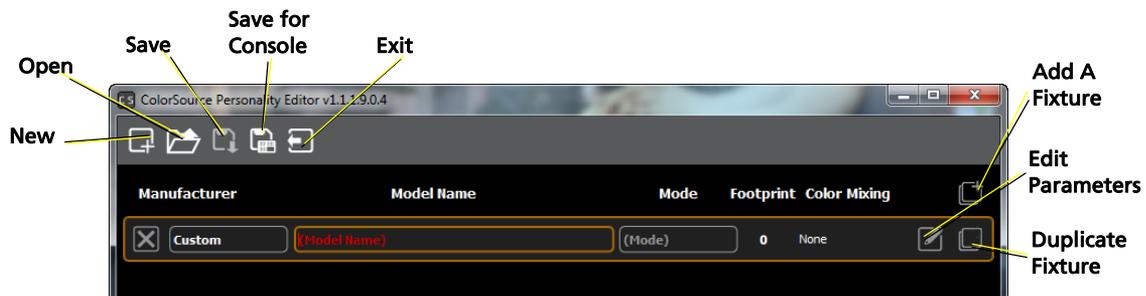# ETC Quick Guide

ColorSource Personality Editor

ColorSource Personality Editor is a standalone software application for computers running Windows 7 or later that provides you with the ability to create your own fixture profiles for use with ColorSource consoles.

Note: *You will need to reference the user documentation provided with your fixture when creating a profile. The documentation should outline the fixture's DMX footprint, which shows the order of the parameters of the fixture. This information is important for creating a working fixture profile.*

Using the Editor

The following buttons are available in the main editor display:

Steps for Creating a Profile

1: Fill in the Manufacturer, Model Name, and Mode fields

Note: *Manufacturer, Model Name, and Mode have to be provided for the console to properly read the profile.*

2: Click the **Edit Parameters** button to open the Parameters list. This also enables the Color Mixing field for selection.

3: To select the color mixing parameters for your fixture, click on the Color Mixing drop down menu and select the appropriate option from the list.

4: The color parameters will then display in the parameters list, and you can assign the needed values.

5: Click on the **Add Parameters** button to add a new parameter to the list.
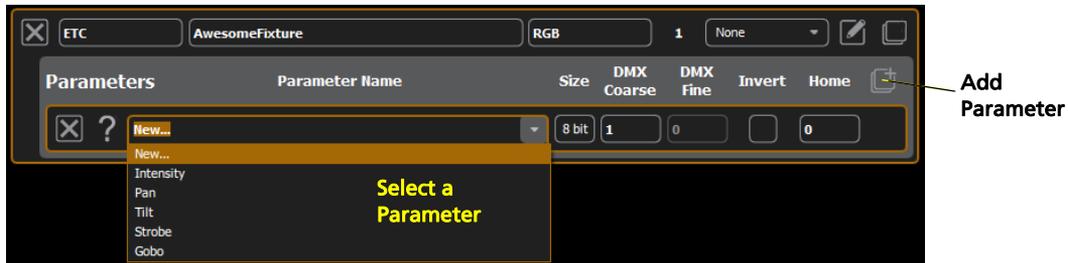
6: Select a Parameter type from the drop down menu.

ETC Quick Guide

ColorSource Personality Editor

Note: *Each parameter defaults to 8 bit size. Click on the size field to change to 16 bit as needed.*
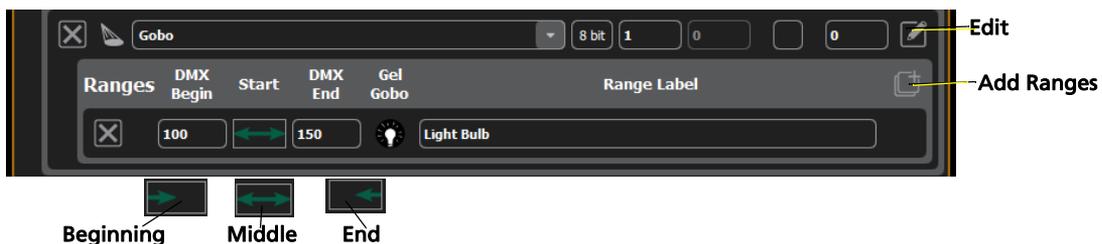

Note: *You can manually enter a parameter name in the Parameter Name field. Parameters that have been manually entered will show a square around their icon. You can click on the icon to either assign it to Position or Beam.*

7: If a selected parameter has additional options, an edit icon will display. Click the **Edit** icon to open the Ranges list.

8: Click on the **Add Ranges** button to add a new range to the list.

9: Set the **DMX Begin** and **DMX End** to the (0-255/8bit) start and end for the range.

Note: *Ranges must not overlap. You can leave gaps between ranges, and the ranges can be in any order.*

10: Click in the **Start** field to select the starting point for the range. This can be set to the **Beginning**, **Middle**, or **End** of each range.

Note: *A continuously-rotating gobo or color wheel will often show half of the gobo or color at the beginning or end of the range, and the whole image when in the middle of the range. In this case, you would want to choose **Middle**.*
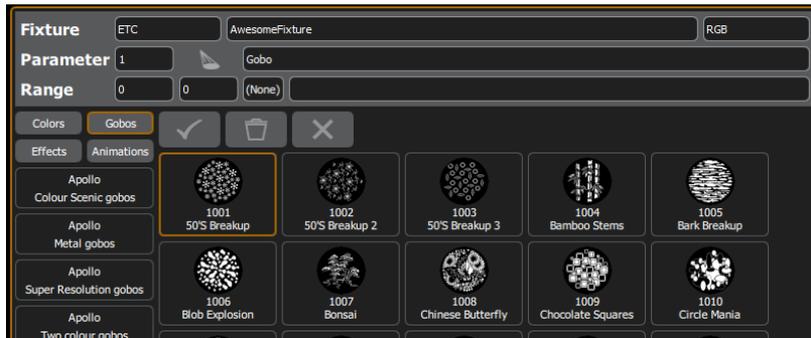
11: If you need to add gel, gobos, or other effects to a fixture, click on the Gel Gobo field to open the following display. Select the desired item, and click on the **Checkmark** button to add to the fixture. The **X** button will return you to the editor without making a change. The **Trashcan** button will remove the current selection.

ETC Quick Guide

ColorSource Personality Editor

You can use the **Duplicate Fixture** button to copy a fixture. This is useful for making multiple modes for a fixture.

> **Note:** *You can create more than one fixture profile in a session. Multiple fixtures are then saved in the same file and can be loaded into the console together.*

Saving the Library File

After the needed profiles have been created, you will need to save a library file onto the root directory of a USB drive to be able to load it onto the console.

The **Save for Console** button will save the file using the name required by the console. After you click on **Save for Console**, you will need to first select the root directory of the USB drive. Then click the **Select Folder** button to save the file.

> **Note:** *The console will not recognize library files if they are stored within folders on the USB drive.*

> **Note:** *For the console to recognize the profile, the file name has to be **userlib.jlib**.*

Editing a Profile

Profiles can be edited using ColorSource Personality Editor by opening the saved library file. Click the **Open** button and select the library file that contains the profile that you wish to edit.

Using the Library File on the ColorSource Console

With the USB drive plugged into the console, go to **Setup>Patch>Add Device**.

From the Source dropdown, select User Library. A new library will display with your fixtures listed by their manufacturer's names.