


**Showcontroller
Software License**



SHOW CONTROLLER Showcontroller Software License User Guide

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SHOW CONTROLLER Showcontroller Software License



Product Information

Specifications

- Compatible with several hardware interfaces in the PLUS version
- Mainly supports the Laserworld ShowNet network interface
- No drivers are required for ShowNet hardware

Product Usage Instructions

Hardware and Installation

The show controller is compatible with various hardware interfaces, with primary support for the Laserworld ShowNet network interface. To begin:

1. Set the connection mode using the Dip Switch setting for AutoIP as described in the manual.
2. Plug the Showcontroller license dongle into the USB port.
3. Open Showcontroller LIVE and navigate to View->Show Control Center.
4. If the interface is not detected, check firewall settings and ensure Showcontroller has access to the ShowNet interface.

Show controller LIVE

Show controller LIVE is a key feature of the software suite offering real-time control and monitoring of laser shows. To use:

- Access Showcontroller LIVE.
- Ensure proper detection of the ShowNet interface.
- Perform necessary operations for your laser show.

SShow controllerRealTime

SShow controllerRealTime is the timeline-based component of the software suite for laser show programming:

1. Utilize drag-and-drop operations for intuitive programming.
2. Add laser frames from CAT files to customize your laser output.
3. Assign effects events to trick film events on track lines for comprehensive programming.

Hardware and Installation

Showcontroller is compatible to several hardware interfaces in the PLUS version, but it mainly supports the Laserworld ShowNet network interface. To get started, it is important that the Showcontroller Software is allowed to communicate through the firewall with the ShowNet LAN interface. As the ShowNet hardware is a network interface, no drivers are required. There are different configuration options for ShowNet which affect the possibility to identify the ShowNet interface.

Steps to connect and use the ShowNet interface:

1. Set connection mode:

Dip Switch setting at the interface for AutoIP:

- switch 1 2 3 4 5 6 7 8 9 10
- On (1) / Off (0) 0 0 0 0 0 1 0 0 0 0

Unplug the power supply and reconnect it after having set the Dip switches. Other connection modes are described in the ShowNet manual.

2. Plug the Showcontroller license dongle to the USB port

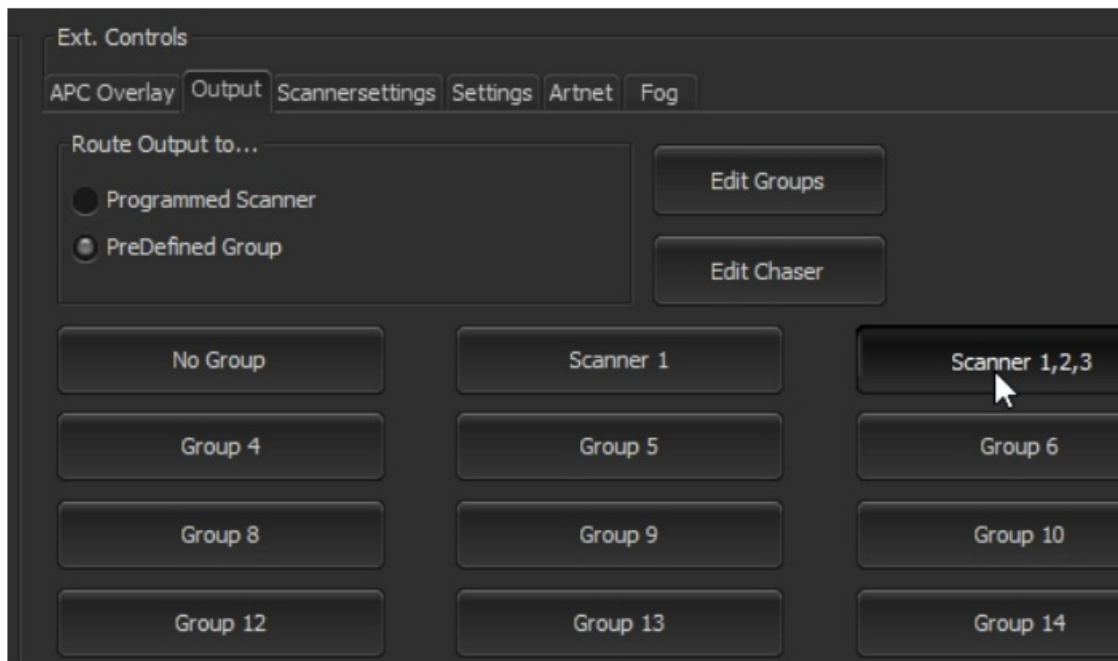
3. Open Showcontroller LIVE and then “View”->”Show Control Center”

- If the interface has been correctly detected, it is displayed as “ShowNet + the number of the interface.
- If the interface has not been detected, make sure the firewall does not block Showcontroller from accessing the ShowNet interface.

To test if this is the case, completely deactivate the firewall, close Showcontroller and repeat step 3. If it's successful, reactivate the firewall and add exceptions for the Showcontroller software. In 99% of the cases where the ShowNet interface could not be detected by Showcontroller it is due to the firewall blocking the software!

Showcontroller LIVE

Showcontroller LIVE has been designed as very easily and intuitively useable laser control software. After having started Live and checked, if the hardware interface(s) has/have been properly connected (see 1. Hardware and Installation), click on “Start” and then select one of the Scenes (the pictures and animations). Laser output should already be visible. If several interfaces have been connected, it may be necessary to adapt the behavior of the scenes to output to all interfaces at the same time. There are several methods how to do so (please read the full manual), but one should be explained here: Select the “Output” tab in the upper right area. Select Scanner 1,2,3 for testing, and the very Scene outputs to hardware interface 1+2+3



Showcontroller RealTime

Showcontroller RealTime is the timeline-based, main part of the Showcontroller laser software suite.

1. General Principle

Laser show programming in RealTime is intuitive and many operations can be done in a drag-and-drop way. RealTime allows for real-time programming – every programming step can be seen in real time, which eases the programming process a lot. The elements on the timeline are in dependence to each other: The effects events always relate to a Trickfilm event and are placed on tracklines under it. It is possible to assign several effects events to one trickfilm event.

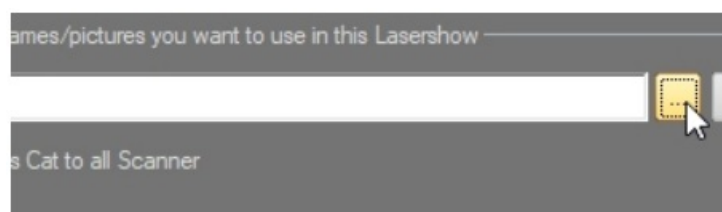
2. Add a Laser Frame from CAT

There are several ways of programming with RealTime, this is just one example to quickly get going with the own laser output.

Click on the “Set CAT file icon”

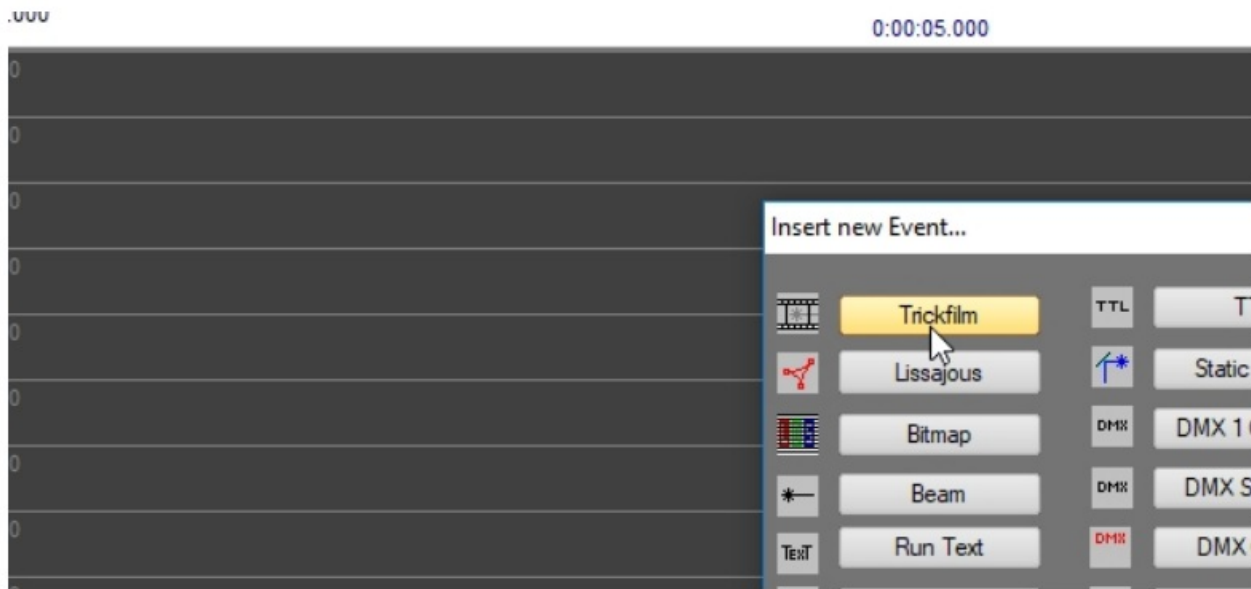


Load the default.cat



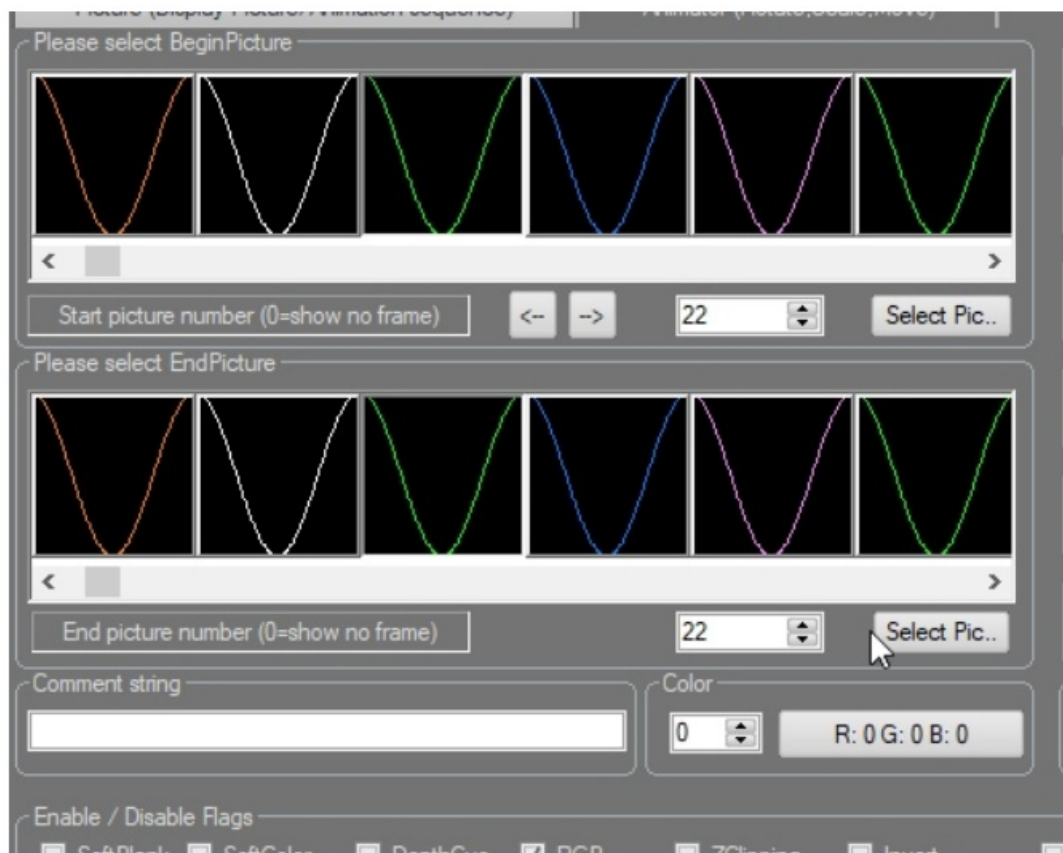
Confirm with OK, so the dialog closes.

Double click to an empty area of the timeline, the events dialog opens:



Select "Trickfilm"

- A Trickfilm event is added to the timeline. Doubleclick on the event.
- A dialog opens, where a begin and an end picture can be selected. Select the same begin and end picture



Confirm with OK.

Use the mouse to adjust the Trickfilm duration



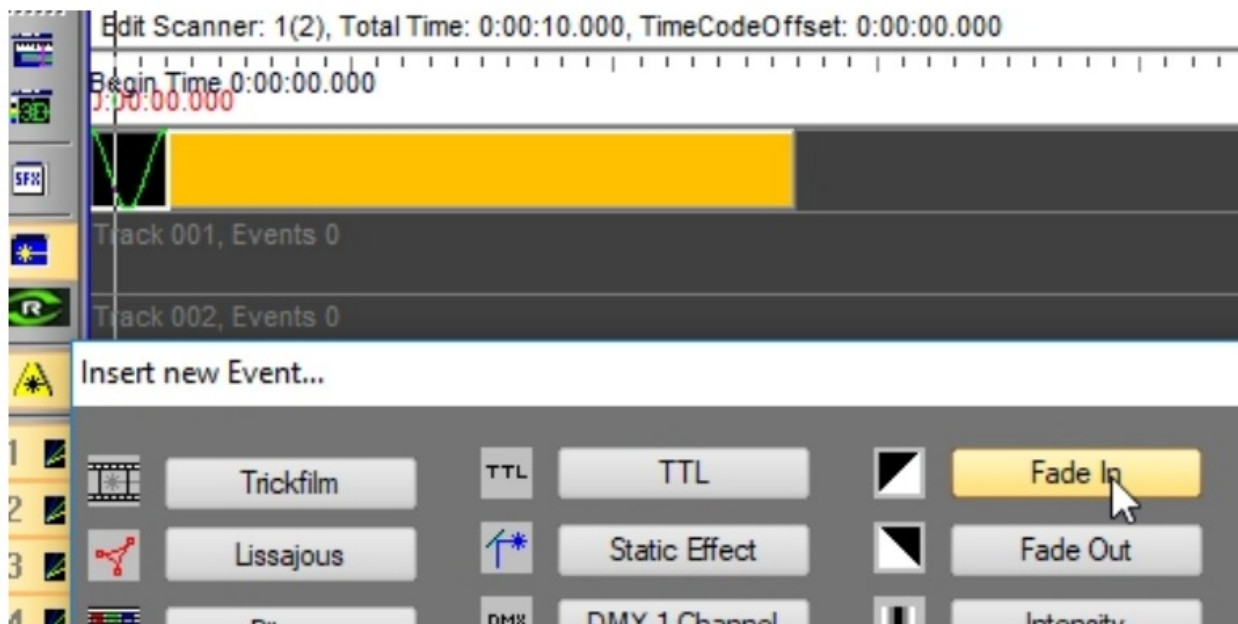
Use the black “Play Edit” button in the bottom left corner to playback the Trickfilm event:



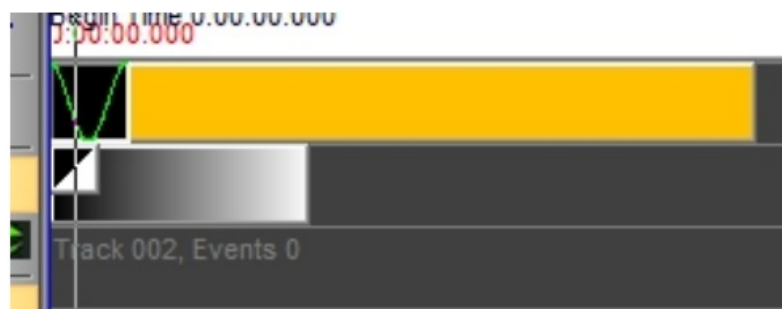
It is already shown in the preview window.

Add Effects

Effects events can be added to Trickfilm events by placing them in the trackline just below the Trickfilm. Doubleclick an empty line below the trickfilm (e.g. Track 001) and select an effect, e.g. the fade in effect:



This is how it looks like:



Further effects can be added in the tracklines below. Modifications to the effects and how to adjust them to

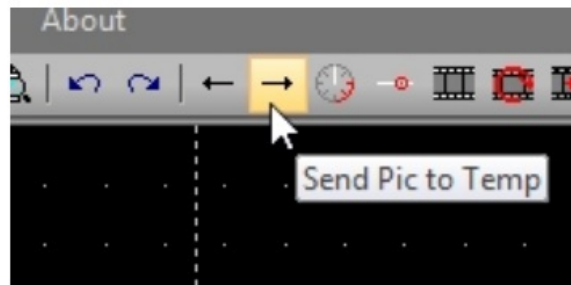
different requirements are explained in the main manual.

Add Own Logo

- To add an own logo it must be available in a laser-format. There are several ways to create or import a logo to Showcontroller.
- With Showcontroller PicEdit it is possible to draw a logo by hand or construct it as vectors with the available tools.
- Showcontroller Tracer allows for transforming JPG pictures to laser vectors (See 4. Showcontroller Tracer). The SVG Tool allows for importing Vector logos, e.g. from Blender or Adobe Illustrator (see details on the Showcontroller website)

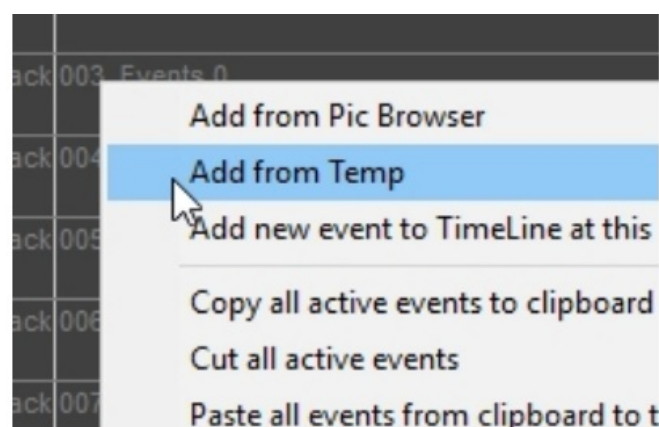
There are several ways to getting a logo from one of the different program parts to the RealTime timeline, we explain the quick one with the temporary buffer here. Each program part has the option to “Send Pic to Temp”, meaning sending the current frame to the temporary buffer for the use in another program part.

This can also be just Icons with arrows:



If a Pic has been sent to temp, it can be recalled as an Event for the timeline:

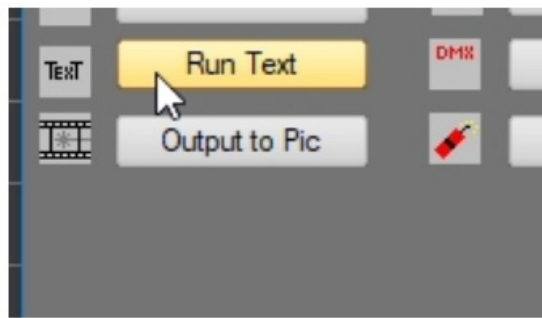
Right click to an empty area in the timeline, then select “Add from temp”:



This directly imports the pic to the timeline and it is added to the show.

Add Custom Text

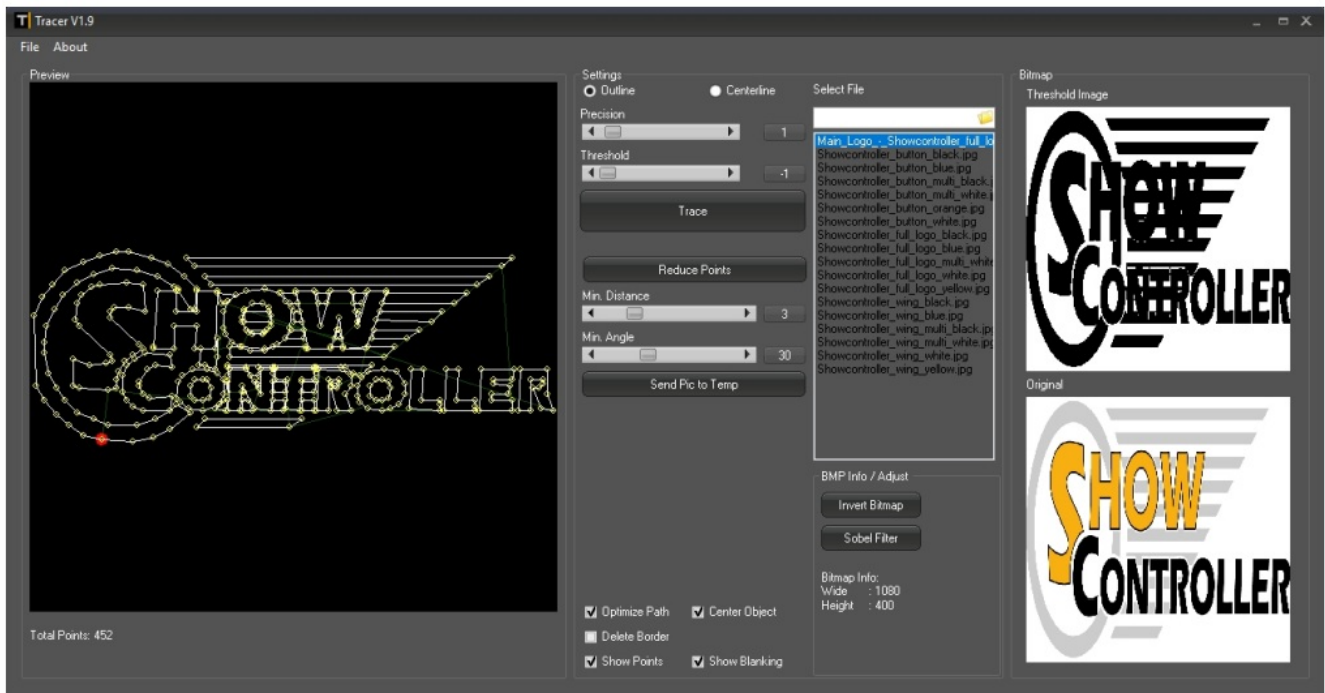
Custom text can be added as event directly from the events dialog. Doubleclick an empty area in the timeline, then select “Run Text”



Doubleclick the just created event and enter the running text to be displayed. It is possible to adjust some parameters in the dialog, but it's recommended to use a font type that can easily be drawn by laser – the more complex, the more flickering the projection will be. Ideal fonts for laser display are single line fonts.

Showcontroller Tracer

- Showcontroller Tracer is the program part especially designed for importing logos/graphics to a laser-vector format.
- Tracer can handle JPG and BMP files.
- To trace a picture, simply select it and click on “Trace”. The left window shows the result, including the points.



- To reduce the flickering of a laser image it is essential to use as few points as possible, so Tracer provides the option to “Reduce Points”. This, however, can also reduce the points too much, so the picture becomes distorted. Try out the different optimization options to find the best possible result. It is recommended to keep a picture below 1000 points.

Help and Support

- Detailed descriptions of the Showcontroller laser software suite are available in the Manual, which can be found on the Showcontroller website: <https://www.showcontroller.com>
- The FAQ section provides replies to common questions: <https://www.showcontroller.com/en/faq>
- If you have any questions, please use the Forum on the website for further support: <https://www.showcontroller.com/en/forum>

The FAQ section provides replies to common questions.

Legal Information


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- **CEO:** Martin Werner
- **Tax N° CH:** 683 180
- **VAT ID:** DE258030001
- **UID:** CHE-113.954.889
- **WEEE-Reg.-N°:** DE 90759352

FAQ

Q: Why is my ShowNet interface not being detected by Showcontroller?

A: In most cases, this issue is due to firewall settings blocking Showcontroller from accessing the ShowNet interface. Ensure firewall exceptions are added for the software.

Documents / Resources

 Showcontroller Quickstart Guide - English -	SHOW CONTROLLER Showcontroller Software License [pdf] User Guide Showcontroller Software License, Software License
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References

- [Showcontroller - professional laser show and multimedia control software](#)
- [Showcontroller - professional laser show and multimedia control software](#)
- [FAQ | Frequently asked Questions about Showcontroller](#)
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