



High End Systems

SHAPESHIFTER Coplanar Mode Guide

Coplanar Mode is where, from the lighting console or fixture, you superimpose all 7 beams and make sure they all converge on the same area. The user adjusts each module after homing to be coplanar and these settings are stored into the fixture’s memory.

From that point, for that fixture, all seven beams are aligned after homing (converged).

This takes care of the differences in degrees that will naturally happen with mechanical variances and homing.

Please note the following procedure steps for coplanar mode.

***NOTE:** In this example we will use a HOG 4 Lighting Console.

At the fixture:

- 1) Make sure the SHAPESHIFTER is set to ‘Enhanced Mode’

At the lighting console; HOG 4 in this example:

- 1) Patching the SHAPESHIFTER:
 - a. Add 1x SHAPESHIFTER master
 - b. Add 1x SHAPESHIFTER static module
 - c. Add 6x SHAPESHIFTER moving module

NOTE: The fixtures should be patched in this order.

Fixture Window										
Fixture Schedule Patch @ Patch Media Unpatch Apply Patch Remove Replicate Fixtures Change Type Refresh Media Edit Fixtures Fixture Builder Auto Palettes Auto Kind View By DP										
SHAPESHIFTER master SHAPESHIFTER static module SHAPESHIFTER moving module										
Num	Note	DP	Patch	Patch Type	Patch Note	IP Address	Swp Axes	Pan Invert	Tit	
SHAPESHIFTER master										
1		1: DP 8000	1: 1	Fixture			No	No	No	
SHAPESHIFTER static module										
2		1: DP 8000	1: 26	Fixture						
SHAPESHIFTER moving module										
3		1: DP 8000	1: 32	Fixture						
4		1: DP 8000	1: 40	Fixture						
5		1: DP 8000	1: 48	Fixture						
6		1: DP 8000	1: 56	Fixture						
7		1: DP 8000	1: 64	Fixture						
8		1: DP 8000	1: 72	Fixture						

On HOG 4:

Select fixtures 1 THRU 8; then press ENTER. This selects all fixtures.

Working with the SHAPESHIFTER master; Using PAN and TILT, position the head of the fixture to a flat surface. It is recommended that the surface be straight UP or to a perpendicular surface.

Select all Moving Modules 3 THRU 8; then press ENTER. This selects all moving modules.

Under the MODE menu, select FIXTURE MODE INDEPENDENT.

NOTE: This sets DMX Channel 5 (Master LED X/Y Function) to a DMX value of 255. This mode allows for individual X/Y position of the moving modules.



Select the static module; and set the Intensity to 100%. (white center LEDs)

Select the first moving module; in this example Fixture #3. Set in the Intensity to 100%. It is may be helpful to set a static color, for example use GREEN LEDs only.

Use LED X Pos and LED Y Pos to adjust the position of the first moving module toward center. In this case, you will be moving the green toward the white center light.

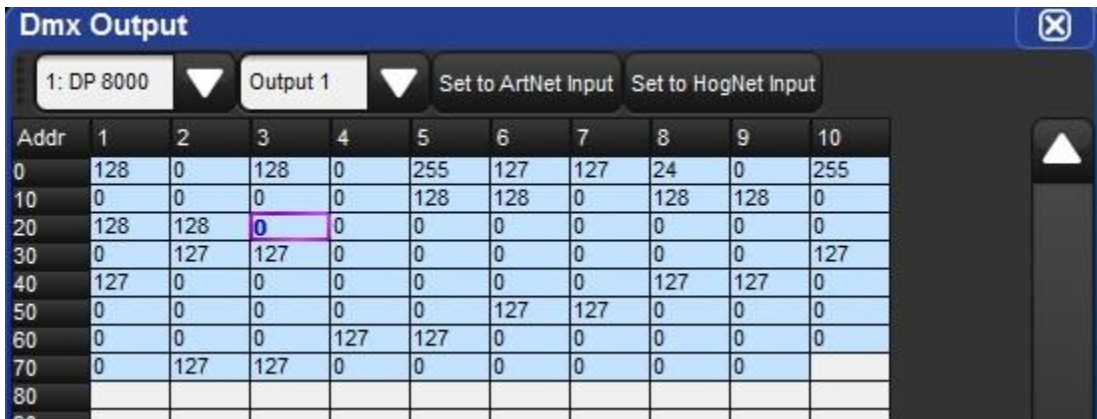
Repeat this step for moving modules; in this example Fixtures #4 thru #8; so all modules are convergent.

NOTE:

The DMX Channels to adjust here are 29, 30, 37, 38, 45, 46, 53, 54, 61, 62, 69, 70 (X/Y Function on the moving modules)

In the DMX Output Window; select DMX Channel 23 (Control Channel).

Press SET; and enter a DMX value of 0.




The screenshot shows the 'Dmx Output' window with a table of DMX values. The table has columns for 'Addr' and channels 1 through 10. The value for channel 23 is highlighted in pink.

Addr	1	2	3	4	5	6	7	8	9	10
0	128	0	128	0	255	127	127	24	0	255
10	0	0	0	0	128	128	0	128	128	0
20	128	128	0	0	0	0	0	0	0	0
30	0	127	127	0	0	0	0	0	0	127
40	127	0	0	0	0	0	0	127	127	0
50	0	0	0	0	0	127	127	0	0	0
60	0	0	0	127	127	0	0	0	0	0
70	0	127	127	0	0	0	0	0	0	
80										
90										

NOTE: The moving modules will Home.

Make sure to release DMX Channel 23 from the DMX Output Window.

This can be done by selecting the cell and pressing the 'Set to Hog-Net Input' Button.



The screenshot shows the 'Dmx Output' window with the 'Set to HogNet Input' button highlighted with a yellow box. The table of DMX values is the same as in the previous screenshot.

Addr	1	2	3	4	5	6	7	8	9	10
0	128	0	128	0	255	127	127	24	0	255
10	0	0	0	0	128	128	0	128	128	0
20	128	128	0	0	0	0	0	0	0	0
30	0	127	127	0	0	0	0	0	0	127
40	127	0	0	0	0	0	0	127	127	0
50	0	0	0	0	0	127	127	0	0	0
60	0	0	0	127	127	0	0	0	0	0
70	0	127	127	0	0	0	0	0	0	
80										
90										

CLEAR the Programmer. The moving modules will now all be aligned as you have set.