

# Arcolis

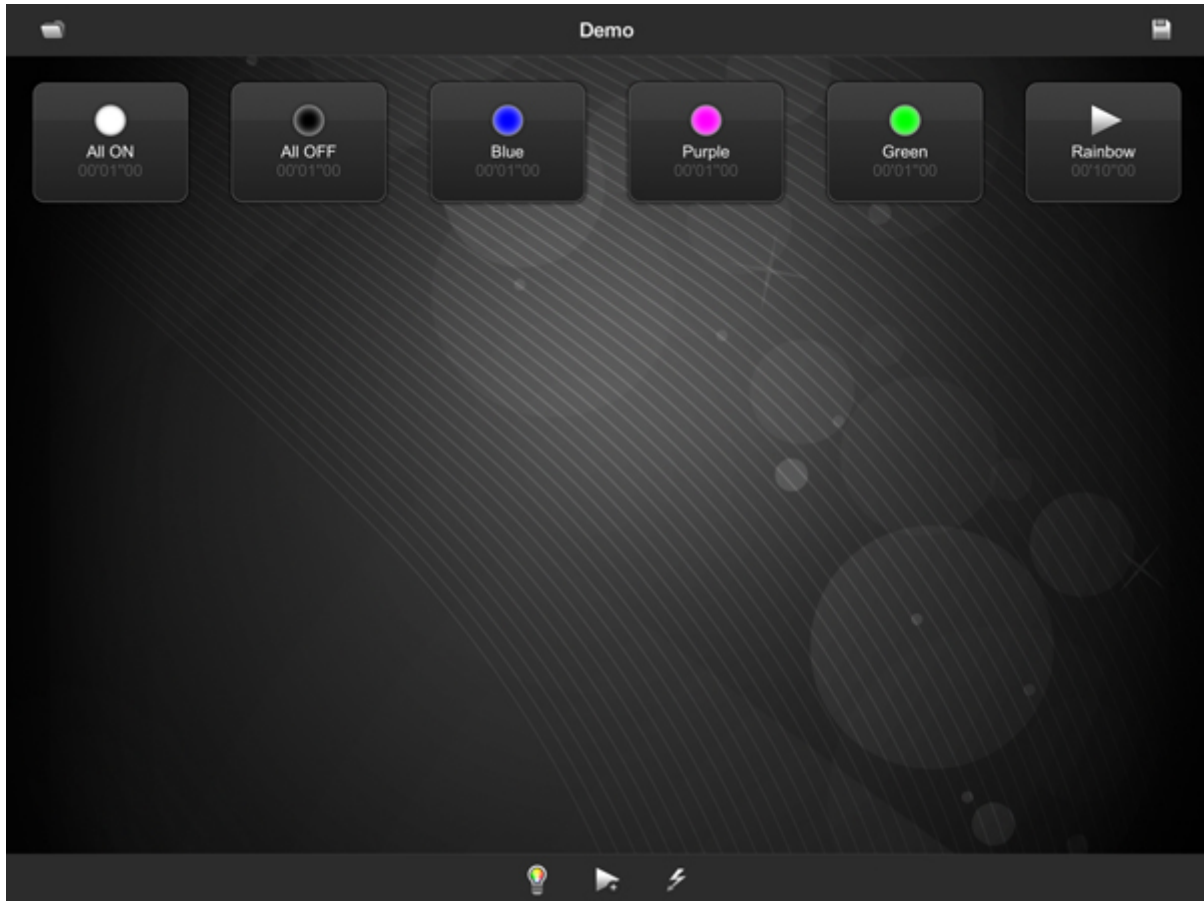
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# 1.Introduction

Welcome to Arcolis – the smartphone and tablet app for programming your DMX Lights! Arcolis is a simple and intuitive way to control the brightness and color of your DMX lights. All DMX lighting can be used, however the app has been specifically designed for color mixing with RGB, RGBW and RGBA fixtures in addition to controlling single channel dimmers.



The Arcolis app is free and works by sending lighting control messages to a compatible DMX controller over a local WiFi network.

Arcolis is currently available for:

- Apple iPod Touch
- Apple iPhone
- Apple iPad
- Android phones and tablets

Compatible controllers include:

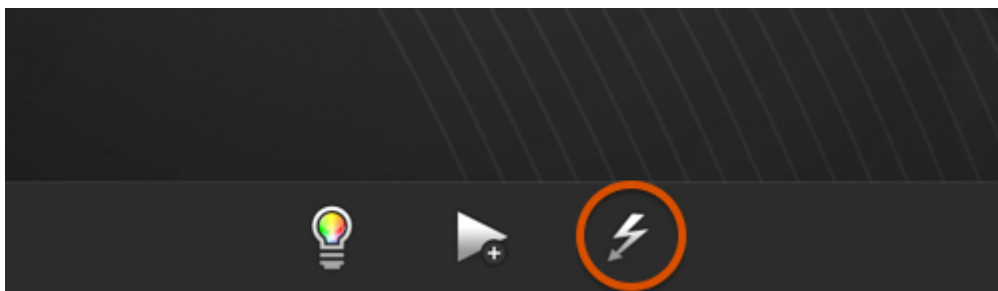
- Nicolaudie STICK-DE3
- Nicolaudie STICK-KE1
- Nicolaudie SLESA-UE7
- Daslight Dpad Gold
- Lumidesk Touch Ultimate

## 2.Installation

Make sure that your DMX controller and your smartphone/tablet are connected to the same local network. This can be done with any standard WiFi router. Each device will need an IP address. Most routers are set to give out the IP address automatically so this should just be plug and play. For more information on setting an IP address manually, refer to the DMX controller/tablet/smartphone's documentation.

Download the Arcolis app from the Google Play store for Android devices and the App store for Apple devices.

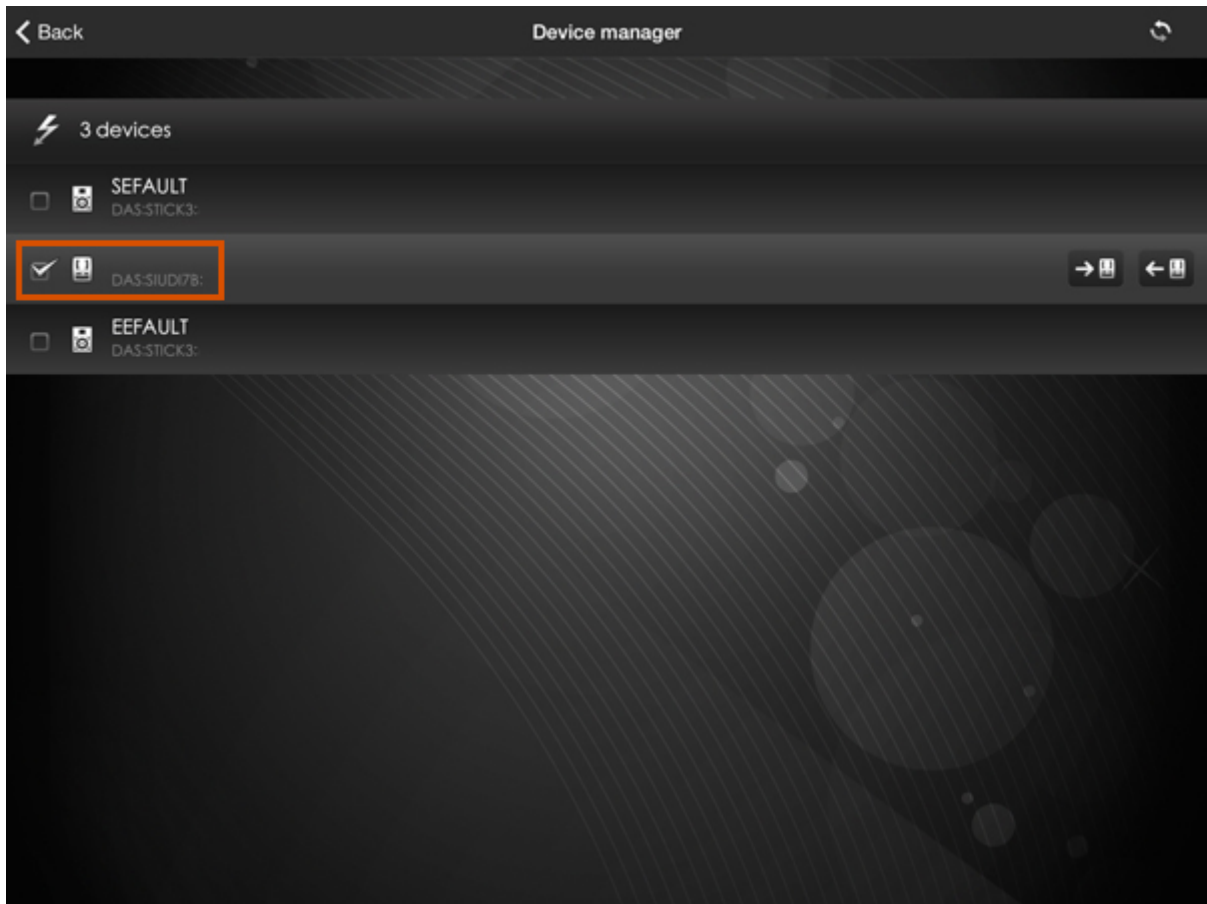
Once installed, click the Arcolis icon to open the app and click the devices icon on the bottom right of the toolbar to see a list of your DMX interfaces.



The Device manager lists all DMX controllers on your local network, showing the device name and serial number. If you don't see any devices listed here:

- check you can see the name of your network at the top, if not, your tablet/smartphone is not connected correctly
- check the Ethernet connections. Normally there should be a green flickering LED next to the Ethernet socket on your DMX controller and another by the socket on your router
- try to connect using one of our DMX lighting software packages for PC and Mac to rule out a problem with the WiFi or smartphone/tablet

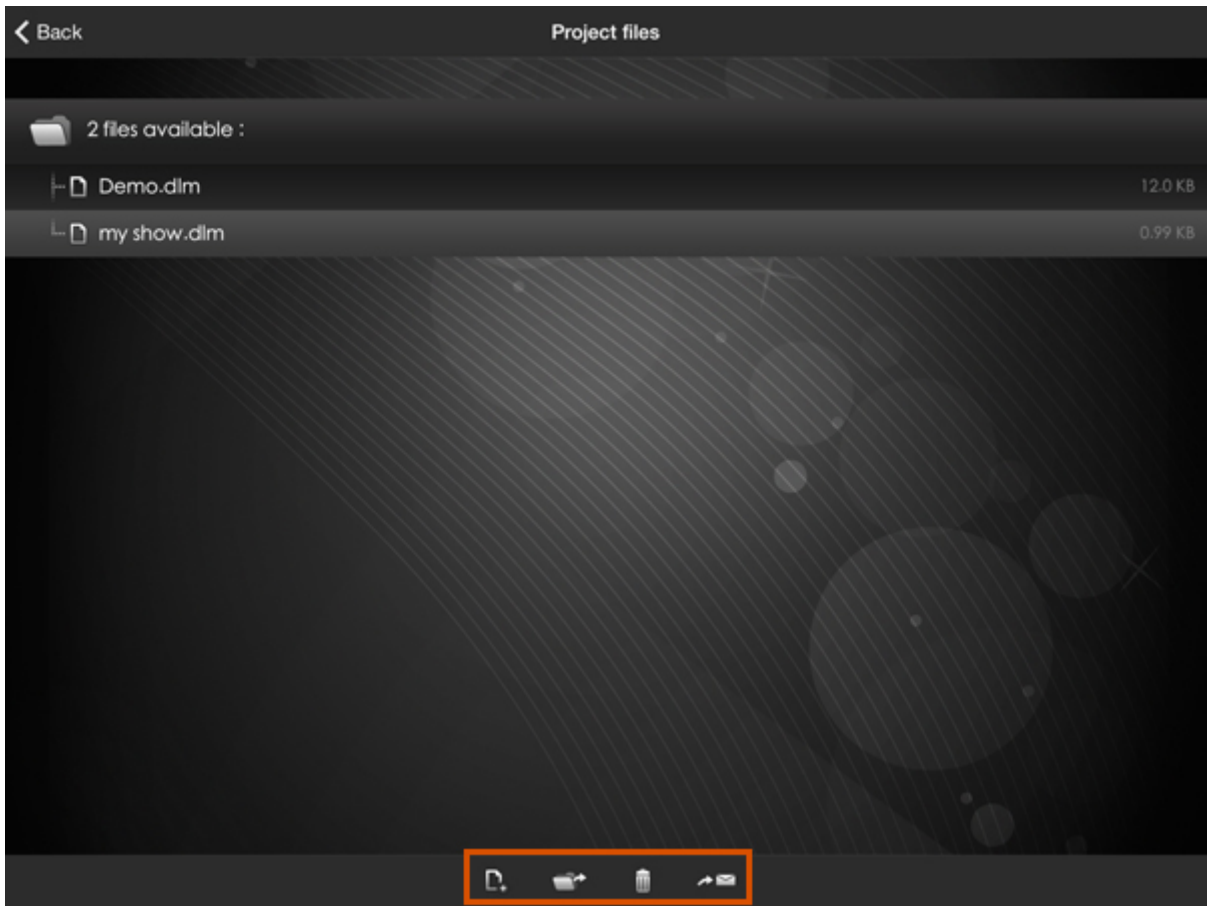
Once you can see your device, tap it to connect.



## Loading and Saving Files

Click the folder icon in the top left to access the Project files manager. Here you will see a list of all files on your device. Several options are available on the toolbar at the bottom.

1. Create a new file
2. Open the selected file
3. Delete the selected file
4. E-mail the selected file



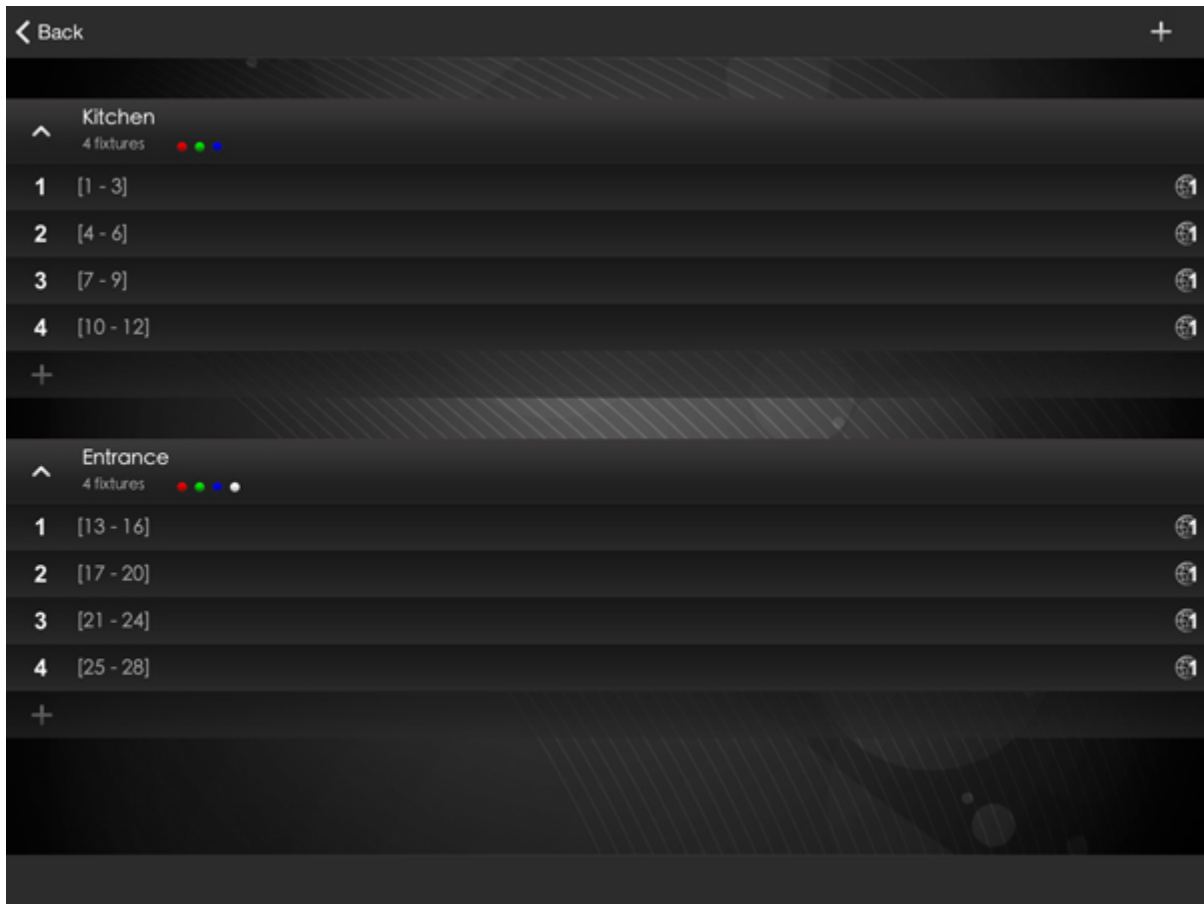
## 3.Adding Lighting Fixtures

Once a file has been loaded or created, click the light bulb on the left of the bottom toolbar to add a lighting fixture to show the patch screen. This works differently depending on whether you are using an iPhone/iPad or Android device.



### iPhone/iPad

- Click the + icon in the top right to create a new fixture group
- Enter a name for the group
- Choose which fixture profile to use
- If your profile is not listed, contact us and we will see if we can add it for you
- Choose the starting DMX address and number of fixtures
- Click [Done] in the top right
- Tap a lighting fixture to change the address or universe
- Swipe a lighting fixture or group to the left to delete
- Tap a group header to maximize/minimize



## Android

Here you will see a table with 512 cells. Each cell represents a DMX channel.

- Select a profile on the left, hold your finger on it for 1 second and then drag it onto the patch grid
- Choose a name for the group and the number of lighting fixtures you wish to add
- To change the address a fixture, hold your finger on it for 1 second and then drag it to an empty space on the grid
- To delete a fixture or group, hold your finger on it for 1 second, and then drag over to the bin on the top left. You will then be asked whether you would like to delete the dragged fixture, or the whole group
- Tap at the bottom to change to universe 2

Once the patch has been set, tap the back button to return to the home screen.



Global Patch

Back	Red 1	Green 2	Blue 3	Red 4	Green 5	Blue 6	Red 7	Green 8	Blue 9	Red 10	Green 11	Blue 12
Dimmer	Red 13	Green 14	Blue 15	Red 16	Green 17	Blue 18	Red 19	Green 20	Blue 21	Red 22	Green 23	Blue 24
RGB	Red 25	Green 26	Blue 27	White 28	Red 29	Green 30	Blue 31	White 32	Red 33	Green 34	Blue 35	White 36
RGB+White	Red 37	Green 38	Blue 39	White 40	Red 41	Green 42	Blue 43	White 44	Red 45	Green 46	Blue 47	White 48
RGB+Dimmer	Red 49	Green 50	Blue 51	Amber 52	Red 53	Green 54	Blue 55	Amber 56	Red 57	Green 58	Blue 59	Amber 60
RGB+Amber	Red 61	Green 62	Blue 63	Amber 64	65	66	67	68	69	70	71	72
Undefined	73	74	75	76	77	78	79	80	81	82	83	84
	85	86	87	88	89	90	91	92	93	94	95	96
	97	98	99	100	101	102	103	104	105	106	107	108
	109	110	111	112	113	114	115	116	117	118	119	120
	121	122	123	124	125	126	127	128	129	130	131	132
	133	134	135	136	137	138	139	140	141	142	143	144
	145	146	147	148	149	150	151	152	153	154	155	156
	157	158	159	160	161	162	163	164	165	166	167	168

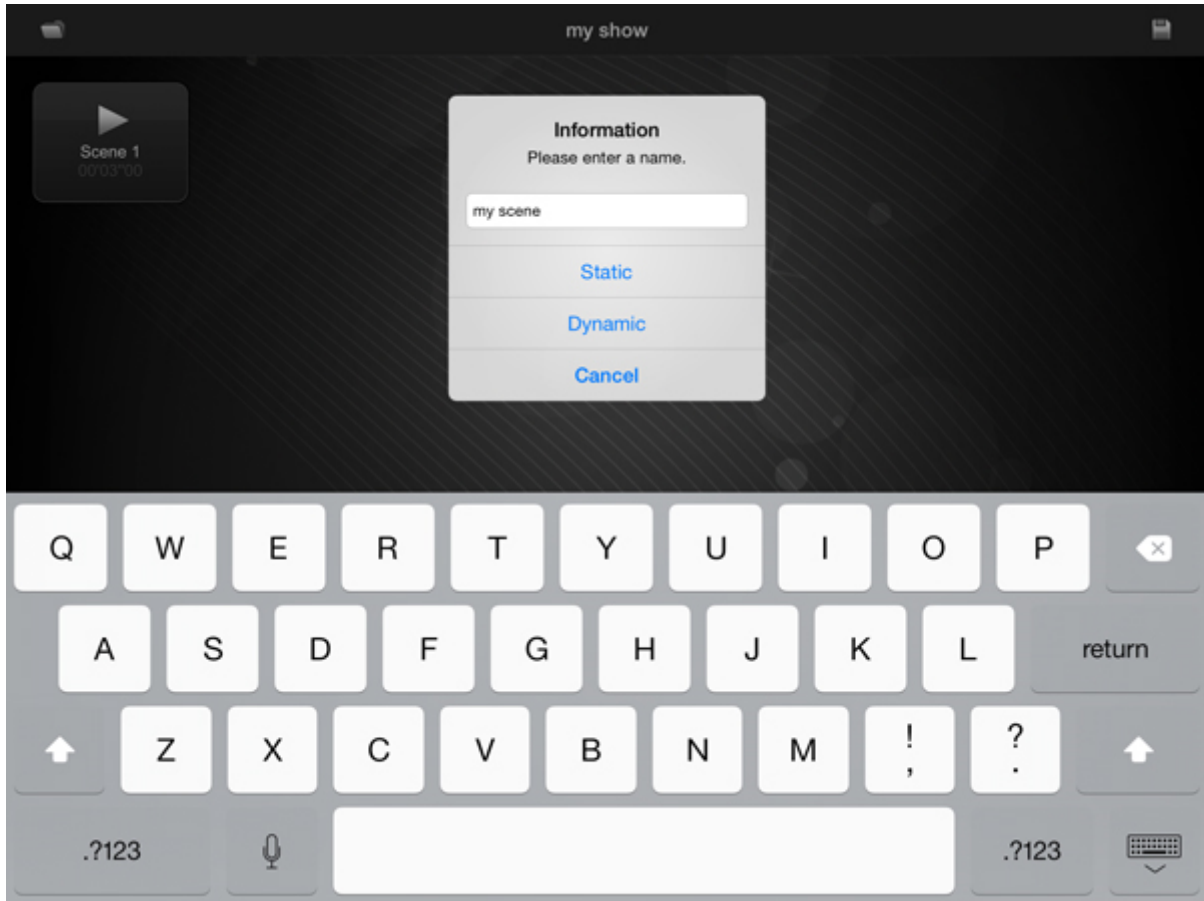
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## 4. Creating Scenes

Tap the play button on the bottom toolbar to create a new scene. Give it a name and choose static or dynamic.

Static- A scene with 1 step. The color or dimmer does not change

Dynamic- A scene with more than 1 step with fade and wait times



### Static Scenes

If you have chosen a static scene, you will be presented with a color wheel if you have color mixing fixtures.

1-Tap or drag anywhere on the color wheel to change the color

2-The brightness and can be changed by tapping or dragging the dimmer on the left

3-The Red Green and Blue values can be controlled directly on the right

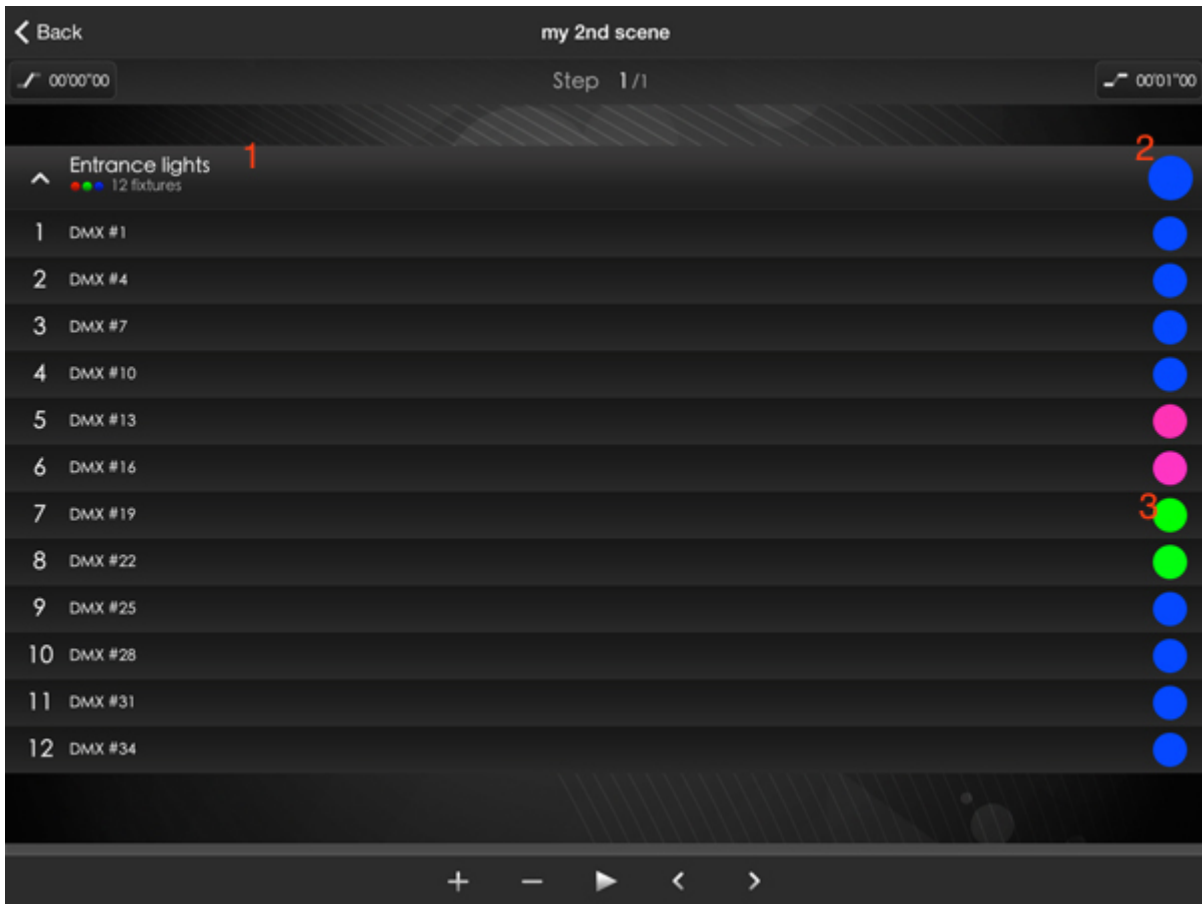
4-Click the button at the bottom to view only the faders and control additional channels such as Amber and White



## Dynamic Scenes

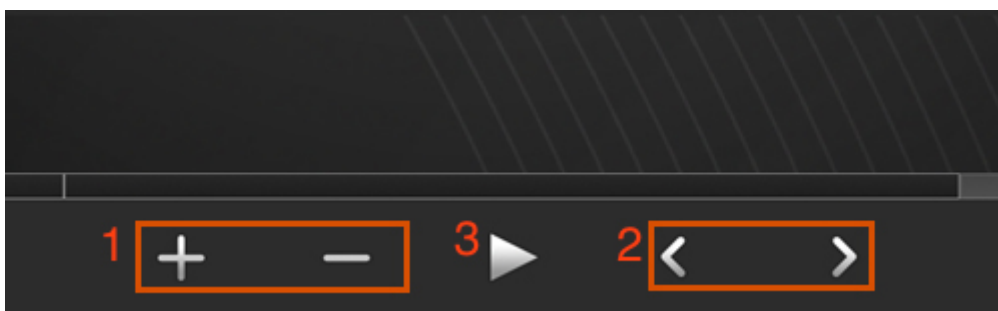
If you have chosen to create a dynamic scene, you will be presented with a list of fixtures and groups.

1. Tapping on the group name will maximize/minimize the group revealing and hiding the fixtures within the group
2. Select the circle to the right of the group to change the color/dimmer of all lighting fixtures within the group
3. Select the small circle next to the fixture to control an individual fixture within the group



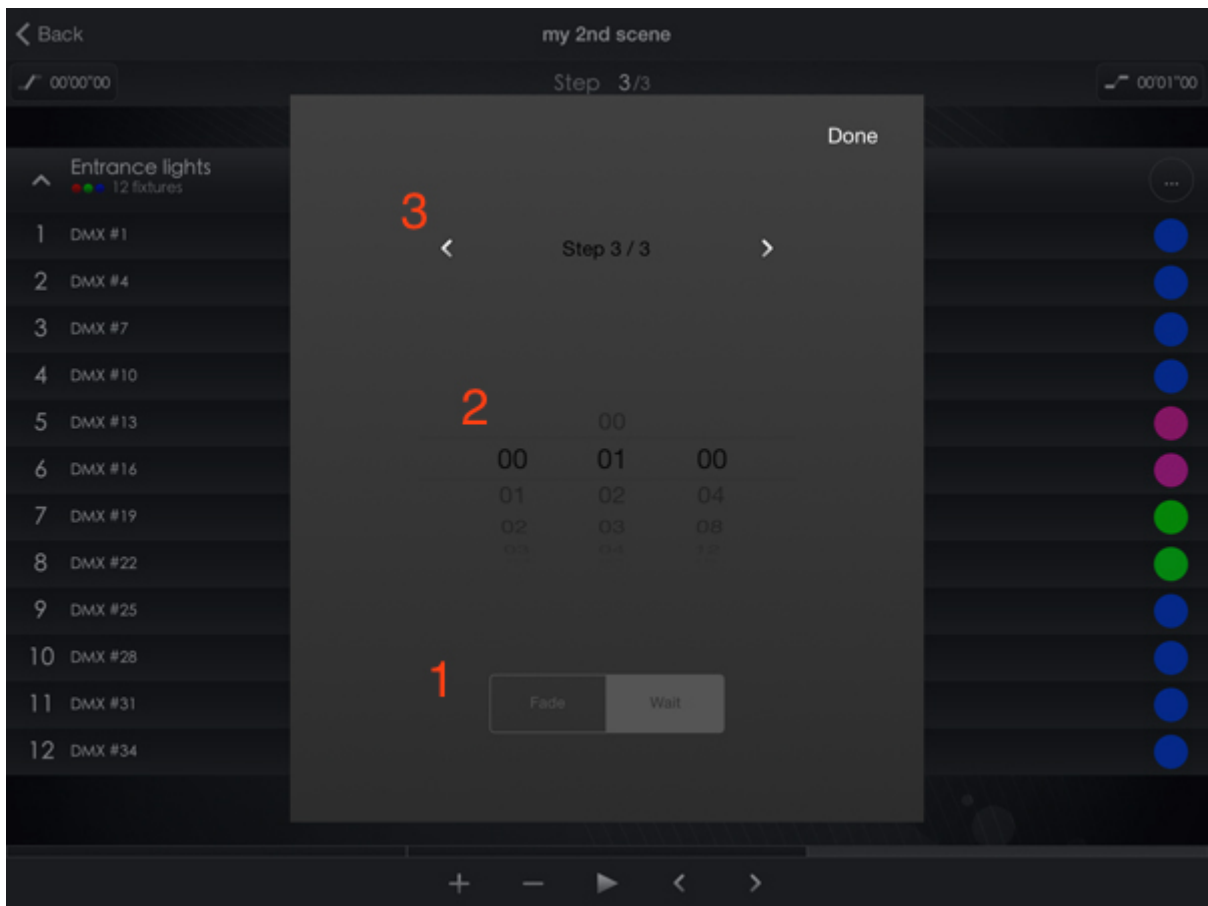
In addition to allowing control of individual lighting fixtures, dynamic scenes also allow you to create a scene which fades or jumps between colors or dimming values over time. This is achieved by creating `Steps`.

1. A step can be added or removed here
2. To jump between steps, swipe left or right across the screen, or tap one of the arrows at the bottom
3. A scene can be previewed here (a DMX interface must be connected for this to work)



Tapping at the top of the scene below the navigation bar allows you to set step options. This example describes the screen on iPad. iPhone and Android are similar.

1. Tap here to choose a fade or wait time. The wait time will freeze the scene between steps and the fade time will smoothly change between the value of the previous and current steps over the specified time
2. Set the minutes, seconds and 100ths of a second here. Note that the smallest number is `00 00 04` because there are 25 DMX frames per second
3. Use the arrows here to change between steps



## 5. Controlling your show

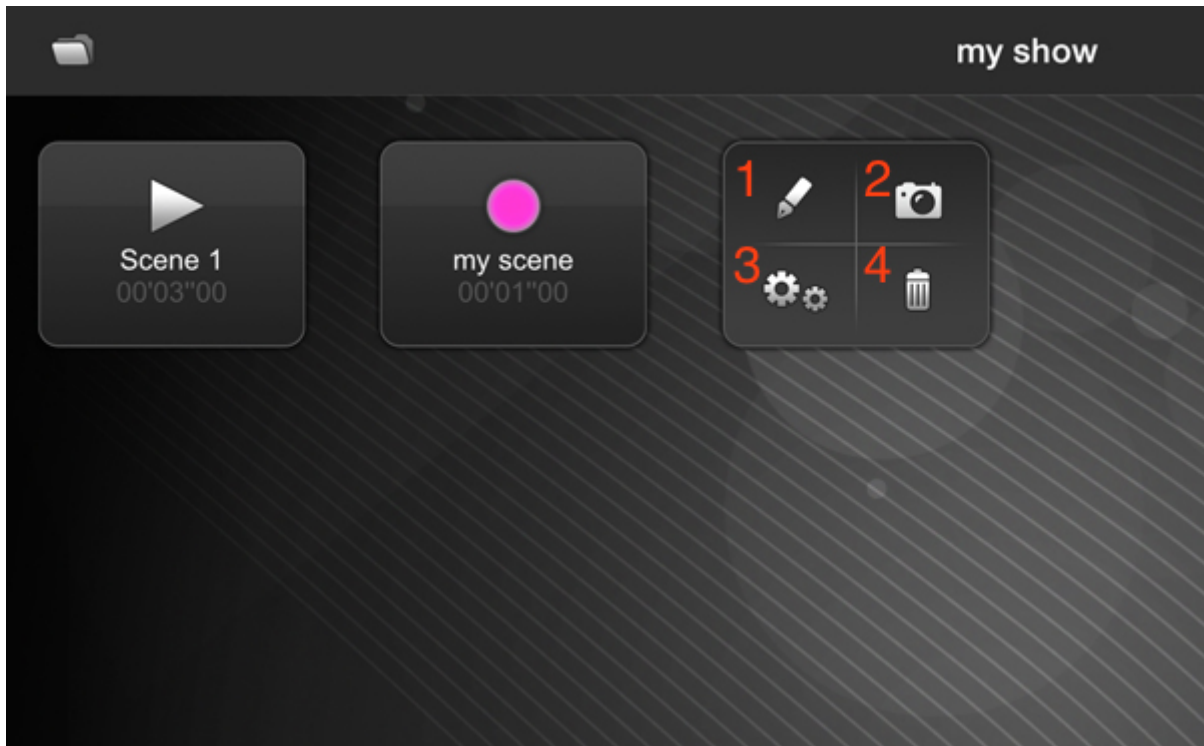
Your show is controlled here on the home screen. Tap a button to play a scene. Note that only 1 scene can be played at a time. To rearrange scenes, hold them for 1 second and then drag to the desired location.

To edit a scene, activate it and then tap the + sign in the top left.

The following options are available:

1. Edit the scene
2. Add a photo to the scene's button. This will also appear on the screen of any compatible DMX controller
3. Change the scene settings including Scene name and Loop number (the number of times you want to scene to play). This is set to 0 by default meaning that the scene will always loop
4. Delete the scene

To save your show at any time, tap the save disk in the top right corner.



## 6. Stand Alone

To transfer your show over to the stand alone memory of a DMX interface, tap the device icon which can be found on the right of the bottom toolbar.

1. Tap the controller you want to write to
2. Tap here to write the memory
3. Tap here to read the memory from the controller so that the show can be edited with Arcolis (note that shows written from certain other software packages cannot be read)

