Pharos Expert Software

Expert Feature Highlight

Introduction

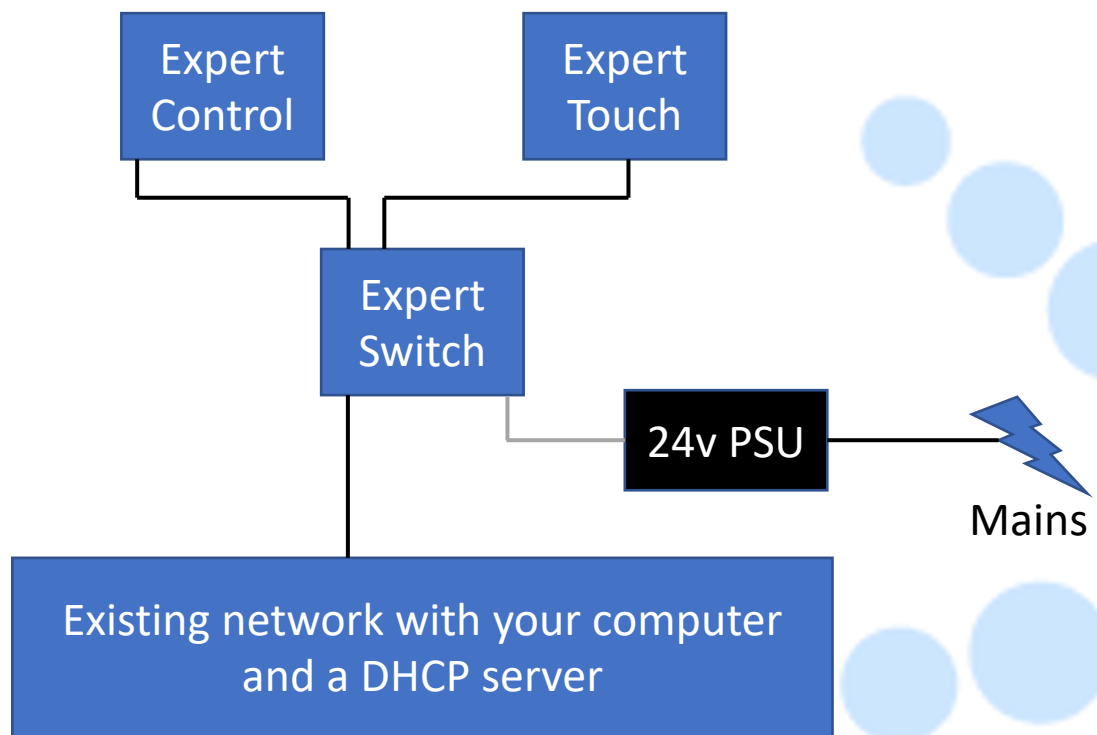Thanks for trying out Expert, we're excited to get it into your hands!

This document contains some quick pointers to get started with the hardware setup and different features.

Please let us know your thoughts and questions at feedback@pharoscontrols.com

Setup

Everyone's network setup differs, but here's a quick block diagram to help get your hardware setup.

User Interface

- Toolbar – contains tools for Canvas navigation and additional options to view the other sections

- Canvas – The core of a project. Contains all items in the project including fixtures and scenes

- Browser – View all items in your project in a neat list. Disabled by default.

- Property Editor – Edit settings related to the item you have selected.

- Tools – For the things not on your Canvas:
    - Home – a place to start your project with support and suggestions
    - Patch – set the DMX address of your fixtures
    - Control – make sure your controller behaves correctly
   - Network – the bridge between Expert software and hardware
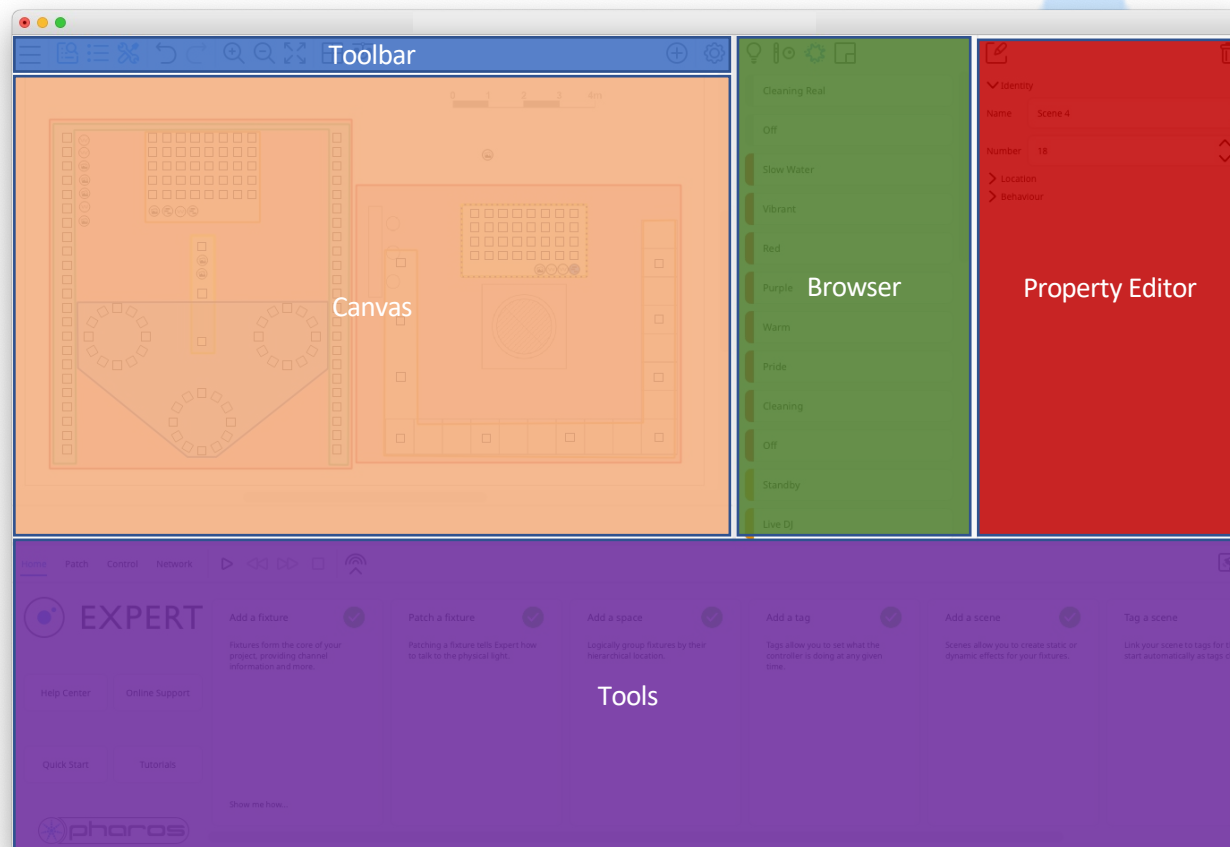
Scenes

The core of lighting programming in Expert are Scenes. There are three scene types in Expert; Static, Dynamic and Timeline.

- Static – single static lighting looks of colour and intensity

- Dynamic – a single dynamic preset which seamlessly plays back for as long as required

- Timeline – a collection of dynamic presets which loop on a timeline which can span a space and its children

Scenes are placed in the project Canvas and can control fixtures in any spaces they are placed in, as well as that spaces children. Scenes can be added from the add item menu found in the top right '+' menu item. Placing a Scene automatically opens the scene in edit mode, where changes to the current scene can be made in the property editor and tools sections. Scenes automatically start simulation when editing is begun.

One scene can be active in each space.

**All example project files contain scenes**
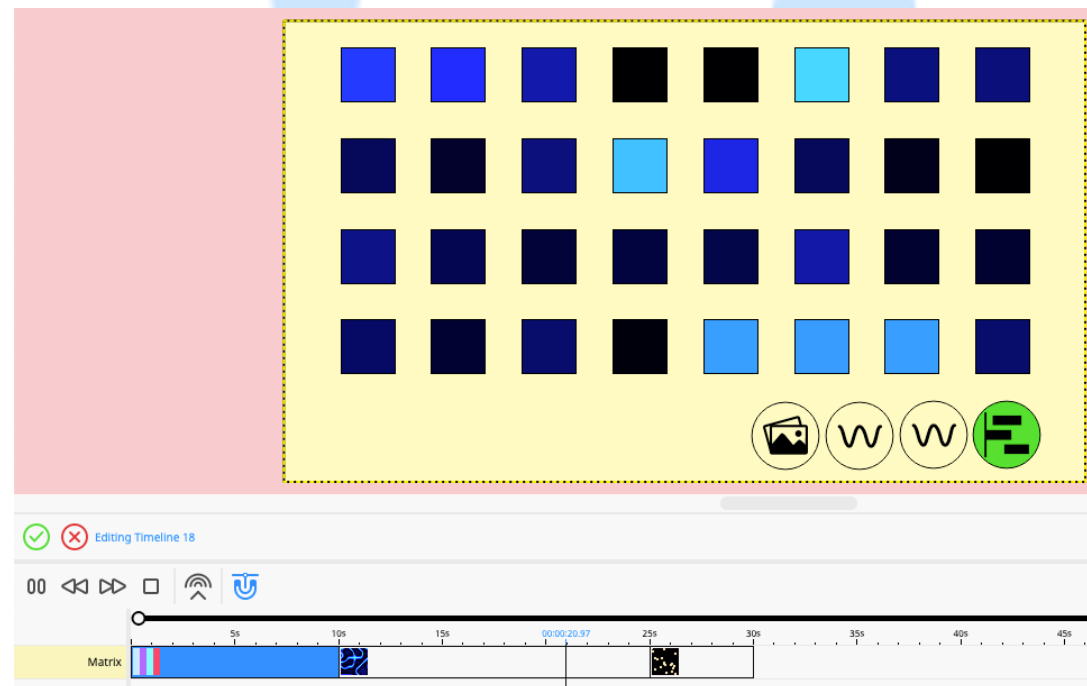
Spaces

Spaces let you group your fixtures intuitively – from one canvas to nested rooms and zoned areas, your fixtures are naturally grouped where they are located. Nested – or child – spaces inherit programming and overrides from parent space by default, allowing for simple overall programming, but with powerful detail programming available in those nested spaces.

Spaces can be drawn in the Canvas and can be added from the add item menu found in the top right '+' menu item. Click and drag to draw a rectangular space. Click to start drawing a space in any polygon shape – additional nodes can be added, and a space is finished when closed back at the starting node. Spaces hierarchy is automatically managed by how spaces are drawn within each other.

Example project file "Multi-space and Touch" includes Spaces
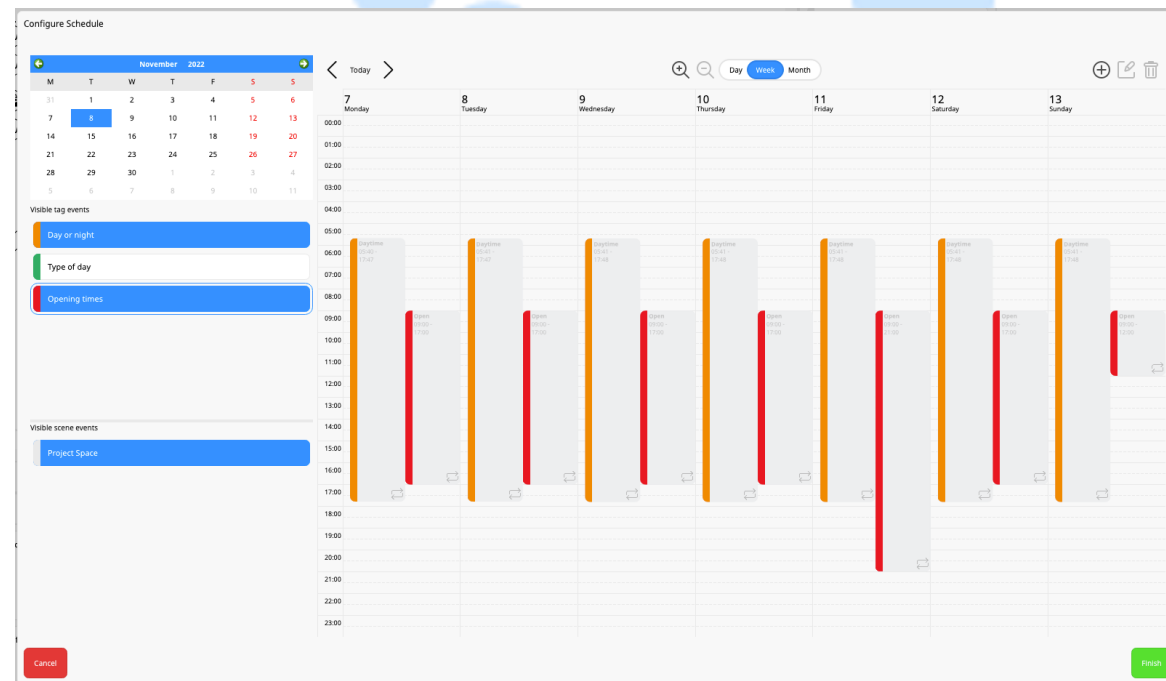
Tags

Tags and Scene Tagging enables powerful control of lighting. Very complex systems are made simple with easy-to-understand logic that doesn't require overly technical programming of conditional logic.

You can configure tags by navigating to the Control tab and selecting Configure Tags on the left. Tagging Scene is also available in this tab. Add a new tag set by hitting the + button and chose a behaviour. Most tag sets have a default number of tags, but some customisations are available for different tags. Tag scenes so they automatically play when the correct tags are active. One tag is always active within a tag set. Scenes must match all tags before they play back.

**Example project file "Tags"** includes tags and tagged scenes

Scheduling

Time based events are at the core of Pharos control systems. In Expert we wanted to take a more streamlined, modern approach to scheduling. The familiar calendar view allows for events to be viewed logically, and events themselves support full recurrence options with exceptions.

Manual events and events created by tags can be viewed here.

You can find Scheduling by navigating to the Control tab and selecting Configure Schedule in the bottom left. Choose what to view on the calendar on the left. New events can be added by drawing them on the scheduler, or by clicking the + button at the top right of configure schedule helper.

Example project file "Single Space Project" includes pre-made events

Example project file "Tags" includes tags that can be viewed on the scheduling calendar
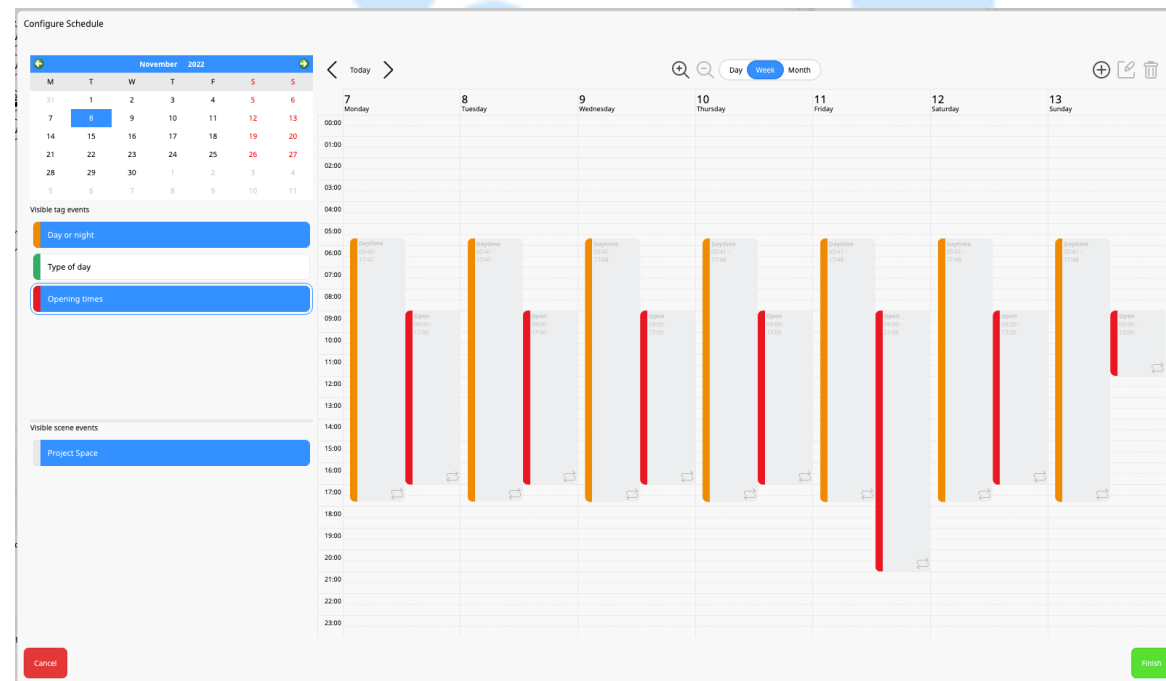
Stations

Automatically generated pages and controls, with themes that match your project and style and skins that can be changed on demand.

Stations live in the Canvas and can be added from the add item menu found in the top right '+' menu item. Once a station is placed, click to configure it from the property editor. Note that this helper still needs some more work, and we plan to improve it soon. Choose which page types you'd like for the spaces the station has access too. Then simulate the station from the play button in the property editor.

Touch stations can be associated to hardware from the property editor, the setting is in the 'Device' section.

Please see known issues document for more detail on issues related to Stations, specifically macOS users.

Example project file "Multi-space and Touch" includes Stations
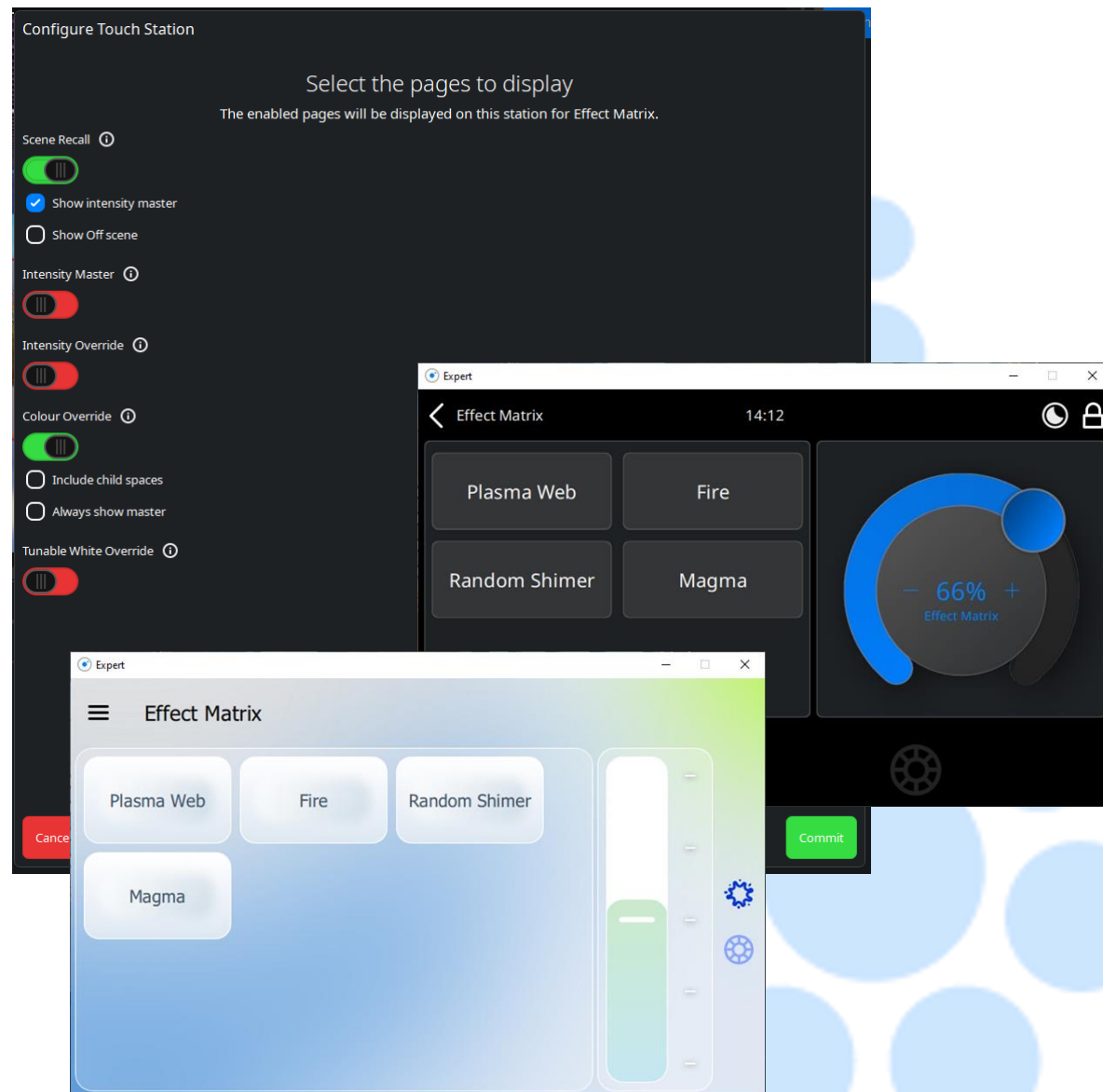
New Project Helper

When creating a new project, the new project helper guides a user through setting up key items of the project. Simply follow the steps to setup core project information, which fixtures are in the project, the background image for the Canvas and the default controller behaviour.

The last step will find an online Expert Control, associate it with the project and configure it ready for use straight away.

Simulate

Simulation in Expert is always on hand by clicking the play button just below the Canvas. Simulation is against real time, so users can make sure scheduled changes play back as they'd expect. Simulation speed can be increased to let users see a whole day's simulation in minutes. Effect in scenes are not sped up, just the actions that cause them to play are.

Open the control tab to simulate tag changes and simulate a station to see how manually starting scenes in a project affects standard playback.

Security

Security of devices like Expert Control is becoming more and more important for projects which is why controller security is part of every setup step in Expert.

When setting up your Expert Control with the new project helper you'll be given the option to enabled security on the device. If you chose to enable security a user account will be created with admin permissions. Additional accounts with other permissions can be made by admin accounts.

Passwords must be 6 characters or longer. If security is disabled on an Expert Control anyone can connect to and edit its configuration and project file.

Walkthroughs

Walkthroughs help users step through various parts of Expert the first time they interact with them. After you've created your first project a walkthrough will appear to assist with adding fixtures to your project.

Additional walkthroughs will be added over time. Walkthroughs can be manually run again from the Home tab, in the Help Center. All walkthroughs can be reset here too, meaning they'll appear again if already already completed on your computer.

Add a fixture
Click here to open the library.