



Conventions

Step

Fixed value & transition mode (fade/snap) for each channel, with a duration.

Scene (or light scene)

Sequence of steps.

Media file

Audio or video file (mp3, wav, avi, jpg, png, ...),

Timeline

Horizontal sequence of scenes & media files.

LightShow

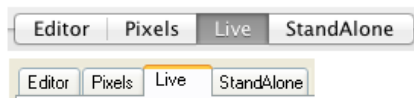
Folder which contains all data from a specific show (fixtures profiles, dmx addressing, light scenes, live panel setting, 3DView setting, ...).

Graphical User Interface conventions

main menu



tabs



toolbar



popup menu



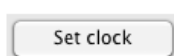
list view

#	Name	Duration
1	Step 1	00:01.00
2	Step 2	00:01.00

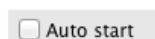
drop down box



button



check box



The software tabs

Editor

Program conventional fixtures (moving lights, scanners, parcans, ...)

- Fixtures
 - Declare fixtures and assign them DMX addresses
- Steps
 - Create scenes step by step
- Generator
 - Create scenes with the shapes generator
- 2Dview
 - Select the fixtures

Pixels

Program multi-RGB fixtures (with independent LED pixels).

Visualize the stage and the fixtures.

Create scenes with build-in effects

(rainbow, text scrolling, GIF anim, picture motion)

Live

Playback panel

- Buttons
 - create pages with buttons to trigger the scenes
- TimeLine
 - create timelines of sync audio/video files and light scenes

StandAlone

Interface running the show without computer.

Create timelines, add calendar trigger, and upload all in the interface

3DView

Create your stage and position your fixtures.

Visualize the lightshow in the 3D rendering

Live child

show / hide the second window for Live section

The demonstration lightshow

The software contains a demonstration lightshow called "demo_show".

Please open this lightshow in the software, and watch in 3DView how the scenes (Editor/Generator/Pixels) are made, and how they are organized in Live.

These videos show the demo_show:

[demo show](#)

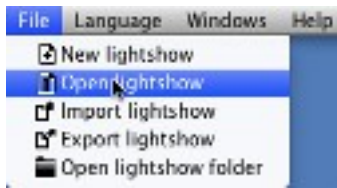
[demo show TimeLine](#)

The tutorials

They are here: [YouTube > TLCtuto](#)

Please watch them.

Main menu



File

- New lightshow
 - Create a new empty lightshow
- Open lightshow
 - Open an existing lightshow
- Import lightshow
 - Import a lightshow (for instance from an usb key)
- Export lightshow
 - Export an existing lightshow (for instance to a usb key)
- Open lightshow Folder
 - Open the folder which contains all the lightshows
- Preferences
 - Set the main preferences (see below)
- Quit
 - Close the software

Language

- select the language (needs software restart)

Windows

- 3DView
 - Open the 3D rendering window
- DMX Bargraph
 - Open the window showing the dmx levels
- ScreenControl
 - Open the window showing the media files

Help

- Home - open the web site (Internet)
- Tutorials- open the tutorials page (Internet)
- Forum - open the technical forum (Internet)
- About - show infos (software version, connected interfaces, ...)

Main Preferences



Tab "Main"

Quantity of Universes

Select the quantity of required interfaces (512 channels each)

Bargraph Refresh Frequency

Select "low" or "medium" if your computer is too slow

Software DMX Frequency

Select to "low" or "medium" if your computer is too slow

Midi in/out

Check to enable, and select the Midi device in the drop down box

Midi / Dmx patch

Set the Midi / Dmx patch (see below)

Auto select tab Live

Tab is selected after program start

Show only tab Live

Other tabs can not be selected

Tab "Network"

TheLightingController

IP of the host computer ("127.0.0.1" by default)

External App.

Enable for control from the smartphone app "Live Mobile"

Artnet

Enable to control Artnet devices

Please watch this tutorial: [Artnet setup](#)

Ports

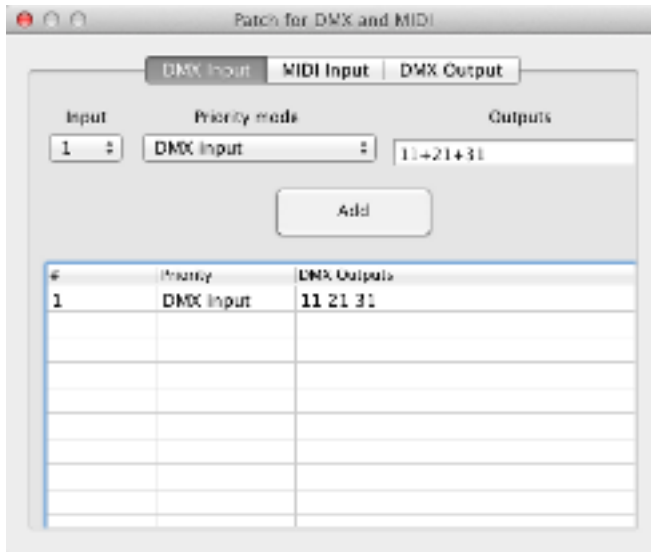
Change the values only when conflicts with other apps

Tab "GPS"

Trigger buttons in Live with sunset / sunrise

Enter your GPS location, or select a city in the list.

Midi and Dmx patch



Tab "Dmx input"

- select the input channel in the drop down box
- select the priority mode in the drop down box
- enter the outputs, with "+" between channels (example "11+21+31")
- click on "Add"
- right click on a line to Open / Delete it

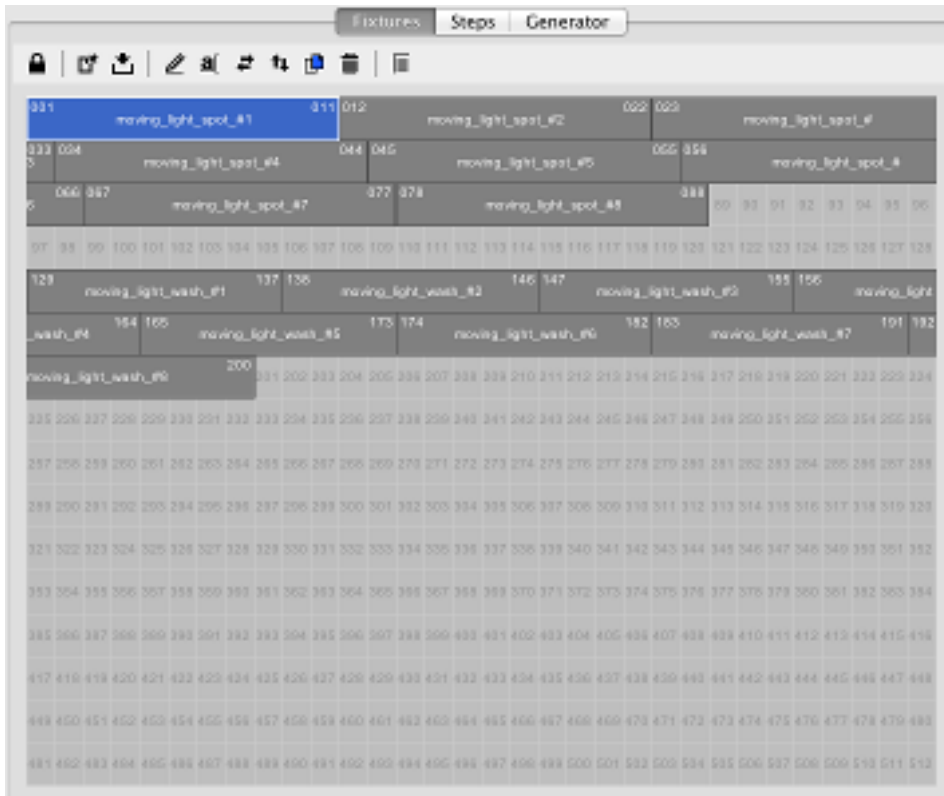
Tab "Midi input"

- press "learn" and type the Midi key in the Midi device
- select the priority mode in the drop down box
- enter the outputs, with "+" between channels (example "11+21+31")
- right click on a line to Open / Delete it

Tab "Dmx output"

- select the universe in the drop down box
- enter the channel
- enter the outputs, with "+" between channels (example "11+21+31")
- click on "Add"
- right click on a line to Open / Delete it

Editor > Fixtures



Toolbar

- lock all actions on fixtures
- Add fixtures (see below)
- Save dmx addressing
- Edit fixture
- Rename fixture
- Reverse pan/tilt
- Duplicate fixture - add more identical fixtures to next dmx channels
- Remove fixture - remove the fixture from the dmx addressing
- Export the dmx addressing list - as a text file

Popup menu on a fixture

- Edit fixture - to change channels/levels/3D/... parameters
- Rename fixture
- Reverse pan/tilt
- Duplicate fixture
- Clone fixture - declare more than one fixture at the same dmx address
- Artnet IP address - enter the Artnet IP address of the fixture
- Remove fixture

Popup menu on screen

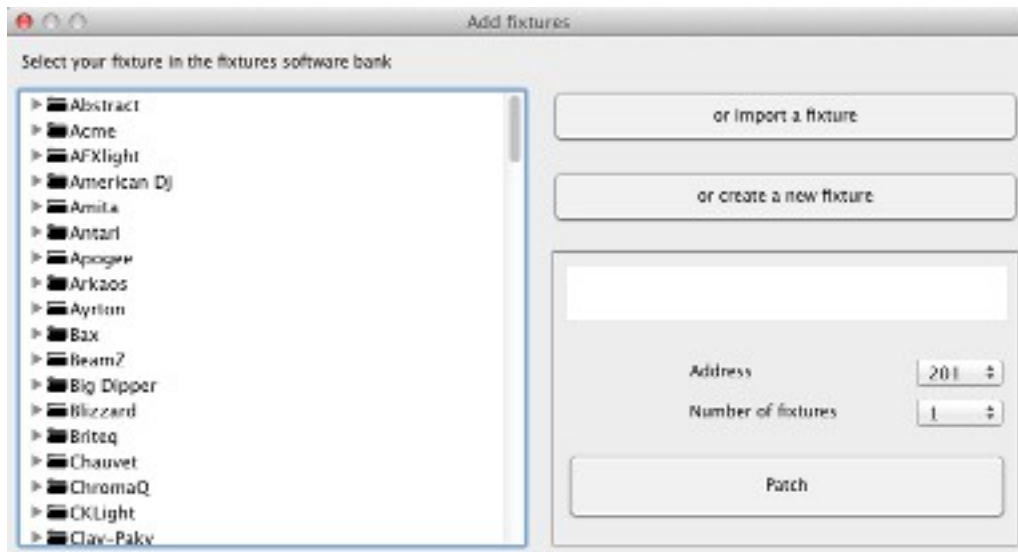
- Add fixture
- Lock screen

Use the lasso (or the ctrl key) to multi-select fixtures.

Click on "save the dmx addressing" to save the dmx addressing.

Please watch this tutorial: [declare your fixtures and make groups](#)

Editor > Fixtures > Add Fixtures



Use the "Add fixtures" function to open this window.

Select your fixture in the software bank

In case of your fixture is not in the software bank, you can ask our support team to do the the personality file for you [here](#) . When available, use the option "**import a fixture**" to import the file in your lightshow.

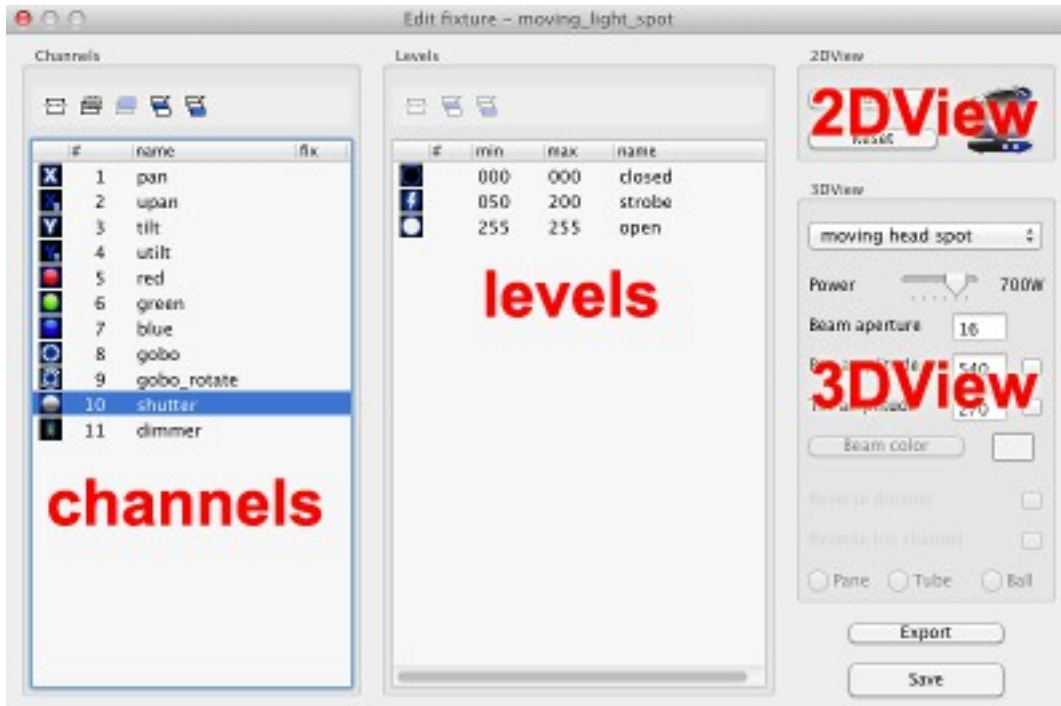
In case of you wish to create a new personality file by yourself, use the option "**create a fixture**". Enter the name and the number of channels, and use the "Edit fixture" option to edit the fixture (see below). Please watch this tutorial: [create a new fixture profile](#) .

Enter the starting address.

Enter the number of fixtures (same model).

Click on "Patch" to add all fixtures in the dmx addressing.

Editor > Fixtures > Edit fixture



Use the option "Edit fixture" to open this window.

Section "Channels"

Click in the "channel" list view to select the channel.

toolbar - Move up/Move down/Cut/Copy/Paste/Insert/Add a channel

popup menu - Edit/Cut/Copy/Paste a channel, and Strict values (for levels)

double click to edit a channel

Section "Levels"

Click in the "level" list view to select the level.

toolbar - Cut/Insert/Add a level

popup menu - Edit/Cut a level.

double click to edit a level

Section "2DView"

Select a picture for the fixture.

This picture will be displayed in the "Editor > 2DView" section.

Section "3DView"

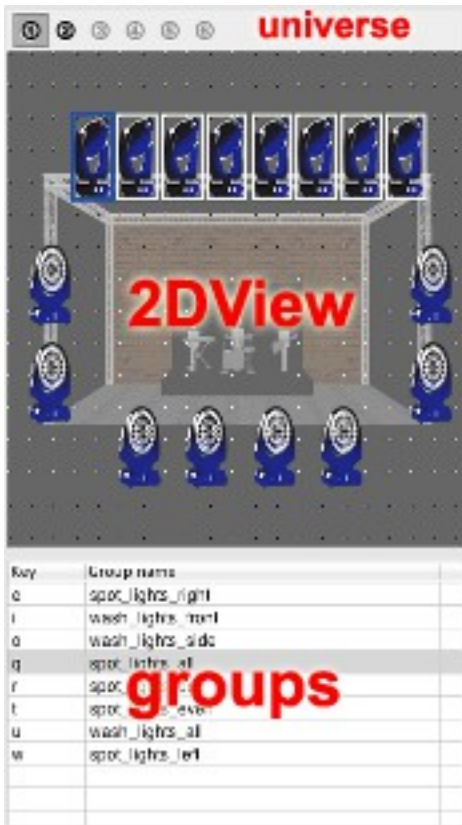
Set the 3D parameters of the fixture.

These parameters will be displayed in the external window "3DView".

Click on "Export" to export the personality file outside of the lightshow (for instance in a usb key).

Click on "Save" to save the fixture in your lightshow.

Editor > 2DView



Toolbar

- select the universe

Popup menu on a fixture

- Change picture
- Hide fixture
- Fixtures same model - select all/even/odd/invert/deselect
- Add new group - create a new group of fixtures in the list view
- Images size
- Show grid
- Snap to grid
- Show hidden fixtures
- Change background - show a picture behind the fixtures (your stage for instance)
- Remove background
- Lock fixtures - lock the locations of the fixtures

Popup menu in the group list view

- Add new group
- Update fixtures in group - add/remove a fixture in an existing group
- Edit selected group - change the name and the key of an existing group
- Delete selected group

Select the fixtures with the lasso (or with the ctrl key).

Editor > Steps



Toolbar

- New scene
- Open scene
- Insert scene - insert a scene before the current step
- Merge scene - merge a scene with the current scene
- Save scene
- Save scene as
- Show all channels
- Show assigned channels - show channels declared in the dmx addressing board
- Show group - show channels from selected group
- Ungroup fixtures in group - do not affect the other similar channels of the group
- Ungroup channels in fixture - do not affect the other similar channels inside the fixture
- Play / Stop
- DMX - drives the dmx outputs when green
- 3D - drives the 3D outputs when green

Section "Faders"

popup menu

- Disable channel - do not override the corresponding output
- Copy channel
- Paste on this step only (from the current mouse cursor position)
- Paste all steps (from the current mouse cursor position)
- Set "fade" state of channel on all steps
- Set value of channel on all steps
- Select all channels
- Show levels (colors, gobos, ...)

Click on channel icon to select it.
Click on level icon to show its levels.
Click on the text dmx value to enter a new value with the keyboard.
Click above/below the fader cursor to jump one level up/down.
Click on the "fade / snap" icon (below the fader) to set the transition mode.

Section "Pan/Tilt"

Press the left mouse button to set pan/tilt position
Lock pan (or tilt) when necessary
Press "center" icon to put pan & tilt in the middle position

Section "RGB/CMY"

Press the left mouse button to set the color
Adjust the brightness with the fader.

Section "Steps"

Toolbar & popup menu

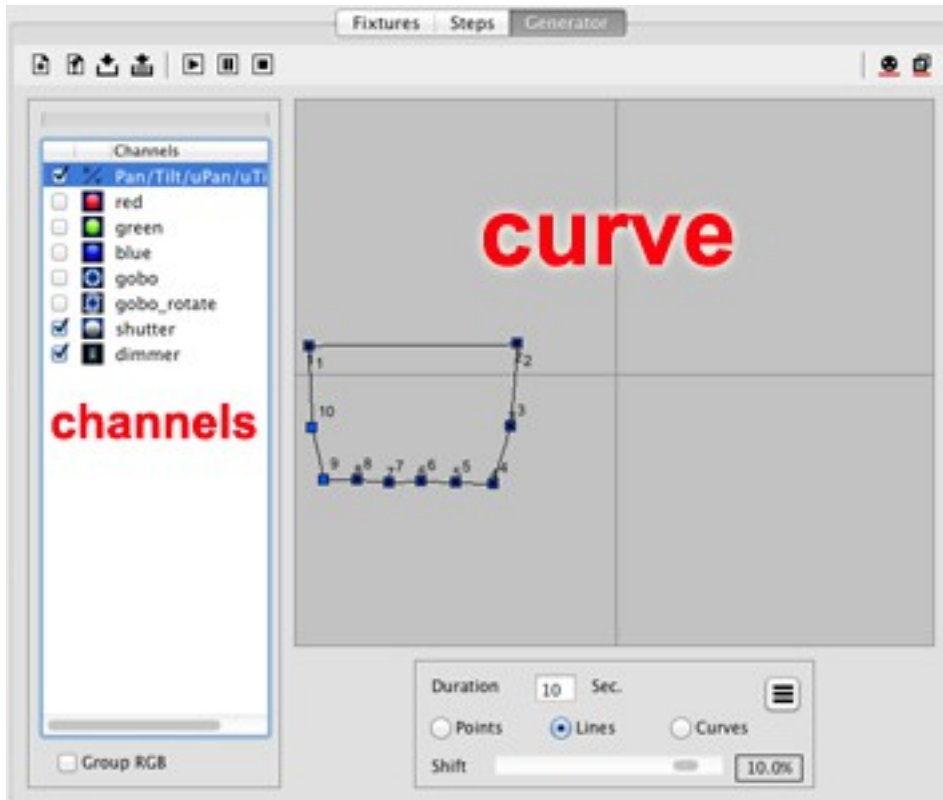
- Up / Down - move the line up / down
- Delete
- Copy
- Paste
- Insert

Click in the below left text box "Step ..." to change the name of the step.

Click in the below right text box "00:01:00", to change the duration of the step.

Please watch this tutorial: [create a scene step by step](#)

Editor > Generator



First of all, define a group of fixtures, in Editor > 2DView.

Toolbar

- New project
- Open project
- Save project
- Save project as
- Play / pause / stop
- DMX - drives the dmx outputs when green
- 3D - drives the 3D outputs when green

Section "Channels"

Select the line to see its curve in section "Curve".

Check the check box to enable the channel.

Right click on "Pan/Tilt" line to reverse the pan/tilt movements.

When the line Pan/Tilt is selected, the points show pan/tilt positions.

When another line is selected, the points show the time (abscissa axe), and the dmx value (ordinate axe).

When "Group RGB" is checked, the RGB channels are joined together and the curve shows a RGB wheel.

Section "Curve"

Popup menu

- Add point
- Delete point
- Reverse points order
- Move/Size shape
- Lock Pan
- Lock Tilt

Below the curve display

Click on the button Load/Save/Delete a curve or create a New curve.

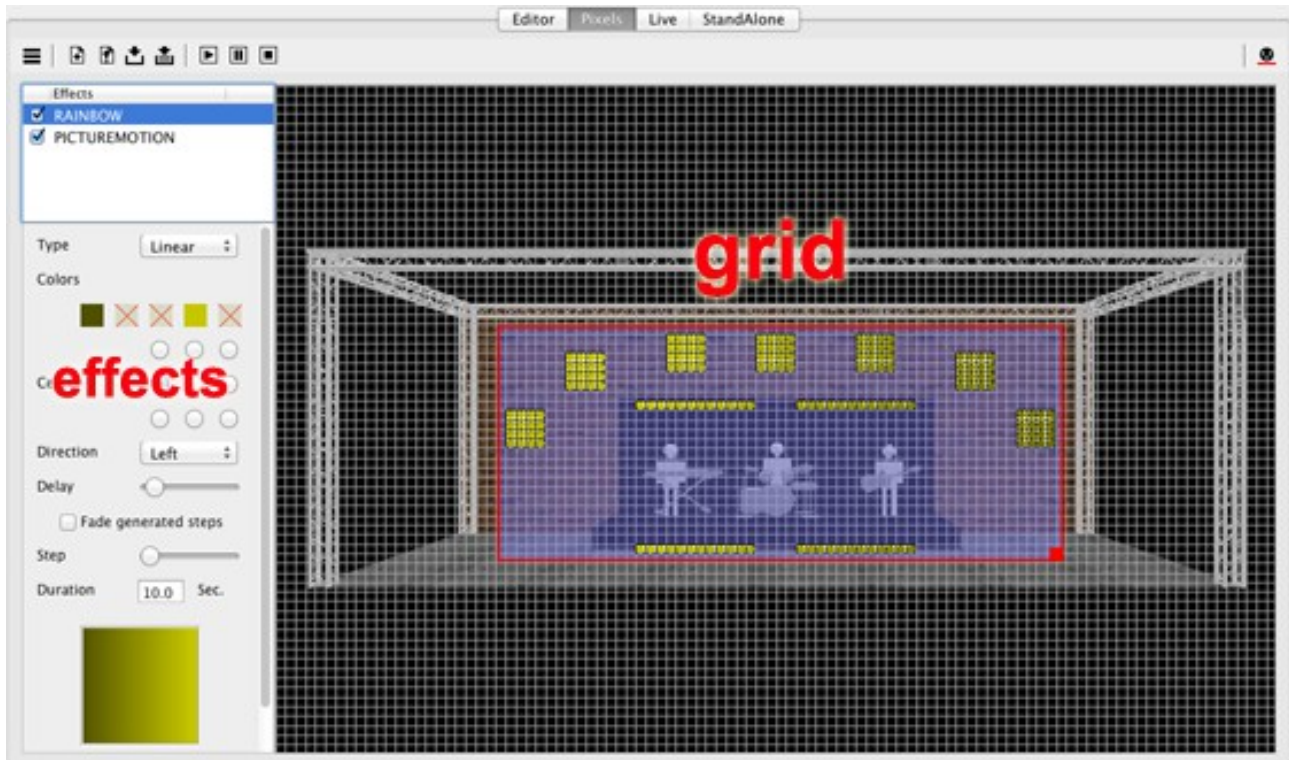
Set the total duration.

Select Points/Lines/Curves between points.

Adjust the delay between all fixtures.

Please watch this tutorial: [create a scene with shape generator](#)

Pixels



Toolbar

- Settings
 - set grid width & height
 - set LED curve (adjust maximum and logarithmic curve)
 - fade mode for the generated scene
- New
- Open
- Save
- Save as
- Play / Pause / stop
- DMX - drives the dmx outputs when green

Section "grid"

- Popup menu in background
 - Add fixture (see below)
 - Change background - show a picture behind the fixtures (your stage for instance)
 - Remove background
 - Lock fixtures - lock the location of the fixtures
 - Lock effects - lock the effects

Popup menu on a fixture

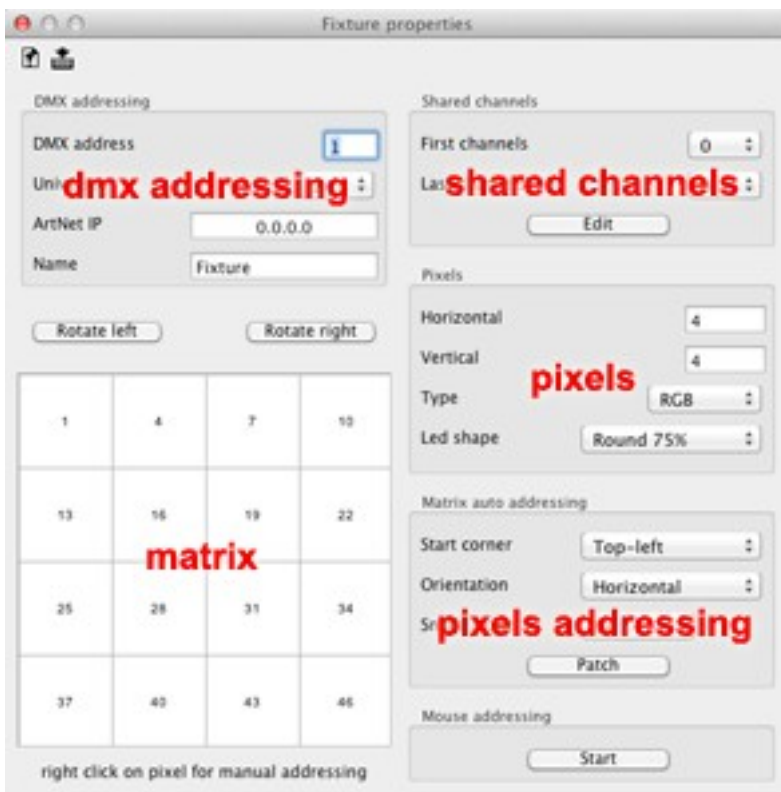
- Fixture properties (see below)
- Cut
- Copy
- Rotate left/right
- Paste
- .. (same as in background popup menu)

Section "effects"

Popup menu in the list view

- Rename effect
- Pull effect to front/Back - manage priority for effects with transparent background
- Delete effect
- Create effect - (select the fixtures before)
 - Chaser effect
 - Rainbow effect
 - ScrollText effect
 - Gif anim effect - display a gif file (animated picture)
 - Picture motion effect - display a picture with movement

Pixels > Fixture properties



Use the option "Add / Edit fixture" to open this window.

Toolbar

- Open fixture - from the software's bank
- Export fixture - to a usb key for instance

You can ask our support team to do the the personality file for you [here](#) . When available, use the option "Open fixture" to import the file in your lightshow.

Or you can create yourself the fixture in this window

Section "Dmx addressing"

- dmx address
- universe
- Artnet IP - only if the fixture is linked to the software via Artnet
- name

Section "Shared channels"

- First/Last channels - enter the number of common channels (dimmer, shutter, ...) before/after the RGB channels
- Edit - set a default value for these channels

Section "Pixels"

- Horizontal/Vertical - nb of lines and columns of pixels
- Type - with or without "white" and "amber" channels
- Led shape - (shape in the view)

Section "Pixels addressing"

- Start corner
- Orientation
- Snake mode
- Patch - apply the changes

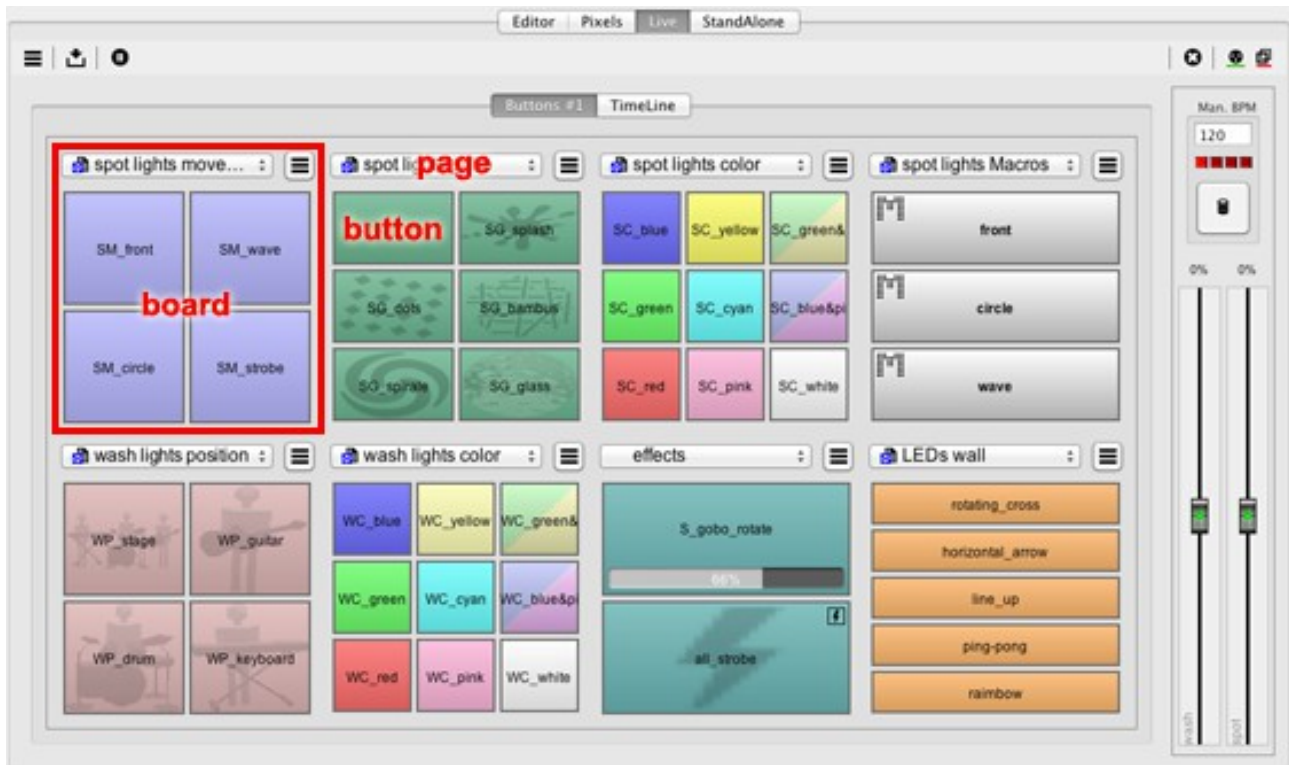
Mouse addressing - click on the pixels in the matrix for manual addressing

Popup menu in the matrix

- enable
- disable - when the pixel does not exist (for non rectangular shapes)
- Dmx address - to enter manually a dmx address

Please watch this tutorial: [create a pixels mapping scene](#)

Live > Buttons



Toolbar

- settings
 - nb of boards in first & second tabs and in child window
 - size of button's font
 - nb of Master Faders (see below)
 - dmx on at launch
 - external control (for the smartphone app "Live Mobile")
 - display the available triggers in the button (see below)
 - midi triggers for special functions
 - fade in/out time (between buttons)
- Save - the page & buttons organization (also auto saved at software exit)
- Hold - press more than one button in one shot
- Freeze - pause the whole show in Live (for Live > Buttons & TimeLine)
- DMX - drives the dmx outputs when green (for Live > Buttons & TimeLine)
- 3D - drives the 3D outputs when green (for Live > Buttons & TimeLine)

Button at the right of a page name

- Add page
- Rename page
- Remove page
- Add light scene - add a new button linked to the scene
- Add media file - add a new button linked to the media file
- Add macro button - add a new macro button linked to some buttons (to trigger several buttons in one shot)
- Solo buttons - only one button can be 'on' in the page
- Check used buttons - mark the clicked buttons
- Reset used buttons - remove the mark on clicked buttons
- Chase play - play next button, after current button ends its first loop
- Random play - play randomly a new button, after current button ends its first loop
- Visible in external application - visible in smartphone app "Live Mobile"

Popup menu on a button

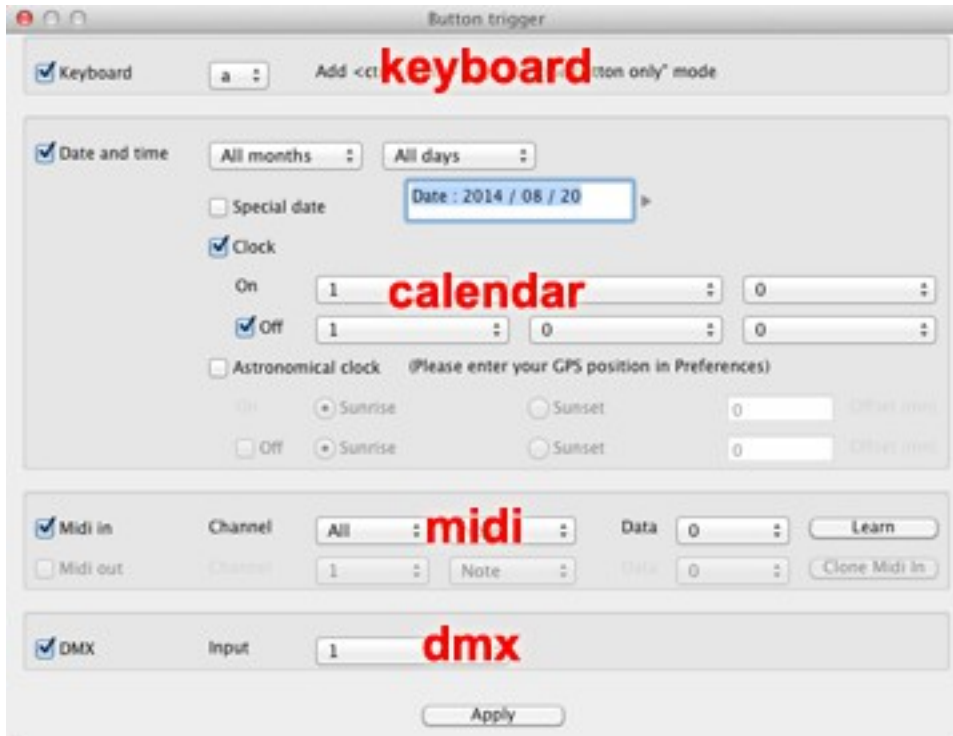
- Edit - open the scene in Editor (or in Pixels)
- Rename button
- Move button - (within the page)
- Remove button - (only the button ; the linked file is not deleted)
- Button color - color of the button
- Button image - image in background of the button
- Change file - link the button to another file
- Scene properties - speed settings and number of loops
- Button trigger - (see below)
- Fade in - the scene fades in, at button "on"
- Fade out - the scene fades out, at button "off"
- Pause at end - pause at the last step of the scene (no loop)
- Flash button - "on" / "off" with left mouse button down / up
- Auto start - "on" at software launch
- Fader button - fader in the button to fade from first to last step
- Preset button - slider in the button to select the step

Live > Master Faders & BPM (at the right of the boards)

- Manual BPM
enter the manual BPM
- Master Faders
adjust proportionally the levels of the channels
Popup menu
 - Rename - give a name to the Master Fader
 - Edit - select the channels to adjust

The Master faders and the Fade in/out functions take care exclusively of the following channels:
red, green, blue, cyan, magenta, yellow, white, amber, uv and dimmer.

Live > Buttons > trigger



Use the option "Button trigger" to open this window.

Section "keyboard"

Check the box and select a keyboard key.

Section "Calendar"

Check the box and select the date and time for "on" and "off" trigger.

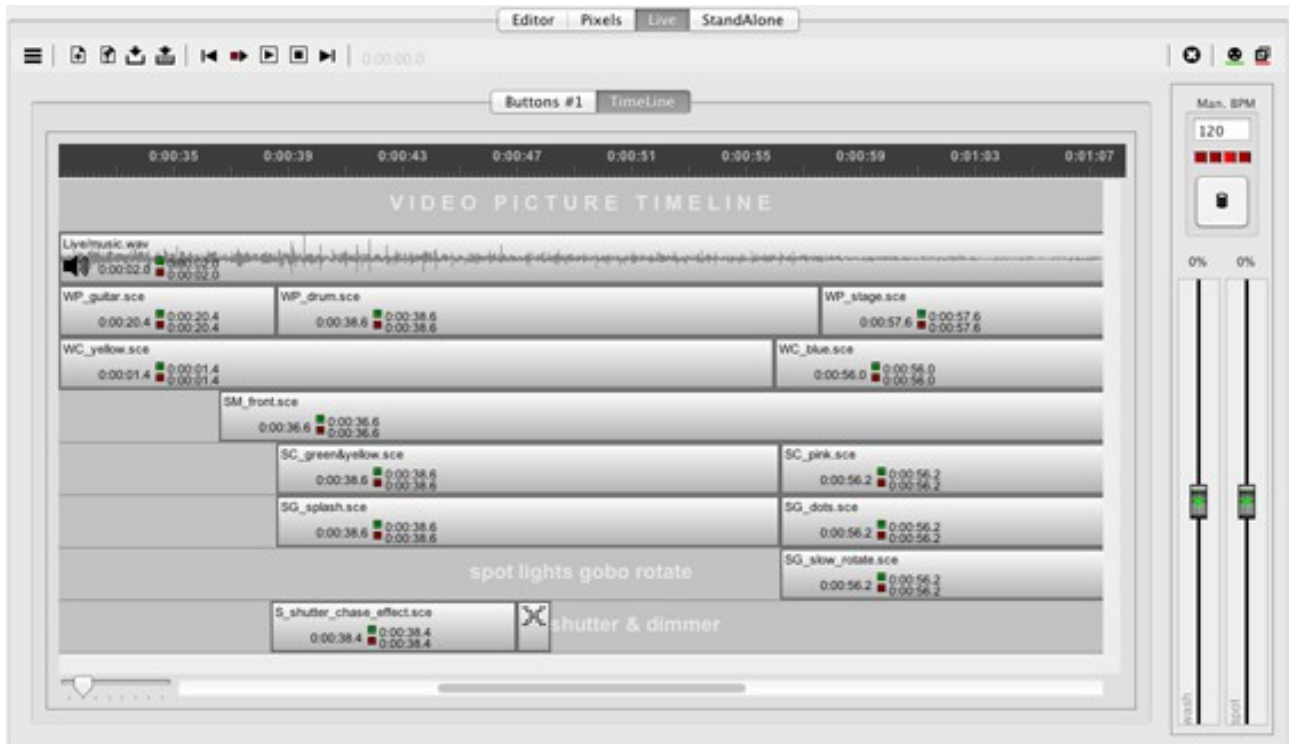
Section "midi"

Check the box and use the "learn" function to collect the midi message.

Section "dmx"

Check the box and select the dmx address.

Live > TimeLine



Toolbar

- Settings
 - timeline duration
 - Comment timeline - add comments along the timeline
 - Media timelines - add the audio & video timelines
 - Waveform for WAV PCM (need reload)
 - Nb of timelines - (light scenes)
- New
- Open
- Save
- Save as
- Go to beginning
- Play from red marker
- Play / pause
- Stop
- Go to end

Popup menu in background

- Add scene/media file
- Add "OFF" tool - switch off the scene/media file
- Add "Pause" tool - pause the scene/media file
- Add "STOP" tool - stop the scene/media file
- Add timestamp - yellow mark in the line showing the time
- Cut
- Copy
- Paste
- Edit Timeline name
- Disable Timeline - not played in run mode
- Lock events - lock all the blocks

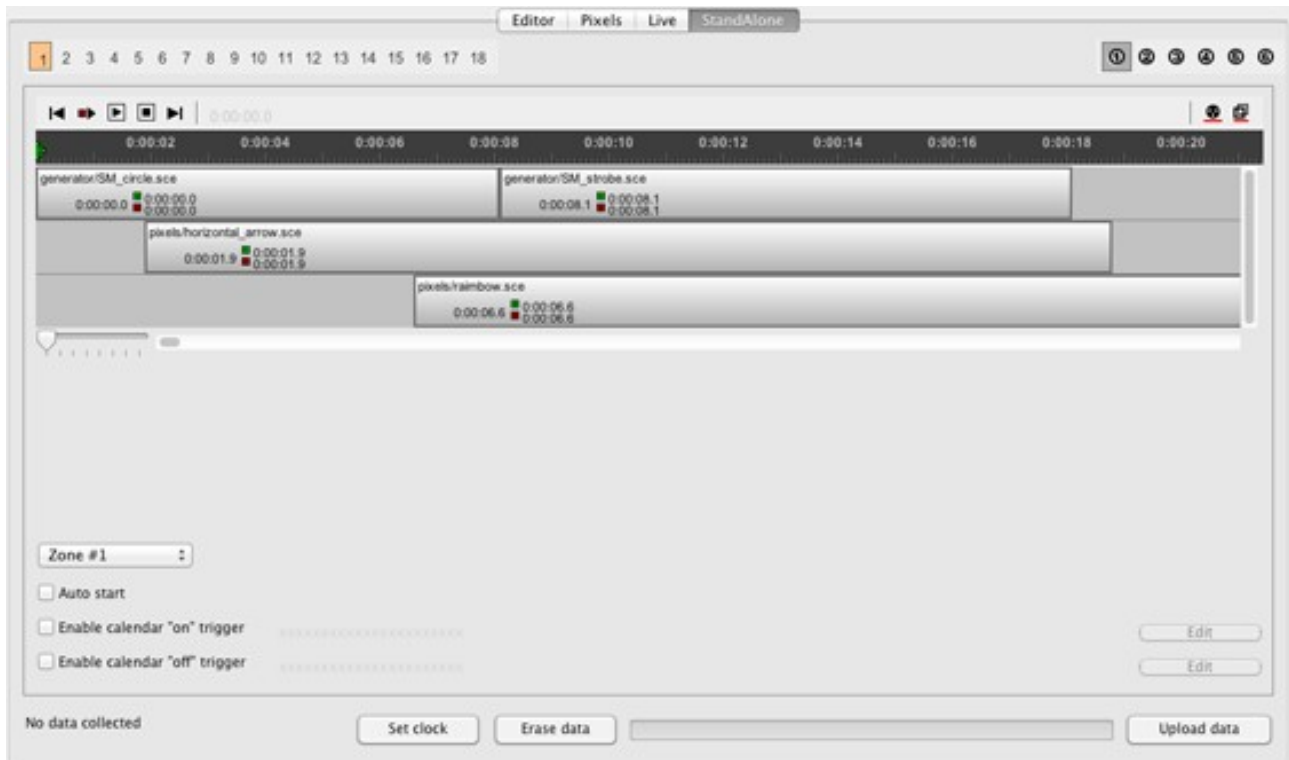
Popup menu on a block

- Change file - link the block to another file
- Properties (for media files only)
 - No sound
 - Loop
 - Volume (for media files only)
 - Manual BPM

Properties (for scene files only)

- Auto BPM
- Manual BPM
- Manual speed
- Loop
- Move to green marker / red marker / specific time

StandAlone



Toolbar "buttons"

- select the standalone button (the number of buttons depends of the interface)

Toolbar "universe"

- select the universe

Toolbar "TimeLine"

- Go to beginning
- Play from red marker
- Play / pause
- Stop
- Go to end
- DMX - drives the dmx outputs when green
- 3D - drives the 3D outputs when green

Dropdown box "Zone"

Select the zone for the standalone button.
Two different zones can be played simultaneously.
One zone can play only one timeline.

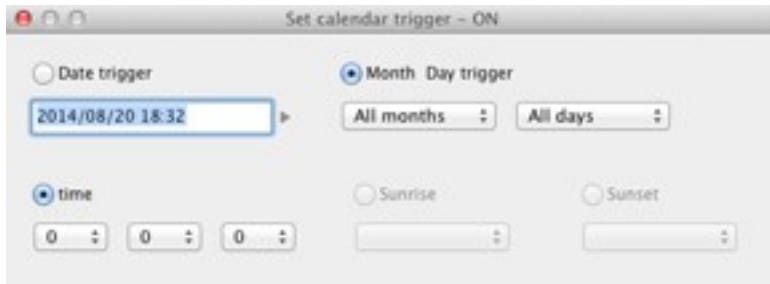
Check box "Auto start"

- the button is "on" at interface power on

Check box "Enable calendar "on"/"off" trigger"

- set the date & time parameters to trigger the button

StandAlone > calendar trigger



Select "date" or "month/day".

Select the time (sunrise / sunset options are not available).

Button "Set clock"

- copy the computer clock data into the interface clock memory

Button "Erase data"

- erase the standalone memory

Button "Upload data"

- upload the timelines for all buttons, into the standalone memory

Keyboard shortcuts

Editor	F2
Fixtures	ctrl / cmd + F1
Steps	ctrl / cmd + F2
Generator	ctrl / cmd + F3

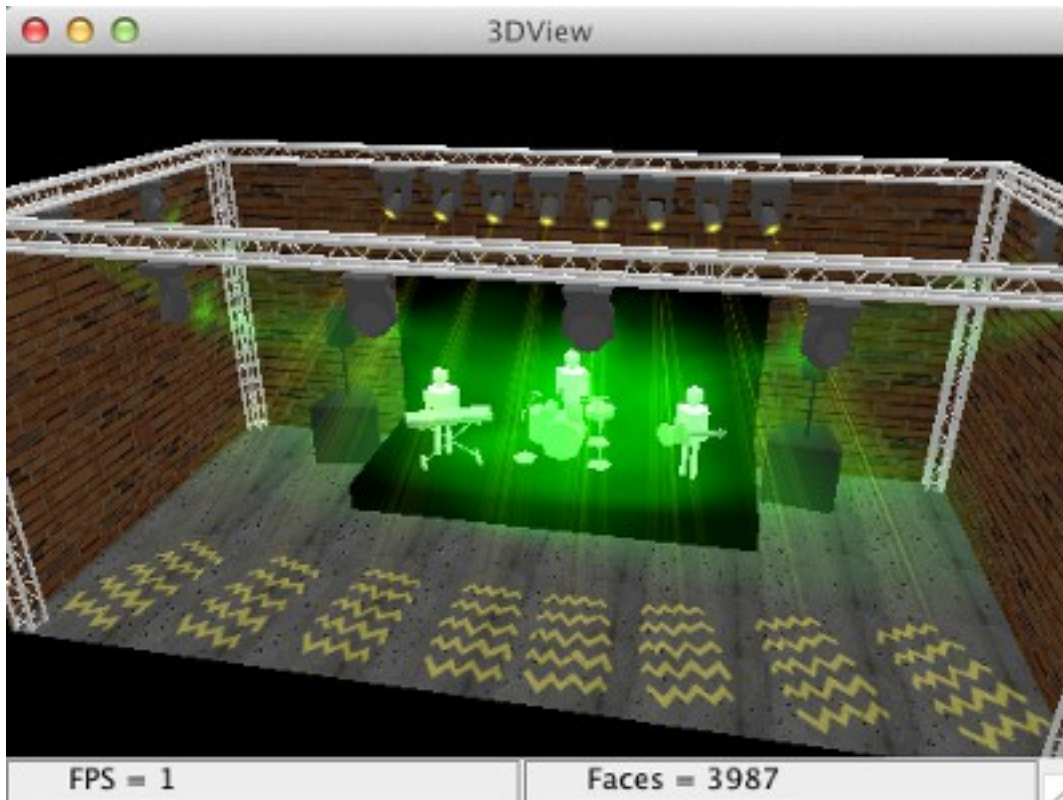
Pixels	F3
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Live	F4
Buttons	ctrl / cmd + F1
TimeLine	ctrl / cmd + F2

StandAlone	F5
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Universes 1..6	ctrl + 1..6 (not available under MacOS because not allowed by the OS)
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3DView



Popup menu in background

- Stage setting
 - size of stage, brightness, textures on walls
- Object setting
 - add objects and set position, orientation, scale and color
- Fixtures setting
 - set shape, position, orientation, scale and color of the existing fixtures
- 3D setting
 - 3d rendering, beam resolution & rendering, frames per second, window always on top, auto rotation
- Print
- Export as 2DView background (in the tab Editor)

Special object

It is possible to put a picture over the object "*picture_panel*" in folder "*_special*", with the popup menu over the object.

