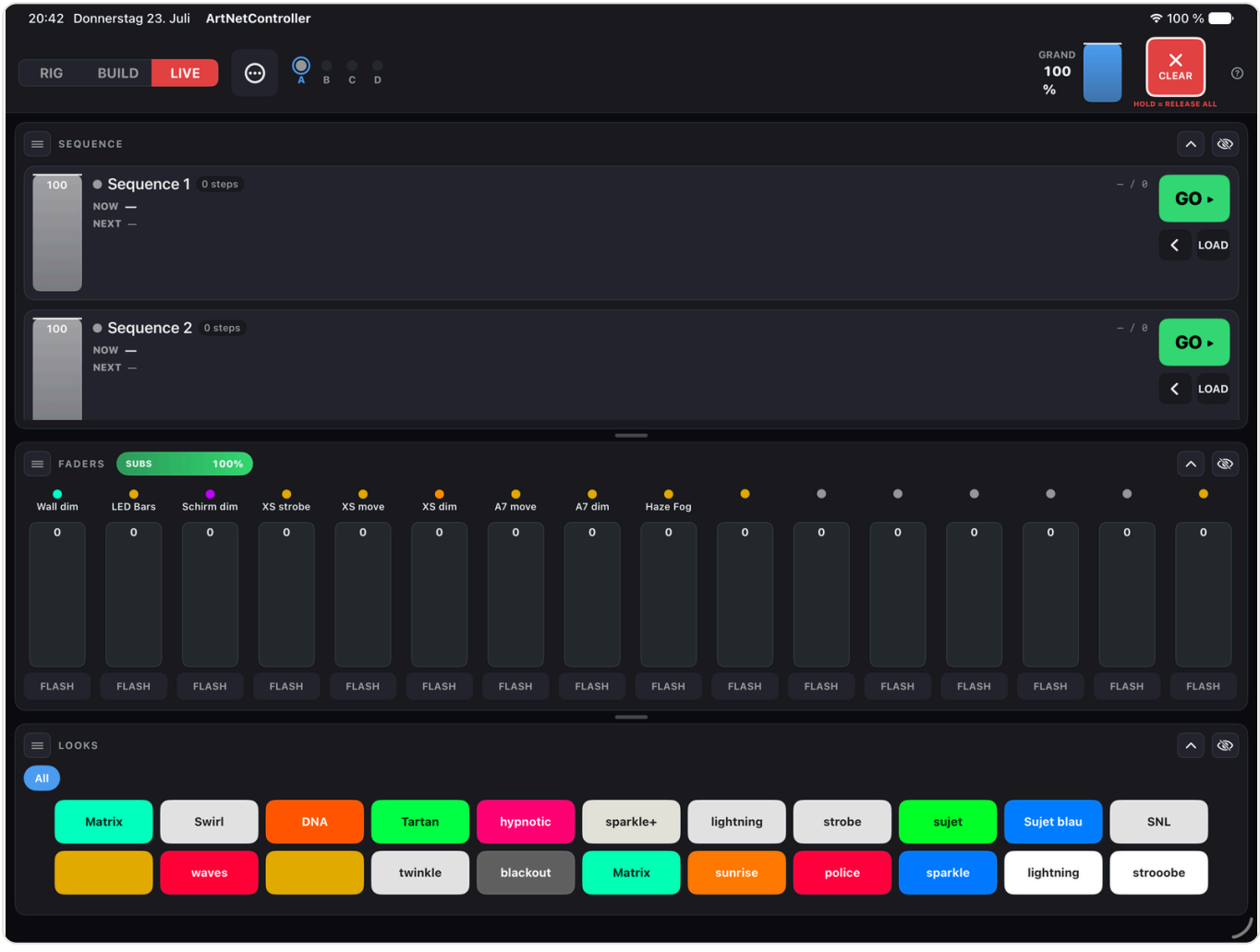
Tester Quickstart

Get DMX out of the iPad, patch a rig, record a look, run it live. The one most important step is Step 1 — without it the app looks like it works but nothing leaves the iPad.



LIVE — sequences, faders and looks ready to run. Hold CLEAR to black everything out.

Version 0.1.0 (19) **Platform** iPadOS 17+ **Date** 23 Jul 2026

Before you start — the words and the rules

THE WORDS THE APP USES

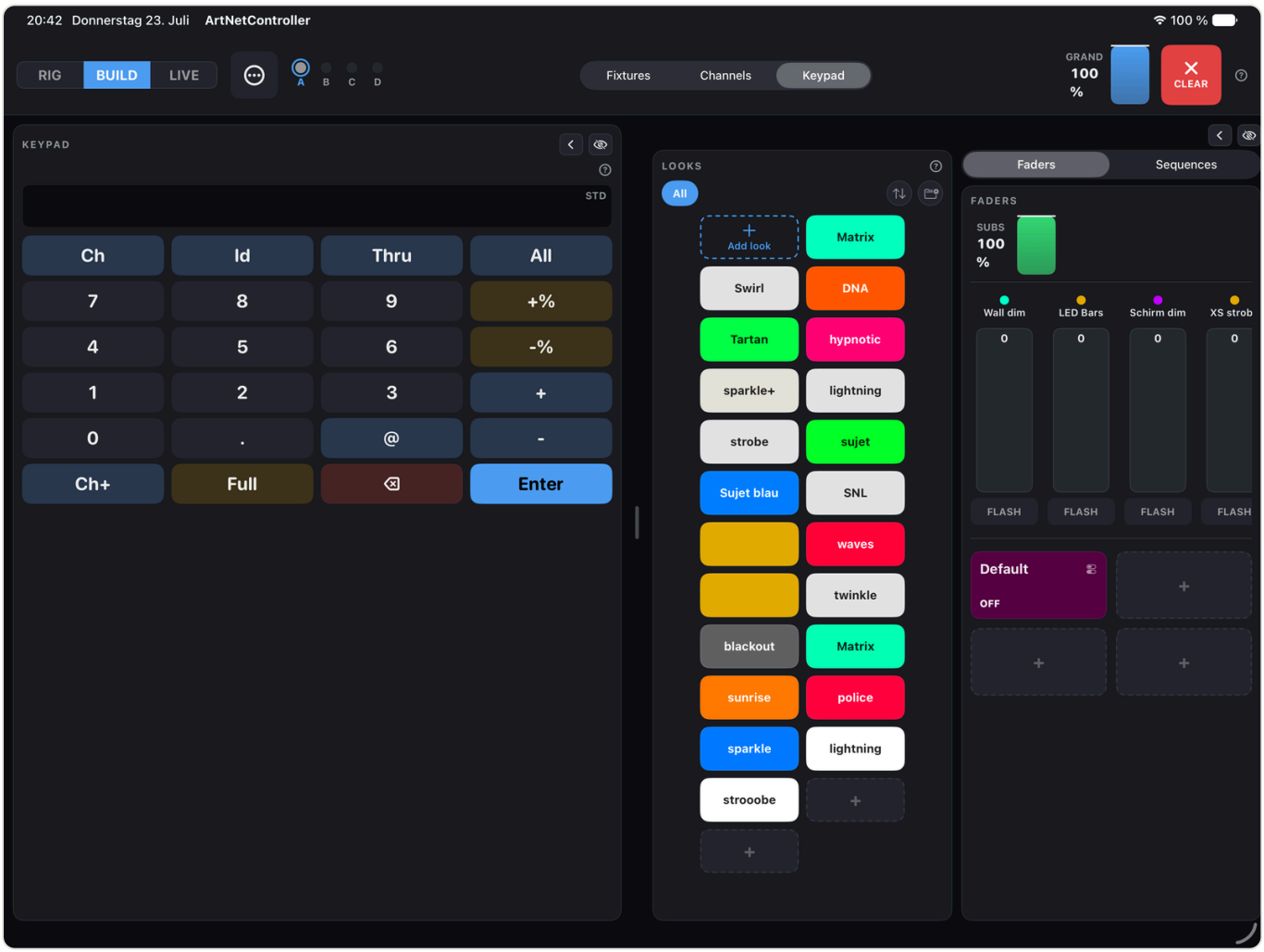
A **Look** is a saved scene (a preset). A **Fader** is a playback fader you put a look on (a submaster). A **Sequence** is looks in order with fades — steps you fire with GO (a cuelist).

THREE ROOMS, TOP-LEFT

RIG patch your fixtures · **BUILD** make and record looks · **LIVE** run the show. The `...` button holds everything else — Settings, Show Files, MIDI, DMX Test.

TWO TOUCH RULES, EVERYWHERE

Tap a thing to use it, **hold** it (about half a second) to edit it. And faders only move when you grab the **cap** — touching the track won't jump the level.



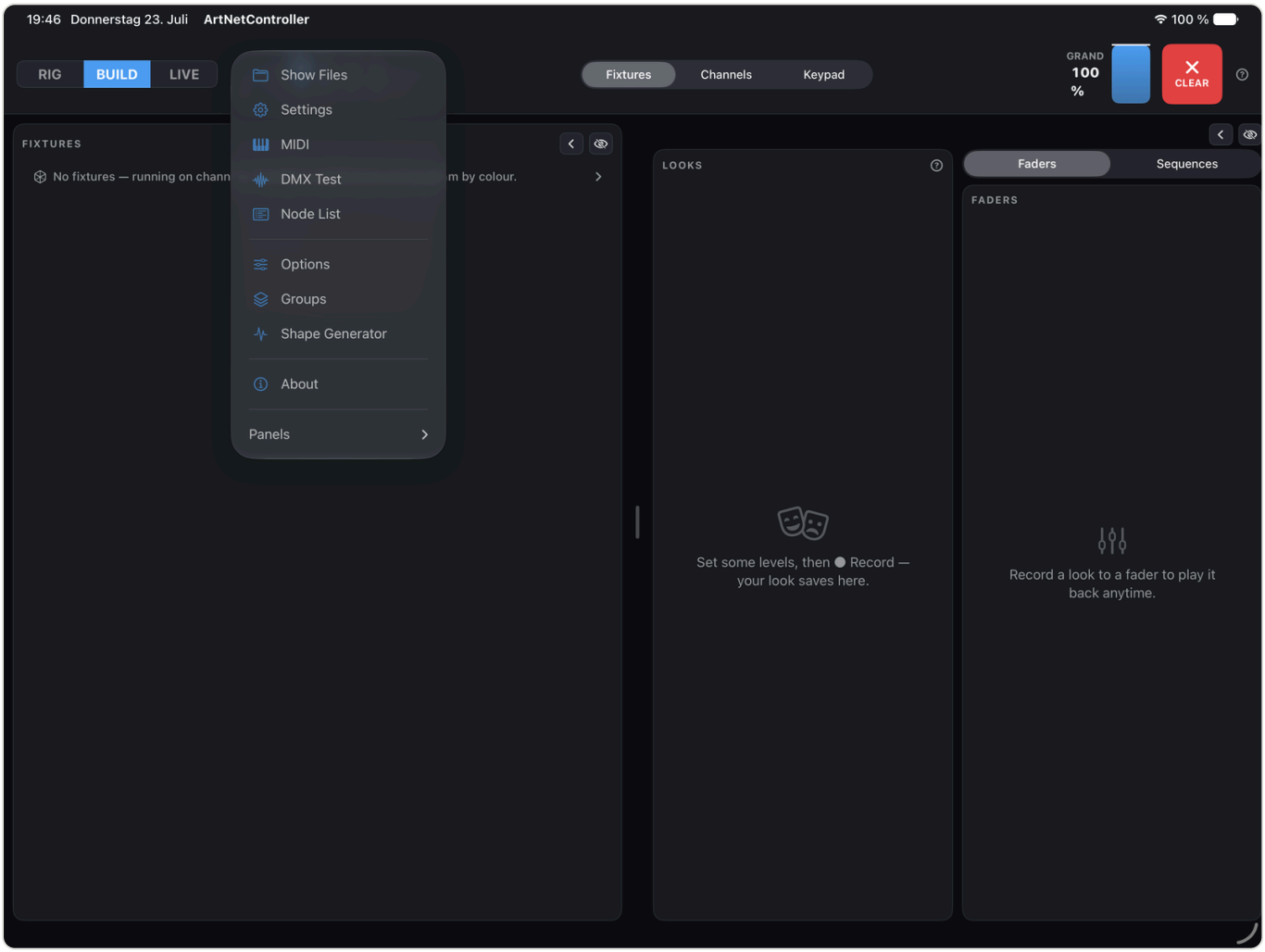
BUILD — the room switch (top-left), work-area tabs, and the Looks / Faders / Sequences you build and play back.

1 Get output working — do this first

This build can't broadcast. It must be aimed at your node's exact IP address.

1. Put the iPad on the **same network** as your Art-Net node/gateway.
2. Find your node's IP address (its own menu/display, or ask whoever runs the network).
3. In the app: `… → Settings → NET → "Art-Net target IP"` → type the node's IP (e.g. `2.0.0.10` or `192.168.1.50`), then Apply.
4. Sanity check without patching anything: `… → DMX Test` — bring a channel up and watch the node's output indicator.

> **WHY — PLEASE DON'T FILE THIS AS A BUG**
>
> iOS only allows broadcast/multicast with a special Apple permission this test build doesn't carry yet. Broadcast, sACN multicast, and "Find node" discovery are all affected. **Unicast to a typed-in IP is the supported path** and works exactly as well.

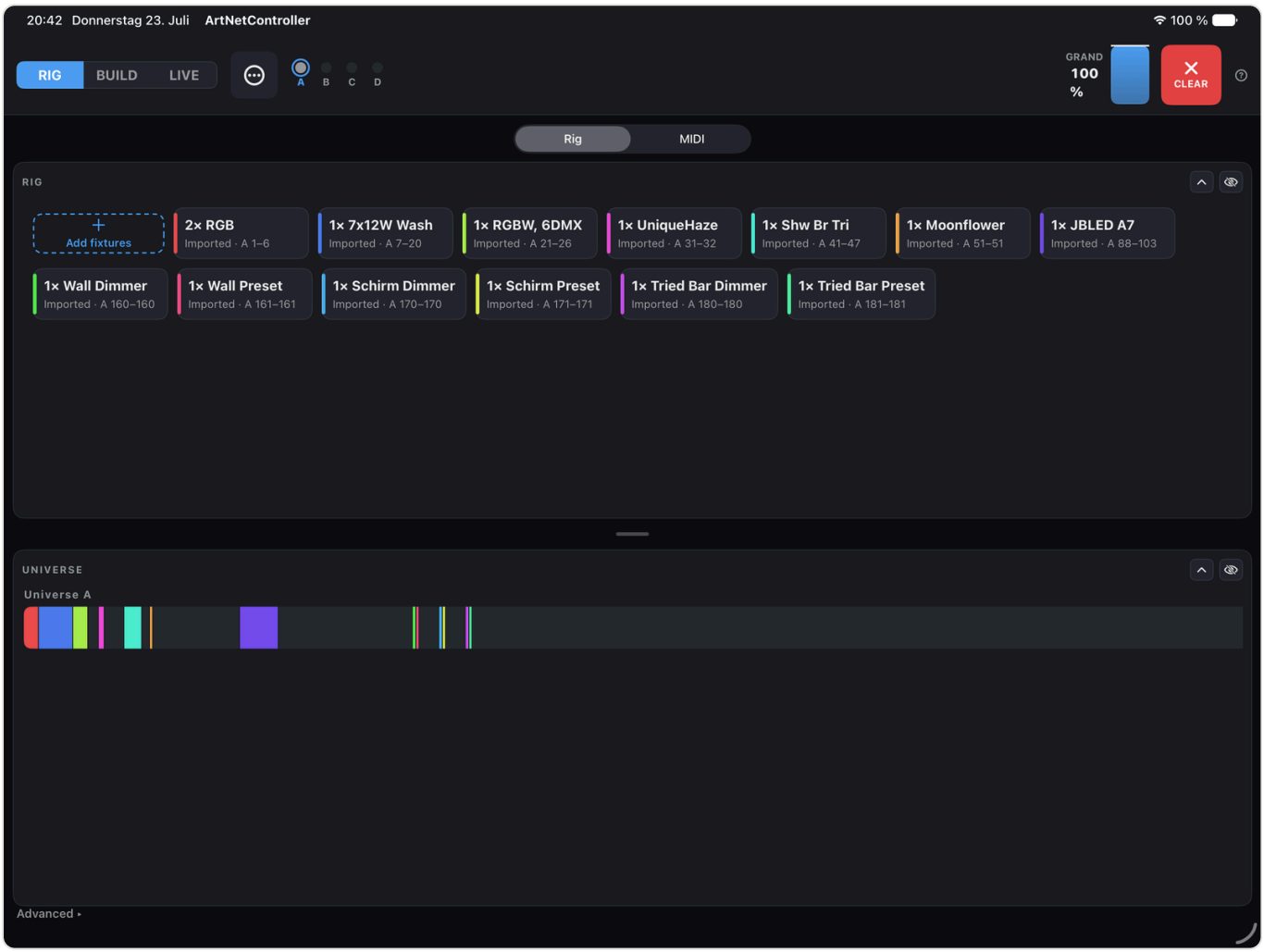


Everything beyond the three rooms lives under … — Settings (for the node IP), DMX Test, MIDI, Show Files.

2 Patch a couple of fixtures

1. Go to **RIG** → tap `+ Add fixtures`.
2. Pick the simple doors first: **Simple dimmer** or **RGB / RGBW light**. Address is suggested automatically; adjust to match your rig.
3. The universe strip shows fixtures as coloured blocks at their addresses. Tap a block or hold a tile to rename, recolour, re-address, or delete.

Want a real fixture profile? The library door searches the **Open Fixture Library online** — it needs internet the first time, and this app ships with **no built-in library** (import your own `.d4` / `.libs.zip` under **Advanced** ▸). An empty library with no internet is expected, not broken.

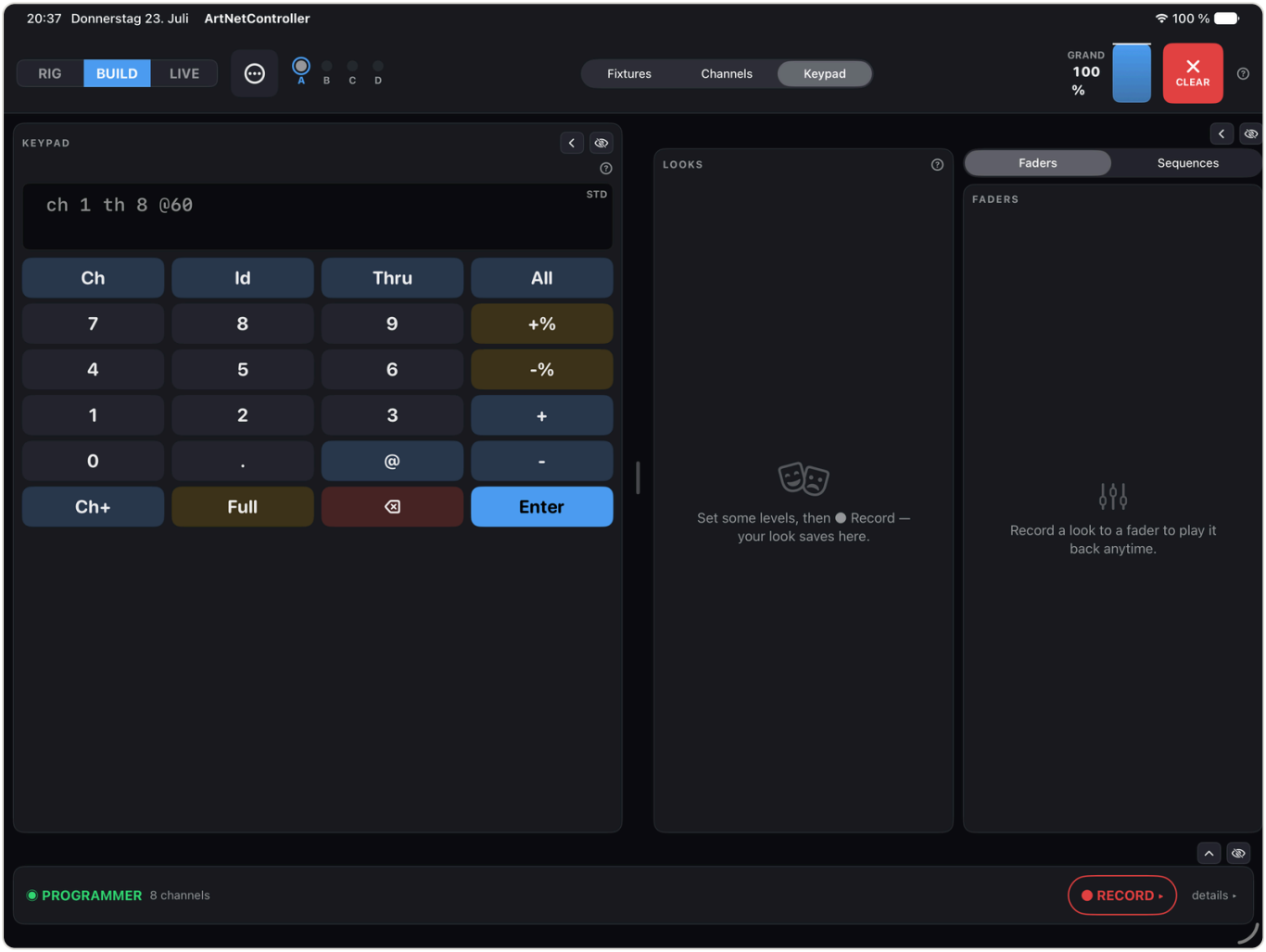


RIG — your patched fixtures and a live map of Universe A. Tap the + to add more; hold a tile to edit.

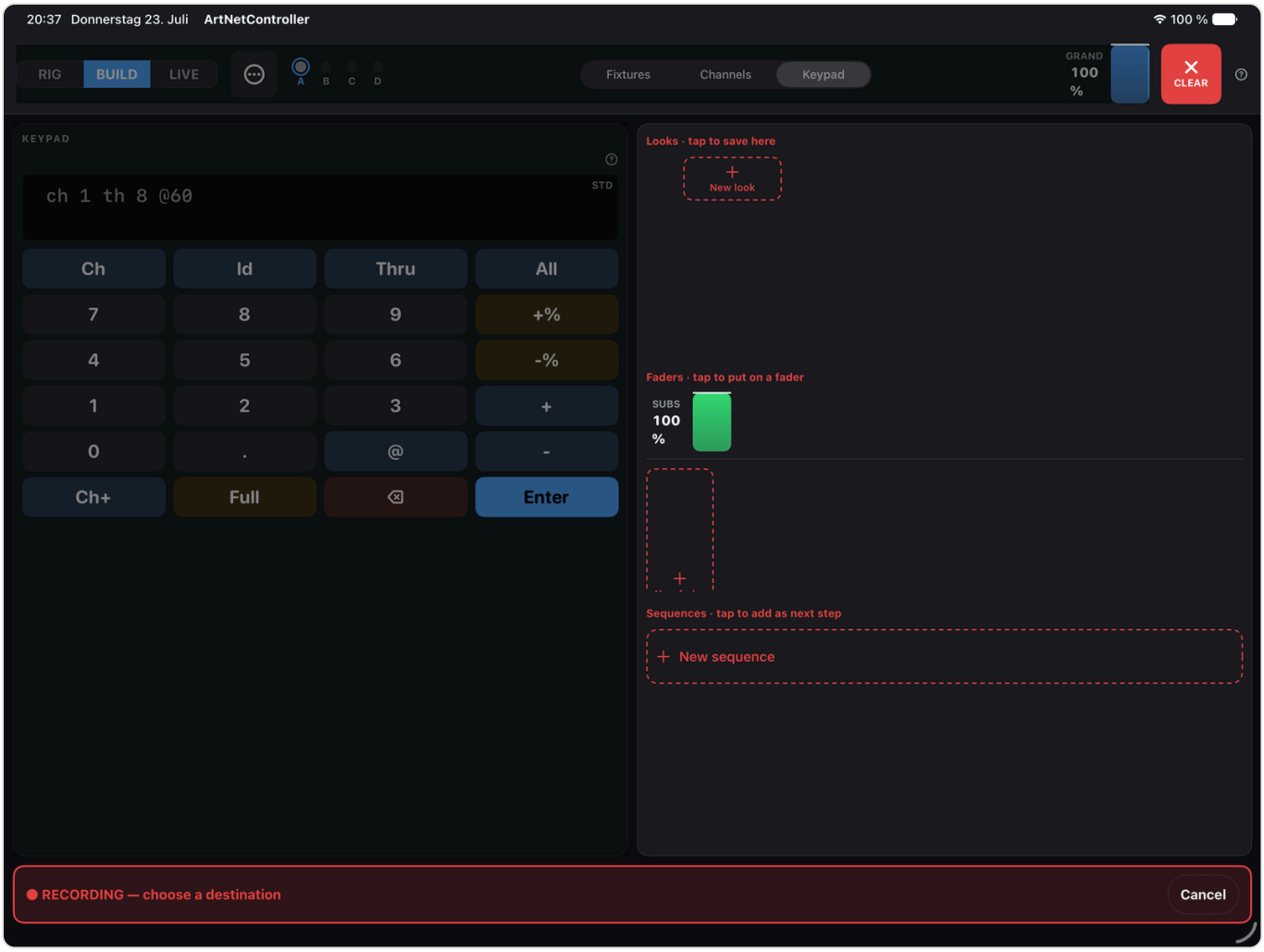
3 Make light and record a Look

1. Go to **BUILD**. Tap your fixtures in the top rail, or use the **Channels** grid / **Keypad** (the keypad has a `?` explaining its command line).
2. Set levels/colours. What you touch is captured — the green ◉ **PROGRAMMER** bar appears.
3. Tap ● **RECORD** ▸. Everything that can be a destination lights up red.
4. Tap an empty **Look** slot. Done — a toast confirms, with Undo.
5. The programmer stays live, so you can record the same state to more places. `CLEAR` (single tap) empties it when done.

Same flow, different destination: tap a **Fader** to put the look on a playback fader, or a **Sequence** to add it as the next step. Two looks into a sequence = a running show. Hold a sequence to edit its steps (fade/wait times are tappable pills).



Make light — what you touch fills the green ◉ **PROGRAMMER** bar (here, 8 channels via the keypad).

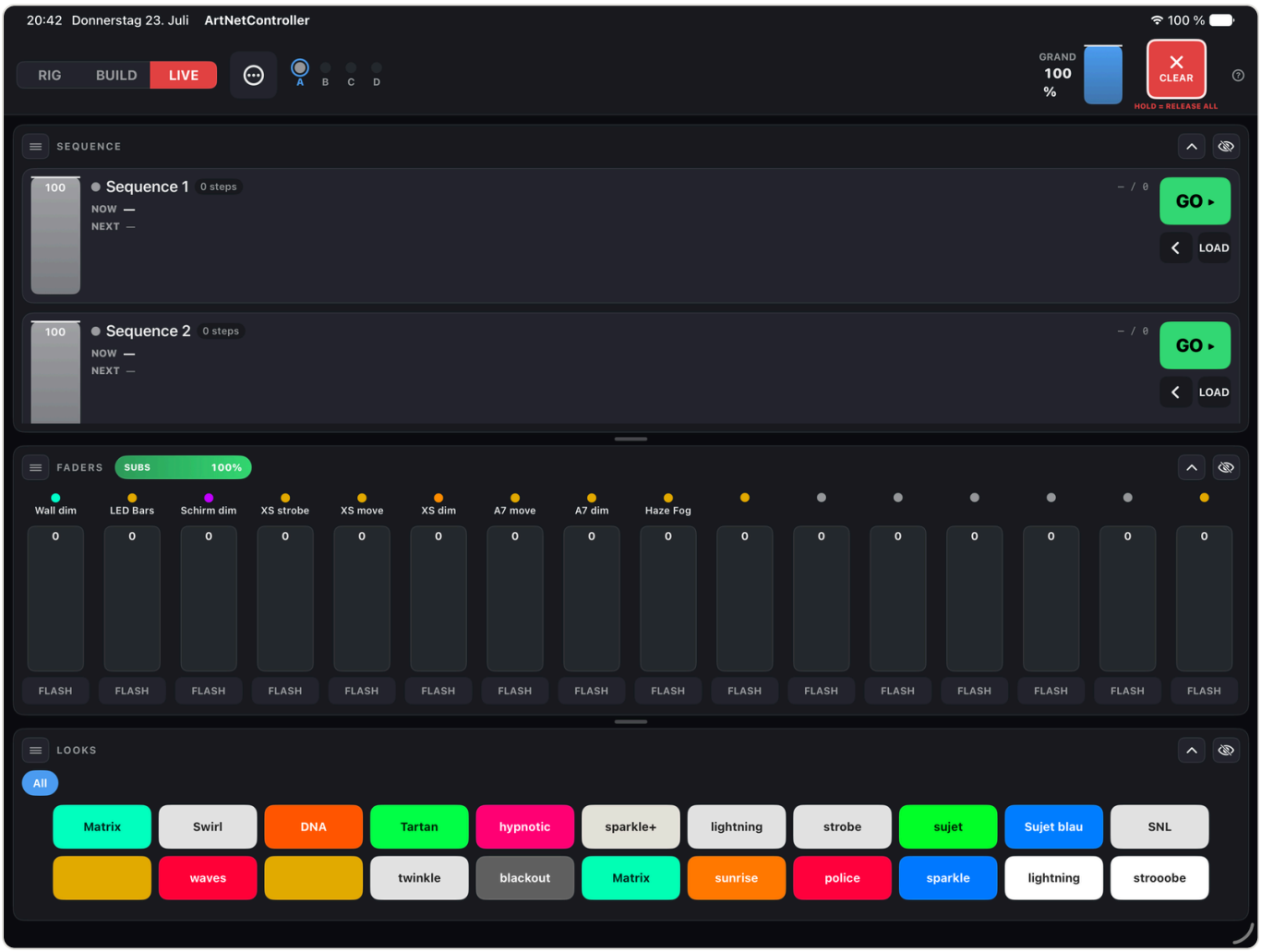


Tap ● **RECORD** ▸ and every destination lights up red — save to a Look, a Fader, or a Sequence.

4 Run it in LIVE

1. Tap **LIVE** — the LIVE button turns **red** while active. All recording/editing disappears on purpose; LIVE is run-only.
2. **GO** ▸ advances the sequence. Faders have **FLASH** bumps. Looks stay tappable.
3. The **GRAND** master (top-right) proportionally scales everything, any time.

> **PANIC / BLACKOUT**
>
> **Press and HOLD the CLEAR button for a second.** That kills everything instantly, no fade — faders, sequences, playbacks, and anything applied (looks + Quick-Edit content). A single **tap** only clears the programmer; the **hold** is the panic.



LIVE — Sequence 1/2 with GO, a full fader bank, and the looks along the bottom. Editing is gone on purpose.

5 Save your show

Shows save as files: `… → Show Files` — name it, save it, and share the `.show.zip` from there (that file is gold for bug reports). The app also autosaves as you edit from the first change, but do one named save at the start of a session so your work has a home. Loading a show replaces the surface — save first if you care about it.

> GOOD TO KNOW
>
> The show file holds your **patch, groups, submasters, playbacks, sequences, looks and macros**. Your **MIDI map and app Settings are device-global** — they stay put and are NOT swapped when you load a different show.

6 Connect an APC mini — optional

1. Plug the APC mini into the iPad (USB-C or camera adapter; powered hub if it's hungry).
2. `… → Options → MIDI Device` → pick it. The app reconnects to it automatically next launch.
3. `… → MIDI` is the mapping screen. To map with **Learn**: the device must be **connected first**, then press Learn, then hit the pad/fader on the hardware.
4. Pads light up to mirror your looks/faders (mk1 and mk2 both supported). More than one APC mini needs a hardware MIDI merger (e.g. iConnectMIDI4+) into a single port — the `?` on the MIDI feedback setting explains it.

BUILD → Channels — raw DMX per slot with live values; long-press a fader to type an exact level.

Known limitations in this build

— **No broadcast / no sACN multicast / no node discovery on the iPad** — type the node's IP (Step 1). An Apple-permission thing, being applied for.

— **No built-in fixture library** — online OFL search (needs internet) or import your own.

— **Scheduling only runs while the app is open and on screen.** iOS won't run it in the background or auto-start on boot. Unattended use: Guided Access + screen-always-on.

— **Scheduled STOP blacks out (grand master), it doesn't quit the app.**

— **One MIDI input + one output** — multiple controllers only via a hardware merger; mixed mk1+mk2 on one merged port shows correct colours on only one model.

— **RDM** lives under `RIG → Advanced ▸ → RDM` and hasn't been proven against real gateways yet — reports welcome, expectations low.

— Sequences support GO / fades / waits / jumps; some fancier per-cuelist modes (loop-timing variants, tracking toggles) aren't in yet.

How to report a bug

Send to Christian, one issue per message if you can. The perfect report has:

1. **Build number** — `… → About` (e.g. "Version 0.1.0 (19)").
2. **The show file** — Show Files → share the `.show.zip`. This reproduces your exact setup.
3. **What you did, step by step** — starting from which room.
4. **What you expected vs what happened** — "fader up, fixture stayed dark" beats "doesn't work".
5. **A screenshot or screen recording** if it's visual (Control Center → screen record).
6. If output/network related: node make + model, its IP, which universe, Art-Net or sACN.
7. If MIDI related: controller model (mk1/mk2), how it's connected (direct / hub / merger).

"It felt wrong / confusing" is also a valid report — this app is meant to be genuinely obvious to use, so confusion is data. Note where you were and what you expected.