StageLight Basic V0.0.x
Help File

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Please note, this is a living document and has only just been started and needs a great deal of work for it to grow into something useful.
If you can help with constructive comments, corrections and text to include please send an email to
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Introduction

The aim of the StageLight Basic project is to provide a simple to use sequencer for Stage Lighting control. It is nothing fancy, and is just designed to get the job done. Depending on how interest and use grows, it may develop into a more complete lighting system, but thats further down the track.

At the moment it is ALPHA stage, which means that it is far from complete, and has much work to do before it is what I want it to be. At this stage many features have not been implimented, completed, or may be really buggy. These files are provided so that you may try what I have so far, and give possible recomendations.

Please remember this project is designed to be BASIC and simple, it is not "The answer" to all you lighting needs, but I hope its a good start to get people that can not afford an expensive sequencer.

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[Click here to read the GNU.txt file](#)

System Requirements

Following are the Hardware and software requirements for StageLight basic.

Hardware Requirements

The Minimum hardware requirements have not yet been defined.
At this stage I recommend at least a Pentium 100 Based PC with 32MB RAM. It may run on a 486 given enough RAM and an optimised Linux install.

The development Machine: Custom built Intel Celeron 1GHz, 512MB RAM, RedHat Linux 7.1 (With updates)
Runs things sweetly

This section needs testing to be done on various systems.

My Laptop: Texas Instrument Extensa Laptop - Intel Pentium 100, 40MB RAM, RedHat Linux 6.2

Runs things OK but screen updates were initially a problem

This section needs more testing to be done on various systems to find a minimum requirement.

Software Requirements

The required Librarys and drivers follows, as well as a list of the versions used during the development of StageLignt Basic.

DMX4Linux drivers from http://llg.cubic.org/
Recommend: Version 2.3 (Used in current development)

Fast Light Tool Kit (FLTK) from http://www.fltk.org/
Recommend: Version 1.1.0b10 (Used in current development)
Have had compiling problems with 1.1.0rc4 - will look into it.

Compiling

Following are the compiling instructions:

First download, untar, compile and install the dmx4linux and FLTK librarys.
You must have some basic Unix knowledge to do the following, it is not ready for the faint hearted
yet - that gets done in the Beta stage.
1. File Provided should be of the name "slbx.x.xAlpha.tgz"
Where x.x.x is the version number.

2. Untar the file by : tar -xzf slbx.x.xAlpha.tgz

3. A directory called "slbx.x.x.Alpha" should have been created. Change to that directory by typing:
cd slbx.x.x.Alpha
The following files should be in that directory list them by typing: ls

```
compile     - script to compile the source code - No longer used

dmxdrive.c - The interface between the main program and dmx driver
dmxdrive.h - Header for above

ecpdrive.c - DMX driver for the SLB-I01PS interface
ecpdrive.h - Header for above

GNU.txt     - The GNU/GPL Licence

help        - Directory that contains the HTML Help files

Makefile    - The Make file to compile and link StageLight Basic
Makefile.linux - The Linux Version of the Makefile
Makefile.win32 - The Windows Version of the Make file (BCC 5)
makeinclude.win32 - The windows makef file includes (BCC 5)

new1.slb    - A sample sequence
new2.slb    - Another sample sequence

README      - The Readme file

slb         - The compiled binary file
slb.cxx     - The source code for StageLight Basic
slb.ico     - An Icon for SLB
slb.xpm     - Another Icon for SLB
```

4. Type: make clean

5. Type: make all

6. As root Type: make install
Now the file should be able to be run by just typing: "slb"

Using StageLight Basic

How to use StageLight Basic.
This section need alot of work and is out of date!!

Note: This section may not be correct due to changes in the software that
haven't made it to this document yet.

The basic principle of operation.
Set up the channel sliders to the levels you want, select the fade time using
the [Time] fader, test using the [Test] button, if you like it, hit the [REC]
button to store it in the cue list.
Press the [Next] button and create a new Cue.

You can [Cut],[Copy],[Paste] and [Insert] using the appropiate shortcut keys
or select from the menu items.
[Cut] = [ctrl]+[x]   [Copy] = [ctrl]+[c]   [Insert] = [ctrl]+[v]

You can [Save] and [Load] the Cue Lists to and from disk using the File Menu.

[DISP] Button toggles the animation of the sliders ON or OFF.
For slower machines you can de-select the [Disp] option to disable the fader
animation to give a more accurate output timing for DMX.

[DMX] Button enables/disables the DMX output

[RUN] Button runs the Cue sequence using the Cue Start times.

[STOP] Stops the sequence from running.

Under the [Windows] Menu:

[DMX Patches] Allows you to enter the DMX Channel that you want each slider
to output to. This still needs work tiding up and adding conflict checking.
This is currently untested!!!.

[Colours] This allows colours to be assigned to each sliders knob.

[DMX Monitor] Future add on to monitor the dmx output - similar to the
X display program provided with the dmx4linux drivers

[Run Show] Future add on to run the programmed sequence without animation of
the sliders etc.