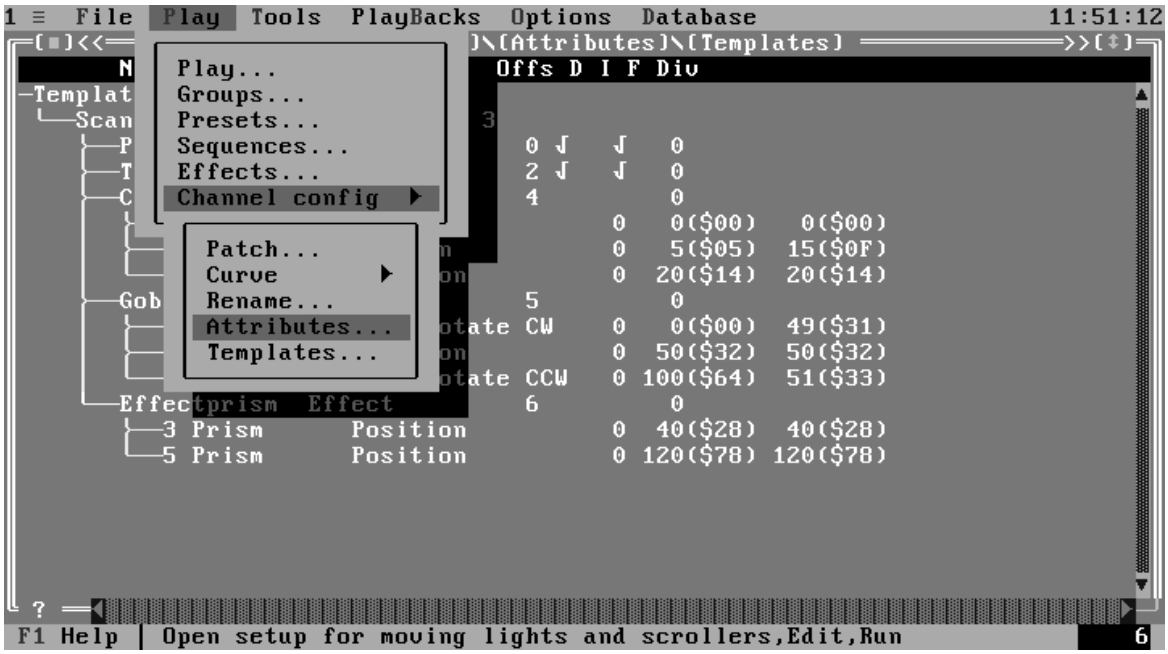
Title: (avab)
Creator: Adobe Illustrator(TM) for Wi
CreationDate: (94-03-06) (18.56)

How to use the template

When the template is made for your device you can assign it to a channel.
This connection of a channel to a device is done by creating an **Attribute**.
The **Attribute** will handle the control of the DMX channels and values, i.e. you will not have to bother with having to remember which DMX channel controls what in your device. This is already described in the template.
Several **Attributes** can use the same template, which means that you only have to make a template once for each kind of device.

1. Go to **Attributes** in the **Play** menu.



2. Type the number of the channel you want to connect ~~to the templa~~with a template through the **Attribute** and press *Insert*.
~~T~~If you have a parameter assigned as **Dimmer** in the template, the channel thus connected will control the dimmer function of the device.
~~device.~~If you do not have a parameter assigned as **Dimmer**, the channel will control the dimmer assigned to it in the **Patch**.
(As in the use of scrollers in **VLC**).
Choose **From template**.

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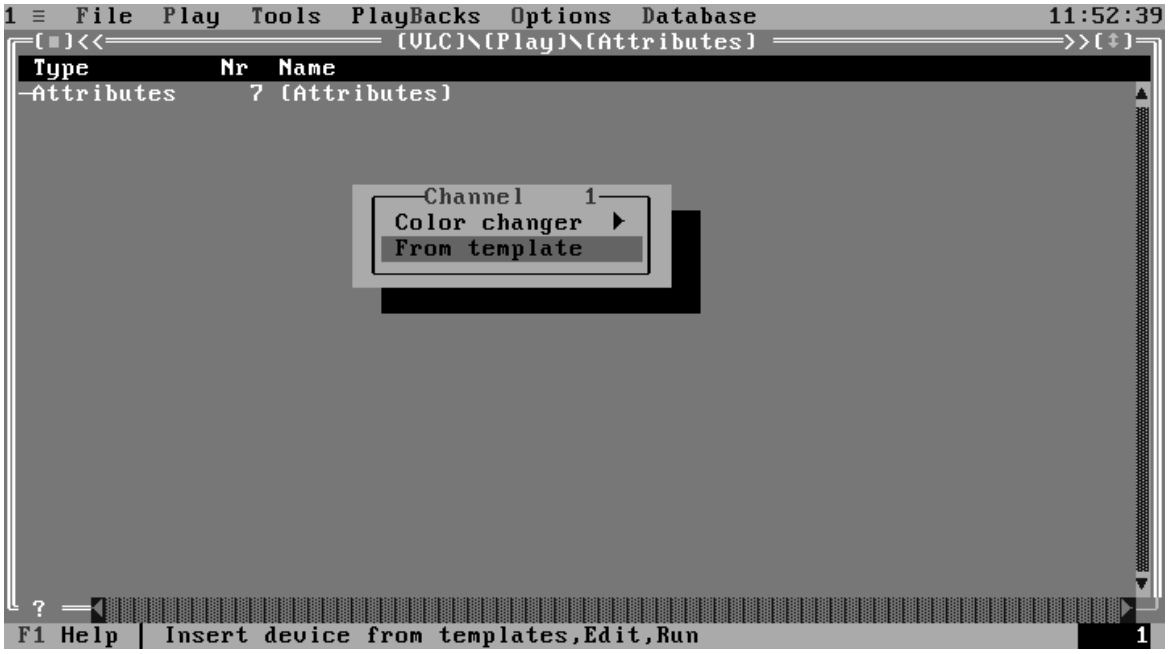
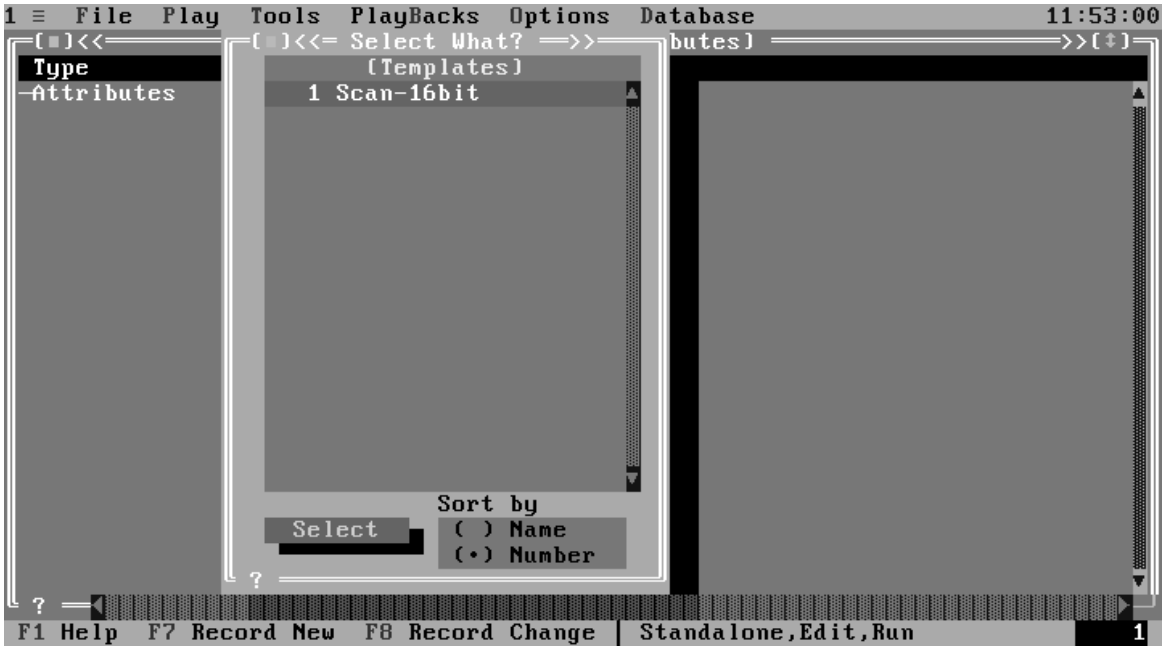


3. **Select** the template you want to connect to the channel.



4. Now you have an attribute where ~~the~~a template is connected to a channel.
In the position where it reads ******** enter the first DMX address the device is using ~~to connect the device~~, to assign the control of the device to the channel of your choice. The **VLC** program will know how many DMX addresses are needed to control the device, so it is only necessary to enter the first DMX address that the device is using.

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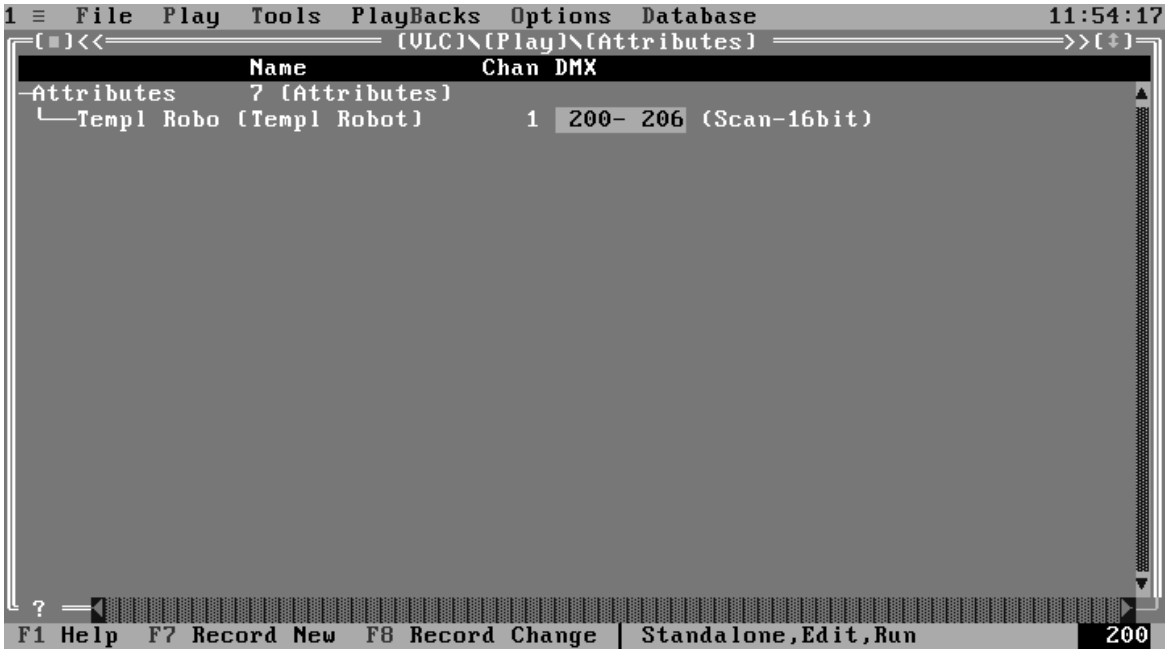

You will now have the control of your device assigned to a channel.