

LightSync — preparing the physical rig

A load-in sheet for technicians. What to leave ready on the rig and the network before pressing play, in the order it happens at the venue. At the end, the printable checklist.

What your rig is going to receive

LightSync sends **native Art-Net** from the program itself: DMX over your network, no middle box and no extra software. Every fixture receives intensity, colour and — if it moves — **pan and tilt**: sweeps, patterns and crowd-aims, just like on screen. Static fixtures (pars, bars, blinders) receive no movement.

Movement is sent **relative to each fixture's rest position**. In your terms: how each unit hangs and where it is pre-aimed remains your call — the program moves around that point, it does not replace it.

1 • The network

- Art-Net node (or console in input mode) and the LightSync computer **on the same network**.
- **Destination** in the output settings: the node's IP if you know it; **"Whole network"** (broadcast) if you prefer not to pin an IP; **"This machine"** only for visualisers on the same computer.
- The classic that eats afternoons: **Art-Net universe 0 is Universe 1** on most consoles and nodes. LightSync reminds you right in the output panel.

If **LightSync and a desk coexist** over the same fixtures, decide who is in charge: two sources on one universe without a deliberate merge (HTP/LTP at the node) give unpredictable results. For the first test, single source: LightSync only.

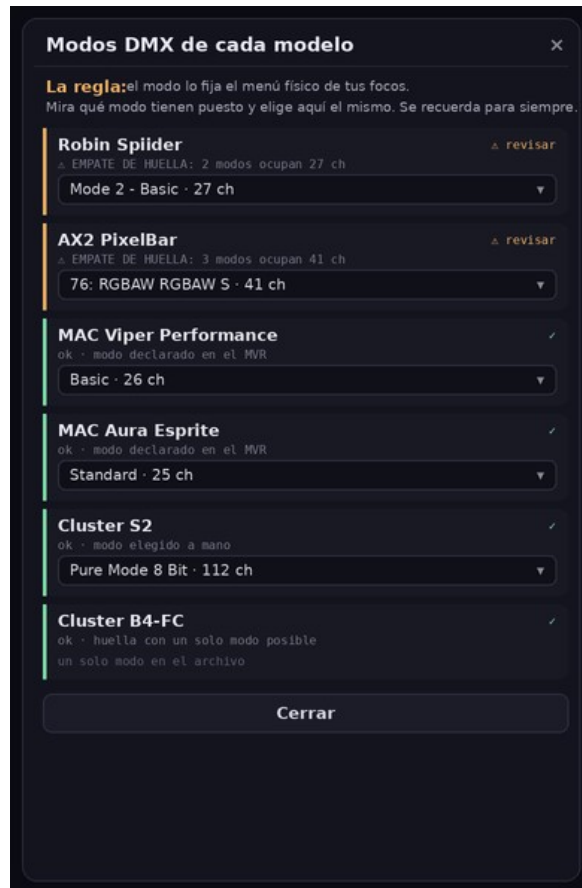
2 • The patch comes with the file

When the **.mvr** stage loads, LightSync reads the addresses, the universes and each unit's GDTF profile from it. There is no manual patching inside the program: **the file is the patch**.

- If the real rig changed since the file (a fixture moved address, a different universe), **the rig wins**: fix the MVR in your usual tool and reload it.
- All fixtures of one model must be in **the same DMX mode** — as on any show.

Press **"1 • Check rig"** in the output settings: the report calls out fixtures with no profile, no address or open doubts, before anything opens.

3 • DMX modes are matched on screen



When a model admits several modes with the same channel footprint, no software can guess which one you set: **the fixture's physical menu decides the mode**. The **Modes** panel (next to Check rig) lists every model with its status and a dropdown of its possible modes.

- Green ✓ = resolved (declared in the file or worked out from the patch). **Amber ⚠ = review**: check the menu on one unit of that model and pick the same mode here.
- The choice is **saved per model** and reapplies itself on every load: you do it once.
- A mode with **0 channels** or “no dimmer or colour” is empty filler from the file, not a real mode: pick another from the list.

The telltale of a mismatched mode: swapped colours, absurd movement or a mute unit — every byte lands on the wrong channel. It is fixed in this panel, not by recabling.

4 • Multi-cell fixtures

Pixel bars, multi-zone washes and sectioned blinders are driven **whole**: every cell receives signal, not just the first. If only the first section of a unit lights up in the test, it is not cabling: **it is the mode** — go back to the Modes panel and review that model's.

5 • The pre-flight check, with a record

The first time you press “**Start sending**” with a rig, the program presents the **pre-flight check**: the rig's warnings, one by one, and a confirmation box. The output does not open until you tick it. The confirmation is recorded **with a date** — the “Record” button reopens it any time.

With the output open, the status says it all in one line: **active universes, channels and a frame counter going up**. If the counter climbs, the signal is leaving the computer — whatever happens next is network, node and patch.

6 • Movement: test and direction

- First, the usual: units **homed/reset** and pre-aim reviewed.
- The quick aim test: Effects tab → 🙌 **To crowd**. Every mover should go to horizontal, towards the room.
- Turning towards the back wall instead of the crowd? Not a fault: it depends on how each rig hangs. The round ↕ button next to To crowd flips the direction, and it is remembered.

7 • Safety — the program does not do this part

Installing, configuring and securing the physical equipment is the technician's responsibility. A live rig requires **supervision by a qualified person** — and very especially with **lasers**: exclusion zones, power levels and local regulations belong to you and your safety officer, not to the software.

Checklist — before pressing play

- ☐ Node and computer on the same network • destination set (node IP or "Whole network")
- ☐ Universe mapping checked (**Art-Net 0 = Universe 1** on the console/node)
- ☐ One DMX source per universe (or a merge deliberately configured at the node)
- ☐ The loaded .mvr reflects the real rig: addresses, universes and models up to date
- ☐ **"1 • Check rig"** passed: no fixtures without profile or address
- ☐ 📱 **Modes**: every model green, matched to the units' physical menus
- ☐ Multi-cell units lighting all their sections in the test
- ☐ Home/reset and pre-aim done • 🙌 **To crowd** points at the room (↕ if not)
- ☐ Pre-flight check read and signed — the record keeps the date
- ☐ Output status: expected universes and channels, **frames counting up**