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# **Welcome to the Tonalite v2 Documentation!**

This book will show you how to get started using Tonalite to create great lighting quickly and easily.

## **Who Is Tonalite For?**

Tonalite is for smaller theater venues who need a wireless lighting control system. It is designed to work with industry-standard hardware, and it is meant to be as easy to use as possible.

## **What Is Tonalite Meant To Do?**

Tonalite is meant to control lighting rigs wirelessly from any device on the network such as a phone or tablet. This allows the operator to control lighting while moving throughout the theater. You can still use it with a wired connection in case of connection issues.

## Supported Hardware

Tonalite supports any E1.31 (sACN), ArtNet, or uDMX (using uDMX ArtNet) interface.

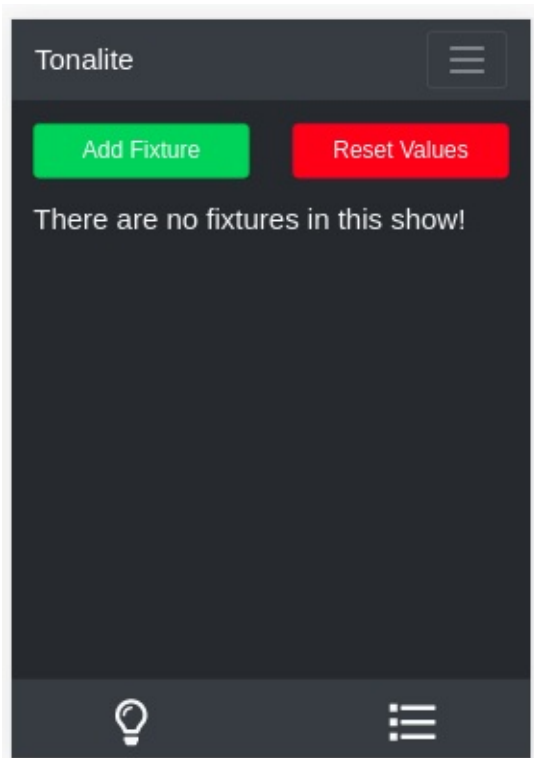
## Supported Software

It is possible to visualize your lighting using external software that supports the E1.31 (sACN) or ArtNet protocols. Below is a list of some visualizers that work with Tonalite.

Software	Manufacturer
<a href="#">Capture</a>	Capture Visualisation AB
<a href="#">ShowDesigner</a>	Martin
<a href="#">Realizzer</a>	Realizzer
<a href="#">Vision</a>	Vectorworks, Inc.

## Using Fixtures

Any production uses a number of different lighting fixtures. Tonalite allows you to control each one individually and set the values of each of its channels separately. You can access the fixtures in the `Fixtures` tab of the interface.



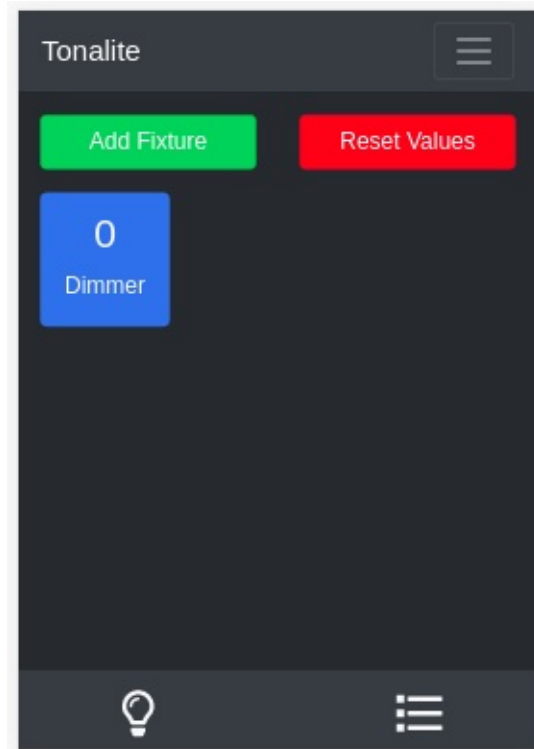
## Adding Fixtures

Add a fixture using the green `Add Fixture` button on the top of the `Fixtures` tab. This will open a modal that shows the available fixture profiles and allows you to set a starting DMX address for the fixture. Each channel's DMX address is based off of the `Starting DMX Address` field. If the fixture has three channels and the starting DMX address is 1, the channels will be mapped to addresses 1, 2, and 3. Use the `Number To Create` field to specify how many of this same type of fixture you would like to create.

A modal window for adding fixtures. It has two input fields at the top: 'Starting DMX Address:' with the value '1' and 'Number To Create:' with the value '1'. Below these are three selectable options: 'DIMMER', 'RGBA 2 PART', and 'RGBA'. The 'DIMMER' option is currently selected.

Starting DMX Address:	Number To Create:
1	1
DIMMER	
RGBA 2 PART	
RGBA	

To select a fixture profile, click on it in the list, and a new fixture will be created based on this profile.



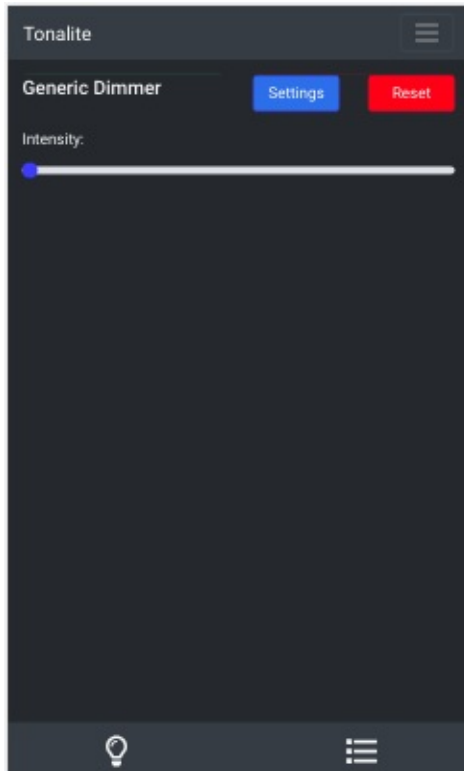
If a fixture's first channel is intensity, the value will be displayed along with the fixture name on the `Fixtures` tab.

## Resetting Fixture Channel Values

You can reset the values of every fixture's channels using one button. To do so, click the red Reset Values button on the top of the `Fixtures` tab. You will be asked to make sure you actually want to reset all values because this will cause a blackout in most cases.

## Updating Fixture Channels

Each of a fixture's channels can be controlled individually. To access the fixture channels page, click on the appropriate fixture in the fixtures view.



## Buttons

### Settings

Go to this fixture's settings.

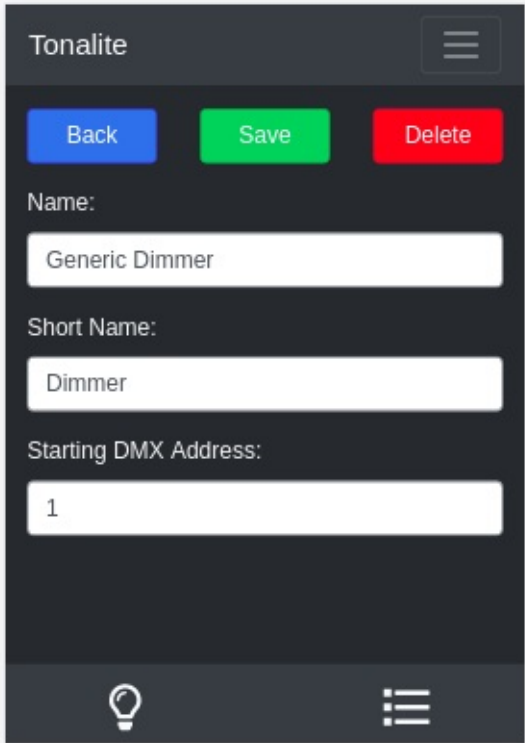
### Reset

Reset the channel values for just this fixture.



## Changing Fixture Settings

You can change various settings about a fixture including its name and start dmx address. You can access the fixtures setting page by clicking the `Settings` button on the fixture channels page.

A screenshot of a mobile application interface for editing a fixture. At the top, the word "Tonalite" is displayed in a dark header bar, with a hamburger menu icon to its right. Below the header, there are three colored buttons: a blue "Back" button, a green "Save" button, and a red "Delete" button. The form contains three text input fields: "Name:" with the value "Generic Dimmer", "Short Name:" with the value "Dimmer", and "Starting DMX Address:" with the value "1". At the bottom of the screen, there is a dark navigation bar with a lightbulb icon on the left and a hamburger menu icon on the right.

## Buttons

### Back

Go back to the fixture's channels.

### Save

Save the changes you have made to a fixture. Make sure you do this every time you make a change or your edits won't apply!

### Delete

Remove the fixture from the show. You will be prompted to make sure you really want to do this.

## Inputs

### Name

The full name of the fixture. This can be any length needed to be descriptive.

### Short Name

## **Short Name**

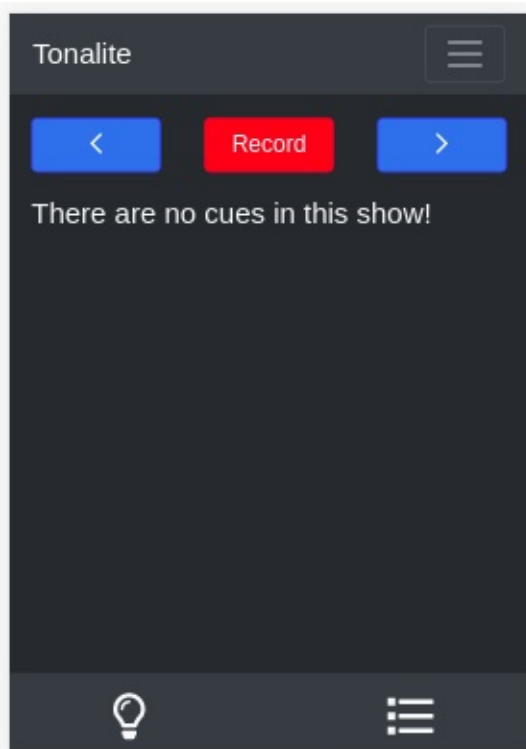
A shorter version of the fixture's name for display in the interface.

## **Starting DMX Address**

The base DMX address that the channels for the fixture are based off of. See description in [Adding a Fixture](#) .

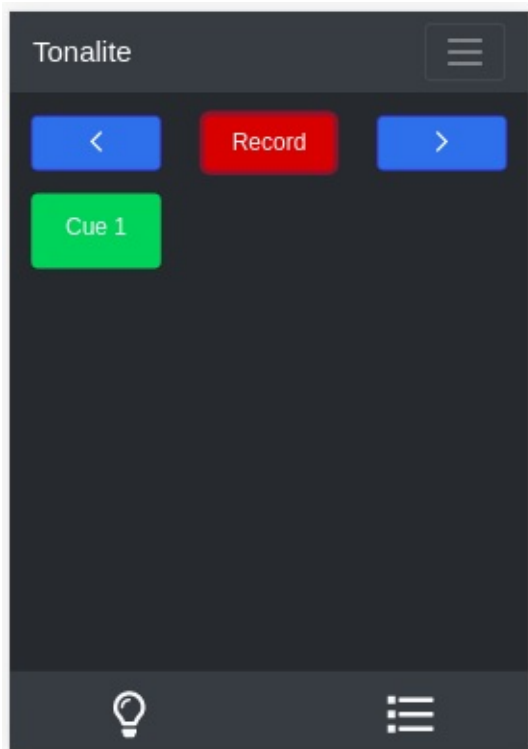
## Using Cues

During a production, you will have a different lighting setup for almost every scene. You can create cues and transition between them to serve this purpose. You can find the options for cues in the `Cues` tab.



## Recording Cues

You can add a new cue by pressing the **Record** button at the top of the **Cues** tab. A new cue item will be added to the list on that page. The new cue stores the values for all fixture channels in the show at the time of its creation.



## Cue Settings

You can access the settings for a cue by clicking on it in the list on the `cues` tab.

The screenshot shows the 'Tonalite' app interface for editing a cue. At the top, there are three buttons: 'Save' (green), 'Delete' (red), and 'Clone' (blue). Below these are two more buttons: 'Go' (blue) and 'Update Channels' (yellow). The form has three input fields: 'Name:' with the value 'Cue 1', 'Length:' with the value '3', and 'Follow:' with the value '-1'. At the bottom of the screen, there is a dark bar with a lightbulb icon on the left and a hamburger menu icon on the right.

## Buttons

### Save

Save the changes you have made to this cue. Make sure you always press this button after making any edits.

### Delete

Remove this cue from the show. You will be prompted to make sure that you really want to do this.

### Clone

Make a duplicate of this cue and place it at the end of the cue list. The new cloned cue will have the same fixture values, but a different name.

### Go

Transition to this cue specific cue in the time stated in the cue's `Length` setting.

### Update Channels

Update this cue to use the current values of the show's fixture's channels.

## Inputs

### Name

The name of the cue. You can use this to describe when the cue should be run.

### Length

The time it takes to transition to this cue (in seconds).

### Follow

If this is set to a value greater than `-1`, once the cue has been run, the cue following it will be run after the time specified here (in seconds).

## Moving Between Cues

You transition between cues using the buttons at the top of the `cues` tab.



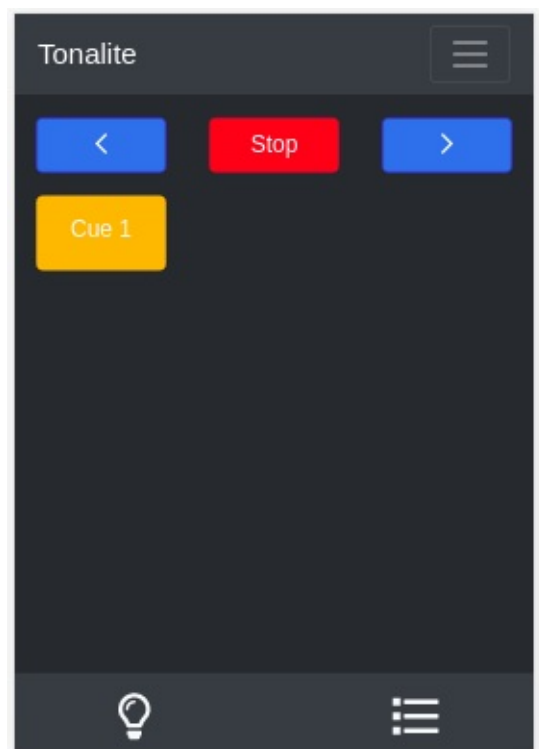
### Left

Transition to the cue directly before the current or last-played cue. If no cue has been played or the last cue played was the first in the list, the last cue in the list will be played.

### Right

Transition to the cue directly after the current or last-played cue. If no cue has been played or the last cue played was the last in the list, the first cue in the list will be played.

### Stop



When a cue is running, the `Record` button will switch to a `Stop` button. Press this to stop the currently running cue.