Luminosus Demo Station

# Console Prerequisite:

* Load Music the Musical showfile
* Open tab 99

Luminosus

//TODO: Possible activities

* Simple: Open the diagnostics window
* Simple: Add a button and an Eos fader Connect the two to trigger a sub level.
* Moderate: Add a sine wave “Sinus” generator. Connect it to the Eos fader
  + Add a Crossfade between the two.
  + Connect the sine wave to “A” and the control line to a switch
  + Leave “B” open
  + Pressing the switch, you can enable/disable the sine wave effect
* Hog and Eos:
  + Add a Hog fader and an Eos “Go” key
  + Add a button and connect them both
  + Add a Custom OSC Input module
  + Make the path “/triggerboth”
  + Use OSCWidgets to send /triggerboth
* Sound Meter
  + Use Audio Volume widget, bar pattern, and 10 channels to create a Vu-meter!