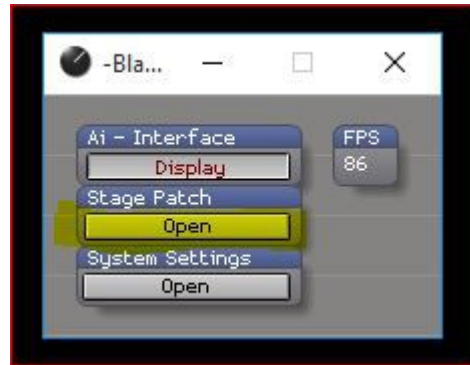


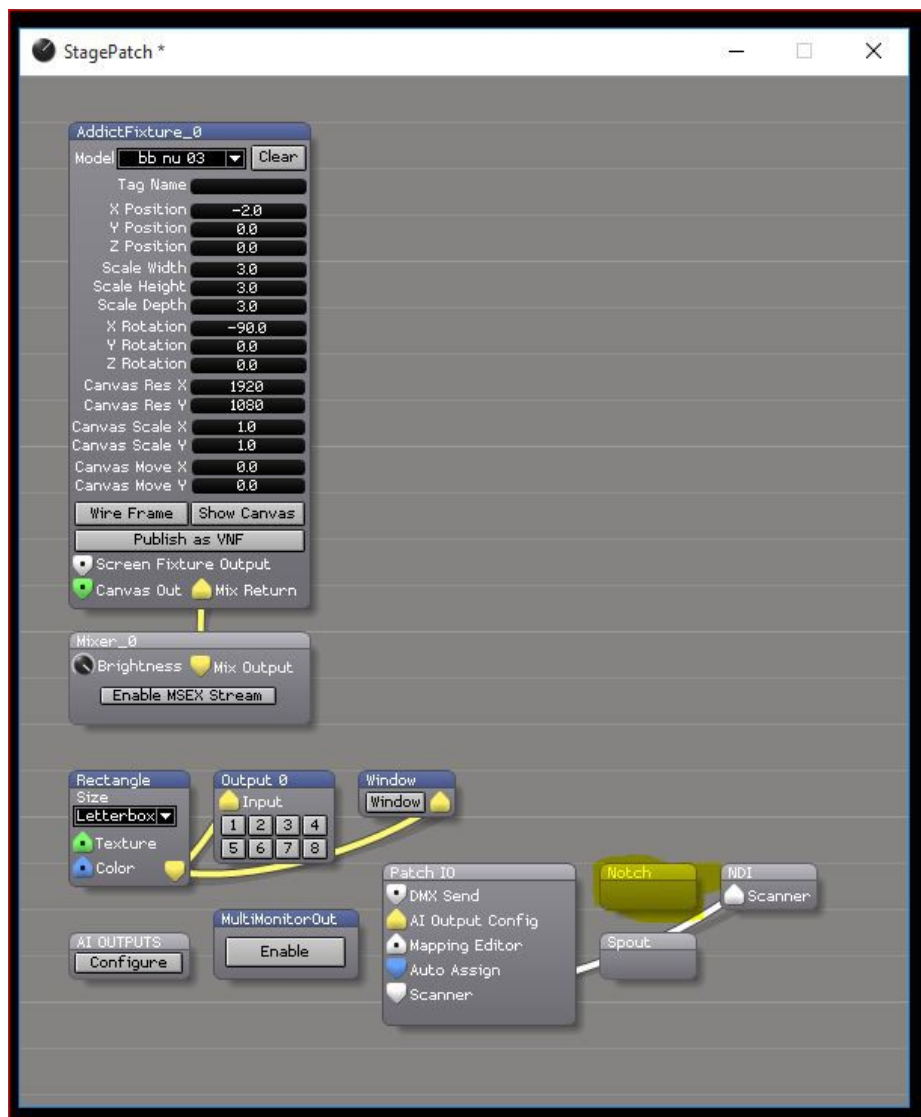
The following instructions take you through importing a Notch Block into your Ai project and adding custom controllers for midi and artnet. For any further help or assistance please feel free to contact us on [support@avolitesmedia.com](mailto:support@avolitesmedia.com).

## **Loading a Notch project in Ai**

Using Ai 9.1 or later. Open the Stage Patch,



double click the Notch patch to open it up,

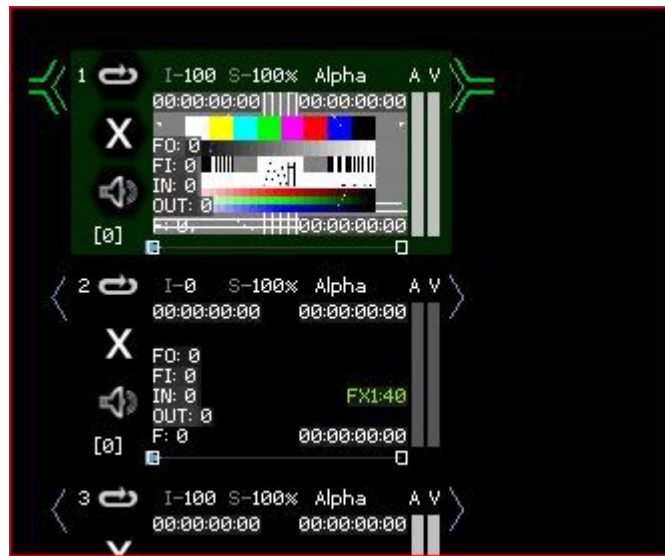


click the 'Select Notch File' button. select your Notch file and hit OK.



## Playing a Notch project in a layer.

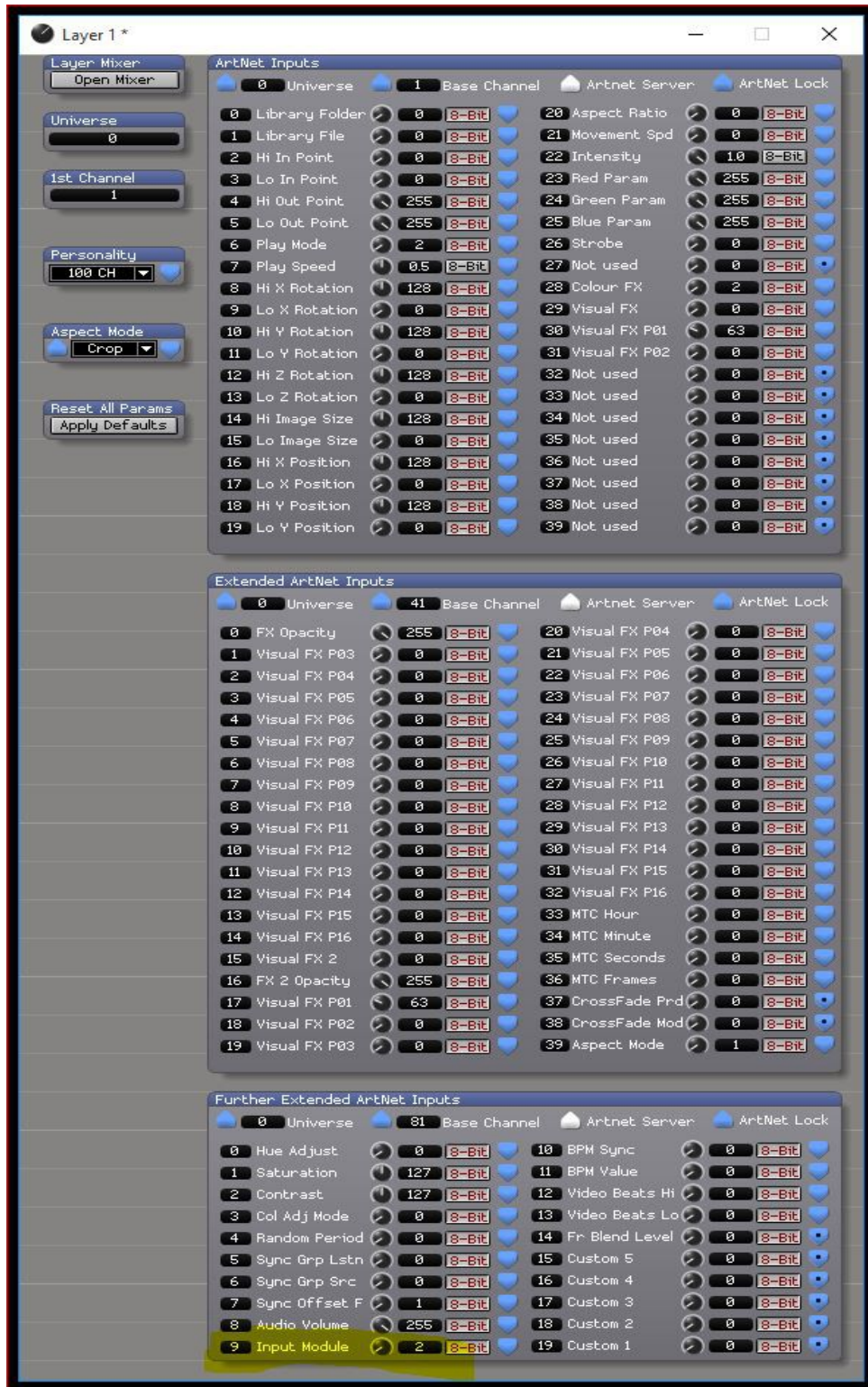
If you are controlling with a keyboard or mouse, go to the main AI user Interface window. Double click the layer in Ai which you wish to run the Notch Project on,



then click the open Artnet Layer button.



Then in the 'Further Extended Artnet Inputs' section set the input module value to 2.

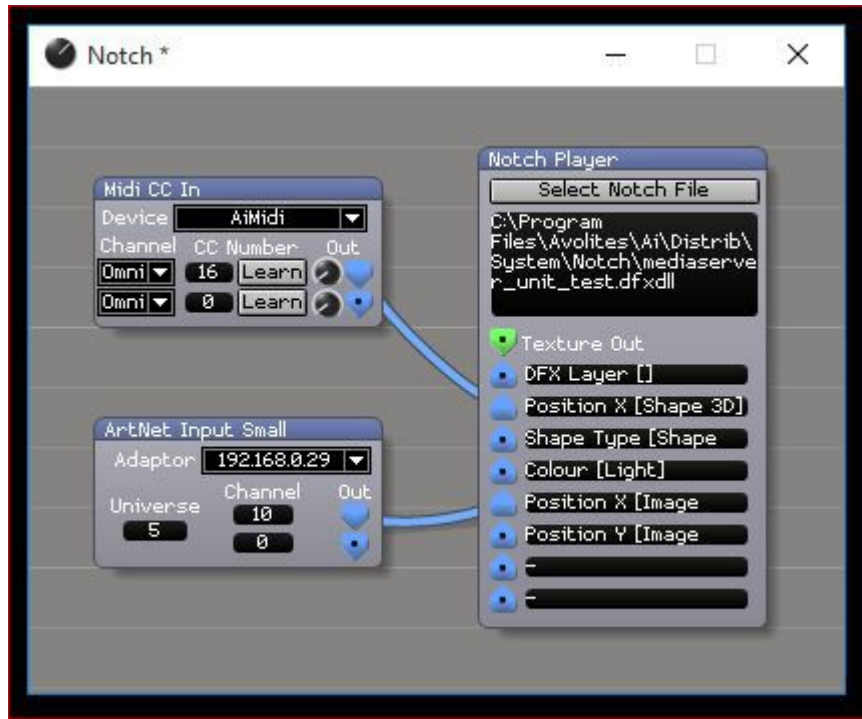


Providing you have the appropriate notch dongle inserted then you should now see the Notch project you have selected in the stage patch appear in your layer.

If you are using a lighting desk to control Ai then you simply need to set channel 89 on your chosen layer to 2.

## Customised Control Channels

If you want to control the notch patch with parameters from midi or Artnet then you need to expand the notch patch in the stage patch to use an Artnet server module or a midi module and connect the ports up to your desired ports. right click the background of the patch and choose insert module / midi / midi cc in or insert module / network / Artnet input etc.



If you name the parameters in Notch with {n} where n is the parameter number (you need the curly brackets) then the parameters will be sorted into the right order in Ai. This can be useful if you intend to add new parameters in the future as without this the parameter order gets jumbled up from Notch some how..

There are other potentially more efficient ways to run a notch project outside of the layering system, which depending on the use case may be of interest, but they do require users to have a decent understanding of the Salvation node based patching system – we will happily provide advice on this if required.