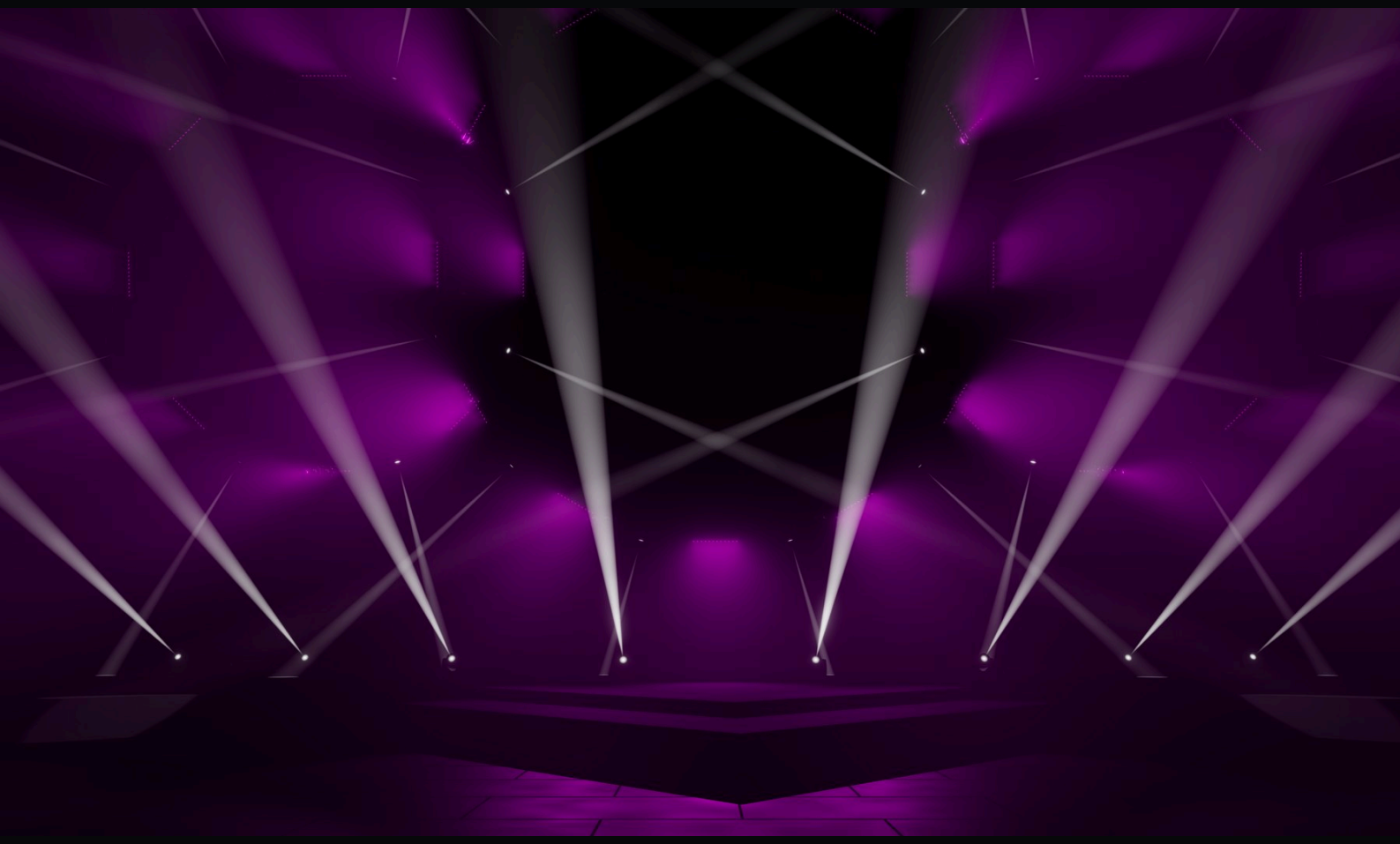
VIMERA

Light Console



User guide

Patch, program, play and see your show in 3D.

Version 1.0.6 · macOS · Windows

Contents

VIMERA Light Console is a lighting desk that runs on a laptop. You patch the rig, program cues and effects, play them by hand or on timecode, and see the result in 3D. Light goes out to the fixtures through VIMERA DMX nodes.

1 Before you start

2 The screen

3 Patch

4 Programming

5 Store, Update, Clear

6 Executors and cues

7 Looks

8 Effects

9 Stage plan

10 Timecode

11 3D

12 VIMERA nodes

13 Several operators on one show

14 Files, autosave, undo

15 Keyboard

16 When something is wrong

17 Feedback

1 Before you start

What you need

- A Mac (macOS 12 or later) or a PC (Windows 10 or later).
- One or more VIMERA DMX nodes on the same network as the computer. Without a node you can still program the whole show and watch it in 3D.

Install

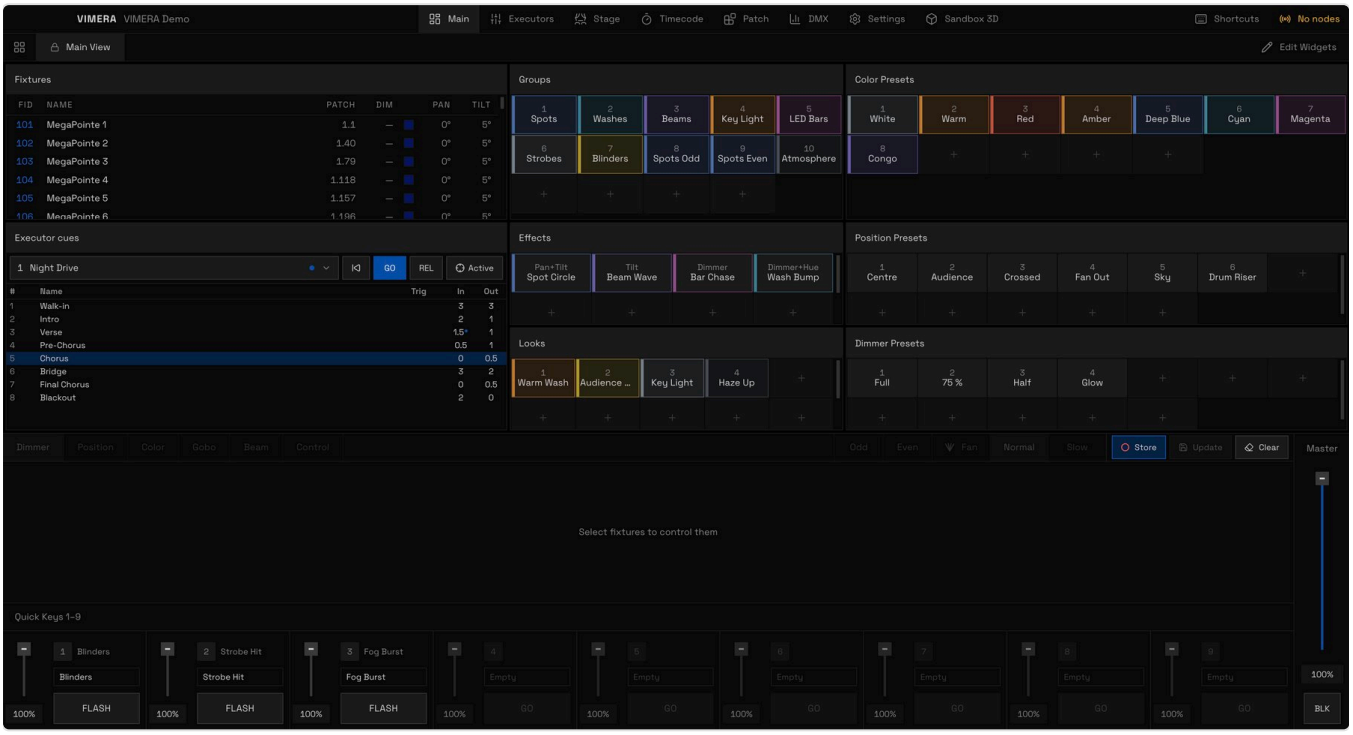
- **macOS.** Open the `.dmg` and drag VIMERA Light Console to Applications. On the first start macOS asks whether the app may find devices on the local network. Press **Allow**, or the desk will not see its nodes.
- **Windows.** Run `Vimera-Setup.exe`, or use the portable `.exe` if you do not want to install anything. When Windows Firewall asks, allow access on private networks.

Your first show in five minutes

1. **Patch.** Open **Patch**, find your fixture in the library, choose the mode, the number of fixtures and the start address, press **Patch**.
2. **Select.** Click fixtures in the Fixtures list or press a group.
3. **Set.** Raise the dimmer, pick a color, move the heads.
4. **Store.** Press **Store**, choose **Cue** and an executor, press the store button at the bottom. That is cue 1.
5. **Go.** Press **GO** on that executor. Set the next look and store again: the desk adds cue 2.

The rest of this guide is these five steps in more detail.

2 The screen



Main view

Top bar

TAB	WHAT IT IS FOR
Main	Your working view: pools, the cue list and other widgets
Executors	Pages of executors and the cue sheet of the selected one
Stage	The 2D plan of the rig
Timecode	Shows that run on a clock
Patch	Fixtures, modes and addresses
DMX	What goes out on every channel
Settings	Nodes, sessions, status, logs, feedback
Sandbox 3D	Opens the 3D window

On the right: **Shortcuts** switches single-key shortcuts on and off (see Keyboard), and the node status shows how many nodes are connected.

The bottom of the screen

These are the same on every page:

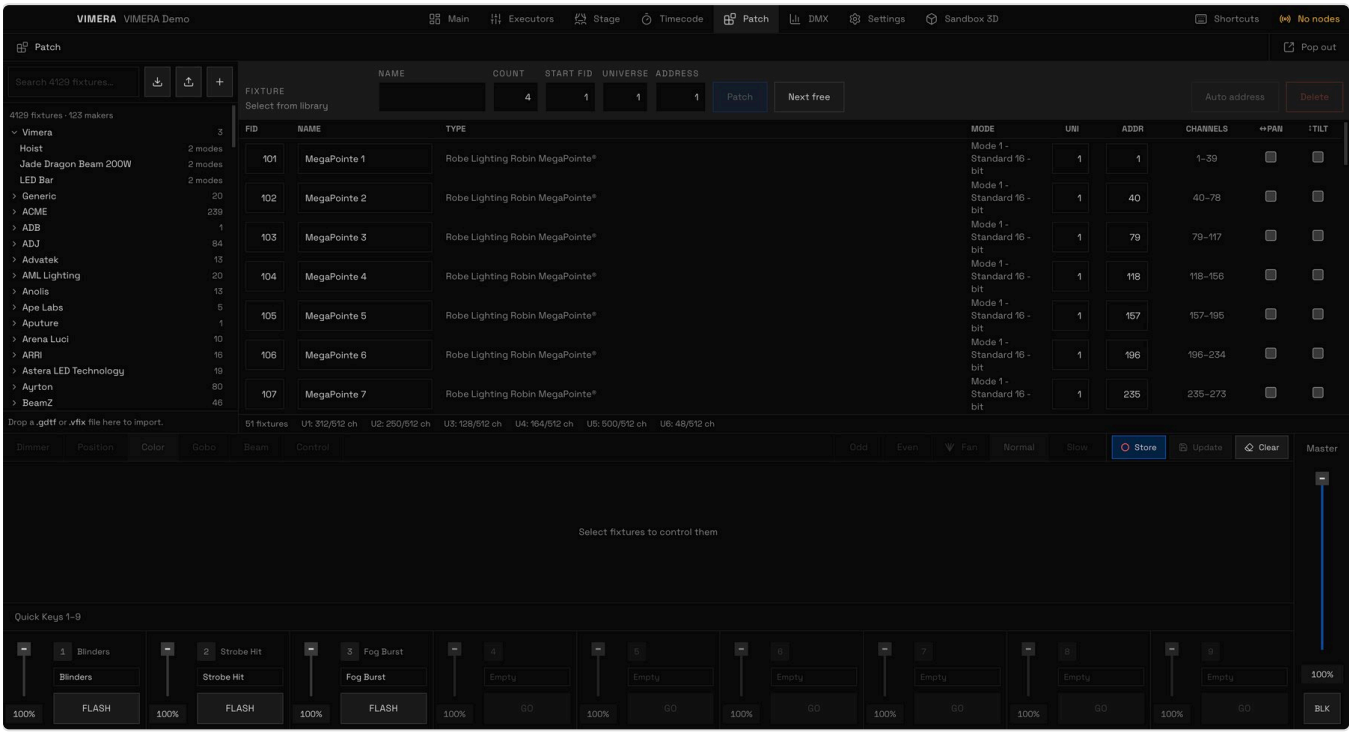
- **Programmer.** The Dimmer, Position, Color, Gobo, Beam and Control tabs for the selected fixtures, with Odd, Even, Fan, Normal, Slow, Store, Update and Clear next to them.
- **Quick Keys 1–9.** Nine executors that stay the same on every page.
- **Master.** The grand master fader and **BLK** (blackout).

Layouts

The Main page can hold several layouts, shown as tabs under the top bar. **Main View** is the default and cannot be deleted.

- **New layout:** the grid button at the left of the tabs.
- **Add widgets:** press **Edit Widgets**, pick widgets from the bar, drag them and resize them. Press **Done** when finished.
- **Rename, color, delete:** right-click the layout tab.

3 Patch



Patch

Adding fixtures

1. Find the fixture in the library on the left. Type in the search field to filter by maker or model.
2. Choose the **Mode**. It must match the mode set on the fixture itself: the mode decides how many channels the fixture uses and what each one does.
3. Set **Count**, **Start FID**, **Universe** and **Address**. **Next free** fills in the next free address for you.
4. Press **Patch**.

The library includes the GDTF profiles of the major manufacturers. A fixture is installed into your library the first time you patch it.

Other fixtures

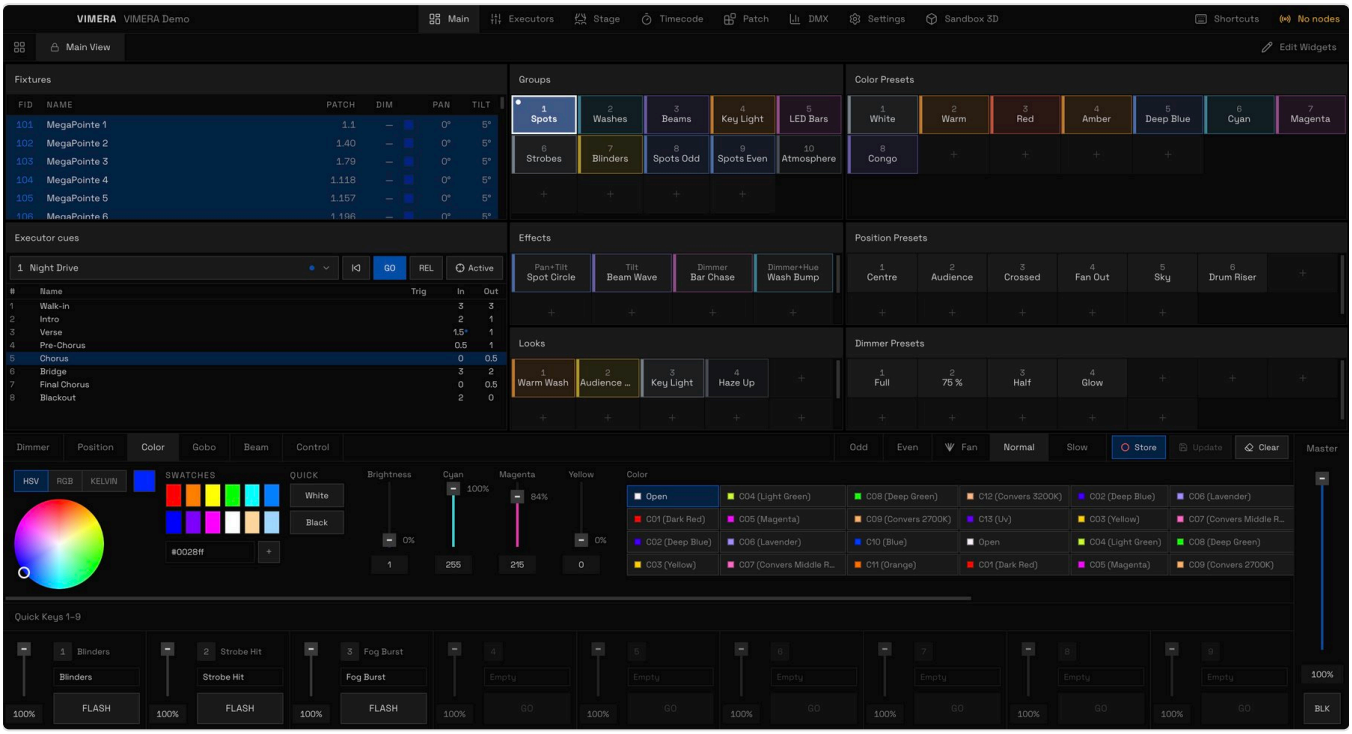
- **Import:** the import button above the library takes `.gdtf` and `.vfix` files. You can also drop the files on the library.
- **Edit a profile:** select it in the library and press **Edit**. Built-in profiles are saved as a copy.

Changing the patch

- Change the name, universe or address directly in the table.
- **Auto address** places the selected fixtures one after another without gaps.
- **Delete** removes the selected fixtures. The desk asks first.

The FID is the number you call a fixture by. The address is where it listens on the DMX line. Two fixtures on the same address are allowed: the desk warns you, but does not stop you.

4 Programming



The Color tab

Select, then set

Nothing changes until something is selected. You can select:

- in the **Fixtures** list (drag across rows to select several);
- with a group from the **Groups** pool;
- on the **Stage** plan (drag a frame around the symbols);
- in the 3D window.

Then move any control. The value goes into the **programmer**. The programmer sits on top of everything the executors are playing, until you clear it or store it.

The programmer tabs

TAB	WHAT IS THERE
Dimmer	Intensity
Position	Pan and tilt: a pad for the selection and a fader for each
Color	Color wheel, RGB and Kelvin fields, swatches, color-wheel slots by name
Gobo	Gobo wheels and their rotation
Beam	Zoom, focus, iris, frost, prism, strobe

TAB	WHAT IS THERE
Control	Lamp, reset and other fixture functions

You ask for a color and every fixture reaches it with what it has: RGB, RGBW, RGBWA+UV, CMY or a color wheel.

Odd, Even, Fan, Slow

- **Odd / Even** keeps every other fixture of the current selection.
- **Fan** spreads one value across the selection instead of setting the same value everywhere. A tilt fan gives a line, a color fan gives a rainbow. The order you selected the fixtures in is the order of the fan.
- **Normal / Slow** is the speed of the faders and the pad. Slow is for fine positioning. Shift gives fine control for one drag.

These keys are inactive while nothing is selected.

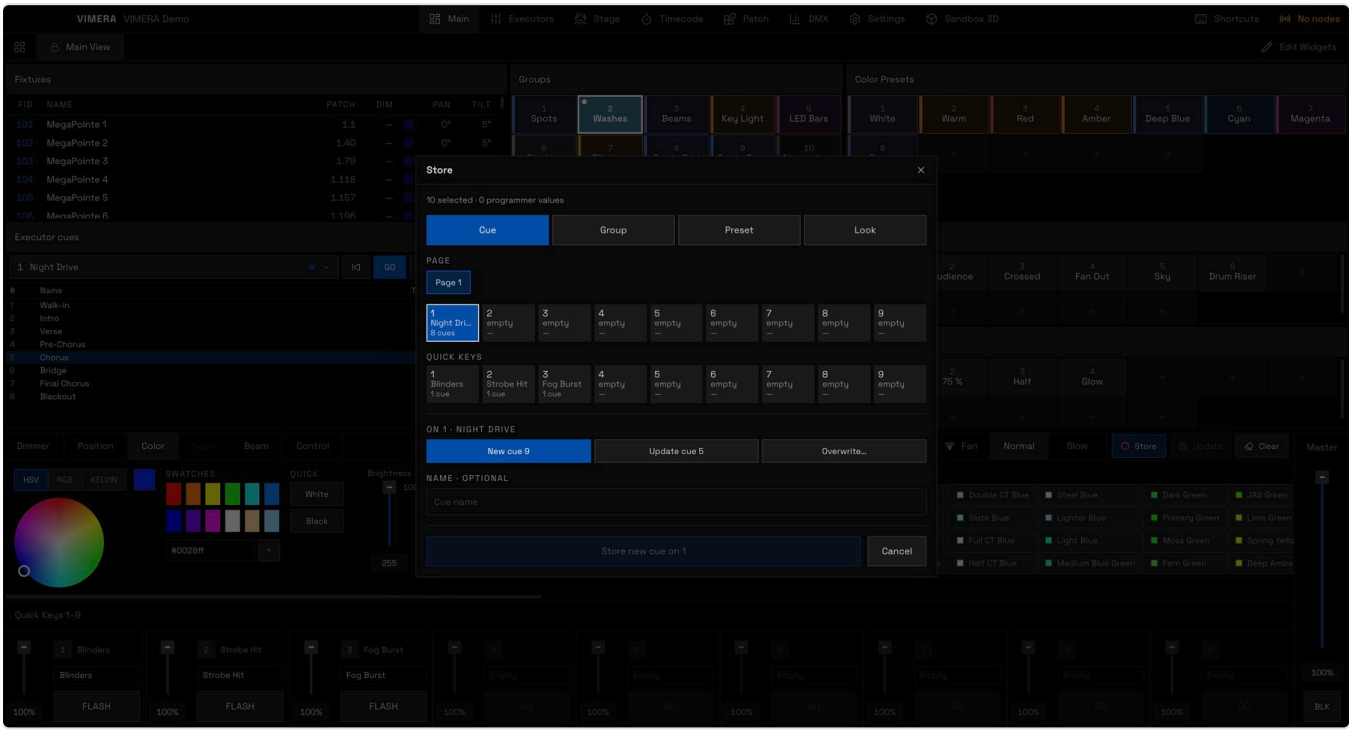
Highlight and Blind

- **Highlight** (H) brings the selected fixtures to full so you can find them on a dark stage. Nothing stored changes.
- **Blind** (Cmd/Ctrl+B, or Show → Blind) lets you program while the stage keeps showing what is playing.

5 Store, Update, Clear

Store

Press **Store**. A dialog asks what to store and where:



Store

STORED AS	WHAT IT IS
Cue	A step in the cue list of an executor, with its own times
Group	A set of fixtures. Only who, no values
Preset	A color, a position, a gobo or a level. Cues that use a preset follow it when you change it
Look	A whole picture on one pool button. It switches on and off and mixes over what is playing

For a cue, pick the page and the executor. If the executor already has a cue list, choose **New cue** (added at the end), **Update cue** (merged into the cue that is playing) or **Overwrite** (replaces a cue). You can type a name straight away.

A cue keeps only what you stored in it. Everything else stays where the previous cue left it (tracking). Intensity is the exception: a fixture a cue says nothing about stays dark.

Update

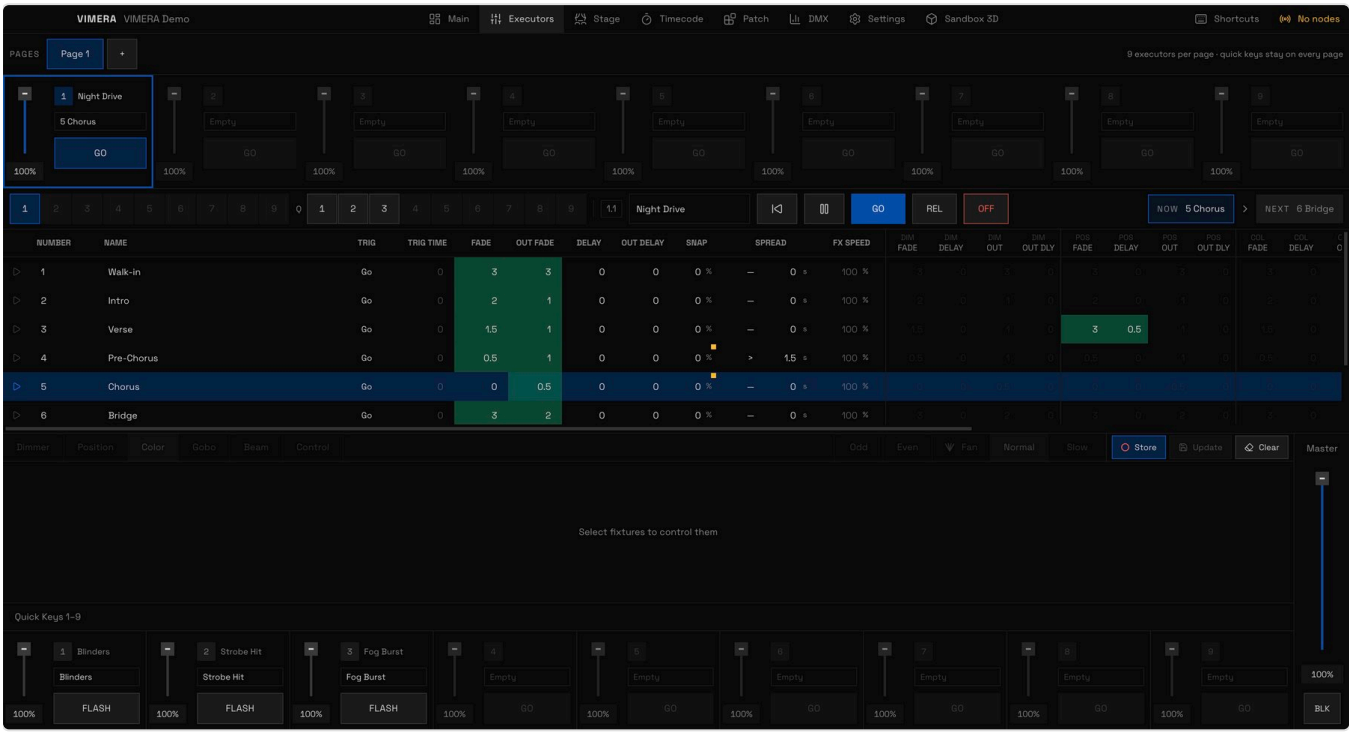
Update merges the programmer into the cue that is playing on the selected executor. It is the quick way to fix a cue during rehearsal.

Clear

Clear (Esc) works in steps:

1. the first press drops the selection;
2. the second clears the values and the effects in the programmer;
3. the third switches off Highlight and Blind.

6 Executors and cues



Executors and the cue sheet

Pages and quick keys

The **Executors** page shows nine executors of the current page. Pages are the tabs at the top: one per song, per act or per band. Quick keys 1–9 at the bottom of the screen belong to no page and never change.

Each executor has a fader, a name next to its number, the cue that is playing, and one or more buttons.

Executor buttons

Right-click an executor and choose **Buttons and width...**:

BUTTON	WHAT IT DOES
Go	Next cue
Go Back	Previous cue
Off	Switches off at once
Release	Lets go with the out fade
Flash	On while held, at full
Temp	Runs the cue while held, releases when you let go
Toggle	On, then off

BUTTON	WHAT IT DOES
Pause	Freezes the fade where it is
Black	Holds the executor's fader at zero while pressed
Tap	Taps the tempo for its effects

Width 2 makes an executor take the slot to its right as well, with a second column of buttons.

Speed fader + Tap (in the same right-click menu) adds an orange speed fader and a **Tap** button next to the executor. They set the speed of every effect this executor plays: tap the tempo, then ride the fader.

The left mouse button plays an executor. The right button only opens its menu.

The cue sheet

COLUMN	MEANING
Number, Name	Yours to write. 12.5 between 12 and 13 is fine
Trig	**Go** waits for a press. **Follow** starts when the previous fade has finished. **Time** starts N seconds after the previous cue started
Trig Time	That N, in seconds
Fade, Out Fade	How long the cue takes to come in, and how long what it replaces takes to go
Delay, Out Delay	A wait before each of those
Snap	Where in the fade the channels that cannot fade (wheels, prisms) jump. 0 % is at the start
Spread	The cue runs through the fixtures one after another. Direction and total time
FX Speed	Effect speed in this cue, % of the stored speed
Dim / Pos / Col / Gobo / Beam	Individual times per feature
Fx, ✦	How many fixtures and how many effects the cue holds

▷ to the left of a cue goes to it with its fade. Alt-click goes without a fade. Right-click a cue to duplicate, copy, move or delete it. Cmd/Ctrl-click and Shift-click select several cues.

Editing many cells at once

Drag the mouse across cells: down one column or across a block of several columns. When you let go, a box appears. Type a value and press **Enter**: every selected cell takes it. If you drag past the top or bottom edge, the table scrolls.

Individual times

Each feature (Dimmer, Position, Color, Gobo, Beam) can have its own Fade, Delay, Out and Out Delay. An empty cell uses the cue's own time and shows it greyed out. A cue is finished when its slowest feature is: the dimmer can be up in 0.2 s while the heads take 4 s to get there.

For example: a cue with a 1.5 s fade, and Position set to a 3 s fade after a 0.5 s delay. The intensity and color arrive in 1.5 s, the heads start moving half a second after Go and arrive a second and a half later.

Spread

Spread makes a cue go through its fixtures one after another instead of all at once:

DIRECTION	HOW IT RUNS
`>`	From the first fixture to the last
`<`	From the last to the first
`<>`	From the middle out to the ends
`><`	From the ends in to the middle

The time is how long the whole wave takes.

Transport

⊲ steps back without a fade. **||** freezes the fade. **GO** goes on. **REL** lets go with the out fade. **OFF** switches off at once. **Now** and **Next** show which cue is playing and which is next.

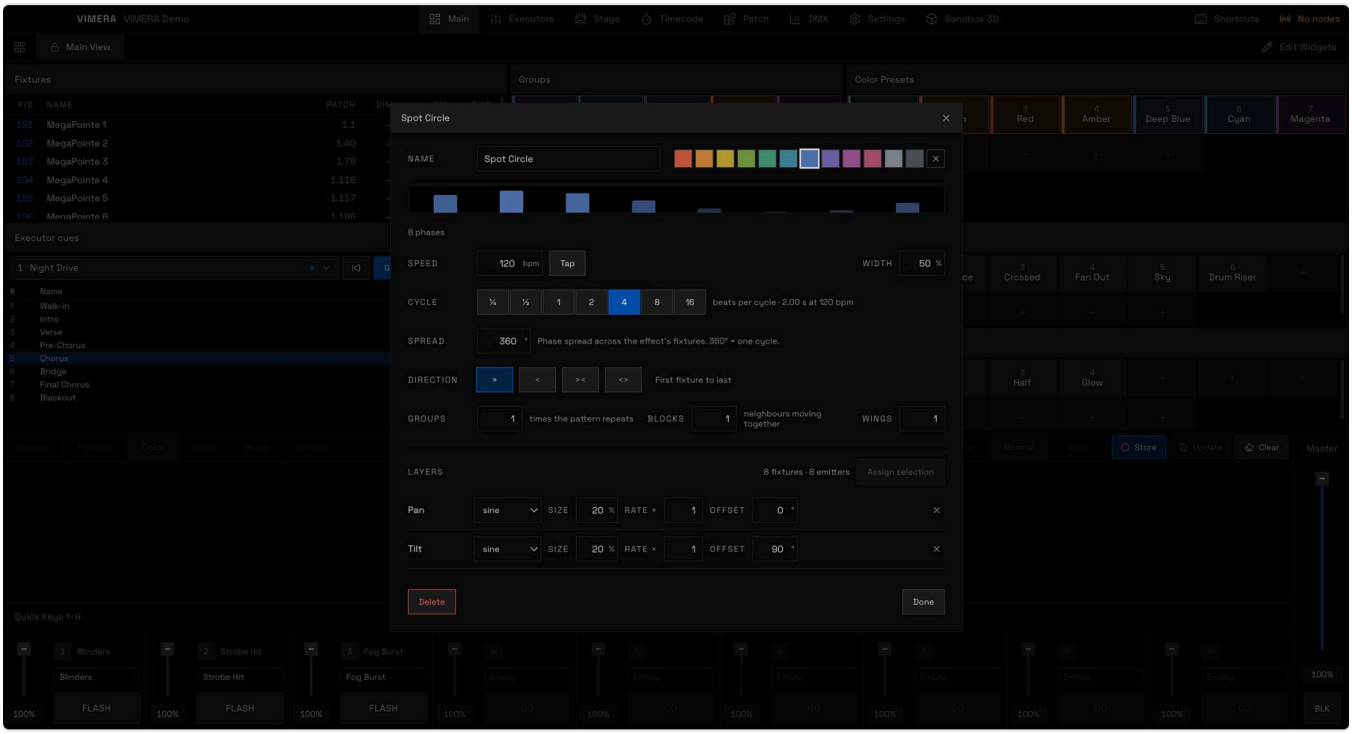
7 Looks

A look is one picture on one pool button: for example "Warm Wash" or "Audience Blinders".

- **Left click** switches the look on and off.
- **Right-click** opens its settings: name, color, fade in, fade out, **Update from programmer** and **Delete**.

A look mixes over whatever the executors are playing.

8 Effects



Effect editor

Making an effect

1. Select the fixtures.
2. Click an empty cell in the **Effects** pool and choose a template: Chase, Wave, Pulse, Stairs, Ripple, Sparkle, Rainbow, Color Bump, Color Swap, Circle, Figure 8, Square, Flower, Ballyhoo, Line, Pan Sweep, Tilt Wave, Zoom Pulse, Iris Chase.

Left click on an effect starts and stops it. **Right-click** opens the editor.

The editor

SETTING	MEANING
Name, Color	How the effect looks in the pool
Speed	Beats per minute. **Tap** sets it from the music
Cycle	How many beats one full cycle takes: ¼ to 16. At 120 bpm and 4 beats, one cycle is 2 s
Width	For square waves: how much of the cycle is "on"
Spread	How the phase is shared across the fixtures. 0° moves them together, 360° is one wave along the whole row
Direction	`>` `<` `><` `<>`, as for cue spread

SETTING	MEANING
Groups	How many times the pattern repeats along the row
Blocks	How many neighbouring fixtures move as one
Wings	How many mirrored halves

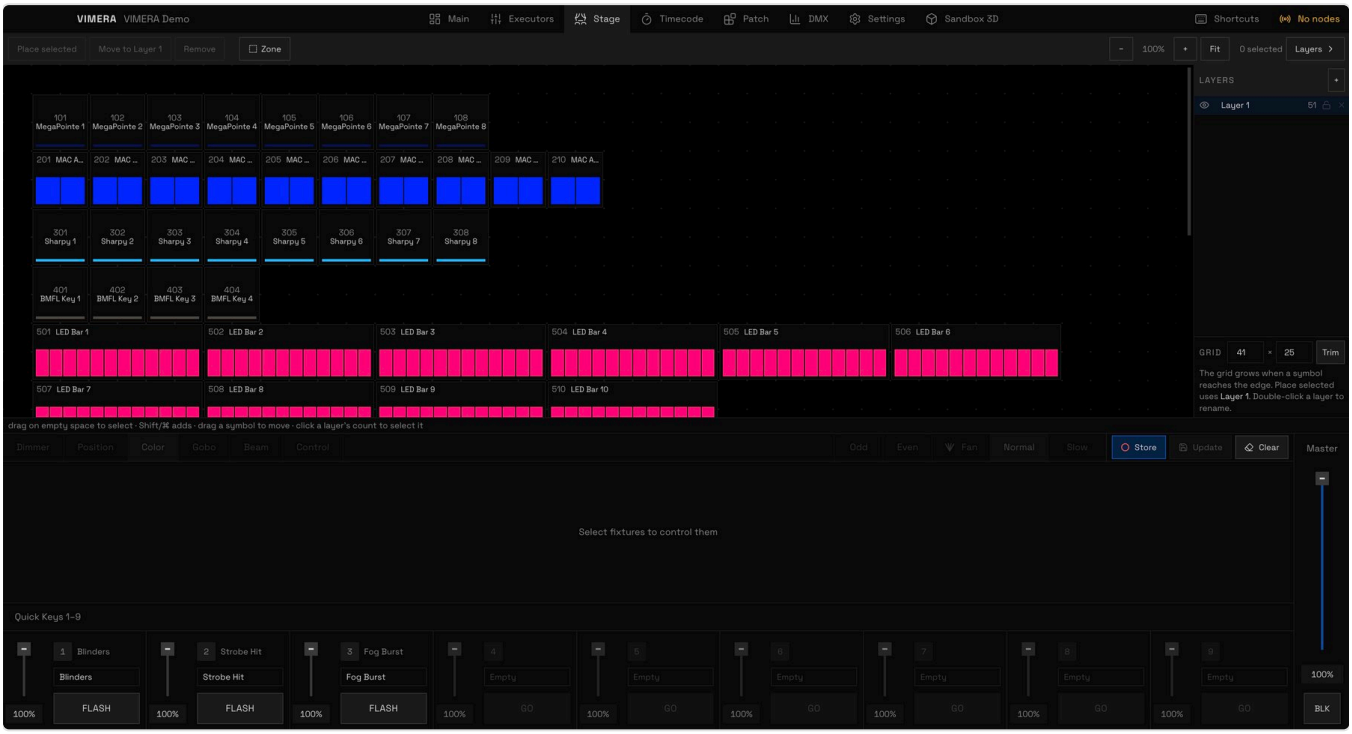
The bars at the top show where every fixture is in the wave right now.

Layers. An effect can move several attributes at once. Each layer has a waveform (sine, ramp, square and others), a size, a rate multiplier and a phase offset. Circle, for example, is pan and tilt as two sines a quarter of a cycle apart.

Assign selection gives the effect the fixtures you have selected now.

An effect stored in a cue belongs to that cue and stops when the cue goes.

9 Stage plan

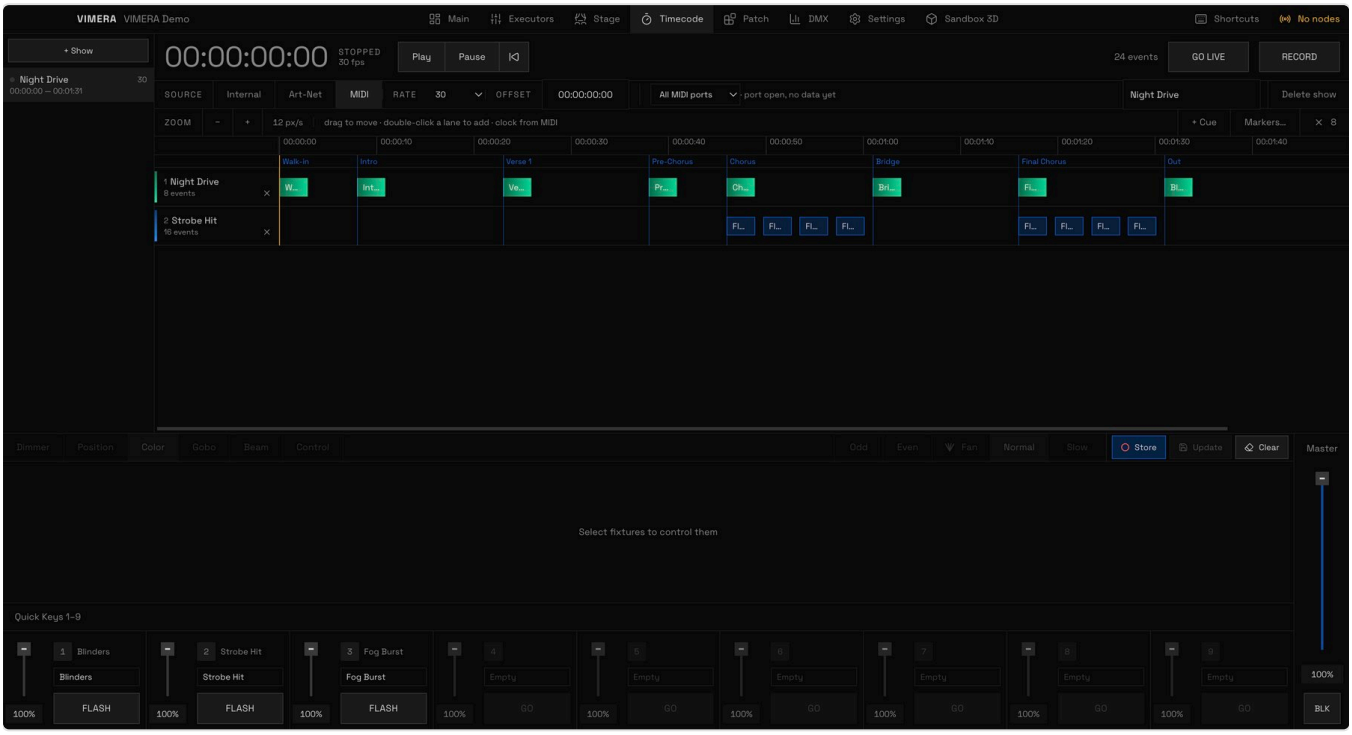


Stage plan

The plan shows the rig from above, one symbol per fixture. It is the fastest way to select a row or to find the one head that is wrong.

- **Select:** drag a frame on empty space. Shift or Cmd/Ctrl adds to the selection.
- **Move:** drag a symbol.
- **Place selected** puts fixtures that are not yet on the plan onto the active layer.
- **Layers** keep the trusses apart: each truss on its own layer.
- **Zone:** press it and draw a rectangle with the mouse, then give it a name and a color. Right-click a zone to edit or delete it.
- **Remove** takes fixtures off the plan. The patch does not change.

10 Timecode



Timecode

A timecode show is a list of moments: at this time, this executor goes to that cue. Usually one show per song.

Where the clock comes from

SOURCE	WHEN TO USE IT
Internal	No outside clock. Play, Pause and ⏮ appear
MIDI	The track plays in a DAW (Reaper, Ableton, Logic). On macOS turn on the IAC Driver in Audio MIDI Setup. On Windows install loopMIDI. In the DAW, send MTC (not MIDI clock) to that port
Art-Net	Timecode is already on the network

Rates: 24, 25, 29.97 drop-frame and 30. **Offset** moves the whole show along the clock. A set is usually numbered by the hour: song 1 at 01:00:00:00, song 2 at 02:00:00:00. Then all shows can be live at once.

The MIDI status line shows how much was received and how much delay the desk corrected.

Markers

Markers... imports the song's markers from Reaper (a CSV export or the `.rpp` project). You can also drop the file onto the timeline. **×** next to the button deletes all markers.

Putting cues on the timeline

1. Press **+ Cue** and choose the executor and the cue.
2. Click a marker: the cue lands exactly on it. Click anywhere else on a lane and it lands on the nearest marker or frame.
3. The picker moves on to the next cue by itself, so you build a song by clicking marker after marker.
4. **Fill markers** puts the rest of the cue list onto the remaining markers in one press.
5. Esc or **Done** when you are finished.

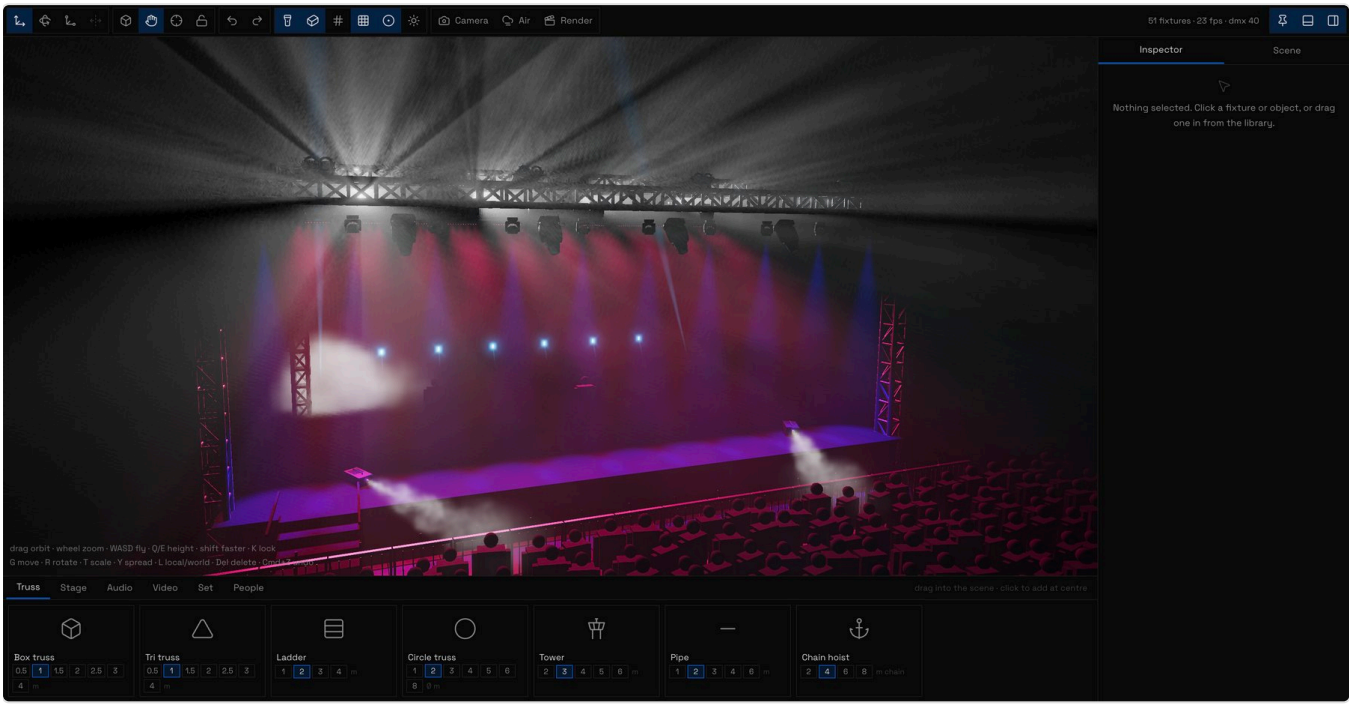
Drag a block to move it. Drag its right edge to change the fade. Double-click a lane to add a cue at that point.

Live and Record

- **GO LIVE** puts the show on air: it follows the clock and drives the stage. Every show opens off air, so nothing plays by itself when you open a file. While a show is live, its executors cannot be pressed by hand and the timeline cannot be edited.
- **RECORD** writes what you do: every Go, Flash, Off and fader move lands on the timeline at the moment you did it.

Tip: for a flash on the beat, give the cue a fade in of 0. A fade of even 0.2 s reads as late.

11 3D



3D, chorus

Sandbox 3D in the top bar (or Cmd/Ctrl+3) opens the 3D window. It is a window of its own, so you can keep it on a second screen. Selection is shared: click a fixture in 3D and it is selected on the desk.

Moving around

Drag to orbit, scroll to zoom. **W A S D** fly, **Q / E** go down and up, Shift flies faster. **Camera** has the standard views and **Store this view as House**.

Building the stage

The library at the bottom has truss (box, triangle, ladder, circle, towers, pipes, chain hoists), stage pieces (decks, risers, stairs, barricades), audio, video (LED walls), set pieces and people.

- Drag a piece into the scene, or click it to add it at the centre.
- Pieces stand on whatever is under them: the floor, a deck, a riser. When you move them, they stay on it. Truss and other hung pieces keep their height.
- **G** move, **R** rotate, **T** scale, **L** switches between local and world axes. The green arrow (Y) lifts a piece.
- The **Inspector** on the right gives exact numbers: position, rotation, size.
- **Del** deletes the selected piece. The desk asks first.
- **K** locks the scene so the mouse only moves the camera.

Fixtures in 3D

- Drag a fixture to move it. In Rotate mode, drag to aim it. Alt-drag rolls it.

- **Y** (Spread) lays the selected fixtures out in an even row.
- **On truss** hangs the selection evenly along the nearest truss. For a circle truss, choose the start angle, the arc and which way the fixtures face.
- **Group** (Cmd/Ctrl+G) joins trusses and fixtures so they move together. Add chain hoists to a group and the group flies on them: Height is an attribute like any other, so it goes into cues.

Smoke

Fog machines and hazers are fixtures: patch **Generic Fog Machine** or **Generic Hazer**, place them on the stage and raise their **Fog** channel. The smoke is simulated as a fluid: it leaves the nozzle, rolls across the stage and the beams light up where it is. **Air** has the haze, fog and beam throw settings and **Clear smoke**.

Pictures and video

Render sets the quality (from Low to Ultra), exposure and how bright the room is. **Still image** saves a 4K PNG. **Video of a timecode show** renders the show to MP4 frame by frame, at full quality, however slow the computer is.

12 VIMERA nodes

Light goes out only to VIMERA DMX nodes, over VIMERA Link. Each node has a certificate, and the desk checks it before sending anything. Art-Net is used only as an input, for timecode.

Settings → VIMERA Nodes:

1. Connect the node to the same network as the computer and switch it on.
2. The node appears in the list. **Genuine** means the certificate check passed.
3. For each DMX port, choose the universe it sends.
4. The bar at the top says whether light is going out. **Stop** stops all output.

If the computer has several network connections (for example Wi-Fi and Ethernet), choose the one the nodes are on under **Interface**.

A node that was assigned and then goes offline stays in the list in red, with its universes. **Forget** removes it.

13 Several operators on one show

Several desks on one network can work on one show together.

Settings → Session:

- **Host session.** Open the show and press **Host session**. You can set a password. The host is the only desk that sends light to the nodes.
- **Join.** On another desk, pick the session from the list or type the host's address, then **Join**.

Each desk has its own programmer and selection. Cues, presets and the patch are shared. The list shows who is connected. If the host drops out, another desk takes over the show and the output within a few seconds. **Leave** takes you back to your own show.

14 Files, autosave, undo

- Shows are saved as `.vimera` files: **Save** Cmd/Ctrl+S, **Save As** Cmd/Ctrl+Shift+S. A show file carries the fixture profiles it uses, so it opens on any desk.
- The desk saves a copy of the open show every minute into its autosave folder. If it finds a newer autosave when you open a file, it offers it.
- **Undo** (Cmd/Ctrl+Z) and **Redo** (Cmd/Ctrl+Shift+Z or Cmd/Ctrl+Y) cover the whole show, 40 steps back.
- Every delete asks for confirmation.

WHAT	MACOS	WINDOWS
Autosaves	`~/Library/Application Support/Vimera/autosave`	`%APPDATA%\Vimera\autosave`
Your fixtures	`~/Library/Application Support/Vimera/fixtures`	`%APPDATA%\Vimera\fixtures`

Both folders open from the menu: **Open Autosave Folder** and **Open Fixture Library Folder**.

15 Keyboard

Single-key shortcuts are off when the desk starts, so a stray key cannot change the show. Switch them on with **Shortcuts** in the top bar.

Desk (with Shortcuts on)

KEY	ACTION
Space	Go on the selected executor
Esc	Clear
B	Blackout
H	Highlight
1–9	Quick keys
+ / –	Dimmer up or down 3 % (with Shift 0.4 %)

Always on

KEY	ACTION
Cmd/Ctrl+Z	Undo
Cmd/Ctrl+Shift+Z, Cmd/Ctrl+Y	Redo
Cmd/Ctrl+N	New show
Cmd/Ctrl+O	Open
Cmd/Ctrl+S	Save
Cmd/Ctrl+Shift+S	Save As
Cmd/Ctrl+B	Blind
Cmd/Ctrl+Alt+R	Release all
Cmd/Ctrl+3	3D window

3D window

KEY	ACTION
W A S D	Fly
Q / E	Down / up

KEY	ACTION
Shift	Fly faster
G / R / T / Y	Move / rotate / scale / spread
L	Local or world axes
K	Lock the scene
Cmd/Ctrl+G	Group
Del	Delete the selected object
Esc	Deselect

16 When something is wrong

WHAT YOU SEE	CHECK
Nothing on stage	Is BLK on? Is the master down? Is output stopped in Settings → VIMERA Nodes? Are universes assigned to the node's ports?
The node is not in the list	Same network? On macOS: System Settings → Privacy & Security → Local Network, allow VIMERA Light Console. Several network connections: choose the right one under Interface
The node shows "Not genuine"	The node's certificate failed the check. The desk sends nothing to it. Contact VIMERA
One fixture is wrong	Look at the DMX page. If the values are right and the light is wrong, check the fixture's address and mode
Timecode runs but nothing happens	The show is not live. Press GO LIVE
MIDI port is open, but no timecode	The player sends MIDI clock (tempo) instead of MTC (position). The status line tells you which one arrives
Cues on timecode feel late	Look at the fade in of those cues. For hits on the beat use 0
An effect does not move	Speed 0? Fixtures without intensity? Is another cue holding the same attribute?
The 3D window is slow	Lower the quality in Render. Close the 3D window when you do not need it

If something went wrong in the show, try Cmd/Ctrl+Z before you rebuild it by hand.

17 Feedback

Found a bug, or something you are missing? **Settings → Feedback.** Choose Bug, Idea or Other, describe it, and add an email or Telegram if you want an answer. Send works when the computer is online. The show file is never sent.