
Table of Contents

Introduction	1.1
Supported Hardware	1.1.1
Supported Software	1.1.2
Fixtures	1.2
Adding Fixtures	1.2.1
Resetting Fixture Channel Values	1.2.2
Channels	1.2.3
Changing Fixture Settings	1.2.4
Cues	1.3
Recording Cues	1.3.1
Cue Settings	1.3.2
Moving Between Cues	1.3.3
Groups	1.4
Adding Groups	1.4.1
Resetting Group Channel Values	1.4.2
Channels	1.4.3
Changing Group Settings	1.4.4

Welcome to the Tonalite v2.0 Documentation!

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

Who Is Tonalite For?

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

What Is Tonalite Meant to Do?

Tonalite is meant to control lighting rigs using a web interface accessible from any device on the network such as a phone, tablet, or laptop. 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.

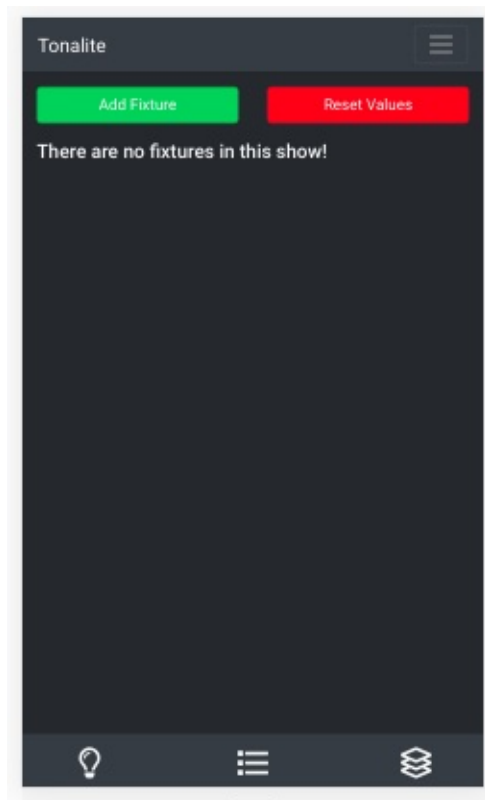
Supported Software

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
Capture	Capture Visualisation AB
ShowDesigner	Martin
Realizzer	Realizzer
Vision	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.



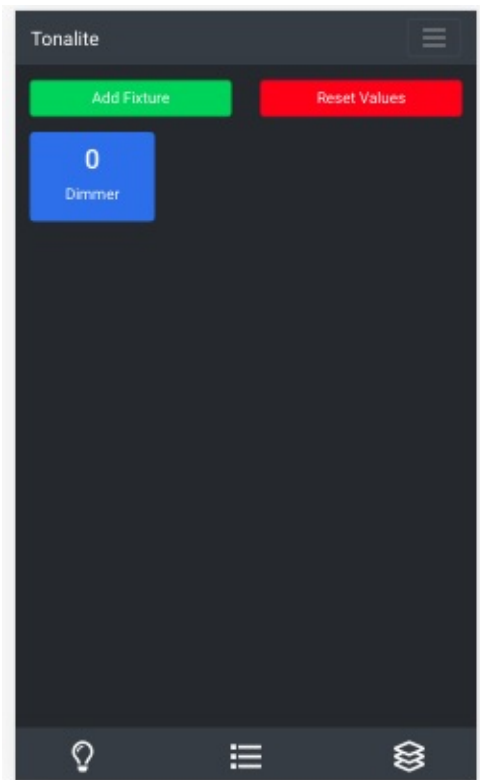
Adding Fixtures

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 on 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.



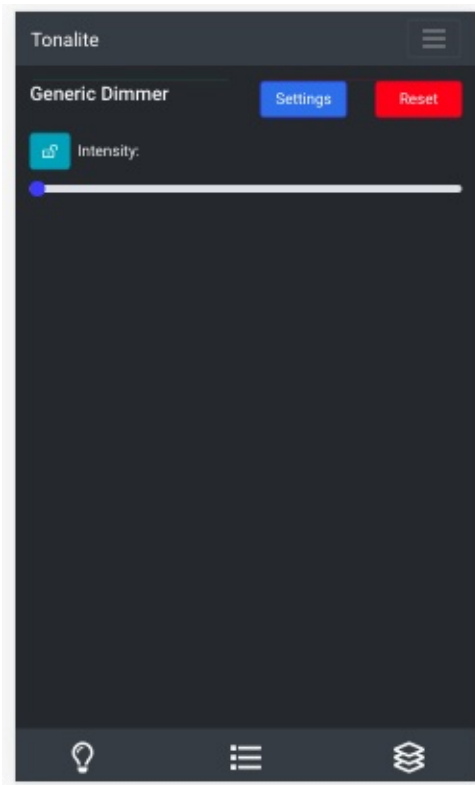
If a fixture's first channel is intensity, the value will be displayed along with the fixture name on the **Fixtures** tab.

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` tab.



Lock

Beside each channel there is a lock icon. It switches from unlocked to locked when you click on it. When a channel is locked, the value you set manually on the slider will override values for the channel that are saved in cues.

Buttons

Settings

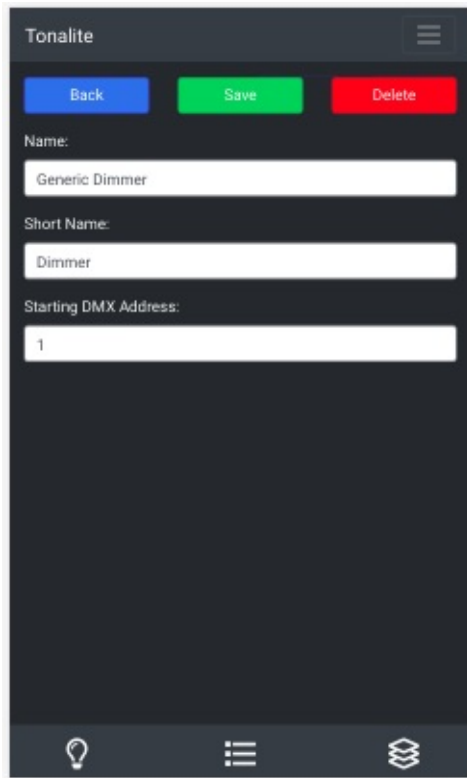
Go to this fixture's settings.

Reset

Reset the channel values for just this fixture.

Changing Fixture Settings

You can change various settings of a fixture. You can access a fixture's setting page by clicking the **Settings** button on the fixture's channels page.

A screenshot of a mobile application interface for a fixture named 'Tonalite'. At the top, there's a header with the name 'Tonalite' and a menu icon. Below the header are three buttons: 'Back' (blue), 'Save' (green), and 'Delete' (red). The main form has three 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 is a navigation bar with three icons: a lightbulb, a list icon, and a stack of layers icon.

Buttons

Back

Go back to the fixture's channels.

Save

Save the changes you have made to the 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

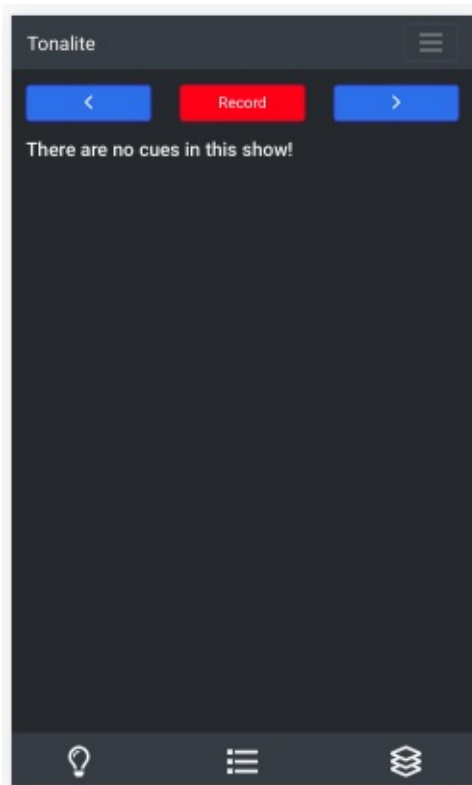
A shorter version of the fixture's name for display in the interface.

Starting DMX Address

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

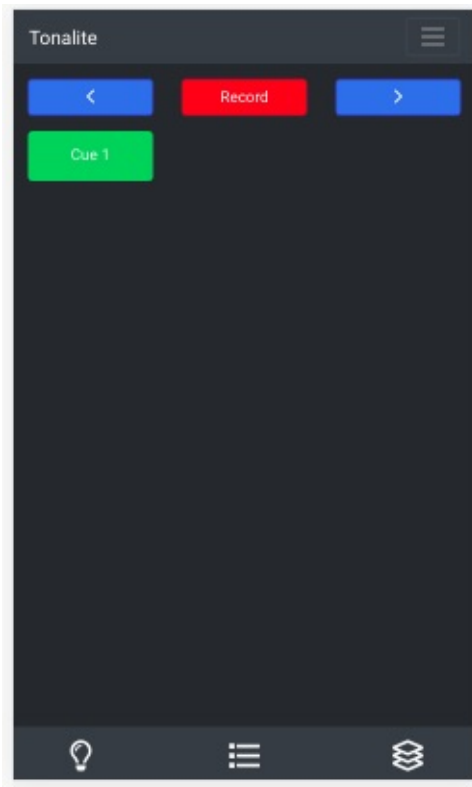
Using Cues

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's a title bar with 'Tonalite' and a menu icon. Below it are six action buttons: 'Save' (green), 'Delete' (red), 'Clone' (blue), 'Go' (blue), 'Update Channels' (yellow), and a green button with an up arrow. Below these buttons are four input fields: 'Name:' with 'Cue 1', 'Up Time:' with '3', 'Down Time:' with '3', and 'Follow:' with '-1'. At the bottom, there's a dark navigation bar with three icons: a lightbulb, a list icon, and a stack of papers icon.

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 settings and fixture values as the cue that is being cloned.

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.

--

Up

Move this cue forward in the cue list.

Down

Move this cue backward in the cue list.

Inputs

Name

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

Up Time

The time it takes for fixture values to change between cues if they are increasing.

Down Time

The time it takes for fixture values to change between cues if they are decreasing.

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.



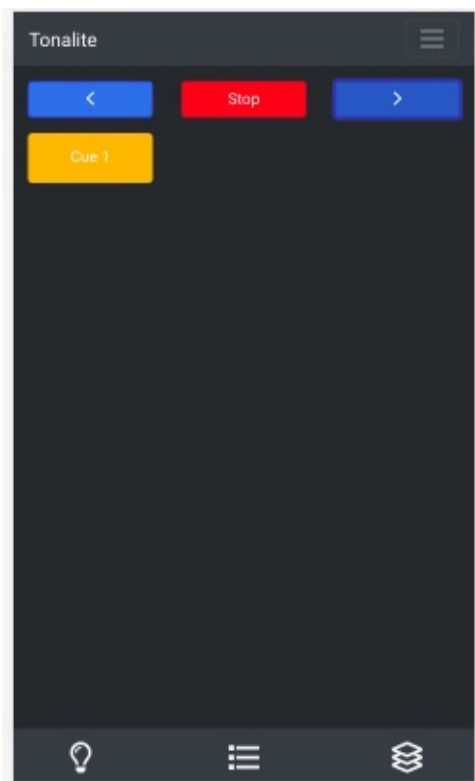
Left

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.

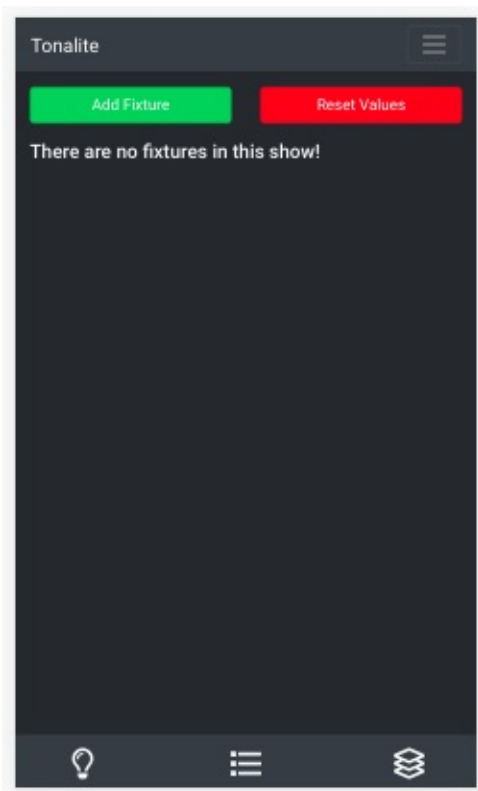
Stop



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

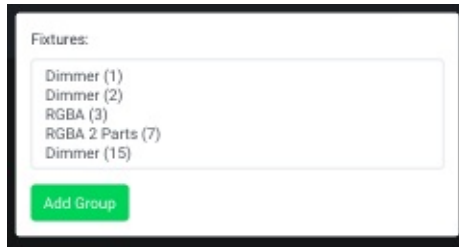
Using Groups

You can control the channels of multiple fixtures at the same time by using groups. Groups can be accessed in the **Groups** tab of the interface.

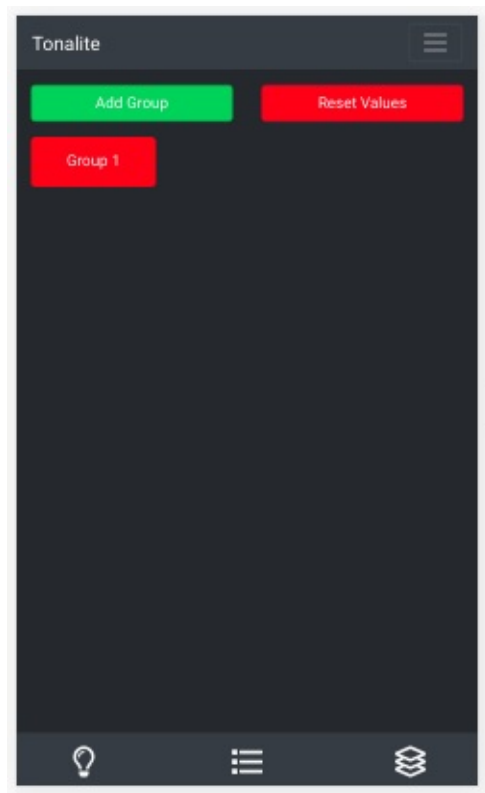


Adding Groups

Add a group using the green `Add Group` button on the top of the `Groups` tab. This will open a modal that shows the available fixtures in the show and allows you to select which ones you would like to control with this group.



To select a fixture, click on it in the list, and the new group will control this fixture along with any others you select. You can select multiple in this list.



Updating Group Channels

Each of a group's channels can be controlled individually. To access the group channels page, click on the appropriate group in the `Groups` tab.



Buttons

Settings

Go to this group's settings.

Reset

Reset the channel values for just this group.

Changing Group Settings

You can change various settings of a group. You can access a group's setting page by clicking the `Settings` button on the group's channels page.



Buttons

Back

Go back to the group's channels.

Save

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

Delete

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

Inputs

Name

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

-- --

Short Name

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