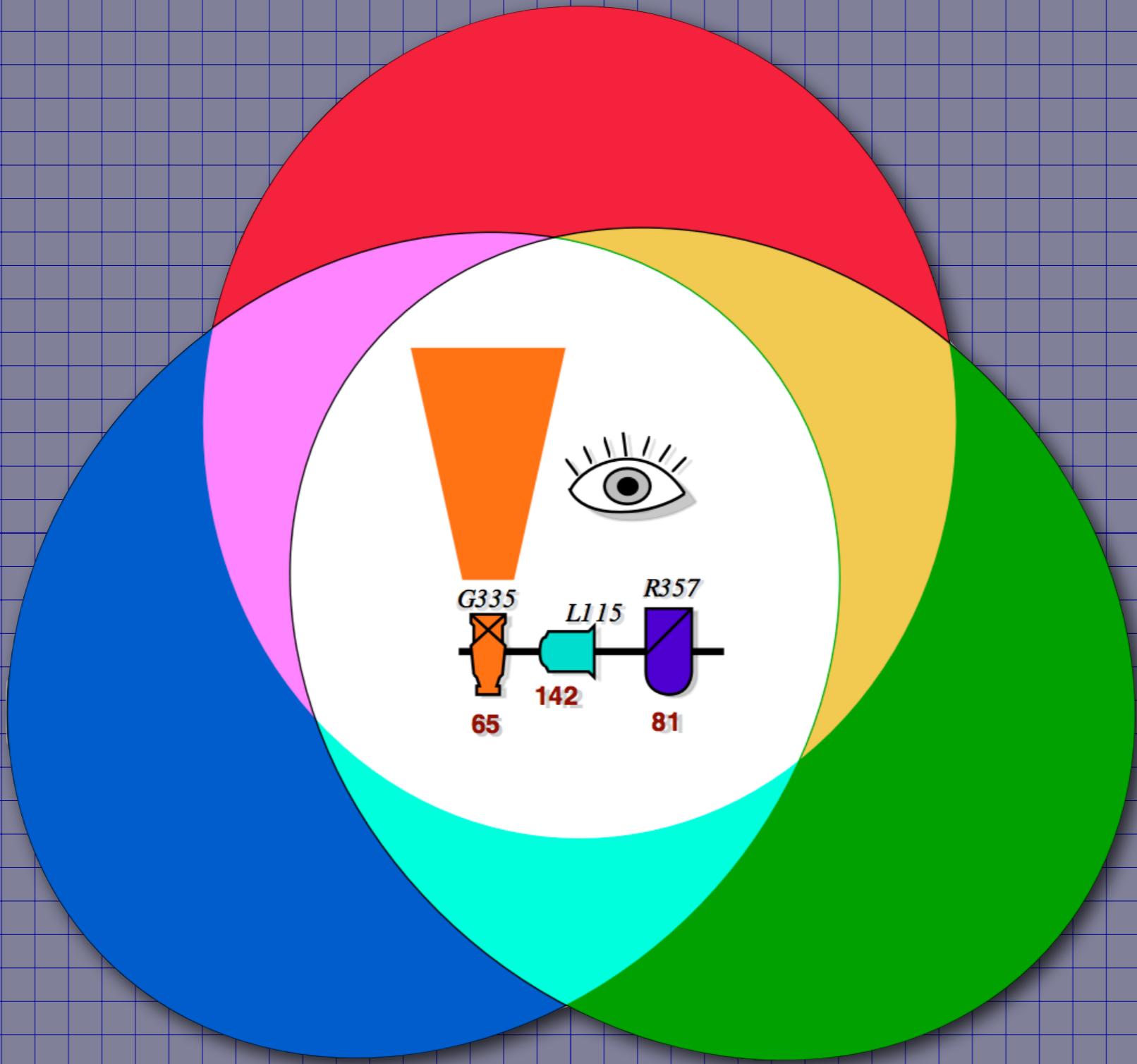


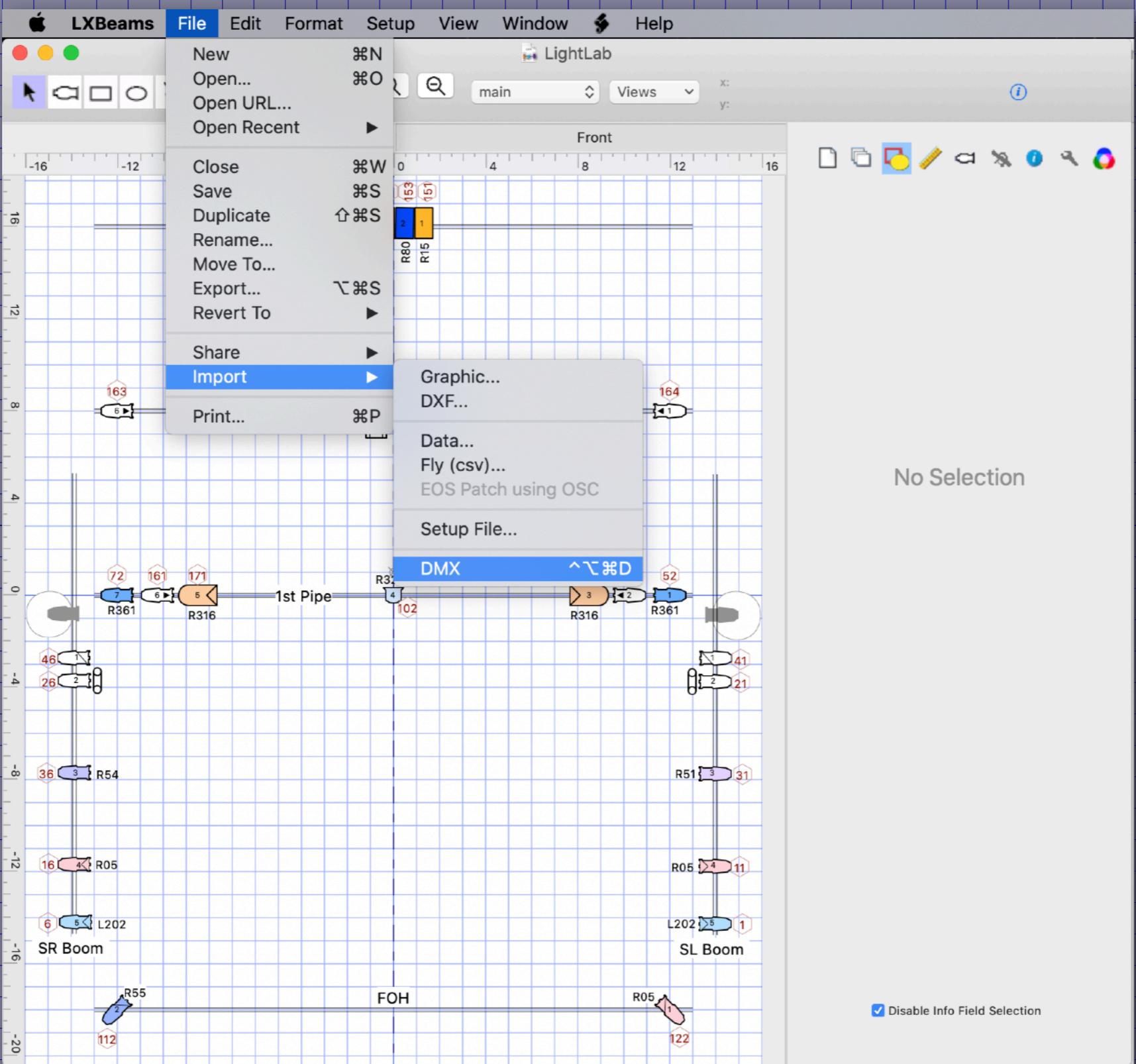
# LXSeries Pro



Working with the LightLab and EOS Nomad

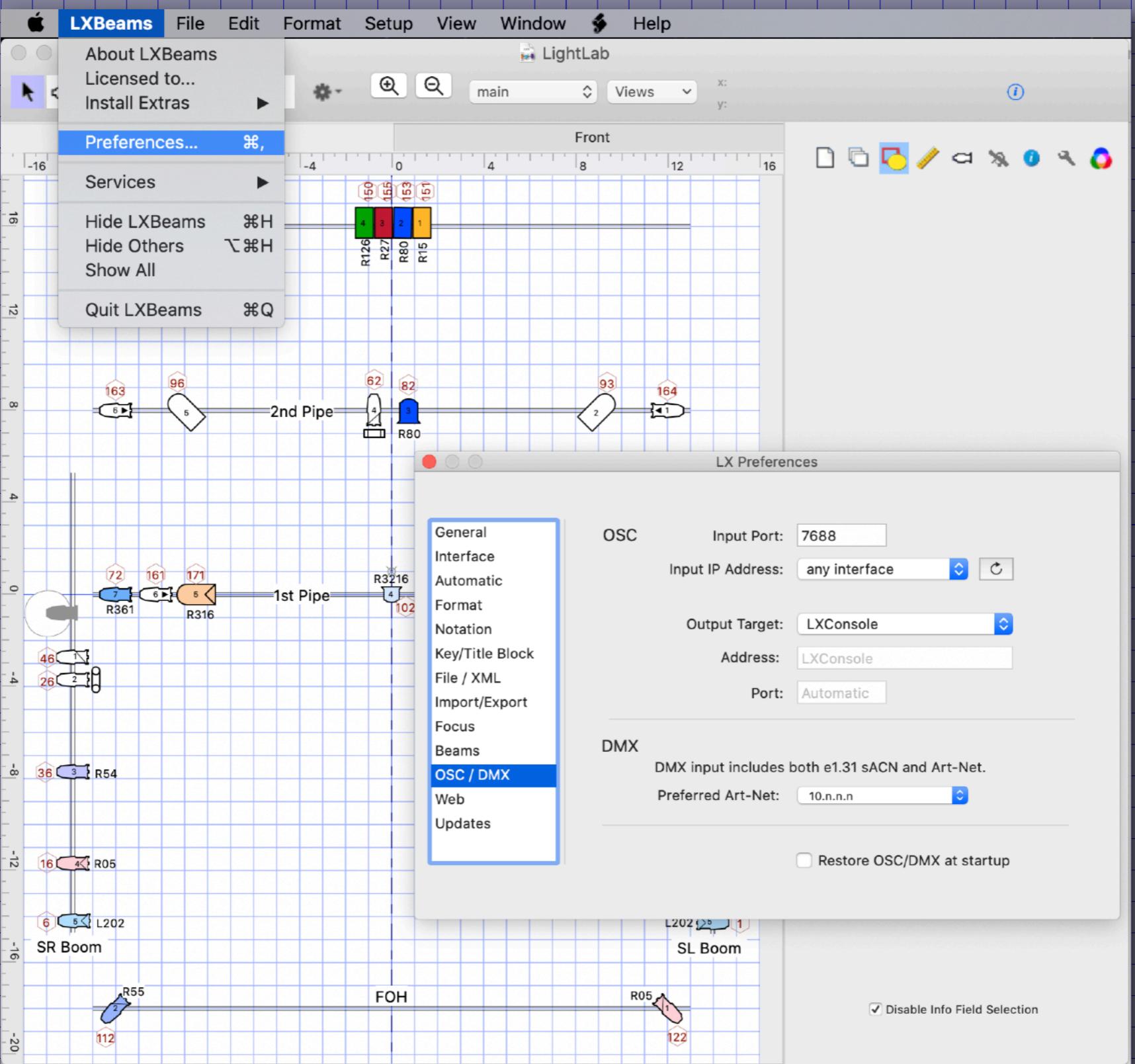
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# Open the LightLab.lxxplot file with LXBeams.



From the **File->Import** menu, select the **DMX** command.

# LXBeams v5.6.5 imports both e1.31 sACN and Art-Net.



Older versions required you to select which protocol to use in the **OSC/DMX** tab of the preferences.

# Open the LightLab.lxcues file with LXConsole.

LXConsole File Edit View Channel Cue Window Help

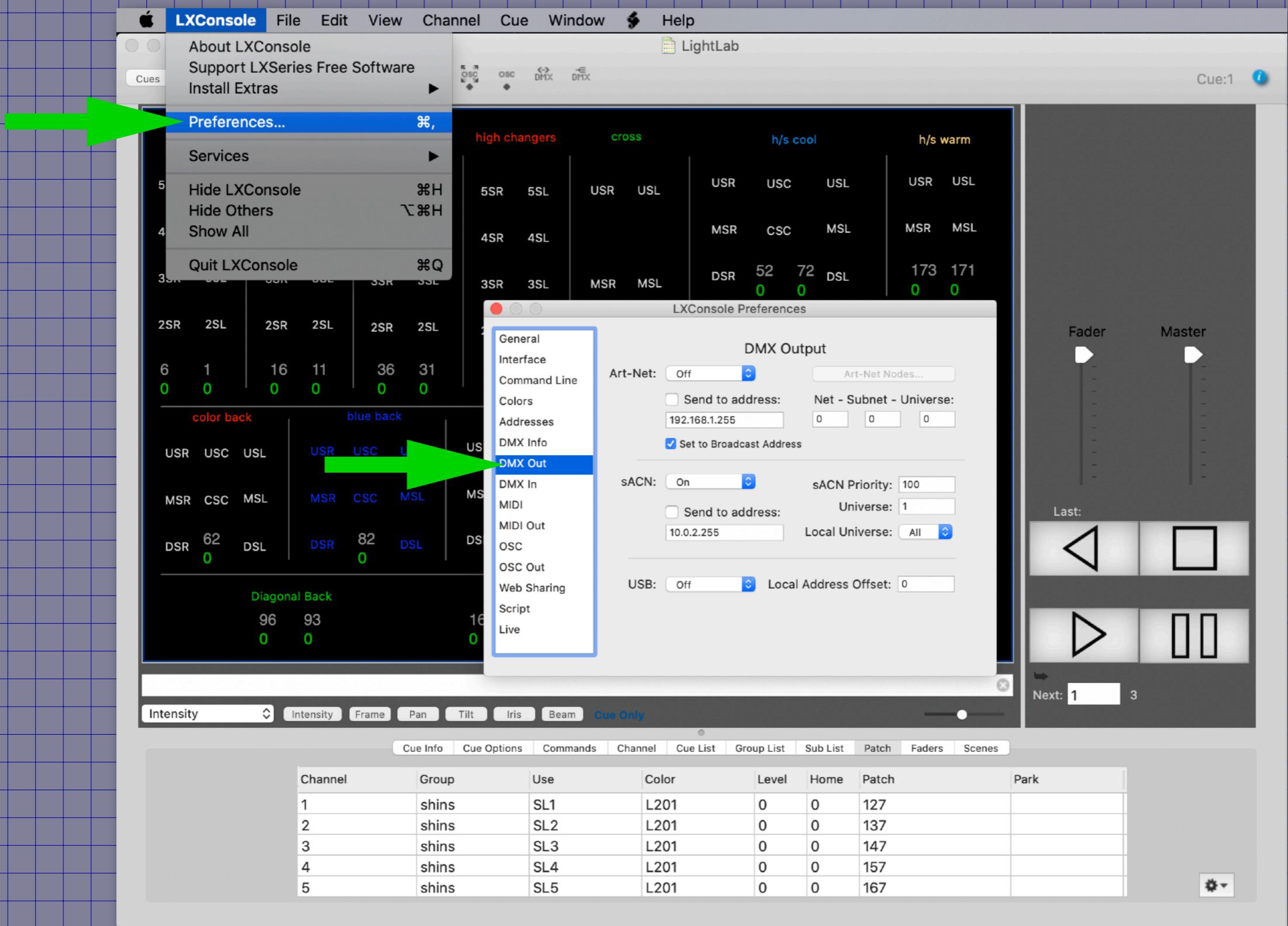
Cues Groups Subs Live EFX OSC DMX DMX

LightLab

Cue:1 i

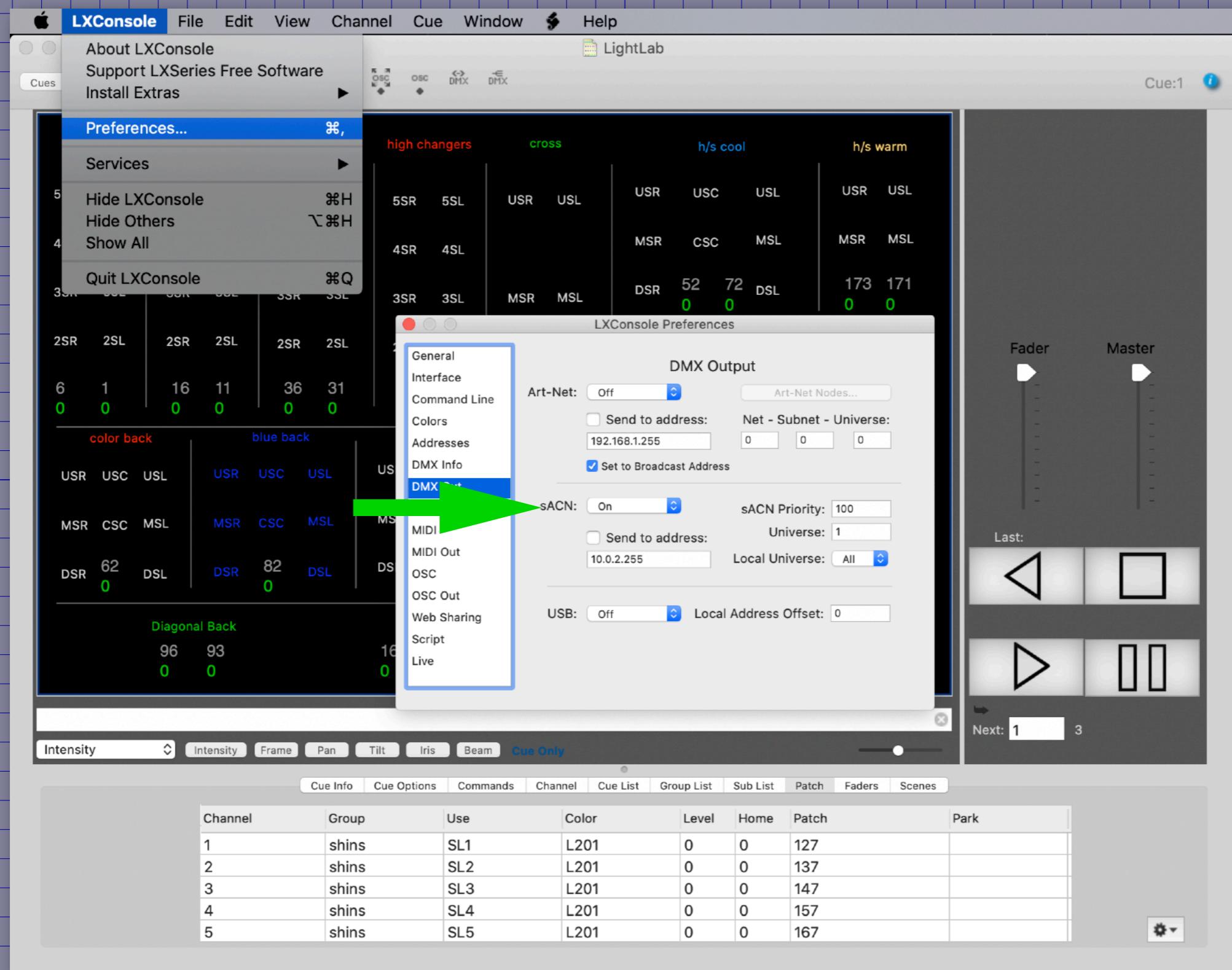
shins		mids		heads		high changers		cross		h/s cool			h/s warm		
5SR	5SL	5SR	5SL	5SR	5SL	5SR	5SL	USR	USL	USR	USC	USL	USR	USL	
4SR	4SL	4SR	4SL	4SR	4SL	4SR	4SL			MSR	CSC	MSL	MSR	MSL	
3SR	3SL	3SR	3SL	3SR	3SL	3SR	3SL	MSR	MSL	DSR	52	72	DSL	173 171	
2SR	2SL	2SR	2SL	2SR	2SL	2SR	2SL			0	0		0	0	
6	1	16	11	36	31	26	21	46	41						
0	0	0	0	0	0	0	0	0	0						
color back			blue back			pools			front warm			front cool			
USR	USC	USL	USR	USC	USL	USR	USC	USL	USR	USC	USL	USR	USC	USL	
MSR	CSC	MSL	MSR	CSC	MSL	MSR	CSC	MSL	DSR	122	DSL	DSR	112	DSL	
DSR	62	DSL	DSR	82	DSL	DSR	102	DSL	0	0		0	0		
Diagonal Back						Leaves			Lines						
96	93		161	162	163	164	0	0	0	0	150	151	153	155	
0	0		0	0	0	0	0	0	0	Gn	YI	BI	Rd		
cyc															
150	151	153	155	0	0	0	0								
0	0	0	0	0	0	0	0								
Last:															
Next: 1 3															
Channel	Group	Use	Color	Level	Home	Patch	Park								
1	shins	SL1	L201	0	0	127									
2	shins	SL2	L201	0	0	137									
3	shins	SL3	L201	0	0	147									
4	shins	SL4	L201	0	0	157									
5	shins	SL5	L201	0	0	167									

# Choose Preferences... From the LXConsole menu.



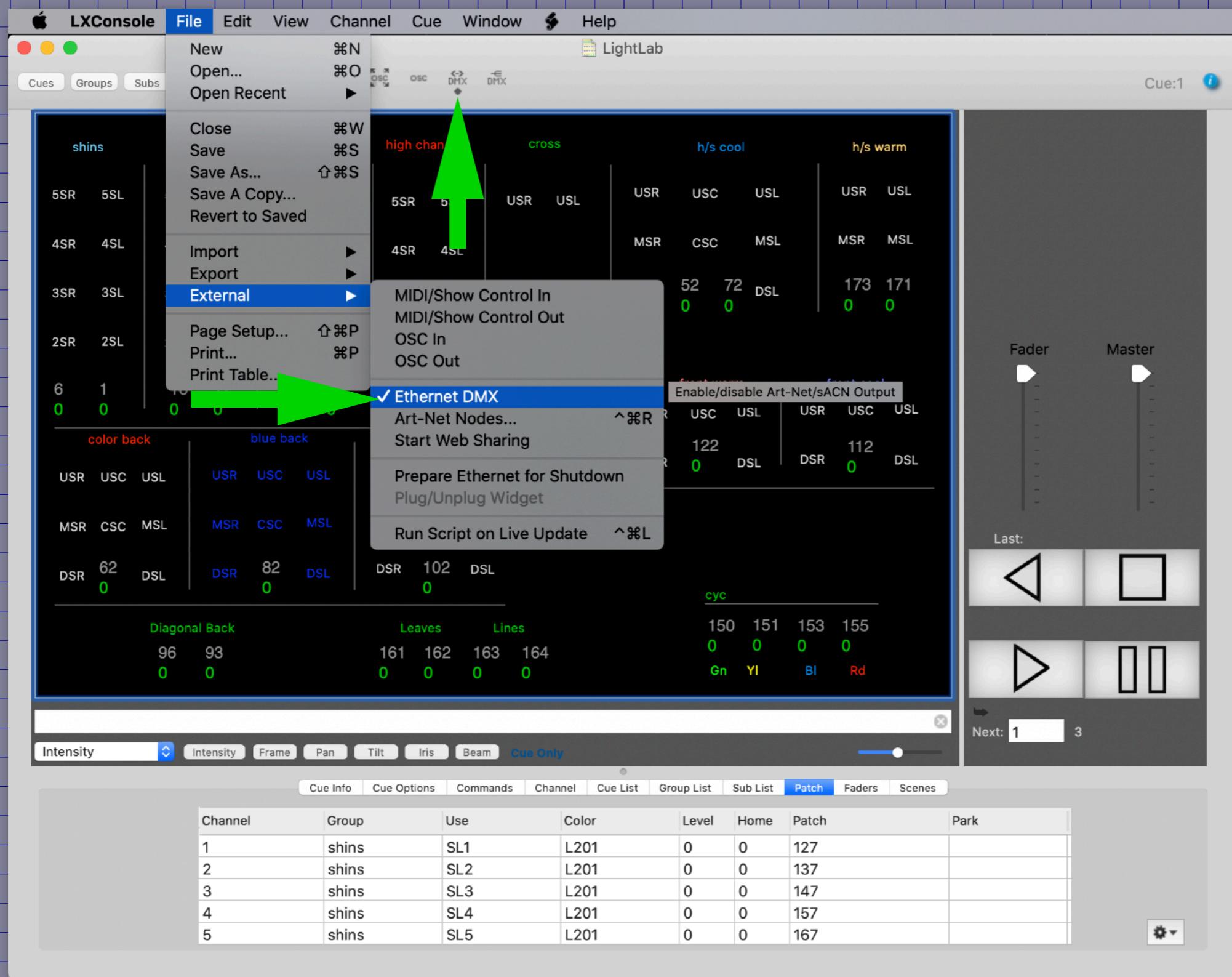
Select the **DMX Out** tab from the list on the left.

In the DMX Out tab, set sACN to On



Also, set Art-Net and USB to Off.

From the File->External menu, select Ethernet DMX.



You can also enable network output with the toolbar button.

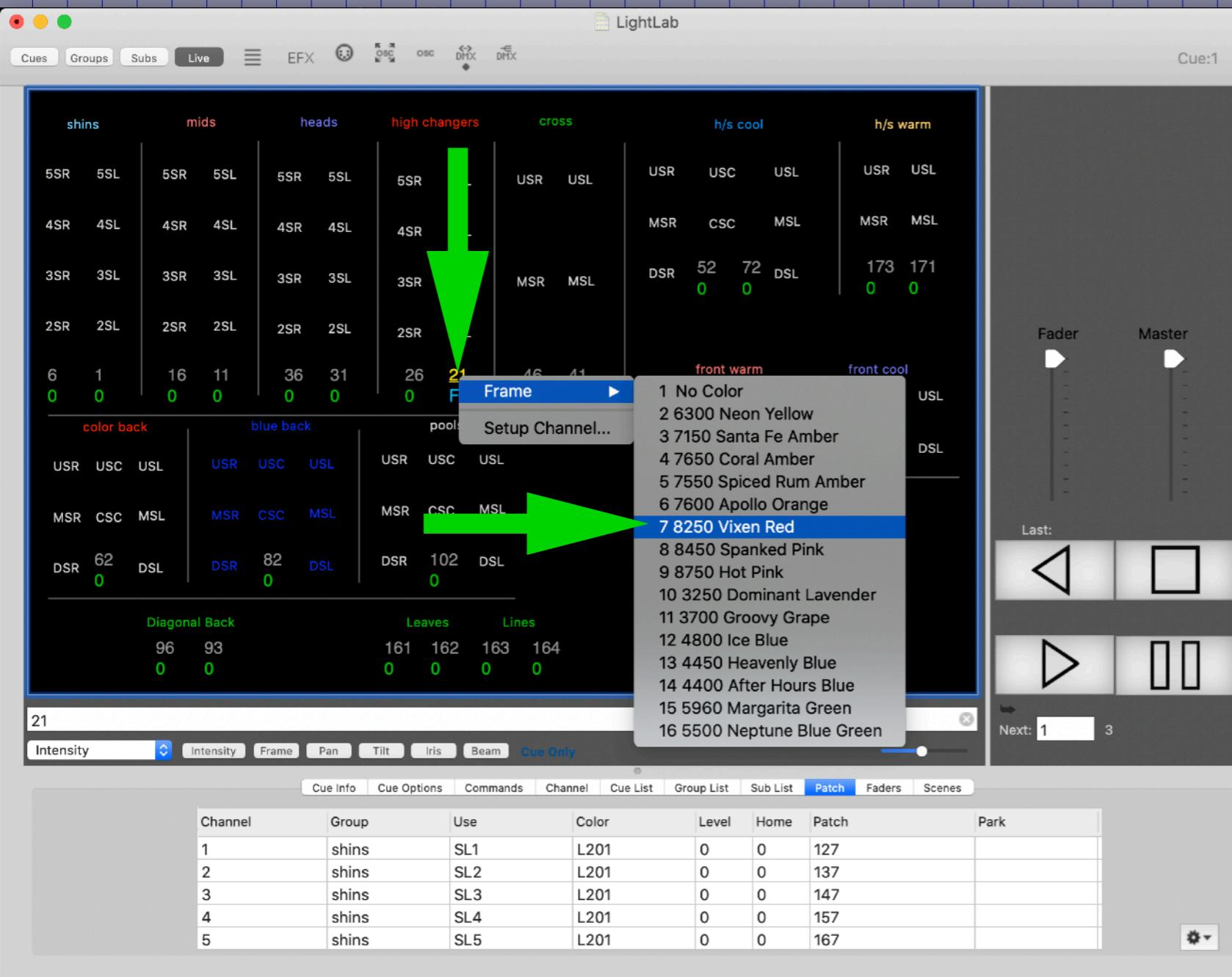
Click channel 21 to select it and push the [f] key to bring it to full.

The screenshot shows the LightLab software interface. On the left, the 'Live' tab is active, displaying a lighting console with various fader banks for different light fixtures. A large green arrow points to the fader for channel 21, which is currently set to 0. To the right of the console is a 3D rendering of a person standing, with two faders labeled 'Fader' and 'Master' positioned above it. Below the 3D model are control buttons for navigation and a display showing the current cue number (Cue:1) and the next cue number (Next: 1). At the bottom of the screen, there is a command line interface with several buttons and a dropdown menu set to 'Intensity'. Below the command line is a table titled 'Patch' showing the mapping of channels to groups and colors.

Channel	Group	Use	Color	Level	Home	Patch	Park
1	shins	SL1	L201	0	0	127	
2	shins	SL2	L201	0	0	137	
3	shins	SL3	L201	0	0	147	
4	shins	SL4	L201	0	0	157	
5	shins	SL5	L201	0	0	167	

You can also type [2] [1] [f] into the command line.

Right-click channel 21  
(or hold the [control] key and click on the "21").



From the menu that pops up select Frame->7 8250 Vixen Red.

# This sets channel 21's color changer to frame 7.

**LightLab**

Cues Groups Subs Live EFX OSC OSC DMX DMX

shins		mids		heads		high changers		cross		h/s cool				h/s warm			
5SR	5SL	5SR	5SL	5SR	5SL	5SR	5SL	USR	USL	USR	USC	USL	USR	USL	USR	USL	
4SR	4SL	4SR	4SL	4SR	4SL	4SR	4SL			MSR	CSC	MSL	MSR	MSL			
3SR	3SL	3SR	3SL	3SR	3SL	3SR	3SL	MSR	MSL	DSR	52	72	DSL	173	171		
2SR	2SL	2SR	2SL	2SR	2SL	2SR	2SL			0	0	0	0	0	0		
6 0	1 0	16 0	11 0	36 0	31 0	26 0	21 FL	46 0	41 0								
color back			blue back			pools			front warm				front cool				
USR	USC	USL	USR	USC	USL	USR	USC	USL	USR	USC	USL	USR	USC	USL	DSR	122	
MSR	CSC	MSL	MSR	CSC	MSL	MSR	CSC	MSL	DSR	0	DSL	DSR	0	DSL		112	
DSR	62 0	DSL	DSR	82 0	DSL	DSR	102 0	DSL									
Diagonal Back						Leaves			Lines			cyc					
96 0	93 0		161 0	162 0	163 0	164 0			150 0	151 0	153 0	155 0	Gn YI	BI Rd			

21

Intensity Frame Pan Tilt Iris Beam Cue Only

Cue Info Cue Options Commands Channel Cue List Group List Sub List Patch Faders Scenes

Channel	Group	Use	Color	Level	Home	Patch	Park
1	shins	SL1	L201	0	0	127	
2	shins	SL2	L201	0	0	137	
3	shins	SL3	L201	0	0	147	
4	shins	SL4	L201	0	0	157	
5	shins	SL5	L201	0	0	167	

**LightLab-Model**

Cue:1

Fader Master

Last:

Next: 1 3

# Click channel 163, then 164.

Notice clicking selects the channels in the command line.

The screenshot shows the LightLab software interface. On the left, a patch panel displays various lighting fixtures and their corresponding DMX addresses. A large green arrow points to the channel 163 and 164 buttons in the 'Lines' section of the patch panel. On the right, a 3D rendering of a person standing on a stage is shown, with a red outline highlighting the body. Below the patch panel, a command line window titled '163&164' shows the selected channels: 'Intensity' and 'Cue Only'. A smaller green arrow points upwards from the command line towards the patch panel. At the bottom, a table lists five shins fixtures, each assigned to a specific patch and color.

Channel	Group	Use	Color	Level	Home	Patch
1	shins	SL1	L201	0	0	127
2	shins	SL2	L201	0	0	137
3	shins	SL3	L201	0	0	147
4	shins	SL4	L201	0	0	157
5	shins	SL5	L201	0	0	167

Scroll upwards with two fingers on your trackpad to set a level.

Press [r] [2].

This expands to “record: 2” on the command line.

The screenshot shows the LightLab software interface. On the left, the 'Live' tab is active, displaying a grid of cue settings for various fixtures. A green arrow points to the 'record: 2' entry in the command line at the bottom left. On the right, the 'LightLab-Model' tab is active, showing a 3D rendering of a human figure standing on a red surface. The cue editor at the bottom shows a table of channel assignments:

Channel	Group	Use	Color	Level	Home	Patch	Park
1	shins	SL1	L201	0	0	127	
2	shins	SL2	L201	0	0	137	
3	shins	SL3	L201	0	0	147	
4	shins	SL4	L201	0	0	157	
5	shins	SL5	L201	0	0	167	

Press [return] to complete the command.

Select the Inspector's Cue List tab.  
Cue 2 now appears in the list.

The screenshot shows the LightLab software interface with two main windows: 'LightLab' and 'LightLab-Model'.

**LightLab Window:**

- Top Bar:** Cues, Groups, Subs, Live, EFX, OSC, DMX.
- Left Panel:** A complex fader matrix with sections labeled: shins, mids, heads, high changers, cross, h/s cool, h/s warm, color back, blue back, pools, Diagonal Back, Leaves, and Lines. Each section contains multiple rows of faders for various parameters like USR, USC, USL, DSR, CSC, MSL, etc.
- Bottom Panel:** A control bar with buttons for Intensity, Frame, Pan, Tilt, Iris, Beam, and a 'Cue Only' button. Below it is the 'Cue List' tab of the Inspector panel.
- Inspector Panel:** Shows the current cue settings for 'Cue:1'. It includes fader controls for Fader and Master, and buttons for Last, Finished, and Next. The 'Next' button is highlighted with a green arrow.

**LightLab-Model Window:**

- A preview window showing a dark scene with a small white square indicating the current cue position.

Click the button to go to cue 1.

Click the  button to fade to cue 2.

The screenshot displays the LightLab software interface, divided into several panels:

- Top Left Panel:** Shows a grid of cue parameters for various categories like shins, mids, heads, etc. Each category has two rows of controls, each with four columns of sliders. Some values are highlighted in green.
- Top Right Panel:** A preview window titled "LightLab-Model" showing a dark stage environment with fader and master controls.
- Bottom Left Panel:** A "Cue List" table with columns for Cue, Up, Down, Follow, Wait Up, Wait Down, and What. It contains two entries: Cue 1 (Up: 3, Down: 3) and Cue 2 (Up: 3, Down: 5).
- Bottom Center Panel:** A toolbar with buttons for Intensity, Frame, Pan, Tilt, Iris, Beam, and Cue Only, along with a slider and a "Next: 2 3 / 5" indicator.

A large green arrow points from the bottom center panel towards the preview window, indicating the flow of the cue creation process.

# You might notice the colors change as cue 2 fades in.

LightLab

LightLab-Model

Cues Groups Subs Live EFX OSC OSC DMX DMX

shins		mids		heads		high changers		cross		h/s cool			h/s warm				
5SR	5SL	5SR	5SL	5SR	5SL	5SR	5SL	USR	USL	USR	USC	USL	USR	USL			
4SR	4SL	4SR	4SL	4SR	4SL	4SR	4SL			MSR	CSC	MSL	MSR	MSL			
3SR	3SL	3SR	3SL	3SR	3SL	3SR	3SL	MSR	MSL	DSR	52	72	DSL	173	171		
2SR	2SL	2SR	2SL	2SR	2SL	2SR	2SL			0	0	0	0	0	0		
6 0	1 0	16 0	11 0	36 0	31 0	26 0	21 FL	46 0	41 0	front warm	USR	USC	USL	front cool	USR	USC	USL
color back			blue back			pools			DSR	122	DSL	DSR	112	DSL			
USR	USC	USL	USR	USC	USL	USR	USC	USL									
MSR	CSC	MSL	MSR	CSC	MSL	MSR	CSC	MSL									
DSR	62 0	DSL	DSR	82 0	DSL	DSR	102 0	DSL									
Diagonal Back			Leaves			Lines			cyc	150	151	153	155	Gn	YI	BI	Rd
96 0	93 0		161 0	162 0	163 59	164 59			0	0	0	0					

21copyTo:1

Intensity Frame Pan Tilt Iris Beam Cue Only

Cue Info Cue Options Commands Channel Cue List Group List Sub List Patch Faders Scenes

Cue	Up	Down	Follow	Wait Up	Wait Down	What
1	3	3				
2	3	5				

Fader Master

Last: 1

Finished: 2

Next: 1 3

Press the keys [2] [1] [a] [c] [1]

This expands to “21copyTo:1” on the command line.  
Press [return].

The screenshot shows the LightLab software interface. On the left, the main window displays a grid of cue parameters for various fixtures. A context menu is open over the 'h/s cool' row, showing options like 'Copy', 'Copy To...', 'Paste', 'Delete', and 'Edit'. A sub-menu 'Choose Subchannels' is also open, listing 'intensity' and 'Frame' with 'Frame' checked. On the right, a 3D rendering window titled 'LightLab-Model' shows a 3D stage with a red silhouette of a person standing on it.

21copyTo:1

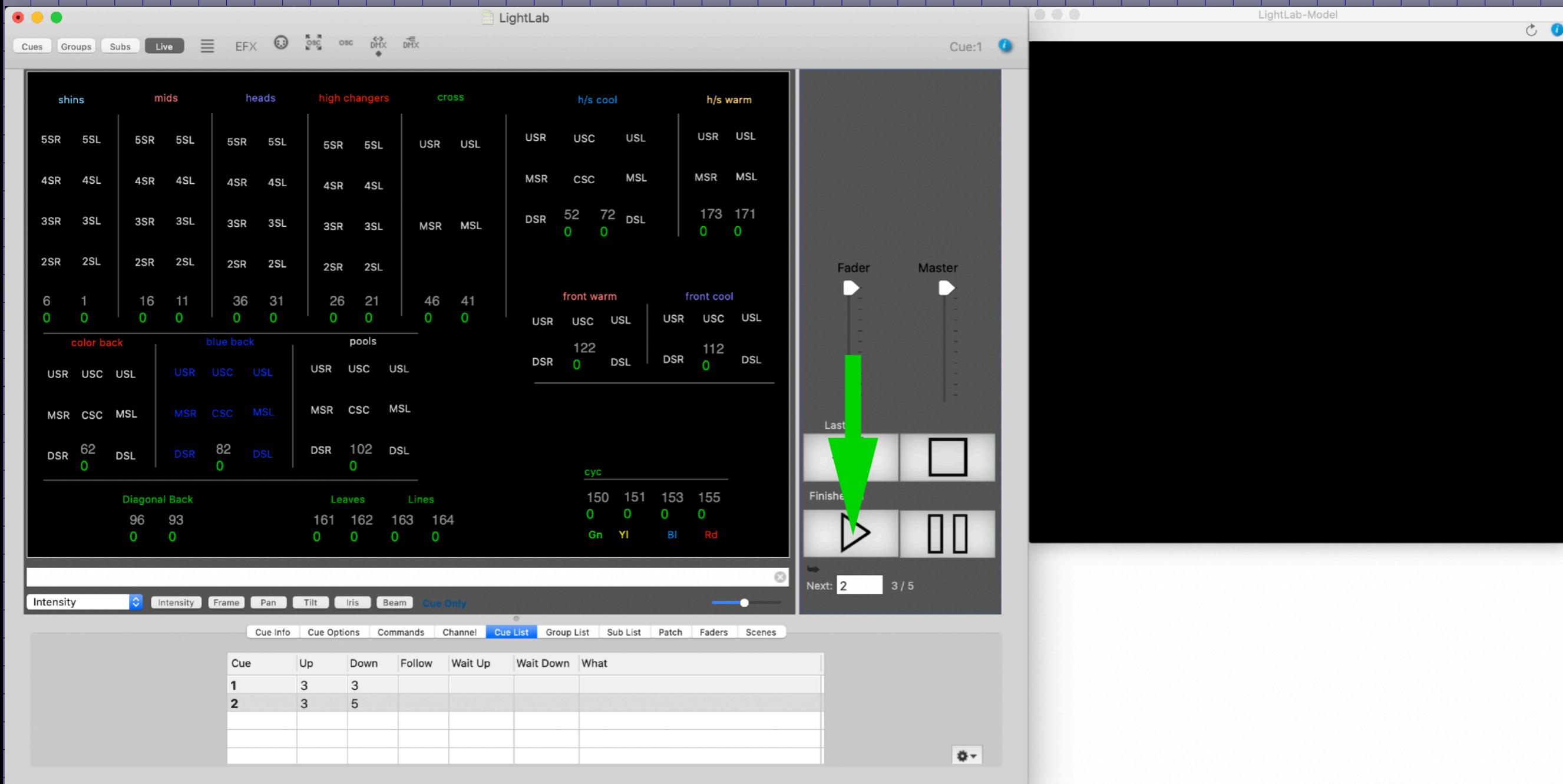
Intensity Frame Pan Tilt Iris Beam Cue Only

Cue Info Cue Options Commands Channel Cue List Group List Sub List Patch Faders Scenes

Cue	Up	Down	Follow	Wait Up	Wait Down	What
1	3	3				
2	3	5				

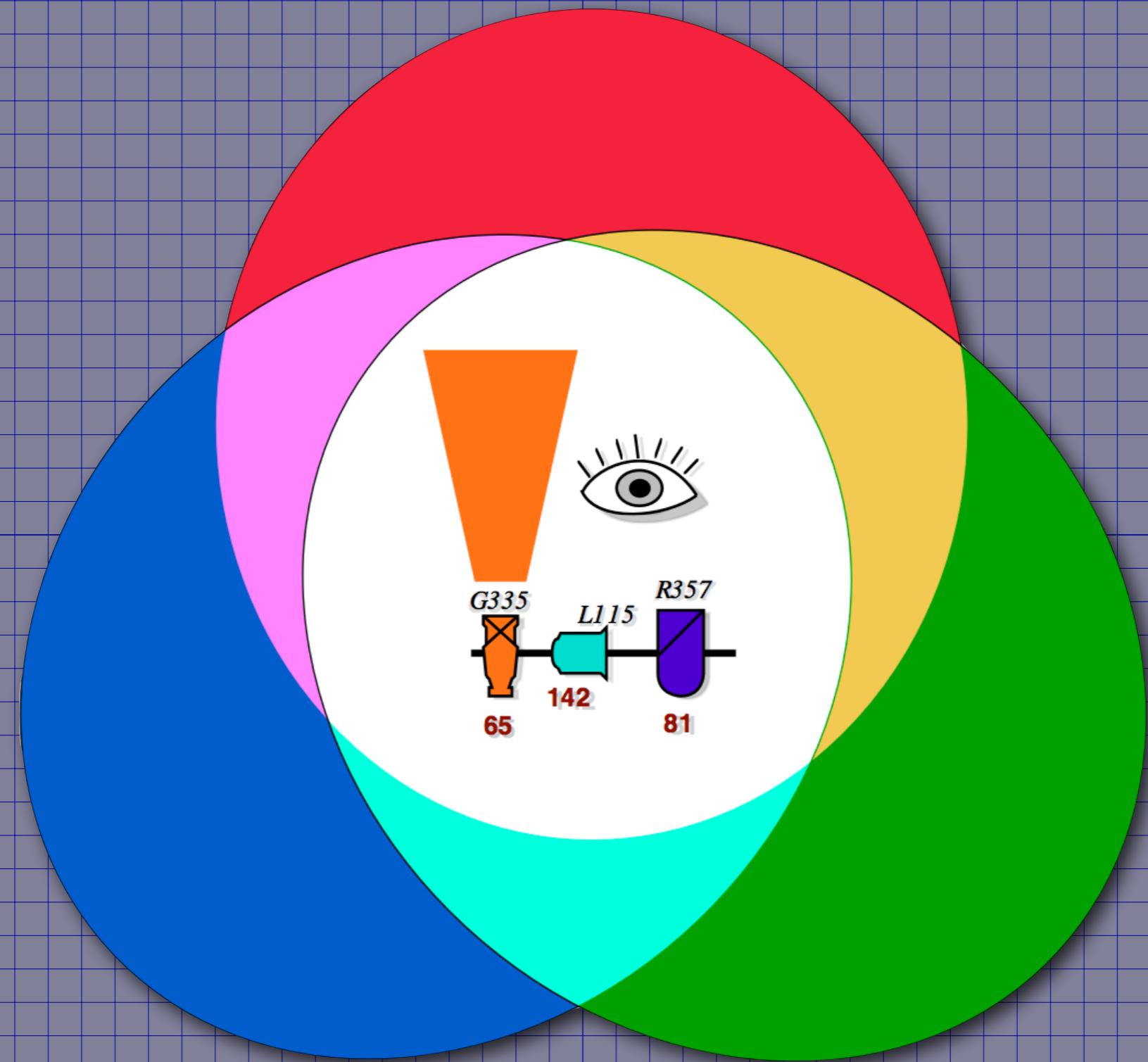
You are asked what to copy. Uncheck intensity and click OK

Click the  button to fade to cue 1.



The colors should not change this time.  
Confirm this by also running cue 2.

<https://www.claudeheintzdesign.com/lx>



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