

## Introduction

Within Designer, there are a number of presets that are available to create lighting looks for your installation, but should these not fit your design, it is possible to create custom presets.

Custom Presets use a Lua script to define an effect that can be played back on a Matrix. Custom Presets are managed using the Mapping window.

It is possible to write your own with an understanding of how the scripting works, details can be found in the Designer Help > Reference > Scripting > Custom Preset Programming Guide.

It is also possible to import pre-written custom presets such as this one.

## Particles

The Particles custom preset can be used to create random particles floating across the matrix. These particles can have their colour and size changed. The positions of the particles are randomly generated.

## Adding the Custom Preset to your Project

To import the Custom preset to your project, you will need to ensure that Custom Presets are enabled in your project:

- Go to the Project mode within Designer
- Choose the Project Features tab near the top
- Locate the Custom Preset Editor option and set it to enabled.

Now you can add the custom preset to the project:

- Go to the Mapping Mode
- Locate the Custom Presets tab on the right hand side
- Select New

At this point you have three options:

- Import the \*.lua file
- Copy the contents of the \*.lua file into the editor
- Create a custom preset from scratch

Once you have added the script to create your custom preset, you can click save in the bottom right and the preset will be added to the project.

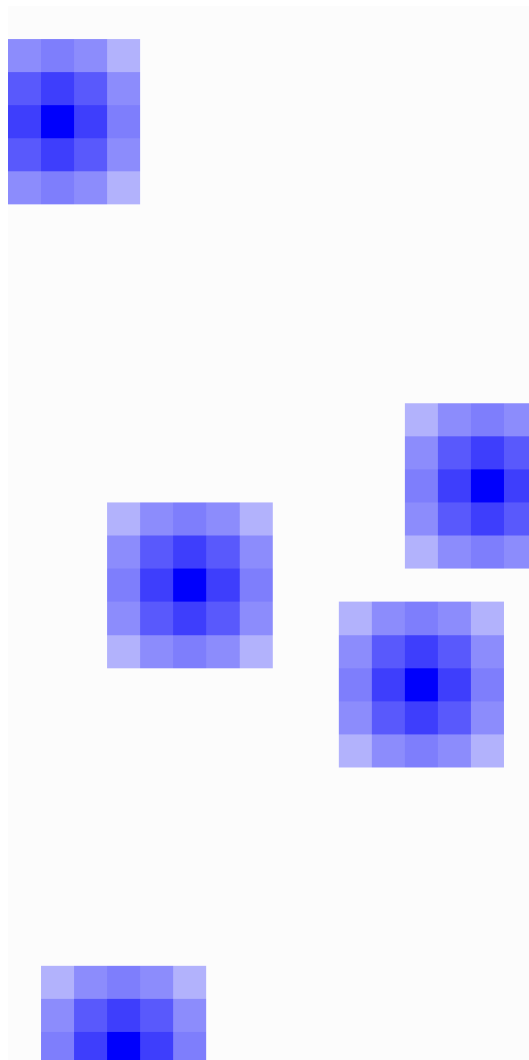
## Using the Custom Preset

To use the Custom Preset, you will need a Pixel Matrix within the project.

These can be easily created from the Layout by selecting the required fixtures and choosing the New Pixel Matrix button from the top of the fixture browser (on the left hand side).

Now that you have a Pixel Matrix, go to the Timeline Mode.

In the top-right corner there should be a tab called Custom. This will contain any Custom Presets that exist in your project.



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You can now drag and drop the Custom Preset onto any Pixel Matrices on the Timeline.

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## Particles Properties

Alongside the standard preset properties, this Custom Preset has the following properties:

- Background - the background colour of the effect
- Particle gradient - the gradient to apply to the particle (can be a single colour), the left most colour will be in the centre of the particle
- Size - The radius of the particle (as mapped onto a square grid)
- Seed - This is used by the pseudo-random number generate to determine the random number to form the effect. Using the same seed for multiple instances of the preset will produce the same effect.
- Points - The number of particles to render into the effect.