



# Lighting Magic

## User manual

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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

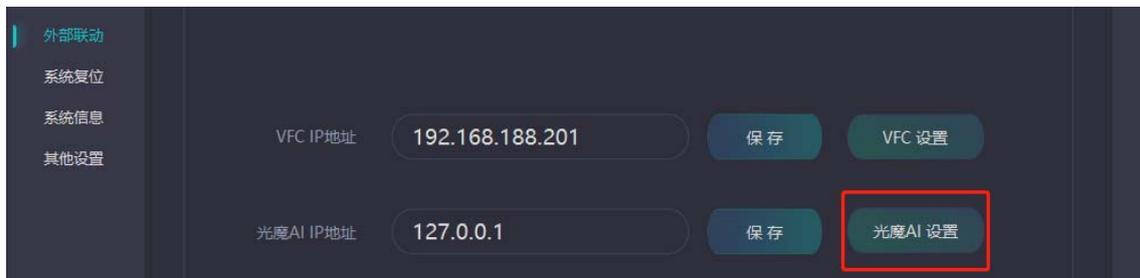


## 1.4 Lighting Magic product parameters

Processing core	2core Cortex-A7 @800Mhz; 1core Cortex-M4 @209Mhz		
Storage	1GB DDR3, 16GB EMMC	Operating system	embedded Linux
Control protocol	UDP, OSC	Can be connected in series	8 units
Light control input channel	2*512	Light control output channel	2*512
DMX input interface	2*XLR-M	DMX output interface	2*XLR-F
USB interface	2 * USB2.0	Network Interface	1 * RJ45
Power supply	DC12V-3A	Weight	2.3kg
Sizes	483mm*205mm*45mm		

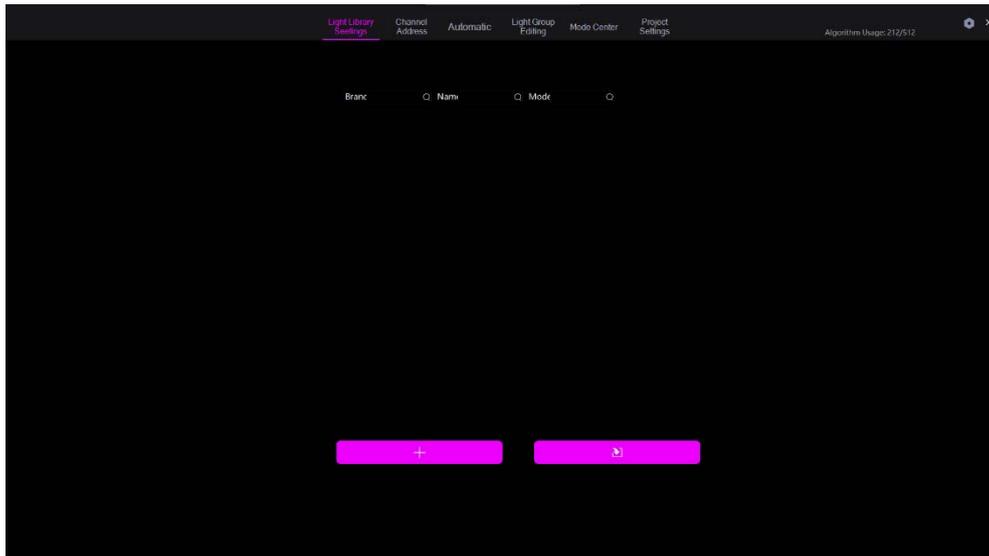
## 2. Lighting Magic Operation Tutorial

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



Click the  tab to enter the Lighting Magic operation interface.

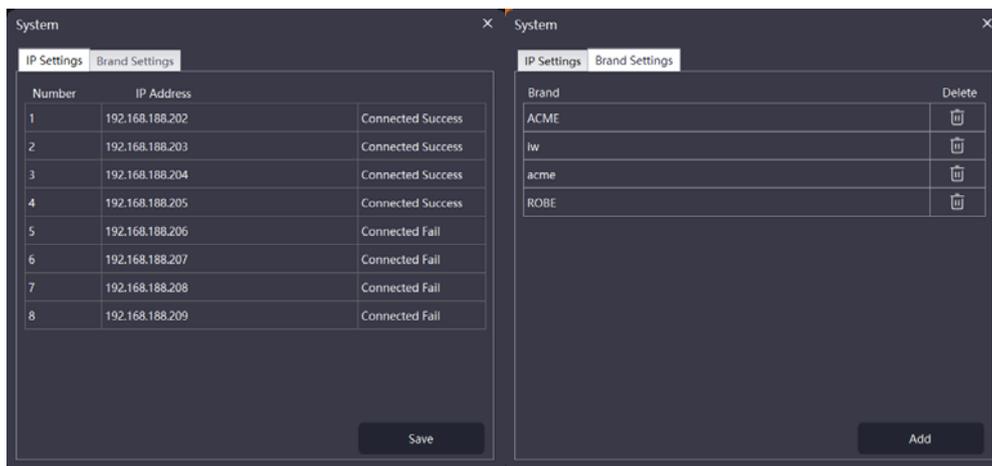
## 2.1 Lighting Library Settings



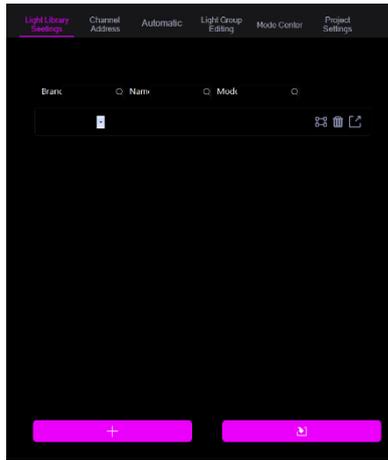
### 2.1.1 Lighting Library Settings

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  and set the IP in the following window to add or remove the lamp brand.



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.

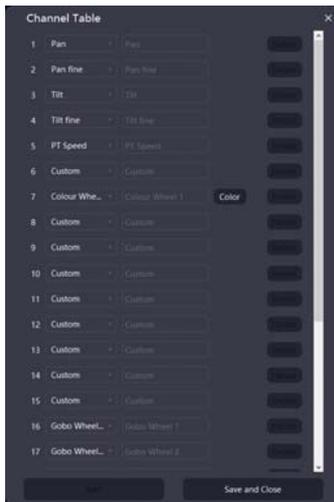


By clicking this button, you can set the channel table for this lamp in a lower window.

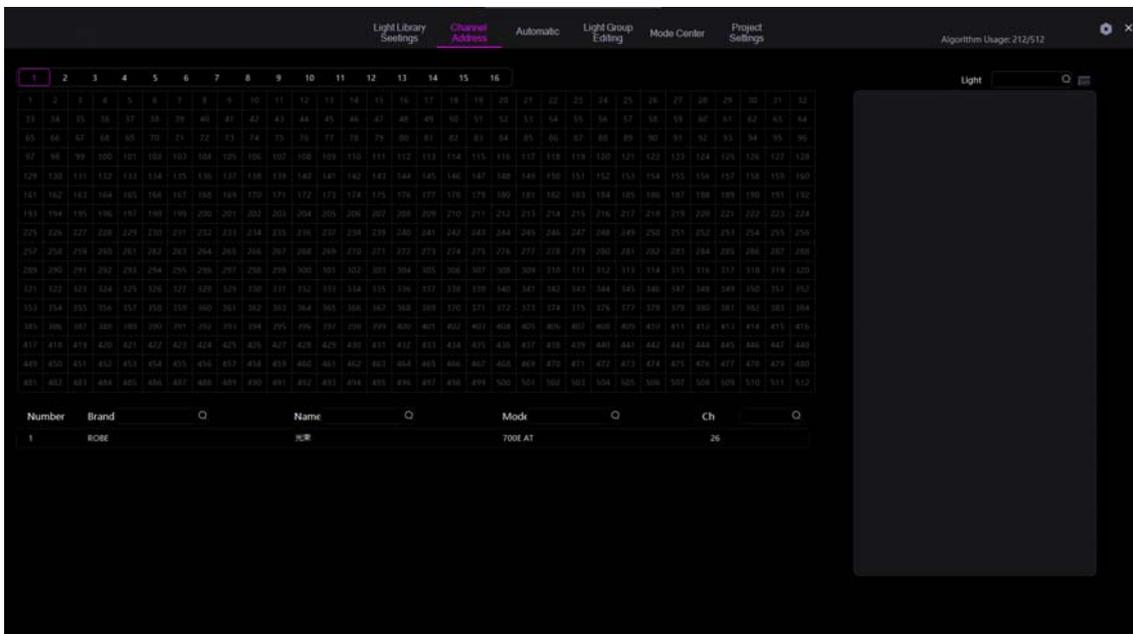


### 2.1.2 Color plate value

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



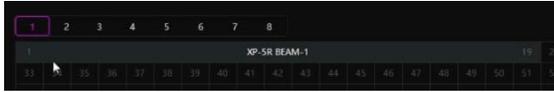
## 2.2 Address channel



## 2.2.1 Address Code Assignment



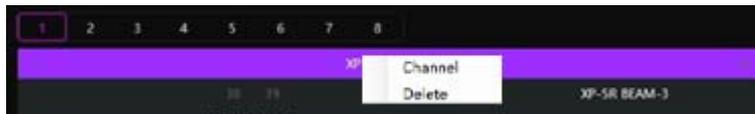
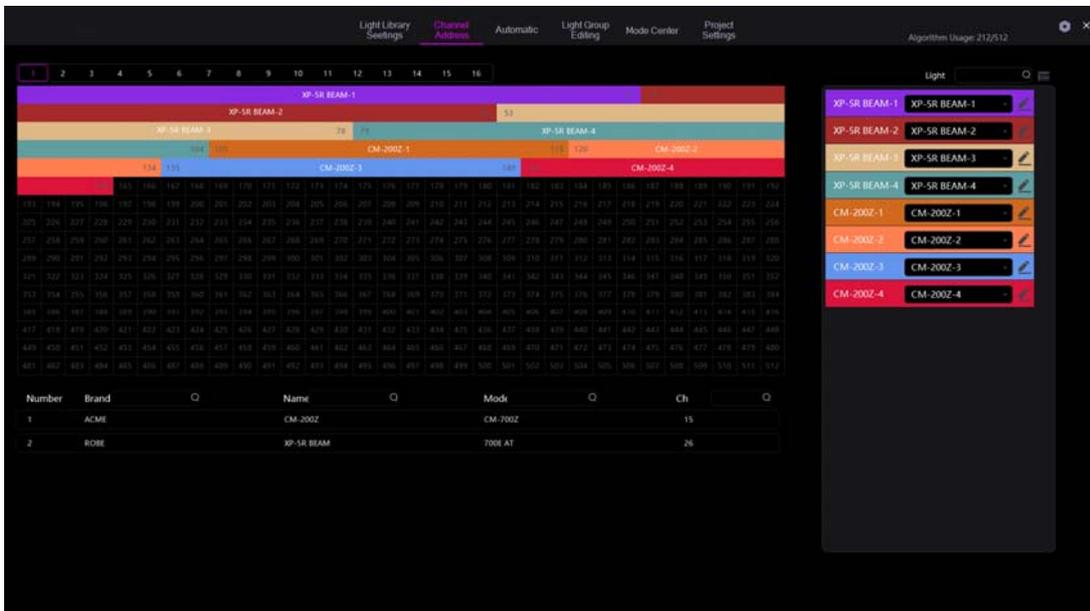
Click **XP-SR BEAM** the name of the luminaire, then click



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.



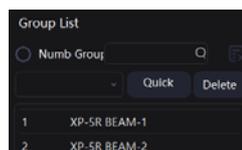
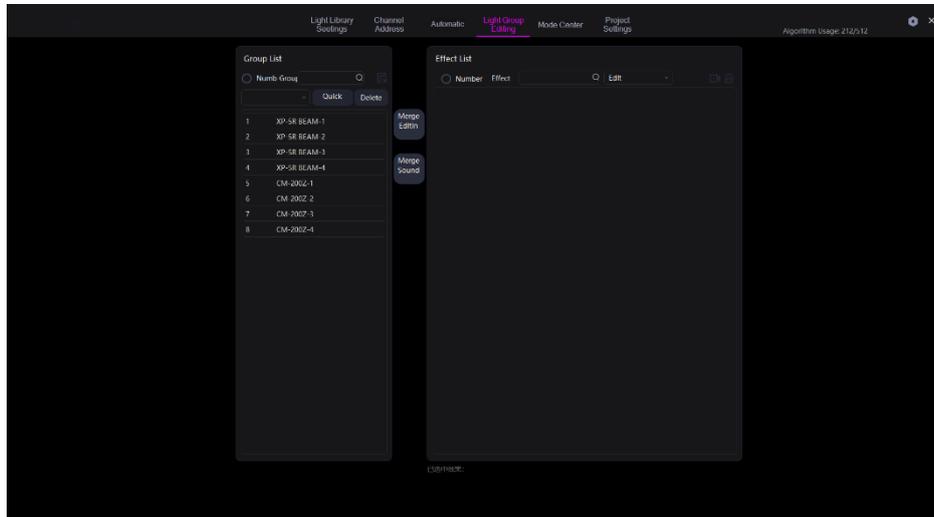
Right-click the address code assigned by the lamp to open the channel table test interface of the lamp.



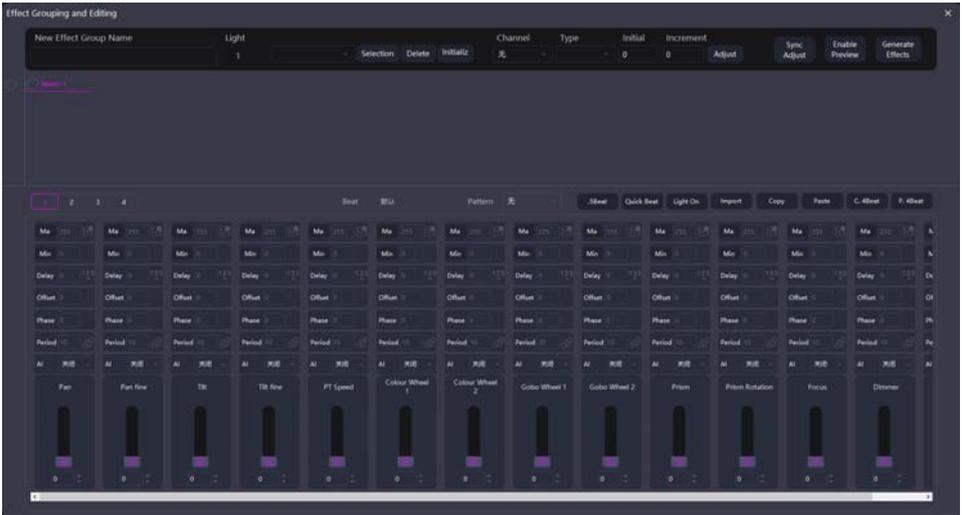
## 2.3 Light group editing

### 2.3.1 Light Group Edit

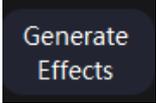
The light group editing page is displayed.



Once the grouping is complete, click the tab  on the light group edit page to edit the reorganized parameters.



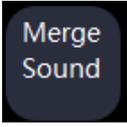
Click on the label to open the fixture, you can modify the



name, and you must click on the label to save any parameter modification. Return to the light group editing page.



: You can select multiple groups of lights to merge and edit.

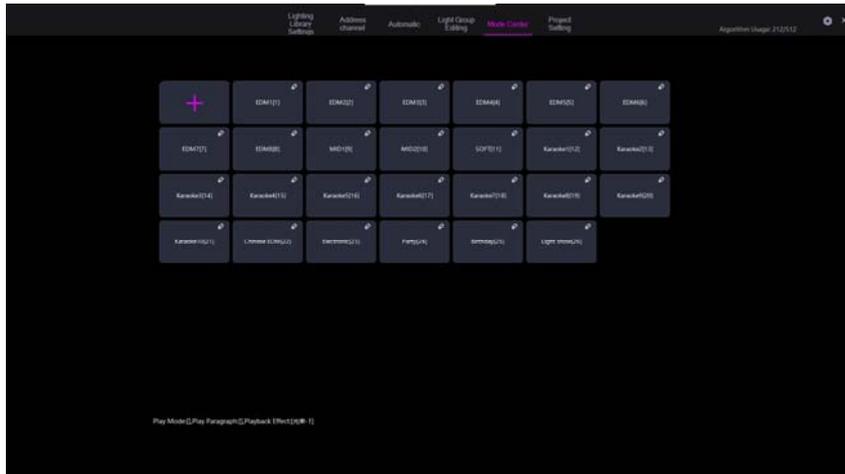


: Multiple effect groups can be merged.

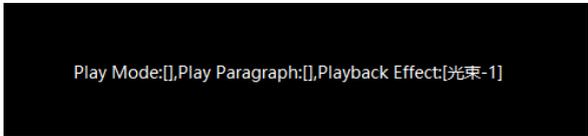
When selecting multiple groups of lights and multiple groups of effect groups, you need to click in turn according to the logical order of lighting.

## 2.4 Mode center

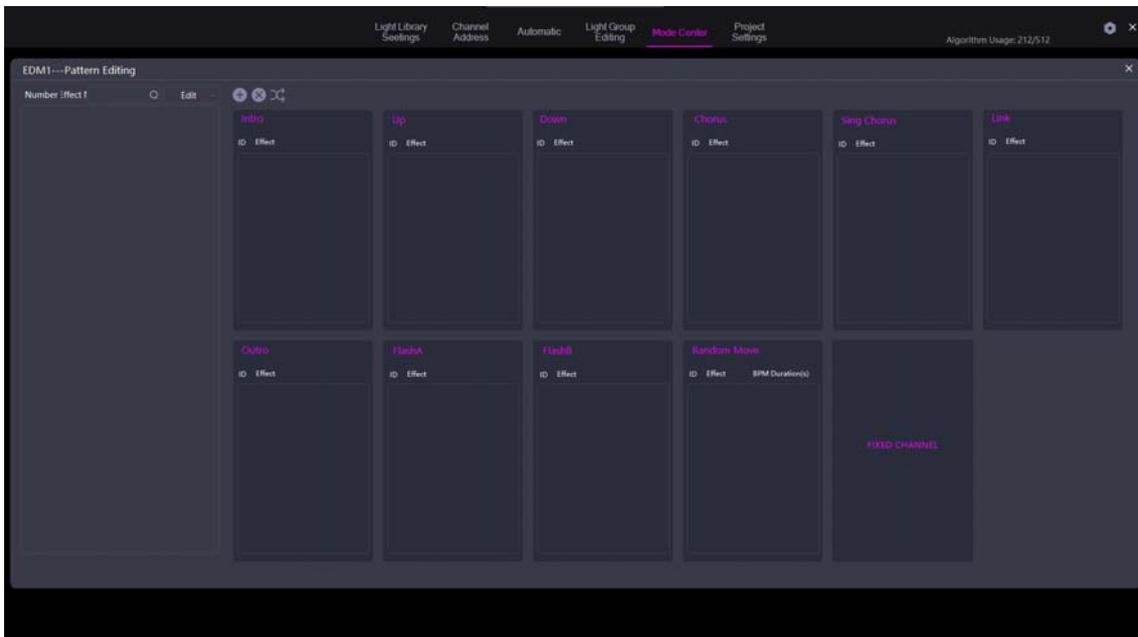
Enter the mode hub page,



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.

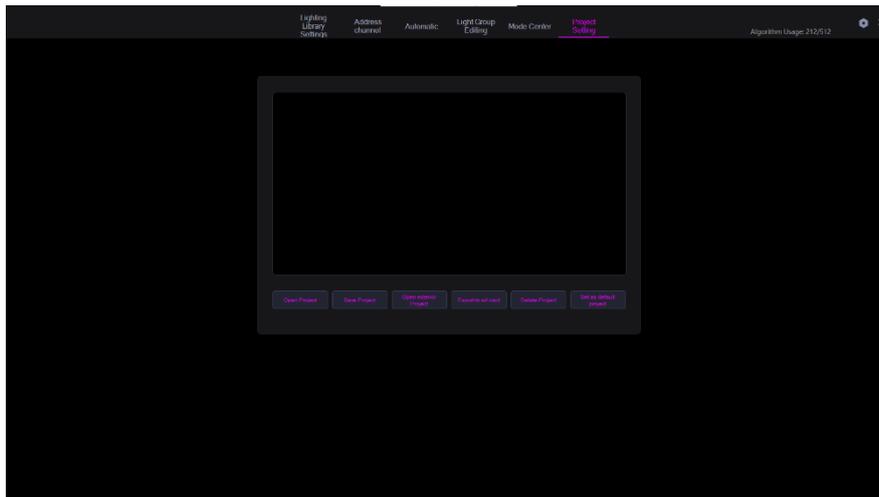


Click to  add a mode, click to  enter the effect assignment interface of each mode.

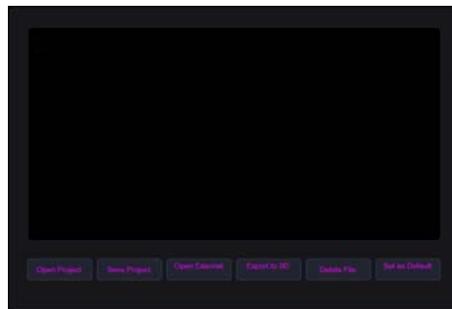


The edited effect group is on the left, and the paragraphs in this mode are on the right. Numbered effects can be assigned to each paragraph. Click the effect on the left and double-click in the paragraph box.

## 2.5 Project settings



Go to the Project Settings page



Project list

**Open Project**

: Open a project in the list

**Save Project**

: Save the project set for this time

**Open External**

: Open a project in an external storage device

**Export to SD**

: will export to built-in SD card

**Delete File**

: Select and click to delete the change project archive

**Set as Default**

: Select and click to set the project as the default 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.

 Guangzhou Zhigu Yitong  
Technology Co.,Ltd



Scan to watch the video