

Lighting Magic User manual

catalogue

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1. Product introduction

1.1 Introduction to Lighting Magic

Lighting Magic, the latest generation smart lighting processor from Playeah, uses a high-speed ARM industrial control platform, a dual-core Cortex-A7 central processor, and is developed based on an embedded Linux system. It can support the interconnection of more third-party lighting and sound equipment control, making it ideal for a new generation of immersive, interactive high-end sound and light entertainment and business application scenarios.

1.2 Lighting Magic features

• Dual-core Cortex-A7 core plus single-core Cortex-M4 processor, embedded Linux core, stable and high-speed computational processing.

• Supports gigabit network connection, faster light control data transmission and lower latency.

• Two DMX512 inputs, can be connected to mainstream light consoles, with built-in bypass switching.

• Supports 2 DMX output interfaces, with a total of 1,024 lighting control channels.

• Up to 8 devices can be used in series, and the maximum of 8192 lighting control channels requires no settings, no debugging, just install and use.

• Can be connected to all meta-control centers for use.

1.3 Lighting Magic Product Illustration



1.4 Lighting Magic product parameters

Processing	2core Cortex-A7 @800Mhz; 1core Cortex-M4 @209Mhz									
core										
Storage	1GB DDR3, 16GB EMMC	Operating	embedded Linux							
		system								
Control	UDP, OSC	Can be	8 units							
protocol		connected in								
		series								
Light control	2*512	Light control	2*512							
input channel		output								
		channel								
DMX input	2*XLR-M	DMX output	2*XLR-F							
interface		interface								
USB interface	2 * USB2.0	Network	1 * RJ45							
		Interface								
Power supply	DC12V-3A	Weight	2. 3kg							
Sizes	483mm*205mm*45mm	1								

2. Lighting Magic Operation Tutorial

Once the product is installed, you can access the Party Genie's system settings interface to the Lighting Magic operation interface.

J					
	系统复位				
	系统信息	VFC IP地址	192.168.188.201	保存	VFC 设置
	其他设置				
		光魔AI IP地址	127.0.0.1	保存	光魔AI设置
С	lick the	光魔AI设置 tab to	enter the Lighting	Magic or	peration interface.

2.1 Lighting Library Settings

Light Library Seelings	Channel Address	Automatic	Light Group Editing	Mode Center	Project Settings	Algorithm Usage: 212/512	•×
Branc		Nami	Q Mode				
	+			2			

2.1.1 Lighting Library Settings

In the light library setting page, you can add or delete the required light fixtures, and mark them with brand, name, and model. After entering all the light fixtures on site, you can proceed to the next step.

Click the button in the upper right corner **W** and set the IP in the following window to add or remove the lamp brand.

System			System	
IP Settings	Brand Settings		IP Settings Brand Settings	
Number	IP Address		Brand	Delete
	192.168.188.202	Connected Success	ACME	Ū
	192.168.188.203	Connected Success	iw	Ū
	192.168.188.204	Connected Success	acme	Ū
	192.168.188.205	Connected Success	ROBE	Ū
	192.168.188.206	Connected Fail		
	192.168.188.207	Connected Fail		
	192.168.188.208	Connected Fail		
	192.168.188.209	Connected Fail		
		Save		Add

Go back to the Light library Settings page.



Click this button to add a light fixture and set the brand, name,

and model.

By clicking on this button, you can select a lighting brand that has already been added.

By clicking this button, you can set the channel table for this lamp in a lower window.



2.1.2 Color plate value

After setting the channel table of the lamp, click the color wheel button to enter the value of the color wheel.



2.2 Address channel



2.2.1 Address Code Assignment



the address code number above, you can assign

the address code of the luminaire, the name can search the lamp, the channel number above 1-8 represents 8 output.

2.2.2 Grouping

After the address code is assigned, the selection bar of lamp grouping will be displayed on the right side. Click the drop-down menu to group as needed.

		Light Library Channel Seelings Address	Automatic Light Group Mode Ce	nter Project Settings	Algorithm Ukager 212/512
1 2 3 4	5 6 7 8 9	10 11 12 13 14 15 1	6		Light O
		XP-SR BEAM-1		XP-SR BEA	M-1 XP-5R BEAM-1
	NO SE IL ANN I	20 20	XP-SR BEAM-4	XP-SR BEA	M-2 XP-SR BEAM-2
	104 105	CM-2002-1		A 2002-2	
	134 335	CM-2002-3	СМ-200	14	
100				THE TES THE THE INC. XP-SR BEA	M-4 XP-SR BEAM-4
				CM-2002-1	CM-200Z-1
				214 215 216 227 218 CM-2002-3	CM-200Z-2
				216 317 3114 219 820 217 317 3114 219 820 217 317 314 317 317	CM-200Z-3
				CM-2002-4	CM-200Z-4
umber Brand		Name Q	Mode Q		
ACME		CM-2002	CM-700Z		
ROBE		XP-SR BEAM	700E AT		
		as man over man or	7 4		
		2 3 4 3 0	20 Changel		
		2 4 5 0	20 Channel		

code assigned by the lamp to open the channel table test interface of the lamp.

beam-1Channel Setting	×
Pan 🗖	0
Pan 🖣	0
Tilt •	0
Tilt :	0
PT S	0
Colc	0
Colc	0
Gob	0
Gob	0
Prisi	0
Prist	0
Foct	0

2.3 Light group editing

2.3.1 Light Group Edit

The light group editing page is displayed.

Light Library Seelings	Channel Address			Project Settings			• ×
oup List		Effect List					
Numb Group Q		O Numbe					
	Merge Editin						
XP-SR BEAM-3	Merge						
XP-SR BEAM-4							
CM-2002-1							
CM-2002-2							
CM-2002-3							
		ERATIVALSE:					
				Group	List		
						_	

Group List

 Numb Group
 Q

 Quick
 Delete

 XP-SR BEAM-1
 2

 XP-SR BEAM-2
 XP-SR BEAM-2

Once the grouping is complete, click the tab 2 XP-SR BEAN group edit page to edit the reorganized parameters.

on the light



: Multiple effect groups can be merged.

When selecting multiple groups of lights and multiple groups of effect groups, you need to click in turn according to the logical order of lighting.

2.4 Mode center

Enter the mode hub page,

	Lighting Library Settings	Address charved	Artonale Upt	General Marke Canter Mark	Propett Selling		Argorithm Usagar 212/512	0 ×
	edwith)	е тамарі	e consti	10MAR	e 154555	Emili o		
es Rowrith	rowen.	MOIR	MORTE	sorten	e Kennet (12)	e Kennini() ()		
æ Kænsikel(14)	e Kanadard(15)	Ø Kesshel[16]	Ø Kanadiel(17)	erantei?tei	Ø Kennet(11)	ø Kenstel011		
ей Каланан (1627)	Comme (Con(22)		et Particiti	000009(23)				
Play Mode [] Play Pacago	ohSPlayback (Next, MM-1)							

In the lower left corner of the mode center, there is information on real-time music analysis, lighting effects, and segment information played in real time.



interface of each mode.

Click to

	Light Library Channel , Seetings Address ,	Automatic Light Group Mod	e Conter Project Settings	Algori	thm Usage: 212/512	×
EDM1Pattern Editing						×
Number : ffect I O Edit - 🖶 😒 🕮						
Tello/						
ID Effect	ID Effect	10 Effect	ID Effect	ID Effect	ID Effect	
Outro						
0 the	() Direct	D (fine)	D Blies Brid Duraling)	NIXIO CHANNEL		

The edited effect group is on the left, and the paragraphs in this mode are on the right. Numbered effects can be assigned to each paragraph. Click the effect on the left and double-click in the paragraph box.

2.5 Project settings



Go to the Project Settings page



Project list



archive for each startup.

3. Detailed tutorial

The above is the basic user manual for Lighting Magic. Scan this QR code on WeChat to view a detailed video tutorial on using and editing Magic Illusion.

unile meca

Guangzhou Zhigu Yitong Technology Co., Ltd



Scan to watch the video