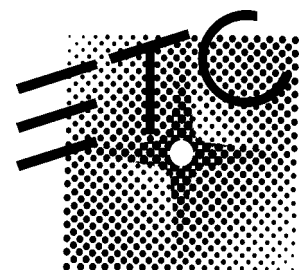


Expression

Personality Editor

QuickGuide

Version 1.0



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Introduction

With Version 3.0 and later software for Expression, you add a moving light fixture to the show by selecting a suitable personality in the Fixture Patch display. Different fixture types require different personalities, but several fixtures of a specific type can be patched with the same personality.

Sometimes, however, the personality you need is not available or you would like to control a fixture in slightly different ways than provided by the fixture's standard personality. Suppose, for instance, that you would like some attributes of the fixture to be unaffected by the Grandmaster or other attributes to be under last action control, contrary to settings in the fixture's standard personality. The only way to have these different features is to get them from a different personality.

The Expression Personality Editor allows you to make fixture personalities to exactly suit your needs. The editor runs on an IBM PC or PC-compatible personal computer and saves files either to the computer's hard drive or to diskette. When you need a new personality for a fixture, create it in the Personality Editor and then transfer it to the console on a diskette.

The Expression Personality Editor is compatible with the following consoles running Version 3.0 or later software.

- Expression 2 line: Expression 2x, Insight 2 and 2x, Concept 2x and Impression 2
- Expression 3 line: Expression 3/400, 3/800 and 3/1200; Insight 3
- Express line: Express 125 and 250, as well as Express 24/48, 48/96 and 72/144

System requirements

The hardware and software requirements to run the Expression Personality Editor are minimal.

- 386 processor (486 or higher recommended)
- DOS 5.0 or later
- Any Windows operating system of version 3.1 or later. Because Windows 3.1x and Windows for Workgroups 3.1x function similarly for the purposes of this application, they are referenced together in this QuickGuide as Windows 3.1x. Similarly, Windows 95 and Windows NT function similarly for the purposes of this application and are referenced together in this QuickGuide as Windows 95.
- Win32s extensions (Windows 3.1x only)
- Mouse (or equivalent pointing device)

Troubleshooting

If you have problems installing or using the Expression Personality Editor, please call ETC Technical Services at 800-775-4382. For your convenience, information about ETC, its products and its services can be found on the internet at www.etcconnect.com.

Installing the Win32s extensions (Win3.1x only)

If you're using Windows 3.1x, you need the Win32s extensions to run the Expression Personality Editor. There is no such requirement for Windows 95.

If you are successfully running Expression Off-Line in the computer, you already have the Win32s extensions and may skip this section. If you are not sure, however, look into your Program Manager for a Program Group called Win32 Applications. If you don't find it, examine other program groups for the program Freecell. If you find Freecell and it runs properly, you have the Win32s extensions and can proceed immediately to install the Personality Editor.

If you do not have the Win32s extensions or are not sure they are working properly, download them without charge from the ETC internet website. Go to the Free Software section at www.etcconnect.com, click on Win32s and follow the download and installation instructions.

Installing the Personality Editor

You need two files in addition to this QuickGuide to run the Personality Editor: Persedit.exe and Persedit.hlp. (The editor will run without its online help file, Persedit.hlp, but may be less convenient to use.) Store the two program files in accordance with the instructions below. Also, for your convenience, we provide a procedure for you to use to create a Personality Editor icon for your computer.

Storing the Personality Editor

Use one of the two procedures below to store the Personality Editor files before using. We recommend this procedure so that the Personality Editor and Expression Off-Line, a console emulator, run from the same directory and share the same folder for personalities.

- If you already have Expression Off-Line in the computer, move the two Personality Editor files to C:\ETC\EOL. (or wherever Off-Line is stored if not in the default directory).
- If Expression Off-Line has not been installed in the computer, create the following path: C:\ETC\EOL\SHOWS. Move the two Personality Editor files to C:\ETC\EOL.

Consult your Windows User Manual if you have questions about working with Windows files or directories.

Personality file storage

When you open and save files with the Personality Editor, the program defaults to a datafile directory called Shows. This Shows directory is attached to the directory in which the Personality Editor is located and is specified by the path: C:\ETC\EOL\SHOWS. Use this Shows directory as the storage location for all personality file transfers between the hard drive and diskette.

Creating an icon

A convenient way to run a program in Windows is from a desktop icon. Use one of the two procedures below to create a Personality Editor icon for your operating system.

Windows 3.1x

1. Go to the Program Manager.
2. Create or Open the program group in which you want to place the Expression Personality Editor icon. We recommend you chose the same program group as Expression Off-Line if you already have that program in your computer or create one called "Expression" if you don't.
3. Select New from the File menu.
4. Click on **New Program** Item, then on **OK**.
5. In the *Program Item Properties* window, enter "Expression PE" or a name of your choice in the Description box.
6. Click on **Browse**. Navigate in the file selection window to C:\ETC\EOL.
7. Double-click on Persedit.exe. You will return to the program group of your choice with a new icon in it labeled Expression PE (or whatever name you chose in step 5 above).

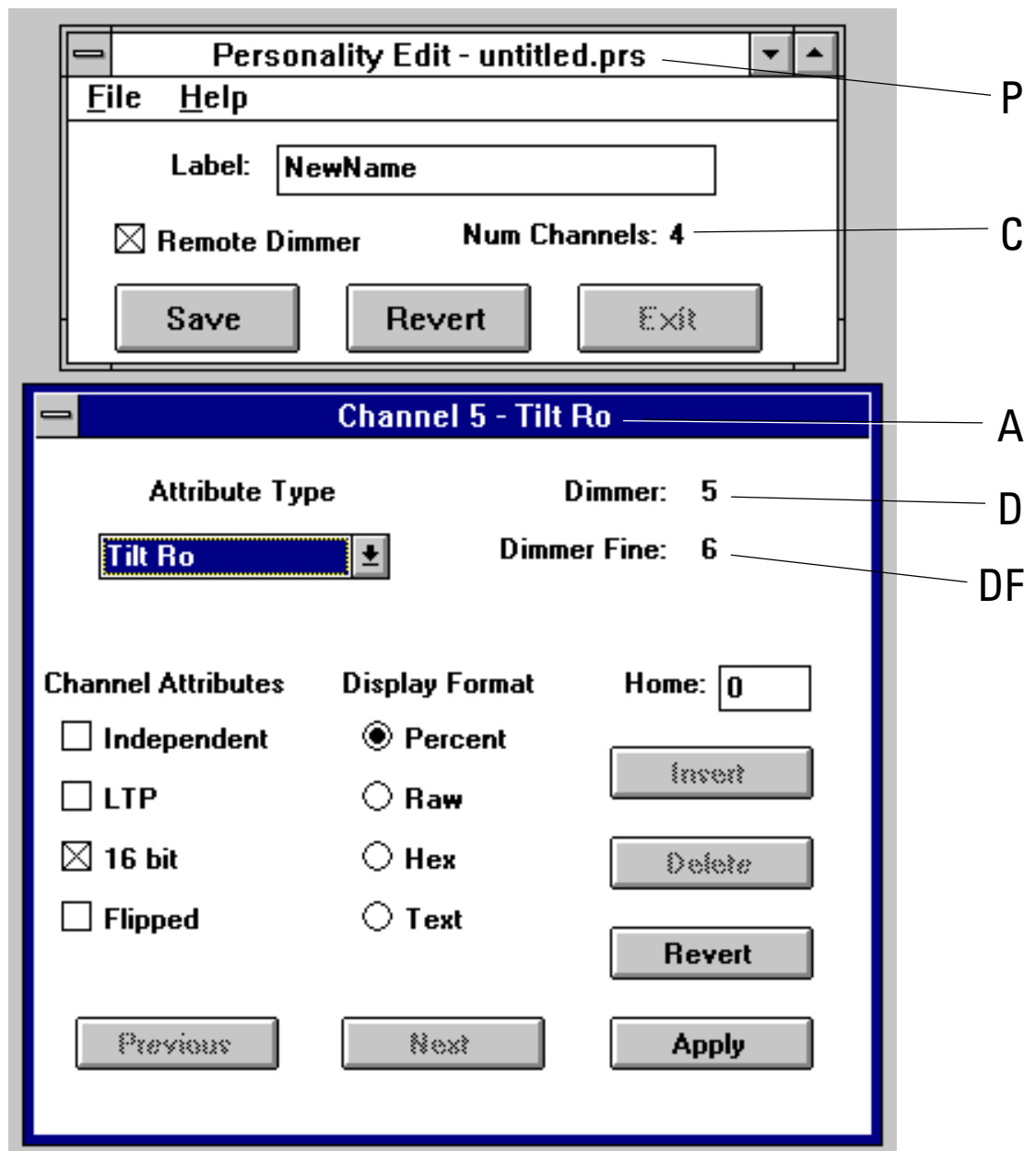
Windows 95

1. Right click on the desktop.
2. Cursor to **New** and select **Shortcut** from the New menu.
3. In the *Create Shortcut* window, click on **Browse**.
4. Navigate in the file selection window to C:\ETC\EOL.
5. Double-click on Persedit.exe.
6. In the *Create Shortcut* window, click on **Next**.
7. In the *Select a Title for the Program* window, enter "Expression PE" or a title of your choice.
8. Click on **Finish**. You will return to the desktop with a new icon on it labeled Expression PE (or whatever name you chose in step 7 above).

Features of the Personality Editor

The Personality Editor runs in two windows called the Personality Edit and Channel windows. These are pictured below. Note that the title in the Personality Edit window also carries the name **P** of the current personality and the title in the Channel window also carries the Attribute Type **A** of the current channel.

Both windows contain a number of buttons. These buttons are normally grayed out but the button labels darken when the function becomes available. The Personality Editor window displays at **C** a running count of the number of channels already added to the personality. The Channel window displays at **D** the number of the dimmer assigned to the current channel. Also, if the channel is set for 16-bits, the Channel window displays at **DF** the number of the second channel of the two-channel pair (Dimmer Fine). Online help is available from the Personality Edit window.



Personality Edit functions

- **Label**

A name you assign to the personality, different from the filename, that is displayed when the personality is identified in the console. The label may have no fewer than 1 character (you **must** assign a label) or as many as 12 characters, using any combination of letters, numbers or text symbols (# % & * () + ' - [] /, as well as the comma and period).

NOTE: If you attempt to read a personality into a show that contains a personality with the same label, you will have a choice whether to keep the existing personality or replace it with the new one.
- **Remote Dimmer**

Specifies, if checked, that the fixture does not provide its own dimmer. The dimmer must be selected in Fixture Patch.
- **[Save]**

Quick button to save a personality file. You can also save the file from the File menu.
- **[Revert]**

Button to remove all changes to the current personality.

CAUTION: This removes everything since the last Personality Editor file operation, such as an Open or a Save.
- **[Exit]**

Quick button to leave the Personality Editor. You can also leave from the File menu.

Channel functions

- **Attribute Type**

Lists attribute labels (default is the type, Not Used).
- **Channel Attributes**

Assigns settings for the channel (default is nothing selected). Click to select all that apply.
- **Display Format**

Specifies how the channel level displays in the console. *(Intended for a future software upgrade—level currently defaults to Percent.)*
- **Home**

Specifies a default level for the channel. *(Intended for a future software upgrade.)*
- **[Previous]**

Steps to the preceding channel, or two channels below if the preceding channel is set for 16-bits.
- **[Next]**

Steps to the next channel, or two channels above if the next channel is set for 16-bits.
- **[Insert]**

Adds a new channel to the personality at the current channel number. The new channel has default settings.
- **[Delete]**

Deletes the current channel from the personality (both channels if the channel is set for 16-bits).
- **[Revert]**

Removes all changed channel settings since the last [Apply].
- **[Apply]**

Adds a channel to the personality or, if the current channel is already in the personality, applies settings to it.

Definition of terms

- **Independent** The channel will not be affected by Grandmaster, Blackout, Solo or Flash.
- **LTP** Sets channel to respond to last action rather than normal (highest level) control.
- **16-bit** Sets channel for 16-bit data. Two, consecutive channels are created by this selection.
- **Flipped** Sets channel output reversed with respect to its input.
- **Percent** Displays the percentage of the maximum level. *(Not yet fully implemented.)*
- **Raw** Displays the value of the level in base 10 (standard) notation. *(Not yet fully implemented.)*
- **Hex** Displays the value of the level in base 16 notation. *(Not yet implemented.)*
- **Text** *(Not yet implemented.)*

Personality editing

Double-click on the Personality Editor icon to run the program. Either start work on a new personality or open an existing personality first. Save your work regularly to avoid loss.

Creating a new personality

1. Click in the Label field and enter a label of your choice for the personality. **Note:** The personality must have a non-blank label to be accepted by the console.
2. Click on Remote Dimmer if appropriate.
3. Add channels to the personality in accordance with the instructions under **Channel editing** in a following section.
4. Save the new personality.

Modifying an existing personality

1. Select Open from the File menu in the Personality Edit window.
2. In the Open window, select the file you want to open. If the file is not in the default Shows directory, navigate to where the file is stored and select it there.
3. Click on OK.
4. Modify and save the personality by following steps 1-4 of **Create a new personality** above.

Channel editing

Adding channels

Channel 1 of a new personality is made the current channel by default when the editor starts. Other channels are inserted at the number of the current channel or added at the end of the channel list. Any channel in the personality may be modified. The current channel is already in the personality unless [Delete] is grayed out.

NOTE: Do not create more than one channel (or channel pair if set for 16-bit data) in the personality with the same Attribute Type.

Adding the first channel:

1. Click to select all desired settings.
2. Press [Apply].

Adding a channel to the end of the list:

1. Press [Next] one or more times until the current channel number stops changing.
2. Click to select all desired settings.
3. Press [Apply].

Inserting channels:

1. Move through the channel list with [Previous] or [Next] until the Channel window displays the number you want for the inserted channel.
2. Press [Insert]. The channel inserts as the current channel with default settings. Channels with higher numbers than the inserted channel are renumbered in the personality.
3. Click to select all desired settings.
4. Press [Apply].

Modifying channels

1. Move through the channel list with [Previous] or [Next] until the Channel window displays the number of the channel you want to modify.
2. Click to select all desired settings.
3. Press [Apply].

Deleting channels

1. Move through the channel list with [Previous] or [Next] until the Channel window displays the number of the channel you want to delete.
2. Press [Delete]. If the deleted channel was set for 16-bit data, the next channel is deleted at the same time. Channels with higher numbers than the deleted channel(s) are renumbered in the personality.

Saving the personality

The changes made to the current personality are not saved to a file until you execute a Save. It is wise to save a personality to a file shortly after getting started and at intervals along the way. Save with one of the two procedures below.

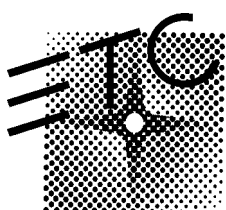
- To save under the same filename, press [Save]. Use this Save option when you want to overwrite the personality file as previously saved, such as when you are working on it.
- To save under a new filename:
 1. Select Save As from the Personality Editor's File menu.
 2. Type the filename in the Save window (it **must** have a .prs extension).
 3. If you do not want to save in the Shows directory of the hard drive, navigate to the desired storage location .
 4. Click on OK.

Use this Save procedure when you are saving a personality file for the first time or if you have revised an existing personality file and want to store the revision under a new filename.

Printing the personality

You may make a hard copy printout of a current personality at any time, whether the personality is saved or not. The personality will be identified in the printout by label, filename, remote dimmer setting and a listing of all personality channels and their settings.

Print by selecting Print from the Personality Editor's File menu. The printout will be sent to the active Windows printer.



Electronic Theatre Controls

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