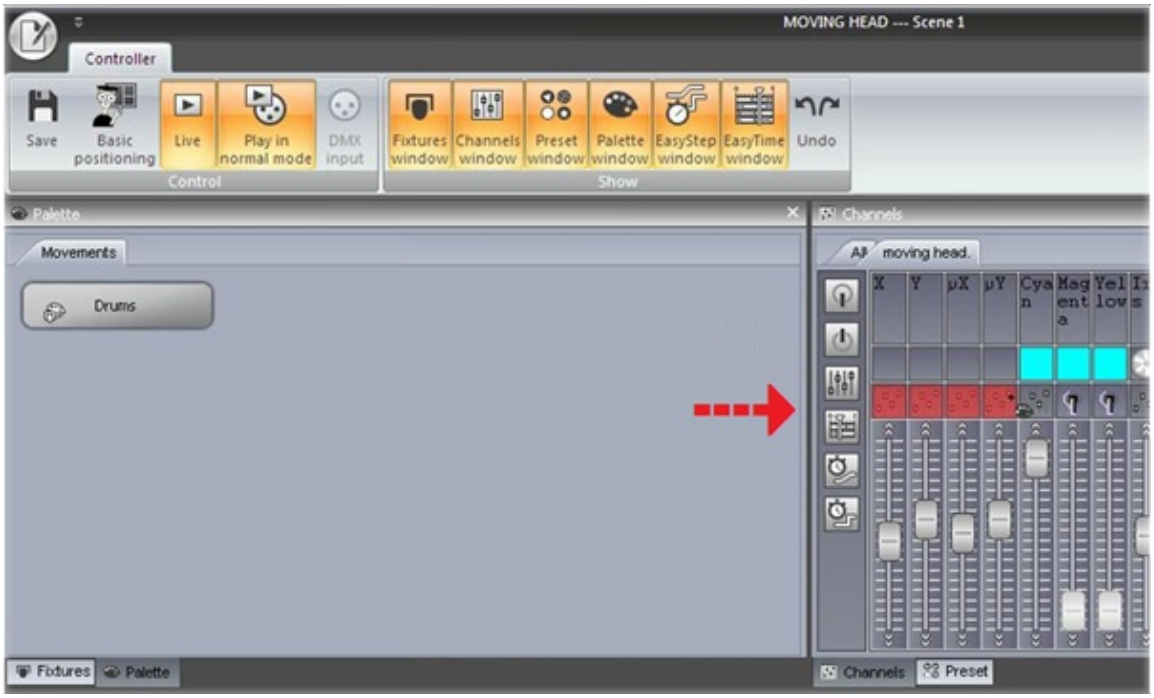


To delete the preset from the pallet, click the cross.

New palette groups can be created here.

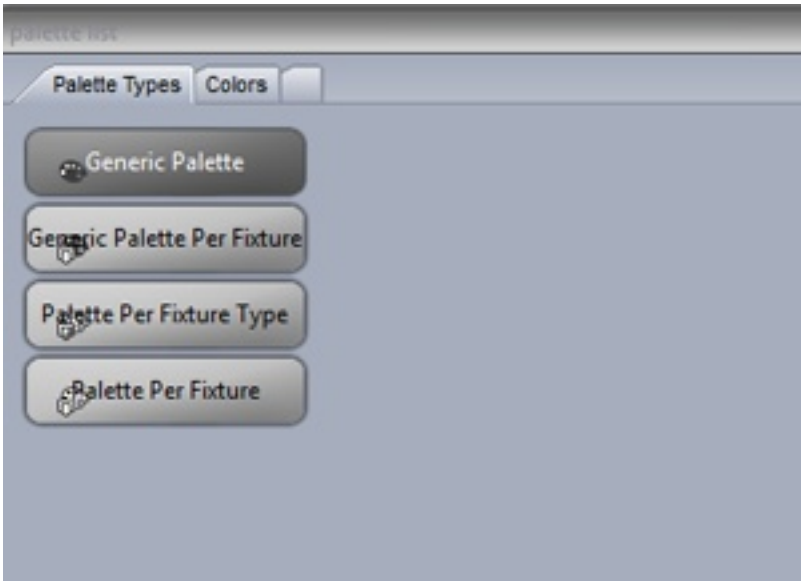


Palettes can be applied to scenes within the button editor. Drag the palette onto the desired channel and hold ctrl to select multiple channels.



8. Palette Types (advanced)

The previous topic describes how to create a palette and assign it to a scene. This topic will explain the various palette types.



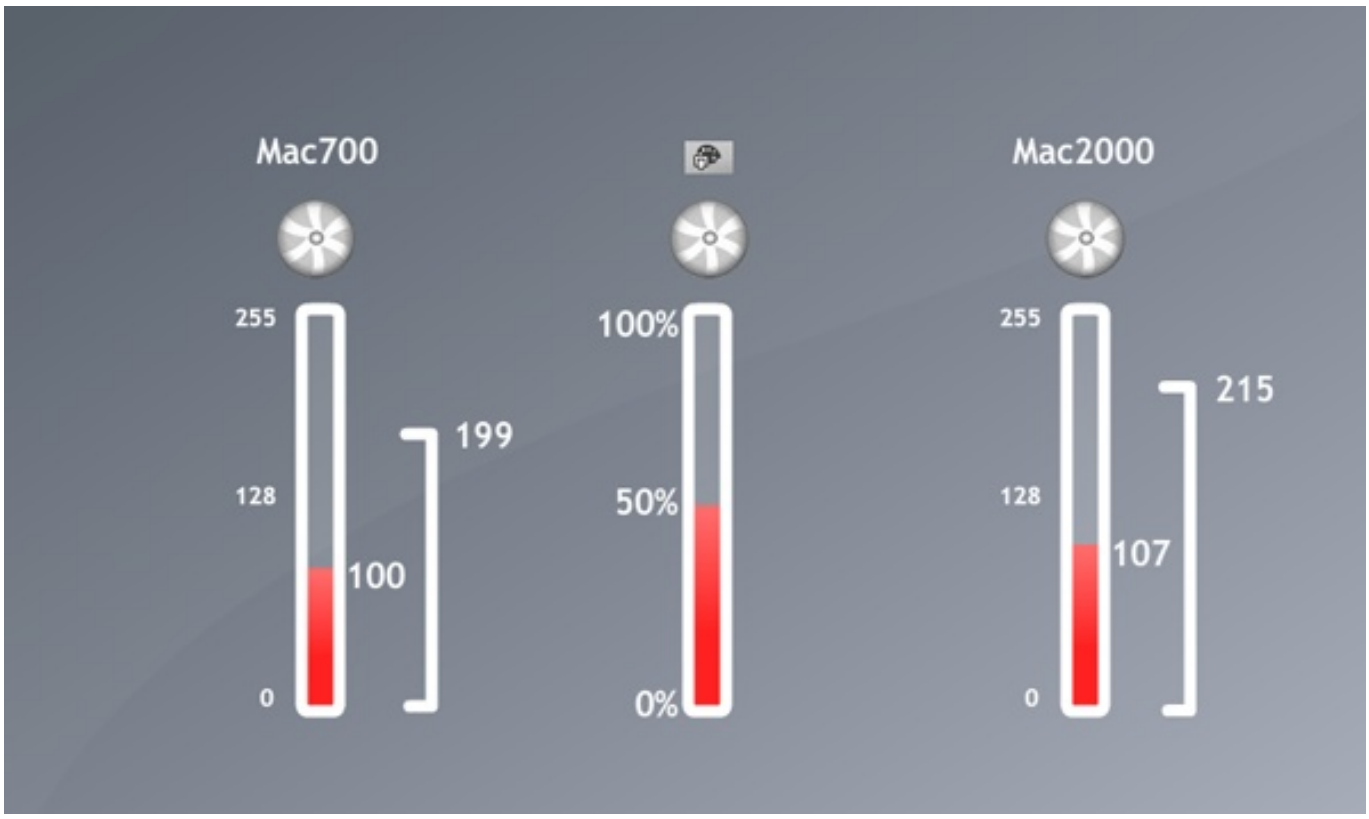
Standard and Generic Palettes

There are two types of palette, a STANDARD palette and a GENERIC palette. The standard palette saves a DMX value, for example X 200, Y 180. A generic palette saves a value relative to a particular preset, for example Dimmer 50%.

Standard palettes are useful if you want to save a particular preset on one type of fixture such as “Gobo Holes”. Generic presets are useful if you need to save a variable length preset such as dimmer, iris , focus or zoom amongst different types of fixtures.

Generic Palette Example

If we were using some Martin Mac700's and Mac 2000's, the range of their iris sizes are different so the iris settings will not match. In this circumstance, we would need to create a generic palette instead of a standard palette. If the iris value is set at 50%, the DMX value 100 will be sent to the Mac700 and the value 107 will be sent to the Mac2000.



Palettes Per Fixture and Per Fixture Type

Standard palettes can be created per fixture or per fixture type. Palettes by fixture type are useful in circumstances where the amount of fixtures changes regularly. Let's say we want to make a selection of color preset palettes by fixture and use these in an effect. We then later decide to add 8 more fixtures, we now must copy each effect and then modify each palette. If a palette is created per fixture type, all we need to do is to copy over each effect and each palette will automatically be updated.

Palettes per fixture type can also be inside EasyTime effects.

Generic Palettes

This changes all values of all fixtures so is useful when creating master effects with dimmers or colour washes

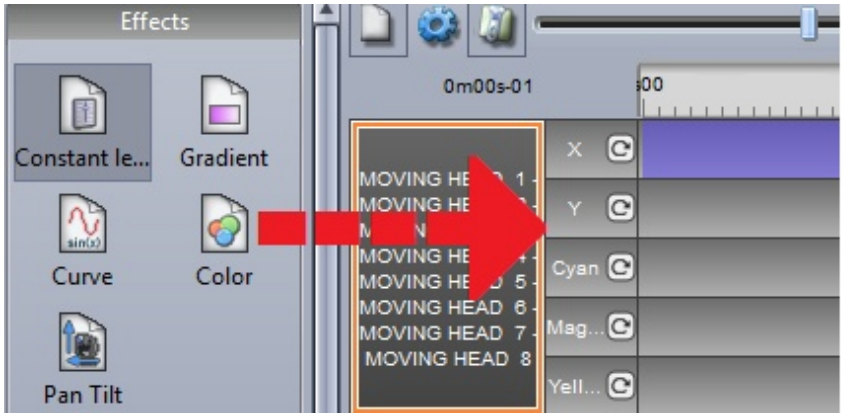
Pre-Recorded Palettes

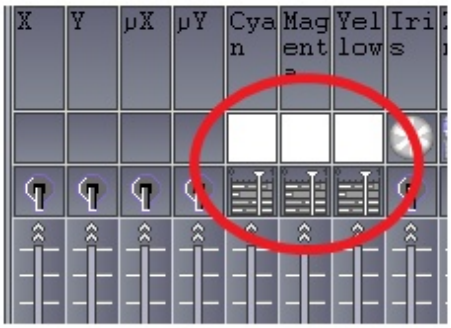
Pre-Recorded palettes are put together by the software depending on which fixtures you are using.

IV EasyTime Effects

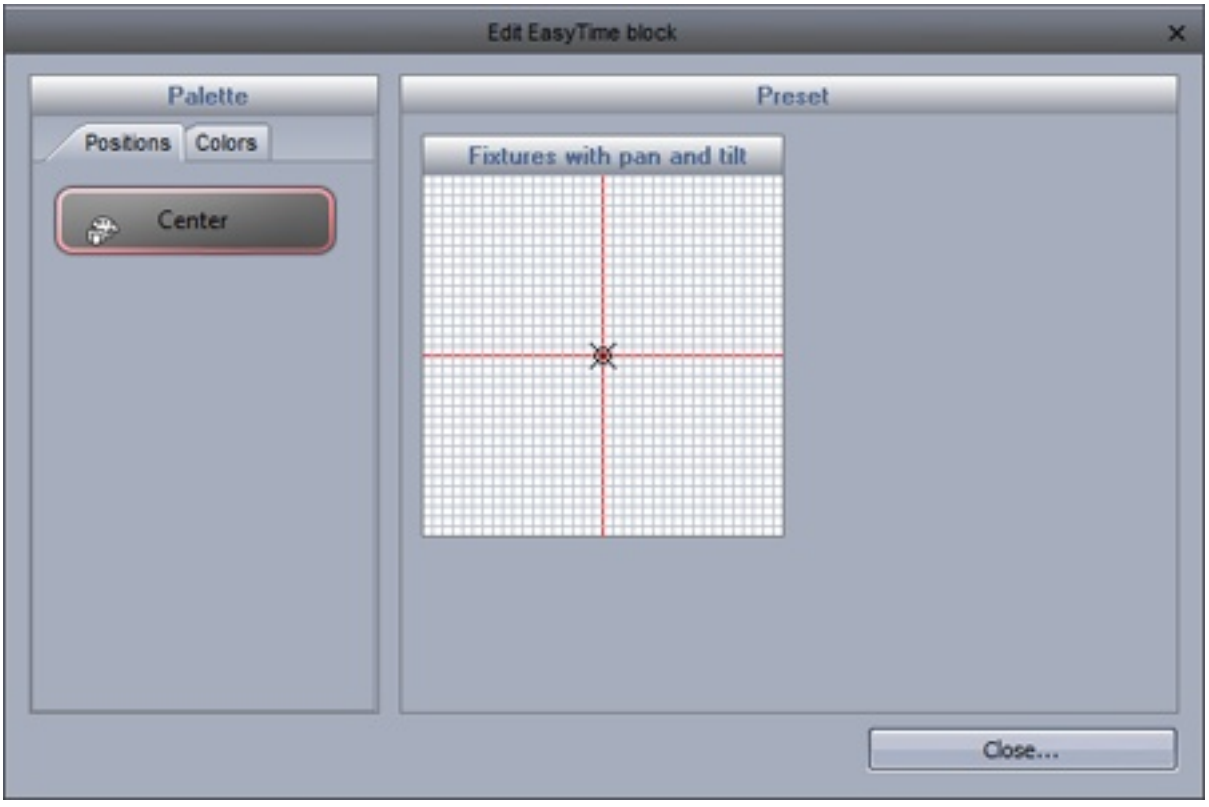
1. ConstantLevel

To use the EasyTime effects, first make sure that you have selected the relevant fixtures and have assigned the EasyTime mode. Constant Level is the most basic effect. Depending which type of channel you drag the effect onto, a different set of options will be available.

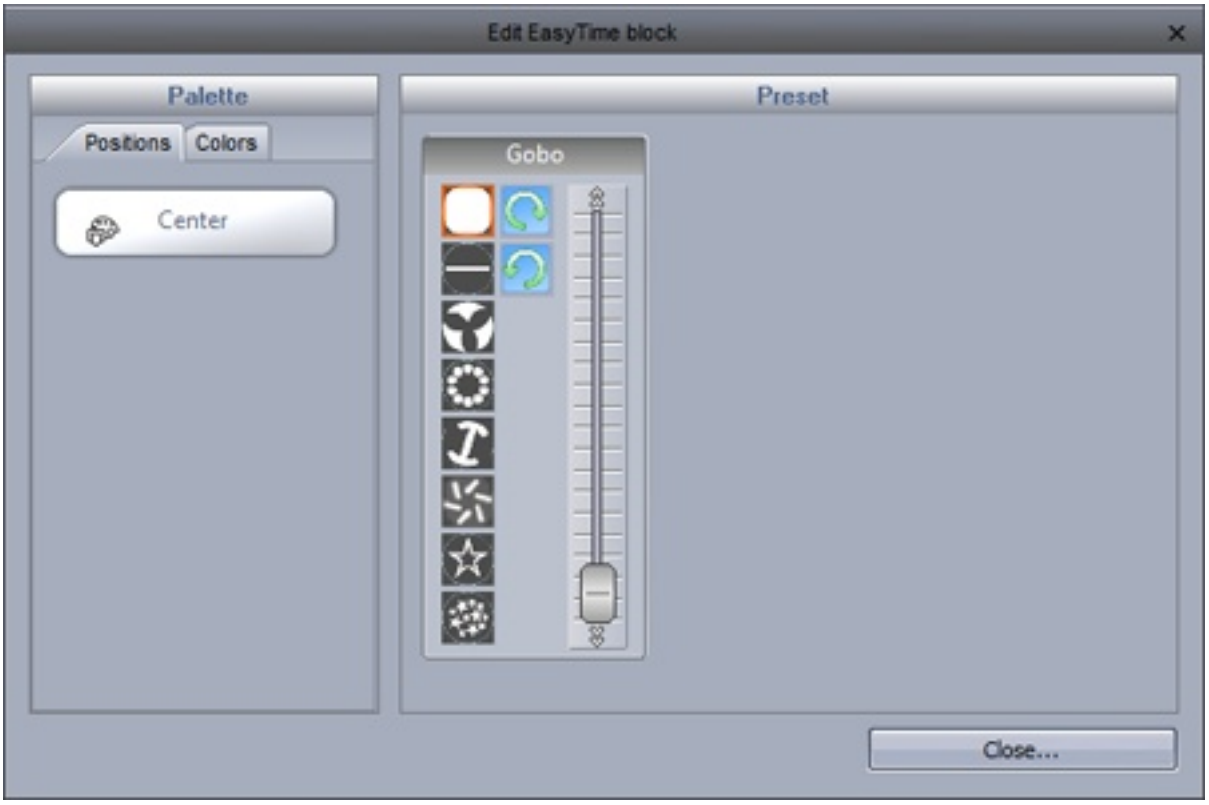




If the constant level effect is dragged onto a pan/tilt channel of a moving fixture, the position can be modified by dragging on the X/Y grid, or by choosing a palette if one has been created.

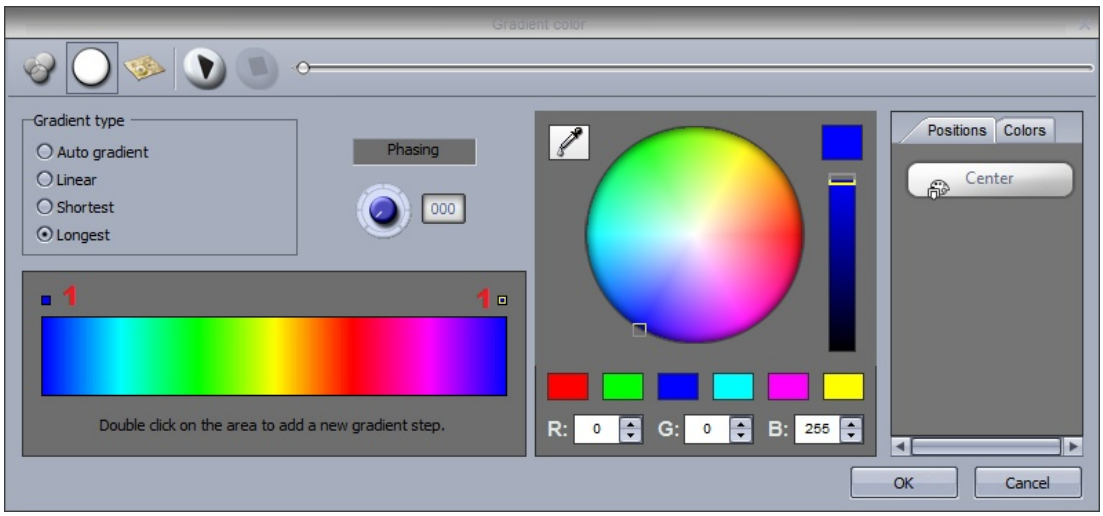


If an effect is dragged onto a gobo, iris or dimmer channel, you can select from one of the channel presets.

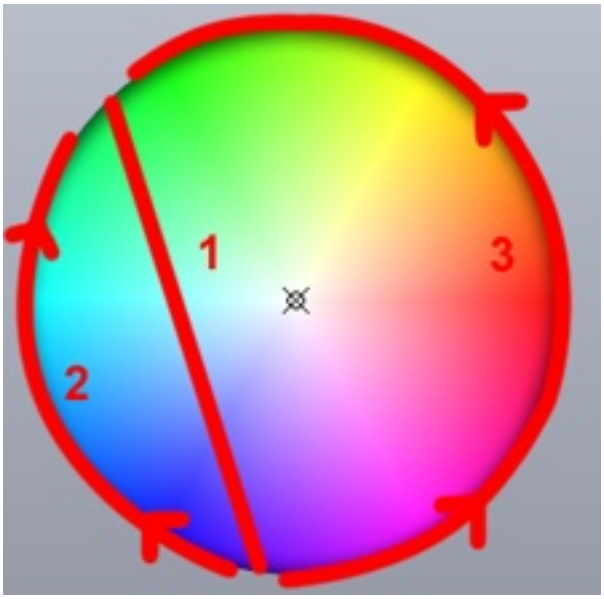


2. Gradient

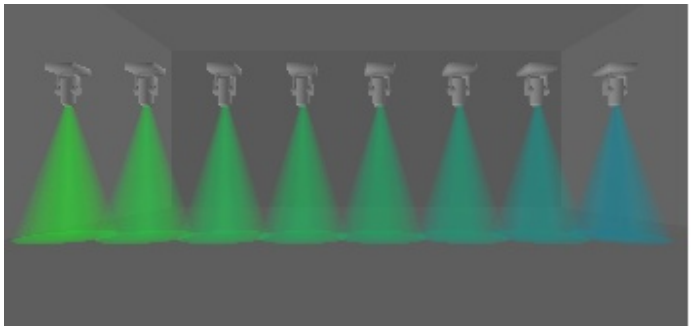
The gradient effect works in the same way as the static effect, however it allows you fade between DMX values (colors, positions..)
Start and end colors can be changed by selecting here (1). Colors can be added by double clicking inside the gradient.

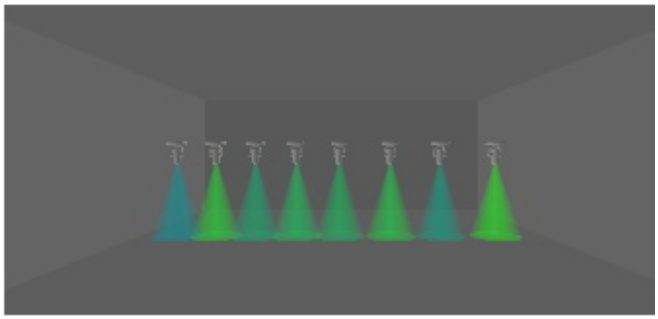


The gradient type can be changed:
-Auto gradient: Automatically fades between the blocks before and after the effect
-Linear(1): Fades between 2 points on the color wheel
-Shortest(2): Fades around the color wheel in the shortest direction
-Longest(3): Fades around the color wheel in the longest direction. This is useful when creating rainbow effects all around the color wheel by setting the start and end colors as the same.



Phasing adds a short delay to each fixture. Many interesting effects can be created with phasing. By default, phasing works in DMX address order. If your fixtures are not positioned in DMX order, the phasing effect will not work correctly.

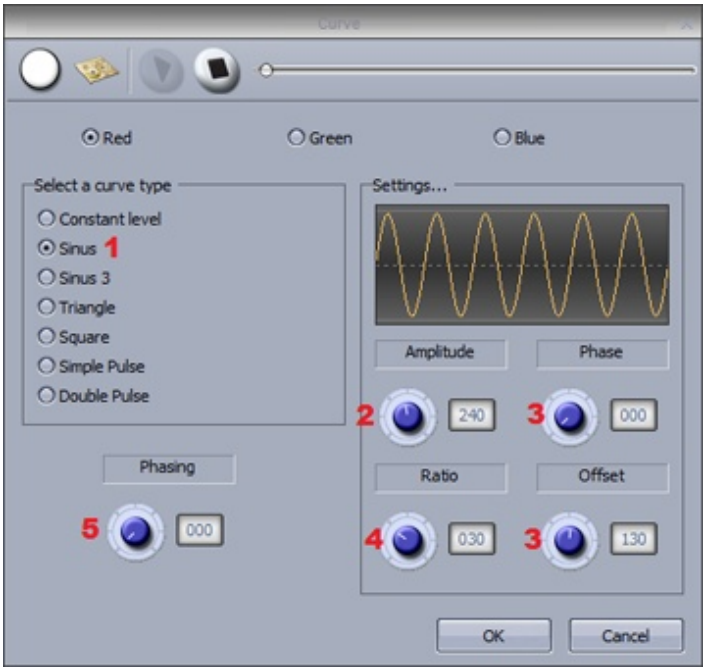




The order in which an effect is applied to a set of fixtures can be modified. Drag the fixtures on the left to change the order.

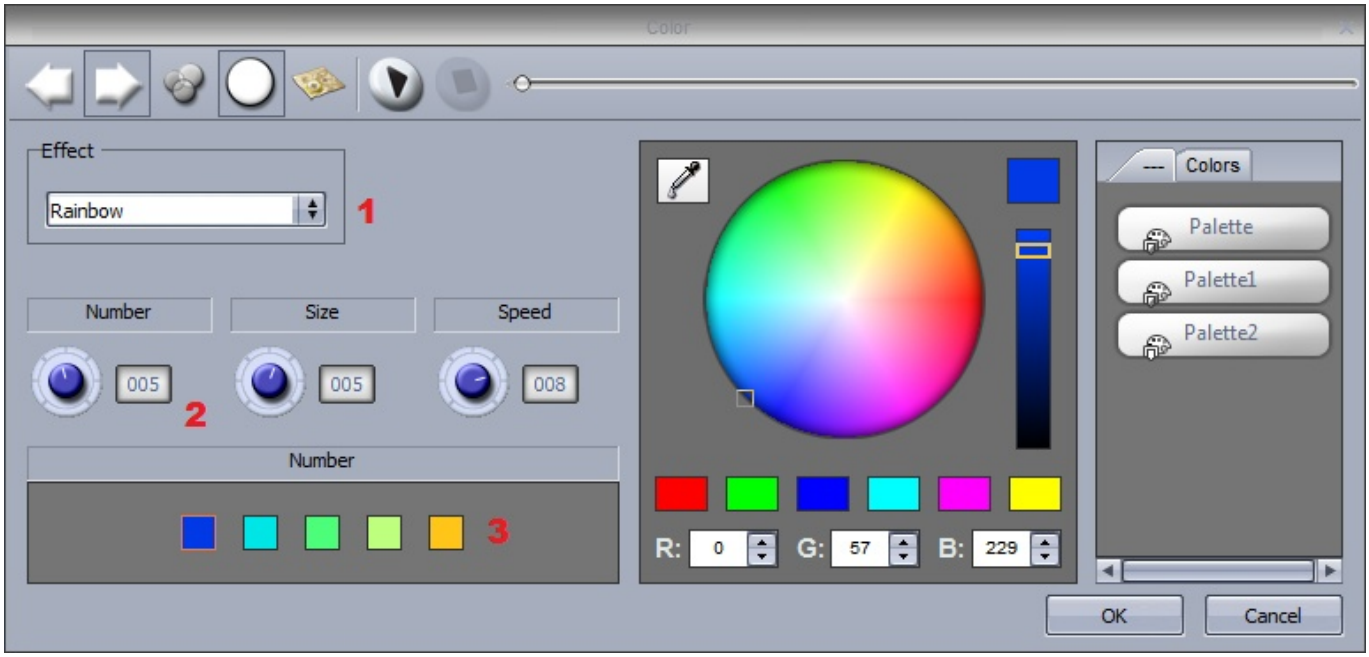
3. Curve

With the curves effect, basic mathematical forumlas can be used to adjust a channel. The color level can be adjusted with a wave. Curve types can be selected here(1).
- Adjust the amplitude to stretch the wave(2)
- Move the wave backwards and forwards by adjusting the phase and adjust the offset to move the wave up or down(3)
- Change the frequency of the wave by ajusting the ratio, this will speed up your pattern(4)
- Add phasing here(5). Remember that for phasing to work correctly, the software must be told which order your fixtures are positioned. If you are not sure what this means, please refer to the previous topic.



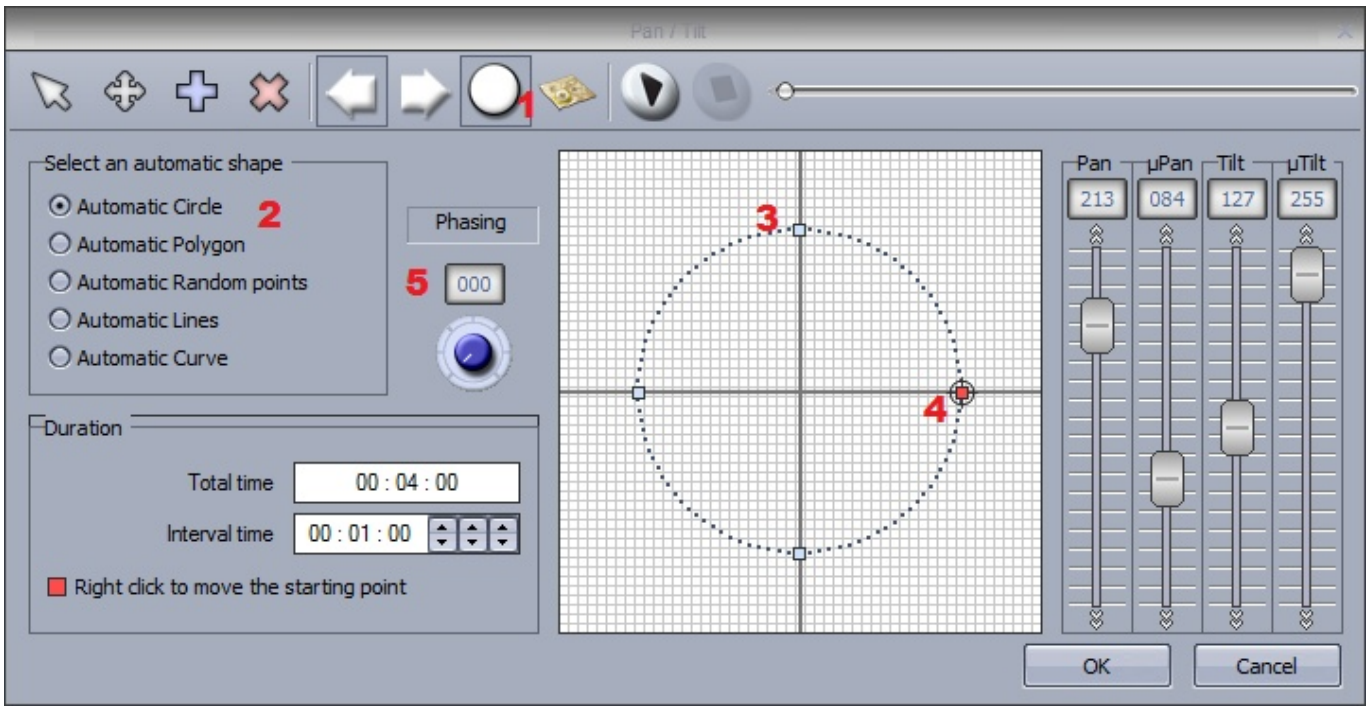
4. Color

The color mixing effects tool does exactly this. It mixes colors together to create fantastic looking effects very quickly.
- Select a color effect type(1)
- Change the speed, size and number of colors here(2)
- To change the color, simply select the color and drag around the color wheel(3)



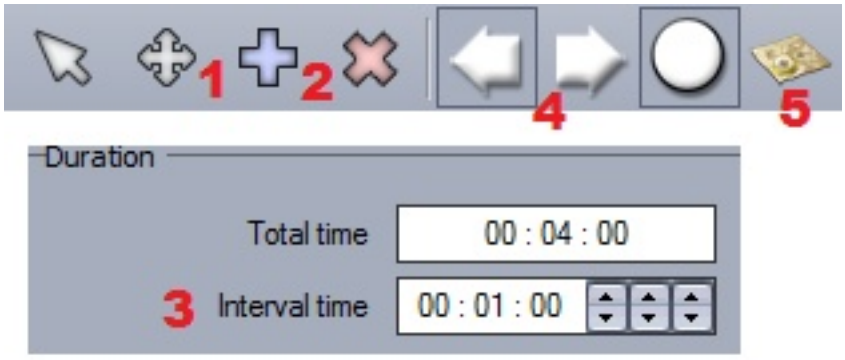
5. X/Y

This effect is to be used on any pan or tilt channels of a fixture. It allows you to quickly and easily create moving patterns.
-Click here to switch the light beam on(1). This will not be saved as part of the effect but it will allow you to see your fixtures as you adjust the position
-Select the shape you wish to create here(2)
-Alter the shape of the circle by dragging the points(3)
-Right click to change the starting point.(4)
-Phasing can be added here.(5)



Other functions

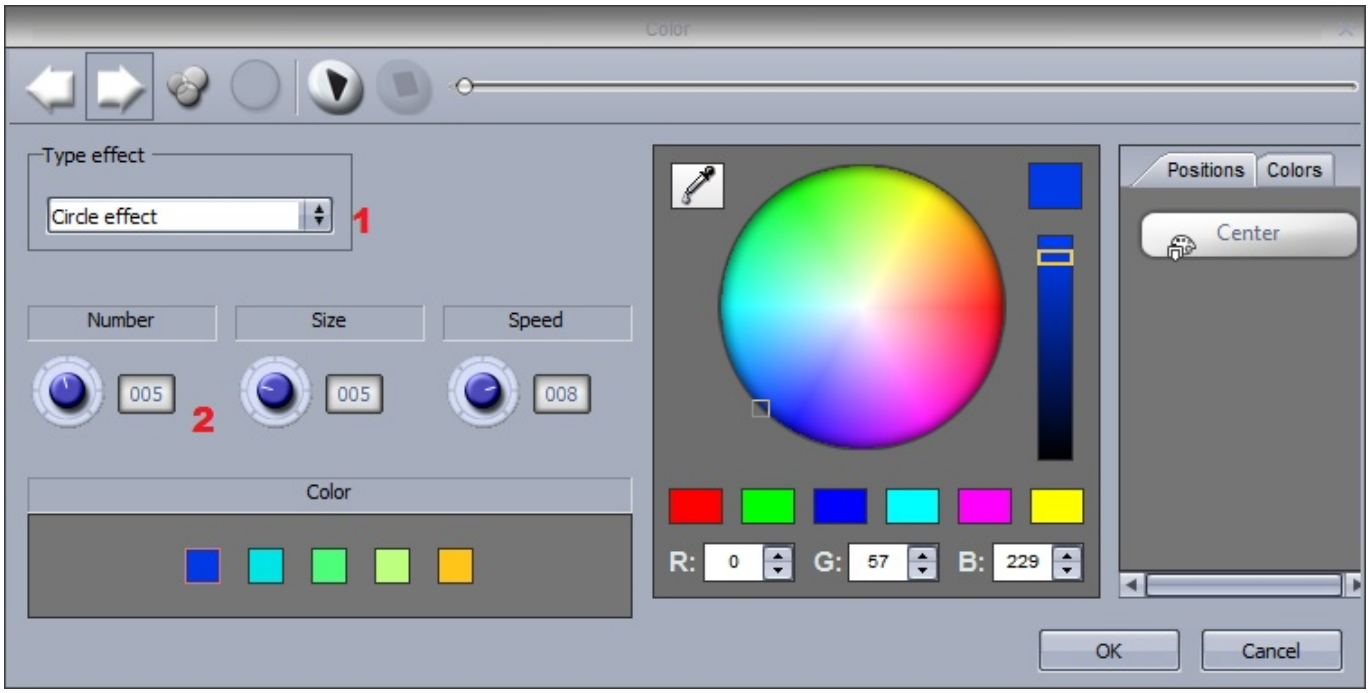
-Move the pattern(1)
-Add/delete points(2)
- Change the interval time between each point(3)
-Change the direction of the pattern(4)
-Re-arrange the fixtures order (see the gradient tutorial for more information)(5)



6. Matrix

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a RECT. For more information on this, see the RECTS topic.

Matrix effects are similar to color mixing effects. However the effects are specifically designed for a matrix of fixtures.
Select an effect from the list here(1)
The number of colors, size and speed of the effect can be modified here(2)

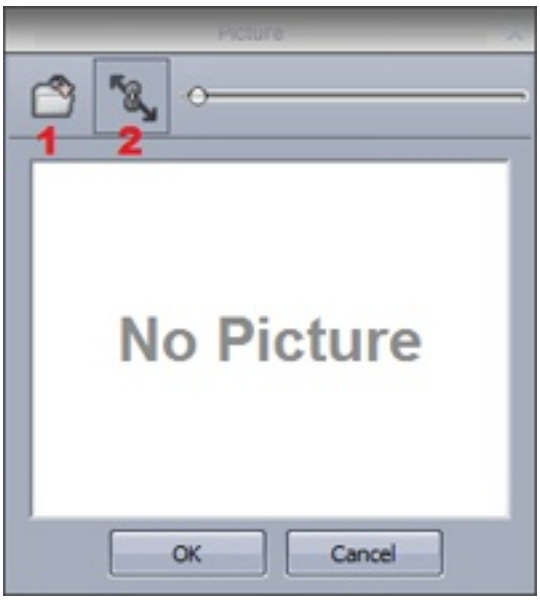


7. Picture

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a RECT. For more information on this, see the RECTS topic.

Images can be inserted onto a matrix. The more fixtures you have, the higher the resolution and the better the image will be interpreted. It is often best to use simple images without too much detail.

Click here(1) to insert a bitmap, gif or jpg image. By default, the image will be stretched to fit the matrix. Click here if you want to keep the original picture proportions(2).



8. Gif

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a RECT. For more information on this, see the RECTS topic.

Gif animations can be inserted onto a matrix. The more fixtures you have, the higher the resolution and the better the image will be interoperated. It is often best to use simple images without too much detail.

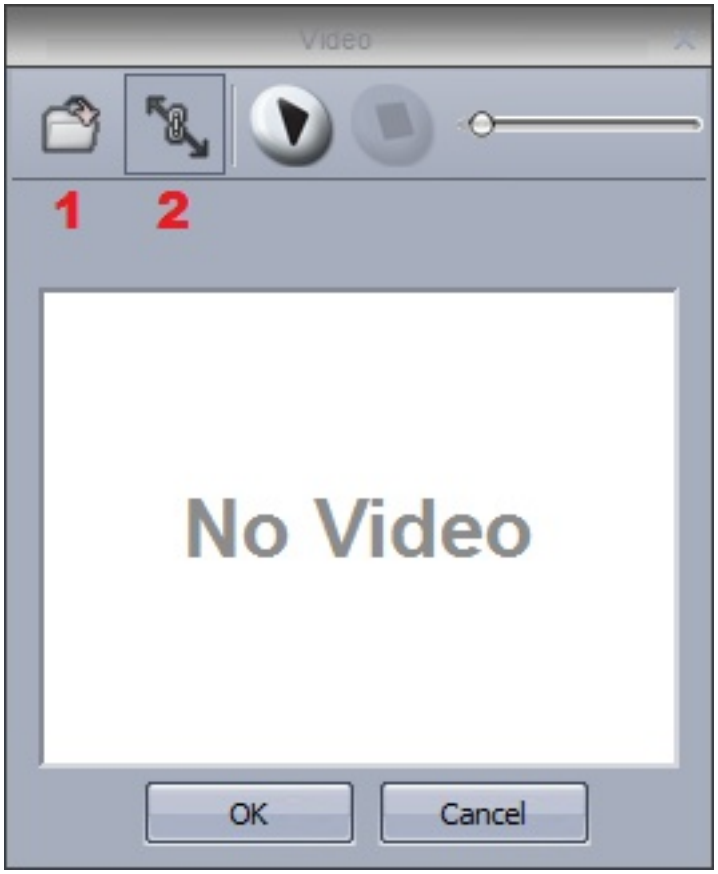
Click here(1) to insert a gif animation. Click here(2) if you want to keep the original gif proportions, or if you would like the gif to be stretched to fit the matrix.

9. Video

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a RECT. For more information on this, see the RECTS topic.

Videos can be inserted onto a matrix. The more fixtures you have, the higher the resolution and the better the image will be interoperated. It is often best to use simple videos without too much detail.

Click here(1) to insert an AVI video. Click here(2) if you want to keep the original video proportions, or if you would like the video to be stretched to fit the matrix..

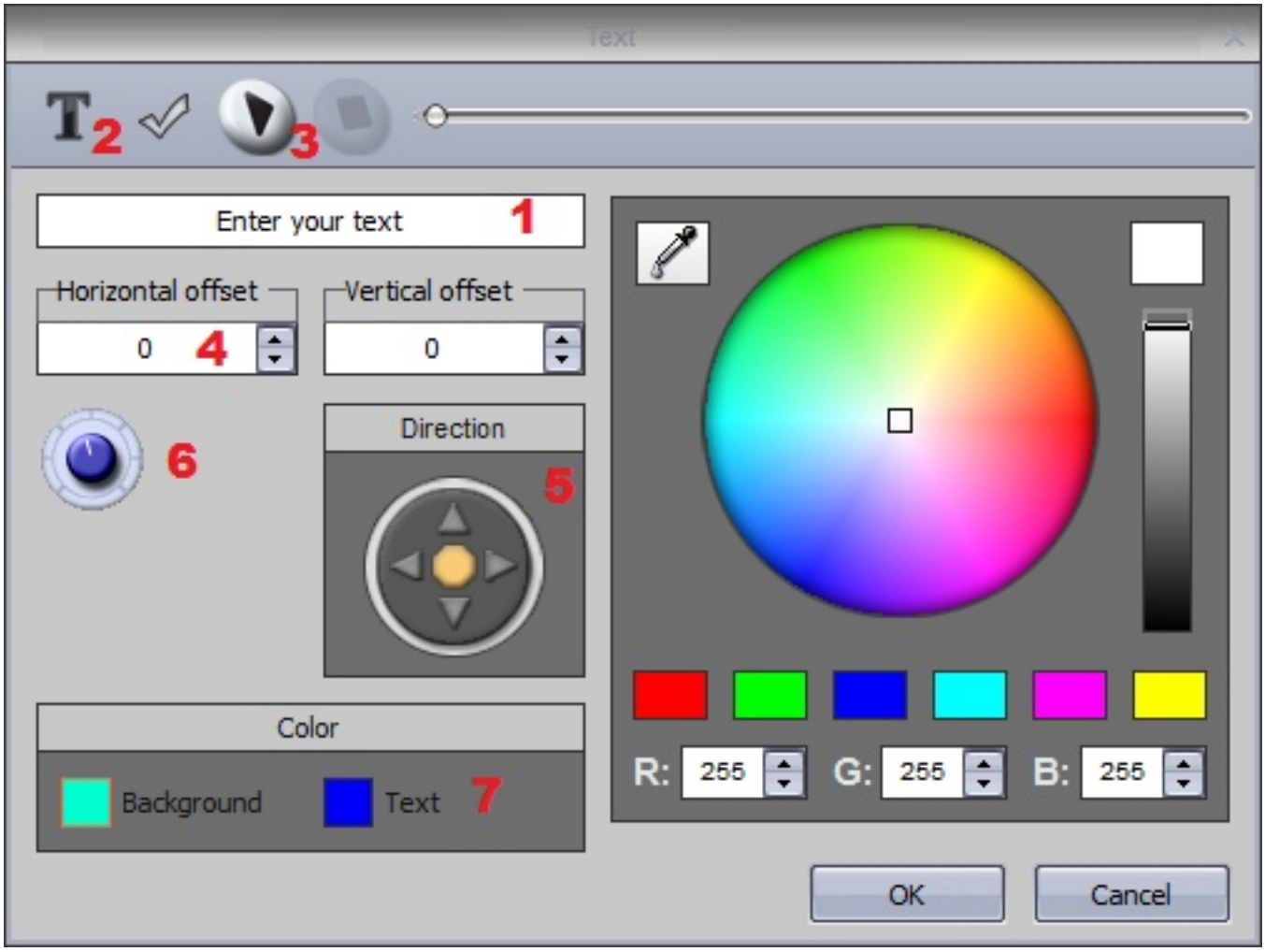


Note that not all AVI compression formats can be read by the software, so your video may need to be converted using media encoding software.

10. Text

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a RECT. For more information on this, see the RECTS topic.

You can insert text onto your matrix with the text tool.
- Enter your text here(1) and click the T icon to modify the font(2)
- Click play to view your text(3)
- Change the position of your text by adjusting the vertical and horizontal offset properties(4)
- If you wish to have scrolling text, choose your direction here(5)
- You can change the scrolling speed here(6)
- Change the text and background colors here(7)

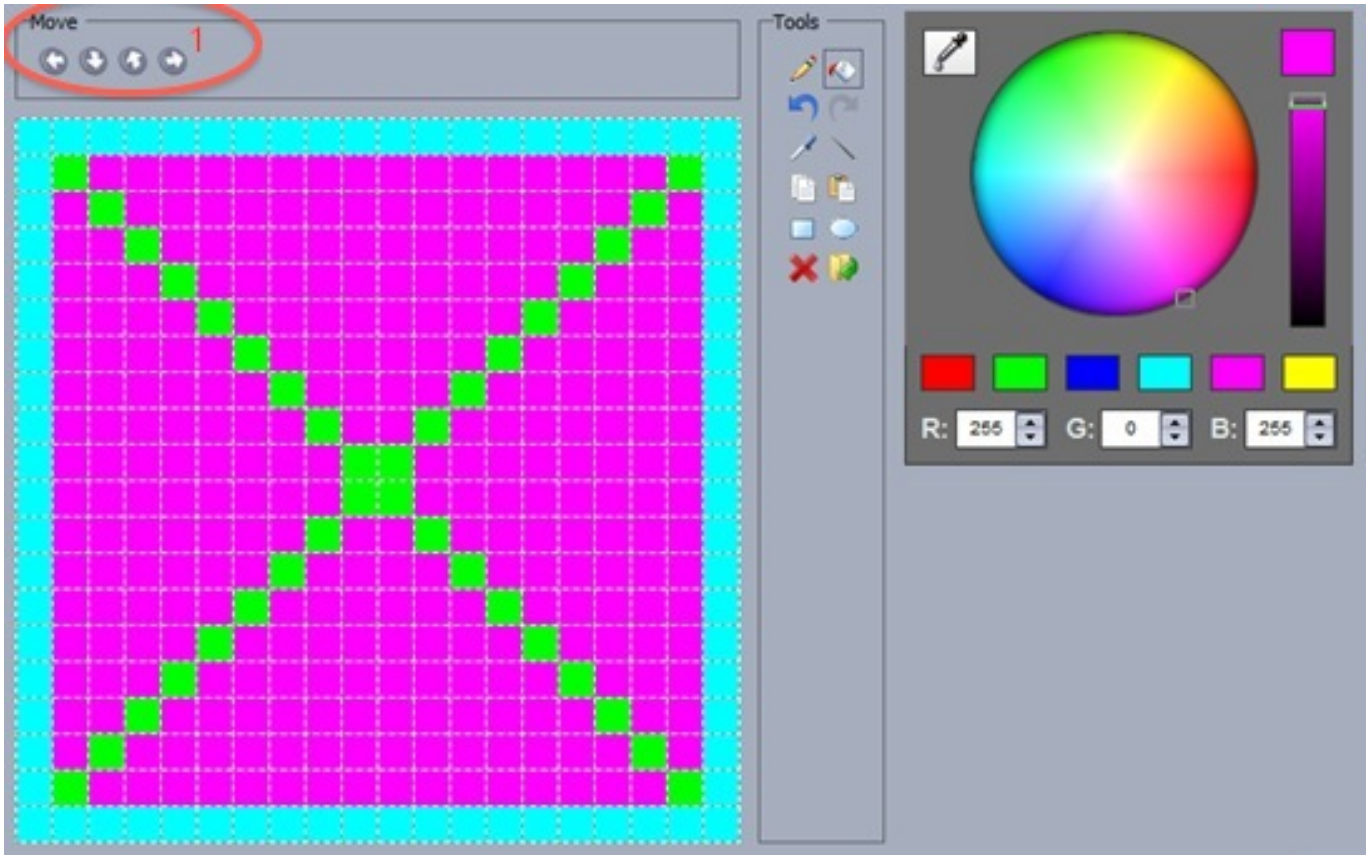


11. Color Manager

NOTE: This effect cannot be applied to a selection of fixtures. This effect must be applied to a RECT. For more information on this, see the RECTS topic.

The color manager allows you to easily draw an effect onto a matrix. An effect can be drawn onto a matrix by selecting a colour wheel and clicking the pencil tool. The color manager tools works in a similar way to your standard painting software package, with the ability to fill, draw lines, draw squares and insert images.

Images can be moved around the matrix here (1).



Several images can be saved if you wish to create an animation.
-Steps can be created here(1)
-Steps can be faded here(2)
-The time between each step can also be changed here(3)

V Dealing with Fixtures

1. Groups

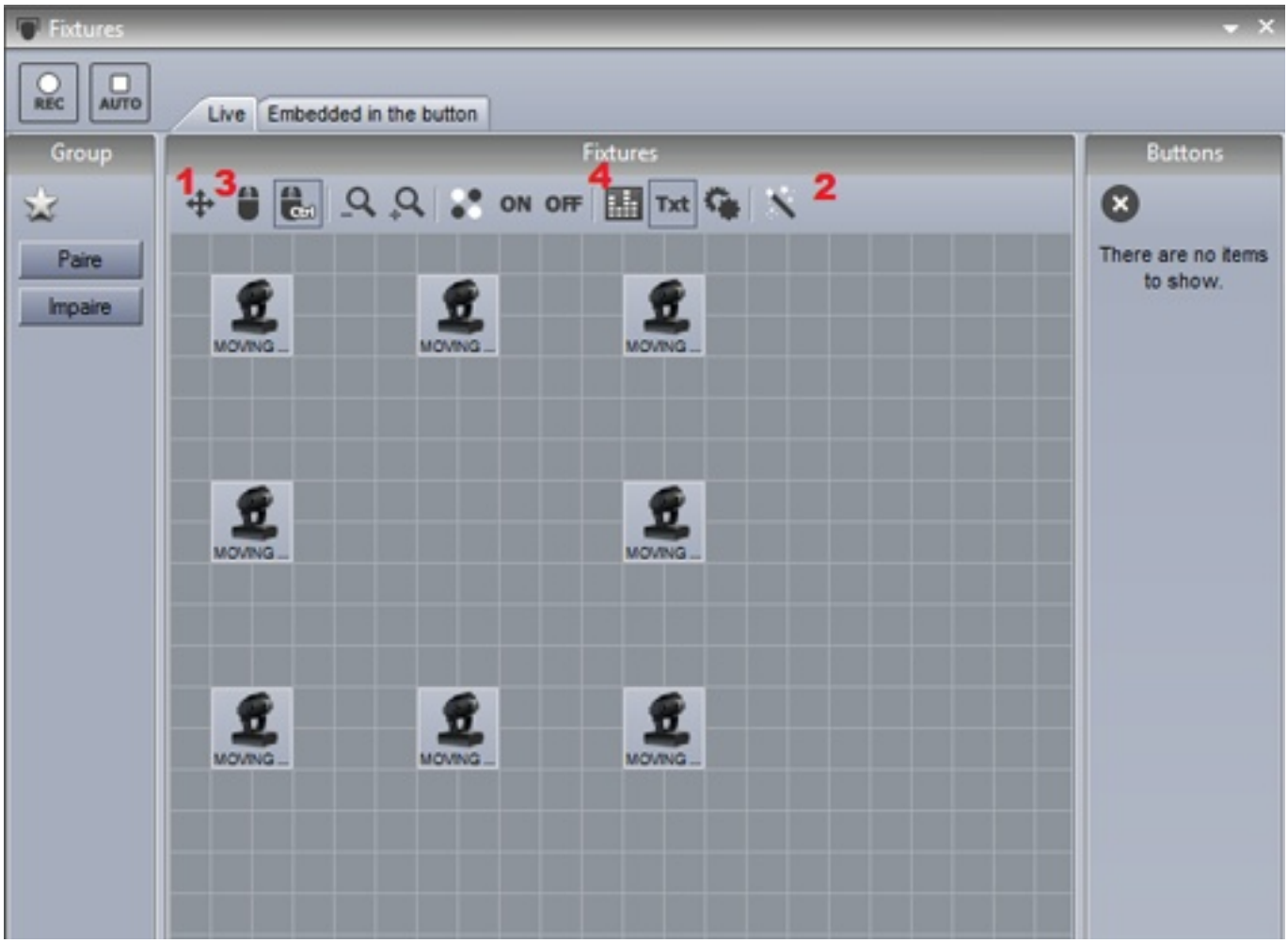
Selecting Fixtures

Fixtures can be arranged into groups for quick selection when controlling live and programming. Fixture groups can be edited within the fixtures window.

Fixtures can be moved by selecting here(1) and then dragging. Moving each fixture can be time consuming when using large amounts of fixtures. Click here(2) to position your fixtures into a shape.

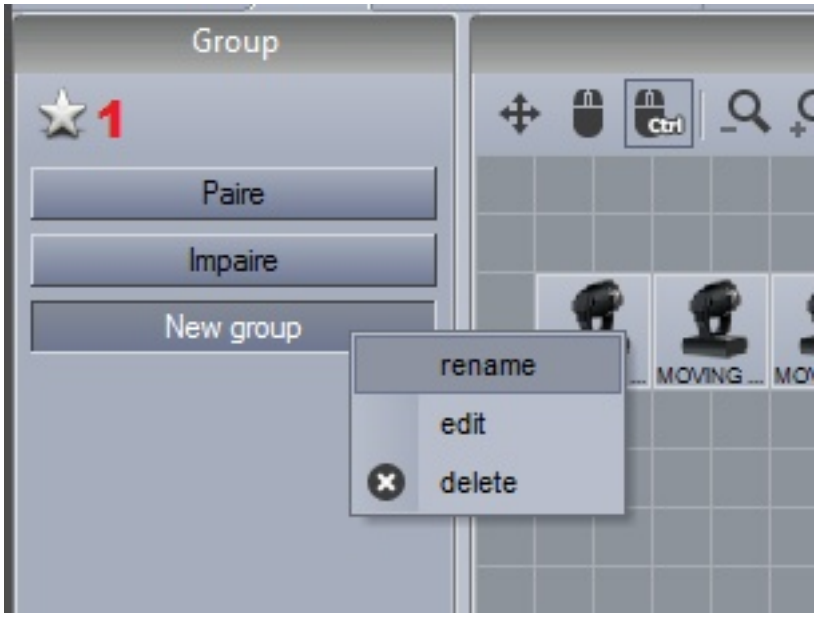
Hold ctrl to select multiple fixtures. Multiple fixtures can be selected automatically by clicking here(3).

By default, an image of each fixture is shown with text. This can be changed to the currently selected gobo or iris here(4).



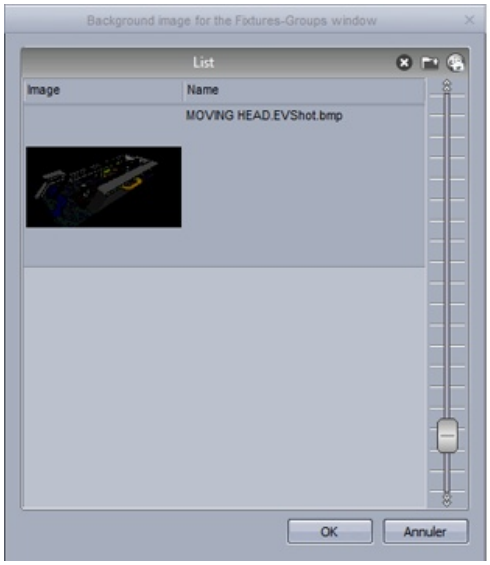
Grouping Fixtures

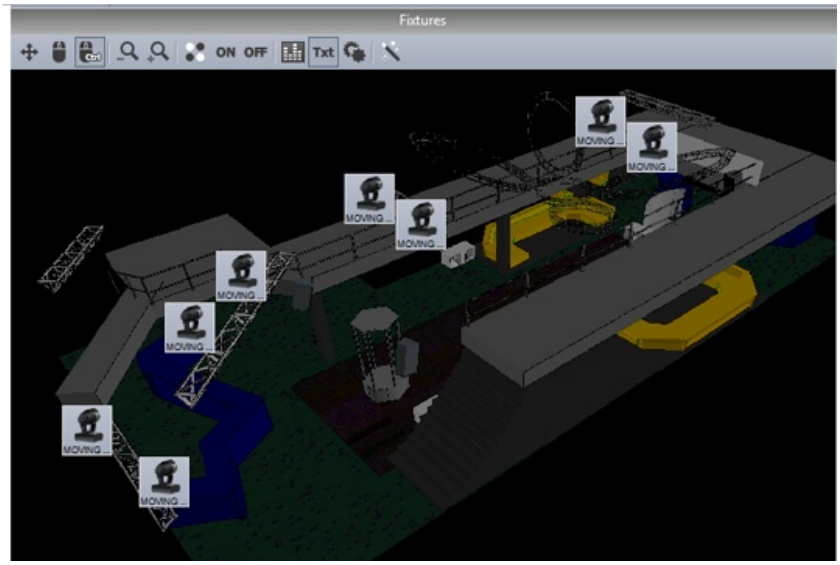
Select the fixtures you wish to use in a group and then create a new group here(1). Right click to edit, delete or rename.



Background

To select a background for the Fixtures window, right click and select “Background Image Settings”. Images can be imported or copied from the 3D visualiser. Use the fader to change the size of the background image.

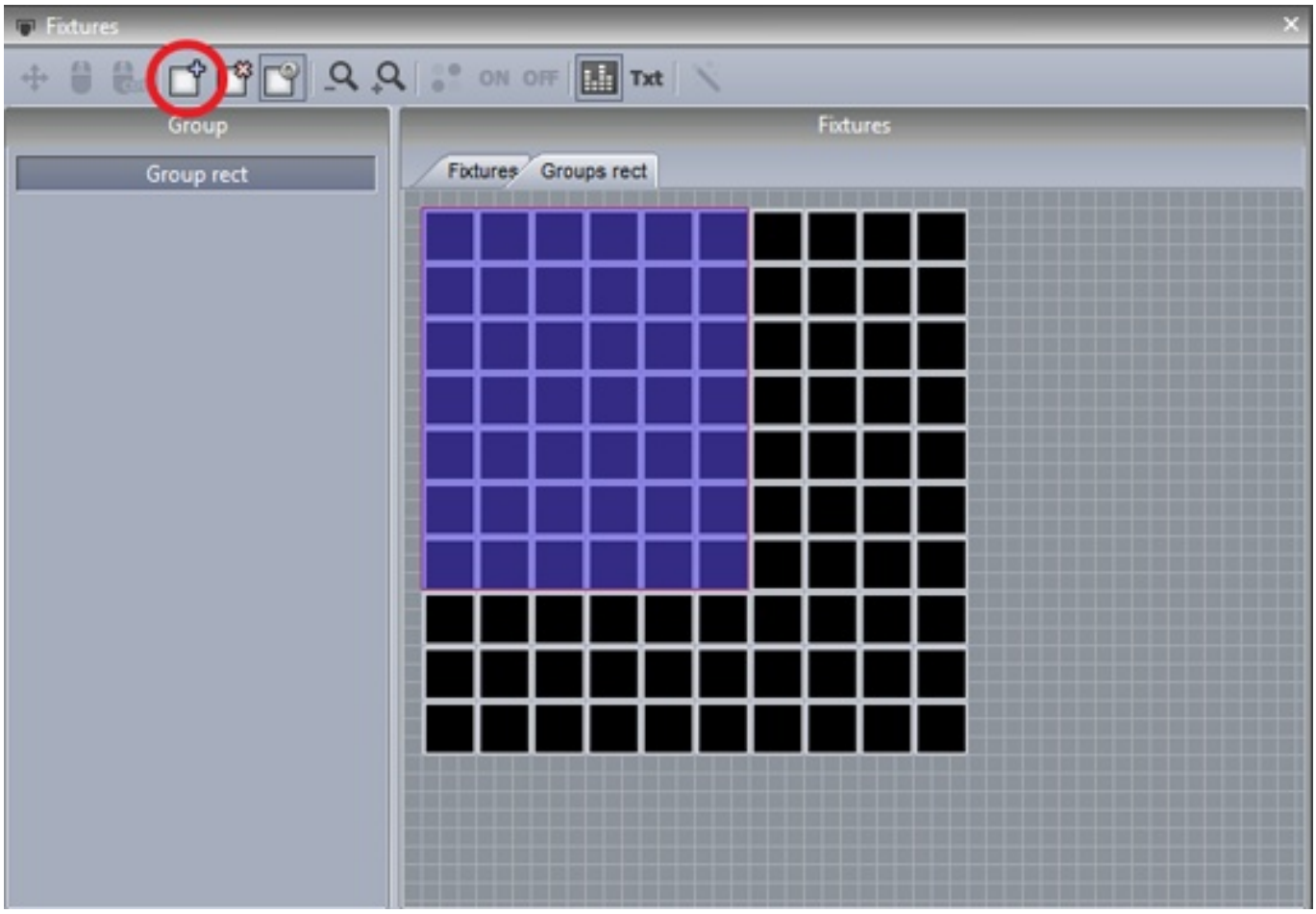




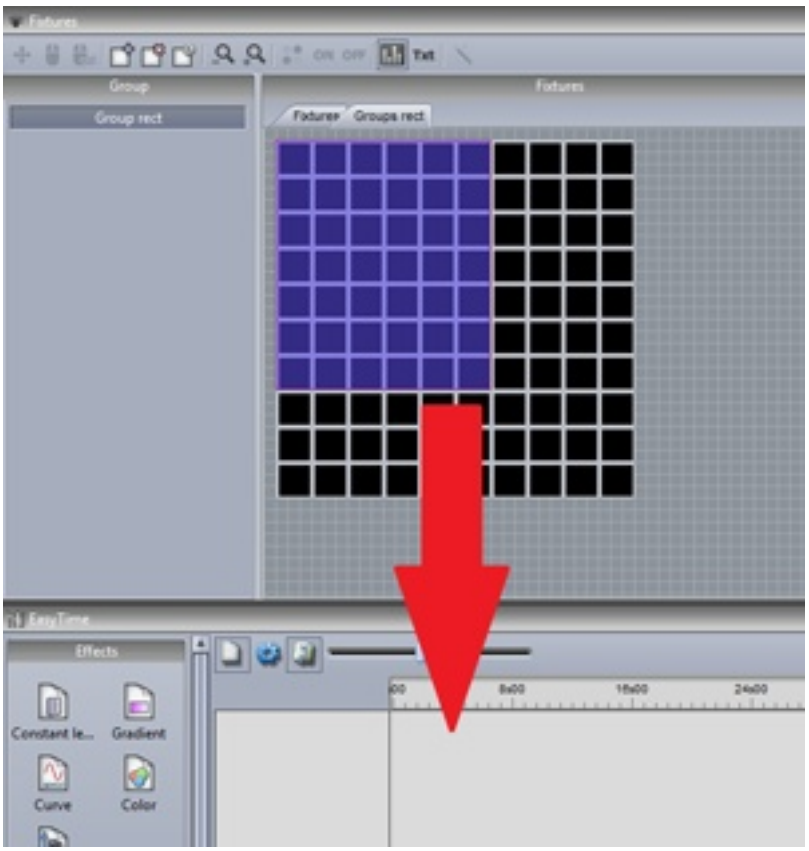
2. Rects

RECTS are an extremely powerful tool in Sunlite Suite 2, and very simple to use. Using EasyTime, we can apply an effect to a selection of fixtures, or to a RECT. A rect is a virtual zone where a sequence can be played. You can for instance, play several sequences on the same LED matrix at different positions using several rects.

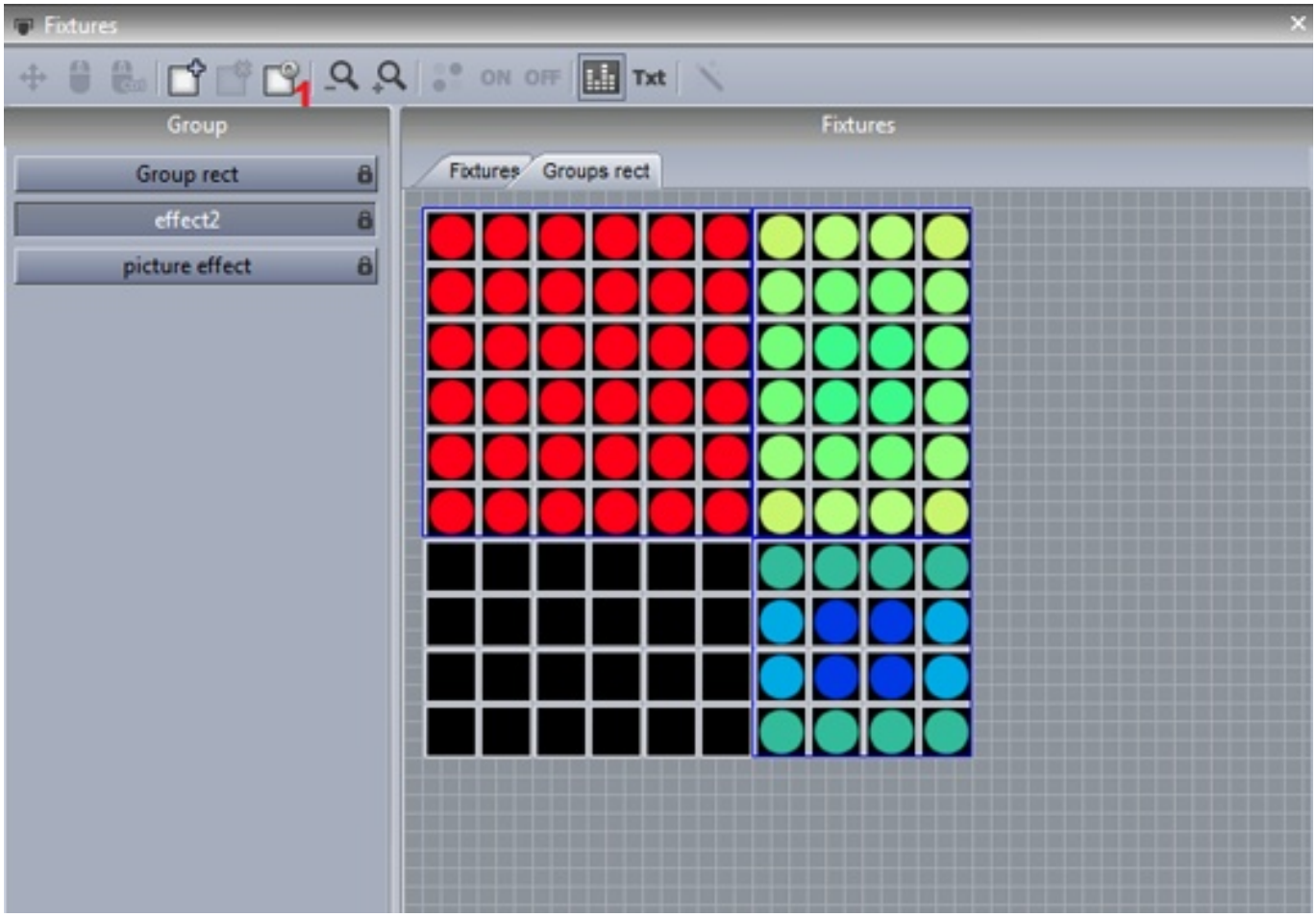
Rects can be created on the “Groups Rect” tab within the fixtures window of the button editor.



To apply an effect onto a RECT. Drag the RECT onto the timeline to create a new track. You can now drag your effects onto the timeline in the usual way.



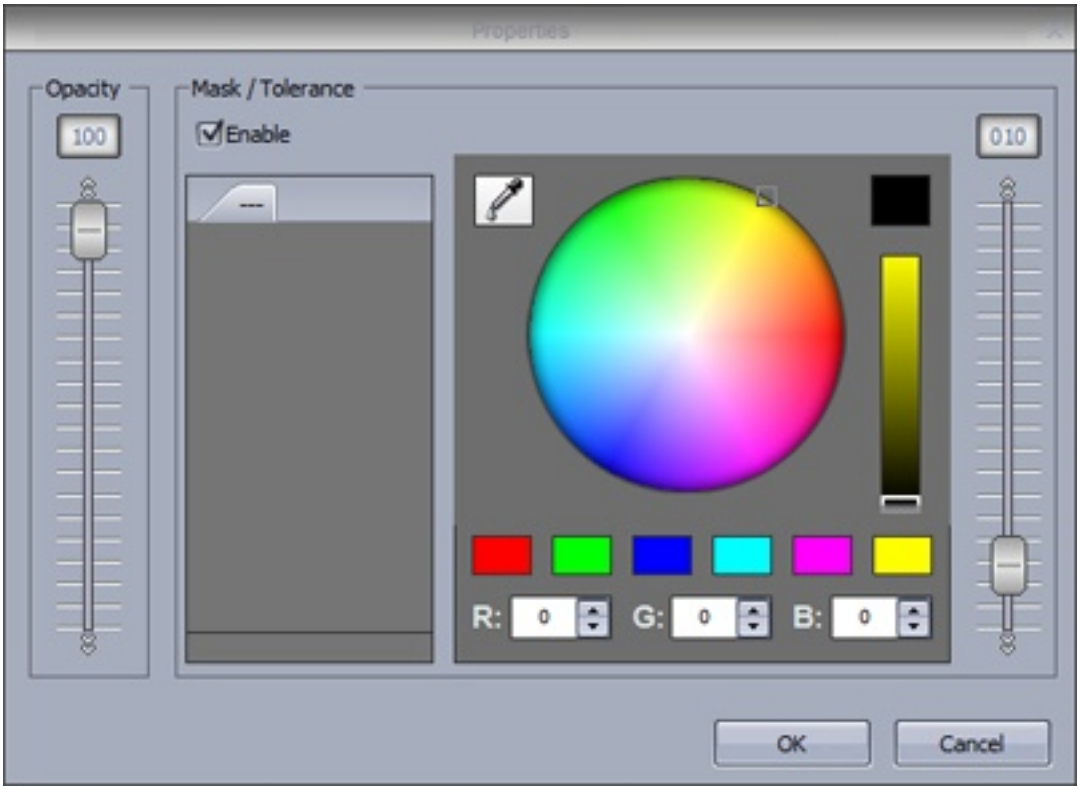
You can create as many rects as you wish. They can be resized and moved by selecting here(1).



Rect Layers

Additional layers can be added to a rect timeline by right clicking and selecting “Add new timeline”

The opacity of a layer can be modified by right clicking the layer and selecting opacity. In addition to changing the opacity a mask can be added to the area, for example perhaps you would like all the black areas of a layer to be transparent. Use the fader on the right to adjust the sensitivity of the transparency.



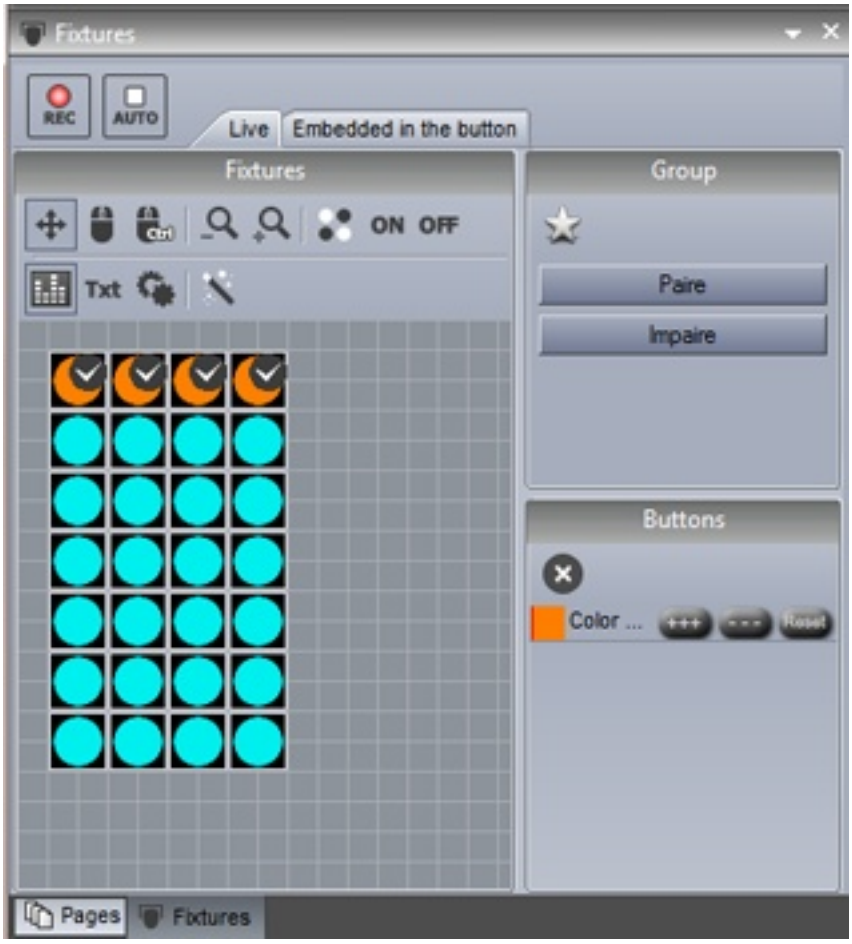
3. Live Control with Groups

Live Control with Groups

When scenes and switches are selected, all of the fixtures within the page respond to the button presses. Using the group’s window, it is possible to have independent control of groups of fixtures.

Click Record then select the fixtures you wish to control. As you activate the scenes and switches, only the selected fixtures change. When you want to once again control all your fixtures, click Record. Record can automatically be released after each button press by selecting the auto button.

When fixtures are controlled live, temporary presets appear on the right. Fixtures can be added or removed from these temporary presets. This is done by making a new selection and pressing the +++ or --- buttons. To delete the temporary preset, click reset. To clear all live presets, click the cross.

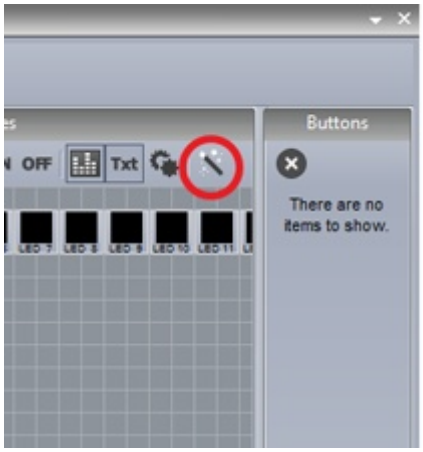


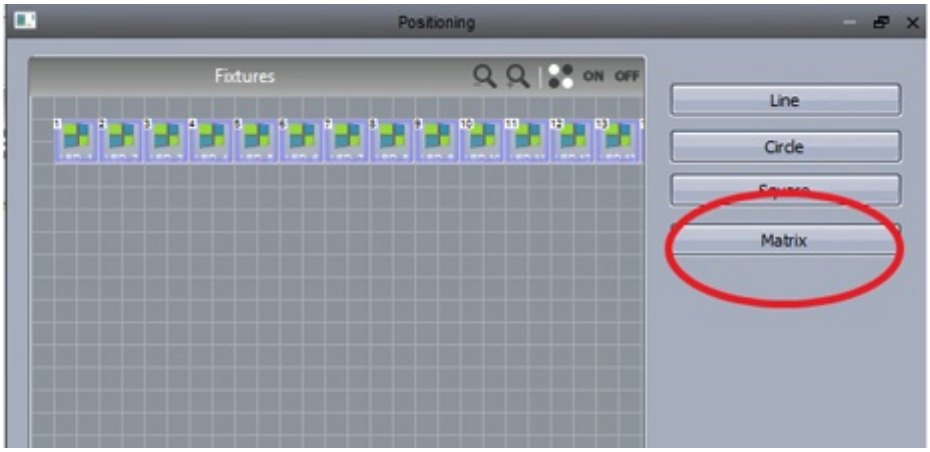
A selection can be temporarily saved within a button, so that every time a particular button is selected, it is only applied to a certain selection of fixtures, regardless of what is selected within the group's window. A warning symbol is displayed in the corner of the switch to note that it will only apply its preset to certain fixtures. To disable this, click reset.

4. Advanced Positioning

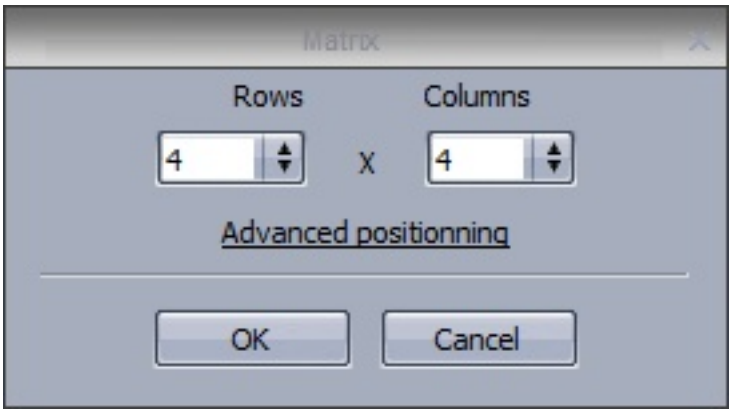
Advanced Positioning

Sunlite Suite 2 offers many different ways to position your fixtures. Here are 16 LED panels. Select the positions wizard and select Matrix.

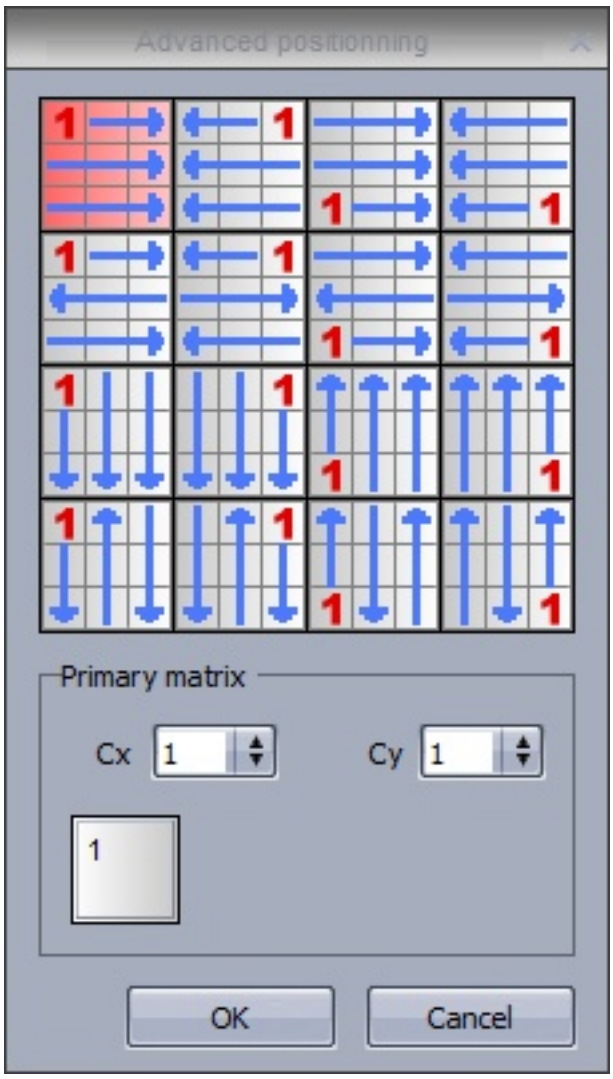




Change the matrix dimensions here and click “Advanced Positioning” to re-order your fixtures within the matrix.



Change the position of a fixture in a matrix simply by dragging the fixture. It is also possible to change the order in which our fixtures are laid out, for example, right to left, or top to bottom.



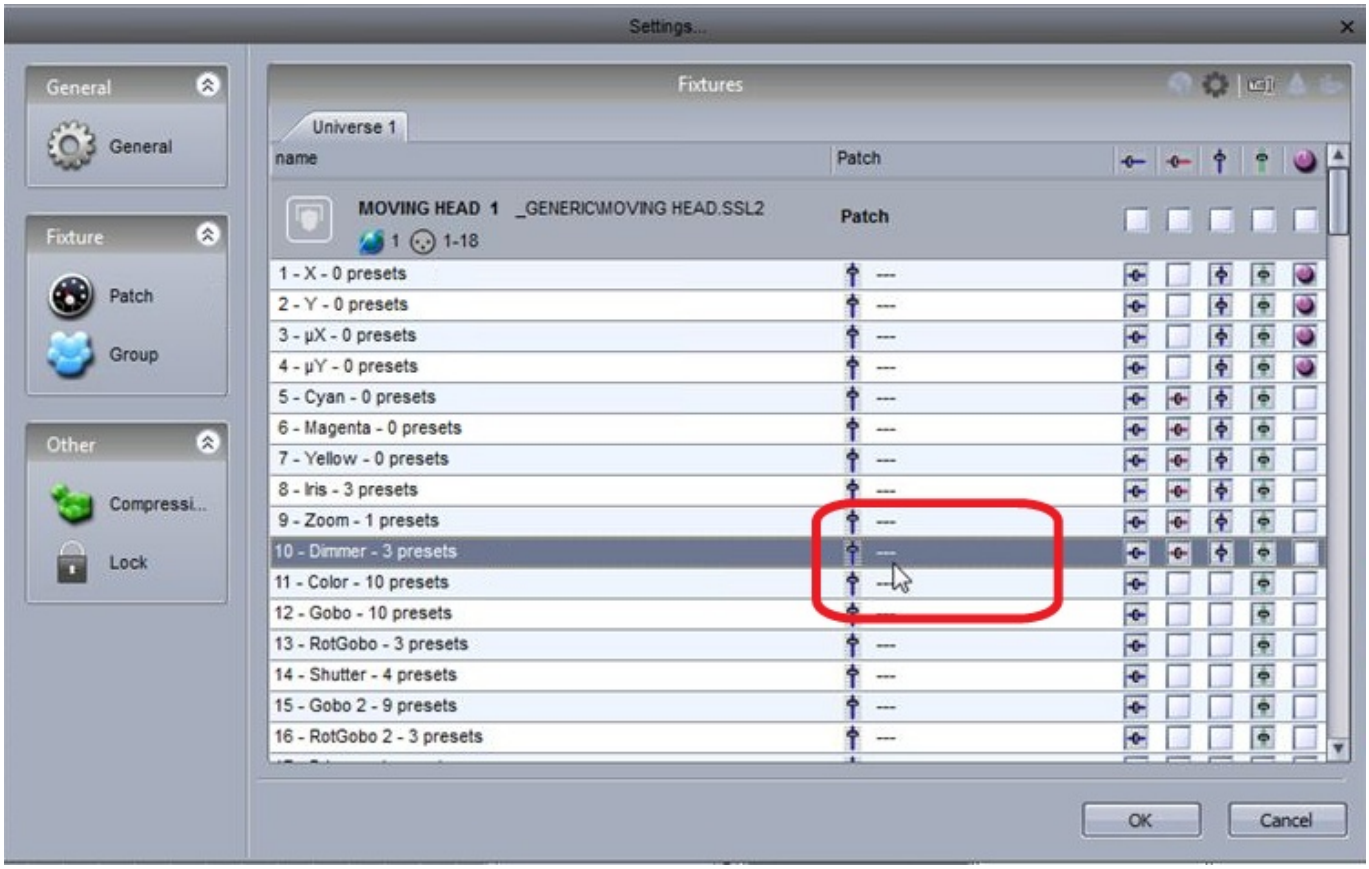
Imagine that your fixtures are not individual RGB devices but a 2 x 2 matrix of 4 RGB devices (12 DMX addresses). In this case, you can set up a primary matrix. Select the primary matrix dimensions and drag the fixture positions if necessary.

5. Advanced Patching

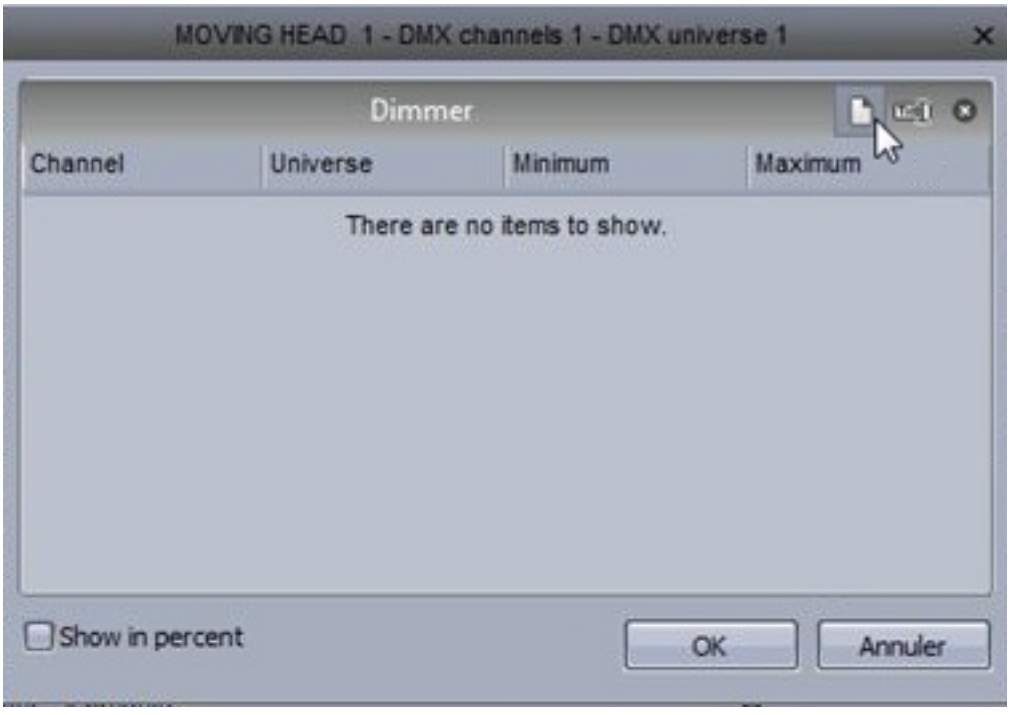
Advanced Patching

Sunlite Suite 2 has many advanced patching capabilities. These can be found on the patch tab within the page settings window.

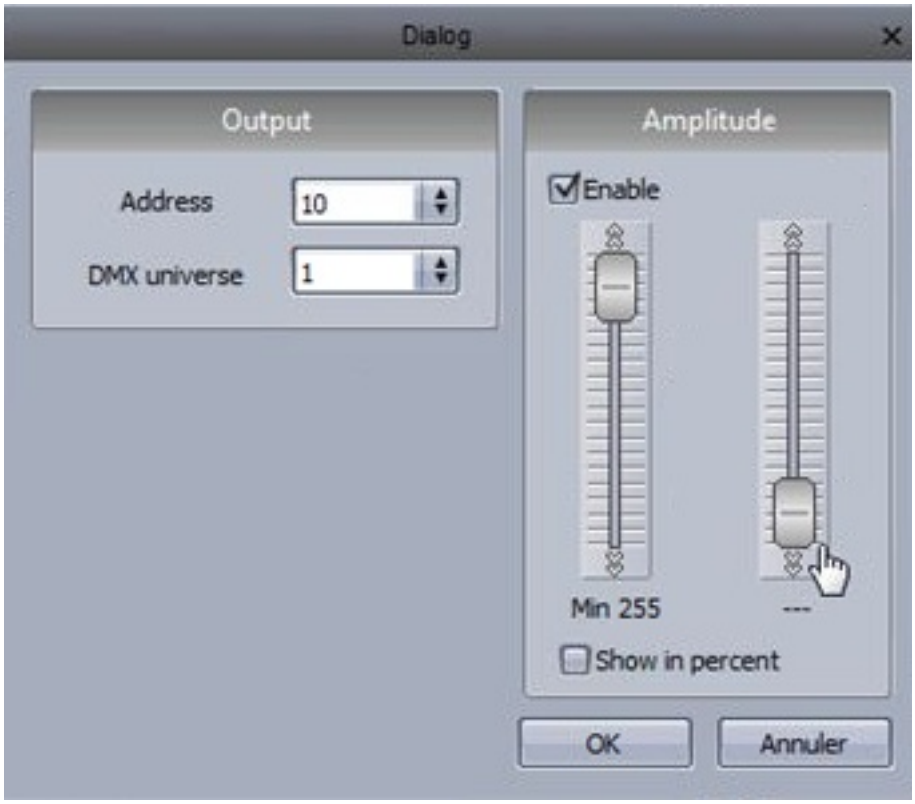
The patch of a channel can be modified by clicking in the patch area.



Click here to set up a new patch.



The output channel and universe can be set on the left and the minimum and maximum amplitude can be set to scale channel values down. Setting the minimum to 255 and the maximum to 0 will invert the channel. This can be useful when using unusual fixtures whereby the dimmer is at 100% when the channel is at 0.



6. Multiple Universes

Sunlite Suite 2 supports multiple universes and interfaces. The universes and interfaces can be modified within the output tab of the starting parameters. The software is set to automatically select your interfaces by default. Uncheck auto detection to set this up manually. Products can be selected here(1).

Some interfaces have 3 universes. Each universe in the software can be patched to one of the interface outputs, or the DMX output universe can be swapped with a DMX input universe so the show can be triggered from a DMX desk(2).

If you have a Sunlite Suite 2 First Class interface connected, you can also output out of a variety of other products including the Sunlite Easy Stand Alone IP interface, the Sunlite STICK, or through an art-net protocol interface using the ethernet socket on your computer. You can change the order of your interfaces by dragging. You can delete an interface by dragging off the screen.

Art-Net

Most of the time, your fixtures won't be able to read the Art-Net protocol and you will have to convert it to DMX using an Art-Net to DMX converter. They usually convert multiple universes (2, 4, 6, 8...). We can also provide a single universe converter with our IP interface.

Do not forget to setup the IP address of your computer on the 2.X.X.X range to talk with the converter. The Art-Net protocol uses this range and both converter and controller must be setup with a 2.X.X.X IP address.

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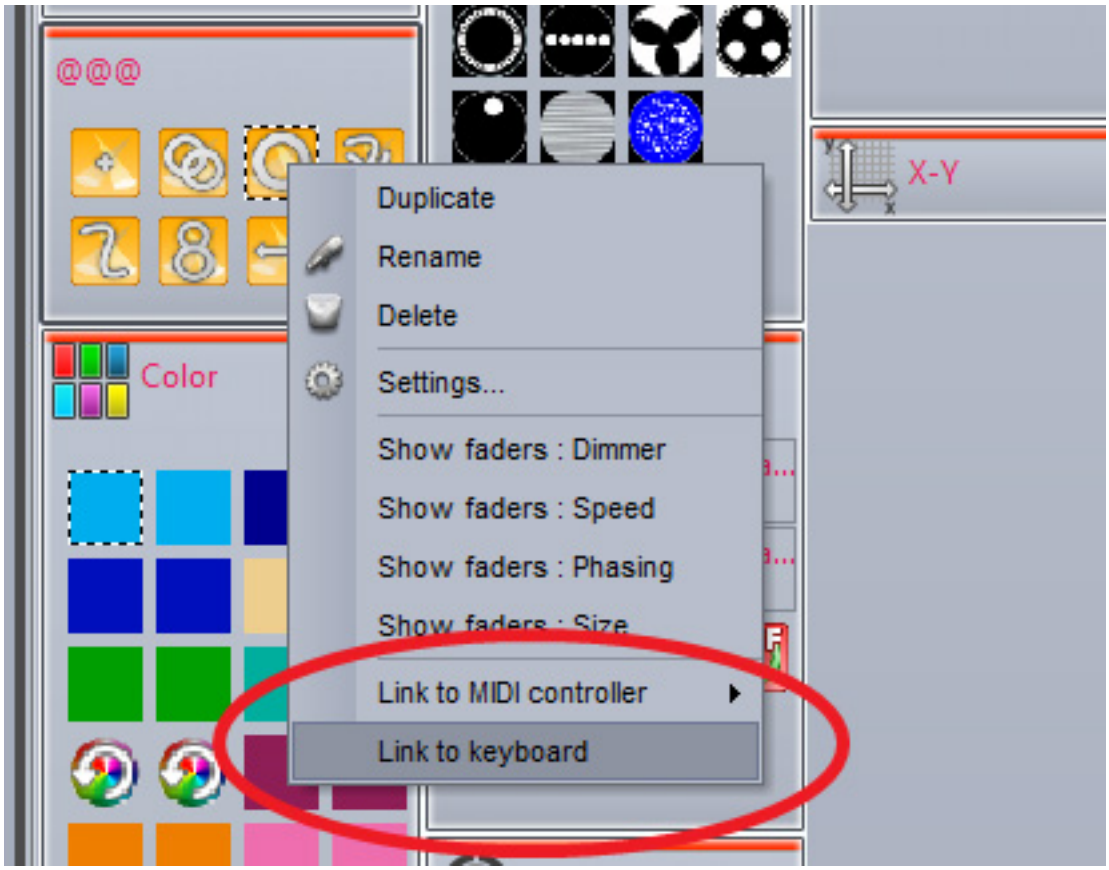
7. Printing a Patch

topic coming soon (not implemented yet)

VI External Control & Triggering

1. Keyboard

Buttons can be triggered from the computer keyboard. To assign a keyboard trigger, shift+right click a button and select "Link to Keyboard".

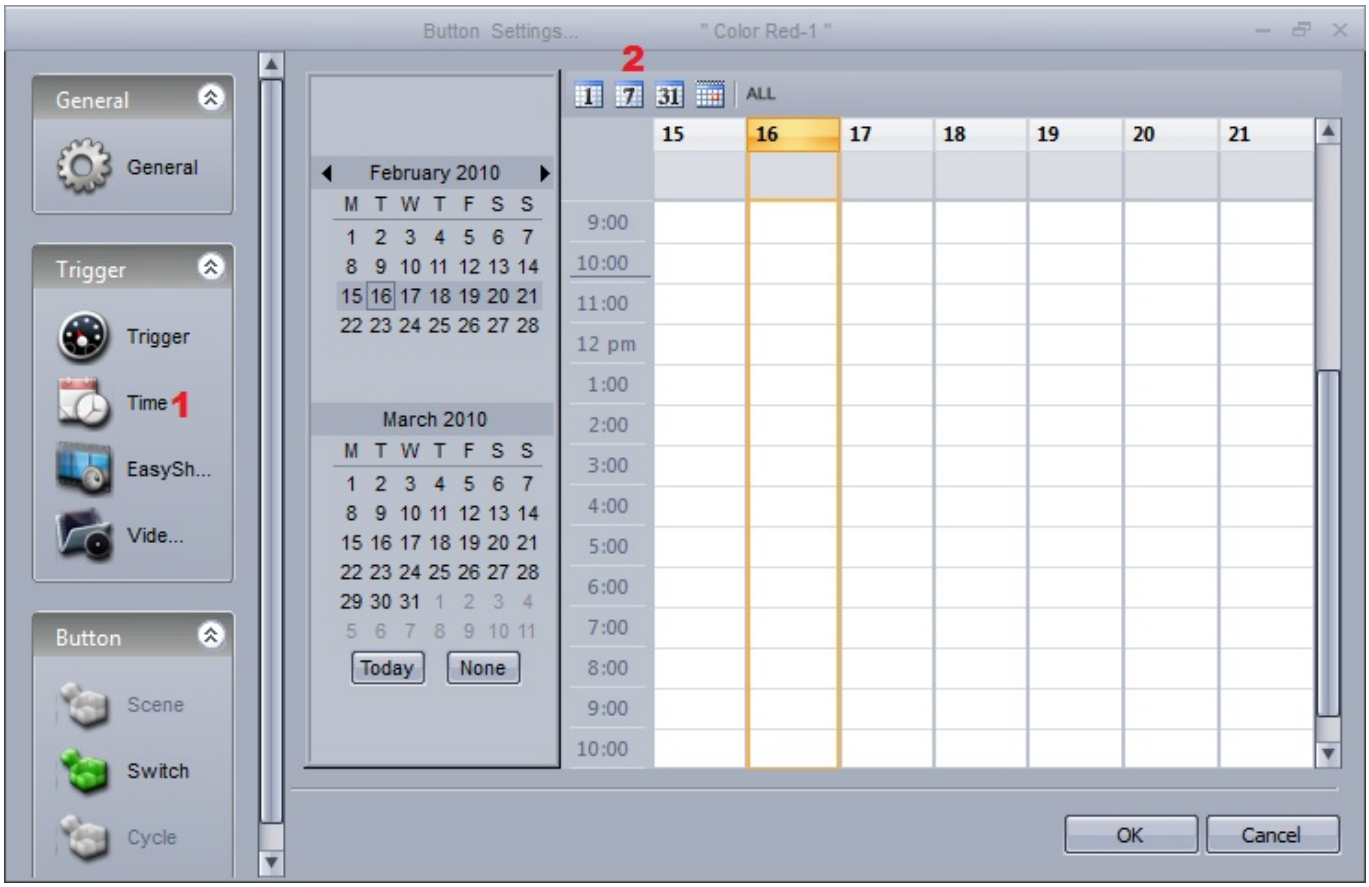


Hit the key you wish to use as a trigger. Click here(1) to set the trigger as a "Flash Trigger". When you press the key, the button will be activated and when you release the key, the button will be deactivated.

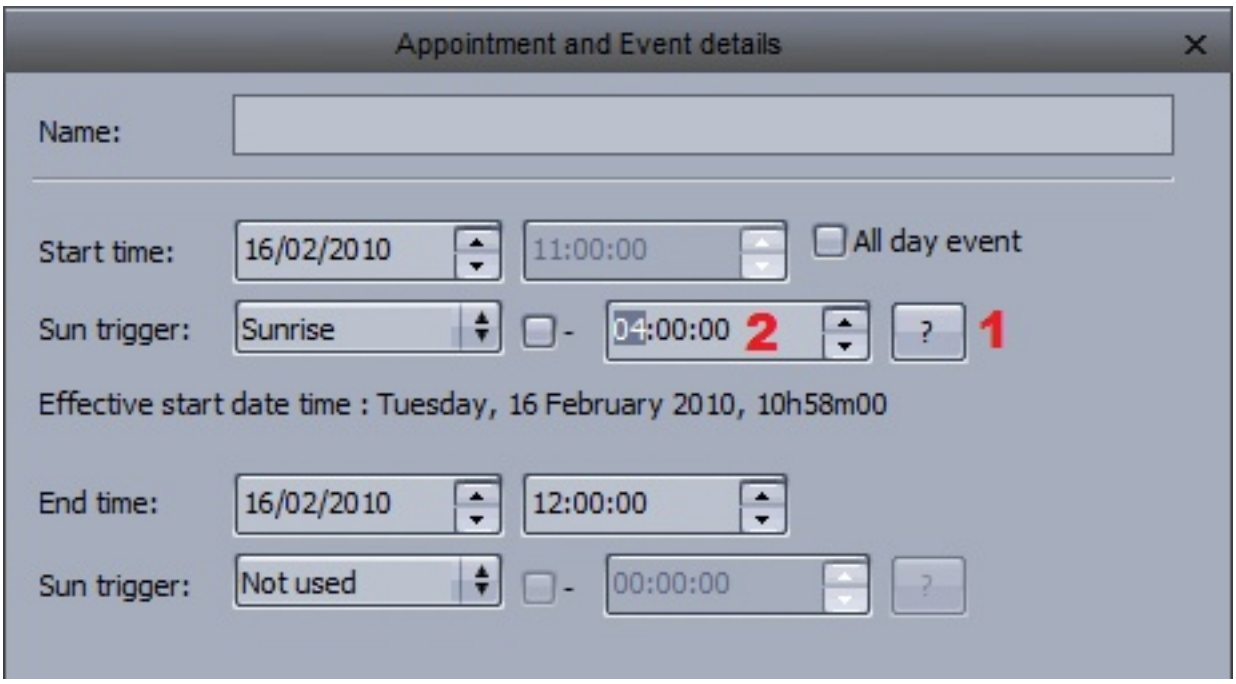
2. Date & Time

You can trigger a button by date and time. Select a button and open up the button settings. Select the Time tab(1). There are 3 calendar views to choose from(2).

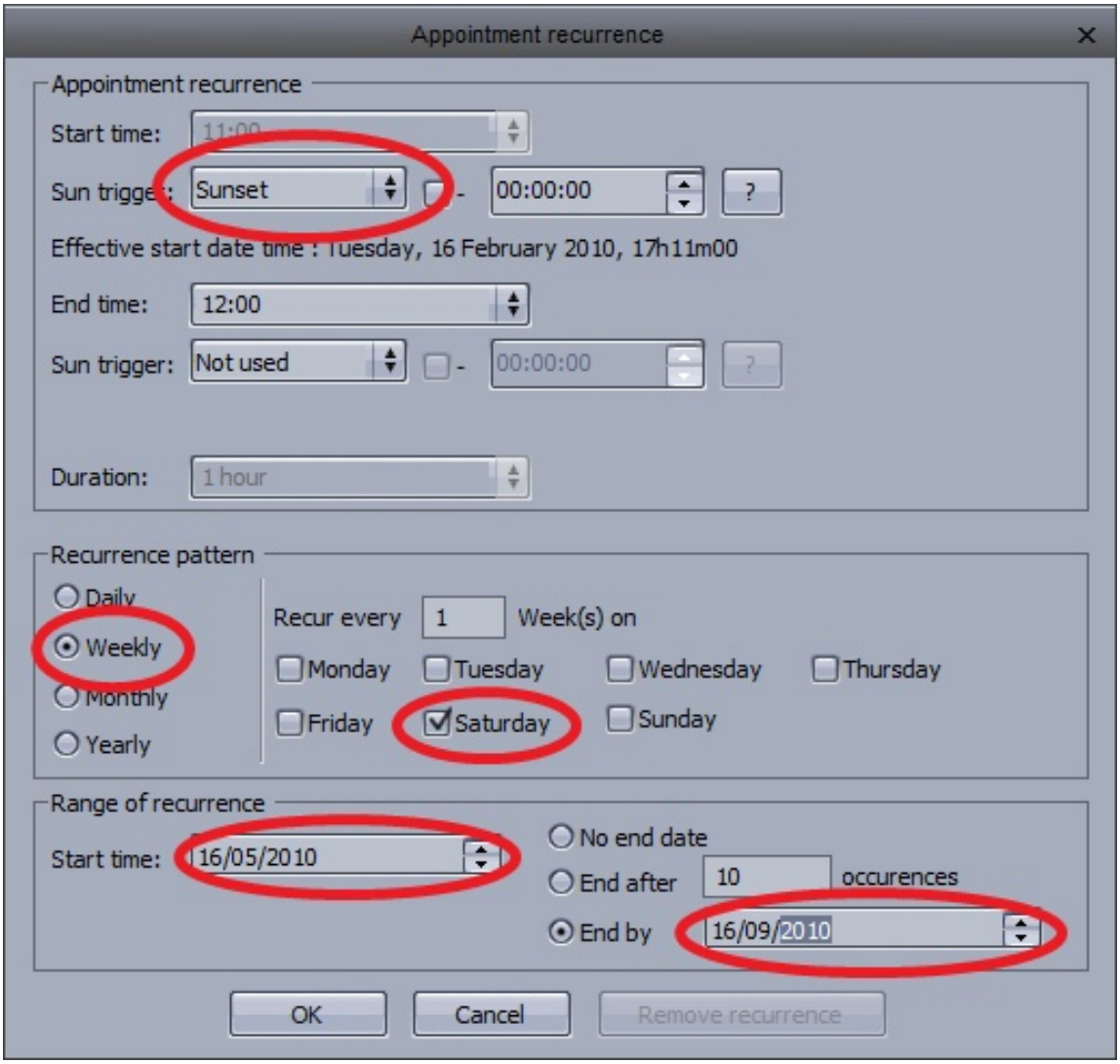
Double click to set up a time trigger.



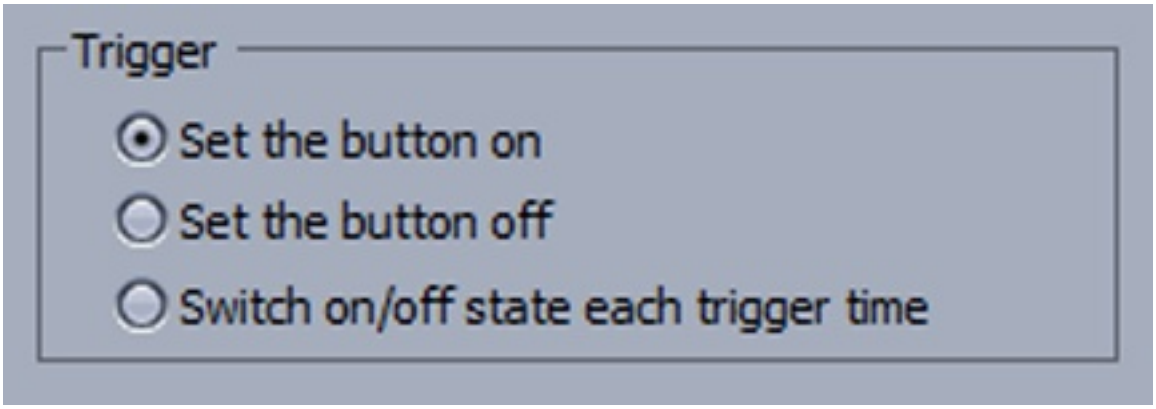
Scenes can be triggered at sunrise and sunset. A custom location can be assigned by clicking here (1) and the time of sunrise and sunset will be automatically calculated. A trigger time relative to the sunrise or sunset time can be assigned here(2). For example a scene could be deactivated 4 hours after sunrise.



Recurring events can be triggered daily, weekly, monthly or yearly. We can set up a recurrence range between two dates. For example, you may want to trigger a button at sunset every Saturday over the summer.



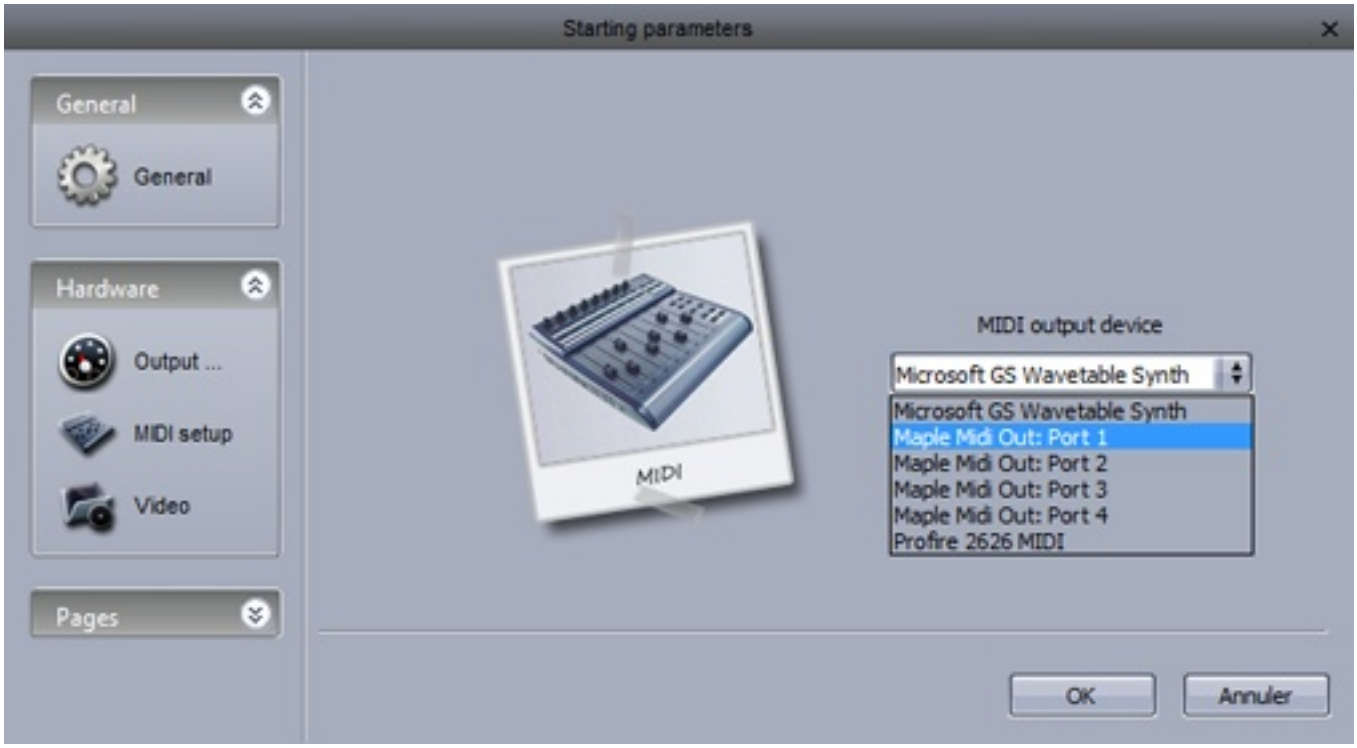
A trigger can be set to activate the button, deactivate the button, or toggle the button on and off every time the trigger is called.



3. MIDI

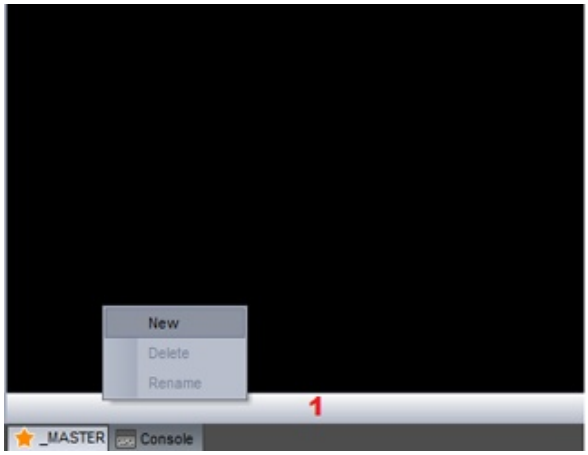
Almost everything in Sunlite Suite 2 can be controlled by almost any MIDI controller. You can use the console editor to create an image of your own MIDI controller. See the console editor topic for more information.

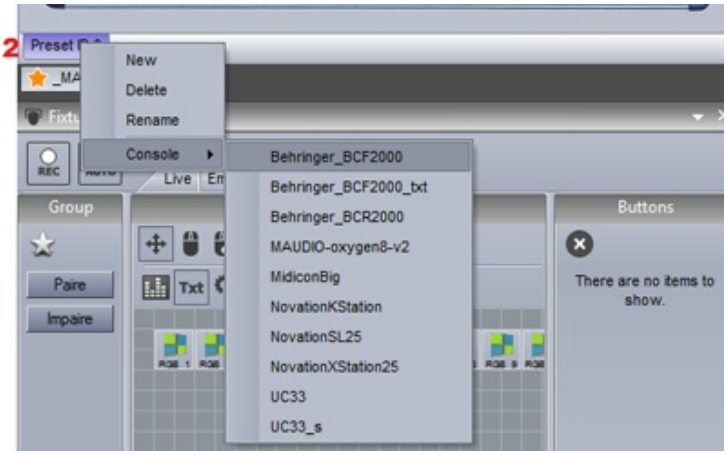
The software first needs to be told which MIDI port to read from. This can be set within the starting parameters.



Mapping MIDI controls to the MIDI console

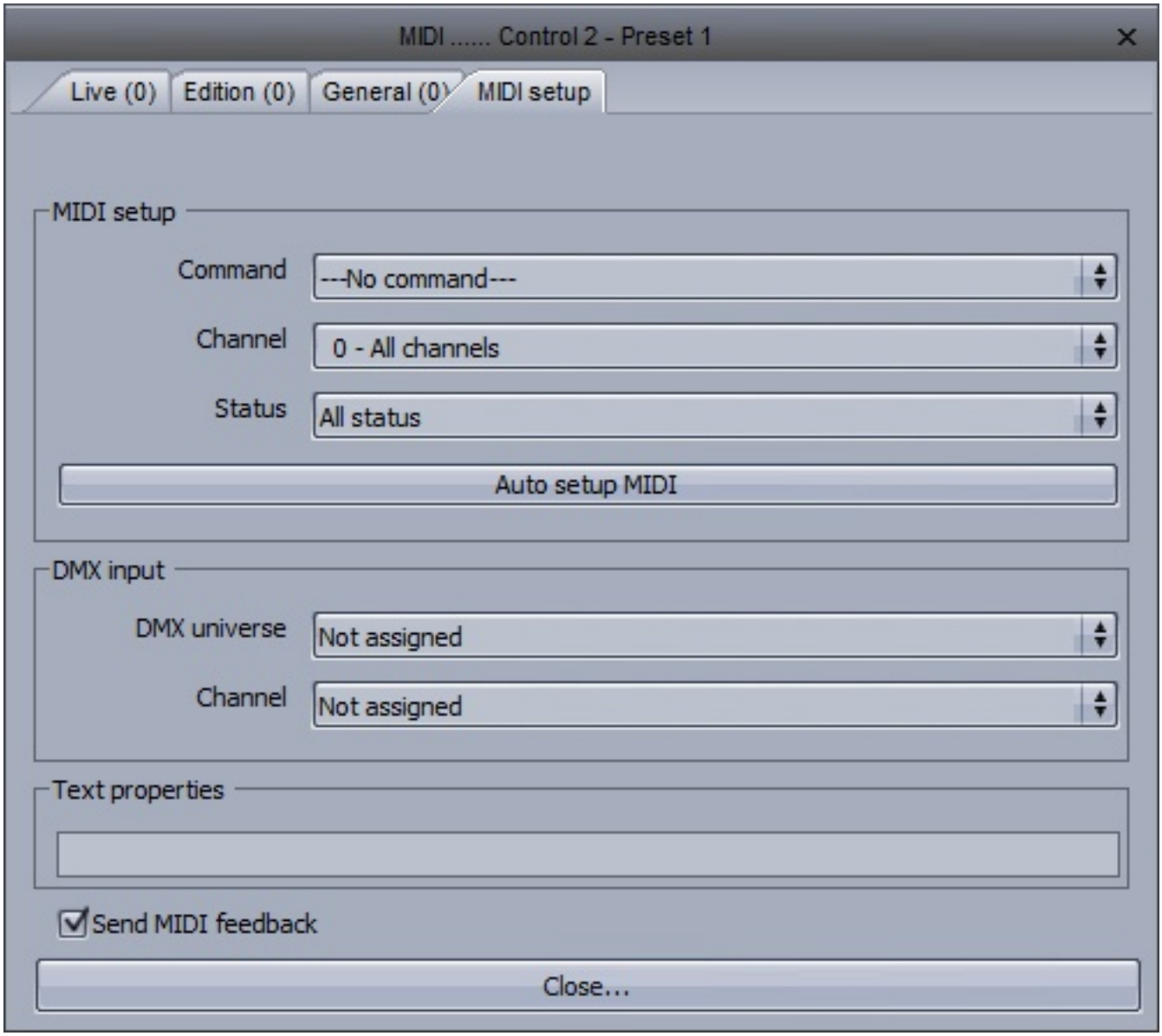
Right click here(1) to create a new console preset, then right click here (2)to load your midi controller. If your controller is not listed, you will need to build your own console with the console editor, or map your MIDI controls to a similar console.



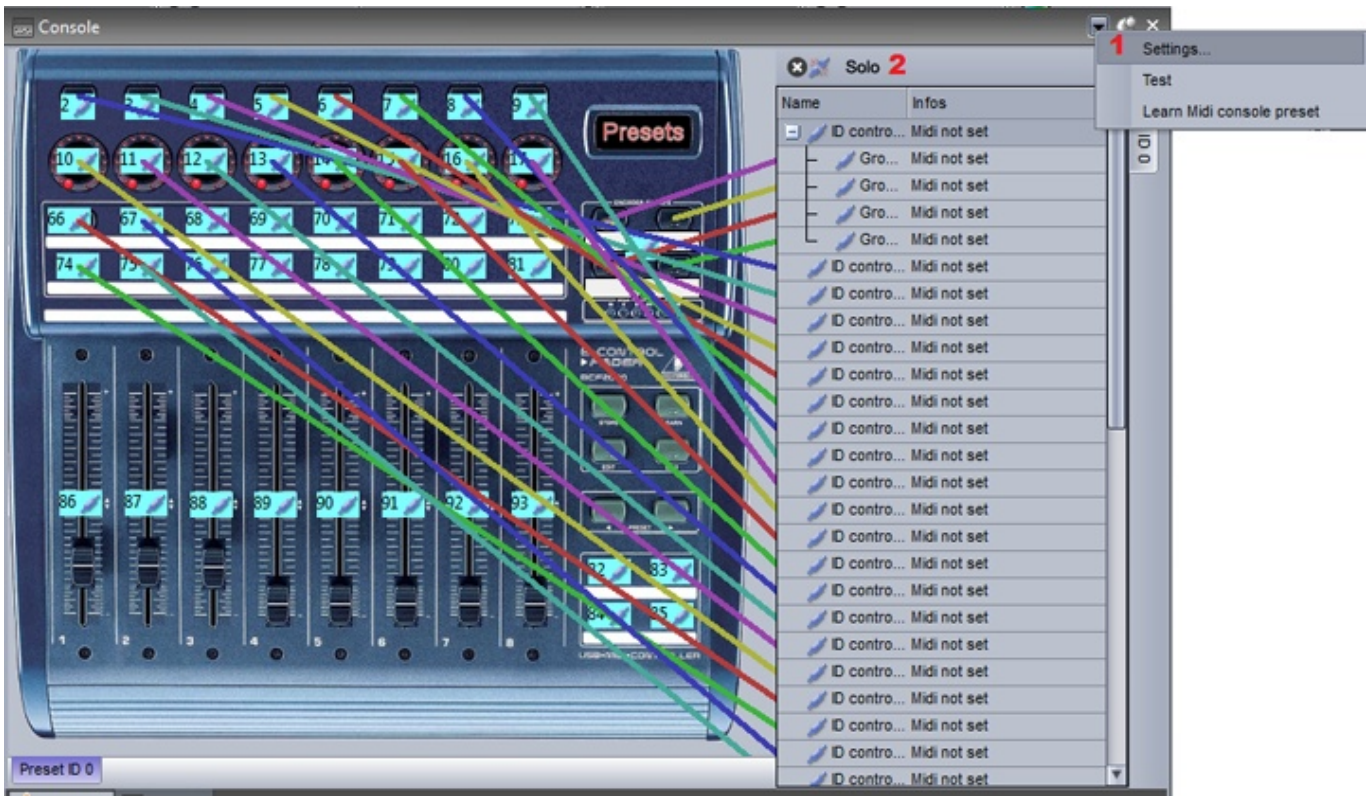


You may need to map each control on your MIDI controller to the controls in the MIDI console panel. (Many of the default consoles are pre-mapped.)

1. Right click the button you wish to link to the MIDI controller
2. Select the MIDI setup tab
3. Either enter the parameters in yourself or select "Auto Setup MIDI" and move the corresponding fader/dial/button on your controller



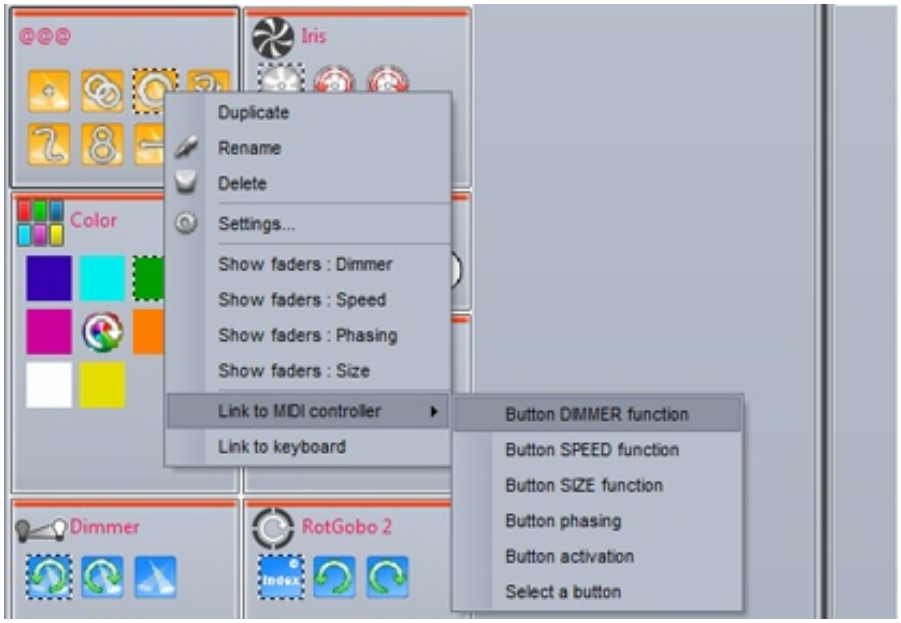
Each MIDI command and the corresponding fader can be viewed by clicking here(1). When all links are in view, the console can look confusing. Select solo(2) to view the selected control only.



Assigning a MIDI command to a button

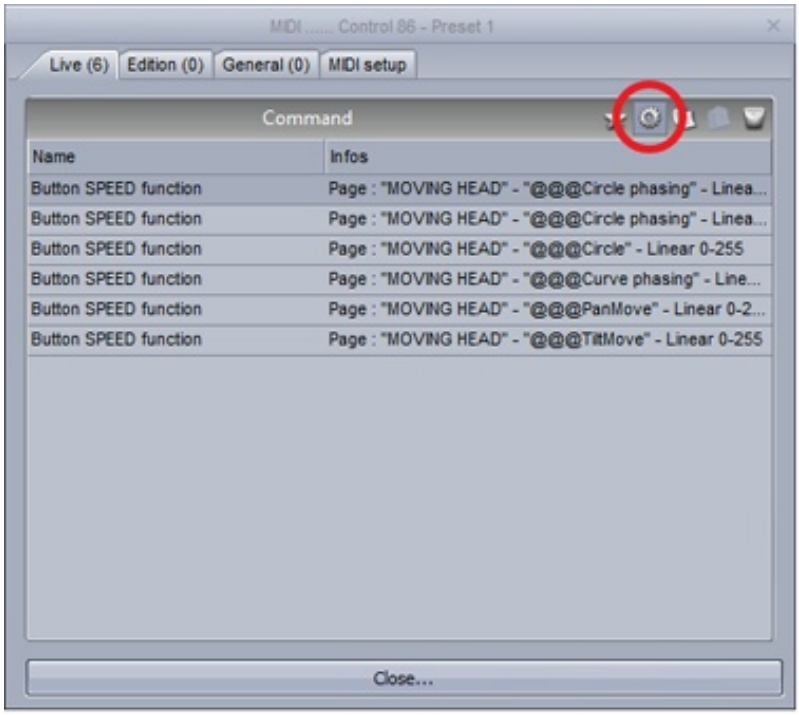
To assign a MIDI command to a button:

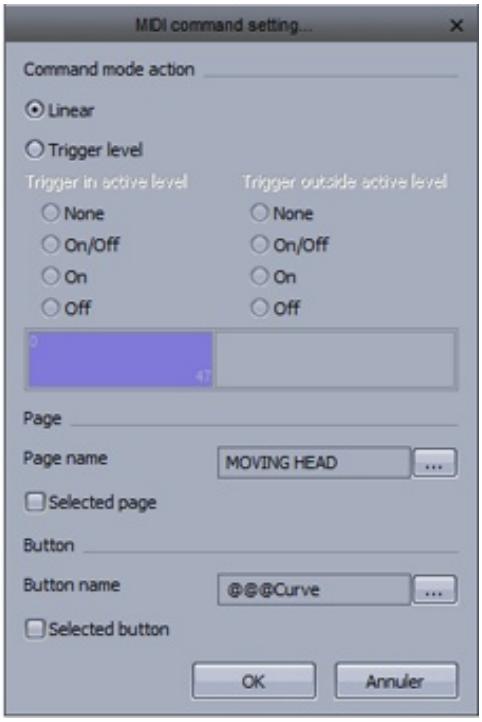
1. Right click the desired scene
2. Select "Link to MIDI Controller"
3. Select the desired action (activate the button, change the dimmer of the button etc..)
4. Either move the relevant fader/button on your MIDI controller or if you do not have your MIDI controller connected, select "Click on the Console Window" and select the relevant button inside the console window



One command on the controller can be used to activate a variety of different commands within the software. For example, you could assign a dial to automatically control the speed of several movement buttons.

Commands can be edited by right clicking on the relevant button on the MIDI console. Here we can set a minimum and maximum MIDI value to trigger the command. In the example below, when the MIDI value reaches 47, the sequence will be at maximum speed.





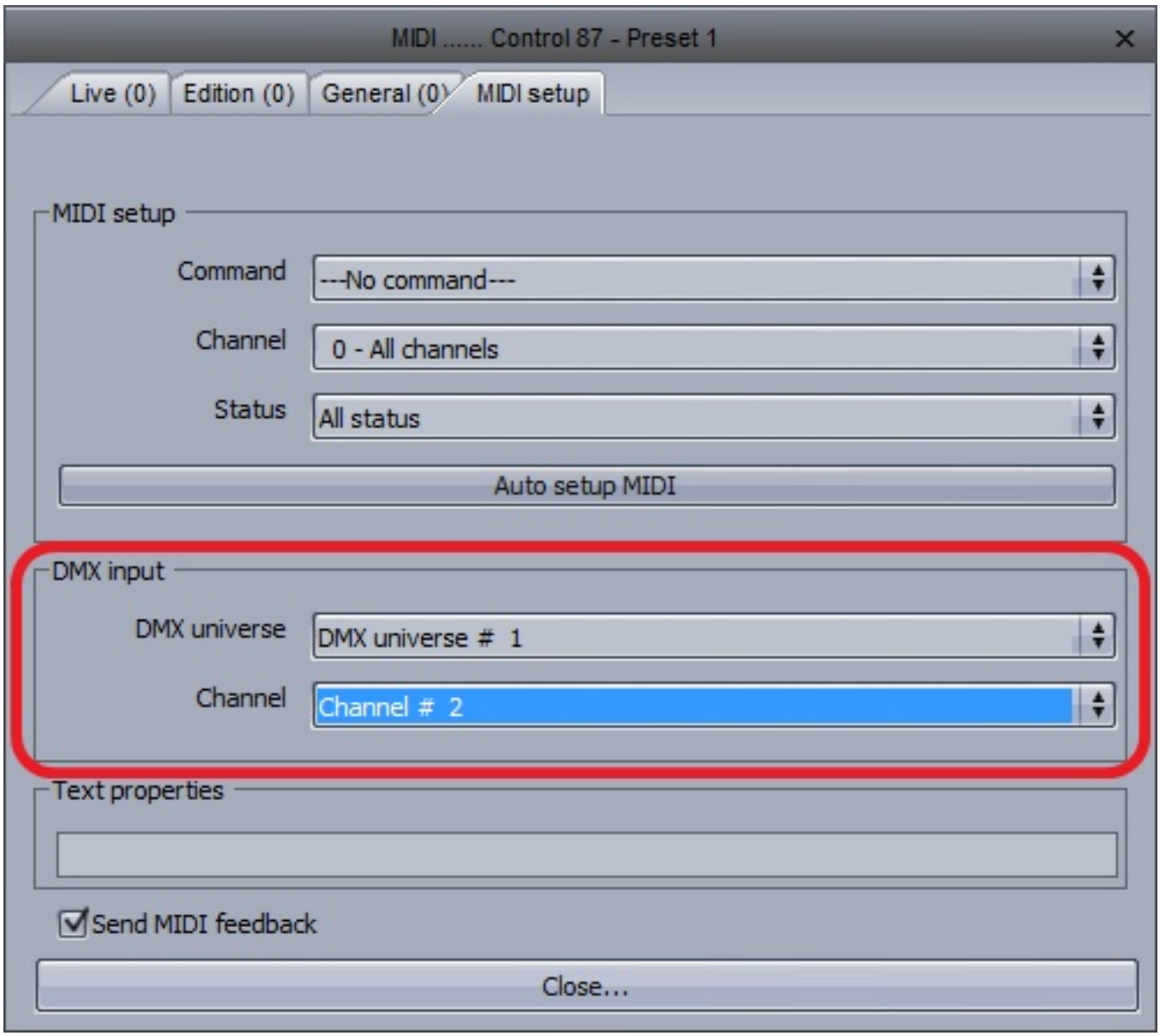
The console can also be used to control parts of the interface. This can be achieved within the Edition tab.

4. DMX

Almost everything in Sunlite Suite 2 can be controlled by almost any DMX controller. You can use the console editor to create an image of your own DMX controller. See the console editor topic for more information. The controller can then be viewed within the console window.

Make sure you have a DMX input set up within the starting parameters, see the Multiple Universes topic for more information.

Once you have created your console, each control must be mapped to a control on the console. To do this, right click on a console control, then select the DMX input universe and channel.



Once the DMX controller is mapped to the MIDI console, the software will treat the DMX console in the same way as a MIDI device. See the MIDI topic for more information.

Direct DMX Input Patch

A DMX input channel can also be directly assigned to a fixture channel within the button editor. Click here(1) to open the DMX input panel, then drag the desired DMX input channel over to the fixture channel.

5. Interface Ports

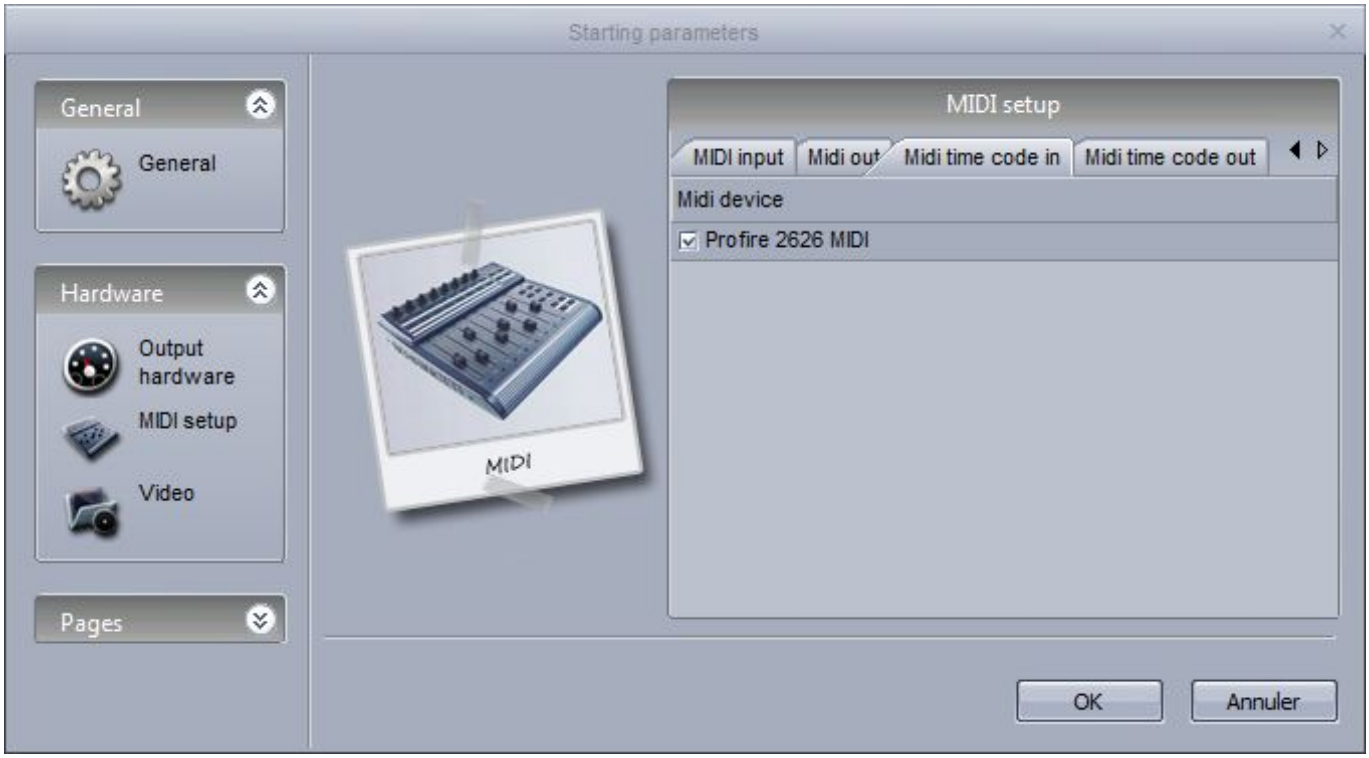
topic coming soon (not implemented yet)

6. MIDI Time Code (MTC)

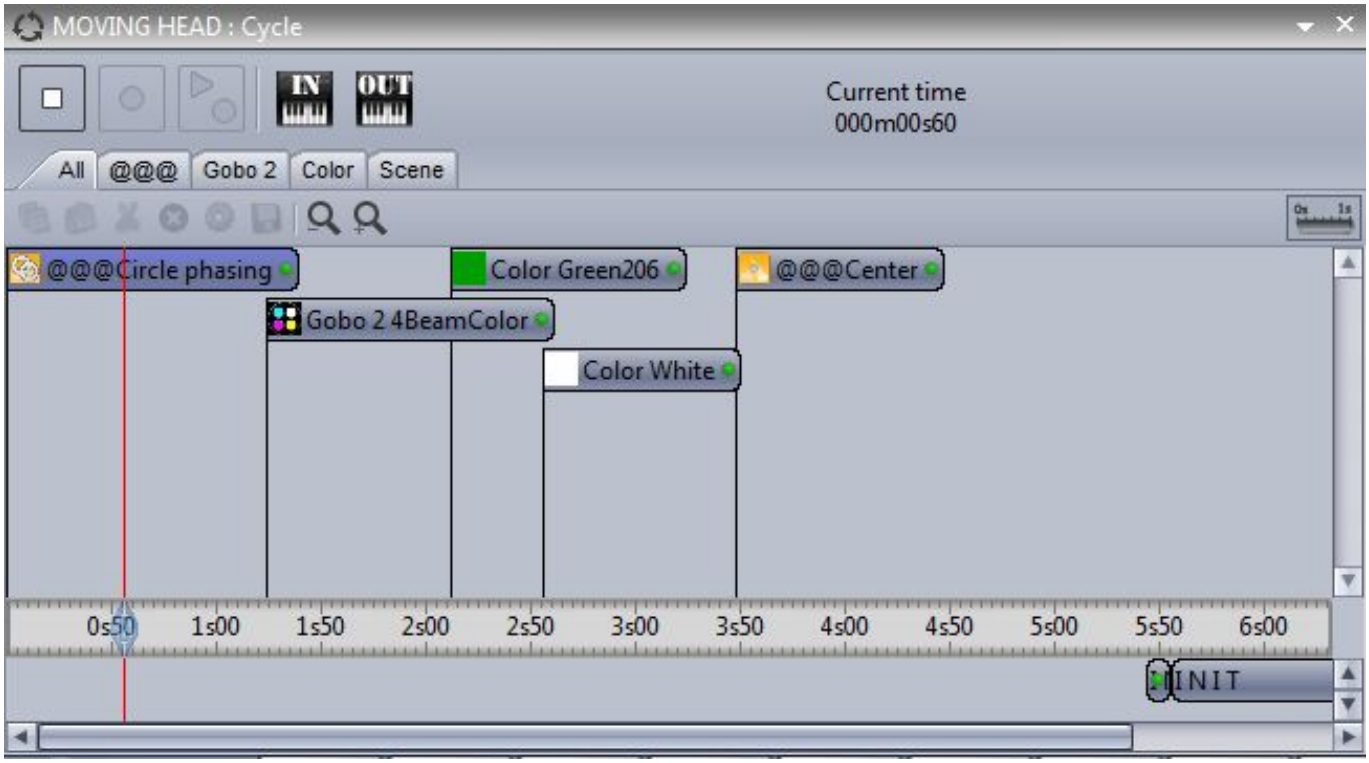
MIDI Time Code (MTC) is a type of MIDI message created for synchronization purposes. You can use Midi Time Code to synchronize a Cycle with an external device such as a CD player, 3rd party video and sound software, or a SMPTE generator.

To use MIDI time code, you first need to make sure you have a MIDI interface connected to your computer.

Go to the general settings and select the MIDI setup tab. Select the device you wish to receive the Time Code from or send the Time Code to.



Once you have your MIDI Time Code device connected, select the IN button to begin receiving the Time Code signal. To send Time Code to another device whilst the Cycle is playing, select the OUT button.



7. Audio

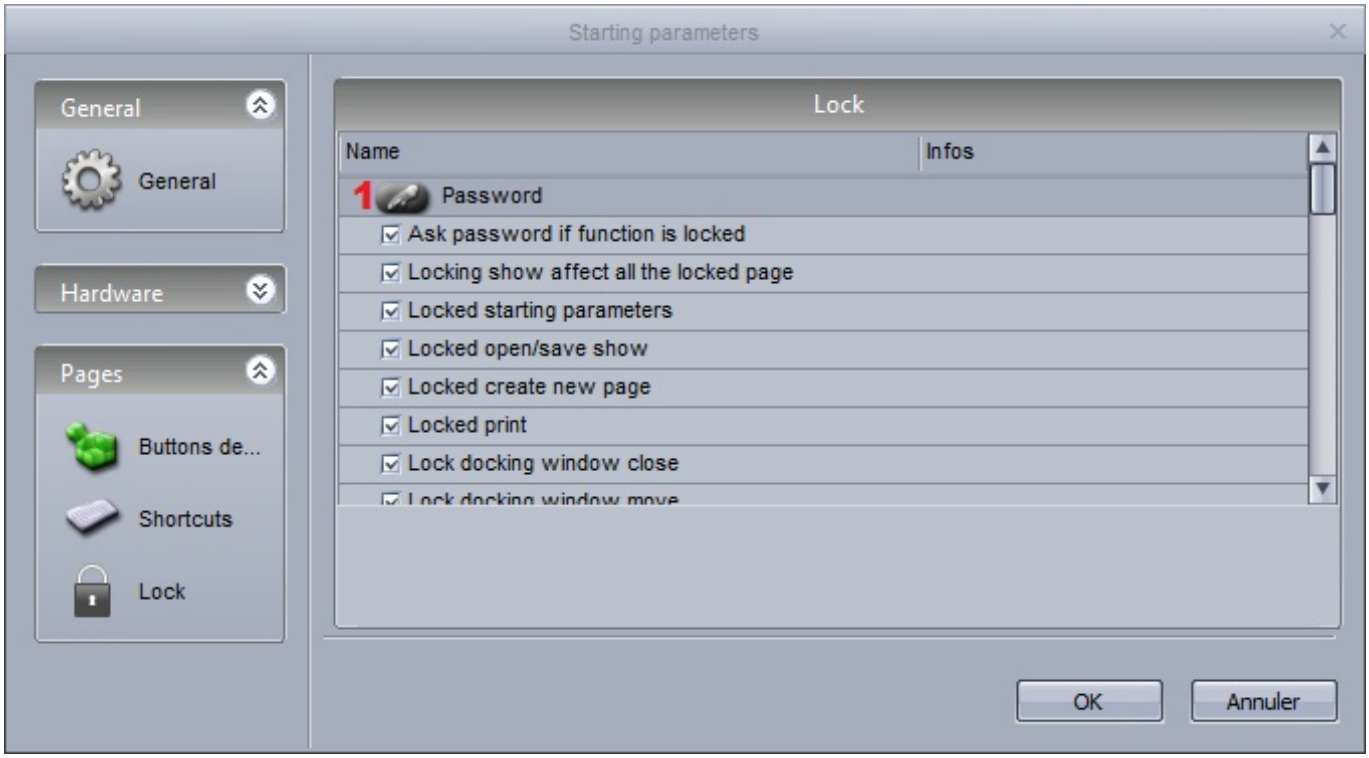
topic coming soon (not implemented yet)

VII Other Features

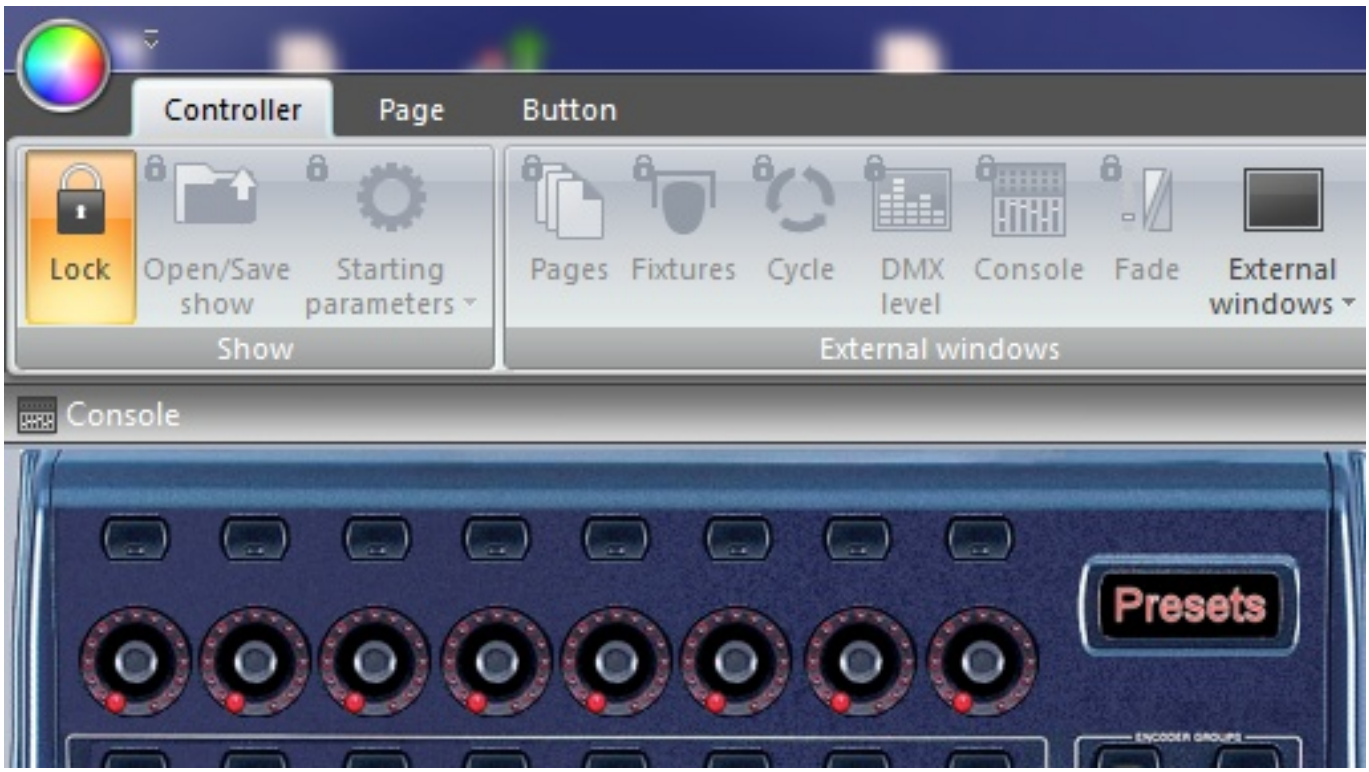
1. Access Privileges

Various parts of the software can be locked and password protected. The access privileges can be set within the Lock tab of the starting parameters.

Click here(1) to set a new password.



Click the lock key to lock the selected functions. Notice that a lock icon appears next to each locked function. To unlock the show, hold ctrl and select the lock key, then enter the password.



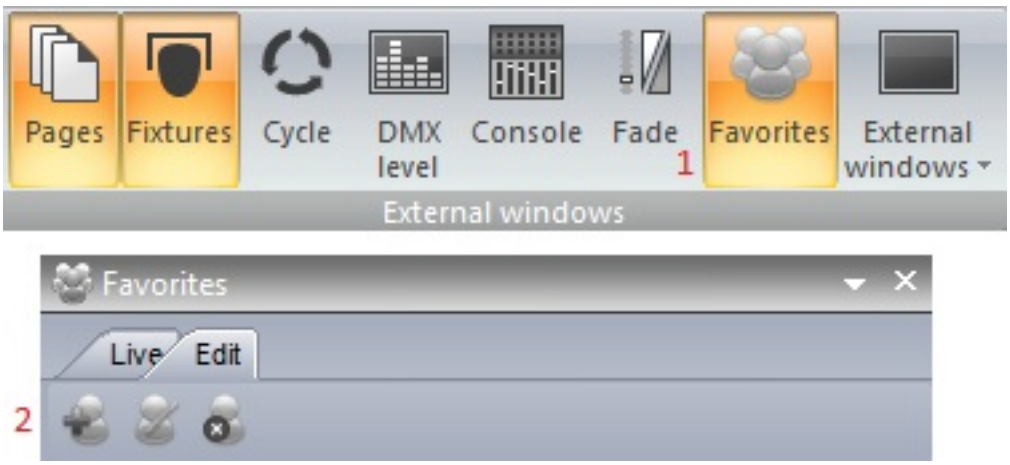
Forgotten the password?

The password is stored in the Global Show XML file. This can be located by navigating to the Datalight folder in the Suite 2 root directory, selecting your show folder and opening the Global XML file.

---

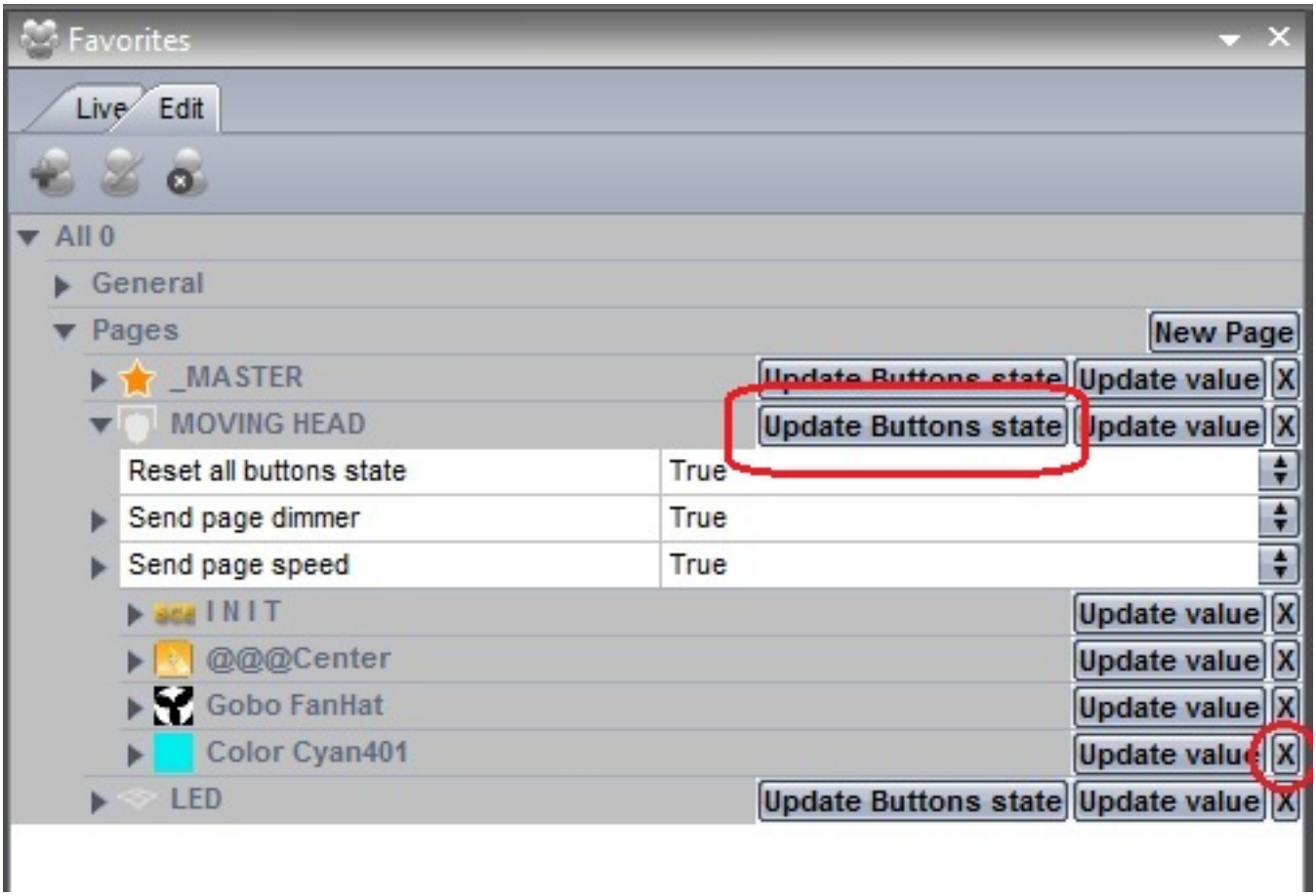
2. Favourites

In Sunlite Suite 2, you can set favourites. A favourite is like a macro. It allows you to save and recall a software state. The favourites panel can be opened here (1) and a new favourite can be created here (2).

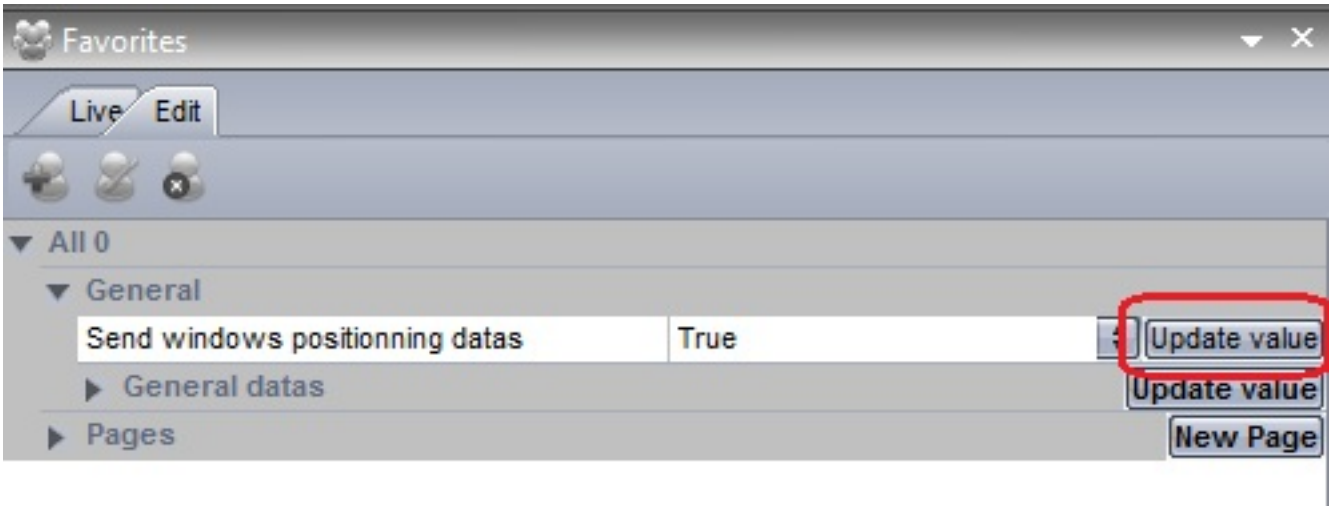


Favourites can be modified by selecting the "Edit" tab. Favourites are organised by page. In the example below, the "blue" color preset can be removed from the favourite by selecting the X.

To update the state of a particular page, select the buttons you wish to include within the favourite, then select "Update buttons state".



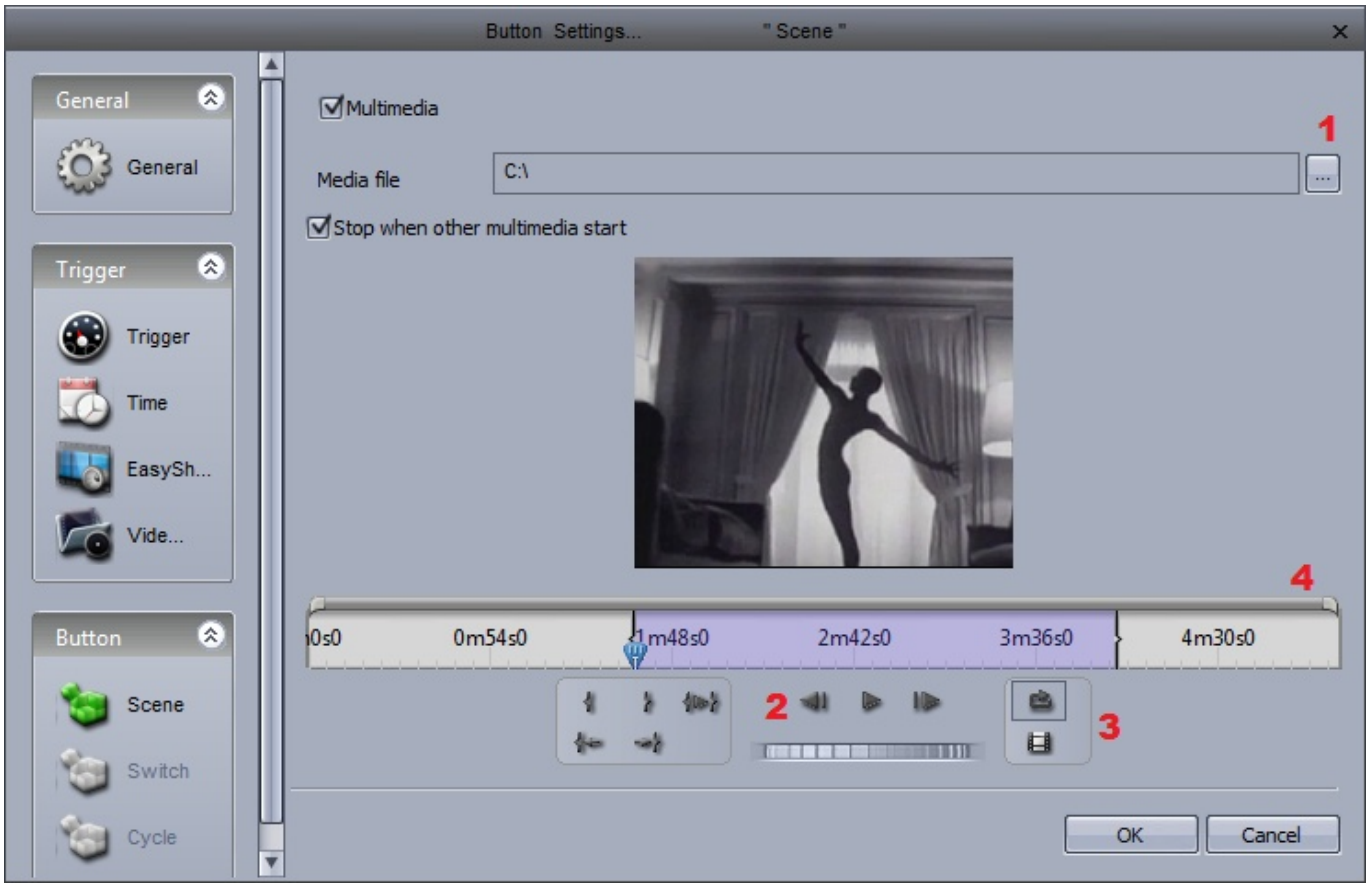
Favourites can also store window positions, this can be done by selecting "Update Value" on the "Send Windows Positioning" parameter.



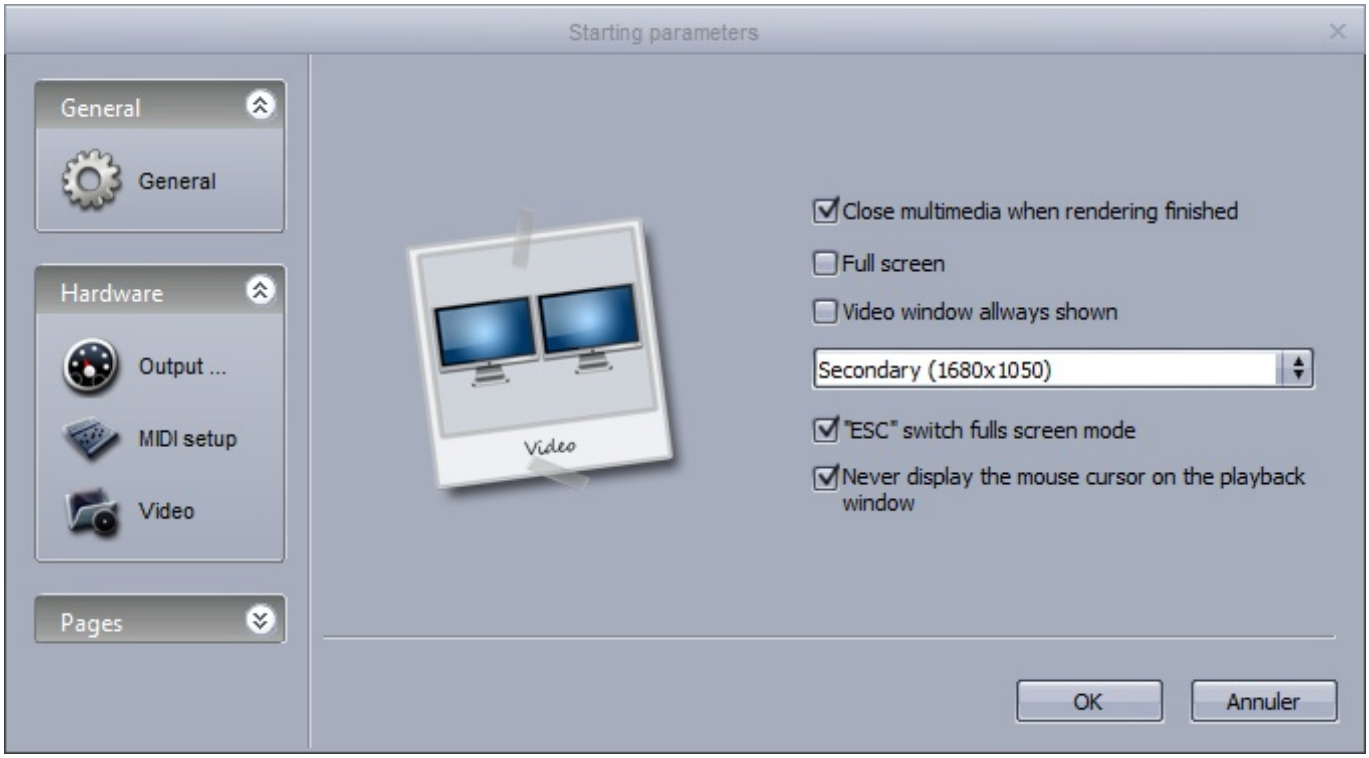
3. Multimedia

Sunlite Suite 2 is capable of playing audio and video files (if encoded correctly). To insert an audio or video file, select a button, open the button settings and select the Video tab.

-Insert the media file here(1)
-Here(2), we can test our video, and adjust the start and end markers
-Switch between video and sound here(3), and loop your video here
-Drag here (4) to zoom in/out of the timeline



If you wish to output the video out of a secondary monitor, this can be set up within the general settings. You may need to restart the software before some of these settings are applied.

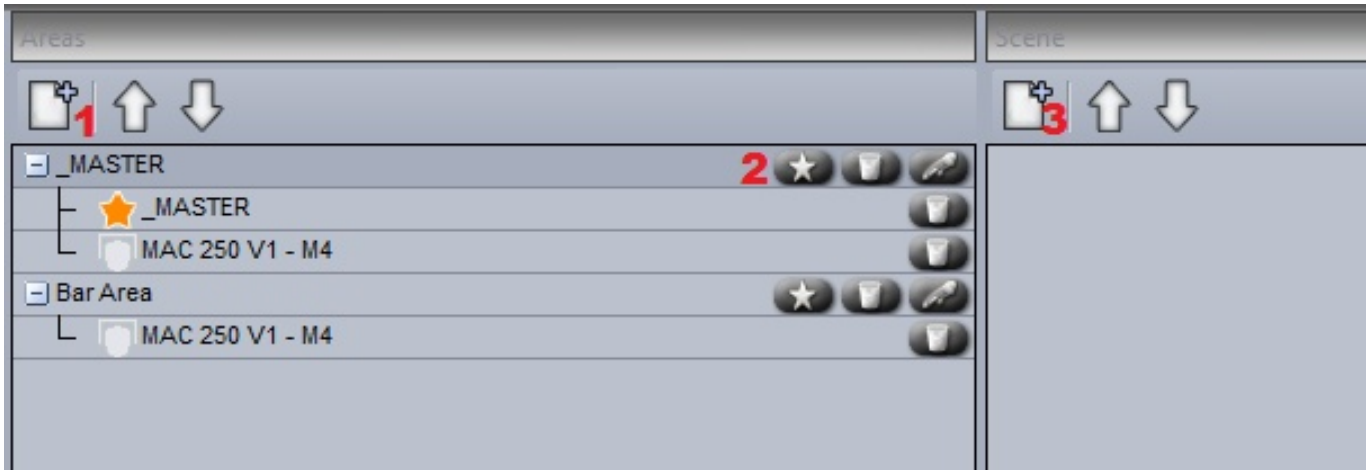


4. Stand Alone

You can save SCENES and SWITCHES into the stand alone memory of your interface so they can be played without a computer. It is advisable that you back up some of your SCENES into the interface in case of a computer crash. The Stand Alone editor can be accessed here.

The memory of several interfaces can be written simultaneously, click here(1) to add an interface.

Each interface has 5 areas. New areas can be created here(1). Pages can be assigned to an area by clicking here(2). New stand-alone scenes can be created here(3).

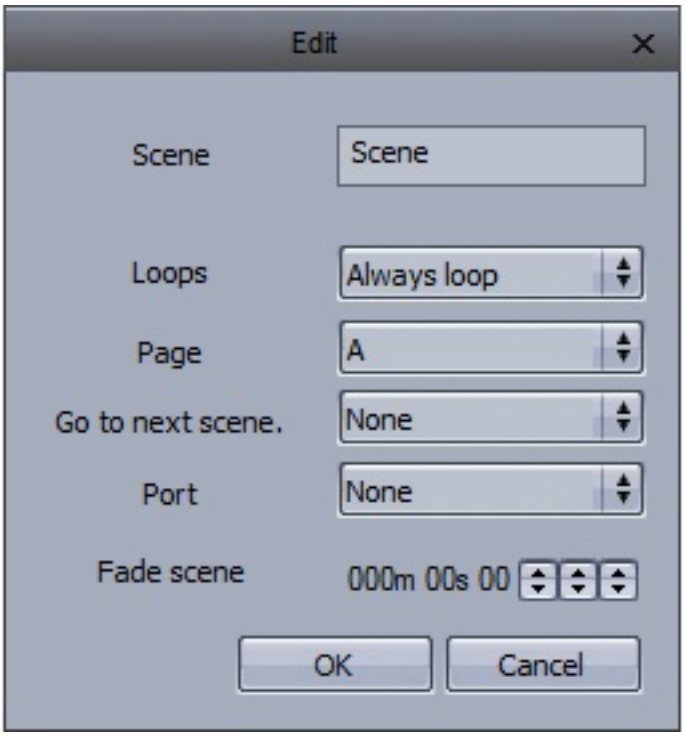


Creating a stand-alone scene

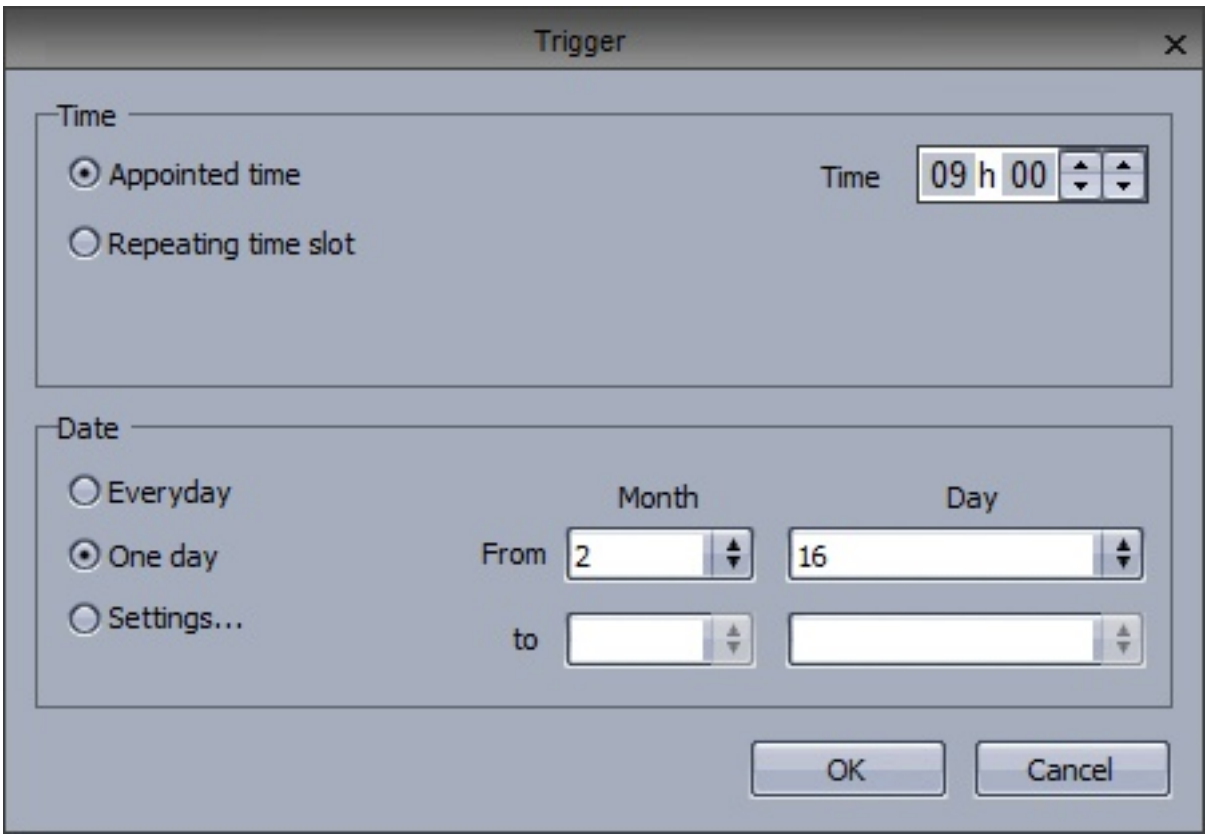
A stand alone scene can contain a combination of SCENE and SWITCH buttons. Click here(1) to insert a new button.

Drag the scene from the scenes panel and onto one of the 99 scene spaces. Make sure the correct area is selected.

Once your stand-alone scene has been dragged onto the interface, other scene settings such as looping and port triggering can be edited by selecting here(1).



The interfaces have an internal clock and calendar so the scenes can be triggered by date and time. The date and time triggers can be assigned within the calendar tab. Select the scene from the left and drag it over to the calendar. Timing can be modified by double clicking.

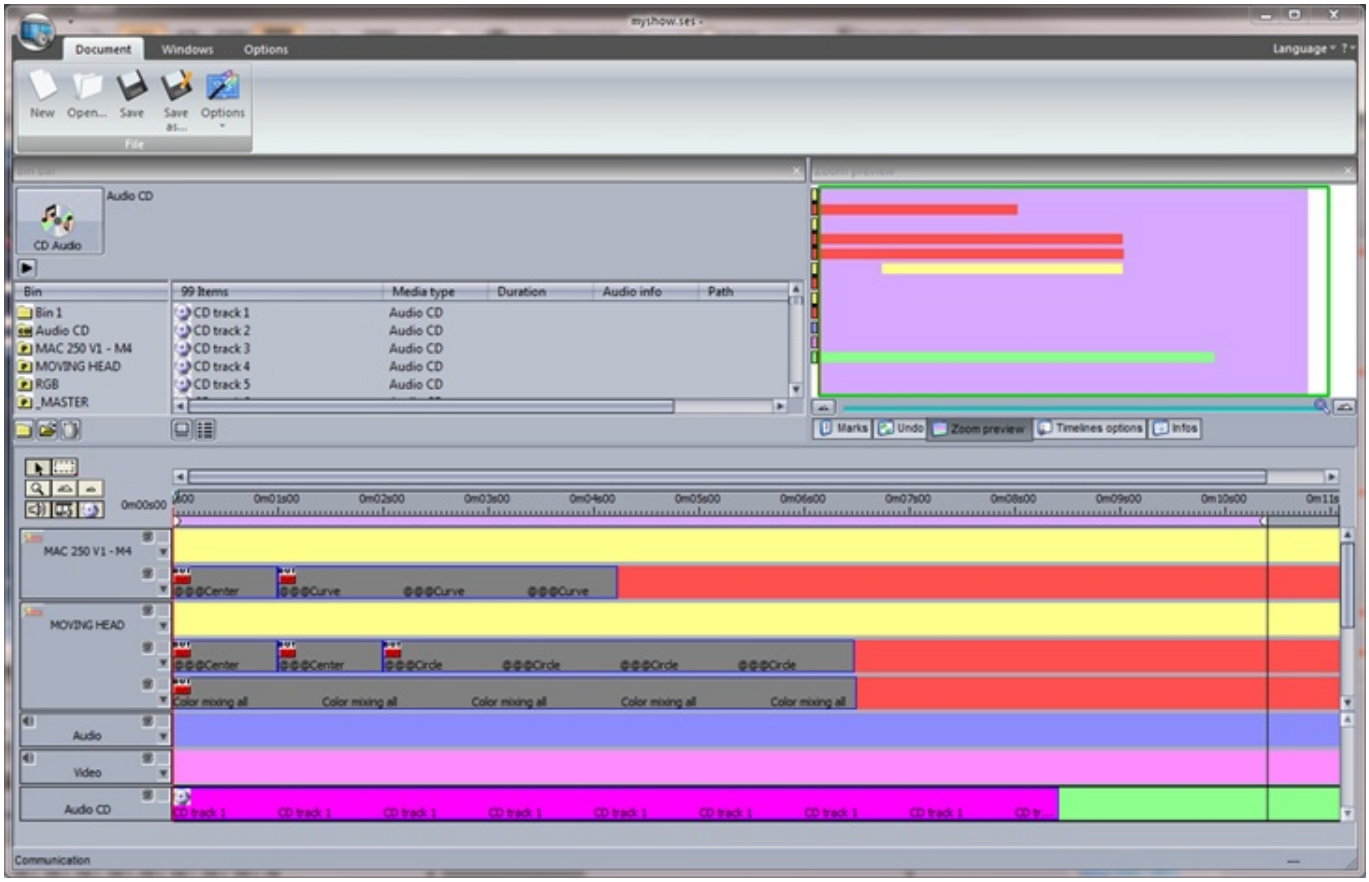


Note: the time triggers created within the button settings are not applied in stand-alone mode.

Once the stand alone scenes have been created and assigned, the memory can be written here(1).

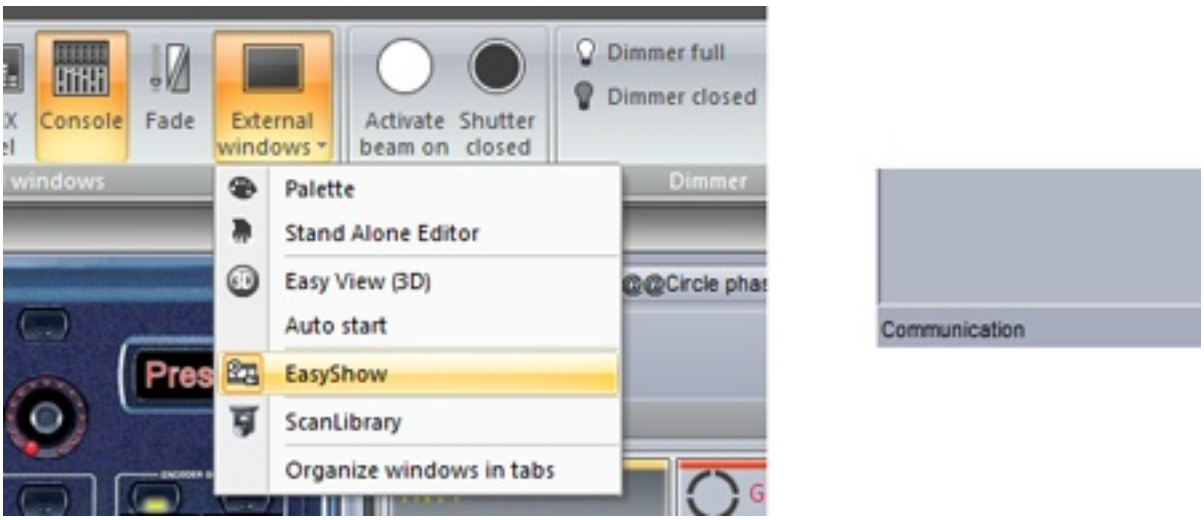
VIII Easy Show

Easy Show is included within the Sunlite first class package. It allows you to synchronise your Sunlite buttons with audio and video. Programming is performed using timelines, like many popular audio and video editing software packages. Easy Show is quick and simple. Adding lighting scenes is as easy as dragging and dropping from Sunlite Suite, and dropping into Easy Show.

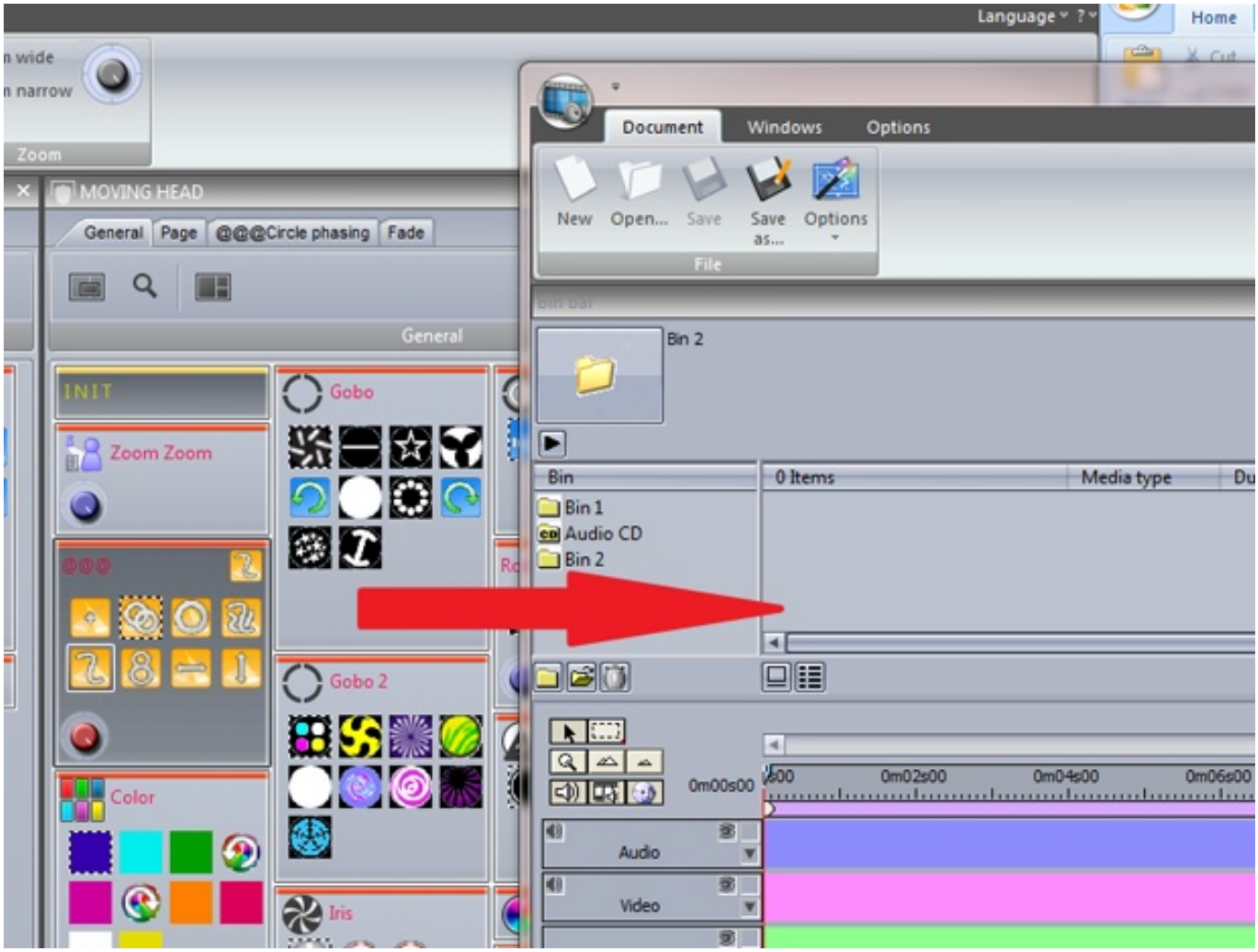


1. Getting Started

Easy Show can be opened by clicking here. Check the status of the Easy Show communication in the bottom left corner of the window.

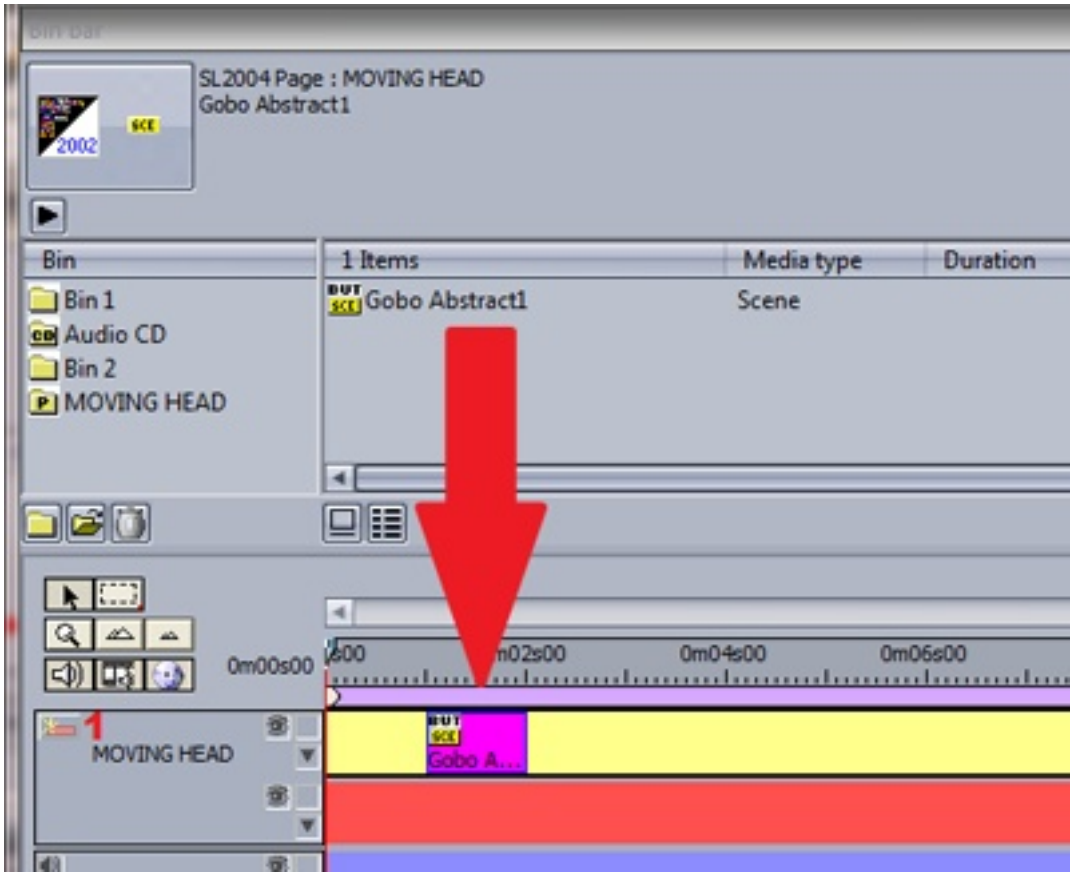


To add a button to Easy Show, simply right click and drag the button from the Sunlite Suite 2 window to the clip bin inside the Easy Show window.

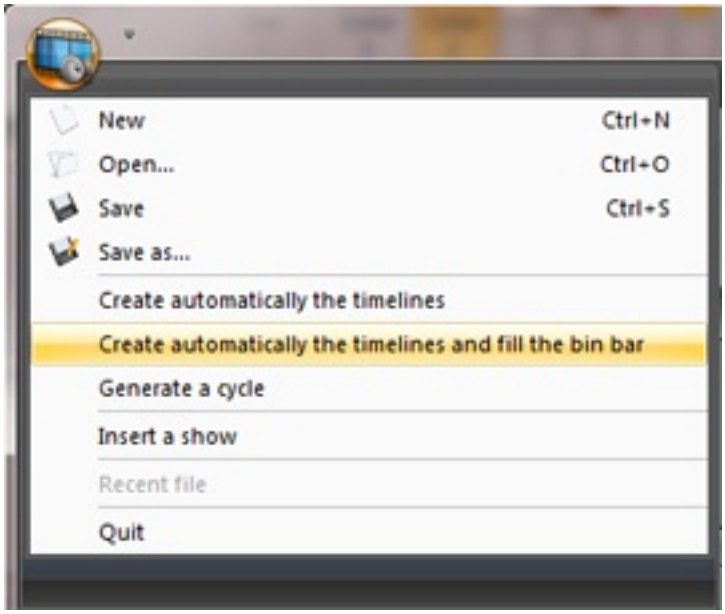


A new track is automatically set up for the page. The scene can now be dragged onto the new track.

Notice that the track is split into two sections. The top section is for SCENES and CYCLES and the bottom section is for SWITCHES. If you need to have more than one Switch activated at a time, click here(1) to create a new Switch timeline.



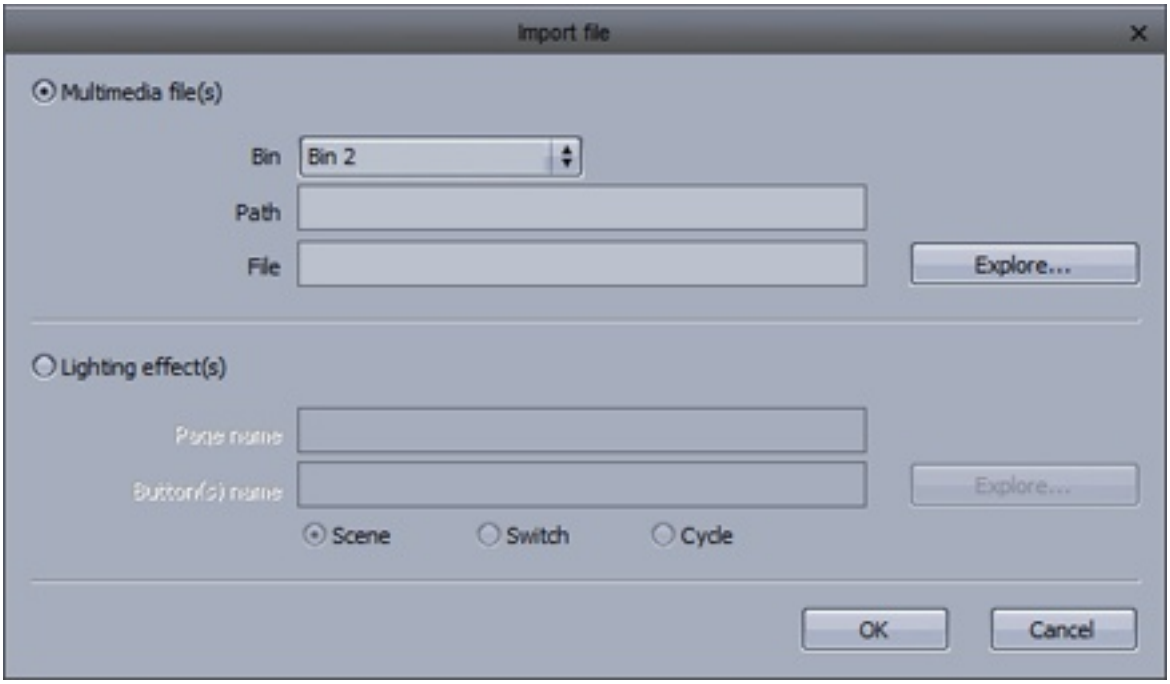
To automatically create a track for each page of your show and to fill the bins with all your lighting buttons, click here.



2. Creating Timelines Manually

To create a timeline manually, you first need to create a bin. The bin is where you store your lighting scenes, videos or audio files. Each bin corresponds to a track. You can have as many bins as you like for your multimedia files, but you can only have one bin for each page of fixtures. To create a bin, click here(1). To import multimedia files to your new bin, or to import a button to a new page bin, click import(2).

You can import multimedia files or lighting effects from Suite 2 into a bin.



3. Timeline Options

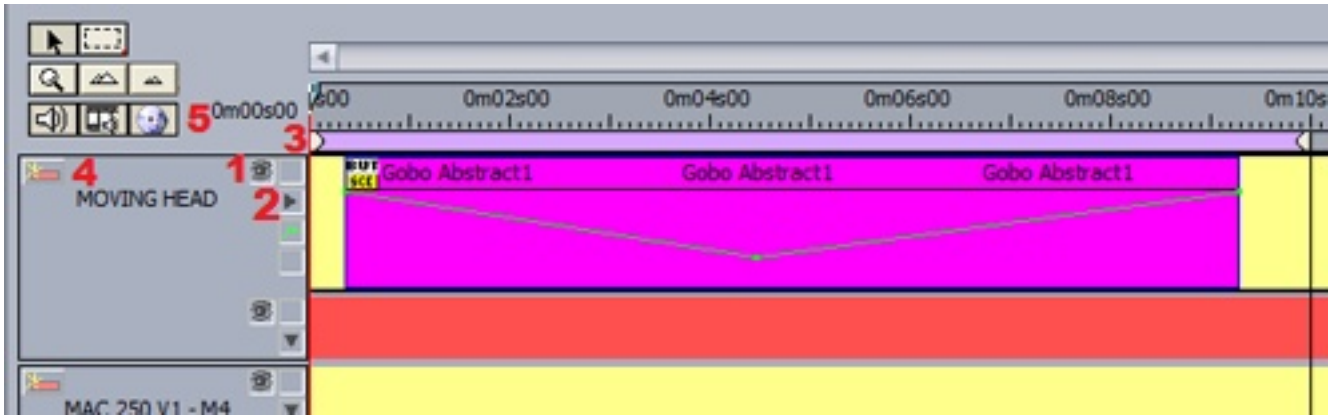
As seen in the previous topic, the timeline is where sequences are built. Clicking here(1) will hide the track from Suite 2.

Tracks can be expanded here(2) for automating the speed and dimmer functions, see the next topic for more information on how to do this.

Click here(3) to lock a track. This will prevent you from accidently moving the contents.

Extra tracks can be added here(4) if you wish to have more than one switch activated at a time.

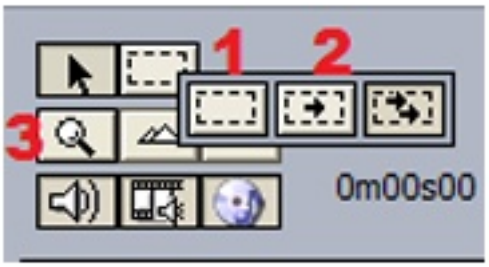
Show and hide multimedia tracks here(5).



If you need to move more than one scene at a time, click the block selection tool here(1).

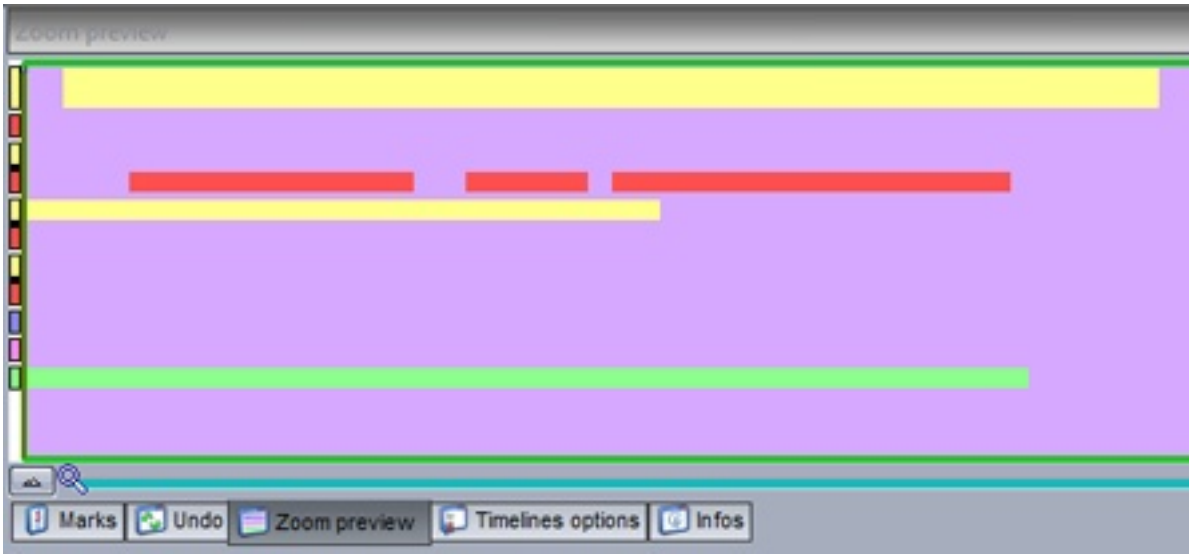
All scenes on a particular track can be selected, or all the scenes in the whole sequence(2).

Zoom in and out of the timeline here(3).



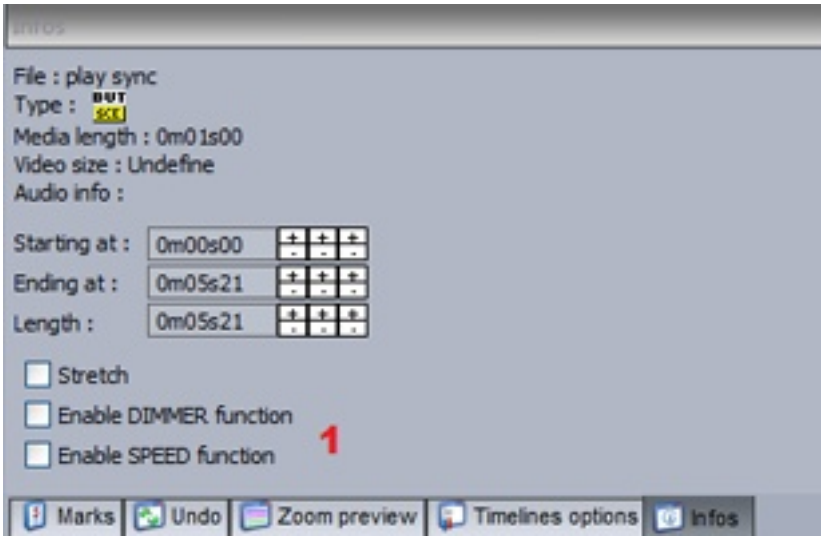
4. Other Options

Zoom Preview- This window allows you to easily navigate around the timeline



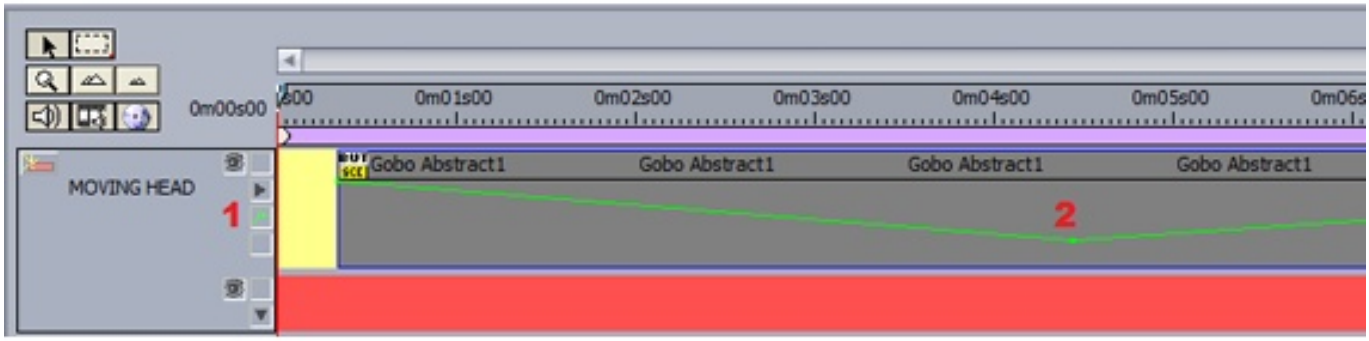
Undo- This window contains a list of our recent actions making it very simple to go back if a mistake has been made.

Infos- This area shows information on the currently selected block. Click here(1) to enable the dimmer and speed functions.

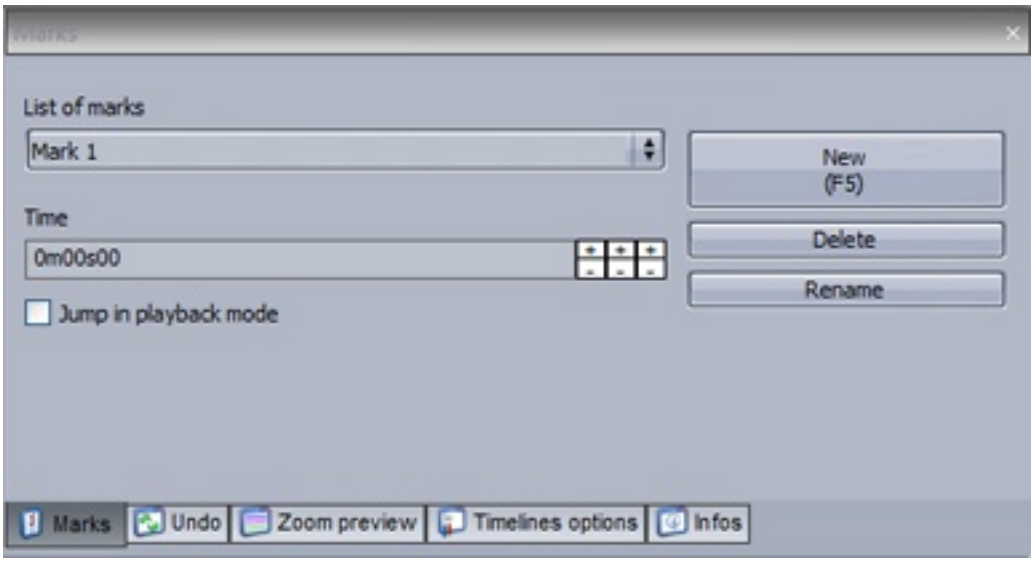


Once the dimmer and speed functions are enabled, click here(1) to edit. To change the brightness of the lighting throughout the scene, draw a line here(2).

Additional points can be created by clicking on the line, and deleted by selecting and dragging away from the track.



Marker points can be added to a timeline. These can be used to stop playback. If "Jump in playback mode" is selected, playback will continue when the marker is reached.



If you are using video, you can view it in full screen by hitting F1.

5. Triggering

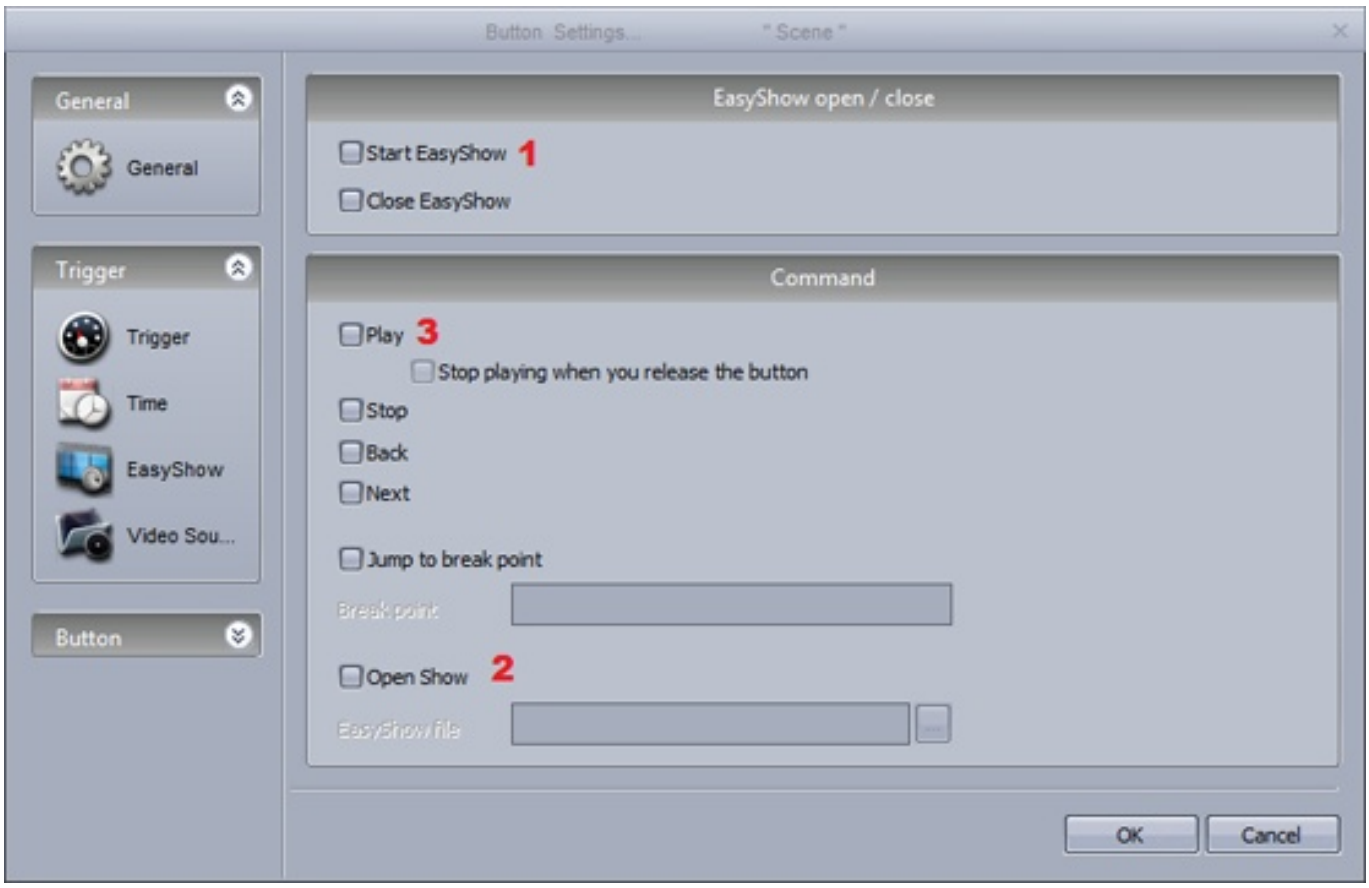
In addition to the playback controls in the Easy Show Monitor window, sequences can also be triggered from buttons in Suite 2. Create a new scene or switch and go to the button settings. Select Easy Show.

Clicking here(1) will start Easy Show when the button is selected.

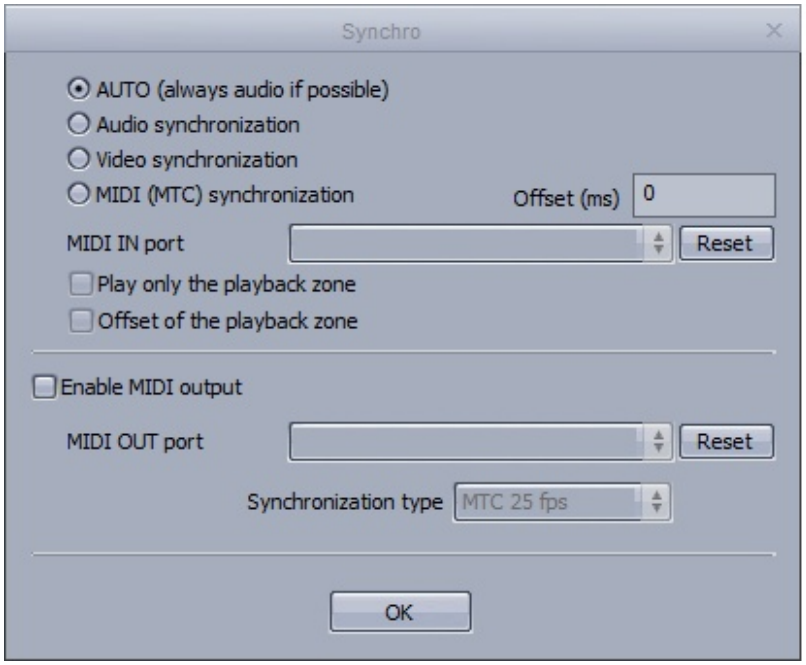
Open a new show here(2).

Shows can be played here(3).

Other commands include stopping the show and jumping between markers.



Select Synchro to synchronise by other methods such as MIDI Time Code.



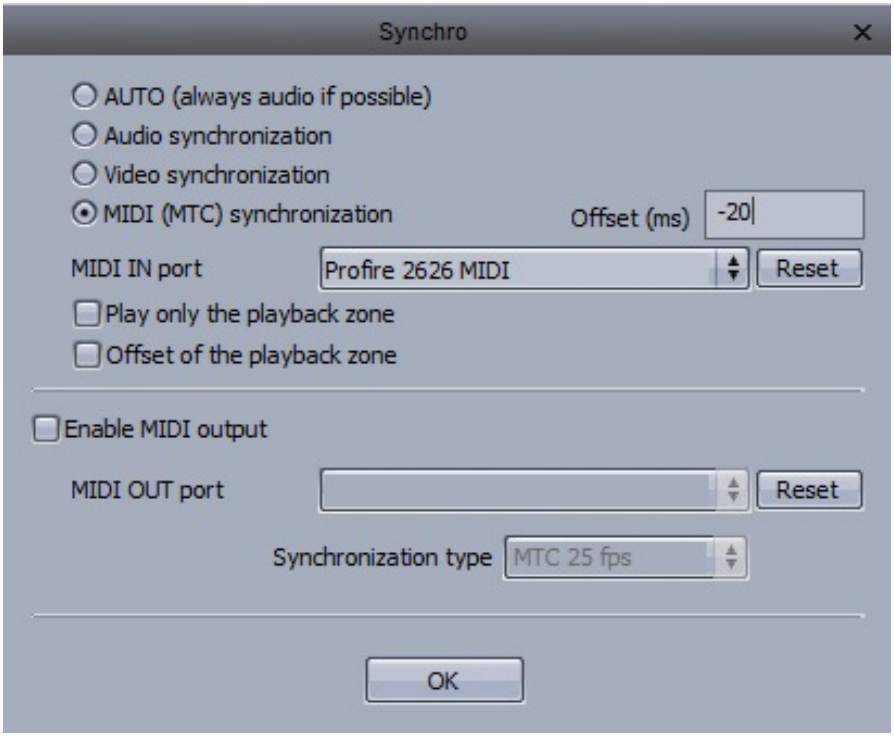
6. Synchronization Options

Easy Show has several synchronization options. The Synchro dialog can be found here.

A synchronization device can be chosen here:

- Audio: The timeline will always be synchronized with the audio time. If the audio were to skip (for example, if a higher priority process took place), the timeline would also skip ensuring your lighting is always perfectly timed to the audio
- MIDI Time Code: Timelines can be synchronized with MIDI Time Code (MTC). Ensure that a MIDI interface has been connected to your computer before opening Easy Show. An offset can be set if delays are experienced

Other MIDI Time Code devices can be synchronized from Easy Show. Select “Enable MIDI output” and select the desired MIDI output device.

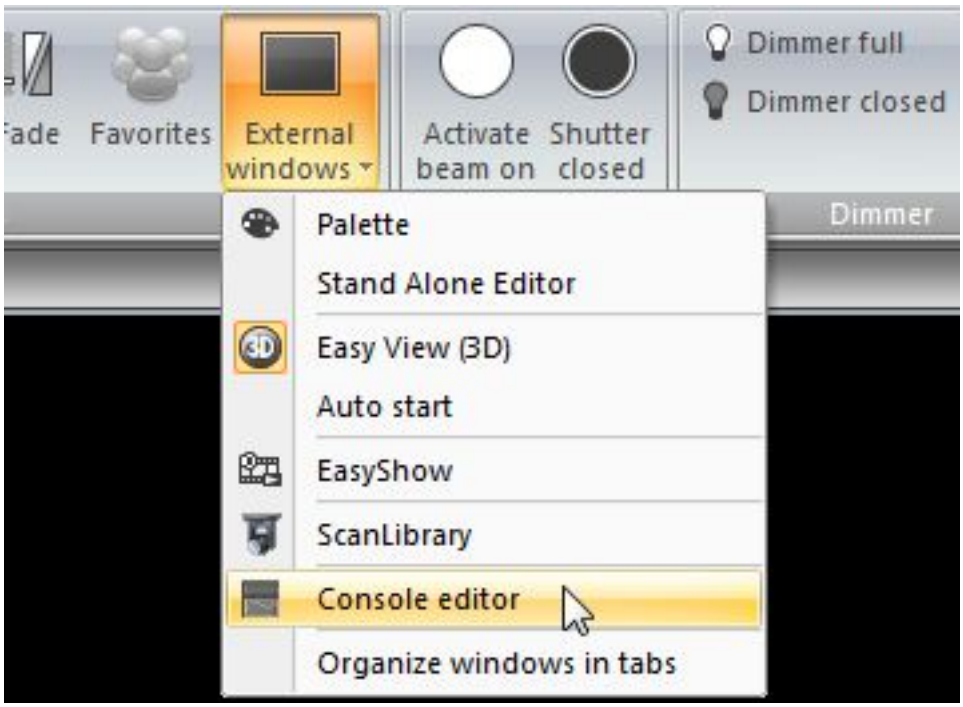


IX Other Software

1. Console Editor

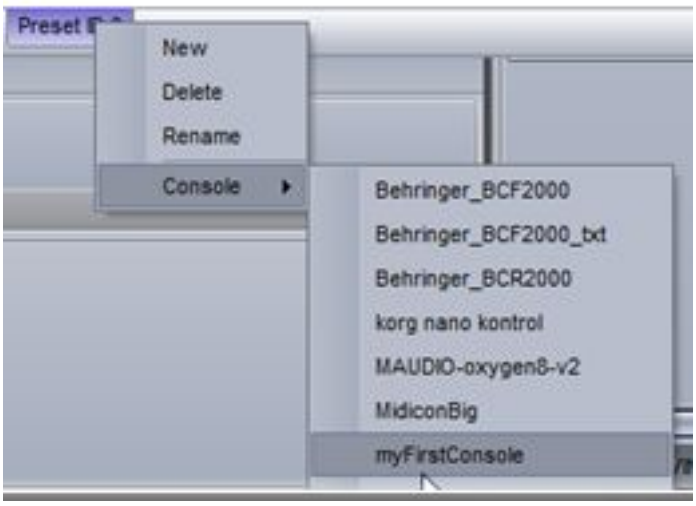
With the console editor, you can re-create a graphical representation of your MIDI or DMX controller with moving faders, dials and buttons. These can then be linked to almost all software features. See the MIDI topic for more information on using the console.

The console editor can be found here.



Click here(1) to add a background image. Make sure your image has been copied into the common->console folder inside the Sunlite Suite 2 directory. Faders, buttons and dials can be added here(2). Default midi assignments can be mapped here(3).

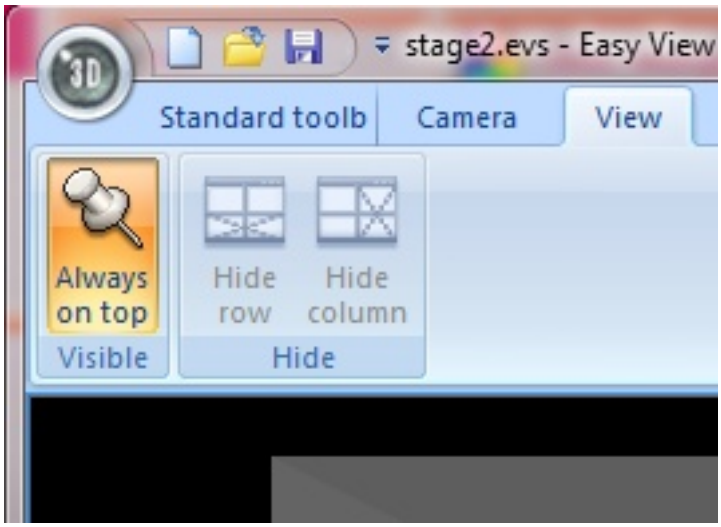
Make sure you save your console image within the console folder, it will then appear within the console selection list.



2. 3D Visualiser

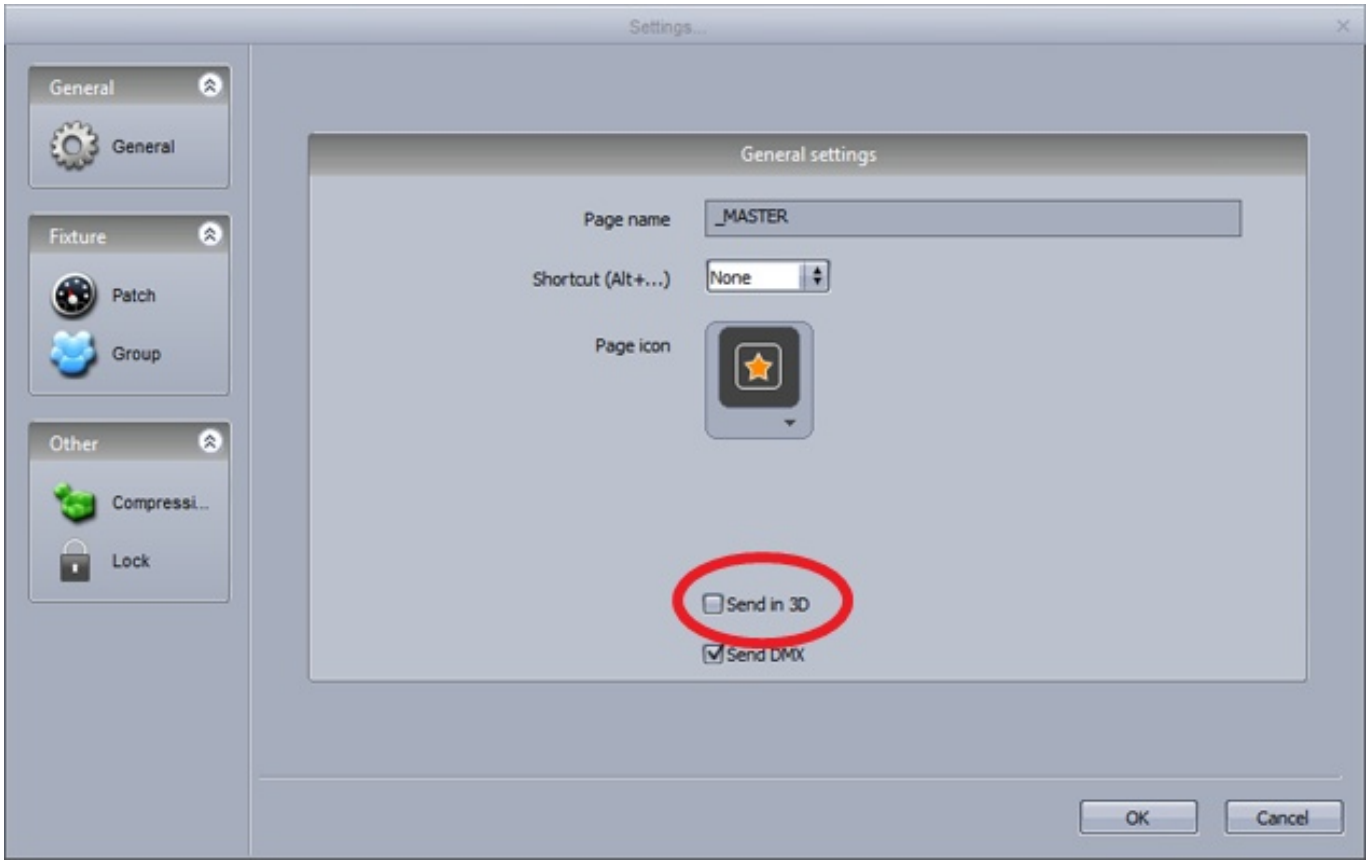
To start the 3D visualizer, select "Easy View (3D)".

The window will appear on top of all other windows, to disable this feature, select view and click here.

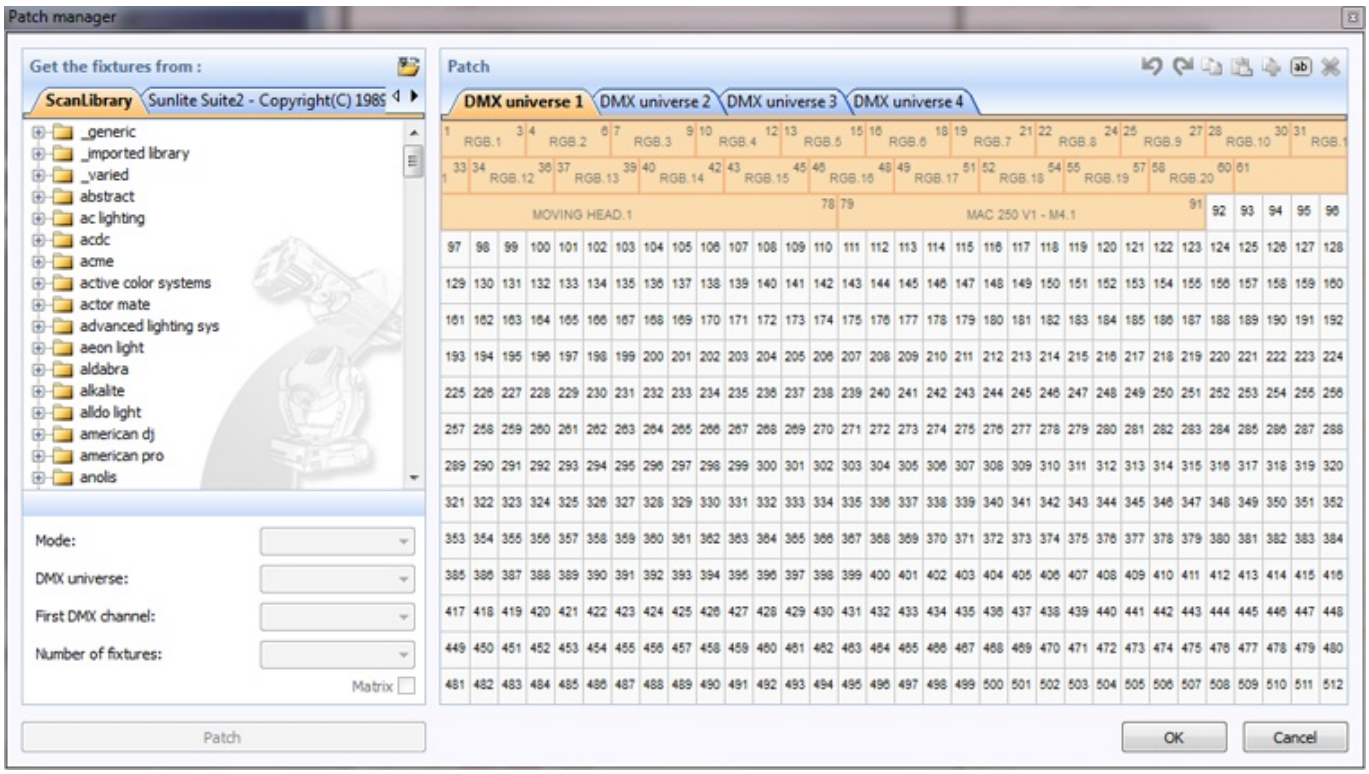


The fixtures in the 3D visualizer will automatically communicate with your fixtures in Sunlite Suite 2. "Controlled by Sunlite Suite 2" is displayed at the bottom.

You may need to tell Suite 2 to send the fixtures to the visualiser. To do this, click page settings and select "Send in 3D".



Sometimes you may have one DMX channel in Suite 2, controlling several fixtures in reality, for example, 1 par can channel may trigger 4 par cans. In this case you will need to patch these extra fixtures within the Visualiser.



For more information on how to use Easy View, see the Magic 3D Easy View topics

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3. Scan Library Editor

Scan Library allows you to create your own fixture profile to use with Suite 2.

Before creating your own fixture profile, check that it has not already been created by another user, see the SSL forums by logging into your account at www.nicolaudie.com.

If you are editing a fixture that is already in use by Suite 2, you will need to restart Suite 2 before your changes take effect.

If you want to regenerate the pre programmed buttons after modifying a profile, you will need to re-patch the fixtures. The path window can be accessed from the page settings dialog.

Click here to open the Scan Library Editor.