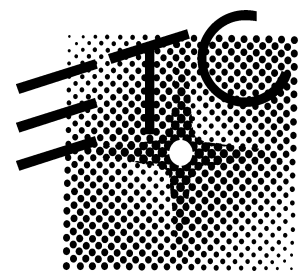# Expression

Personality Editor

QuickGuide

Version 1.1

Expression

Expression Personality Editor
QuickGuide

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Contents

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 different fixtures of the same type may 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 can read or write files using the computer's hard drive or a 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 creates or edits personality files that are compatible with any of the following consoles if equipped with Version 3.0, or later, software:

- Models 2 and 2x: Expression 2x, Insight 2 and 2x, Concept 2x and Impression 2
- Model 3: Expression 3 and Insight 3
- Express: Express 125, 250, 24/48, 48/96 and 72/144

System requirements

The hardware and software requirements to run the Expression Personality Editor are as follows:

- 386 processor (486 or higher recommended)
- DOS 5.0 or later
- Windows 95, Windows 98 or Windows NT
- 8 MB RAM (16 MB recommended)
- 10 MB available hard drive space
- Color monitor (1,024 x 768 x 256 or higher recommended)
- 3.5-inch floppy drive
- 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 Personality Editor

The Expression Personality Editor installs with Expression Off-Line, a companion program for Expression family consoles. Once installed, these two programs are functionally independent, but they use some of the same directories in your computer. To learn more about Expression Off-Line and how to use it, see the Expression Off-Line QuickGuide, version 3.03.

The Expression Personality Editor is intended to install at c:\etc\eol in your computer and store its icon in program folder ETC. Usually these defaults are the most practical ones to use, especially if you ever need to troubleshoot your use of the program with ETC, but you are free to make changes during the installation procedure if you wish. Unless you wish to make changes, simply press **Next**, when prompted, to accept each default.

Installation procedure

If you have the Off-Line / Personality Editor installation file, **setupeol.exe**, on your hard drive (maybe you downloaded it from the ETC website), simply double click on it and proceed as explained in steps 7 and 8 below. If you have it on diskette, follow steps 1-8 below.

1. Close all Windows programs.
2. Insert the *Expression Off-Line / Personality Editor* diskette.
3. Click **Start**.
4. Click **Run**.
5. Type **a:\setupeol** on the **Open** line.
6. Click **OK** or press [Enter].
7. Follow the onscreen prompts, pressing **Next** or **Finish** as appropriate. The installation process is automatic, except you will be prompted to use c:\etc\eol as the destination directory and ETC as the folder for icons. ETC recommends you accept these storage locations.
8. Close the ETC folder.
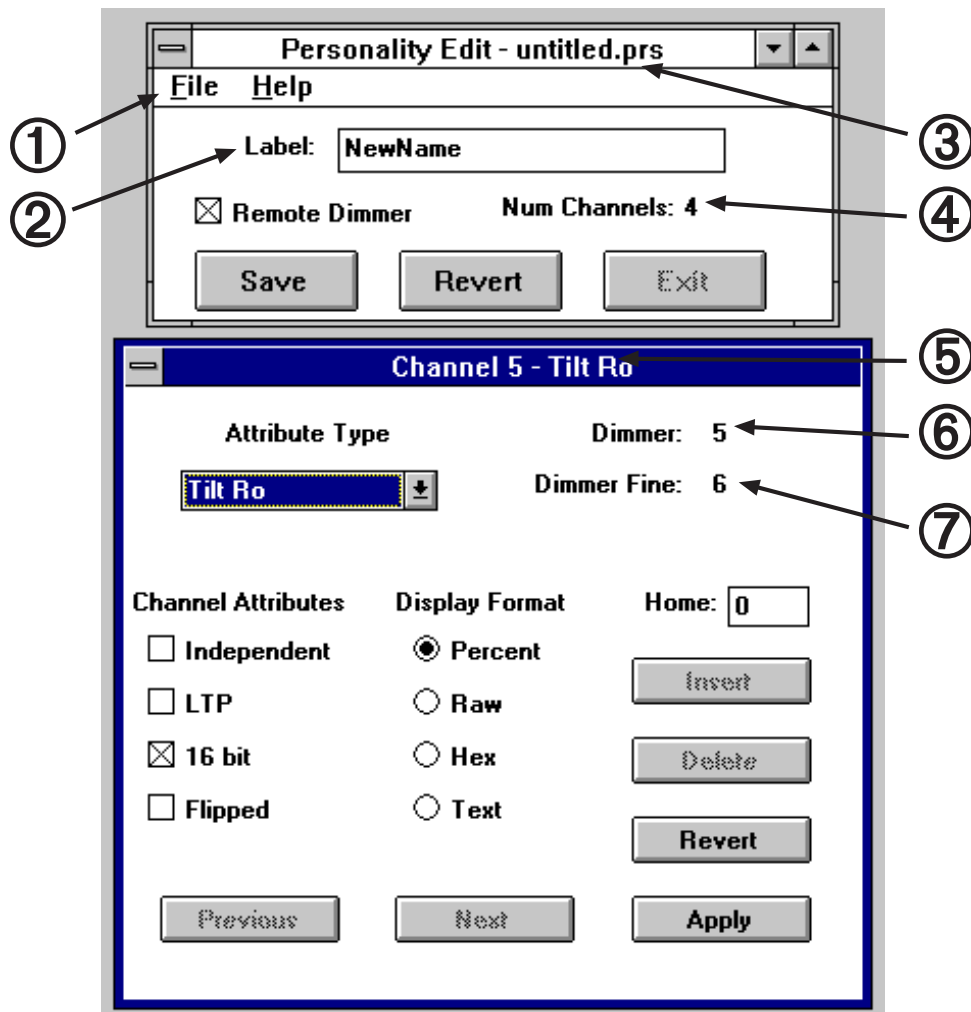
Running the Personality Editor

Starting

When the Personality Editor installs, it places an icon in the ETC program folder. You can run the program from that icon, which is available from the Start menu, or you can create a desktop icon for additional convenience. If you have any questions about running a program from the Start menu or about creating desktop icons, see your Windows User Manual.

Program features

The Personality Editor runs in two windows called the Personality Edit and Channel windows, pictured together below. File operations and the online Help function are available in drop-down menus from the Personality Edit window (item ①). Look in that window to see the current personality's filename (item ③), the label assigned to the personality (item ②) and a running count of the number of channels already added to the personality (item ④).

The Channel window displays the number and Attribute Type of the selected channel (item ⑤), the number of the dimmer assigned to this channel (item ⑥) and, if the channel is set for 16 bits, the number of the second channel (Dimmer Fine) of the two-channel pair (item ⑦).

Both windows contain a number of buttons. Buttons for functions that you cannot use at that time are grayed out, but they darken when the function is available.

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 **<u>must</u>** 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, if the preceding channel is set for 16 bits, steps two channels back.

- **[Next]**

  Steps to the next channel or, if the current channel is set for 16 bits, steps two channels forward.

- **[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

Personality attributes have a number of individually adjustable characteristics, such as whether an attribute functions in a highest takes precedence (HTP) or latest takes precedence (LTP) mode. For an explanation of these characteristics and how they affect fixtures that use them, see your User Manual or User Manual Supplement.

- **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. Because 16-bit data requires two channels, a 16-bit setting reserves two consecutive channels.

- **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.)*

Creating and editing personalities

Personality file storage

When reading or writing personalities, the program defaults to a datafile folder called Shows. If you run Expression Off-Line, you will find that the most convenience place to store personalities you create is in the Shows folder, because Off-Line defaults there too.

ETC provides a large number of personality files for commonly available moving lights. These files are stored in two folders created during the installation of the Personality Editor. One of these folders, called Verified, contains ETC-created personalities that have been extensively tested. The other folder, called Unverified, contains ETC-created personalities that have been less thoroughly tested but nevertheless are expected to function normally. If you find any problems with either Verified or Unverified personalities, please call ETC Technical Services at 800-775-4382.

One way to create a new personality is to start with an existing one and revise it to suit your needs. If you modify an ETC-created personality, store it in the Shows folder with a new or modified filename so that it does not become confused with the ETC-created personality on which it is based.

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 **Remote Dimmer** if appropriate.

3. Add, modify and/or delete channels as explained in the following section: *Channel editing.*

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. ETC-created personalities are stored in the Verified or Unverified folders. (See *Personality file storage* on page 5.) Personalities you created normally are stored in the Shows folder.

3. Click **OK**.

4. Modify and save the personality by following steps 1-4 of *Creating 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 (maximum of 64 channels in a personality). 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.
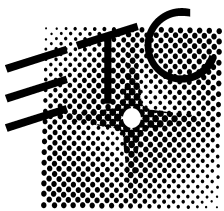
Saving the personality

The changes made to the current personality are not stored in 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] or click **Save** in the Personality Editor's file menu. This option copies over the personality that was previously stored under that filename. If you select **Save** and the personality has not yet been saved, the **Save As** option appears and you are required to specify a filename and destination.

- To save under a new filename:

  1. In the Personality Editor's File menu, click **Save As**.

  2. Type the filename in the Save window (it <u>must</u> have a .prs extension).

  3. If you do not want to save in the Shows folder, navigate to a new location.

  4. Click **OK**.

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 clicking Print in the Personality Editor's File menu. The printout will be sent to the default Window's printer.

Electronic Theatre Controls