

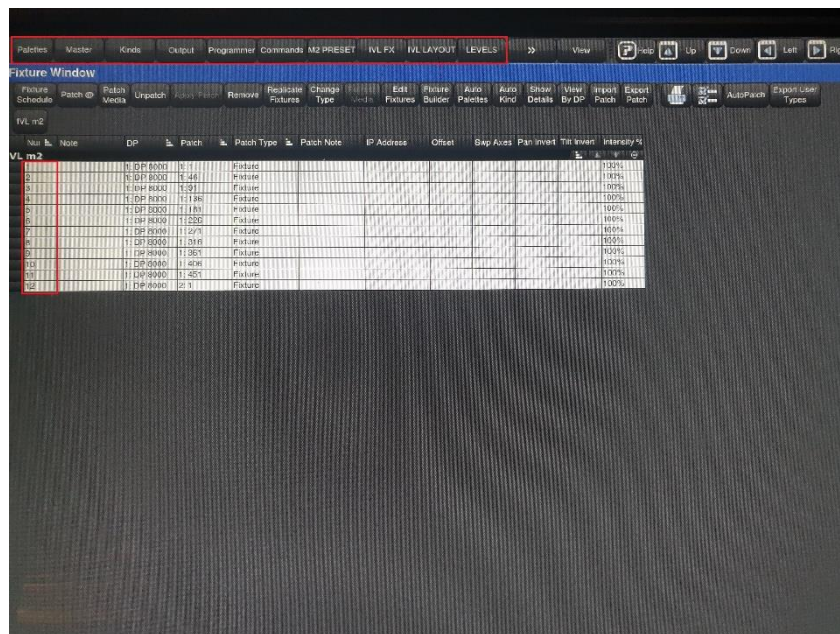
MINUIT[®]
UNE

IVL QUICKSTART SHOW GUIDE FOR HOG 4

After setting up your IVL Carre/Pyramide lighting fixtures, and addressing them with your desired DMX address, download the ‘IVL Hog 4 quick start show’ file from our website and load it into your Hog4 console.

PATCH

You will find 12 IVL fixtures with Fixture Num. 1 thru 12. Patch them with your desired DMX address.



VIEWS

On the top of your screen, you will find the following windows/views:

- Palettes
- Master
- Kinds
- Output
- Programmer
- Commands
- M2 Presets
- IVL FX
- IVL Layouts
- LEVELS

IVL LAYOUTS

Plots 1 to 4 represent the 4 possible ways of the IVL hanging positions.

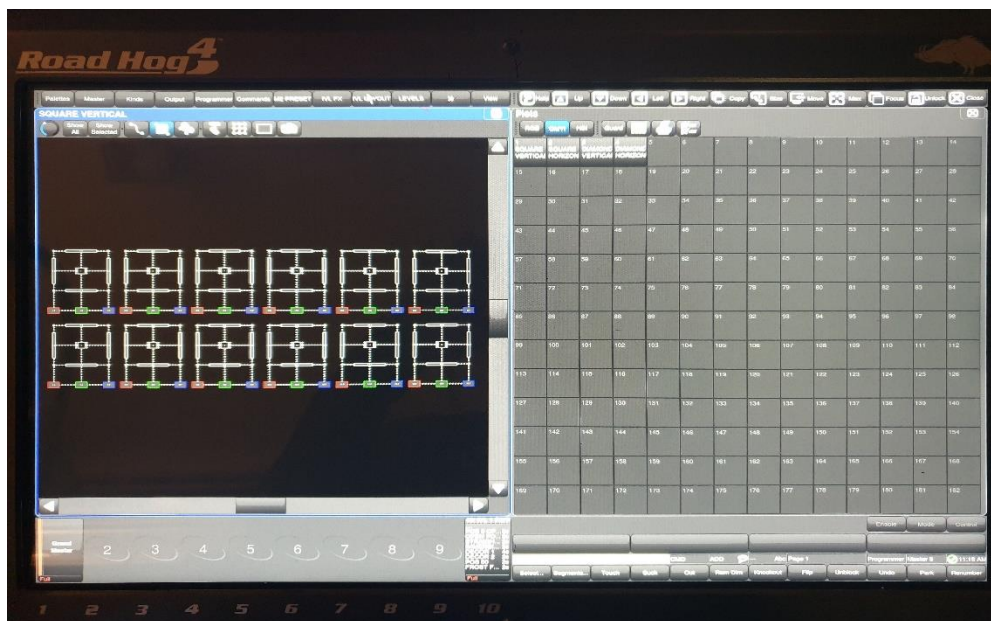
*Important Note: **TILT 1** of the IVL (Instance X.1) will always be the mirror which is found **close to the IVL panel**. **TILTS 2, 3 and 4** (Instances X.2, X.3 and X.4) will then follow **TILT 1** in a **Counter Clockwise manner**.*

SQUARE VERTICAL: When the IVL is installed in Square mode on a vertical structure, meaning TILT 1 is on the bottom of the fixture.

SQUARE HORIZONTAL: When the IVL is installed in Square mode on a Horizontal structure, meaning TILT 1 is on the left of the fixture.

DIAMOND VERTICAL: When the IVL is installed in Diamond mode on a vertical structure, meaning TILT 1 is on the bottom-left of the fixture.

DIAMOND HORIZONTAL: When the IVL is installed in Diamond mode on a Horizontal structure, meaning TILT 1 is on the bottom-right of the fixture.



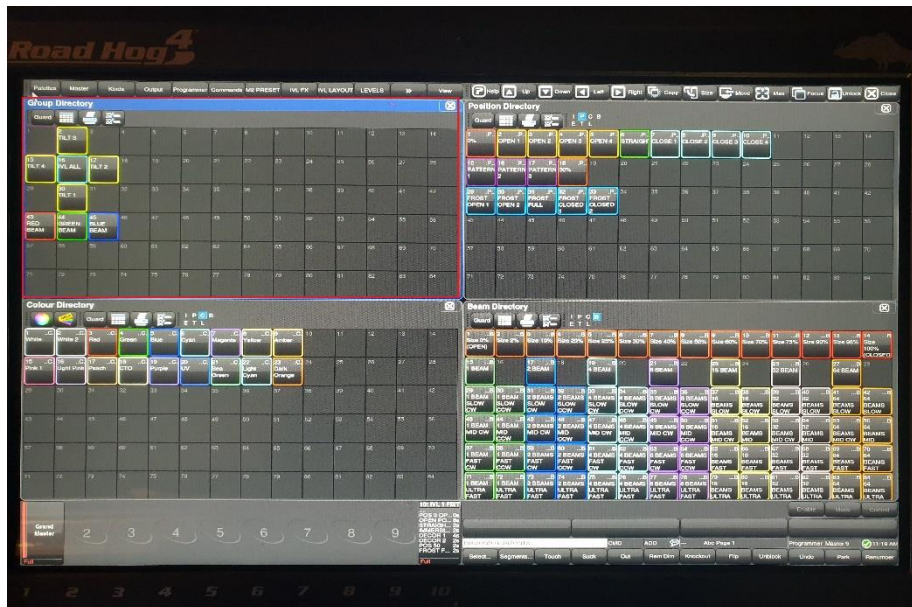
In order to create your proper layout, choose one of the proposed layouts, and manually adjust the incorrect fixtures according to your design.

GROUPS

Group 16 “IVL ALL” allows you to select all the IVL instances, of all the IVL fixtures in the patch.

Groups 2, 15, 17, 30 and 43 to 45 (“TILT 1”, “ALL RED”, “ALL GREEN” etc...) allows you to select the same instance for all the IVL in the patch.

All these previously mentioned groups are already assigned.

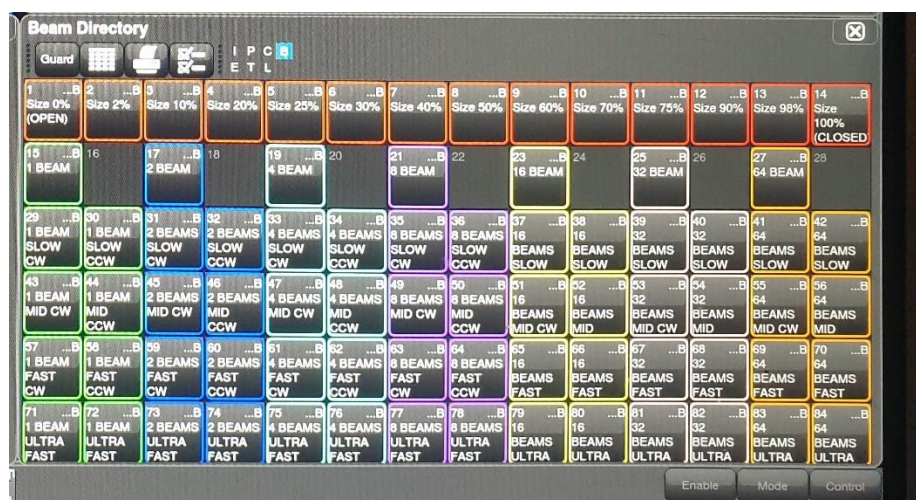


PRESETS

In the different Preset directories you will find some presets for different positions, colour and gobo/beam parameters.



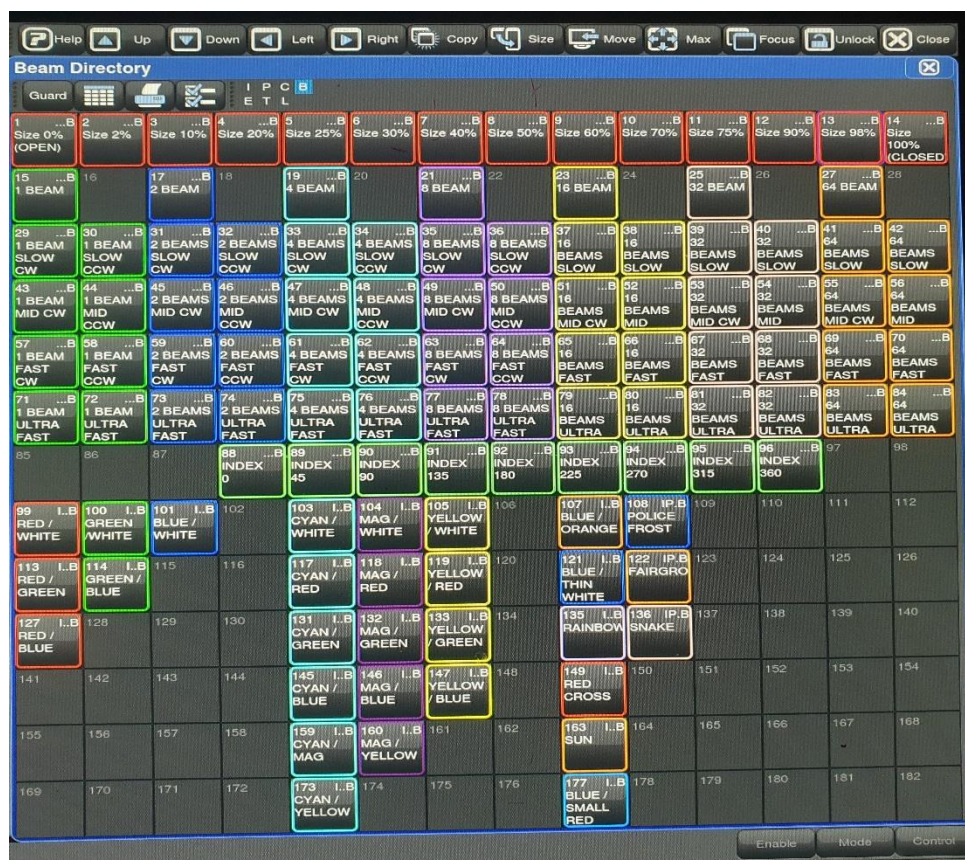
P.S Gobo presets: The use of multiple colours here serves to facilitate the distinction between rotations as a function of the number of beams.



M2 Presets:

The presets of this view will allow to use beams of different colours and discover the possibilities of mode 2.

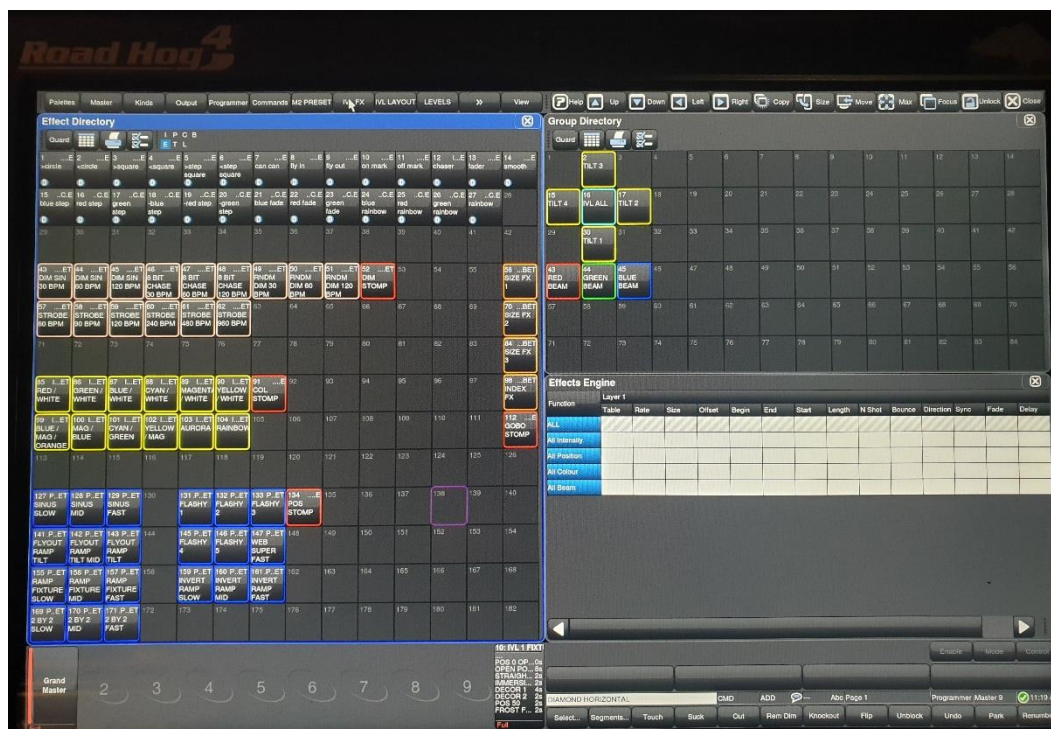
Of course, they will only work if the IVLs are patched and configured in this mode.



IVL EFFECTS:

You will find several types of effects in the “IVL FX” window. Dimmer, colour, size and position effects.

You will also find STOMP effect highlighted in red that will allow you to easily stop the effects in progress.

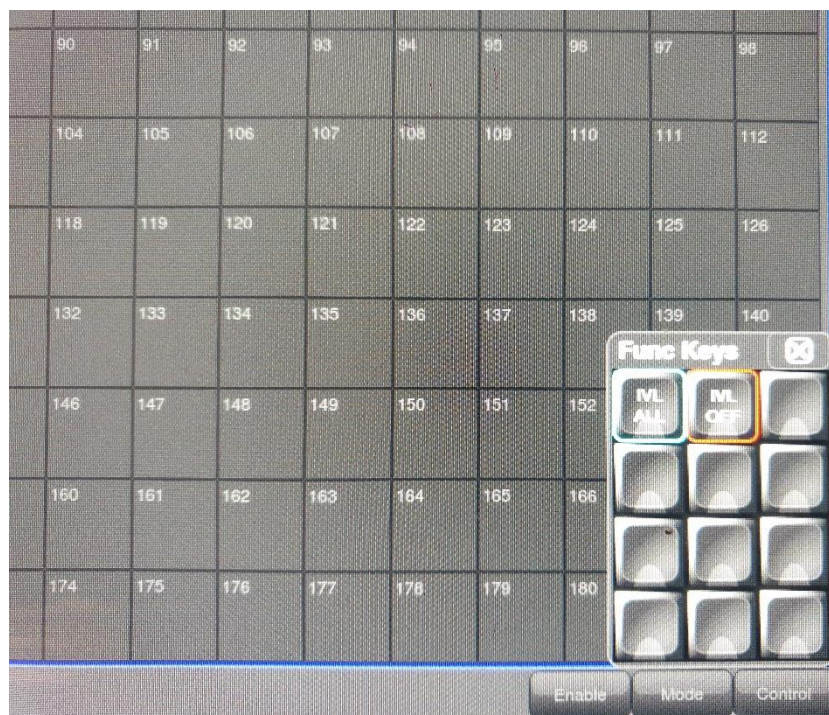


Function Keys – IVL On/Off :

On the console's function keys, you will find one key that selects all the IVL fixtures in your show, and another button to turn them off.

This is just a quick access to immediately turn the fixtures off when needed.

You can assign any action on these buttons.



Enjoy your IVL experience...!!