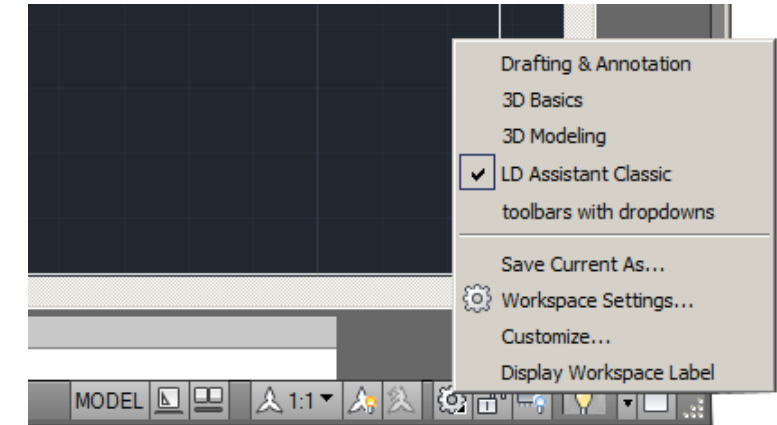
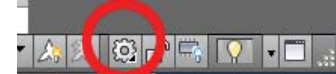
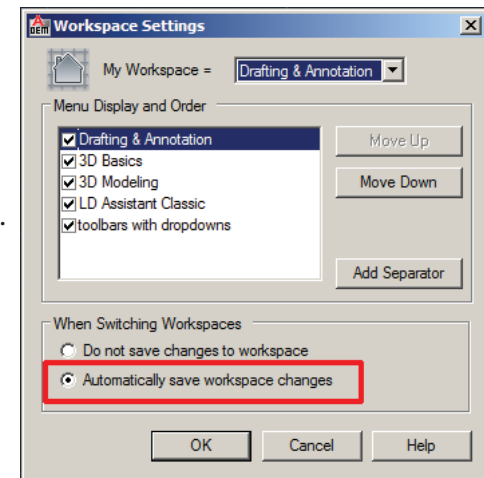


LD Assistant Quick Start Guide

One of the first things you may want to do in LD Assistant is to change the way the menus look. In the bottom right corner of the drawing you will find an icon that looks like a small gear.



To save any changes you have made to the palettes you will need to have the program remember the changes. Do this by clicking on Workspace Settings. When the dialog opens, click on Automatically Save Workspace Changes.



General Tasks
From conceptual 2D and 3D Design to Render and Reports
Select one task from the following list:

1. Insert objects into current drawing
2. Manage specific objects data
3. Focus Instruments
4. Set visibility for disbursements and attributes
5. Modify, Renumber, Find
6. Manage Schedules and Data Scenes
7. Effects
8. Render, Visualize and Simulate
9. Utilities

Focus Tasks
Focus spotlight, projector, speaker and camera
Select one task from the following list:

1. Quick Focus
2. Focus Fixtures
3. Focus Projector
4. Focus Camera
5. Focus Speaker

Attach or Edit the object industry specific data
Select one task from the following list:

1. Lighting Data
2. Truss Data
3. Sound Equipment Data
4. Video Projector Data
5. Video Camera Data
6. Wire and Cable Data
7. Furniture Data
8. Custom Data

Insert Tasks
Insert or create objects using various methods
Select one task from the following list:

1. Insert Blocks into Drawing
2. Add a Drawing Border
3. Create and insert a Room
4. Autobuild System
5. Automatic Lighting
6. Create Production Entities

Modify Tasks
Change intensity, color, gobo, shutter, find, renumber
Select one task from the following list:

1. Change light intensity
2. Renumber instrument
3. Find Instrument
4. Change Light Color
5. Change Light Gobo
6. Change Light Shutter
7. Change Specific Data

Visibility Tasks
Set the display style for disbursements and attributes
Select one task from the following list:

1. Turn Instrument ON
2. Turn Instrument OFF
3. Disbursement as line
4. Disbursement as cone
5. Set Disbursement Visibility
6. Set Attributes Visibility

Utilities
Utilities, multilights, legend, wizards
Select one task from the following list:

1. Object Utilities
2. Legend
3. Multilight
4. Align - Nudge
5. Curve Text
6. LD Object Wizard
7. Generate Report
8. Generate Script File

Visualize, simulate, add effects and materials, render
Visualize, simulate, add effects and materials, render
Select one task from the following list:

1. LD Control
2. DMX Profile Editor
3. DMX Patch Editor
4. LD Materials
5. LD Render
6. LD Animation
7. VIZLink

Attach or Edit visual effects for specific objects
Attach or Edit visual effects for specific objects
Select one task from the following list:

1. Atmospheres Effects
2. Lens Effects
3. LED Effects
4. Scenery Effects
5. Pyrotechnics Effects
6. Water Effects
7. Cloth Effects

LD Assistant

LD TASK Manager

By Design & Drafting Phone 1-708-499-0107

(5)

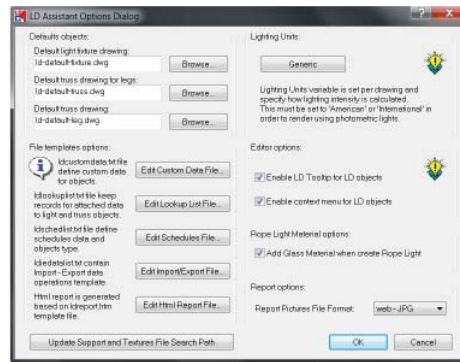
(6)

Linking the Textures

New in LDA is a dialog to, **Update Support and Textures Files Search Path** for textures and other files that LDA uses.

Under the Lighting menu look for and click on Options at the bottom of the list.

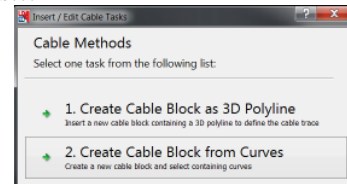
When the dialog opens at the bottom of the dialog, click on **Update Support and Textures Files Search Path** for textures. Once you do this you will need to restart LDA so the program saves the new path. You only have to do this once.



Wire and Cable

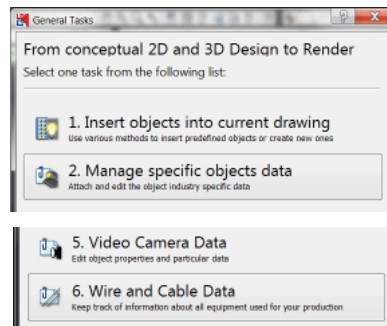
After drawing a few polylines as cable runs...

- 1) Under the production menu look for and click on Wire/Cable.
- 2) When the dialog opens, you will click on **No. 2 Create Cable Block from Curves**.
- 3) Click on the polylines to create a cable.



To edit or add data to the Wire/Cable

- 1) Under the Lighting menu look for and click on **LD Task**.
- 2) When the General Tasks opens, look for and click on **No. 2 Manage specific objects data**.
- 3) When the Data Tasks opens, click on **No. 6 Wire and Cable Data**.
- 4) To view and/or edit in a Schedule and place the data on the drawing. Under the Lighting menu look for Schedule, at the fly-out click on Schedule. Now look for the Cable Schedule and select the cable and click OK.
- 5) The Schedule will show up at the bottom of the drawing.

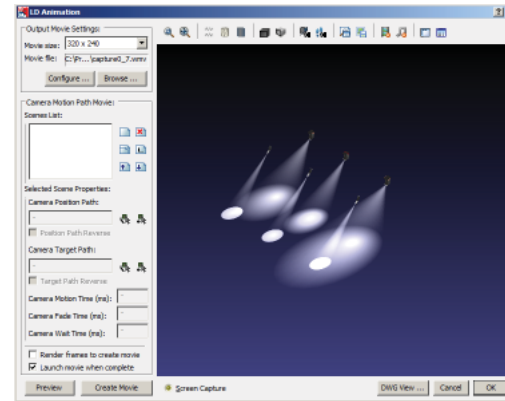


(2)

Walkthrough View Setup

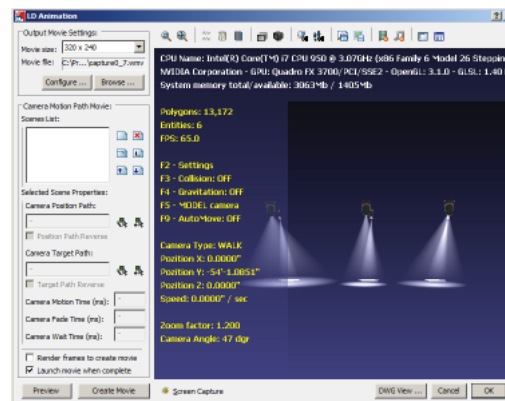
When you first enter a simulator and try to walk around using (F5) you may have to set the Camera Zoom factor.

Before entering the walk around mode look for and click on the next to the last button at the top of the screen, the button is called info.



Once you enter into the walk around, look at info that is in yellow at the bottom you will see the Zoom Factor and the Camera Angle.

Now to change the Zoom Factor and the Camera Angle using the WHEEL on your mouse to make the changes. Pushing forward on the wheel will zoom the camera out.



(3)

3D Audio

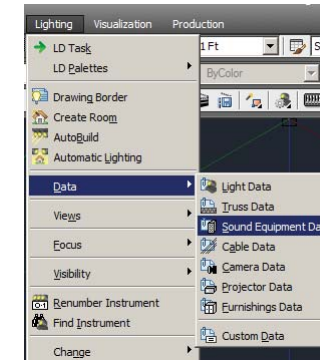
Now you can add 3D Audio to your walkthroughs. With LD 3D Audio when you walk from one room to another you will hear a different audio.

Each sound cabinet in your drawing can play a different audio file attached to it.

To attach an audio file to a sound cabinet you will first need to do a Quick Focus so you see the cone.

Select the sound cabinet by clicking on it. Now under the lighting menu click on Focus and when the fly-out opens click on Quick Focus.

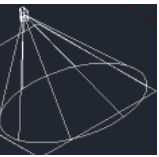
Next under the lighting menu look for Data and then the fly-out and click on Sound Equipment Data.



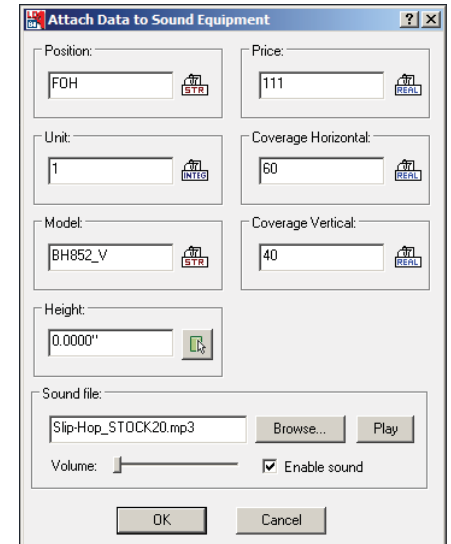
NOTE:

The closer you are to the sound cabinet the louder the audio will be.

The audio is only in the cone. Once you are out of the cone you will not hear any sound.



When the **Attach Data to Sound Equipment** opens you can browse to the audio file you want playing when you are walking through the event.



(4)