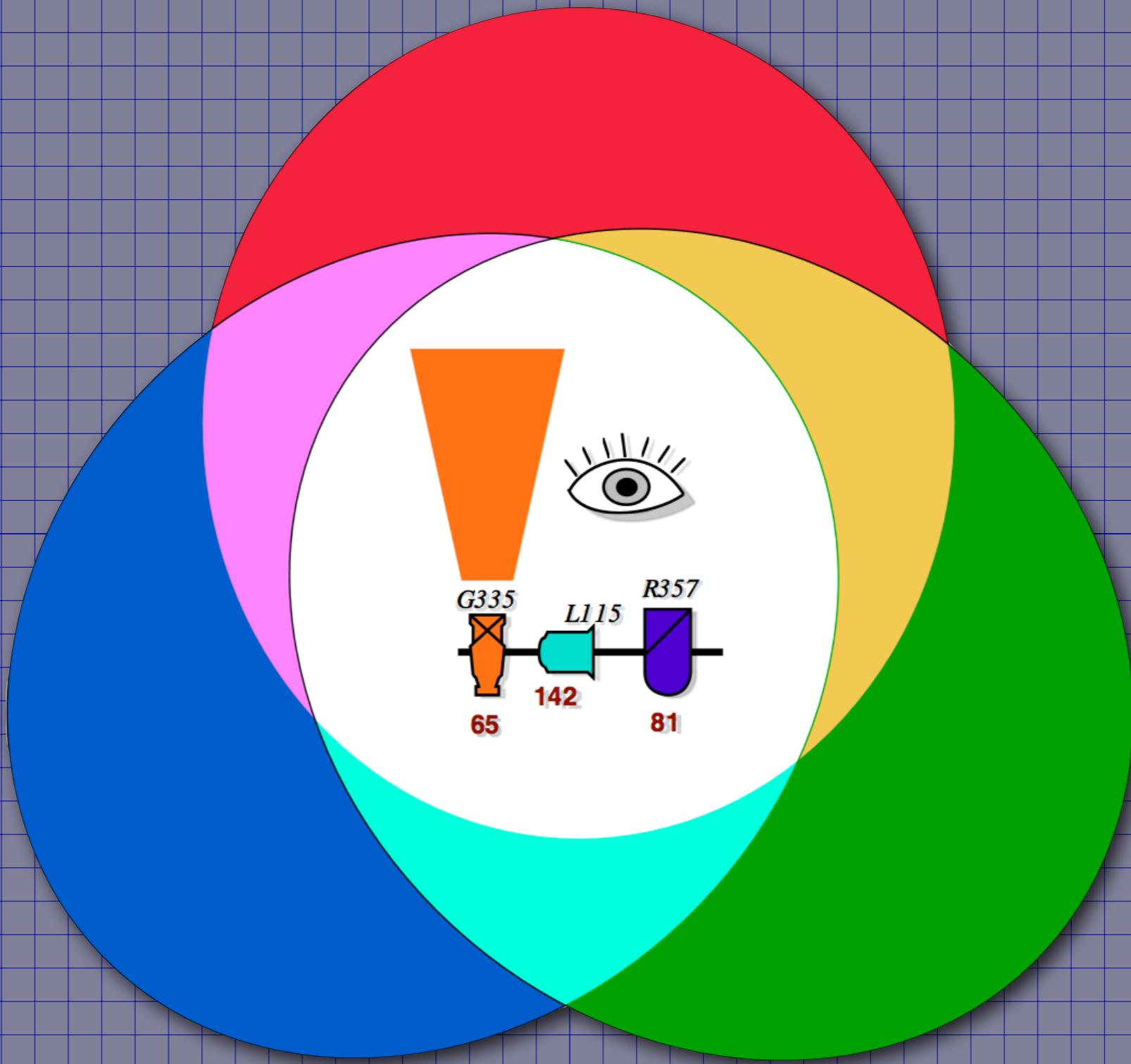


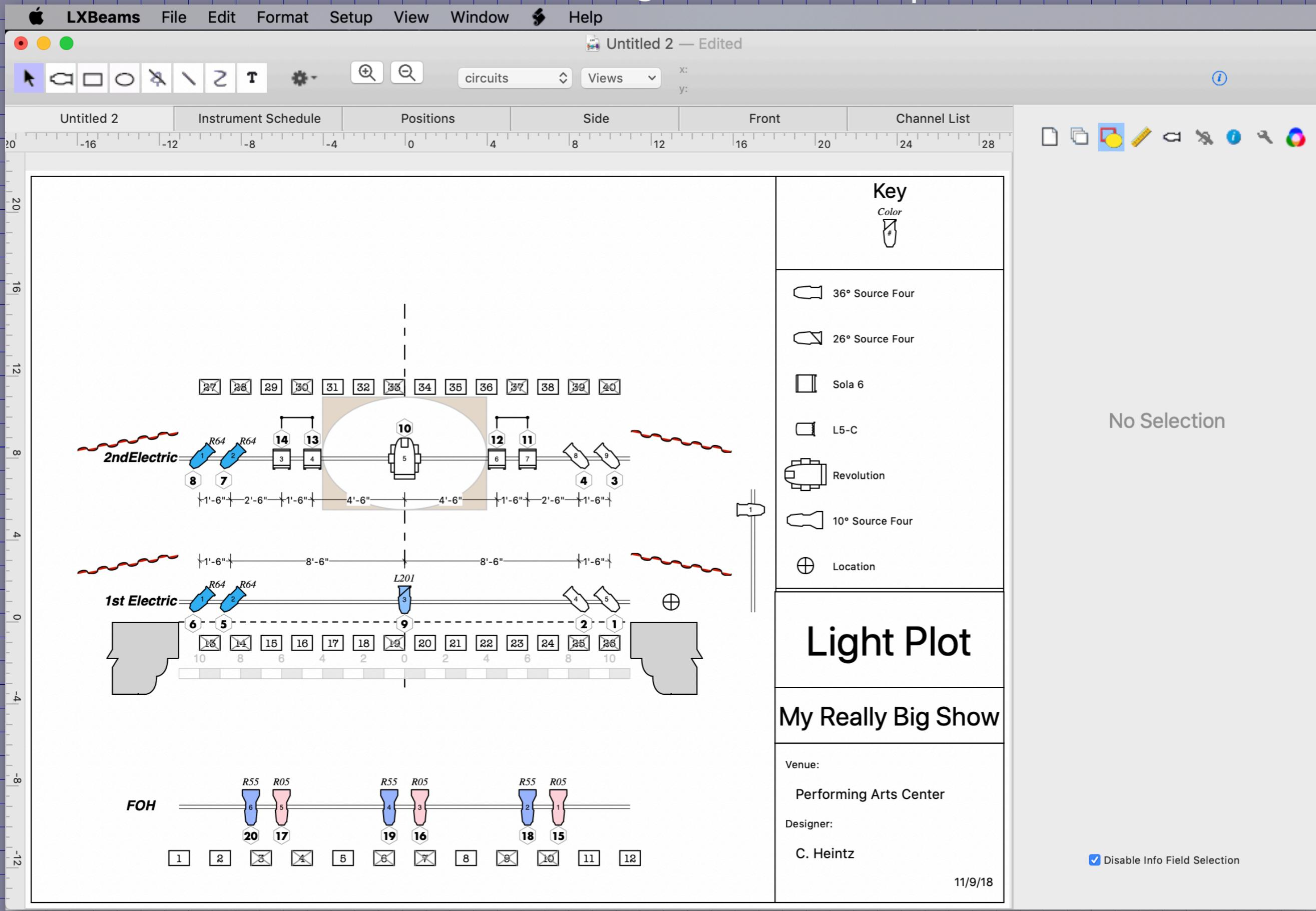
Working With LXConsole



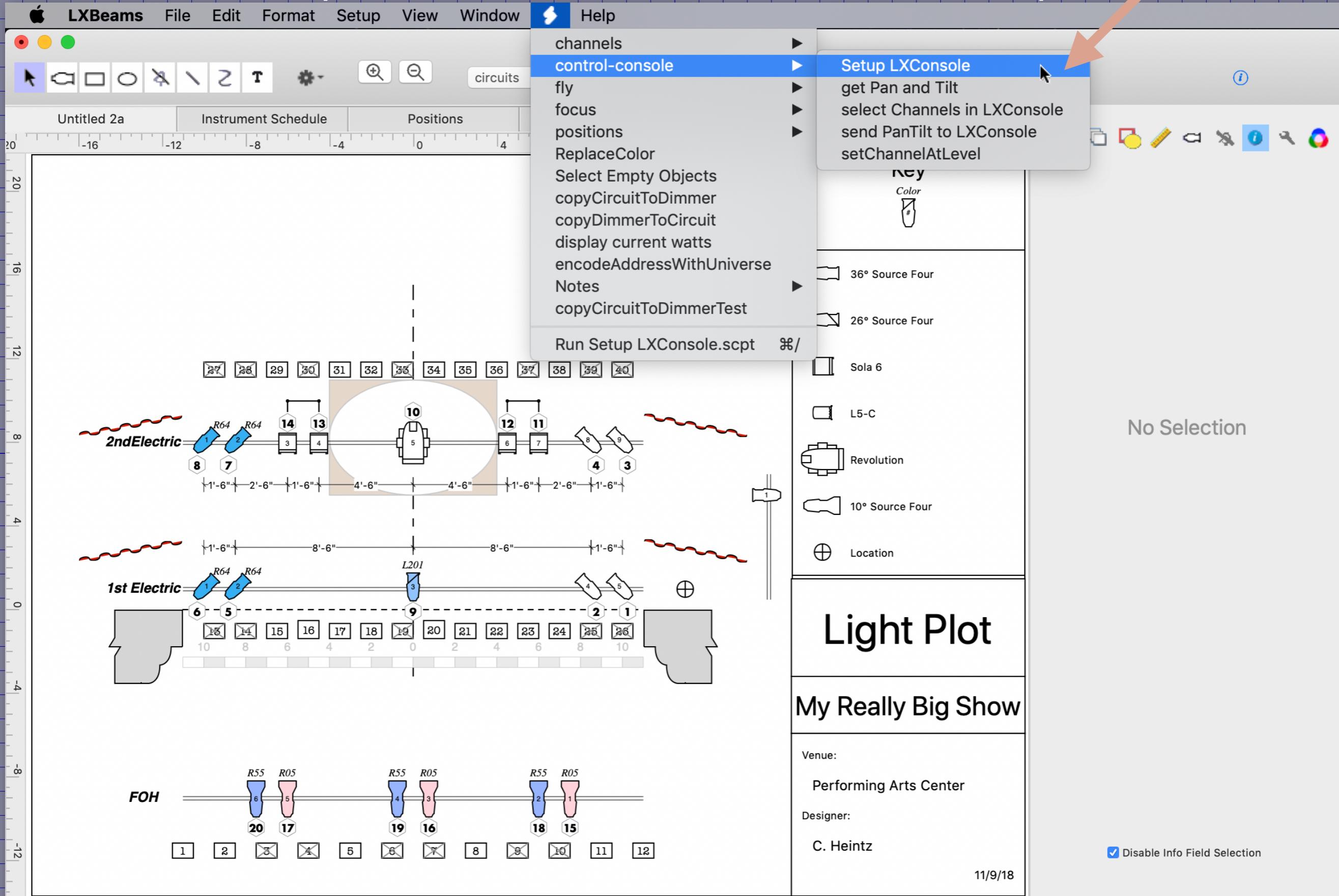
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Continue working with the first plot.



From the script menu choose control-console→Setup LXConsole



Choose to replace LXConsole's setup.

LXBeams File Edit Format Setup View Window Help

Untitled 2a — Edited

circuits Views

Instrument Schedule Positions Side Front Channel List

Key Color

36° Source Four

Send channel summary information to LXConsole:

Cancel Import Replace

Revolution

10° Source Four

Location

Light Plot

My Really Big Show

Venue:
Performing Arts Center

Designer:
C. Heintz

Disable Info Field Selection

11/9/18

2nd Electric

R64 R64

14 13

10

12 11

8 7 6 5 4 3

1'6" 2'6" 1'6" 4'6" 1'6" 2'6" 1'6"

1st Electric

R64 R64

L201

9

6 5 4 3 2 1

1'6" 8'6" 8'6" 1'6"

FOH

R55 R05

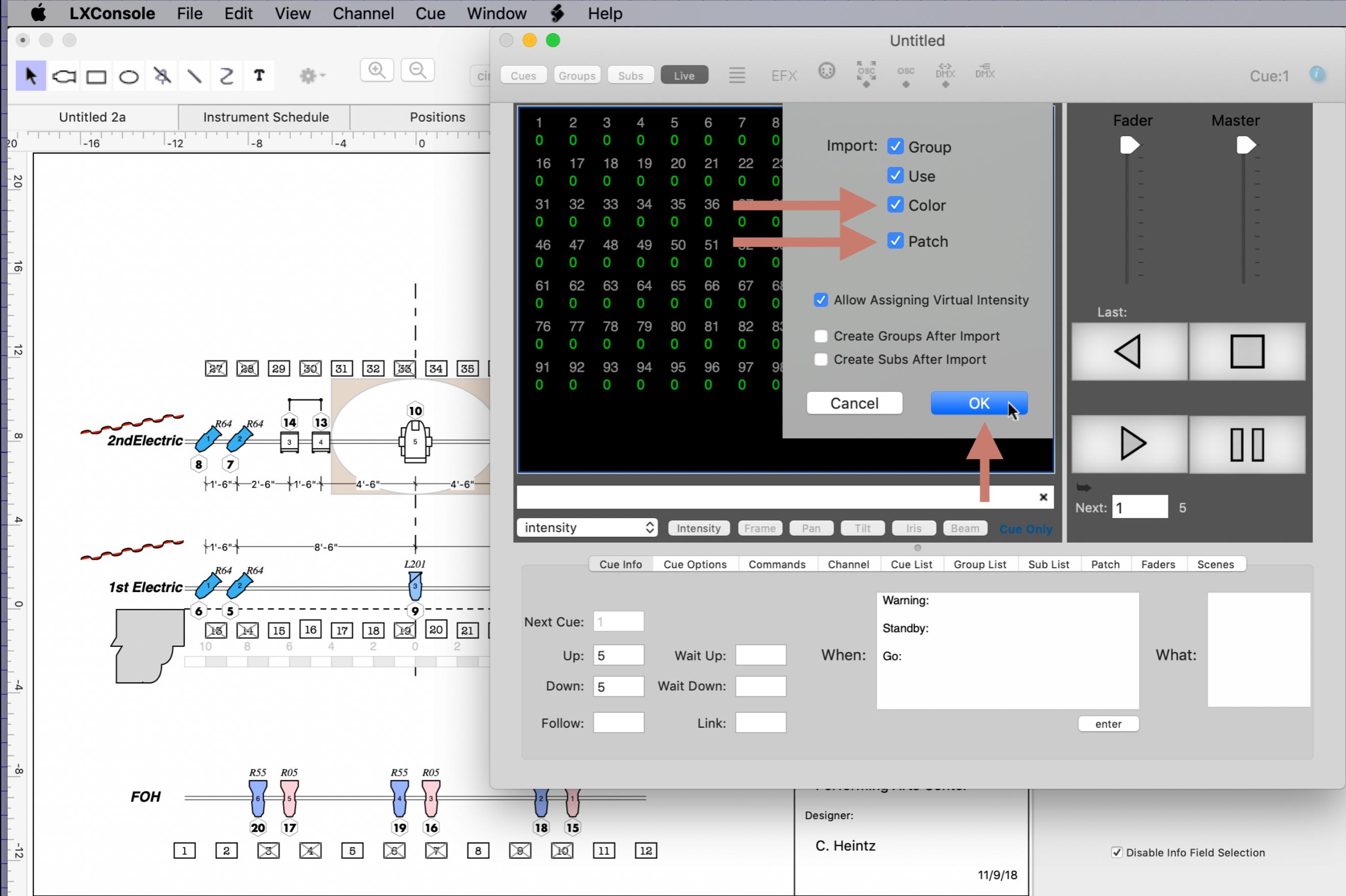
20 17

19 16

18 15

1 2 3 4 5 6 7 8 9 10 11 12

LXConsole will open and present its import options sheet.



Be sure that at least patch and color are selected and click OK.

Select the Patch tab.

LXConsole File Edit View Channel Cue Window Help

Cues Groups Subs Live EFX OSC DMX DMX

Untitled

Cue:1 i

Untitled 2a Instrument Schedule Positions

2nd Electric

1st Electric

FOH

Fader Master

Last: △ □

Next: 1 5

intensity Intensity Frame Pan Tilt Iris Beam Cue Only

Designer: C. Heintz 11/9/18

Channel Group Use Color Level Home Patch Park

Channel	Group	Use	Color	Level	Home	Patch	Park
1				0	0	26	
2				0	0	25	
3				0	0	40	
4				0	0	39	
5			R64	0	0	14	
6			R64	0	0	13	
7			R64	0	0	20	
8				0	0	26	
9				0	0	25	
10				0	0	40	
11				0	0	39	
12				0	0	26	
13				0	0	25	
14				0	0	40	
15				0	0	39	
16				0	0	26	
17				0	0	25	
18				0	0	40	
19				0	0	39	
20				0	0	26	
21				0	0	25	
22				0	0	40	
23				0	0	39	
24				0	0	26	
25				0	0	25	
26				0	0	40	
27				0	0	39	
28				0	0	26	
29				0	0	25	
30				0	0	40	
31				0	0	39	
32				0	0	26	
33				0	0	25	
34				0	0	40	
35				0	0	39	
36				0	0	26	

A red arrow points from the "Patch" tab in the toolbar to the "Patch" column in the table below.

You can see that the dimmers and colors appear in the table.

Select LXConsole → Preferences.

LXConsole File Edit View Channel Cue Window Help

About LXConsole Support LXSeries Free Software Install Extras

Preferences... ⌘, Positions

Services

Hide LXConsole ⌘H

Hide Others ⌘⌥H

Show All

Quit LXConsole ⌘Q

sequence19

Cue:1 i

Fader Master

Last: △ □

Next: 1 5

intensity Intensity Frame Pan Tilt Iris Beam Cue Only

2nd Electric R64 R64 14 13 10 8 7 1'6" 2'6" 1'6" 4'6" 4'6"

1st Electric R64 R64 L201 6 5 9 10 8 6 15 14 15 16 17 18 19 20 21 1'6" 8'6" 0

FOH R55 R05 6 5 4 3 19 16 2 1 18 15 1 11 12 1 2 3 4 5 6 7 8 9 10 11 12

Designer: C. Heintz 11/9/18

Disable Info Field Selection

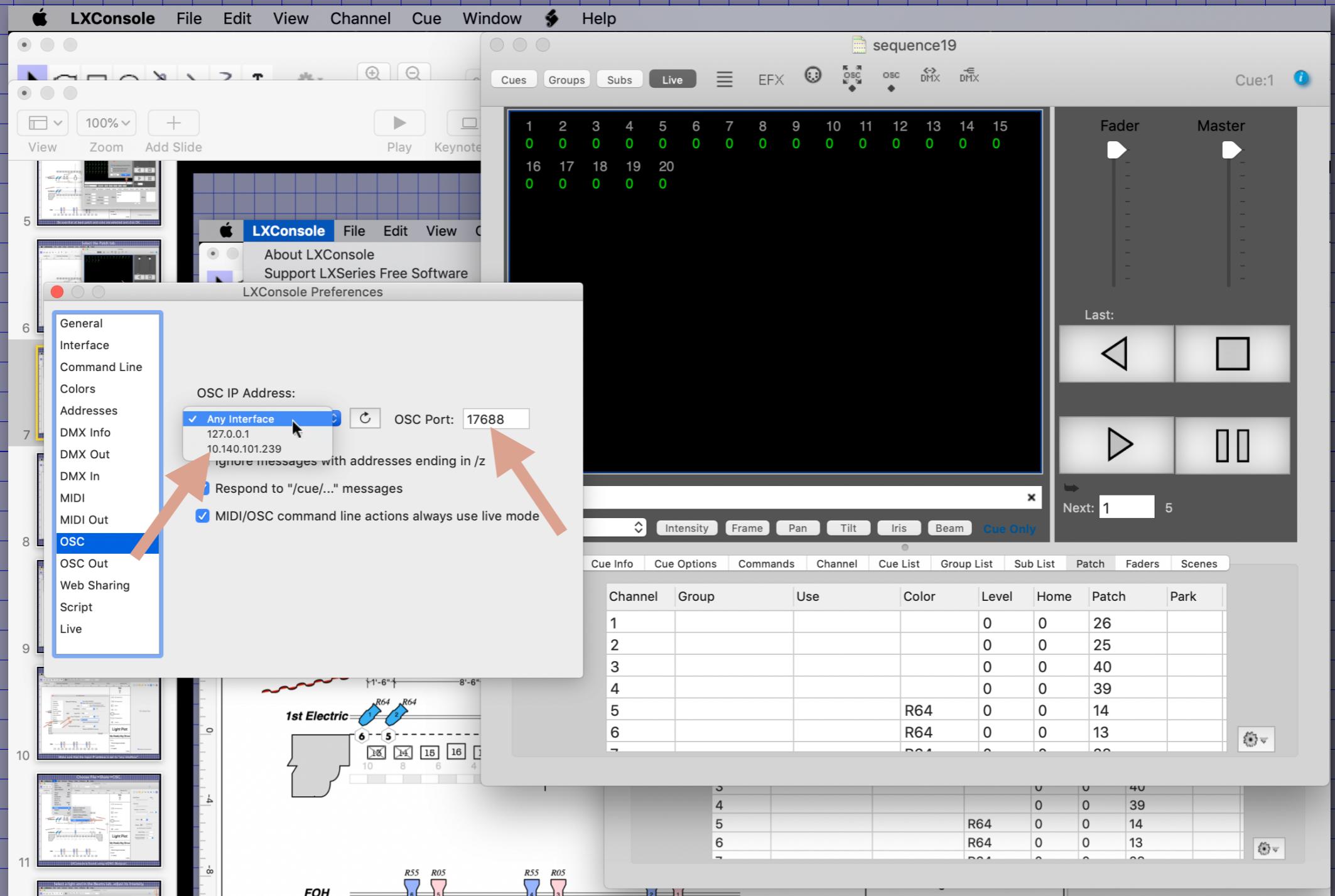
intensity Intensity Frame Pan Tilt Iris Beam Cue Only

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

Channel	Group	Use	Color	Level	Home	Patch	Park
1				0	0	26	
2				0	0	25	
3				0	0	40	
4				0	0	39	
5			R64	0	0	14	
6			R64	0	0	13	
7			R201	0	0	20	

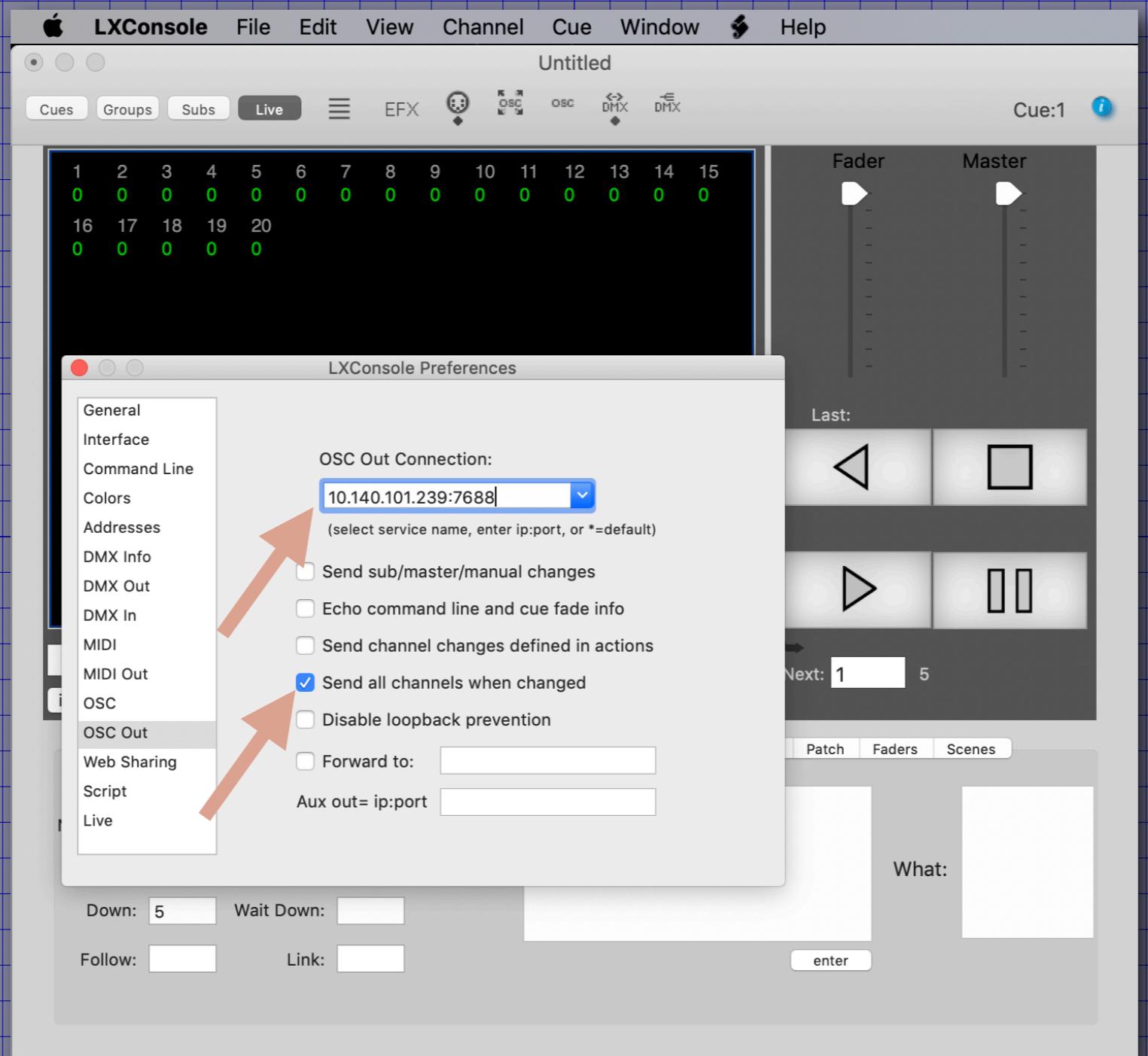
A screenshot of the LXConsole software interface. The menu bar at the top includes LXConsole, File, Edit, View, Channel, Cue, Window, Help, and a status bar showing 'Cue:1' and an information icon. A red arrow points from the text 'Select LXConsole → Preferences.' to the 'Preferences...' item in the 'Cue' menu. The main workspace shows a stage plot with three rows of fixtures: '2nd Electric', '1st Electric', and 'FOH'. The '2nd Electric' row has fixtures numbered 1 through 10. The '1st Electric' row has fixtures numbered 6 through 21. The 'FOH' row has fixtures numbered 1 through 12. To the right of the stage plot is a sequence editor titled 'sequence19' showing a 5x15 grid of cue numbers. Below the stage plot is a patch panel table with columns for Channel, Group, Use, Color, Level, Home, Patch, and Park. The table lists fixtures 1 through 7 with their respective settings. The bottom right corner displays the designer's name 'C. Heintz' and the date '11/9/18'. A checkbox for 'Disable Info Field Selection' is also present.

Select the OSC pane.



Pop up the OSC IP address and set it to "Any Interface".
Note the IP address of the computer and OSC port.

Select the OSC Out pane.

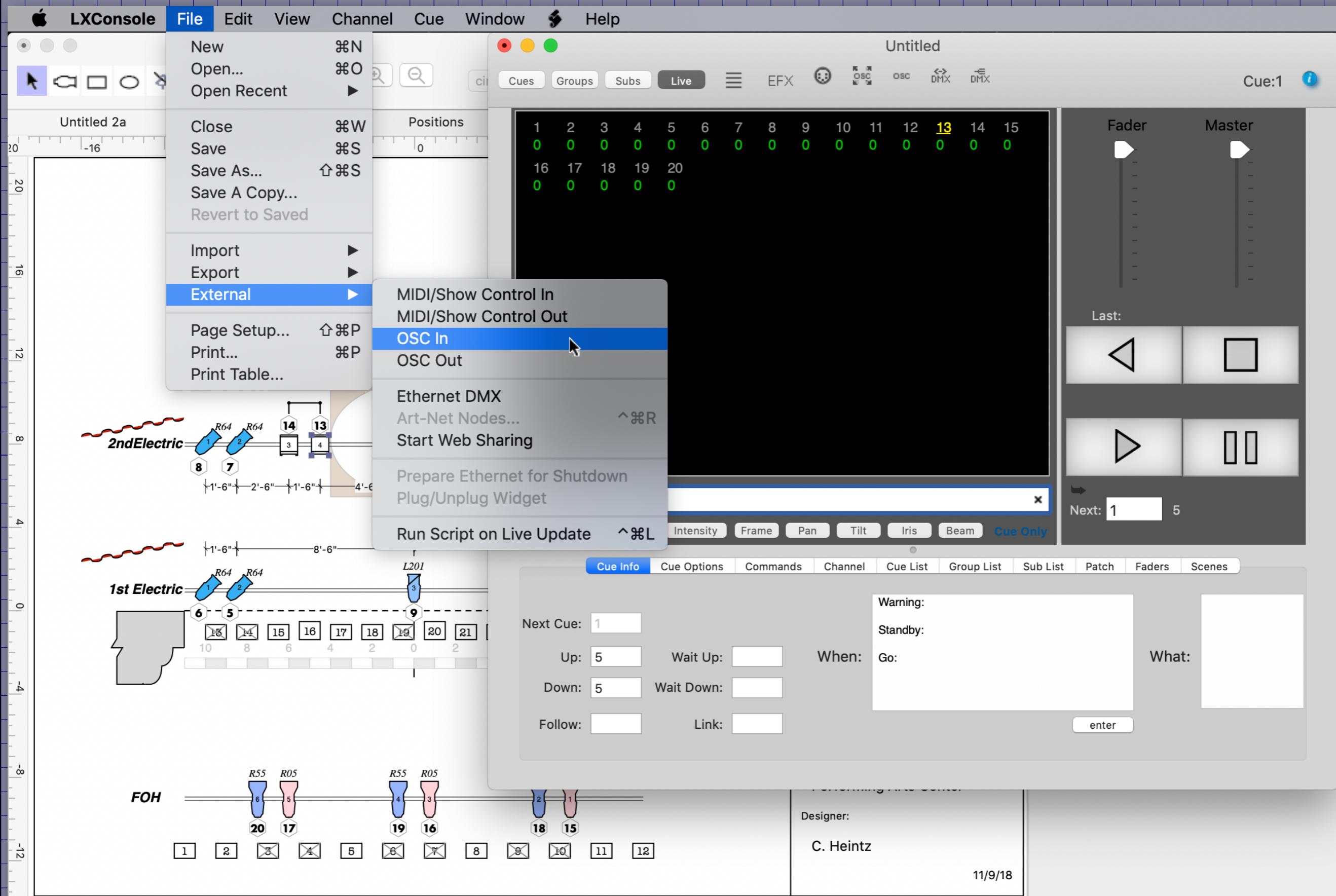


LXConsole can find LXBeams using Bonjour.

But, for the lab, it is best to manually enter the IP address:7688.

Make sure Send all channels is checked after entering IP address.

Select File→External→OSC In

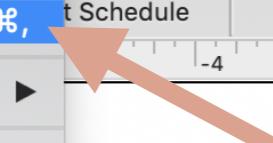


You can also configure the Toolbar to include an OSC button.

Select LXBeams → Preferences.

LXBeams File Edit Format Setup View Window Help

About LXBeams
Licensed to...
Install Extras

Preferences...  Print Schedule

Services

Hide LXBeams ⌘H
Hide Others ⌘H
Show All

Quit LXBeams ⌘Q

Untitled 2a — Edited

circuits Views x:
y:

Positions Side Front Channel List

20 16 12 8 4 0 -4 -8 -12

27 28 29 30 31 32 33 34 35 36 37 38 39 40

2nd Electric

R64 R64 14 13 10 12 11 8 7 6 5 4 3

1'6" 2'6" 1'6" 4'6" 1'6" 2'6" 1'6"

1st Electric

R64 R64 L201 9 3 2 1

1'6" 8'6" 8'6" 1'6"

10 8 14 15 16 17 18 19 0 20 21 22 23 24 25 26

FOH

R55 R05 20 17 4 19 16 2 18 15 1 11 12

1 2 3 4 5 6 7 8 9 10 11 12

Key

Color #

36° Source Four

26° Source Four

Sola 6

L5-C

Revolution

10° Source Four

Location

No Selection

Light Plot

My Really Big Show

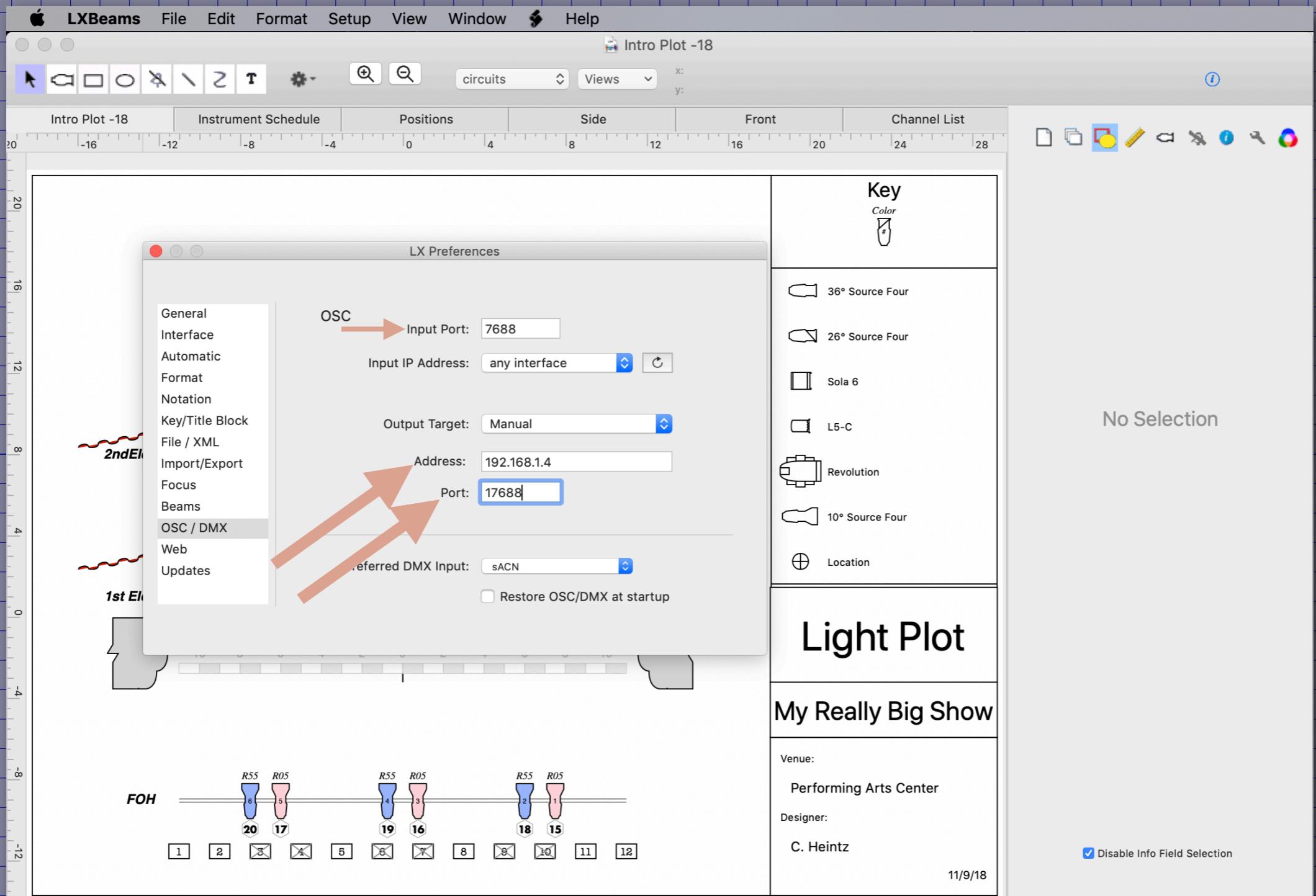
Venue:
Performing Arts Center

Designer:
C. Heintz

Disable Info Field Selection

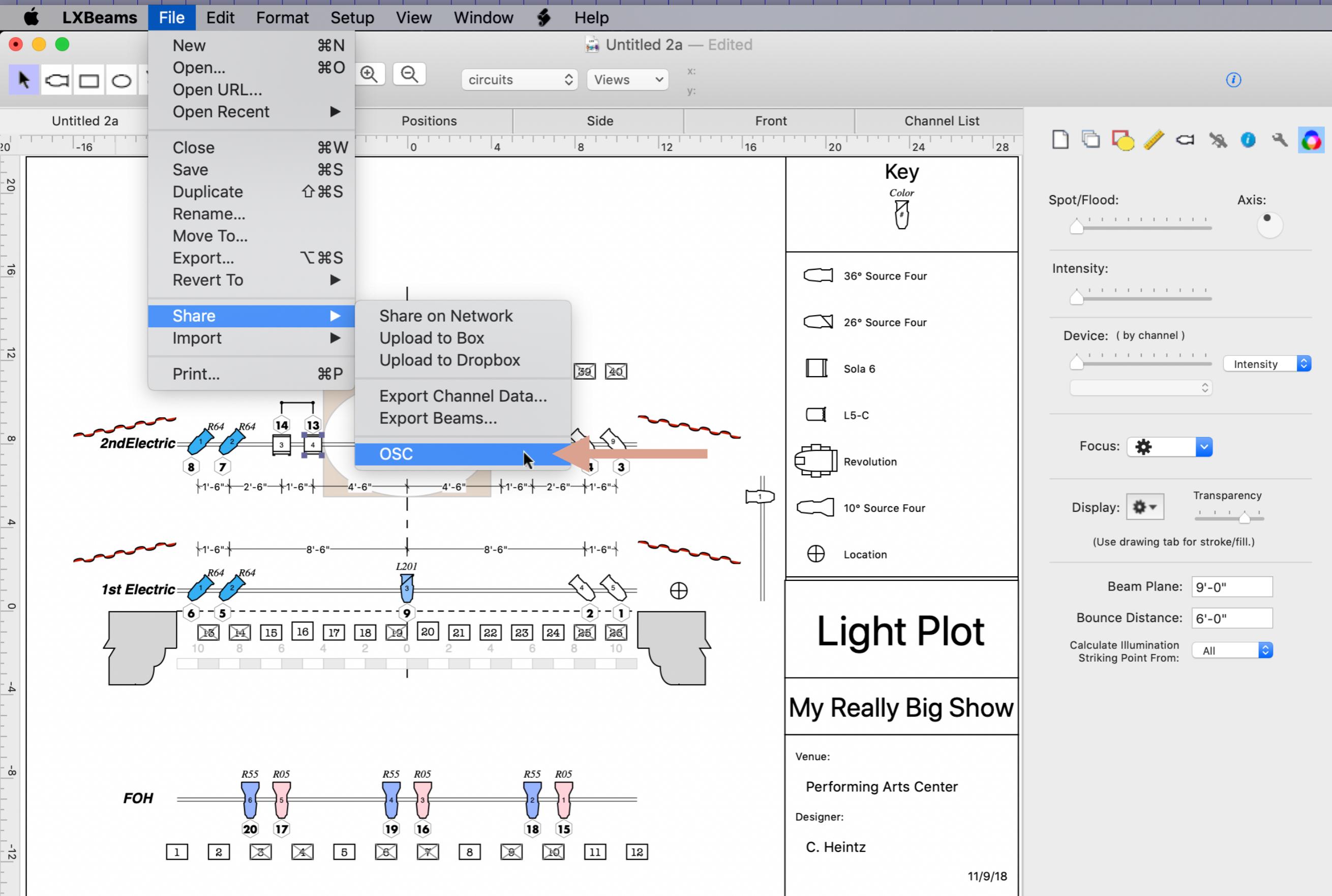
11/9/18

In the OSC / DMX tab, enter Manual as the output target.
(LXConsole can use Bonjour if there's only one pair of apps on the network)



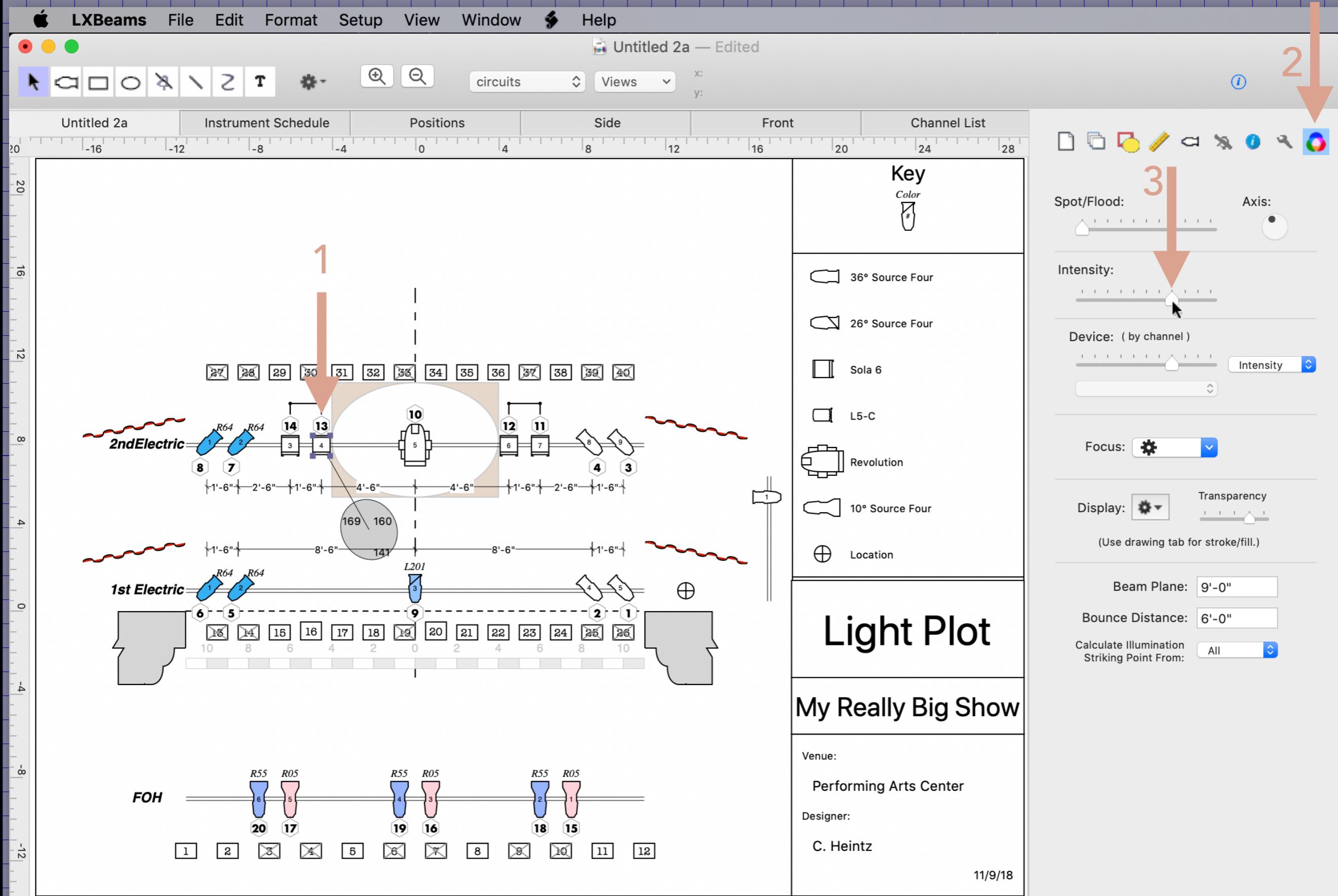
Enter the IP address of the computer and port 17688.
Make sure that the Input IP address popup is set to "any interface".

Choose File→Share→OSC.



If the Output target was "LXConsole", it would be found using mDNS (Bonjour).

Select a light and in the Beams tab, adjust its Intensity.



You should see the level as set in LXConsole's channel display.

LXConsole File Edit View Channel Cue Window Help

Cues Groups Subs Live EFX OSC DMX DMX

Untitled

Cue:1

Instrument Schedule Positions

Untitled 2a

Fader Master

Last: △ □

Next: 1 5

intensity Intensity Frame Pan Tilt Iris Beam Cue Only

cue info Cue Options Commands Channel Cue List Group List Sub List Patch Faders Scenes

Warning: Standby: What: enter

Designer: C. Heintz

11/9/18

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
0 0 0 0 0 0 0 0 0 0 0 0 70 0 0

16 17 18 19 20
0 0 0 0 0

2nd Electric

R64 R64 14 13 10 8 7 169 160 141 L201 1 5 9 15 14 16 17 18 19 20 21 10 8 6 4 2 0 2

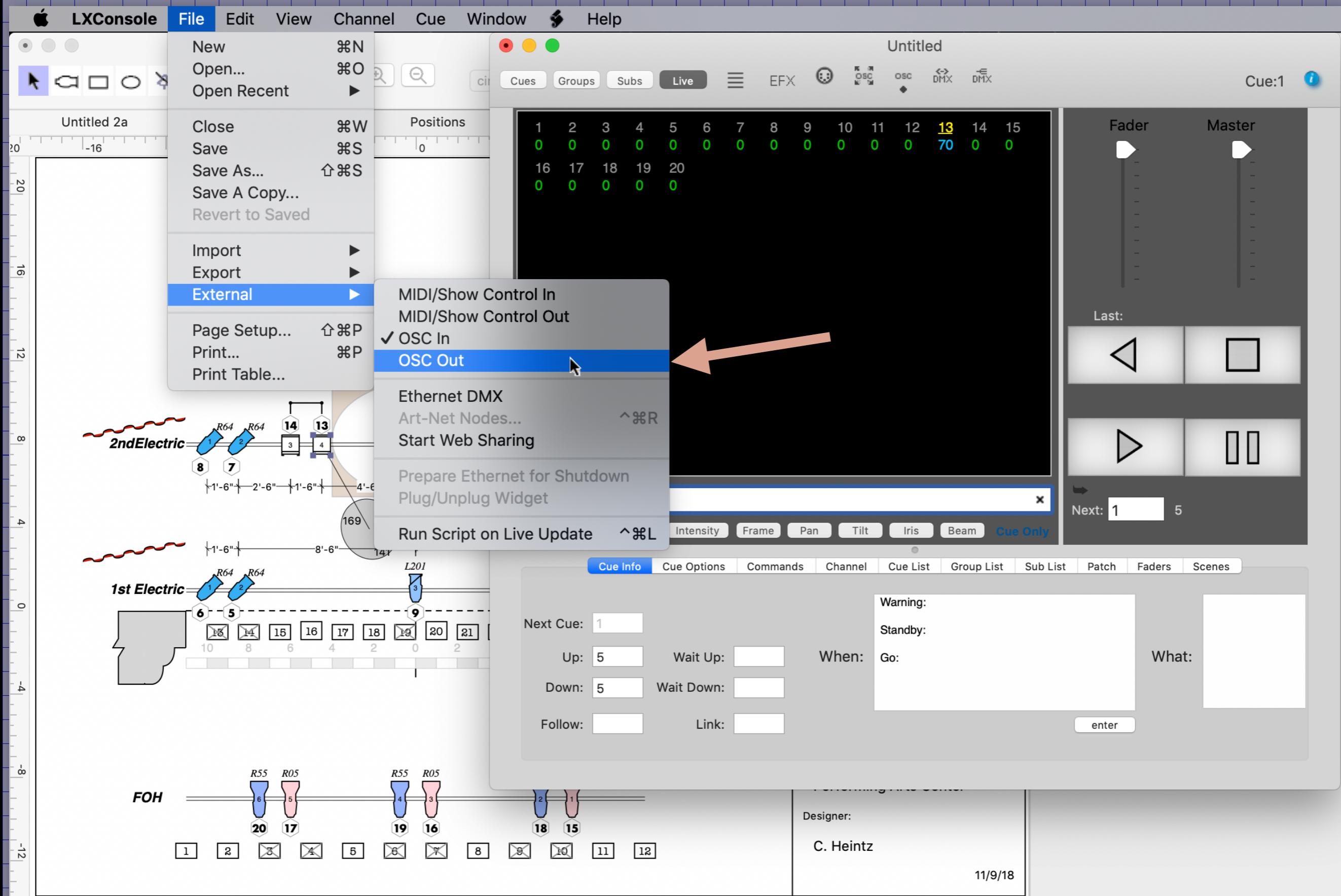
1st Electric

FOH

R55 R05 6 5 4 3 19 16 18 15 1 20 17 1 10 8 6 4 2 0 2 11 12

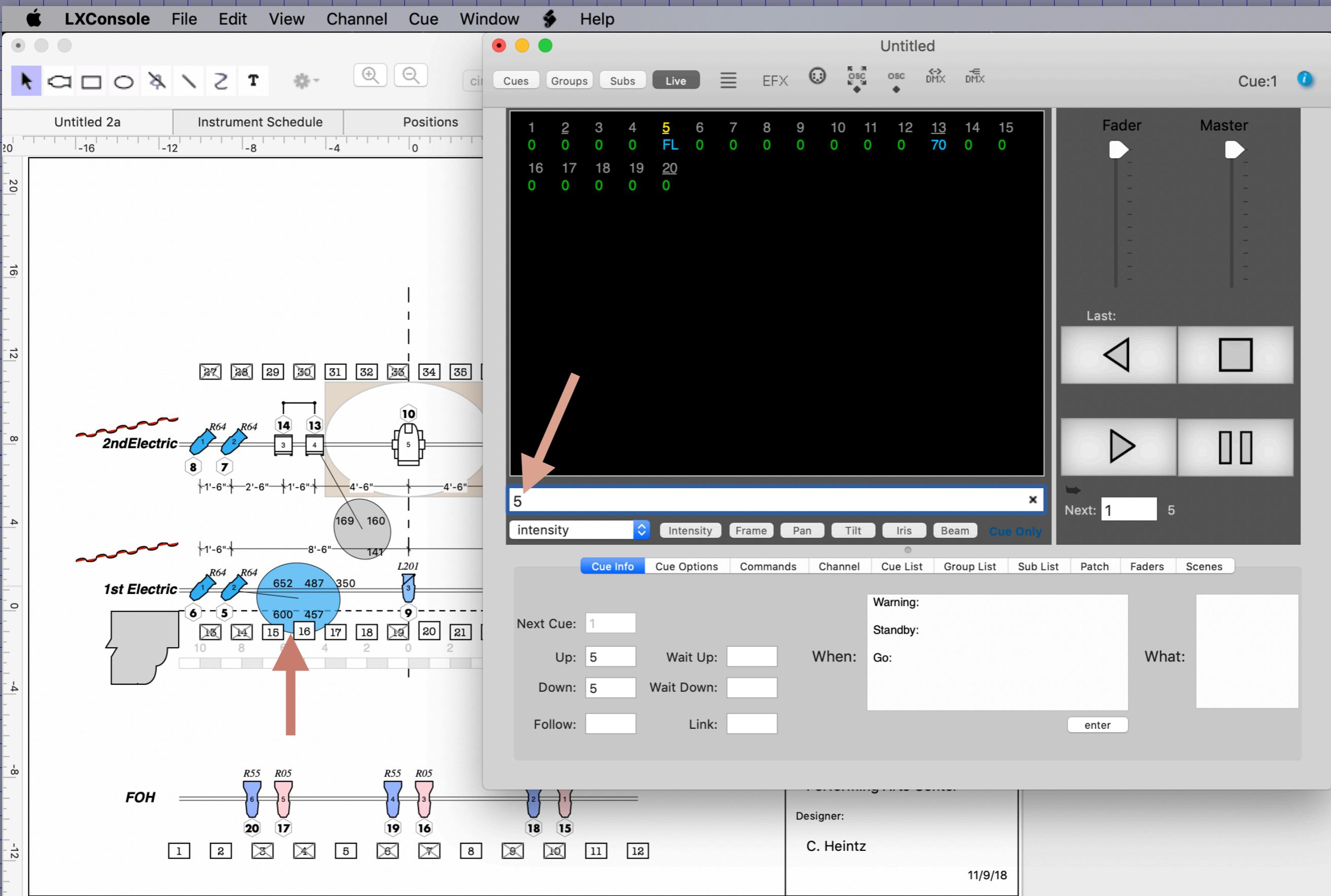
The screenshot shows the LXConsole software interface. On the left, there is a lighting plot titled 'Untitled 2a' showing a stage setup with various fixtures labeled by number (e.g., 10, 13, 14, 169, 160, 141, L201) and their positions. Below the plot is another section labeled 'FOH'. In the center, a channel display grid shows intensity levels for 15 channels. A large orange arrow points upwards from the channel display towards the top right of the screen. The top right area contains fader and master controls, and below them are buttons for 'Last' and 'Next' cues. At the bottom, there is a cue editor with fields for 'Next Cue', 'Up', 'Down', 'Follow', 'Wait Up', 'Wait Down', 'When', 'Link', 'Warning', 'Standby', and 'What'. The date '11/9/18' is visible at the bottom right.

Choose File→External→OSC Out.



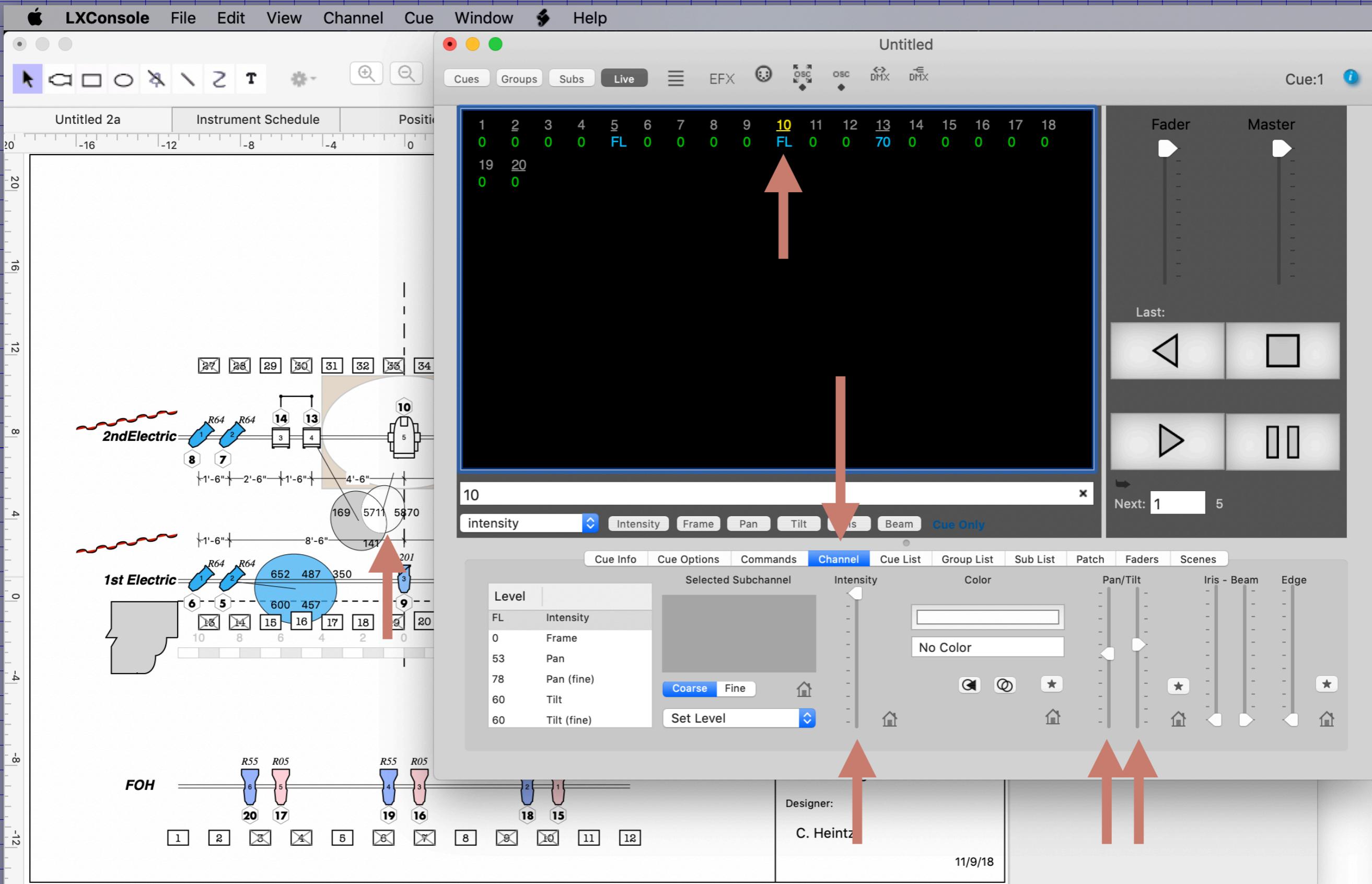
LXConsole looks for LXBeams automatically.

Click in LXConsole's command line and press [5], [f].



[f] is the keyboard shortcut for "Full".

Click channel 10 in the channel display. Then select the Channel tab.

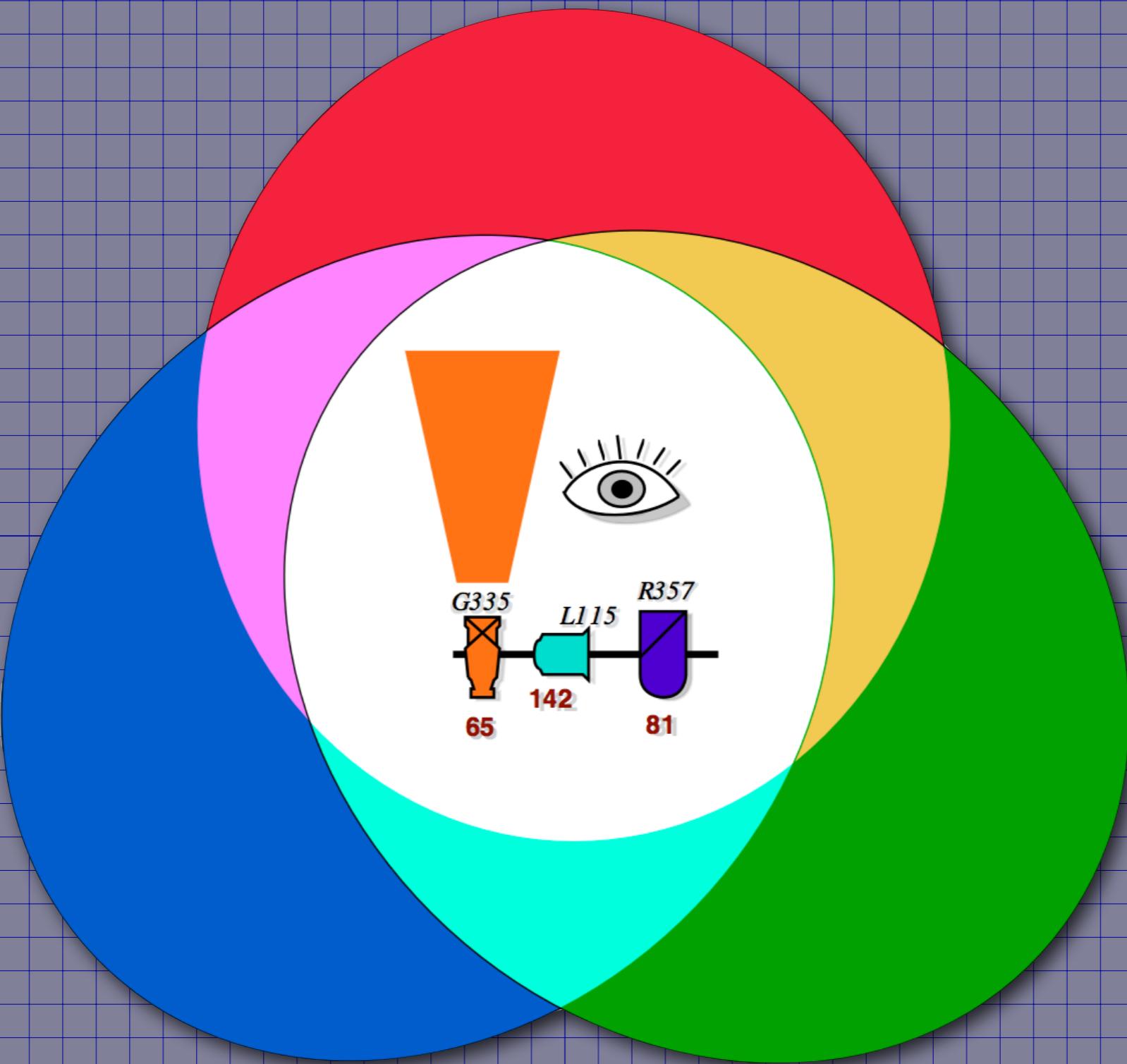


Use the sliders in the Channel tab to adjust the intensity, pan and tilt.

In this section we've looked at connecting LXBeams and LXConsole using OSC.

- Configuring LXConsole using the setup script
- Enabling OSC in both LXBeams and LXConsole.
- Passing control back and forth with OSC.

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



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