PIXELCLONE

FFGL SCALER
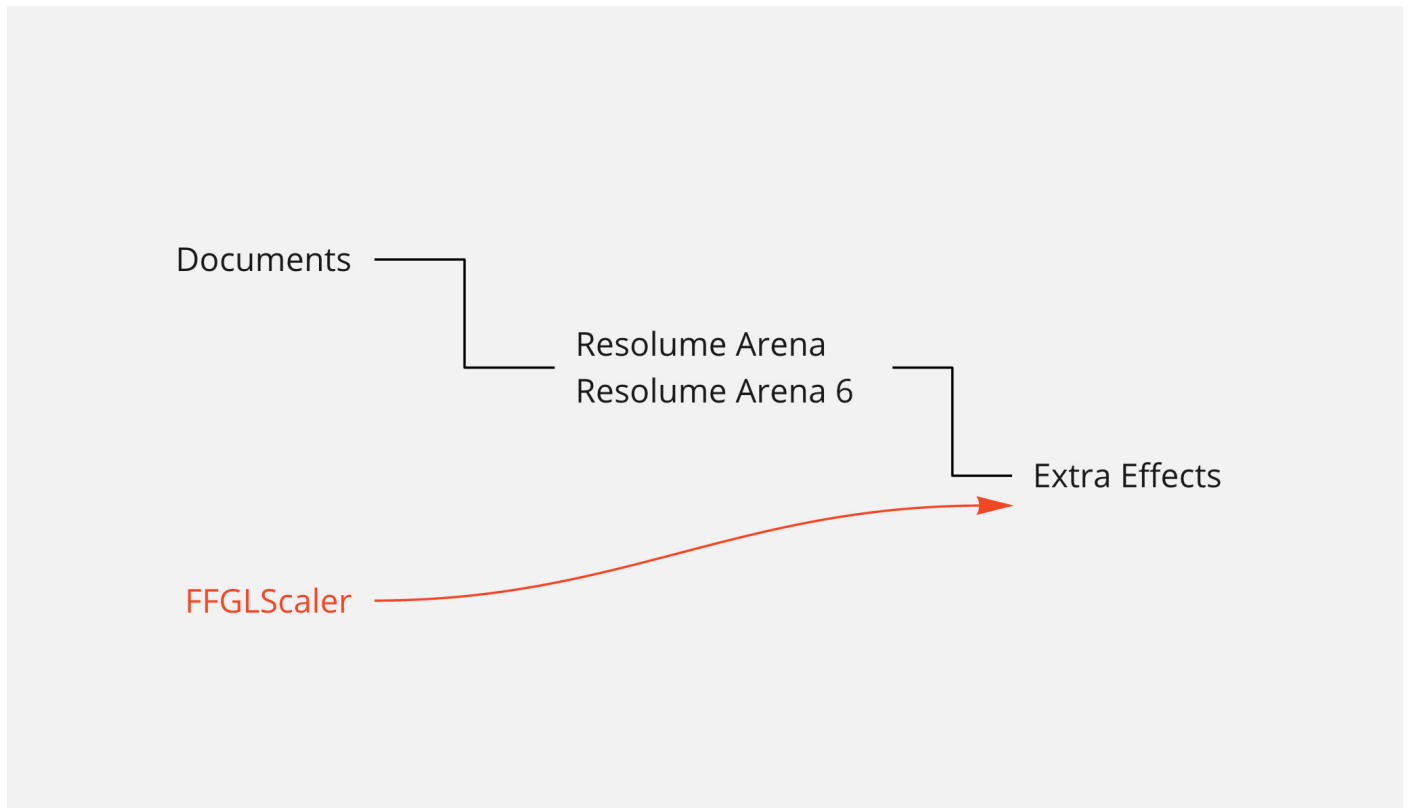## MANUAL

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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.**

Documents

Resolume Arena
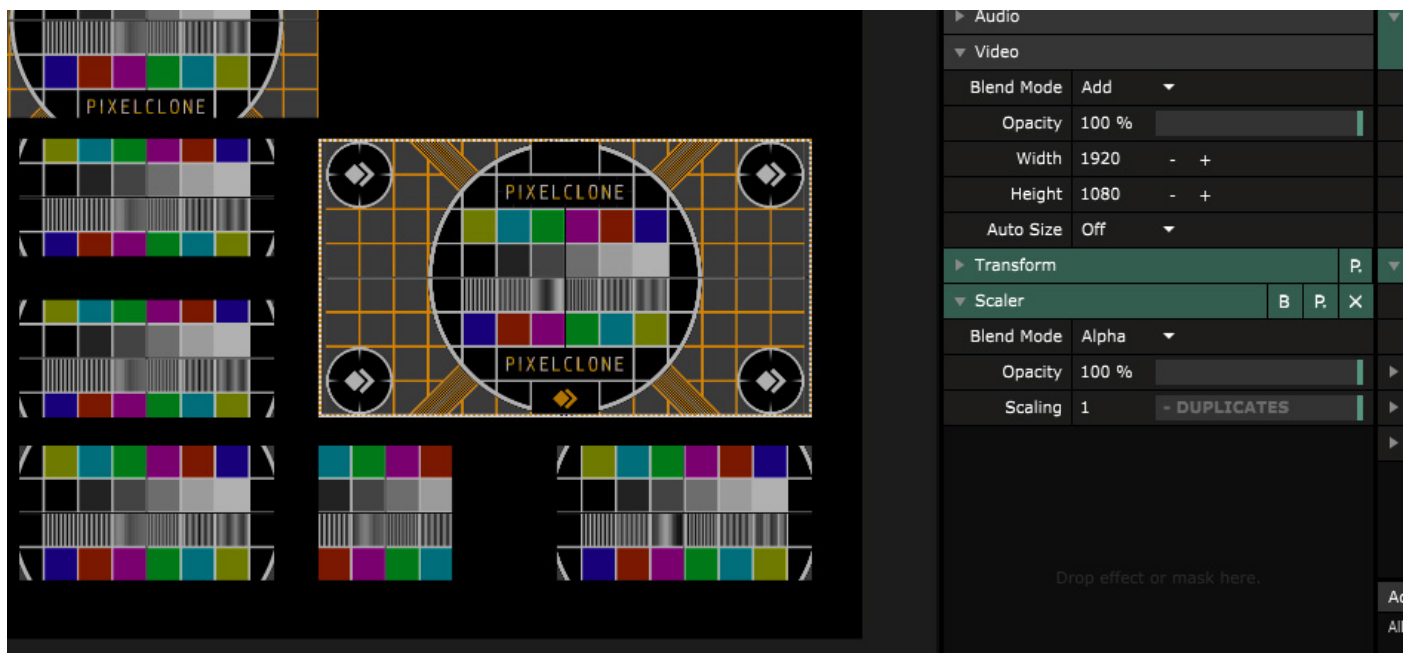Resolume Arena 6

Extra Effects

FFGLScaler

Using Scaler

Scaler is extremely easy to use once you've prepared some Scalings to go along with the FFGL. The idea is to create your different Scalings in the Advanced Output editor. This is where you'll prepare everything before a show. During a show however you only need 1 parameter to change your Scalings on the fly.
This is also the great benefit from the Scaler FFGL. There's only one Slider that you'll be using, the Scaling slider. This slider goes from 0. to 1. and is 'filled' with all your Scalings that you've created earlier.

Change the 'Scaling' slider and you change the Scaling currently active for the layer, clip or composition you've dropped scaler on.
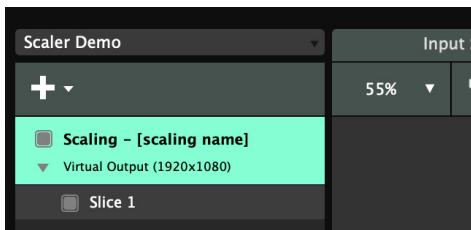
Preparing Scaler

Because Scaler uses your current Advanced Output Setup in Resolume we begin by opening up the Advanced Output. If you're not allready working in a saved output setup; **create** a new output setup. **Or open an existing output setup.**
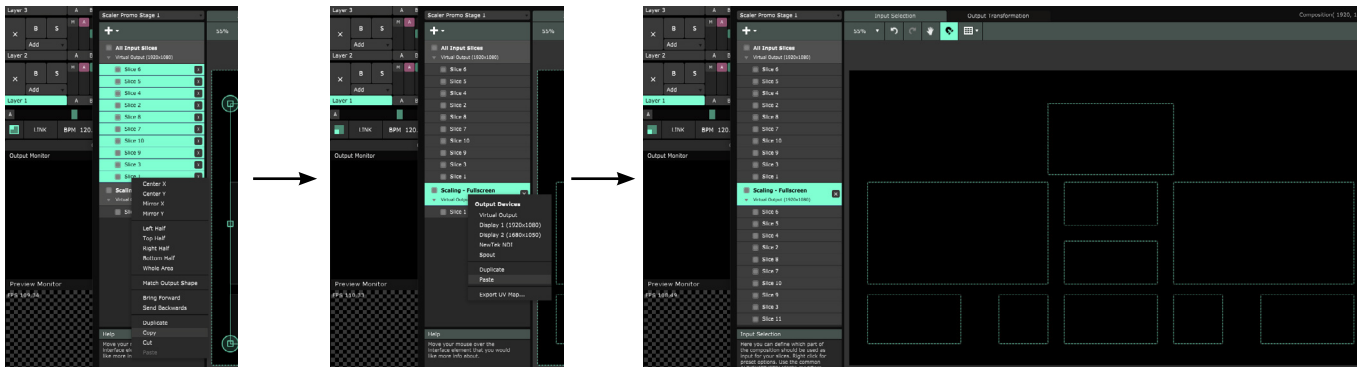
In order to create a Scaling you can follow these steps:
- Create a new Screen called Scaling (with a capital S, it's case sensitive).
After the word 'Scaling' type a space, then you can name your Scaling. This name will be used to identify the Scaling with later by the FFGL so name it something useful.
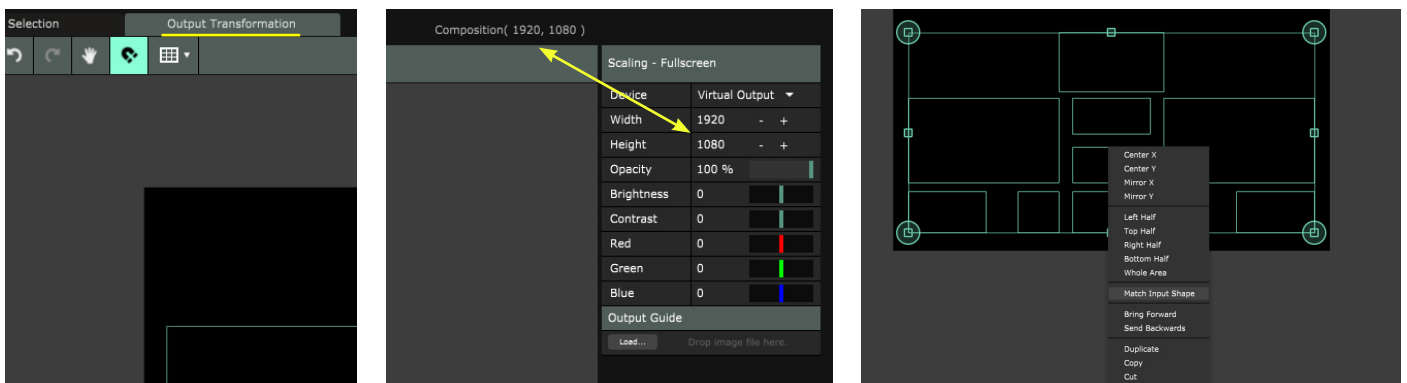

- Copy all the Slices you have from your Input Map (even the ones in different screens) **and paste them into your Scaling screen.** We'll name this Scaling 'Fullscreen' and leave the position of the slices intact.

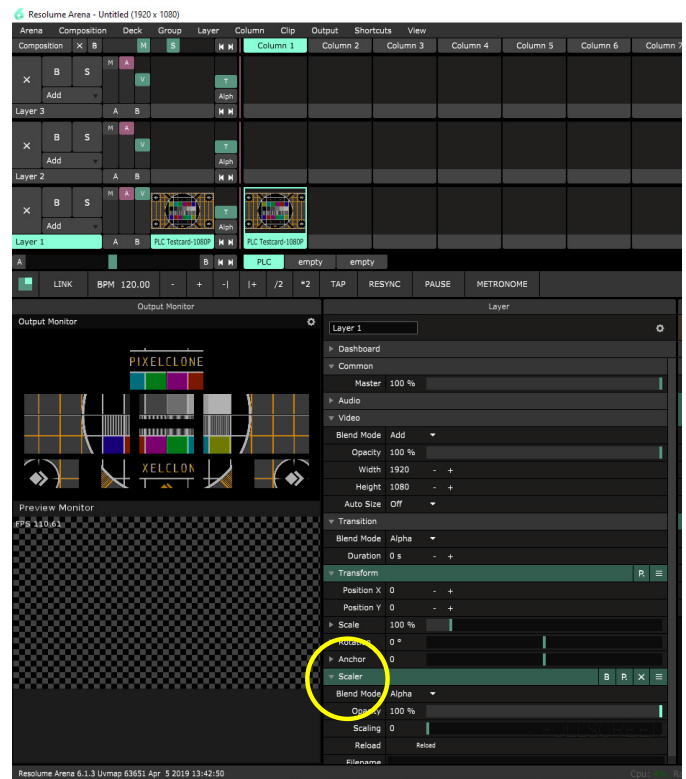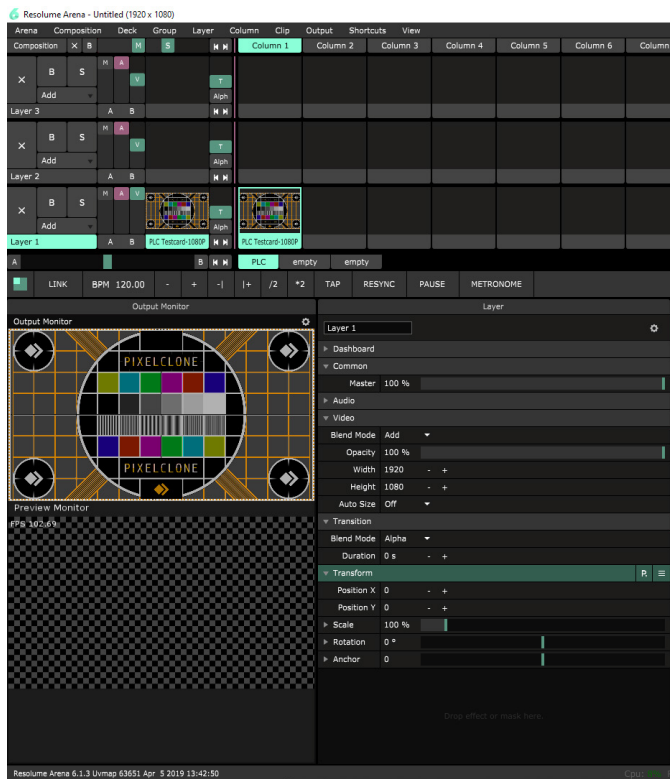**- In the Output Transformation set the Device to 'Virtual Output'.**
- Set the Width and Height to your Composition Size, make sure it's the same.
- Select all your slices in the 'Output Transformation' tab, right click on the selected slices and select 'Match Input Shape'.

Congratulations! you've now created your first Scaling. Next we can have a look at how this scaling will look like and if you did everything correctly.

Click the 'Save & Close' button and head back to your Resolume Composition. Drop the Scaler FFGL on a layer (preferably a layer that has content).
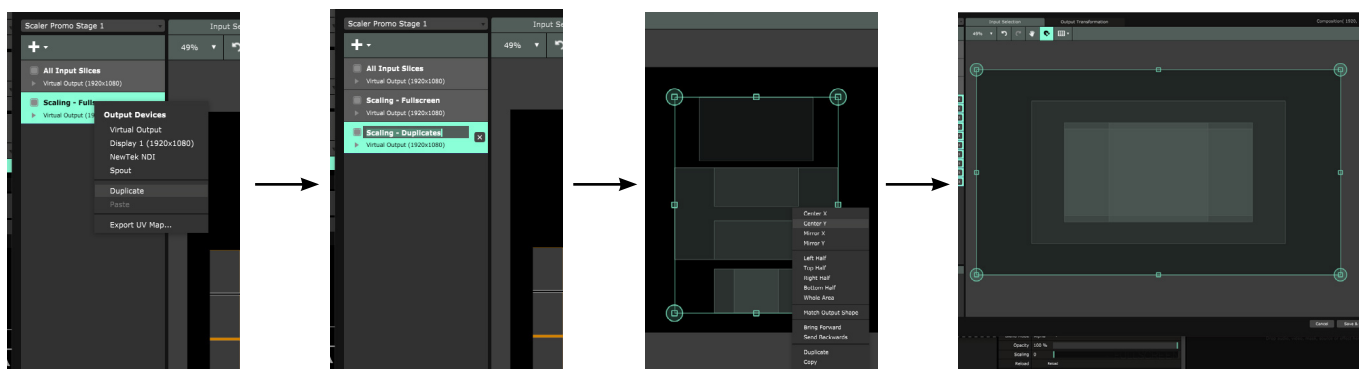

If you've done everything correctly you should see your content in fullscreen, but only in the slices from your Advanced Output. The rest will be blacked out.

In the Scaling slider you can see the word FULLSCREEN if the layer is active. This is the name tag you've given to your Scaling.

Lets build a different Scaling, This time not a FullScreen Scaling but a Scaling that will double the content on all the Slices.
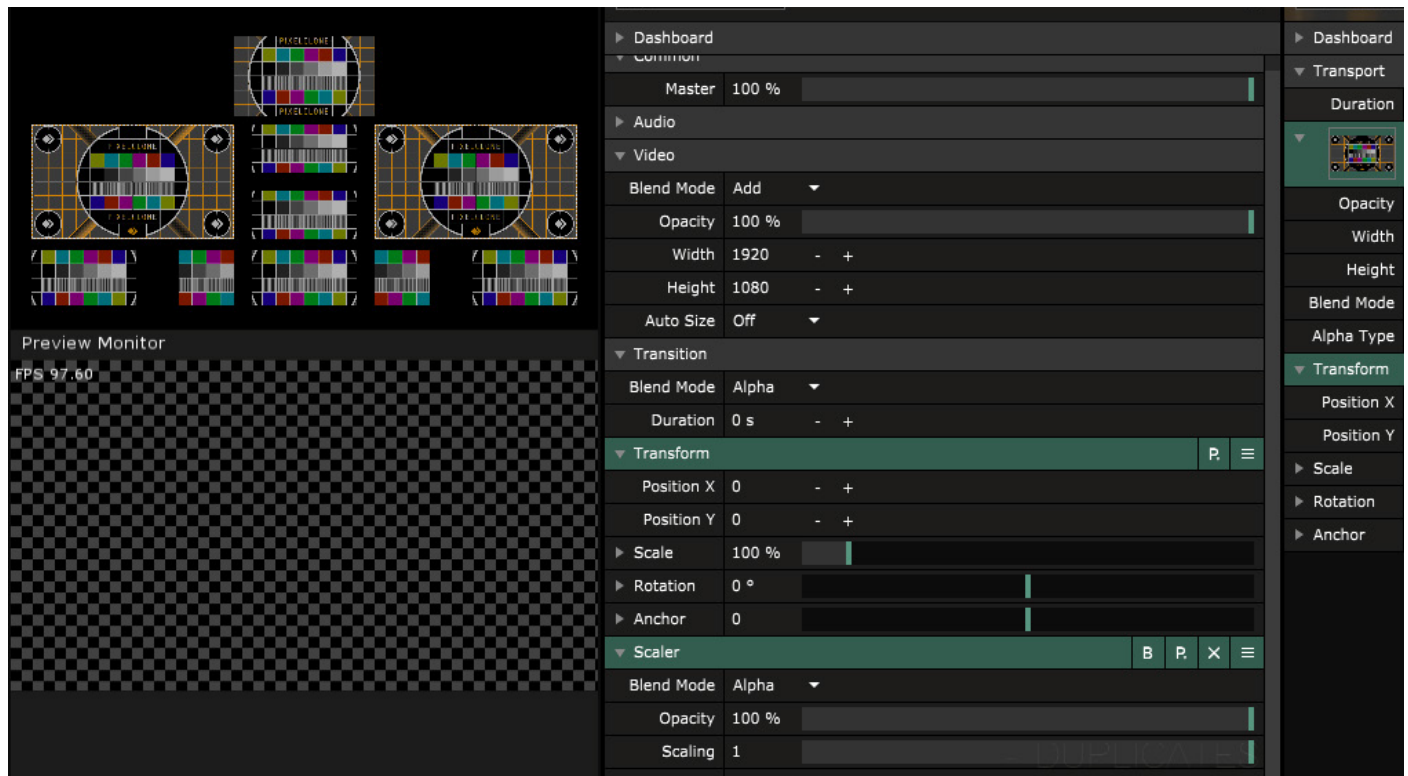
- Go back to the Advanced Output editor.
- Duplicate the Scaling Screen.
- Name the Scaling screen 'Scaling' - [what ever you want].
- Make sure you're in the 'Input Selection' Tab
- Select all the Slices in your new screen and select 'Center X' and 'Center Y'.
- Scale the Slices to be Fullscreen again.
- Click on 'Save & Close'.

By now the Scaler FFGL should've noticed that you've changed something so it automatically updated your 'Scaling' slider to fit a new Scaling.

note: If you don't have at least 1 screen that's called Scaling you might get some serious frame drops because the FFGL can't find Scalings.

you can see your new Scaling by dragging the 'Scaling' slider to the end.

You can create Scalings that only show certain slices by simply disabling slices in the Advanced Output editor that you don't want included in your Scaling.