GOBO EDITOR 1
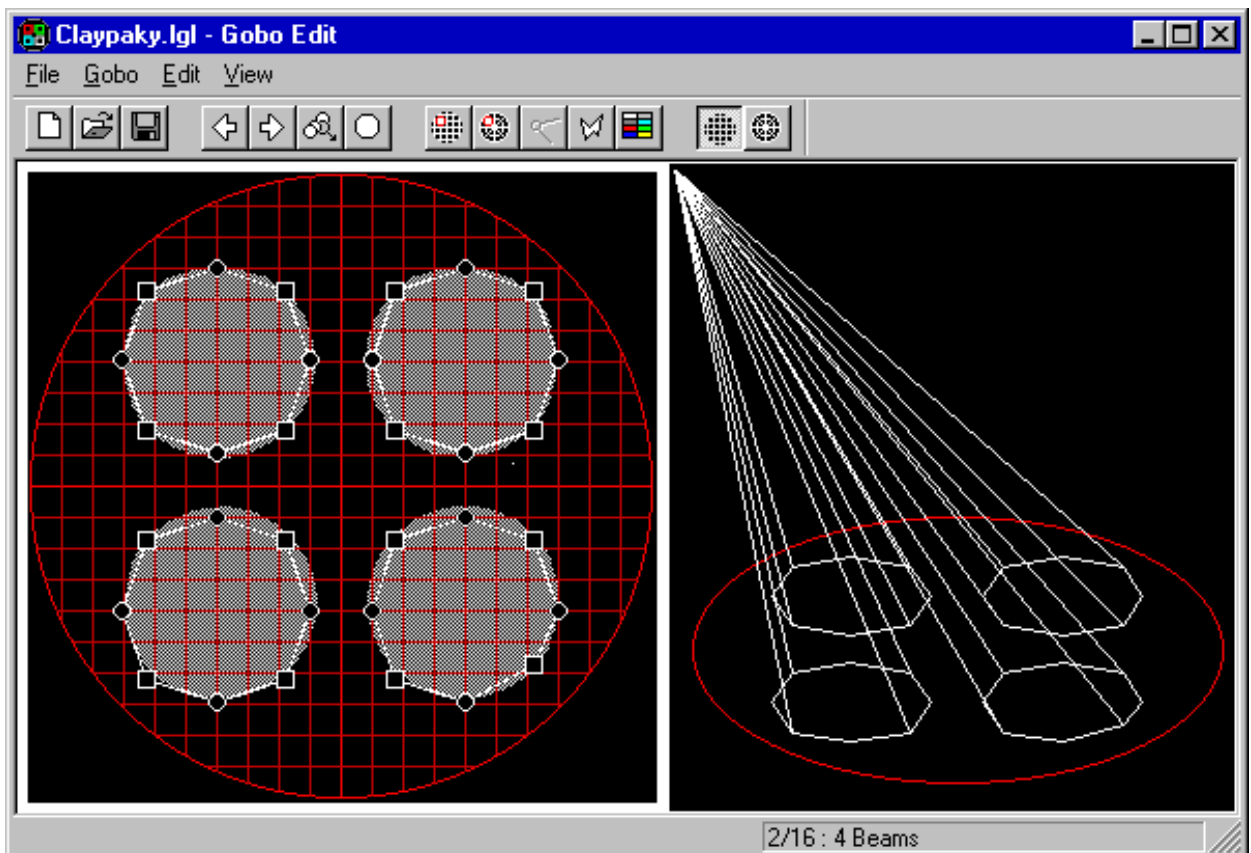
GOBO EDITOR

Introduction

The Gobo editor is designed as help for MSD OffLine. Because OffLine is only able to display line drawing gobos, and the ShowDesigner uses bitmap gobos, the Gobo editor enables you to create and edit line drawing gobos that will represent their matching bitmaps. Created and edited line drawing gobos can be stored and categorised in line gobo libraries (.lgl files).

Of course it is not necessary in OffLine to have the accuracy of the bitmaps that are used for the render facilities of MSD. It is therefore recommendable to create line drawings that will give a good impression of the gobo, but that are not to complicated. As you will understand, the more complicated a line drawing is, the more time the computer needs to draw these lines.

To give you a good impression of the beam while a gobo is projected, it is possible to determine the beam representation, in combination with a specific gobo.

It is possible within the Gobo editor to use colours as well. These colours for gobos or parts of gobos are independent of the colour filters that might be used in e.g. a moving light.

The main window of the Gobo editor

As you can see, the main window contains two display windows. In the one on the left, the drawing area, you can edit a line gobo. The one on the right gives you an impression of the effect of your line gobo.

The toolbar is provided with several buttons which all represent a menu option. If you will hold the mouse cursor on one of these buttons for more than a second or so, a short description of the menu option will be displayed.

The status bar provides you with the following information.
The left part will display a brief explanation of a menu option whenever the cursor is pointing to a menu option or over one of the toolbar buttons.
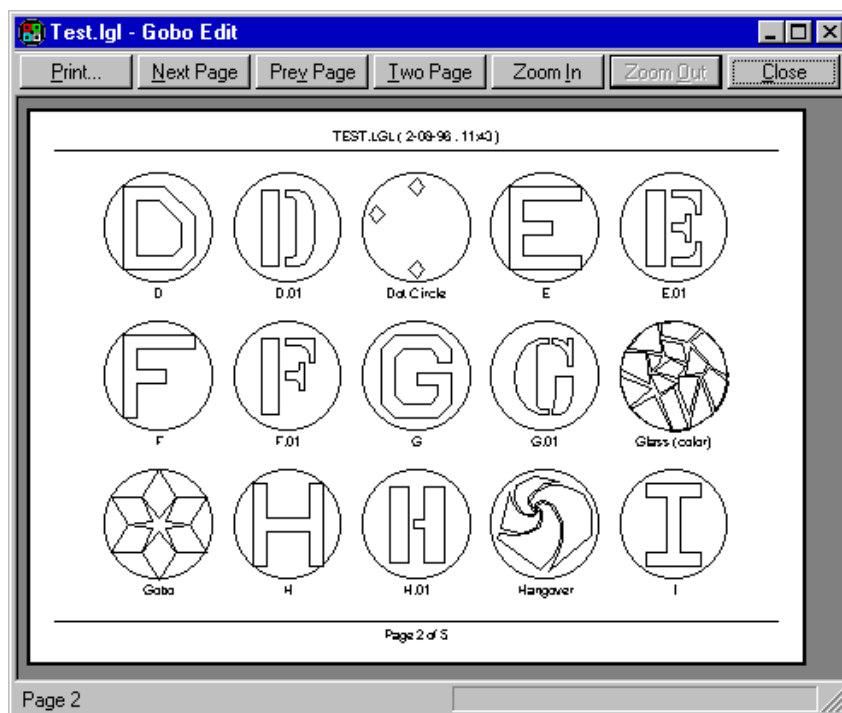The right part displays the name of the current gobo, as well as the number of gobos in the current library.

The menu options of the Gobo editor

File

All the menu options in the File menu concern Line Gobo Libraries (.lgl files).

New   This option will create a new line gobo library (.lgl file). After selecting this option you can start creating new line drawing gobos

Open…   Earlier stored line gobo libraries can be opened with this option.

Save   Alterations made to a line gobo library can be saved with this option. The original contents of this library will be lost.

Save as…   This option enables you to store alterations made in a gobo library in a new library with a new name. The original library and its name will remain intact.

Import…   This option enables you to merge two libraries. After selecting this option, you are able to select another library that will be merged with the library that you have already opened. If both libraries contain gobos with identical names, the names of the gobos of the last opened library will receive an extension (number) to their names. After using this option you could use the 'Save as' option as described above in order to give the new merged library a new name.

Print…   Prints all the gobos of the currently opened library. If you would like to view the print layout first, you can use the Print preview option, as described below.

Print Preview   To view how a printout of the currently opened line gobo library would look like, you could use this option. After selecting this option a window, as displayed on the next page will appear on your screen.

The button row at the top of this window allows you to alter the view that is presented on your screen, or to print the entire library. The 'Print…' button will have the same effect as using the 'File | Print' option. By pressing the 'Next page' button, the next page of the printout will be displayed. If there are no more pages in this printout, this button can not be used. The 'Prev. page' button allows you to scroll back a page (Previous page). If you have the first page already on your screen, this button can not be used. The 'Two page' button enables you to view two pages with gobos. The 'Zoom in' and 'Zoom out' buttons make it possible to get a larger and respectively a smaller representation of the presented line drawing gobos. The 'Close' button will bring you back to the main screen of the Gobo editor.

Print Setup…   This option allows you to alter settings concerning your installed printer.

1. ....

2. ....   These options represent earlier opened line gobo libraries. If one of these options is selected, the corresponding library will be opened.

About MSD GoboEdit...   This option will present a copyright dialog with information about the current user, the current installed version and the registration number.
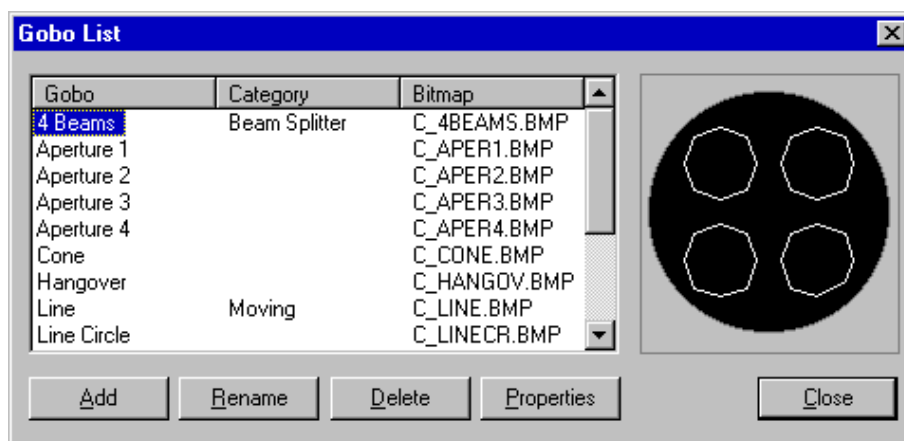
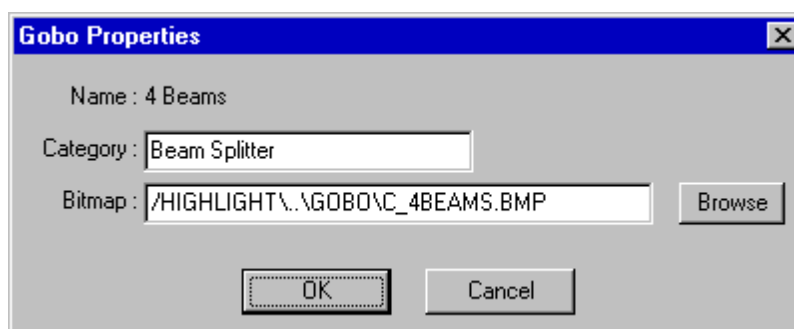**Exit**   Exits the Gobo Editor module.

Gobo

All the options in the Gobo menu concern line gobos within the opened line gobo library.

Previous ⬅ Displays the previous line gobo in the currently opened window so you can edit it.

Next ➡ Displays the next line gobo in the currently opened window so you can edit it.

List... 🔍 Selecting this option will result in the appearance of a list similar to the following image:

In this list you can select the gobo you want to work on within the currently opened library. You can also add a new line gobo by pressing the 'Add' button, rename an existing gobo by pressing the 'Rename' button or delete an existing gobo by pressing the 'Delete' button. It also possible to select more than one gobo in order to delete several gobos at once. If you press the 'Properties' button the following dialog will appear.

In this dialog you can alter the bitmap file that is currently matched to the selected line gobo, and categorise the current gobo.

The 'Category' field enables you to group some gobos. The gobos of one group will be e.g. sorted at the print procedure. The 'Bitmap' field enables you to enter the bitmap gobo you would like to create or edit a line gobo for.

The 'Browse' button can help with locating the bitmap file. The 'OK' button will activate the alterations made and the 'Cancel' button will ignore these alterations.

If you have selected a gobo from the line gobo list, the options 'Rename', 'Delete' and 'Properties' will also be available in a context menu if you will press your right mouse button. The 'Close' button brings you back to the main window.

Add...   This option has the same result as the 'Add' button of the 'Gobo list' window as described on the previous page.

Rename...   This option has the same result as the 'Rename' button of the 'Gobo list' window as described on the previous page.

Delete...   This option has the same result as the 'Delete' button of the 'Gobo list' window, which was described on the previous page.

Properties...   This option has the same result as the 'Properties' button of the 'Gobo list' window, which was described on the previous page.

Edit

The options in the edit menu all concern the gobo editing possibilities of the Gobo editor.

In this Gobo editor a line gobo is created out of areas. An area consists of one or more points and several line pieces that connect these points. By adding or deleting points from an area, the number of line pieces will vary equally.

Moving the points by dragging them with your mouse, you can vary the shape of an area.
You can cancel a drag movement by pressing the right mouse button while dragging.

By connecting the points to the spotlight, you can obtain a good beam representation.

All the options mentioned in this section are also available when you click your right mouse button in the drawing area.

Add Point	This option adds a point (and a line piece) to the area you are working on.
Delete Point	This option deletes the active point (and a line piece) from the area you are editing. This option is available only if you have picked a point by clicking on it with your left mouse button.
Connect Point	If you select this option, the Gobo editor will 'draw' a line between the picked (active) point and the light source. This line represents a part of the light beam of a spotlight. These lines are only visible in OffLine and the right part of your screen. After connecting a point, the round point will change in a little square. You need to have an active point before you can use this option.
Add Area	After selecting this option, a new area with four points and line pieces will be added to the gobo you are editing.
Delete Area	The area that you are currently working on, the active area, will be deleted after you have selected this option.
Colour	This option enables you to select a colour for the active area and for the next area(s) you would like to add to the gobo you are editing.

Attach Bitmap   This option enables you to attach a (different) bitmap to the line gobo you are editing. After selecting a bitmap gobo, it is connected to the line gobo you are editing. When OffLine needs a line gobo, it will use the attached bitmap to find the correct gobo.

Detach Bitmap   This option will remove the bitmap gobo overlay and can only be used if there is a bitmap attached to the line gobo drawing. After using this option the line gobo you are presently editing is not connected to a bitmap gobo anymore.

Snap >   This option will make the available grids that can be used, magnetic.
The first option, Lines, makes the line grid magnetic, the second one, Circle, makes the circles grid magnetic.

View

The options of the View menu enable you to determine the layout of the Gobo editor's main window.

All the options mentioned are switches, they enable you to either display or not display the items mentioned. If an item is preceded by a check mark, it is displayed.

Toolbar	This option will display the toolbar with its buttons.
Status bar	This option will display the status bar. The status bar shows information on what gobo you are working on, how may gobos there are within the current library, etc.
Grid lines	This option will display a grid overlay as help while drawing a line gobo. This grid consists of horizontal and vertical lines.
Grid circles	This option will display a grid overlay as help while drawing a line gobo. This grid consists of circles and radial lines.
Bitmap	This option will display the currently attached bitmap as an overlay.