

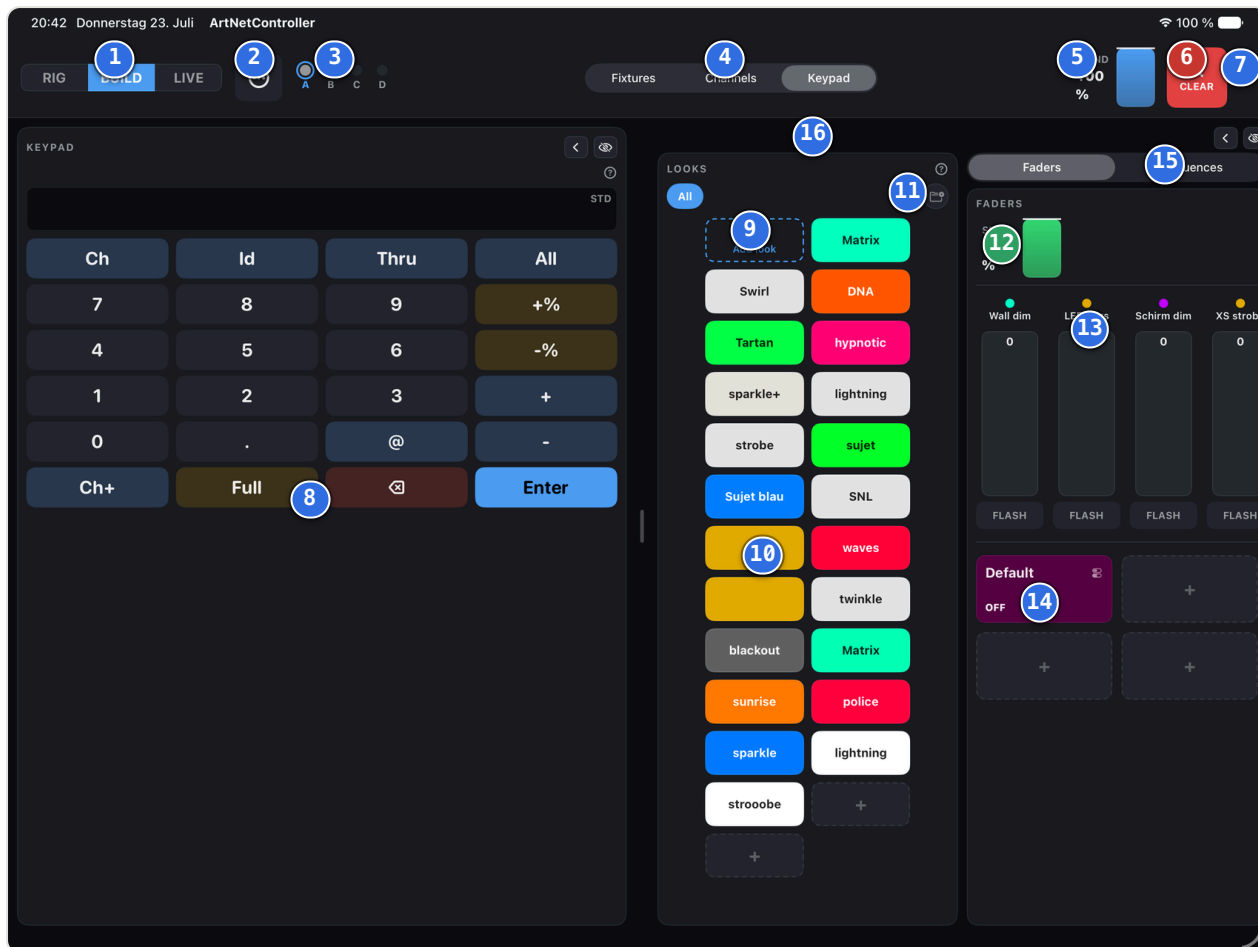
Every control, labeled

Seven annotated screens that together cover the whole desk. Each numbered pin on the screenshot maps to the legend beside it — read straight through and you've seen every function the app exposes.

- | | | |
|----------------------------------|----------------------------------|--|
| 1 BUILD — the workspace | 4 RIG — patch & universes | 7 The "... " menu — everything else |
| 2 The keypad command line | 5 LIVE — running the show | |
| 3 Recording a look | 6 Channels — raw DMX | |

1 BUILD — the workspace

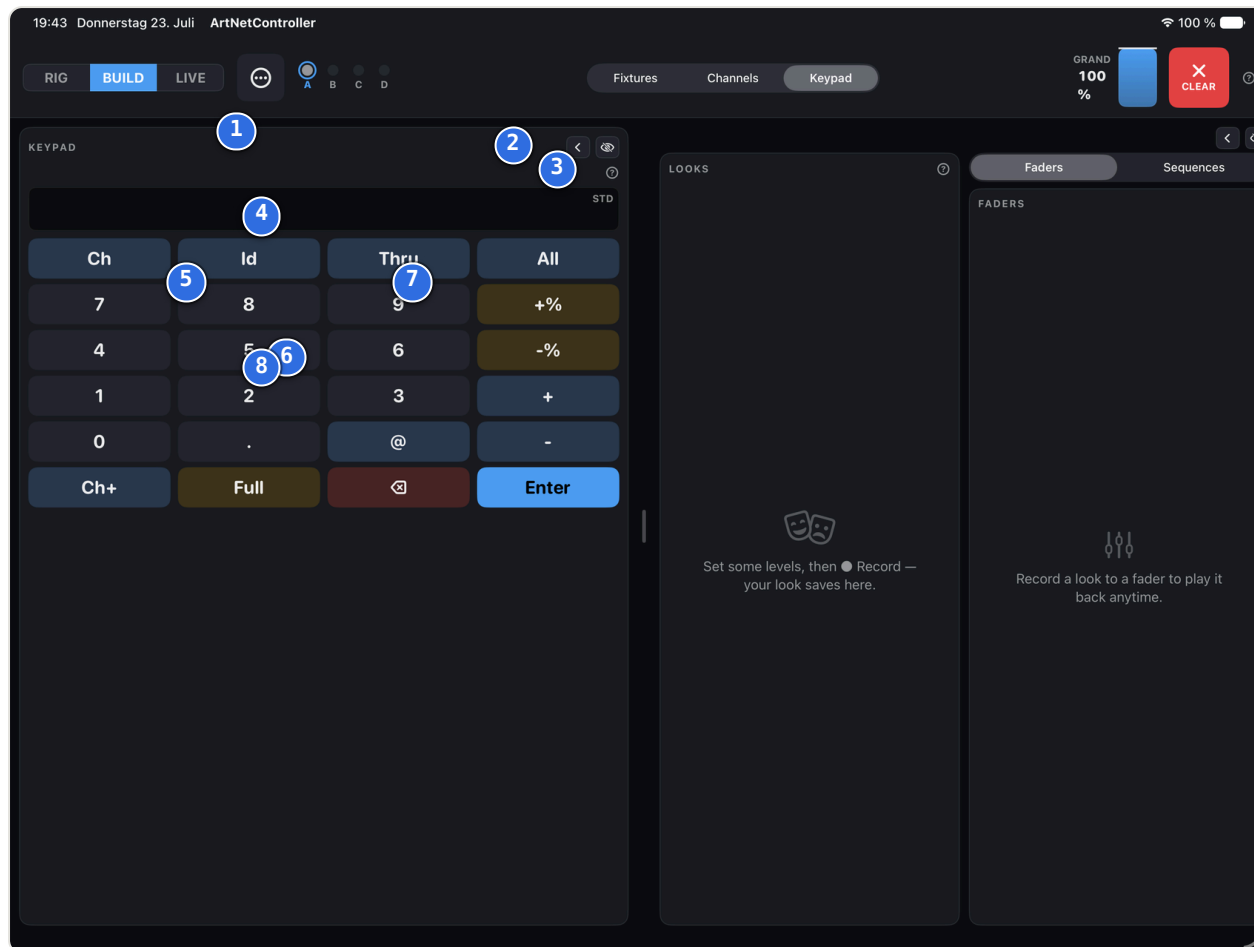
WHERE YOU MAKE LIGHT AND RECORD IT · THE HOME SCREEN



- 1 Room switch** — RIG · BUILD · LIVE, one tap each. Always here, top-left.
- 2 "... menu** — Settings, Show Files, MIDI, DMX Test, Node List and the rest (page 7).
- 3 Universe A-D** — which of the four 512-channel universes the Channels grid pages to.
- 4 Work area** — swap the left column between Fixtures, Channels and the Keypad.
- 5 GRAND master** — proportionally scales the entire output. Always live.
- 6 CLEAR** — tap empties the programmer; **hold** = instant blackout of everything.
- 7 Help "?"** — a plain-language explainer for the screen you're on.
- 8 Keypad** — the command line (detailed on page 2). Or Fixtures / Channels here.
- 9 + Add look** — start recording the programmer into the next look slot.
- 10 Looks** — tap a saved scene to apply it; hold to rename/recolour/edit.
- 11 Sort · groups** — reorder looks, and file them into named groups (the "All" tab).
- 12 SUBS master** — scales the submaster (Faders) layer alone.
- 13 Submaster faders** — a look on a handle; ride it, or tap **FLASH** to bump.
- 14 Playbacks** — on/off overrides ("Default"), plus empty **+** slots to record into.
- 15 Faders · Sequences** — switch the right rail between the fader bank and cuelists.
- 16 Collapse · hide** — every panel folds (↗) or hides (↘); re-add from "... → Panels.

2 The keypad command line

TYPE WHAT YOU WANT, PRESS ENTER · THEATRE-DESK SYNTAX

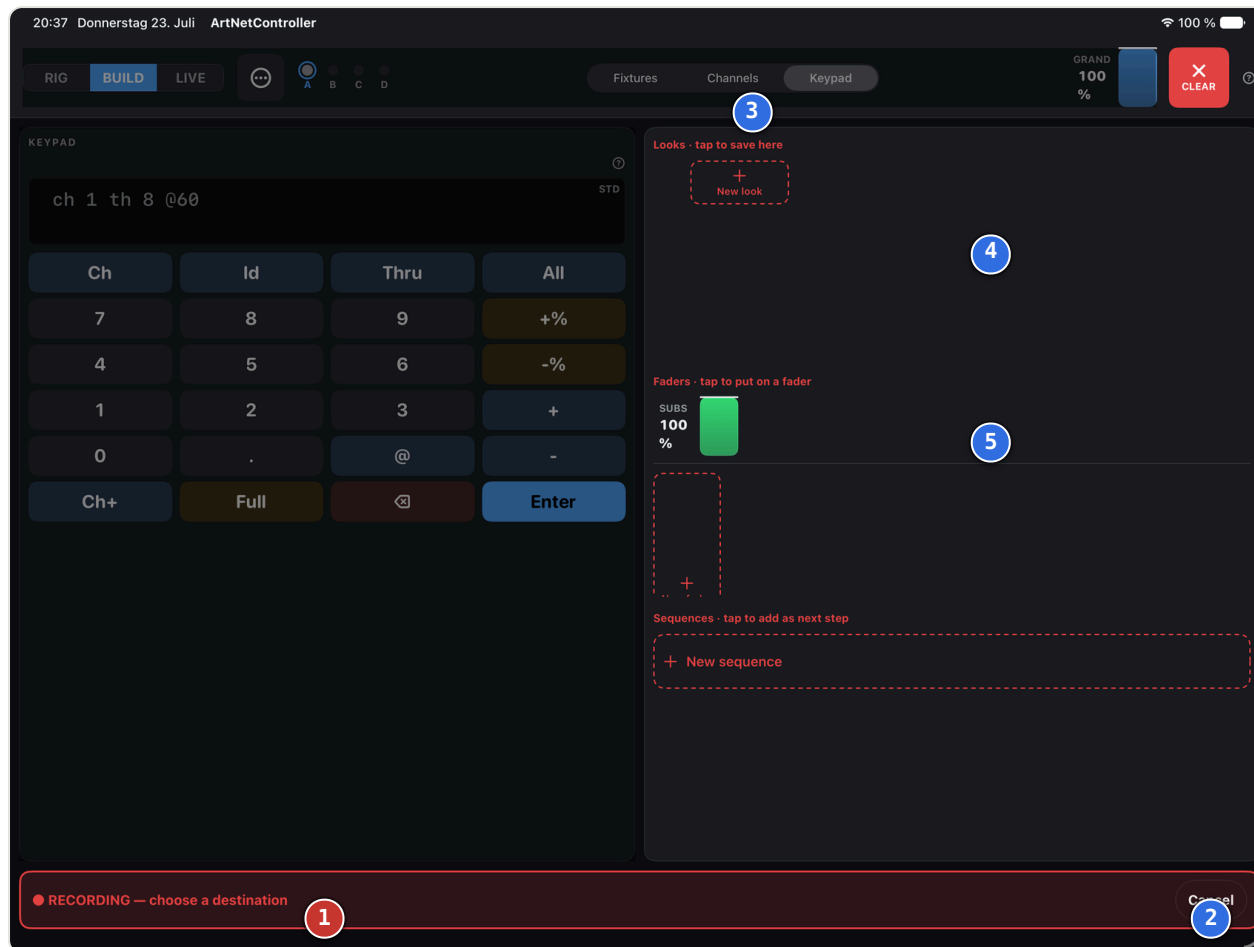


- 1 **Two-line readout** — bright line = what you're typing; dim line = the command that just ran.
- 2 **Entry mode (STD)** — long-press to switch between Standard and Avab-RPN number entry.
- 3 **Help "?"** — the full keypad grammar, with worked examples.
- 4 **Selection** — **Ch** raw channels, **Id** a fixture (finds its dimmer), **Thru** a range, **All** everything programmed.
- 5 **Numbers** — 0–9 and "." to type channel/fixture numbers and levels.
- 6 **Set level** — @ then a percentage; **Full** jumps the selection straight to 100%.
- 7 **Nudge / refine** — +% / -% raise or lower everything a notch; + / - add or exclude one from a range.
- 8 **Commit** — Enter applies; ☒ erases a token (hold = clear the line); Ch+ steps to the next channel keeping its level.

Example: Ch 1 Thru 10 @ 50 Enter sets channels 1–10 to 50%.

3 Recording a look

TWO TAPS, NO MODE · RECORD, THEN CHOOSE WHERE IT LIVES

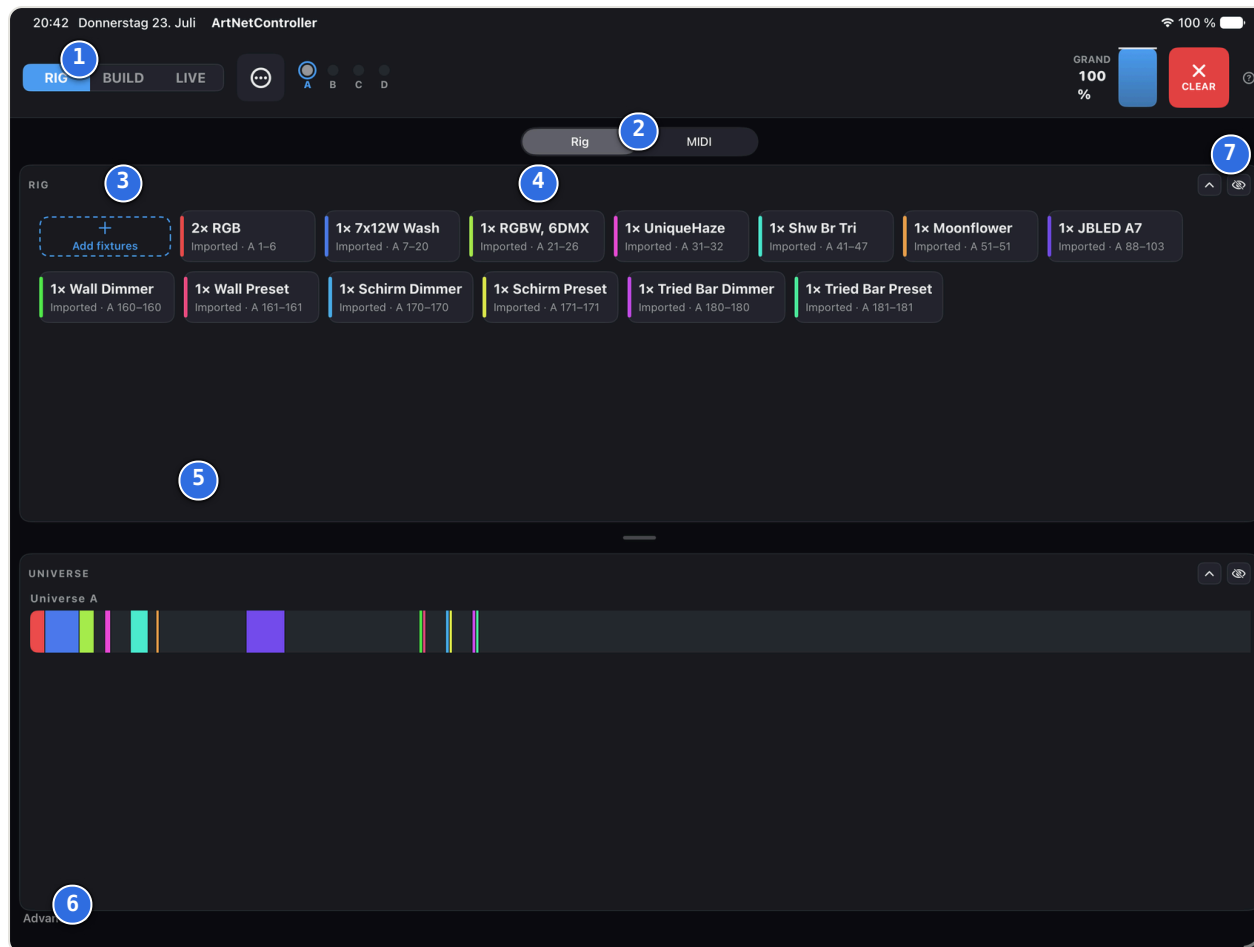


- 1 **RECORDING — choose a destination** — the programmer bar turns red once you tap **RECORD**. Every legal target lights up.
- 2 **Cancel** — leaves record mode; nothing is saved. (CLEAR, a dimmed tap, or 20s also cancel.)
- 3 **Look target** — "tap to save here". Records the look to a slot you apply with a tap later.
- 4 **Fader target** — "tap to put on a fader". Records it onto a rideable playback fader.
- 5 **Sequence target** — "tap to add as next step". Appends it as the next cue in a sequence.

Recording doesn't empty the programmer — save the same state to several places, then CLEAR when done. Recording over an existing slot is allowed and undoable.

4 RIG — patch & universes

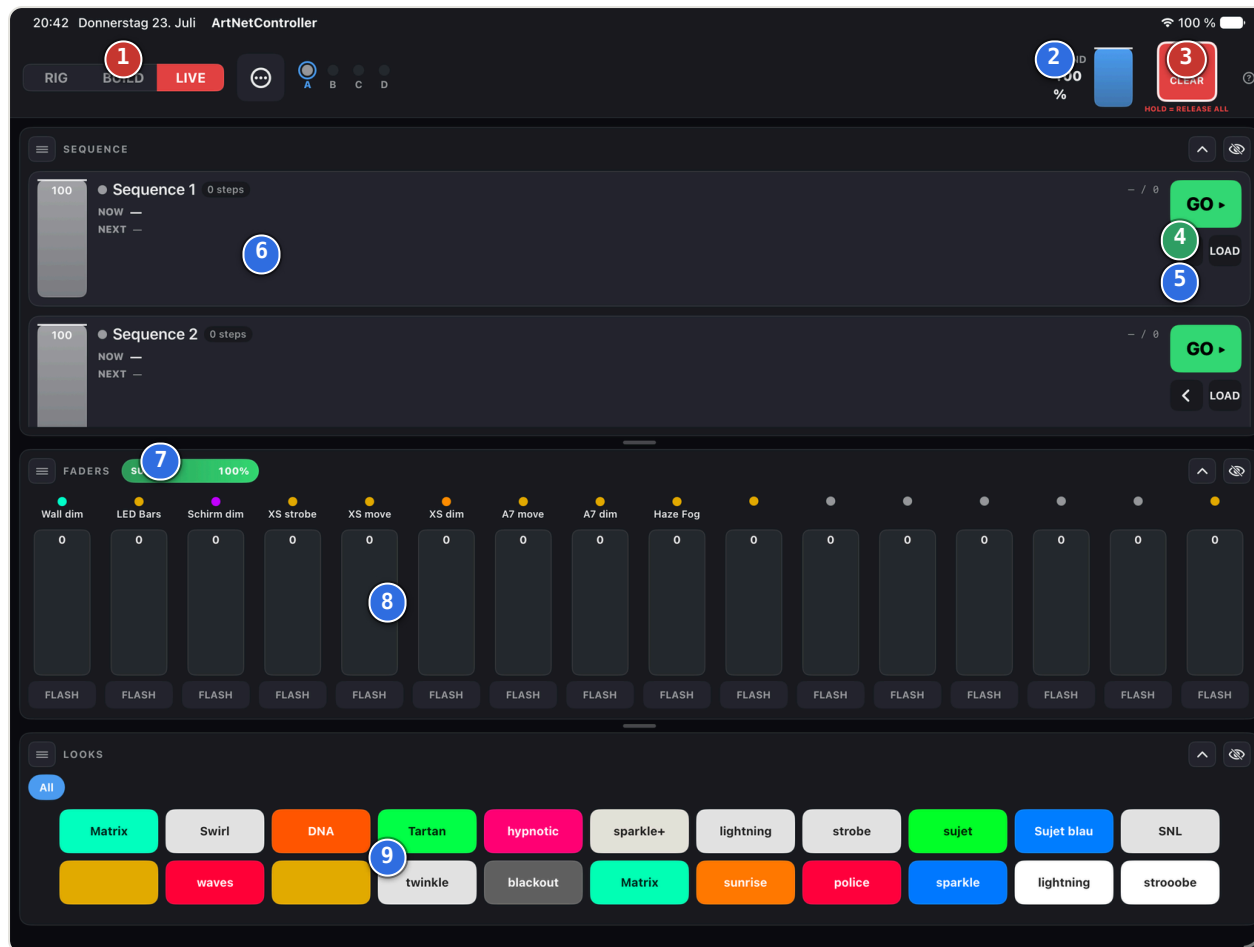
DEFINE WHAT YOU HAVE, BEFORE ANY SHOW EXISTS



- 1 Room switch** — you're in RIG; the top bar (... , universes, GRAND, CLEAR) is the same everywhere.
- 2 Rig · MIDI** — switch between patching fixtures and mapping MIDI controls to executors.
- 3 + Add fixtures** — Simple dimmer, RGB/RGBW, or search the Open Fixture Library online.
- 4 Fixture tiles** — each patched fixture with its count, name and address. Hold to edit.
- 5 Universe strip** — a live map of the DMX slots in use; each block is a fixture at its address.
- 6 Advanced ▶** — the classic Patch screen and **RDM** (remote fixture management).
- 7 Collapse · hide** — the rig list and universe strip fold and hide like every other panel.

5 LIVE — running the show

RUN-ONLY · EVERY RECORD/EDIT CONTROL IS GONE ON PURPOSE



- 1 LIVE (red)** — the active room glows red. Tap BUILD to get editing back.
- 2 GRAND master** — the whole-rig level, always available.
- 3 CLEAR / panic** — tap clears the programmer; **hold** blacks out everything instantly.
- 4 GO ▶** — advance the sequence to its next step (with its fade).
- 5 LOAD** — arm a specific step without firing, so the next GO goes there.
- 6 Sequences** — each cuelist shows NOW / NEXT; several can run at once.
- 7 SUBS master** — rides the whole fader layer at once.
- 8 Faders + FLASH** — ride a look in and out, or tap FLASH for a momentary bump.
- 9 Looks** — tap any saved scene to apply it over what's running.

6 Channels — raw DMX

DIRECT CONTROL OF EVERY SLOT, PATCHED OR NOT

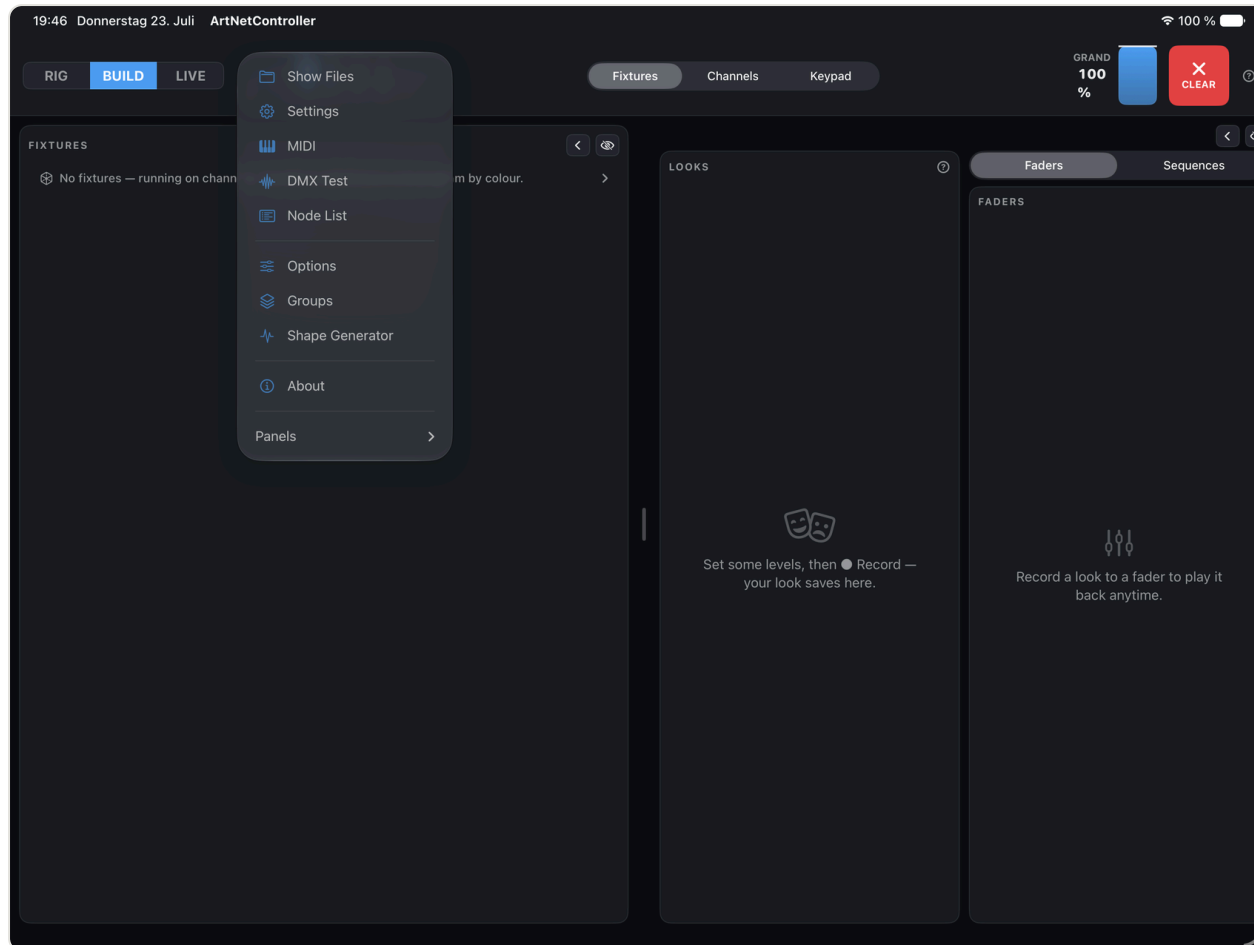


- 1 **Universe A-D** — page the grid between the four universes.
- 2 **Channel count** — trim how many of the 512 slots this page shows.
- 3 **Help "?"** — what the Channels section is for and when to use it.
- 4 **Channel faders** — one per DMX slot, with its live value. Drag the cap; **long-press to type** an exact 0–255.
- 5 **Looks rail** — the same looks/faders rail as BUILD, alongside for quick recall while working raw.

Patched fixtures are the friendly layer on top of these same channels — Channels reaches them directly, for gear you haven't patched or for troubleshooting.

7 The "... " menu — everything else

SETTINGS AND TOOLS, ONE TAP FROM EVERY ROOM · LEGEND FOLLOWS THE MENU TOP-TO-BOTTOM



- 1 **Show Files** — new / save / load / share / import shows (the .show.zip).
- 2 **Settings** — **NET** (node IP — output setup), universes, display, performance.
- 3 **MIDI** — device picker, connection state, APC-mini colour feedback, the map.
- 4 **DMX Test** — force a channel high to prove the link to a node.
- 5 **Node List** — discover Art-Net nodes on the network (when the entitlement allows).
- 6 **Options** — run/record modes, play-by-fixture, CLEAR & preset fade times, MIDI device.
- 7 **Groups** — named channel/fixture groups for fast selection.
- 8 **Shape Generator** — effects engine (10 waveforms) across fixture parameters.
- 9 **About** — build number and credits.
- 10 **Panels** — re-add any panel you've hidden, per room.

