



PIXELCLONE



FFGL FADERMASK MANUAL



Windows



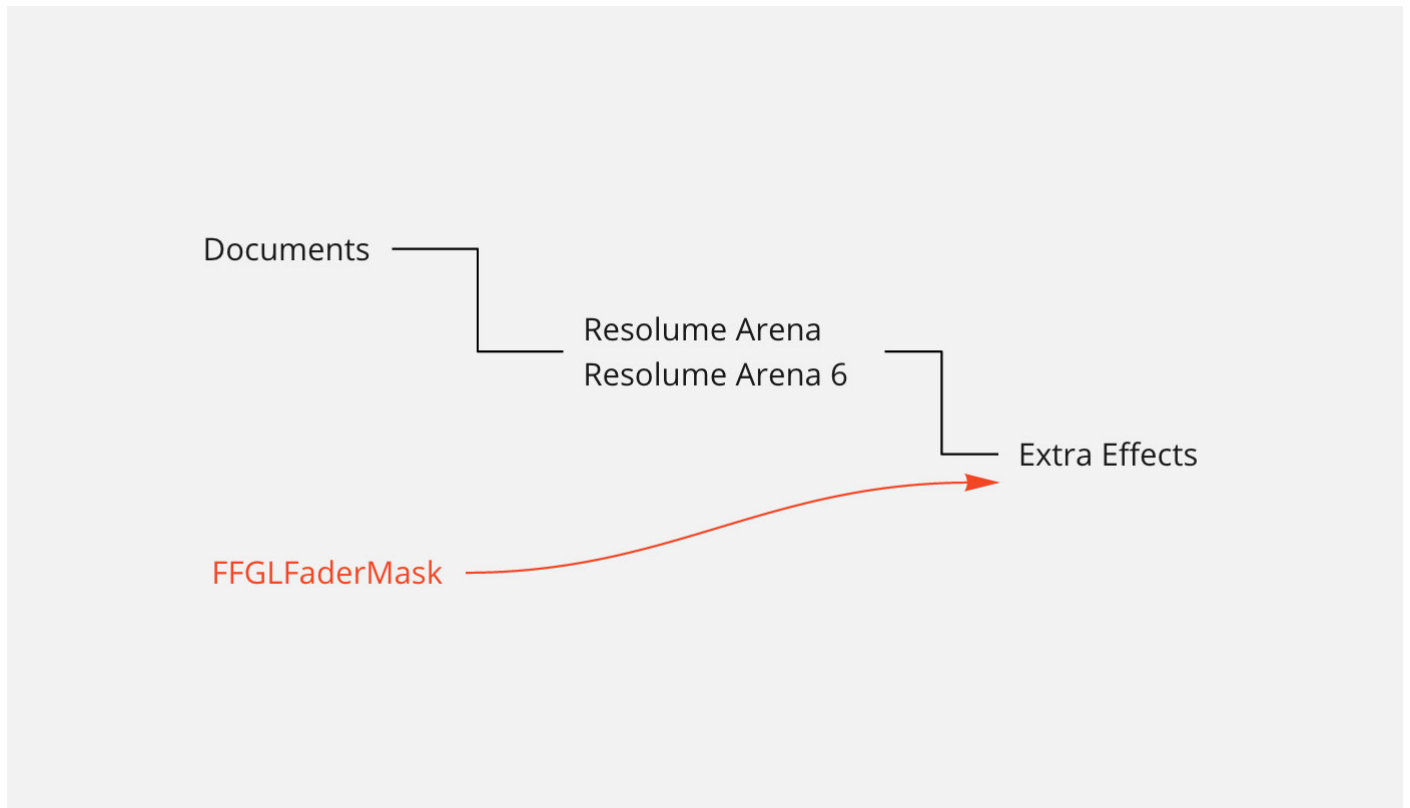
MacOS

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Installing

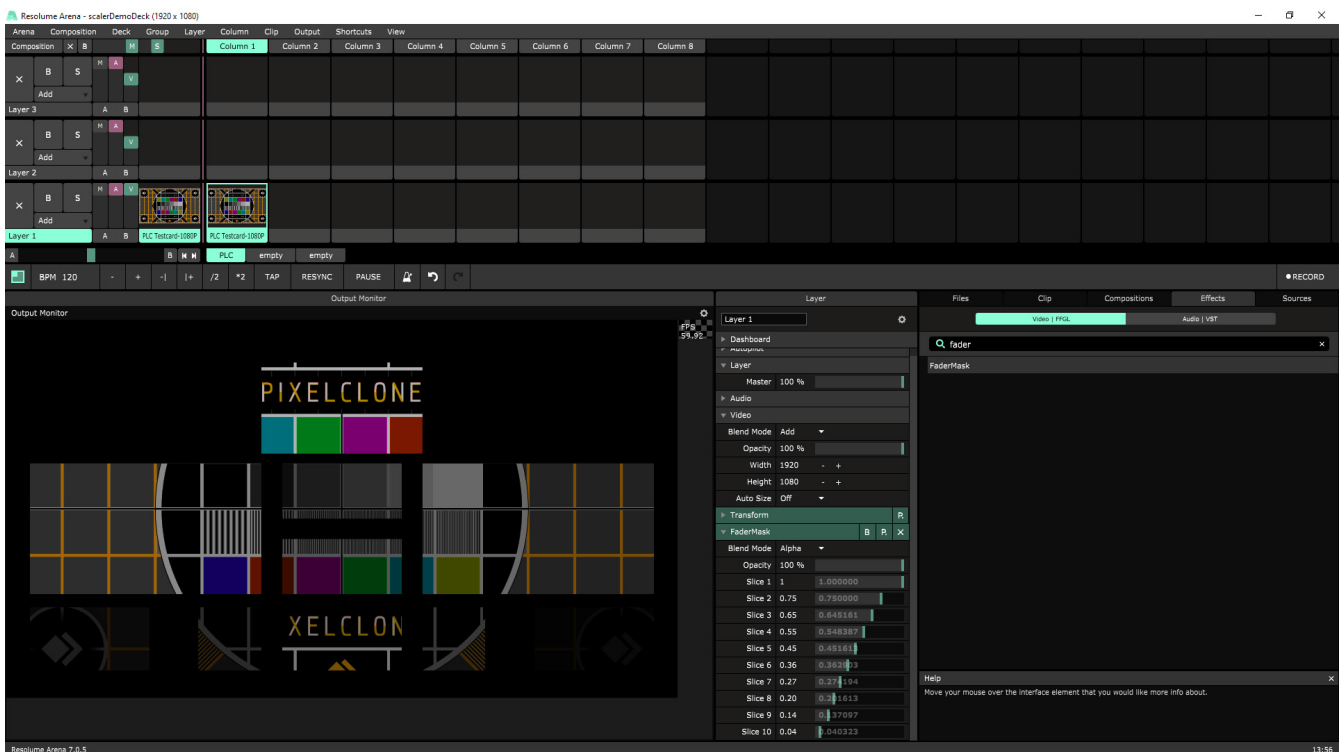
For both **OSX** and **WINDOWS** Installation is very easy, just simply **copy the plugin from either the OSX or WIN folder to Documents/Resolume Arena 6/Extra Effects or Documents/Resolume Arena/Extra Effects if you're using Resolume Arena 7 and higher.**



Using FaderMask

FaderMask reads your current Advanced Output setup file and looks for a virtual screen called 'FaderMask'. Once found it will dynamically create sliders for each slice in the screen. With these sliders you're able to control the opacity of each of the slices in your Advanced Output. By giving you a bunch of sliders it's possible to, for example, map the sliders via DMX which enables you to control each of the individual slices with a lighting desk. This way your Light Designer has control over the Advanced Output as well.

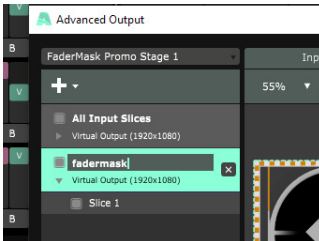
Note: There are no sliders if there are no screens called 'FaderMask' with slices in them.



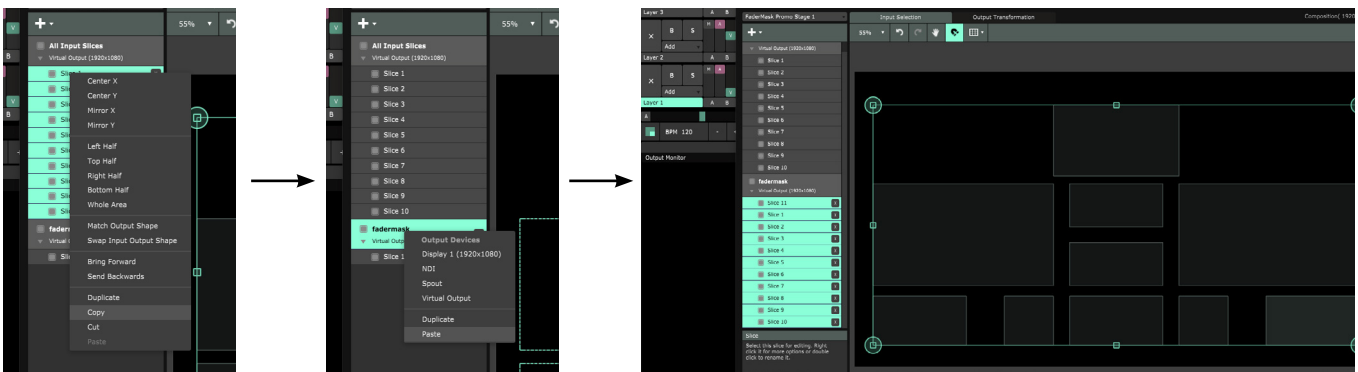
Preparing FaderMask

Because FaderMask uses your current Advanced Output Setup in Resolume we begin by opening up the Advanced Output. If you're not already working in a saved output setup; **create** a new output setup. **Or open an existing output setup.**

- **Create a new Screen called fadermask (without a space).**



- **Copy all the Slices from your Input Map (even the ones in different screens) and paste them into your fadermask screen and leave the position of the slices intact.**



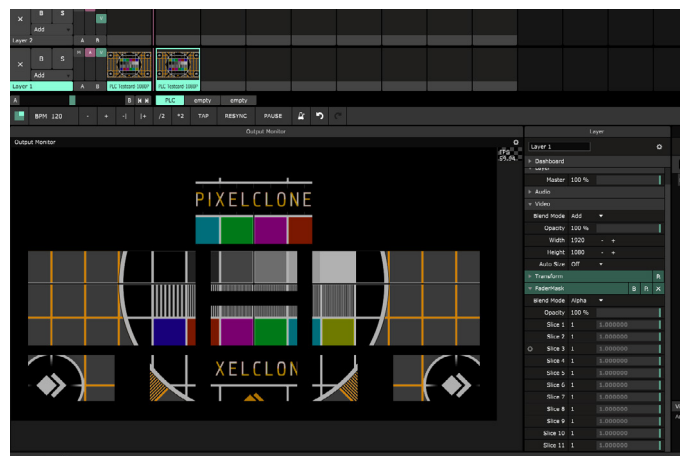
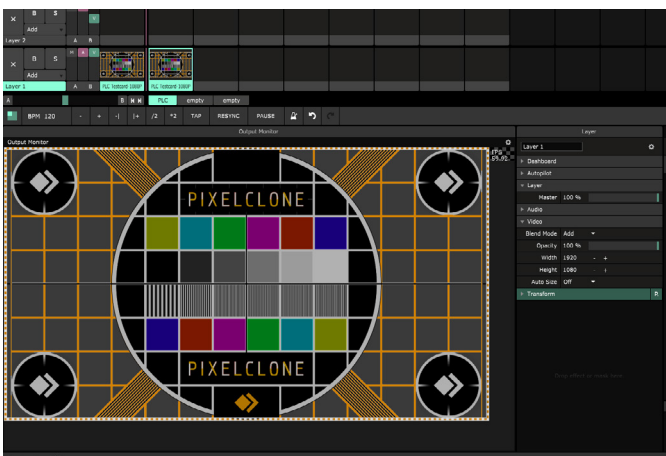
That's it! that's all you need to prepare FaderMask.

Next we can have a look at how this will look like and if you did everything correctly.

- **Click 'Save & Close' button and head back to your Resolume Composition.**

- **Drop the FaderMask FFGL on a layer** (preferably a layer that has content).

If you've done everything correctly you should see your content in fullscreen but only in the slices from your Advanced Output. The rest will be blacked out.



Note: You can have multiple fadermask screens in your Advanced Output Setup as long as they're called fadermask.

Note: You don't need to enable the fadermask screens.

Note: If you disable a slice in a fadermask screen it will still create a slider, but it's initial value will be 0.