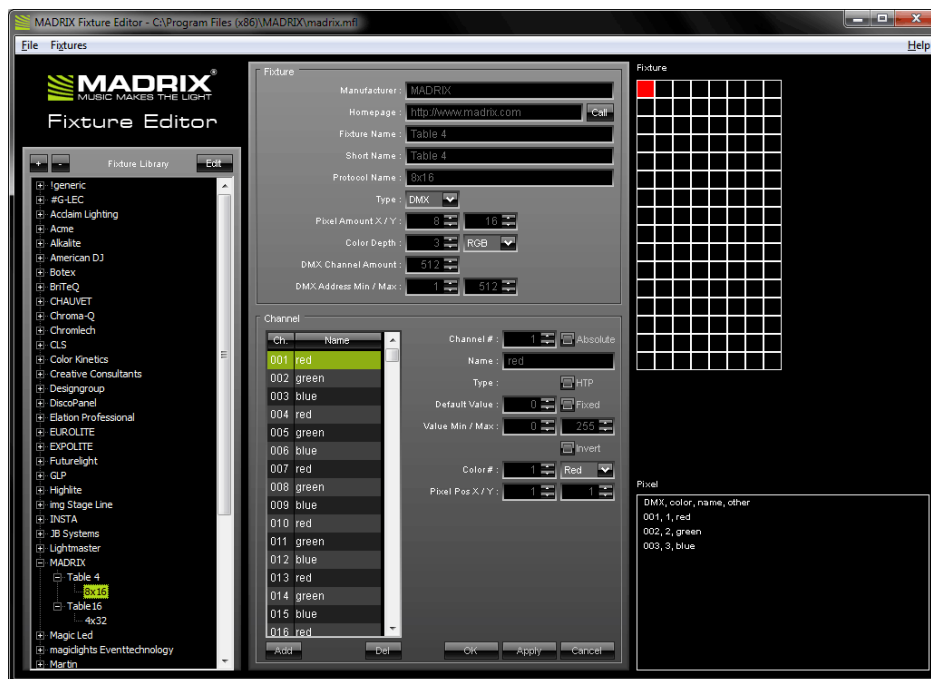# MADRIX 2 Fixture Editor Help And Manual

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MADRIX 2.14h

November 2014

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I

1   The MADRIX Fixture Editor

The MADRIX Fixture Editor is a useful tool to create and configure lighting fixtures for MADRIX. If you have a lighting fixture that is not supported by MADRIX, you can easily create this fixture and use it in MADRIX with the help of this Fixture Editor.

1.1   The Main Dialog

Overview

As you can see in the screenshot below, the main dialog of the MADRIX Fixture Editor is divided into three columns.
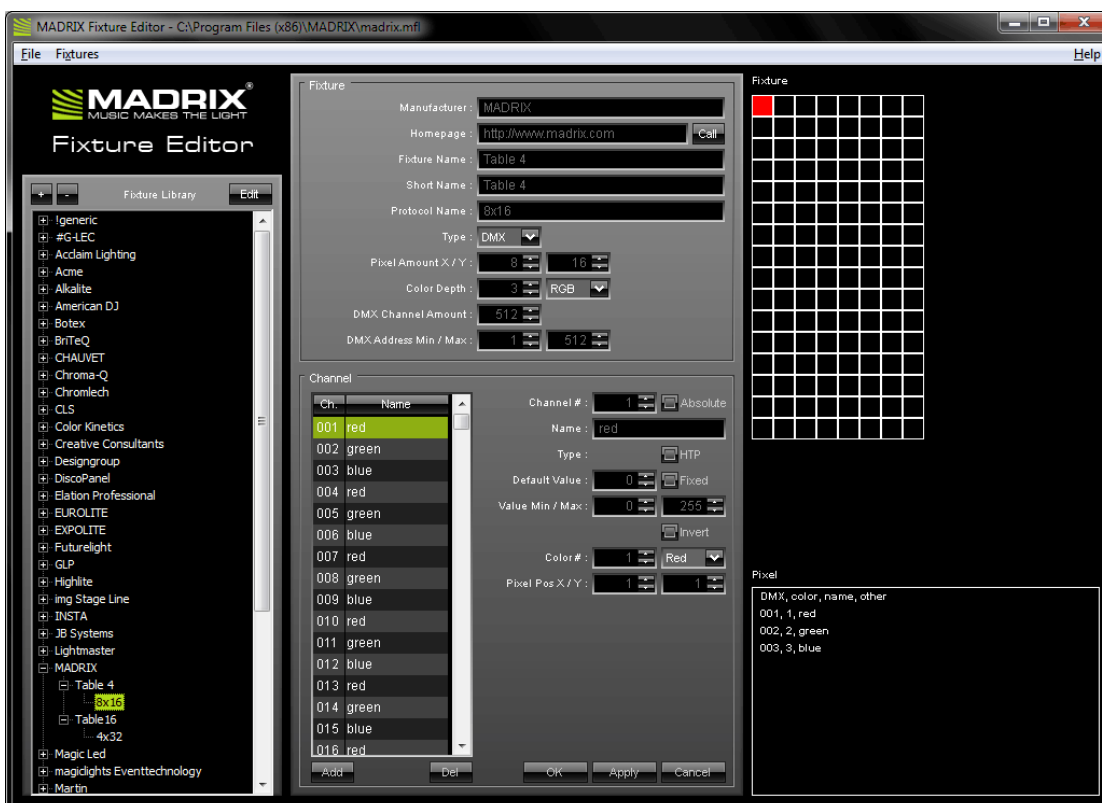
Fixture Library

On the left-hand side, a tree structure represents the content of the currently loaded fixture library. The items are arranged in alphabetical order. Each top branch of the structure names a manufacturer of lighting fixtures. You can expand such a tree item with its **"+"** icon and a list of products of the specified manufacturer will be shown. Again, every item has one or more subitems representing a variation of the selected fixture.

Expanded branches can be closed by clicking on the **"-"** icon. In addition, you can expand the whole content by clicking on the **"+"** button at the top of the library or collapse all entries with the **"-"** button.

"Help" calls up this help. **"Close"** will close the MADRIX Fixture Editor

Fixture And Channel Settings

In the center of the main dialog, the configuration for the currently selected fixture and channel is displayed. If you double-click the fixture in the library or if use the **"Edit"** button (alternatively use the menu item **"Fixtures"** --> **"Edit Fixture"**), all settings become editable. How the different parameters of Fixture Settings 9 and Channel Settings 12 work is described later on. Exit the edit mode by using the **"OK"** or the **"Cancel"** button.

Preview

The area on the right-hand side of the fixture editor serves as a preview while editing. The upper area shows a graphical model of the fixture. The pixel belonging to the currently selected channel is highlighted with the specified color. Additionally, the lower box summarizes all information (channels, colors, and names) of this pixel. The preview is updated every time you edit the data of the fixture or channel settings.
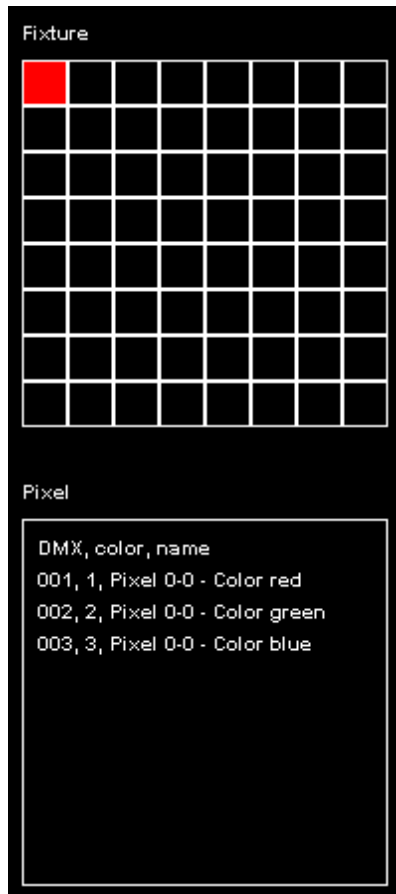
1.2 Loading & Saving Fixture Libraries

If you open the MADRIX Fixture Editor, you will see that no fixture library is loaded. At first, the fixture library is empty.

Creating A New Library

If you wish to create an entirely new library that does not include any fixture profiles, please use the menu item **"File" -> "New Library"**. You can then proceed by adding a new fixture.

Loading

To load a fixture library, please use the menu item **"File" -> "Open Library..."**. The dialog that follows allows you to choose a fixture library. A fixture library file has the extension .mfl. You will find the madrix.mfl in your MADRIX installation folder. After opening a library, the included manufacturers, fixtures, and their configurations will be listed in the tree structure to the left. In addition, the current file name will be displayed in the title bar of the editor.

Saving

If you want to save the whole library, please choose **"File" -> "Save Library"** or "**File -> "Save Library As ..."**. The former will overwrite the library that is open. The latter opens a dialog where you can enter a new file name for the new library and save it to a different location.

Modifications to your library cannot get lost, because you will have to confirm it if you want to quit the MADRIX Fixture Editor without having saved. If the library was modified, the title bar shows an asterisk, too.

Checking A Library For Errors

Choose **"File" -> "Check Library..."** and the MADRIX Fixture Editor will check your MADRIX Fixture Library for logical errors. This library check will look for logical errors, such as having a defined a Color Depth of 4, but only including 3 channels for the fixture. This option is useful if you want to have an automatic check up after having implemented new fixtures. But the option should not replace checking the fixture profile for errors yourself.

Exporting A Library For MADRIX 3

Choose **"File" -> "Export Library for MADRIX3..."** and the Editor will use your currently loaded fixture library and export it in *.mflx file format to be used with MADRIX 3 (compatible with version 3.0 and higher). Please load a MADRIX 2 Fixture Library here first.

1.3   Managing Fixtures

The item **"Fixtures"** in the main menu offers several options to work with fixtures.

Create New Fixtures

Use **"Add New Fixture"** to create a new fixture. The fixture and channel settings will be filled with default values and become editable (This is indicated by a green font color). You should define at least an individual manufacturer, fixture name, and protocol name in order to identify these settings in the fixture library for further use. Press **"Apply"**, and your new item will be added to the tree structure/list. Using the **"Ok"** button will end the edit mode as well.

Copy, Edit, And Delete Fixtures

In order to use these functions, a fixture of the library has to be selected first.

"Copy Fixture" allows you to create a new fixture using an existing configuration. First, the fixture and channel dialog will be filled with the settings of your selected fixture. Second, you can adjust the data (This is indicated by a green font color). Third, save your settings by pressing **"Apply"** or **"Ok"**. When saving, a new item is added to the fixture library. Your initial configuration and fixture will not get lost.

To edit fixtures, you can use a double-click on the selected fixture or go to the menu: **"Fixtures"** -> **"Edit Fixture"**. This procedure works like described for copying fxtures. But this time the old fixture settings, i.e. the previous settings, will be overwritten. You can also use the **"Edit"** button above the tree structure.

"Delete Fixture" removes the currently selected fixture from the library. And if the library is empty, it clears redundant branches of the tree structure.

Load And Save Fixtures

"Load Fixture" allows you to load a fixture. If you load a fixture and this fixture already exists in the library, a new dialog opens. Now, choose between overwriting the already existing fixture or not.

"Save Fixture" allows you to save your newly created fixture. Use the dialog that opens to give your fixture a name and select the folder you want to save it to.

Exporting A Single Fixture For MADRIX 3

"Export Fixture for MADRIX3..." will use your currently selected fixture and export it in *.mfxx file format to be used together with MADRIX 3 (compatible with version 3.0 and higher). Select a fixture from the fixture library in the Fixture Editor first.

1.4   Fixture Settings

Overview

Settings

General Information

The fixture settings allow to specify a **Manufacturer** name and you can add the **Homepage** of the manufacturer. Use the button **"Call"** in order to call up the website with your default browser. Moreover, please add the **Fixture Name** and a **Short Name** for your fixture. Sometimes, fixtures are available in different version. Use the **Protocol Name** in order to define the used protocol or mode.

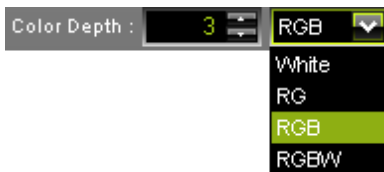Additionally, you will have to define a number of required settings.

Type

Please select if your fixture is controlled via DMX512 or DVI.

Pixel Amount X/Y

Please define the pixels of your fixture in X and Y. The fixture shown in the screenshot above is a fixture with 8x8 pixels, for example.

Color Depth

The color depth determines how many DMX channels one pixel of your fixture requires. Here is an example: RGB fixtures use 3 channels per pixel, while RGBW fixtures require a value of 4 to be entered in this field. You can enter the values directly, or you can use the drop-down list to define the color mode: White, RG, RGB, and RGBW.

DMX Channel Amount

DMX Channel Amount specifies how many DMX channels your fixture requires. Example: Let's say you own a 8 x 8 pixels RGB fixture. Then, this is 8 * 8 = 64 pixels in total. And 64 pixels * 3 color channels = 192 DMX channels.

DMX Address Min / Max

Set up the minimum and maximum DMX address/channel of your fixture here.
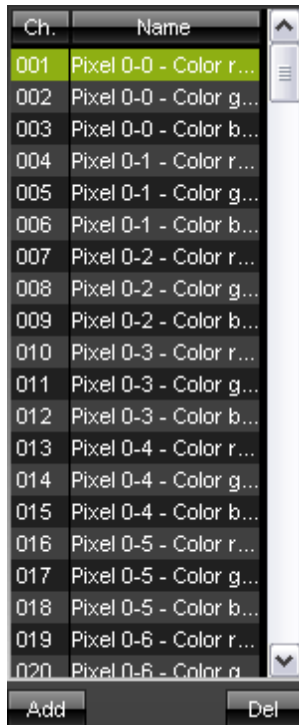
1.5   Channel Settings

Overview

With the help of the channel settings, you can manage and configure all DMX channels of a fixture. Using the list of channels, you can access every single channel.

Settings

List of DMX Channels And Names

Ch.	Name
001	Pixel 0-0 - Color r...
002	Pixel 0-0 - Color g...
003	Pixel 0-0 - Color b...
004	Pixel 0-1 - Color r...
005	Pixel 0-1 - Color g...
006	Pixel 0-1 - Color b...
007	Pixel 0-2 - Color r...
008	Pixel 0-2 - Color g...
009	Pixel 0-2 - Color b...
010	Pixel 0-3 - Color r...
011	Pixel 0-3 - Color g...
012	Pixel 0-3 - Color b...
013	Pixel 0-4 - Color r...
014	Pixel 0-4 - Color g...
015	Pixel 0-4 - Color b...
016	Pixel 0-5 - Color r...
017	Pixel 0-5 - Color g...
018	Pixel 0-5 - Color b...
019	Pixel 0-6 - Color r...
020	Pixel 0-6 - Color g...

Add   Del

The selected channel can be removed with the **"Del"** button. The **"Add"** button can be used to insert a new channel after the current selection. This automatically increases the number of DMX channels (please pay attention to unique identifiers/descriptions).

Channel

You can manually set the number for the channel. Setting it as a global identifier is optional: There are manufacturers that allow several fixtures to use one master channel, for example. To define this channel, use the check box **"Absolute"**.

Name

To keep track, you should define a channel name. This name will be displayed in the list of channels to the left and in the preview to the right.

Type

If you would like to activate **"HTP"** (Highest Takes Precedence) for this fixture channel, activate this checkbox. Example: Two pixels in the Patch of MADRIX have the same DMX address, but are located at different positions. The pixel receiving the higher values will take precedence.

Default Value

Use the **"Default Value"** to initiate this DMX channel with the specified value. With the **"Fixed"** option, the channel will always be set to this particular value.

Value Min / Max

The fields **"Value Min / Max"** limit the DMX channel to a lower and an upper limit. By default, the values of a DMX channel range from 0 to 255. 0 represents off, while 255 represents on. If your hardware works the other way round, activate **"Invert"**. Select different values here if necessary. For example, use the minimum value to avoid jittering light with neon fixtures, applying a minimal voltage on the channel.

Color

Please specify which color this fixture channel represents. Type in a value directly or use the drop-down list to define either Red (1), Green (2), or Blue (3). If you have selected or configured a 1-color fixture, White will be automatically chosen.

Pixel Pos X / Y

Please define the position of the output on the fixture. Fixtures of work on a pixel basis, 1/1 for example represents the upper left pixel.

Part

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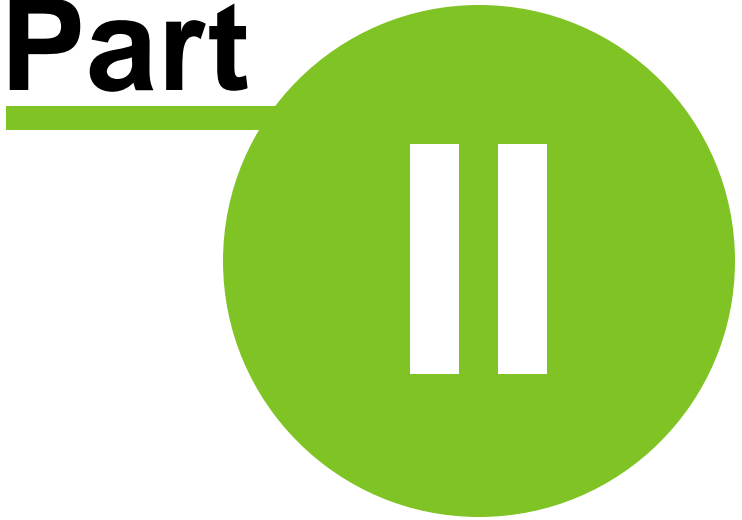
2   Imprint & Copyright

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