Creating Conditions

(This is a brief explanation of how to add conditions to a fixture. To be elaborated…)

Okay, the conditions. This works together with virtual wheels like 'Colour Func' or 'Gobo Func' which do not directly control a fixture attribute but let you select the functions you want to control, e.g. 'static colours' or 'Gobo Spin'. The idea is: (1) create such a function wheel and these functions, and (2) add conditions to your created colour/gobo functions

1. Add the Attribute 'Colour 1'. Change its Attribute ID to ColourFunc, wheel name to Colour Func, Maximum Resolution to None, D4 Wheel to Wheel 1. Change the Colour Attrbute (the one you created) to Wheel 2.
2. Select the Colour Func attribute and add 4 functions, e.g.'Index'. (We need to edit them anyway hence it doesn't make sense to be picky here).
   Select the first function you just created and change it as follows:
   - Name: Fixed
   - Update: Colour1
   - Display Type: Text Only
     (Titan Display Text and Diamond 4 Display Text should have been set to 'Fixed' automatically)
   - Change the other functions to 'Split', 'Scroll' and 'Raw DMX'. Again set 'Update' to 'Colour1' and 'Display Type' to 'Text Only'
3. Right-click on your Colour attribute and from the context menu select 'Add Condition'. This adds 'Condition 1' and 'Else' to your attribute. Repeat this two times so that you now have Condition 1, 2, 3, and Else
4. Click on 'Condition 1' and edit as follows:
   - set 'Condition' to 'ColourFunc'==1
   - set 'Name' to 'Fixed'
   - Change Condition 2 to 'ColourFunc'==2 and 'Split'.
   - Change Condition 3 to 'ColourFunc'==3 and 'Scroll'.
5. Drag/drop the colours you created into their conditions, e.g. the fixed colours (Open, Red, Blue …) into the Fixed condition, the Split colours into the Split condition, the Scroll functions into the Scroll condition.

   We are almost there 🙂
6. Tidy it up a bit. I'd add a 'No Scroll' function to the Scroll condition (DMX = 0). Also I'd add a 'Raw DMX' range (0…255) and put this in the 'Else' hive.
7. make sure 'Colour Func' locates to the 'Fixed' function
8. Add the new 'Colour Func' wheel to the modes which are already there. The wheel mapping should already be correct (Colour Func on wheel 1, Colour on wheel 2).

Now save this to your fixture library, patch resp. update personalities, and have fun

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