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 Intensity Parameter Values 1.2.2
  - Resetting Fixture Parameter Values 1.2.3
  - Updating Fixture Parameters 1.2.4
    - Using Fixture Effects 1.2.4.1
      - Adding Effects 1.2.4.1.1
      - Changing Effect Settings 1.2.4.1.2
    - Changing Fixture Settings 1.2.4.2
- Cues 1.3
  - Recording Cues 1.3.1
  - Changing Cue Settings 1.3.2
  - Moving Between Cues 1.3.3
- Sequences 1.4
  - Adding Sequences 1.4.1
  - Updating Sequence Steps 1.4.2
  - Changing Sequence Settings 1.4.3
- Groups 1.5
  - Adding Groups 1.5.1
  - Resetting Group Parameter Values 1.5.2
  - Updating Group Parameters 1.5.3
    - Using Group Effects 1.5.3.1
      - Adding Effects 1.5.3.1.1
      - Changing Effect Settings 1.5.3.1.2
  - Changing Group Settings 1.5.4
- Presets 1.6
  - Recording Presets 1.6.1
  - Changing Preset Settings 1.6.2
- Grandmaster and Blackout 1.7
- Keyboard Shortcuts 1.8
- Editing Console Settings 1.9
  - UI Settings 1.9.1
  - Defaults Settings 1.9.2
  - Outputs Settings 1.9.3

Welcome to the Tonalite v1.0.0 Beta 2 Documentation!

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

Who Is Tonalite For?

Tonalite is for smaller theater venues that need an easy to use lighting control system that is still powerful enough to control modern lights. It is designed to work with industry-standard hardware and is meant to be as intuitive 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 the lighting while moving throughout the theater. You can also use it with a wired connection to prevent connection issues in a production environment.

Supported Hardware

Tonalite supports any E1.31 (sACN), ArtNet, and official uDMX interfaces (using uDMXArtNet). Currently, Tonalite only outputs 2 universes of DMX (1024 channels).

Supported Software

Visualizers

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.

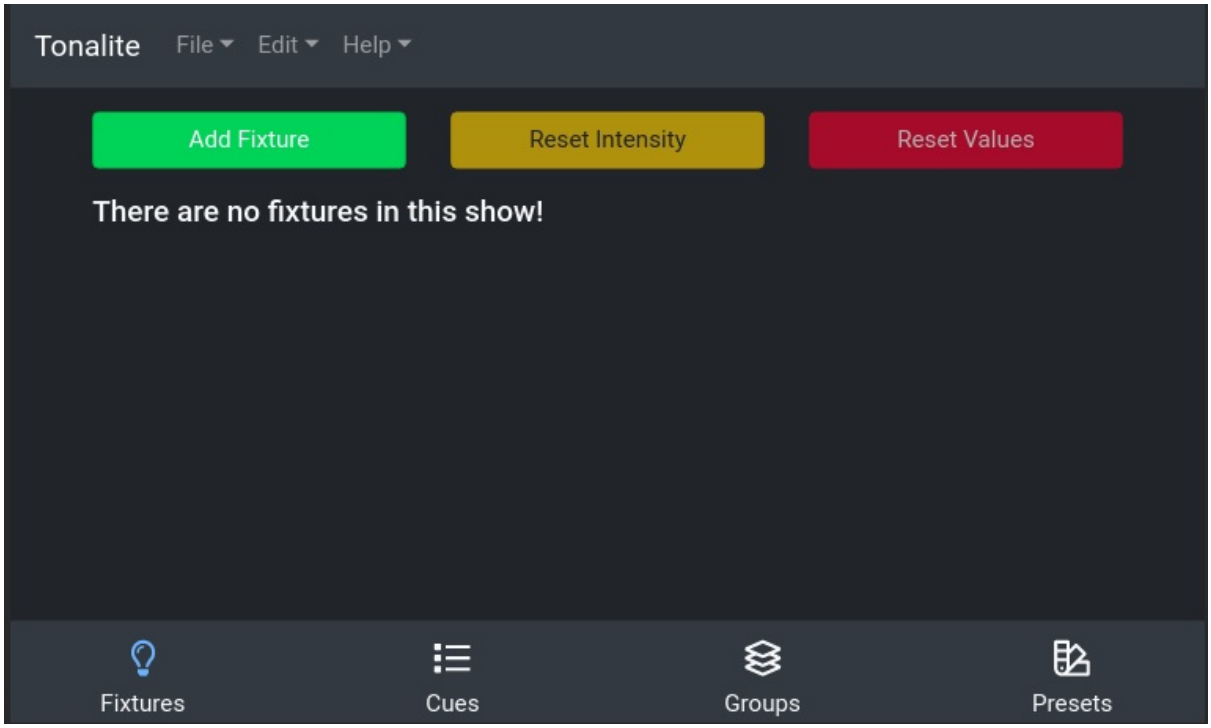
Software	Manufacturer
Capture	Capture Visualisation AB
Realizzer	Realizzer
Vision	Vectorworks, Inc.

Fixture Profile Creation

Tonalite allows you to use fixture profiles created by the ETC ColorSource Fixture Editor. The files may be in either `JSON` or `JLIB` formats.

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 parameters separately. You can access the fixtures in the `Fixtures` tab of the interface.



Display

A fixture item displays as a blue box with the fixture's name inside.

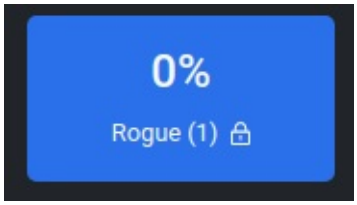
Special Displays

Intensity

If a fixture has an intensity parameter, the value of that parameter will be displayed along with the fixture's name.

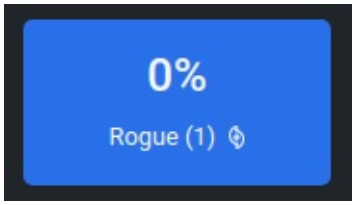
Locked Channels

If a fixture has any locked channels, an icon will appear next to its name to indicate this.



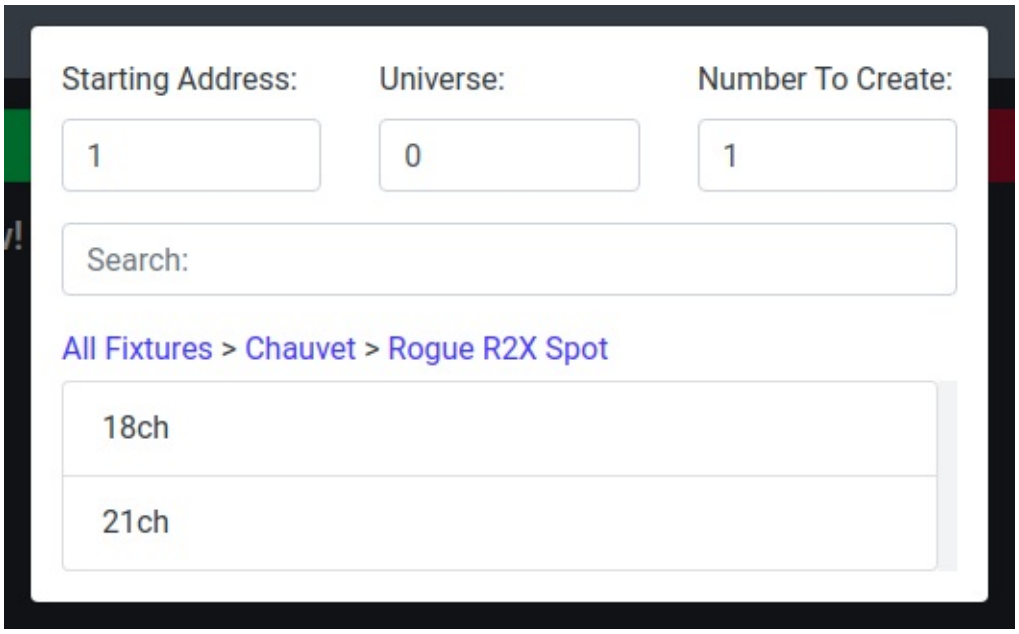
Active Effects

If a fixture has any active effects, an icon will appear next to its name to indicate this.

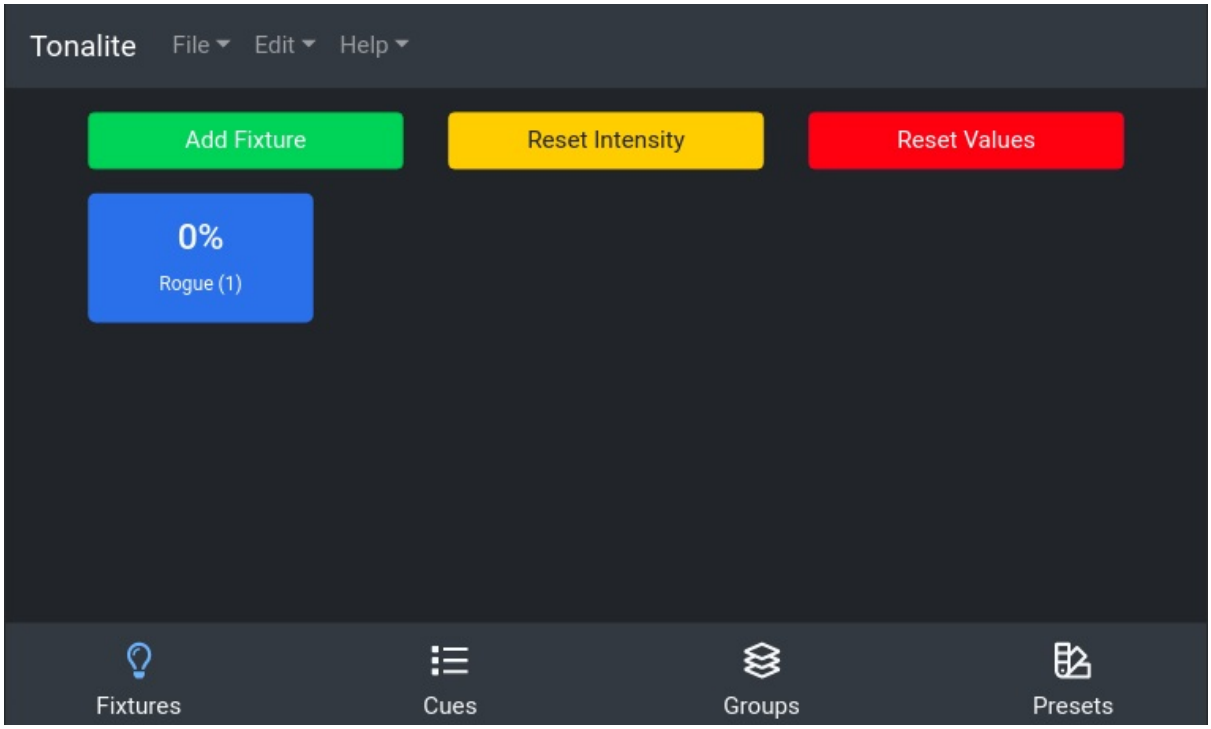


Adding Fixtures

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 soon to be created fixture. Each of a fixtures's parameters' DMX addresses is based on the `Starting Address` and `Universe` fields. If the fixture has three parameters and the starting DMX address is 1, the parameters will be mapped to addresses 1, 2, and 3. Use the `Number To Create` field to specify how many of this type of fixture you would like to create.



To select a fixture profile, navigate through the manufacturers and models to find the correct mode. Click on it in the list, and a new fixture will be created based on this profile. If you can't find what you are looking for, try using the `Search` box. If there isn't a profile in the library for the fixture you want to use, you can create one yourself or send a support message asking for one to be created for you.


Tonalite
File
Edit
Help
Add Fixture
Reset Intensity
Reset Values
0%
Rogue (1)
Fixtures
Cues
Groups
Presets

Resetting Fixture Intensity Parameter Values

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

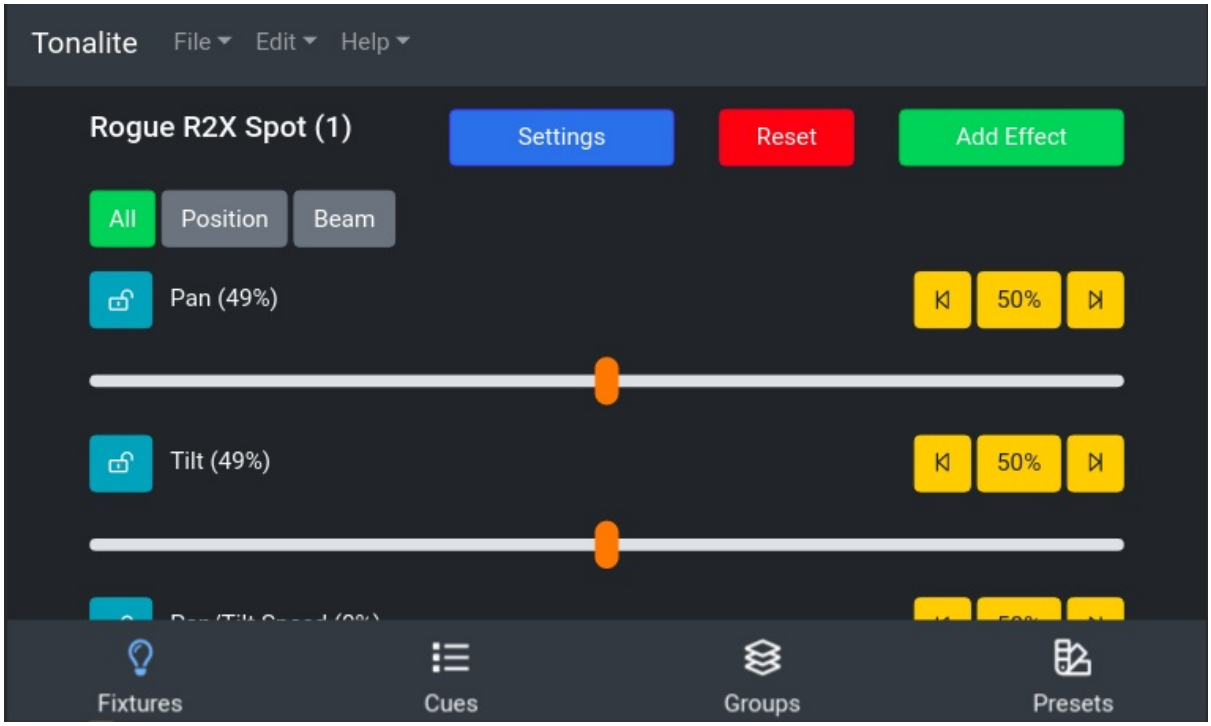
This fuction is useful when you have moving fixtures or fixtures with multiple parameters and you only want to make them turn off without resetting their position, color, etc.

Resetting Fixture Parameter Values

You can reset the values of every fixture's parameters 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 want to do this because this will cause a blackout in most cases.

Updating Fixture Parameters

Each of a fixture's parameters can be controlled individually. To access the fixture parameters page, click on the appropriate fixture in the `Fixtures` tab.



Top Bar

Settings

Go to this fixture's settings.

Reset

Reset the parameter values for this fixture. You will be asked to make sure you want to do this because this will cause a blackout in most cases.

Add Effect

Add an effect that will run on this fixture.

Category Buttons

All

Display all available parameters on this fixture.

Position

Display only the position parameters on this fixture.

Color

Display only the color parameters on this fixture.

Beam

Display only the beam parameters on this fixture.

Parameter Buttons

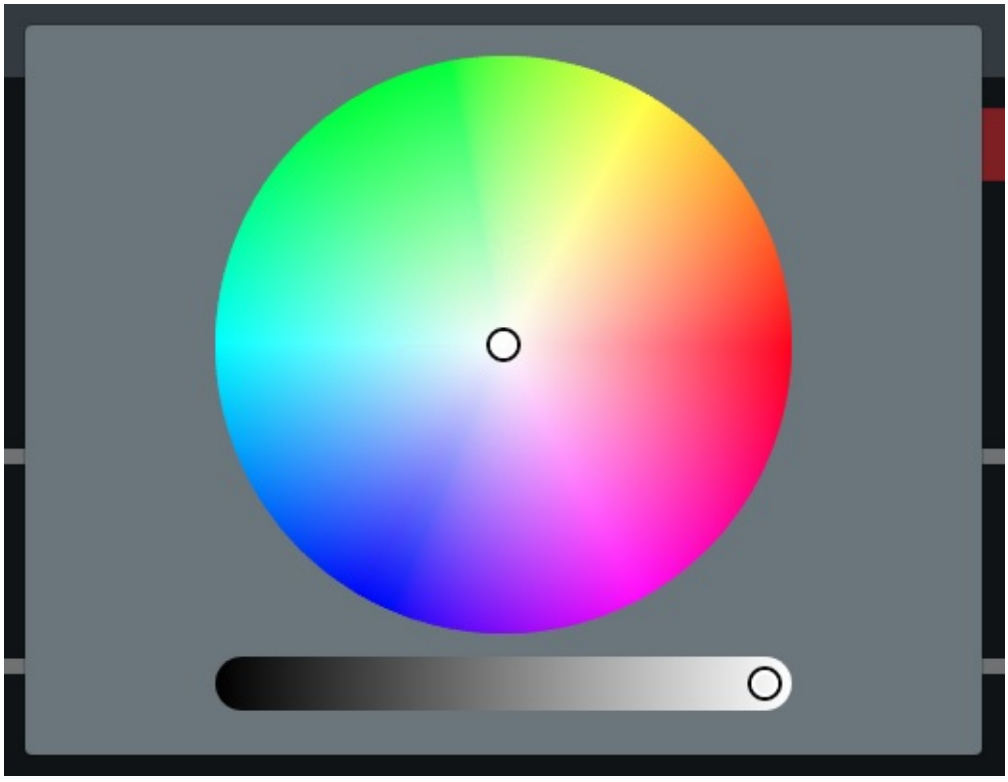
There are some buttons that show up on all parameters.

Lock

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

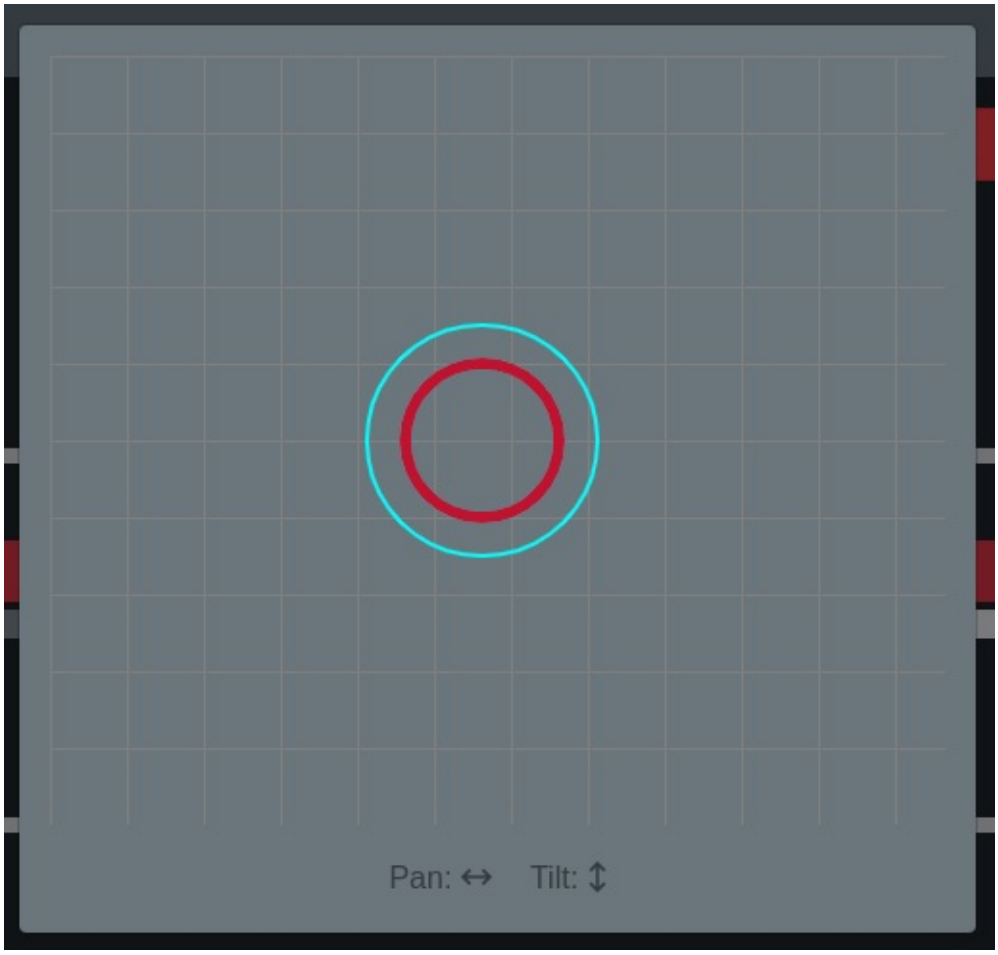
Color Wheel

Display the color wheel input. This is only available when the parameter is a color parameter.



Joystick

Display the position joystick input. This is only available when the parameter is a position parameter.



Left

Set this parameter's value to 0%.

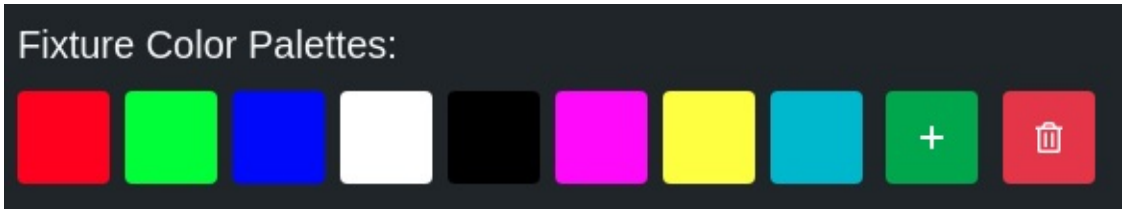
50%

Set this parameter's value to 50%;

Right

Set this parameter's value to 100%;

Color Palettes



There are a number of different color palettes available. Click one in the list to apply it to the fixture. Tonalite currently supports the following color mixing modes natively:

- RGB

- RGBW
- RGBA
- RGBAW
- CMY
- HSI

If a fixture has one of these color mixing modes, Tonalite will use all of its color parameters to set the correct color from the palette. If a fixture does not have one of these modes, Tonalite will attempt to set RGB parameter values if any of those parameters exist on the fixture, or else will fail to apply the color palette.

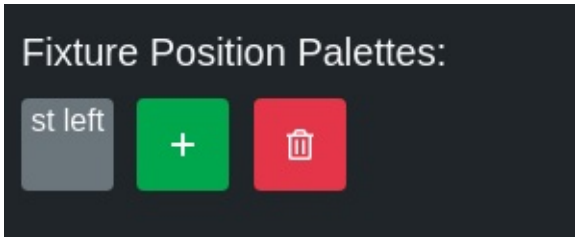
Add Palette

To add a palette, click the green button with a plus sign inside of it. You will be asked to choose a name for the new palette.

Remove Palette

To remove a palette, click the red button with a lock inside of it. The palettes that can be removed will start pulsing. To remove one, click on it in the list. You will be asked if you are sure you want to remove it.

Position Palettes



You can create position palettes to apply to your fixtures. Click on one in the list to apply it to the fixture. These set the pan and/or tilt parameters of a fixture.

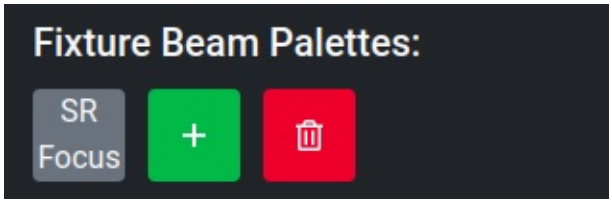
Add Palette

To add a palette, click the green button with a plus sign inside of it. You will be asked to choose a name for the new palette.

Remove Palette

To remove a palette, click the red button with a lock inside of it. The palettes that can be removed will mstart pulsing. To remove one, click on it in the list. You will be asked if you are sure you want to remove it.

Beam Palettes



You can create beam palettes to apply to your fixtures. Click on one in the list to apply it to the fixture. These set the beam parameters of a fixture.

Add Palette

To add a palette, click the green button with a plus sign inside of it. You will be asked to choose a name for the new palette.

Remove Palette

To remove a palette, click the red button with a lock inside of it. The palettes that can be removed will mstart pulsing. To remove one, click on it in the list. You will be asked if you are sure you want to remove it.

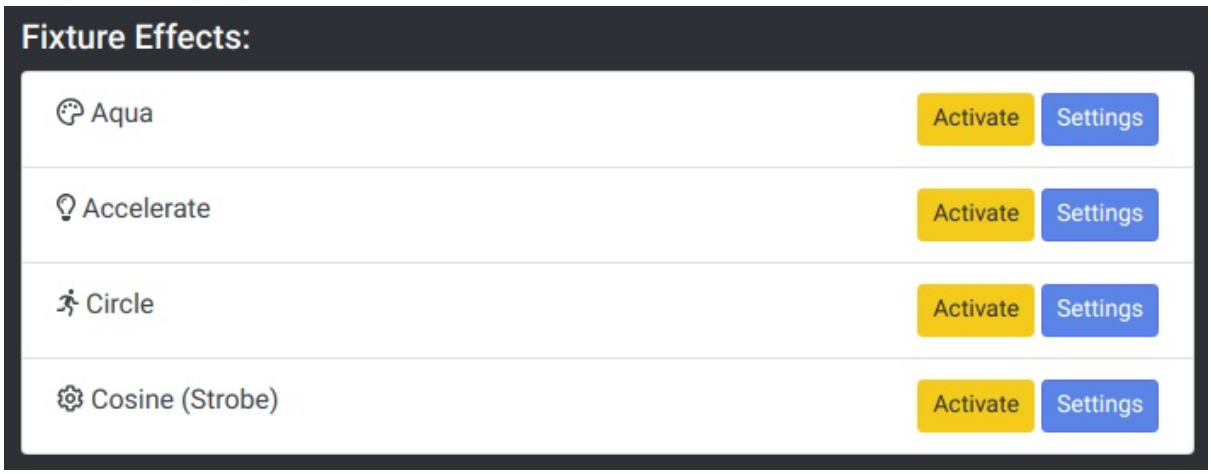
Using Fixture Effects

Tonalite supports several fixture effects. Each of these fixture effects falls into a specific category based on what parameter(s) of a fixture they control. These categories are:

- Intensity
- Position
- Color
- Parameter

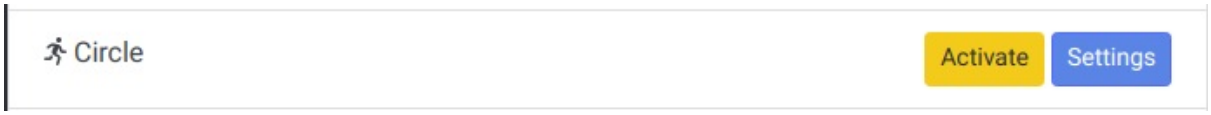
Effect Display

When a fixture has effects added to it, they are displayed at the bottom of the fixture's parameters page.



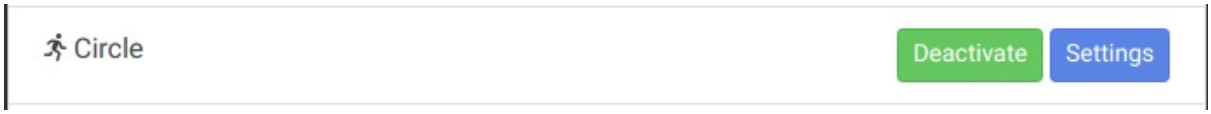
Buttons

Activate



Activate the selected effect. When pressed, this button turns into a `Deactivate` button. The activation state of all effects on a fixture is saved into cues.

Deactivate



Deactivate the selected effect. When pressed, this button turns into an `Activate` button. The activation state of all effects on a fixture is saved into cues.

Settings

Go to this effect's settings.

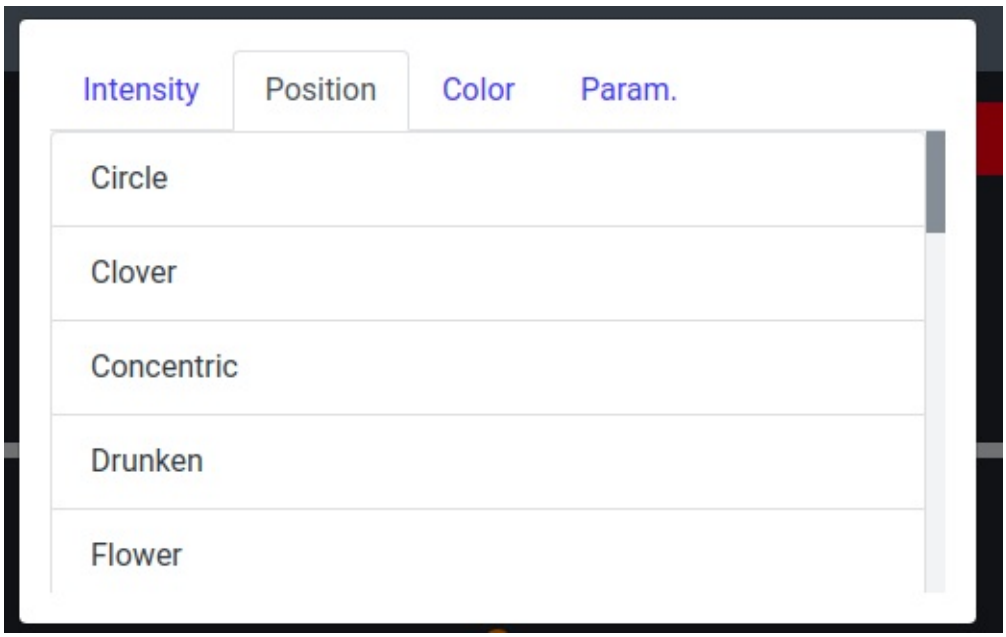
Adding Effects

Add an effect to the current fixture by using the green `Add Effect` button on the top of the fixture's parameters view. This will open a modal that shows the available effect categories. You can select a category and it will display all the effects available for that category.

Intensity

Intensity effects control the intensity values of a fixture. If an intensity parameter does not exist on the fixture, this category will not be displayed.

Position

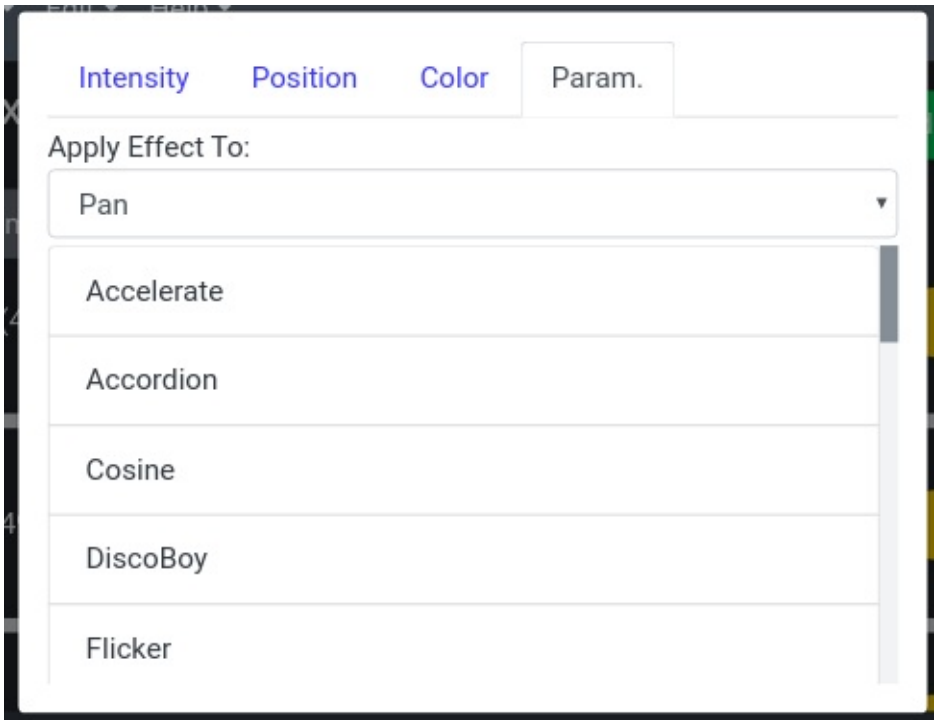


Position effects control the pan and tilt values of a fixture (X and Y). If only the pan or tilt parameter exists on the fixture, it will still be affected by itself. If a position parameter does not exist on the fixture, this category will not be displayed.

Color

Color effects control the RGB values of a fixture. If more parameter colors than just RGB exist, they will not be affected. If only the R, G, or B parameters exist on the fixture, they will still be affected by themselves. If a color parameter does not exist on the fixture, this category will not be displayed.

Param.



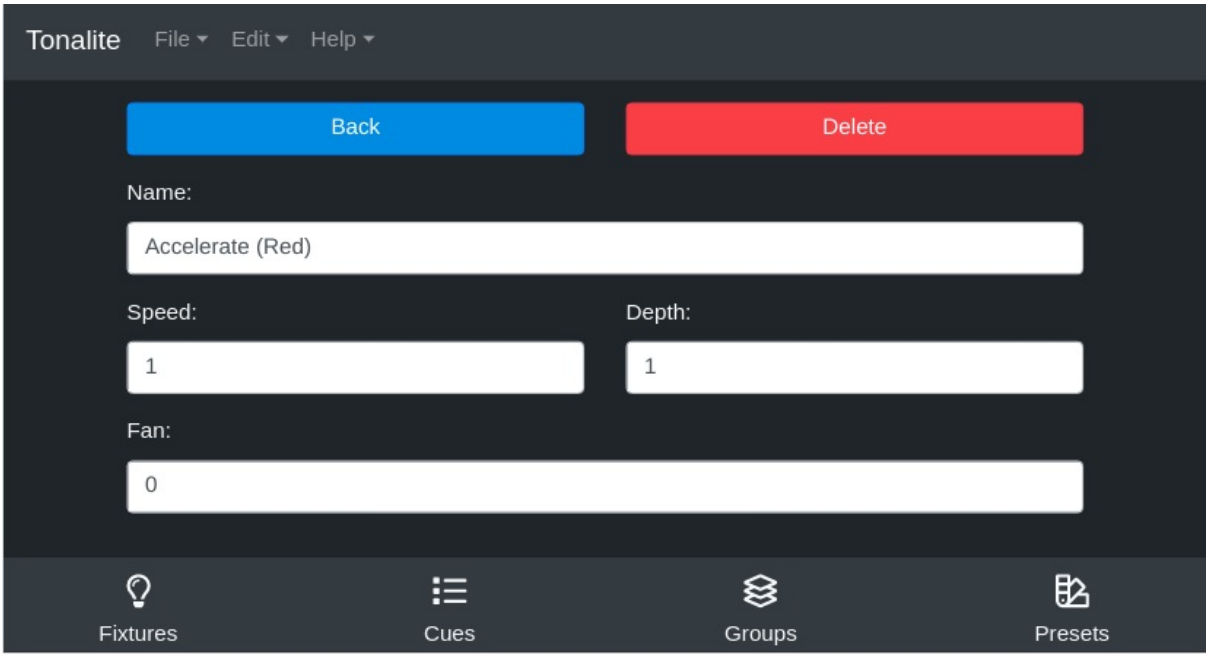
Parameter effects can control any parameter of a fixture.

Apply Effect To

Use the dropdown to select which of this fixture's parameters to apply the effect to.

Changing Effect Settings

You can change various settings of an effect. You can access an effect's setting page by clicking the `Settings` button on the effects's display row on a fixture's parameters page.



Top Bar

Back

Go back to the fixture's parameters.

Delete

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

Inputs

Name

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

Speed

A multiplier for the speed of the effect.

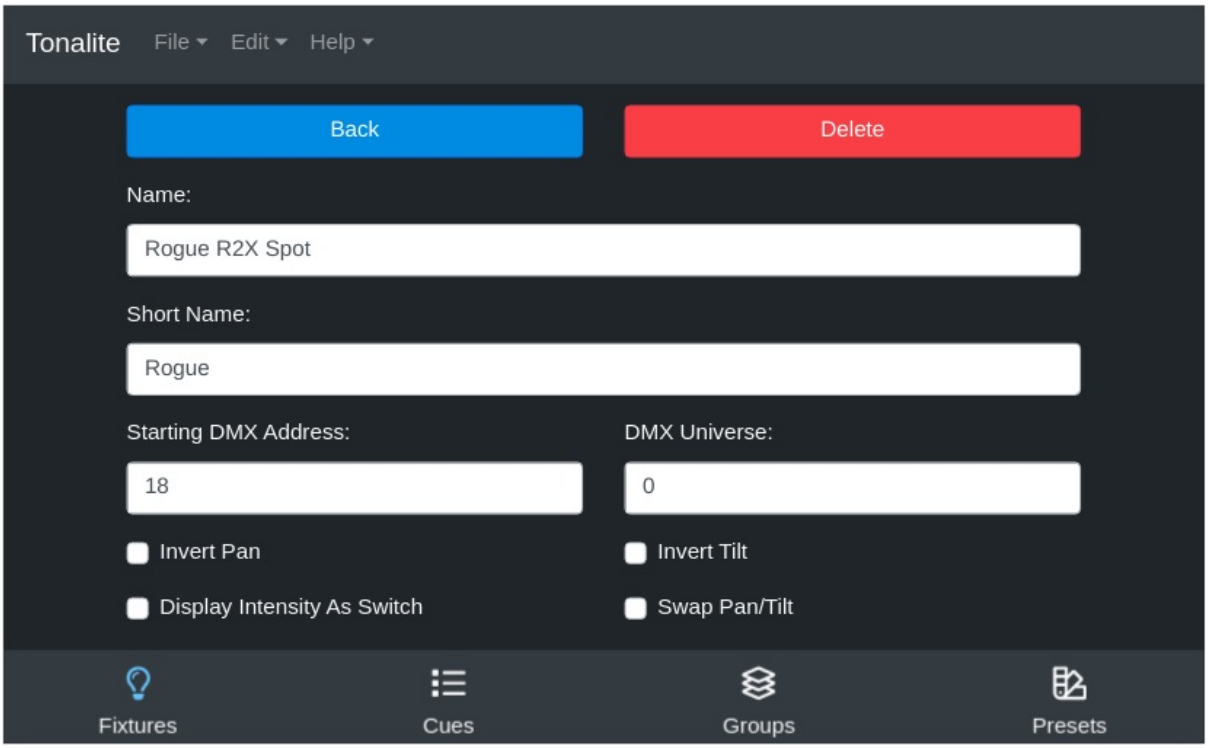
Depth

How much this effect affects the fixture that it is applied to. Depth is in a range of `0.0` to `1.0` where `0.0` is the least effect, and `1.0` means that this effect completely overrides the values from the fixture. If depth is between `0.0` and `1.0`, the values of the effect and the values of the fixture are mixed. This is useful when used on position

effects to scale the shape produced to fit your stage.

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 parameters page.



Top Bar

Back

Go back to the fixture's parameters.

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. The software automatically generates this from the `Name` input to use the first word of it's data.

Starting DMX Address

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

DMX Universe

The DMX universe that the fixture lives in. Tonalite allows for 2 universes of DMX to be outputted. See description in `Adding a Fixture`.

Invert Pan

If enabled, the values for the pan parameter (if the fixture has one) will be outputted backward in their range. This is to allow for fixtures that have been mounted in a reverse manner.

Invert Tilt

If enabled, the values for the tilt parameter (if the fixture has one) will be outputted backward in their range. This is to allow for fixtures that have been mounted in a reverse manner.

Swap Pan/Tilt

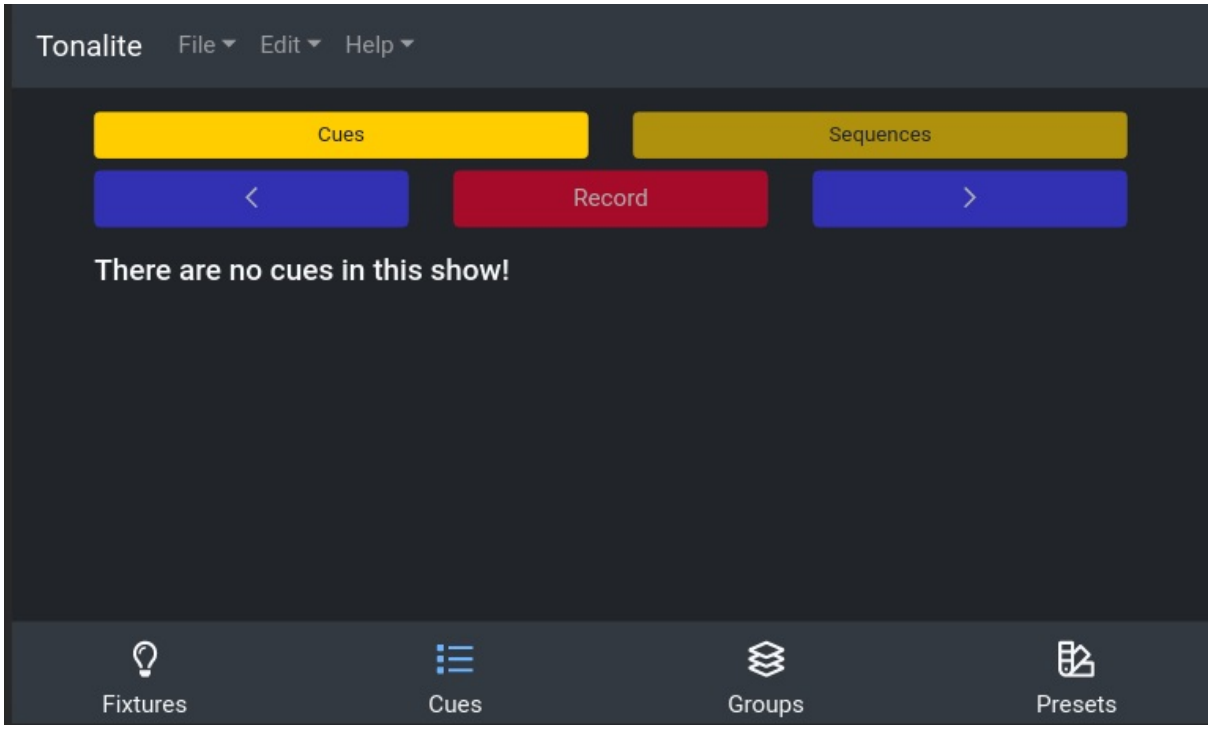
The controls for pan and tilt will output to each's opposite channel.

Display Intensity As Switch

Only allow the intensity value of a fixture to be either `0%` or `100%`.

Using Cues

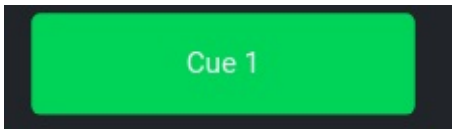
During a production, you will have a different lighting setup for almost every scene. You can create cues and transition between them to serve this purpose. You can find the options for cues in the `Cues` > `Cues` sub-tab.



Display

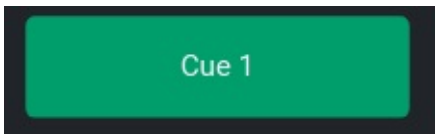
Inactive

A cue item displays as a green box with the cue's name inside by default. This is also the state for an inactive cue.



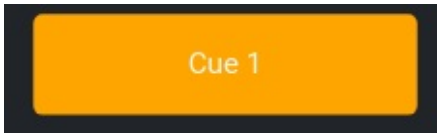
Active

The color of a cue box will change to a darker green after it has been run to show that it is the active (or last cue).



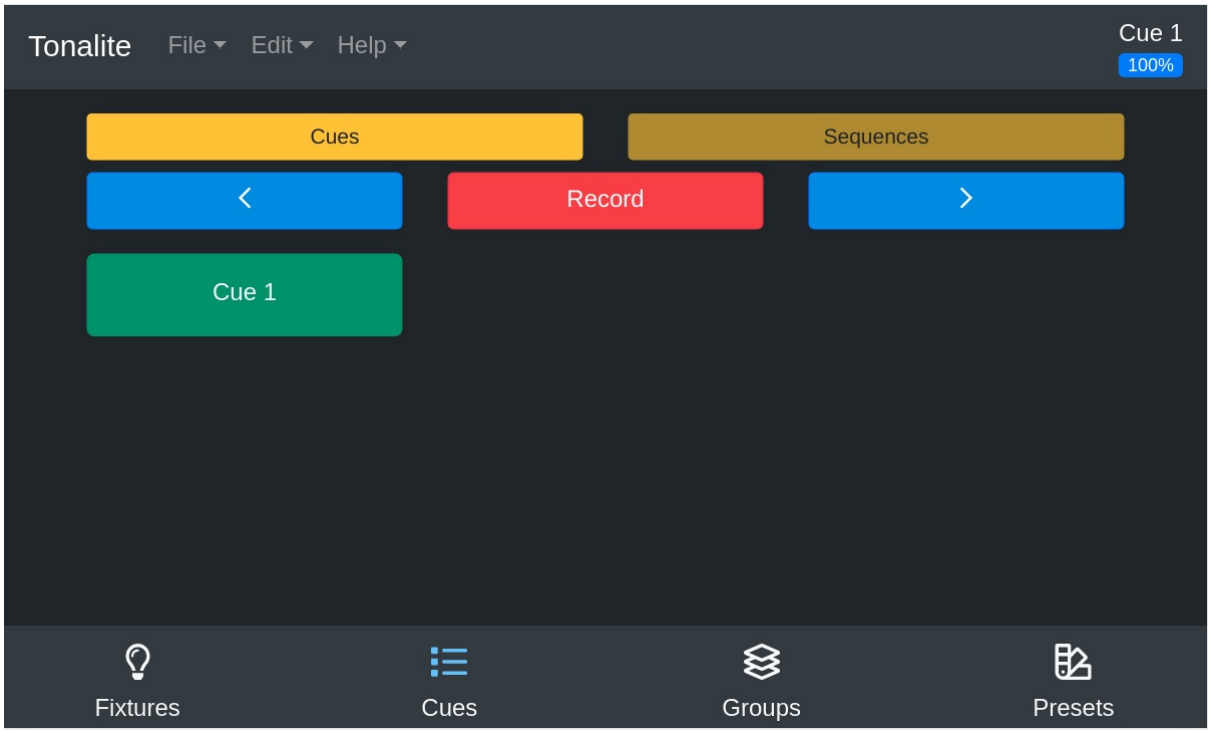
Running

While a cue is running, the color of the box will change to a yellow color. It will switch to the darker green, active state when finished.


Cue 1

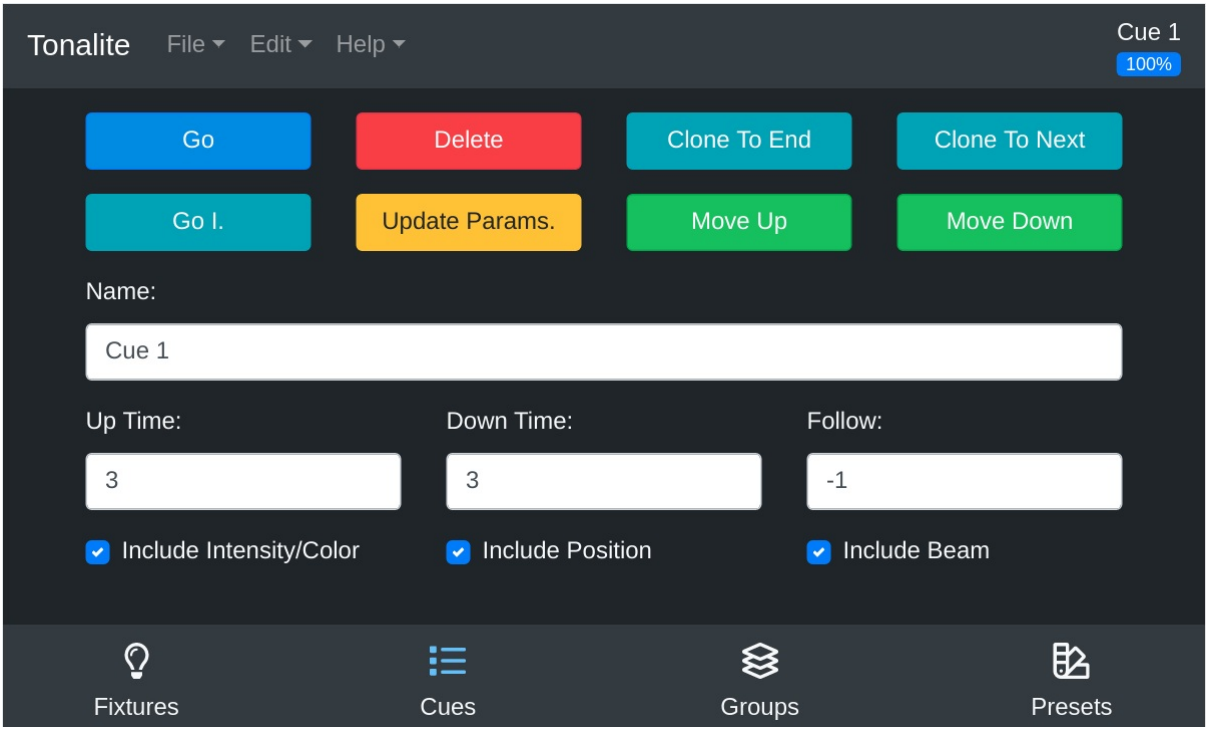
Recording Cues

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



Changing Cue Settings

You can access the settings for a cue by clicking on it in the list in the `Cues` > `Cues` sub-tab.



Top Bar

Go

Transition to this specific cue.

Delete

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

Clone To End

Duplicate 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.

Clone To Next

Make a duplicate of this cue and place it after this cue in the cue list. The new cloned cue will have the same settings and fixture values as the cue that is being cloned.

Go Instantly

Transition to this specific cue instantly, don't take into account the up and down times.

Update Parameters

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

Move Up

Move this cue forward in the cue list.

Move 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).

Include Intensitity/Color

Allow this cue to control the intensity and color parameters of fixtures.

Include Position

Allow this cue to control the position parameters of fixtures.

Include Beam

Allow this cue to control the beam parameters of fixtures.

Moving Between Cues

You can transition between cues using the buttons at the top of the `Cues` > `Cues` sub-tab.

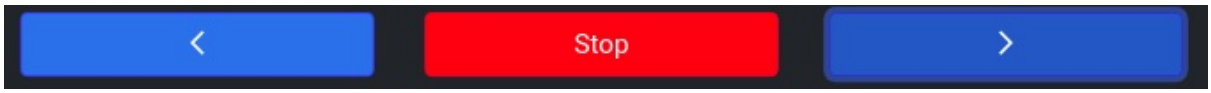
Left

Transition to the cue directly before the current (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

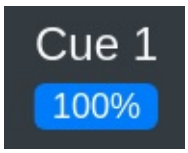
Transition to the cue directly after the current (last-played) cue. If no cue has been played, or the last cue played was the last in the list, the first cue in the list will be played.

Stop



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

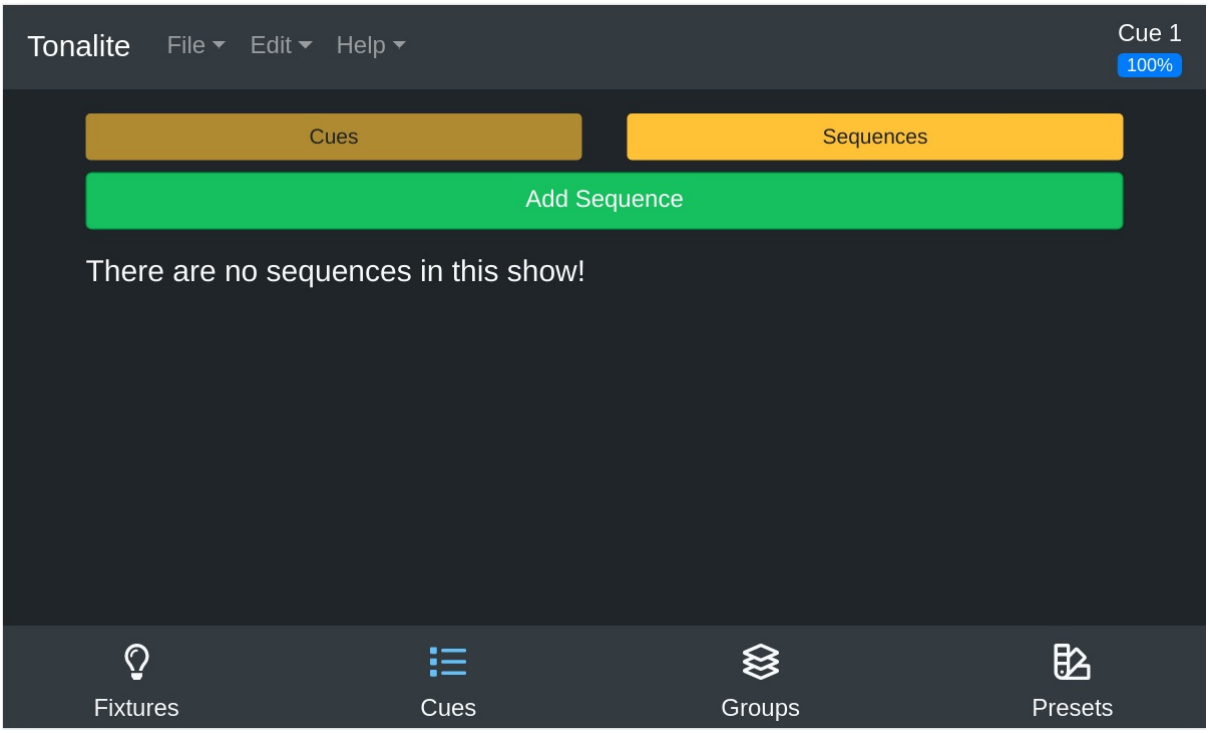
Cue Progress



In the header on the right is a display of the progress of the current cue. a display if `100%` means that the current cue has gotten to the end, `0%` means that the cue has not started yet. This display updates in realtime as cues are running.

Using Sequences

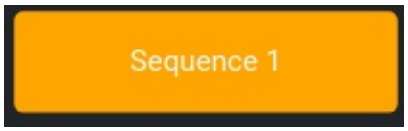
Tonalite has a number of built-in effects for fixtures, but sequences allow you to create your own effects and create effects that can control multiple fixtures at once. Sequences are created using steps and this makes them great for programming chases and other related movements. You can find the options for sequences in the `Cues` > `Sequences` sub-tab.



Display

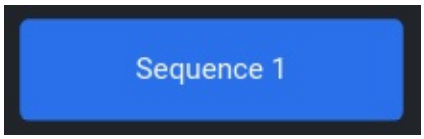
Active

Active sequences display as a yellow box with the sequence's name.



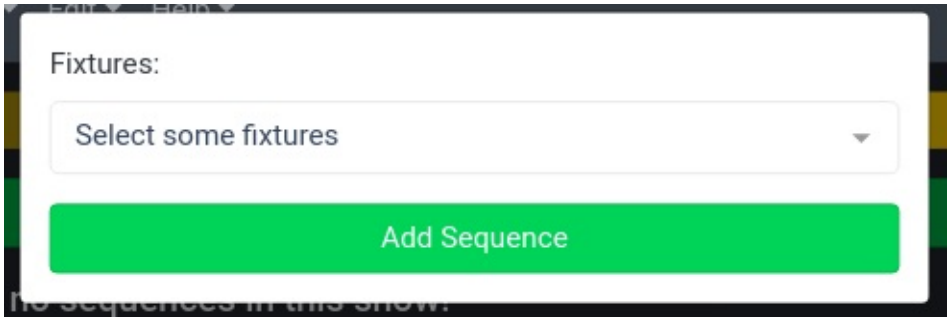
Inactive

Inactive sequences display as a yellow box with the sequence's name.

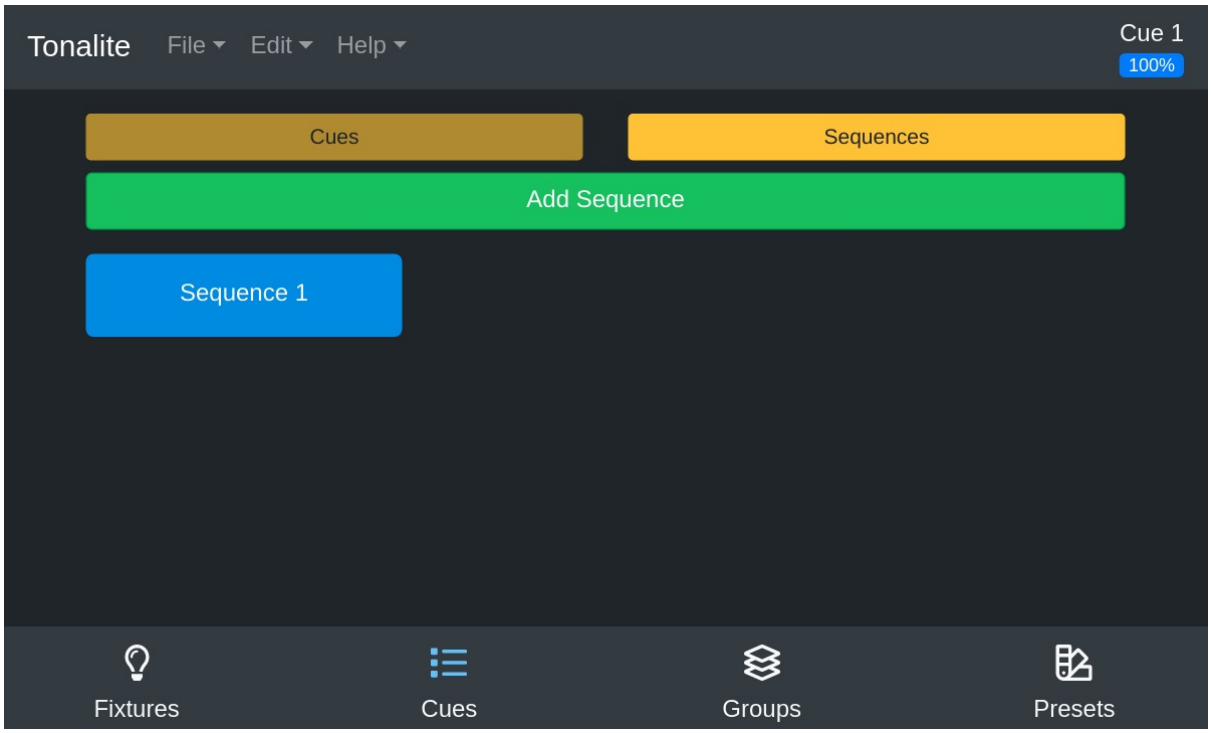


Adding Sequences

Add a sequence using the green `Add Sequence` button on the top of the `Cues` > `Sequences` sub-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 sequence.

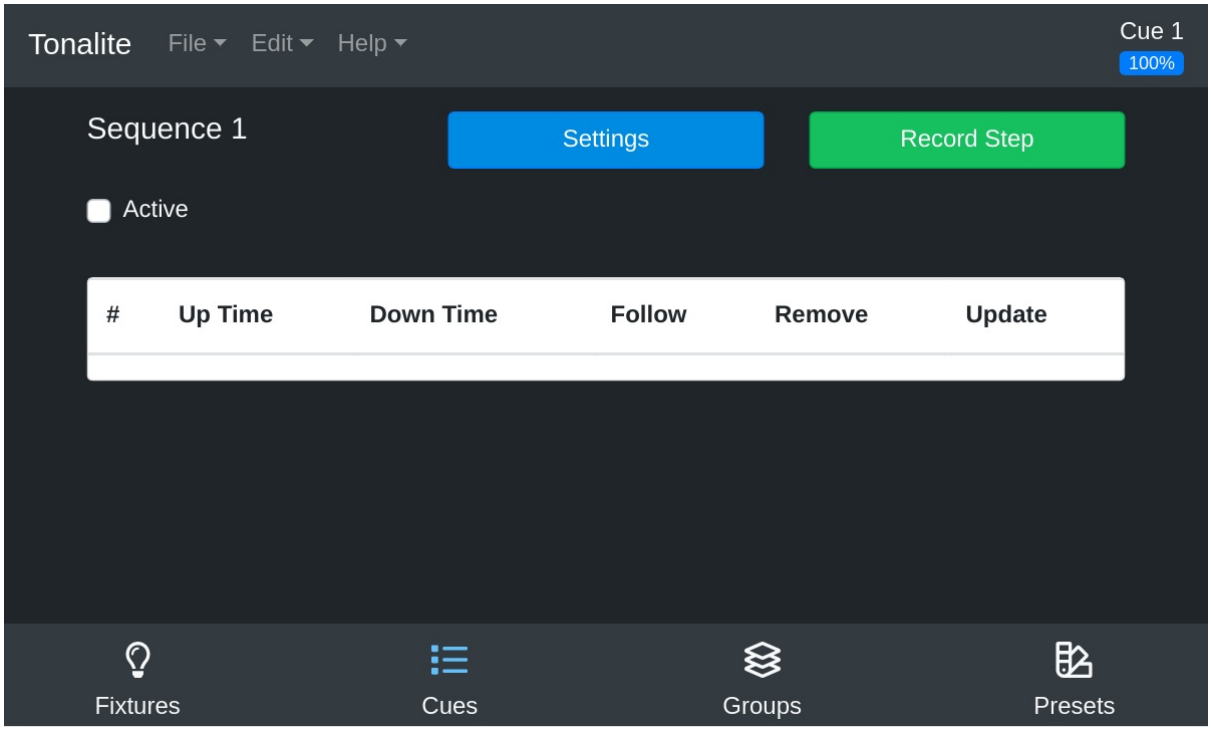


To select a fixture, click on it in the list, and the new group will control this fixture along with any others you select. You can select multiple on this list.



Updating Sequence Steps

Each sequence is made up of a number of steps. To access the sequence steps page, click on the appropriate sequence in the `Cues` > `Sequences` sub-tab.



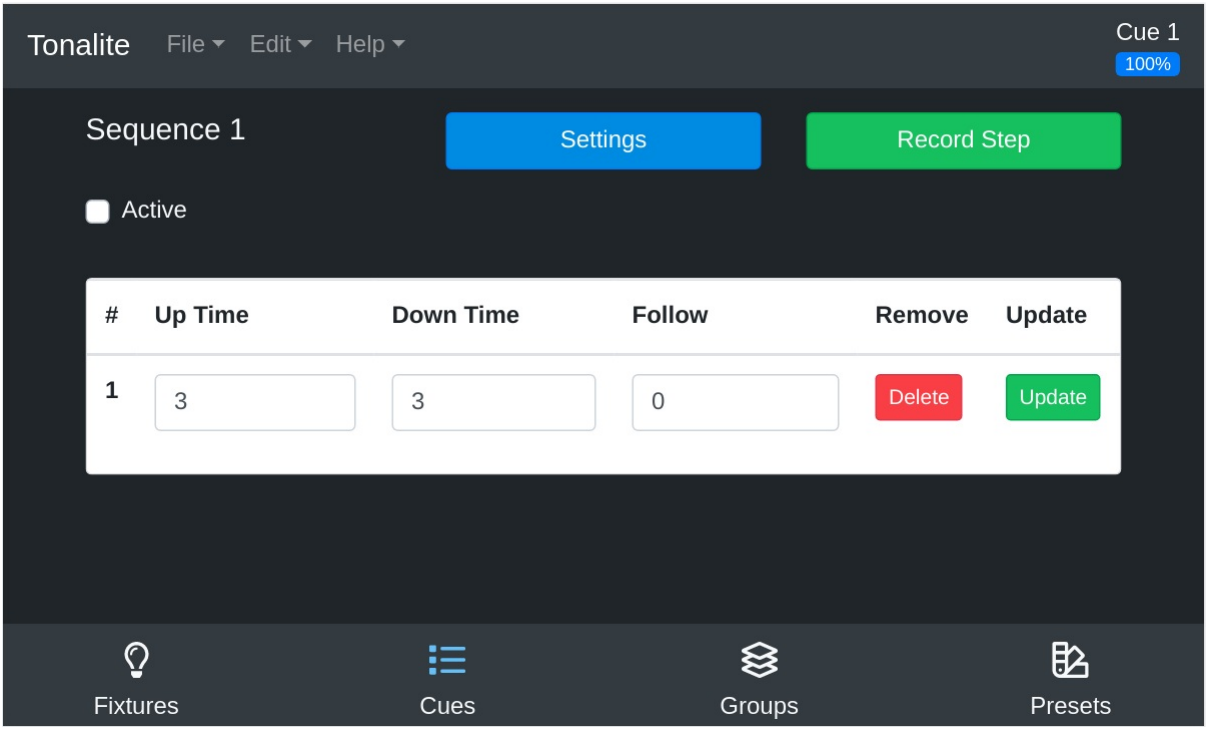
Top Bar

Settings

Go to this sequence's settings.

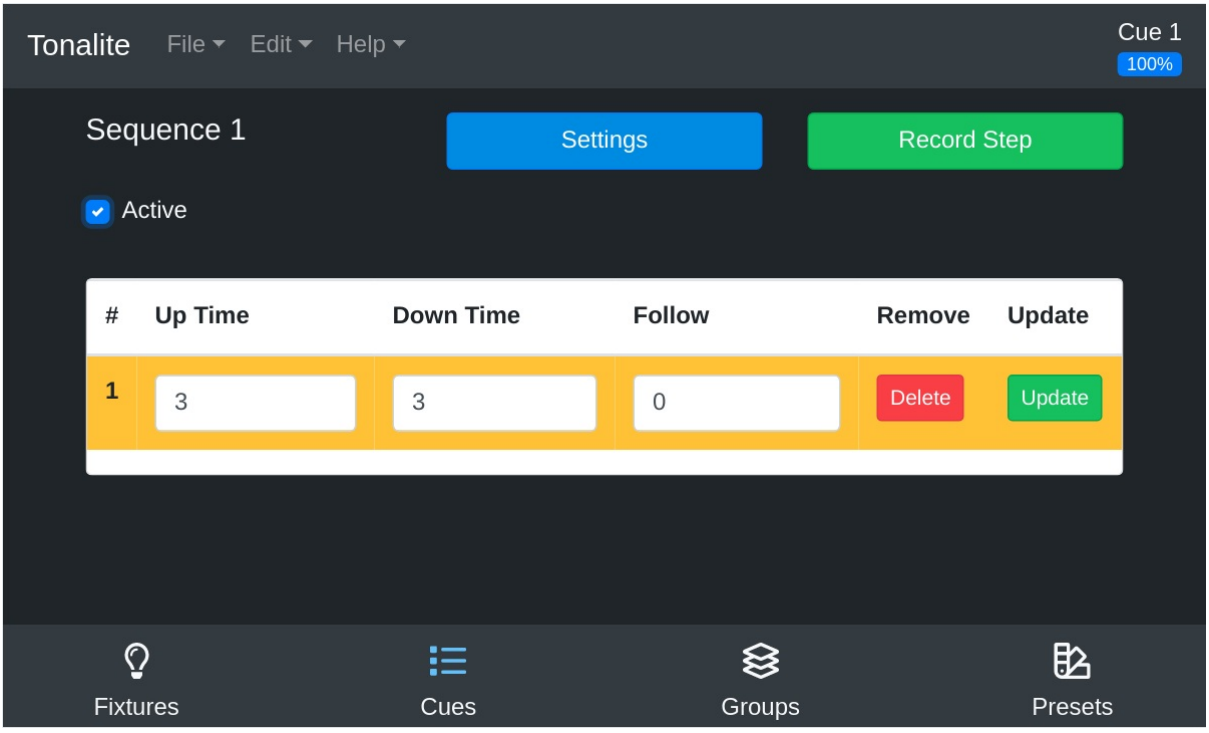
Record Step

Add a step to the sequence.



Active

Activate or deactive the current sequence. If the sequence is active, the current step of the sequence will be highlighted in yellow.



Step Settings

Up Time

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

Down Time

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

Follow

Once the step has been run, the step following it will be run after the time specified here (in seconds).

Remove

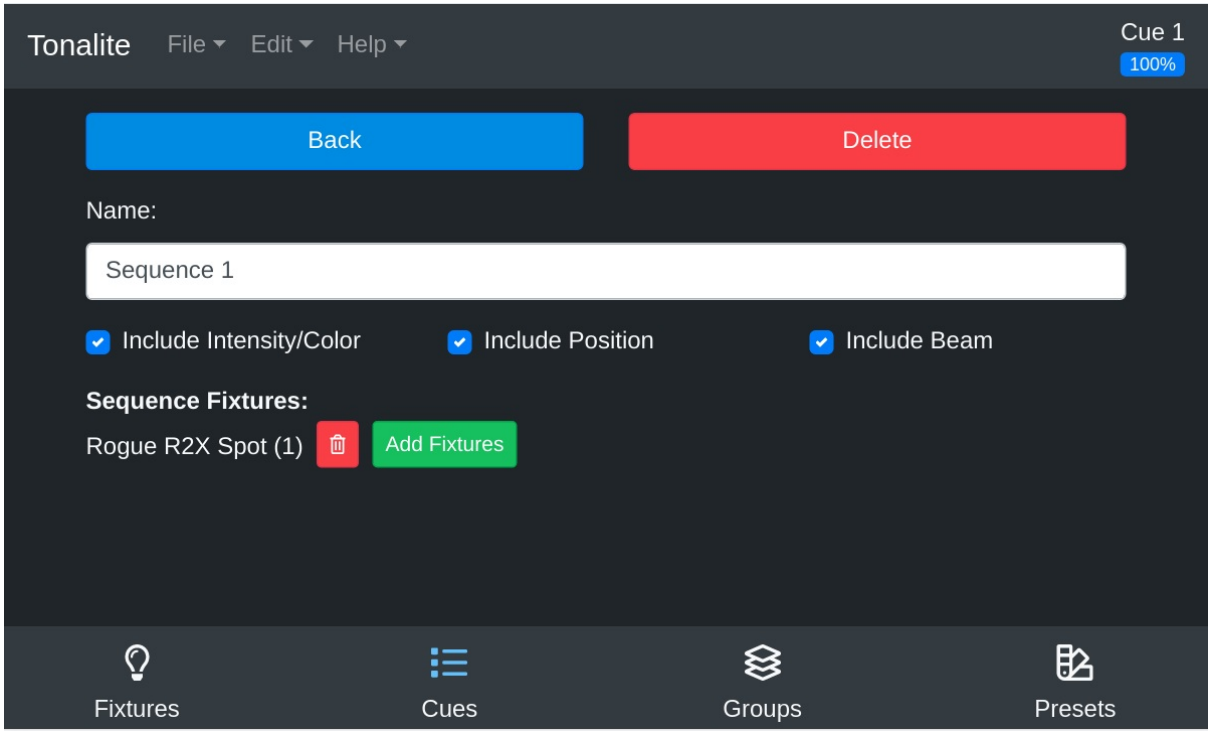
Remove this step from the sequence. You will be prompted to make sure that you want to do this.

Update

Update this step to use the current values of the show's fixture parameters.

Changing Sequence Settings

You can access the settings for a sequence by clicking the `Settings` button on the sequence's steps page.



Top Bar

Back

Go back to the sequence's `Steps` view.

Delete

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

Inputs

Name

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

Include Intensitity/Color

Allow this sequence to control the intensity and color parameters of fixtures.

Include Position

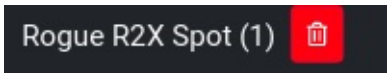
Allow this sequence to control the position parameters of fixtures.

Include Beam

Allow this sequence to control the beam parameters of fixtures.

Sequence Fixtures

This is a list of each fixture that belongs to a sequence.



Delete

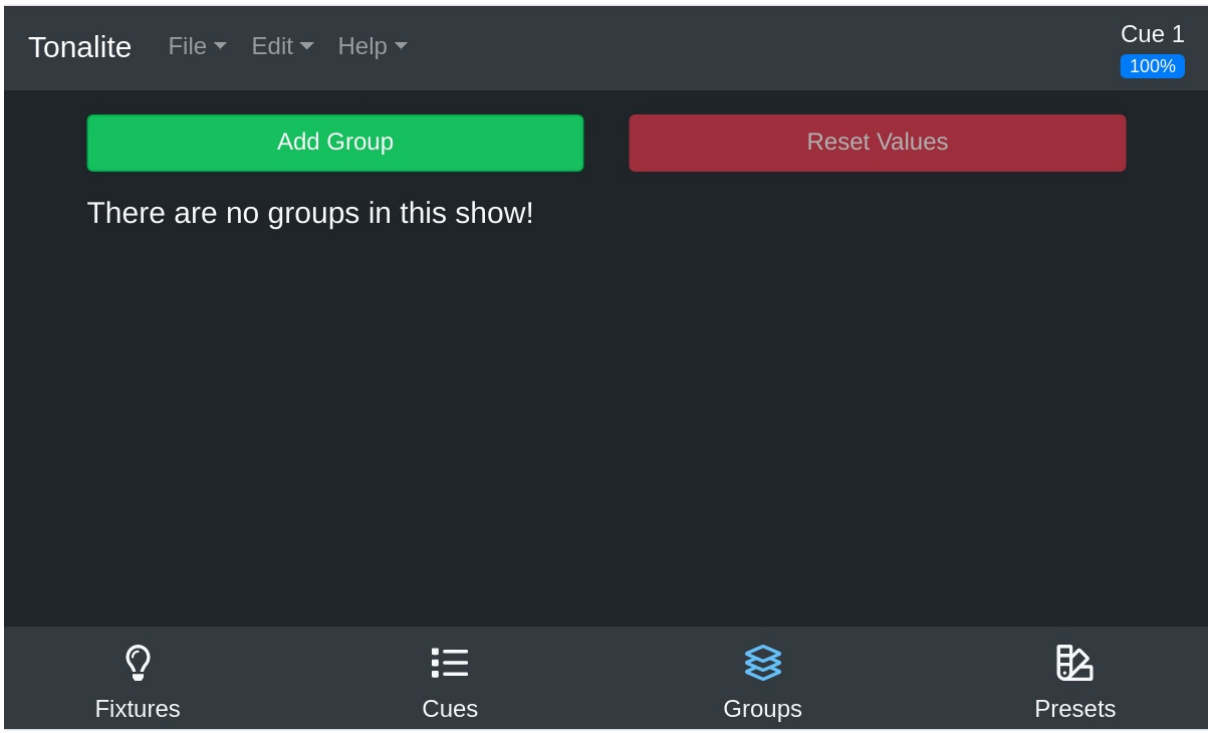
Use this button to remove the fixture from the sequence. If the deleted fixture was the last in the sequence, the sequence will be deleted because it is now empty.

Add Fixtures

Add fixtures to be controlled by this sequence. The added fixtures will be recorded in each step in their current values.

Using Groups

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



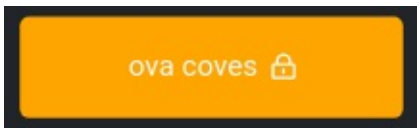
Display

A group item displays as a yellow box with the group's name inside.

Special Displays

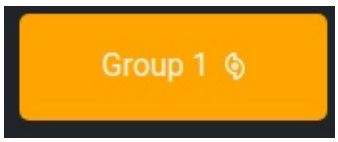
Locked Channels

If a group has any locked channels, an icon will appear next to its name to indicate this.



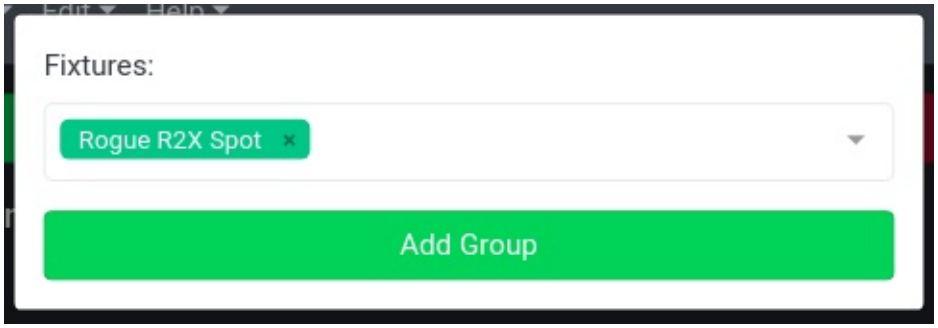
Active Effects

If a group has any active effects, an icon will appear next to its name to indicate this.

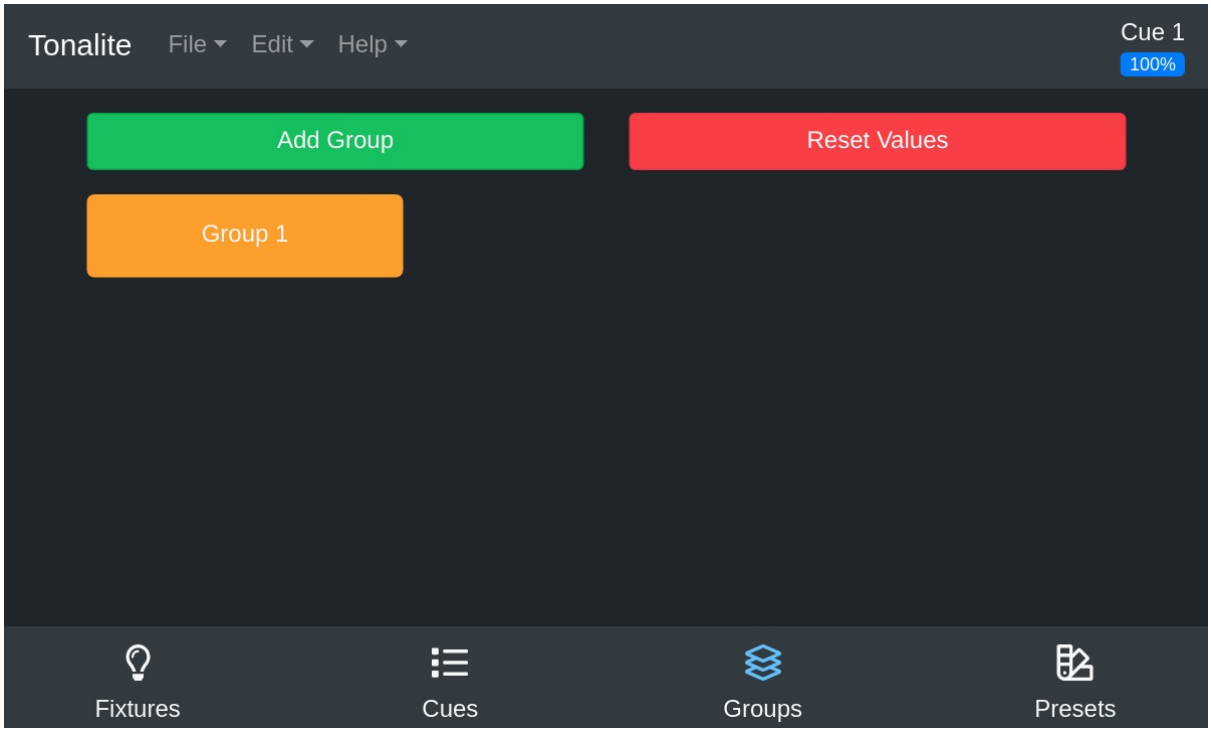


Adding Groups

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 on this list.

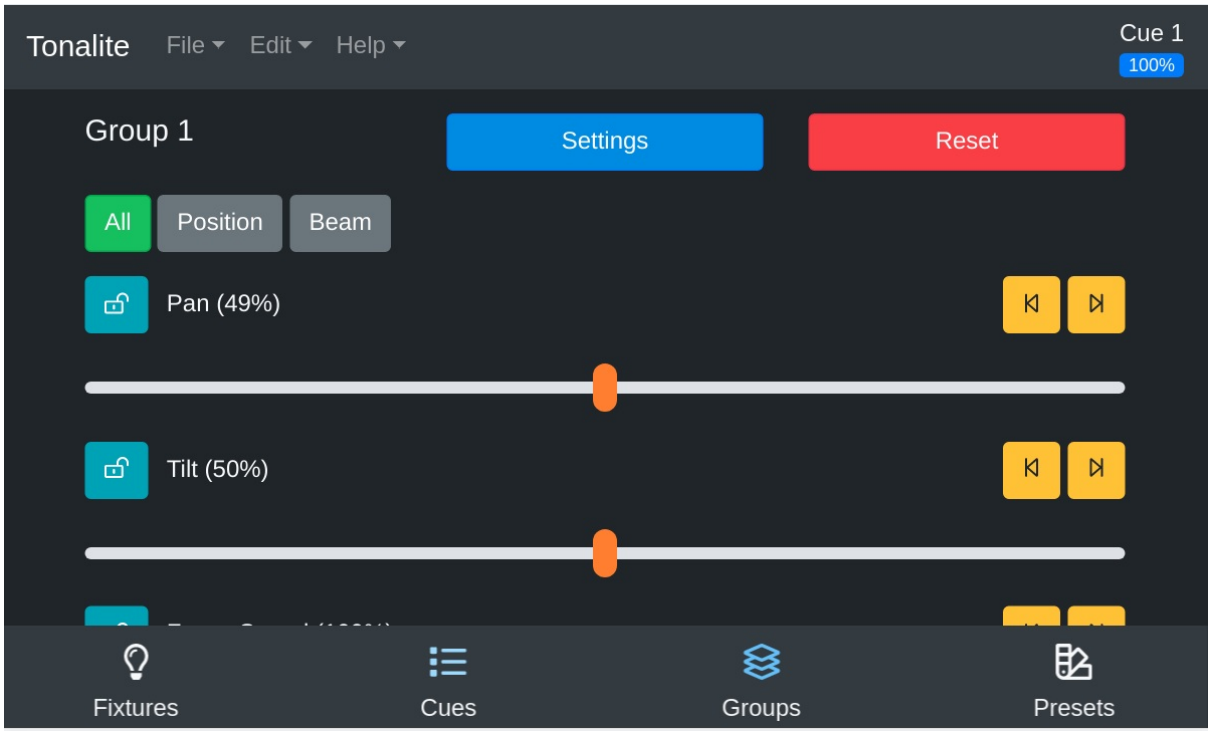


Resetting Group Parameter Values

You can reset the values of every group's parameters 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 want to reset all values because this will cause a blackout in most cases.

Updating Group Parameters

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



Top Bar

Settings

Go to this fixture's settings.

Reset

Reset the parameter values for this group. You will be asked to make sure you want to do this because this will cause a blackout in most cases.

Category Buttons

All

Display all available parameters on this group.

Position

Display only the position parameters on this group.

Color

Display only the color parameters on this group.

Beam

Display only the beam parameters on this group.

Parameter Buttons

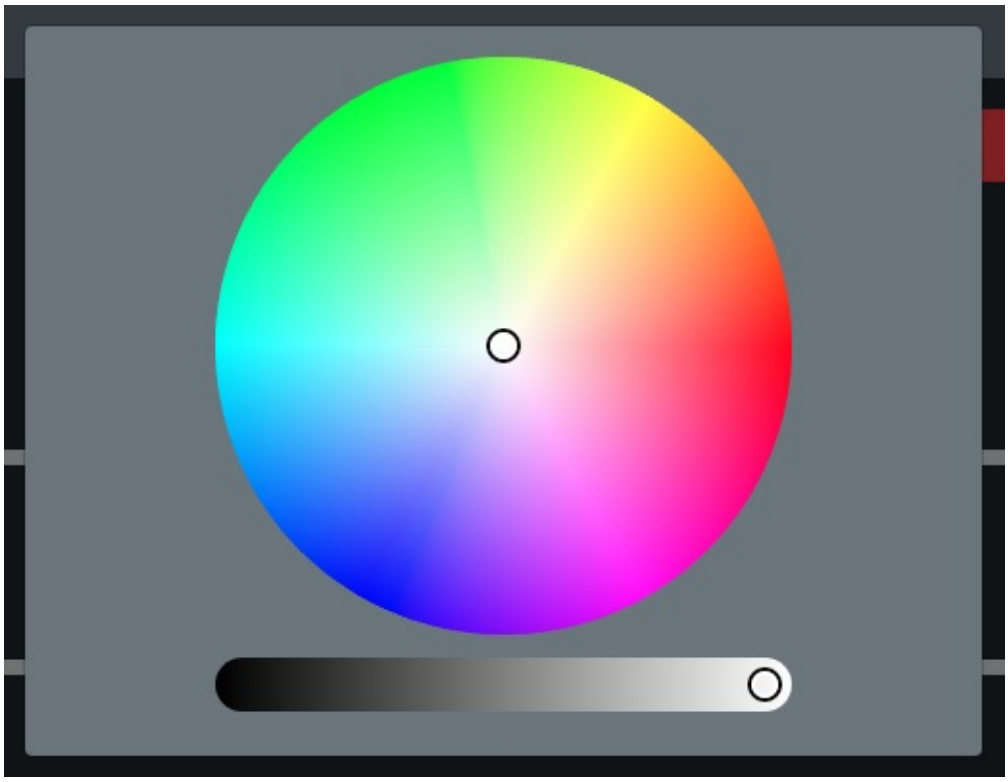
There are some buttons that show up on all parameters.

Lock

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

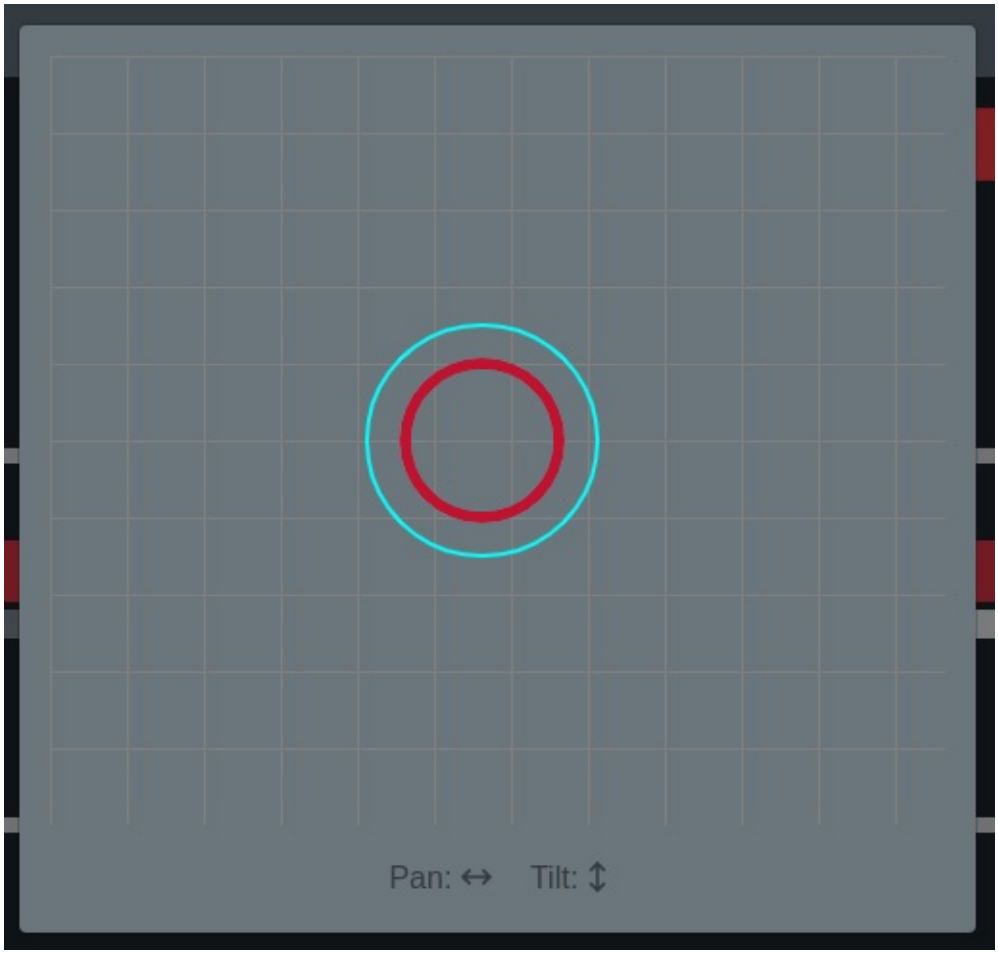
Color Wheel

Display the color wheel input. This is only available when the parameter is a color parameter.



Joystick

Display the position joystick input. This is only available when the parameter is a position parameter.



Left

Set this parameter's value to 0%.

50%

Set this parameter's value to 50%.

Right

Set this parameter's value to 100%.

Color Palettes

There are a number of different color palettes available. Click one in the list to apply it to the group's fixtures. Tonalite currently supports the following color mixing modes natively:

- RGB

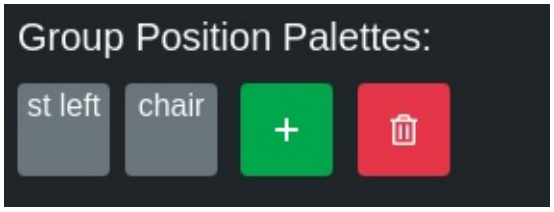
- RGBW
- RGBA
- RGBAW
- CMY
- HSI

If a fixture has one of these color mixing modes, Tonalite will use all of its color parameters to set the correct color from the palette. If a fixture does not have one of these modes, Tonalite will attempt to set RGB parameter values if any of those parameters exist on the fixture, or else will fail to apply the color palette.

Remove Palette

To remove a palette, click the red button with a lock inside of it. The palettes that can be removed will start pulsing. To remove one, click on it in the list. You will be asked if you are sure you want to remove it.

Position Palettes



You can create position palettes to apply to your groups. Click on one in the list to apply it to the group. These set the pan and/or tilt parameters of a group.

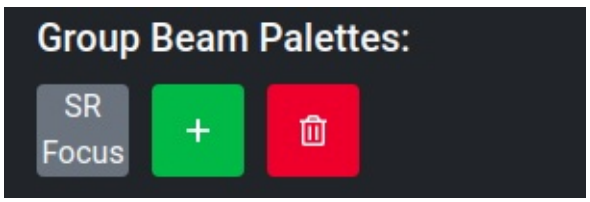
Add Palette

To add a palette, click the green button with a plus sign inside of it. You will be asked to choose a name for the new palette.

Remove Palette

To remove a palette, click the red button with a lock inside of it. The palettes that can be removed will start pulsing. To remove one, click on it in the list. You will be asked if you are sure you want to remove it.

Beam Palettes



You can create beam palettes to apply to your groups. Click on one in the list to apply it to the group. These set the beam parameters of a group.

Add Palette

To add a palette, click the green button with a plus sign inside of it. You will be asked to choose a name for the new palette.

Remove Palette

To remove a palette, click the red button with a lock inside of it. The palettes that can be removed will start pulsing. To remove one, click on it in the list. You will be asked if you are sure you want to remove it.

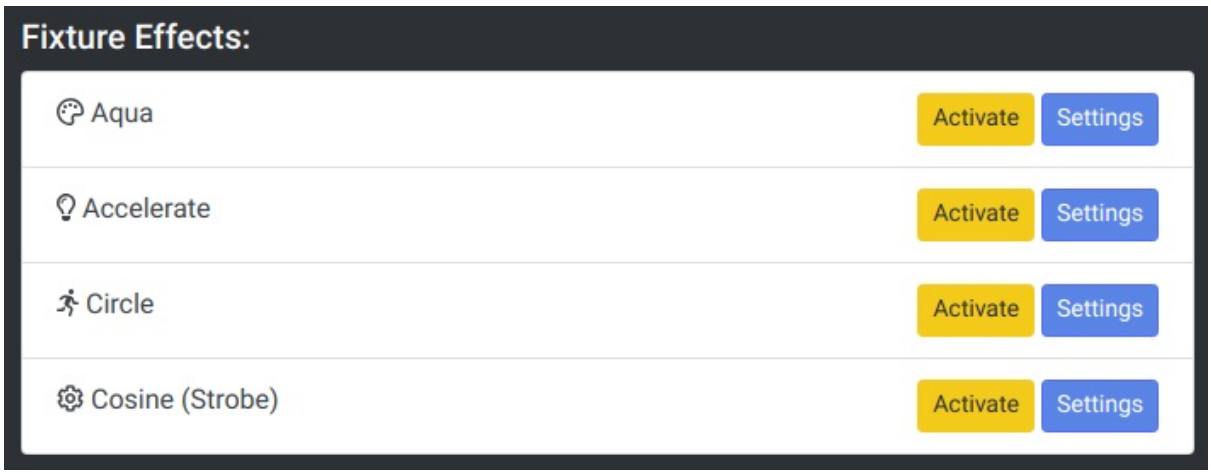
Using Group Effects

Tonalite supports several group effects. Each of these group effects falls into a specific category based on what parameter(s) of a group's fixtures they control. These categories are:

- Intensity
- Position
- Color
- Parameter

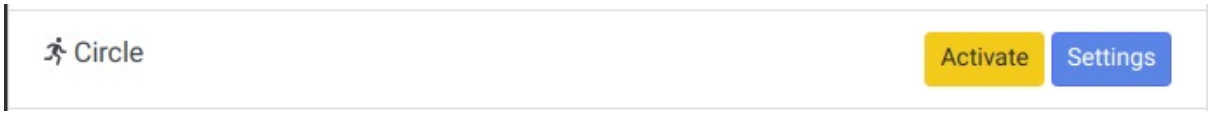
Effect Display

When a group has effects added to it, they are displayed at the bottom of the group's parameters page.



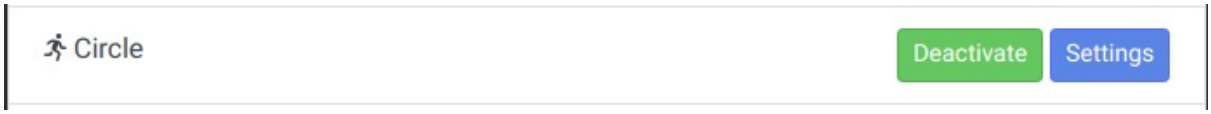
Buttons

Activate



Activate the selected effect. When pressed, this button turns into a `Deactivate` button. The activation state of all effects on a group is saved into cues.

Deactivate



Deactivate the selected effect. When pressed, this button turns into an `Activate` button. The activation state of all effects on a group is saved into cues.

Settings

Go to this effect's settings.

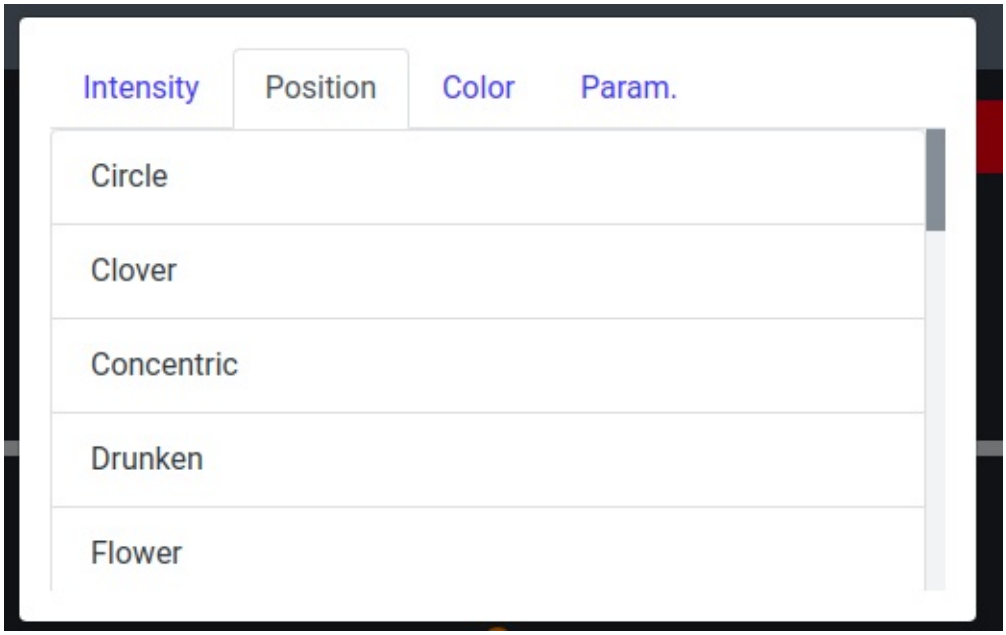
Adding Effects

Add an effect to the current group by using the green `Add Effect` button on the top of the group's parameters view. This will open a modal that shows the available effect categories. You can select a category and it will display all the effects available for that category.

Intensity

Intensity effects control the intensity values of a group's fixtures. If an intensity parameter does not exist on the group, this category will not be displayed.

Position

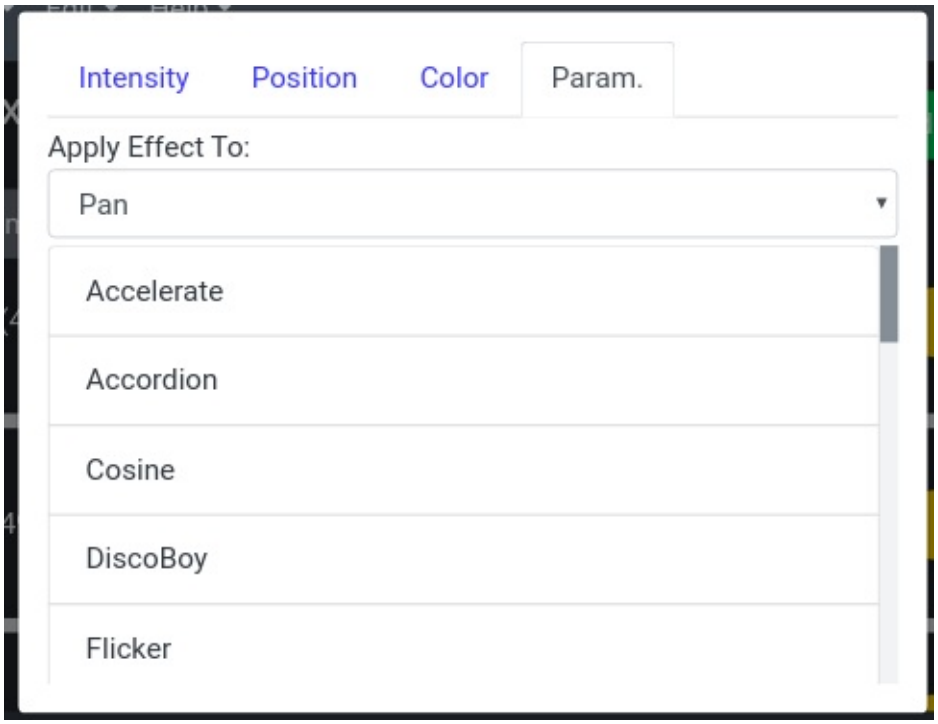


Position effects control the pan and tilt values of a group's fixtures (X and Y). If only the pan or tilt parameter exists on the group, it will still be affected by itself. If a position parameter does not exist on the group, this category will not be displayed.

Color

Color effects control the RGB values of a group's fixtures. If more parameter colors than just RGB exist, they will not be affected. If only the R, G, or B parameters exist on the group, they will still be affected by themselves. If a color parameter does not exist on the group, this category will not be displayed.

Param.



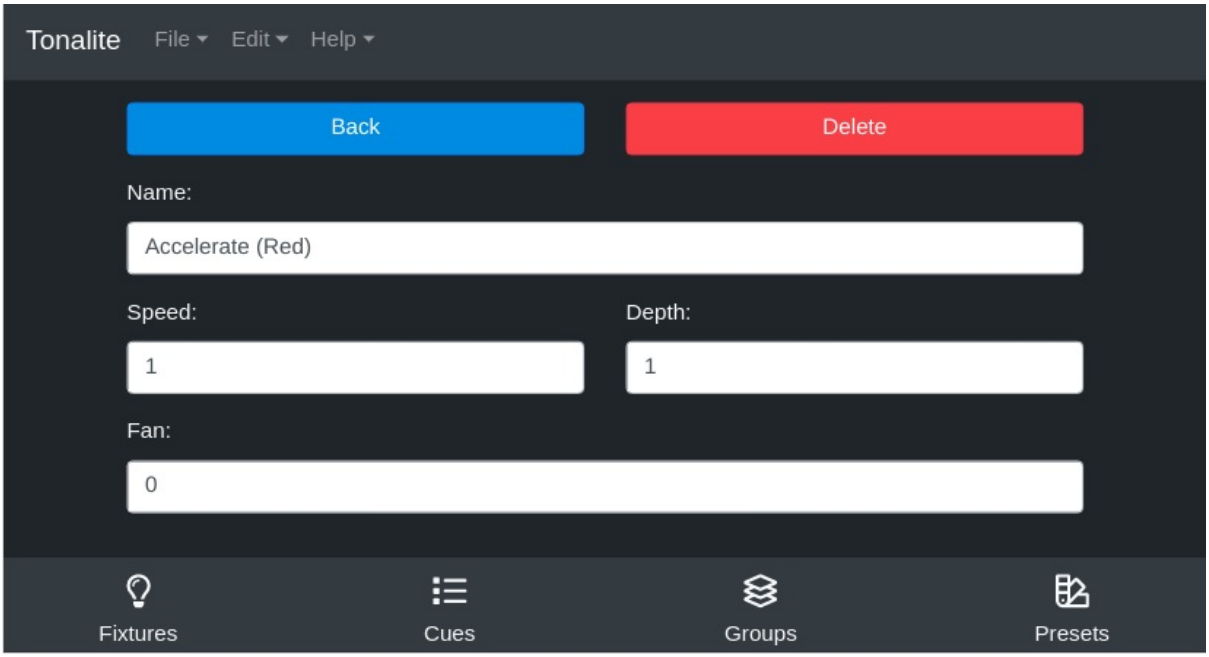
Parameter effects can control any parameter of a group's fixtures.

Apply Effect To

Use the dropdown to select which of this group's parameters to apply the effect to.

Changing Effect Settings

You can change various settings of an effect. You can access an effect's setting page by clicking the `Settings` button on the effects's display row on a groups's parameters page.



Top Bar

Back

Go back to the groups's parameters.

Delete

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

Inputs

Name

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

Speed

A multiplier for the speed of the effect.

Depth

How much this effect affects the group's fixtures that it is applied to. Depth is in a range of `0.0` to `1.0` where `0.0` is the least effect, and `1.0` means that this effect completely overrides the values from the group. If depth is between `0.0` and `1.0`, the values of the effect and the values of the group are mixed. This is useful when used on

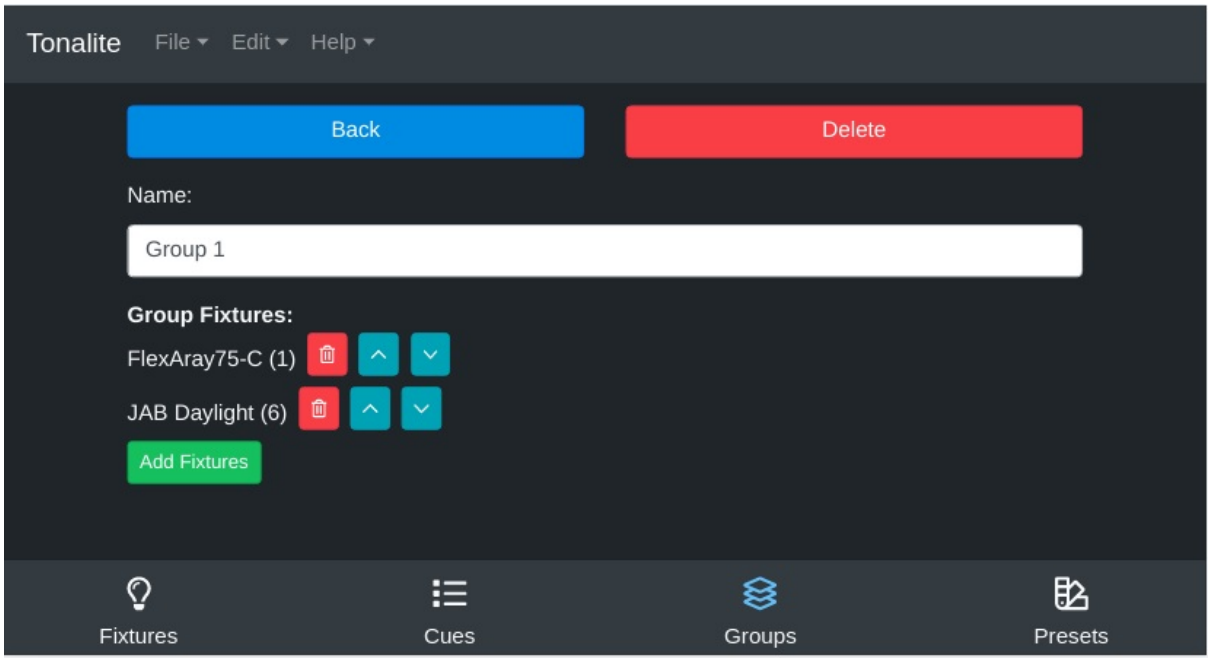
position effects to scale the shape produced to fit your stage.

Fan

How much this effect is spread out over the group's fixtures. The higher this value is, the more the effect is spread out. When the value is `0` all the lights in the group will share the same values. The order of the lights in the group affects the ordering of the effect when using fan.

Changing Group Settings

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



Top Bar

Back

Go back to the group's parameters.

Delete

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

Inputs

Name

The full name of the group. This can be any length needed to be descriptive though you should keep it short enough to fit into the interface easily.

Group Fixtures

This is a list of each fixture that belongs to a group.

Delete

Use this button to remove the fixture from the group. If the deleted fixture was the last in the group, the group will be deleted because it is now empty.

Move Up

Move this fixture up in the group's fixtures list.

Move Down

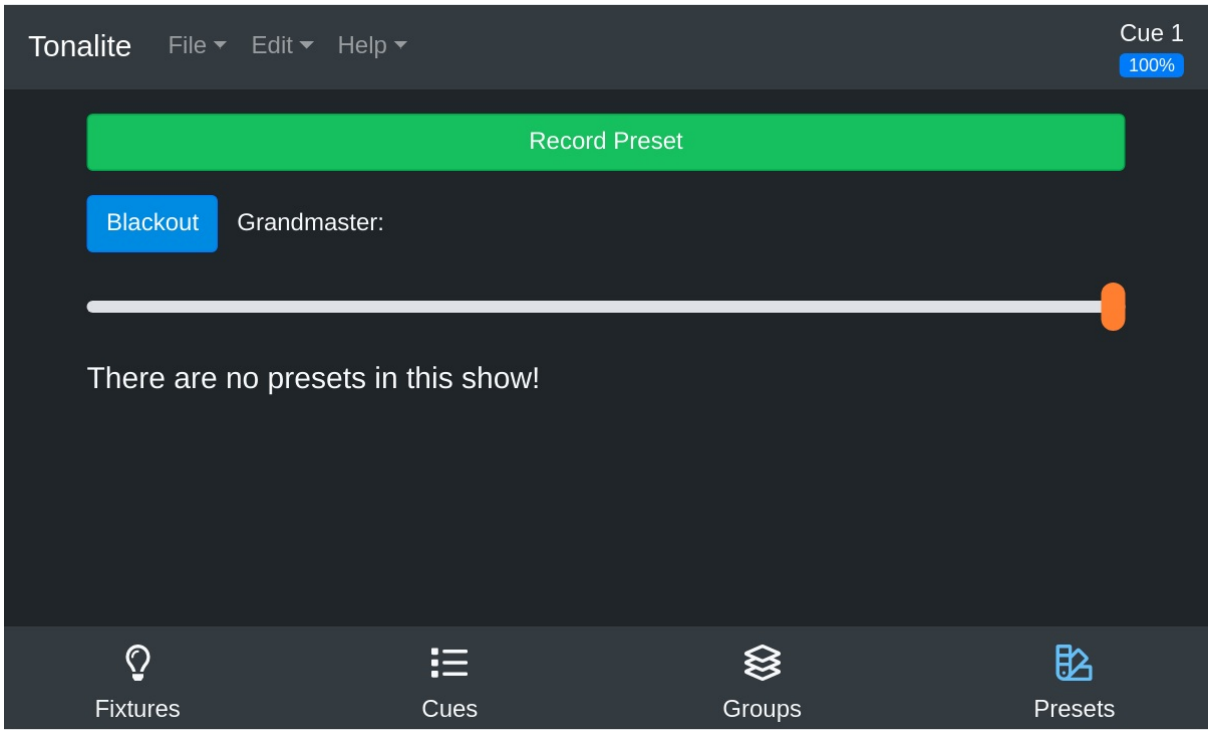
Move this fixture down in the group's fixtures list.

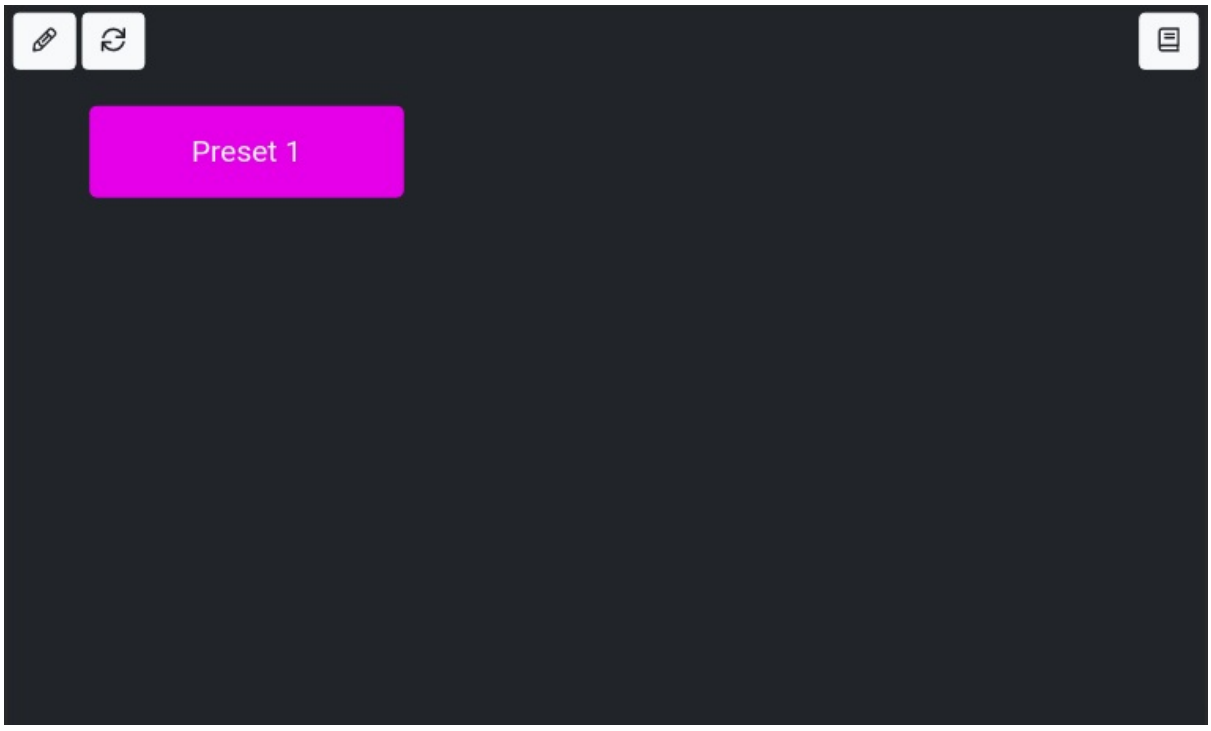
Add Fixtures

Add fixtures to be controlled by this group.

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.



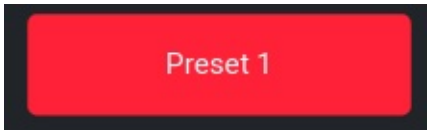


On the presets page, tap a preset to turn it on (it will turn red) and tap again to turn it off (it will go back to purple).

Display

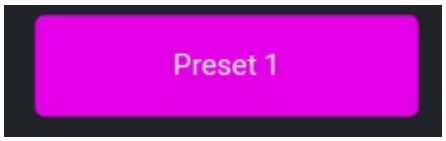
Active

Active presets display as a red box with the preset's name.



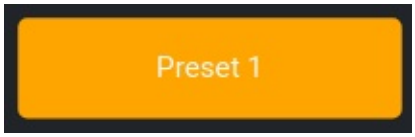
Inactive

Inactive presets display as a purple box with the preset's name.



Patch Changed

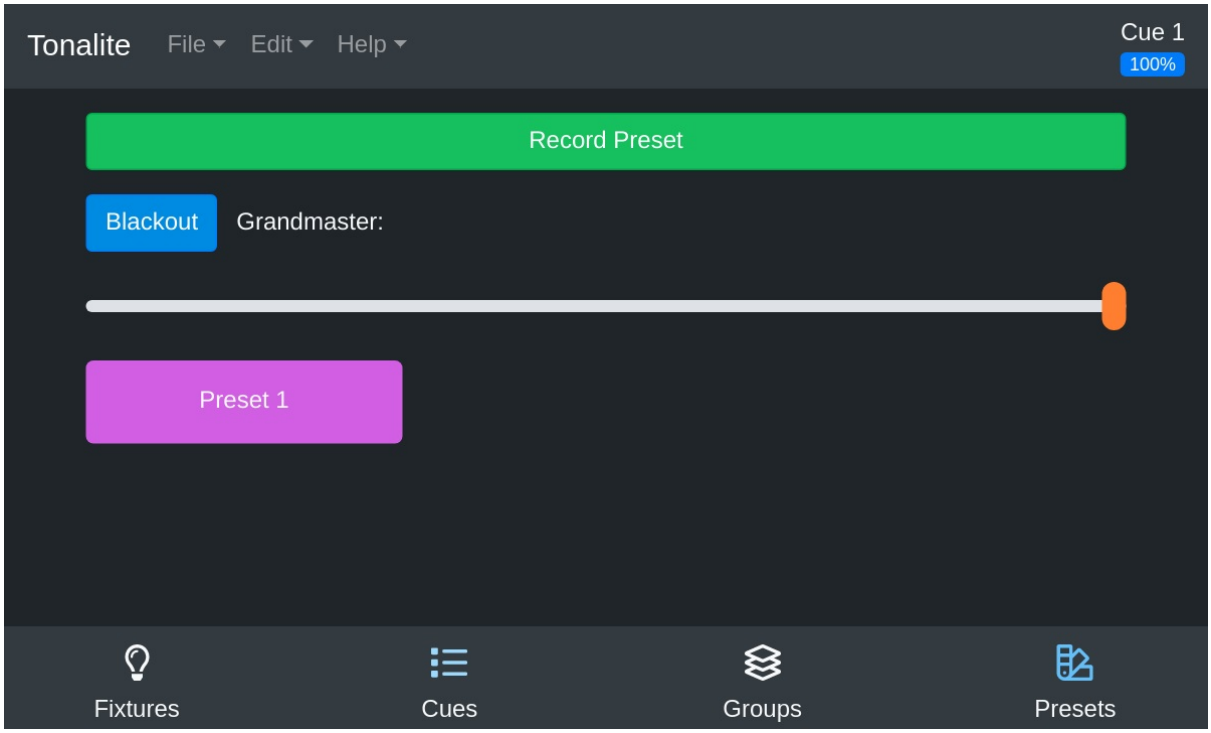
Presets that have a different patch than the current show display as a yellow box with the preset's name.



Recording Presets

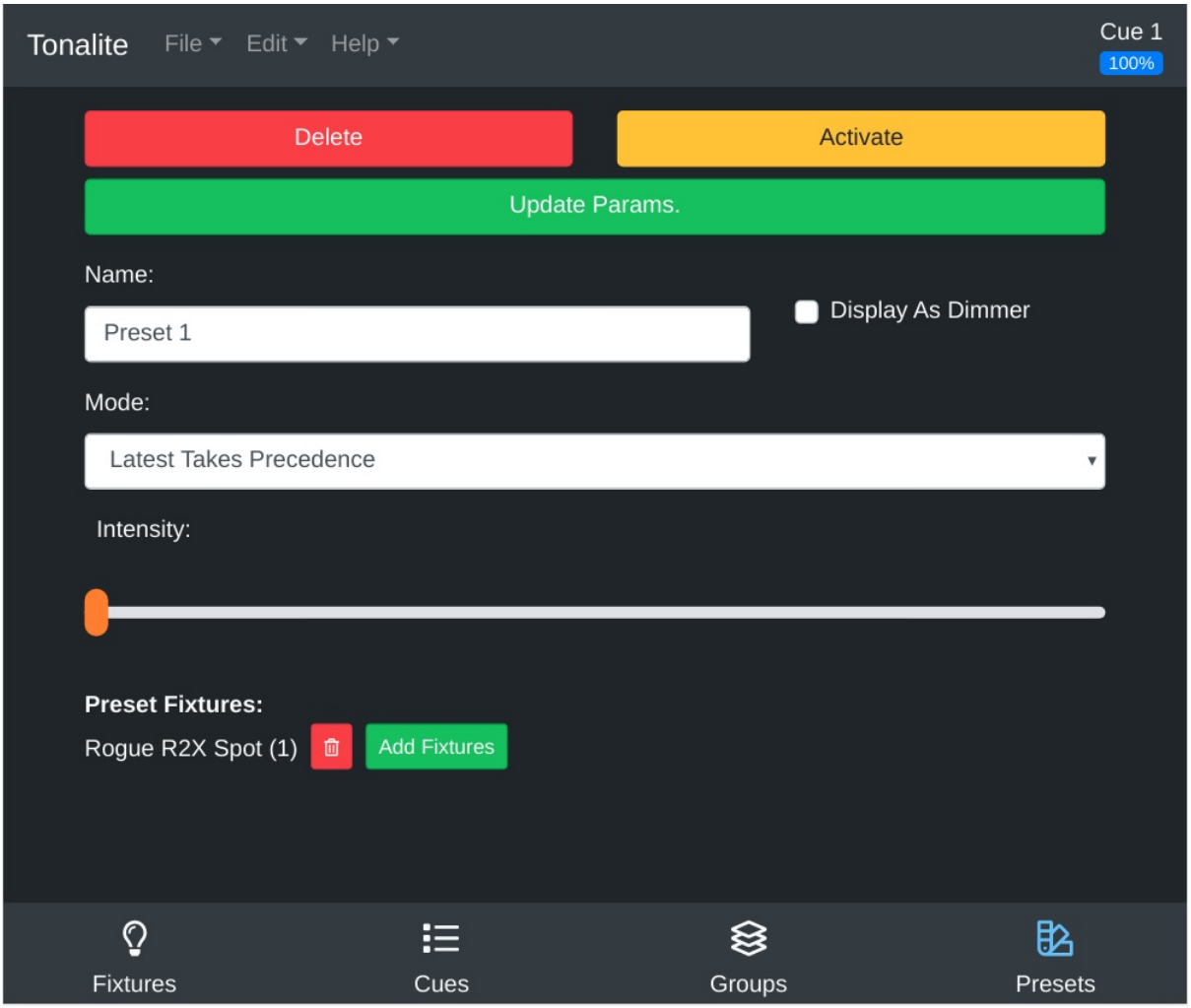
Record a preset using the green `Record Preset` button on the top of the `Presets` tab. This will open a modal that shows the available fixtures in the show and allows you to select which ones you would like to control with this preset.

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 on this list.



Changing Preset Settings

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



Top Bar

Delete

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

Activate

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

Update Params

Update the values that are stored in thie preset.

Inputs

Name

The full name of the preset. This can be any length needed to be descriptive though you should keep it short enough to fit into the interface easily.

Display As Dimmer

Display the preset as a dimmable value rather than as an on/off button in the interface.

Intensity Mode

The overide mode that the preset's intensity/color values are in.

Options:

- `Latest Takes Precedence` - This preset's intensity/color will overide everything
- `Highest Takes Precedence` - This preset's intensity/color will ovveride everything when its values are higher

Default: `Latest Takes Precedence`

The default for this option can be updated in settings.

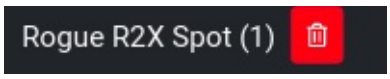
All non-intensity/color parameters use `Latest Takes Precedence` mode.

Intensity

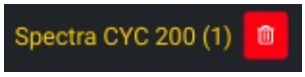
Control the overall intensity of this preset.

Preset Fixtures

This is a list of each fixture that belongs to a preset.



If the fixture in the preset does not exist in the current show, it will be displayed in yellow.



Delete

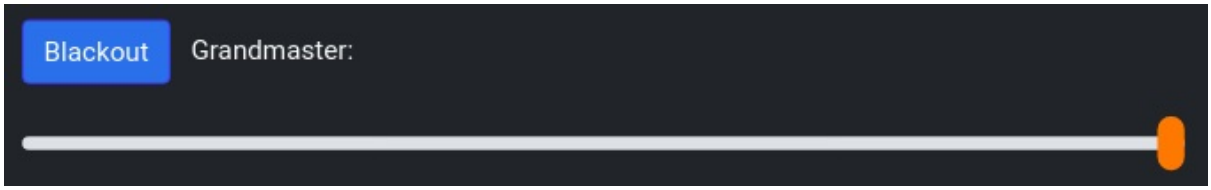
Use this button to remove the fixture from the preset. If the deleted fixture was the last in the preset, the preset will be deleted because it is now empty.

Add Fixtures

Add fixtures to be controlled by this preset. The added fixtures will be recorded with their current values.

Grandmaster and Blackout

The grandmaster and the blackout button are the master overrides for the entire lighting system. The only things 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 several 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
Page Up	Next Cue
Page Down	Last Cue
Home	First Cue
SHIFT+A	Add Fixture
CTRL+ALT+N	New Show
CTRL+S	Save Show
CTRL+Z	Undo
CTRL+Y	Redo

Editing Console Settings

You can edit the settings for the console using the settings window that can be found under `Edit` > `Settings`.

UI Settings

TODO

Defaults Settings

TODO

Outputs Settings

TODO

Configuration

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

serverIP

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

When this is set to `localhost`, the server will automatically use the local ip of the computer it is running on.

Default: `localhost`

Reboot required after change.

serverPort

The IP port of the webserver that runs the control page.

Default: `3000`

Reboot required after change.

defaultUpTime

The default up time used for new cues and sequence steps.

Default: `3000`

defaultDownTime

The default down time used for new cues and sequence steps.

Default: `3000`

defaultPresetMode

The default mode used for new presets.

Options:

- `ltp` - Latest Takes Precedence
- `htp` - Highest Takes Precedence

Default: `ltp`

desktop

The platform Tonalite is running on.

Options:

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

Default: `true`

Reboot required after change.

openBrowserOnStart

Open a browser to the web UI automatically on start. This only runs when `device` is set to `desktop`.

Options:

- `true` - The browser will be opened automatically on start
- `false` - The browser will not be opened

Default: `true`

udmx

Whether or not to output to uDMX.

Options:

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

Default: `false`

Reboot required after change.

automark

Whether or not to use automark while transitioning cues.

Options:

- `true` - Enables automark
- `false` - Disables automark

Default: `true`

displayEffectsRealtime

Display effect values in the UI as they run while active. This can slow down the interface.

Default: `true`

interfaceMode

Allows you to choose to see all controls or only those needed for an all-dimmer rig.

Options:

- `normal` - Displays all available controls in the UI

- `dimmer` - Only displays controls needed for dimmers

Default: `normal`

artnetIP

The IP on which to output ArtNet data.

Default: `null`

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

Reboot required after change.

artnetHost

The host IP mask on which to output ArtNet data.

Default: `255.255.255.255`

Reboot required after change.

sacnIP

The IP on which to output sACN data.

Default: `null`

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

Reboot required after change.

sacnPriority

The device priority for the sACN output.

Default: `100`

The device priotity can be in a range from `1` to `200`.

Reboot required after change.

oscIP

The IP to be used for the OSC server.

Default: `0.0.0.0`

Reboot required after change.

oscPort

The port to be used for the OSC server.

Default: `57121`

Reboot required after change.