



GOBOSERVICE

GOBOS & PROJECTORS 100% MADE IN ITALY



USER MANUAL G.app DIVUM 50K



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Quick Start Guide G.APP

DIVUM 50K

To use the G.app interface to manage the accessory mounted on the projector, connect your device (smartphone, tablet, PC, ...) via WI-FI by selecting the "DIVUM_50K_NA_XXXXXXX" network using the "Goboservice" password. Wait a few seconds to establish the connection. Once connected, enter the following address on the browser 192.168.4.1 and wait for the "Home"page of the G.App.

HOME

The "Home" screen allows you to set how to use the accessory and shows a menu consisting of the following options:

Language, App settings', Accessory and "Scenes".

The G.app provides a first phase of the initial setup for:

- the language setting (Figure 1),
- setting of some working parameters (Figure 2),
- calibrations of the images to be projected.
- accessory configuration present in the projector

Browsing within the G.App you will find a brief user guide for the relevant functionality.

LANGUAGE SETTING

From the main menu select the following image (Figure 1) and set the language. The interface can be used in one of the four following languages: English, Italian, French and German.



Figure 1



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APP SETTINGS

From the main menu select the following image (Figure 2) to set the device control parameters.

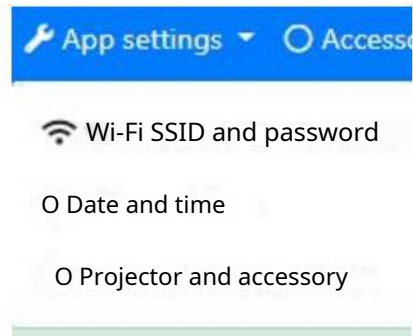


Figure 2

THE parameters that are available are:

- **RERUN PLACEMENT:** The accessory returns to its position from Home (not available with the DYNAMIC EFFECT accessory)
- **WI-FI SSID AND PASSWORD:** The name of the WI-FI network created by the accessory and the access password are set
- **DATE AND TIME:** Set the date and time present on the device
- **PROJECTOR AND ACCESSORY** It is used to identify the type of projector and accessory used.

PROJECTOR AND ACCESSORY CONFIGURATION

One of the following three can be mounted on the DIVUM 50K accessories: EFFECT DYNAMIC, GOBO CHANGE and GOBO.



When the accessory DYNAMIC EFFECT is installed inside the projector, the accessory must be configured by selecting the app setting menu "->" Projector and Accessoriës, as shown in Figure 3,

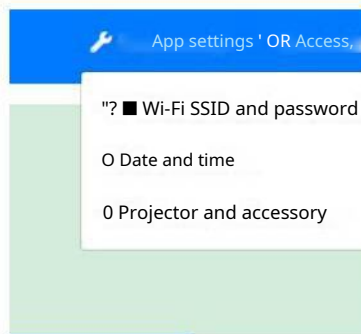


Figure 3

At this point it is necessary to set the value "DIVUM 50K - NA" in the Projector field and the "Dynamic Effect" value in the Accessory field (see Figure 4).

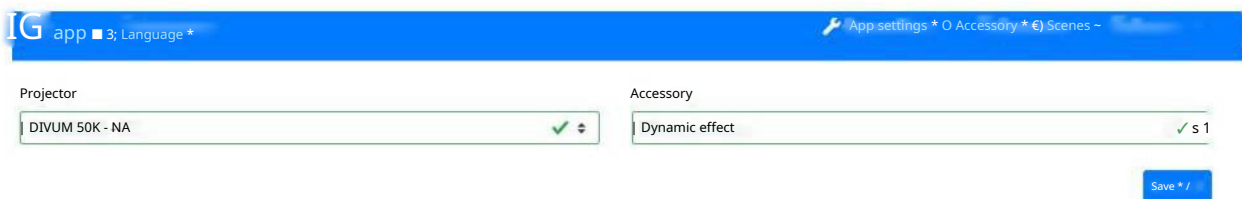


Figure 4

Save the configuration by clicking on the button



If the accessory installed in the projector is "Gobo" or "Gobo changer" select the corresponding value in the field Accessory.

Accessory

From the main menu select the following image (Figure 4) to set the configuration of the Gobo Changer accessory. This menu item should only be used with the Gobo Changer accessory.

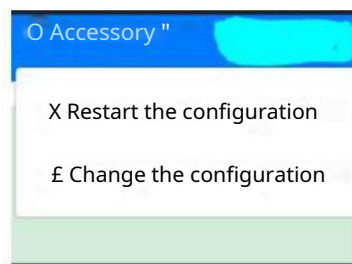


Figure 5



Dynamic Effect

The projector has the DYNAMIC EFFECT accessory.

If the DYNAMIC EFFECT accessory has been configured in the G.APP, the Home page appears as follows:



Figure 6

To configure the parameters for using the dynamic effect, in the "Home" section select "Manual mode" and act on the following form:

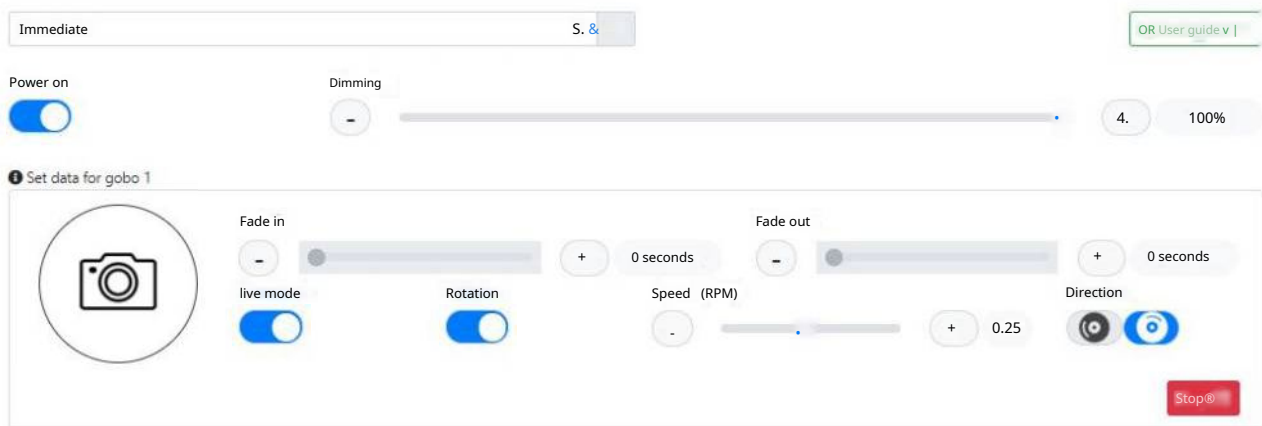


Figure 7

The accessory can be used with two different operating modes: *"instant view "and" delayed view "*. The two modes are defined by acting on the selection at the top left by choosing *"Immediate "* or *"By clicking on Show.*

In the *"instant view " mode* the effect of the parameter modification is displayed immediately and the projection then changes in real time.



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Alternatively, in the 'deferred!' mode, an initial phase is provided for setting the parameters and then visualizing what has been set by clicking the 'Show' button. The 'Show' button is only visible when the display mode is set to 'Deferred'.

The "Turn On" button allows you to pause (turn off) or resume (turn on) the projection.

The "Dim" slider allows you to increase or decrease the brightness of the projection.

Use the "Speed (RPM)" slider to speed up or slow down the rotation speed.

The "Fade In" and "Fade Out" options are disabled for the DYNAMIC EFFECT accessory.

The "Live Mode" button is always active for the DYNAMIC EFFECT accessory.

There are two ways to configure the rotation:

CCW

HOURLY



You can set a start angle from which the rotation of the projection image should begin. This setting is visible when the rotation is stopped (by clicking on "Rotation"). There are two ways to define the start angle: the first provides for a coarser setting, the second for a finer one. See the figure below. When you have finished setting the rotation angle, click on "Rotation" and the accessory will start rotating again.

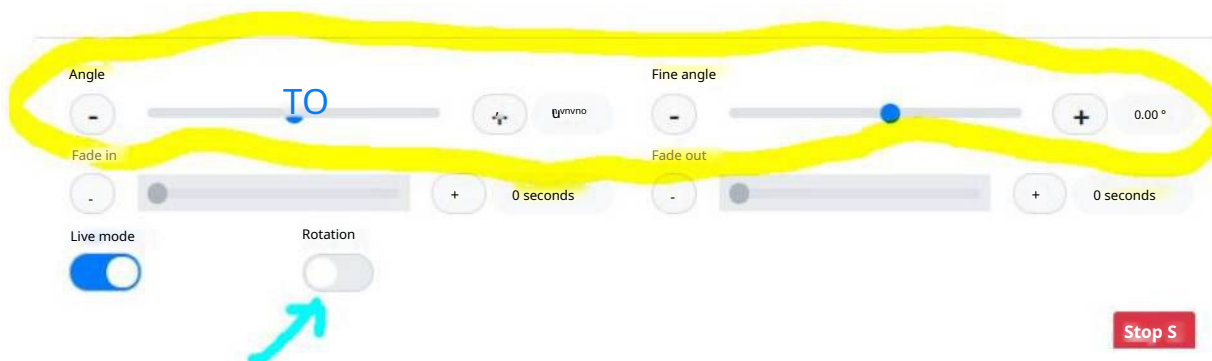


Figure 8



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If you click on "Rotate" while the accessory DYNAMIC EFFECT is rotating, the rotation will stop and the dynamic effect will reposition itself to the originally set angle.

If you click the "Stop" button, the configuration of the accessory is reset and the accessory is stopped. After you have defined a new configuration, click the Rotate button and the dynamic effect starts rotating again.

GOBO CHANGER

In projector is equipped with the Gobo Change accessory.

If the CAMBIO GOBO accessory has been configured in the G.APP, the Home yes presents in the following way:

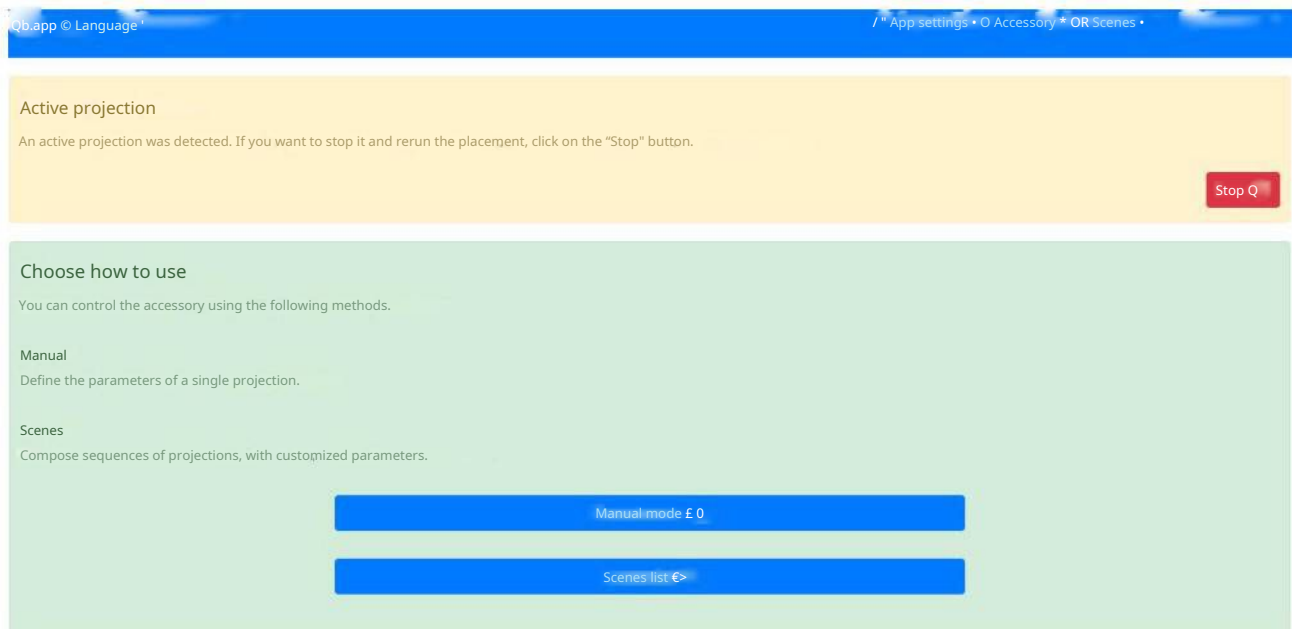


Figure 9

In "Manual" mode, it is possible to set the configuration parameters for the projection (rotation speed, rotation direction, etc.) to the gobo selected.

In "Scene List" mode, it is possible to set the working parameters for a series of gobos. Each scene consists of a sequence of gobos (each with its own specific configuration) projected according to the parameters defined for each gobo (rotation speed, rotation direction).

The Cambio Gobo accessory can accommodate 4 distinct gobos.



Accessory

From the main menu select the following image (Figure 10) to set the configuration of the Gobo Changer accessory.

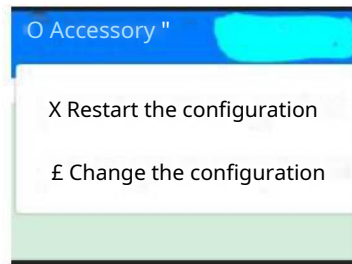


Figure 10

THE parameters that are available are:

- **Restart Configuration:** Restarting the accessory configuration will delete the data relating to the scenes already saved. To continue, you must confirm the operation by clicking on the button "Go on" as shown in the following figure.

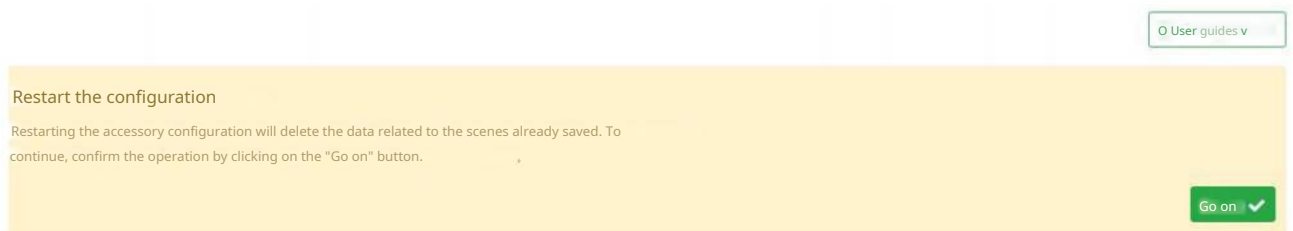


Figure 11

After clicking on the button "Go on" it is necessary to set the configuration of the gobos as described in the section Change the Configuration.




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- Change configuration: with this function, for each gobo in the gobo change, you can upload the image that is on the gobo itself and a description (drop or click + upload). ANDIt is also possible for each gobo to rotate (align) the projected image to the center, using Calibration to move it in degree increments, and Fine Calibration to move it in tenths of a degree increments. The calibration set for each gobo represents its reference absolute during demonstrations. See illustration (below)

OR Set data for gobo 1



Description

Calibration ©

- | 0.00 °

Fine calibration ©

- | 0.00 °

Next> THE Completed ✓

Figure 12




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If there are more gobos to configure, click the "Next " button to move to the next gobo, otherwise click the "Completed" button if you do not want to configure any more gobos. You can always return to an already configured gobo to change its settings by clicking the "Back" button (see the following figure).

OR Set data for gobo 4 Delete @



Description

Calibration (?)

0.00 °

Fine calibration (?)

0.00 °

Figure 13

Repeat the steps described until you have no more gobos to configure.

Press the "Delete" button to remove the gobo from the configuration. By default, the "Delete" button is on the last gobo in the scene. If you delete the last gobo from the scene, you can delete the second to last one and so on.



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Scenes

From the main menu select the following image (Figure 14) to set the scenes.

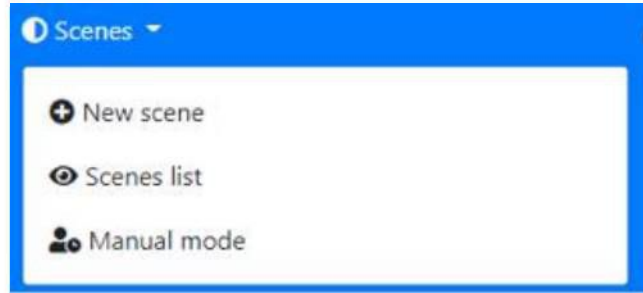


Figure 14

THE parameters that are available are:

- New Scene: This menu allows you to enter the name of the scene in the box at the top of the page, and add the gobos that make up the sequence of the scene. The gobos that have been added to the gobo gear (and configured as in the sectionChange configuration) are displayed as shown in the figure

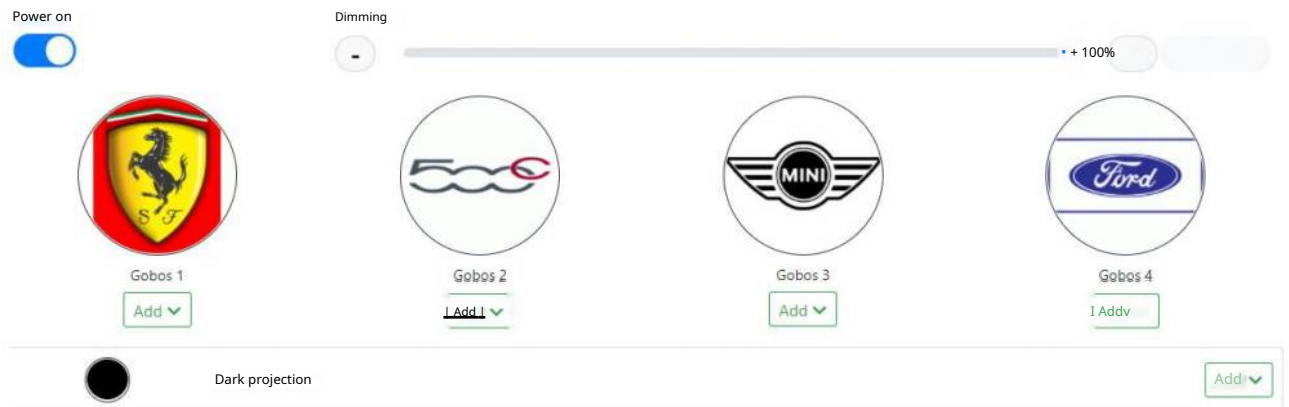


Figure 15



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To add a gobo to the scene, simply click the "Add" button. The gobo will be added to the end of the list. The same gobo can be added multiple times. The special gobo can also be added to the "Dark Projection" scene, which is equivalent to turning off the LED. When the "Dark Projection" is inserted between one gobo and another, no rotation effect is seen in the transition from the first to the second gobo. To add the Dark Projection gobo to the scene, click the Add button further to the right.

Power on



With the button
moment.

it is possible to darken / reactivate the projection at any

Once you have completed the list of gobos, you will get a figure like the one below.

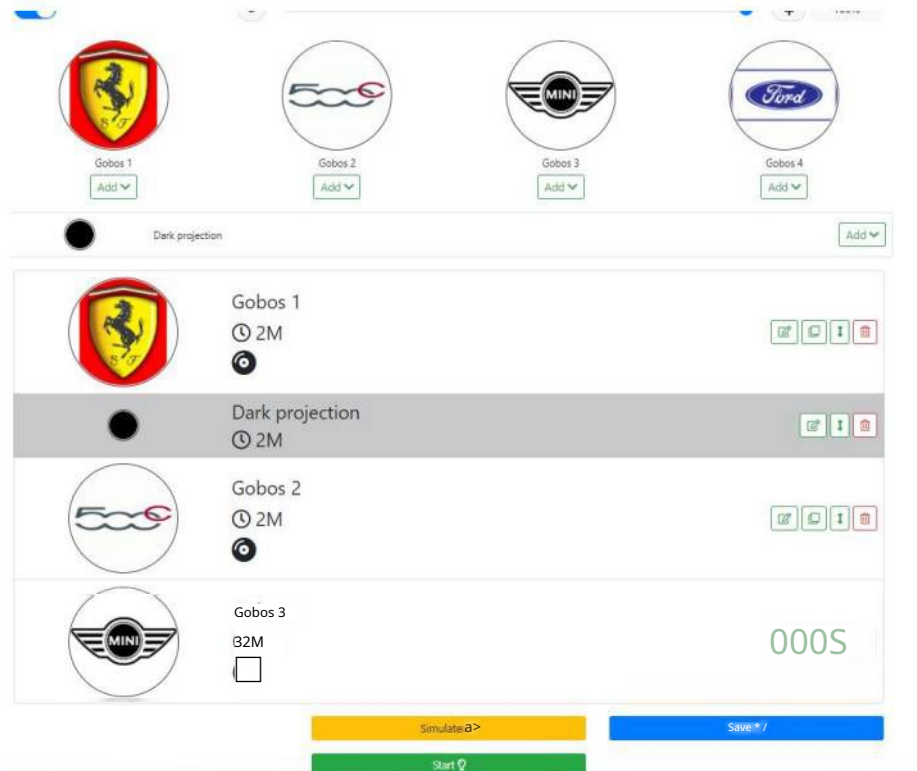


Figure 16



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Using the button "Simulate" is can get quick "previe //"of the set scene. The button"Save" save the scene set, the button "Start" starts projection of the scene.

For each of the gobos in the list, using the buttons shown on the side.




it is possible respectively:

or  Change the gobo settings (display time, direction of rotation)

or  Duplicate the gobo and its settings by adding it to the scene

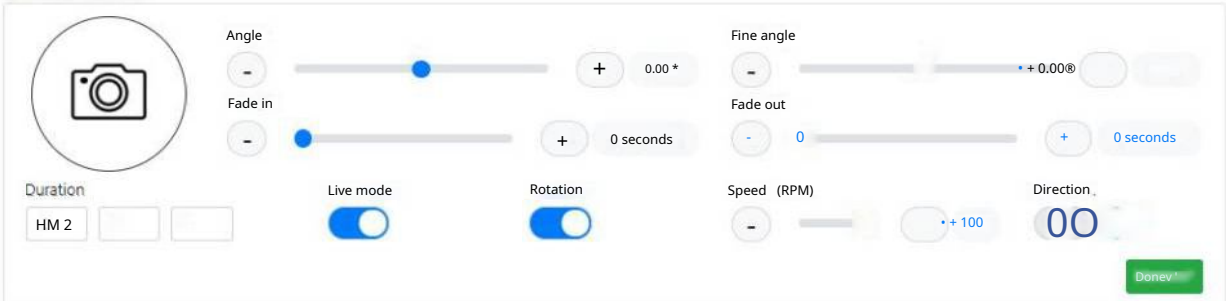
or  Change the position of the gobo in the scene by drag & drop

or  Remove the gobo from the scene

or

By clicking on the button to change the gobo settings, the following form is displayed:

0 Set data for gobo 1



The control panel for gobo settings includes:

- Angle:** A slider with a blue knob, currently set to 0.00°.
- Fine angle:** A slider with a blue knob, currently set to 0.00°.
- Fade in:** A slider with a blue knob, currently set to 0 seconds.
- Fade out:** A slider with a blue knob, currently set to 0 seconds.
- Duration:** A dropdown menu showing "HM 2".
- Live mode:** A blue toggle switch that is currently turned on.
- Rotation:** A blue toggle switch that is currently turned on.
- Speed (RPM):** A slider with a blue knob, currently set to +100.
- Direction:** A dropdown menu showing "00".
- Done!** A green button in the bottom right corner.



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In "Edit" it is possible for each configured gobo:

or to change the initial positioning angle of the projection image. There are two ways to define the initial angle: the first ("Angle") provides a coarser setting, the second ("Fine Angle") a finer setting.

o set the rotation speed - "Speed (RPM)" o activate the rotation of the gobo ("Rotation")

o set the direction of rotation - "Direction" - (clockwise, counterclockwise)

■ HOURLY



• CCW



To enable "live mode", which allows you to view files in real time, set.

o Set the "fade in" in seconds, which is the time for the gradual increase in brightness when the gobo is inserted into the projection o Set the "fade out" in seconds, or the gradual decrease in brightness until the gobo stops projecting o Set the gobo exposure time ("duration") in hours, minutes, seconds. The default value is 2 minutes.

• Scenes List: From this menu you can create a new scene by clicking on the button "New scene". On the scene list, you can use the buttons shown in the following figure for each scene

o Edit the scene o Copy

the scene

o Change the position of the scene by drag & drop o Enable and disable the scene

o Delete the scene

Scene 1



Scene 2



Scene 3



Simula

Avvu?



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You can project the sequence of enabled scenes by clicking the "Start" button. If you click on "Simulate", you will get a quick overview of the scene. In both cases, you can stop the projection by clicking the "Stop" button.

- Manual mode: In this mode, you can select one of the configured gobos (as described in the section Changing the configuration) by clicking on the "Control" button.



Once selected, you can change the settings (see figure below) and view there projection by clicking on the button "View".

Set data for gobo 1

The configuration interface includes the following controls:

- Angle:** A slider set to 0.00° with minus and plus buttons.
- Fine angle:** A slider set to +0.00° with minus and plus buttons.
- Fade in:** A slider set to 0 seconds with minus and plus buttons.
- Fade out:** A slider set to 4-0 seconds with minus and plus buttons.
- Duration:** Input fields for H., M., and S. (set to 2).
- Live mode:** A blue toggle switch that is turned on.
- Rotation:** A blue toggle switch that is turned on.
- Speed (RPM):** A slider set to +100 with minus and plus buttons.
- Direction:** Two circular icons representing different projection directions.
- Done:** A green button in the bottom right corner.



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In "Edit" it is possible for each configured gobo:

or to change the initial positioning angle of the projection image. There are two ways to define the initial angle: the first ("Angle") provides a coarser setting, the second ("Fine Angle") a finer setting.

or define the rotation speed - "Speed (RPM)".

o enable the rotation of the gobo ("Rotation") - when this option is enabled, the ability to use the "Angle" and "Fine Angle" options is disabled. o enable the rotation of the gobo ("Rotation")

o set the direction of the rotation - "Direction" - (clockwise, counterclockwise).

■ HOURLY

• CCW



to activate the "live mode", which allows you to view the set changes in real time.

o Set the "fade in" in seconds, which is the time for the gradual increase in brightness when the gobo is inserted into the projection o Set the "fade out" in seconds, or the gradual decrease in brightness until the gobo stops projecting o Set the gobo exposure time ("duration") in hours, minutes, seconds. The default value is 2 minutes.