Introduction to StageLight

Basics for Beginners v3

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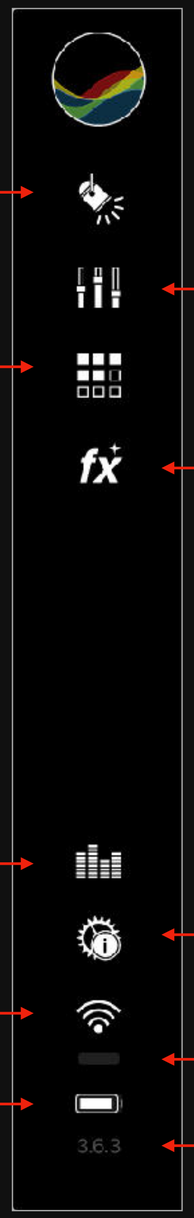
Interface Overview

Interface Overview



Navigation

Fixture Patching & Connectivity

Mixer

Cue List Playback

Effects

Audio Setup

Settings & Information

Network Information

CITP Status

Batterie

Version Number

Select Button

Control Button

Color Preview / Go Button

Flash Button

Action Button

Label

Intensity Dimmer

Control Channel

Interface Overview

- Edit Mixer
  - Slider Min/Max & Fade Time
  - Page Label
- Clear
  - Stops all running playbacks and resets the DMX stack to default

Interface Overview

Trial Version and Upgrade Options

14-Day Trial Period

- Free Premium Version (Package L) available for testing.

After the Trial:

- Free usage limited to 4 fixtures and 32 DMX channels.
- Upgrade Options:
  1. Via the Upgrade dialog within the app.
  2. Via the Settings menu.
  3. Via the App Store product page.

Interface Overview

Upgrade Options

- One-Time Purchase
- Applies to all devices linked to the same Apple ID.

FREE	FREE TRIAL 14 Days	PREMIUM S	PREMIUM L	PREMIUM XL	ULTIMATE
4 Fixtures	32 Fixtures	16 Fixtures	32 Fixtures	512 Fixtures	512 Fixtures*
32 DMX Channels	256 DMX Channels	128 DMX Channels	256 DMX Channels	512 DMX Channels	512 DMX Channels*
1 Universe	1 Universe	1 Universe	1 Universe	1 Universe	10 Universes
Art-Net	Art-Net	Art-Net	Art-Net	Art-Net	Art-Net
–	MIDI	–	MIDI	MIDI	MIDI
–	OSC	–	OSC	OSC	OSC
–	Capture CITP	–	–	Capture CITP	Capture CITP
–	CRMX / W-DMX	–	–	CRMX / W-DMX	CRMX / W-DMX
					* per universe

Connectivity

Connectivity

ArtNet

- Standard Protocol for DMX over IP based networks
- Art-Net uses UDP for data transmission, which means that some packets can be lost during network communication.
- However, this is usually not critical, because Art-Net repeats DMX data at a high frequency — similar to the continuous refresh rate of traditional serial DMX (about 30–44 frames per second).
- So even if a packet is lost, the next one arrives almost immediately.
  In StageLight, you can adjust the Art-Net refresh rate to reduce network load.

Connectivity

ArtNet

- Besides the default DMX-like rate, you can lower it to 30 Hz or 20 Hz, depending on your setup and performance needs.
- By default, continuous Art-Net transmission is disabled. This means data is only sent when values change. If required, you can enable „ArtNet Continuous Sending“ in the settings.
- Supports broadcast (to all) and unicast (to one)

Connectivity

IP based Network

- Connects multiple devices (e.g., lighting console, ArtNet node) using IP addresses.
- Via Ethernet (LAN) or Wi-Fi
- IP Address
  - Unique address for each device in the network, e.g. 192.168.0.10
- Static IP
  - Manually assigned, fixed IP
  - Recommended for stable show setups

Connectivity

IP based Network

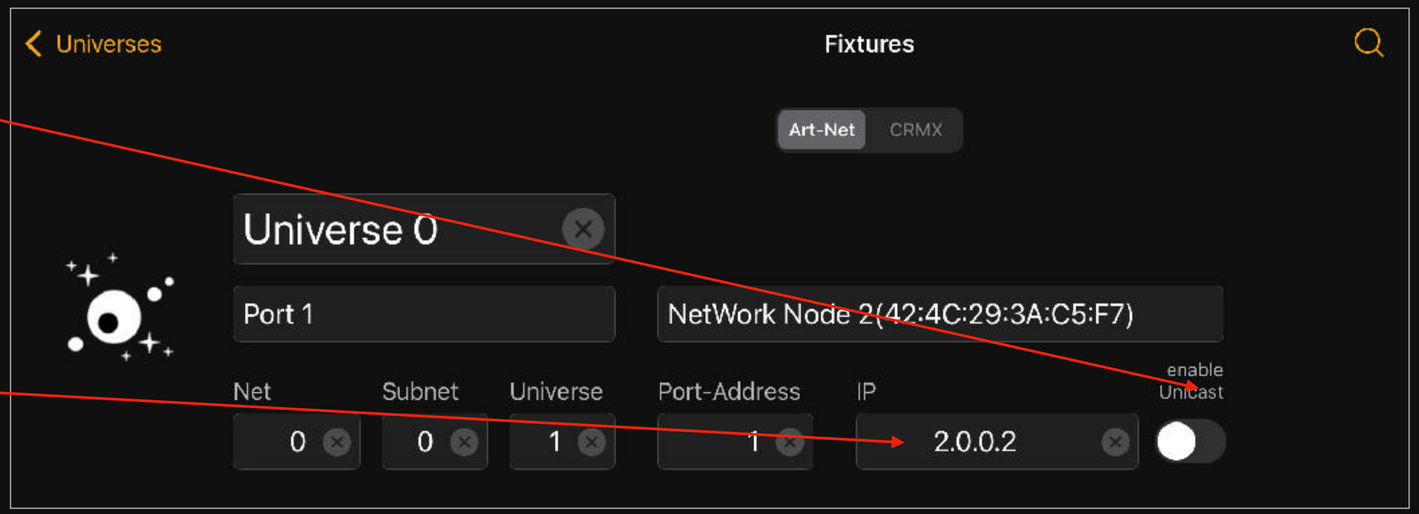
- DHCP
  - Automatically assigns IP addresses via a router
- Subnet Mask
  - Defines which part of an IP address belongs to the network
  - 255.0.0.0 | 10.0.0.1 – 10.255.255.254 —> 16 million
  - 255.255.0.0 | 172.16.0.1 – 172.16.255.254 —> 65.000
  - **255.255.255.0 | 192.168.0.1 – 192.168.0.254. —> 254**

Connectivity

IP based Network

- Network Information in StageLight

- Default: broadcast
- IP address of the Art-Net Node



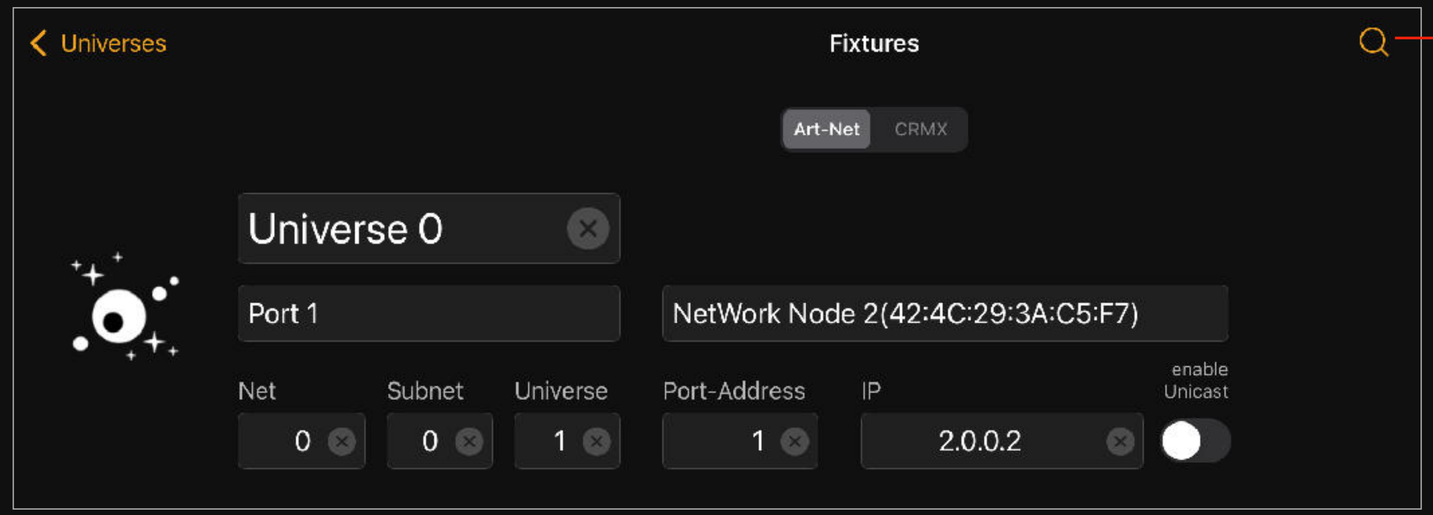
Connectivity

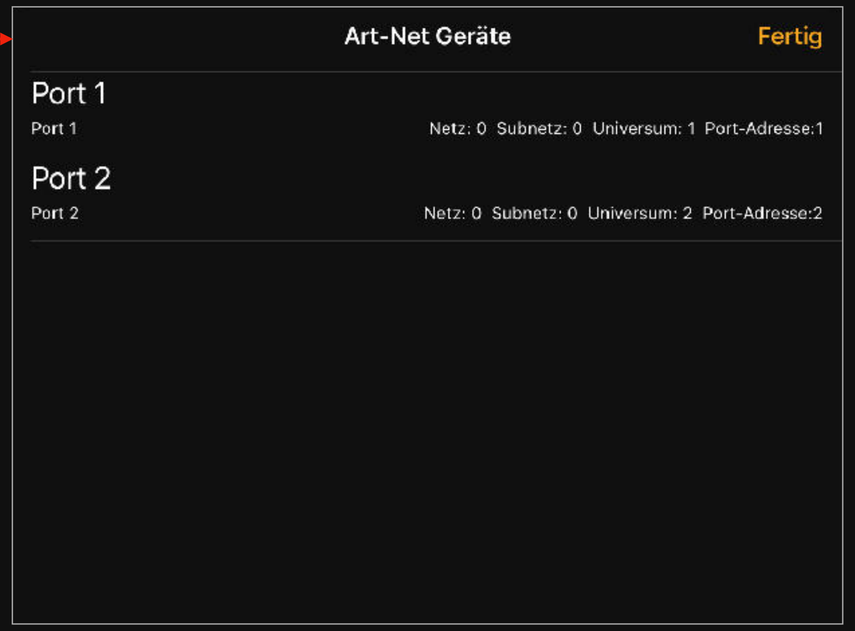
Universes

- Each universe contains 512 DMX channels (addresses).
- Each universe can be assigned to its own Art-Net node.
- Up to 10 universes in StageLight
- Multi-port Art-Net nodes can output multiple universes from a single device
- The Art-Net ‚universe‘ (= port address, max. 32.768) is defined by 3 parameters:
    - Net – the large grouping of subnets (0–127)
    - Subnet – divides each Net into 16 smaller groups (0–15)
    - Universe – identifies one of 16 universes within a Subnet (0–15)

Connectivity

Universes



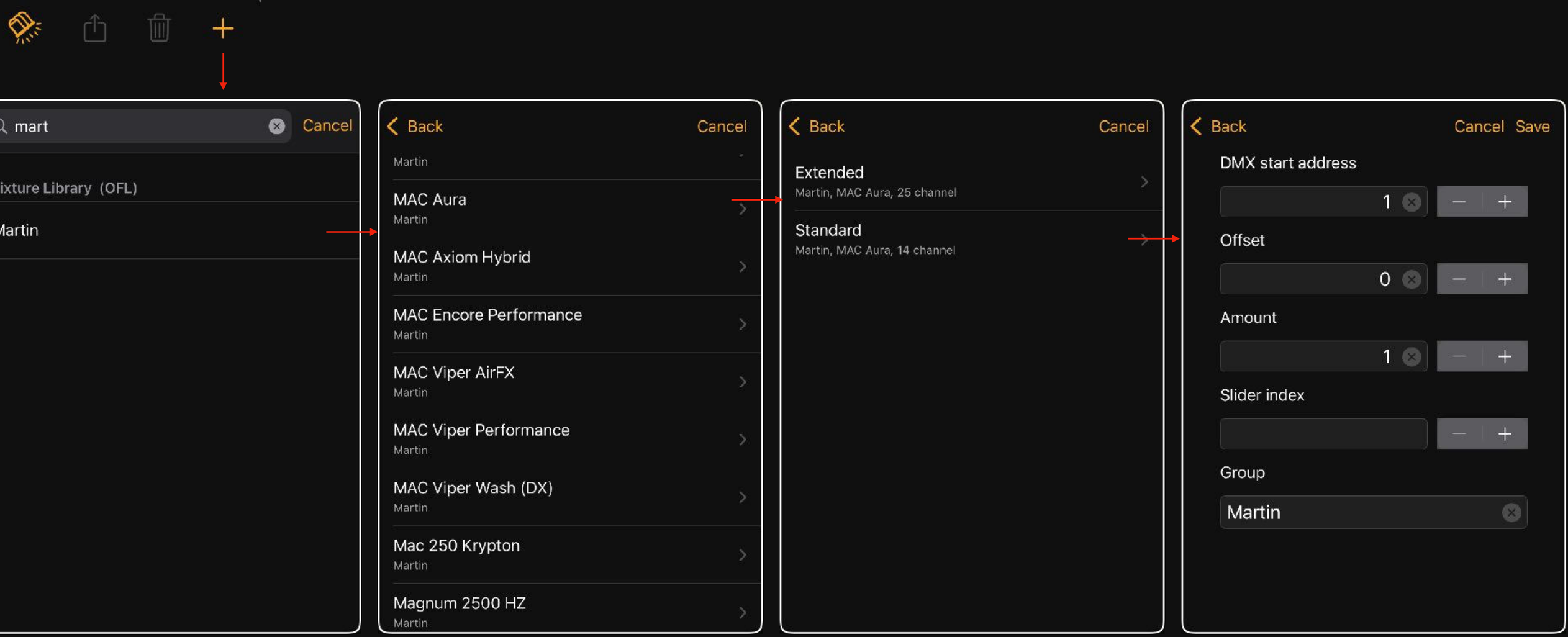


Live Demo 1

Patching

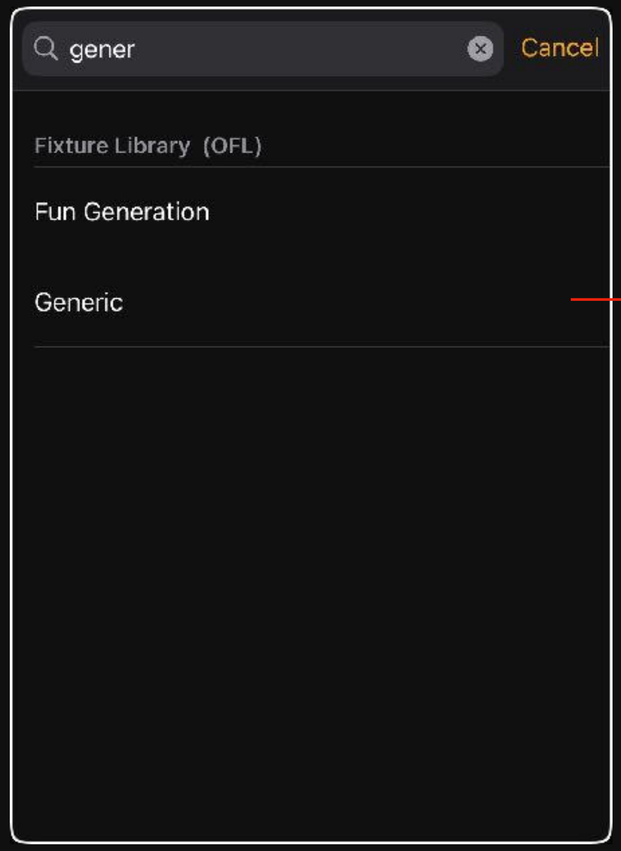
Patching

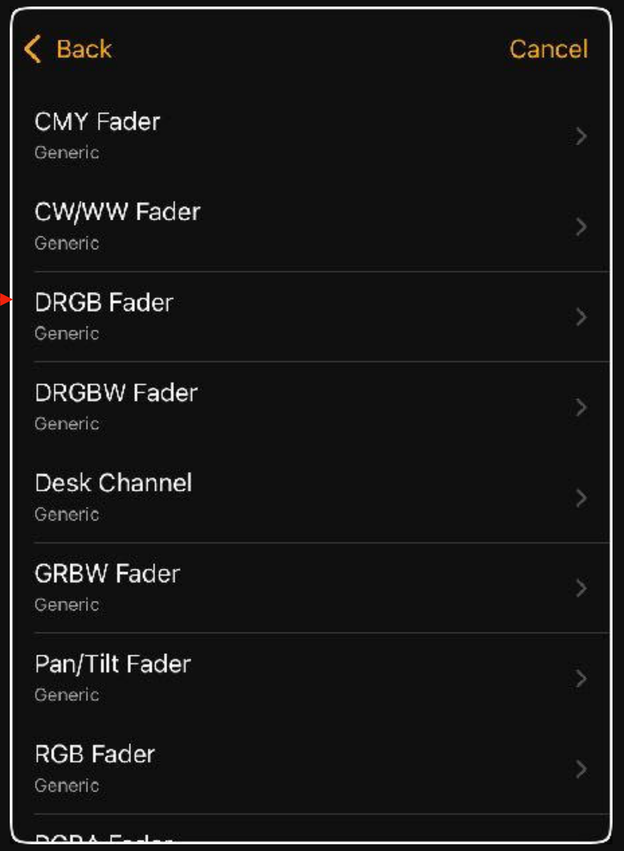
Fixtures from the Library

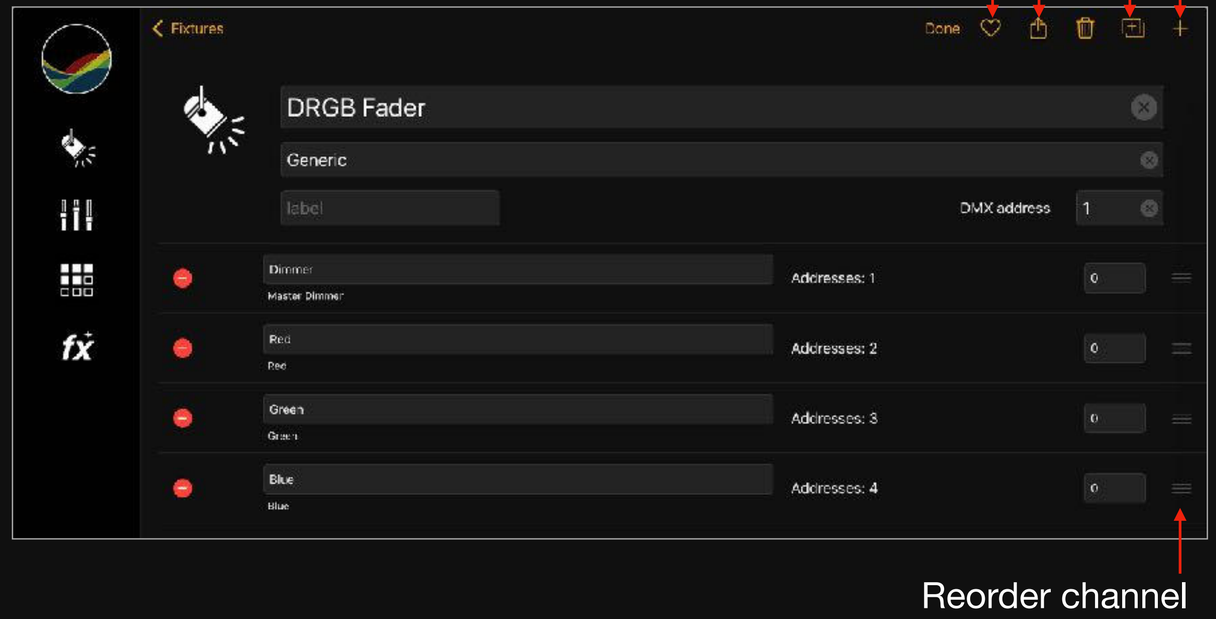


Patching
Custom Fixtures

- Choose the Generic type and modify it





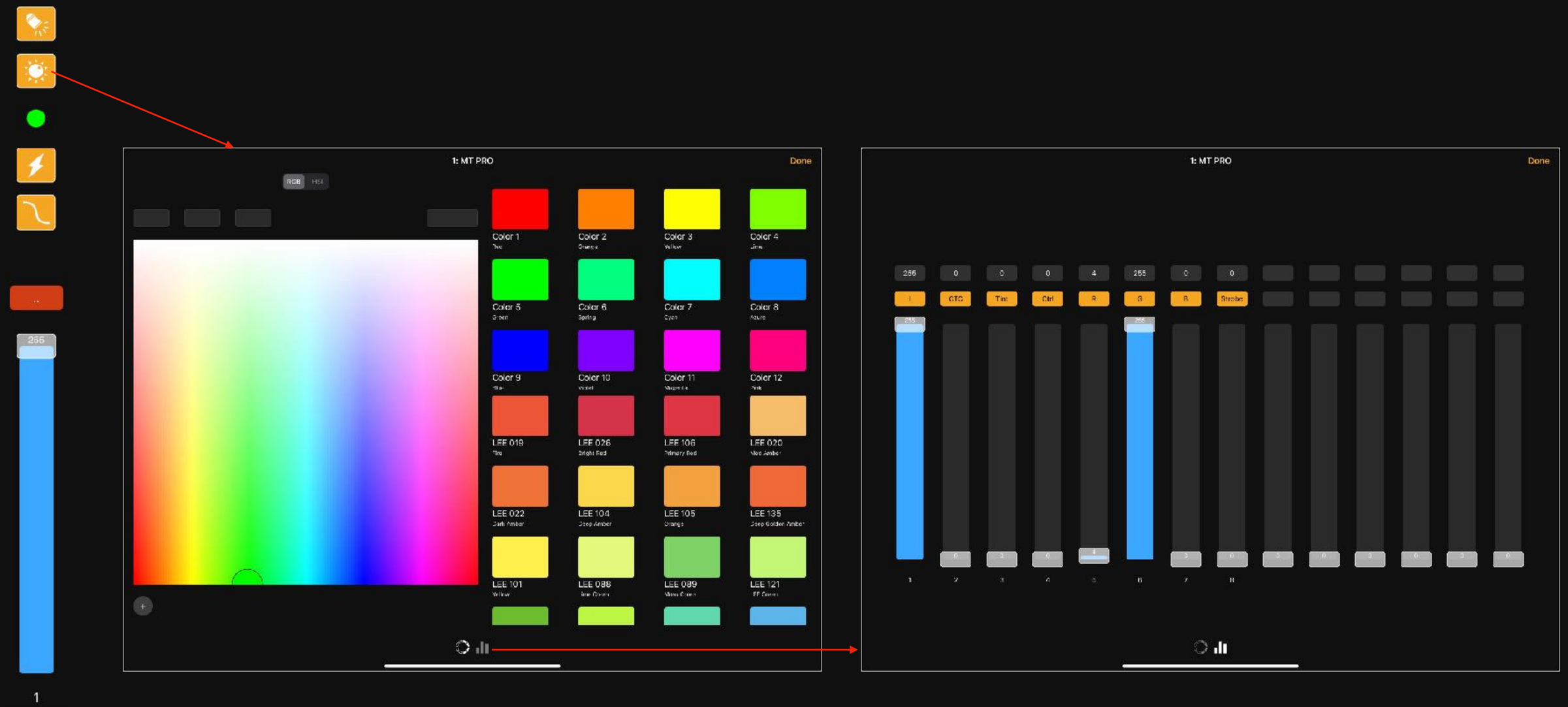


Live Demo 2

Building Blocks of your Show

Building Blocks of your Show

Controls



Building Blocks of your Show

Defaults / Presets

- Each DMX channel can have a default value, which is set in the fixture patching section.
- In addition, you can configure presets:
    - For CCT (Correlated Color Temperature) channels, there are predefined color temperature values that can be assigned.
    - For linear distributions, you can define a minimum and maximum value (similar to the default value).
    - StageLight will then automatically calculate the corresponding value in Kelvin (K).

- Remember Live Values

Building Blocks of your Show

Cues

- Start/Stop Recording 
- Cue Recording Modes

Fixture 1
DMX Address 1

I	R	G	B
255	255	0	0

Fixture 2
DMX Addresse 10

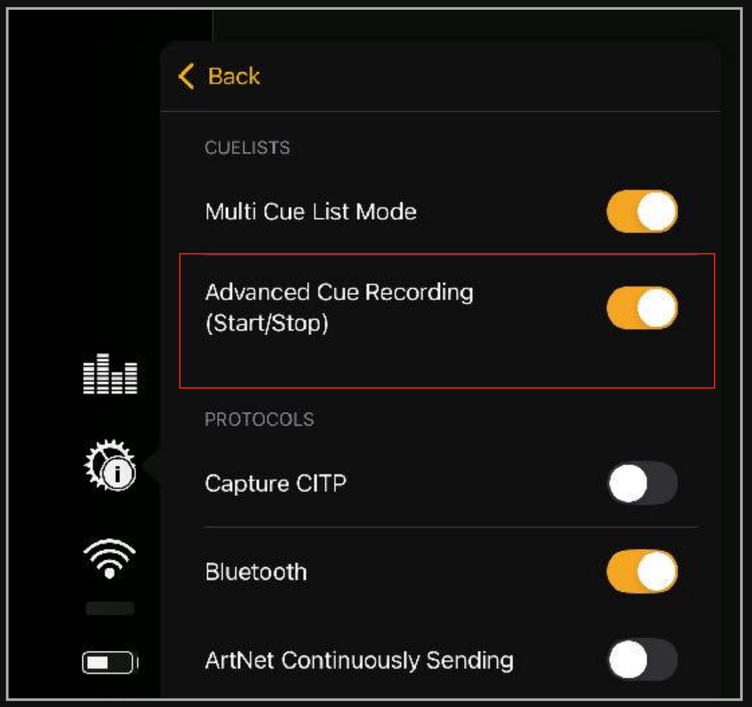
I	R	G	B
255	0	0	255

Advanced Cue-Recording Modus

1	2	3	4	10	11	12	13
255	255	0	0	255	0	0	255

Basic Cue-Recording Modus

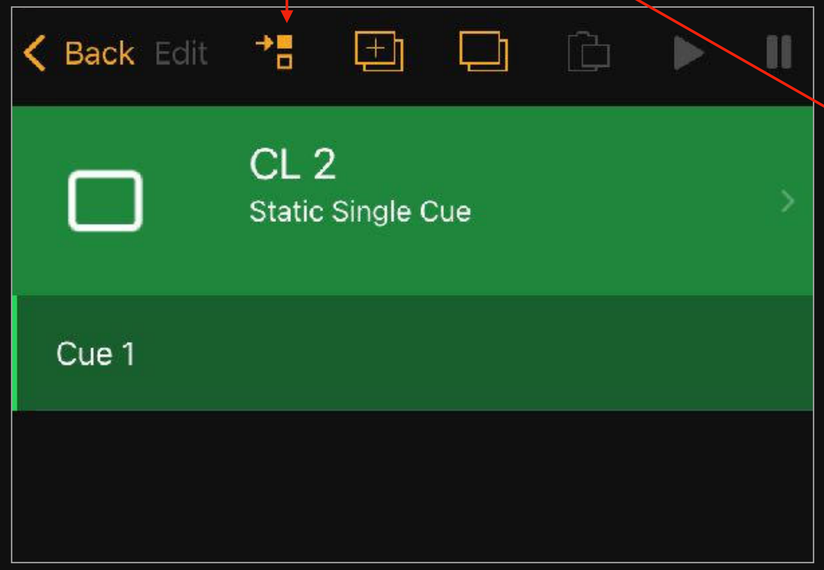
1	2	3	4	5	6	7	8	9	10	11	12	13	14	...	512
255	255	0	0	0	0	0	0	0	255	0	0	255	0	0	0



Building Blocks of your Show

Cues

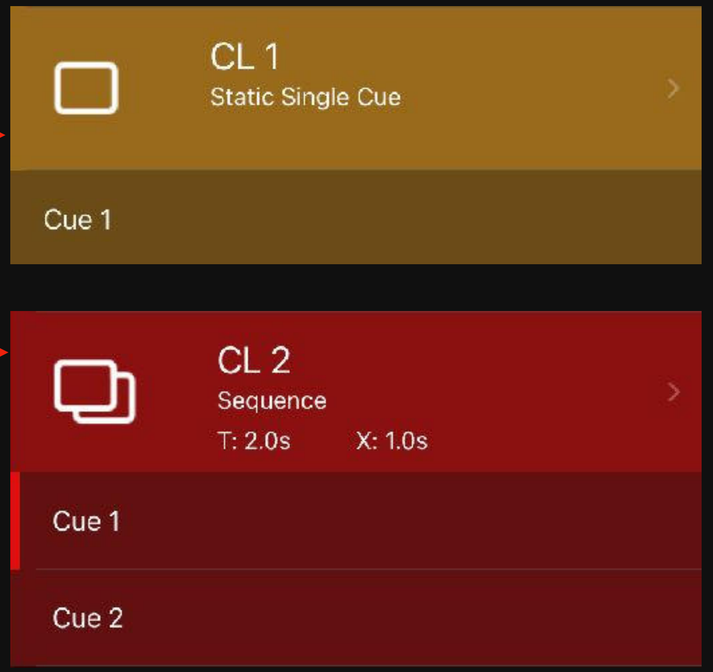
- Playback a cue
- Modify a cue



Building Blocks of your Show

Cue Lists

- For every newly created Cue, StageLight automatically generates a Cue List containing that Cue.
  This Cue List is initially of the type Static Single Cue.
- You can add additional Cues to the same Cue List.
  When you do so, the Cue List type automatically changes to Sequence.
- A Sequence can have different triggers, such as:
  - Timer
  - Audio
  - MIDI
  - Go Button



Building Blocks of your Show

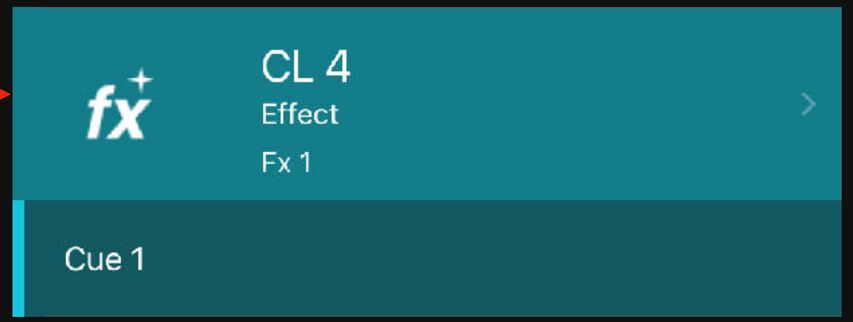
Cue Lists

- If you change the Cue List type to Chaser, it will play back according to a defined BPM. You can also enable Ableton Link or MIDI Clock synchronization for tempo-based playback.
- By default, multiple Cue Lists can be played simultaneously.
- This is intended for modifying or combining effects, such as:
  - Mixing different colors or positions
  - Adding strobe or zoom
- However, multiple effects or chasers should not run in parallel

Building Blocks of your Show

Effects

Effects in StageLight are integrated directly into cue lists, allowing for a seamless combination of static cues and dynamic effects within the same show. Currently, there are six different types of effects:



- Time-Based Effects:
  - Color Fade Effect
  - Color Chase Effect
- Sinusoidal Effects:
  - Dimmer Effect
  - Color Wave Effect
  - Rainbow Effect
  - Movement Effect

Live Demo 3