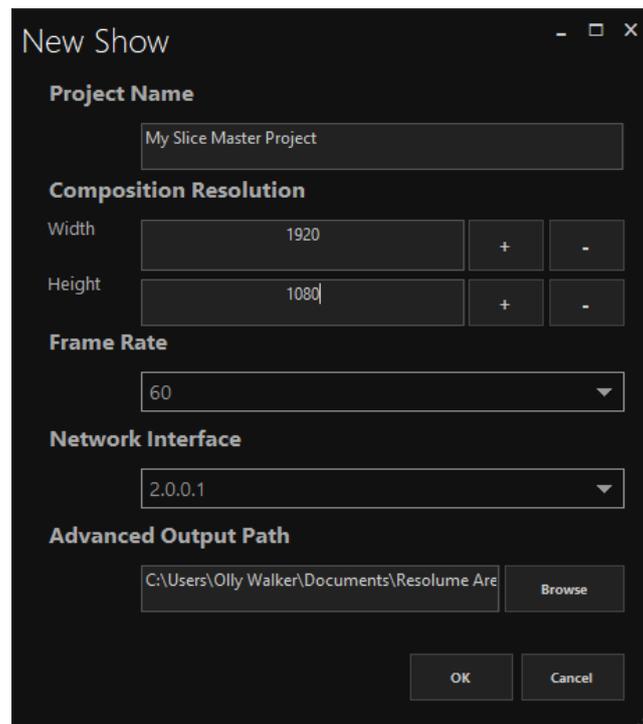# Slice Master

Quick Start Guide

Introduction

Let's not waste any time getting to know each other, and let's take back control of your slices.

Getting Started

Upon opening Slice Master for the first time, you will be greeted with the new project dialogue box.


When making a new project, ensure that the composition resolution and frame rate matches your Resolume composition. Your selected network interface should be the interface that is listening for Artnet, preferably in the 2.x.x.x/10.x.x.x range. Select the path for your advanced output .xml file and away we go.

Assigning Slices to Outputs

Once a new project has been created, you'll be taken to the main Slice Master window – pictured below.
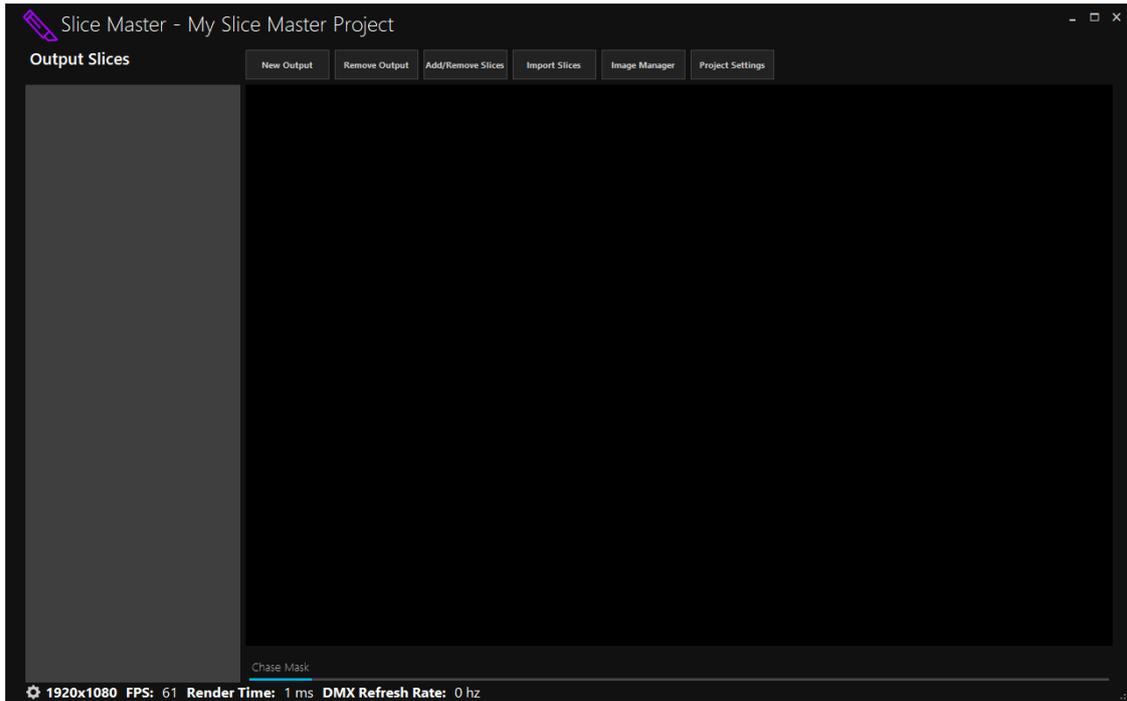
When a new project is created, a Chase Mask output will be created by default. In order to assign slices, click on the Add/Remove Slices button at the top of the window.
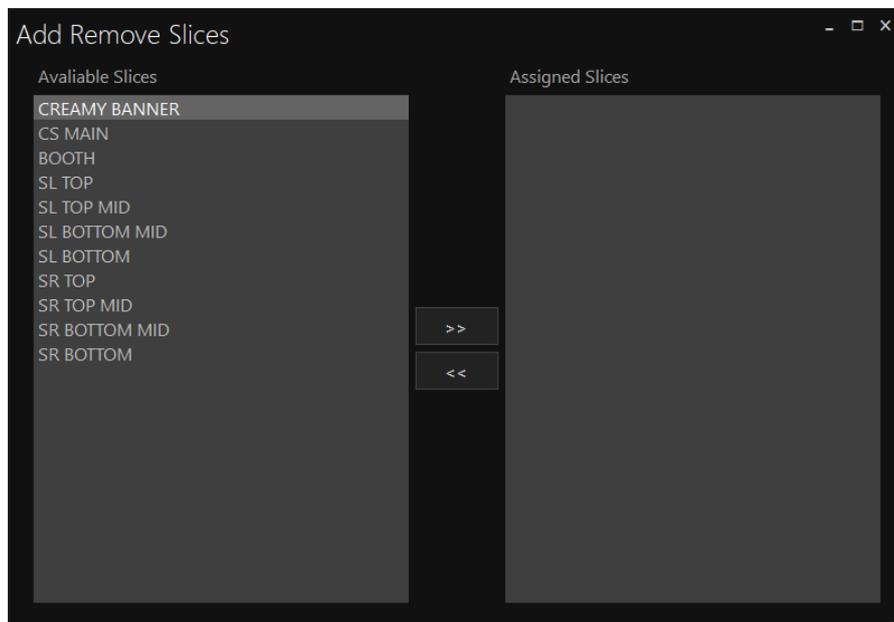

Click on the middle ">>" and "<<" buttons to bring slices into the active output, with the left box being available slices from your specified advanced output file and the assigned slices being in the right box.

Patching Slices

Now that your slices have been assigned to an output, it's time to patch them.
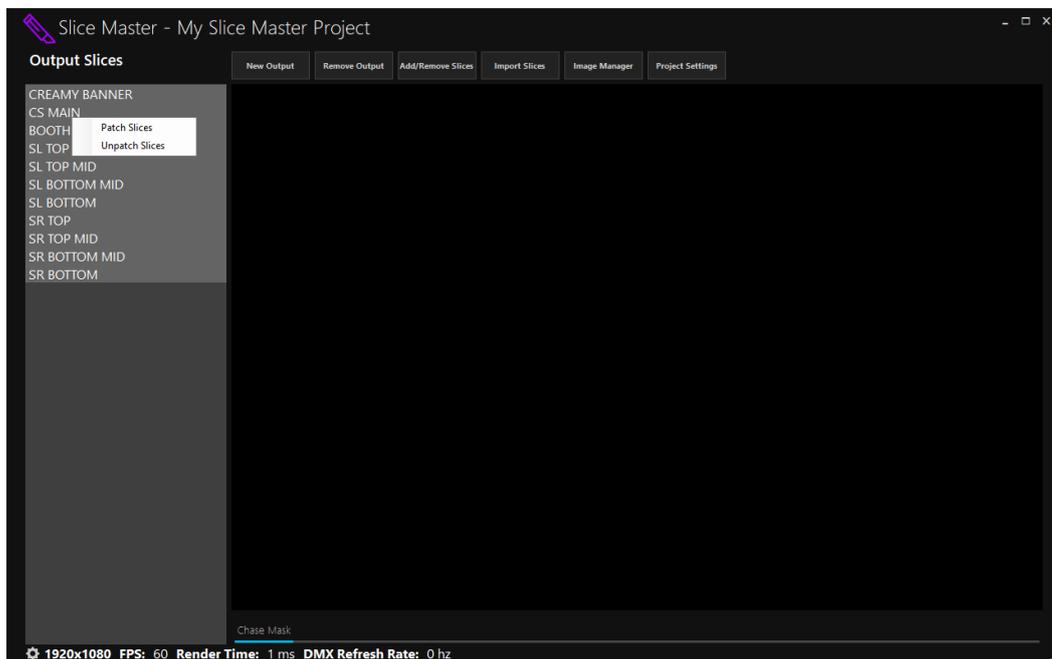
Either select all slices in the Output Slices sidebar to patch sequentially or individual slices. Right click and click on Patch Slices.
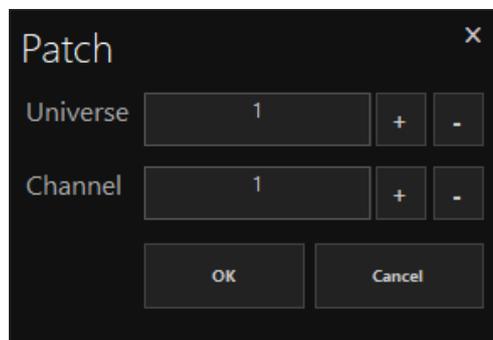
You can now define both universe and starting channel for slice patches.

Creating a New Output

Click the New Output button, a dialogue box will appear as shown below:
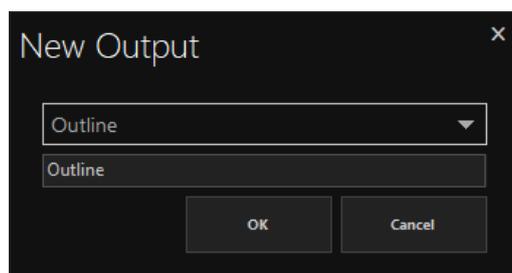
Select one of the four output types from the list and specify a name for the new output. Clicking OK will add the output to the project – happy days!!

Using Chase Masks

Chase mask allows you to create a subtractive mask in order to create chases on Resolume clips, layers, groups or the composition when used alongside the native FFGL plugin. Patch in the Slice Master Chase Mask fixture to your lighting console (1ch) and control dimmer values in order to affect the Chase mask. Dimmer information will be displayed in the preview as seen below.
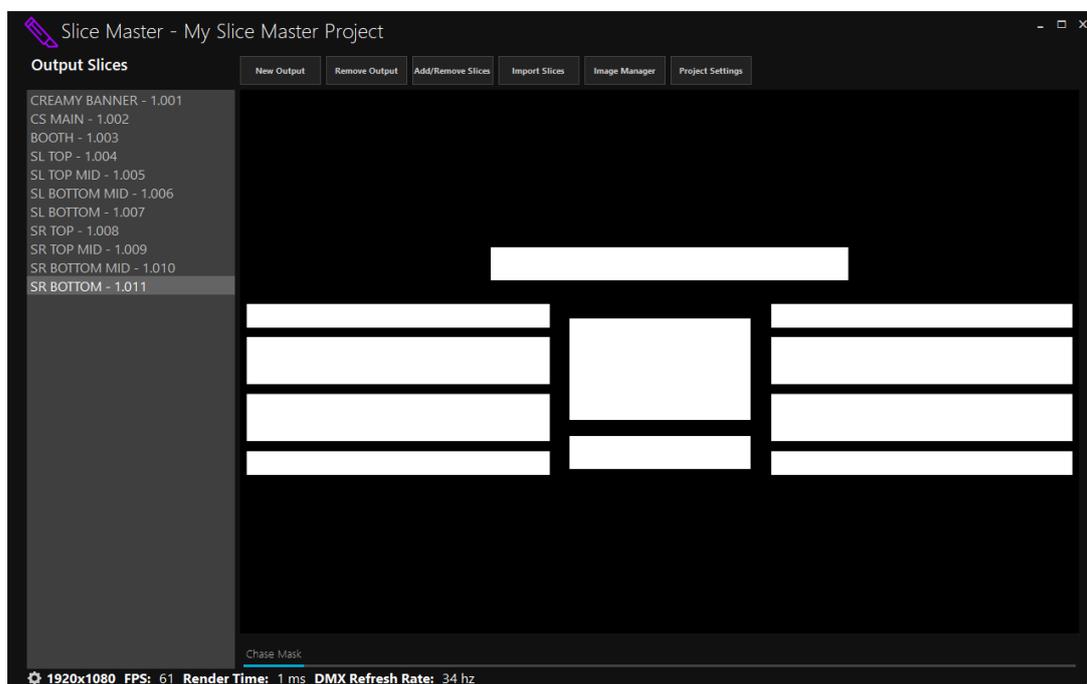
The Slice Master plugin is set to install by default along side the main program, simply load onto any clip, layer, group or composition from the Resolume effect panel in order to use.

Please note, output names must be copied from the main Slice Master window into the plugin – this can be done by right clicking an output name at the bottom of the window and then pasting into the plugin.
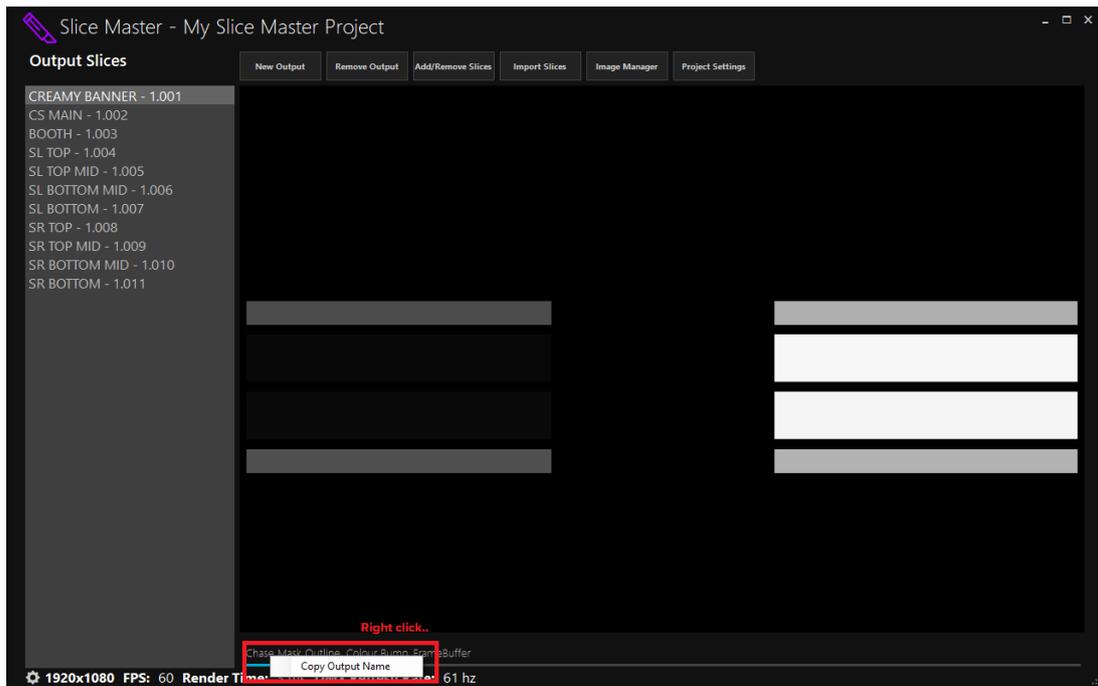
Paste in the Source Name box in the Slice Master plugin, as seen here:

Using Outlines

Create a new output and select Outline. Assign and patch your slices, alongside patching the Slice Master Outline fixture on your lighting console. Outline parameters will now be available from your lighting console, which can be viewed in the preview window. These include, dimmer, colour, width and shutter. This output will be found in Resolume's sources panel, sent via Spout.
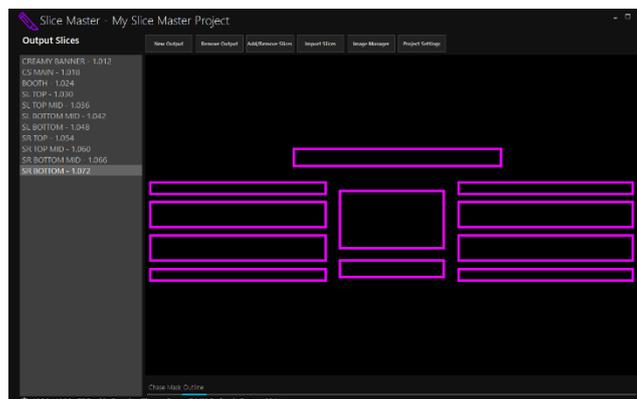
Using Colour Bumps

Colour Bumps are set up in almost the exact same way as Chase Masks and Outlines. Assign and patch your slices and then patch Slice Master's Colour Bump fixture on your lighting console. Previews will be shown as below:
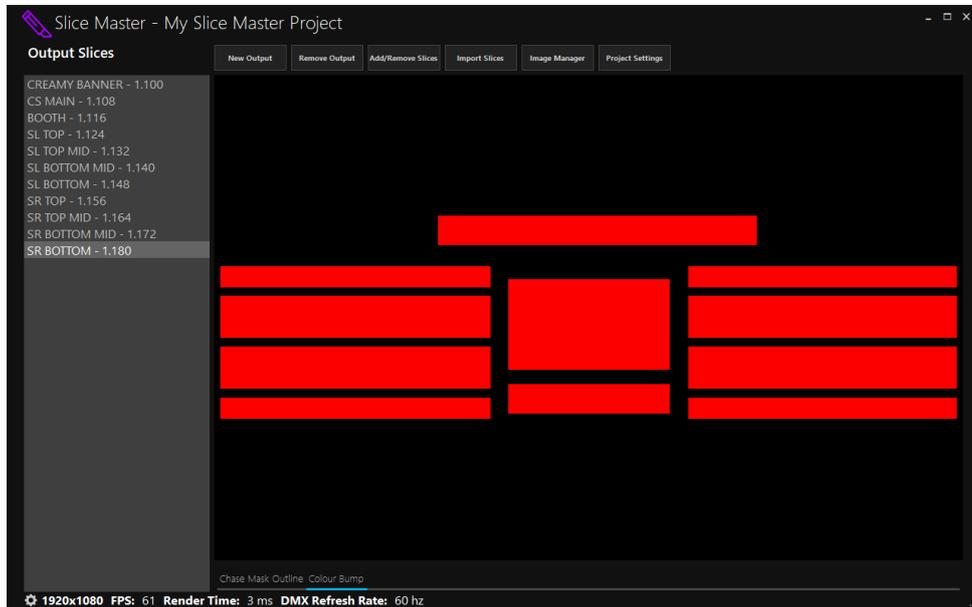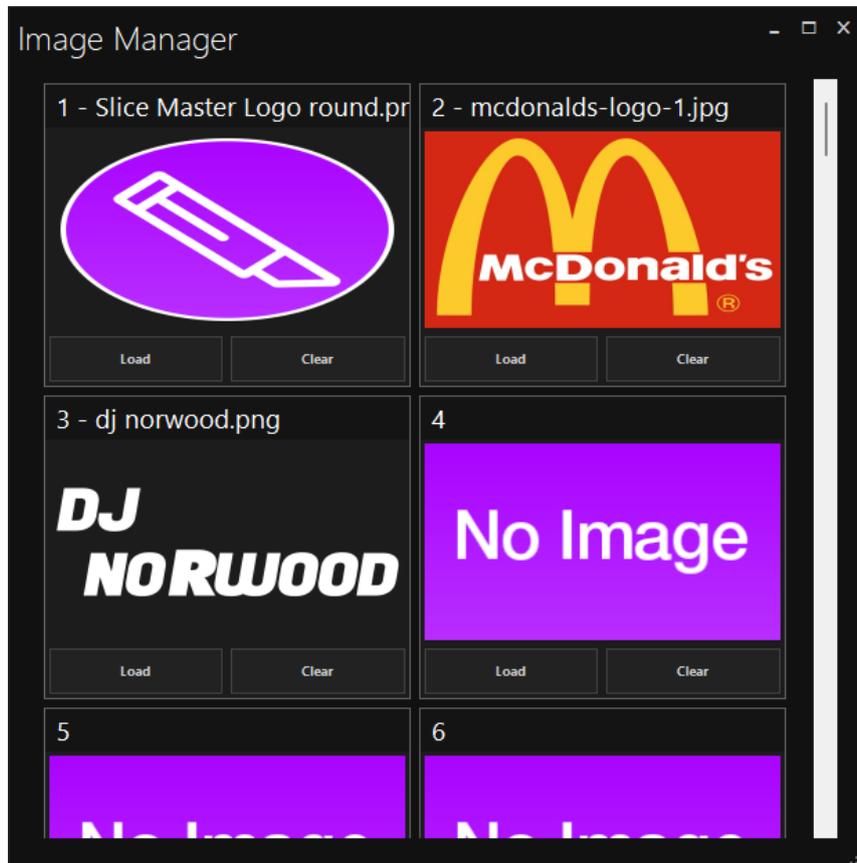

Using Frame Buffers

Slice Master's Frame Buffer can load images for instant recall from your lighting console. To load images, click the Image Manager at the top of the window.
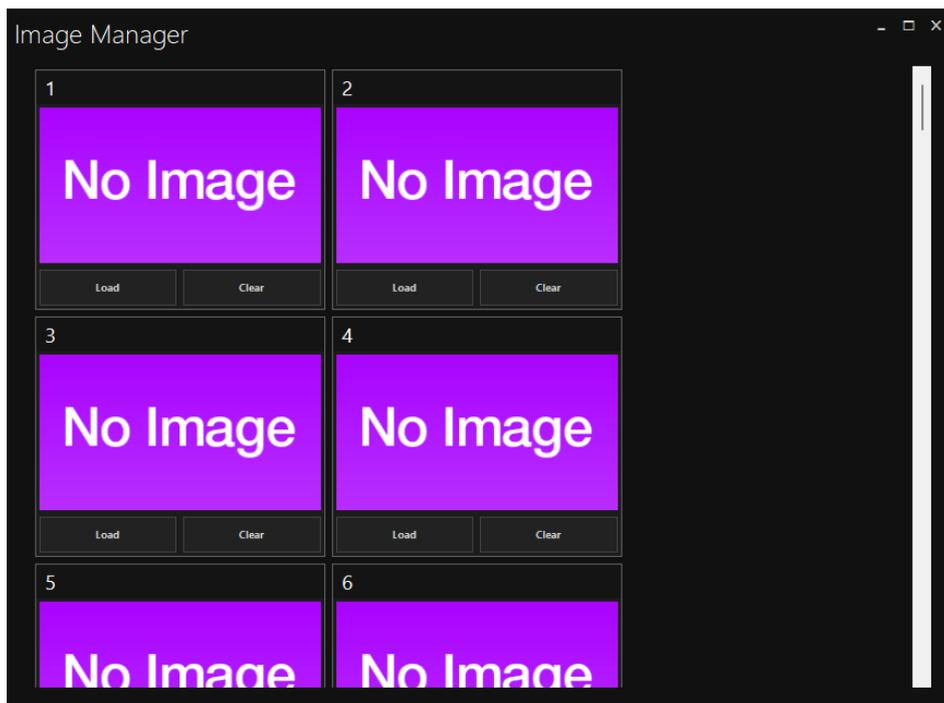
Images can be loaded into one of the 64 slots using the Load button located under each slot.
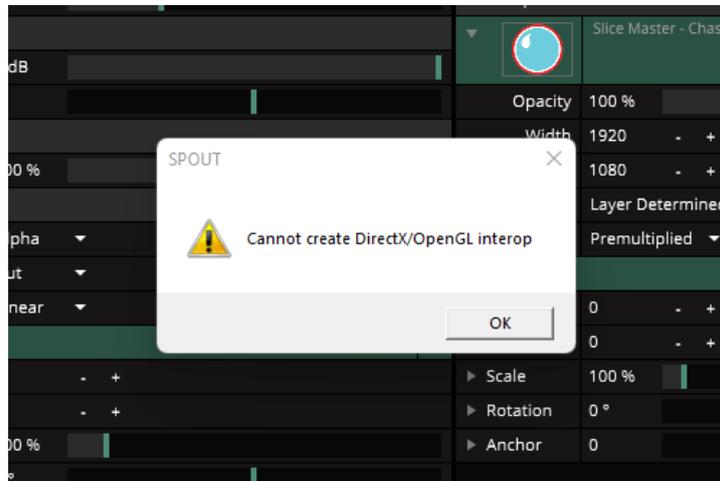

Patch your Frame Buffer fixtures as you would with any of the other Slice Master output type and select images, colourization, scaling and shutter from your lighting console.
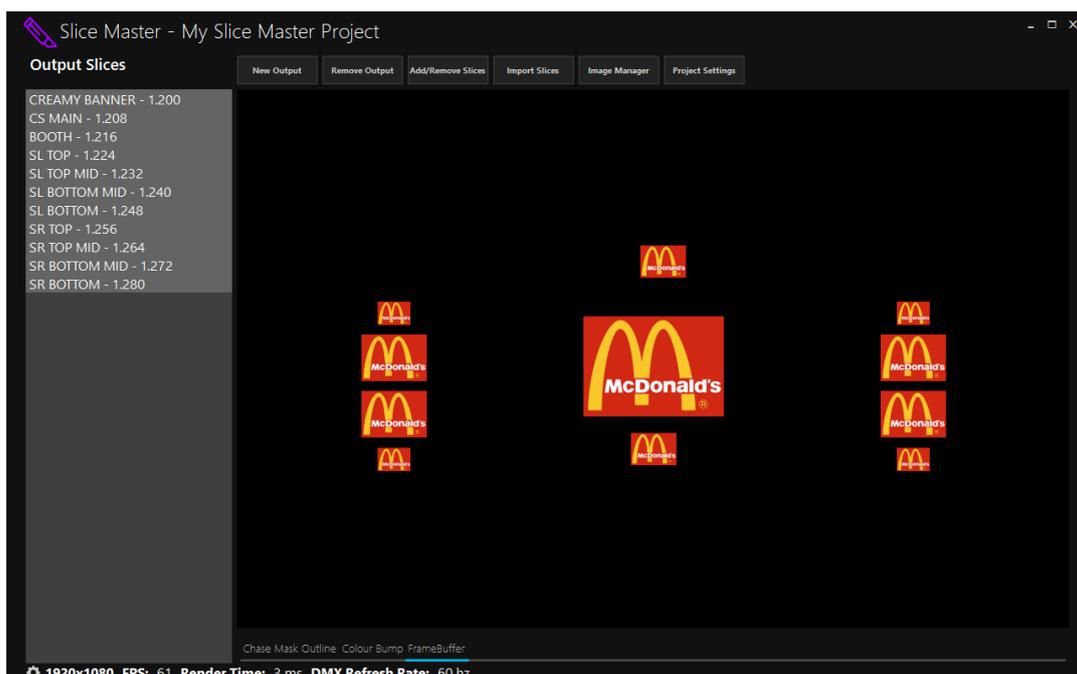
FAQ

"SPOUT – Cannot create DirectX/OpenGL interop"

This error may occur when you have a GPU that does not support Spout or if Resolume/Slice Master are not using the same GPU – for example, Slice Master is using integrated graphics and Resolume is using discrete.

In order to resolve, open NVIDIA control panel, click Manage 3D settings, go to the Program settings pane and make sure both Resolume and Slice Master are using 'High-performance NVIDIA processor.'
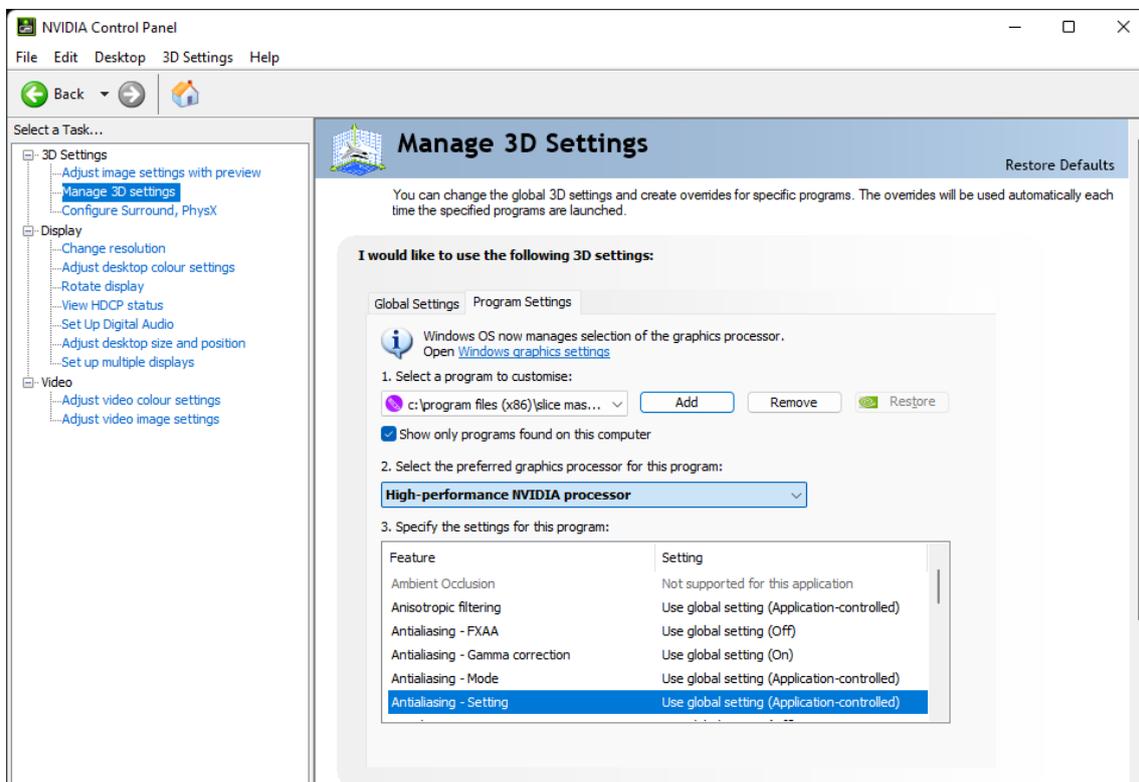
Please note, you will need to add Slice Master as a program to customise by clicking the Add button in the NVIDIA 3D settings.

Any additional questions, send us a good old fashioned email – contact@slicemaster.io