



MIXALL

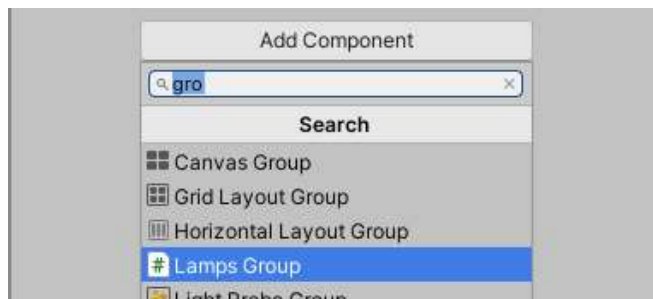
STAGE EQUIPMENT
DEVICES AND SPOTLIGHTS

Overview

Behaviour	Description
ColorChangeOverTime	Changing every lamp color/emission/lightcone with one pattern
EveryColorChangeOverTime	Changing every lamp color/emission/lightcone with individual pattern for each lamp
FromTextureColorChanging	Changing every lamp color/emission/lightcone with color from texture
SmoothFromTextureColorChanging	Smoothly changing every lamp color/emission/lightcone with color from texture

Adding a script

To add a script to your lamp go to the Inspector window and add the component “Lamps Group”.



Script structure

Next, you can pick one of the basic behaviors described above, or you can create your own. Also you can set up time offset, speed and manually assign lamps to the script.

Properties

Property	Function
Behavior	Determines projector behavior
Time Offset	Sets offset for script to start
Speed	Speed of color changing
Lamps	Array of projector lamps

Additional Info

All lamps can be added manually, but script can do this automatically as well. For automatic assigning you have to name all lamps to “Lamp_”, and contain light source and lightcone model.



As you can see, Light panel has a “LampsGroup” script, and a “Lamp_” child. “Lamp_” has a lightcone mesh and light source.