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Welcome to the Tonalite v2.0.0 Beta 3 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.

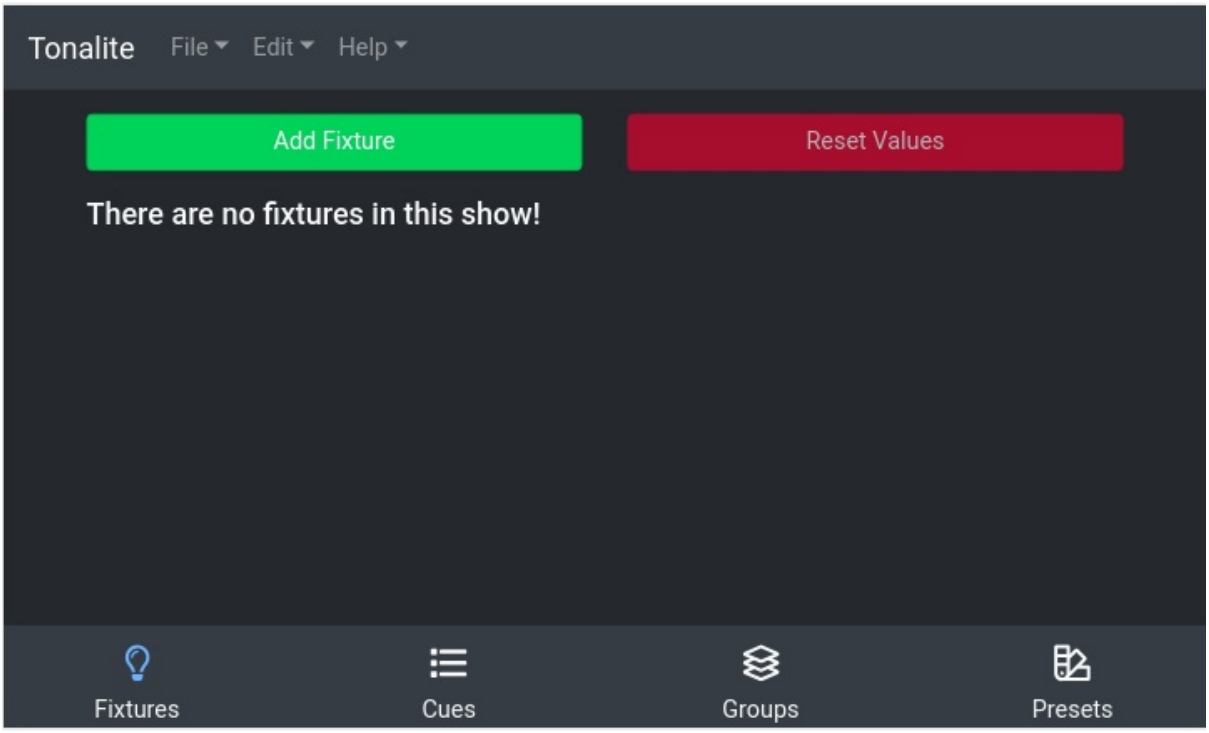
Supported Software

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.

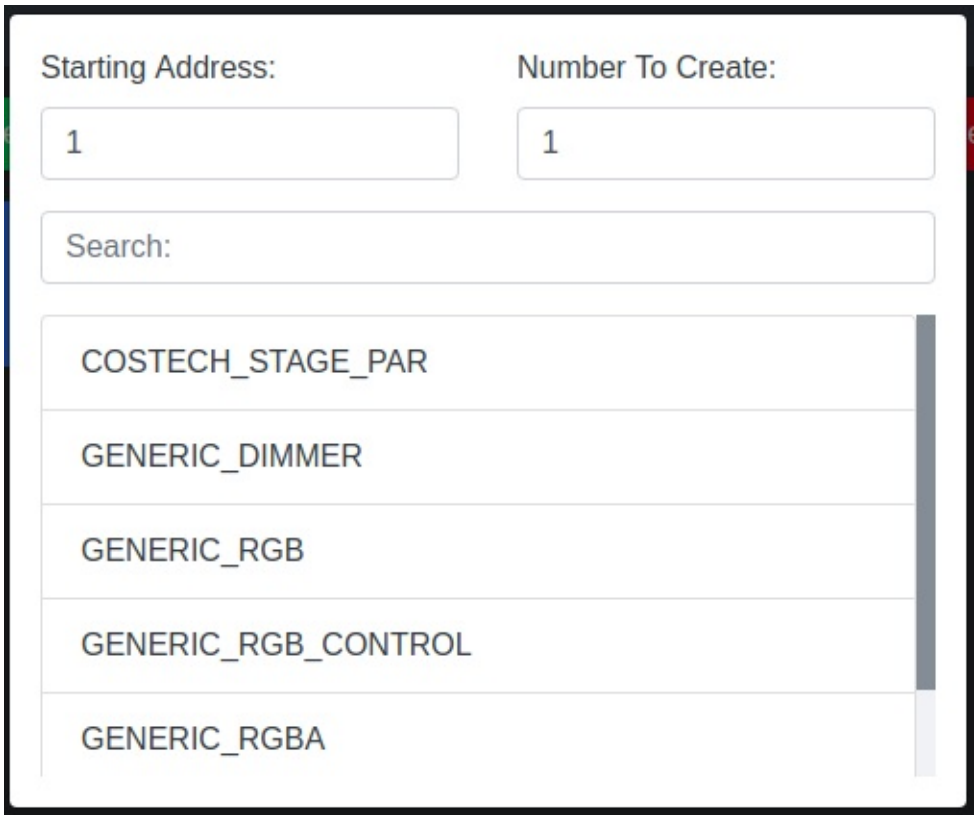
Using Fixtures

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.

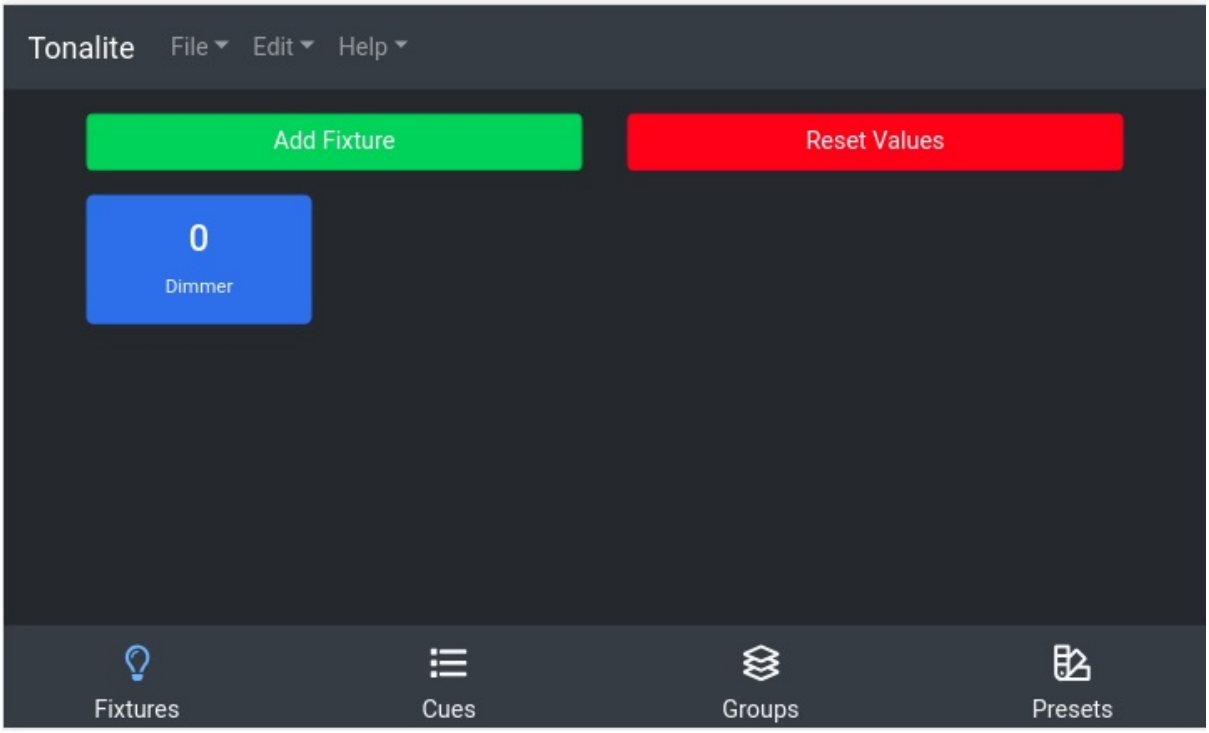


Adding Fixtures

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.



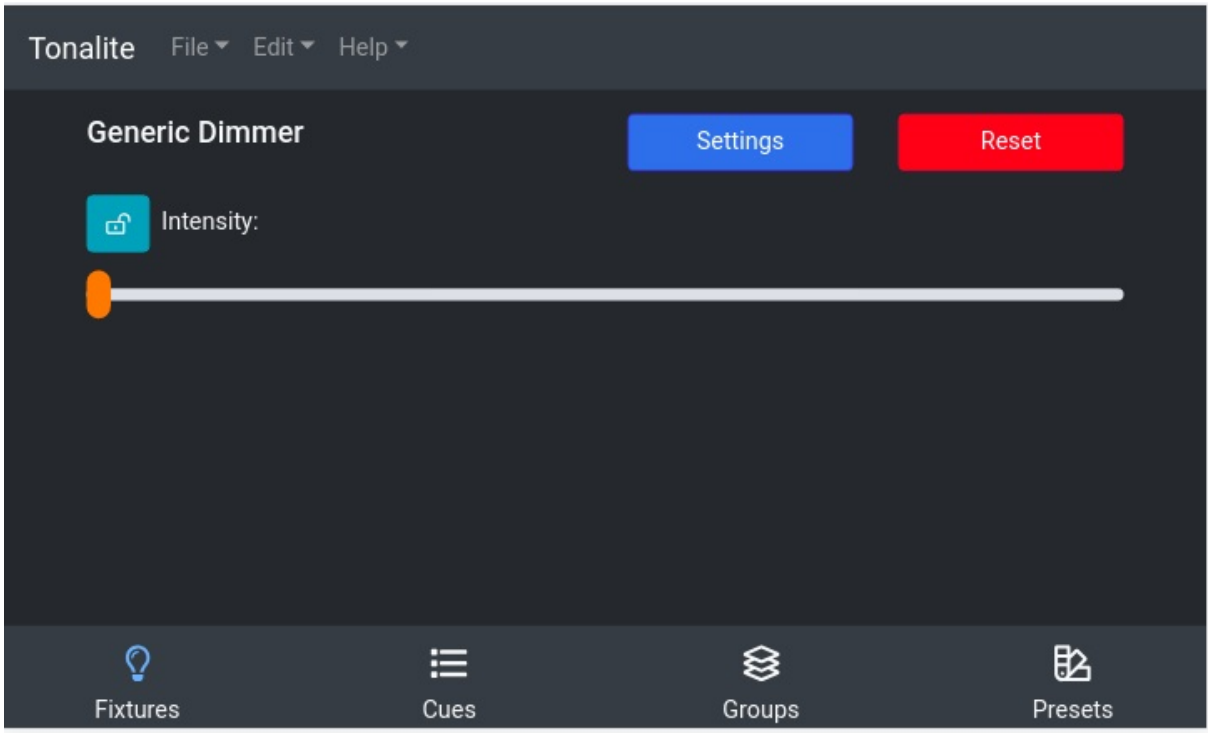
To select a fixture profile, click on it in the list, and a new fixture will be created based on this profile.



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

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

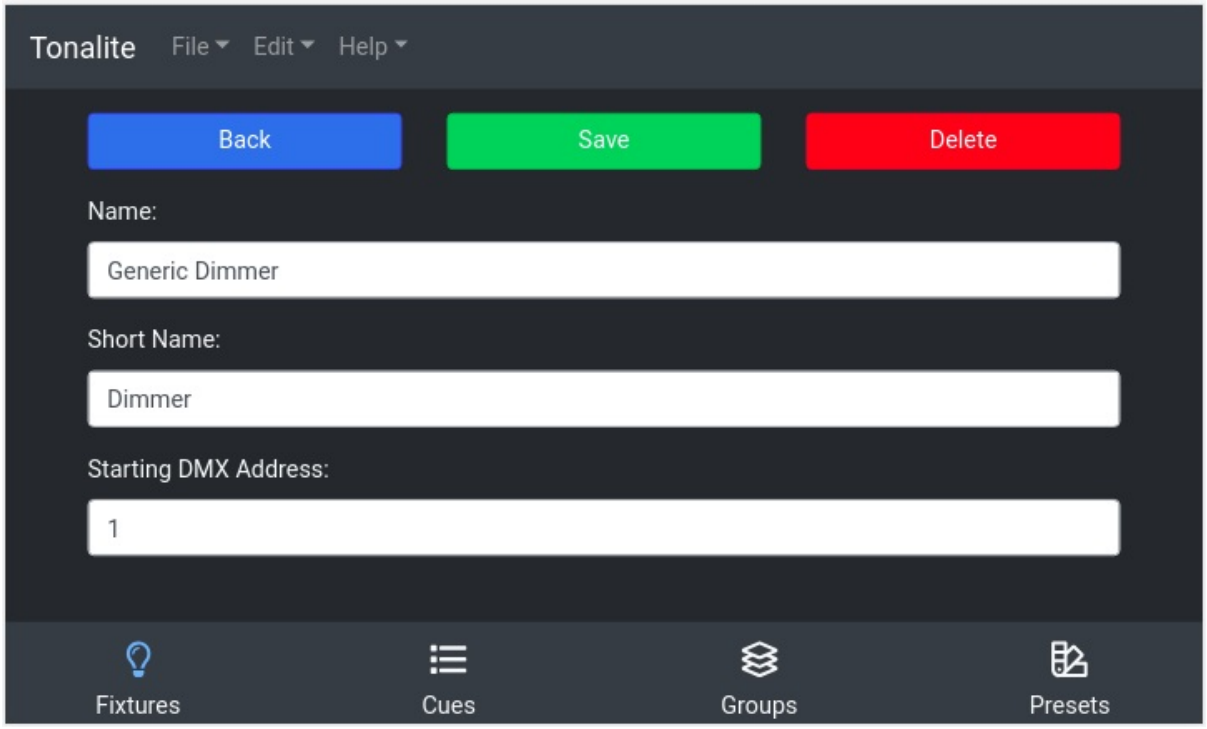
Reset the channel values for just this fixture.

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.

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.



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

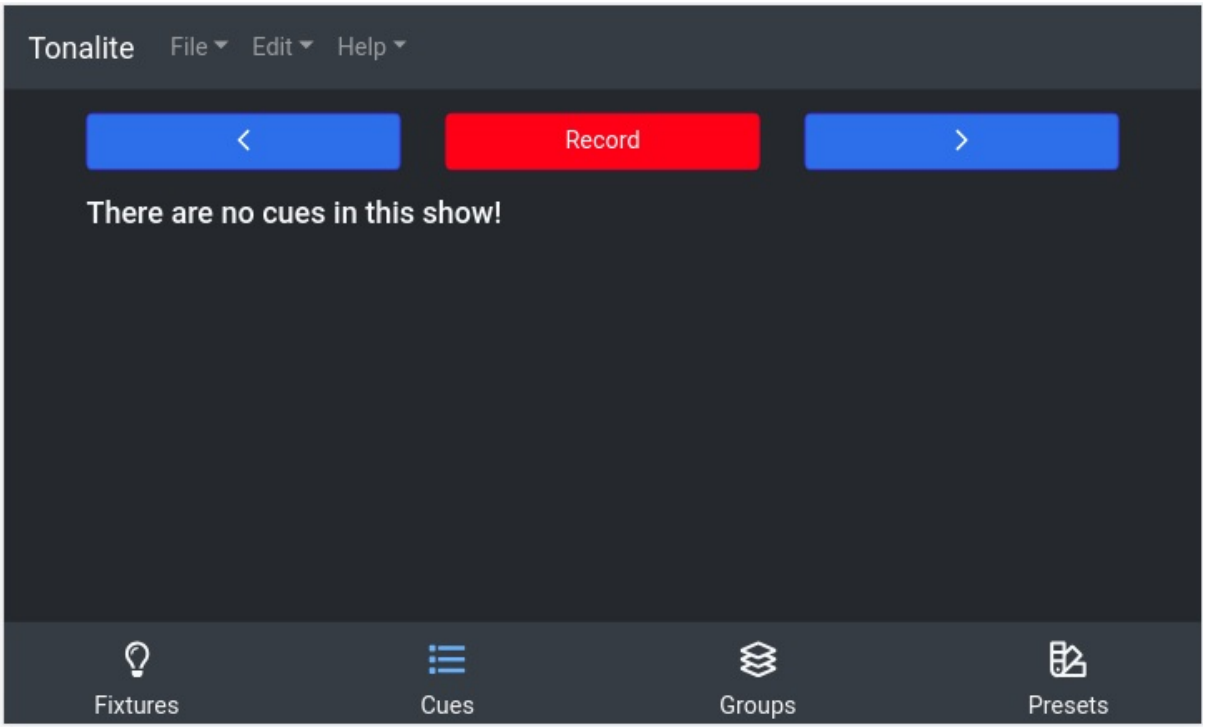
A shorter version of the fixture's name for display in the interface.

Starting DMX Address

The base DMX address that the channels for the fixture are based on. See description in `Adding a Fixture`.

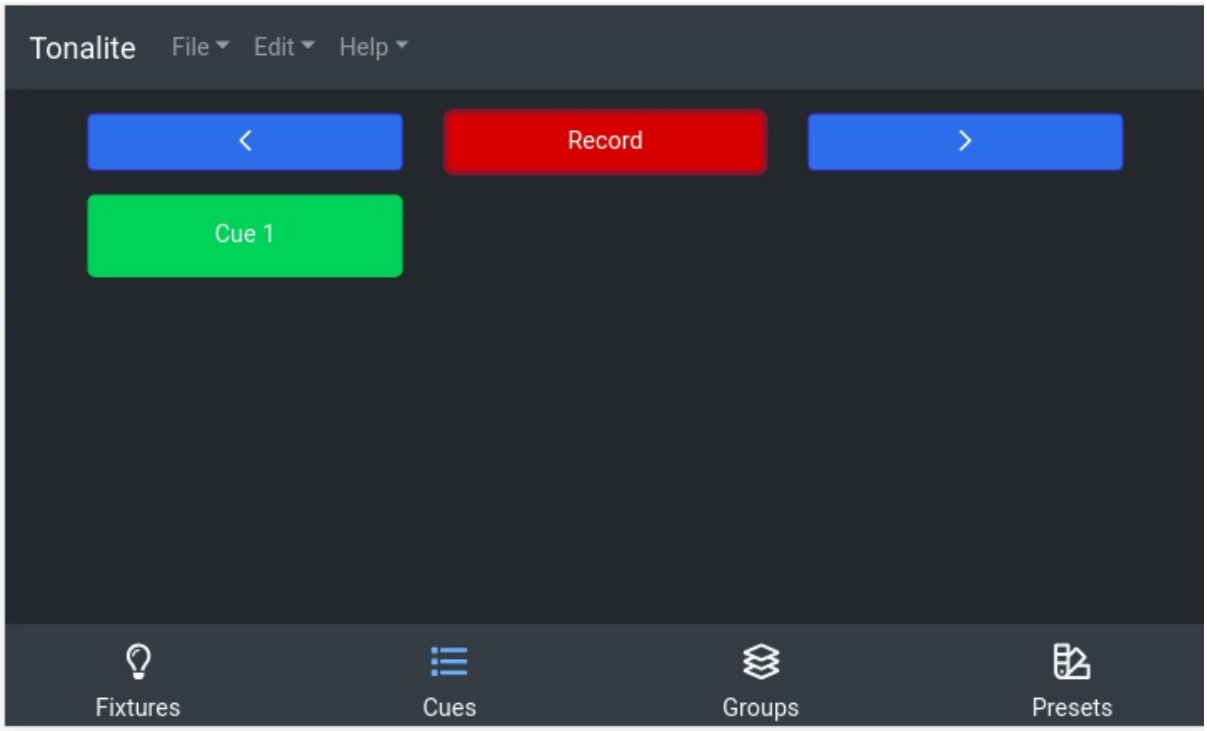
Using Cues

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.



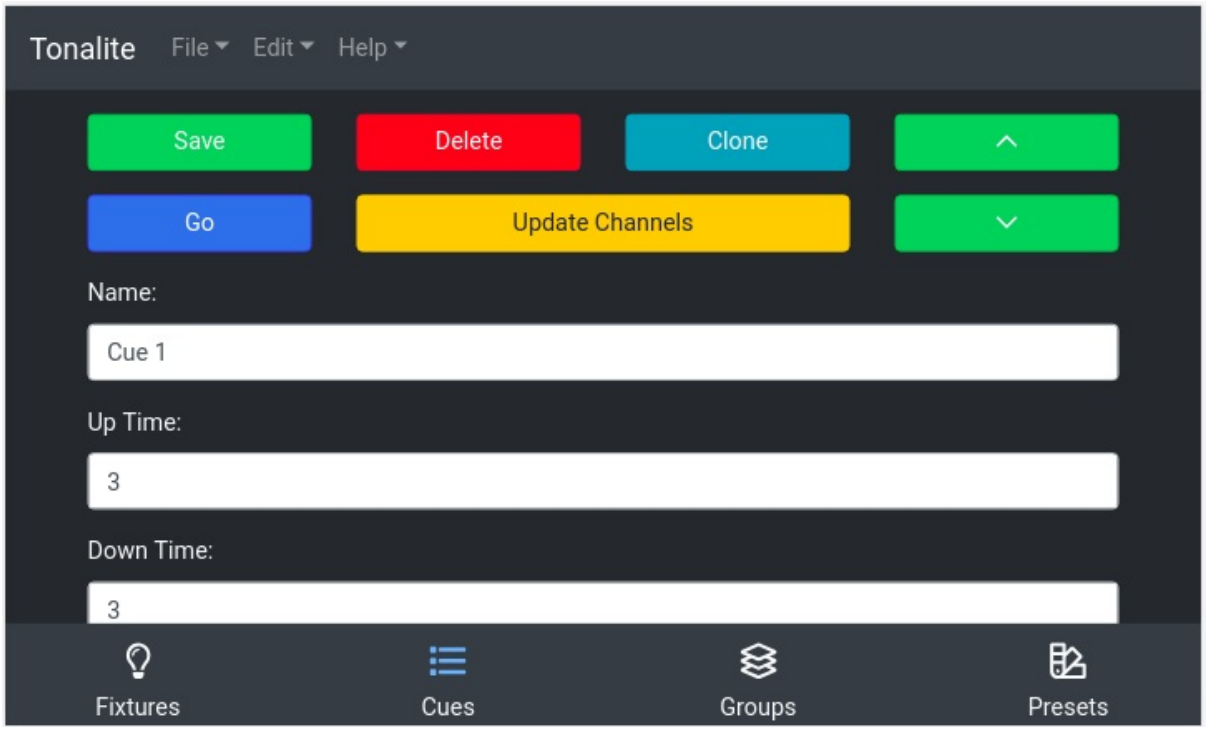
Recording Cues

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.



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

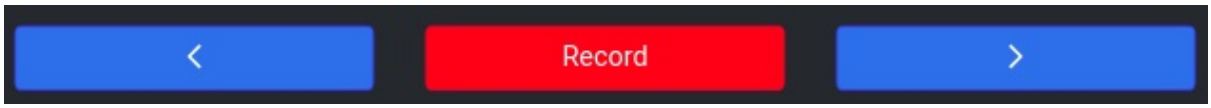
The time it takes for fixture values to change between cues if they are decreasing.

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.



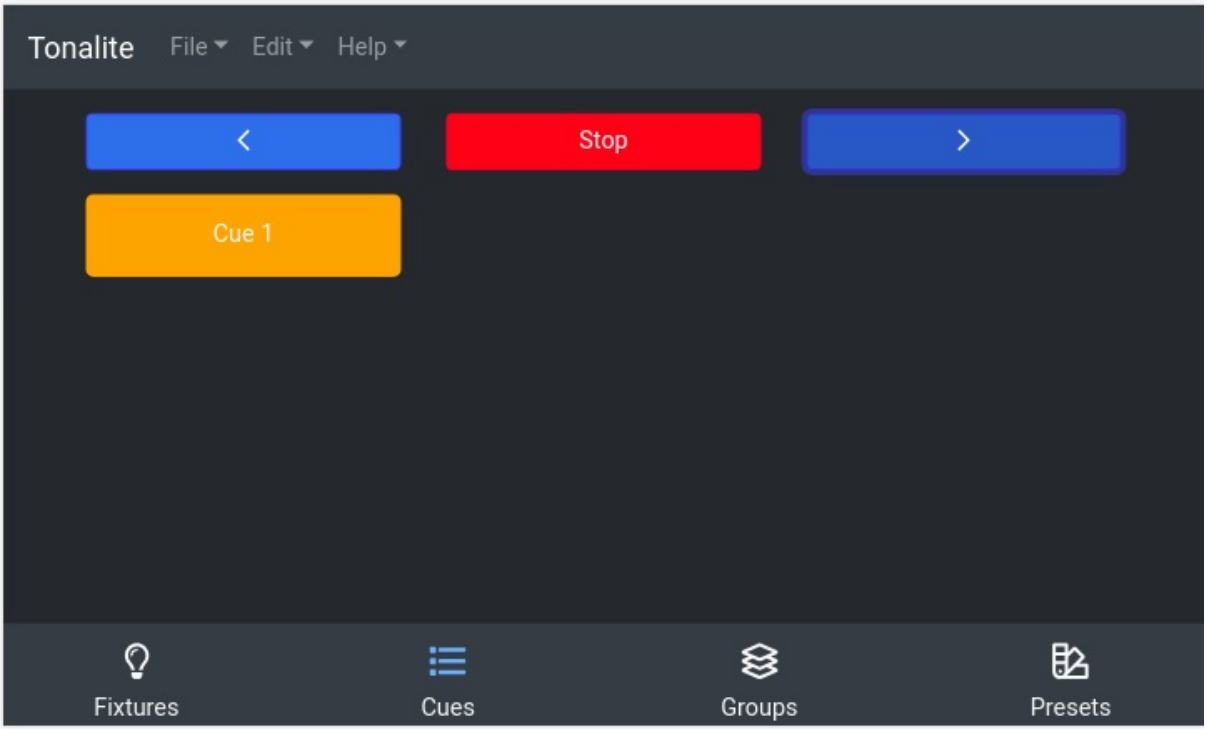
Left

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.

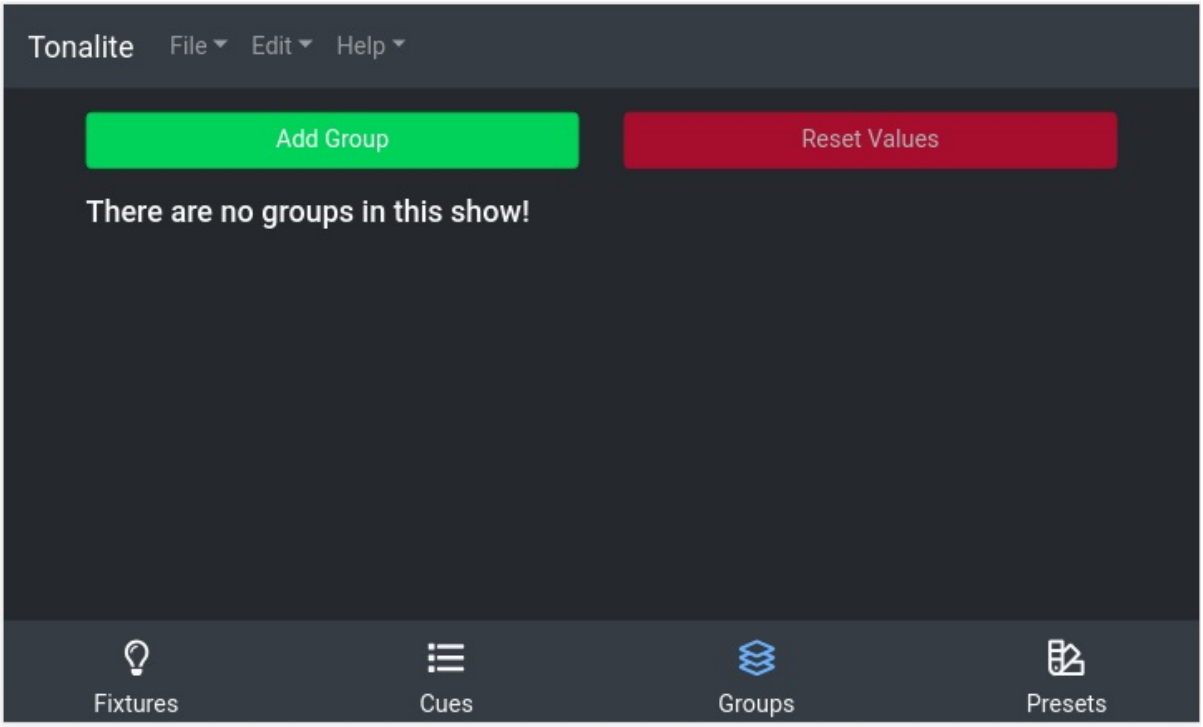
Stop



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

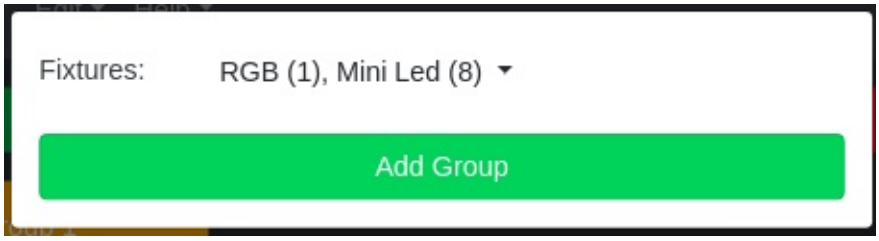
Using Groups

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.

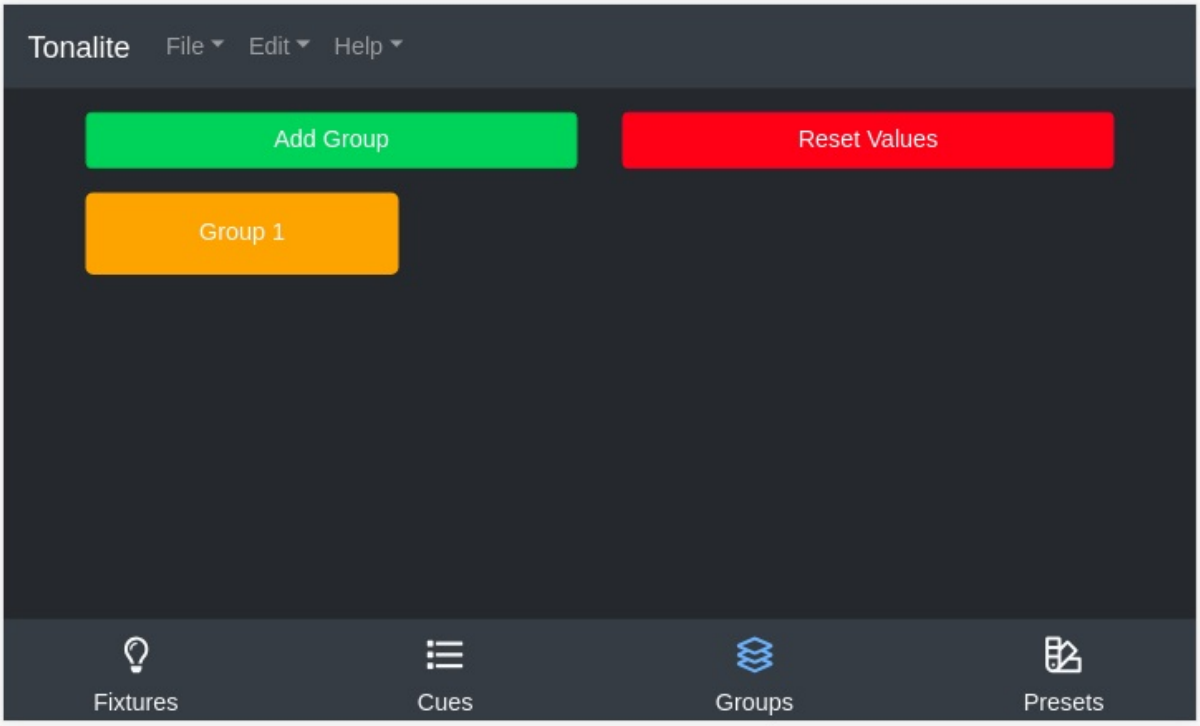


Adding Groups

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.

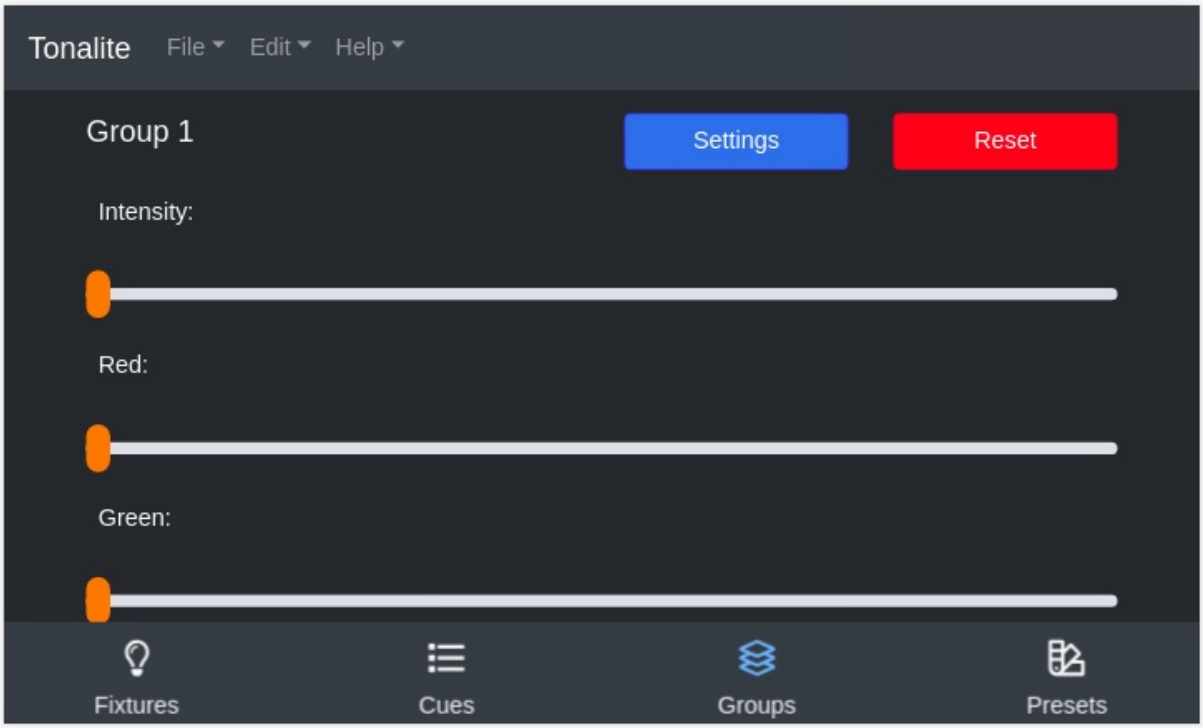


To select a fixture, click on it in the list, and the new group will control this fixture along with any others you select. You can select multiple in this list.



Updating Group Channels

Each of a groups'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

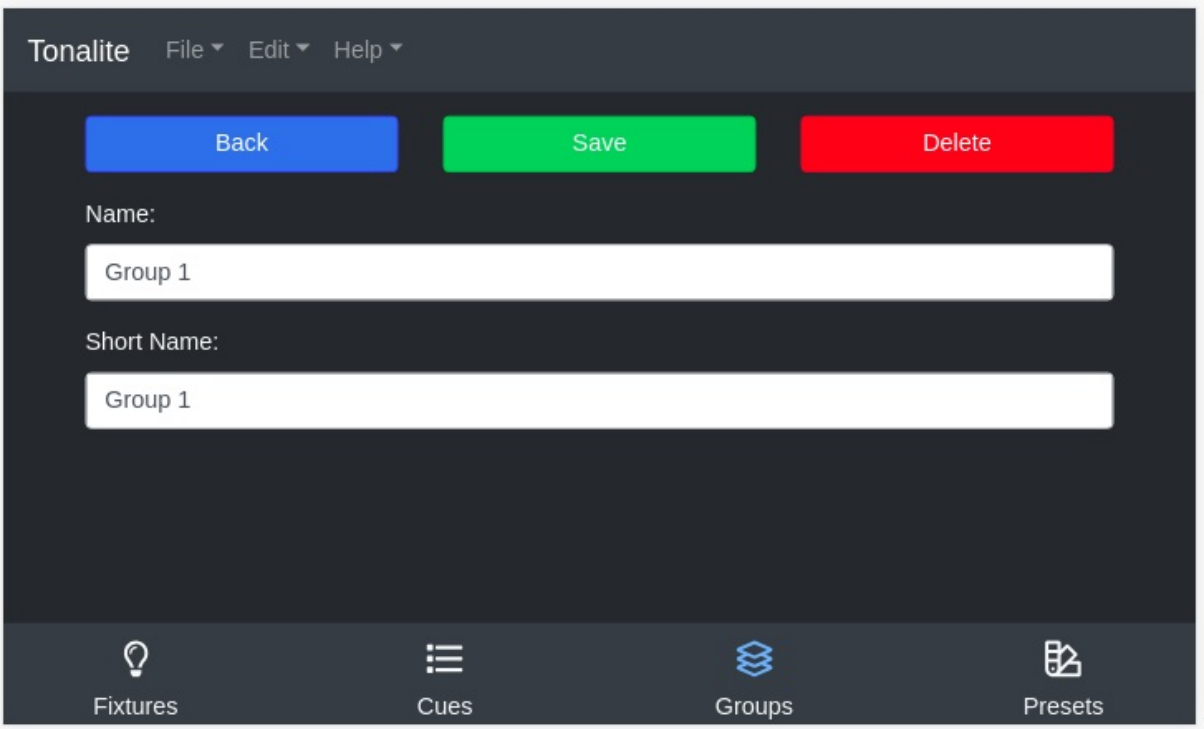
Reset the channel values for just this group.

Resetting Group Channel Values

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

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.

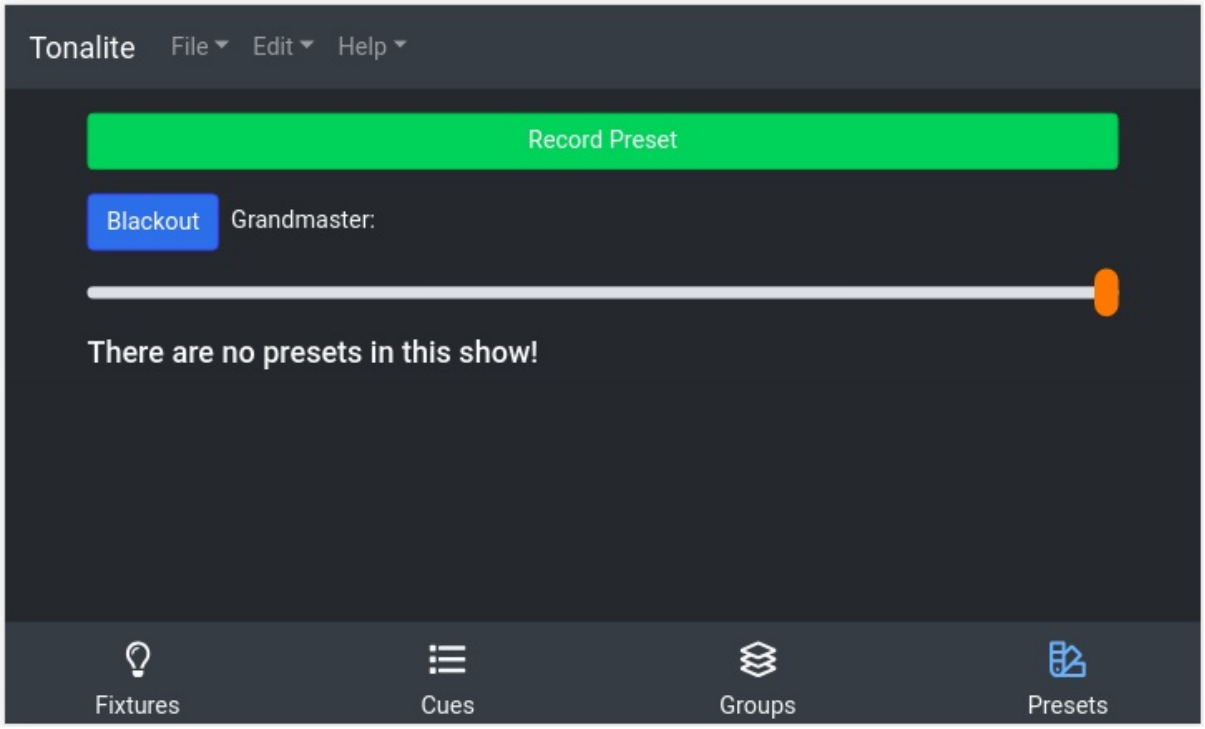
Inputs

Name

The full name of the group. This can be any length needed to be descriptive though we suggest that you keep it short so as to fit into the interface easily.

Using Presets

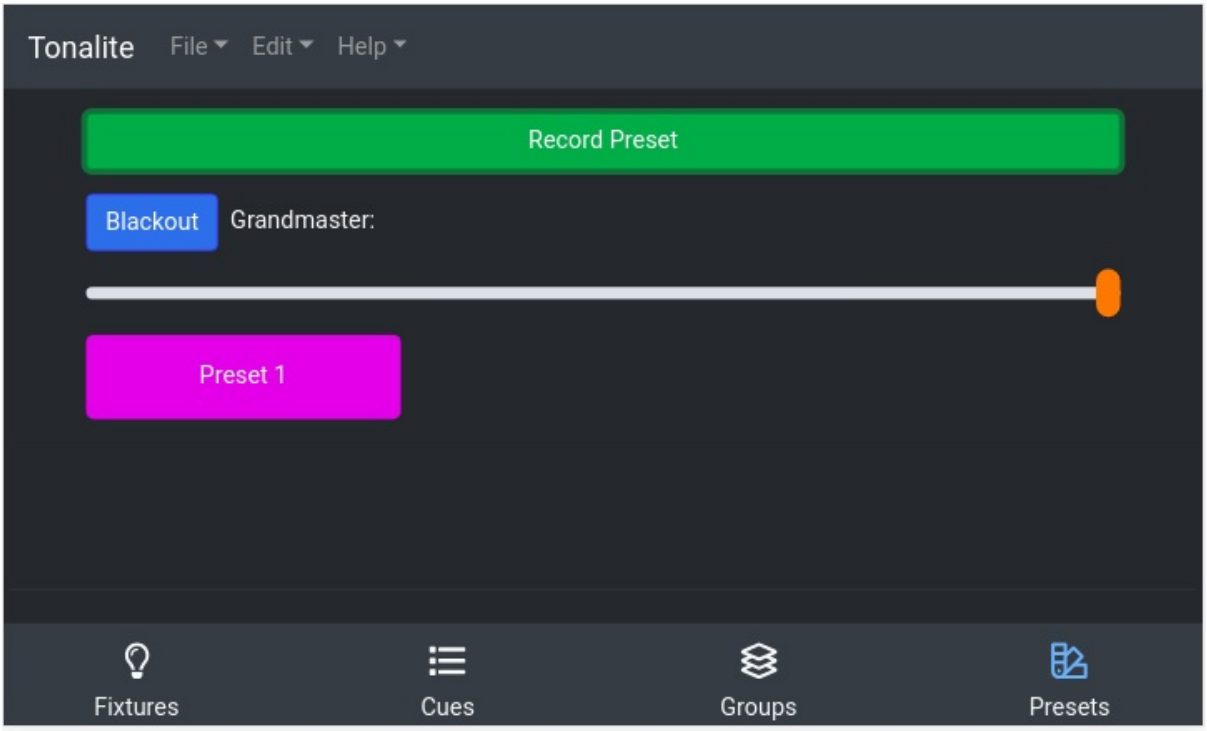
When used for a permanent installation, there needs to be a way for users who don't have experience with the program to turn on lights. Tonalite allows you to set up presets which are one-click overrides that allow easy control of chosen lights.



On the presets page, tab a preset to turn it on (it will turn red) and tap again to turn it off (it will go back to purple).

Record Presets

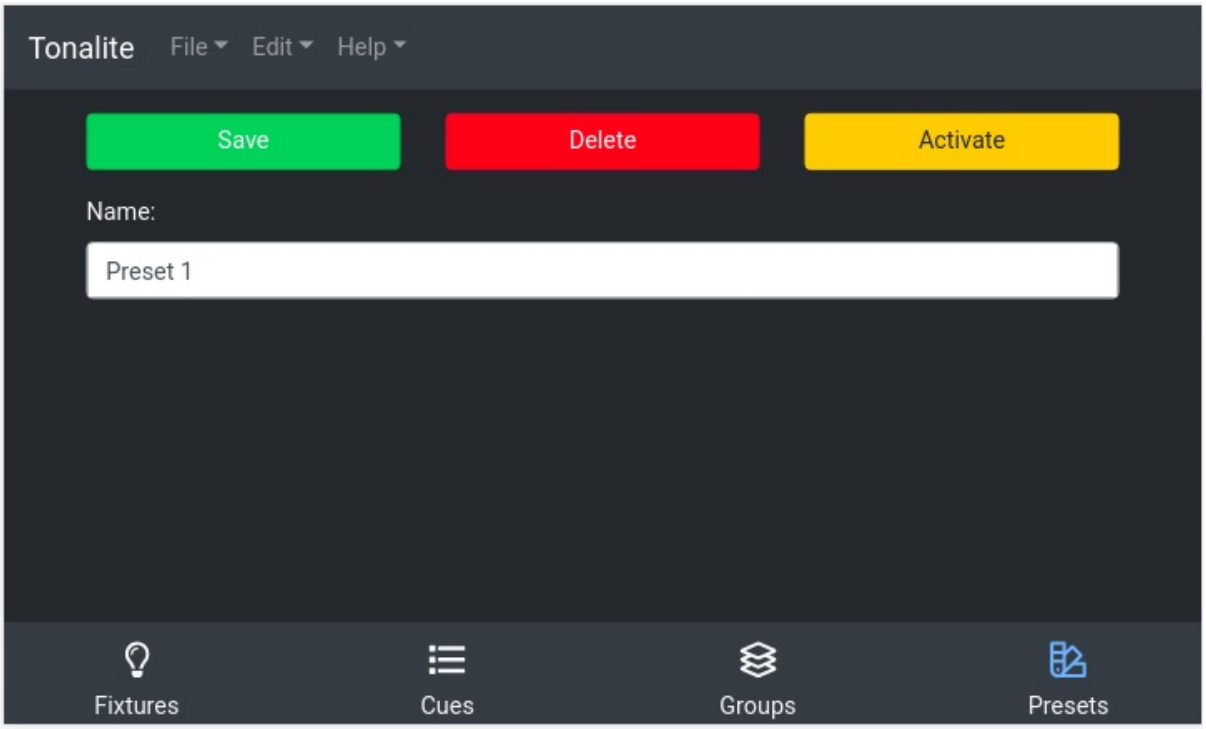
Record a preset using the green `Record Preset` button on the top of the `Presets` tab. Note that a preset stores the current output DMX values, and not output fixtures. This is so that presets will still work even if you don't have some or all fixtures needed for the preset in the current show. A preset will only override DMX output channels when the channel saved in the preset has a higher value that the current channel.



To edit a preset's settings, tap on it in this list.

Changing Preset Settings

You can change various settings of a preset. You can access a preset's setting page by clicking on a preset item on the `Presets` page.



Buttons

Save

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

Delete

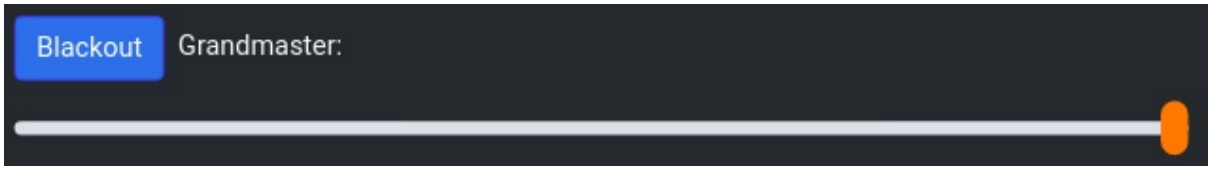
Remove the preset from the show. You will be prompted to make sure you really want to do this.

Activate

Active the current preset. When activated, this button witll switch to `Deactivate` which does the opposite.

Grandmaster and Blackout

The grasndmaster and the blackout button are the master overides for the entire lighting system. The only thing they can not control are the presets.



Grandmaster

The grandmaster controls the final output percentage of the lights. It is in a range of 0-100, and any light values will be output at this percentage of their actual value.

Blackout

As long as Blackout is active, all DMX output values will be `0`.

Keyboard Shortcuts

There are a number of keyboard shortcuts built into Tonalite to make it easier to do certain actions while programming and/or running shows.

Key	Action
R	Record Cue
End	Stop Cue
Right Arrow	Next Cue
Left Arrow	Last Cue
SHIFT+A	Add Fixture
CTRL+N	New Show
CTRL+S	Save Show

Configuration

You can find the system configuration in the `settings.json` file.

device

The platform that the user is running on.

Options:

- `linux` - Linux 64bit
- `win` - Windows 64bit
- `macos` - macOS 64bit
- `rpi` - Raspberry Pi

Reboot required after change.

url

The IP address of the web server that runs the control page. This is also used as the ArtNet and sACN output IPs.

Reboot required after change.

port

The IP port of the web server that runs the control page.

Reboot required after change.

defaultUpTime

The default up time used for new cues.

defaultDownTime

The default down time used for cues.

desktop

The platform Tonalite is running on.

Options:

- `true` - Tonalite is running in desktop mode
- `false` - Tonalite is running in embeded mode (used for the touchscreen model)

Reboot required after change.

udmx

Whether or not to output to uDMX.

Options:

- `true` - Enables uDMX-Artnet
- `false` - disables uDMX-Artnet

Reboot required after change.

artnetIP

The IP on which to output ArtNet data.

Default: `null`

When the value is `null`, ArtNet will choose where to output automatically.

sacnIP

The IP on which to output sACN data.

Default: `null`

When the value is `null`, sACN will choose where to output automatically.