

Magic260 Fixture Edit

Explanation of Fade, Snap before and Snap after

These options determine how fixture channel function when a fade time is incorporated into a scene. See descriptions below;

"Fade" will cause a channel to smoothly fade from one scene to another when changing scenes. The crossfade time will vary from scene to scene depending on how that scene was programmed. Use this setting for channels that control functions like pan and tilt or dimming to achieve a smooth transition from scene to scene. If you use this setting for gobo or color wheel channels, this will cause the wheels to step through all positions between the start and end positions of a long fade. This option should always be the default setting for pan, tilt and dimmer channels.

"Snap before fade" will cause the channel to jump immediately to the next scene level as soon as the new scene is selected or called. Use this setting for channels that control motor speed so that pan and tilt will move at the correct speed during the fade. You can also use this setting for wheel channels that you want to change at the start of long crossfades. This is typically the default setting for speed and mode channels.

"Snap after fade" will cause the channel to jump immediately to the next scene level at the end of a crossfade. Use this setting for wheels and effects that you want to take effect after a long crossfade is complete. This is typically the default setting for color and gobo channels.