## FreeStyler Fixture Creator 4.9 Moving Head Tutorial

Hopefully this tutorial will enable new users of the FreeStyler Fixture Creator to gain enough information to be able to create their own fixtures and maybe give some other users some extra information on the Fixture Creator. I am not claiming this is the best way or the easiest way to create fixtures but it works for the purpose of this tutorial.

I would like to suggest to new users of lighting control software that they do their homework on how DMX and lighting fixtures work, this will make understanding this tutorial much easier.

The fixture I am going to create is a Showtec Explorer 250 Pro MKII, it is a moving head, I am going to use in 16 channel mode as that is the only mode the manual shows you about. To get the manual and other information on this lighting fixture the please visit http://www.highlite.nl/index.php/highlite/silver.econtent/catalog/highlite/entertainment\_products/sho wtec/lighteffects/movingheads/explorer\_250\_pro\_mkii

The reason I have chosen this fixture is because it has an extensive range of features which hopefully will show the most of what the Fixture Creator can and cannot do.

Problems with using this fixture as an example is I do not have one, so it is untested and the manual does not show what the actual gobos are, so I have used numbers for them instead.

TODO: The Macro tab. I will add this as soon as I can, I just wanted to get this main part done and onto the FreeStyler Support Forum as soon as possible. Resize the .gif image of the fixture so it fits better into the Fixture Creator.

I would appreciate any comments good or bad, if they are bad then make sure it is constructive so I can make the required changes to improve it.

I did start to do a video tutorial but I ended up needing to talk far to much to explain things so was not really practical as the file size was getting huge.

## OK, let us get started.

Start the Fixture Creator program, there should be an icon on your desktop if you did a standard install of FreeStyler.

You should be presented with a screen similar to the one below.



As we are going to create a fixture for the Showtec Explorer 250 Pro MKII moving head go ahead and press the "Scan / Movinghd." button on the "Create new profile" dialogue that is showing in the middle of the Fixture Creator.

🐔 Fixture creato	or 4.9					_ = 🛛
File Imagelist						
Fixture config. Char	nnel description Ma	cros				
		<u>}</u>				
Manufacturer Fixture name Fixt. picture						
Total channels					<u>×</u>	
goboch.1 gobo rot. 1	n* gobos	Pan 8bit : Tilt 8bit :	Pan 16bit Tilt 16bit		Pan Range Tilt Range	
goboch. 2 gobo rot. 2	n° gobos	Reset channel	Reset val	lue		
goboch. 3	n° gobos	Shutter ch. Strobe ch.	open off	closed low		
Enable CMY / RG  1st colorch.  2nd colorch.	iB n*colors n* colors	Intensity channel Lamp channel	med min on	high max off		
		Iris channel Focus channel Frost channel 2nd. Frost channel				
Enable Framing		Zoom channel     Prism channel     Prism rotation				
Ready						

So hopefully you have obtained a copy of the manual and have located the DMX Protocol within it. As you can see it has 16 channels and covers nearly all the features on the "Fixture config." tab of the Fixture Creator as shown in the above image.

Right now we begin to fill in the values on this screen, the "Fixture config." tab. Start with the "Manufacturer" as we know this is a Showtec fixture we put in "Showtec" as seen in the picture below.

File Imagelist		
Fixture config.	Channel description	Macros
Manufacturer Fixture name Fixt. picture	Showtec	

Please ensure you spell the Manufacturer correctly as this is used to organise the fixtures into manufacturers within FreeStyler.

Now for the "Fixture name" so enter the data as below.

File Imagelist		
Fixture config.	Channel description Macros	
Manufacturer	Showtec	
Fixture name	Explorer 250 Pro MKII	
Fixt. picture		
Total channel	8	

Each fixture name needs to be unique and you will discover this if you try to save a fixture with the same name.

File Imagelist						
Fixture config.	Channel description Ma	cros				Sagitter supe SC250PR0.0
Manufacturer Fixture name Fixt. picture	Showtec Explorer 250 Pro MKII Showtec Explorer 250 Pr					SC-330.gif sc570.gif scan25.gif Scenesetter 2 scn500.gif scn800.gif
Total channel	\$				<u>M</u>	scn-830.gif scorpion sca
goboch.1 gobo rot. 1	n* gobos	Pan 8bit : Tilt 8bit :	Pan 16bit Tilt 16bit		Pan Range Tilt Range	Servospot25 Shadow.gif
goboch. 2 gobo rot. 2	n° gobos	Reset channel	Reset v	alue		<ul> <li>shiva.gif</li> <li>show_imaged</li> <li>showted bat</li> </ul>
goboch. 3	n° gobos	Shutter ch. Strobe ch.	open off	closed low		Showtec club Showtec Exp Showtec Pixe
Enable CMY . <b>1 st colorch.</b> 2nd colorch.	/ RGB n*colors n° colors	Intensity channel Lamp channel	med min on	high max off		siks-59.GIF skytec575.git space color k space250.git
Enable Frami	ng	Iris channel Focus channel Frost channel 2nd. Frost channel Zoom channel Prism channel Prism channel				<ul> <li>Spacechart.g</li> <li>Spacechart.g</li> <li>spooky2005_ spot250.gif</li> <li>Spot575uus.g</li> <li>SPOTKNIGH</li> <li>SPOTQUEEL</li> <li>stagewash95</li> <li>Stagezoom12</li> </ul>

Click into the "Fixt. picture" input box and then the picture is chosen from the list on the right hand side of the Fixture Creator. The name is pulled into the input box and the picture of the fixture is displayed to the right of the name. As mentioned I need to adjust the size of the picture, currently it is at 100x100 an ideal size would be 60x60. The grey input box to the right of the fixture picture is a comment box. Normally I put information such as fixture name, fixture version, mode, number of channels, fixture file version, created by, date created and tested or not. I am not going to bother with that in this tutorial.

As I have mentioned it is a 16 channel fixture so we need to put 16 in the "Total channels" input box, as shown below.

File Imagelist		
Fixture config.	Channel description Macros	
Manufacturer	Chautes	-
	Showled Evoluter 250 Pro MKII	1
Fixture name	1 AT 10 0 ET 2 2 0 1 1 10 1 17 115 11	
Fixture name Fixt. picture	Showtec Explorer 250 Pro	

Looking at the manual we see that it shows the first 4 channels as defined for pan and tilt. Well actually we have two channels for Pan and two channels for Tilt. This is called 16bit movement, the reason for this is each DMX channel can only have 256 values from 0 - 255. This fixture can pan 580° which means 580 ÷ 256 = 2.265. That is 2.265 degrees for every value on one DMX

channel, it does not sound a lot but when you see it in action you will be surprised how big the jump is between each value, now using the other channel associated with Pan on this fixture we can have 256 values for every value on the first Pan channel. This is why most of the time the other channel is called "Fine". The same principle applies to the Tilt channel as well. Please note not all fixtures have 16bit movement channels.

Now that has been explained a bit we can enter the values for the Pan and Tilt channels as shown in the picture below.

ile Imagelist								
Fixture config.	Channel description	Macros						
Manufacturer Fixture name Fixt. picture	Showtec Explorer 250 Pro Mł Showtec Explorer 2	(II 50 Pro	A					~
Total channel	<b>Is</b> 16							V
goboch.1	n* gobos		Pan 8bit : Tilt 8bit :	1	Pan 16bit Tilt 16bit	3	Pan Range	

I am afraid I am not sure if you should put the degree values for the Pan/Tilt Range input boxes or something else so I have left them empty.

nie imagelist						
Fixture config. Ch	annel description Mac	cros				
Manufacturer S	nowtec					^
Fixture name E Fixt. picture S	xplorer 250 Pro MKII howtec Explorer 250 Pro					
Total channels	16					~
goboch.1	n* gobos	Pan 8bit :	1 Pan	16bit 3	Pan Ra	ange
gobo rot. 1		Tilt 8bit :	2 Tilt 1	6bit 4	Tilt Rar	nge
goboch. 2	n* gobos	Reset channel	Re	set value		
gobo rot. 2						
gobo rot. 2 goboch. 3	n° gobos	Shutter ch.	open	close	ed	
gobo rot. 2	n° gobos	Shutter ch. Strobe ch.	open off	close lo	ed w	
gobo rot. 2 goboch. 3	n° gobos	Shutter ch. Strobe ch.	open off med	close lo hig	ed w	

In the manual it states that the "lamp channel" is 6. The "on" value is between 128 & 139 and the "off" value is between 230 & 239 so I have chosen values of 130 & 235 respectively. I always use mid values to ensure a "safety margin" to get the function required.



The "Intensity channel", otherwise known as the "dimmer" channel is on channel 16 and its values go from 0 to 255. Enter them as shown above.

Some fixtures have the dimmer channel shared with the strobe channel or some other feature, you would still put the range of the dimmer in these input boxes as it is defined in the manual.



This fixture uses the same channel for the shutter and strobing, which is quite common to a lot of fixtures as it is the mechanical shutter that opens and closes causes the strobing effect. Anyway enter the "Shutter ch." values and "Strobe ch." values as shown above and below.



Did you notice that you could not enter a value in the "off" value for the "Strobe ch." That is because the Fixture Creator knows that the strobe channel is shared with the shutter channel.



While looking at the manual and this part of the Fixture Creator I noticed that the manual mentioned that the "Reset" was the same channel/value as the "Lamp On" so I have added that as well. As I do not have the real fixture to test this I am assuming that doing a lamp on and a reset will do the same thing.



In the above picture I have entered the channel numbers for the Prism and Prism rotation as well as the Focus channel. These will give you sliders you can control them with in FreeStyler (not the ones on the right of the screen).



Here I have told the Fixture Creator that it has its colour channel on 7 and that we have 18 colours. If you look at the manual you might be a bit confused by this as it only mentions 8 colours and a rainbow effect. Well what I have done here is allowed for split colours and 3 rotation speeds for the rainbow effect. Not all fixtures allow for split colours as their colour wheels are indexed, what that means is if you select any of the values allowed for that colour it will always show the whole colour. This colour wheel is not indexed so selecting values near the beginning or the end of its range will allow the previous or next colour to appear as well. Check you manual or do a simple test of moving the slider from value to value and see what happens on the real fixture.



Right now onto the gobo wheels, this fixture has 2 gobo wheels and one of them has rotating gobos. The first gobo wheel is the static gobo wheel, static in the sense that the gobos do not rotate but obviously the wheel that the gobos are on does, otherwise you would not be able to select the gobos. So that uses channel 8 and has 7 gobos on it.

The second gobo wheel is on channel 11 has 9 gobos and the gobo rotation channel is 12 as can be seen in the above picture.



The above image shows the finished definition of the "Fixture config." tab.

Some of you might have noticed that 2 channels have not been defined and these are channels 5 and 13. I will not define channel 5 as it is used for Pan/Tilt speed in Vector mode and as the manual does not say how to get it into Vector mode and you will most probably never use it in Vector mode because you will be controlling the speed the fixture moves at within FreeStyler using fade times.

Channel 13 is not being defined here as it has a multitude of functions. I could define it on a gobo channel, but that might be a bit confusing to start with, so I will define using the "Macro" tab in a later part of this tutorial.

e Ima	gelist			
ixture co	nfig. Channel descriptio	n 1sty	bowheel 2nd gobowheel 1st colorwheel Macr	os -+fast.bmp
	>			+-fast.bmp
hannel	Description 1	ocate a	d default values	-+med.bmp
1	D	107	107	+-med.bmp
2	Pan .	127	127	+med.bmp
2		127	127	+-slow.bmp
3	Pan16bit	127	127	+slow.bmp
4	Tilt16bit	127	127	0.bmp
0		0	0	00001.bmp
5	Lamp	0	0	00002.bmp
(	Color1	0	0	00003.bmp
8	Gobo1	0	0	00005 bmp
9	Prism	0	0	00006.bmp
10	PrismRot.	0	0	00007.bmp
11	Gobo2	0	0	00008.Bmp
12	GoboRot2	0	0	00009.bmp
13	Zoom	0	0	00011 bmp
14	Focus	0	0	00012.bmp
15	Shutter	60	0	1.10bmp
16	Dimmer	255	0	1.20.bmp
				1.30.bmp
				1.70. bmp
				1.80bmp
				1.99bmp
				1.BMP
				10.10.bmp
				10.20bmp

Clicking the "Channel description" tab brings up the above screen. See how the Fixture Creator has labelled each of the channels with information from where and what we entered on the "Fixture config." tab. Those of you astute enough might have noticed that channel 13 is defined as "Zoom" even though I did not define it on the "Fixture config." tab. Well confession time, I did put 13 in the "Zoom" field but removed it when I realised it was more than just a zoom control. It leaves behind the description though once it has been entered. This is fine as that is what its primary use is.

e Imagelist	Options					
xture config.	Channel description	1st gobowheel	2nd gobowheel	1st colorwheel	Macros	-+fast.bmp
			Freedom and the second s			+-fast.bmp
	30 - C	~				+rast.pmp
		<b>D</b> . 1				+-med.bmp
DMX	Value	Picture				+med.bmp
						-+slow.bmp
						+-slow.bmp
						+slow.bmp
						0.0mp
-						00001.bmp
						00003.bmp
						00004.bmp
						00005.bmp
						00006.bmp
						00000 Pmp
						00008.5mp
						00010.bmp
						00011.bmp
-						00012.bmp
						1.10bmp
						1.20.bmp
						1.30.0mp
						1.70 bmp
						1.80bmp
						1.99bmp
						1.BMP
						10.10bmp
,						10.20bmp

The "1<sup>st</sup> gobowheel" tab, empty at the moment, but we are going to fill it in now. Notice that it has the same amount of rows as the number of gobos we said this wheel had on the "Fixture config." tab.

Imagelist Options					
ture config. Channel desc DMX Value	Picture Open.BMP	2nd gobowheel	1st colorwheel	Macros	OFFbmp on.bmp ON_c.bmp ON_lamp.bmp onspecial.bmp Open dual.bmp Open Gobo Shake Open Gobo Shake Open Gobo Shake Open Gobo Shake
					Upen.BMP Open3.bmp Open4.BMP Openshake.BMP OrangeCandle.bmp OrangeCreenFan.Bi OrangeHand.bmp OrangeFungeFungle.bmp OrangePungle.bmp OrangeSpades.bmp OrangeSun.bmp OrangeSun.bmp OrangeSun.bmp Paint Mix.bmp palmleaves.bmp pan flat.gif Pan line 1.bmp Pan line 3.bmp pan Ir.gif pan Ir.gif pan II.gif pan II.gif

Right we put in a DMX value in the first column which we get from the manual. For this we are going to use a value of zero and then we use the list to the right and find an appropriate icon for the gobo. This is easy for this one as it is called Open or White, so I have clicked the "Open.bmp" in the list and it appears in the row and column to the right. When you are adding values you can use any of the empty rows as the Fixture Creator now automatically sorts them into numerical order. You cannot miss any out, all rows must be defined. You can only use numbers in the DMX value

field and that only the "Backspace" key can be used to delete existing values. No need to use the "Enter/Return" key, just click in a new empty row to enter next gobo etc. When you do that you might notice the field you just defined jump to the bottom of the list, do not worry about it, it is just doing its auto sort. Continue on to define the rest of the fields.

Below is the finished "1<sup>st</sup> gobowheel" definition.

config. Channel desc	cription 1st gobowheel	2nd gobowl
DMX Value	Picture	Γ
° C	Open.BMP	
50 1	1.BMP	
90 <b>2</b>	2.bmp	
120 3	3.bmp	
160	Orange.bmp	
200	Purple.bmp	
255	Blue.bmp	

As I do not have the actual fixture and the manual does not define what the gobos look like I have used numbers 1, 2 and 3 and the colours it mentions in the manual. Yes I know this is a gobo wheel so what are colours doing on there. They are most probably some sort of filter which when used with gobo wheel 2 and the colour wheel gives some sort of other effect the same goes for the gobos 1, 2 and 3.

Imagelist	Options							
ture config.	Channel description	1st gobowheel	2nd gobowheel	1st colorwheel	Macros	-+fast.bmp		
			>			+-fast.bmp		
						+rast.pmp		
- BLR		<b>B</b> . 1				+-med.bmp		
	Value	Picture				+med.bmp		
			1			-+slow.bmp		
						+-slow.bmp		
			-			+slow.bmp		
						U.bmp		
-			-			00001.0mp		
						00003 bmp		
						00004.bmp		
						00005.bmp		
						00006.bmp		
						UUUU7.bmp		
						00008.bmp		
						00003.0mp		
						00011.bmp		
			-			00012.bmp		
						1.10bmp		
			-			1.20.bmp		
						1.30.bmp		
			-			1.30bmp		
						1.80bmp		
						1.99bmp		
						1.BMP		
						10.10bmp		
1						10.20bmp		

The "2<sup>nd</sup> gobowheel" tab, empty at the moment but we are going to fill this in now.

nfig. Chann	el description 1s	t gobowheel	2nd gobowhee
DMX Value		Picture	
0	0	oen.BMP	
40	1	1.BMP	
70	2	2.bmp	
100	3	3.bmp	
140	4	4.bmp	
180	5	5.bmp	k
224	Rotating	CW Slow.bmp	
240	Kotating (	CW Medium.br	1
255	(AST) Rotating	) CW Fast.bmp	

Finished "2<sup>nd</sup> gobowheel definition", notice the 3 rotation speeds defined at the bottom, this is NOT gobo rotation but the speed the gobo wheel rotates, going from Open to 1 to 2 to 3 to 4 to 5 and back to open again.

🐔 Fixture creator 4.9	_ 🗆 🔀
File Imagelist Options	
DMX Value       Picture         Image       Image         Image       Image	250iBlue.bmp 250iGreen.bmp 250iJightBlue.bmp 250iJightBlue.bmp 250iJorange.bmp 250iPed.bmp 250iYellow.bmp 250iYellow.bmp 250iYellow.bmp 250iYellow.bmp 250iYellow.bmp 2color_blue-red.bmp 2color_blue-red.bmp 2color_congo-pink.t 2color_green-orange 2color_magenta-cya 2color_magenta-cya 2color_magenta-cya 2color_int-white_blue_t 2color_red-yellow.bm 2color-2.BMP 518 Multi1.bmp 518 Multi1.bmp 518 Multi1.bmp 518 Multi1.bmp 518 Multi1.bmp 518 Multi1.bmp 518 Multi1.bmp 512-black.bmp 812-gren1.bmp 812-gren2.bmp 812-gren2.bmp 812-gren3.bmp
	812-orange2.bmp 812-red1.bmp 812-red2.bmp 812-red3.bmp

The "1<sup>st</sup> colorweel" tab, empty at the moment but we are going to fill this in now.

config. Channel d	escription 1st gobowheel	2nd gobowhee
DMX Value	Picture	-
0	Whitebmp	
16	Red White.gif	
24	Red.bmp	
32	red-yellow.bmp	
40	Yellow 601.bmp	
48	Yellow-Magenta.bmp	>
56	Magenta+.bmp	
64	magenta-green.bmp	
72	Green 203.bmp	
80	GreenOrange.bmp	

This is the first part of the finished "1<sup>st</sup> colorwheel" notice how I have used split colours and the values for them, look at the manual and see how I got the values I used above.

DMXValue	Picture	-
72	Green 203.bmp	
80	GreenOrange.bmp	
88	Orange.bmp	
96	orange-blue.bmp	
104	Blue.bmp	
112	blueandpink.bmp	1
120	Pink.bmp	
128	RainbowFWD-fast.bmp	
192		
255	RainbowFWD-slow.bmp	_

Here is the second part of the finished "1<sup>st</sup> colorwheel" tab. Again notice the split colours and values and the three rainbow effect speeds at the bottom, check the manual to see how I got those values.

Imagelist														
ure config.	Channe	l descripti	on 1st g	jobowhe	el 2nd g	jobowhee	el 1st co	olorwheel	Macro	s			-+fast.bmp	
													+-rast.bmp +fast.bmp	
	1			ala A	ala E	ah C	-l- 7	-h 0	ale O	-h 10	ala 11		-+med.bmp +-med.bmp	
	Cn. 1	cn. z	Cn. 3	Ch.:4	cn. o	Ch. 6		cn. o	Cn. 9	cn. 10	<u></u> Cn. 11	<u> </u>	+med.bmp	
		-63				a (1)				-6.0			+-slow.bmp	
													+slow.bmp	
													00001.bmp	
													00002.bmp 00003.bmp	
													00004.bmp	
													00006.bmp	
													00008.Bmp	
													00009.bmp	
													00010.bmp	
													00012.bmp	
													1.20.bmp	
													1.50.bmp	
												100	1.70bmp	
													1.99bmp	
									Add	Remov	'e		1.8MP 10.10.5mp	
									the second se	a second s				

The "Macros" tab, empty but as was explained earlier I will be using this to define the functions on channel 13 which in the manual is defined as the "Zoom, Frost and UV Filter" channel.

Macros are single shot values for defined channels, i.e. any channel defined can only have one value at a time and what you define here on the macro tab will be applied to those channels. It will become clearer as we go on and with use.

Imagelist														
ture config.	Channel	l descripti	on 1st g	gobowhe	el 2nd g	gobowhee	el 1st co	olorwheel	Macro	s			-+fast.bmp +-fast.bmp +-fast.bmp	{
Macro 1	ch. 1	ch. 2	ch. 3	ch. 4	ch. 5	ch. 6	ch. 7	ch. 8	ch. 9	_ ch. 10	<u>ch. 11</u>	ch. '	+-med.bmp +-med.bmp +med.bmp -+slow.bmp +-slow.bmp	
					-								0.bmp 00001.bmp 00002.bmp 00003.bmp	

Click the "Add" button and the first macro row will appear as shown above.

Imagelis	t										
ure config.	Channel	description	on 🛛 1st g	gobowhee	al 🛛 2nd g	jobowhee	el 1st colo	rwheel	Macros		xstretchslow.bmp
											Yellow.bmp
											YellowAtom.bmp
	ch. 10	ch. 11	ch. 12	ch. 13	ch. 14	ch. 15	ch. 16	Pie	oture		YellowBars.BMP
dooro 1				0					om 15° bon		YellowCone.aif
				×.					om 15.unp	_	YellowCyanCone.Bl
											YellowGreen.bmp
											YellowTriangle BMF
											YingYangYung.BM
											ustretchfast hmn
											youocomdocomp
											ystretchmed.bmp
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven.bn
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven.br zaagtandboven.br
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven.br zaagtandboven+.br zaagtandschuin.br
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandbovenbr zaagtandboven+.br zaagtandschuin.br zandloper.bmp Zano bmp
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandbovenbr zaagtandbovenbr zaagtandschuin.br zandloper.bmp Zapp.bmp Zeds A Leaping.brr
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandbovenbn zaagtandbovenbn zaagtandbovenbn zagtandschuin.bm zandloper.bmp Zapp.bmp Zeds A Leaping.bm zes.bmp
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven.bn zaagtandboven.bn zaagtandboven.bn zagtandschuin.bm zandloper.bmp Zapp.bmp Zeds A Leaping.bm Zes.bmp Zig Zags.BMP zen.bmp
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven.bn zaagtandboven.bn zaagtandschuin.bm zandloper.bmp Zapp.bmp Zeds A Leaping.bm Zes.bmp Zig Zags.BMP zon.bmp ZoomJ 5°, bmp
											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven.bn zaagtandboven.bn zaagtandschuin.bm zandloper.bmp Zapp.bmp Zeds A Leaping.bm Zes.bmp Zig Zags.BMP zon.bmp Zoom 5°.bmp Zoom 5°.bmp
(											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven-bn zaagtandboven-bn zaagtandboven-bn zagtandboven-bn zagtandboven-bn zagtandboven-bmp Zagp.bmp Zdg A Leaping.bm Zig Zags.BMP zon.bmp Zoom \$3.bmp Zoom \$3.bmp Zoom \$3.bmp
L											ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven-bn zaagtandboven-bn zaagtandboven-bn zaagtandboven-bn zagtandboven-bn zagtandboven-bmp Zagtandboven-bmp Zeds A Leaping.bm Zes.bmp Zig Zags.BMP zon.bmp Zoom 35.bmp Zoom 35.bmp Zoom 21*.bmp Zoom 24*.bmp
<u>(</u>									add Remove		ystretchmed.bmp ystretchslow.bmp zaagtand.bmp zaagtandboven-bm zaagtandboven-bm zaagtandboven-bm zaagtandboven-bm zagtandboven-bm zagtandboven-bm Zagtandboven-bm Zagtandboven-bmp Zeds A Leaping.bm Zeds A Leaping.bm Zeds A Leaping.bm Zeds BMP zon.bmp Zoom 35°.bmp Zoom 36°.bmp Zoom 24°.bmp Zoom 24°.bmp Zoom 26°.bmp Zoom 26°.bmp

I have scrolled the window to the right so I can see the channel 13 column and the picture column as well. I have used a value of 0 in channel 13 and found a "Zoom 15°.bmp" icon in the list to the right.

Click the "Add" button again and repeat the above until you have defined all the values for channel 13 as defined in the manual.

On the next page you will see screen shots for all of the definitions of the macros for channel 13. Other macros can be added for other channels and you can even have macros that use more than one channel at a time. So for example you could set the pan/tilt channels open the shutter set dimmer to max have open gobo channels and colour of white and a narrow zoom. This could be used to define the moving head pointing to a mirror ball or a person on stage. Macros are very easy way to enable functions you cannot easily create on other parts of the Fixture Creator and for creating single button looks "palettes".

	ch. 10	ch. 11	ch. 12	ch. 13	ch. 14	ch. 15	ch. 16		Picture
Macro 1				0				15	Zoom 15°.bmp
Macro 2				40				18	Zoom 18°.bmp
Macro 3				56				21	Zoom 21°.bmp
Macro 4				72				24	Zoom 24°.bmp
Macro 5				88				26	Zoom 26°.bmp
Macro 6				102					Frost.bmp
Macro 7				120					UV.bmp
Macro 8				136				Ф	Zoom 15°.bmp
Macro 9				169				18	Zoom 18° hmp

	ch. 10	ch. 11	ch. 12	ch. 13	ch. 14	ch. 15	ch. 16		Picture	
Macro 7				120					UV.bmp	
Macro 8				136				Ф	Zoom 15*.bmp	
Macro 9				168				18	Zoom 18*.bmp	
Macro 10				184				21	Zoom 21*.bmp	
Macro 11				200				24	Zoom 24*.bmp	
Macro 12				216				26	Zoom 26°.bmp	
Macro 13				232					Frost.bmp	
Macro 14				248					UV.bmp	

The above two images show all the macro definitions for channel 13 according to the manual.

ile Imagelist								
New	F2 1sl	gobowheel 2nd gobow	heel 1s	st color	wheel	Macros		-+fast.bmp
Open	F3					Inconstruction		+-fast.bmp
Save	F4	1	100					-+med.bmp
Save as	F6	A FIGA					~	+-med.bmp
Export	F7 F7							+med.bmp
Import	F8						1781	+-slow.bmp
							<u>×</u>	+slow.bmp
C: \FreeStyler \freesty	/ler.ini			-				00001.bmp
C: V=reeStyler (meest)	/ler.ini	Pan 8bit :	1	Pan	16bit	3	Pan Hange	00002.bmp
C: (FreeStyler (freest)	/ier.ini	I IIC 8DIC :	2	THE	6DI(	4		00004 bmp
C: Preestyler (meest)	/ier.ini	Beset channel	c	Be	set val	ue 100	1	00005.bmp
Exit			Ь	THC.	300 70	130		00006.bmp
joboch. 3	n° gobos	Shutter ch.	15	open	60	closed	0	00007.bmp
		Strobe ch.	15	off		low	64	00009.bmp
Enable CMY / RGB				med	80	high	95	00011 bmp
st colorch. 7	n*colors 18	Intensity channel	16	min	0	max	255	00012.bmp
and colorch.	n° colors	Lamp channel	6	on	130	110	235	1.10bmp
								1.30.bmp
		Focus channel	14					1.50bmp
		Frost channel	.4					1.70bmp
		2nd. Frost channel						1.99bmp
		Zoom channel						1.BMP
			10000					10.10bmp
Enable Framing		Prism channel	9					10.20 bmp

We are done all we need to do now is save our fixture file.

## Go to "File>Save"

Save fixture			? 🗙
Save in:	🔁 Fixtures	🖌 🕜 🤌 🖾 -	
My Recent Documents Desktop My Documents	FC       1 PAR64 L.fxt         FC       1 PAR64 R.fxt         FC       2 PAR64 L.fxt         FC       3d magic.fxt         FC       4 PAR64 L.fxt         FC       6 PAR64 L.fxt         FC       6 PAR64 L.fxt         FC       6 PAR64 L.fxt         FC       6 PAR64 R.fxt         FC       6 PAR64 R.fxt         FC       8 PAR64 R.fxt	FC Accuscan 250.fxt FC AccuSpot II.fxt FC AccuSpot II.fxt FC ADJ Color Fusion.fxt FC ADJ DynastyScanDMX.fxt FC ADJ DynastyScanDMX.fxt FC ADJ MEGA FLASH DMX.fxt FC ADJ Par 56.fxt FC ADJ Pearl WH.fxt FC ADJ-DJ-SCAN-250hp.fxt FC ADJ-DJ-SCAN-250hp.fxt FC American DJ STARBALL LED DMX.fxt FC American DJ SUNRAY TRI LED.fxt FC AmericanDJ-DOUBLE FEATURE.fxt FC AnimationLaser.fxt	FC Apo FC Aqu FC Are: FC Astr FC Astr FC Atla FC Ato FC BAT FC BAT FC BEN FC BEN FC BEN FC BON FC BT-
My Computer	File name:     Showtec Explore       Save as type:     Fixture data ("fix	er 250 Pro MKII.fxt I 💌 Sav t) Can	ve cel

You should get the above dialogue if you have not already saved it.

I always add the Manufacturers name to the front of the file name as it make it easier to locate in the "Fixtures" folder, it is not needed to be able to use locate it in FreeStyler or Fixture Creator. Click the "Save" button.

ile Imagelist									
New	F2	1st gobowheel 2nd g	obowheel	1st color	wheel	Macros		-+fast.bmp	
Open	F3					Inconsection		+-fast.bmp	
Save	F4							+rast.pmp	
Save as	F6	A CO	3					+-med.bmp	
Export	F7	) Pro						-+slow.bmp	
Import 🧏	F8							+-slow.bmp +slow.bmp	
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C: \FreeStyler \freesty	ler.ini	Pan 8bi	t: 1	Pan	16bit	3	Pan Ran	nge 000002.bmp	
C:\FreeStyler\freesty	/ler.ini	Tilt 8bit	: 2	Tilt 1	l 6bit	4	Tilt Rang	9e 00003.bmp	
C:\FreeStyler\freesty	rler.ini			2			2	00004.bmp	
Exit		Reset chann	el 6	Re	eset val	lue 130		00005.bmp	
joboch. 3	n° gobos	Shutter ch	- 15	open	60	closed	0	00007.bmp 00008.Bmp	
		Strobe ch.	15	off		low	64	00009.bmp	
Enable CMY / RGB				med	80	high	95	00011 bmp	
st colorch 7	n*colors 1	o Intensity cha	innel 16	min	0	max	255	00011.bmp	
2nd colorch.	n° colors	Contraction Lamp channel	el 6	on	130	off	235	1.10bmp	
		Iris channe		1				1.20.bmp 1.30.bmp	
		Focus cha	nnel 11	-				1.50bmp	
		Frost chan	nel	-				1.70bmp	
		2nd, Frost cha	nnel	-				1.800MP	
		Zoom char	nnel	-				1.BMP	
		Prism chan	nel o	-				10.10bmp	
Enable Framing								10.00 1	

Whenever I create a new fixture I always export it at the same time to ensure I have a backup copy to re-install if and when I upgrade FreeStyler I always overwrite existing fixtures. Select "File>Export"

Save Export							? 🗙
Save in:	🔁 FreeStyler E	xports	~	G 🦻	Þ	<del>.</del>	
My Recent Documents Desktop My Documents	American DJ I American DJ I American DJ I American DJ I Deliya LED PA curolite LED b curolite LED curolite LED curolite LED b curolite LED curolite	<ul> <li>Showtec Sunstrip Active DMX.pff</li> <li>Smart Scan SSC-2.pff</li> <li>Unique 2 Gilbz.pff</li> </ul>					
My Computer	File name:	Showtec, Explorer 250	) Pro MKII off		~	ſ	Sawe
My Network	Save as type:	(*.pff)			~		Cancel

Click the "Save" button when you have navigated to a folder to keep your exports in.

You can now close Fixture Creator and load the finished fixture file into FreeStyler to use.