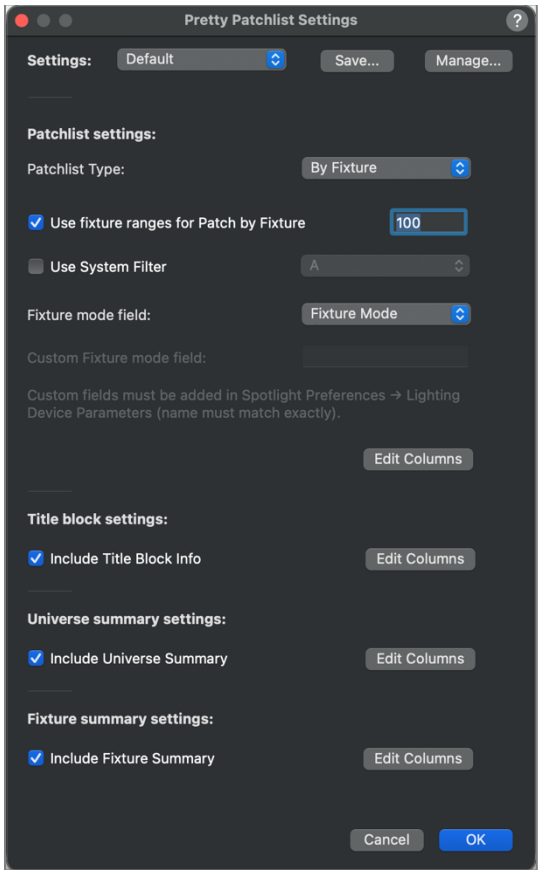

Pretty Patchlist User Guide

STB VW Tools

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STB-VW Tools Pretty Patchlist User Guide

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Installation

1. Download the Installer. After purchase, you will receive an email containing a Dropbox download link. This link includes a file named **STB-VW Tools.vwlibrary**. Download this file to your computer. Make sure the file is available offline when using cloud storage.

2. Open the Plug-in Manager. In the Vectorworks menu bar, go to: Tools → Plug-ins → Plug-in Manager…

3. Install the Plugin. In the Plug-in Manager, go to the **Third-party Plug-ins** tab. Click **Install…** and select the STB-VW Tools.vwlibrary file you downloaded.

4. Complete the Installation. After selecting the .vwlibrary file you will see a dialog to add the tool to your current active workspace. Click **Yes** to do so. If you choose No, then you will need to manually add the tool to your workspace with the workspace editor yourself (Tools → Workspaces → Edit Current Workspace).

Next, you will see a confirmation that the installation finished successfully. Click OK.

5. Restart Vectorworks. Finally, you will be prompted to restart Vectorworks to initialize the new plugins. Click **Restart** to complete the installation.

Tool Overview

Pretty Patchlist generates a **DMX patch list** from the Lighting Devices in your drawing.

It produces this patch list as a Vectorworks **worksheet**, built from multiple **database rows** and **spreadsheet rows**. Each row is set up automatically with the correct **criteria**, **worksheet functions**, and **formatting** needed to display a correct and pretty DMX patch list. A **worksheet image** is then placed on the active layer. All from a single menu command.

Before it builds anything, the plugin scans the Lighting Devices in the document once to find the **distinct groups** (the unique universes, channel ranges, or instrument types), so it knows how many database rows to create.

Creating and editing such a worksheet by hand, with a database row for each universe or channel range, each carrying its own criteria, operators, and formatting, would be time-consuming. And because every project has a different fixture and universe count, the work would have to be repeated on each job. Pretty Patchlist sets it all up in one command and rebuilds the sheet on demand.

The patch list can be organized two ways, chosen with **Patchlist Type**:

- **By Fixture:** the fixtures are grouped by fixture, in one of two ways:
  - **Using fixture ranges:** a database row per channel range. The range size is set by Range Width. With the default of 100 the ranges are 1–100, 101–200, 201–300, and so on, but you can enter any width to suit your channel-numbering convention (for example 10, giving 1–10, 11–20, and so on).
  - **Without fixture ranges:** a database row per unique Instrument Type.
- **By Universe:** a database row per unique Universe number in the document.

The worksheet can also include a **Universe summary** and a **Fixture summary**, each a single database row with its criteria set up automatically. For every table you can choose which columns appear and their order, give each a custom title and alignment, and let a field span up to three columns where an entry needs more room. Through **Edit Columns** you can add any field from the Lighting Device record to your patch list, not just the default columns. An optional **System filter** limits the sheet to a single lighting system.

Finally, your choices can be stored as a **saved setting**. When you run the command again the dialog is pre-filled with your last-used values, and you can create named **saved settings** that recall a chosen set of menu-command preferences in a single click, so a paperwork standard you set up once can be reused on any project.

Before You Start

Before you generate a patch list:

- **Place your Lighting Devices and patch them.** Set each fixture's Channel, Universe, and DMX Address, and verify the patch is correct. Also make sure every Lighting Device's DMX footprint is correct and corresponds to the fixture mode you intend to use for the production. The worksheet reports exactly what is in the drawing and does not check your patch.
- **Add a title block.** The title header at the top of the patch list draws from the record fields of the Title Block Border object in your document. The project name, along with the other default and chosen title-block fields, then appears at the top of your Pretty Patchlist. Place and fill in a Title Block Border if you want this information on the sheet.

Running the Command

Pretty Patchlist runs from the Vectorworks menu bar. If you added the tool to your workspace during installation, you will find the **Pretty Patchlist** command in the **STB Tools** menu. Otherwise, add it with the workspace editor (Tools → Workspaces → Edit Current Workspace).

1. Choose **Pretty Patchlist** from the **STB Tools** menu. The Settings dialog opens, pre-filled with your last-used values (the defaults the first time you run it).

2. Set the options you need (see the Settings Dialog Reference).

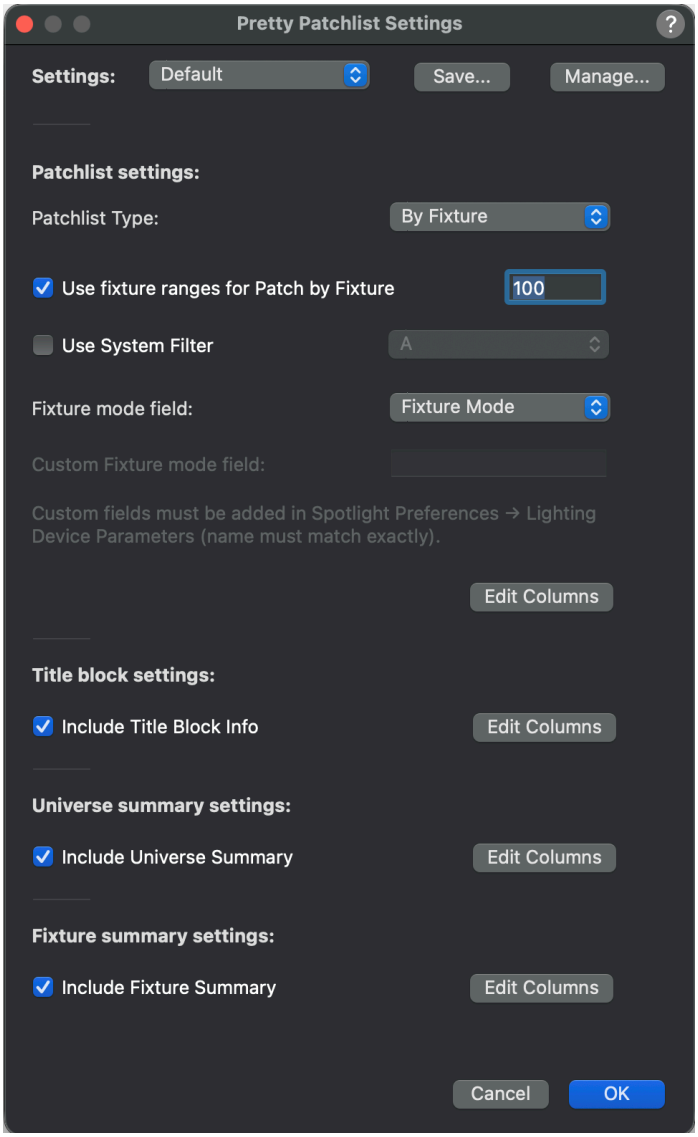
3. Click **OK**.

Pretty Patchlist then builds the worksheet and places a worksheet image of it on the active layer. The worksheet itself is named DMX Patch By Fixture or DMX Patch By Universe (with a System suffix when the System filter is used) and can be found under that name in the Resource Manager. When it finishes, an alert appears reading "Done - created N patch groups with warnings", where N is the number of patch groups created.

Each run replaces the previous patch list: the worksheet with the same name is deleted and rebuilt from the current state of the drawing. Run the command again whenever the rig changes to bring the sheet up to date.

Settings Dialog Reference

The Settings dialog opens pre-filled with your last-used or default values.



Settings (saved settings)

At the top of the dialog, the **Settings:** dropdown lists your saved settings, including a protected **Default**.

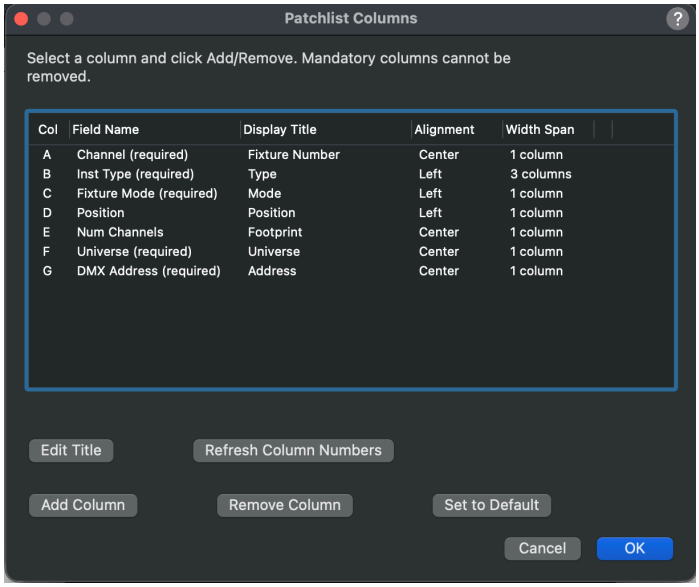
- **Save…** stores the current dialog choices as a new named saved setting.
- **Manage…** opens a dialog to rename or delete your saved settings. The Default setting cannot be renamed or deleted.

Selecting a saved setting loads all of its choices into the dialog at once.

Patchlist settings

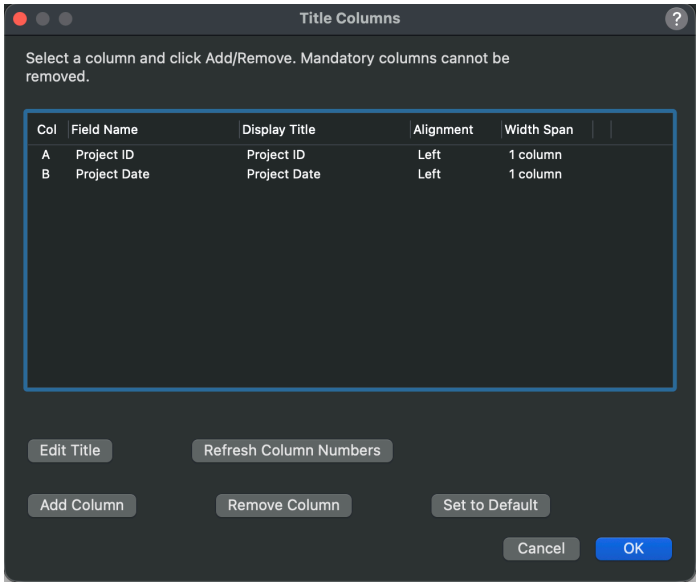
- **Patchlist Type** (dropdown): By Fixture or By Universe.

- **Use fixture ranges for Patch by Fixture** (checkbox) and **Range Width**: this applies to By Fixture. When ticked, the fixtures are grouped by channel range of the width you enter (default 100). When unticked, they are grouped by unique Instrument Type instead.
- **Use System Filter** (checkbox) and **System** (dropdown): limits the patch list to Lighting Devices whose System field matches the chosen value, and adds a "(System X)" suffix to the worksheet name. If no Lighting Devices match the chosen system, a prompt offers Generate Empty Patchlist or Back to Settings.
- **Fixture mode field** (dropdown): chooses which Lighting Device field supplies the mode column. The choices are Fixture Mode, GDTF Fixture Mode, User Field 1 through User Field 6, and Custom…. When you pick Custom…, type the exact field name in Custom Fixture mode field. The name must already exist on the Lighting Device record (add it in Spotlight Preferences → Lighting Device Parameters); it is checked when you click OK, and if it is not found the command stops and tells you.
- **Edit Columns** opens the Column Manager for the patch list columns.



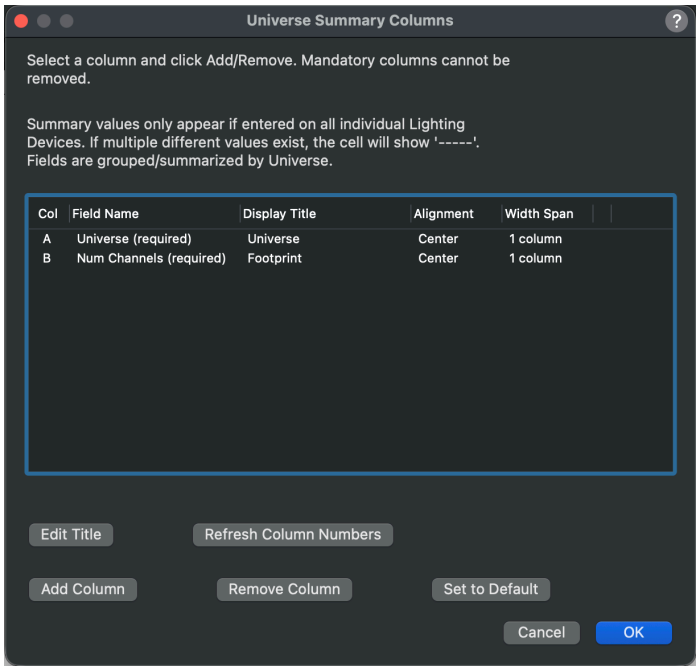
Title block settings

- **Include Title Block Info** (checkbox): includes or omits the title-block header at the top of the sheet.
- **Edit Columns**: choose which Title Block fields appear and how they are laid out.



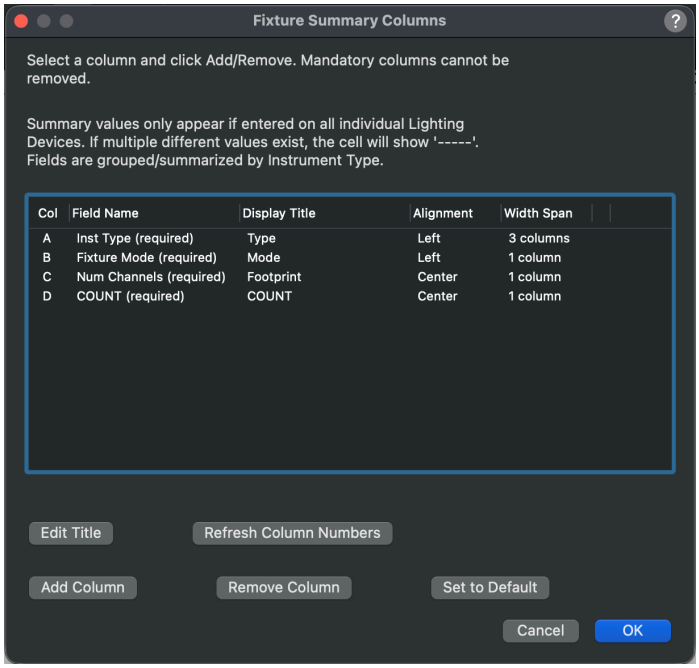
Universe summary settings

- **Include Universe Summary** (checkbox): includes or omits the Universe summary.
- **Edit Columns**: configure its columns.



Fixture summary settings

- **Include Fixture Summary** (checkbox): includes or omits the Fixture summary.
- **Edit Columns**: configure its columns.



The Column Manager (Edit Columns)

Every Edit Columns button opens the Column Manager for that table. It lists the table's columns in order, with a "Col" letter, and its alignment and span settings. From here you can:

- **Reorder** columns by dragging the Col letter. Refresh Column Numbers updates the letters if needed.
- **Add Column**: add a field to the table. For the patch list and summaries, this is any field on the Lighting Device record; for the title block, it is any field on the Title Block Project Data record.
- **Remove Column**: remove a column that is not mandatory.
- **Set to Default**: restore that table's default columns.
- **Edit Title**: give the selected column a custom header title.
- Set each column's **alignment** (Left, Center, or Right) and its **span** (1 to 3 columns) for wider entries.

Some patch list columns are **mandatory** and cannot be removed: Channel, Inst Type, the fixture mode field, Universe, and DMX Address.

The Generated Worksheet

The worksheet is stacked from top to bottom. Which blocks appear depends on your settings:

- **The title header** (when Include Title Block Info is on).
- **A central warning row** (see Warnings below).
- **The Universe summary** (when enabled).
- **The Fixture summary** (when enabled).
- **The patch sections**: one group per universe, channel range, or instrument type, each with a header row and a database row.

DMX PATCH: Pretty Patchlist 2026 By Fixture

Project ID	Project Date

Universe	ootprint : 6036
1	472
2	472
3	487
4	487
5	472
6	454
7	282
8	392
9	436
	2082

Type	Mode	Footprint	COUNT
Antari AF-4 Fan	None	1	6
Arvton Rivale Profile	None	65	24
Ayrton Domino	None	70	4
Cameo Zenit W600	Cameo Zenit W6	15	18
Chauvet Color Strike M	Chauvet Strike M	97	12
Chauvet Strike 1 Arrav	None	3	40
CO2 Nozzle	None	1	4
Desisti Magis	None	1	4
Look Solutions Viper 2.6	None	1	4
Loveland Letter	None	4	2
MDG M3e	None	3	2
Portman P2	None	67	4
Robe LEDBeam 150	None	22	2
Robe Robin Colorstrobe	Robe Robin Colo	14	12
SGM Q8	None	34	1
Showtec Spectral	None	5	4
X-Laser HPX M5	None	346	6

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
101	Arvton Rivale Profile	None		65	1	1
102	Arvton Rivale Profile	None		65	1	66
103	Arvton Rivale Profile	None		65	1	131
104	Arvton Rivale Profile	None		65	1	196
105	Arvton Rivale Profile	None		65	2	1
106	Arvton Rivale Profile	None		65	2	66
107	Arvton Rivale Profile	None		65	2	131
108	Arvton Rivale Profile	None		65	2	196
109	Arvton Rivale Profile	None		65	3	1
110	Arvton Rivale Profile	None		65	3	66
111	Arvton Rivale Profile	None		65	3	131
112	Arvton Rivale Profile	None		65	3	196
113	Arvton Rivale Profile	None		65	4	1
114	Arvton Rivale Profile	None		65	4	66
115	Arvton Rivale Profile	None		65	4	131
116	Arvton Rivale Profile	None		65	4	196
117	Arvton Rivale Profile	None		65	5	1
118	Arvton Rivale Profile	None		65	5	66
119	Arvton Rivale Profile	None		65	5	131
120	Arvton Rivale Profile	None		65	5	196
121	Arvton Rivale Profile	None		65	6	1
122	Arvton Rivale Profile	None		65	6	66
123	Arvton Rivale Profile	None		65	6	131
124	Arvton Rivale Profile	None		65	6	196

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
201	Ayrton Domino	None		70	7	1
202	Ayrton Domino	None		70	7	71
203	Ayrton Domino	None		70	7	141
204	Ayrton Domino	None		70	7	211

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
801	CO2 Nozzle	None		1	8	271
802	CO2 Nozzle	None		1	8	272
803	CO2 Nozzle	None		1	8	273
804	CO2 Nozzle	None		1	8	274

Warnings

A Vectorworks worksheet does not recalculate on its own. It is calculated only when you manually recalculate it, when the document is published, or when the worksheet is exported, and even then it only picks up changes that fall within the criteria of its existing database rows. A worksheet cannot add or remove database rows by itself. So if you patch fixtures into a new universe or channel range that has no row yet, or empty out an existing one, calculating will not correct the sheet and it needs to be rebuilt.

Pretty Patchlist embeds warning formulas that flag exactly these cases. They do not check whether your patch is correct.

- A central warning row below the title header reads **WARNING: Data mismatch detected. Re-run Pretty Patchlist.** when a problem is found, and stays blank otherwise.
- An **UNEQUAL FIXTURES** or **UNEQUAL UNIVERSES** warning appears when the fixtures counted across the patch rows do not add up to the total number of Lighting Devices in the document (for example, a new universe or range with no row of its own).
- An **EMPTY FIXTURE** or **EMPTY UNIVERSE** warning appears when a group has calculated to zero fixtures.

All of these resolve by running the command again, which rebuilds the sheet from the current state of the drawing.

DMX PATCH: Pretty Patchlist 2026 By Fixture

Project ID	Project Date

WARNING: Data mismatch detected. Re-run Pretty Patchlist.

Universe	ootprint : 6036
1	472
2	472
3	487
4	487
5	472
6	454
7	282
8	392
9	436
	2082

Type	Mode	Footprint	COUNT
Antari AF-4 Fan	None	1	6
Arvton Rivale Profile	None	65	24
Ayrton Domino	None	70	4
Cameo Zenit W600	Cameo Zenit W6	15	18
Chauvet Color Strike M	Chauvet Strike M	97	12
Chauvet Strike 1 Array	None	3	40
CO2 Nozzle	None	1	4
Desisti Magis	None	1	4
Look Solutions Viper 2.6	None	1	4
Loveland Letter	None	4	2
MDG M3e	None	3	2
Portman P2	None	67	4
Robe LEDBeam 150	None	22	2
Robe Robin Colorstrobe	Robe Robin Colo	14	12
SGM Q8	None	34	1
Showtec Spectral	None	5	4
X-Laser HPX M5	None	346	6

UNEQUAL FIXTURES, RUN SCRIPT AGAIN!!!

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0
	Antari AF-4 Fan	None		1		0

UNEQUAL FIXTURES, RUN SCRIPT AGAIN!!!

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
101	Arvton Rivale Profile	None		65	1	1
102	Arvton Rivale Profile	None		65	1	66
103	Arvton Rivale Profile	None		65	1	131
104	Arvton Rivale Profile	None		65	1	196
105	Arvton Rivale Profile	None		65	2	1
106	Arvton Rivale Profile	None		65	2	66
107	Arvton Rivale Profile	None		65	2	131
108	Arvton Rivale Profile	None		65	2	196
109	Arvton Rivale Profile	None		65	3	1
110	Arvton Rivale Profile	None		65	3	66
111	Arvton Rivale Profile	None		65	3	131
112	Arvton Rivale Profile	None		65	3	196
113	Arvton Rivale Profile	None		65	4	1
114	Arvton Rivale Profile	None		65	4	66
115	Arvton Rivale Profile	None		65	4	131
116	Arvton Rivale Profile	None		65	4	196
117	Arvton Rivale Profile	None		65	5	1
118	Arvton Rivale Profile	None		65	5	66
119	Arvton Rivale Profile	None		65	5	131
120	Arvton Rivale Profile	None		65	5	196
121	Arvton Rivale Profile	None		65	6	1
122	Arvton Rivale Profile	None		65	6	66
123	Arvton Rivale Profile	None		65	6	131
124	Arvton Rivale Profile	None		65	6	196

UNEQUAL FIXTURES, RUN SCRIPT AGAIN!!!

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
201	Ayrton Domino	None		70	7	1
202	Ayrton Domino	None		70	7	71
203	Ayrton Domino	None		70	7	141
204	Ayrton Domino	None		70	7	211

UNEQUAL FIXTURES, RUN SCRIPT AGAIN!!!

Fixture Numbe	Type	Mode	Position	Footprint	Universe	Address
801	CO2 Nozzle	None		1	8	271
802	CO2 Nozzle	None		1	8	272
803	CO2 Nozzle	None		1	8	273
804	CO2 Nozzle	None		1	8	274

Last DMX (By Universe)

In **By Universe** mode, each universe group shows a **Last DMX** value: the first free DMX channel after the last patched fixture in that universe. If the universe has gaps earlier in its patch, those are not taken into account. For example, if the last patched fixture starts at address 471 with a 3-channel footprint (occupying 471 to 473), Last DMX shows 474.

DMX PATCH: Pretty Patchlist 2026 By Universe

Project ID	Project Date

Universe	ootprint : 6036
1	472
2	472
3	487
4	487
5	472
6	454
7	282
8	392
9	436
	2082

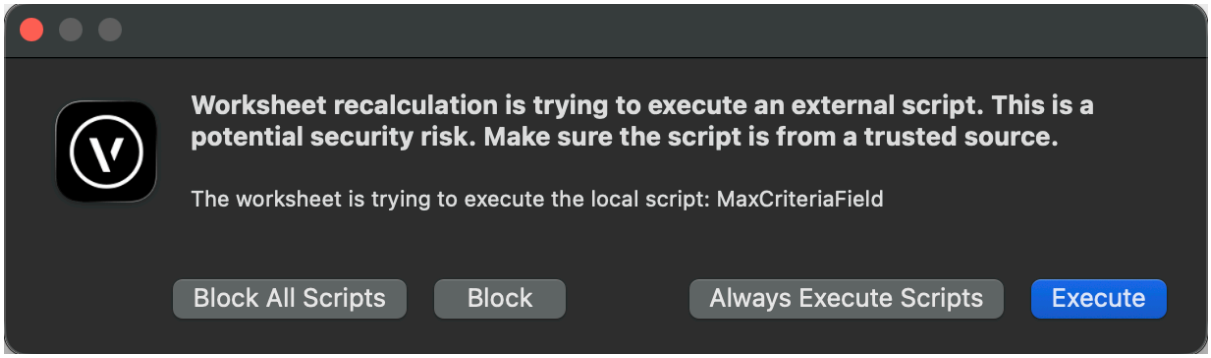
Type	Mode	Footprint	COUNT
Antari AF-4 Fan		1	6
Arvton Rivale Profile		65	24
Ayrton Domino		70	4
Cameo Zenit W600	Cameo Zenit W6	15	18
Chauvet Color Strike M	Chauvet Strike M	97	12
Chauvet Strike 1 Array		3	40
CO2 Nozzle		1	4
Desisti Magis		1	4
Look Solutions Viper 2.6		1	4
Loveland Letter		4	2
MDG M3e		3	2
Portman P2		67	4
Robe LEDBeam 150		22	2
Robe Robin Colorstrobe	Robe Robin Colo	14	12
SGM Q8		34	1
Showtec Spectral		5	4
X-Laser HPX M5		346	6

Fixture Number	Type	Mode	Position	Footprint	Universe	Last DMX: 474
101	Arvton Rivale Profile			65	1	1
102	Arvton Rivale Profile			65	1	66
103	Arvton Rivale Profile			65	1	131
104	Arvton Rivale Profile			65	1	196
301	Chauvet Color Strike M	Chauvet Strike M		97	1	261
302	Chauvet Color Strike M	Chauvet Strike M		97	1	358
401	Chauvet Strike 1 Array			3	1	456
402	Chauvet Strike 1 Array			3	1	459
403	Chauvet Strike 1 Array			3	1	462
404	Chauvet Strike 1 Array			3	1	465
405	Chauvet Strike 1 Array			3	1	468
406	Chauvet Strike 1 Array			3	1	471

Fixture Number	Type	Mode	Position	Footprint	Universe	Last DMX: 474
105	Arvton Rivale Profile			65	2	1
106	Arvton Rivale Profile			65	2	66
107	Arvton Rivale Profile			65	2	131
108	Arvton Rivale Profile			65	2	196
303	Chauvet Color Strike M	Chauvet Strike M		97	2	261
304	Chauvet Color Strike M	Chauvet Strike M		97	2	358
423	Chauvet Strike 1 Array			3	2	456
424	Chauvet Strike 1 Array			3	2	459
425	Chauvet Strike 1 Array			3	2	462
426	Chauvet Strike 1 Array			3	2	465
427	Chauvet Strike 1 Array			3	2	468
428	Chauvet Strike 1 Array			3	2	471

This figure is worked out by a small worksheet script named **MaxCriteriaField**, which Pretty Patchlist creates automatically the first time it is needed (in a script palette named PrettyPatchlist). You do not need to install or run it yourself.

Because the value comes from a script running inside a worksheet formula, Vectorworks asks for permission before running it. The first time the worksheet runs the MaxCriteriaField script in a document, a dialog appears reading “Worksheet recalculation is trying to execute an external script” and names the local script MaxCriteriaField. Click **Execute** to allow it, or **Always Execute Scripts** so you are not asked again. If you block it, the Last DMX values will not calculate. This is a standard Vectorworks security measure, not an error.



Support & Contact

Need assistance or have a question about the Pretty Patchlist tool? We are here to help.

Get in Touch. We invite you to visit our support page and fill in the contact form for the quickest assistance. This helps us gather the necessary details to solve your issue faster.

- **Support Page & Contact Form:** https://stb-vw.com/support

Alternative Contact. You can also reach us directly via email if you prefer.

- **Email:** support@stb-vw.com

Tip: Whether you use the form or email, please include your **Vectorworks version** (e.g. 2026) and your **Operating System** (macOS or Windows) so we can help you more efficiently.

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