

User guide

LampOff · Lighting plot and rider · phone, tablet and computer · version 7.10.5

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1 · Getting started: your first plot in 5 steps

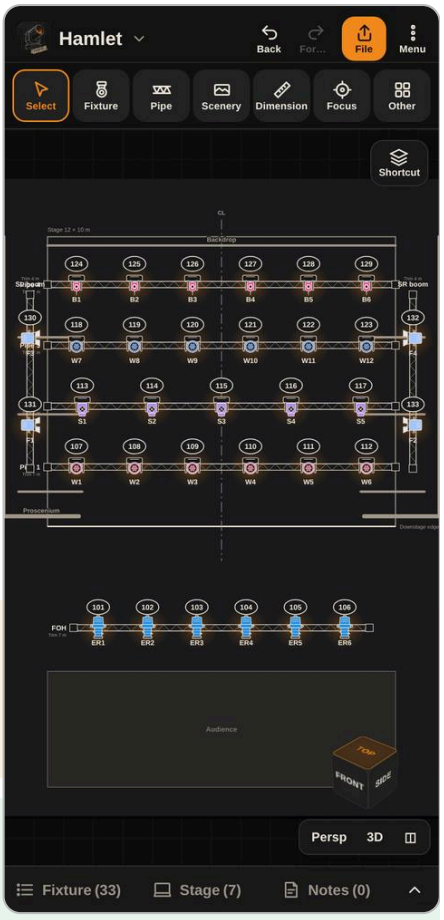
1. **Start a project.** Tap the project name at the top › **My projects** › **New project**. On the **Info** tab enter the show, venue, designer and stage width / depth.
2. **Build the stage.** For a quick start pick a template from ⋮ › **Stage templates** (proscenium, black box, arena…): pipes, legs and backdrop are scaled to your size. Or draw pipes one by one with the **Pipe** button.
3. **Place fixtures.** Tap **Fixture** in the toolbar, pick a type (e.g. Moving Wash) and tap a pipe. Fixtures dropped near a pipe snap onto it and never overlap.
4. **Number and patch.** Give unit numbers W1, W2… from the properties or by tapping fixtures in order with **Numbering**; enter console channels and DMX addresses.
5. **Export.** Orange **Export** button › **Rider PDF**: scaled plot, equipment list, power total, patch list and gel list in one file.

EXAMPLE

For an 8 × 6 m black box: Stage templates › Studio / black box › width 8, depth 6, 3 pipes › Open as new project. Fixture › Fresnel, tap each pipe 4 times. Export › Rider PDF. Two minutes in total.

TIP

Everything is saved automatically on this device; there is no save button. Back up important projects with Export › Save project (.json).



Main screen: project name and toolbar at the top, the plot in the middle, the view cube bottom right, the Fixtures / Stage / Notes panel at the bottom

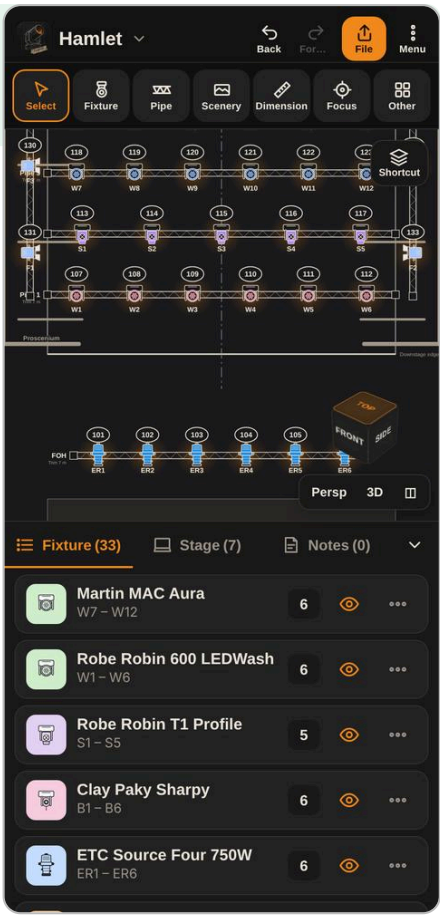
2 · Screen layout: bars, cube and bottom panel

On a phone the screen has four parts:

- **Top bar**: logo and project name (tap for Projects), **Undo**, **Redo**, orange **Export** and the ⋮ **menu** (Search, Patch list, Library, Stage templates, Projects, My layout, Layout, Edit toolbar, Settings, Help).
- **Toolbar**: Select, Fixture, Pipe, Scenery, Measure, Focus and **Other**. Other opens a grid from the bottom: Multi-select, Pan, Text, Lock, Unlock, View, Number, Beams, Library, Patch, Stage templates, Search; on a computer also Live (test console). The active tool has a thin orange outline; tap again to turn it off.
- **Drawing area**: the **Shortcut** button top right (Shortcuts and Layers as two tabs), the **view cube** bottom right. On a phone you zoom with two fingers; the – / + box can be turned on in ⋮ › Layout. Floating buttons fade while you pan so the plot stays visible.
- **Bottom panel**: the **Fixtures** tab groups by model (unit range like W1–W6, count, eye to hide, ⋯ for properties); **Stage** lists the stage and pipes; **Notes** lists texts. Swipe up on the tabs to open, down to close. The panel lists what is in the project; adding always goes through the toolbar or Shortcuts.

Notices appear briefly at the top; undoable actions such as delete carry an **Undo** button. Zoomed out, the plot shows only channel numbers; zooming in adds unit number, address and gel. When a fixture is selected the others dim.

> **TIP**
> Choose which buttons appear and in what order with ⋮ › Edit toolbar. Move the bars with ⋮ › Layout (section 19).



Bottom panel open: one row per model; tap a row to select all fixtures of that model

3 · Navigating, selecting and multi-select

Phone and tablet

- Two fingers: pan and zoom. ⤢ in the zoom box fits the plot to the screen.
- Tap: select. Tap empty space: deselect.
- Drag with one finger on empty space: select everything in the area.
- With **Multi-select** on, everything you tap is added to the selection.
- With **Pan** (hand) on, one finger moves the plot and nothing gets moved by accident.
- **Press and hold**: menu (section 10). With a selection, the menu applies to all selected items.

Computer

- Wheel: zoom. Right or middle drag: pan. Drag on empty space: area select.
- Shift/Ctrl + click: add / remove. Double-click: properties. Right-click: menu.

When something is selected the **selection bar** appears at the bottom: Properties, Pipe (selects the pipe the fixture hangs on), Duplicate, Focus, Delete and ⋯ **More** (Copy, Rotate, Lock / Unlock, Add to shortcuts, All properties).

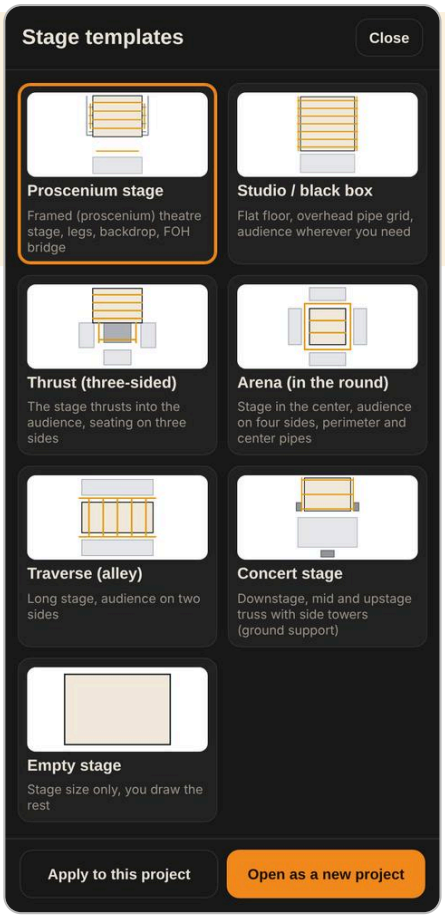
> **EXAMPLE**
> To select all fixtures on pipe 1: press and hold the pipe › Fixtures on it › Select fixtures on it. To select all washes: tap the Wash row in the Fixtures tab of the bottom panel.

4 · Projects, venues and stage templates

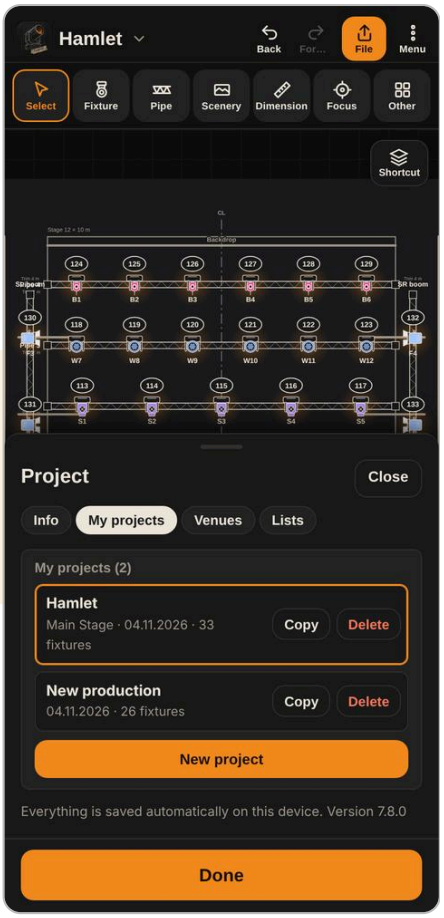
- Each show is its own project. Tap the project name › **My projects**: open, copy, delete.
- **Venues**: save a theatre you tour to (stage, pipes, scenery and optionally a house rig). Tap it to start a new project with that venue ready. Venues can be shared as files.
- **Stage templates** (⋮ menu): proscenium, studio / black box, thrust, arena, traverse, concert, empty. Enter the sizes; pipes, legs and backdrop are built to scale. **Apply to this project** or **Open as new project**.

EXAMPLE

Same set, different venue on every tour stop: draw the set and lights once. For each venue open it from Venues and bring the set and lights over with Copy / Paste.



Stage templates: pick a template, then set width, depth and number of pipes



Projects: open, copy, delete; new project

5 · Stage, pipes and booms

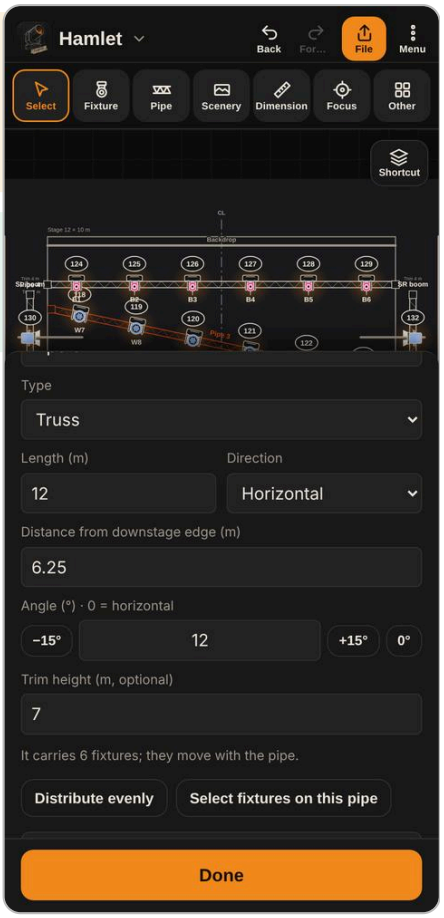
- **Pipe** tool: drag from start to end on the plot. More tools › Stage has **Pipe**, **Boom / side pipe**, **Upright tower** and **Pipe array** (count and spacing in one go).
- Drag a pipe to move it; its fixtures travel with it.
- Tap the pipe › **Settings**: name, length, direction, distance from the stage edge, **angle** and **height (trim)**.
- **Angle**: turn the pipe to any angle (–15° / +15° buttons or type a value). Its fixtures rotate with it and stay attached.
- **Type**: in pipe settings choose **Truss** or **Pipe**; on an upright tower choose **Truss tower** or **Boom**. The plot, front/side views and 3D are drawn to match.
- **Boom (floor stand)**: on the Stage tab; an upright pipe on a floor base. Side lights hang on a boom or upright tower. A fixture not hung anywhere appears on a floor stand in 3D.
- Press and hold a pipe: **Add fixtures ›** (add, fill with N fixtures, paste), **Fixtures on it ›** (spread evenly, select, select one type), **Pipe ›** (copy with fixtures, split here, height, set angle), Lock, Delete.

EXAMPLE

To copy the front pipe 1.5 m upstage: press and hold it › Pipe › Copy pipe (with fixtures) › Distance 1.5 › Upstage. The fixtures are copied too and numbering continues.

TIP

To show pipe spacing turn on Layers › Pipe dimension chain. It is off by default; you can also place your own dimension anywhere with the Measure tool.



Pipe settings: angle 12°; the fixtures turned with the pipe

6 · Upright towers and heights (x, y, z)

The plot is the view from above (x: left-right, y: depth). Height (z) is edited in the **front** and **side** views, which work just like the plot:

- Drag a pipe **up or down**: its height (trim) changes. Drag it **sideways**: x changes in the front view, depth in the side view. Its fixtures travel with it.
- Fixtures can be dragged along their pipe. Dragging a fixture that is not on a pipe (on the floor, a stand or an upright tower) up or down changes its **height**.
- Zoom with the wheel or two fingers, pan with one finger on empty space, double-tap to fit. Double-tap an object to open its properties.

Upright tower: a truss tower standing up from the floor. It shows as a small square (☒) on the plot, at full height in the front and side views and upright in 3D.

1. More tools › Stage › **Upright tower**. It is added beside the stage; drag it into place on the plot.
2. In the tower settings enter the **Height** and tap **Hang fixtures on tower…**: count, lowest height, spacing and fixture.
3. Switch to the front view and drag the fixtures up or down to their exact heights.

EXAMPLE

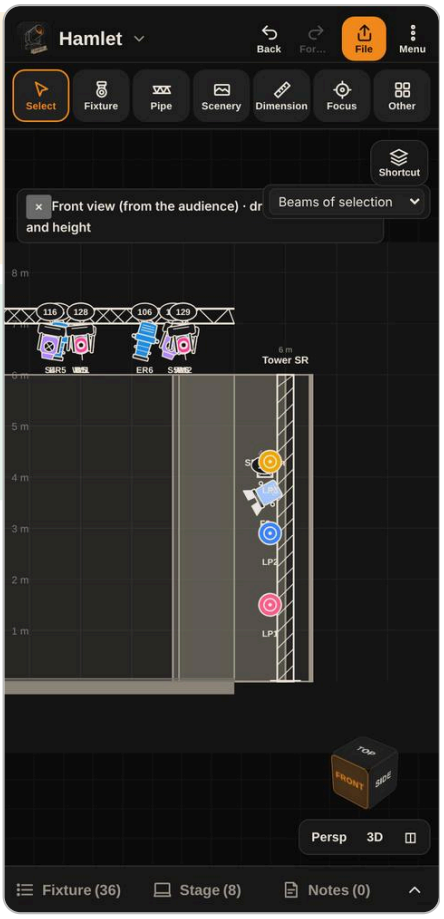
Side-light tower: 6 m upright tower, 4 PARs, lowest at 0.6 m, spacing 1.2 m (shin, mid, head, high). Put it at the stage edge and copy it to the other side.

TIP

You can also type a value in the fixture's Height (m) field; leave it empty to take the height from the pipe.



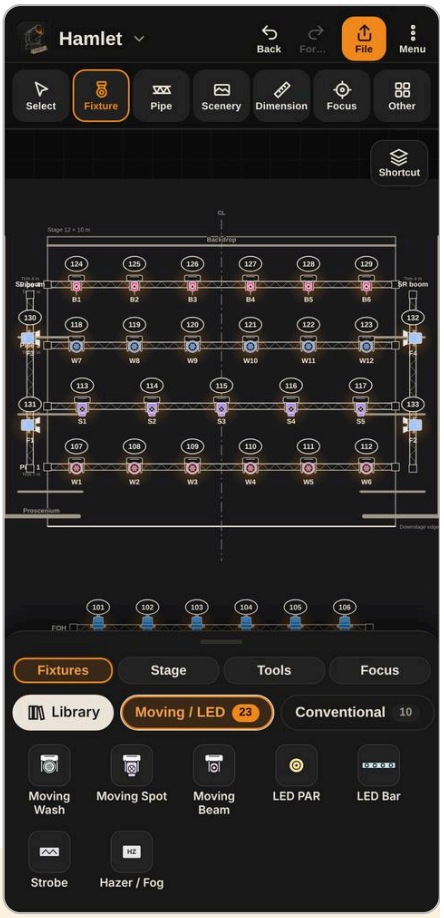
Side view: pipe heights and depths, changed by dragging



Front view: three PARs at 1.5 / 2.9 / 4.3 m on the upright tower

7 · Adding fixtures and the fixture library

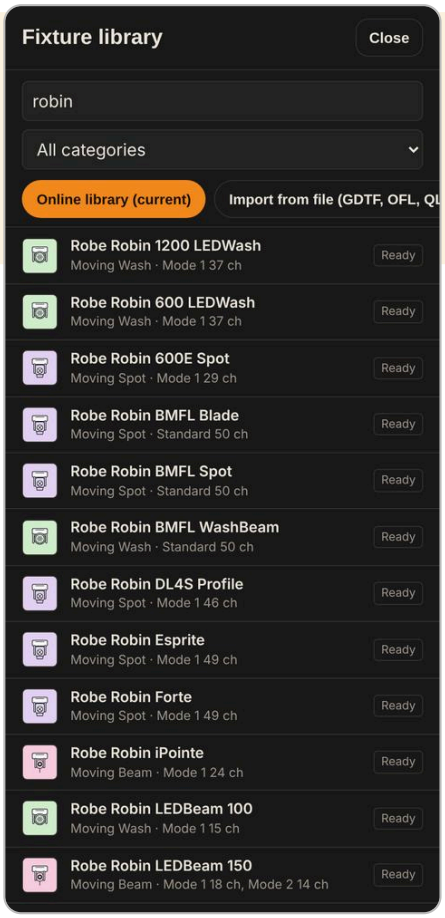
- **Fixture** button: groups (Moving / LED, Conventional, Other, Custom symbols). Pick a type and tap the plot or a pipe; keep tapping to place more. Go back to **Select** when done.
- Fixtures seat on pipes, upright towers and booms. On a full pipe the fixture still seats and a "tight pipe" warning appears; **Distribute evenly** spaces them out.
- **Adding in front / side view**: pick a fixture in the palette and tap a tower or pipe in the view; the fixture hangs at the height you tapped.
- **Shortcuts**: the Shortcut button top right; Layers is the second tab in the same window. Keep frequently used fixtures and pipes here; use **Add to shortcuts** in a fixture's or pipe's properties. Tap a shortcut, then tap its place on the plot. In My layout the shortcut and layer buttons can also go into boxes.
- **Fixture library** (⋮ › Library or the Library button on the sheet): thousands of real fixtures, offline. Search brand / model and tap **Place**. Fixtures come with modes, channel maps, power, weight and real dimensions.
- Import **GDTF**, Open Fixture Library (.json) and QLC+ (.qxf) files into the library. For anything missing use Custom symbols › **New symbol**.
- **Fill a pipe**: press and hold the pipe › Add fixtures › Fill pipe… › count and fixture; they are spaced evenly.



The Fixture button opens a sheet: pick a type, tap the plot

EXAMPLE

6 Robe Robin 600 LEDWash on a 6 m pipe: press and hold the pipe › Add fixtures › Fill pipe… › Count 6 › Fixture: Robin 600 from recent › Place.



Library: search "robin"; each row shows type, mode and channel count

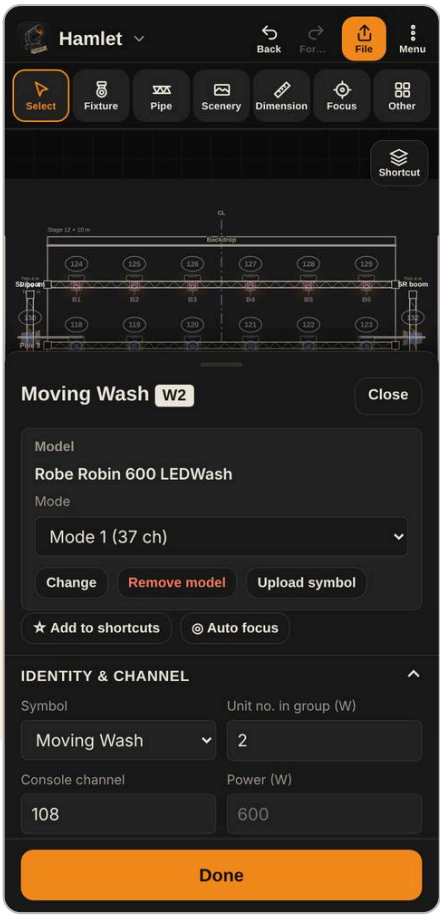
8 · Fixture properties

Tap a fixture and press **Edit** in the selection bar (or press and hold › Properties). With several fixtures selected the change applies to all.

- **Model and mode**: assign a library model and choose its mode; channel count and channel map come with it.
- **Identity and channel**: symbol type, unit number (W3), console channel, power.
- **DMX**: universe and address; dimmer number for conventionals.
- **Gel** (Lee / Rosco code), **gobo**, **symbol color**, **note**.
- **Height (m)**: for fixtures not on a pipe.
- **Beam**: select a fixture to see its beam; drag the orange dot to focus it.

After typing a value tap **Done** at the bottom: the value is saved and the sheet closes.

> **EXAMPLE**
> L201 on the front light: select the fixtures › Edit › type L201 in Gel › Done. The symbols take the gel color and go into the gel cut list of the Rider PDF.

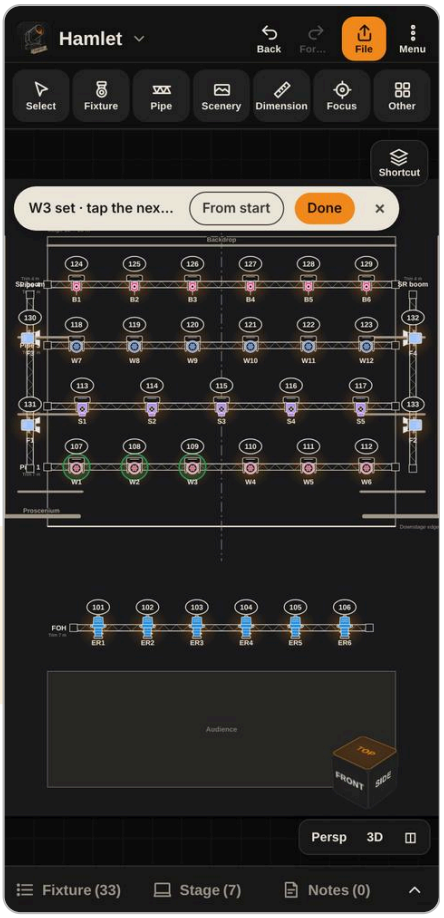


Properties: model, mode, symbol, unit number, console channel, power, color; Done at the bottom

9 · Numbering, console channels and addressing

- Each type is numbered on its own: W1, W2… S1, S2…
- **Numbering** (More tools, or add it to the toolbar): tap fixtures in any order. **Restart** resets the counter, **Done** ends it.
- Number the selection: press and hold › Quick settings › Number… (front to back, left to right).
- Changing a unit number by hand swaps it with the fixture that had that number; numbers never clash.
- **Set console channel…** and **Set DMX address…** (Quick settings) give the selection consecutive values; addresses step by each fixture's channel count.
- **Auto patch** in the patch list puts unaddressed DMX fixtures on free addresses (section 15).

> **EXAMPLE**
> Front light starting at channel 101: select the front pipe fixtures › press and hold › Quick settings › Set console channel… › 101. Left to right they become 101, 102, 103…



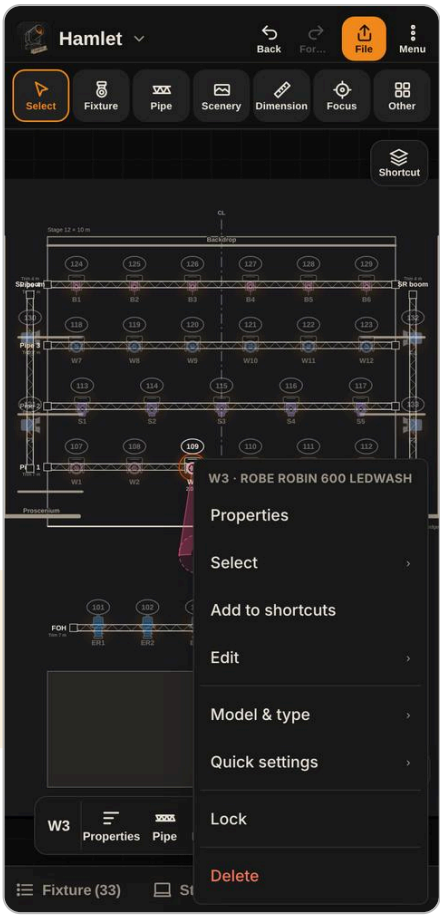
Numbering: tap fixtures in the order you want; the next number is shown at the top

10 · Editing and the press-and-hold / right-click menu

Right-click on a computer, press and hold on a phone. The menu is grouped:

- **Fixture**: Properties · **Edit ›** (copy, duplicate, paste, rotate 90°, mirror, align and distribute, hide) · **Model & type ›** · **Quick settings ›** (channel, DMX, gel, changed patch, gobo, note, number) · **Select ›** (same type, same model, on this pipe) · Lock · Delete.
- **Pipe**: Settings · Add fixtures › · Fixtures on it › · Pipe › · Lock · Delete ›.
- **Empty space**: **Add ›** (fixture, pipe, boom, text, scenery, paste) · **Tools ›** (measure, focus, repeat) · View › · Layers › · **Selection ›**.
- **Mirror** copies the selection to the other side of the centre line.
- **Repeat** (the . key on a computer) repeats the last action where the cursor is.
- Made a mistake? **Undo** at the top.

> **EXAMPLE**
> To put the 3 stage-left side lights on stage right too: select them › press and hold › Edit › Mirror. Copies appear on stage right at the same position and angle.

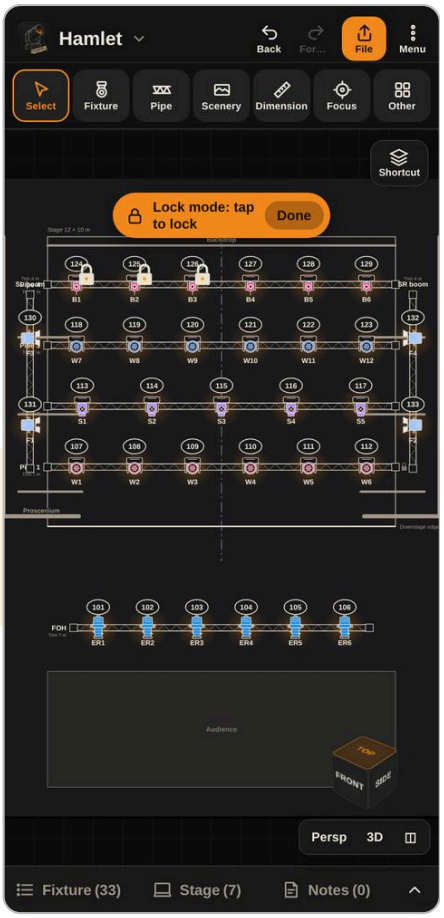


Press-and-hold menu: related actions grouped in submenus opened with ›

11 · Locking

- Tap **Lock** once: the button stays on and a “Lock mode” bar appears at the top. Every fixture, pipe, scenery piece, text and dimension you tap is locked; no need to press the button each time.
- **Unlock** works the same way: while it is on, tapping a locked object unlocks it.
- Tap the button again or **Done** on the bar to leave the mode.
- Anything selected before the mode starts is locked immediately.
- A locked fixture stays in place but can still be selected, edited, lit and focused. Locked objects show a small lock icon.
- To unlock everything: press and hold empty space › Selection › Unlock all.

> **EXAMPLE**
> Set and pipes are finished and you only want to work on the lights: tap Lock, tap the pipes and the scenery, Done. Now dragging lights won’t move a pipe by accident.



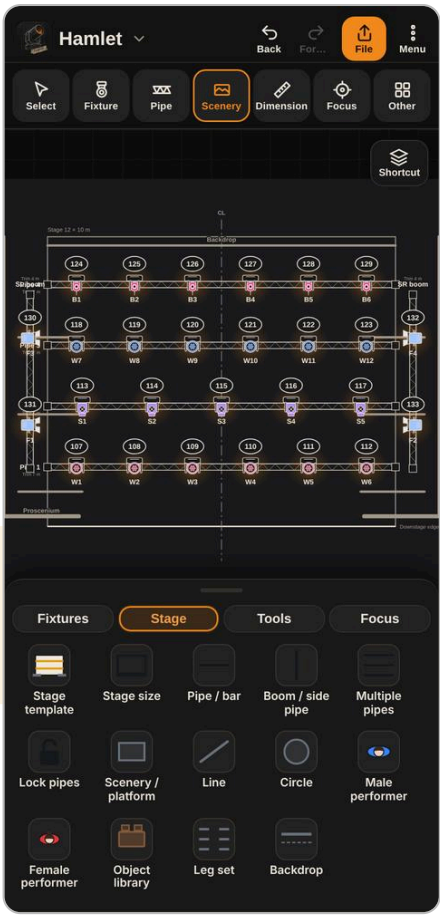
Lock mode on: the orange bar at the top; everything you tap gets locked

12 · Scenery, legs, performers and objects

- **Scenery / platform**: drag corner to corner. **Circle**: centre to edge. **Line**: drape, wall.
- **Leg set**: evenly spaced legs left and right, optionally with backdrop and borders.
- **Male / female performer**: placed where you tap; type a name and turn them with the orange dot.
- **Object library**: table, chair, armchair, bed, piano, door, rostrum, stairs… Objects appear at their real height in the front, side, perspective and 3D views.
- **Your own object**: draw the parts, give each a height and height above floor, select all › Save to object library.
- Every piece can have a label, color, line width, dashes, fill and height.

EXAMPLE

A table with two chairs: Scenery › Object library › Table, tap the plot; pick Chair and tap both sides of the table. Add a performer and turn them towards the table.



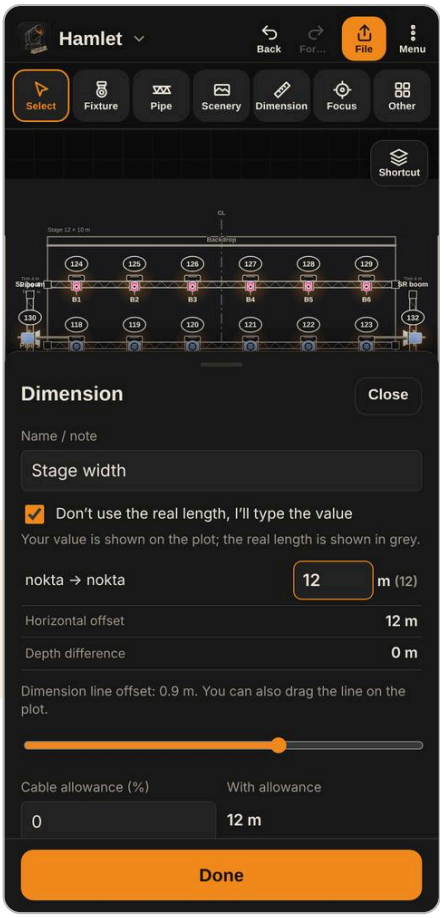
The Scenery button: templates, stage size, pipes, leg set, line, circle, performers, object library

13 · Dimensions, cable runs and text

- **Measure** tool: tap two points or two fixtures (or drag from one to the other); the distance is written. Drag the dimension line to offset it.
- **Chain**: draw a cable run point by point; total length and **cable allowance (%)** are calculated.
- **Manual value**: if part of the plot is drawn not to scale so it fits, select the dimension › check “Don’t use the real length, I’ll type the value” › type the length for each segment. Your value shows on the plot and in PDFs; uncheck to go back to the real length.
- A dimension whose ends are attached to fixtures updates when the fixture moves.
- **Text** tool: places a text where you tap; edit it in the panel, resize with the corner handle.

EXAMPLE

DMX run from FOH to the dimmer room: Measure › chain on › tap the FOH pipe, the stage corner and the door › allowance 15%. The total and the length with allowance appear beside the dimension.



Dimension with “Don’t use the real length” checked: the plot shows 12 m, the real length in grey

14 · Views: cube, front, side, perspective and 3D

The **view cube** bottom right shows which way you are looking. **Drag the cube to rotate it** and tap a face to switch: **TOP** = plot, **FRONT** = from the audience, **SIDE** = from the side. Under the cube: **Persp** (perspective drawing), **3D** (live 3D) and ◫ (split screen). A double tap resets the cube.

- **Front / side**: fixtures appear with their plot symbols, aimed at their focus. Drag to change position and height as in section 6; pick a fixture in the palette and tap a tower or pipe to add lights from here too.
- **Perspective**: pipes are drawn as box truss and fixtures with their plot symbols. Drag empty space to rotate; drag a fixture or pipe to move it, double tap for its properties. Pick a fixture in the palette and tap a pipe or tower to add it. The cube faces give preset angles.
- **3D**: drag to orbit, two fingers to pan and zoom. Directions come from the viewpoints in the Camera menu; the cube is not shown in 3D. The **2D** button at the bottom returns to the plot.
- The **Control** button opens a small **Pan / Tilt joystick**; press again to close it. Push the joystick and the selected fixtures turn that way, stopping when you let go; pan covers 540° (–270…270) and tilt 270° (–135…135), so a fixture can aim at the backdrop, the ceiling or scenery. **Fine** is for small moves and ⟲ points the fixture straight down again.
- **Selected fixture**: an orange **focus target** marks its focus point. Press ◎ **Gather** in the joystick panel and tap a point in 3D (stage, curtain or scenery): all selected fixtures aim there and pan and tilt are calculated for you. With one fixture selected the **Focus page** card at the bottom shows the target, angles and note; on a phone it starts as a thin strip (S1 · Pan · Tilt) and expands on tap. Pan/Tilt labels can be turned on in the Scene panel.
- **Camera** button: viewpoints (House centre, From stage to house, Diagonal, Top, Left and Right side), **Save this view** for your own viewpoints, orthographic camera and **Save image** (high resolution). Double-tap an object to fly the camera to it.
- **Scene** panel: **House light** (Dark, Show, Work and a fine slider), **Haze density**, **Stage floor** (wood, black marley, grey), legs and borders, cyclorama, house, shadows and **Image quality** (Fast / Quality). **Add performer figure** puts a 1.75 m figure on stage; drag it in 3D to see the light and shadow on a face.
- **Present**: hides every control for a clean full-screen view; save an image or exit from the top right. If pipe heights are missing a ⚠ appears in the bar; tap it for the explanation.
- ◫ **Split screen**: edit the plot at the top while 3D or the front view updates live below.

EXAMPLE

To see where a light lands: split the screen with ◫, choose 3D below and turn on haze. As you drag the orange focus point on the plot, the pool of light moves instantly in 3D.

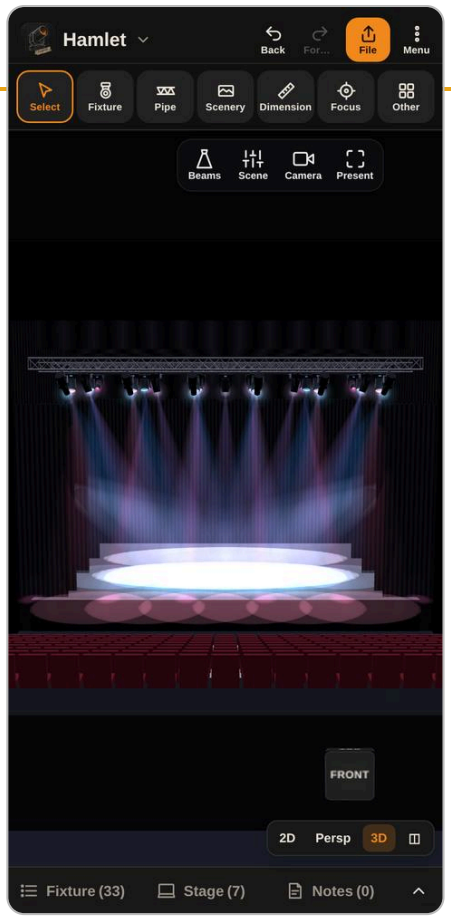
TIP

Enter pipe heights for accurate results. Missing ones default to 6 m for pipes, 4 m for booms and 0.4 m for scenery. Prefer the old tabs to the cube? ⋮ › Layout › View selector › Tabs.

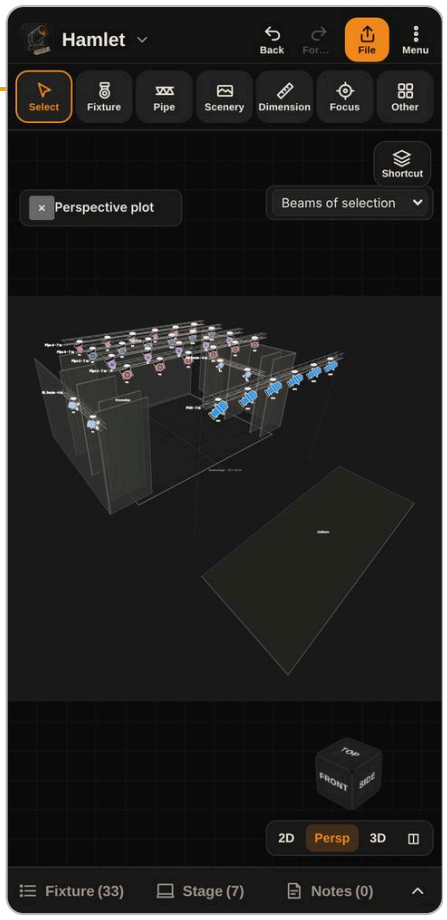
15 · Patch list

⋮ › **Patch list**. Each row is a fixture: console channel, icon, unit and mode, universe, address, address range and status.

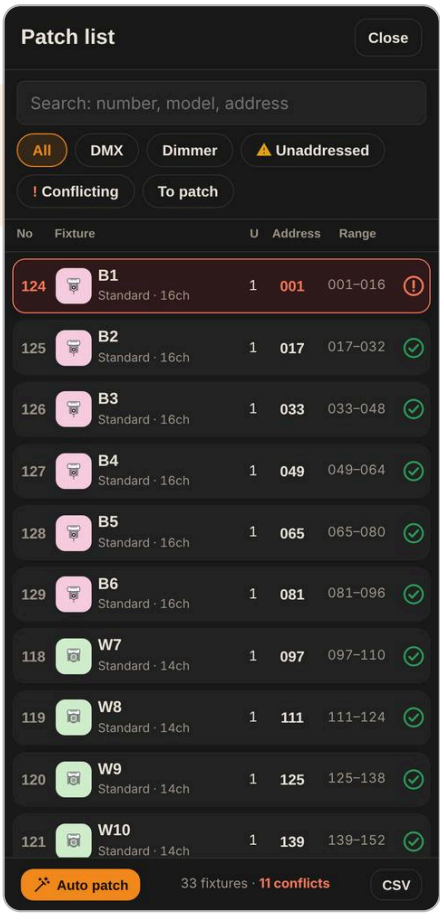
- **Status**: green ✓ fine · red ! address conflict · yellow ⚠ no address.
- Filters at the top: All, DMX, Dimmer, Unaddressed, Conflicting, To patch. The search box looks in units, models and addresses.
- Tap a row to edit channel, universe and address in place; **Done** closes it, **Show on plot** finds it on the plot.
- Below the list: universe usage (e.g. 36 / 512) and **Address conflict**, **Unaddressed** and **To patch** cards; tap a card to open that list.
- **Auto patch** puts unaddressed DMX fixtures on free addresses in order. **CSV** exports the list for Excel.



3D: box truss, haze and beams



Perspective drawing: pipes at their heights



Patch list: filters and status icons; conflicting rows in red

> **EXAMPLE**
> W5 and W6 conflict: tap the conflict card › tap the W6 row › type the next free address › Done. The row turns green.

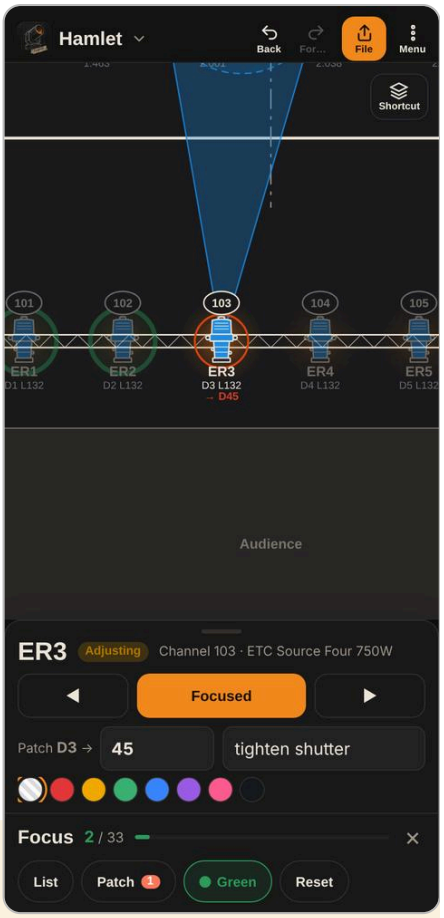
16 · Focus mode (focusing on stage)

1. Tap **Focus** in the toolbar. The **focus bar** opens at the bottom and stays until you leave focus mode: how many are focused (e.g. 2 / 33), **Start / Next**, **List**, **Patch**, **Green**, **Reset**.
2. Tap a fixture (or Start): the **focus box** opens above the bar. ◀ ▶ moves to the next fixture and the plot zooms to it.
3. Tap **Focused**: the fixture is marked green on the plot. Tapped by mistake? Tap again to undo.
4. **Patch → Changed**: if it was plugged into a different dimmer or address on site, type it; the plot shows a red "→ D45". **Note**: a focus note like "tighten shutters". Color dots mark the symbol.
5. Tap empty space to close the box; the bar stays. × on the bar leaves focus mode.

- **List**: the focus page with focused fixtures and changed patches together, exportable as PDF.
- **Auto focus**: select fixtures › **Focus** on the bottom bar (or long-press › Auto focus) › tap the plot once; all selected fixtures aim at that point.
- **Patch**: the re-patch list (hung differently on site). These notes are temporary; the plot and console data stay as they are. Clear them after the show.

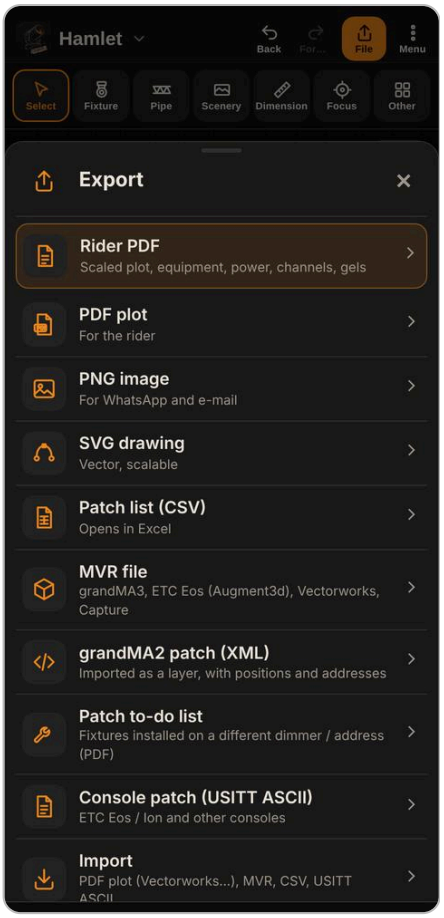
EXAMPLE

ER3 ended up on dimmer 45 during the hang: Focus › tap ER3 › type 45 in Changed. Patch list › To patch shows "ER3: D3 → 45"; send it to the board operator as a PDF.



Focus mode: the focus bar stays open at the bottom; the focus box for the selected fixture (Focused, changed patch, note, color)

17 · Export: Rider PDF and other outputs



Export menu: every output with its icon

- **Sightlines**: with **Sightlines** on in the side view, borders and the eye lines of row 1 (blue) and the last row (pink) are drawn. A pipe the audience can see gets a ⚠ mark. Row distances, eye heights and border trim are set in Project › Info › **House and sightlines**; a border is placed just downstage of each pipe, and 3D uses the same values.
- **Revisions and comparison**: **Save this state** in Project › Info stores the current plot as a revision. **Compare** or **Compare with a file…** (a .json from your assistant) lists differences in position, channel, address, gel, gobo, focus and pipes; **Select changes on the plot** selects them all.
- **MVR (Vectorworks, grandMA3, Capture)**: focus points (FocusPoint), gel colour, gobo, channel (FixtureID), unit number, dimmer address and tower heights travel both ways; Vectorworks' nested groups and layers open in the right place, and upright towers and booms are rebuilt as towers.
- **Professional paperwork**: **Instrument schedule** (position, unit, fixture, purpose, channel, address, gel, gobo / accessories, throw, beam diameter), **Magic sheet** (one row per position, channels laid out as on stage, colour = gel) and **Pipe dimensions and loads** (approximate kg and power per pipe, total hung load). The **Revision** from the project info is printed at the foot of every page.
- **Photometrics**: the fixture panel and the 3D focus card show throw distance, beam diameter at focus (Ø) and approximate centre lux. Luminous flux comes from the GDTF profile; otherwise a type average is used and marked with *. The fixture panel has **Weight (kg)** and **Accessories** (barn doors, top hat, iris…); the pipe panel shows the load and power on that pipe.
- **Rider PDF**: scaled plot (best scale chosen automatically), equipment list, total power and amps per phase, pipe dimensions, channel / patch list, gel cut list, notes; optionally front, side and perspective pages. **Page layout**: separate lists or a single sheet (plot + symbols).
- Tap a page in the preview to open it full screen; zoom up to 800% with **+ / −**, two fingers or a double tap, and move between pages with ◀ ▶.
- **PDF plot**, **PNG image** (WhatsApp / e-mail), **SVG drawing** (vector).
- **Patch list (CSV)**, **MVR file** (grandMA3, ETC Eos Augment3d, Vectorworks, Capture), **grandMA2 patch (XML)**, **Console patch (USITT ASCII)**, **Patch to-do list** (PDF).
- **Save project (.json)**: a backup or to continue on another device; restore with **Open project**.
- On a phone, **Download** or **Share** appears when the file is ready.

EXAMPLE

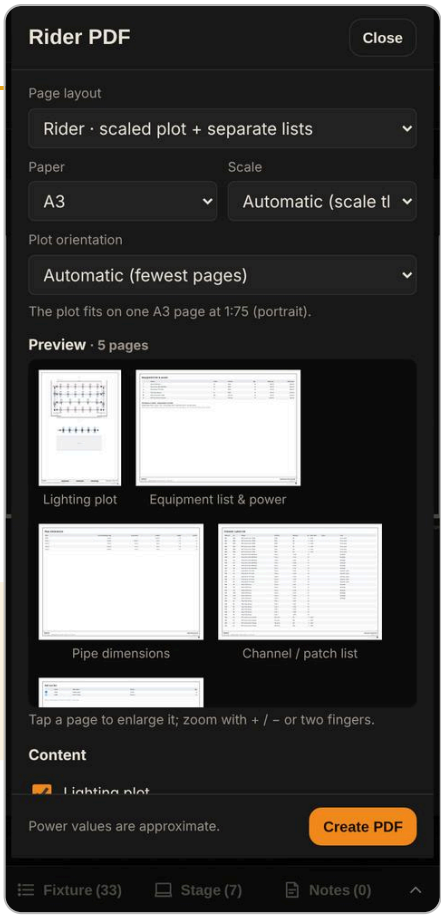
Touring rider: Export › Rider PDF › Paper A3 › Scale Automatic › Contents: Lighting plot, Equipment list, Channel / patch list, Gel cut list › Front view › Create PDF › Share › e-mail.

18 · Importing

Export › **Import**:

- **PDF plot**: the PDF of a lighting plot drawn in another program. The symbol list is read, symbols are recognised by color and size, pipes and notes are extracted. Choose the page and area first, then check the matches.
- **MVR**: opens as a new project or adds to yours; pipes are created from fixture positions and any GDTF files go into your library.
- **CSV** (from a console, Lightwright or Excel): bulk-updates channels, addresses, dimmers and gels or adds new fixtures.
- **USITT ASCII**: updates addresses by console channel.
- **Project (.json)** and **venue** files.

> **EXAMPLE**
> You have the PDF plot of an old show: Import › PDF › choose the page › mark the symbol list › confirm the matches. Fixtures land on the pipes by type; then assign library models.



Rider PDF: paper, scale, orientation, contents and preview

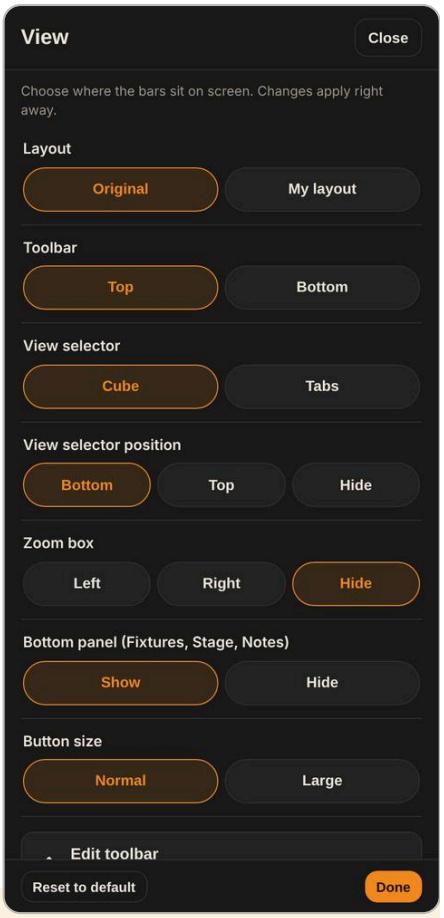
19 · Layout settings and My layout

⋮ › **Layout**. Changes apply right away; **Reset to default** restores the original.

- **Toolbar**: top or bottom. **View selector**: cube or tabs; position bottom, top or hidden. **Zoom box**: left, right, hidden. **Bottom panel**: show / hide. **Button size**: normal / large.
- **Edit toolbar**: which buttons appear and in what order (✓ to add / remove, arrows to reorder).

My layout: your own working screen. The original screen stays as it is; switch between them from the ⋮ menu.

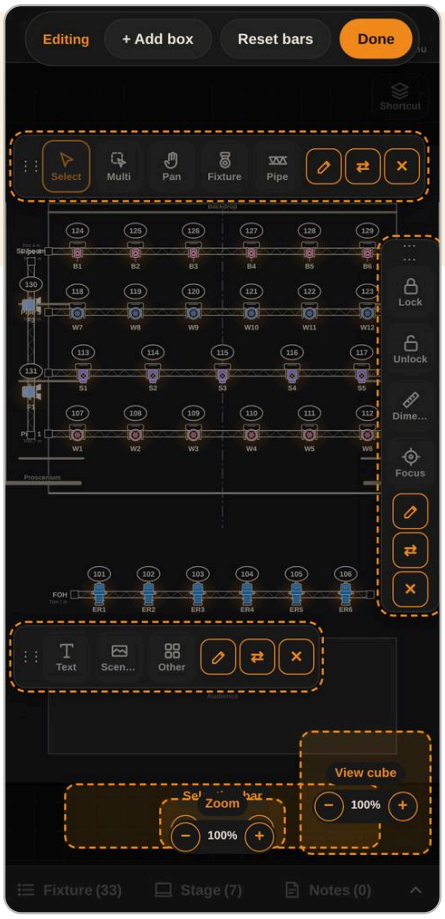
- When it is on, the top toolbar goes away and **floating boxes** appear over the plot.
- The **Edit** button bottom left starts editing; the plot and tools stay locked meanwhile. Drag boxes from anywhere; each box gets ✎ (which buttons go inside), ⇄ (horizontal / vertical), ✕ (delete); **+ Add box**, **Reset bars** and **Done** at the top.
- While editing, the **selection bar**, **zoom** and **view cube** also show as dashed frames; drag them to place them and use – / + to resize them. The Shortcuts and Layers buttons can go into boxes.
- Sheets, menus and palettes open above the boxes, which hide while they are open.



Layout: arrangement, toolbar, view selector, zoom box, bottom panel, button size

EXAMPLE

A screen just for focusing: My layout › Edit my layout › + Add box › ✎ add Select, Focus, Lock, Patch list › drag the box to the right edge › ⇄ make it vertical › Done.

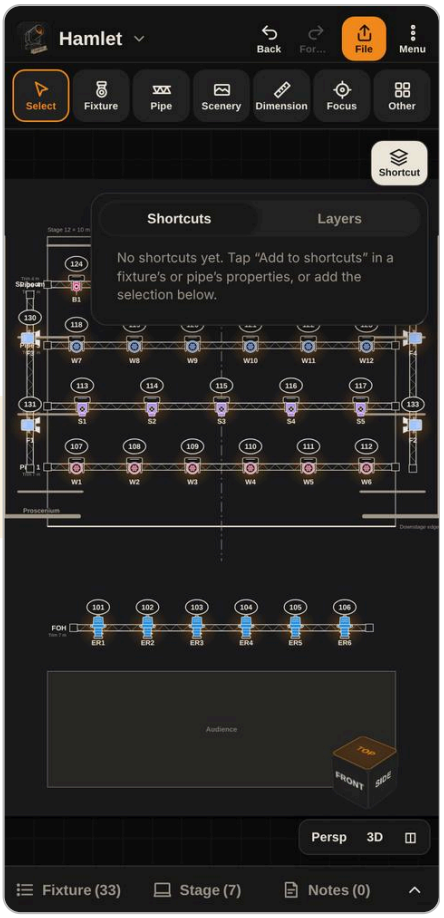


My layout in edit mode: three floating boxes with ✎ ⇄ ✕

20 · Layers: hide and lock

- Tap **Layers** top right of the drawing area. The eye hides / shows, the lock locks / unlocks.
- Layers: pipes and booms, fixtures, scenery and legs, performers, texts, dimensions, pipe dimension chain.
- Objects on a locked layer can't be selected or moved. Hidden layers don't show on screen or in PDF / PNG exports.
- **Your own layers**: select fixtures › Assign to layer › new layer (e.g. "Front light", "Act 2"). Each can be hidden and locked; **Select** picks everything in it.

> **EXAMPLE**
> A clean rider plot: Layers › hide Performers and Dimensions › Export › Rider PDF. The plot comes out without performers and dimensions.



Layers: an eye (hide) and a lock for each layer

21 · Settings and backup

⋮ › **Settings**:

- **Language**: Türkçe / English. **Theme**: LampOff (dark with truss look), dark, light.
- **Fixture symbols**: real size or classic black and white.
- **Clean screen**: hides hints and view titles.
- **Defaults**: stage size and designer name for new projects.
- **Backup / restore**: all projects in one file.

> **TIP**
> Your plots are stored only on this device; no account or internet needed. Before changing phones, back up all projects to a file.

Appendix · Updates

- The **Windows** program checks for a new version on launch (and every 6 hours while open); if there is one, it **downloads in the background** and "Restart now" appears at the top. It updates itself; your projects are kept. Choose "Later" and it installs when you close the program.
- The **Mac** program announces new versions; "Download" fetches the new .dmg to install over the old one.
- To check manually: Project › Info › **Check for updates**.
- You can always share the same link: **github.com/gokhan3167-netizen/lampoff-desktop/releases/latest**

Appendix · Console-style control: gobo, color, iris, focus…

- **Tools › Live / console › Test console** is organized in pages like a console: **Intensity** (dimmer, strobe), **Position** (pan, tilt), **Color** (color wheel slots and mixing), **Gobo** (gobo selection, rotation), **Beam** (zoom, focus, iris, frost, prism).
- Attributes the selected fixture does not have are dimmed. Real DMX values are sent according to the library data (OFL, GDTF); with a console connected the same values are read from the console.
- In 3D the gobo pattern appears in the pool of light on stage and in the hazy beam; focus and frost sharpen/soften the edges, iris and zoom narrow the beam, the prism splits it in three and strobe flashes. If the GDTF file contains gobo images, the real gobo is used.
- Record the look in the **Cue list** and play it back with GO; every attribute is stored in the cue.

Appendix · Fixture library sources

- **Built-in GDTF library**: in the Android and desktop versions, fixtures from GDTF Share (with permission) are embedded in every build; when a fixture exists in both GDTF and OFL, the manufacturer's GDTF data is used. In a phone browser, load **gdtf-kutuphane.json** from the build output for the same library.
- **GDTF Share**: Library › **GDTF Share**, sign in with your own free GDTF Share account, search and **Add**. The manufacturer's official file enters your library with its channel map, dimensions and, if available, the manufacturer's drawing; MVR exports embed these GDTF files so grandMA3, Depence and Vectorworks recognize the fixture types automatically.
- **Open Fixture Library** (open-fixture-library.org, MIT license): embedded in the Android and desktop versions and refreshed with every build. Channel maps, pan/tilt ranges, color wheel colors, shutter values, beam angles and dimensions come from here.
- To use the same library in a phone browser, load **ofl-kutuphane.json** from the GitHub build output via Library › **Load library file**.
- You can also use manufacturers' **GDTF** files and fixtures you add yourself. Console libraries (e.g. MA2) are loaded only on your own device for your own use and are never distributed with the program.

Appendix · Fixture-specific symbols

- Every library fixture with known dimensions (MA2, Open Fixture Library, GDTF) is drawn **at true size** and by type, including in front and side elevations.
- If a **GDTF** file contains the manufacturer's top-view drawing, that model appears on the plot with **the manufacturer's own drawing**.
- You can **upload your own symbol** for each model (SVG or PNG): Library › open the model's row › **Upload symbol**. Set the width/length (metres) and 90° rotation there. The symbol is used for that model in all your projects. Convert DWG/DXF symbols to SVG first.
- For classic black-and-white symbols on the rider: Settings › Fixture symbols › **Classic**.

Appendix · Live view, test console and cue list

- **Tools › Live / console** opens the live panel at the bottom; fixtures turn on, off and change color from DMX values, moving heads pan and tilt, zoom changes the beam. Plan, perspective, front/side and 3D views all update together. With split screen (◫) you watch the plan on the left and 3D on the right.
- Fixtures need a **DMX address** and a **channel map** (choose a model with a channel map from the library). Conventionals on dimmers work by dimmer number.
- **Test console**: select fixtures on the plot and build a look with the dimmer, color, pan, tilt and zoom faders.
- **Cue list**: "New cue" records the current look; **GO** fades to the next cue in its time, **Back** returns to the previous one, tapping a number jumps to that cue. Cues are saved with the project.
- **Console connection** (desktop version): choose Art-Net and/or sACN and "Start listening". Route the console's output to the IP address shown on screen. When you press GO on grandMA2/3, ETC Eos and other consoles, the transition appears in the program.

Appendix · Exchanging data with consoles and other programs

- **File › grandMA2 patch (XML)**: next to each model, enter the MA2 Fixture Type number from your show; fixtures are imported as a layer with fixture ID, address and position. Put the file on a USB stick in the gma2/importexport folder.
- **grandMA3 and ETC Eos**: use the MVR file. On Eos, match each model to an Eos profile in the Augment3d import screen.
- **File › MVR file**: the common format of grandMA3, Vectorworks, Capture, Depence and others. Fixture position, height, orientation, hanging position (pipe name), console channel (Fixture ID) and DMX address are transferred. The receiving program matches the fixture type from its own library; if not recognized, you may need to pick the type there.
- **File › Console patch (USITT ASCII)**: for ETC Eos/Ion and consoles that read ASCII. The console channel → address (or dimmer) mapping is transferred; assign moving-light types on the console.
- **File › Import**: opens an **.mvr** file as a new project or adds it to yours (pipes are built from the fixture positions, embedded GDTF files are added to your library). A **CSV** patch list (from a console, Lightwright or Excel "Save as CSV") bulk-updates channel, address, dimmer, purpose and gel, or adds new fixtures. A **USITT ASCII** patch updates addresses by console channel. A **PDF plot** from Vectorworks and similar programs is read with its legend: symbols are matched by color and shape, pipes and notes are imported.

Appendix · Keyboard shortcuts (computer)

- `Ctrl/Cmd`+`Z` undo · `Ctrl/Cmd`+`Shift`+`Z` or `Ctrl`+`Y` redo · `Ctrl/Cmd`+`C` `V` `D` copy, paste, duplicate · `Ctrl/Cmd`+`A` select all · `Ctrl/Cmd`+`F` search the plot
- Click with `Ctrl/Cmd` (or `Shift`) held: add to / remove from the selection, whatever the object. Drag on empty space with it held: select **everything** in the area.
- `Delete` delete · arrow keys move (`Shift` for 1 m) · `R` rotate 90°
- `M` measure · `+` `-` zoom · `0` fit · `Esc` cancel, clear selection · `.` repeat last action · `?` shortcut card
- Hold `Space` and drag: pan

22 · FAQ

- **Where are my plots?** In this device's own storage. Back up important ones with Export › Save project (.json).
- **I deleted something by mistake.** Undo at the top.
- **A fixture won't snap onto the pipe.** Drop it closer, or press and hold the pipe › Add fixtures. If the pipe is full it slides beside it; lengthen the pipe.
- **I keep moving pipes by accident.** Lock them (section 11) or lock the pipe layer in Layers.
- **Lights are at the wrong height in 3D.** Enter pipe heights, or drag the pipe up or down in the front view.
- **Part of my plot is not to scale and the dimension looks wrong.** Select it, check "Don't use the real length" and type the value.
- **The screen is too busy.** Hide the bottom panel or zoom box in ⋮ › Layout, edit the toolbar, or build your own screen with My layout.
- **How do updates arrive?** On a phone, Google Play updates the app. The version is shown at the bottom of this window.

23 · Glossary: A to Z

Address (DMX)	The fixture's start channel in its universe (1–512). Set in properties or the patch list.
Auto patch	Puts unaddressed DMX fixtures on free addresses in order.
Beam	The cone of light; aimed with the orange focus point.
Bottom panel	The Fixtures / Stage / Notes list at the bottom.
Changed patch	A dimmer / address that differs on site; a temporary note, red on the plot.
Conflict	Two fixtures whose DMX ranges overlap; red in the patch list. Dimmers also take a universe; a dimmer that lands on a moving or LED fixture's address in the same universe is listed too (two dimmers on one circuit count as a shared feed).
Console channel	The fixture's number on the console (Fixture ID / channel).
Dimmer	The channel a conventional fixture is plugged into.
Done	The confirm button at the bottom of the properties sheet; saves and closes.
Export	The orange button; PDF, PNG, CSV, MVR, console files and project backup.
Focus mode	Bar and box for focusing on stage; focused fixtures turn green.
Front / side view	Views from the audience and from the side; heights are edited here.
Gel	Lee / Rosco color filter code; goes into the gel cut list.
Green	Shows focused fixtures in green on the plot in focus mode.
Haze	Smoke density that makes beams visible in 3D.
Layer	A group of objects you can hide and lock together.
Library	Real fixture models with modes, channel maps, power and size.
Lock mode	While Lock / Unlock is on, everything you tap is locked / unlocked.
Mirror	Copies the selection to the other side of the centre line.
Multi-select	A tool that adds everything you tap to the selection.
MVR	The common scene file of consoles and visualisers.
My layout	Your own working screen made of floating boxes.
Numbering	A tool that numbers fixtures in the order you tap them.
Patch list	Channels and addresses of all fixtures.
Perspective	A drawing-style 3D view of the plot.
Pipe (truss)	What fixtures hang on; can have an angle and a height.
Pipe array	Builds several pipes at once from a count and spacing.
Rider	The technical document (PDF) with plot, equipment and lists.
Selection bar	Properties / Pipe / Duplicate / Focus / Delete / ⋯ More, shown when something is selected.
Split screen (◫)	Plot at the top, 3D or front view below, together.
Stage templates	Proscenium, black box, arena and more, built to your size.
Trim (height)	The pipe's height above the floor.
Universe	A DMX line of 512 channels.
Upright tower	A truss standing up from the floor; a square on the plot, full height in the front view.
Venue	A saved theatre (stage, pipes, scenery); starts a new project ready.
View cube	The cube bottom right; tap a face to switch to that view.