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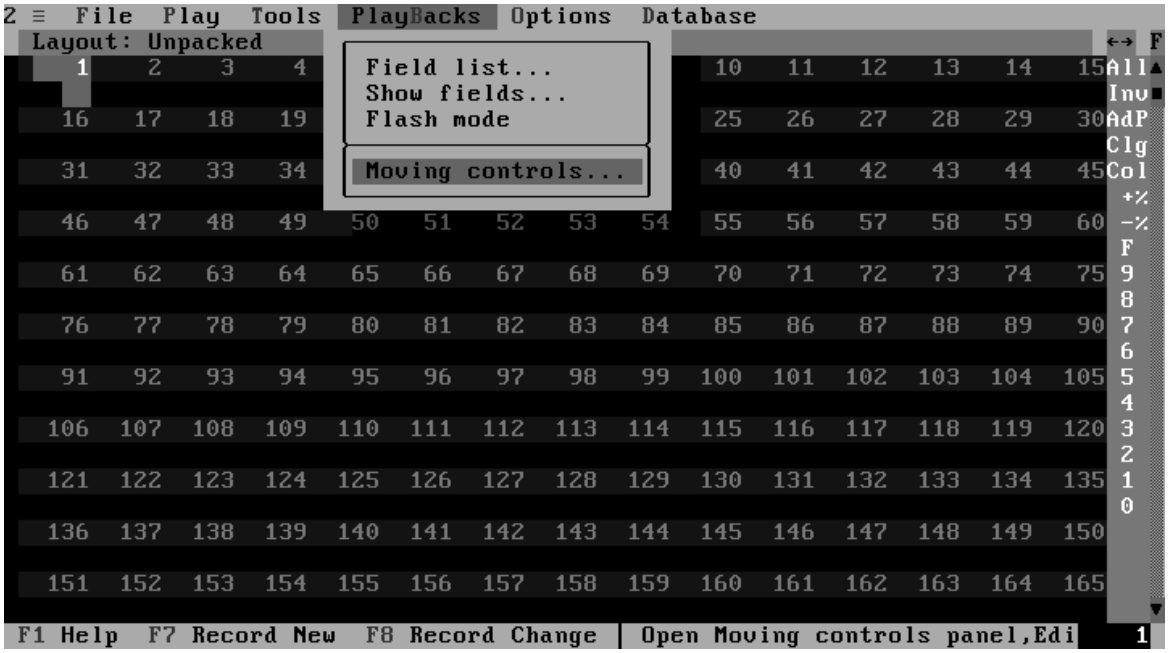
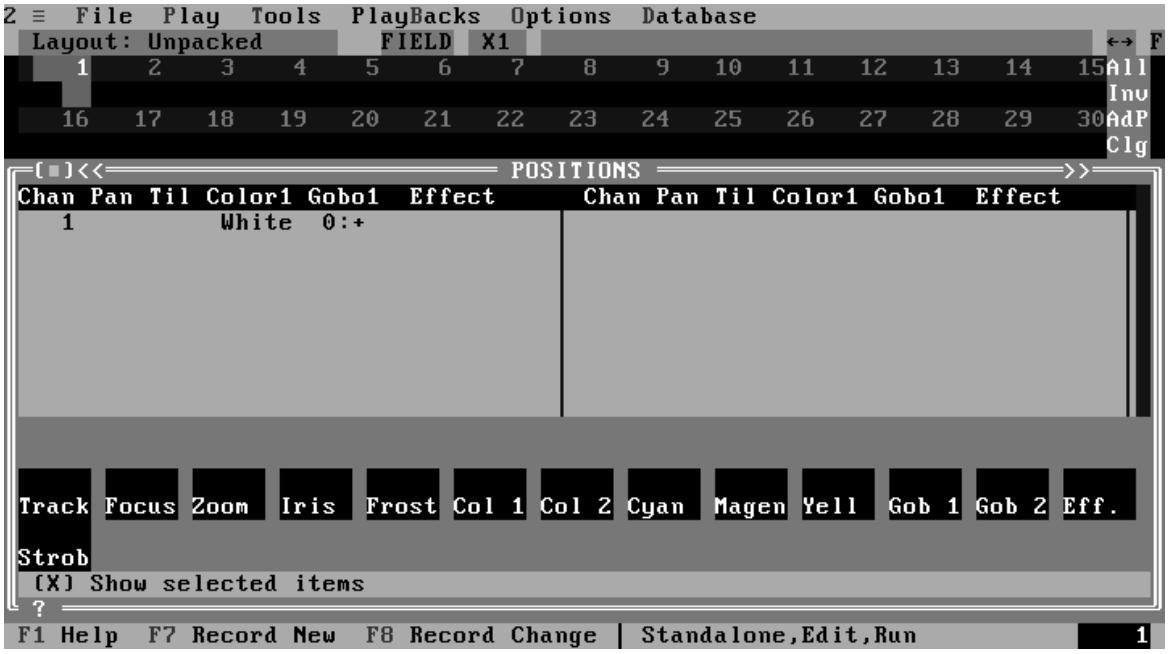
How to control the device.

The channel that is connected to the **Attribute** is displayed with a different color in the **Channel view** window. The control of the device is now only accessible through this channel.

1. Activate the channel that has the attribute for the device you want to control.
Go to **Moving controls** in the **PlayBacks** menu, or press the **Moving controls** key on your console.



2. Click on the **Show selected items** checkbox or press the spacebar on the keyboard to view the controlled ~~item~~devices.



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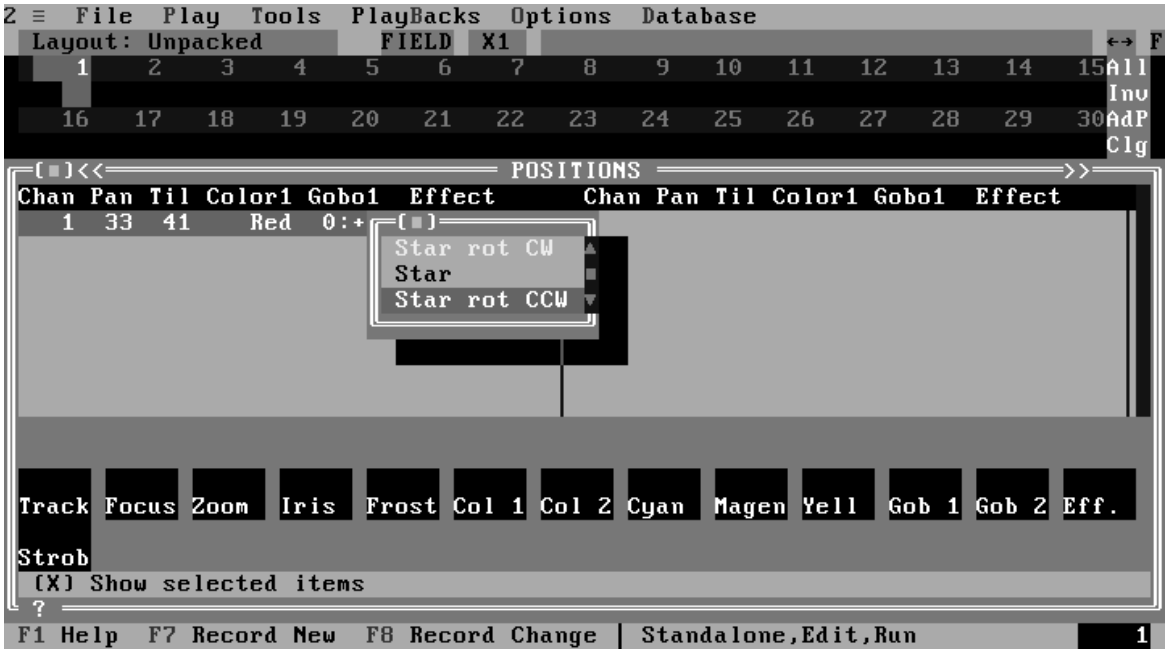
3. In **Moving controls** you can manipulate your device.
The **Positions** window displays the channel and the parameters that you have made in the template.
The **Dimmer** parameter is **not** displayed here.
The dimmer function is connected directly to the channel and is manipulated as any other dimmer by giving a level to the channel.

There are three ways to manipulate a device in **VLC**.

a. **Mouse**
Highlight the parameter you want to affect in the ~~item~~device list, or go to the icon, in the parameter list below, that you want to affect.
By holding down the **right** mouse button the mouse will work as a fader for adjusting the parameters.
In the case of the **Track** icon the mouse will work as a joystick, i.e. in two dimensions, when holding down the **right** mouse button.
To get the **Between** values, like **Between** colors in the color wheel, hold down the *Shift* button while moving the mouse.
By double-clicking on a parameter with subparameters in the item list you will get a list of subparameters to choose from.
Double-click ~~on~~to select the desired subparameter.

b. **Keyboard**
Highlight the parameter you want to affect and enter the numerical value you want to give the parameter, or press enter to list subparameters.
Move in the ~~item list with the arrow~~device list with the arrow keys.

c. ~~Joystick and wheels~~Console
On the **Panther** console there is a joystick that controls Pan and Tilt, and six wheels that control the parameters that are displayed in the displays below the wheels. To get the **Between** values, like **Between** colors in the color wheel, hold down the *Shift* button while moving the appropriate wheel. Other consoles have a spring fader, or wheel in the case of the Viking, that can be used to affect the values of a highlighted parameter. To get the **Between** colors in the color wheel, hold down the *Shift* button while moving the spring fader or wheel. Consoles also work as keyboards in **b** above.

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