Starting Lamp Creator

Assuming Lamp Creator has been installed correctly, run Lamp Creator by clicking on 'Start' then 'Programs' then 'Celco Lamp Creator'

Creating a New Lamp

Defining the channels

1. Click on the File Menu, and select New. Click the 'Lamp' option.

2. Enter the number of channels that the lamp has in the box to the right of the 'Number of Channels' label

3. Click in the 'Function' box for channel 1, and a button with an arrow on it appears. Either use the mouse to drop a list of functions down or press the cursor up and down arrows to choose the function that is most closely matched to the function in your lamp manual.

    Note: Don't worry if an exact description doesn't appear - you can give the function a more meaningful name later. Pan, Tilt and Dimmer functions have a special meaning in Ventura however - you cannot give these functions a different name and they will always be controlled by the Pan, Tilt and Dimmer controls.

4. Click in the 'Palette Type' box for channel 1 and select whether this channel will be stored in Beam, Colour or Position palettes.

5. The step column sets the size of a 'step' when a Ventura control wheel is moved by one click. Usually this is left at one, however if a function is particularly slow you can set a larger number here to give a more coarse action.

6. Repeat steps 3 thru 5 for each channel.

Assigning the Controls and Naming

1. The eight windows at the bottom of the screen represent the four rotary controls on Ventura and their respective legends. The 'Next Function' moves to the next page of functions exactly as it does on the console.

2. Click the arrow in the lower left-hand window, a list drops down of the defined channel functions. Select the function that you want on the first control by clicking on it.

3. In the window above the function, type the text that you wish to be displayed on the HUD screen for that function.

4. Repeat steps 2 and 3 until all functions have been assigned to controls.

    Note: you do not have to assign Pan Coarse, Pan 8-bit, Tilt Coarse, Tilt 8-bit or Dimmer. This is done automatically.

Verifying the Lamp

Lamp Creator can check that the lamp you have entered conforms to certain rules that are common to most lamp types. These include checking that a channel has been defined for each of Pan, Tilt and Dimmer, that a function hasn't been defined twice, and that every function has a control wheel assigned.

1. To verify a lamp, click the 'Verify' button. Lamp Creator will show a number of warnings about the lamp's definition, or that the lamp is 'OK'!

2. Finally type the lamps name in the large window at the top left of the screen.

    Congratulations! You have created your first lamp.

Saving Lamps

You can save lamps to your computer disk to create your own 'Lamp Library'.

Note: You are not able to load these files directly into Ventura, to do so you must follow the Export directions below.

1 With the lamp you created in the previous two sections open in Lamp Creator, click on the File Menu and select 'Save'

2 You can then choose the directory and filename you require for your lamp in the same way as you would with a word processor. See the Windows Help for more details.

Opening Lamps

You can open lamps that have been saved on your computer disk, by clicking on the File Menu and selecting 'Open'

Choose the directory where your lamps are stored, click on the filename of the required lamp and click the 'Open' button.

Exporting Lamps

To use the lamps that you have created with Ventura you will need to export them to a blank floppy disk.

1 Click on the File Menu and choose 'Export'. The export dialog box will appear.

2 Ensure that the directory containing your lamps is shown in the left-hand window, and select each lamp that you wish to export by clicking on the lamp name.

3 If you select a lamp by mistake, you can deselect it by clicking on its name a second time.

4 Click the 'Add >>' button to add the selected lamps to your export list. You can export a maximum of 16 lamps.

5 If you place a lamp in the export list by mistake, you can remove it by selecting it (in the export list) and clicking '<< Remove'

6 When you are satisfied with the export list, click on the 'Export...' button. Lamp Creator will open a window for you to choose the export destination.

7 Normally you would choose the floppy disk (i.e. A:\) and give the file the name LAMP.DAT. This is the name of the file that Ventura will expect.

8 Click 'Save' to complete the export.

Importing Lamps

You can import a lamp (or lamps) previously saved by Ventura on a floppy disc (using 'Save Lamps' from the Ventura I/O menu). This is useful for beginners as it shows examples of ready-made lamps. It can also be used as a starting point for creating a lamp similar to an existing Ventura library lamp.

1 Click on the File Menu and choose the 'Import...' option.

2 Click on the 'Browse...' button and select the file that you want to import (usually this will be on the floppy disk and called A:\LAMP.DAT).

3 A list of Lamps or 'Entities' will be displayed. Click on the lamp that you wish to edit to highlight it and then click on the 'Edit Entity' button.

4 A window is opened containing the details of the lamp, just as if you had created it from scratch.

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