

SoftPlot

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Introduction

What You Should Know First

Before you begin using the SoftPlot program and User Guide, you need to understand the fundamentals of using Microsoft Windows. The documentation assumes you know how to use a mouse to select menus and options, and are familiar with common Windows dialog boxes. If you need to review these techniques, refer to the documentation that comes with your Microsoft Windows package.

Getting Technical Assistance

Crescit Software Inc. provides customer support to assist you with any questions you may have when using this software. Customer technical support is available by Fax or E-mail.

Fax (905) 882-6278

E-mail techsup@crescit.com

Web Site www.crescit.com

Topics Not Covered in this Manual

For information on topics not covered in the printed manual see the Help file accessible from the program Help menu.

The Help file provides instructions on how to use the various options and features of the Software. Utilizing the Windows Help system you can search for key words to quickly find topics of interest.

Introduction

What is SoftPlot

SoftPlot is a personal computer based lighting design software system for theatrical, studio, and music production. The capabilities of SoftPlot is divided into various Tasks with each Task equipped with a set of Tools.

The Fixture Photometrics Calculator

Perform Photometric calculations like beam diameter at a specified distance and light intensity. Browse both the design Inventory and the entire Light Designer database of lighting Instruments.

The Lighting Plot

Through the process of drawing lines representing a stage outline, placing light pipes and lighting Instruments, a database of equipment used is compiled from which various reports may be generated and printed out for reference. The completed lighting design drawing may be printed or plotted for visual reference of Instrument placement.

The Note Pad

Create quick notes easily accessible from a tabbed window. All note tabs are loaded on startup so they are immediately and directly available.

The Reference Browser

Provides a direct internet connection to the Crescit Software Inc. SoftPlot Support Site including industry links and references of related interest.

Getting Started

SoftPlot Installation Requirements

Your computer should meet these minimum system requirements:
Pentium Processor, 16 MB of RAM, 40 MB of Hard Disk Space, VGA
640 x 480 Display, CD-ROM, Windows 95 or later.

SoftPlot Installation Instructions

1. Insert the CD into your CD-ROM drive.
2. Click **Start | Run** from the Windows Task Bar.
3. Type "**D:\setup**" (substitute the appropriate drive letter for your CD-ROM drive if necessary) then press the **OK** button.
4. Instructions on the screen to guide you through the installation.
5. Read the "Read Me First" file for last minute information on your SoftPlot software.

Once SoftPlot has been installed you will need to Register with Crescit Software Inc to enable full use of the file saving and printing functions. The next page shows how to start SoftPlot and perform the Software Registration process.

Note: Lighting Instrument and Gobo/Pattern Photos are not installed on your hard drive during the installation procedure. All available photographs are on the Installation CD. To access the photographs directly from the CD, change the Photo Directory and the Pattern Directory setting in the System Settings using the **Settings | System** main menu command. The SoftPlot CD must be in the drive.

Getting Started

Starting SoftPlot

To start SoftPlot from the Windows taskbar:

1. Using your mouse, select **Start | Programs | SoftPlot | SoftPlot 7**.

The SoftPlot main window should now be on your screen as shown in the picture below.

SoftPlot Main Window



Getting Started

Registering SoftPlot Software Licence

1. Select the **Settings | Software Registration** menu command.
2. Contact Crescit Software Inc and provide the Computer ID number and Entry number from the Register License window and the Serial Number located on the product packaging. Contact information is provided in the Registration window.
3. Enter the User's name and Organization, Serial number and the Key Code number provided by Crescit Software Inc.
4. Select the Register License button to complete the software registration process.
5. Exit SoftPlot and restart for the new keycode to take effect.

Software Registration Window

System

Settings Software License Registration

Code Entry Number: 1048576 Register License

Computer ID: 831447

Enter Key Code:

User Name:

Organization:

Serial Number:

Enabled Options:

To obtain a valid Key Code, phone, fax, write or email Crescit Software Inc. and provide your User Registration Information, the serial number located on the product box and the Code Entry Number and Computer ID number displayed above.

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Close

**The
Fixture
Photometrics
Calculator**

Fixture Photometrics

What is the Fixture Photometrics Calculator

Included with the SoftPlot program is a database of fixture manufacturers' photometric data for hundreds of different lighting instruments. This Database is known as the Light Designer database.

A lighting fixture may be selected and its photometrics analyzed based on trim and floor distance and even GEL color. All pertinent calculations such as beam diameter, throw distance, angle of incidence, and foot-candles or Lux at the subject, are performed.

Photometric calculation results are display textually and may be displayed pictorially in either a side or plan view.

Many of the Instruments include pictures when available.

Note: Lighting Instrument and Gobo/Pattern Photos are not installed on your hard drive during the installation procedure. All available photographs are on the Installation CD. To access the photographs directly from the CD, change the Photo Directory and the Pattern Directory setting in the System Settings using the **Settings | System** main menu command. The SoftPlot CD must be in the drive.

Fixture Photometrics

How Photometrics are Calculated

The calculation of lighting instrument photometrics is a curious blend of physics and marketing hype. The formulas used to calculate the behavior of light over distance are straight forward and clear however manufacturers of theatrical lighting instruments differ widely between the performance of their instruments and their specification sheets.

Definition of Terms

Beam Angle

The angle where the intensity drops to 50% of the maximum intensity. Also known as “1/2 Peak Angle”.

Beam Diameter at Beam Angle

The Beam diameter at a specified throw distance is calculated using a trigonometric calculation of the manufacturer's supplied Beam angle.

Field Angle

The angle where the intensity drops to 10% of the maximum intensity. Also known as “1/10 Peak Angle” or “Cut-Off Angle”. The field angle is essentially the edge of the circle of light.

Beam Diameter at Field Angle

The Beam diameter at a specified throw distance is calculated from either a manufacturer supplied multiplication factor or a

Fixture Photometrics

Candlepower

A measure of luminous intensity. Candlepower is independent of the distance from the light source.

Foot-candles or Lux

Both Foot-candles and Lux are units used to measure the intensity of light at a given distance. A Foot-candle is one lumen falling on one square foot of surface. Lux is one lumen falling on one square meter of surface.

The Inverse Square Law is the relationship between the candlepower of the source and the illumination it produces at a given distance.

Foot-candles = Candlepower divided by the square of the distance in feet

Ex. If the Candlepower is 10 000 and the distance is 10 feet:
$$\begin{aligned} \text{FC} &= 10\,000 / 10 \times 10 \\ &= 10\,000 / 100 \\ &= 100 \text{ Foot-candles} \end{aligned}$$

Lux = Candlepower divided by the square of the distance in meters

Ex. If the Candlepower is 10 000 and the distance is 3 meters:

$$\begin{aligned} \text{FC} &= 10\,000 / 3 \times 3 \\ &= 10\,000 / 9 \\ &= 100 \text{ Foot-candles} \end{aligned}$$

The displayed Foot-candles or Lux on the cross section view is the intensity in Foot-candles/Lux at the target. In plan view, the Foot-candles/Lux is at the stage floor at the same floor and trim distances.

Fixture Photometrics

Throw Distance

The displayed throw distance on the cross section view is the distance from the light source to the target. In Plan View, the throw distance is from the light source to the stage floor.

Incidence Angle

The incidence angle is the angle at which the light strikes the target object from the horizontal plane.

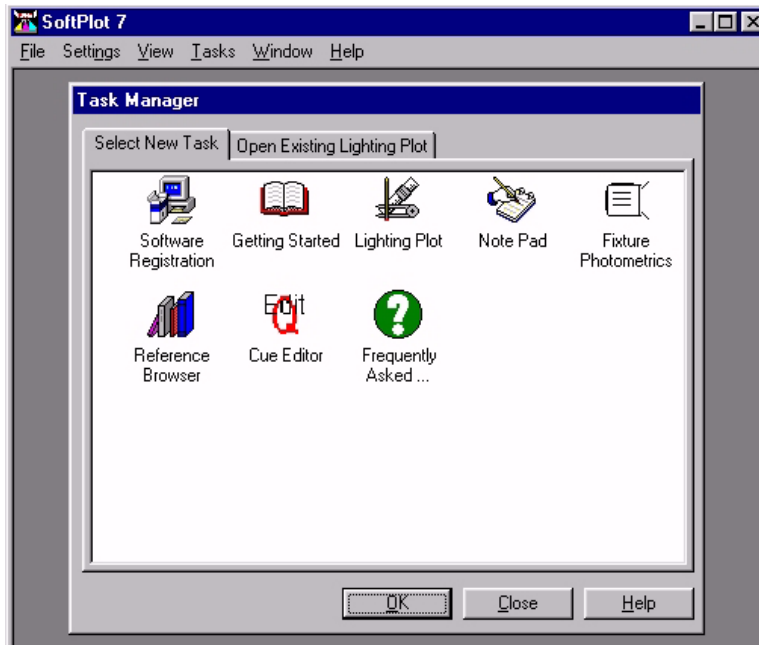
Fixture Photometrics

Accessing the Fixture Photometrics Calculator

To access the Fixture Photometrics calculator:

1. From the Task Manager, select the **Fixture Photometrics** Icon then select the **OK** command button.

The SoftPlot Main Window with the Task Manager Window



Fixture Photometrics

The Fixture Photometrics window should now be on your screen as shown in the picture below.

Fixture Photometrics Window



Setting the Measurement System

You can choose to work in either Metric or Imperial (US) units of measure.

1. Select **Settings | System** from the main menu .



2. From the Measuring System drop down list, select Imperial for feet/footcandles or Metric for meters/lux.

Fixture Photometrics

The Fixture Photometrics Calculator Window is comprised of four basic areas. They are:

1. Fixture Selection

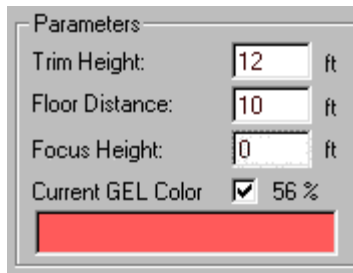
The Tabbed area at the left of the window where Fixture selection is made provides two areas from which to choose a fixture:

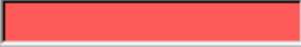
- a) Inventory which is the currently loaded Inventory of lighting fixtures (or Instruments) and,
- b) the Light Designer Database of lighting fixtures.

The Inventory is presented in a Tree style listing and is navigated by double clicking on the various nodes to "drill" down into the available fixtures. The Database is presented in hierarchical listings from which you would select in a top down manner to locate the desired fixture. ie select the Type of fixture, then the Manufacturer, then the Model.

2. Parameters

Enter the desired calculation parameters



Parameters		
Trim Height:	12	ft
Floor Distance:	10	ft
Focus Height:	0	ft
Current GEL Color	<input checked="" type="checkbox"/>	56 %
		

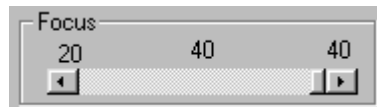
Trim Height is the vertical distance from the floor up to the fixture.

Floor Distance is the distance along the floor from the fixture to the focus point or target.

Current GEL Color, discussed further below, includes the accumulated transmission of all selected gels in the calculation checked. The displayed color is a combination of all the selected colors.

Fixture Photometrics

The Focus angle is selected by sliding the Focus slider left to right. Only fixtures with focusing capabilities will allow modification of this parameter.



3. Results

The results of the photometric calculations are displayed in both numbers and pictures. The numerical results are displayed in the Results area as shown below.

Results		
Beam Diameter:	5.2	ft
Field Diameter:	11.4	ft
Throw Distance:	15.6	ft
Incident Angle:	50.2	deg
Beam Intensity:	195	fc

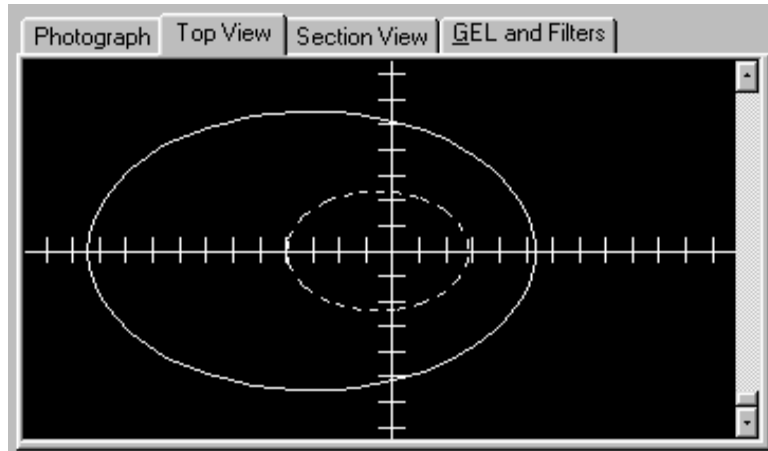
4. Display

The Display area shows four different views.

1. A photograph of the fixture when one is available. Lighting Instrument photos are not installed on your hard drive during the installation procedure. All available photographs are on the Installation CD. To access the photographs directly from the CD, change the Photo Directory and the Pattern Directory setting in the System Settings using the **Settings | System** main menu command. The SoftPlot CD must be in the drive.

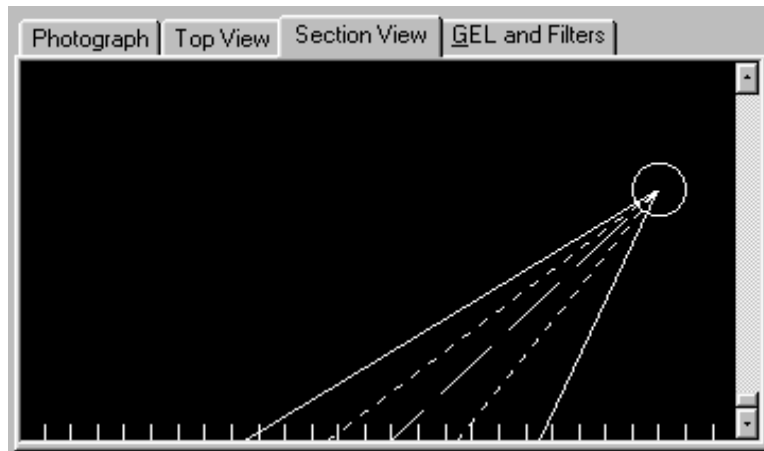
2. A Top View of the resulting beam of light on the stage floor as shown below.

Fixture Photometrics



The slider at the right provides a zoom in/out function.
The outer solid line is the Field Angle beam edge and the dotted inner line is the Beam Angle beam edge.

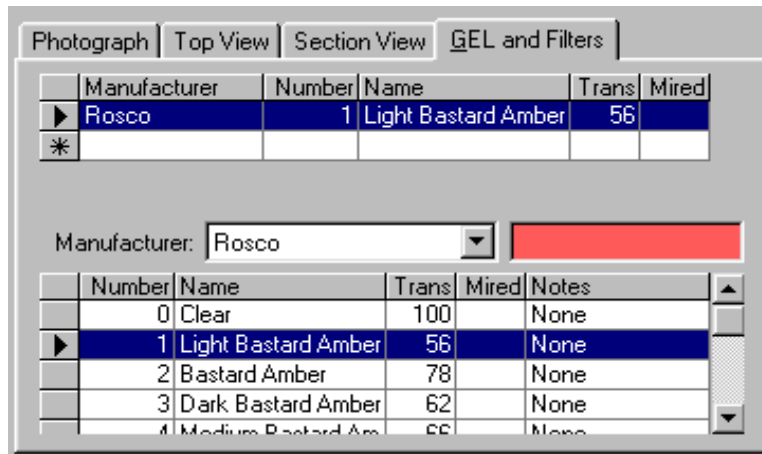
3. A Section View of the resulting beam of light as shown below.
The slider at the right provides a zoom in/out function.
The outer solid line is the Field Angle beam edge and the dotted inner line is the Beam Angle edge. The center dashed line is the focus line.



Fixture Photometrics

4. GEL and Filter selection

GEL and Filters may be selected and their transmission values can be applied to the photometric calculation.



To select a GEL or Filter:

1. Select the desired manufacturer from the Manufacturer's list box.
2. Mouse select any field of a record to display a sample of the color.
3. Double click the mouse on any record field to copy the record to the selected gels list above.
4. GEL's can be removed from the selected gels list by selecting the record then pressing the Delete key on your keyboard.

On-Line Help

For further information see the Help file by pressing the F1 key.

The Lighting Plot

Lighting Plot

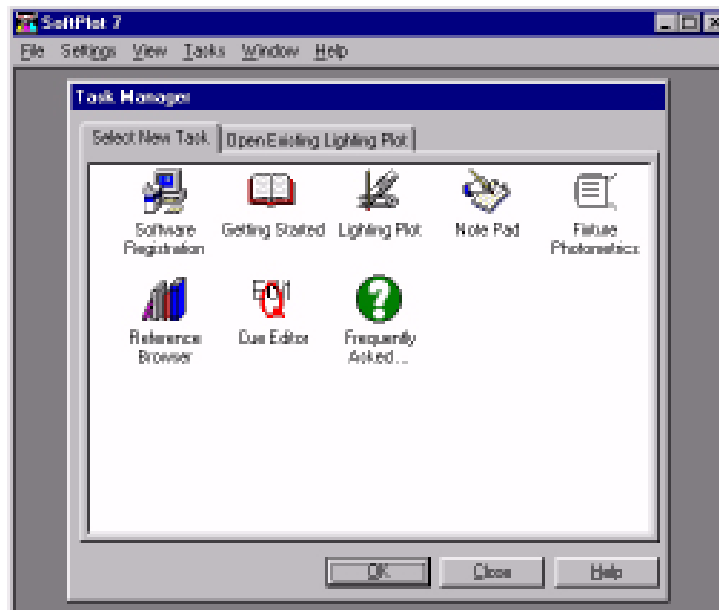
What is the Lighting Plot

The Lighting Plot task is a Tools based lighting design system utilizing various methods to accomplish different tasks. Through the process of drawing lines representing a stage outline, placing lighting positions and adding lighting Instruments, a database of equipment used is compiled from which various reports may be generated and printed. The completed lighting design drawing may also be printed or plotted.

Accessing the Lighting Plot

To access the Lighting Plot window:

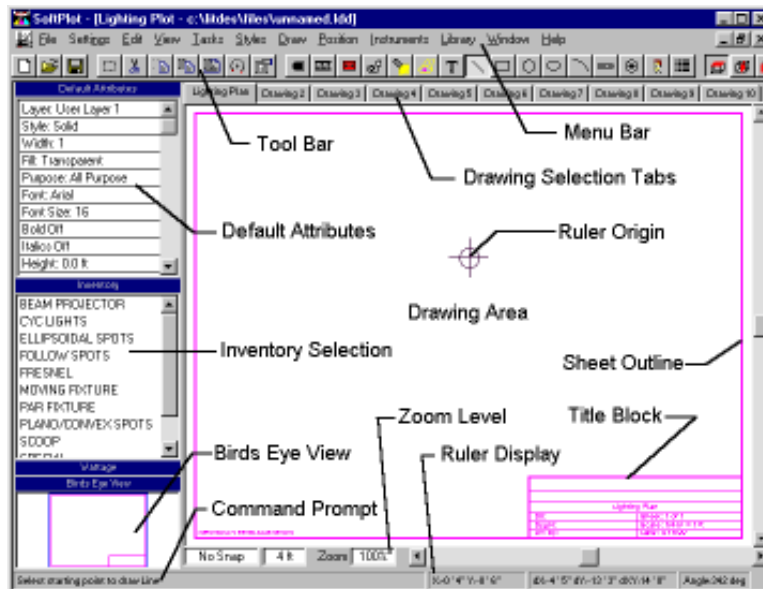
1. From the Task Manager, select the **Lighting Plot** Icon then select the OK command button.



Lighting Plot

The Lighting Plot window should now be on your screen as shown in the picture below.

The Lighting Plot Window



Definition of Terms

Menu Bar

Select Menu Commands from the Menu Bar area.

Tool Bar

Commonly used menu commands have Tool Bar equivalents. Tool Tips on each tool button assist in learning their function.

Drawing Selection Tabs

Up to 10 different drawings can be associated with the same design and are selected by clicking on their named tab. Drawing names are defined in the Project Settings window.

Lighting Plot

Sheet Outline

All design drawings are drawn on a virtual “sheet of paper”. The visible Sheet Outline displays the select page outline and is printed on the completed design.

Drawing Area

The area within the Sheet Outline on which you place various drawing items making up your design.

Title Block

Printed on the completed design, the Title Block provides an automated method of documenting design information.

Ruler Origin

The origin of the Ruler Display. Modifiable from the Edit menu.

Ruler Display

The distance of the mouse from the Ruler Origin. Also the length, angle and radius of various drawing items when drawn.

Zoom Level

The currently selected display zoom of the drawing. Click on the number to access a menu to change zoom then select the center point.

Command Prompt

Prompts for the currently executing command.

Bird’s Eye View

Shows the relationship between the Plan View screen and the Sheet Outline. Clicking within will cause a Pan of the drawing.

Default Attributes

Modifiable default attributes for new items to be placed or drawn on the design.

Inventory Selection

A tree list method of selecting the Instrument type to be placed with the Instrument Tool or the Position tool when placing Pre-rigged Pipe or Truss.

Lighting Plot

Lighting Plot Tutorial

The following Tutorial is an outline to assist you getting started using SoftPlot to create your lighting designs. It takes you step by step through a very simple design providing the “basics” of how SoftPlot’s Lighting Plot task works.

Opening an existing design File

1. Select the **File | Open** menu command.
2. In the Files Directory, select the file “spTutor.ddd”
3. Select the **OK** command.

Select Project Settings

Various settings used by the lighting plot are set in the Project, Page, Color, Fonts, and Position Defaults Settings. These settings include items such as the drawing scale, paper size, grid spacing, title block information, number of channels, dimmers and circuits, etc.

1. Select the **Settings | Project** menu command.
2. Select the **Project tab**
In the Venue field, type “SoftPlot Tutorial”.
In the Designer field, type your own name.
3. Select the **Page tab**
In the Measuring System field, select “Imperial”.
In the Grid Spacing field, type “4” feet.
In the Drawing Scale field, select “1/4” in.
In the Page Size field, select A “(8.5 x 11 in)”.

Lighting Plot

4. When all parameter settings are complete, select the **OK** command.

NOTE: Selecting **Cancel** will close the window and not save the changes made to the Project Settings.

5. Select the **View | Layers** menu command
Replace the text “Layer 11” with “Building”.
Replace the text “Layer 12” with “Sets”.

Draw the Building Outline

Next we will draw the back wall of the stage.

1. Select the **Draw | Rectangle** menu command.
2. In the **Default Attributes Bar**
Click the Layer Field and select “Building”.
Click the Purpose Field and select “Wall”. Select **OK**.
Click the Height Field and type “16”ft. Select **OK**.
3. Position the mouse so the X position reads -16 and the Y position reads 0 then press the left mouse button. The X and Y positions are displayed in the Ruler Display area at the bottom of the Lighting Plot window.
4. Move the mouse a little to the right then while holding down the **Alt** key, press the left mouse button. A Position window will appear with two fields into which dX (delta X or distance to draw in the X axis) and dY may be specified.
5. Enter 32’ into the dX field and enter 6” into the dY field. Select the **OK** button.

Lighting Plot

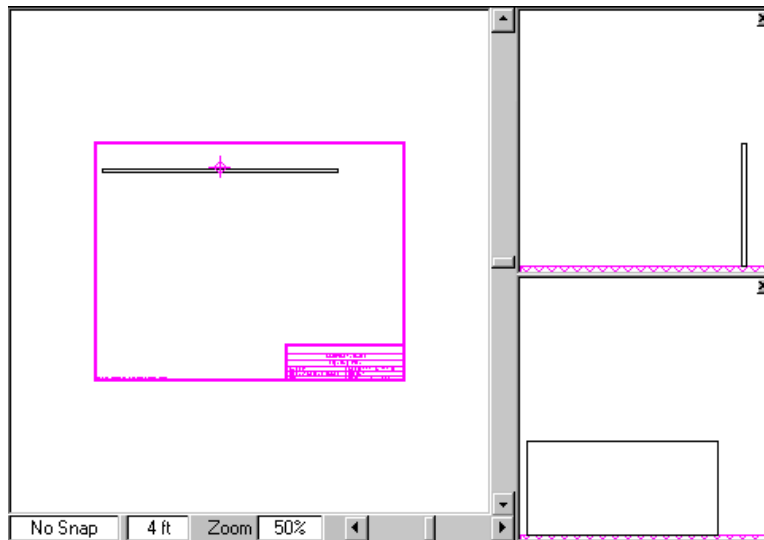
Cross Section and Front Views

Checking the Cross Section View and Front View helps to ensure that the desired elements such as walls, proscenium opening, sets, etc. are displayed correctly.

1. To view the Cross Section View, select **View | Cross Section View** or press the **F4** on your keyboard. Selecting **F4** again will turn the Cross Section View off. See the figure below.
2. To view the Front View, select **View | Front View** or press the **F5** key on your keyboard. Selecting **F5** again will turn the Front View off. See the figure below.

Note: All views may be displayed simultaneously. There may be a need to Redraw the views on occasion to "clean up" the displays as fragments may some times get left behind when moving items etc.

Select **View | Redraw** menu or **Ctrl + R** keys to perform a redraw.



Lighting Plot

Save Your SoftPlot Design to a Disk File

It is a good habit to save your work often and change the name at regular intervals to provide a backup audit trail.

1. From the SoftPlot main menu, select the **File | Save As** command. The standard Windows Save AS dialog box appears. Enter the desired filename and select the **OK** button.

Our design was saved at this point as sptutor1.ldd and should be in the files folder.

Drawing Lighting Positions

Now we will draw a lighting position in our design on which to hang lighting instruments.

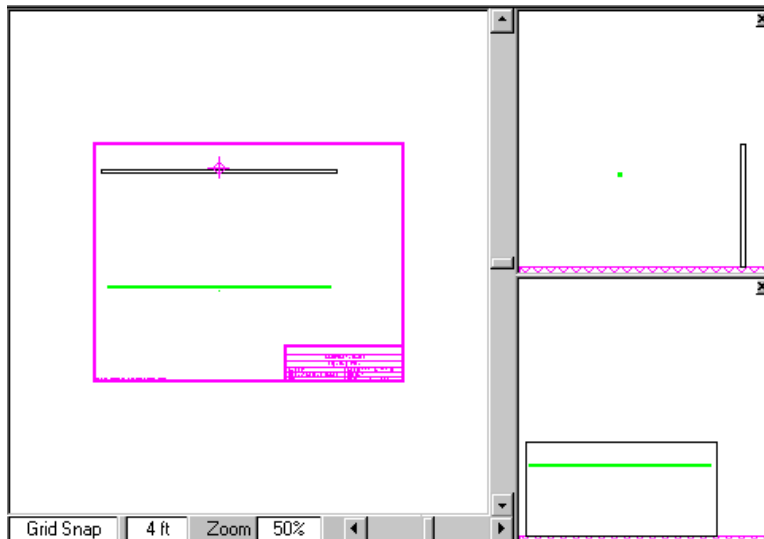
1. Select the **Styles | Snap | Grid Snap** menu command. This enables the Grid Snap mode which forces all items drawn or moved to be placed on a grid intersection.
2. Select the **Draw | Position** menu command.
3. In the **Default Attributes Bar**
 - Click the Layer Field and select “Rigging”
 - Click the Length Field and type “30” ft. Select **OK**.
 - Click the Trim Height Field and type “12” ft. Select **OK**.
4. Position the mouse so the X and Y ruler display settings read X=0 and Y=16. Press the left mouse button to place the pipe. The pipe will be placed 16 ft from the back wall.
5. Select the **Edit | Attributes** menu command then select the pipe.
6. The Position Attributes window appears. In the name field, type “FOH”.
7. Select the **OK** command button to complete editing.

Lighting Plot

Check the Cross Section View

Check Cross Section and Front Views as previously described to ensure lighting positions are displayed at their desired height and position. See the figure below.

NOTE: Pipes and Trusses always display in Cross Section View. Booms only display in Cross Section when an Instrument placed on the Boom has its beam turned on. Ladders never appear in a Cross Section View.



Save your SoftPlot design to a disk file

Once again, it is a good practice to save your work often and change the name at regular intervals to provide a backup audit trail.

Our design was saved at this point as sptutor2.ldd and should be in the file folder.

Lighting Plot

Drawing the Set

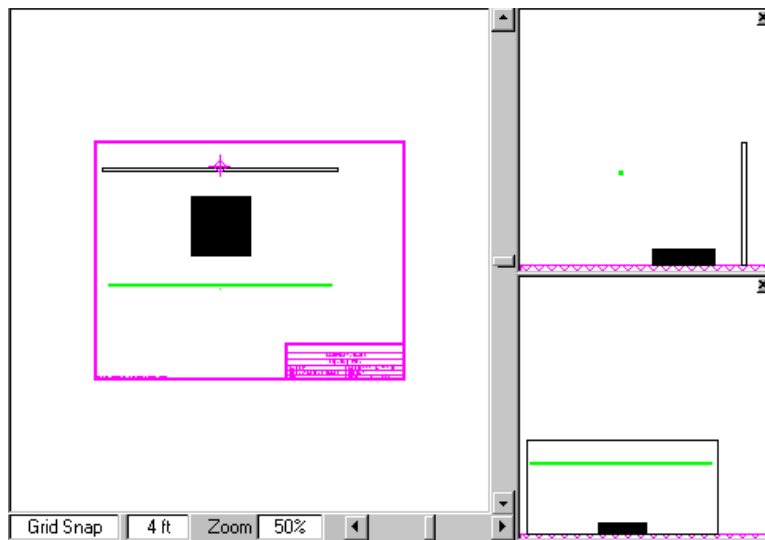
Next we will draw a riser or platform on the stage.

1. Select the **Draw | Rectangle** menu command.
2. In the **Default Attributes Bar**
 - Click the Layer Field and select “Sets”.
 - Click the Fill Field and select “Solid”. Select **OK**.
 - Click the Purpose Field and select “Prop/Set”. Select **OK**.
 - Click the Height Field and type “2” ft. Select **OK**.
3. The Grid Snap should still be on from our previous draw command. Position your mouse so the X position reads -4 and the Y position reads 4 then press the left mouse button. The X and Y positions are displayed in the Ruler Display area at the bottom of the Lighting Plot window.
4. Move the mouse to the right and down until the X position reads 4 ft and the Y position reads 12 ft. then press the left mouse button. This draws a rectangle 8 ft. square.
5. Select the **Styles | Snap | No Snap** menu command. This disables the Grid snap mode which no longer forces all items drawn or moved to be placed on a grid position. Items can now be placed at any location. In addition, when a snap mode is selected, it is used when selecting items to be edited as well as moving which can make selecting items not on a grid very difficult.

Check the Cross Section and Front Views

Check the Cross Section View once again by pressing the **F4** Key on your keyboard. Also check the Front View using the **F5** Key. Return to the Plan View using the **F3** Key. See the figure below.

Lighting Plot



Save your SoftPlot design to a disk file

It is good practice to save your work often and change the name at regular intervals to provide a backup audit trail. Our design was saved at this point as sptutor3.ldd and should be in the files folder.

Add Lighting Instruments

We are now ready to add the lighting Instruments to our design. To reduce complexity, we will be adding just four 4.5 x 6 ETC Source 4 450 instruments to our FOH pipe to create a two color front wash focused at the center of the riser.

1. Select the **Draw | Instrument** command.
2. Choose the type of Instrument to place by selecting the menu **Instruments | Ellipsoidal | 4.5 x 6 ETC Source 4 450**.
3. In the Default Attributes Bar, Click the Layer Field and select "Lighting Instruments".

Lighting Plot

4. Starting from the right (Stage Left) end of FOH pipe, use the mouse to place 2 instruments side by side approximately 8 feet from the center (use the X and Y position display at the bottom of the SoftPlot window) and two more Instruments at the left end (stage right) also at 8 feet from the center. See the figure on the next page.

Set Focus

1. Select the **Draw | Set Focus** menu command.
2. Use the mouse to set the point at which the Instruments are to be focused which is the center of the riser set piece we added earlier.
3. Then Select all four Instruments causing them to be focused (pointed at) the center of the riser.

Display Instrument Beam

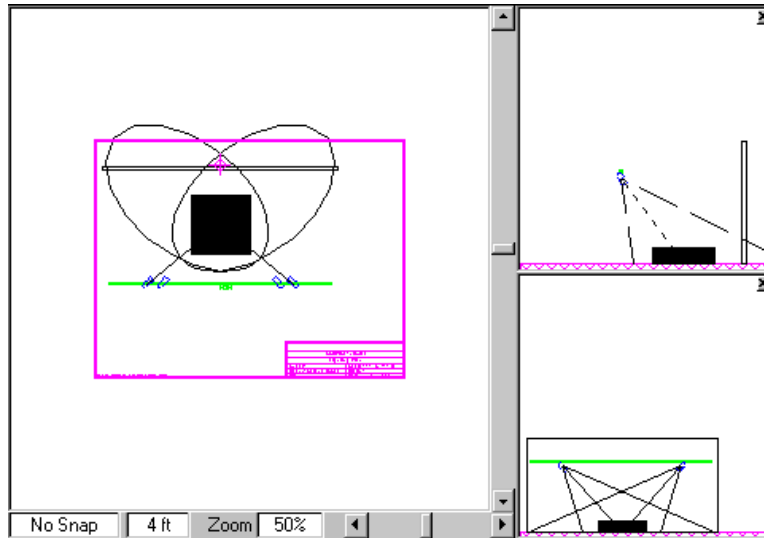
Now that the Instruments have been focused, we can "turn them on" and view their beam characteristics based on their placement in our design.

1. Select the **Draw | Show Beam** command.
2. Select the first Instrument, (far right) and the last Instrument, (far left). A window appears providing the options available for the Instrument. You can view the Beam or Field angle. Zoom type Instruments also have minimum and maximum angles. Select **OK**.

Check the Cross Section View

Check the Cross Section View by pressing the **F4** Key on your keyboard. You should see the display shown in the figure below. Also check the Front View using the **F5** key. See the figure below.

Lighting Plot



Change Instrument Focus

There is another way of setting an Instruments focus point which is more like "real life" focusing.

1. Turn the beam of the Instrument you want to focus on using the previously described **Draw | Show Beam** menu command.
2. Select the **Draw | Set Focus** menu command.
3. Hold the **Ctrl** key down while you select the Instrument you want to focus using the mouse and left button. This differs from the previous method where you selected the focus point first then the Instrument to focus.
4. As you move the mouse, the beam pattern follows the cursor expanding as the throw distance increases. If you use this technique on a Moving Fixture type of Instrument, make sure that a Pan and Tilt angle has been specified in the Instrument Library for the Instrument.

Lighting Plot

5. Press the left mouse button when the beam is in the position you would like.

Change Instrument Position

1. Using the **Edit | Move** command, you can change the Instrument position, if it is not providing the desired effect in its current position.

2. Recheck the Cross Section and Front View. It is important to keep rechecking the Cross Section and/or Front View to ensure you are obtaining the desired effect.

Note: The process of focusing and viewing Instrument beams is not a necessity, only a convenience and design aid.

Save your SoftPlot design to a disk file

At the risk of sounding like a broken record, it is good practice to save your work often and change the name at regular intervals to provide a backup audit trail. Our design was saved at this point as sptutor4.ldd and should be in the files folder.

Edit Instrument Attributes and Patch

Let's now assign the remaining Instrument attributes such as Channel number, Dimmer number, Color etc. There are several ways of assigning these attributes however for the purposes of this tutorial, we will assign all of them using the Data Editor.

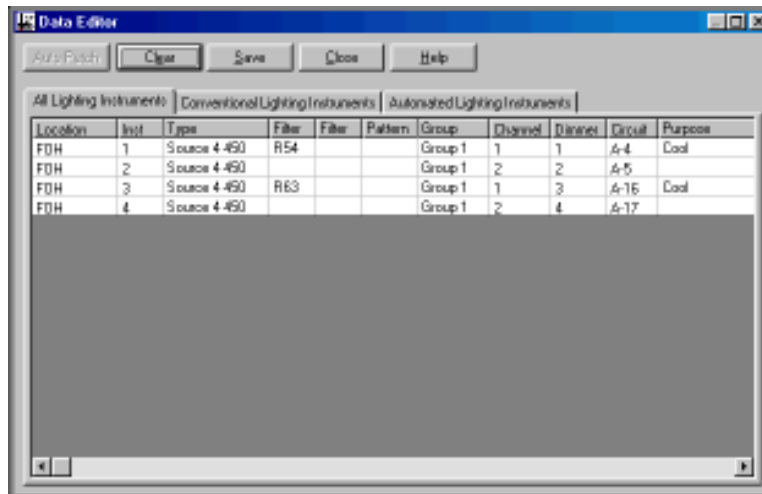
1. Select the **Edit | Data Editor** menu command. The Data Editor window will appear as shown below.

2. Using the figure below as a guide, fill in the columns as shown to assign the channel, dimmer, circuit, gel color, and purpose attributes.

3. Select the **Save** command button to update your design with the Instrument attribute changes.

Lighting Plot

4. Select the **Close** command button to close the Data Editor



window.

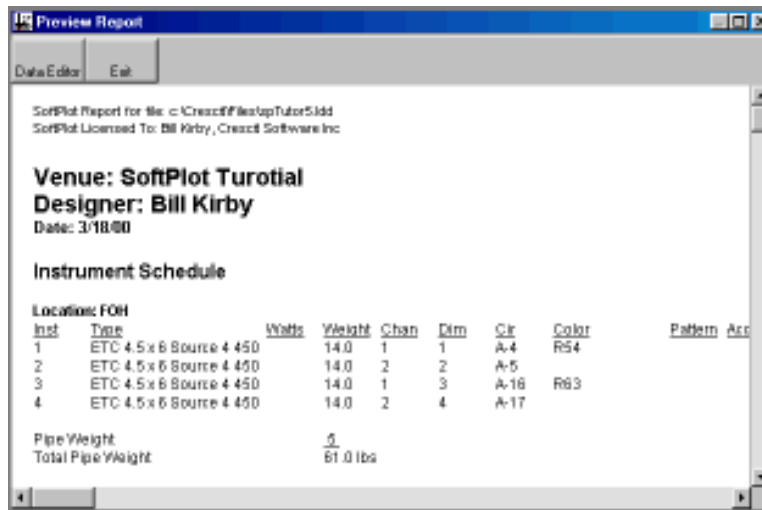
View Reports

Before you begin printing any of your reports we suggest you preview your reports "on screen" first to ensure that all attribute and patch settings are correct.

1. Select the **File | Print | Reports** menu command. This will display the Report Options window.
2. Select the desired report to view. In this case we will select the Instrument Schedule.
3. Select the **Preview** command button. The selected report is displayed as shown in the figure below. You can scroll through the report to check its completeness.

Lighting Plot

4. Select the **Exit** command button to close the Preview Report window and return to the Report Options window.



Save your Drawing to Disk

Remember to save your design often and after major milestones in your design change the file name. Our design was saved at this point as sptutor5.ldd and should be in the files folder.

Print Final Reports and Drawing

You are now ready to produce paperwork for distribution to the Electrician, Stage Manager and all other personal who require lighting reports. For further information, see Printing Reports, and Printing Scaled Drawings in the Help file.

You have now completed the tutorial and should now be ready to try recreating a previous design to further extend your understanding of SoftPlot and its functions

Lighting Plot

Keyboard Short-Cut Keys

Right Mouse Button

Used when Assigning Instruments to Channels, Dimmers or Circuits. Pressing this button will cause the Channel, Dimmer or Circuit number to decrease by one. This is useful when assigning more than one fixture to a single Channel, Dimmer or Circuit. When using the Delete Tool the right mouse button will undo the delete. Cancels drawing tool operations already in progress.

Alt

When drawing Line and Rectangle line items, pressing and holding the Alt key while selecting the left mouse button for the second point causes the Position Window to appear allowing keyboard entry of the Line or Rectangle end point.

Ctrl

When one of the Snap Modes is on, holding down the Ctrl key when selecting with the mouse temporarily disables the Snap Mode.

When used in conjunction with the Focus Tool, the Ctrl key changes the method of focus. Instead of selecting an Instruments focus point first, you can Ctrl select the Instrument, then select the Focus point. If the Instrument being focused is of the automated type ie moving yoke or mirror, then the focus point selectable is limited by the pan and tilt capabilities of the selected Instrument.

Ctrl B

Toggle a Blackout of all Instrument Beams

Ctrl E

Cancels the Tool action currently in progress including undeleting an item or group of items.

Ctrl G

Toggle Grid display on and off

Lighting Plot

Ctrl L

Opens the Layer Display Settings Window

Ctrl O

Initiates the Edit | Ruler Origin menu command

Ctrl R

Performs a Redraw

Ctrl S

Initiates the Edit | Sheet Origin menu command

Ctrl Z

Performs a Zoom 100%

F1

Displays Help for the selected field in the various Attribute and Library Edit Windows.

F2

Performs various calculations in the Instrument Library Editor window, such as Metric to Imperial conversions and the Multiplication Factor, based on angle or distance.

F3

Toggle On/Off Display of the Plan View

F4

Toggle On/Off Display of the Cross Section View

F5

Toggle On/Off Display of the Front View

F9

Display the Cue Control Window

Shift F1

Capture the drawing area graphics to the Windows clipboard as a bitmap providing the capability of pasting the picture into other programs.

The Note Pad

Lighting Plot

What is the Note Pad

Create quick notes that are easily accessible from a tabbed window. All note tabs are loaded on startup so they are immediately and directly available.

To access the Note Pad:

1. From the Task Manager, select the **Note Pad** Icon then select the **OK** command button.

The SoftPlot Main Window with the Task Manager Window

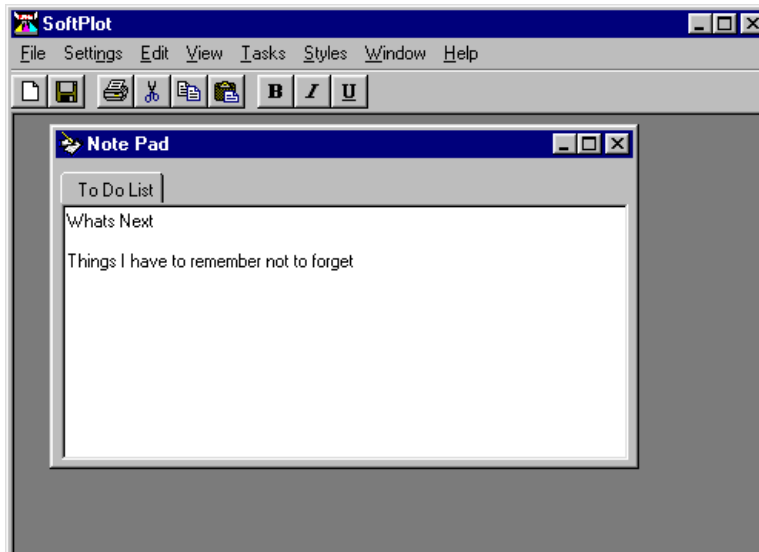


Lighting Plot

Accessing the Note Pad

The Note Pad task is similar to any text editor in that it allows text formatting and file save, load and print functions. Note Pad files are stored in Rich Text Format (.rtf) which are easily imported and exported by most word processors such as MS Word and Word Perfect.

The Note Pad Window



The Help file has additional, detailed information on how to add, delete and edit tabbed documents within Note Pad. Select the Note Pad window to give it focus then press the F1 key on the keyboard to open the Help file at the appropriate page.

The Reference Browser

Lighting Plot

What is the Reference Browser

The Reference Browser provides a direct internet connection to the Crescit Software Inc. SoftPlot Support Site including industry links and references of related interest. A modem, Microsoft Internet Explorer installed and an internet account are required.

To access the Reference Browser:

1. From the Task Manager, select the **Reference Browser** Icon then select the **OK** command button.

The SoftPlot Main Window with the Task Manager Window



Lighting Plot

Accessing the Reference Browser

The Reference Browser task is similar in function to any internet browser by displaying web style pages of information with hypertext links which, when clicked on with the mouse, causes another page to be loaded into the browser window.

The Reference Browser Window

