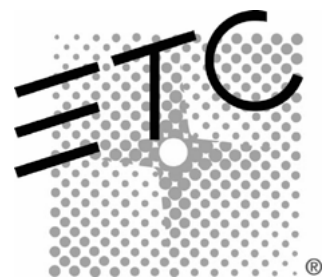


# Expression

## Personality Editor QuickGuide

Version 1.2



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## System requirements

Requirements for the Personality Editor are no greater than those for Expression Off-Line. See the Expression Off-Line QuickGuide for these specifications.

## Compatibility

Personalities developed with the Expression Personality Editor are compatible with version 3.0, or later, system software running on any of the following consoles.

- 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
- Arri: Imagine 3 / 600, Imagine 3 / 1200, Finesse 300 and Focus 108

## Installation

The Expression Personality Editor is installed in your computer when you install Expression Off-Line, a companion program for Expression family consoles. See the Expression Off-Line QuickGuide for information about that installation and the files that are installed at one time.

## Starting the program

The installer for the Personality Editor places an icon in the etc\leol3.1 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.

# Introduction

Expression-family consoles running version 3.0 or later software are capable of patching moving lights using personalities, each of which is designed for a particular moving light product. These personalities match particular channels to particular moving light functions, called attributes. They also accommodate specialized needs, such as whether the fixture has its own dimmer, the precision of the control signals and other features intended for future implementation.

ETC provides personalities for some commercial moving light fixtures in the system software and also in its console emulator product, Expression Off-Line. Sometimes, however, the personalities furnished with the software are not adequate for your needs, such as when the fixture you are using is not represented by a furnished personality, or when you would prefer to change some of the personality settings to better serve your mode of operation.

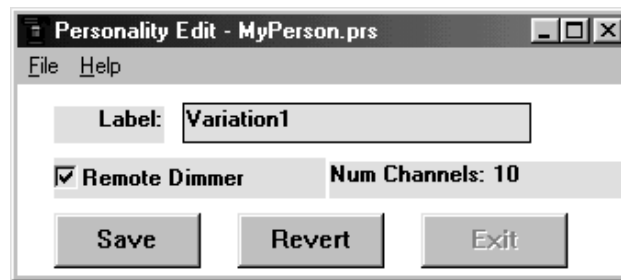
The Expression Personality Editor meets that need. It allows you to read and modify an existing personality or create a new one from the beginning. The Personality Editor runs on an IBM PC-compatible personal computer, shares files with either the hard drive or a disk drive and makes use of the Windows printer attached to the computer. After creating or modifying a personality in your computer, you can transfer it to the console on a diskette.

## Program windows

The Personality Editor runs with two windows, the Personality Edit window and the Channel window. A button is shaded in these windows when its function is unavailable.

### Personality Edit window

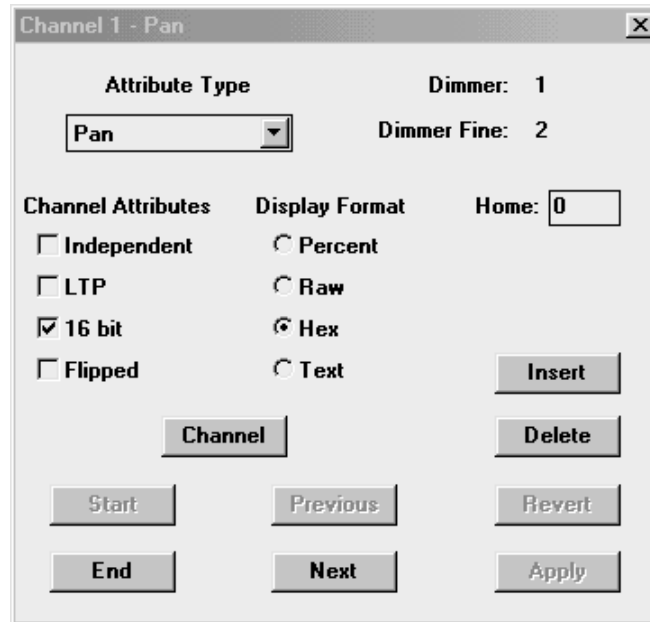
The Personality Edit window contains information and controls pertaining to the entire personality, such as the personality's name and the file handling commands. An example of the Personality Edit Window is shown below, followed by explanations of its features.



- Label** A required field. This label will identify the personality in the console. It must contain at least one character and no more than 12 characters, using any combination of letters, numbers or punctuation marks, including periods and commas.
- Remote Dimmer** Click if the fixture does not provide its own dimmer. When the personality is used in the console, the dimmer must be selected in Fixture Patch.
- [Save]** Click to save a personality file. You can also save the personality using the Save command on the File menu.
- [Revert]** Click to remove all changes you made without saving the personality in the current session.
- [Exit]** Click to leave the Personality Editor. You can also leave the Personality Editor using the Exit command on the File menu.

## Channel window

The Channel window contains information and controls pertaining to the contents of a personality. An example of the ChannelWindow is shown below, followed by explanations of its features. Note that the selected channel and attribute type are named in the window's title bar.



**Attribute Type**

Names the attribute

**Dimmer and Dimmer Fine**

Identifies the place in the dimmer order for the named attribute. If the named attribute has 16-bit resolution, two dimmer numbers will be required: one for course and the other for fine values.

**Channel Attributes**

Attribute options available (pick any that apply).

**Display Format**

How the channel's level will be displayed in the console (not implemented).

**Home**

Default value for the selected channel (not implemented).

**Channel**

Press to select a different channel.

**[Start], [Next], [Previous], [End]**

Push to navigate through the personality's channels.

**[Insert]**

Press to insert another channel with default settings at the number of the selected channel.

**[Delete]**

Press to remove the selected channel from the personality.

**[Revert]**

Press to remove changes to the selected channel since the last time you pressed [Apply].

**[Apply]**

Press to apply changes to the selected channel.

## Definition of terms

Personality attributes have a number of definable characteristics, such as the data resolution that they command and whether the channels assigned to the attribute obey the highest takes precedence (HTP) convention or the latest takes precedence (LTP) convention. These characteristics are briefly explained below. For more detailed explanations, see your version 3.1 console User Manual or, if using an earlier edition, your 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

The Personality Editor defaults to a folder called Shows when performing read or write operations. Store your new or edited personalities there when you want to read them into Expression Off-Line. The Off-Line program reads additional personalities only from that Shows folder.

When installing the Personality Editor, personalities for some commercially-available moving lights are simultaneously installed in two folders called Verified and Unverified. ETC tested those in the Verified folder sufficiently well to determine that they perform as expected. While those in the Unverified folder have not been tested as much, ETC believes that they are likely to perform as expected too. If you find any problems with either Verified or Unverified personalities, please call ETC Technical Services at one of the numbers listed on the back page of this document.

## Working with personalities

Create new personalities from scratch or start with one that is not quite right and modify it to suit your needs. When naming a new or modified personality, consider carefully whether you want to assign it a unique label. If you attempt to read a personality into a show that is labeled the same as one already in the show, the existing personality is overwritten. This can be a way of updating an existing personality to meet new needs, but it can also cause unexpected changes in any fixtures patched with the personality that was overwritten.

### Creating a new personality

The Personality Editor starts with a cleared memory so that you may proceed as explained below. Or, if you have been working on a personality and want to begin work on a new one, click the **New** command on the File Menu. You will be prompted to save if there are any unsaved changes in memory.

1. Click in the Label field and type a label for the personality. You are not allowed to leave the label blank.
2. Click **Remote Dimmer** if appropriate.
3. Add, modify and/or delete channels as explained in the following section: *Working with channels*.

### Modifying an existing personality

1. Click **File** in the Personality Edit window, then click **Open**.
2. Navigate to the folder you want to use, using the drop-down file list in **Look In**. Personality files for Expression-family consoles have the extension .prs.
3. Click to highlight the filename. The filename with path should appear in the **File name** field.
4. Click **OK**.
5. Change the label, Remote Dimmer setting and channel features, as appropriate, using the procedure given under *Creating a new personality*, above.

# Working with personality channels

## Adding channels

A personality may contain up to 64 channels. Any attribute type may be at any channel position, but you should not use an attribute type more than once in a personality. Channels may be added to the end of the channel list or inserted between existing channels on the list. A general procedure for adding channels is given below, followed by a number of ways you would use to navigate to the channel before acting on it.

### General procedure

1. Select the Attribute Type. The Attribute Type appears in the window's title bar.
2. Click the Channel Attribute(s) and Display Format that apply.
3. Click [Apply].

### New personality

When you start the Personality Editor or click **New** on the File Menu, the Channel window defaults to channel 1. Add the channel to the personality by following the **General Procedure** above.

### Adding to the end of the channel list

When adding a channel to a personality that contains at least one channel, click [End] to get to the end of the list, click [Next] to get to the next available channel, then follow the **General Procedure** above.

### Inserting a channel

Use the Insert procedure to add a channel before a selected channel in the personality. An inserted channel assumes default settings and the channel number of the selected channel. The selected channel and all higher-numbered channels are renumbered in the personality.

1. Click [Channel], [Start], [Previous], [End] or [Next] to get to the channel you want. When using [Previous] or [Next], channels with a Dimmer Fine value are skipped.
2. Click [Insert].
3. Follow the **General Procedure** above.

## Modifying channels

1. Click [Channel], [Start], [Previous], [End] or [Next] to get to the channel you want. When using [Previous] or [Next], channels with a Dimmer Fine value are skipped.
2. Re-select the Attribute Type, if applicable.
3. Re-select the Channel Attribute(s) and Display Format, if applicable.
4. Click [Apply].

## Deleting channels

When deleting a channel, if the channel was set for 16-bit resolution, the next channel is deleted at the same time. Channels with higher numbers than the deleted channel(s) are renumbered in the personality.

1. Click [Channel], [Start], [Previous], [End] or [Next] to get to the channel you want. When using [Previous] or [Next], channels with a Dimmer Fine value are skipped.
2. Click [Delete].

# Starting your work over

You can use the Revert command to eliminate all changes you made to a personality since the last time you saved. For example, if you are creating a new personality from the beginning and want to start over, click [Revert] in the Personality Edit window. Or, if you modified a saved personality but want to go back to the previously saved condition, click [Revert] in the Personality Edit window.

# Saving the personality

The changes made to the current personality are not saved when you make changes—you must execute a Save operation to store them in a file. It is wise to save a personality to a file shortly after getting started and at intervals along the way.

**Caution:** *The filename and personality label serve different purposes. To avoid overwriting or confusing the personality in the computer, give each different personality a unique filename. To avoid overwriting a personality in the console, give each different personality a unique label.*

## Saving with a new filename

Use this procedure when saving for the first time or with a different filename.

1. Click File in the Personality Edit window, then click **Save As**.
2. Navigate to the folder you want to use, using the drop-down file list in **Look In**.
3. Click in **File name:** and type the name you want to use.
4. Make sure Personality files (\*.prs) is visible in the Save as type: field.
5. Click **OK**.

## Saving with the same filename

When saving to a file with a filename and location you have already defined or that you opened earlier with the **Open** command, simply click [Save] in the Personality Edit window. Alternatively, you could click **File** in the Personality Edit window, then click **Save**.

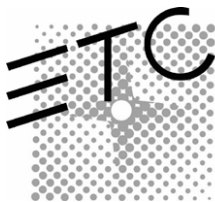
# Printing the personality

You may print your settings in a current personality at any time, whether the personality is saved or not. The printout will identify the personality label, the filename if defined, the remote dimmer setting and list the personality channels with the settings for each that have been applied.

Print by clicking **File** in the Personality Edit window, then click **Print**. The printout will be sent to the default Windows printer.

# Troubleshooting

If you have problems installing or using the Expression Personality Editor, please call or write to ETC Technical Services at one of the offices listed below. You can also get assistance from ETC through its website at [www.etcconnect.com](http://www.etcconnect.com).



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