ETC

Unison Paradigm LightDesigner

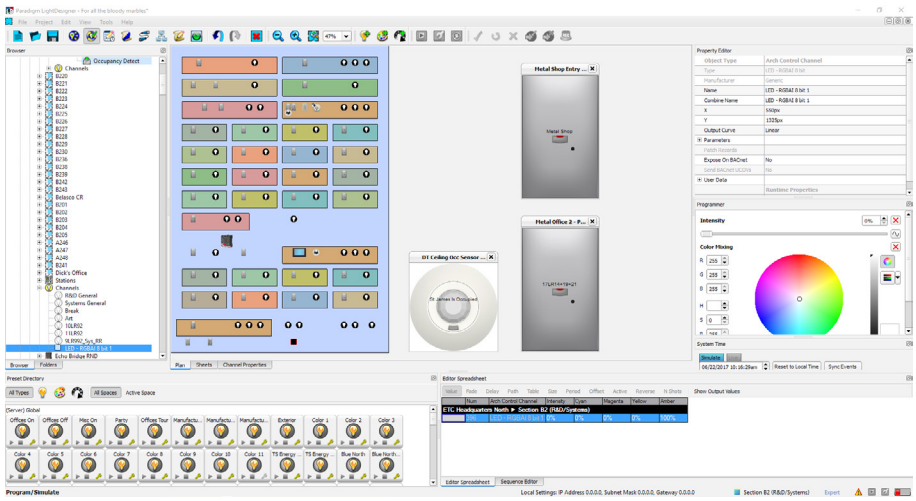
Unison Software Series

Type(s)

Project

Date

Notes



GENERAL INFORMATION

ETC's software for Paradigm lighting and building control systems, LightDesigner allows a designer and a technician to use real-world terms and information as they collaborate on effective lighting control scenarios, including energy management, day-to-day operations, user interfaces, special events, and special effects. LightDesigner works the way you want it to, with effective pre-programming and simulation capabilities that allow you to visualize and test out changes to the lighting design, as well as access powerful, real-time live control and live editing of your Unison Paradigm Control System. LightDesigner has built-in tools for managing the data of a project, freeing the design team to create lighting environments.

APPLICATIONS

- Houses of worship
- Schools
- Restaurants
- Hotels
- Museums
- Casinos
- Ballrooms

MINIMUM COMPUTER REQUIREMENTS

- Windows 7 or Windows 10
- 2.7 GHz Intel 6th Generation Dual Core i3 or better
- 32 MB or better non-integrated graphics chip with OpenGL 2.0 support
- 4 GB RAM
- 2 GB Available SSD or HD Storage
- Display capable of 1920 x 1080 resolution or greater
- 10/100/1000 BaseTX Ethernet
- USB Port
- Keyboard
- Mouse/Trackpad/Trackball

GENERAL INFORMATION

FEATURES

- EnergyManager – a suite of features, including DaylightManager, OccupancyManager, and TimeManager to harness maximum energy savings from a lighting control system
- DaylightManager – use open- or closed-loop sensing systems to balance natural light with artificial light
- OccupancyManager – use sensing systems to detect when someone is in the space, and turn lights off accordingly
- TimeManager – work in a familiar calendar-style scheduler, create recurring events and holidays
- FlickWarn – flash the lights briefly before an automatic event occurs
- SpaceManager – import your building's plan, and then use drawing tools to create the layout of the control areas
- FixtureManager – built-in library of fixtures (LEDs, moving lights, zones)
- LiveControl – output control and commands from a computer running LightDesigner
- LiveEdit – make changes to the system, while in control of it from a computer running LightDesigner
- SpeedMacro – create a set of actions (triggers) based on conditional logic in the system
- EasyNet – a suite of features to help make it easy to work with network protocols
- Station Manager – built-in library of ETC stations, and the ability to add LonMARK stations
- SmartAssign – Simple control assignment for buttons and faders based on configuration of the included space
- SmartPaste – Simple control assignment from one station to another

SPECIFICATIONS

ENVIRONMENT

- Works with multiple System configurations simultaneously
- There shall be undo and redo functionality
- There shall be an auto-backup feature
- The application interface shall be based around a tree-view, a workspace area, a property editor and item selector
- Plan views support zoom
- Plan views support a layout grid with user-defined spacing and color with associated snap-to-grid functionality
- Properties inspector used to view and modify the properties of one or multiple objects

SYSTEM CONFIGURATION

- Zones and Fixtures added by selecting a Zone or Fixture Template from the provided library or by create custom Zones or Fixtures
- Stations are added by selecting a Station Definition from the provided library
- Create a System based on data imported from a documentation
- Wizard for assisting with the initial setup of a System including Project data entry, Space creation, and network configuration
- 2-dimensional plan view that displays the layout of Spaces
- A Space is displayed as a user-configurable polygon with straight edges
- The plan view displays Zones, Fixtures and Stations located within Spaces
- The plan view displays Walls between Spaces and their current state
- Items displayed on the plan can be arranged using drag-and-drop interaction
- Imported images can be used as a background image for the plan view
- Ability to create Walls for Room Combine between Spaces

CHANNEL CONFIGURATION

- Functionality to patch Channels to DMX and Streaming ACN
- Support for Channels with split patches
- Support for multiply-patching a Channel
- Swap pan and tilt axes for a moving-light Fixture
- Specify a minimum and maximum value for an Attribute
- Specify a minimum fade time for an Attribute

SPECIFICATIONS

DESIGN AND SIMULATION

- Tabular view of Channel Attributes within Spaces
- Live control of Zones
- Independent control of each Attribute of a Channel
- Graphical controls provided for non-intensity Attributes
- Create Groups as a selection shortcut
- The plan view shows currrent status of Room Combine
- The plan view shows simulation feedback for Channels in a graphical form
- Feedback values for Attributes shall be displayed in terms of real-world units
- Control events may be simulated by clicking on a representation of the Station
- The simulation may be linked to the actual online System to synchronize playback and inject control events

PRESETS

- Ability to record a Preset based on current Attribute settings
- Display of Presets that affect Channels in the Space being worked with and their activation status
- A Preset can store a reference to a Palette as an Attribute setting
- Presets can be displayed and modified in tabular form
- Timing in Presets may be set on an individual Attribute basis
- Timing settings include a fade time, a delay time and a fade profile
- All Presets may include split timing
- Presets may be applied in an Latest Takes Precedence (LTP) or Highest Takes Precedence (HTP) manner
- Easy to create Sequences from Presets
- The end state of a Sequence can be user configurable (e.g. release, loop, hold at end)

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SPECIFICATIONS

STATIONS AND EVENTS

- Can assign functionality to Controls and Indicators on a Page for a particular Station
- Stations have multiple Pages that can be switched between
- A Control may be configured so that the Actions it triggers behave as if initiated from a specified Space anywhere in the System
- Controls shall have a priority that is used when performing operations
- Import .ics files for display of holidays or other notable dates
- Timed events, including repeat intervals daily, weekly, etc.
- Astronomical timed events
- Serial input data is treated as a Control event and is handled as a standard or custom action
- Support for Occupancy functions using Paradigm Occupancy Sensors
- There shall be support for Daylight Harvesting functions using Paradigm Light Sensors
- Override functionality that can be applied to any Control or Event
- Lock Out functionality for Controls
- Direct control of Attributes can be assigned to Controls
- Mastering of Channel Intensity and can be assigned to Controls
- Option to assign default functionality to Controls and Indicators of a Station automatically when it is added to the configuration and update it as the configuration changes
- Option to generate a graphic for a Touchscreen automatically based on the current configuration and update it as the configuration changes

ACTIONS

- Standard Action for toggling the Intensity Attribute of a Channel or Group
- Standard Actions for recalling Presets
- Standard Action for recording a Preset
- Standard Actions for controlling Sequences
- Standard Actions for changing Wall state
- Standard Action for raising or lowering the intensity setting of a Channel or Group
- Standard Action for raising or lowering the intensity setting of a Preset
- Standard Action that activates Faders within its scope
- Standard Action that activates Faders on a target station and locks out other Stations within its scope
- Standard Action for setting lock out variables for a Station, within a Space or System-wide
- Standard Action for enabling and disabling Overrides

SPECIFICATIONS

- Standard Action for recalling a Macro
- Standard Action for turning Off a particular Channel, Group or Channel within a Space
- Standard Action for controlling Channel or Group Intensity levels from a Fader
- Standard Action for controlling Preset Intensity levels from a Fader
- Standard Action for mastering Channel or Group Intensity levels from a Fader
- Standard Action for modifying Preset fade times from a Fader
- Standard Action for modifying Preset rate from a Fader Actions

MACROS

- Users can create, store and recall Macros that are sequences of Actions
- Macros may define separate sequences to occur when turned on and off
- Macros may incorporate conditional statements based on current status of the System
- Conditional statements may be combinations of several simpler statements using logical operators in a visual drag and drop arrangement

NETWORK

- Can associate a particular Station with a Paradigm Processor
- Reports online status of Paradigm Processors and Stations
- Allows for configuration of network properties (IP) of Paradigm Processors
- Allows for download of configuration data from Paradigm Processors
- Allows for download of logging data from Paradigm Processors
- Allows for transfer of configuration to and from Touchscreen Stations using Paradigm Processors as proxies
- Allows for discovery and binding of Stations

REPORTS

- Generates tabular reports and customize their layout and appearance

MOSAIC

- Supports configuration for easy integration with Unison Mosaic

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