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# 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

# 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) or uDMX to DMX 512 network interface.

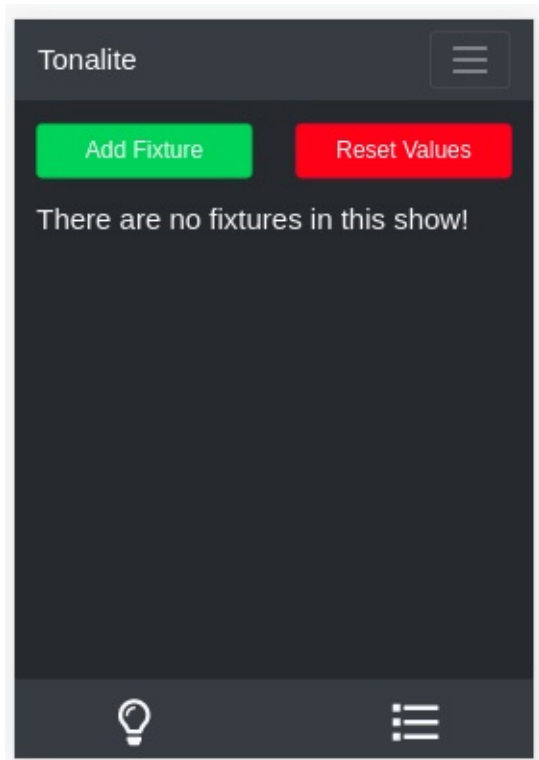
## Supported Software

It is possible to visualize your lighting using external software that supports the E1.31 (sACN) protocol. 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.

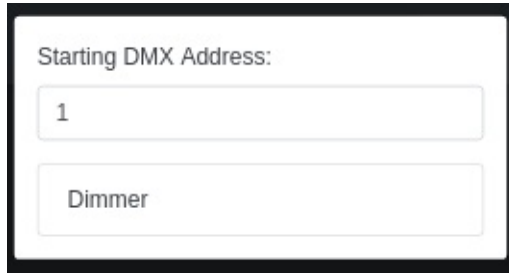
## Using Fixtures

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.

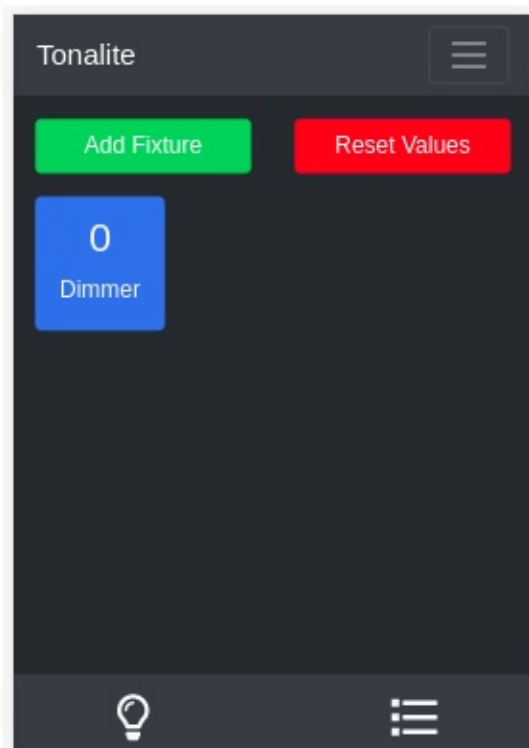


## Adding Fixtures

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. If the fixture has three channels and the starting DMX address is 1, the channels will be mapped to addresses 1, 2, and 3.

A modal window with a white background and a black border. It contains a label "Starting DMX Address:" followed by a text input field containing the number "1". Below this is another text input field containing the word "Dimmer".

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



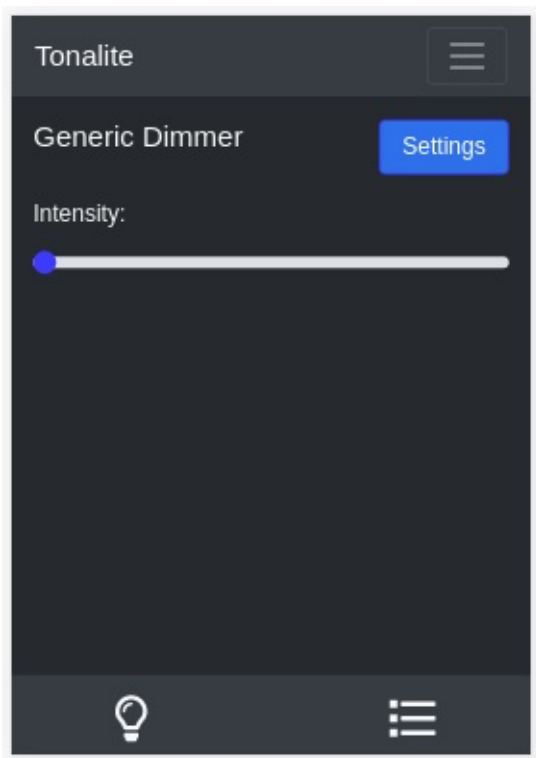
If a fixture's first channel is intensity, the value will be displayed along with the fixture name on the **Fixtures** tab.

## 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

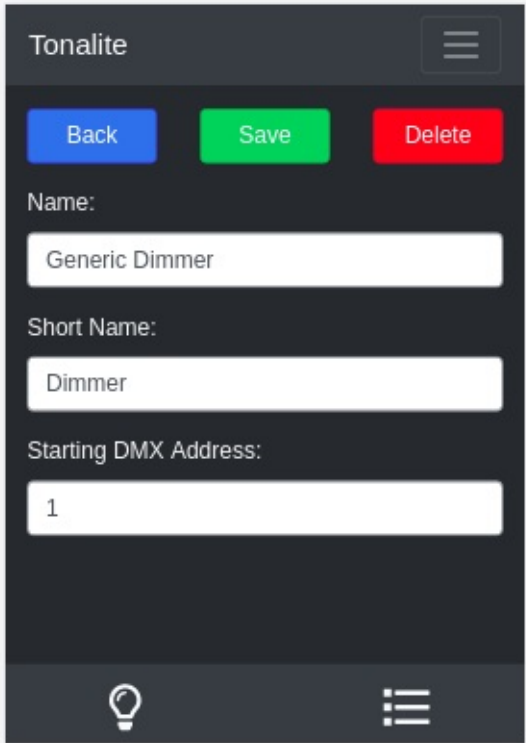
Each of a fixture's channels can be controlled individually. To access the fixture channels page, click on the appropriate fixture in the fixtures view.





## 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.



The screenshot shows a mobile application interface for 'Tonalite'. At the top, there's a header with the name 'Tonalite' and a hamburger menu icon. Below the header are three buttons: 'Back' (blue), 'Save' (green), and 'Delete' (red). The main form area 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 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 hve 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

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](#) .