

## Pyrotechnics Effects

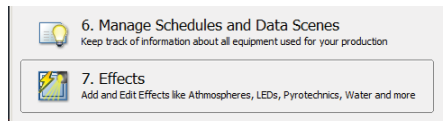
Draw a Polyline or an Arc using the polyline or arc tool.



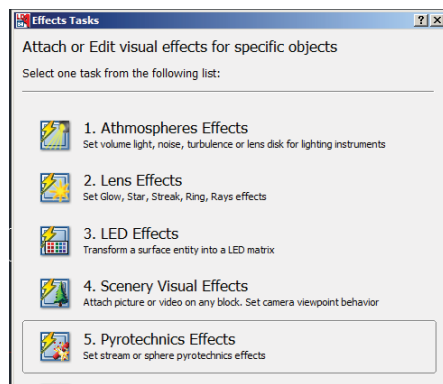
Next, under the Light dropdown menu click on the LD Task manager. The LD Task can also be found on the LD Assistant Standard Toolbar indicated by a green arrow.



When the LD Task manager opens click on No. 7 Effects



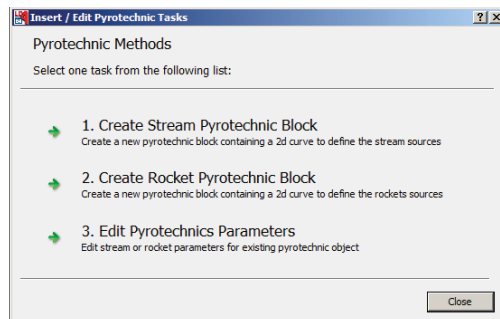
When the Effects manager opens click on No. 5 Pyrotechnics Effects



When the Insert/Edit Pyrotechnic Task dialog opens, click on No. 1 Create Stream Pyrotechnic Block.

1) The dialog will close and you click on the arc. This will turn the arc into a LD Assistant Pyro object

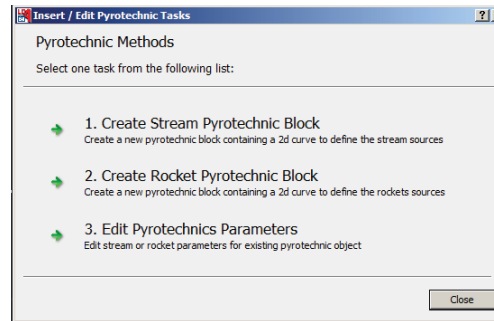
2) You will need to click on the arc a second time, this will place the effect on the arc.



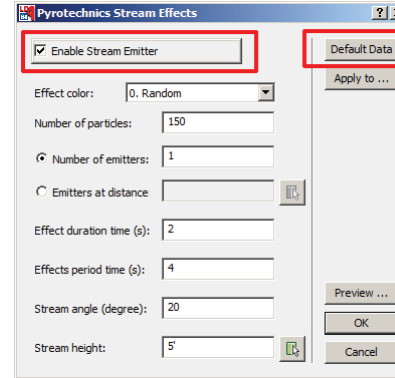
(5)

When the Insert/Edit Pyrotechnic Task dialog reopens, click on No. 3 Edit P Pyrotechnic Parameters.

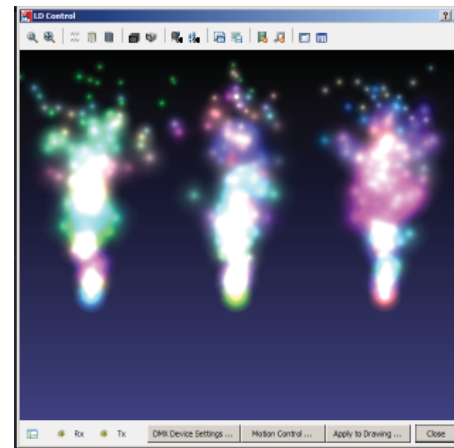
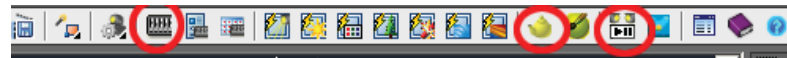
1) When the dialog window closes click on the arc.



2) When the Pyrotechnics Stream Effect dialog opens click on Enable Stream Emitter and click on Default Data and then click on the OK button.



To view the Stream Effect locate one of the simulators buttons circled in red below and click on it.



(6)

# LD Assistant Quick Start Guide

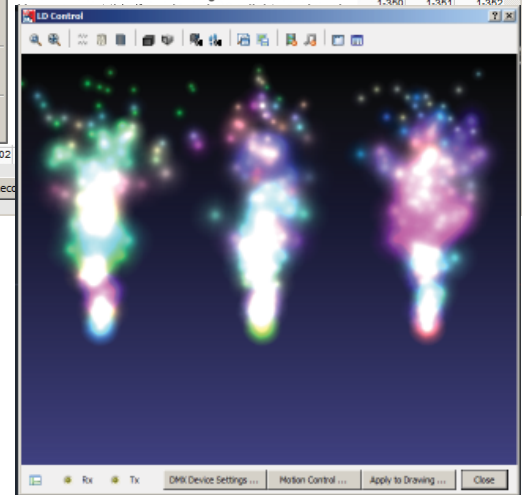
## DMX Patch Editor and Pyrotechnics Effects

Protocol file: ALPHA SPOT 575.ldx  
 Address length: 20  
 DMX Channels: ColorWheel 1, ColorWheel 2, Strobe, Dim, Iris, Gobo Rot-1, Gobo 1 <>, Gobo Rot-2, Gobo 2 <>, Prism-Frost, Focus, Zoom, Pan, Tilt, Reset, Lamp, PanFin, TiltFine, Gobo 1 Fine, Gobo 2 Fine,

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
1...	2...	3...	4...	5...	6...	7...	8...	9...	10...	11...	12...	13...	14...	15...	16...	17...	18...	19...	20...	21...	22...

**Drag & Drop DMX Patch Editor**  
 After placing a few fixtures in the drawing, under the dropdown menu Visualization find and click on DMX Patch Editor. When the editor opens just drag and drop to change the starting and ending DMX.

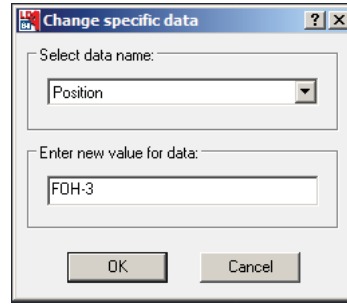
If you see XXXXXX that means that you have more than one fixture on the same DMX address. Just click on the xxxxx and drage to new location



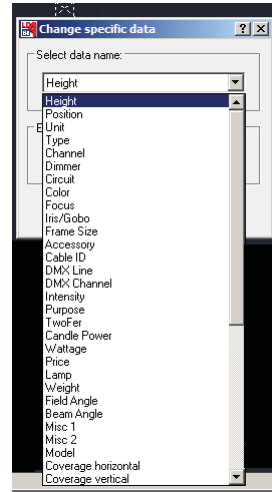
# DMX Patch Editor

One way to use the DMX Editor is to use the Properties before opening the DMX Editor.

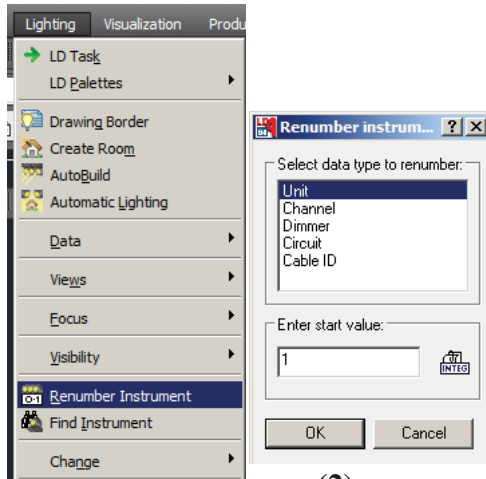
(1) Assign a Position to a group of fixtures using Change Specific Data (FOH-1, FOH-2 and FOH-3) I do this to each group of fixtures.



NOTE: Using the Change Specific Data you are able to make global changes to more than 5,000 fixtures at one time.

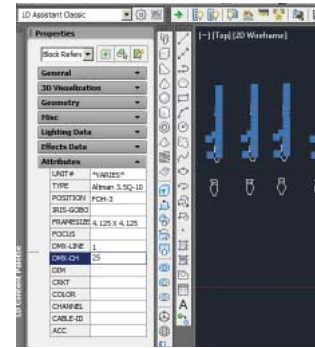


(2) Next I use Renumber Instrument to give each fixture a unit number.



(2)

(3) All the fixtures in the LD Assistant library have a starting DMX address of one (1) you need to move them to another address to make it easy to start dragging them to a new starting address.



(4) Move each group to a different starting address.

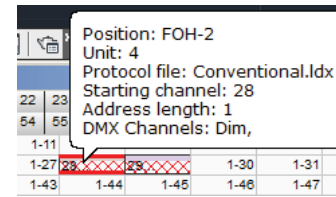
(5) After changing the starting address, open the DMX Editor... and you will see a lot of RED XXXX

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	1-9	1-10	1-11	1-12	1-13	1-14	1-15	1-16	1-17	1-18	1-19	1-20	1-21	1-22	1-23	1-24	1-25	1-26	1-27	1-28
XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX

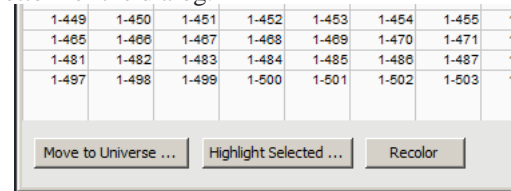
(6) Simply move a red X to a new starting address.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	1-9	1-10	1-11	1-12	1-13	1-14	1-15	1-16	1-17	1-18	1-19	1-20	1-21	1-22	1-23	1-24	1-25	1-26	1-27	1-28
XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX

(7) To see the information about the fixture you are about to move to a new starting address, do a right mouse click over the RED X.

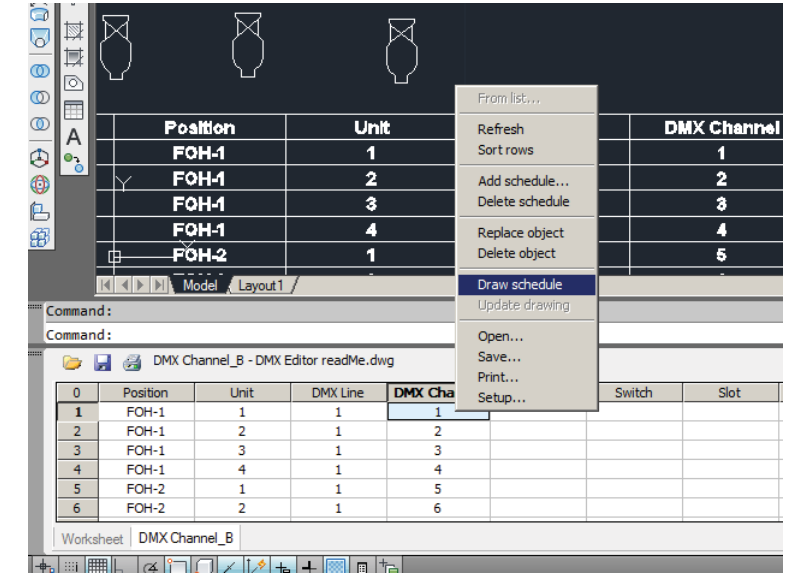


(8) To move to another universe or to highlight a selected fixture, use the buttons at the bottom of the dialog.



(3)

After opening a DMX schedule, do a right mouse click in one of the cells and you will be able to paste that schedule into the drawing.



(4)