Welcome

Thank you for choosing Luminair!

Synthe FX takes great pride in creating cutting-edge tools that are extremely powerful, as well as easy to use, and we're sure you will appreciate our attention to detail from the very first time you open the app.

Synthe FX

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Overview

What is Luminair?

Luminair is a professional-grade lighting control platform that gives lighting designers, filmmakers and TV professionals, musicians, artists and other enthusiasts advanced control over DMX-enabled lights, as well as "Smart" lights via Apple HomeKit.

Luminair's unparalleled, multi-touch friendly controls were first developed back in 2008 in the first month of the iOS App Store.

The app has gone on to be used in every corner of the globe, on everything from Oscar winning films, in museum exhibitions, by artists and musicians, all the way to things like children's theaters and houses of worship. Luminair for iPad received a Lighting Control "Product of the Year" award in 2012 from Live Design magazine, one of the leading industry publications.

Luminair 4 is the next generation of mobile lighting control, and this release truly represents the original vision of it's designers. The app is now mature and powerful enough that we can achieve amazing things that weren't possible just a few years ago.

Luminair 4 was designed to feel like you are painting with light, and we hope you agree!

Supported Lighting Protocols

Art-Net

Art-Net is a protocol developed by Artistic Licence, which allows for transmission of DMX control data over a local IP network. Art-Net has been widely adopted by manufacturers in products like DMX interfaces, media servers, as well as integrated directly in some lights.

sACN E1.31

sACN E1.31 is a more recently protocol developed by the PLASA Control Protocols Working Group. Similar to Art-Net, it allows for transmission of DMX data over a network to compatible interfaces.

KiNET

Owned and developed by Philips Color Kinetics. Also similar to Art-Net, it allows for transmission of DMX data over a network to Color Kinetics power supplies.

RDM

RDM (Remote Device Management) allows for bidirectional communications between a controller and fixtures over standard DMX cables. Luminair supports RDM via RDM-compatible Art-Net interfaces.

CRMX

CRMX is a wireless DMX protocol owned and developed by LumenRadio. Luminair supports CRMX directly when paired via Bluetooth with LumenRadio's MoonLite interface, or third party interfaces and lights that have implemented LumenRadio's TimoTwo chip for integrated wireless control.

HomeKit

HomeKit is Apple's platform for controlling smart home products. Luminair's support for HomeKit lights allows users to integrate the latest smart lights, from a large variety of manufacturers, for simultaneous control alongside DMX lights.

Basic Workflow

Luminair is by far one of the easiest-to-use professional-level lighting controllers in existence, thanks to it's beautiful, multi-touch-friendly design.

That said, custom programming any lighting controller can be a daunting task for new users, especially those brand new to the involved technologies.

Here's some helpful tips that outline the basic overview of the steps necessary to begin controlling your lights with ease.

○ Connect to your DMX and/or smart lighting hardware over the local network in Luminair's Connections view

○ Add lights and/or individual DMX faders to your project by tapping/clicking ✛ in the main toolbar

○ Add some scenes by tapping/clicking ✛ in the main toolbar

○ Select a scene and start designing by manipulating fader levels and setting colors and position value where applicable

○ Apply Dynamic FX to individual DMX parameters and/or create new sequences of the scenes you've designed

On the next page, please familiarize yourself with the main user-interface components, as they'll be referred to throughout this user manual.

Main Window

Documents
(iPadOS/iOS)

Main Side
Panel

Main Toolbar

Fixture Toolbar

Universal Search

Actions Menu

DMX Monitor/Blackout

Controls

Sequences

Connections

Groups

Fixtures

Parameter
Options Panel

Scenes
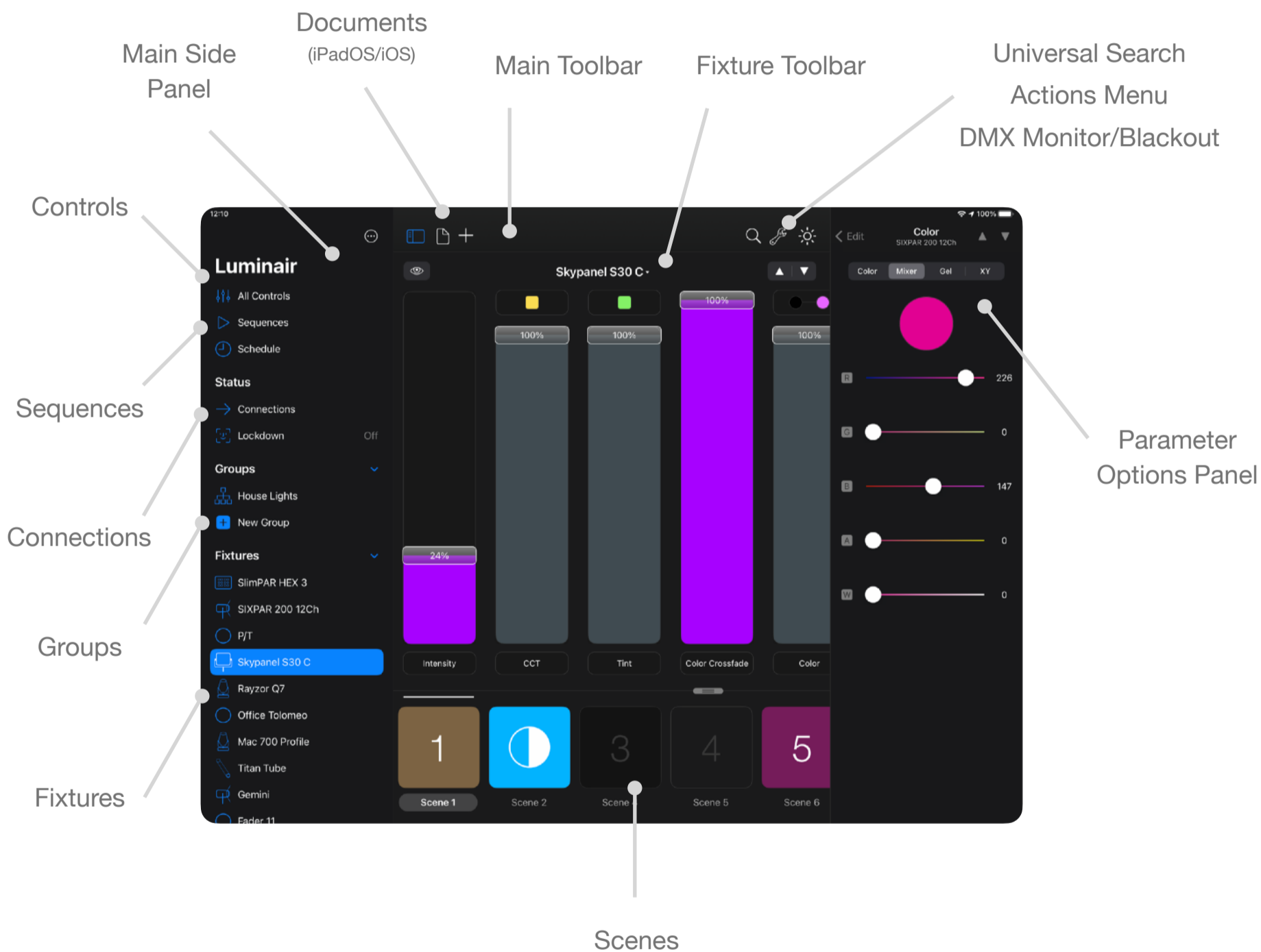
UI Customization

By default, controls in Luminair contain a very minimal amount of distinctive visual elements.

The app was designed this way knowing that you'll want to customize things like fader control colors, buttons icons and colors, photos on buttons and more.

○ On iPadOS and macOS you can resize the scenes/faders divider by tapping/ clicking and dragging up or down on the divider. Scenes can be resized by using a pinch gesture to shrink or expand.

○ Faders can be resized by using a pinch gesture to shrink or expand.

○ Fader colors can be chosen in the parameter options panel, in the "Fader Style" section.

○ Scene customization options can be changed in the scene options view. To open the scene options view, tap/click on the scene's name label underneath the scene's button.To change the scene's button to another color, tap/click on the color swatch in the upper right corner of the app. Tap/click the Assign Image button to assign an icon, or photo from the device's Photo library or camera.

○ Sequence customization options can be changed in a similar way. When displaying the main sequence mode in full-screen, tap/click on the name in the sequence toolbar to make changes.

Note

While icons and button color selections are saved within the current project, when photos are assigned, they're only referenced on the local device and not saved within the project themselves to save space. If the project is moved to another device not linked to the same iCloud account, those images will not appear.

Getting Started

Connecting to Devices

The steps for connecting to your lighting interface or system depends on which protocol or system(s) you plan on using with the app. In all scenarios you should first open a Luminair project in order to access to Connections Window, which controls settings related to the supported protocols.

In many cases you can use DHCP to configure your device's network, however in some cases, like a direct connection to a DMX interface/node without a router, will require a manual network setup (in the Settings app on iPad/OS).

The general recommendations for network settings on your device are:

○ **IP Address** Your device's IP address should be unique but within the same local range as your DMX interface/node. We recommend that the first three network octets match the interface/node and the last in unique (ex 10.0.1.X). If you don't know the IP address of your DMX interface/node, then you can typically use it's configuration utility to find that information.

○ **Subnet Mask** Your device's Subnet Mask should be an exact match for your DMX interface/node's Subnet Mask (ex 255.255.255.0).

○ **Router** Your router's IP address should be entered into this field. If you aren't using a router, then you should enter your DMX interface/node's IP address in this field, otherwise Luminair may not properly detect the connection.

Art-Net

By default, Luminair broadcasts Art-Net over the local network to Subnet 0, Universe 0. In this scenario, data will be delivered to all Art-Net interfaces on the local network listening to that Subnet and Universe. No special configuration should be necessary if your Art-Net interface is already listening to Subnet 0, Universe 0.

For all other Art-Net configurations, the following is recommended:

○ Your Art-Net interface should be configured with an IP address within the same range as your iOS device, preferably with an address where the first three octets match (such as 10.0.1.X, 192.168.0.X, or similar). You will need to use your interface's management utility to change this if necessary.

○ Next you'll need to open up Luminair's Connections view. Scroll down to Art-Net. Options for changing the Universe and Subnet, as well as selecting a Node for

unicasting are listed here. Make sure that the Output Universe and Subnet match-these settings in your Art-Net interface.

○ If you want to use Art-Net unicasting to a specific interface, open up the Connections view and select Art-Net > Node. If your interface supports network polling and has an IP address in the same range as your IOS device, it should be listed here. Select it in the list to turn on unicasting.

○ Luminair will recommend settings to use for your interface in this view should it not already appear. You can also manually turn Unicasting to On and enter an IP address for your interface.

sACN E1.31

Luminair broadcasts sACN over the local network. No special configuration should be necessary other than turning on sACN in Luminair's Connections view, and selecting a Universe and Priority in this same view.

You can can change the Priority setting to a higher or lower value in scenarios where multiple controllers are running on the same network. The highest priority device will act as the master.

HomeKit

To connect to HomeKit, you must first create a Home within Apple's Home app on your device. Once the Home has been created, Luminair should request access. If it doesn't, then check in the device's Settings app > Privacy > HomeKit and make sure that the option is turned on for Luminair.

Once access is granted, you can then add lights by tapping/clicking ＋ in the main app toolbar and selecting Smart Lights > HomeKit. All lights added to the Home will be available. Select lights to add them to your Luminair project.

Note that if you're upgrading an older project with Philips Hue-based lights, Luminair will attempt to autodetect those lights if the Hue bridge is connected. You can always manage smart lights associations in the Connections window > HomeKit.

KiNET

Luminair is now capable of transmitting DMX data to Philips Color Kinetics power supplies, using the KiNET protocol.

To use KiNET in Luminair, open the Connections view > KiNET and turn Enabled to ON.

You have choice of transmitting packets via broadcast or unicast, and also the option of transmitting KiNET v1 or v2 packets. To unicast directly to a specific IP address, turn Broadcast to OFF and enter the IP address of the power supply you want to control.

Select the universe that you want Luminair to transmit. Default is Universe 0.

For CK power supplies that have multiple output ports, change the number of ports option, and also specify the port you wish to control. Enter 0 (zero) to transmit to all ports.

It's recommended that Sync Packet is turned on in most scenarios. This tells the power supplies to wait until the sync packet is delivered before updating individual node state.

Bluetooth LE DMX

Luminair supports transmitting one universe of DMX to LumenRadio's Bluetooth LE devices, TimoTwo and MoonLite.

To connect to MoonLite or a TimoTwo based device, open Luminair's Connection's window > Bluetooth. Luminair will list all discovered devices.

Tap/click on the device you want to connect to. With Luminair Pro, you can choose which Luminair Universe to output by selecting Universe.

To disconnect, select the connected device.

Please note that due to low-bandwidth BLE connections, overall performance is reduced compared to Wi-Fi or Ethernet connections.

Use LumenRadio's CRMX Toolbox app on iOS or iPadOS to configure options specific to your device.

Also note that only a single app can be connected to BLE hardware as part of the Bluetooth specification.

RDM

Luminair supports RDM over Art-Net. To enable RDM, open Connections > Art-Net.

To limit network traffic, Luminair is currently limited to discovering RDM from a single Art-Net node, so you must select turn off broadcasting and select an Output Node.

After broadcasting has been disabled, you can scroll down and turn on RDM for any universe.

Tap on RDM underneath node to discover connected devices.

Ethernet Connections

Luminair is capable of transmitting communications through direct ethernet connections instead of Wi-Fi. In general, we recommend wired ethernet connections over Wi-Fi for reliability when possible, however it's not a requirement and will depend on each use case. There are two methods of connecting ethernet devices directly to your iOS device.

Lightning and USB-C based ethernet adapters

Luminair works with any external ethernet adapter supported by the operating system. To use an external ethernet adapter, connect it to your device.When connecting through an external ethernet adapter, iPadOS and iOS will use that as the default connection.

○ Configure network settings for the ethernet adapter in the device's Settings app > Ethernet. Network settings will depend on your network configuration and devices.

○ If you're connecting over a local network through a router, you can refer to "Connecting to Devices" section for general instructions for whichever lighting protocols you're using.

○ To connect directly to an Art-Net, sACN or KiNET interface (without a router), you must enter appropriate settings. Assign IP addresses in the same local range (ex 10.0.1.X), make the Subnet Masks match (ex 255.255.255.0). You should also enter the IP address for your DMX interface in the "Router" field. Failure to do that will prevent iOS from properly detecting the connection.

"Legacy" 3rd-party Accessories (Redpark)

Luminair also still supports legacy ethernet products, Redpark's L4-NETP and L2-NET Lightning to Ethernet accessories for iOS devices.

After connecting the lightning to ethernet cable, it will take a moment for DMX transmissions to begin, as the device is powered up and obtains a connection. The cable's options can be configured in Luminair's Connections View > Accessory. Note that this option is only visible when a legacy ethernet adapter is connected.

○ With the L2-NET/L4-NETP, we recommend connecting the ethernet side of the cable before connecting to the iOS device running Luminair. It's also necessary to remove the lightning connector whenever you want Luminair to resume transmitting DMX data over Wi-Fi.

○ By default the L2-NET/L4-NETP will be configured for DHCP connections when detected. If you are connected through a network router, the IP address will be

provided and further configuration may not be necessary.When connecting directly to an Art-Net or sACN interface/light, or you want to change the you will need to disable DHCP in Luminair's Ethernet settings, and assign an appropriate IP address, Subnet, Router and DNS. The IP address should be within the same range as your Art-Net or sACN interface's IP address. We recommend making the first three octets match on both devices.

○ Ethernet connections through **legacy** accessories are dedicated to transmitting DMX over Art-Net or sACN. Other network communications (Smart Lights, MIDI, OSC) still require a normal Wi-Fi connection on your device. This applies to legacy adapters only, does not apply to newer ethernet adapters seen natively by the operating system.

○ NOTE: Your DMX interface will see DMX transmitted from the iOS built-in network interface as a different source (and IP address) from data sent via the ethernet connection. If your interface is configured for HTP merging, you may need to reset your interface's buffer or cycle power when switching between connection methods. If you prefer to only transmit DMX when ethernet is connected, turn the "Prevent Wi-Fi when disconnected" to ON. Note that this option is only available for legacy connections.

Adding DMX Lights

The easiest way to add a new DMX light to your Luminair project is by using an existing fixture profile.

○ To add a new fixture to your project, tap/click ✛ in the main app toolbar and select "DMX Fixture". In the view that appears, tap/click "Select a profile" to browse through files currently installed in the library.

○ Luminair's Fixture Cloud is the main library, and it includes over 20,000 profiles continuously updated through the cloud. An internet connection is required to download some profiles and subsequent updates, however once a profile is installed it will remain on the device as long as the user is subscribed.

○ The User fixture library contains all user-created profiles.

○ The Legacy fixture library consists of old profiles previously included in v3 or earlier. It is no longer maintained/updated.

○ Once you've selected a profile, Luminair will ask which DMX channel you want the fixture to start on. Make sure that this value matches the actual DMX address physically assigned on the light itself.
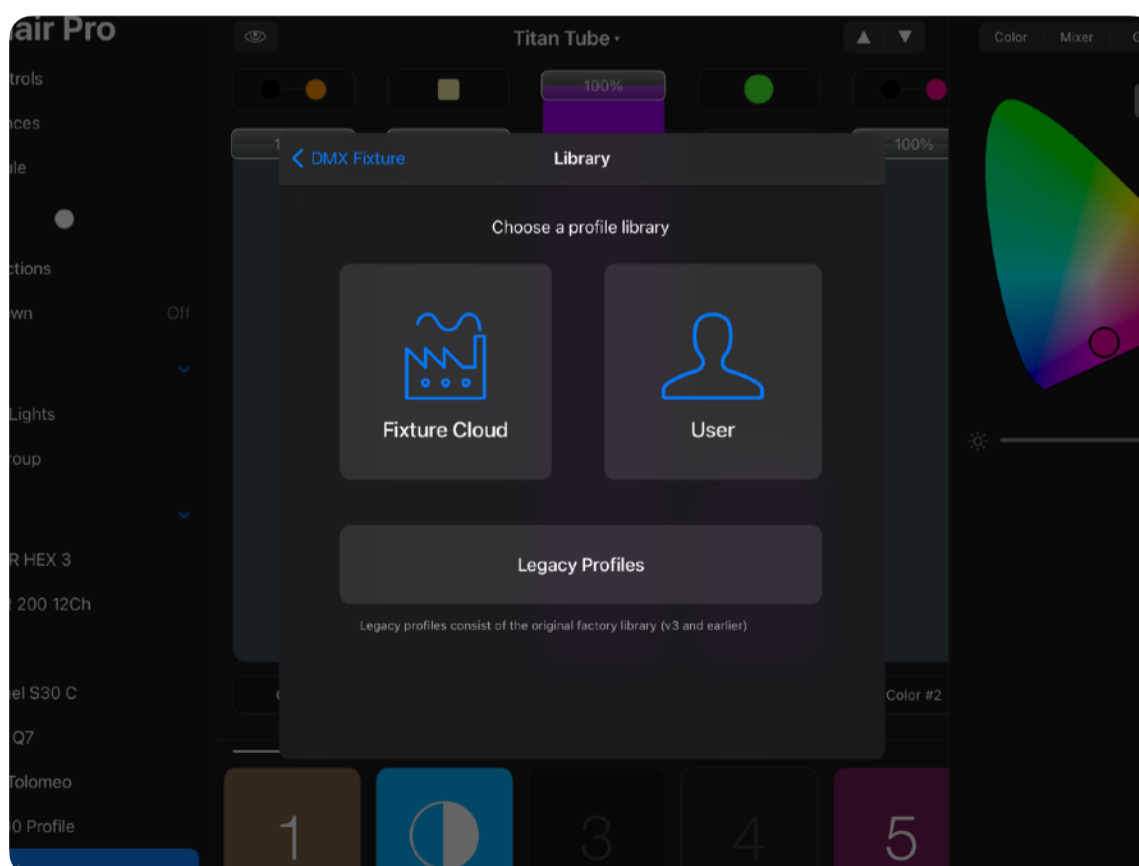
DMX Fixture Options

To edit fixture options like name, start channel, and more, select the fixture in the main side panel, then tap/click the large fixture name in the fixture toolbar that appears.

Name

Set's the name visible in the side and control panels.

Icon

Sets the icon visible in the main side panel.

DMX Channel

Sets the DMX Start channel for this fixture. This value should match the DMX Address physically set on the fixture itself.

Universe

Sets the Luminair Universe (1-4) that this fixture will be output on. Protocol specific universes can be set in the Connections window.

Fixture Mode

This option, available only to fixtures in Luminair's Cloud library, allows you to quickly switch modes for this fixture if it has more than one available. Luminair will attempt to retain all similar values, across all scenes in the project, when switching to the new mode.

RDM

Displays the current status of the RDM fixture. Tapping/clicking on RDM in the list will show mode details about this fixture, when it's connected.

Fixture Linking

Fixture linking allows you to group identical fixtures, on a scene by scene basis. See the Fixture Linking section further ahead in this manual for more details.

Adding RDM Lights

Luminair can discover RDM enabled fixtures when connected to an Art-Net interface that also supports the RDM Protocol. To limit network traffic, Luminair is currently limited to discovering RDM from a single Art-Net node. Please make sure that Art-Net Broadcasting is disabled in Connections, and that RDM is enabled for any universes.

○ To add an RDM enabled light, open the add fixture window and select RDM

○ Luminair will attempt to discover any RDM enabled lights.

○ In the list of discovered lights, tap/click the light you want to add.

○ If Luminair recognizes the Manufacturer and Model ID, and a fixture exists matching those values, Luminair will add the light automatically.

○ If the manufacturer and/or model ID's are not recognized, but the light supports channel descriptions over RDM, then Luminair will attempt to create a basic profile.

○ If you wish to associate a different profile with this RDM manufacturer and model ID, you can do that as an alternative.

○ Note that any manual RDM profile associations can be unlinked later by opening the appropriate fixture library within Luminair, navigating to that fixture and then tapping/clicking the RDM button next to the item in the list.

○ To display the current RDM status for a specific fixture, open the Fixture options (previous page).

User Fixture Profiles

If a fixture profile doesn't already exist in Luminair's built-in library for any of the lights you'll be using, we recommend creating a new fixture profile (also let us know, so we can make sure that a full profile is correctly built and included in a future release). Once you've created a new profile, it will be included alongside the built-in library for future use.

○ To create a new fixture profile, tap/click + in the main app toolbar, and, select "DMX Fixture". In the view that appears, select "Create a profile".

○ Luminair will proceed to ask you specific details about the light you are creating the profile for. You'll need to reference the light's user manual when providing these details.

○ When you make it to the Channel selection screen, you'll need to choose an appropriate Luminair channel type for each of the light's DMX parameters. Use the guide in the next chapter for a reference of Luminair's channel types.

○ Note that some channel types allow you to enter a custom name and default value.

○ All channel types also allow you to turn fading off for a particular channel, which is useful for parameters like gobo selection or similar "wheel" based types.

○ Note that parameters with segmented slot data need to be built by us in a custom profile, so not all parameter types are currently available. Whenever there isn't an exact matching Luminair channel type, you should select "Power". That will map a fader to that channel.

Individual Faders

If you only want or need to work with specific DMX channels or parameters, and not necessarily an entire fixture, it's possible to add individual fader controls to your project.

○ To add an individual fader control, tap/click ＋ in the main toolbar and select "DMX Fader". In the view that appears, you can select the appropriate fader type, depending on the type of parameter you are trying to control. See the section below for a description of each type.

○ Some fader types are also available in 16-bit. Tap the 8-bit/16-bit control to switch between the two bit types.

○ By default, individual fader control will be patch to start on the first available DMX channel in your current project. If you need to change this channel, or make further edits to the channels assigned within this parameter, tap/click and hold it's name label and select "Edit". In the view that appears, select "Channels" to display the channel assignment box. In this view, tap/click and hold a specific channel to assign it's type.

○ Luminair user fader and channel types further described on the following pages.

○ Note that parameters with segmented slot data need to be built by us in a custom profile, so not all parameter types are currently available. Whenever there isn't an exact matching Luminair fader type, you should select "Standard". That will map a fader to that channel.

User Fader Types

Standard Fader

Patches the specified channel to the current fader value. Can be used for all parameter types.

Color Fader

Used for RGB, RGBA, RGBW, RGBAW, HSI and CMY parameters.
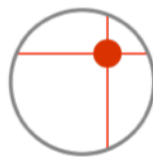
XY Fader

Used for Pan/Tilt Parameters or any other type of XY grid values.

Temperature Fader

Used for 1 or 2-channel Color Temperature Parameters.

Color Tint Fader

Used for +- Green/Magenta Parameters.

On/Off Control

Used to switch on/off between 2 values

User DMX Channel Types

Power
Patches the specified channel to the current fader value. Can be used for all parameter types.

Reverse Power
Patches the specified channel with the inverse value of the current fader value.

Constant
Patches the specified channel with the entered value, unaffected by fader position. Not used in the profile creator.

X, Y, X fine, Y fine
Used for pan and tilt parameters, or any other positional parameter types. Must be patched together within a single XY fader control.

Red, Green, Blue, Amber, White
Used for RGB, RGBA, RGBW, RGBAW, or RGBWA parameters. Must be patched together within a single Color fader control.

Cyan, Magenta, Yellow
Used for CMY color parameters. Must be patched together within a single Color fader control.

Hue, Saturation, Intensity

Used for HSI color parameters. Must be patched together within a single Color fader control.

CT Cool, CT Warm, CT Cool-Warm, CT Warm Cool

Used for either 1 or 2 channel Color Temperature parameters. Must be patched together within a single Temperature control.

Color Tint

Used for +- Green Magenta parameters.

Adding HomeKit Lights

Luminair now offers the ability to control smart lights from large variety of manufacturers through Apple HomeKit, right alongside your DMX controlled lighting, with some minor limitations.

○ To connect to HomeKit, you must first create a Home within Apple's Home app on your device. Once the Home has been created, Luminair should request access. If it doesn't, then check in the device's Settings app > Privacy > HomeKit and make sure that the option is turned on for Luminair.

○ Once access is granted, you can then add lights by tapping/clicking ＋ in the main app toolbar and selecting Smart Lights > HomeKit. All lights added to the Home will be available. Select lights to add them to your Luminair project.

○ **Important**: HomeKit device identifiers are unique on each iOS device. When opening project files on a different iOS device, Luminair will attempt to find a best match, but in some cases you will be prompted to manually associate a device. You can always manage smart lights associations in the Connections window > HomeKit.

○ Note that if you're upgrading an older project with Philips Hue-based lights, Luminair will attempt to autodetect and reconnect those lights if the Hue bridge is connected. You can always manage smart lights associations in the Connections window > HomeKit.

○ See the next chapter *Designing* for more information on how to control smart lights after they've been added

Groups

Luminair Groups allow you to control either multiple identical fixtures, or similar fixtures from different manufacturers or models, all together as one.

○ To add a new DMX Group, tap/click + in the main toolbar or side panel, and select "DMX Group".

○ If the fixtures grouped together are identical (same manufacturer and model), Luminair will display controls for all of the fixture's parameters.

○ If the fixtures aren't identical, Luminair will choose only similar parameters to display for this group. As an example, if two lights grouped together only have a RGB or similar color parameter and an intensity control, then only those parameters will be controlled and displayed within the group. You can still edit other parameters manually by selecting the fixture in the main side panel.

○ Fixtures can only be added to a single group (or Fixture Linked, as described in next section)

○ Groups are global, meaning the group members are included in all scenes. (you can't have a fixture grouped in one scene but not other ones)

○ "Legacy" groups from v3 and earlier versions are also still available. Legacy DMX groups are just basic containers that holds individual fader parameters. They were originally designed to make it easier to work with things like dimmer banks and aren't applicable if you want to control entire fixtures together.

Fixture Linking

As an alternative to grouping, Fixture Liking allows you to link and control multiple identical DMX fixtures together and select which parameters to link on a scene by scene basis.

○ Fixture linking allows you to link and control multiple identical DMX fixtures (same manufacturer and model) within your project together.

○ To enable fixture linking, you need to first filter into the group/fixture mode. If this view isn't already visible, this mode can be opened by selecting the fixture in the main side panel or by tapping/clicking on the small white fixture name above the faders in Controls mode and selecting "Edit" in the popup view that appears.

○ In the view that appears tap/click the large white fixture name in the center of the toolbar (see photo). In the next view, tap/click on "Linked" in the list. Any identical fixtures already included in your project will be listed. Tap/click on each fixture to link them.

○ All linked fixtures can now be controlled together using the parameters/faders in any of the selected fixtures. Linked fixtures are saved on a per-scene basis so you can have independent control in some scenes while linked in others.

○ You can select which parameters in the fixture are linked and which remain independent by selecting the "Parameters" option in the fixture options popup.

Designing

Start Designing

Luminair offers a number of powerful design tools. The controls available will depend on the type of fixture or parameter you're controlling. Below is an overview of the different types of faders and controls that you'll be working with in your projects.
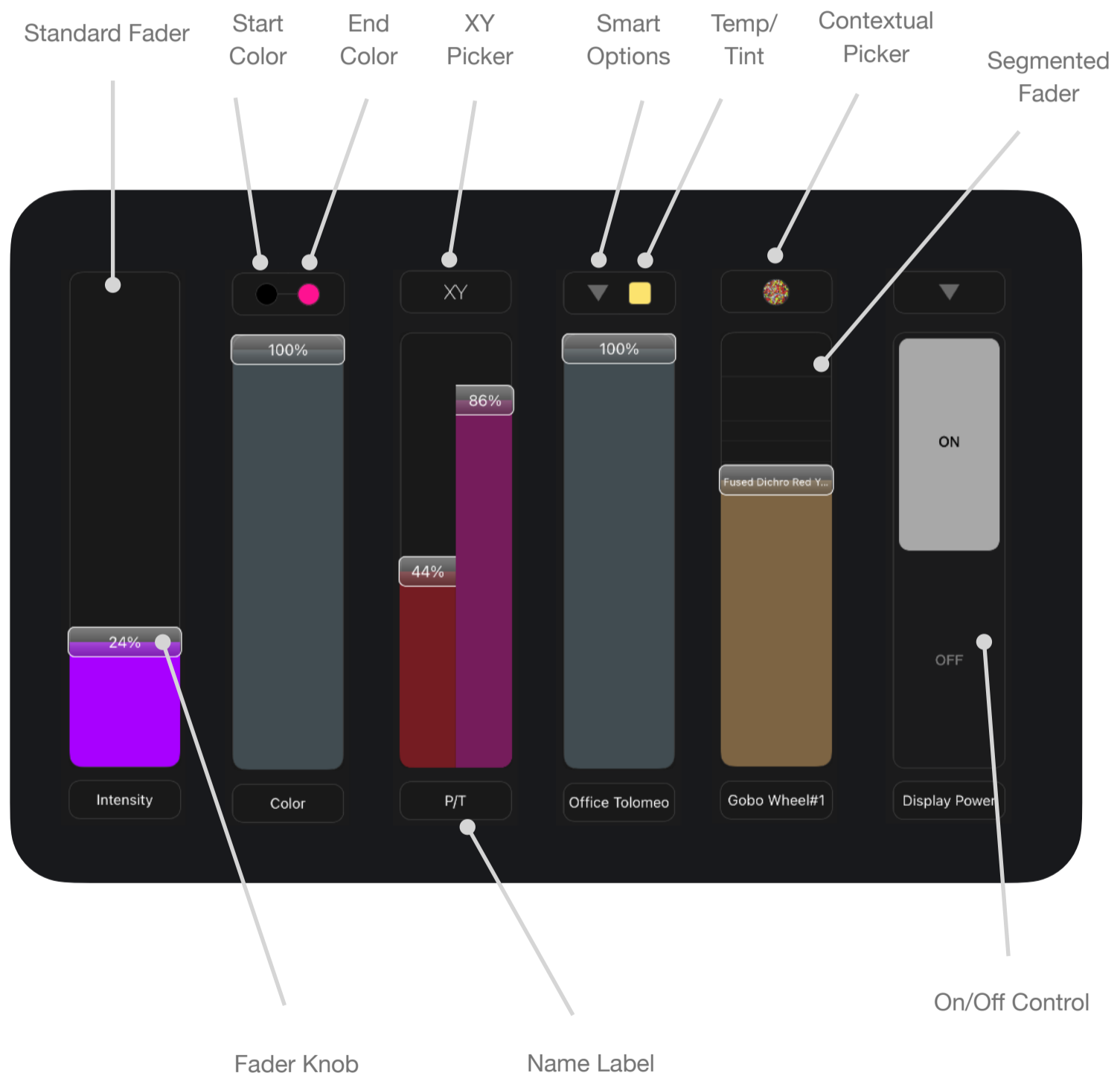
Control Options

Now that you've added your lights to your project, you're ready for the fun part... designing and working with Luminair's different control types.

All fader control types share some common characteristics, like the actual fader and knob, a name label, as well as other options like a number-keypad for value entry, and for DMX parameters, a DMX channel editor for that specific fader.

Some controls offer additional buttons above the fader, which launch a picker customized for that control type. That can be a color picker, XY picker, segmented picker (for Gobos, Gels and similar multi-slot parameter types), Smart options and more.

◯ Double-tap/click on a fader's knob to quickly reveal it's number keypad, or optionally select it's value within the parameter options panel

◯ Unique controls like a start/end color picker, XY position picker, and Smart Light options are available on the appropriate parameter types. Tapping/clicking on those buttons will reveal the appropriate control in the parameter options panel.

◯ Note that some options aren't available in the main fader view. To edit further options for a specific fader control, double-tap/double-click it's name label. The parameter options panel will appear. Alternatively, tap/click-and-hold it's name label and select "Edit".

◯ To hide faders from the main page, open the the Parameter Options panel, and turn Hidden to ON. When a fader is hidden, it won't be visible when selecting "All Controls", but can still be accessed when activating that fixture in the main side panel.

◯ The Parameter options panel can be hidden by swiping from left to right within the frame of the panel. Alternatively, you can tap Edit in the toolbar above to go to the main parameter options and then tap ⊗ in the toolbar when it appears.

◯ **Master**, in the Parameter options, makes this parameter's current value override any scene changes. It's no longer linked to any scenes at all. **Solo** is a convenience function for disabling all other parameters in the active scene. **Flash** will make the selected parameter blink from off to full, used as a highlight function.

Color Options

Luminair offers a variety of tools for working with color. A standard RGB color wheel, an advanced color mixer, Gels from popular manufacturers, and XY options are available for all color lights in Luminair, including Smart lights.

For DMX lights, Luminair patches all of the appropriate color DMX channels into a single fader in the user-interface. The fader itself controls the mix of color values, which default at White at Full and Black at Zero.

The 2 buttons above a DMX color fader in Luminair represent the start color and end color for the fader. Both will open a color picker. The button on the left sets the fader's color value at Zero (Again this is black by default). The button on the right sets the fader's color value at Full. When a fader is set in-between those values, the output will be mixed based upon the percentage it's set at.

FX Options

Luminair includes a Dynamic FX engine for DMX lights. This FX engine capable of adding automated movements, color fades and more, all within a single scene. The following effects are available. The Oscillator and other effects are available in the parameter options panel > FX.

XY Movement Generator

The XY Movement Generator is located within an XY parameter's options view, underneath the XY position grid.

- ○ To add a new movement, tap/click on "Add Movement" and select an appropriate type.

- ○ Movements are global to the entire project, allowing you to assign the same movement to multiple lights.

- ○ After a movement is assigned, tap/click on the arrow next to it's name to edit more values

- ○ Use pinch and rotate in the grid view to fine tune XY movements

- ○ Tap/click on ☰ next to the movements button to access previously created movements in this project

Oscillator

The Oscillator allows you to automatically move a fader's level up and down based upon a shape and frequency. Use the Offset option to offset oscillation start points from other faders.

Color Loop

The Color Loop allows you to automatically cycle (circular) through colors based upon the colors chosen for this parameter. Use the Rate option to control the speed.

Fade In

Fades to the amount set in the FX options. Set a low point to start with a value other than zero. Wait controls the time to elapse before beginning the fade.

Random Intensity

Randomly sets the value between the Low and High Amounts set in the FX options.

Random Color

Periodically sets a random color, with timing based upon Rate. Only selectable and applicable to color parameters.

Fire

A fire-like effect. Only selectable and applicable to color parameters.

Water

A water-like effect. Ripples changes the variation. Only selectable and applicable to color parameters.

Television

Simulates a television screen effect. Only selectable and applicable to color parameters.

Emergency

Choose between Police, Caution, or Alarm. Enabled in the Parameter options view under FX. Use the Rate option to control the speed. Only selectable and applicable to color parameters.

FX Presets

After adding FX and setting customization options, you can create presets by tapping/clicking "Presets" in the main app toolbar in the FX options view. This will allow you to quickly add the effect to any other parameter in the future with a single action.
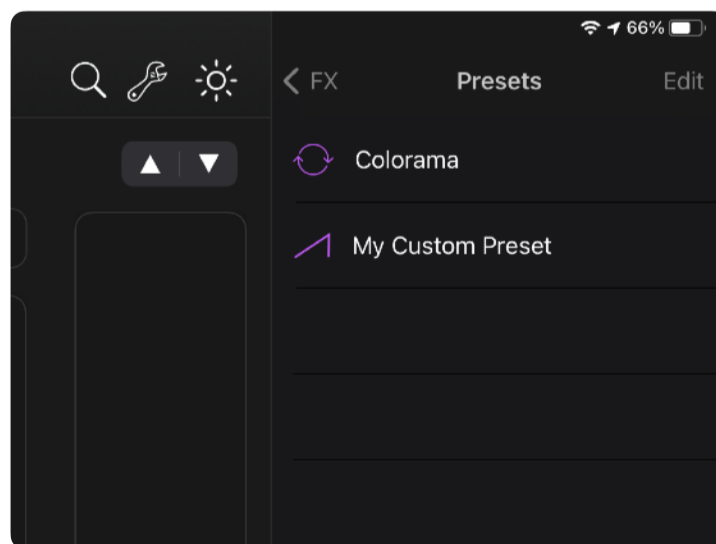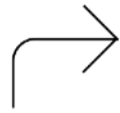
Scenes

Scenes Overview

Scenes are used as a way to trigger different lighting states that you've designed.

◯ You can easily switch lighting states with a quick tap/click of a scene's button. Tap/click and hold a button to temporarily "bump" it's values.

◯ Scenes can also be arranged in a sequence, covered further in the next chapter.

◯ Luminair will fade between scene states, based upon the fade time set within the scene detail view. Tap/click on the scene's name label to access the scene detail view.

◯ To add a new scene in Controls mode, tap/click ＋ in the main toolbar and browse through the different Scene type listed in the menu.

◯ "Basic" scenes, ones you've created using the ＋ button in the scenes view, allow you to save the current state of fader levels, selected output colors, XY positions and movements, as well as any FX settings that have been applied to parameters.

◯ Luminair offers some additional scene types that you can inter-mix with basic scenes, covered on the next page.

Scene Types

Basic

Automatically saves and recalls the current parameter values when selected. Select which parameters are included when activated in the Scene detail view
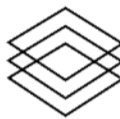
Merge (DMX Only)

A merge scene allows you to combine the levels from multiple scenes together into a singular array of values. Each scene added is a layer. The upper-most layer takes priority over lower layers (unless HTP is selected in the scene's detail view options, in which the highest value will be used). To pass through values from a lower layer, disable individual parameters within the upper scene's options view (tap/click scene's name label underneath scene button and tap/click Parameters). Note that FX options currently aren't supported in merge scenes, for device performance reasons.

Sequence

Sequences can be added as a button which can be triggered alongside other scene types. The sequence will also be added to the main sequence list. See the Sequences chapter for more details on options specific to playback.

Input Snapshot (DMX Only)

Record a DMX snapshot from Luminair's Art-Net input port

WYSIWYG (DMX Only)

Used for importing looks from Cast Software's WYSIWYG R26 or greater. Please see the WYSIWYG user guide for instructions

Scene Options

Scenes offer some different options that can be configured by the user by tapping/ clicking on the scene's name label in Controls mode, or by tapping/clicking the arrow on the right-hand side in Sequences mode.

Colors/Images/Icons

The change the scene button color, tap/click it's square icon in the upper left hand corner of the scene options window. To assign an image or icon, tap/click "Choose Image". To reset the visual state, tap/click "Clear".

Fade Time

Sets the length of time for the fade transition when this scene is activated.

Hold Time (Sequences only)

Sets the length of time this scene is played, after the fade transition period, when this scene is activated.

Triggers

Display and edit the different external scene trigger options.

Parameters

The Oscillator allows you to automatically move a fader's level up and down based upon a shape and frequency. Enabled in the Parameter options view under FX. Use the Offset option to offset oscillation start points relative to other faders.

Edit Blind

Allows you to edit a scene without outputting it's values. Tap/click ••• in the scene options toolbar to access this option.

Lock Scene

Locking a scene will prevent unintended changes from being made to the scene's values. Tap/click ••• in the scene options toolbar to access this option.
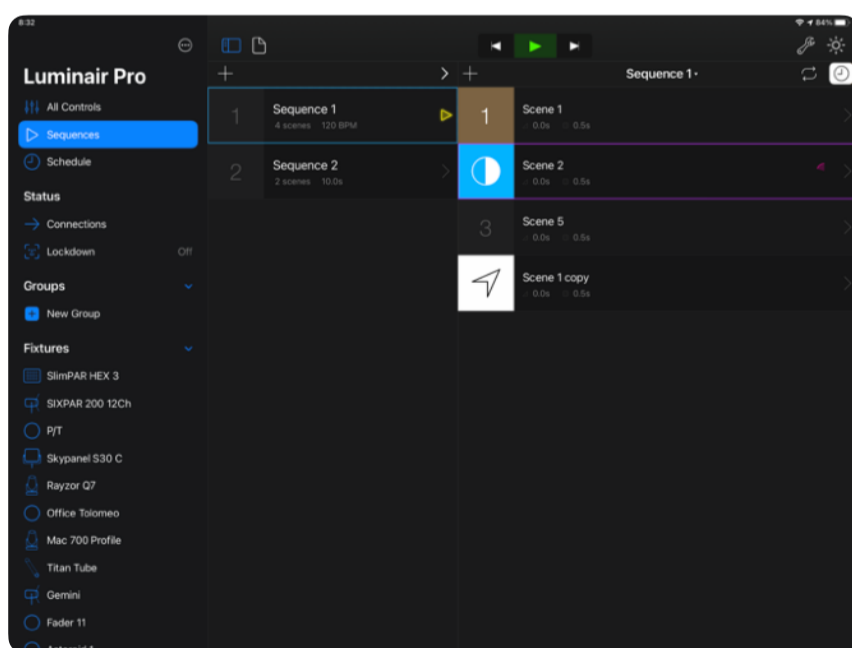
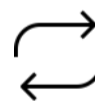# Sequences

Sequences Overview

Luminair is capable of advanced scene-list playback using Sequences.

Sequences can be added either as a button in Controls mode, or in a list-format in the full-screen, dedicated Sequences mode. This chapter applies to both but covers working with the latter, the full-screen Sequences mode.

○ To add a new Sequence, tap/click + in the toolbar in the upper left-hand side of this view.

○ Once the sequence has been added, tap/click + in the sequence toolbar on the right to add scene to this sequence. The list of scenes you've previously created in this project will be displayed.

○ Customize each scene's timing information and other details by tapping/clicking on the arrow on the right-hand side of the list item.

○ To apply global timing to the entire sequence, rather than each individual scene, see the next section in this chapter, Timing FX.

○ Control playback using the buttons in the center of the screen. Top on iPad devices, bottom of screen on iPhone and iPod touch.

Playback Styles

Loop sequence

Play to next scene

Play thru to next sequence

Play sequence once

Timing FX

Luminair includes the ability to apply timing FX to sequences. Sequences can each be assigned different Timing FX settings, allowing you to easily switch playback style on the fly.

To apply Timing FX to the selected Sequence, tap/click on the icon in the upper right-hand side of the Sequence toolbar. The following options are available under the Type section:

Global Timing

Global timing is a master override for the fade and hold times in the assigned sequence, using the times specified in the Timing FX panel.

Tempo (BPM)

Tap tempo let's you set a BPM for triggering scene changes. Just tap/click in rhythm 4 times or more, and Luminair will calculate the current tempo. The current BPM can be adjusted using the + and - buttons in the toolbar.

Sound Active

When Sound Active mode is turned on, by default, Luminair will use the device's built-in microphone or other connected audio-input device to detect sounds and trigger scene changes.
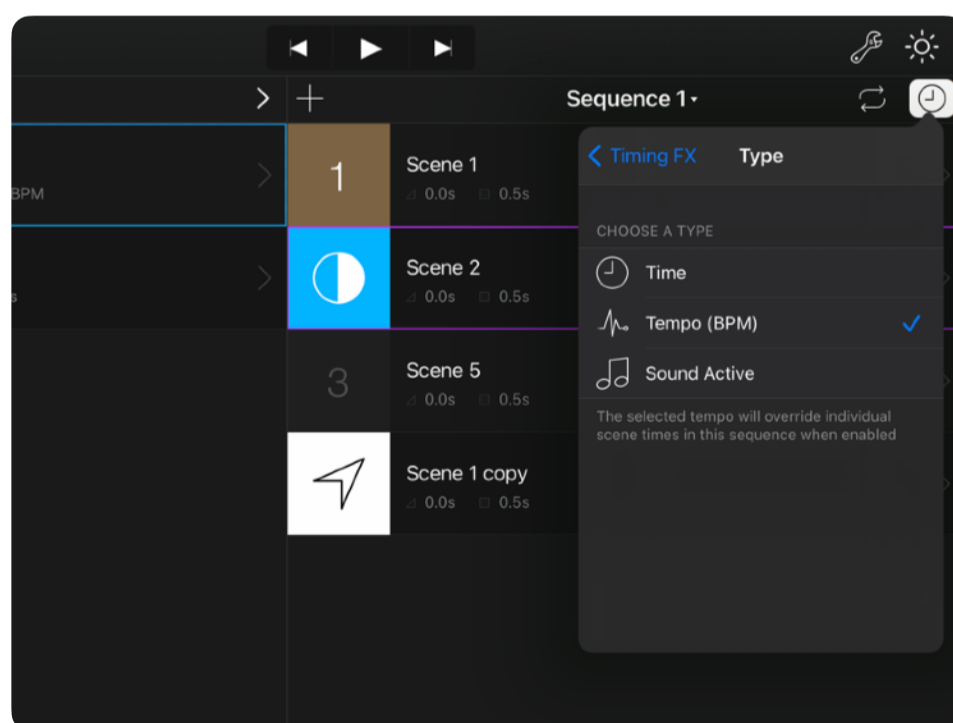
External Controls

External Control Overview

Luminair offers a variety of different external control options, for triggering the app from both wireless and wired accessories. Currently supported are the following devices and other types. Each option is described in more detail on the following pages.

MIDI

Control Luminair faders and parameters, activate scenes and sequences, and control global actions all via external MIDI. Supports all Core MIDI connection types.

Keyboard

Keyboard shortcuts for controlling global actions throughout Luminair app.

Watch Remote

Luminair Remote for Apple Watch is a convenient wireless remote to use on-set, on stage and beyond.

URL Scheme

Luminair's URL Scheme support allows you to control Luminair faders and parameters, activate scenes and sequences, and control global actions from other apps on your local device, like Apple's Shortcuts.

OSC

Luminair's OSC (Open Sound Control) support allows you to control Luminair faders and parameters, activate scenes and sequences, and control global actions from external OSC based control sources.

Geofence

Trigger specific Luminair scenes or sequences when arriving or leaving a geographical location.

Watch Remote

Luminair Remote for Apple Watch is a convenient wireless remote to use on-set, on stage, or wherever your lighting designs may take you.

○ Luminair Remote was designed to offer a simple way to switch between scenes and control Sequence playback. It also receives notifications of Luminair Schedules when applicable.

○ First launch the Luminair Remote app from the Watch home screen. The app will prompt that you need to have Luminair opened on your iPhone when in use. You also need to have a project open on your iPhone to control.

○ Luminair Remote will display the current active Scene or Sequence when running. You can also select from the full list of scenes or sequences (depending on the current mode), by tapping/clicking on the active scene button in the center of the screen.

○ When lights are currently Off (Master is Blacked Out in Luminair), Luminair Remote will display a Lights On button.

Note: Due to Apple's system requirements, Luminair Remote requires and Apple Watch and iPhone. It does not work with Luminair on iPad or other devices.

MIDI

Luminair supports MIDI Voice messages, for remote control of faders, scene buttons, and many other actions such as Sequence playback.

○ By default, MIDI Input is disabled, and needs to be turned on in Luminair's Settings -> Remote Control -> MIDI Input.

○ Luminair supports all Core MIDI compliant MIDI sources recognized by the operating system. This includes USB and Bluetooth based controllers, RTP MIDI over Wi-Fi/ethernet, and other apps running on the same device.

○ To select your MIDI interface for connection, open Luminair's Connections view, and scroll down and select the MIDI section. In the view that appears, select your MIDI controller in the list. Alternatively, turn on Wi-Fi or Bluetooth LE in this same view and select your controller.

○ Luminair uses a MIDI-learn system for assigning MIDI voice messages to Luminair controls. To turn on MIDI-Learn, tap/click on the Action button in the main app toolbar and then select MIDI Learn. Then tap/click on the Luminair control you want to map, and manually adjust the external MIDI control to learn.

○ On iPadOS and iOS, to connect to other MIDI controllers on the same device, enable Runs In Background in Luminair's Settings, and Luminair's Virtual Input port will be published. Use the other controller app to select it.
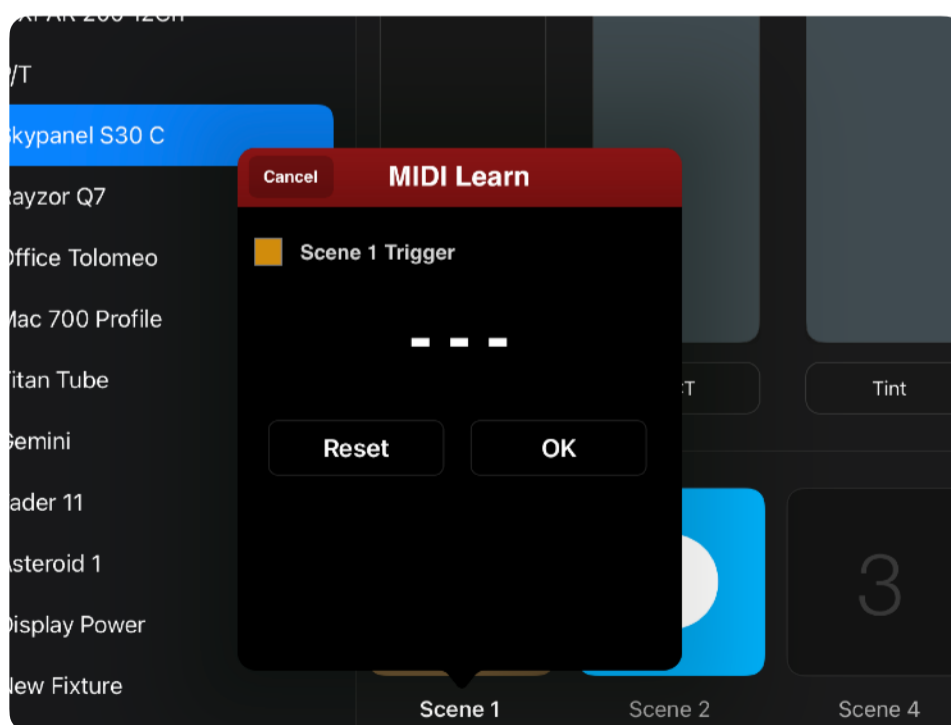
Keyboard

Luminair can be controlled from external bluetooth and wired keyboards. The following list displays the key commands that Luminair will respond to when an external keyboard is connected. On iPadOS and iOS, these commands can be contextually listed on-screen by holding down the command key (⌘) on your keyboard until the menu appears.

| Command	Description
⌘ + O	Open Luminair's project selection view.
⌘ + W	Closes any open windows or contextual popover views.
⌘ + S	Saves the current open project immediately.
⌘ + R	Rename the selected project while in the project selection view
⌘ + A	Opens the Add Controls menu
⌘ + E	While in the sequences view this will put Luminair into Edit mode
⌘ + Z	Undo the last command
⌘ + Comma (,)	Opens Luminair's Settings window
◀	Go to the previous scene.
▶	Go to the next scene.
▲	**Sequences Mode:** Previous Sequence
▼	**Sequences Mode:** Next Sequence
Space	Starts and stops playback when in Sequences mode
Enter	Enters any open text or value fields
⌘ + SHIFT + M	Switches between Controls mode and Sequences mode
⌘ + SHIFT + B	Enables Luminair's Master Blackout command.
⌘ + SHIFT + S	Open Luminair's Connections view

Geofence

Geofences allow you to trigger specific Luminair scenes when entering or leaving an imaginary boundary. Luminair utilizes the built-in GPS hardware on devices that have it, and uses assisted GPS on devices without. Devices with hardware GPS are highly recommended for accurate results.

Geofences are only recommended in areas where the Wi-Fi range for the network you are connected to extends beyond the Geofence boundary, or in moving networks (think boats or other forms of transit where the local Wi-Fi network is on-board). Otherwise you run the risk of leaving the network before the geofence is triggered.

It works well for things like nautical applications, such as triggering scenes at specific waypoints on a cruise, or large facilities where Wi-Fi coverage is widespread for example.

○ To enable a Geofence for a specific scene, tap/click on a Scene's name label and select "Triggers" in the view that appears.

○ Support for up to 3 Geofences included in Luminair Standard. Up to 20 Geofences and/or iBeacons supported with Luminair Pro Subscription.
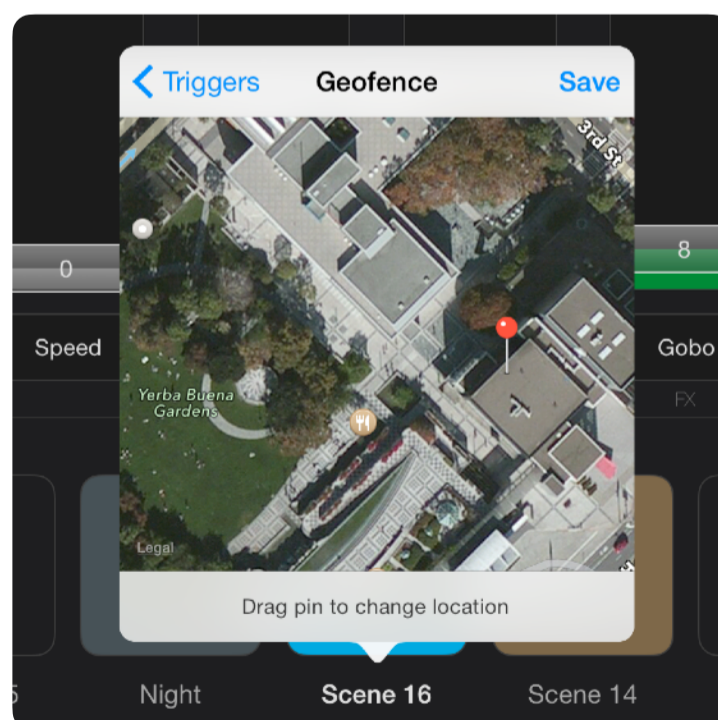
URL Scheme

Luminair can also be controlled from other iOS apps located on the same local device using a built-in URL Scheme. This "URL Scheme" allows others apps, such as Apple's Shortcuts, to send parameters into Luminair either during runtime or at app launch.

The URL Scheme is based upon Luminair's OSC methods and namespace, described in the next section. Most OSC messages that use a single argument can also be passed in as option URL Scheme parameters.

The following format can be used as guide. This will set the first fader parameter control to Full:

luminair:///parameters/1/fader?1.0

○ **luminair://** should be placed at the beginning of every URL command

○ **/faders/1/fader** is the same as the OSC method. You can replace 1 with the index of the fader parameter you want to control

○ The value argument is entered **AFTER** the question mark

OSC Input

To use OSC (Open Sound Control) with Luminair, you must enable it in Settings > OSC Input. Select the port you want Luminair to receive messages on the network.

Luminair publishes it's OSC services via Bonjour, but also displays the IP and port at the bottom of this view.

Methods and namespace

[i] = index of specified item

Property   Value and/or range

Parameters

/parameters/[i]/fader   float 0.0 to 1.0
Sets the fader position for the parameter at the specified index.

/parameters/[i]/scolor/r   float 0.0 to 1.0
Sets the red color start value for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/scolor/g   float 0.0 to 1.0
Sets the green color start value for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/scolor/b   float 0.0 to 1.0
Sets the blue color start value for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/scolor/rgba   32-Bit Float Color Data
Sets the start color for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/ecolor/r   float 0.0 to 1.0
Sets the red color end value for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/ecolor/g   float 0.0 to 1.0
Sets the green color end value for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/ecolor/b   float 0.0 to 1.0
Sets the blue color end value for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/ecolor/rgba   32-Bit Float Color Data
Sets the end color for the parameter at the specified index. Only applies to Color Changer parameters.

/parameters/[i]/xy   float 2 Value arguments x = 0.0 to 1.0, y = 0.0 to 1.0
Sets the XY position for the parameter at the specified index. Only applies to XY Control parameters.

/parameters/[i]/xy/posx   float 0.0 to 1.0

/parameters/[i]/xy/posy   float 0.0 to 1.0
Sets the Y position for the parameter at the specified index. Only applies to XY Control parameters.

/parameters/[i]/so   int 1
Toggles the solo status for the parameter at the specified index.

Scenes

/scenes/[i]   int 1   FadeTime(optional) 0.0 to 60.0
Toggles the enabled status for the scene at the specified index. Also can take an additional float argument to specify a custom fade time.

Sequences (In Full screen Sequences mode only)

/sequences/[sequence number]/scenes/[i]/go   int 1
Goes to the specified scene in the specified sequence, using the default fade time.

/sequences/[sequence number]/scenes/[i]/go/fadetime float 0.0 to 60.0
Goes to the specified scene in the specified sequence, using a specified fade time from 0 - 60 seconds.

/sequences/[sequence number]/activate   int 1
Activates the specified sequence.

/sequence/[sequence number]/playfader   float 0.0 to 1.0
Maps a fader control to the corresponding playback position of the the current Sequence

Commands

/command/mode   int 0 or 1   (0 = Controls, 1=Sequences)
Sets Luminair's current mode.

/command/blackout   int 1
Toggles the Master Blackout control

/command/masterlevel   float 0.0 to 1.0
Sets the Master Output Level

/command/enableall   int 1
Enables all faders

/command/disableall   int 1
Disables all faders

/command/play   int 0 or 1
Starts full screen Sequences mode playback

/command/stop   int 1
Stops full screen Sequences mode playback

/command/next   int 1
Goes to next scene

/command/previous   int 1
Goes to previous scene

/command/lasteditable   int 1
Jumps to the last editable scene

/command/gotostart   int 1
Goes to first scene

/command/playmodetoggle   int 1
Toggles Sequence playback mode

/command/setplaymode   int 0 to 4
Sets Sequence's playback mode.   (0 = Loop Sequence, 1= Play-Thru, 2= Play to Next, 3=Infinity, 4 = Play-Thru All)

/command/shuffle   int 1
Shuffles the current sequence

/command/scenescrub   float 0.0 to 1.0
Scrubs through the selected scene in Controls mode, and the playback position in the currently selected sequence in Sequences mode..

/command/nextstack   int 1
Activates the next sequence in full screen Sequences mode.

/command/previousstack   int 1
Activates the previous sequence in full screen Sequences mode.

Luminair Pro

Luminair Pro Overview

Luminair Pro is available as an upgrade within Luminair app. It adds a number of tools designed to assist with permanently integrating Luminair into a venue or facility, including the features below. A more detailed description of each feature is available on the following pages.

Multi-Universe

Control up to 4 DMX universes, for a total of 2048 DMX channels.

Scheduling

Schedule scenes or sequences to start and play back at a specific time, complete with end triggers and astronomical clock and more.

HomeKit Button Triggers

Assign Luminair scenes, sequences or actions to specific buttons on any HomeKit compatible switch button.

DMX Input Button Triggers

Control Luminair from other DMX lighting consoles, simple DMX controllers, or even DMX wall switches.

iBeacons

An enhanced method for triggering Luminair scenes based upon the device's current location.

MIDI Show Control (MSC)

Control sequence playback use standardized MIDI Show Control messages.

MIDI Timecode (MTC)

Trigger Luminair scenes or sequences based upon a preset time in incoming MIDI Timecode.

Multi-Universe

You can now control up to 4 universes (2048 DMX Channels) with Luminair Pro. Art-Net, sACN, and KiNET are supported.

◯ By default, new fixtures are added to Luminair Universe 1. Fixtures added over RDM will be assigned to the Luminair universe they are discovered on.

◯ To change a fixture's universe, select it in the Main Side Panel, then tap/click on it's name in the fixture toolbar. In the view that appears, tap/click Universe and select the universe. Note that you're selecting one of Luminair's universes, not specific protocol's universe number.

◯ Luminair's 4 Universes can be mapped to any Protocol specific universe in the Connections window (Tap/click connections in Main Side Panel).

◯ You can check DMX levels for each universe in the DMX monitor.
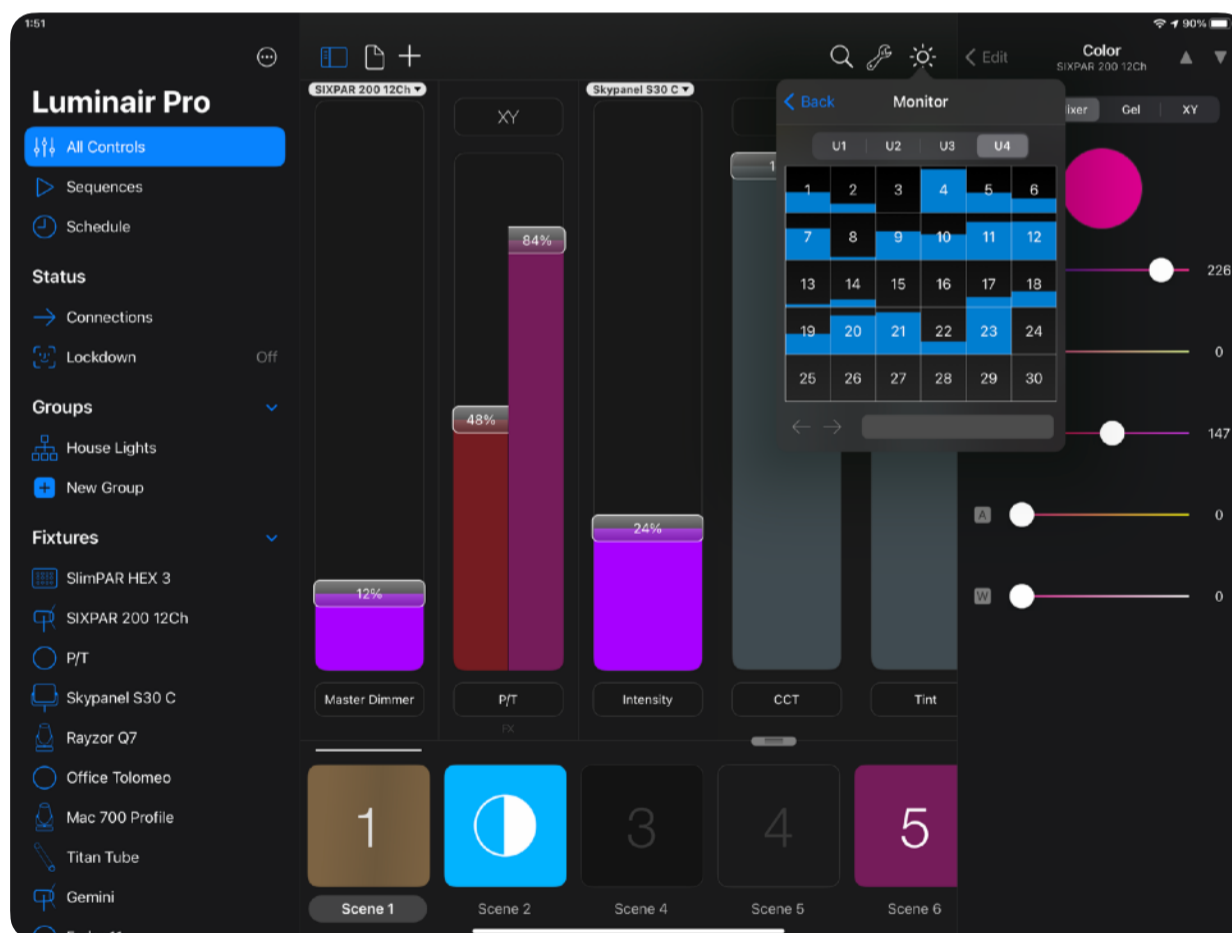
Scheduling

Included in Luminair Pro (also available to v3 users). Make Luminair 4 the centerpiece of your lighting system. Scheduling features allow you to schedule any scene or sequence to be triggered at a specific date and time.

○ To add a new schedule, first make sure you have one or more scenes created in the current project. Then open the Main Menu and tap/click on "Schedule".

○ In the view that appears, tap/click on the ＋ button and select the scene that you want to schedule. Note that sequences need to be added as a scene button to your project before they will appear

○ Configure scheduled items in the next view that appears. Name, start/end times, and repeat options are available to customize.

○ Schedules are project based, meaning you can assign different schedules to different projects. This means you need to have a specific project open in order to trigger it's scheduled items.

○ If you've enabled notifications and Luminair is running in the background, Luminair will notify you prior to schedule start, as well as on start and end.

○ Additional options like an Astronomical Clock and custom end triggers are also available for Luminair Pro subscribers*.

*Also included for Schedule Pro and Pro Bundle purchases from v3

> **Note:** On iPadOS and iOS, Luminair needs to be running in the foreground on your device in order to run scheduled items.

HomeKit Button Triggers

Included in the Luminair Pro Subscription, HomeKit Button Triggers allow you to assign Luminair scenes, sequences or actions to specific buttons on any HomeKit compatible switch button.

○ To assign a scene (or sequence), open Controls mode (select All Controls in Main Sidebar if scene buttons not already visible)

○ Tap/click on the scene's name label. In the view that appears tap/click Triggers > HomeKit.

○ In the window that appears, select the HomeKit Button Switch you want to use.

○ You can then either select a scene or assign a Global Action by selecting the appropriate option

○ To assign a sequence instead, first add a new scene button (+ in Main Toolbar > Sequence)

○ Luminair needs to be running in the foreground for HomeKit to work
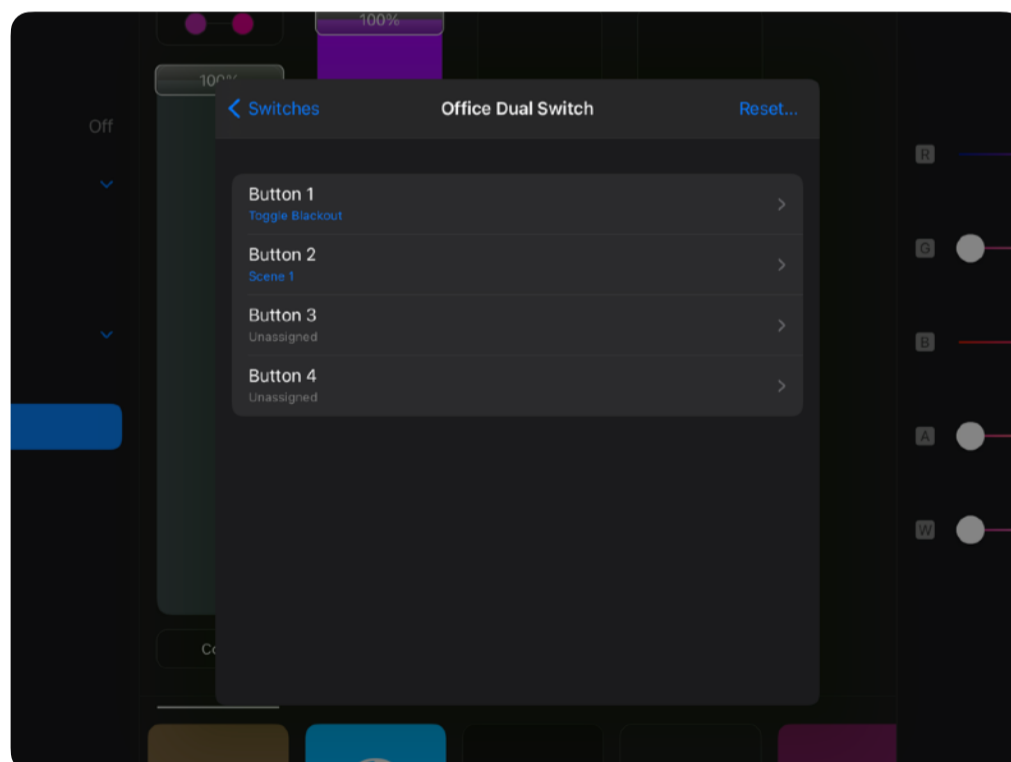
DMX Input Triggers

Included in the Luminair Pro Subscription, DMX Input triggers allow you to control Luminair from other DMX lighting consoles, simple DMX controllers, or even DMX wall switches.

DMX Input triggers allow you to map incoming DMX values to trigger specific Luminair scenes. Multiple scenes can be mapped to a single incoming DMX channel by assigning each to a different DMX range.

Triggers can also be assigned to various global commands throughout the app, like Start and Stop playback, Blackout, Next and Previous scene or sequence, plus more.

DMX Input is made available via Luminair's Art-Net Input port, configurable in Connections > Art-Net.

○ First make sure that Art-Net Input is enabled.

○ To map DMX Input options, tap on a scene name label within your project and select Triggers > DMX Triggers.

○ In the window that appears, tap ⊕ to add a new DMX Input channel. Luminair will listen to incoming DMX on this candle and trigger whenever the value enter the range set. Tap/click action to select a specific scene or action.

○ Repeat for any additional channels you want to configure.
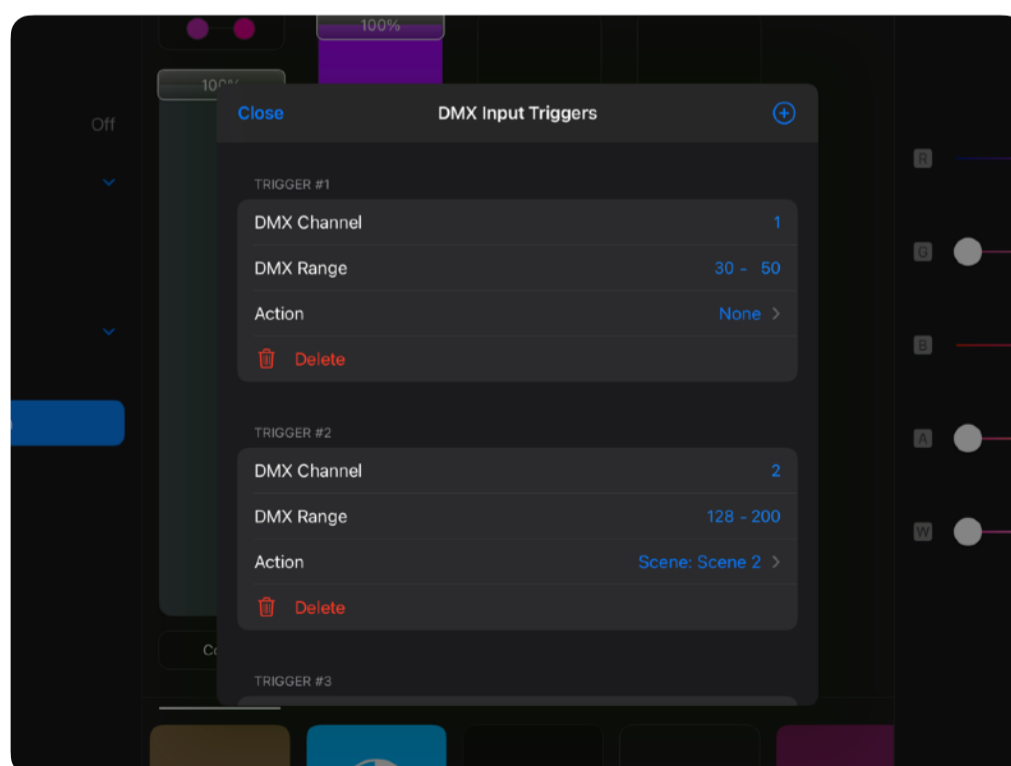
iBeacons

Included in the Luminair Pro Subscription*, Bluetooth LE-based iBeacons allow for a more precise way of triggering Luminair scenes based upon the device's current location.

○ To add an iBeacon trigger to a scene, tap/click on it's name label and then select Triggers > iBeacons in the view that appears.

○ You will first need to add the UUID for the iBeacon(s) you want the app to search for. Tap/click ＋ in the upper right corner of this view's toolbar to add the UUID.

○ After the UUID has been entered, Luminair will display all iBeacons associated with this UUID within range.

○ Tap/click on the iBeacon you want to associate with this scene.

○ You can then choose to trigger this scene on Entering and/or Exiting the region.

○ Note that proximity selections represent preset values within iOS based on how close your device is located to the selected beacon. It's recommended you experiment to get a better idea of how these ranges translate into the space you'll be using the iBeacons in.

*Also included for Location Pro and Pro Bundle purchases from v3

MIDI Show Control (MSC)

Included in the Luminair Pro subscription*. MIDI Show Control doesn't require a special configuration within Luminair. You only need to <u>make sure that you are currently in full-screen Sequences mode and that MIDI/Show Control is enabled in Luminair's Settings > MIDI</u>.

Luminair will listen for standardized MIDI Show Control messages and control sequence playback depending on the command. See the section on the right for the supported MSC commands.

*Also included in MIDI Pro and Pro Bundle upgrades from v3

Command	Description
GO	Goes to the next scene, fading according to the time assigned in Luminair. Optionally, a specific sequence and scene can be specified along with the GO command in Sequences mode. When in controls mode, Luminair will only listen to the "scene" parameter, and disregard the sequence parameter.
STOP	Stops any current playing Sequence.
RESUME	Resumes playback of the current Sequence.
TIMED_GO	Similar to the GO command, TIMED_GO allows you to specify a fade time value, overriding the fade time assigned to the specified scene.
LOAD	Loads the specified scene, without fading or outputting it's DMX values.
FIRE	*See the supported FIRE macros and corresponding value on the next page in this user manual.*
ALL_OFF	Enables Luminair's Master Blackout command.
RESTORE	Turns off Master Blackout, re-enabling any current DMX output levels.
RESET	Goes to the first scene in the current Sequence.
GO_OFF	Goes to the first scene in the first Sequence.

MIDI Timecode (MTC)

Included in Luminair Pro Subscription*. To add MIDI Timecode to a scene, tap/click on the scene's name label underneath a scene button and select Triggers > MIDI Timecode. In the view that appears, turn the switch on, and use the control below to set the trigger time.

Please note that in order to account for the possibility of lost packets over a Wi-Fi network, Luminair uses timecode accuracy up to the second.

*Also included for MIDI Pro and Pro Bundle purchases from v3
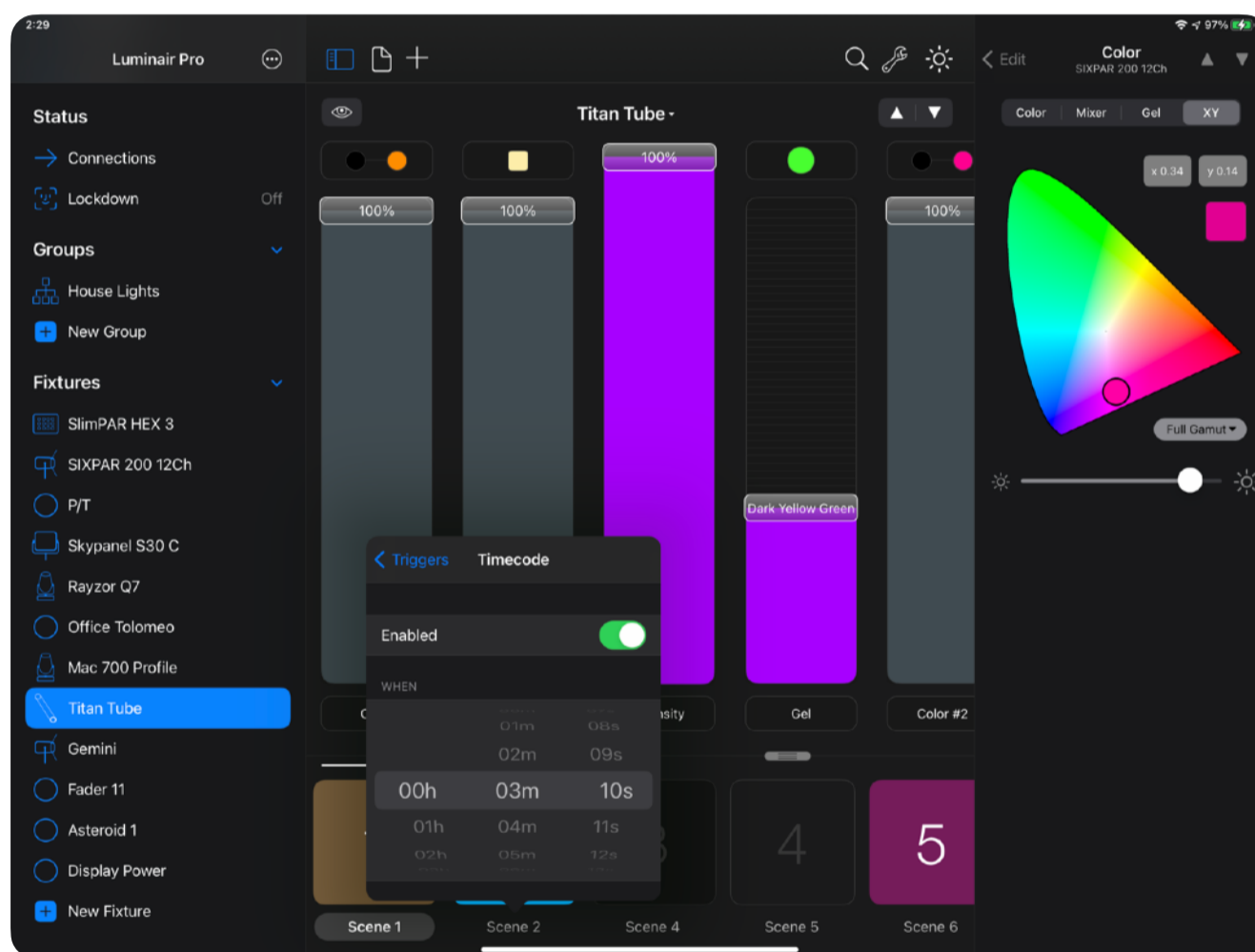
Other Options

Settings

On iPadOS and iOS, Luminair's Settings are available from within the app's Main Menu. Tap ⊙ > Settings in the toolbar.

On macOS, Luminair's Settings can be accessed by clicking "Luminair" in the main macOS toolbar > Preferences. Note that MIDI and OSC settings can be accessed by clicking Triggers in the main macOS toolbar.

A description of each item follows:

Node Name

This is where the Art-Net node name is set. The default name is Luminair, however you may choose to set this to another name to further distinguish your device on your network.

Prevent Device Sleep

Turning this option on will turn off the application's sleep timer, preventing the screen from going to sleep.

Always Run In Background

Turning this option on will allow Luminair to run in the background when using other apps. Please note that the iOS operating system has full control over app lifetime and can still close Luminair in the background when system resources are low or have been reassigned to other apps. **Note:** Luminair needs to be running in the foreground for HomeKit to work, so this option only applies to DMX-based protocols.

Display DMX Values

Turning this option on will make output faders display the actual DMX values. Otherwise, Luminair will display values as percentages. This option is turned ON by default.

Active Button Orange

When a scene is active, Luminair will color or tint the button in an orange highlight. This option is turned OFF by default.

Active Label Background

When a scene is active, Luminair will highlighted background behind the name label for better visibility. This option is turned ON by default.

Scene Buttons Toggle Off

Turning this option on will allow scene buttons to toggle the lights on and off. This option is turned OFF by default.

Scene Bump on Tap/Hold

Turning this option on will temporarily "bump" values whenever tapping/clicking and holding on another scene button. This option is turned ON by default.

Auto-Select New Scenes

If this option is turned on, Luminair will automatically select and activate newly created scenes. With this option turned off, Luminair will keep the current scene activated when creating new scenes.

Default Fade

Sets the default fade time chosen when adding new scenes to a sequence.

Default Hold

Sets the default hold time chosen when adding new scenes to a sequence.

Gestures Enabled

Turning this option on will allow a two-finger swiper left and right gesture to switch scenes.

Lockdown Enabled

Turning this option will lock specific portions of the app from user interaction after a chosen length of time.

Require Passcode

Choose a length of time before Lockdown is auto-enabled.

Restrict Access

Choose which parts of the app you want to prevent from being accessed during lockdown.

MIDI Input

Set options related to MIDI remote control. See section on MIDI Input further in this user manual for further details.

OSC Input

Set options related to OSC remote control. See section on OSC Input further in this user manual for further details.

Auto-Save Projects

When this option is turned on, Luminair will automatically save the open project in the background. Auto-saving is handled by iOS in the background, typically after a short period of inactivity. Luminair will also automatically save when closing project or putting the app into the background. When this option is turned off, and additional Save button will appear in Luminair's main menu allowing you to manually save your projects.

Confirm On Save

This option allows you to prevent Luminair from automatically saving a project when closing it. This option will only appear when Auto-Save is turned off.

Auto-Update Universe

When this option is turned on, Luminair will automatically change the current universe to the last saved universe when opening a project

Auto-Update Project Data (iCloud)

When this option is turned on, Luminair will automatically resolve conflicts and update project data when it's changed on another device through iCloud, rather than present a conflict resolution popup.

Screensaver Enabled (iPadOS and iOS only)

When this option is turned on, Luminair will display a "screensaver" after a designated period of time of no touch activity on the display. By default this option is turned on.

Screensaver After (iPadOS and iOS only)

Select the period of time you wish to elapse before the screensaver is enabled. The default is 60 minutes.

Lockdown

Lockdown mode allows you to use Face ID or Touch ID as a way of locking down Luminair from further editing. The fine grain options in Luminair's Settings allow you to pick and choose which sections of the app get locked during lockdown, allowing to give a volunteer control over things like scene changes, while preventing them from making changes to individual fader parameters. Or whatever other scenario might make sense in your facility.

○ First choose which sections of Luminair you want locked down in Luminair's Settings, accessible in the app's Main Menu.

○ To enable Lockdown mode, open the app's Main Menu and select Lockdown. You will be asked to authenticate with Face ID,Touch ID or your device passcode.

○ To disable Lockdown temporarily, simply authenticate with Face ID or Touch ID or your device passcode after attempting to use a "locked" control. Luminair will resume lockdown after the time period chosen in Luminair's Settings.

○ To disable Lockdown completely, select the "Unlock" option in Luminair's Main Menu and then authenticate with Face ID, Touch ID or your device passcode.

Universal Search

Luminair's Universal Search feature allows you to search through all fixture's, parameters, and scene names to quickly find what you're looking for. Want to filter the fader UI so that it only displays color controls for easy editing? Done. Want to filter things to only display a specific fixture model? Need to find a specific scene? You can now do that with Universal Search.

- ○ To begin searching tap the 🔍 in the main toolbar

- ○ You have a choice of searching through Controls, Scenes, or both. Select your choice by tapping/clicking the arrow in the search box

- ○ Previous searches can also be quickly recalled by tapping/clicking the arrow in the search box

- ○ To finish, tap/click **Close** in the main toolbar

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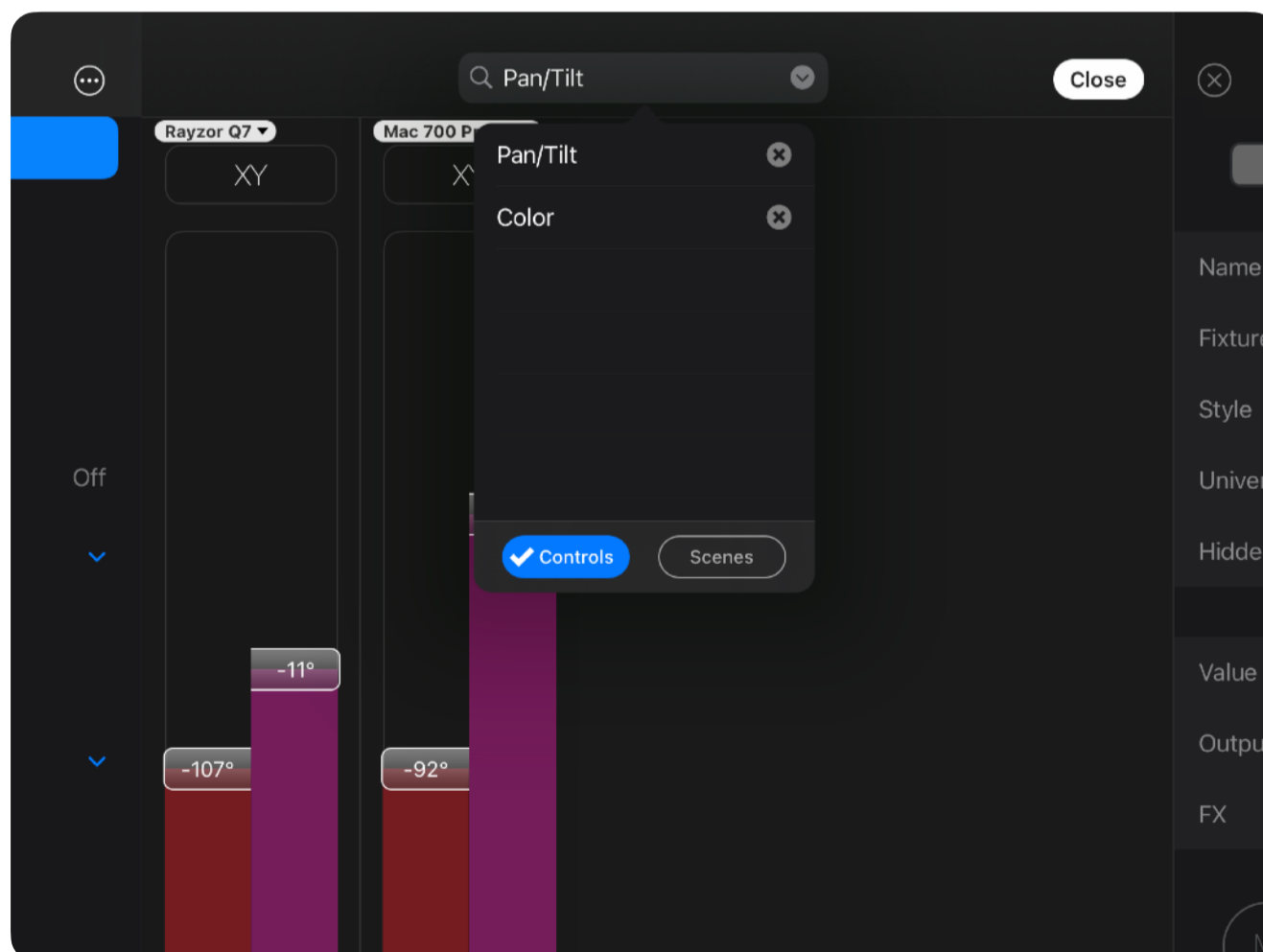
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