

Fixtures

[Панель Приборы](#) All the devices created in the program are located both in the "Devices" window and in the Mapping window and closely overlap each other. The "Devices" window is divided into 2 areas: upper and lower. The upper area contains the devices to which the devices are bound. The lower area contains devices that have not been patched (bound) to any devices yet.

Instrument panel tools

Add device - Clicking this button opens a pop-up menu where you can add either a Light Stream device or another ArtNet Converter with a specified number of ports

Search for devices - Opens the ArtNet device search window, through which you can add devices to the working project as well as customize them

Collapse - When clicked, collapses/uncollapses all added devices and their ports

Autopatching. When the button is active during fixture patching, their addressing will be set strictly in order and sequentially. Helps to speed up fixture patching and create scenes more quickly

In the same way, the devices are also located in the mapping window and look like green pixel lines (splines) or points (single lights)

Each device and each pixel has its own address, this can be seen if you get very close to one of the devices, the addresses may change while patching the devices on the Converter

You can also set the size of this font in Settings - Properties - Basic - Mapping - Dash Address Size

All devices have their own parameters

Splines parameters in the Mapping panel

Visibility - responsible for instrument visibility on the Mapping panel

Binding to pixels - responsible for binding pixels to the grid

Smooth - responsible for "smoothing" the line, it is used if we want to draw a curved line, with rounded edges

Address - First address of the device

Universe - The universe on which the device is located is only configurable during patching

Number of devices - Number of devices in this spline

Fixed Pixels - When activated, sets the number of pixels on a given spline equal to the number of faces on the same spline

Address Shift - Address Shift when addressing, allows you to assign a shift between the addresses of each pixel, often used to customize the control of individual W channels

Reverse - When pressed, reverses the addressing of the beginning and end of the spline

Device type - device type, by pressing opens the Device Library, where you can select the necessary device, such as simple RGB or RGBW or some specific manufacturer.

Parameters of single luminaires on the Mapping panel

Types and kinds of devices, channels, addresses, universes

В Light Stream существует 3 вида приборов

- Pixel
- Wallwasher
- Spotlight

At the same time, there are already a larger number of appliance types

Splines and single devices

All devices are also divided into 2 subtypes

Patching fixtures

Fixtures library

Create user fixtures