Creating R20 files from d4 personalities

(This is NOT an official documentation but simply based on my personal experiences - it might be not complete or even simply wrong in some aspects. Please give feeback if you find anything that you think should be improved.)

R20 files had been the personalities for the Classic consoles from the Pearl 2000 on. After production of the Classic consoles was stopped, Avolites also ceased to offer free personality service for this system in 2019. You can still download the existing personalities, but no new ones will be created.

This page is intended to be helpful when you need a new personality for a fixture which isn't in the library for classic consoles but does exist as d4 file for the Titan system.

Please understand that this page is currently **Work In Progress**.

Preliminary Considerations

It is good to understand the main differences (with regards to personalities) between the old Classic system and the new Titan system. When using the Personality Builder to export R20 files from existing d4 files you most likely need to correct some details following these points.

1. With R20 files, **each mode requires a separate personality file**, while in the d4 world there is only one file per fixture, holding all the modes.
2. **No Virtual Dimmers in Classic!** In Titan you can define a dimmer channel which doesn't exist in the fixture, to proportionally dim e.g. red/green/blue colour channels. This is not possible on Classic consoles, and thus not supported in R20 files.
3. **No cells/subfixtures in Classic!** Nowadays there are numerous fixtures available with many individually controllable pixels or other parts, and in Titan there is a mechanism where you can control all such parts simultaneously (as Master channels) or individualle (as subfixtures or cells). This is not possible in Classic. As such, cell modes as well as modes using cells are not supported in R20 files. There is a special feature called compatibility attributes which attempts to spread out all such attributes onto available attribute banks but this is currently not covered from this explanation.
4. **No Conditions in Classic!** In Titan it is rather common to have a virtual function-select attribute which controls how other attributes can be adjusted, e.g. a wheel `Gobo Func` where you can select Index, Scroll and Shake, and the `Gobo` wheel itself then shows only a subsection of all the Gobo values. This is not possible in Classic.
5. **No 16 bit Dimmer in Classic!** While in theory this should be possible, in reality there is an issue in the software which doesn't allow such dimmers to be dimmed down to 0. Thus you might need to reduce the resolution to 8 bit and put the extra channel elsewhere.
6. **Two wheels only in Classic!** While there are at least three control wheels on Titan consoles and it is easy to add and operate attributes on multiple pages, Classic consoles have only two wheels, and spreading attributes across pages is best avoided.
7. **Classic wheel mapping not stored in d4 files!** Subsequently to the previous point the wheel mapping (i.e. how the attributes are laid out onto the wheels) for Classic consoles is in most cases different from the mapping in Titan. However, as the d4 file format is targeted towards

Titan, it doesn't provide means to store the mapping for Classic consoles. The personality builder has the option to export and import this as separate xml file in `File ⇒ Export ⇒ Pearl Mapping`. But you need to keep track of such files if you are using this.

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1. Check if there really doesn't exist one

Use the search on https://personalities.avolites.com/ to check if there really doesn't exist what you need - downloading is always faster than attempting to do yourself.

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2. Update your personality library

You certainly do not want to work with old data. Thus, download and install the latest Titan Fixture Library from https://personalities.avolites.com/.

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3. Identify the correct d4 file

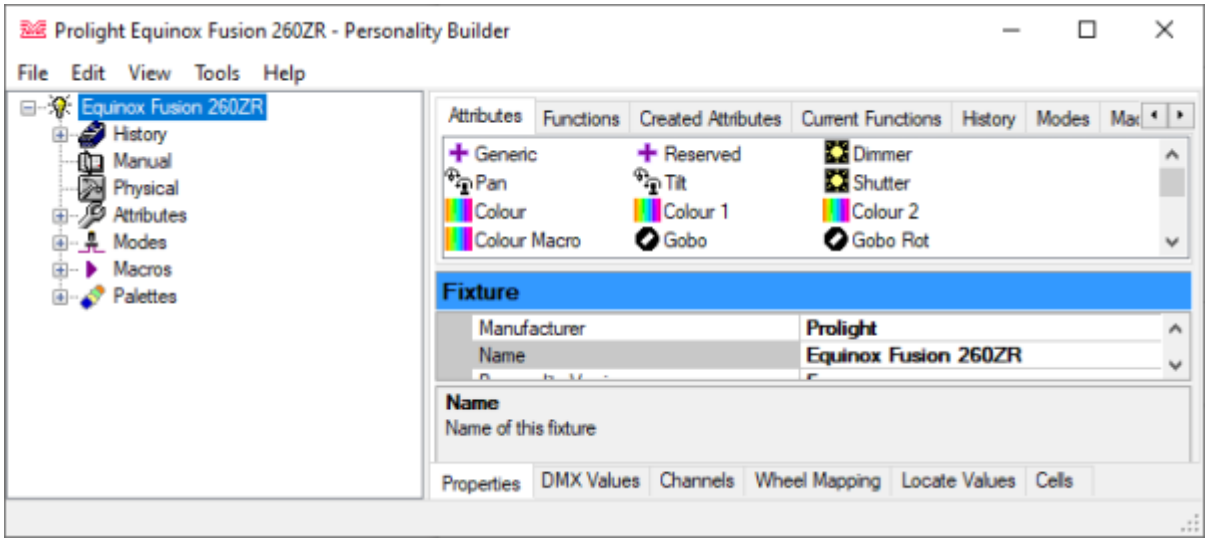
We assume that a d4 personality for your fixture already exists. Luckily they usually have verbose file names - have a look in the personality folder (with the PC suite installed it is `C:\Program Files (x86)\Avolites\Titan\FixtureLibrary`). If you don't find what you need then search at https://personalities.avolites.com/ or https://www.avolites.de/downloads/d4find for the correct filename. If you still don't find anything then request the personality for Titan or build it yourself (this might be explained on another day).

If you have found the correct d4 file copy it to a suitable location, e.g. your desktop, and open it in the Titan Personality Builder.

If you want to try it yourself then, as an example, you can download and open the personality of the

Prolight Equinox Fusion 260ZR

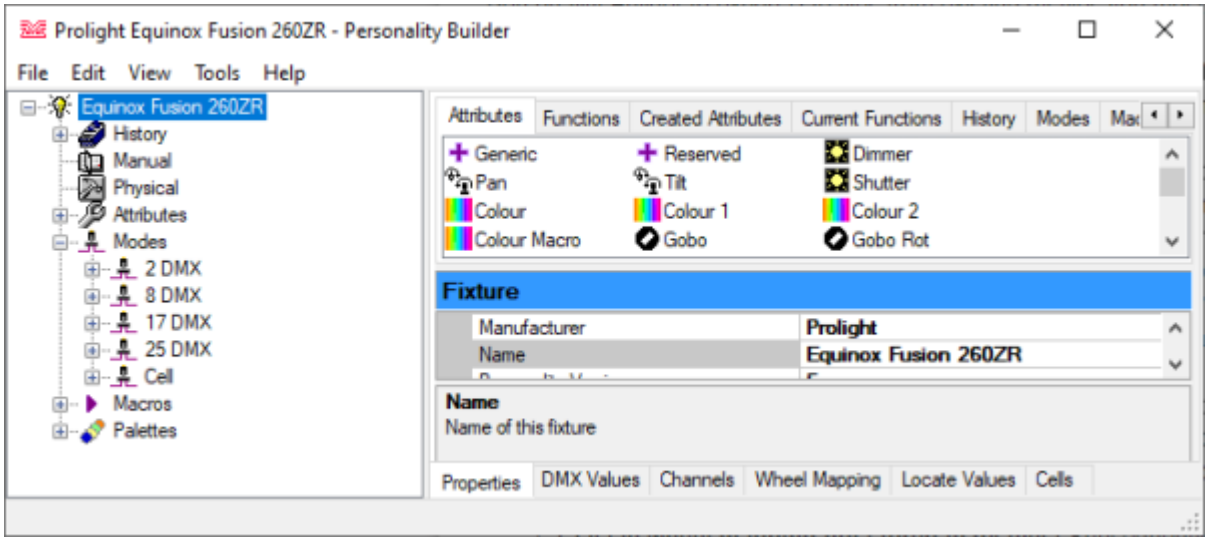
. The PersoBuilder will open with the whole tree collapsed, and the Attributes (top) and Properties (bottom) tabs selected:



4. Identify modes, enter references

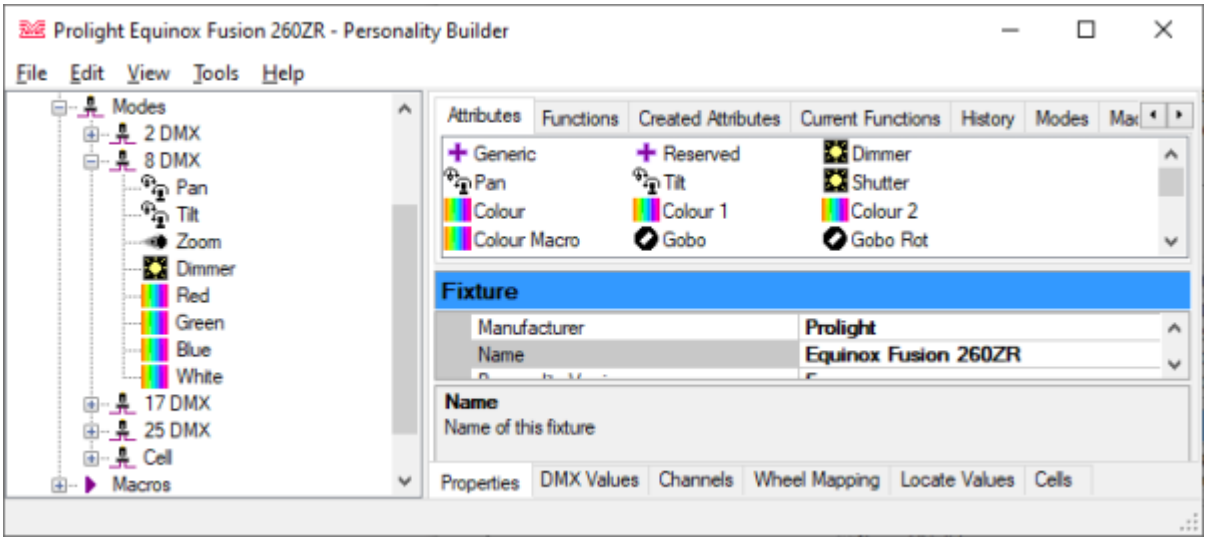
As stated above the Classic system cannot handle some specific things which came with Titan. One of them are cells and subfixtures. Thus, cell modes as well as modes referencing those cannot be exported as R20 (we omit the 'Compatibility Attributes' workaround for the moment).

In the left-hand pane expand the Modes section by clicking on the + sign. Now it will look like this:

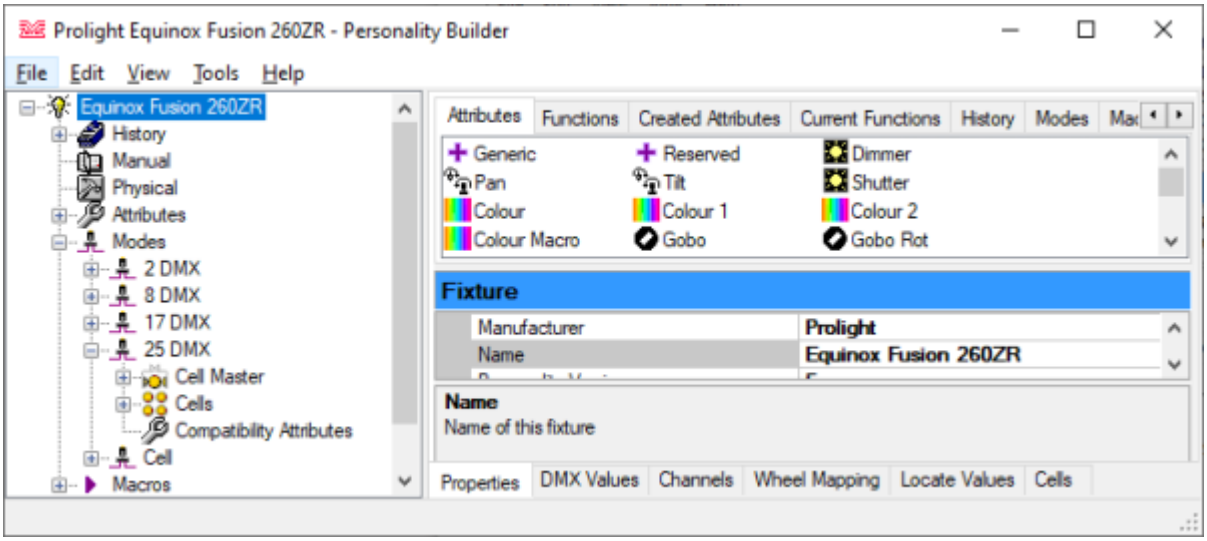


One by one expand each mode (you might enlarge the PersoBuilder's window for a better overview), and identify the modes which you want to and can export as R20 file:

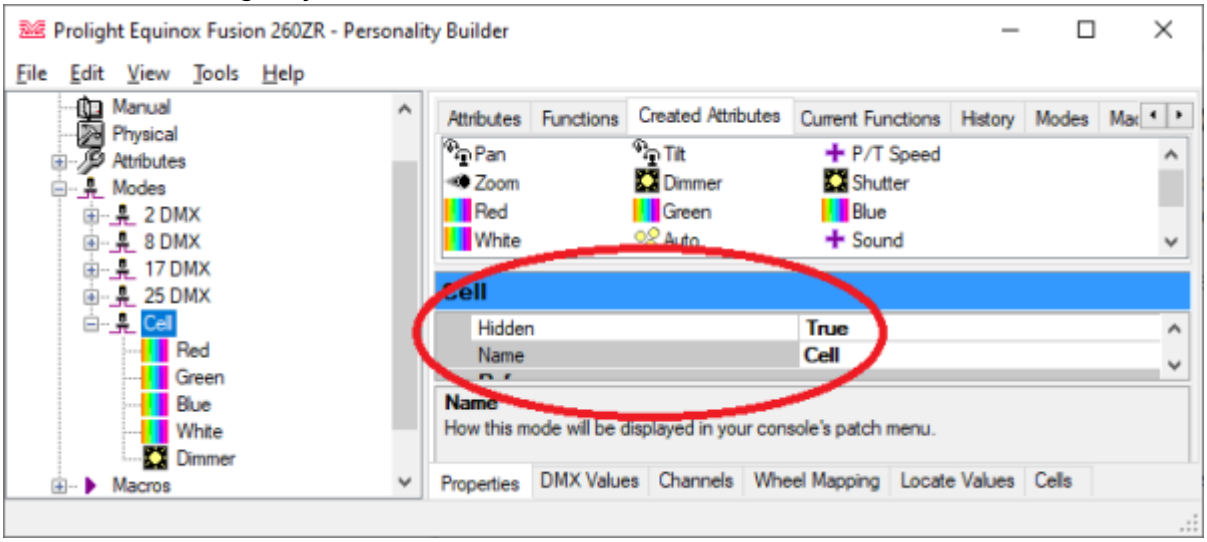
- the **2 DMX** mode features only Auto and Sound as attributes. You will hardly use this at all. Let's just skip it.
- the **8 DMX** and **17 DMX** modes look promising. We'll attempt to export those as R20.



- the **25 DMX** mode contains the sections `Cell Master`, `Cells`, and `Compatibility Attributes` (here empty) - this is a mode which uses cells, and thus cannot be exported as R20.

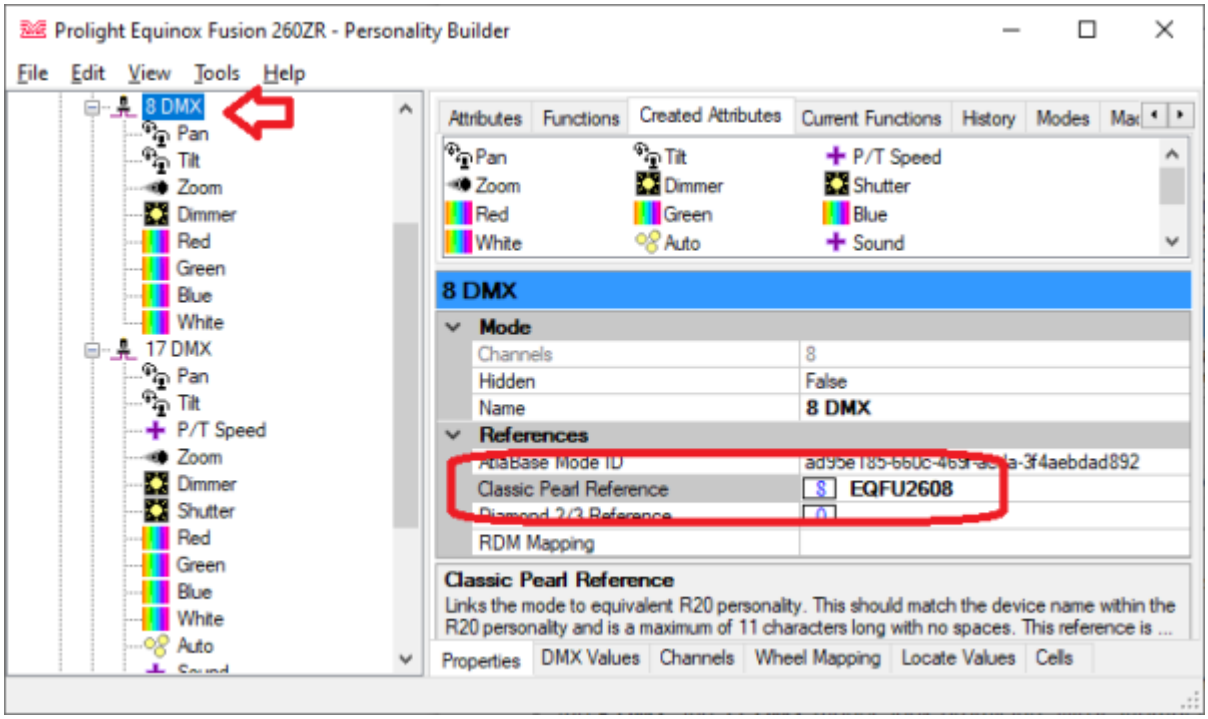


- finally the **Cell** mode is the one which is only referenced in the 25 DMX mode. proof for this is the `Hidden` attributes set to true: left, click on the mode **Cell** itself, and in the properties section (bottom right) you'll find Hidden set to True:



In order to make the selected modes exportable they each need a distinct `Classic Pearl Reference`. While it is possible to use up to 11 characters life is much easier if you restrict this to 8 characters. It is good practice to use the first 2 characters for an abbreviation for the manufacturer,

characters 3~6 for the fixture name, and the last two for the DMX mode. Here let's use **EQ**uinox **FU**sion **26**0ZR **08** (DMX), or **EQFU2608**, and **EQFU2617** respectively. In PersoBuilder, left, click on the mode, in the properties tab (bottom-right) find `Classic Pearl Reference`, and enter the references we have found.

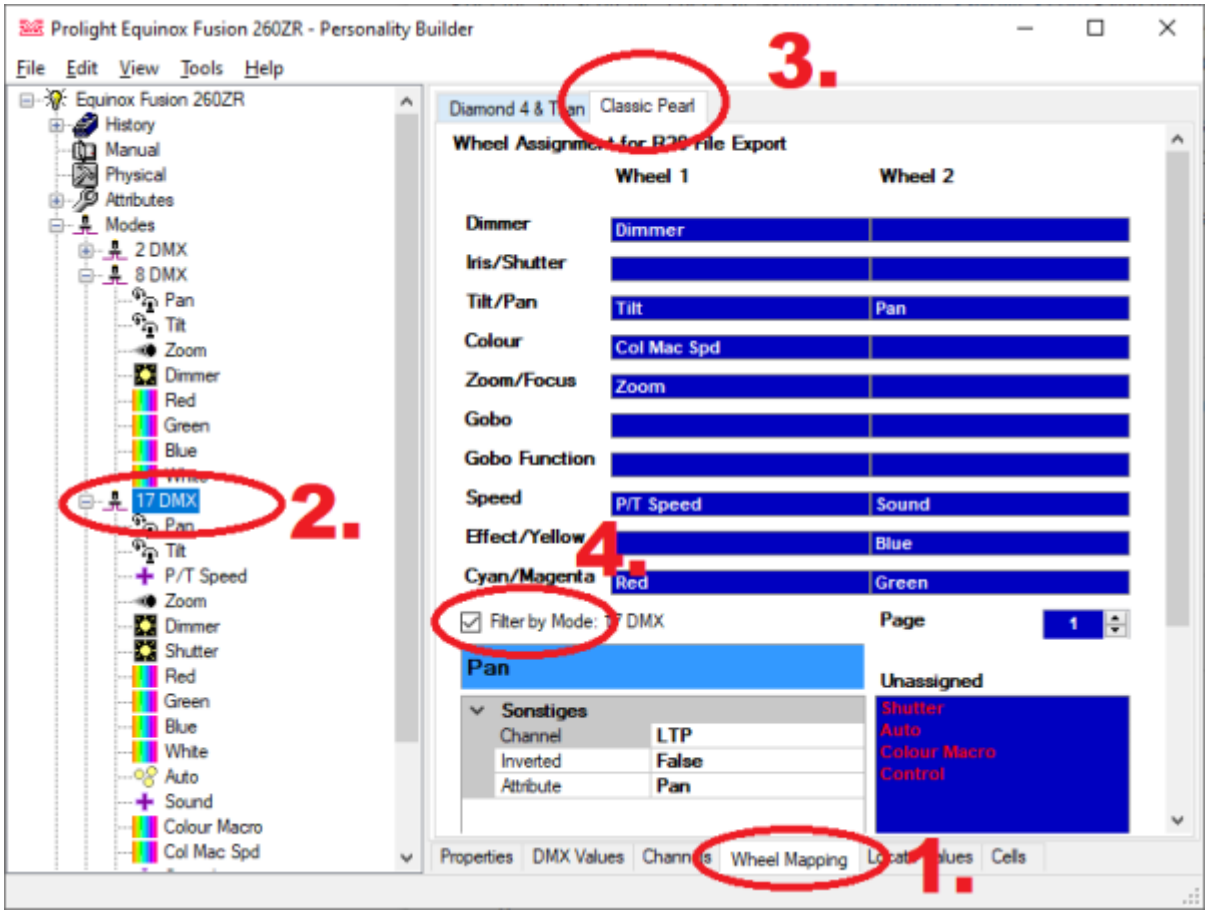


Do so for each mode which you plan to export as R20.

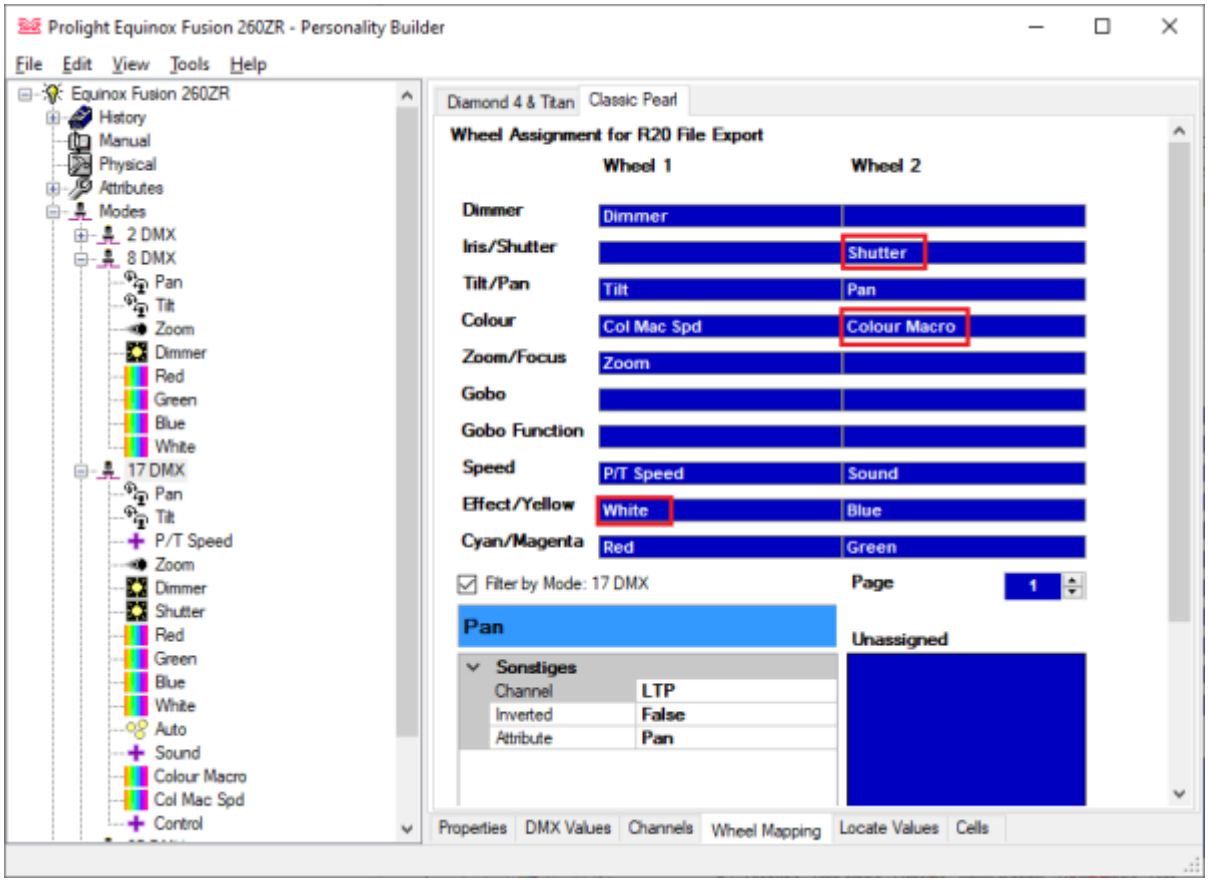
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5. Check Wheel Mapping

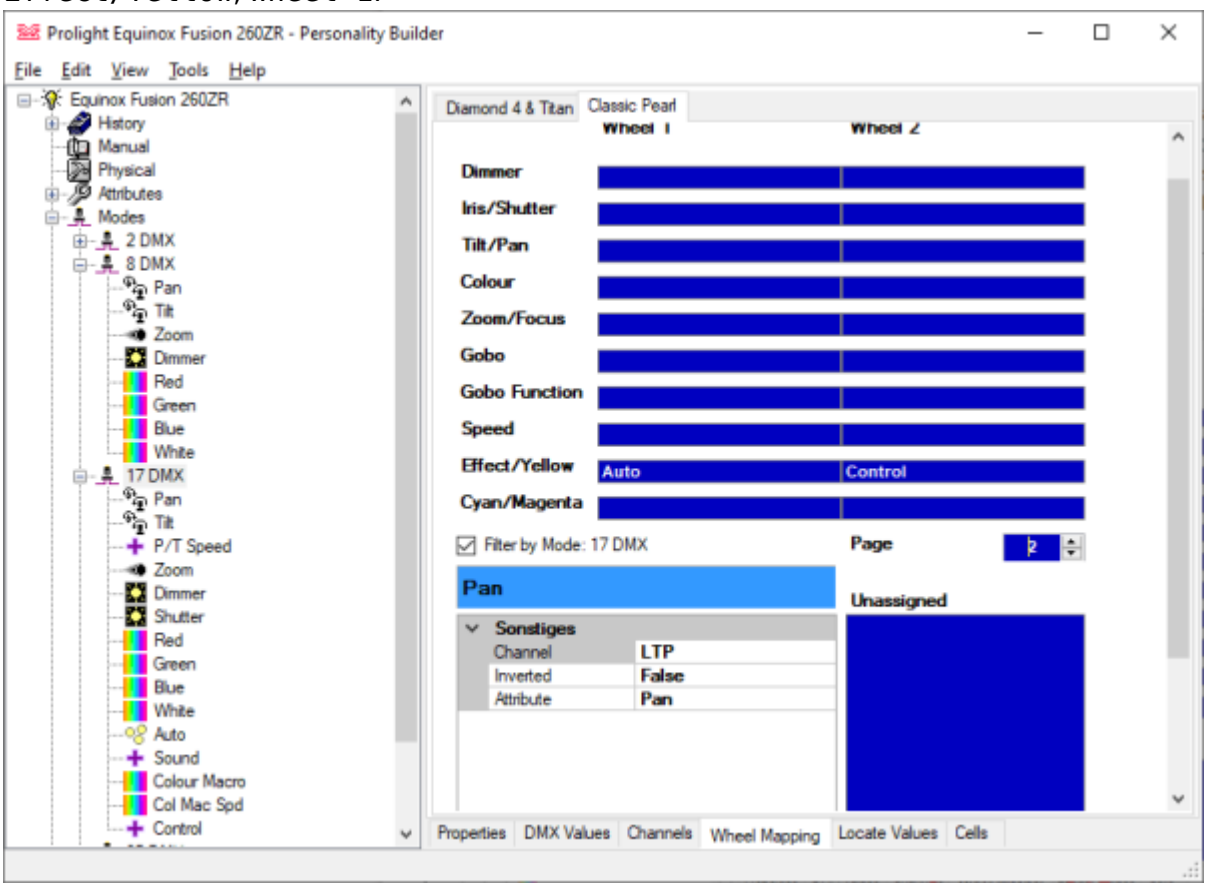
Unlike Titan consoles classic only features 2 encoder wheels, and the attribute banks are structured differently. Obviously wee need to check the wheel mapping – the way how the attributes are laid out on the wheels and banks. In order to do this click on the `Wheel Mapping` tab on the bottom, enlarge the program window so that you have a good overview, select a mode on the left (pro tip: start with bigger modes, than smaller ones may also fit), then select the `Classic Pearl` tab on top-right, and tick the `Filter by Mode` checkbox. It will look like this:



In the righthand area you can now drag and drop each attribute, in order to move it to another bank and wheel. Usually the suggested mapping is a good starting point. The most important thing is to move attributes from the 'Unassigned' area (bottom right) onto a valid blue rectangle (defined by Wheels and attribute group). Also using the Page select box with arrow buttons you can toggle to more pages. My result looks this:



- **Shutter** was moved from `Unassigned` to `Iris/Shutter`, `Wheel 2`
- **Colour Macro** was moved from `Unassigned` to `Colour`, `Wheel 2`
- **White** was on page 2. There I moved it to `Unassigned`, toggled to page 1, and moved it to `Effect/Yellow`, `Wheel 1`.



- **Auto** and **Control** are good candidates for page 2, `Effect/YelloW` attribute bank.

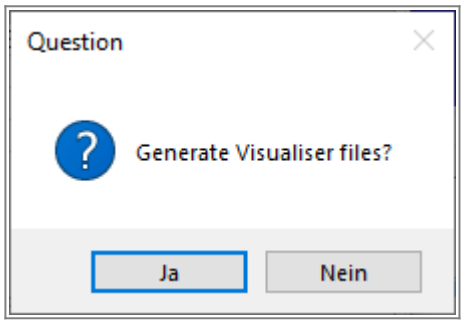
Please note that the Classic Pearl wheel mapping is not stored in the d4 file. If you made any changes which you want to store separately for future use then you need to export it using `File –> Export –> Pearl Mapping`. This will export the mapping onyl as xml file which you need to store and keep track of separately.

Your work on this page is done when nothing is in the `Unassigned` area, and nothing in the top boxes is red – on every page!

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6. Export R20

After having entered the references and checked/adjusted the wheel mapping it is time to have a go on creating R20 files: click `File –> Generate R20 Files…`. Here are some prompts and solutions which might happen.



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