User manual — LWA Light Contrôleur

Version 5.9 · 22 November 2026 · lwa-light.fr

Screenshots show the French interface; your software displays the same screens in English.

1. Introduction

LWA Light Contrôleur drives your lights over DMX and builds a complete live console in a few minutes, with no manual programming. It runs on Windows, Mac and Linux (see the system requirements below).

What the software does

- It recognises your fixtures (more than 1,700 built-in definitions) and their channels: dimmer, colours, pan, tilt, zoom, gobos.
- The Wizard builds the console for you: colours, PAR effects, moving head movements, lighting patterns, big effects, show control.
- The LWA tools create new effects with a live preview, before sending them to the console.
- Audio live makes the lights play to the music on their own.
- The 3D simulator shows the show without a single fixture connected.

Installation

1. Download the version for your system from lwa-light.fr.
2. Windows: run the installer. Mac: drag the application into Applications. Linux: make the AppImage executable, then run it.
3. Plug in your USB DMX interface **before** opening the software, so that it is detected.

System requirements

	Minimum (console, tools, audio live)	**Recommended (large rigs, mapping, LWA Vision)**
System	Windows 10 or 11 (64-bit), macOS 13 Ventura or later (Apple Silicon or Intel), 64-bit Linux (Ubuntu 22.04, Debian 12, Mint 21 or later)	Same
Processor	Dual-core 2 GHz (Intel Core i3, AMD Ryzen 3, Apple M1)	Quad-core (Intel Core i5, AMD Ryzen 5, Apple M1 or better)
Memory	4 GB	8 GB or more

	Minimum (console, tools, audio live)	Recommended (large rigs, mapping, LWA Vision)
Graphics	Integrated chip supporting OpenGL 3.3	Dedicated card or recent chip; a 2nd display output for the video projector (mapping)
Screen	1366 × 768	1920 × 1080, touchscreen possible
Disk	500 MB	Plus space for your videos (mapping)
Connections	1 USB port for the DMX interface	Wired network or Wi-Fi for Art-Net / sACN, the remote and Pro DJ Link sync

On a modest computer, Eco mode lightens the display to keep the show smooth.

First launch

1. The software opens in French; you can change the language in the settings (main menu, Language).
2. It offers to describe your rig: add your fixtures (section 3).
3. Run the Wizard (section 5): it creates your console.
4. Choose your DMX output (section 4) and save the show.

The free trial lasts 30 days, fully unlocked with DMX output active. After 20 minutes of use, every 10 minutes, the light goes out for 5 seconds and the moving heads freeze (demo pause), then the light comes back up over 3 seconds and the show resumes. A licence removes the demo pause straight away, without reinstalling: main menu, **Licence...**, then **Activate** with the key you received by email, or **Import a license file...** for a computer without internet access.

2. The interface

Everything is in the top bar: the tabs on the left, the live controls on the right.

The tabs

Tab	What you do there
Fixtures & functions	The rig, the 2D and 3D views, the function list and the LWA tools
Console	The virtual console, the one you play live
Simple desk	One channel per fader, to test a fixture
Show manager	A timeline to sync a show to a piece of music
Mapping	Video projected onto a facade or a set
Inputs / outputs	DMX universes, interfaces and controllers

The live bar

Button	Role
Camera	Captures the current lighting state into a scene
BPM	The global tempo; its menu chooses the source (internal or audio)
SYNC	What sets the tempo: internal, MIDI Clock, MTC or Pro DJ Link
RIG	Opens the description of the fixture rig
AUDIO LIVE	Turns the module on; clicking its name opens its settings
FADE	Fades the whole show to black, then back to the same state
STOP	Stops all effects; the PAR colour stays. The number = how many effects are running

The main menu

The button on the far left opens the menu: new project, open, save, save as, DMX address plan as PDF, import from a project, undo and redo, network, address tool, classic functions, clear the virtual console, interface settings, full screen, language and about.

Keyboard shortcuts

Key	Action
Ctrl+S	Save the show
Ctrl+Z / Ctrl+Y	Undo / redo
Ctrl+C / Ctrl+V	Copy / paste widgets
Ctrl+D	Duplicate the selected widget
Del	Delete the selected widget (in edit mode, with confirmation)

Any button, fader or knob on the console can have its own keyboard shortcut (section 11).

3. The fixture rig

The rig describes your fixtures once; the software works out their DMX addresses and then knows what to do with each channel.

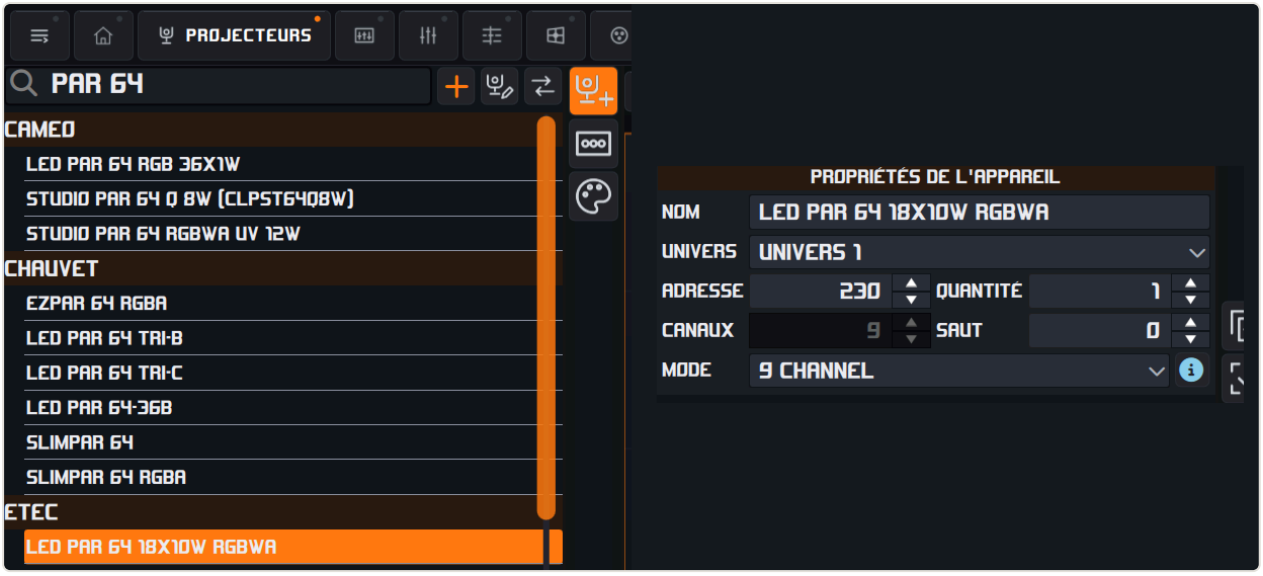
Adding fixtures

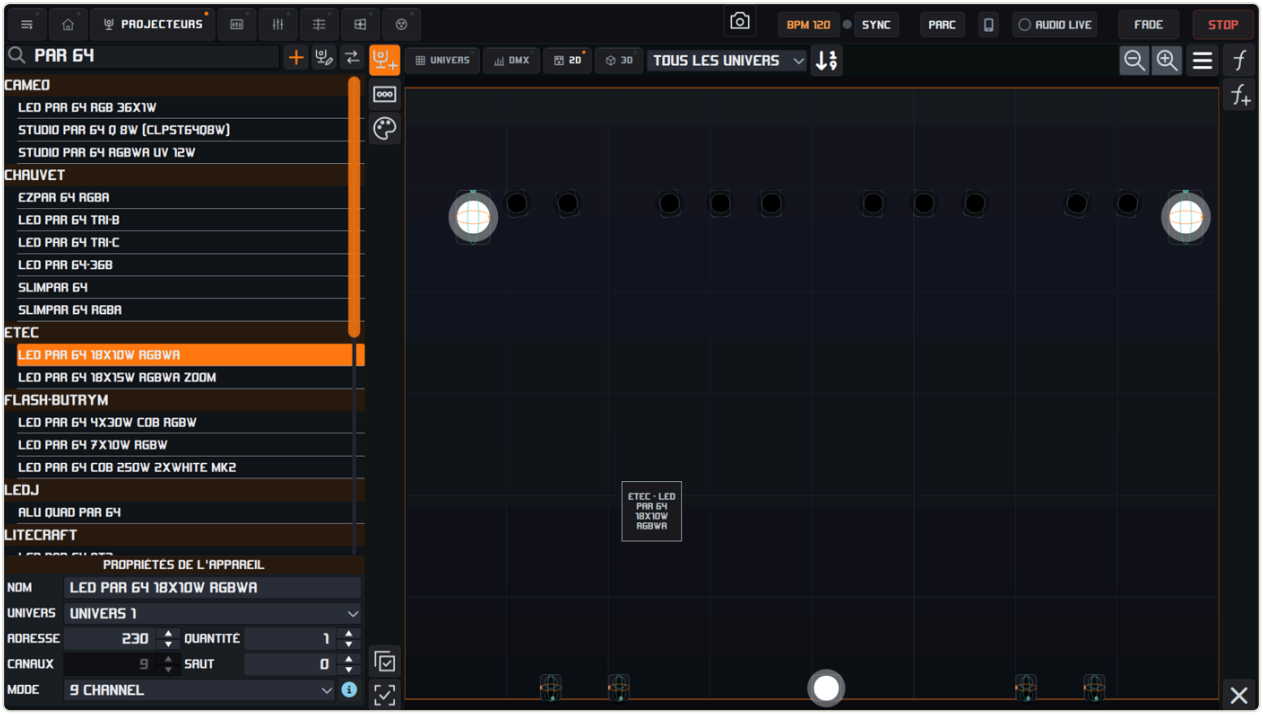
The easiest way: the Wizard, step 1 (section 5). Search for the model, choose the mode, the quantity, the role and the position, then **+ ADD**. Addresses follow on from left to right, and names continue the numbering (BACK PAR 7, 8…).

Adding a fixture by hand

Without the Wizard, in 5 steps:

1. **Fixtures & functions** tab, **Add Fixtures** button at the top left (the fixture with a +): the library opens, sorted by brand.
2. Type the name into the search box (for example "par 64"), then click the model.
3. At the bottom, **Fixture properties**:
   - **Name**: the name shown everywhere (BACK PAR 1…).
   - **Universe**: the DMX line (Universe 1 if you only have one).
   - **Address**: the start address. The software suggests the first free one; set the same one on the fixture.
   - **Quantity**: how many identical fixtures; their addresses follow on.
   - **Gap**: channels left free between two fixtures (usually 0).
   - **Mode**: the number of channels. It must match the one set on the fixture (in the fixture's menu, often "7CH", "9CH"…). **Channels** shows this number.
4. Drag the model onto the 2D plan: the fixture appears at the given address. Position it as it is on stage.
5. Check in **Universe**: each box is a channel, and the fixture's name marks where it starts. An address already in use is refused ("Overlapping addresses").


PROJECTEURS
PAR 64
CAMEO
LED PAR 64 RGB 36X1W
STUDIO PAR 64 Q 8W (CLPST64Q8W)
STUDIO PAR 64 RGBWA UV 12W
CHAUVET
EZPAR 64 RGBA
LED PAR 64 TRI-B
LED PAR 64 TRI-C
LED PAR 64-36B
SLIMPAR 64
SLIMPAR 64 RGBA
ETEC
LED PAR 64 18X10W RGBWA
PROPRIÉTÉS DE L'APPAREIL
NOM
LED PAR 64 18X10W RGBWA
UNIVERS
UNIVERS 1
ADRESSE
230
QUANTITÉ
1
CANAUX
9
SAUT
0
MODE
9 CHANNEL


PROJECTEURS
BPM 120
SYNC
PARC
AUDIO LIVE
FADE
STOP
PAR 64
UNIVERS
DMX
2D
3D
TOUS LES UNIVERS
CAMEO
LED PAR 64 RGB 36X1W
STUDIO PAR 64 Q 8W (CLPST64Q8W)
STUDIO PAR 64 RGBWA UV 12W
CHAUVET
EZPAR 64 RGBA
LED PAR 64 TRI-B
LED PAR 64 TRI-C
LED PAR 64-36B
SLIMPAR 64
SLIMPAR 64 RGBA
ETEC
LED PAR 64 18X10W RGBWA
LED PAR 64 18X15W RGBWA ZOOM
FLASH-BUTRYM
LED PAR 64 4X30W COB RGBW
LED PAR 64 7X10W RGBW
LED PAR 64 COB 250W 2XWHITE MK2
LEDJ
ALU QUAD PAR 64
LITECRAFT
PROPRIÉTÉS DE L'APPAREIL
NOM
LED PAR 64 18X10W RGBWA
UNIVERS
UNIVERS 1
ADRESSE
230
QUANTITÉ
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CANAUX
9
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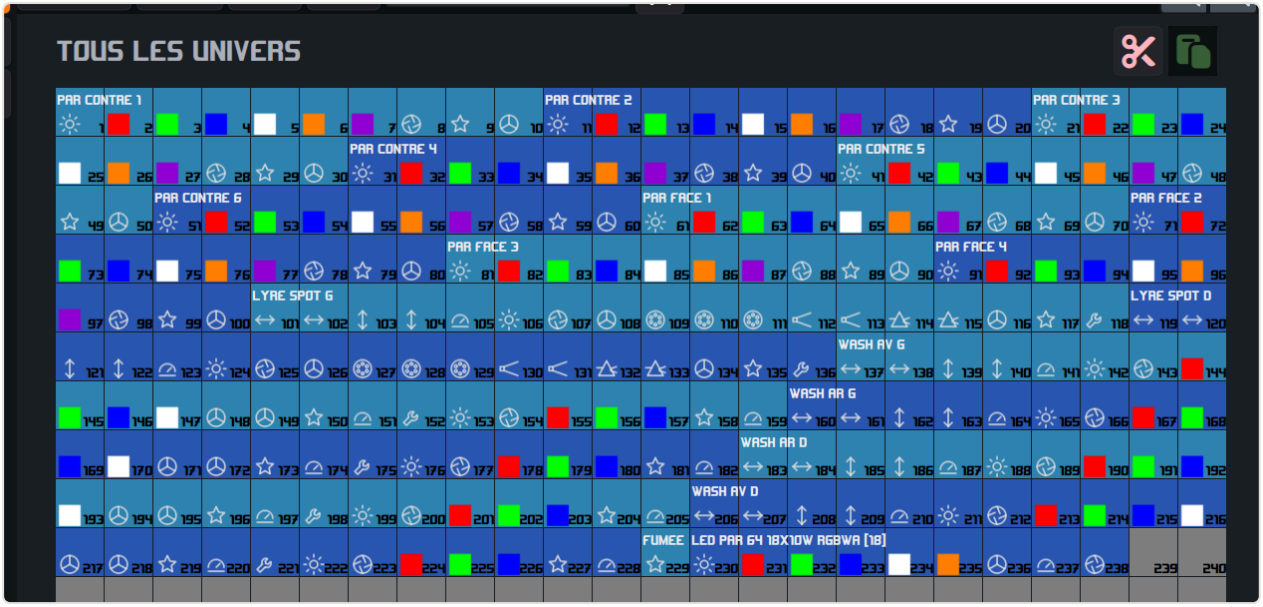
9 CHANNEL
ETEC - LED PAR 64 18X10W RGBWA



The orange **+** next to the search box creates a new definition; the pencil edits the definition of the selected model (see The fixture editor). After adding a fixture by hand, reopen the Wizard or the tools: they take the new fixture into account.

A fixture missing from the library? Create its definition with the editor (below), or send its manual from the website (Contact page).

The address plan

- The **Universe** tab lists each fixture, its channels and its start address, with no overlaps.
- **Address tool** (main menu): type an address and it shows which DIP switches to set to ON for a PAR without a display.
- **DMX address plan (PDF)** (main menu): to print or keep on your phone for the rig-up.
- The same list is on the remote, so you can address fixtures from the stage.

Today's rig

You create the console once, with the full rig. Each time the show is opened, the **Today's rig** window shows your fixtures sorted by type.

- Tap a fixture to mark it as absent tonight: the software shows which fixture of the same model, the closest one, takes over.
- PAR FX, big FX, movements, matrices and audio live follow automatically: nothing to reprogram.
- **All** and **None** set a whole family at once.
- Name and save a configuration you use often, then reload it in one click.
- A checkbox decides whether the window opens every time the show is opened. The **RIG** button in the top bar reopens it at any time, for example if a fixture breaks down.

If the position of your moving heads has changed, check the XY pad limits (section 6).

Correcting a fixture's channels

The software recognises the dimmer, colours, pan, tilt and zoom by itself. If a definition gets it wrong:

- **Moving heads**: Movements tool, **Moving head mounting** section: **Mirror left / right**, **Mirror up / down**, **Pan reversed (mounting)**, **Tilt reversed (upside down)**.
  Fixed values: PAR FX and Big FX tools, **Fixture settings (for the whole effect)** section: a fixed value for a channel (e.g. shutter open), held for the whole effect.
- **PAR**: Colors tool, **Channels** button next to each fixture. Say which channel is red, green, blue, white or amber.

Fixture settings (⚙)

A badly recognized channel is fixed once and for all, for every tool: **⚙ Fixture settings** button at the top of each tool (and in the wizard, under the rig list, or **⚙ A channel misread?** in the groups).

- One row per model and mode in the show. For each command (dimmer, shutter, zoom, prism…), the channel found automatically is offered; pick another one, or **none**.
- **Dimmer (max)**: the highest value to send (a dimmer whose top range does something else). **Shutter (open)**: the value that opens the shutter. **Zoom (narrow / wide)**, **Prism (in)**: the useful values.
- The category files the fixture (PAR, moving head, strobe, smoke, other, ignore). The settings are kept on the computer and apply to all your shows.

Special fixtures

- **Dimmer packs** (halogen PARs, profiles, fresnels on a dimmer pack): in the wizard, the **Dimmer circuit** entry of the library, one fixture per circuit. They go on their group fader like the others.
- **PARs without a dimmer** (3 or 4 RGB channels, bars without a master): the DIMMER fader of their group lowers their colors like a real dimmer (“virtual dimmer”). Modes with a dimmer are offered first (the mode without one is marked “· no dimmer”).
- **Dimmer / strobe channel** (one channel for both): the tools stay in the dimmer range of the definition, never in the strobe zone.
- **CMY moving heads** (cyan, magenta, yellow): colors are made by subtraction, the wheel stays open; warm whites use the CTO if the head has one.
- **Warm / cool whites** (COBs, bicolor panels): whites are a real mix by temperature; bright colors they can't make are greyed out in the Colors tool.
- **Smoke machines**, hazers, fans: filed apart, never driven by effects or colors.

The library holds more than 2,200 fixture definitions (over 200 brands), checked and completed in November 2026.

The fixture editor

For a fixture missing from the library: Wizard, step 1, **Create a definition…**. A 4-step guide appears on the right. Keep the fixture's manual open at the DMX chart page.

1. **General**: brand, model and type (the icon: PAR, moving head, LED bar…).
2. **Quick creation**: one line per channel, in the order of the manual, with its role (dimmer, red, green, blue, white, amber, UV, strobe, pan, tilt, speed, wheel, gobo, prism, zoom, focus, macro, reset…). **Create channels and mode** does it all at once. Several modes: repeat for each one.
3. **Color wheel, gobos, prism**: choose the **Channel** and the **Width** of a range, then tap the colours (or **+ Gobo**, **+ Open**, **+ Prism**, **+ No prism**) in the order of the manual. **Save these ranges** confirms, **Restart** clears. This is what gives you colour, gobo and prism buttons in the Wizard. **Back to guide** takes you back to the guide.
4. **Save definition**, then **Back to the software**: the fixture is in the library.

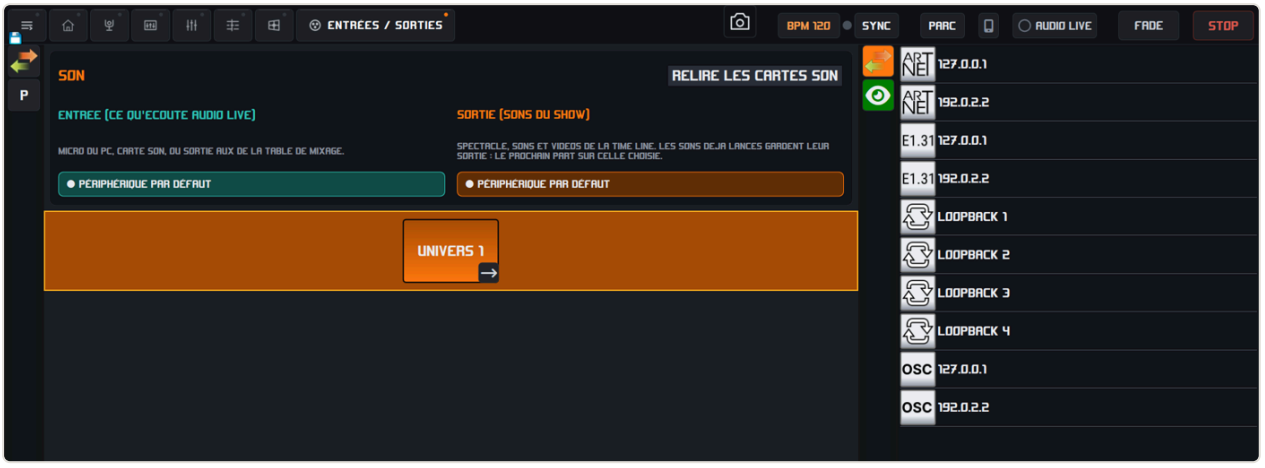
Physical properties are optional, except **Pan max** and **Tilt max** (in degrees) for a moving head.

4. Inputs / outputs

To get light out, choose where the DMX goes: a USB interface, or the network via Art-Net or sACN.

Connecting an output

1. **Inputs / outputs** tab. In the centre are your universes: one universe = one DMX line of 512 channels. One is enough for most rigs.
2. Tap the universe: it gets an orange outline and the side buttons appear.
3. On the right, the arrows button (**Show the universe output sources**) opens the list of outputs: your USB interface, Art-Net, E1.31 (sACN)…
4. Drag the output onto the right-hand part of the universe: a yellow wire links them and the light goes out straight away.
5. Save the show: the output is kept.





On the connected output, the **play** button pauses sending and the **eye** blacks out that output only. To disconnect it, drag it onto the bin that appears while dragging.

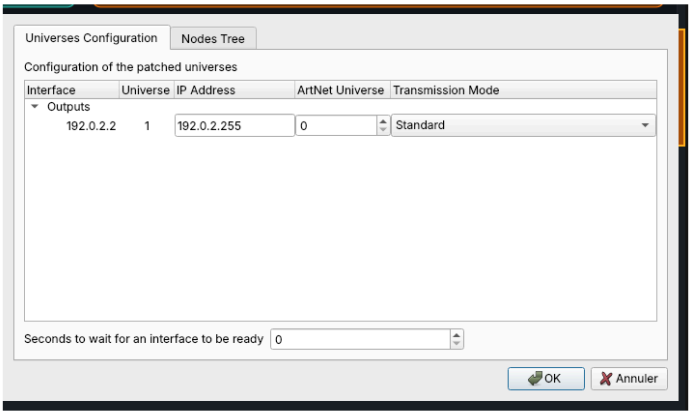
USB interface

Plug it in whenever you like, even with the software open: it is hot-plug detected, and reconnects by itself if it is unplugged and plugged back in. If universe 1 is empty, it is connected there automatically (with the LWA DMX-USB 2-universe interface, the second

output goes to universe 2). Interfaces using the DMX USB Pro protocol and simple FTDI-chip interfaces are recognised.

Art-Net and sACN

For network devices (Art-Net nodes, consoles, network dimmers): drag **Art-Net** or **E1.31** (sACN) onto the universe, choosing the line for the network card connected to your devices (its IP address is shown). The spanner (**Open the plugin configuration**) gives, for each connected universe: the destination **IP Address** (leave the .255 broadcast address if you are not sure), the **ArtNet Universe** (the universe number set on the device, often 0) and the **Transmission Mode**. This window is in English.



Several universes

The **+** button at the bottom right (**Add a new universe**) adds a universe; each one gets its own output, and **–** removes the selected universe. Beyond 512 channels, put some of the fixtures on universe 2 (the fixture's **Universe** property). With a two-output interface (such as the LWA DMX-USB 2-universe interface), each output appears in the list: drag the first onto universe 1 and the second onto universe 2.

Testing that DMX is coming out

1. Switch on a fixture, address it and connect it to the interface.
2. **Simple desk** tab: one fader per channel of the universe, with the list of fixtures and their addresses at the bottom (BACK PAR 1: 1-10…).
3. Raise the fixture's dimmer fader, then a colour fader: it should light up.
4. Nothing? See If nothing lights up, below. Reset the faders to zero (cross under each fader) before playing the console.



Inputs

The left-hand button shows the inputs: MIDI controller, OSC tablet, DMX console. You drag them onto the universe in the same way (section 11).

If nothing lights up

In this order:

1. **Is the output on the universe?** Inputs / outputs tab: a yellow wire must link the universe to your interface. If not, drag it there (steps above).
2. **Does the interface appear in the list?** No: unplug it and plug it back in, try another USB port. On Windows, an FTDI-chip interface may need the FTDI driver (ftdichip.com website).
3. **Is the fixture in DMX mode**, at the right address and in the right channel mode? Compare with the Universe tab.
4. **The cable**: 3- or 5-pin XLR DMX (not a poor-quality mic cable), daisy-chained from one fixture to the next, with a terminator (120 Ω) on the last one.
5. **The console**: group faders (BACK, FRONT…) up, FADE button not engaged, no blackout on the output (the eye).
6. **The interface light blinks, but nothing lights up?** The interface was taken for another model. This often happens on a Mac with the Enttec DMX USB Pro, which is called "FT245R" there. Inputs / outputs tab, wrench (Open the plugin configuration): on the interface's line, choose the **Pro RX/TX** type (Open TX for a simple Open DMX-type interface), then unplug and replug it. Recent versions recognise an "FT245R" Enttec Pro by themselves.

5. The Wizard

The Wizard creates a complete console in 7 steps; each step has a live preview on your fixtures. **Previous** and **Next** move from one step to another, and you can click a step you have already done at the top.

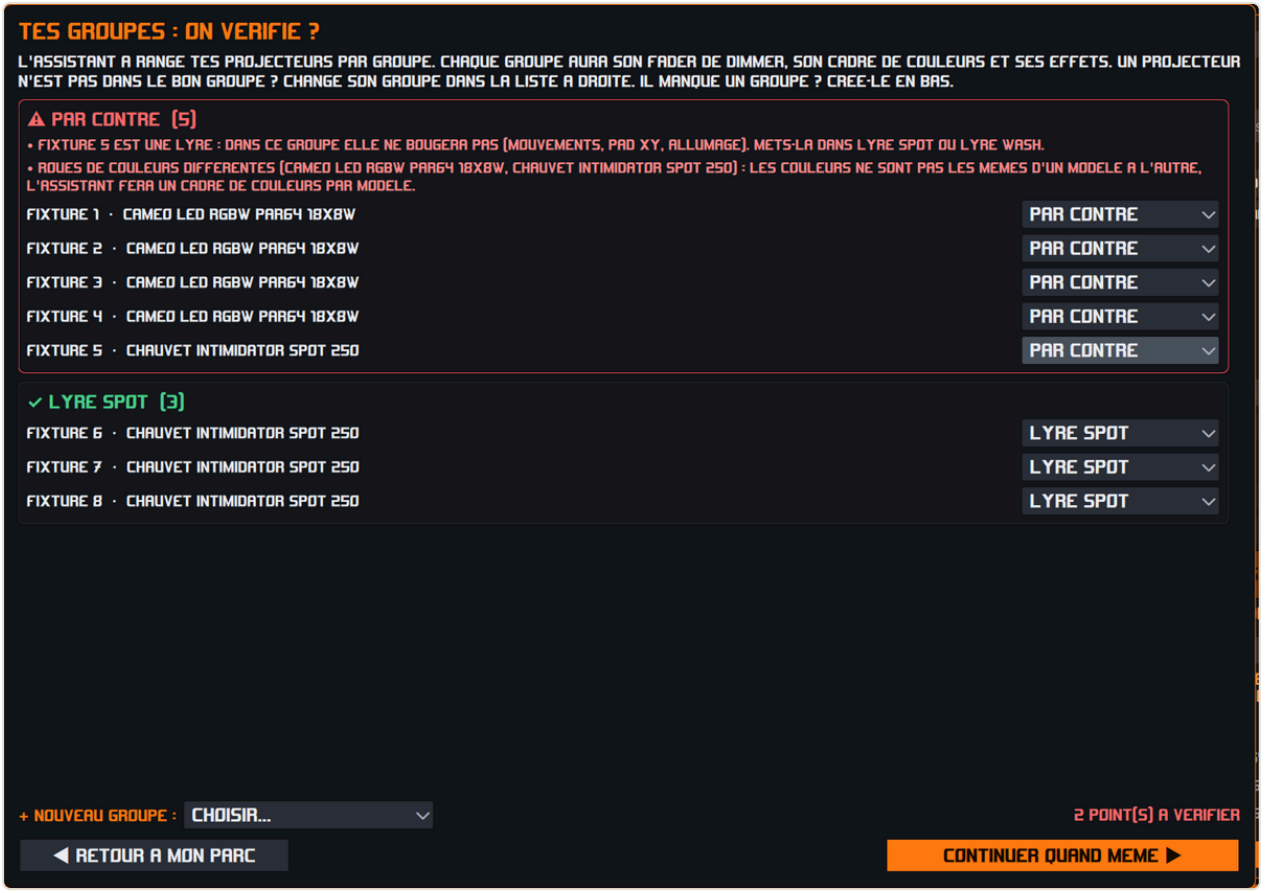
The **? Help** button at the top gives tips for the current step. The first time it opens, the help for step 1 appears by itself, with an arrow pointing to the search box.

1. Your rig

- Search for the model, click it, choose the mode, the quantity, the role and the position, then **+ ADD**: DMX addresses follow on, from left to right.
- Your usual fixtures are suggested below the search box.
- In the list: **stage position** (back left / centre / right, front, sides left / right, floor front or rear left / centre / right) and **role** (back PAR, front PAR, sides, spot moving head, wash moving head, blinder, strobe, smoke). The role is already filled in from the fixture's definition; change it if needed.
- Click a name to rename it (the remote follows). The cross deletes the fixture.
- **Save this rig** keeps it for your next shows; **Load a rig** adds it to a show. The file can be copied from the rigs folder (export) and imported from a file (import).
- **Printable PDF**: the address plan.
- When you click **Next**, the Wizard asks whether the rig is complete and how to address it: with the remote (DMX ADDRESSES tab), with the printed DMX chart, or later.

Your groups. Right after that, the "Your groups" window shows how the Wizard has sorted your fixtures. Each group will get its own dimmer fader, colour frame and effects.

- A fixture is not in the right group: change its group in the list to the right of its name.
- A group is missing (sides, blinders...): **+ New group**, then tap the fixtures to put in it.
- A group in red mixes fixtures that are not programmed the same way. The message tells you what to do: a moving head in a PAR group will not move, nor will a PAR in a moving head group; RGB PARs and colour-wheel moving heads will not have the same colours; a fixture without colour or without a dimmer will not follow the group; a smoke machine goes in Smoke.
- **Confirm my groups** moves on. If there are still red marks, the button becomes **Continue anyway**.



2. 3D Placement

First the stage: width, depth, truss height and distance to the stage edge. The fixtures arrange themselves according to their position. Tap one fixture then another to swap them, drag a fixture to move it. **Next** saves the plan in the show (3D view, simulator, LWA Vision, previews). This step can be skipped, but that is not recommended.

3. Colors

One colour frame per group: wash moving heads, spot / beam moving heads, back PARs, front PARs, sides, blinders. Fill it with a mood or tap the colours one by one.

- Moving heads whose colour wheel is described in their definition: the wheel's colours, one box each. If the definition does not give a colour's hue, the software recognises it by its name (Red, Light blue, Green...). The Colors tool follows the same rule.
- Moving heads whose definition does not describe the wheel: a COLOUR fader in the dimmers, and a link to the definition editor to complete the definition. Then reopen the Wizard: the buttons appear.
- A colour opens the shutter of moving heads that keep it closed at 0: the fader turns them on.

PARs set to a short mode (2 or 3 channels: dimmer + ready-made colours) also have their own tab: their ready-made colours, read from the definition, work like a wheel. Each tab shows the number of fixtures and of colours chosen, for example "4 fix. · 8 col.".

4. PAR FX

Tick the groups that receive the effects (back, sides, front), the type of event (**Suggest for this event** ticks a selection), then the effects. Tap a name to preview it. In the console, one frame per family:

Family	Frame	What happens
Mood, groove	PAR FX · DIMMER	Only the dimmer moves, your colour stays
Two-colour	PAR FX · TWO-COLOR	The effect brings its two colours
Multicolour	PAR FX · MULTICOLOR	The effect brings all its colours
Punchy, finale	PAR FX · WHITE ON TOP	White flashes added on top of your colour

One effect at a time per frame; two different families can be combined.

5. Movements

Choose the moving heads (washes, spots / beams): the list only shows the movements that suit them. Tap a name to see the beams move, tick the ones you want. Movements stay within the XY pad limits.

6. Head Lighting

Each box shows the lighting pattern on 8 moving heads. Tick the ones you want: one button each in LIVE LIGHTING.

7. Your console

Page name and options: global tap tempo, XY pad, smoke, fan, back white flash, zoom, **gobos** and **prism** (buttons when the definition describes the values, otherwise a fader), gobo and prism rotation, pan / tilt speed, fine-tuning frames. The page also explains how to use the console live. **Create my console** builds it and takes you there.

Afterwards

The **WIZARD** button at the top of the console reopens the Wizard with your choices. Running it again updates the console without duplicates. Fine adjustments are made in the LWA tools (section 7).

6. The virtual console

The console is your lighting desk on screen: frames containing buttons, faders, knobs and pads.

Navigating

- The mouse wheel scrolls the console.
- The left-hand bar: ▲ ● ▼ go to the top, the middle and the bottom.
- The ⌖ target jumps to the fine-tuning frame of the running effect.
- **TAP** (left-hand bar) jumps to the global tempo.
- The cible ⌖ (target) jumps to the fine-tuning frame of the running effect (PAR effects, big effects, movements); with several effects running, each press goes to the next. The coloured shortcuts below jump to the frames made by the tools: **COUL** (colours), **MOUV** (movements), **ALLUM** (beam-on looks), **PAR** (PAR effects), **GROS** (big effects) and **GOBO** (gobos and prism). Their colour matches the header of those frames; several frames of the same kind: each press goes to the next. Nothing on the page: a bubble says so.
- The ◀ ● ▶ arrows above scroll a page wider than the screen to the left, the middle or the right (they only appear in that case). The page tabs at the top change page.
- The magnifying glasses zoom the console: see everything at once, or big buttons on a touchscreen.

Fine-tuning

Each family of effects has its fine-tuning frame, outlined in orange when one of its effects is running. Effects are launched from their buttons in the console; the fine-tuning frame only keeps the settings, to save space: for PAR effects, their tempo dial (TAP); for big effects and movements, the TAP and the faders (width, height, left/right, up/down, pan / tilt speed, turns per cycle). Faders are at full by default. Beam-on (allumage) frames have a header of a different colour for each type of moving head. The speed of each effect is set as explained in chapter 9, “Setting the speed of an effect”.

Updating the console (⟳ MAJ CONSOLE)

The **⟳ MAJ CONSOLE** button in the top bar re-sends in one go every tool already used in the show, with the settings they kept in it. The console thus gets the tools’ new features (frames, faders, header colours, shortcuts) without reopening each tool.

- The tools run one by one; a bubble shows the progress, then the page is tidied.
- A tool never used in the show is not touched; nor is a tool not included in your licence.
- What you changed by hand (name, colour, position of a button, widgets added in a frame) is kept.

- No function can disappear: if a tool would lose one, its update is refused and nothing changes.
- Remember to save afterwards (Ctrl+S).

Customising your console

The console built by the assistant is a starting point: everything can be changed, and your changes stay when you re-send a tool or update the console.

1. **Edit mode**: the pencil at the top right. Touch a widget: its properties open on the right.
2. **Rename, recolour**: button properties, name, background and text colours, image or GIF. For a frame: its name and header colour.
3. **Move, resize**: drag the widget; pull its corner to resize it. A frame takes its content with it.
4. **Add**: the **+** opens the widget list; drag a button, a fader or a frame into the console or into an existing frame, then link it to an effect (properties, Linked function).
5. **Organise by pages**: one page tab per part of the show (for example “Concert”, “Dance”, “DJ”). The left-bar shortcuts search the page shown.
6. **Touch screen**: the magnifiers enlarge the whole console; keep the evening’s buttons at the top of the page.
7. **Controller or keyboard**: External controls tab of a widget (chapter 11).
8. Leave edit mode (pencil) and save (Ctrl+S).

A mistake? Ctrl+Z undoes, even a deletion. Before a big change, save a copy of the show (File, Save as).

The global tempo

Tap **TAP** 4 times in rhythm: all the effects follow. The 1/16 to 16 buttons multiply or divide the tempo, the knob sets it by hand, the cross resets it.

The XY pad

All moving heads go through the XY pad. Choose the group (all, spots or washes), then set the limits: the top handles for width, the left handles for height. All movements, presets included, stay inside this frame: no more beams in the audience. To add moving heads to the pad: edit mode, select the pad, then **Fixtures**, **+** button.

Anim and Eco

- **Anim**: button animations (GIFs and animations): all, only lit buttons, or none.
- **Eco**: for a modest computer, previews and animations are refreshed less often. The DMX output does not change.

Editing the console

1. The **+** at the top right opens the list of widgets: frame, solo frame, button, button matrix, fader, fader matrix, knob, cue list, speed dial, XY pad, animation, label, audio trigger, clock. On hover, the line lights up and a "◀ drag" hint animates: drag the widget into the console or into a frame.
2. The pencil switches to edit mode. Tap a widget: its properties open on the right.
3. **Del** deletes the selected widget, after confirmation. An effect button also takes its fine-tuning frame with it.
4. **Ctrl+Z** undoes. Ctrl+C / Ctrl+V copy and paste, Ctrl+D duplicates.
5. Main menu, **Clear the virtual console**: starts from scratch while keeping fixtures, DMX and the 3D plan. Ctrl+Z undoes this too.

Button properties

- **Basic properties**: remote tab, name, background and text colours, LWA background (two-colour or gobo), font, image or GIF, layer (Z).
- **Button text**: show the text under the image.
- **Button animation** when it is on.
- **Attached Function**: what the button triggers; the cross detaches it.
- **Pressure behaviour**: toggle on/off, flash (scenes), blackout, stop all, audio live (on/off, next effect, next song), PAR dimmer lock, moving head dimmer lock, fade.
- **Adjust intensity**: run the function at 60 %, for example.

Fader properties

- **Display Style**: percentage or DMX value, normal or inverted.
- **Slider Mode**: level (drives channels), adjust (intensity or speed of a function), submaster (a frame), grand master (everything).
- **Level mode**: the channels driven, also tick the other fixtures of the same type, quick-access button.
- **Values range**: upper and lower limits.
- **External input**: catch the controller's value to avoid jumps.

Frame properties

- **Linked effect**: while it runs, the frame is outlined in orange. Header colour.
- **Frame type**: a solo frame only lights one button at a time (colours, movements).
- **Header**: show it, with or without an enable button.
- **Pages**: several pages in a small frame, with circular navigation.

The **External controls** tab links a widget to a controller or to the keyboard (section 11).

“One page per task” console

Menu (☰), **Console layout**: **everything on one page**, or **one page per task** with a tab per family: control, colours, PAR, spot heads, wash heads, matrices, sparks, big effects, shortcuts. Each frame goes on the tab of the fixtures it really drives; the XY pad and “all heads” effects are on every head tab, and fine tuning sits under the buttons of its heads. **⟳ UPDATE CONSOLE** and changing the layout rebuild the console for the chosen layout; a frame moved by hand in a tab stays there.

- **Fade** in and out chosen for each frame (hourglass in the frame header).
- **Screen lock** with a code of your choice (on-screen keyboard): the console stays playable, nothing gets changed by mistake.

7. The LWA tools

The tools create and fine-tune your effects, with a preview on your real fixtures; **Create in show** sends them to the console. You open them from **Fixtures & functions**, **Add a function** button, then the LWA tool you want.

What all the tools have in common

- On the left, what already exists in the show; in the centre, the settings; on the right, the preview.
- **Presets**: your presets at the top, the LWA presets below: 10 per tool in Big FX, PAR FX, Movements and Head Lighting, plus those from imported packs (see Preset packs). **New** starts from scratch, **Duplicate** makes a copy.
- **Save as preset** keeps a creation on the computer, for all your shows.
- **Create in show**: one button per effect. Running it again updates the existing buttons, without duplicates. During a show, changes apply live: whatever is playing carries on, without interruption.
- Reopen a tool at any time: your effects are there, with their settings.
- The tools can also be opened from the tiles on the **Home** page.
- Checkboxes in the lists: **Check all** / **Uncheck all**, then **Delete (n)** removes several items at once (Movements, Head Lighting, Big FX, PAR FX, Colors, Gobos).
- **MY PRESETS (on this computer)**: **Import a file…** (.lwapreset), **Open folder**, **Del.**
- When you add a preset, it asks which fixtures to assign it to: tap the fixtures, **All** / **None**, then **Add this preset to my list**.
- A frame you send goes above the fine-tuning frames; a frame that is deleted and then recreated returns to its last position.
- Incomplete definition: the **Your definitions are missing info** banner and its **Complete the definition** button open the editor on the right definition.

The preview

- In the tool: **Pause** / **Playback** freezes or restarts the animation, **Speed** speeds it up or slows it down (Movements, preview only).
- **Send to DMX** plays the preview on the real fixtures, without creating anything in the show. ● **DMX live: cut** stops it; sending also stops when the tool is closed.
- **Close preview** frees up space for the settings.
- Fixture placement (3D view, simulator, previews) is done in the Wizard, **3D Placement** step.

Moving head manager

Everything your moving heads do, in one tool (it replaces the Movements and Moving head dimmer tools; the effects of your older shows stay in the console and keep working). Four sections at the top: **Dimmer** (dimmer and colour on the tempo), **Movement / Position** (where they aim, what they draw), **Movement + Dimmer** (both at once) and **Sequences** (steps that loop).

- ① **Ready-made presets**: more than 50 positions and 100 effects (circles in wings, figure eights, mirrored sweeps, tilt scissors, beams in the air…), sorted by family. Click a preset to see it in the preview; **+ Add** puts it in your console as is, **Add and edit** opens the steps to adapt it.
- ② **Create / edit step by step**: which heads (none chosen = all, left-to-right order comes from the stage plan), around what, the light of the effect, the shape, the spread (phase, wings, blocks, groups), prism and zoom, then **fine tuning**.
- **Preview** in 3D from the audience and from the side; **On the heads (DMX)** plays the effect on your real heads (and in LWA Vision). A red dot = the head cannot aim at that point (pan / tilt range too short).
- **XY PAD**: positions and effects always stay inside the pad zone of each head. They keep their shape and adapt to the zone: the head takes the way of aiming that stays inside it. First set the pad limits to the real end stops of your heads, and place your heads in LWA Vision as they are rigged (rotated, on the floor, upside down), then **Send to the 3D simulator**.
- **Fine tuning**: aimed point shifted in metres (left / right, front / back, low / high) for all heads, the front, the back or a single head, plus extra pan / tilt head by head.
- **Duplicate / variation on other heads**: copies an element to other heads (fewer or more than the original, or all); the copy goes into the frame of its heads.
- **Priority element** (audience lighting): it ignores the XY pad stops. On the pad, **OUT OF ZONE** sends only the chosen heads towards the audience.
- In the console: a **POSITIONS & EFFECTS** frame per head family (tempo dial, **SIZE** fader), a **DIMMER** frame per head type (level fader) and a **SEQUENCES** frame. Buttons coloured by kind; on a dimmer button, the number of heads is written. Button off: the heads go back to the show.

LED ring

The LED ring around the lens of moving heads (Maverick Storm 2, Fusion Orbit, Briteq Orbit…): its colours and effects, without touching the beam.

- Four steps: **the heads** (none chosen = all heads with a ring), **the effect** (ready-made, or **Create my effect**: what moves, the movement, the pattern, number of patterns, width, offset between heads), **the colours**, **speed and levels**.
- In the console: one button per effect in the **LED RING** frame (one at a time), tempo dial and level fader. Only the ring changes (colours, dimmer, strobe): beam, position and gobos do

not move. Button off: the ring goes back to what the show does.

- Ring dark or flickering: **Fixture settings**, your model, **Ring dimmer** and **Ring strobe** rows (with its “open” value), then send the tool again.

Zoned washes

Effects drawn on the whole face of pixel-mode zoned washes (Big Bee Eyes, B-Eye, Spider…): centre, rings, rotations, windmills, colours.

- Same steps as the LED ring: heads, effect (ready-made or created), two colours, speed and levels. The wash must be set to a zoned mode, on the fixture as in the software.
- The effect opens the main dimmer and the shutter (the zones are the beam); position and gobos do not move.
- In the console: **ZONED MOVING HEADS** frame, **ZONES** shortcut in the left bar.

Sparks

Cold spark machines (Sparkular, cold spark…), with their safety.

- Three steps: **the machines**, **the pattern** (salvo, chase, cascade…), **height and speed**.
- **SPARKS SAFETY** frame: **ARM** preheats the machines; without it, no pattern fires a spray. **STOP SPARKS** cuts everything (spray and emergency stop of the machine), above everything else. Respect the safety distances of the machines.
- **SPARKS** frame: one button per pattern, tempo dial, height fader. Audio live never fires sparks; a SPARKS track of a big effect also waits until you have armed.

PAR FX

PAR animations, back or front, locked to the tempo.

- Settings: name, cycle length, speed relative to the tempo, starting BPM.
- **Priority** (ticked by default): the PARs' base colour is set aside during the effect, then comes back when it stops. **vintage** presets (a filament lamp that rises and falls) and a **Lamp (vintage)** option per track.
- **Tracks**: each track is a group of PARs with its animation, its order, the number of passes and the trail.
- Colour: the console's colour, the effect's colours, or white. Background level, maximum level.
- **On top**: the effect adds only the flash, the show's colour stays underneath.

Big effects

Moving heads, PARs, blinders, bars and sparks in one effect, on one button: the finale, the drop, the explosion.

- **Timeline**: one row per family (PAR, head dimmer, movement, position, colour, gobo, prism, zoom, focus, strobe, bars / sunstrip, sparks). Touch a cell of a row (when the sample starts), then a sample: it is placed there, on a bar.
- **Samples**: **LWA presets** (flash, chase, circle, sweep, rotating prism, tight zoom…) or **My presets** (your settings from the other tools, with their fixtures). An empty cell = the colour or position of the show keeps control.
- **Track fixtures**: those that play each row, in stage order. The preview plays the whole effect; **Send to DMX** plays it on your fixtures.
- A running big effect keeps control of its channels. Moving heads stay inside the XY pad zone.
- **Combos**: chain several effects, each step for a number of cycles. **Stop all** stops the effect and returns to the base colour.

Colors

The colour frame for the back and front lights: one button per colour.

- Each **set** becomes a frame of buttons; tick its fixtures or pick a group.
- **Palettes**: add their colours in one go. Tap a colour at the bottom to remove it.
- **Whites** and **Theater** tabs for the front lights. **My colors**: picked on the wheel, named, kept for all your shows.
- **Your rig** is sorted into groups (front, back, sides, blinders, moving heads by model): **One frame for this group**, **One frame for the n groups** or **One frame per checked group**; **+ Empty frame (by hand)**. **Themes**, **Colors**, **Two-color** and **Logo** tabs (the colours of the client's logo, taken from an image). The dimmer is never touched: the faders keep the intensity.

Gobos / prism / zoom

Frames of buttons for the gobos, their rotation, the prism and the zoom of the moving heads, with values read from each moving head's definition.

- **Open**: **Home** page, **GOBOS / PRISM / ZOOM** tile, or **Add a function**, **LWA Gobos / prism / zoom**.
- The tool only touches gobo, gobo rotation, prism and zoom: colour, position and lighting keep running, and everything combines.
- **+ New (create)**: you choose the frame type, the moving heads and the buttons. **+ Add preset**: **ready-made frames for your rig**, based on your definitions; tick several, then **Add checked**.
- **1 · The frame**: name and type: **Gobos** (one button per gobo, with its picture), **Gobo animation** (rotation, shake), **Prism** or **Zoom**. A greyed-out type: your moving heads cannot do it.
- **2 · The moving heads**: tap a model to take all of them, or pick the moving heads one by one. Tip: one frame per type of fixture, as each definition has its own gobos.

- **3 · The buttons**: read from the definition. Tap a button to try it, untick it to keep it out of the console. Gobos: **Open** then each gobo ("wheel 2" for the second wheel). Animation: slow and fast rotations in both directions, **Rotation stopped**, **Shake**. Prism: **Prism**, **Prism turns slow / fast**, **No prism**. Zoom: **Narrow / medium / wide zoom** and three tempo-based plays: **Breathing zoom**, **Zoom hit**, **Slow open**.
- **4 · Zoom play tempo**: length of one cycle (0.5 to 8 s). In the console, the **Zoom tempo** knob changes it live.
- **Preview** on the right; **Send to DMX** plays the button you are trying on your real moving heads, ● **DMX live: cut** stops it.
- **Create in show**: everything goes into the **GOBOS / PRISM / ZOOM** frame, with one solo frame per frame of the tool (only one button active at a time in each). Sending again updates the buttons while keeping their position and their MIDI / keyboard controls.

Quick controls

Basic faders and buttons in a few clicks, for the fixtures you choose, even of different models: the tool finds the right channel in each one's definition.

- **Open**: **Home** page, **QUICK CONTROLS** tile, or **Add a function**, **LWA Quick controls**.
- **+ Faders frame** (starts with DIMMER and GENERAL MASTER) or **+ Buttons frame** (starts with WHITE FLASH, STROBE, STROBE OFF and BLACKOUT). Rename the frame; **Delete this frame** removes it.
- **1 · Your fixtures**: shortcuts **All**, **Moving heads**, **PARs / others**, **None**; fixtures sorted by model. Choose 1 fader for all, or 1 fader per group of the same fixture (one per model). " (fixture definition missing)": the software does not know its channels.
- **2 · The faders**: DIMMER, RED, GREEN, BLUE, WHITE, AMBER, UV, CYAN, MAGENTA, YELLOW, LIME, COLOUR TEMP., COLOUR WHEEL, COLOUR MACRO, STROBE, IRIS, ZOOM, FOCUS, FROST, GOBO, GOBO 2, GOBO ROT., PRISM, PRISM ROT., PAN, TILT, P/T SPEED, MACRO / AUTO, MACRO SPEED, SMOKE, FAN, GENERAL MASTER. Greyed out = none of the chosen fixtures has this channel; the number = how many fixtures it drives.
- **ZOOM** and **P/T SPEED** work in the same direction for all moving heads (at the top: wide zoom, fast motors), even if a definition works the other way round. **DIMMER** also opens the shutter of moving heads that keep it closed at 0. **COLOUR MACRO** is for PARs that have ready-made colours, **COLOUR WHEEL** for the moving heads' wheel. **GENERAL MASTER** acts on the whole show.
- **2 · The buttons**: each one in **NORMAL** (one press turns on, another turns off) or **FLASH** (active as long as you hold it). WHITE FLASH, FULL ON, SLOW STROBE / STROBE / FAST STROBE, STROBE OFF, twelve colours (mixed or wheel depending on the fixture), HEADS TO CENTRE, SMOKE BURST, and for the whole show BLACKOUT, STOP EFFECTS and FADE OUT / IN (3 s fade).
- No preview in this tool: try the frames in the console.
- **Create in show**: one console frame per frame of the tool, in a free space. Sending again keeps their position, their size and their MIDI / keyboard controls; a frame that is deleted

and then recreated returns to its last position.

LED matrices

Pixel bars, LED strips, LED panels and walls, rows of PARs: arrange your fixtures as a matrix and give them pixel-by-pixel effects.

- **Open**: **Home** page, **LED MATRICES** tile, or **Add a function**, **LWA LED Matrices**. **+ New matrix** starts with all RGB fixtures and two effects.
- **1 · Your fixtures (in order)**: click them in the order they are hung, the number is their place. Every pixel of the definition (head) counts: an 8-pixel bar gives 8 cells. Shortcuts **All RGB**, **Sort by address**, **Reverse order**.
- **2 · The shape**: **In a row**, **In a column**, **1 row per fixture** (stacked bars) or **As a grid** (pixels per row). **Snake** for zigzag wiring, **Each fixture's pixels reversed**, **Fade between steps**, **Open dimmer / shutter** (during the effect) and the **step time**.
- **3 · The effects**: **+ Add an effect** (static color, chaser, marquee, fill, even / odd, wave, rainbow, plasma, twinkle, strobe, and for walls: snow, rain, stars, fireworks, balls, circles, radar...). For each: the button name, its colors, its speed (very slow to very fast) and its settings. The preview plays the effect exactly as it will come out.
- **Create in the show**: the fixture group, one RGB matrix per effect, and a console frame **one effect at a time**: one button per effect, the **SPEED** dial (tap tempo) and the matrix **INTENSITY** fader. The dimmer pots stay in charge (dimmer lock).

Preset packs

The software comes with 10 LWA presets per tool (Big FX, PAR FX, Movements, Head Lighting). A pack adds more, in the tools and in the Wizard. Your own presets remain unlimited.

1. Download the pack from lwa-light.fr, **Preset packs** page: the file ends in **.lwapack**. The **discovery pack** (8 presets) is free, even during the trial.
2. On the **Home** page, click **Import a preset pack**, choose the file, then **Open**. The pack's name is displayed: it is installed on this computer, once and for all.
3. In a tool, **Add preset**: the pack's presets are listed with the others. The Wizard suggests them too.

- Packs are stored in **Documents / LWA Light Controleur / Packs**. Importing the same pack twice replaces the old one.
- A modified file is refused: every pack is signed by LWA.
- A purchased pack stays in your personal account on lwa-light.fr; the link works on all your computers.
- Your shows keep all their effects, even when opened on a computer without the pack.

Soundtrack Show

Writes a light show from a soundtrack (village fête, Christmas facade, end-of-year show).

1. Add a soundtrack (mp3, wav, ogg, flac): one song = one section.
2. The software finds the tempo and splits the song into parts (calm passages, build-ups, explosions), each with an effect and the theme colours.
3. Tap a part to set its mood, effect, speed, direction and colours; split or merge parts.
4. **Listen** plays the song with the preview. **Reshuffle** redistributes the effects. Set white flashes, strobe and how smooth the transitions are.
5. **Create in show** sends the show to the Show manager, where everything can be polished by hand.

8. The Control frame

The Control frame, created by the Wizard, gathers the safety buttons for live use.

Button	What it does
Back white flash	Full white on the back lights as long as you hold it
STOP ALL FX	Stops all effects; the PAR colour stays
PAR under dimmer	On: PAR effects stay under the back fader (fader at 50 % = never more than 50 %). The front lights stay free. Off: the effect goes over the top, at full power
Heads under dimmer	The same for moving heads: movements, effects and live lighting stay under the moving head fader (fader at 50 % = lighting at 50 % at most). Off: the lighting goes over the top, at full power
Fade out / in	One press: fade to black. A second press: back to exactly the same state. Stays lit as long as the show is at black

The **FADE** button in the top bar does the same thing from any tab.

To create these buttons yourself: edit mode, tap a button, then in **Pressure behaviour** choose PAR dimmer lock, moving head dimmer lock or fade. For a fade, the fade time is set just below (3 s if empty).

9. Tempo and sync

Everything that moves follows a single global tempo: PAR FX, big FX, movements, lighting patterns.

Setting the tempo

- **TAP**: tap 4 times in time with the music.
- The buttons next to it multiply or divide the tempo: ×2 for a chorus, ÷2 for a calm passage.
- The knob sets it by hand, the cross resets it.
- The **BPM** button in the top bar chooses the automatic source: internal generator at a fixed BPM, or audio input (tempo detection).

The SYNC button: what sets the tempo

Source	Use
Internal	You, with tap tempo or the BPM you entered
MIDI Clock	A sequencer (Ableton Live, Logic, Traktor) or a drum machine. Choose the MIDI input and enable MIDI Clock sending in the source software
MTC timecode	The Show manager show starts, stops and jumps with the sequencer, frame-accurate
Pioneer Pro DJ Link	Connect the computer to the CDJ or XDJ network. Nothing to set on the decks: tempo and downbeats arrive by themselves, and the software follows the deck that is playing

The setting is saved with the show.

Setting the speed of an effect

An effect's speed is set on three levels: the general tempo, the TAP of its fine-tuning frame, and for moving heads the speed of their motors. From the most general to the most precise:

1. The general tempo (TAP)

All effects follow the general tempo as long as you don't give them their own. Tap **TAP** 4 times in time with the music (the **TAP** shortcut in the left bar takes you there), or let Live audio, MIDI Clock or Pro DJ Link give it. ×2 and ÷2 double or halve the speed of the whole show.

2. The TAP of the fine-tuning frame

Each family of effects (PAR effects, big effects, movements) has its **Tempo (1 beat)** dial in its fine-tuning frame (the cible ⌖ takes you there while the effect runs). Tap it in time: only these effects take this tempo, the rest of the show keeps the general tempo. The dial's 1/16 to 16

buttons multiply or divide the speed of these effects only: 1/2 for an effect twice as slow, 2 for twice as fast. The dial shows ● **général** (it follows the general tempo) or ○ **local** (its own tempo): turning or tapping it switches it to local; touch its title to go back to the general tempo.

3. Moving heads: the Pan/Tilt speed faders and the PRIO button

Moving heads have a pan / tilt motor speed channel: it smooths or speeds up the head's travel, without changing the effect's tempo.

- The console's **VITESSE P/T** fader (one per moving head model when you have several) sets this speed for the whole show. Fader up = fast.
- In the fine-tuning frame of a movement or a big effect, the **Vitesse P/T** fader sets the speed for that effect only. Turn on its **PRIO** button: while this effect runs, its speed takes priority over the general fader; when it stops, the general speed comes back. PRIO off ("prio"): the general fader is in charge.
- A moving head lagging behind the beat: raise its P/T speed. Jerky movements: lower it, or slow the effect with the TAP of its frame.
- If a model works the wrong way round (fader up = slow), fix the direction in Fixture settings: fixture files don't always give it.

4. Moving heads: turns per cycle

In the fine-tuning frame of a big effect with movements, the **Tours / cycle** column (one per group of moving heads) chooses how many times the figure (circle, figure of eight, sweep…) is drawn during one cycle of the effect: **1/8**, **1/4**, **1/2 tour** for a slow, wide movement, **1 tour**, **2**, **4 tours** for a fast one. The lit button shows the current speed. Movements stay locked to the tempo of the effect's dial: changing the tempo keeps the same number of turns per cycle.

5. In Live audio

The ▼ **CALMER LE JEU** (calm down) and **ACCÉLÉRER LE JEU** ▲ (speed up) buttons of the Live audio panel change the effects' speed and how often they change in one go (chapter 10).

In short: too fast for the whole show → general tempo; one effect too fast → TAP or 1/2 of its frame; a moving head too abrupt or too slow to follow → Pan/Tilt speed (with PRIO for that effect only); a movement doing too many or too few turns → Turns per cycle.

AUTO TEMPO

The **AUTO TEMPO** button of the **MASTER TEMPO** dial listens to the sound (the same input as audio live) and sets the tempo of all effects by itself, without driving the light. It needs a few bars of rhythmic music. A **TAP** by hand takes over.

10. Audio live

Audio live makes the lights play to the music on their own: it listens to a sound input, finds the tempo and runs your effects.

Turning it on

A click on **AUDIO LIVE** opens the settings; the round button on the left turns it on or off. It takes priority over whatever is running; when it stops, or when the music stops, everything goes back to how it was.

The settings

- **Style** of the event (rock, electro, dance, jazz...): colours, energy and tempo of the effects.
- **Follow the structure**: louder chorus, steady calm passage, break = black then a hit of light.
- **Signal**: level of the incoming sound, threshold above which it counts as music, how strict the rhythm detection is, silence time before cutting.
- **Moving heads**: movement amplitude (always within the XY pad), lighting responsiveness, minimum level. Gobos, prism and zoom are only touched if you tick them in the group (Changing gobos, Prism on the loud parts, Zoom set).
- **PAR**: source of the effects (generated presets or effects from your console), responsiveness, colours, speed, how often the effect changes.
- **End of music**: fade back to a soft colour. Beat accent, dimmer following the volume, sending the tempo to the global tap tempo.
- **Automatic big FX**: when the sound returns after a break and at the start of the chorus, the module fires one of your big effects.
- **Setlist**: during rehearsals or soundcheck, click **Learn** on a song and play it. It remembers its tempo and energy; on the day, it recognises each song, even in a different order.
- **Audio input** (microphone or desk output) and **audio output** for the show's sounds, at the very bottom.

Next effect changes effect immediately. Console buttons can also control the module: on/off, next effect, next song.

Calming down or speeding up, and the AI that remembers

At the top of the panel, **▼ CALMER LE JEU** and **ACCÉLÉRER LE JEU ▲** set the effects' speed and how often they change (every how many bars) in one gesture. The line below shows the current speed and rhythm.

Tick **AI: remember Calm down / Speed up for each part of the song**: the module remembers your corrections for each part (verse, chorus, drop...) and applies them by itself next time ("AI:

livelier here" or "calmer here"). Everything happens on the computer, without internet. **Oublier** (forget, press twice) erases what it learned.

11. Controllers and remote

Every button, fader or knob on the console can be controlled from a MIDI controller, an OSC tablet or the keyboard.

Connecting the controller

1. Plug the controller in via USB **before** opening the software (or restart the software after plugging it in).
2. **Inputs / outputs** tab, tap universe 1: the side buttons appear.
3. On the left, the arrows button (**Show the universe input sources**) lists the inputs: your controller is there, with its name (MIDI, then the model name).
4. Drag it onto the left-hand part of the universe: a yellow wire links them. The controller and the DMX output can be on the same universe.
5. **P** button (**Show the universe input profiles**): more than forty commercial controllers are described (Akai APC, Novation Launchpad, Korg nano, Behringer X-Touch...). Drag yours onto the connected input: its name appears above it. The profile names each fader and button ("Fader 1", "Button A3") instead of a channel number. The full list is on lwa-light.fr, Hardware page.
6. Save the show: the input and the profile are kept.



Linking a button or a fader (mapping)

1. **Console** tab, pencil (edit mode); tap the button or fader you want to control.
2. On the right, **External controls** tab, then the plug with a + (**Add an external controller input**): a line is added and the magic wand lights up, the software is listening.
3. Press the key (or move the fader) on the controller: **Universe** and **Channel** fill in by themselves. The wand goes out.
4. The keyboard with a + (**Add a keyboard combination**) links a computer key (for example Space for stop). The arrow with a + (**Manually select an input source**) picks the universe and channel from a list, without touching the controller.
5. Repeat for each control, leave edit mode and try it. Save: the mapping is kept with the show.



A frame can be linked too: its **Control** chooses what to control (next page, previous page, enable…). To remove a control, use the red – at the end of its line.

A controller not in the profile list

It still works: connect it as above, without a profile, and link each control with the magic wand. The controls are then shown by their channel number instead of a name. To give them names, the **+** above the profile list creates a profile; also send us the model name (Contact page) so that it can be added.

Controller LEDs (feedback)

To make the controller's buttons light up like those on the console: when an input is connected, a small **F** button appears under the universe. Tap it: it turns green, and the software sends the state of each button back to the controller. The controller must also have a MIDI output with the same name (most USB controllers do). Controllers with colour LEDs (APC, Launchpad) use the colours set in their profile.

Advanced MIDI settings

The spanner in the left-hand panel (**Open the plugin configuration**) opens the MIDI settings (window in English): **MIDI Channel** (the channel listened to, from 1 to 16; leave the default setting if everything responds), **Mode** (how feedback is sent: Note Velocity, Control Change or Program Change) and **Init Message** (a message sent at startup, which some controllers need to switch to LED mode). **Refresh** rescans the list of devices.

If the controller does not respond

1. It does not appear in the inputs: close the software, plug the controller back in, restart. Another program (DAW, manufacturer's editor) can block it on Windows: close it.
2. It appears but nothing moves: check the yellow wire between the input and the universe, then the input's activity dot, which flashes when you touch the controller.
3. The dot flashes but the console button does not react: redo the mapping (magic wand); check that the show was saved after mapping.
4. The LEDs stay off: **F** button lit green, and the controller's MIDI output present (see above).

The remote

The remote controls the console from a phone or tablet on the same network. Each widget chooses in its properties which remote tab it appears on. It also gives the fixtures' address list, and the mapping alignment.

On Android, the free **LWA Télécommande** app finds the computer by itself and opens the remote full screen; download it from lwa-light.fr, **Free remote** page (Android flags it as an “unknown” app because it doesn't come from the Play Store: the page explains how to install it). **On iPhone and iPad**, open the address in Safari, then **Share**, **Add to Home Screen**. To link a phone: menu, **Remote (phone, tablet)...**, type the code shown.

12. Visualisation: 2D, 3D and LWA Vision

Three ways to see the show without looking at the venue: the 2D view, the built-in 3D simulator, and LWA Vision for a realistic render.

2D view

Fixtures & functions tab, **2D** button: the plan seen from above, light enough for a small computer. The magnifying glasses at the top right zoom; drag a fixture to position it.

3D simulator

3D button: the stage with moving heads, washes and PARs, each in its place. Everything the console plays is shown live.

- Dragging on empty space rotates the view, the mouse wheel zooms.
- **Move**: click a fixture and drag it (Shift = several). **Rotate** changes its orientation.
- **Save a GIF** records a few seconds (length and folder adjustable), to show an idea or illustrate a button.
- Placement is done in the Wizard, 3D Placement step, or in the simulator with the Place / stage panel: ready-made positions (front, back, side left or right, floor front or rear, upstage, centre) and sliders for the stage dimensions. Side lights are drawn on their stands. Only one truss per location (back, front): a moved fixture stays hung on the truss for its location. Everything is saved with the show.

LWA Vision

The realistic render of the show, to prepare, for promotion, trade shows and client meetings: the rig on its trusses with each fixture’s real output, beams in the haze, gobos, prism, zoom, strobe and blinders.

Opening it from the software

1. Click 👁 **VISION** in the top bar. LWA Vision opens in its own window (Chrome or Edge, without address bar); the button stays orange while it runs.
2. The software adds an Art-Net output to this PC on each universe of the show, without touching your other outputs. Vision’s indicator turns green: **DIRECT ART-NET**.
3. Click the button again, or close Vision’s window: Vision stops and its Art-Net output is removed. Closing the software also closes Vision. Right-click the button: reopen the window.

On Windows, the firewall asks the first time to allow “Node.js” (Vision’s engine): allow it. LWA Vision is included in the Live and Pro editions. To show it on another PC or a tablet, open **http://<PC IP>:8181/** in its browser.

Placing your fixtures

- **Placer** opens editing: drag a fixture, rotate it, or use the top view. The **truss magnet** hooks a fixture dragged near a truss.
- **+ Décor**: hanging truss, truss on stands, goal post, arch, tower, riser, round podium, LED screen... Length and height are set in the bar. No truss is created automatically: only the ones you place exist.
- **Hanging points** (ticked by default): blue points evenly spaced on each truss, arch, tower, riser or podium. Click a point (it turns orange), then a fixture: it hooks onto it the right way (hanging under a truss, facing inwards on the arch, facing the audience on a tower, standing on a riser). The point turns green. The number of points is set in the bar when the decor is selected; Esc cancels.
- **Free placement**: Vision no longer follows the software's plan for this show; your fixtures stay where you put them, even after going back to the software. Untick to follow the plan again.
- **Save** keeps the show's placement. The file path is shown in the bar; the 📂 **Saved placements** menu finds and reloads a placement.

Shooting a video of your show (🎬 Tournage)

Shooting does not film the screen: it recalculates, frame by frame, a **demo recorded with ● REC**, in high quality, then saves it as MP4. So record your show first.

1. Run your show from the software: Vision shows **DIRECT ART-NET**.
2. Click ● **REC** in the bottom bar, let it play as long as you want (30 s to 1 min), then click again to stop.
3. 🎬 **Tournage** → **Démo**: choose **your recording** (the most recent). **Not « Demo LWA »**: it is the sample demo, recorded on another show; replayed on your fixtures, it gives a video that has nothing to do with your screen.
4. **Caméra**: **Caméra actuelle (fixe)** to keep exactly your view; **Montage** changes shot every 4 s.
5. Choose the format (vertical TikTok, YouTube, square, 4K), then **Tourner la vidéo**. A tab opens with a progress bar: leave it open until 100 %.

The video goes to your **Downloads** folder, and also to Vision's **videos** folder (the software's data folder, **vision** subfolder).

Controls: Front, Front left, Front right, Stage cameras (keys 1 to 4); **Plan** for the stage plan (shared with the assistant); **Auto** for an automatic tour; **Haze**, **Expo** and **Quality**; **REC** records a demo played live, which then loops without a console. **F** full screen, **H** hides the interface.

13. Mapping and Show manager

Mapping projects videos onto a facade or a set, zone by zone; the Show manager syncs everything on a timeline.

Preparing the facade

1. **Mapping** tab. Turn on the **TEST PATTERN**, take a photo of the facade as close as possible to the video projector, and load it: you draw directly on the building.
2. **Align**: place the 4 points on the 4 corners of the projected image visible in the photo, starting at the top left, going clockwise.
3. Add **zones**: rectangle, circle or freeform shape (click the points of the outline, then Finish). The **Wand** traces a window, a door or a rose window by itself; higher tolerance = larger shape.
4. Place a video on each zone. **Create a mask** blacks out whatever should not be lit.
5. **Project the photo** checks the alignment on the building.

Facade effects (no video)

Computed by the software to fit the shape of the zone: nothing to prepare or convert.

Colour fixtures

Place your PARs or LED strips on the facade: they take on the colour of the video at their point.

Two video projectors

For a facade that is too wide: the image is split in two with a shared overlap band. Align both projectors with the TEST PATTERN (the two turquoise lines overlap). **Overlap**: usually 15 to 20 %. **Gamma**: raise it if the shared band is brighter, lower it if it is darker (2.2 for most).

Aligning from your phone

Tick **Allow alignment from the phone**, open the address shown and type the code (or the ALIGNMENT button on the remote). In front of the facade: touch a zone corner and nudge it pixel by pixel, turn on the TEST PATTERN, undo a gesture. The phone must be on the same network. A new code each time it is opened; it closes by itself after 30 minutes without a gesture.

Unattended illumination

The software runs on its own, without an operator (town hall, monument, shop window). Each **time slot** starts a function on the chosen days, at a fixed time or at sunset (with an offset). When two slots overlap, the most recent one takes priority. Options: launch LWA on this show

when the PC starts, turn on the mapping output by itself, black outside video. After a power cut, set the PC's BIOS so that it restarts by itself.

Show manager

A timeline: soundtrack, colours, effects, transitions and flashes, each on its own track. The Soundtrack Show tool sends its shows here. Move or lengthen a block, change its colours or its effect; **Playback** checks it. Typing a time (12.5 or 1:02.5) then Enter jumps to that moment. With MTC sync, the show follows the sequencer.

14. Programming by hand: the basic functions

Underneath the LWA tools, the software keeps the whole engine of a classic lighting console: scenes, chasers, sequences, collections, EFX, RGB matrices, scripts, audio and video. The Wizard and the tools create these functions for you; you can also make them by hand, edit them and link them to the console, as on a classic lighting desk.

Showing the classic functions

By default, only the LWA tools are visible. Main menu, **Classic functions: hidden**: one click shows them, and the choice is kept from one launch to the next. In the **Fixtures & functions** tab, the function list then shows everything the show contains, sorted by type and by folder. **Add a function** offers each type; double-clicking a function opens its editor.

The functions at a glance

Function	What it is	Example
Scene	Fixed values on channels: a lighting "state"	The front PARs in amber at 70 %
Chaser	Functions played one after another	4 colour scenes cycling to the tempo
Sequence	A chaser whose every step is a scene of the same fixtures, set in place	A chase across 8 PARs
Collection	Several functions started together	Colour + movement + strobe on a single button
EFX	A moving head movement drawn by a shape	A circle or a figure of eight on the spot moving heads
RGB Matrix	An animation on a grid of RGB fixtures	A rainbow scrolling across LED bars
Script	Step-by-step commands	Turn on, wait 2 s, start a chaser
Audio, Video	A sound or video file played by the show	The musical intro, a video on a screen
Show	A timeline where you place functions	A show synced to a soundtrack (section 13, Show manager)

Two rules to know

- A function only touches the channels it contains: everything else carries on as before.
- Two functions on the same channel: for intensity, the highest wins (HTP); for colour, position and gobo, the last one started wins (LTP).

Scene

1. **Add a function**, **Scene**. Add the fixtures involved.
2. Enable the channels the scene must hold: only enabled channels are played.
3. Set the values with the faders, the colour wheel or the position pad. The preview plays live on your fixtures.
4. Give it a **fade in** and a **fade out** if the scene should come in smoothly.

Quicker: set up the light on the console, then the **camera** in the top bar captures the state into a new scene. **Identical fixtures** (at the bottom of the editor) sets all fixtures of the same model in a single action.

Chaser

1. **Add a function**, **Chaser**, then add the steps: each step is a function, usually a scene.
2. For each step: **fade in**, **hold**, **fade out**. The times can be common to all steps or specific to each one.
3. Choose the order: loop, single shot, ping-pong or random, and the direction.
4. Times are set in seconds or in musical beats: in beats, the chaser follows the global tempo (section 9).

Sequence

A sequence is a chaser made from a single list of fixtures: each step is a version of the same scene, and you set its values directly in the sequence. It is the simplest option for a chase or a back-and-forth along a row of PARs.

Collection

Add functions: they all start together and stop together. Handy for launching a complete look (colour, movement, gobo, effect) from a single button.

EFX

Choose the moving heads, then the shape: circle, figure of eight, line, diamond, square, Lissajous, among others. Set the width, height, centre, rotation and speed. The moving heads can move together, offset one after another, or mirrored. The **Movements** tool (section 7) does the same thing with a preview and ready-made presets: keep EFX for a very precise pattern.

RGB Matrix

A matrix needs a **fixture group** laid out on a grid (**Fixtures & functions** tab, groups). Then choose the animation (fill, chase, wave, rainbow, text, image, random…), the start and end colours and the speed. The **PAR FX** tool (section 7) covers most cases with a preview.

Script, audio and video

- **Script**: a list of commands executed in order: start or stop a function, wait, set a channel.
- **Audio**: a sound file, with fade in and fade out; the sound card is chosen in **Inputs / outputs**.
- **Video**: a video file on the screen of your choice, full screen or windowed. For a facade, Mapping (section 13) goes much further.

Linking a function to the console

1. Switch the console to edit mode (section 6) and add a **button** or a **fader**.
2. In the button's properties, choose the function and the behaviour: press to turn on / off, or flash while held.
3. A fader in playback mode sets the intensity of a function: 0 stops it, at the top it plays at full.
4. For theatre or a scripted show, the **Cue list** (in the console's + list) plays a chaser step by step with a GO key.

Each button or fader can also be linked to a keyboard key or a MIDI controller (section 11).

15. Saving and troubleshooting

Where your files are

Your shows are wherever you save them. Preset packs are in **Documents / LWA Light Controleur / Packs**; your own presets open with **Open folder** in each tool; the error log is in the **LWA Light Controleur / Journal** folder in the computer's application data.

Saving

- **Ctrl+S** saves the show. Shows are encrypted: only LWA Light Contrôleur and LWA Vision can read them; old unencrypted shows still open.
- **Emergency backup**: after a crash or a power cut, the software reopens the last saved show and restores the console as it was (faders, current colours). Changes made since the last save are in a copy written 30 seconds after each change, ShowName.autosave.qxw, next to the show: open it, then Save project as... with the usual name. A show that has never been saved cannot be recovered: save right from the start.
- **Import from project** (main menu) brings in elements from another show.

Carrying a show on a USB stick

Copy your own fixture definitions into the same folder as the show: when it is opened, the software finds them by itself. Each definition file must be named **Brand-Model.qxf**, with hyphens instead of spaces, for example `ALGAM-MV430Z.qxf`.

If a definition is missing on the PC, a banner says so when the show is opened, with the number of fixtures affected. These fixtures then work as simple dimmers, and the tool effects that use them cannot be edited. Nothing is lost: the show keeps their real model, even if you save it. Install the definition (or copy it next to the show), then reopen the show.

Troubleshooting

Problem	What to check
Nothing lights up	The output is on the universe; cable, terminator, addresses; group fader and dimmer lock
The interface light blinks, nothing lights up	Wrench in Inputs / outputs: Pro RX/TX type for an Enttec Pro ("FT245R" on a Mac)
The USB interface does not appear	Unplug it and plug it back in: it is hot-plug detected
A PAR shows the wrong colour	Colors tool, Channels button

Problem	What to check
A moving head goes the wrong way	Movements tool, mirror or pan/tilt reversed
The beam goes into the audience	XY pad limits
The effect never goes above a certain level	PAR or heads under dimmer is on: raise the fader or turn off the lock
Everything is at black	FADE or Fade out / in button is on: press it again
The controller does not respond	Plug it in before launching; input dragged onto the universe; mapping
Slow computer	Eco mode, Anim: none, 2D view rather than 3D

Help

A question, a bug, a missing fixture: **Contact** page on lwa-light.fr. Video tutorials are on the Tutorials page. A problem to fix right now: the troubleshooting assistant, lwa-light.fr/aide.html, guides you step by step.

16. All the little features worth knowing

These shortcuts save a lot of time, both when preparing and when playing live; they are grouped here by area of the software.

For live use

- **FADE** (top bar): fades the whole show to black in 3 s, keeping colours and positions. The key becomes **FADE IN**: one press brings the light back exactly as it was. Also available as a console button (**Fade** behaviour, adjustable time) and in Quick controls (**FADE OUT / IN**).
- **White flash**: full white as long as you hold it. In the Wizard's Control frame (**BACK WHITE FLASH**) or, for any fixtures, with the Quick controls tool (**WHITE FLASH**, in FLASH mode).
- **STOP ALL FX** stops all effects; the PAR colour stays. The number on the STOP key = how many effects are running.
- Console "Stop all" button: **Stop all: reset these faders to zero** (with **Check "dimmer" faders**) and **End of song: keep these frames** (kills all animations except those started from the ticked frames).
- **PRIO** on the P/T speed fader in a movement's fine-tuning frame: with PRIO on, this movement takes priority over the global pan / tilt speed; that speed resumes when it stops.
- Tempo knob ● **global** / ○ **local**: tapping the title toggles it; turning the knob switches to local.
- **RIG 7/8**: the RIG key shows how many fixtures are present tonight.
- **Phone** button in the top bar: pair a remote; the indicator counts the connected devices.

For setting up the console quickly

- **Moving head quick fader** (fader properties): **Moving head zoom** or **Moving head speed**, one click and the fader drives the zoom or the pan / tilt speed of all moving heads, in the same direction for all of them.
- **Also tick** (properties of a fader in level mode): **Only this fixture**, **Same name (PAR TRUSS 1, 2, 3…)** or **Same model**. A channel ticked on one fixture is ticked on all the others at once.
- A fader's percentage follows its actual travel: limited to 0-127, it shows 100 % at the top.
- **Button animation** when it is on: **Breathe**, **Blinks**, **Light sweep**, **Rainbow outline**; global setting with **Anim**.
- A moved widget goes into the frame under the mouse; the page scrolls near the edges.
- **Ctrl+Z / Ctrl+Y**, **Del**, **Clear console** (fixtures and plan kept).
- XY pad: **Joystick mode** for the BLAST's joystick (it sets a speed and springs back to the centre without bringing the moving heads back), **Full travel at max in**.
- The **WIZARD** button only appears if the console was made with the Wizard.

- **3D preview** (widget list, **+** button): a "TV" of the simulator inside the console, resizable in width and height like a frame. It shows live what the console is playing; you cannot move anything inside it.

In scenes and the rig

- **Identical fixtures** (scene editor, icon at the bottom): each channel enabled or set on one fixture is also enabled or set on all fixtures of the same model in the scene, in a single action. The icon next to it copies the selected values to all fixtures of the same type.
- **Reorder and readdress fixtures** (1-9 arrow in the views bar): drag to change the order, choose the universe, start address and free channels; addresses are recalculated (warning "OVER 512!"). Nothing changes until you click **Apply**.
- **Swap two channels** (Simple desk, ⇄ under each channel): for a definition that swaps two channels; click one channel's arrow, then another's.
- RGB Matrix: white, amber and UV channels for PARs that have them, colour code, RGB %, copy / paste colour.

Wizard

- Step 2: **Put back in place** and **Auto re-place all**. Changing a PAR's role (back, front, side) also changes its position, and the simulator follows.
- Step 3: **Custom colors** (shared with the Colors tool); **Complete the moving head definition** opens the editor directly.
- Console created: **DIMMERS** frame with one fader per group and per model, plus **GENERAL MASTER**; ZOOM and P/T SPEED in the same direction for all moving heads.
- Full-screen button at the top of the Wizard.

Audio live

- **Help the tool: we're in...**: **Auto** / **Chorus** / **Drop** / **Solo**. Press Chorus during the first chorus: it is recognised automatically when it comes back.
- **Your rig, group by group**: amplitude, head speed, lighting, zoom set, changing gobos, prism on the loud parts, and the colour: **Auto colors** / **Show color** / **Selected color** (for colour-wheel moving heads, the colours of their wheel).
- **PAR: where the effects come from**: **Generated** / **Show effects** / **Mix of both**.
- **When the music stops**: **As before** / **Idle if it was black** / **Idle light**.
- Setlist: style, BPM, straight / swing feel per song, **Re-learn**, **Go to the next song automatically**.
- TEMPO, RHYTHM, BAR, MUSIC and PART indicators; a button to enlarge the panel.

Tempo and sync

- MTC timecode: **Show to follow**, **Show starts at** with **Sync here** (the current timecode becomes the start of the show).
- Pioneer DJ Link: **Tracked deck**: automatic (the one that is playing) or deck 1 to 4.

Mapping

- **OUTPUT** / **OUTPUT ON** turns on the output to the video projector. **VIDEO GPU / VIDEO CPU** (restart required).
- Zones: **Duplicate**, Ctrl+C / Ctrl+V / Ctrl+D, **Grid** 3×3 to 6×6 to fit a column or a vault.
- Blocks: start, duration, fades, looped or endless, opacity; **Replace** keeps the zone, start, duration and fades; **Del** deletes.
- Facade effects without video (outlines, windows, snow, fire, waves, text, logo...) and optional **effects packs**: Christmas / winter, Heritage / church, Party / 14 July, Halloween / nature (watermarked until the pack is activated).
- Colour fixtures: **+ Fixtures**, **Align**, **Dimmer**, **Smoothing**, **Blinks**, **Black outside video**.
- Show manager: the **VIDEO MAPPING** track; double-clicking its block reopens the Mapping page.

The software

- **Home** page at launch: Wizard, new / open / recent, all the tool tiles (Mapping and Soundtrack Show in BETA), **Import a preset pack**, and the version number (also in **About**).
- **Language**: Français, English, Deutsch, Español, Italiano. A show can be opened in any language.
- On Mac: Cmd instead of Ctrl, the delete key deletes.
- Inputs / outputs: **Input** (what Audio live listens to) and **Output** (the show's sounds), **Rescan sound cards**.
- Simulator: the **3D** view opens the LWA simulator, lightweight and designed to run during the show.
- After a crash, a banner offers to open the log folder so you can send us `journal-precedent.log` (Contact page). The log is stored in the **LWA Light Controleur / Journal** folder in the computer's application data.
- **Licence...** (main menu): status of the trial or plan, computer code (Copy button, to paste it on the website's Activate offline page), **Activate** with the key (internet needed only once) or **Import a license file...** (no internet needed), deactivating this computer. During the trial, everything is unlocked; after 20 minutes, every 10 minutes, the light goes out for 5 s and the moving heads freeze, then everything comes back up over 3 s ("demo pause"). At the end of the 30 days, the software opens on the **Activate licence** window (**Quit the software** button to close it); your shows stay intact.