

FALCONER

Quick Start Guide: One-to-One

V1



AYRTON
Digital Lighting

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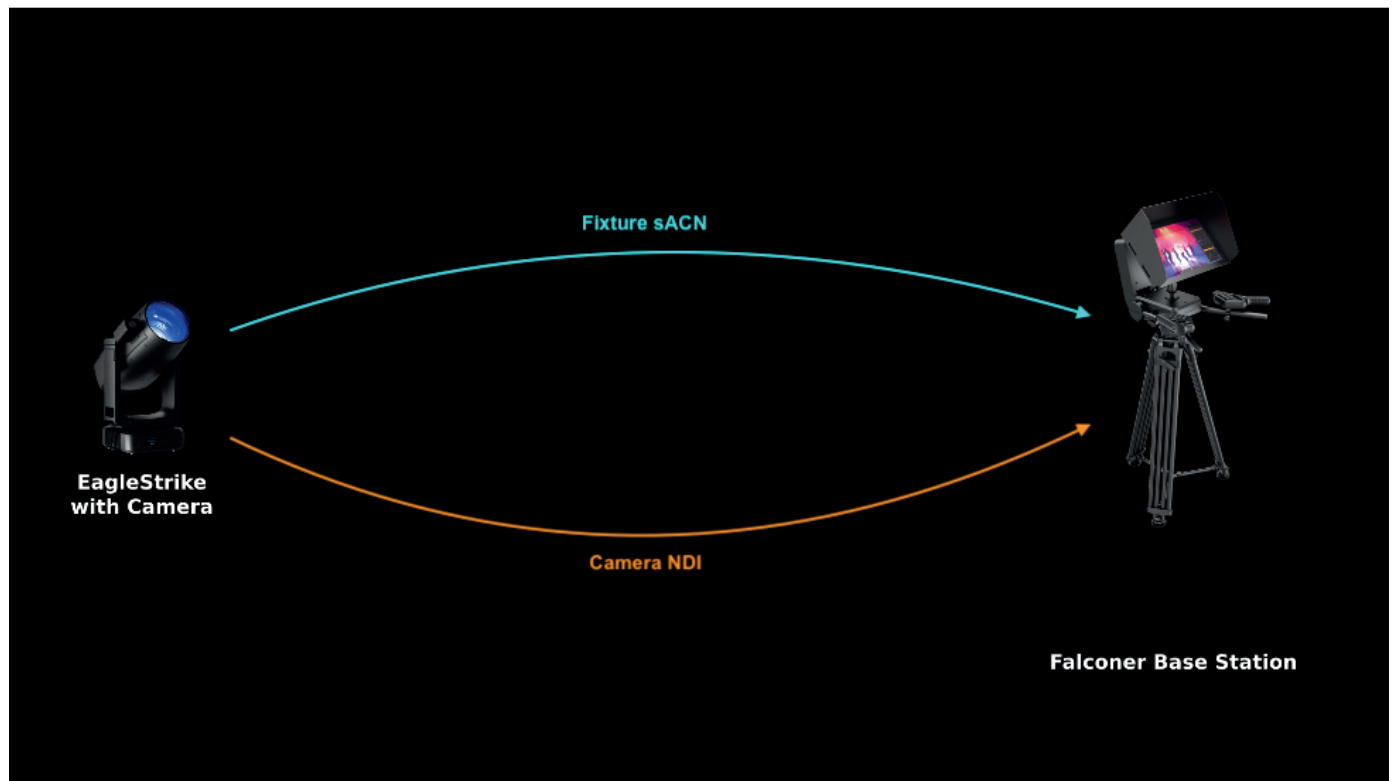
 DISCLAIMER

Errors and omissions for all information given in this quick start guide are possible. All information is subject to change without prior notice.

1. ONE-TO-ONE CONFIGURATION

This is the setup for a basic One-to-One configuration:

- Falconer base station
- A Primary Unit: an Ayrton fixture with a mounted camera (e.g. EagleStrike)
- Two network connections: sACN for the fixture, NDI for the camera



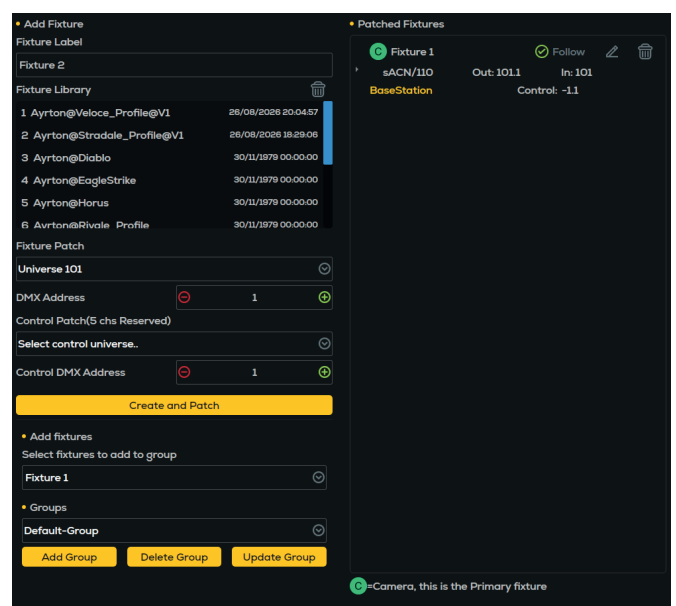
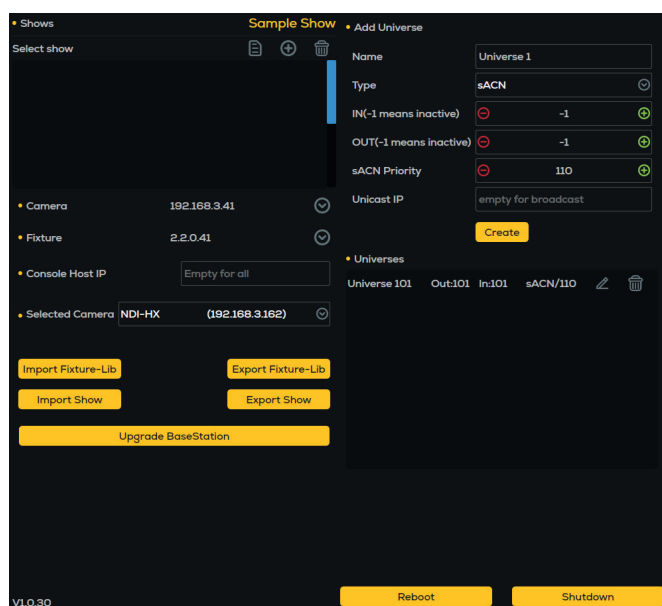
2. SAMPLE SHOW

A default Sample Show is available in the list of already existing shows.

This show cannot be overwritten.

A Universe 101 already exists and an EagleStrike is patched, on Universe 101 and DMX address 1.

On the EagleStrike, in the **Shortcut Menu** (long press of the button), select **Falconer Mode**. The address settings will then match with this show file (DMX 1, Universe 101).



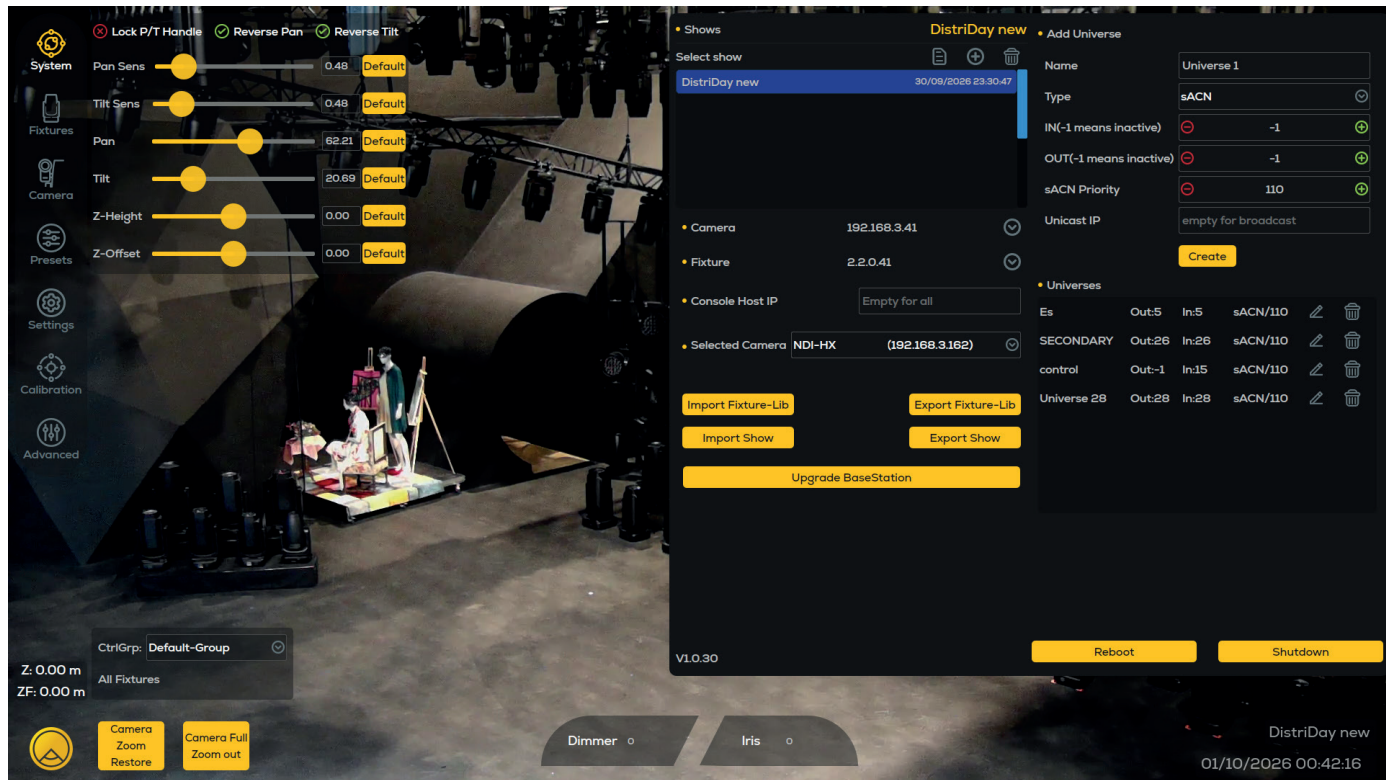
3. SYSTEM SETUP

If not using the Sample Show, the following steps will detail how to set up the system for a One-to-One application from scratch.

Once the base station is powered on, the system will boot up and automatically launch the Falconer software. To display the various menus available, click on  on the lower left corner of the screen.

For a One-to-One configuration, only the **System**, **Fixtures** and **Camera** tabs will be used for the setup.

To begin the setup of the show, enter the **System Menu** .



3.1 > CREATING A SHOW

At the top of the left panel in **System** , press  to create a new show.

A pop-up window to label the show will appear.

3.2 > CAMERA & FIXTURE IP

Indicate in the **Camera** and **Fixture** fields the IP settings for the network adaptors of the base station.

By clicking on , you can modify the **IP address**, the **Mask** and the **Gateway** if needed.

Then select the active camera.

3.3 > CREATING A UNIVERSE

Create a universe by naming it, filling in the **In & Out** values, and pressing **Create**.

The newly created universe is added to the list below.

The settings of existing universes can be edited by clicking  next to the sACN priority.

4. PRIMARY FIXTURE PATCH

In the **Fixtures** , label the fixture and select the fixture's profile from the list in the library (e.g. EagleStrike).

In the **Fixture Patch** section just below, select in which **Universe** the fixture is patched, and specify its **DMX address**.

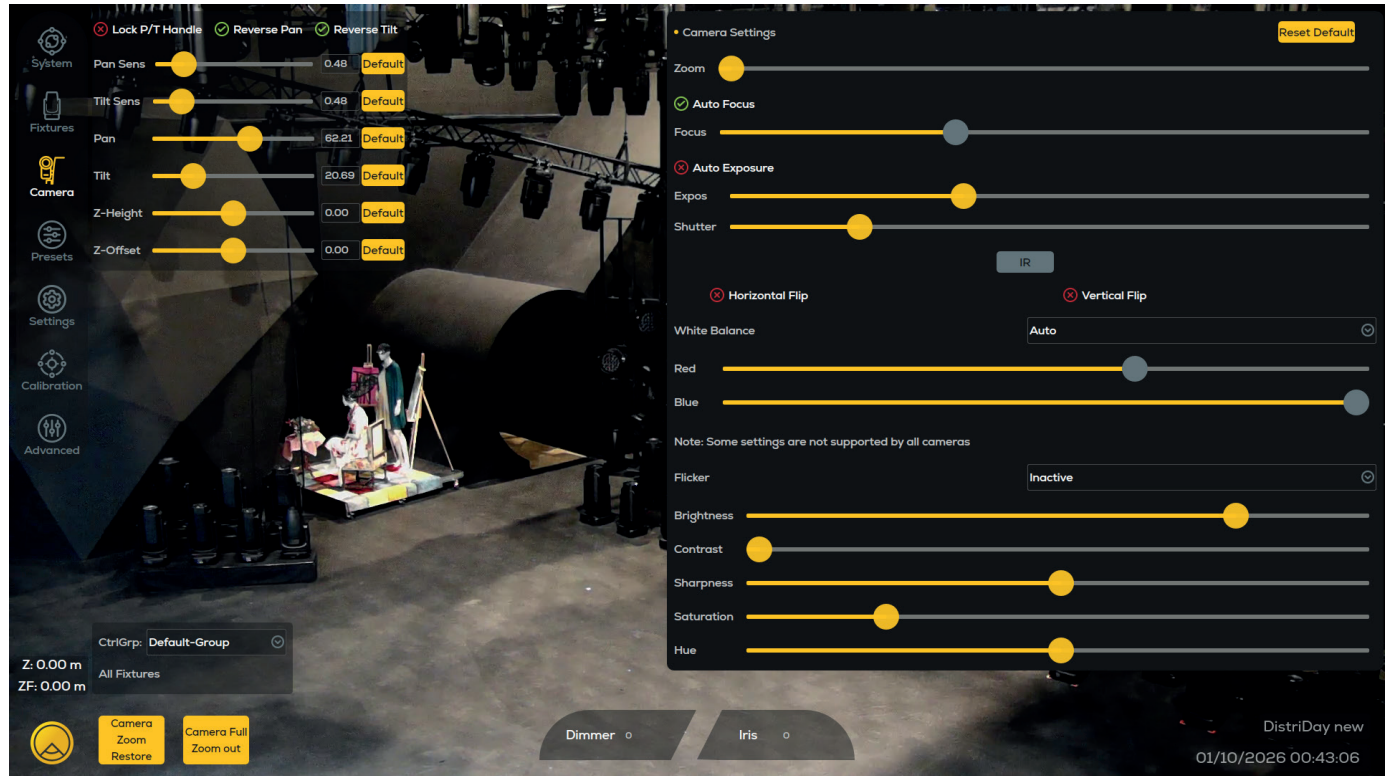
Then, press **Create and Patch**.

The newly patched fixture will be added to the list of **Patched Fixtures** on the right of the tab.

The **C** on its left means that this unit is the **Primary Fixture** (Camera unit or fixture with mounted camera). The fixture information can be edited by clicking on . Clicking on the dropdown below the patched fixture allows you to modify the default values of each channel.

5. CAMERA SETTINGS

In **Camera** , the camera settings can be adjusted as needed.



The show is now operational for a One-to-One application.



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