Cineroid Uni-Studio

User's manual

Cineroid®
Cinema & Broadcasting Equipment

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Uni Studio software   **User's Manual**

![Cineroid® Cinema & Broadcasting Equipment]

I. Software overall

1. Main screen
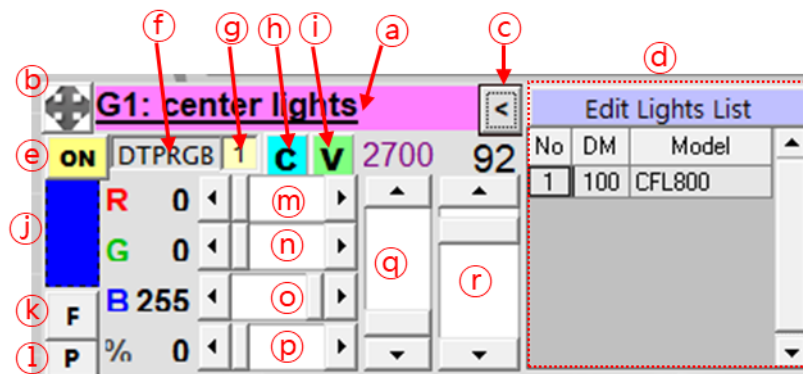
    ① Light group window

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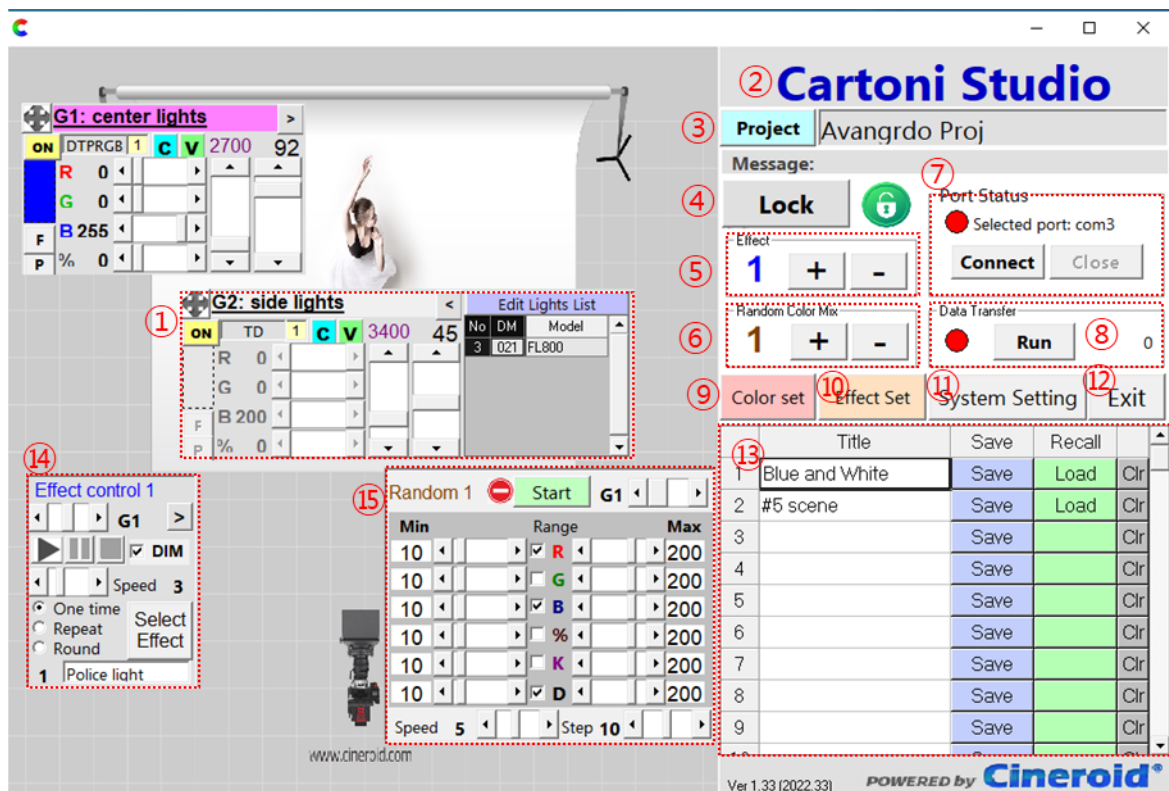
① Light group window

- This is main control window. Any lights can be controlled manually in this window.
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ⓐTitle of light group ⓑMove/fix window ⓒshow/hide the Light list

ⓓActual light list ⓔ on/off the lights of group temporary ⓕLight type display

ⓖNumber of lights in the group ⓗCopy button ⓘPaste button ⓙColor display

ⓚSelect Favorite color ⓛPick color from palette ⓜRed value adjust

ⓝGreen value adjust ⓞBlue value adjust ⓟRGB vs white mix ratio adjust

ⓠColor temp adjust ⓡDiming adjust

ⓐ Title of light group

   - G1 means Group number. This number is defined in Project management

   - Title name of Group. This can be modified in Project management

ⓑ Move/fix window

   - Toggle the move window or Fix window

   - window cannot be moved if it is fixed

ⓒ show/hide the Light list

   - show or hide the light list in this group

ⓓ Actual light list

   - light List in the group is shown

   - light can be add/removed by clicking the 'Edit Lights List' button

ⓔ On/Off the lights of group temporary

   - Turn On/Off light group temporary

   - Turn lights of group off to zero diming

   - it is easy to check lights instantly

ⓕ Light type display

   - Same type of light can be added in the group

        ⓖ Number of lights in the group

          - the number of lights which is included in the group

        ⓗ Copy button

          - All values of RGB and Color temp, Diming is copied to clipboard

        ⓘ Paste button

          - Paste the values in clipboard to target light group

        ⓙ Color display

          - Actual color which is combination of RGB

        ⓚ Select Favorite color

          - RGB color is selected from Favorite colors that is pre-defined

        ⓛ Pick color from palette

          - RGB color is selected from Color pallet

        ⓜ Red value adjust

          - Adjust of Red color from RGB

        ⓝ Green value adjust

          - Adjust of Green color from RGB

        ⓞ Blue value adjust

          - Adjust of Blue color from RGB

        ⓟ RGB vs white mix ratio adjust

          - Adjust of mix ratio RGB vs White

          - 100% means White is 100%, 0% means it shows with RGB only

        ⓠ Color temp adjust

          - Adjust of color temperature from 2700K to 6500K

        ⓡ Diming adjust

          - Diming the brightness of lights (0~100%)

② Studio title

    - Display the Studio title

    - This can be changed in the system setting

③ Project name and setting button

    - Project is the light grouping and setting definition

    - Project has its own light group and name

    - Project is add/copy/update in the project management

④ Lock button

    - This is Lock button that is hide the adjust scroll of each value in light group

    - This is toggle of hide/show

⑤ Effect control increase/decrease

  - Control light group with effect

  - Effect should be selected from the list

  - The number shows how many effects control window exits in the project

  - Initial value is 0. It can be increased by + button or decreased by – button

  - Decreasing start from max number

⑥ Random control increase/decrease

  - Control light group with Random color

  - The number shows how many random control window exits in the project

  - Initial value is 0. It can be increased by + button or decreased by – button

  - Decreasing start from max number

⑦ Port setting and connection

  - Serial port which is communication between PC/Laptop and DMX bridge

  - DIMX bridge driver should be installed before

  - The COM port need be set in the system setting

⑧ Data transfer run

  - Run data transfer to DMX bridge

  - Lights cannot be controlled if Run is not working

  - The number show how many times the data send to DMX bridge

⑨ Favorite color setting

  - Setting the favorite color

  - Each project has its own favorite color

⑩ Custom effect setting

  - Effect can be add/update/import in this screen

  - Effect can be exported to external file. Then sent to the other users

⑪ System setting

  - Set the system information such as Studio name, Port number, light definition etc

  - Light type, Light model, Actual Light list

⑫ Program Exit button

  - Exit Uni-Studio program

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⑬ Data bank as save and restore

- Current setting values of all group is saved in the bank
- All values are reloaded by clicking 'Load' button
- Data bank is owned by each project

ⓐThe name of save data ⓑSave button ⓒRestore button

ⓓData clear button

⑭ Effect control window

- Control the light group with selected window
- Run/Pause/Step effect
- Effect should be selected
- Effect values can be show in the right side of window

ⓐEffect Control number ⓑSelect Light group ⓒSelected Group number

ⓓDiming manual control option ⓔShow/hide Effect data ⓕEffect data list

ⓖPlay/Pause/Stop Effect ⓗAdjust Effect play speed ⓘPlay type ⓙEffect name

ⓚEffect select button

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⑮ Random control window

- Control the light group with Random values

- Red, Green, Blue, Ratio, Kelvin, Diming value range is 0 ~ 255

- Random number is generated whenever the value meet previous random value in the range

- Run or stop the Random value control
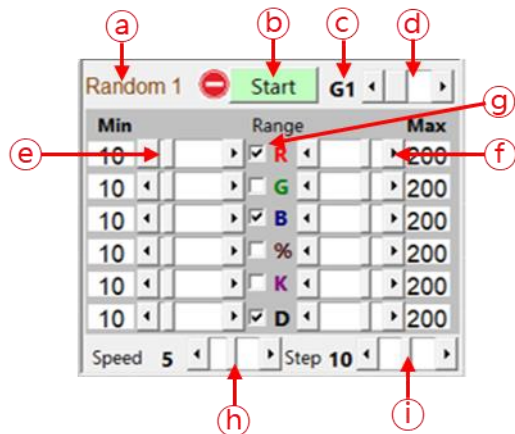
ⓐEffect Control number ⓑSelect Light group ⓒSelected Group number
ⓓDiming manual control option ⓔShow/hide Effect data ⓕEffect data list
ⓖPlay/Pause/Stop Effect ⓗAdjust Effect play speed ⓘPlay type ⓙEffect name
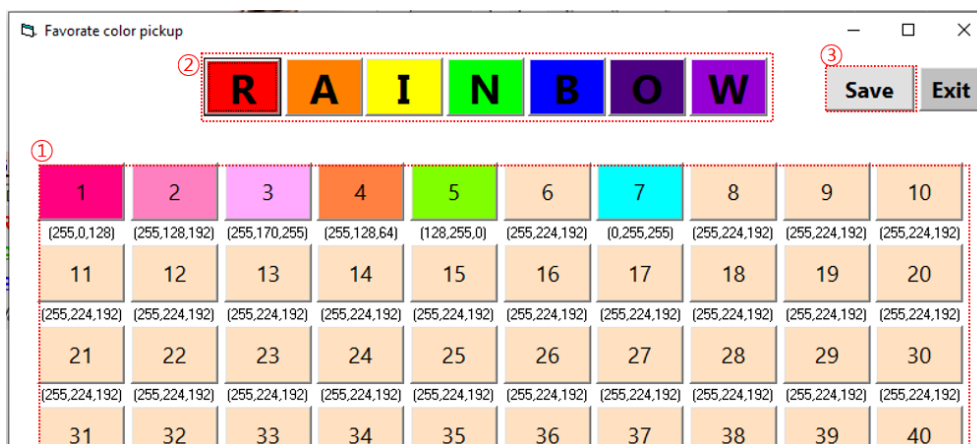ⓚEffect select button

2. Project management

Click Project button to enter Project manage screen
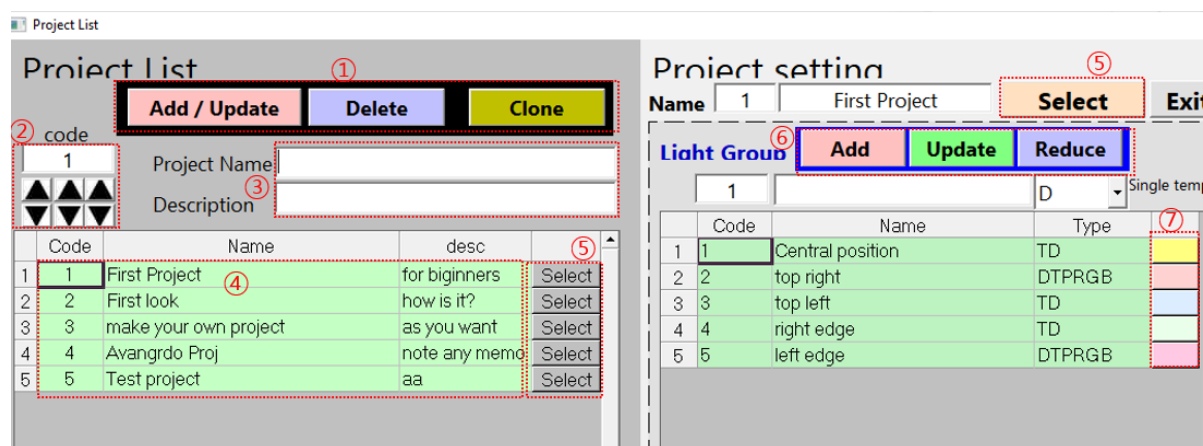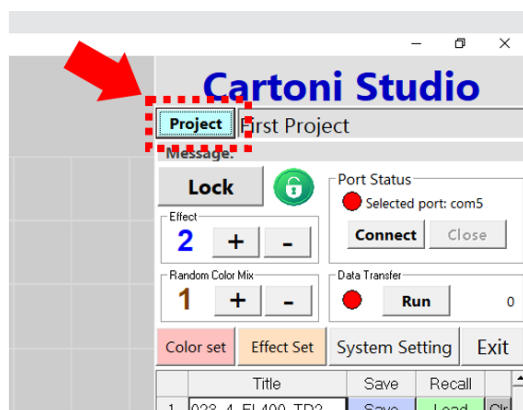
① Project add, update, delete button. Project is copied by clone button

② Set project code by this button. 1 ~ 999. It will be updated if project code exits already.

③ Project name and description

④ Project list. Project detail is showed on right side by clicking this line.

⑤ Project is selected by this button.

⑥ Add/update light group of project. All light need be joined to group.

⑦ Change color of light group.

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3. Favorite color pre-set
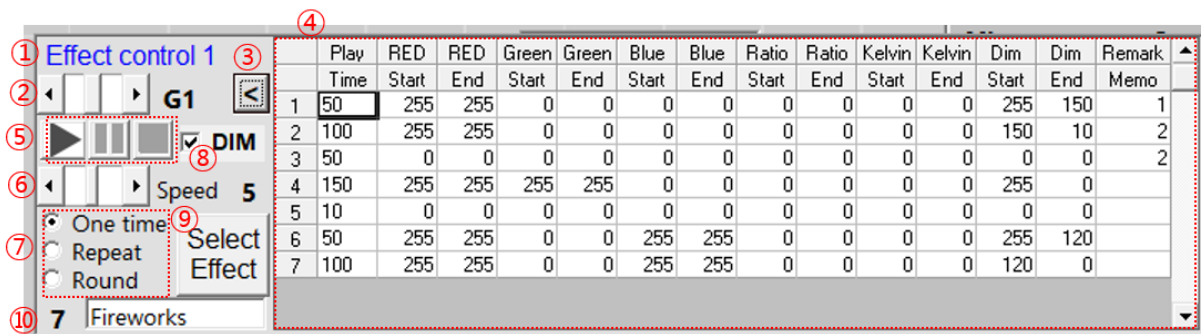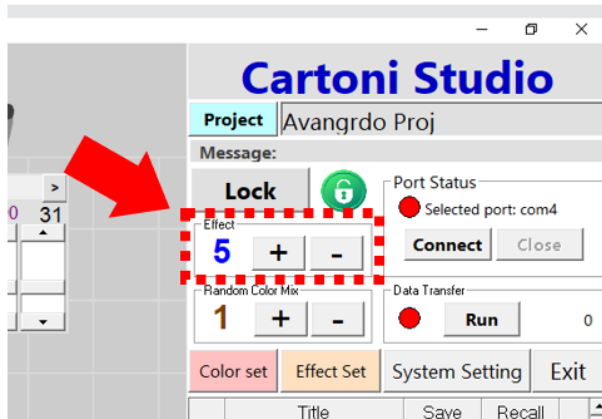
Clik the Color set button.
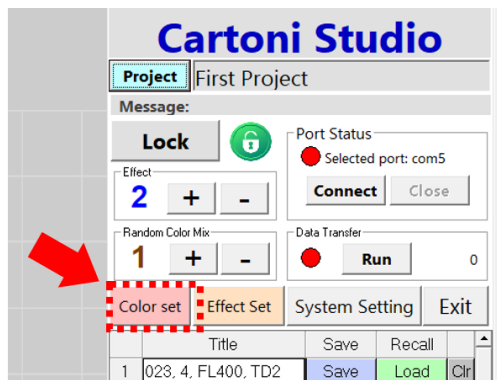
① Color button. Choose any button and select color.

② RAINBOW color preset. This cannot be changed.

③ All data should be saved by this button after change.

4. Custom effect

Custom effect control window is increased by clicking '+' button of main window. One random control window is connected to a group of light. It means multi effect window can control a light group.

	Play Time	RED Start	RED End	Green Start	Green End	Blue Start	Blue End	Ratio Start	Ratio End	Kelvin Start	Kelvin End	Dim Start	Dim End	Remark Memo
1	50	255	255	0	0	0	0	0	0	0	0	255	150	1
2	100	255	255	0	0	0	0	0	0	0	0	150	10	2
3	50	0	0	0	0	0	0	0	0	0	0	0	0	2
4	150	255	255	255	255	0	0	0	0	0	0	255	0	
5	10	0	0	0	0	0	0	0	0	0	0	0	0	
6	50	255	255	0	0	255	255	0	0	0	0	255	120	
7	100	255	255	0	0	255	255	0	0	0	0	120	0	

① Title of control. Numbering of control as 1 ~ etc.

② Light group number that is selected by sliding the bar.

③ Toggle button to show data list of effect.

④ Effect data list that is set in custom effect setting screen.

⑤ Play/Pause/Stop button.

⑥ Effect play speed. 1 is highest speed.

⑦ Play way. Repeat is that it start from first line. Round is return from end to start.

⑧ Diming is excepted if it is checked. Then dimming is adjusted manually.

⑨ Select effect from the list.

⑩ Effect name and number that is loaded.

5. Random effect

Random effect control window is increased by clicking '+' button of main window. One random control window is connected to a group of light. It means multi random window can control a light group.
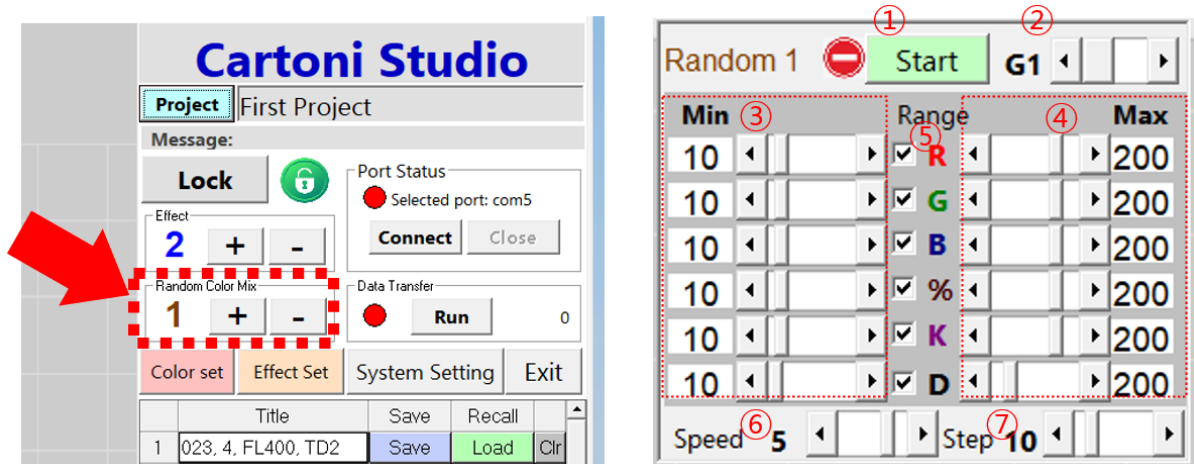

① Start button. Toggle start/stop.

② Light group number that is selected by sliding the bar.

③ The minimum value of range. It is from 0 ~ 254.

④ The maximum value of range. It is from 0 ~ 254. This is not smaller than minimum value. The each of value moves from max to min repeatedly.

⑤ It is not controlled if Not checked. If not checked, the values can be adjusted in the light group window manually.

⑥ Speed of moving. 1 is fastest.

⑦ This is step number. For ex, min is 10 and max is 100 as well step is 10, then it moves 10, 20, 30 etc. if step is 30, then it moves 10, 40, 70, etc....

II. Light set up

1. Light type definition

    Click Light type button in System Setting. Light type is key of operation light. This follows the light DMX setting exactly. This should be matched with light DMX setting. Otherwise, it operates wrongly.
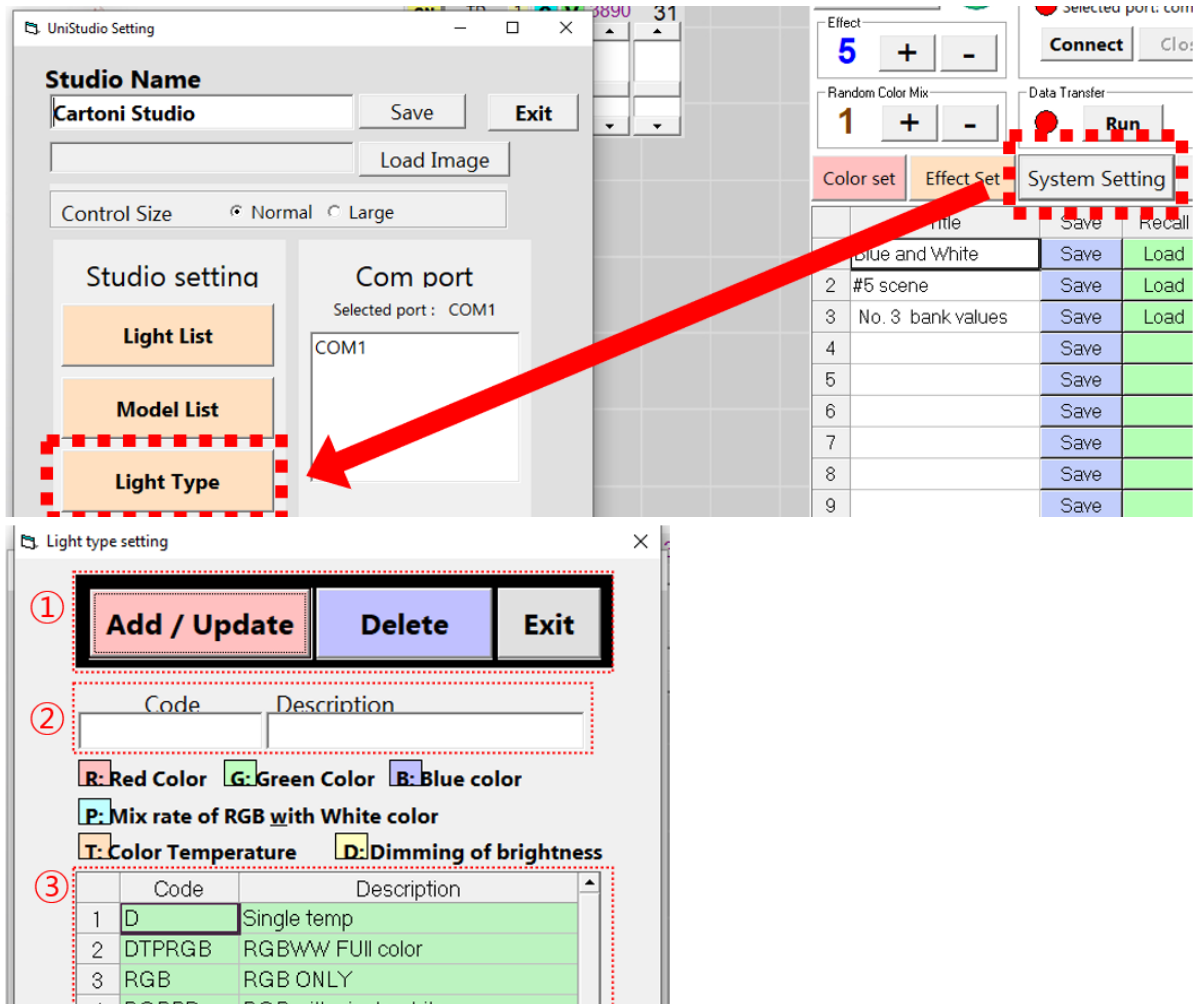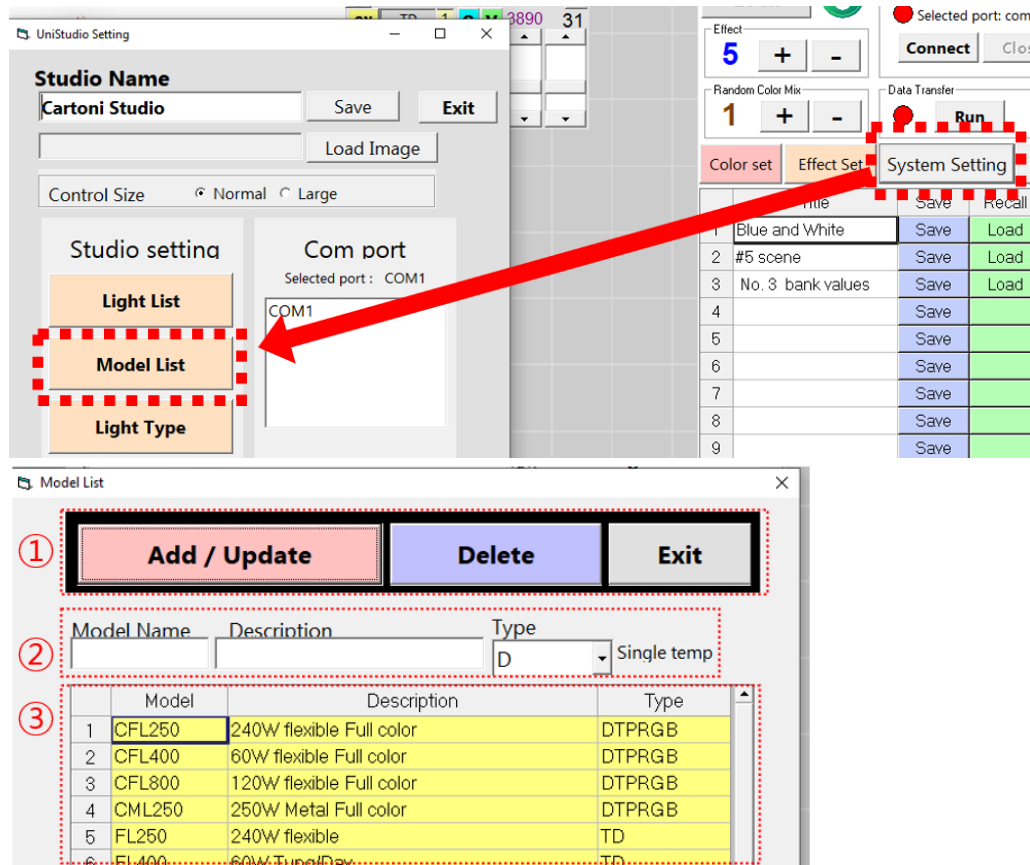

① Add/Delete Light type

② Type and description

The type is mix of R, G, B, P, T, D.

The other character is not accepted.

- R: Red color

- G: Green color

- B: Blue color

- P: Mix rate with RGB vs. White. 100% means white is 100%.

- T: Color temperature of white light

- D: Dimming value. This means brightness of light.

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2. Light model register

Click Model List button in System Setting. Then model of light can be added. It is such a kind of FL800 or CFL800, LM400, etc. it is important that Light model has type. Model should have right type. Otherwise, it cannot be selected in the light list of group in main screen.
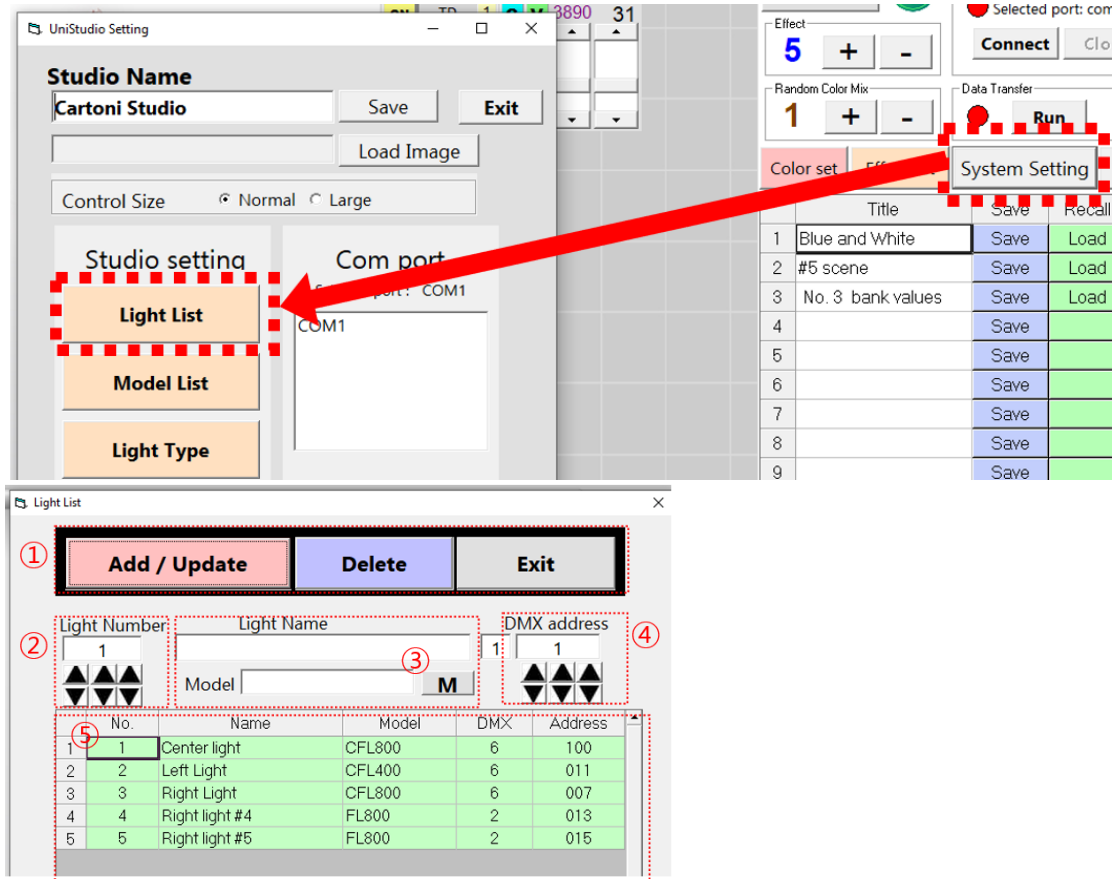

① Add/Delete Light Model

② Model code and light name, for ex, CFL800: Cineroid 120W full color light

③ Light model list

If the type is not exit, then it need be registered in light type screen.

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3. Actual Light setting

Physical light is added in this list. For ex, the 3 FL800 light should be registered here if the studio has 3 units of FL800. All light should has DMX address. Otherwise, it cannot be controlled.


① Add/Delete physical light

② Light number which is defined in this studio such as #1, #2, ..., #n.

③ Select light model by clicking M button. Then input the light nick name in this studio. For ex, Central light 7th, Left light 5th , etc.

All light should be registered in this list. For ex, 100 lights should be included if studio has 100 light.

4. Add Light to group

Registered physical light is grouped. Every light is controlled by group. So it should be included in this group control.
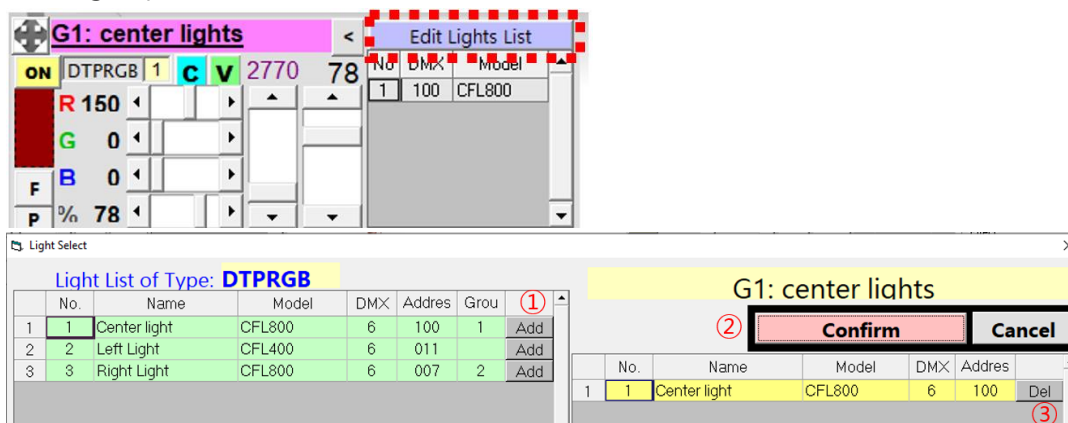

Click the 'Edit Lights List' of group window in main screen. Then list is pop-up with light list which is same type of this light group. It is not be shown if the light type is different from type of group.
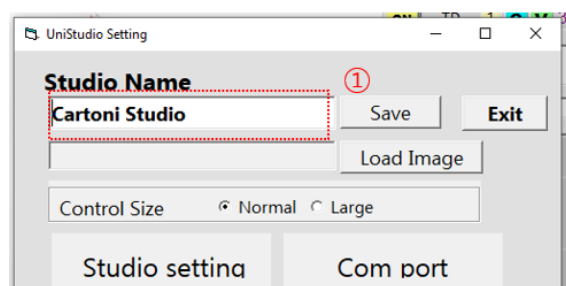
① Add physical light to group

② Confirm and exit this window. It is not saved if cancel button is clicked.

III. System setting

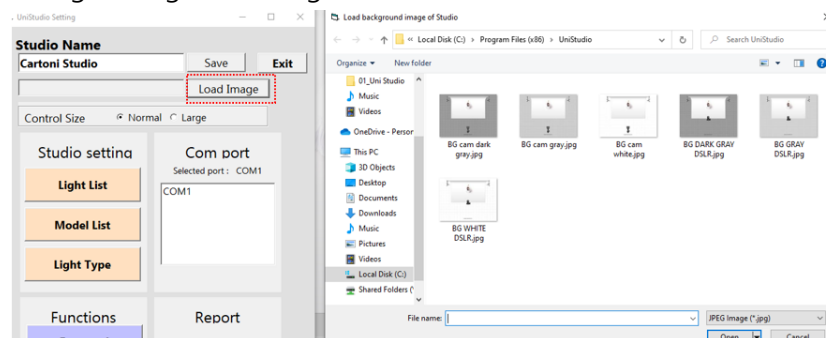Click system setting button to enter system setting screen.
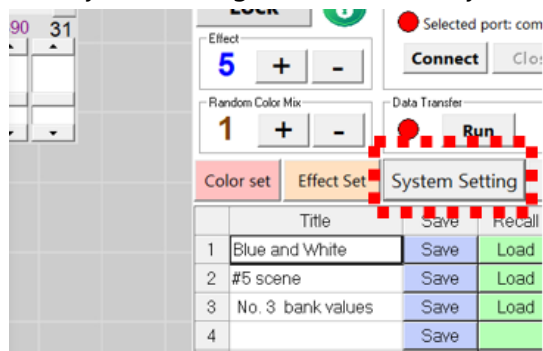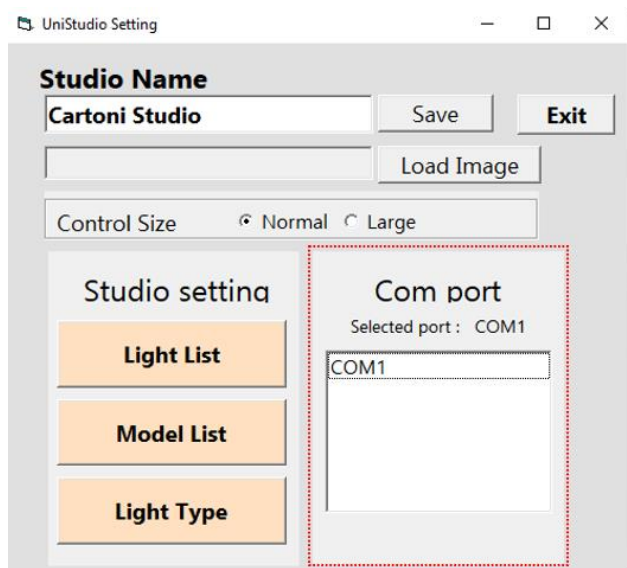

1. Studio name

Type the new studio name in the box. Then click save button. Studio name is changed. Studio name is just display of studio identification, not functional.

2. Change background image

Click the 'Load Image' button and choose new image. The background image of main screen is replaced with new image.

![Cineroid logo](Cineroid® Cinema & Broadcasting Equipment)
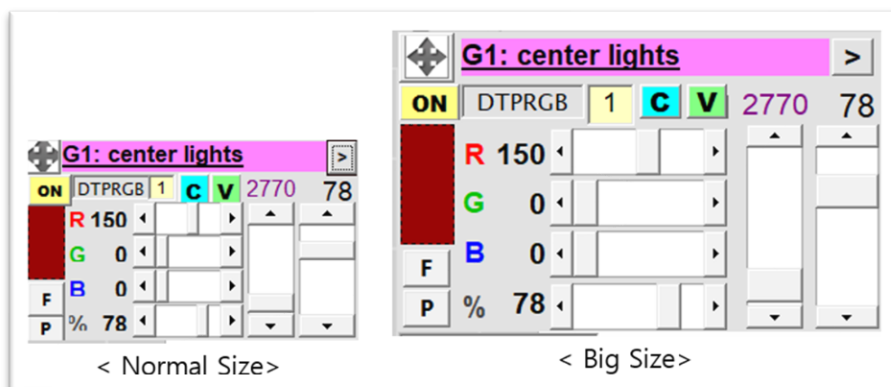
3. Com port setting

Select com port from list. It is important to know the port number when the driver is installed. Otherwise, light is not controlled by this software. Please check the driver and device list of windows if the com port is not listed.

4. Control window size set
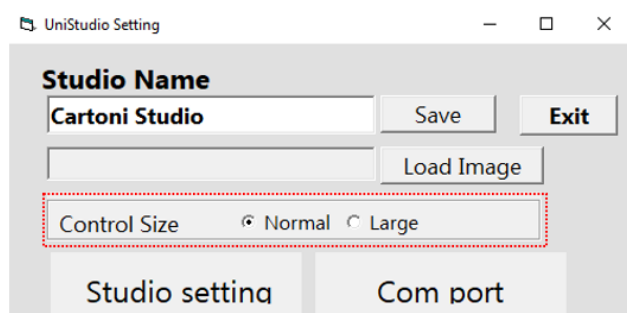
The light group control size is selected. Normal small and Large is big.

- *Generated on 2022. 3. 17. initially By SG Jang.*

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