

Creation of an illumination run with the help of the Light Composer

1 CONTENTS

2	General	2
2.1	Proceeding	3
3	Create/ edit Illumination sources	4
4	Create/ edit points for illumination run	5
5	Transfer and save Illumination run	6

2 GENERAL

The Light Composer provides the possibility to configure the illumination run over the whole day in an easy and elegant way.

Instead of configuring the dimming curve of the different channels manually, you choose the spectrum for a specific time and the Light Composer transfers it to the separate channels.

The Illumination run can be divided in 24 points and to each single point you can assign a light spectrum. The Light Composer calculates then the course between the single points.

The screenshot shows the 'Light Composer' software interface. It includes a menu bar (File, Extras, Communication, Light Composer), a 'Light sources' table, an 'Illumination run' table, a spectrum graph, and a list of 32 illumination points. Callout boxes provide detailed explanations for various parts of the interface.

Light source	Max. brightness ...	Max. radiant po...	Assigned illur
SEMILED5-HYPERVIOLET-4...	16,0	1,619	9
CREE-XLAMP-ROYALBLUE...	111,5	2,444	8
CLXXX-BLUE-472NM	28,0	0,334	3
CLXXX-GREEN-530NM	114,0	0,214	2

Time	Brightne...	SEMILED5-HYP...	CREE-XLAMP-R...	CLXXX-B
05:00:00	17010 K	20,00%	0,0%	100,0%
06:00:00	3480 K	50,00%	0,0%	0,0%
08:00:00	5410 K	80,00%	0,0%	0,0%
12:00:00	13840 K	100,00%	100,0%	100,0%

A Light Composer project can be saved or opened here.

The light sources are defined here.

Definition of the single points of the illumination run.

Here you see the illumination run that results from the single points.

The spectrum run between the single points is calculated

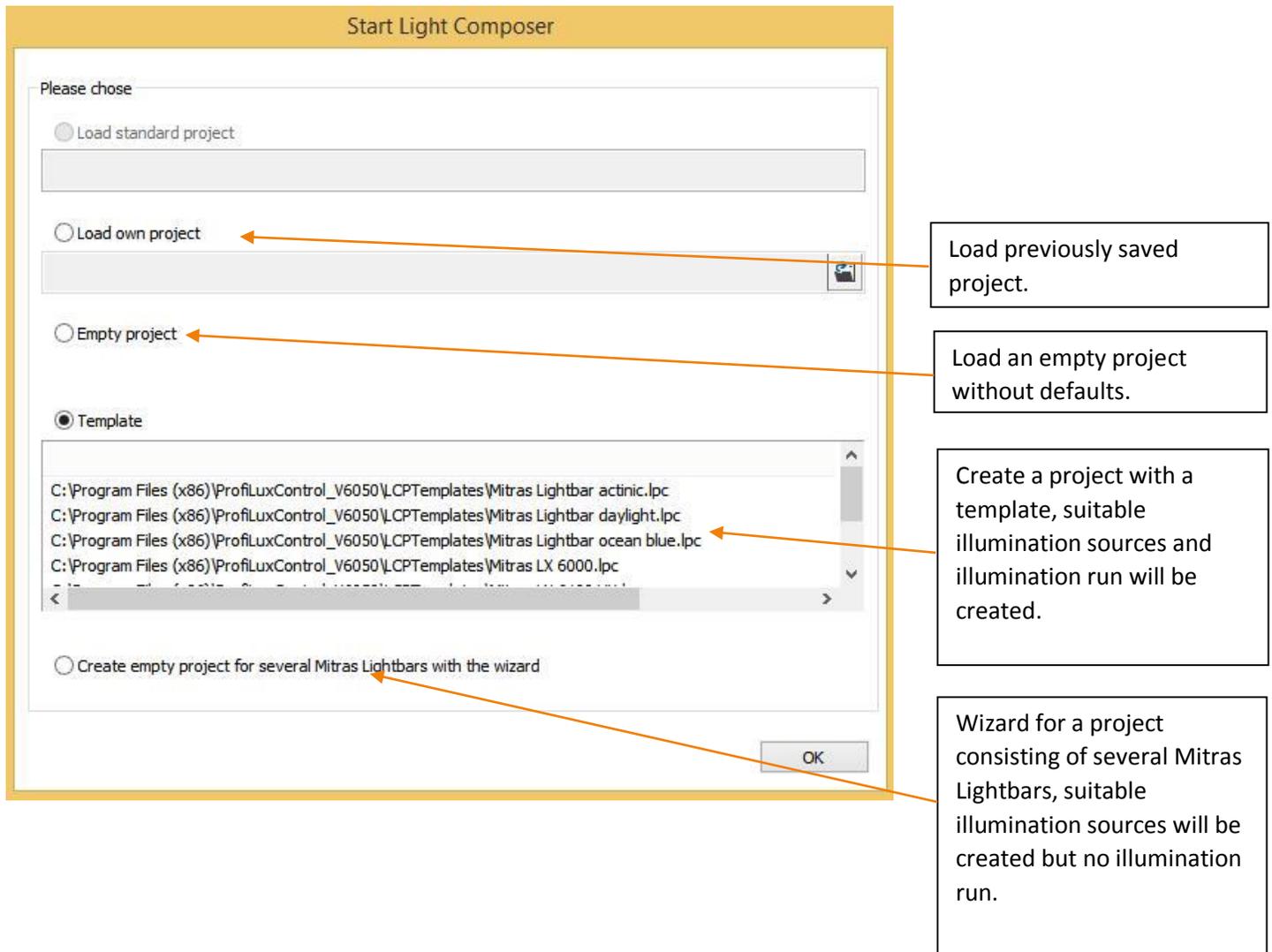
Here the illumination run can be tested directly at the connected lamp.

With the slider you can select the time whose spectrum is output for testing at the lamp.

With this button you can transfer the illumination run to the illumination channels and save the settings into the lamp.

2.1 PROCEEDING

After connecting with the ProfiLux Controller you open the Light Composer and see the following options:



The screenshot shows the 'Start Light Composer' dialog box with the following options and callouts:

- Load standard project:** An empty text input field.
- Load own project:** A text input field with a file icon on the right. Callout: "Load previously saved project."
- Empty project:** A radio button option. Callout: "Load an empty project without defaults."
- Template:** A radio button option with a list of template files below it:
 - C:\Program Files (x86)\ProfiLuxControl_V6050\LCPTemplates\Mitras Lightbar actinic.lpc
 - C:\Program Files (x86)\ProfiLuxControl_V6050\LCPTemplates\Mitras Lightbar daylight.lpc
 - C:\Program Files (x86)\ProfiLuxControl_V6050\LCPTemplates\Mitras Lightbar ocean blue.lpc
 - C:\Program Files (x86)\ProfiLuxControl_V6050\LCPTemplates\Mitras LX 6000.lpc
 Callout: "Create a project with a template, suitable illumination sources and illumination run will be created."
- Create empty project for several Mitras Lightbars with the wizard:** A radio button option. Callout: "Wizard for a project consisting of several Mitras Lightbars, suitable illumination sources will be created but no illumination run."

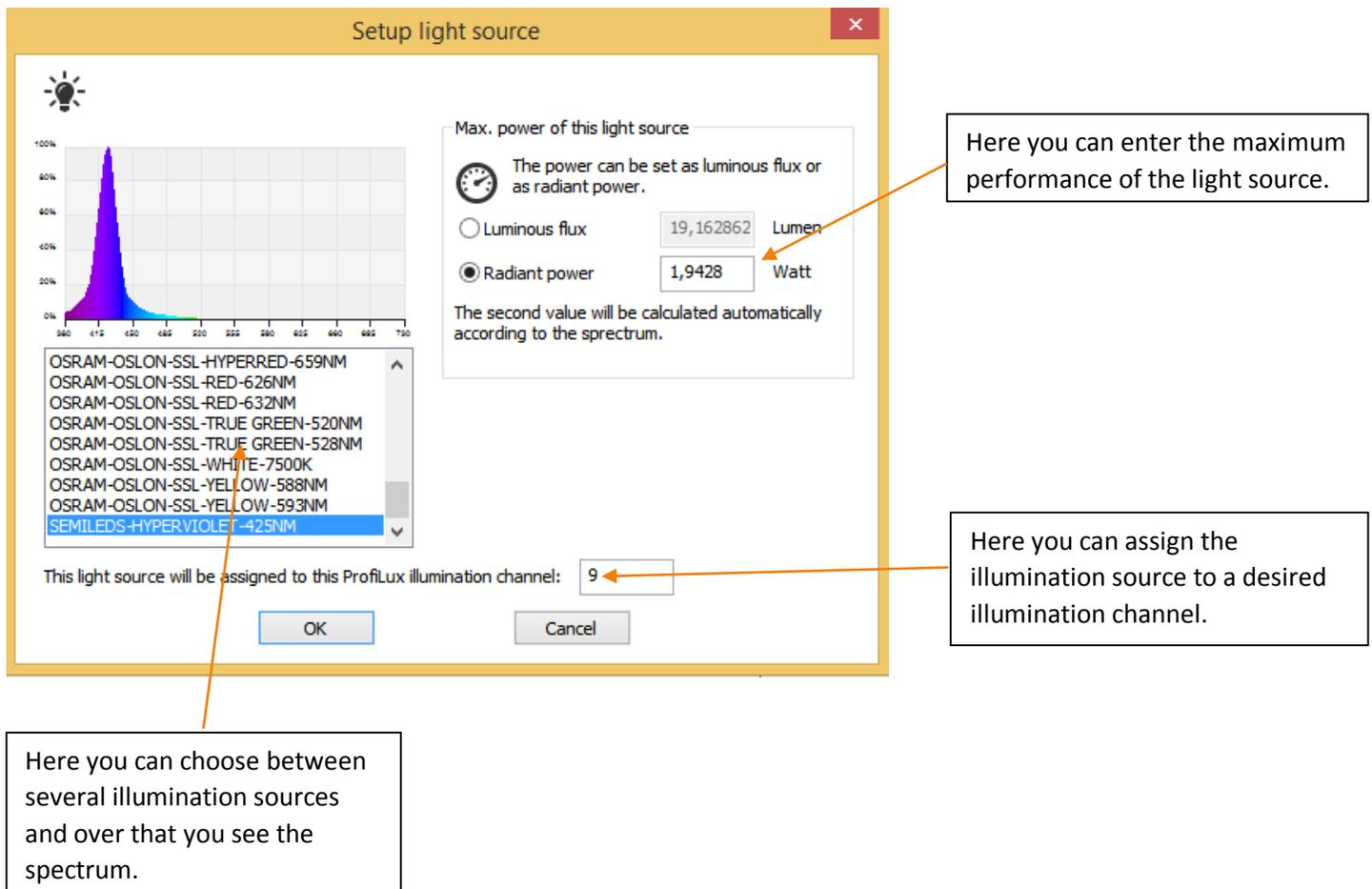
An "OK" button is located at the bottom right of the dialog box.

After creating a suitable project, proceed as follows:

- If you have created an empty project, so you have to configure the needed illumination sources. If the project has been created with a template or the wizard, you can skip this step or if required you can edit the predefined illumination sources.
- Then you define the single points of the illumination run. If the project has been created with a template, you can edit the predefined points just as you wish.
- When you are satisfied with the result you have to transfer the illumination run with the button "Transmit illumination run to illumination channels". Afterwards you have to save the changes in the ProfiLux Controller.

3 CREATE/ EDIT ILLUMINATION SOURCES

When you have created an empty project, you have to add the needed illumination sources. If the project has been created with a template or the wizard, the illumination sources are predefined and if necessary you can change them just as you wish. To do this, click the “New...” respectively “Edit...” button in the area “Light sources” and the following window appears:



Here you can choose between several illumination sources and over that you see the spectrum.

Here you can enter the maximum performance of the light source.

Here you can assign the illumination source to a desired illumination channel.

First you choose the suitable illumination source from the left list, enter the maximum performance, enter the desired illumination channel and confirm it with “OK”.

4 CREATE/ EDIT POINTS FOR ILLUMINATION RUN

After you have defined the illumination sources you can create the points for the illumination run. If you have used a template for the project before, example points are created and if necessary you can edit the points. The Light Composers generates the illumination run with the created points and calculates automatically the run between the single points. In order to create a point you have to click the button “New...” respectively “Edit...” in the area “illumination run” and the following window appears:

The screenshot shows the 'Edit color mix' window with the following callout boxes:

- Time of the illumination point.** (Points to the Time field: 05:00:00)
- The selected spectrum can directly be seen on the controlled lamps.** (Points to the Spectrum result graph)
- Change of the total brightness for the same spectrum.** (Points to the Brightness slider: 20%)
- Shows the diagram of the spectrum in a new window.** (Points to the Spectrum result graph)
- Here you can fade in different curves of absorption.** (Points to the Absorption checkboxes: Chlorophyll A, Chlorophyll B, Violaxanthin)
- Here you can see a list with predefined colors.** (Points to the Predefined colors list: 3480 K, 5400 K, 13840 K, 18040 K, 19340 K)
- Herewith you can set the max. level for the actual color. The illumination sources (color channels) will be adjusted in proportion to each other to their maximum.** (Points to the 'Max. level for this light color' slider)
- Here you can load the settings from a predefined color.** (Points to the left arrow button in the predefined colors section)
- Here you can save your current changes as a predefined color.** (Points to the right arrow button in the predefined colors section)
- Here you can delete a predefined color from the list.** (Points to the trash icon in the predefined colors section)
- Here you can adjust all illumination sources (color channels) at the respective percentage.** (Points to the Master slider and channel sliders)
- Mixer for the single light sources (color channels).** (Points to the individual channel sliders)
- Herewith you can change the color temperature. The illumination sources (color channels) will be automatically adjusted.** (Points to the Estimated light color of this mixture: 17010 K)

First you enter the time for the illumination run point and adjust the total brightness. Then you can adjust the desired spectrum with the mixer or the slider for color temperature. If you use the slider for color temperature, you should adjust all illumination sources (color channels) to 50 %. When you are satisfied with the result, you can save your settings as predefined color for a later usage. At the end you confirm your settings with “Apply”.

5 TRANSFER AND SAVE ILLUMINATION RUN

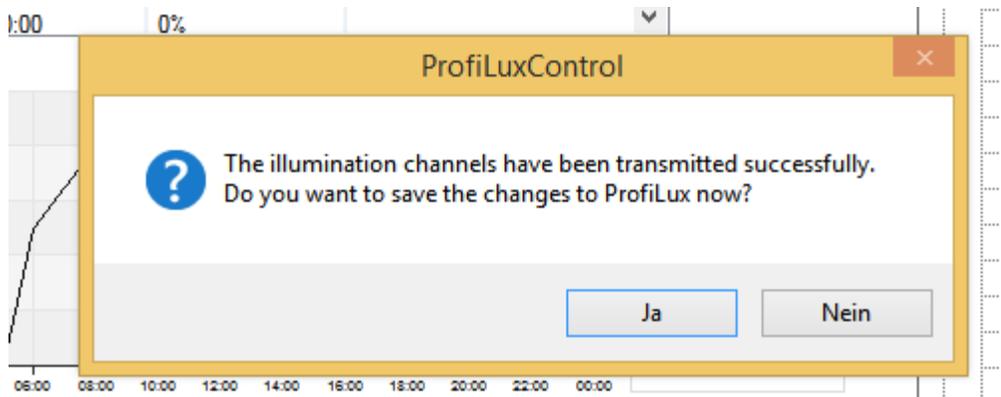
When you have defined the illumination sources and several points, you can transfer the illumination run to the single illumination channels and save the settings in the Profilux Controller afterwards.



To do this you have to click „Transmit illumination run to illumination channels...“



A window appears and you confirm it with “Yes”, thus the illumination run will be transferred to the single illumination channels, but nothing will be saved yet.



With the next window you save the changes to the ProfiLux Controller.