

3.3 (Build 173)

Led Library Changes

Due to the large number of channels that LED fixtures are now utilising FPS has made the decision to split these fixtures up into two separate parts, multiply patched cells and a singly patched control section.

The advantages of patching the cells as separate channels are:

- 1 Fanning across Cells within the fixture because the Cells are individually accessible
- 2 Multiple Cells within the same fixture can be accessed using the same wheel sets, instead of having to page through wheel sets.
- 3 Individual Cells can be stored in groups.

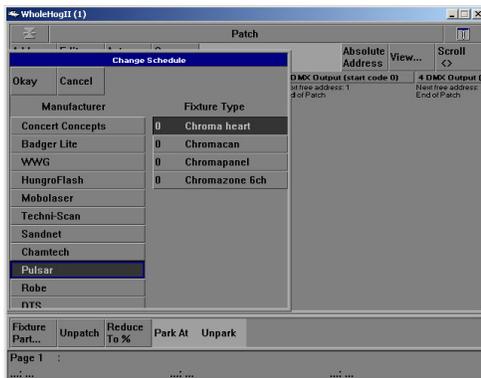
Note: A cell is a 3 channel block of Red Green and Blue. With many of the battens each contain a number of Cells along the length.

Tutorial

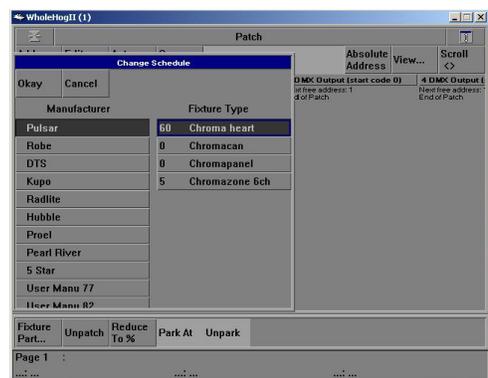
In this following tutorial we will show you how this new scheme should be patched. We use a Pulsar Chroma-Bank as the example fixture. However this will apply to most other LED Battens.

The first thing to work out when patching the Cells is the total number of Cells across all the battens. Pulsar Chroma Banks have 12 Cells to each Batten. So for 5 battens you would have 60 Cells. Remember you also have to patch a control fixture for each batten. So you would need to add 60 cells and 5 control fixtures to the schedule.

Note: Pulsar refers to Cells as Hearts and the control channel is called a Zone.



1: This is how the new scheme looks

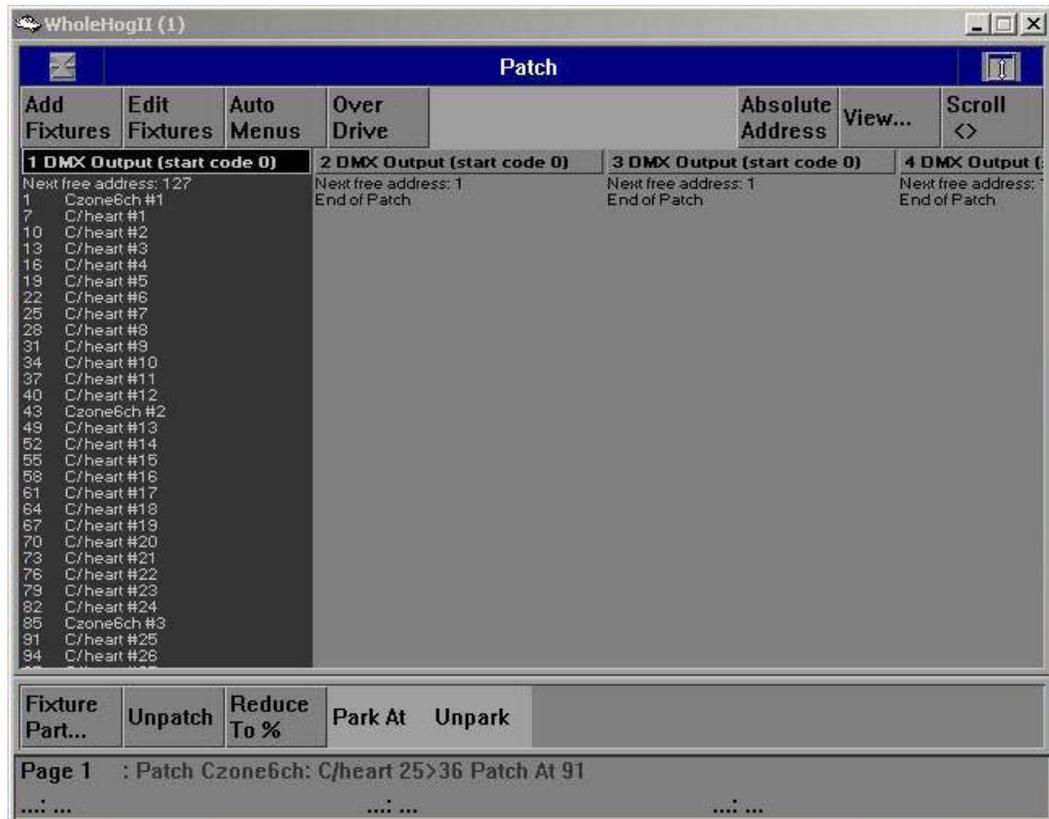


2: Enough Cells and Controls for 5 battens

The easiest way to calculate the number of cells needed is to multiply the number of cells by the number of battens.

Now when you come to patch this you will have to patch the control part of the batten first..

With the CromaBank Patch the Control (Chroma Zone) part first. Then follow on with the 12 cells (Hearts).



Note: With other battens you may patch the Cells first and the Control channel second. Check the manufacturers Spec before patching.