<https://web.archive.org/web/20221209090553/https://www.photorobot.com/manuals/setting-up-workspace>

# Setting up a workspace with PhotoRobot

In the PhotoRobot Controls App (further referred to as 'CAPP'), the first user step is to create a **Workspace**. A workspace is a list of hardware that will be used for a specific photoshoot. One can include various PhotoRobot modules, cameras, lights, and other accessories.

For demo purposes, it is also possible to work with a predefined **Sample Workspace**, which is configured to use virtual hardware. The Sample Workplace enables users to experiment with various features in CAPP by selecting virtual robots and cameras.

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To create a workspace, go to Workspaces and press the create button:

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## Add robot

In the next step, ensure all robots for the photoshoot are turned on and connected to the same local area network as your computer. Then press **Add robot**.

1. Press **Add robot** to see a list of available robots.
2. Select the robots you will use from the list.

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## Configure Fast-shot

To activate Fast-shot mode, connect any robots with a camera via a shutter cable.

1. Click the **Three vertical dots** to the right of the robot to open the camera menu.
2. Select **Add shutter cable for camera**.
3. Choose **Output slot** (1 or 2). Select which output slot based on the physical wiring of your shutter cable. For cables from PhotoRobot, use slot 2.

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( ! ) - For other manufacturers, it might be necessary to use slot 1.

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## Configure lasers

Depending on the hardware in use, there are several options to configure lasers:

### For built-in lasers

Both the Case 850 and the 1300 have laser systems designed into the robot with zero configuration required.

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### 20-port LaserBox

The 20-port LaserBox is a standalone device which enables control over multiple lasers via network connection.

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To configure the LaserBox, ensure first that it's turned on, and then add it as another robot to the workspace:

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### 4-port LaserBox

If you have a 4-port LaserBox connected to your robot, select **Add laser cable** in the 3-dot menu items to the right of the robot's ID:

## Add cameras

To add a camera, first ensure the device is turned on and connected via USB to the computer.

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If you are not using a robot with swing capability (e.g. the Robotic Arm or the Frame), you will also need to set the angle at which the camera will target the table.

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( ! ) - Setting the angle for robots without swing capability is necessary for certain features such as auto-centering to operate.

( \* ) - See the complete list of [PhotoRobot compatible cameras](https://web.archive.org/web/20221209090553/https://www.photorobot.com/manuals/compatible-cameras).

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## Configure Lights

Light systems compatible with PhotoRobot include two types of lights: strobe lights from FOMEI and Broncolor, or any LED lights with DMX support.

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To configure a lighting setup in the workspace menu, go to **Lights** and add compatible lights in **Select light manufacturer.**

### Strobe lights - Broncolor

To set up Broncolor lights, select first **BRONCOLOR**, and then choose from the **Studio group** of lights you want control over:

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### Strobe lights - FOMEI

For lights by FOMEI, users have two control options:

**FOMEI LAN Transceiver (preferred method)**

For control over lights via FOMEI LAN Transceiver, ensure first that it is online and connected to your network.

Next, select **LAN**. Then, below LAN in the dropdown menu, select **Fomei LAN Transceiver.**

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**FOMEI USB dongle (legacy)**'

It is also possible to control lights with FOMEI's WiFi dongle connected directly to your computer via USB.

( ! ) Be aware that this method is no longer recommended. This is due to the fact it requires additional drivers to be installed on your computer. FOMEI also no longer supports newer MacOS systems.

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### LED lights - DMX

To control any LED lights compatible with DMX protocol, connect the lights via an RJ45 or USB cable to the robot.

You can then select **Light manufacturer DMX**.

Later, you will create an individual light at the Capture screen:

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For each light, you can configure two channels:

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* The **Brightness channel** enables control over the selected light's level of brightness.
* The **Color channel** is supported by some lights and enables adjustment of color levels.