
Creating Your First Design in LxDesigner

A design in LxDesigner is created by following a simple process which is made up of 7 basic stages. These are:

- Stage 1. Creating a Blank Design
- Stage 2. Adding the Venue Outline
- Stage 3. Adding the Set
- Stage 4. Adding the Bars and Trussing
- Stage 5. Adding the Fixtures
- Stage 6. Generating the Reports
- Stage 7. Printing the Plan


Stage 1. Creating a Blank Design

The first stage in creating a new design is to set up a blank plan and specify the maximum dimensions and grid to be used. The following steps perform this:

1. Click **New** on the **File** menu.
2. Enter the name of your new design in text box.
3. Click **New**.
4. Select **Normal**, from the list of Templates.
5. Click on **OK**.
6. Click **No** on the next requester.
7. The **Floor Area** setup screen is now displayed - this allows you to set the maximum size of your working area. This is used for printing, zooming to full and adjusting fixture heights.
8. Click **Grid** - this allows you to set up the 'working grid', which is the grid that all objects will snap to when added to the design, and the 'screen grid' which is the grid displayed on the screen.
9. Click **OK**.

Stage 2. Adding the Venue Outline

The next stage is to draw the venue outline. The following steps perform this:

1. Click  **Add** on the **General** toolbar.
2. Select the required primitives and add to the plan as described in the Primitives chapter.


Stage 3. Adding the Set


The next stage is to add the set. The following steps perform this:

1. *Either:*

Click **Symbol Libraries, Set** from the **View** menu.

or

Click  **Set** on the **Libraries** toolbar.

2. Click on the required scenic entity and while holding the mouse button down drag it onto the plan and drop it by releasing the mouse button.
3. Click  **Select** on the **General** toolbar.
4. Click on the scenic entity this will display a selection box around the entity along with a yellow and red dot.
5. To move the bar click on the yellow.
6. Move the scenic entity to its required position and click again. Note: Do not hold the mouse button down while moving the entity.
7. If you wish to rotate the entity repeat step 6 but click on the red dot instead.
8. To change the scenic entity's parameters i.e. colour, scene and layer, right-click inside the selection box
9. Click **Properties** from the pop-up menu. This will display a screen, which allows the parameters to be changed.
10. Repeat steps 2 to 8 for all of the scenic entities within the design.


Stage 4. Adding the Bars and Trussing

The next stage is to add any bars or trussing. The following steps perform this:


1. *Either:*

Click **Symbol Libraries, Rigging** from the **View** menu.

or

Click  **Rigging** on the **Libraries** toolbar.

2. Click on the required bar and while holding the mouse button down drag it onto the plan and drop it by releasing the mouse button.

3. Click  **Select** on the **General** toolbar.

4. Click on the bar this will display a selection box around the bar along with a yellow and red dot.

5. To move the bar click on the yellow.

6. Move the bar to its required position and click again. Note: Do not hold the mouse button down while moving the bar.

7. If you wish to rotate the bar repeat step 6 but click on the red dot instead.

8. To change the bar's parameters i.e. name and height, right-click inside the selection box

9. Click **Properties** from the pop-up menu. This will display a screen, which allows the parameters to be changed.

10. Repeat steps 2 to 8 for all of the bars within the rig.


Stage 5. Adding the Fixtures

The next stage is to add the fixtures. The following steps perform this:


1. *Either:*

Click **Symbol Libraries, Fixtures** from the **View** menu.

or

Click  **Fixtures** on the **Libraries** toolbar.

2. Click on the required fixture and while holding the mouse button down drag it onto the plan and drop it by releasing the mouse button.

3. Click  **Select** on the **General** toolbar.

4. Click on the fixture this will display a selection box around the fixture along with a yellow and red dot.

5. To move the fixture click on the yellow dot.

6. Move the cursor to the position you want the bar and click again. . Note: Do not hold the mouse button down while moving the fixture.

7. If you wish to rotate the fixture repeat step 6 but click on the red dot instead.

8. Repeat steps 2 to 6 for all of the fixtures within the rig.

9. Right-click inside the selection box.

10. Click **Adjust Beam, Controls** from the pop-up menu. This can be used to adjust the fixtures beam angles. It will display a window which allows 'Pan', 'Tilt', 'Beam angle' and 'Height' to be modified. The 'Height' control is only displayed when a fixture is not on a bar.

Stage 6. Generating the Reports

The next stage is to generate the reports. The following steps perform this:

1. Click **System** from the **Reports** menu.
2. Click the required report. This will generate the report and open it in a new window.
3. To print the report click **Print** from the **File** menu.
4. Select the required printer and it's parameters.
5. Click **OK** to print the report or **Cancel** to abandon the printout.

Stage 7. Printing the Plan

The next stage is to print the plan. The following steps perform this:

1. Click **Print Plan** on the **File** menu.
2. Select the required printer and print parameters.
3. Click **OK** to print the report or **Cancel** to abandon the printout.