

**OVERVIEW**

The Designer software can run on either a Windows XP or Mac OS-X personal computer. Onscreen text and help files can be presented in a range of different languages, with a highly intuitive graphical interface using drag-and-drop for all key operations.

An extensive library of lighting fixture personalities is provided and new personalities are easily added. Fixtures are placed onto a plan view by drag-and-drop and this plan then acts as the simulation environment for viewing your project prior to installation. Any CAD drawing can be imported as a bitmap image to form the basis of the lighting plan so that lighting fixtures can be laid out with respect to the actual architectural plans used by the project team.

The primary editing interface is a timeline with rows for each fixture or for user-defined groups of fixtures. A comprehensive range of built-in lighting effects can be quickly applied to any fixtures by drag-and-drop, and all effects have customizable parameters. A powerful graphical colour picker is provided for colour selection, and the programmed changes of intensity and colour over time are displayed on the timeline itself.

As well as traditional lighting effects, the user can also define a group of fixtures as an array of pixels. Each fixture is mapped to a pixel on a virtual screen, and then images (static or video) can be played back on this virtual screen. This can be used for genuine video playback across an LED array, or simply as an exciting way to generate dynamic and fluid colour effects across large numbers of LEDs. An individual fixture can be mapped to pixels on multiple different sized virtual screens so that an array of LEDs can be treated as one large screen or several small screens or as individual lighting fixtures within a single show.

As an added benefit, Designer also supports control of automated lights with movement or beam controls. These have their own dedicated programming interface to avoid complicating the primary intensity and colour controls, but the programmed presets can be placed onto the same timeline for easy co-ordination across the entire presentation. All this means that the Pharos Lighting Playback Controller (LPC) can replace separate lighting control and video pixel-mapping systems that would currently be required and offer even greater flexibility.

Your presentation can be linked to the outside world using the triggers screen, which allows specific timelines to be linked to specific triggers, either external inputs or realtime events (including sunrise and sunset astronomical events). It is also possible to place conditions on triggers, so that an event will only occur if a series of requirements are met.

A simulation screen shows a representation of the plan and superimposes the output of each fixture. The same playback algorithms as in the LPCs themselves are used, ensuring an accurate simulation of your show. Timelines can be simulated individually during programming or the show can be simulated as a whole, with the user able to fire external input triggers manually to test the show programming. If the Controllers are connected during simulation there is the option to output the simulation directly to the fixtures themselves, allowing the programming to be modified onsite without repeated uploads to the Controllers.

Finally the project data can be uploaded to the Controllers over Ethernet or USB and the units remotely configured and diagnosed from within the software.

**SYSTEM REQUIREMENTS**

**WINDOWS:**

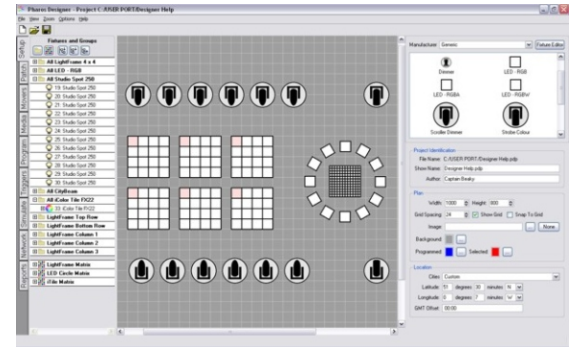
- Intel Pentium processor at 1GHz or above.
- Microsoft Windows 2000, XP or Vista.
- 256MB RAM, 100MB free hard-disk space.
- 1024x768 minimum screen resolution, OpenGL graphics acceleration.
- Ethernet or USB connection.

**MACINTOSH:**

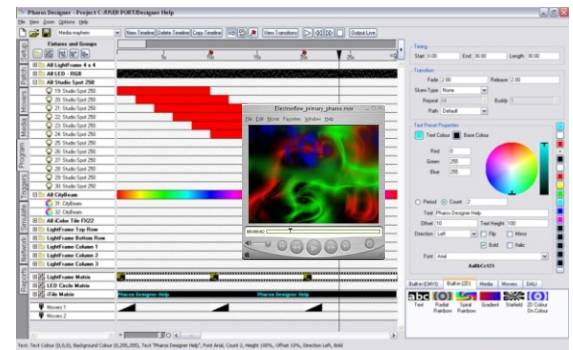
- Intel Pentium or PowerPC processor at 1GHz or above.
- Apple Macintosh OS-X 10.4.x or later.
- 256MB RAM, 100MB free hard-disk space.
- 1024x768 minimum screen resolution, OpenGL graphics acceleration.
- Ethernet or USB connection.

**STEP BY STEP**

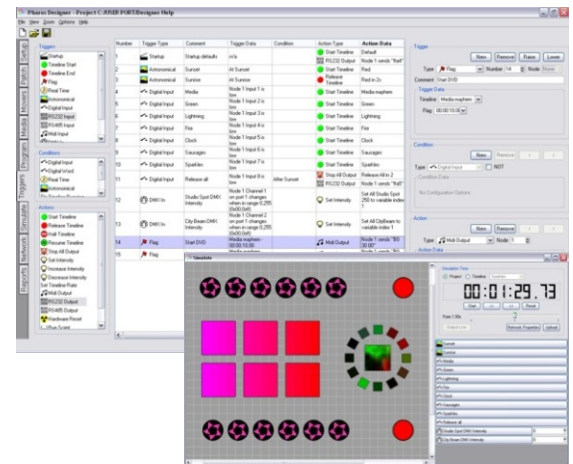
**SETUP:** Import a background image and add the lighting fixtures to create a plan. Align, rotate and arrange them in groups and customize their behaviour. Patch to DMX512 or DALI outputs.



**PROGRAM:** Create and edit the timelines that make up your project. Each fixture, group of fixtures or virtual screen is a row of the timeline onto which you drag-and-drop from the extensive range of built-in intensity and colour effects, as well as placing your automated lighting presets and imported media clips.



**SIMULATE:** Set triggers (RS232, MIDI, timecode, astronomical clock & digital inputs, etc.) and view a representation of your show. A set of buttons allows you to simulate these triggers.



**UPLOAD:** Transfer the show into one or more Lighting Playback Controllers over Ethernet, USB or remotely via the Internet.

The Pharos Designer Software is freely available for download at [www.pharoscontrols.com](http://www.pharoscontrols.com)

