

Martin LightJockey Quick Start Guide

Adding Fixtures

1: Open Martin LightJockey, and click on the "Setup" drop-down menu at the top of the screen, then select "Fixture Configuration" from the menu.

2: Click and drag the desired fixture(s) from the "Available Profiles" section to the "Fixture Configuration" section of the window.

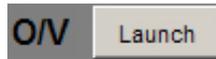
Note: A fast way to find the desired fixture(s) is by using the "Find" button  at the bottom of the fixture configuration window.

3: Select the fixtures one at a time (unless you are slaving fixtures together) and set their DMX addresses by using the "DMX Address" scroll box at the top of the "Fixture Settings" section of the window.

4: When all of the fixtures are addressed, Click the "Save" button at the bottom of the window, and say "Yes" and then "OK" to the following fixture data windows. Then click "Close", Located next to the "Save" button, And click "Auto Place All" in the following window.

Using the Offline Visualizer

1: Click on the "Launch" button near the top of the screen.



2: Once the Offline Visualizer has launched, click on the "Control" drop-down menu at the top of the screen and select "Read Fixture List". Your configured fixtures should then appear.

3: To position the fixture within the Visualizer, right-click on a fixture and select "Properties", and set the desired XYZ coordinates / rotation values.

Note: An easy way to move fixtures around within the visualizer is by clicking the "Turn off operation" button  near the top of the screen, and then holding down the ALT key while you click-and-drag the fixtures around the area.

Using Fixtures (within LightJockey)

1: Select the Fixture(s) you would like to operate by clicking on their icons.

2: Then click the "Show Fixture Controls" button near the top of the screen.



3: Use the control windows to operate your lights

Programming Scenes (Sequence with 1 step)

1: Click the "Toggle Sequence Control" Button  near the top of the screen. A window should appear.

2: Create the desired look by using the fixture controls. Every use of the fixture(s) is automatically recorded into the present step of the sequence (Step 1).

3: Click the "Save" button at the bottom of the sequence window . On the new window, enter your desired scene, and then click "Save as New Sequence".

Programming Sequences,

- 1: Click the "Toggle Sequence Control" Button  near the top of the screen. A window should appear.
- 2: Create the desired look by using the fixture controls. (Every use of the fixture(s) is automatically recorded into the present step of the sequence.) Then, set the scene and fade times for the step.
- 3: To create the next step in the sequence, click the plus button located next to the total number of steps
- 4: Repeat steps 2 and 3 to add additional step to the sequence.
- 5: Then, save your sequence by clicking the "Save" button  at the bottom of the sequence window. On the new window, enter your desired sequence name, and then click "Save as New Sequence".

Creating Cues from Scenes and Sequences,

- 1: Click on the "List of Sequences" button  near the top left corner of the screen.
- 2: Click on the "Toggle Cue Control" button  near the top right corner of the screen.
- 3: Click and drag the sequence or scene that you want in the first cue to slot 1 of the cue window.
- 4: Then click the "Save" button  at the bottom right corner of the cue window. On the new window, enter your desired cue name, and then click "Save as New Sequence".
- 5: To save another cue, click on the "New/Clear Cue" button  located at the bottom of the cue window, and repeat step 3, 4, and 5 for additional cues.

Note: You can also save cues as specific numbers by using the "Save as Cue #" button in the cue saving window.

Playing previously saved Sequences/Scenes/Cues,

Playing Sequences and Scenes,

- 1: Click on the "List of Sequences" button  near the top left corner of the screen.
- 2: Then, double-click on the desired sequence/scene.
- 3: To clear the current sequence/scene, in LightJockey, click on the "New/Clear Sequence" button  near the top left corner of the screen.

Note: If the scene/sequence does not play, it may be necessary to open the sequence control window , and click on the "Play Forward" button .