

LighTriX Editor

- Opens folder with images {this is to locate folder on your computer where the images are - does not open file, locates folder}
- Refreshes the folder contents if new image was created
- Creates new project
- Opens project from harddrive
- Saves project to harddrive to work on it later {including music and used uimages}
- Exports prg file that can be uploaded to prop
- Imports prg file {only for prg 2.0 - pixelmodules}
- Changes parameters of opened project - resolution and refresh rate

sets if the later events are going to be moved or overwritten when duration change is applied to selected event

Animation (preview)

Pattern view

image selection

original image preview

Deletes contents of the whole project

Deletes selected event /image, color or fade/ to the right

Moves selected event /image, color or fade/ to the right

Moves selected event /image, color or fade/ to the left

Replaces selected event in timeline with selected image

Replaces selected event in timeline with selected color

Replaces selected event in timeline with selected fade

Opens color selection dialog

Opens color selection dialog for beginning color , respective ending color of the fade

Adds selected fade to timeline {to cursor position or to the end, if „to end“ checkbox is selected

Adds selected color to timeline {to cursor position or to the end, if „to end“ checkbox is selected

Adds selected image to timeline {to cursor position or to the end, if „to end“ checkbox is selected

start time

duration

end time of actual event

number of repeats of actual image within it's duration

selects image scaling

determines how many times the image will be displayed in vertical sense within prop's resolution

sets if the image is transformed vertically in each repeat

flips the image vertical or horizontal

crops image from left or right

adds canvas of selected color /above/ to left or right of the image

applies changes (preview is visible when shift + left click on image in timeline) when button is clicked changes will be visible in timeline

closes preview window

Drag green line on event boundary to change duration
 space bar to start playback /some music must be loaded/, space bar to stop
 Press „P“ to pause playback
 Mouse wheel to zoom in or out, up and down arrows to zoom in and out