Daslight 5

quickstart guide

Introduction

We've re-written Daslight 5 from the ground up and have made some major changes to various elements of the software! This help sheet is written with Daslight 4 users in mind to help guide the transition to the new software, highlighting all the new and improved features we have implemented.

FAQ's:

1) What are the minimum requirements for Daslight 5?

We now write the minimum requirements next to the download link at daslight.com/download

2) Can I use my Daslight 4 project in Daslight 5?

Daslight 4 projects will open partially with Daslight 5. This will improve over the coming months.

3) What is the difference between the Daslight 5 Full and Express mode?

Daslight 5 Express will come with the restrictions of:

- No Super Scenes
- Maximum of 4 scenes playing at once
- No Live Mixer

4) Is my device compatible with Daslight 5?

Daslight 5 supports all devices with the SUT technology, provided a valid license has been purchased and installed. Unfortunately, this means that some older devices may not be compatible with the new software. Below is a full list of compatible devices with SUT technology:

- DVC Gold, GZM and FUN (latest models)
- DVC Fun (older model)
- Light Rider LR512

- Sushi-Z1 and Sushi-DS
- MyDMX 3, MyDMX GO and MyDMX Buddy

- Cameo DVC Pro and Cam DVC
- Beamz USB and USB Wifi

5) How can I get the Daslight 5 license?

To purchase the Daslight 5 license, or begin your free trial- go to https://store.dmxsoft.com/, then navigate to 'My Interfaces' to find your device and see all of your license upgrade options.

6) Can I use EasyRemote with Daslight 5?

EasyRemote will not be compatible with Daslight 5. However, we have developed a new and improved app especially for Daslight 5! This is called Daslight Remote and is available on the App Store and Google Play Store.

User Interface

Workflow

The first thing you may notice when you open Daslight 5 is that there are only 3 tabs instead of 4. We have combined what you may know as the 'Edit' and 'Live' screens into one, easy to use tab named 'Control'. The previously named 'Patch' screen is now 'Setup' and the previously named 'Show' screen is now named 'Touch'.

Layout
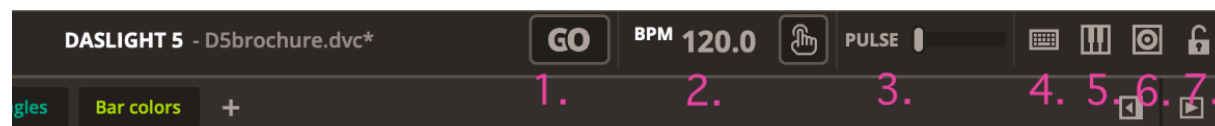
Across the top panel you will see there are a few new functions we've added. These functions are as follows:

1) Beat GO - see Scene Contents
2) BPM and Tempo Tap
3) Pulse input level
4) Keyboard mappings - map buttons to your computer keyboard (see Control section for more info).
5) MIDI mappings - map functions to your MIDI device (see Control section for more info).
6) Touch Mappings - map functions from your Control screen, into your Touch screen (see Touch section for more info).
7) Lock - partially or completely lock Daslight 5

Setup

Strip and Matrix fixtures

We have added a new feature allowing you to instantly create custom matrix and strip fixtures. You can select the desired mode of the beams (i.e. RGB, RGBW, WWCW etc.) and the beam count.
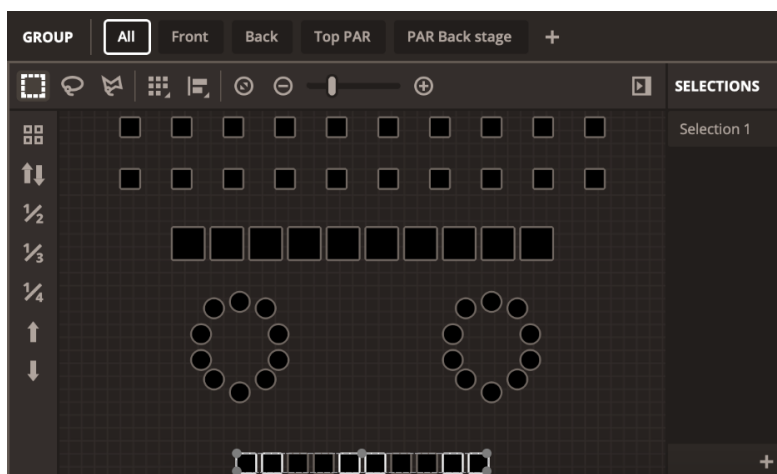
Limits

You can now set Dimmer and Movement limits on your fixtures providing you with much better control over your setup.
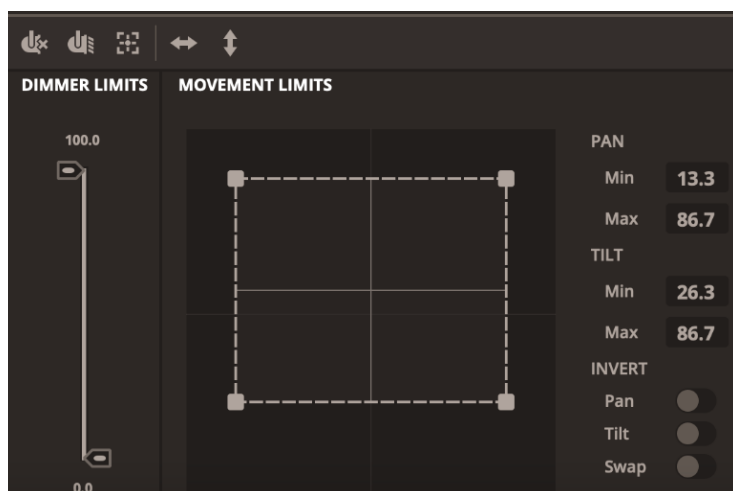
Groups & Sections

You may now add fixtures of different types into the same Group! For those familiar with what was named 'Groups' in Daslight 4 - this function is still available and is now known as 'Selections'.

Control

Streamlined workflow

We have merged what was the 'Edit' and 'Live' screen in Daslight 4 into what is now known as the 'Control' screen. This now works in the following way:

- Play a scene by clicking on the left side of the button.
- Edit / select a scene by clicking on the right side of the button.
- Right click anywhere on the scene to rename, delete, duplicate etc.

Effects

You no longer need to generate your effects to turn them into steps! Simply select the scene you want to edit, then choose your scene type from the options on the right side of the screen. To assign fixtures to your effect - highlight them from the 2d view, then press the red 'FX' button.

If you do not select a scene type, your scene will be a 'Static' type scene.

Super Scenes

Choosing the Super Scene option will bring up a timeline view in the bottom right corner of your screen. You can drag and drop scenes into the timeline to create elaborate sequences and stack different scenes together. To loop, extend or shorten a scene, you can simply click and drag either of the top corners of the scene segment. You can disable the output of a timeline channel by pressing the eye symbol, and you can lock the channel by pressing the lock symbol just below that. You can also press the right pointing arrow to show the Dimmer and Phasing automation options.

Adding audio files into your Super Scene will allow you to accurately sync your lights to a specific song, or piece of audio.
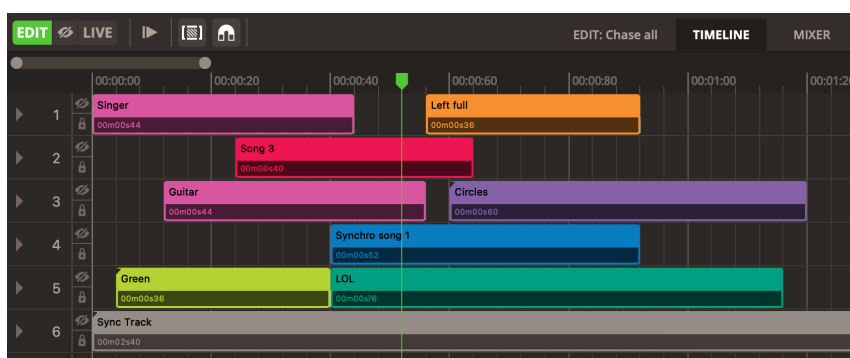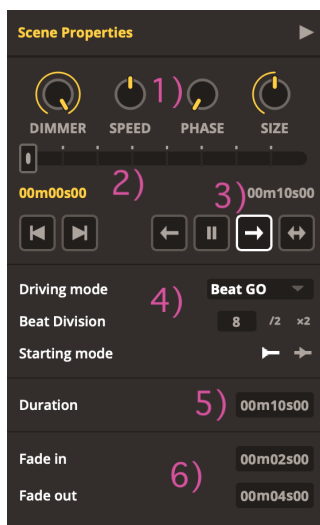

Scene settings

On the far right of your screen, you will see 3 tabs of settings for your selected scene. Each tab has a unique set of functions which I will now describe:

Properties

1) Four Live Control dials - used to edit scenes in real time (please note: these dials will not take effect within your Super Scenes!)
2) A time fader - shows playback position of your scene
3) Playback direction - reverse, pause, forward or bounce options
4) Driving Mode - BPM sync, Pulse sync or BEATGo (use the GO button in the top panel of your screen or the Skip Left/Right buttons to activate!)
5) Duration - set your scene length (this even works on Steps scenes!)
6) Fade In / Fade Out - fade in and out timings for your scene

Contents

- Scene settings. Settings will depend on scene type and specific effect choice.

Advanced

- Advanced tab includes loop, jump and release settings as with previous software versions.

Features & faders

Fixtures are now controlled in the bottom right instead of the bottom left. These are split into tabs of 'Features' for easier access.

Live Mixer

We have also added a very exciting Live Mixer tool. You can use this to Strobe, Blackout, Dim, Flash, change the HUE or saturation of your lights. Each Group will have a Live Mixer channel and all functions are mappable to your computer keyboard, a MIDI controller or to the Touch screen.
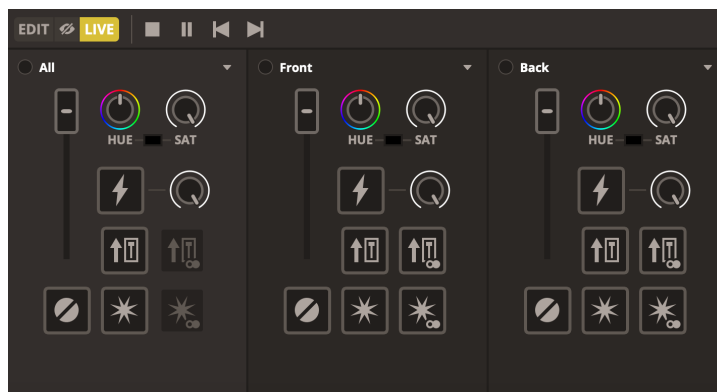

MIDI & Keyboard Mapping

On the subject of Keyboard and MIDI mapping - to do this is now very simple! All you need to do is:

- Select the Keyboard Mappings or the MIDI Mappings button in the top right corner of your screen.

- See the coloured overlay that appears on your buttons, faders and dials- these are all assignable controls!

- Select the feature you want to map (i.e. Scene 1 play, Group B Dimmer etc.) then press/alter the external control you want to assign it to (if 'Keyboard Mapping', press a button on your keyboard. If 'MIDI Mapping', press a button, move a fader, turn a dial etc. on your MIDI controller).

You can then edit the settings of the shortcut, as was possible within Daslight 4.
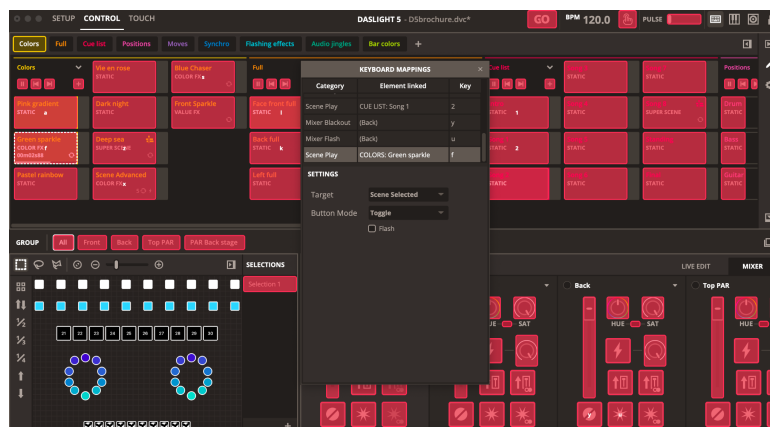
Touch

Shortcuts

Adding and mapping your Scenes, Faders or Dials to the Touch mode functions can be done by alt/option + clicking almost any button or fader around the software.

Touch Mapping

Another way to map is by clicking the 'Set Touch Mappings' button in the top right corner of the screen and mapping as you would with a keyboard or MIDI controller:

- A green overlay is displayed on specific buttons, faders and dials - these can all be assigned to Touch control.
- Click on a button/fader/dial with the green overlay
- Click/move the corresponding Touch control
- Hint: to make this process easier - you may want to detach the Touch screen for quicker access to both the Control and Touch screens.