

Introduction to StageLight

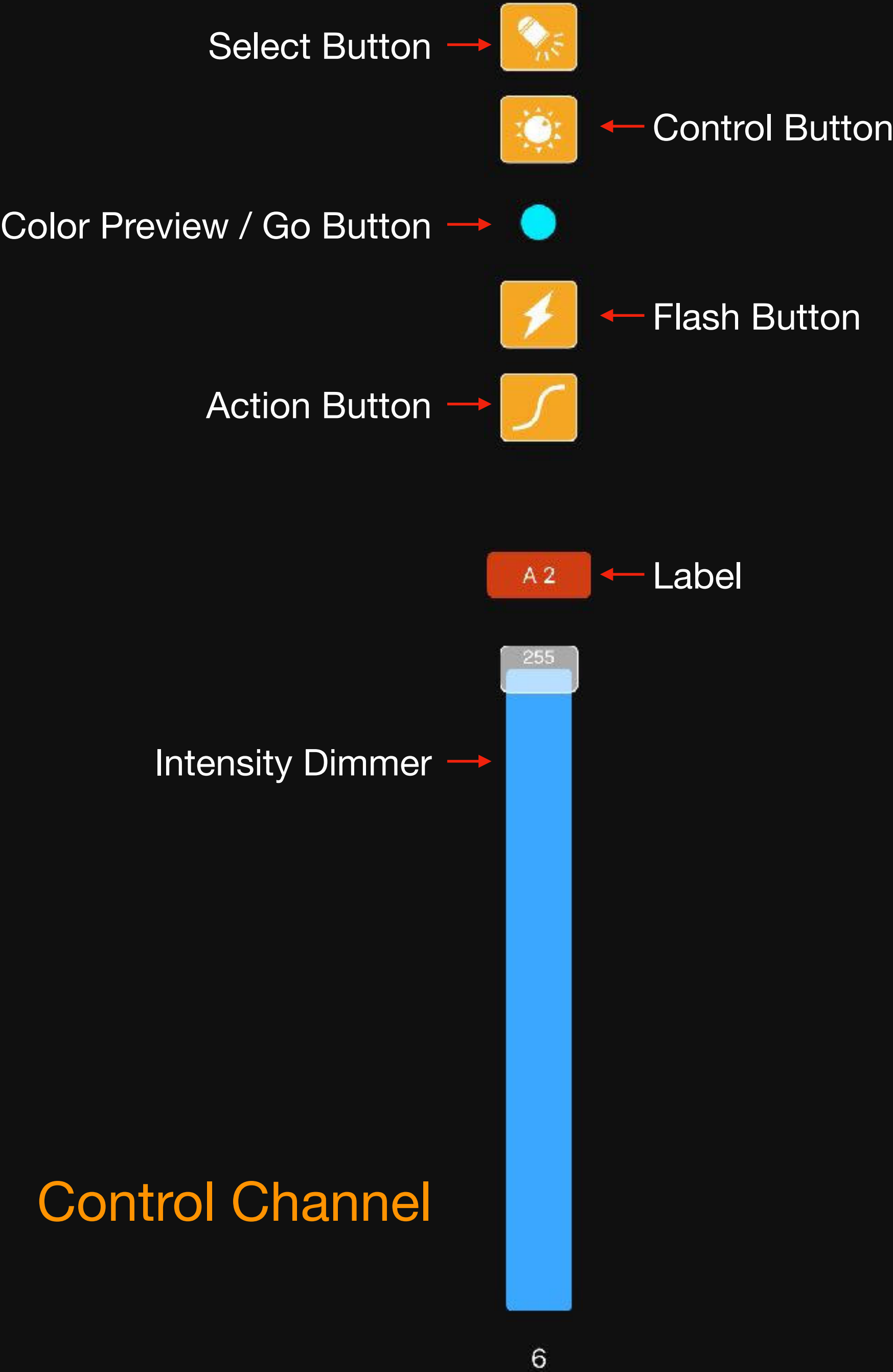
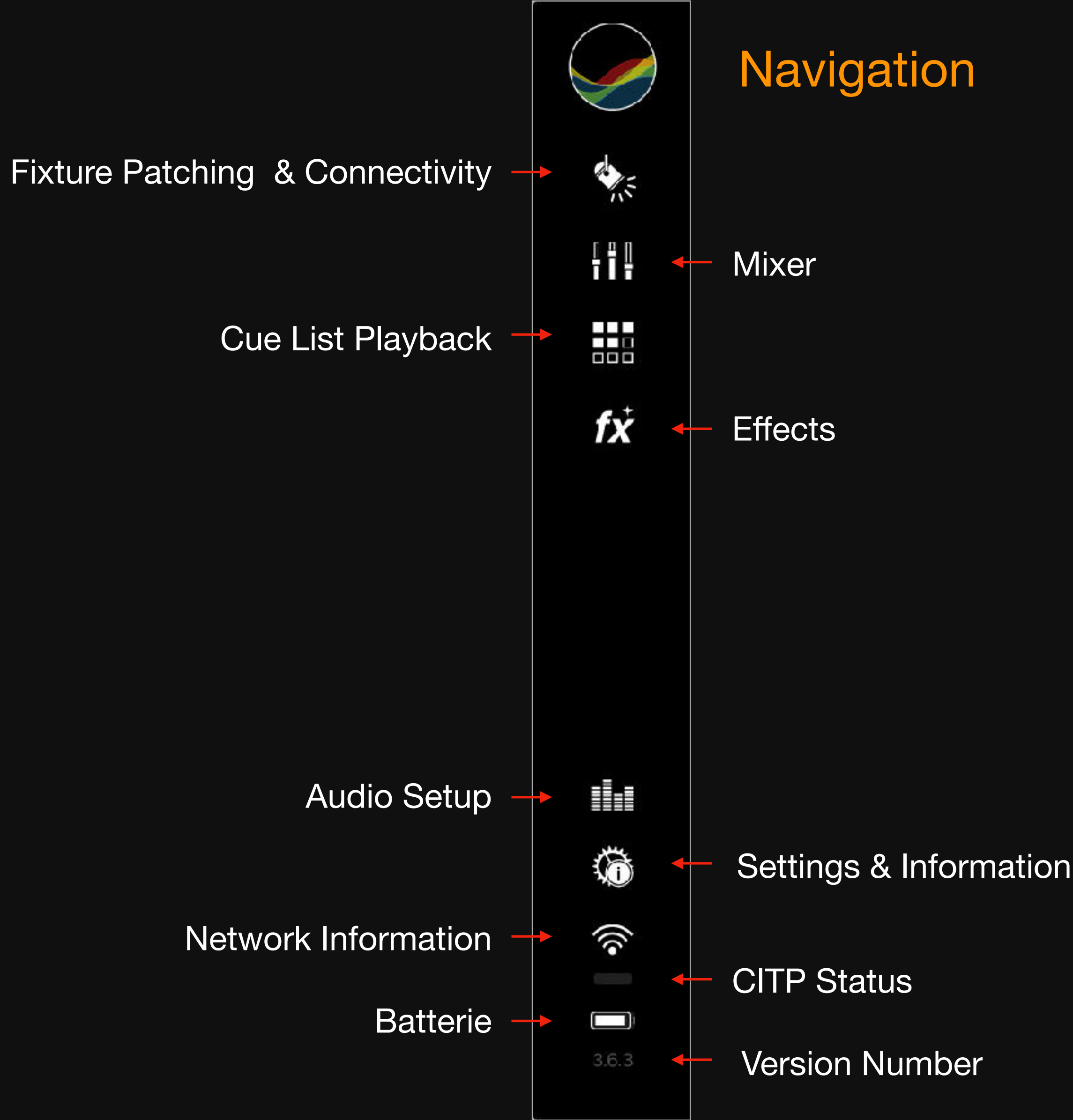
Basics for Beginners **v3**

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Interface Overview

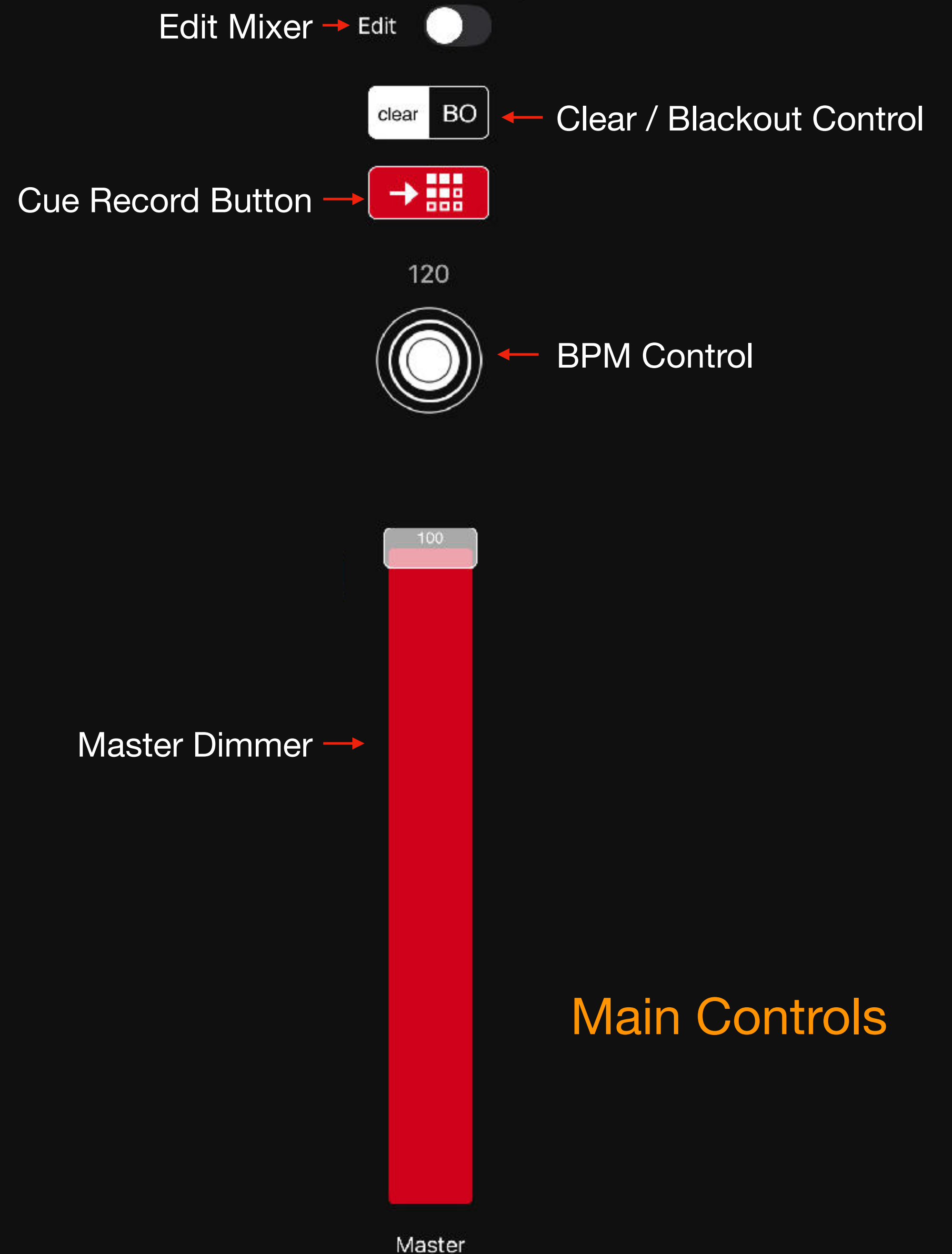


Interface Overview



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 CIP	–	–	Capture CIP	Capture CIP
–	CRM / W-DMX	–	–	CRM / W-DMX	CRM / 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

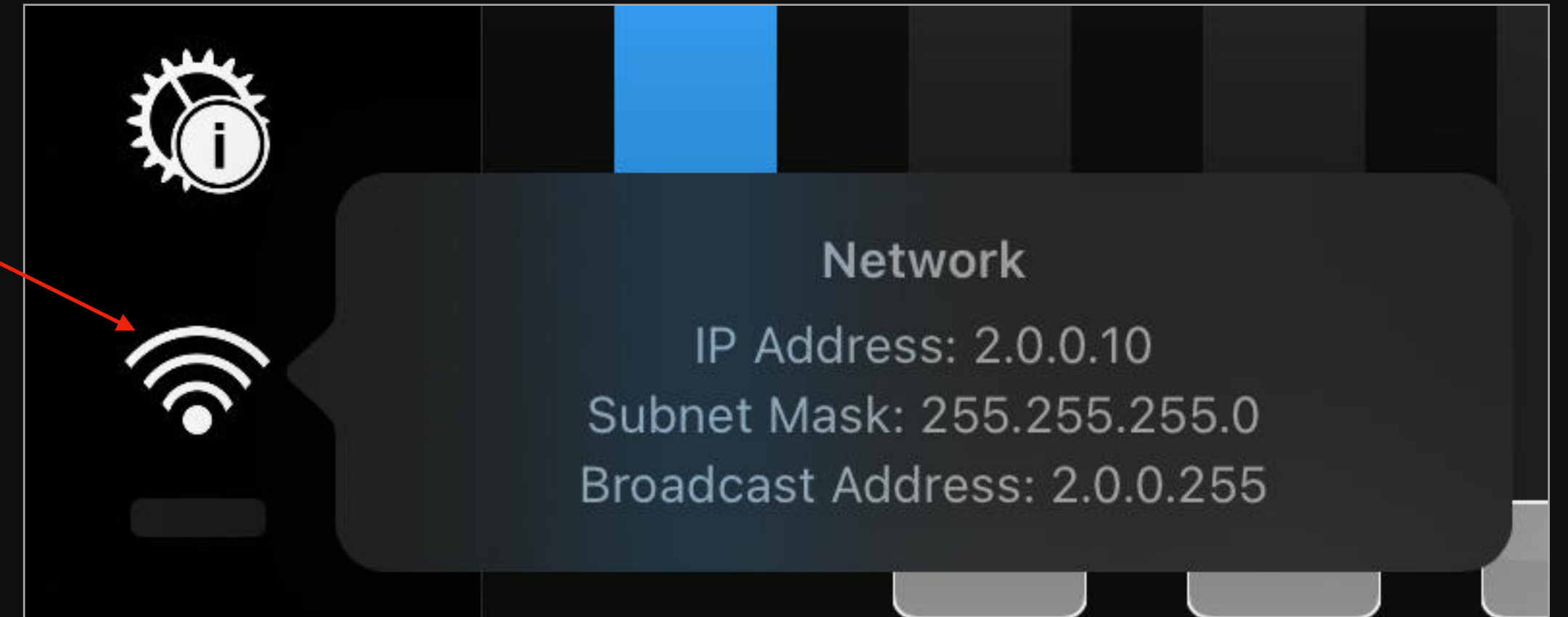
IP based Network

- 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

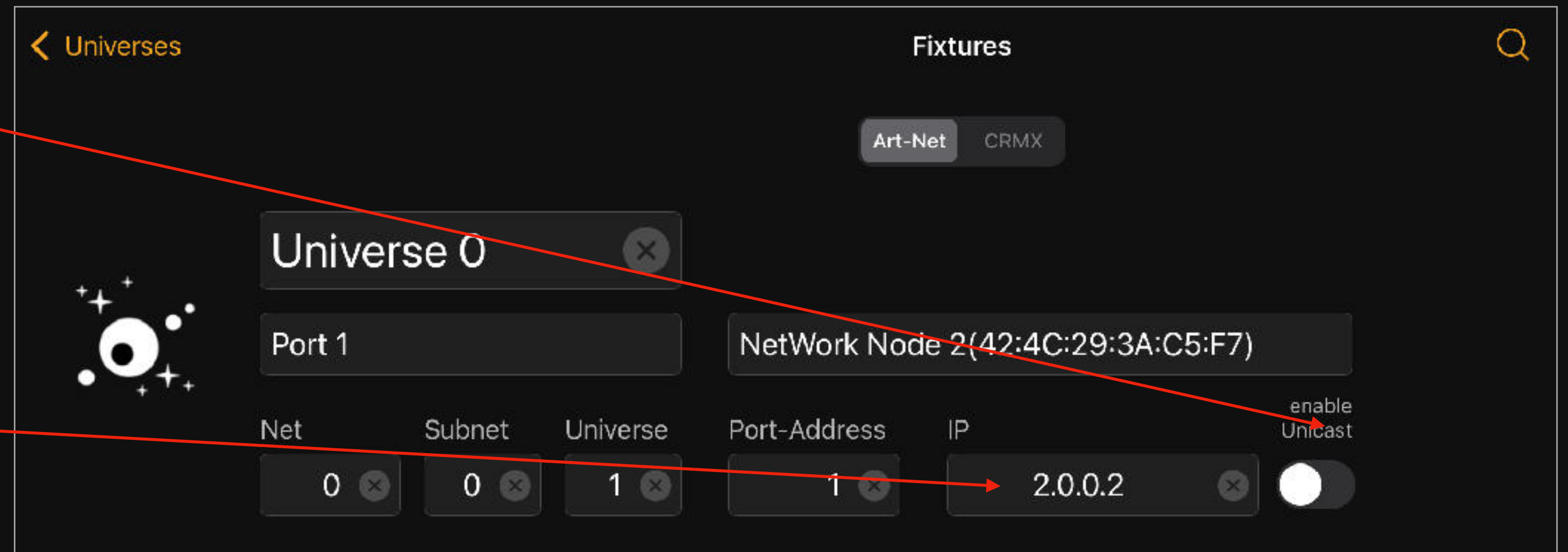
IP based Network

- 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

Universes

Fixtures

Art-Net CRMX

Universe 0

Port 1

NetWork Node 2(42:4C:29:3A:C5:F7)

Net

Subnet

Universe

Port-Address

IP

enable Unicast

0

0

1

1

2.0.0.2

Art-Net Geräte

Fertig

Port 1

Port 1

Netz: 0 Subnetz: 0 Universum: 1 Port-Adresse:1

Port 2

Port 2

Netz: 0 Subnetz: 0 Universum: 2 Port-Adresse:2

Live Demo 1



Patching



Patching

Fixtures from the Library

Search mart

Cancel

Fixture Library (OFL)

Martin

Back

Cancel

Martin

MAC Aura

Martin

MAC Axiom Hybrid

Martin

MAC Encore Performance

Martin

MAC Viper AirFX

Martin

MAC Viper Performance

Martin

MAC Viper Wash (DX)

Martin

Mac 250 Krypton

Martin

Magnum 2500 HZ

Martin

Extended

Martin, MAC Aura, 25 channel

Standard

Martin, MAC Aura, 14 channel

Back

Cancel

Save

DMX start address

1

Offset

0

Amount

1

Slider index

Group

Martin

Patching Custom Fixtures

- Choose the **Generic** type and modify it

The image consists of three screenshots from a lighting control software interface, illustrating the steps to create a custom fixture.

First Screenshot (Left): A search bar at the top contains the text "gener". Below the search bar, there are three categories: "Fixture Library (OFL)", "Fun Generation", and "Generic". A red arrow points from the "Generic" category to the second screenshot.

Second Screenshot (Middle): A list of fixture types is displayed, each with a "Generic" label and a right-pointing arrow. The types are: CMY Fader, CW/WW Fader, DRGB Fader, DRGBW Fader, Desk Channel, GRBW Fader, Pan/Tilt Fader, and RGB Fader. A red arrow points from the "DRGB Fader" entry to the third screenshot.

Third Screenshot (Right): The configuration screen for the "DRGB Fader" fixture. It shows a list of channels with their respective DMX addresses and values. The channels are: Dimmer (Master Dimmer, Address: 1, Value: 0), Red (Address: 2, Value: 0), Green (Address: 3, Value: 0), and Blue (Address: 4, Value: 0). At the top right, there are icons for "Done", "Mark as favorite" (heart icon), "Export the custom fixture template" (document icon), "Duplicate" (plus icon), and "Add more channel" (plus icon). A red arrow points from the "Add more channel" icon to the text "Add more channel". Another red arrow points from the "Duplicate" icon to the text "Duplicate". A third red arrow points from the "Export the custom fixture template" icon to the text "Export the custom fixture template". A fourth red arrow points from the "Mark as favorite" icon to the text "Mark as favorite". A fifth red arrow points from the bottom right of the channel list to the text "Reorder channel".

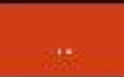
Live Demo 2



Building Blocks of your Show



Building Blocks of your Show Controls



255



1: MT PRO Done

RGB HSV

Color 1 Red	Color 2 Orange	Color 3 Yellow	Color 4 Lime
Color 5 Green	Color 6 Spring	Color 7 Cyan	Color 8 Azure
Color 9 Blue	Color 10 Violet	Color 11 Magenta	Color 12 Pink
LEE 019 Fire	LEE 026 Bright Red	LEE 106 Primary Red	LEE 020 Neo Amber
LEE 022 Dark Amber	LEE 104 Deep Amber	LEE 105 Orange	LEE 135 Deep Golden Amber
LEE 101 Yellow	LEE 088 Lime Green	LEE 089 Moss Green	LEE 121 PP Green

1: MT PRO Done

255	0	0	0	4	255	0	0							
1	GTC	Time	Ctrl	R	G	B	Strobe							
1	2	3	4	5	6	7	8							

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 Adresse 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

Back

CUELISTS

Multi Cue List Mode

Advanced Cue Recording
(Start/Stop)

PROTOCOLS

Capture C1TP

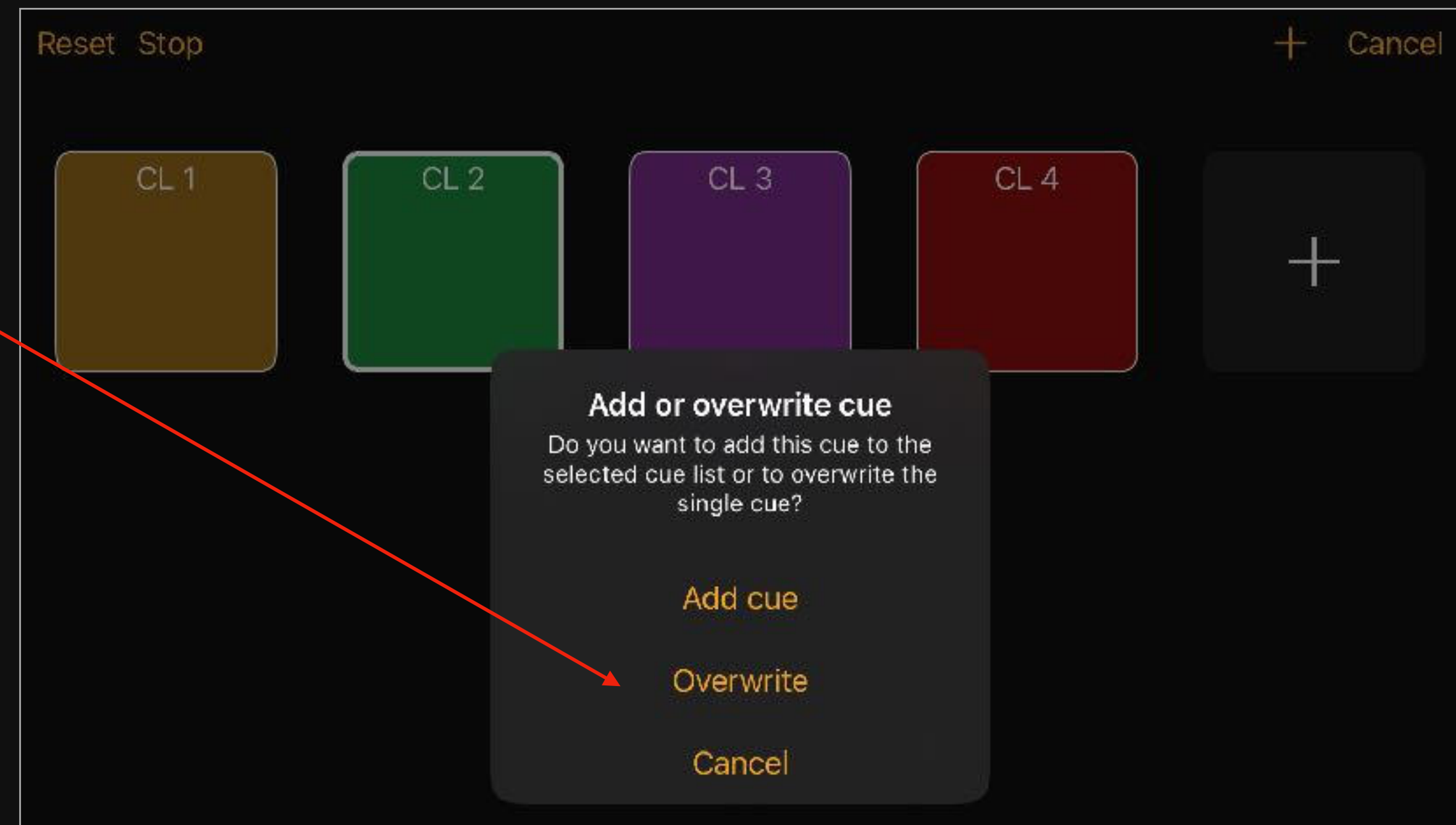
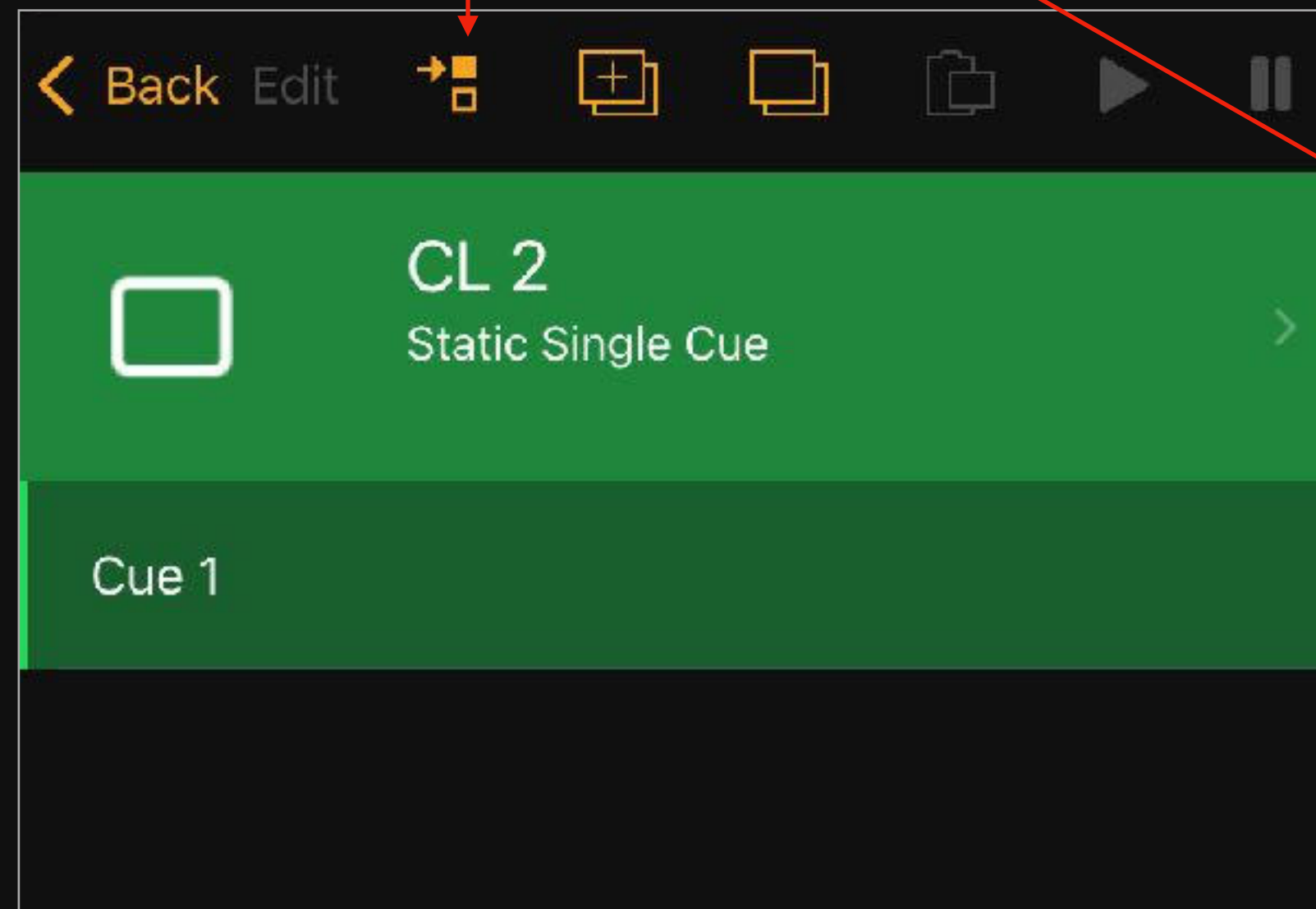
Bluetooth

ArtNet Continuously Sending

Building Blocks of your Show

Cues

- Playback a cue
- Modify a cue



CL 2

255

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

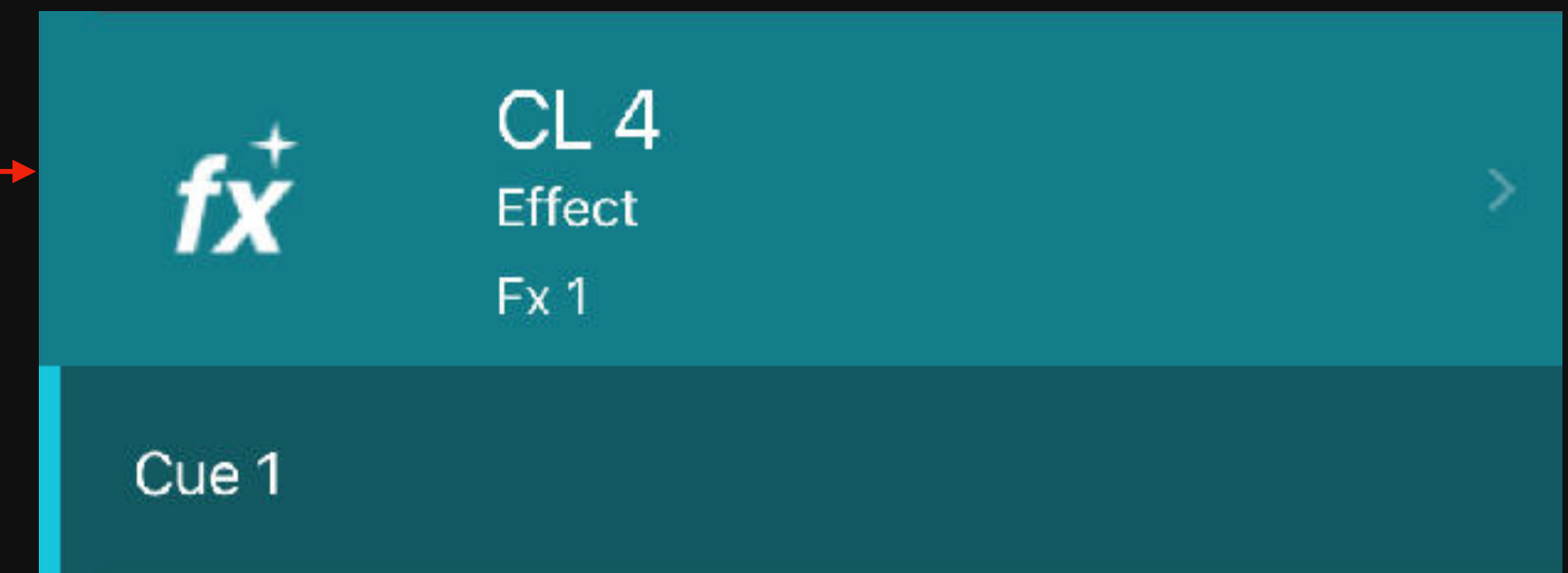
- If you change the Cue List type to **Chaser**, it will play back according to a defined **BPM**. You can also enable **Ableton Link** or **MIDI Clock** synchronization for tempo-based playback.
- By default, **multiple Cue Lists** can be played **simultaneously**.
- This is intended for **modifying** 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