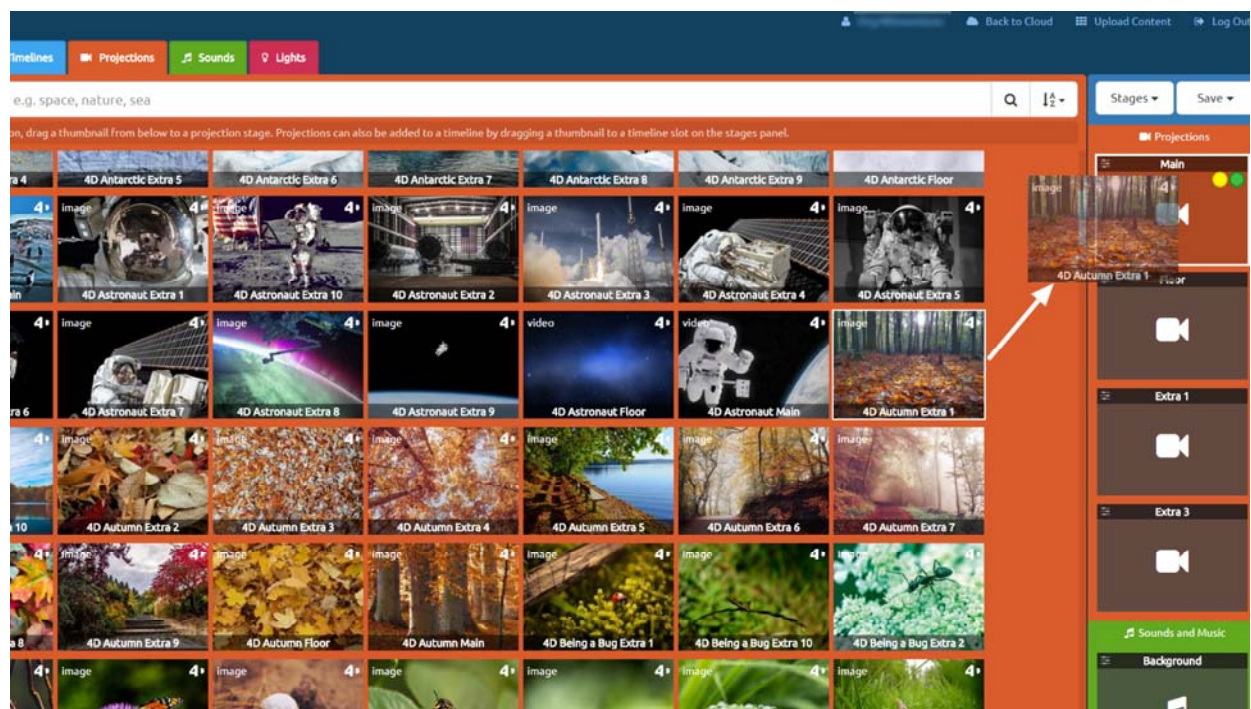


Playing Content (Projections, Sounds, and Lights)

Playing a projection

Step 1: Drag a projection content thumbnail to a projection stage

Go to the **Projections** tab in GenIE 2. Then drag a thumbnail to a projection stage located on the right. The image below shows the projection titled **4D Autumn Extra 1** being dragged to be placed on the projection stage labelled **Main**. The projection content should automatically play.

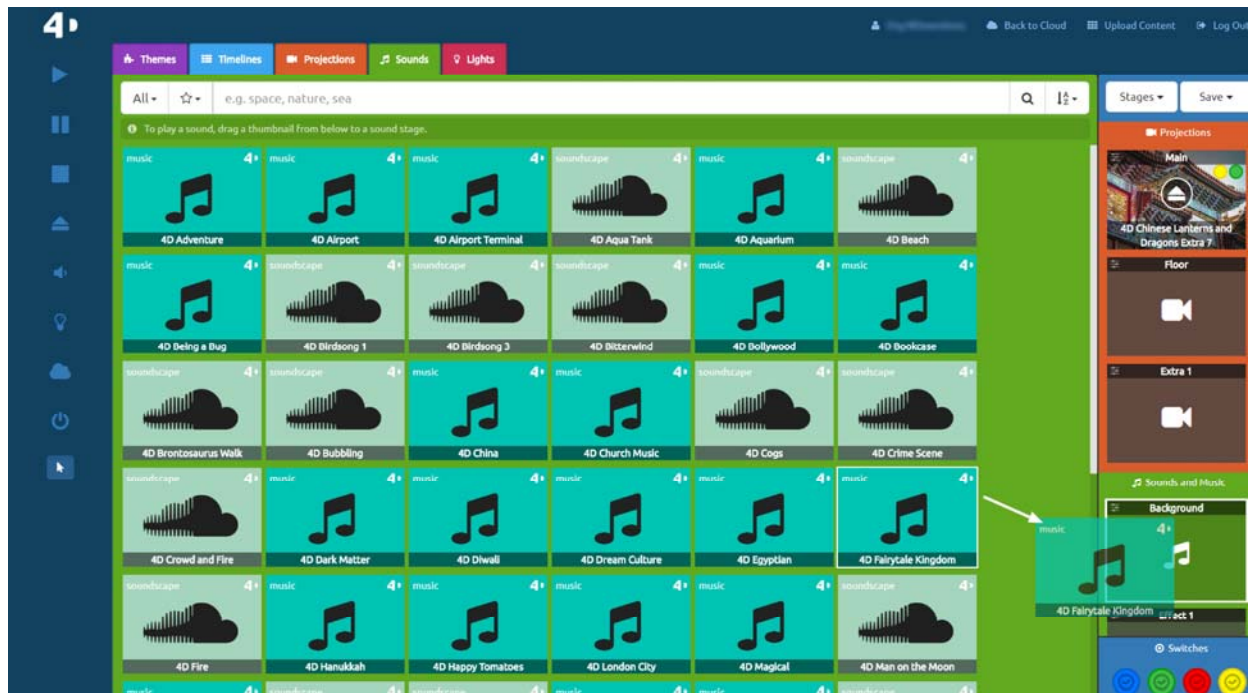


Playing a sound

Step 1: Drag a sound content thumbnail to a sound stage

Go to the **Sounds** tab in GenIE 2. Then drag a thumbnail to a sound stage located on the right. The image below shows the sound titled **4D Fairytale Kingdom** being dragged to be placed on the sound stage labelled **Background**

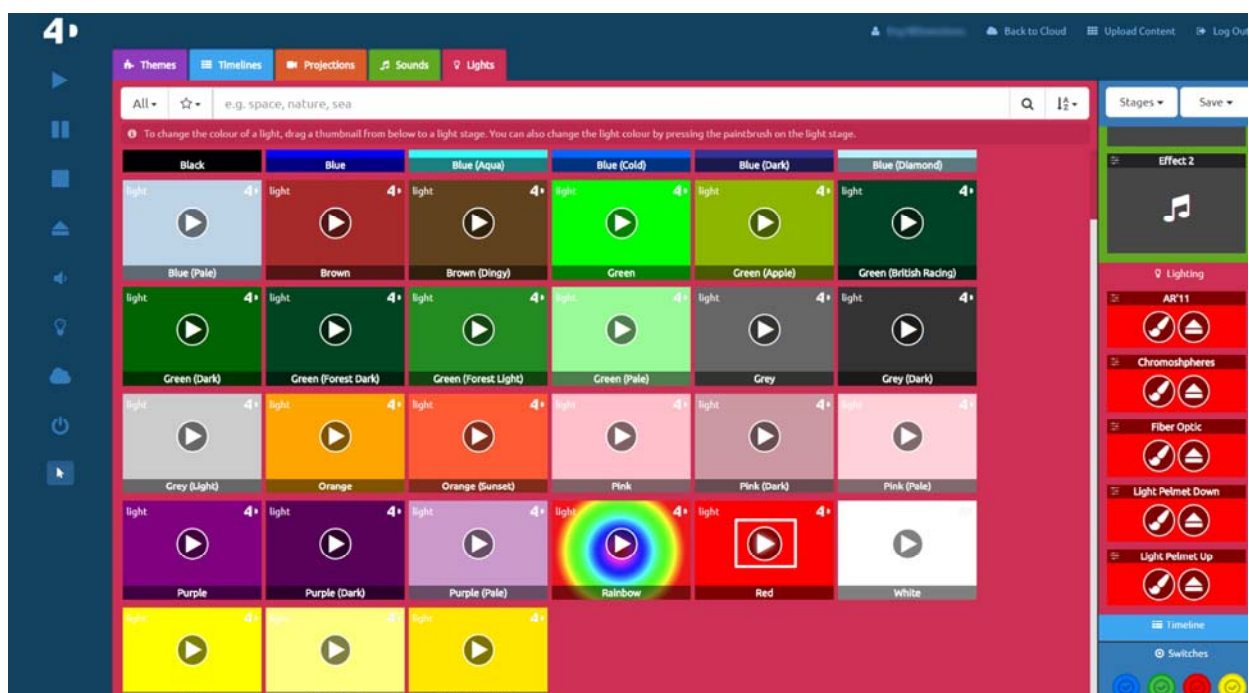
TIP: Background stages will automatically play and loop the content, where as SFX stages will wait to be triggered with controllers such as buttons.



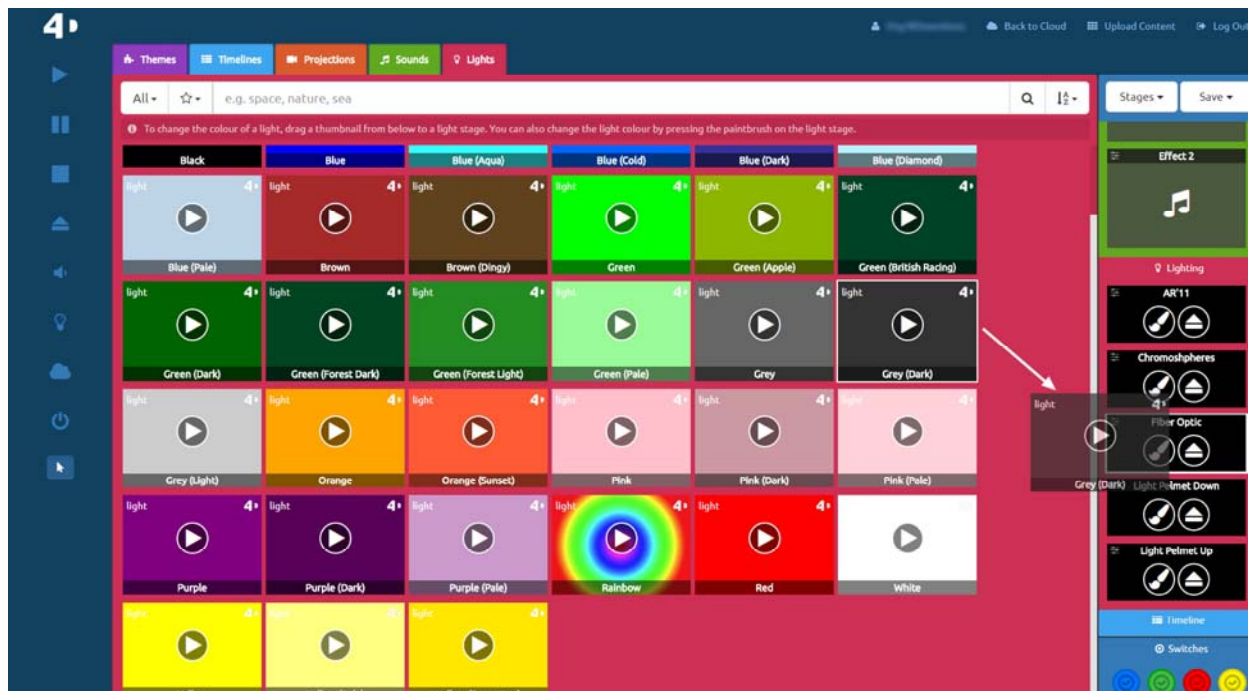
Setting a light

Step 1: Go to the Lights tab in GenIE 2. You can set a light in three different ways.

1. Press the play button on the light thumbnail of your choice (e.g. Red shown below). This will set all the light devices in the room.



2. Drag a light thumbnail to a specific light stage (e.g. Grey(Dark) shown below being dragged to the Fiber Optic stage). This will set the light on that specific stage.



3. Press the paintbrush button on one of the light stages. This will bring up a colour wheel (see below) where you can set the colour of your choice. You can also choose to turn off the light, set the lights to Rainbow mode, and apply your selected colour to all the lights (by pressing the switch that says **Current Light**).

