

# Luminosus (Eos Edition)

Version 0.0.1.1.0.11

August 31st, 2016

## Overview

Luminosus (Eos Edition) is the project title for a “companion app” for consoles of the ETC Eos family.

It is able to send and receive OSC and MIDI, can directly control most of the Eos-Console functions and can display any Cue List and Fader Bank. In addition to that it provides linear and random number effects and a rudimental Sound2Light function. All features can be connected freely by input and output nodes.

It is designed for touch interaction and runs on Windows, Mac, Android and iOS.

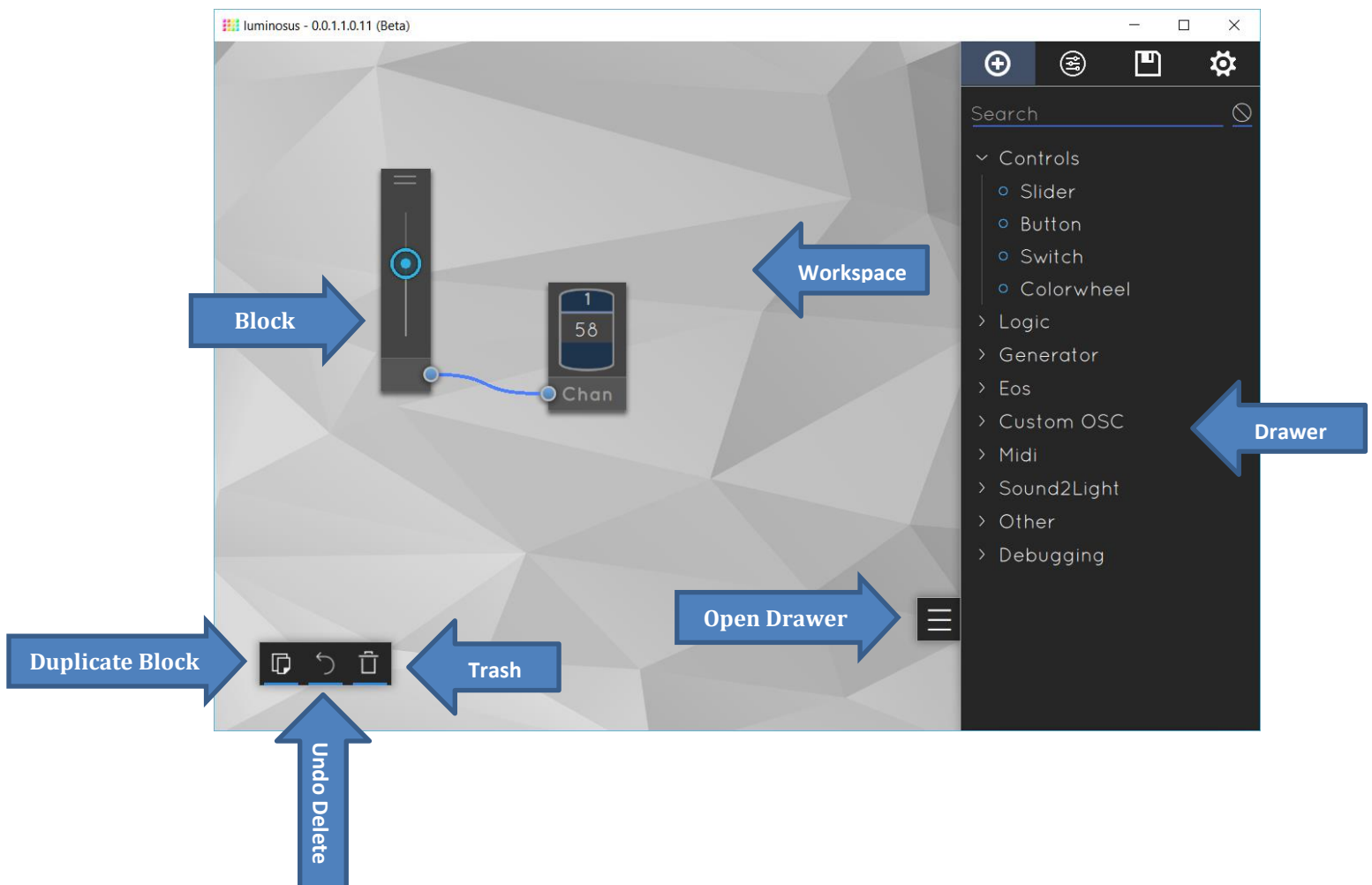
## Software-Download

- The software can be downloaded for Windows and Mac from the following link:
  - <https://www.luminosus.org>

## Installation

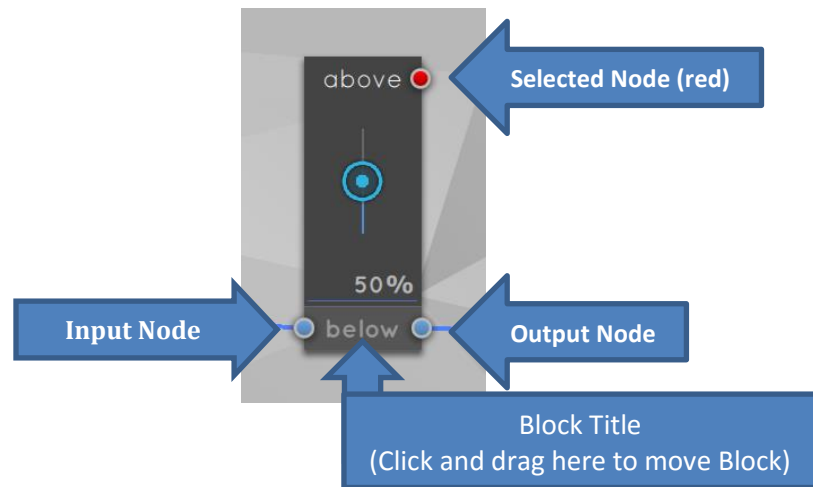
- Download and run the installer as mentioned above.
- If necessary, a previous installation will be removed, but the previous settings will be reused.

## User Interface



## Blocks

Each “function” of the software is a *Block*. See *Block List* on how to add a block. The Blocks can be **moved** by clicking and dragging the light grey title area at the bottom of a Block. A Block can be **selected** with a single click on this light grey area (the shadow turns yellow). Only one Block can be selected at a time. To **delete** a block, select it and click on the trash symbol (or drag it into it). To configure a Block, select it and open the *Block Settings* (see below).



## Nodes + Connections

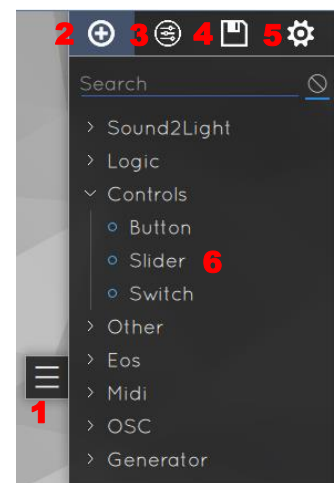
Most of the blocks have at least one input or output *Node* (light blue circle). To **connect** two Nodes, click on one of them (it turns red) and then click on the other (a blue connecting line appears). To **disconnect** two Nodes, double-click on one of them. One Node can be connected to multiple other Nodes and by long-clicking on an input node you can toggle between HTP and LTP merging mode. You can't connect an input Node to another input Node or an output Node to another output Node.

The data “direction” is from left to right (on the left are the data “sources” and on the right the data “sinks”).

## Drawer

The drawer on the right can be opened by clicking on the button with the three horizontal lines (1).

It contains the Block List (2), the Block Settings (3), the Project List (4) and the Application Settings (5).



## Block List

The Block List in the first tab of the Drawer is a list of all available block types. A Block can be **added** by clicking on the name of it in the list (6), it will appear in the middle of the screen.

A Block can be directly connected and positioned next to an existing Block by first selecting a Node on that existing Block and then adding the new Block.

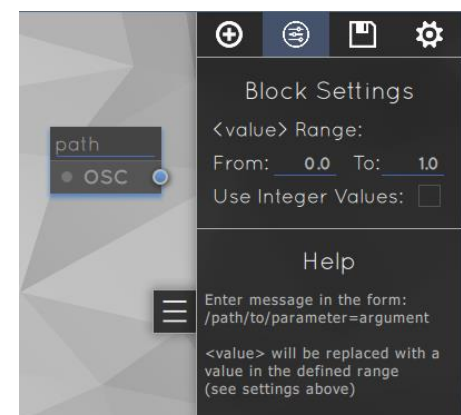
Not all Block types are available on all platforms (for example because of missing MIDI support).

## Block Settings

The second tab of the Drawer contains the *Block Settings* and Block-specific help.

Some Blocks have settings that can be adjusted individual per Block instance. The settings of the currently selected Block will appear here.

Below that is a help text that contains some useful information about the selected Block.

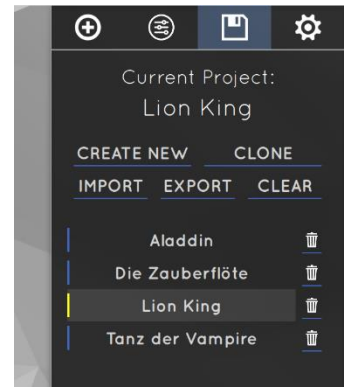


## Project List

The third tab of the Drawer is the *Project List*.

A set-up of some connected Blocks can be saved as a Project. All Projects will appear in this list. To load a project simply click on it. To create a new Project, click “Create New” and enter a name. The current project will automatically be saved and the new project loaded. A copy of the currently loaded Project can be saved by clicking “Clone” and entering a new. This can be useful to create backups of Projects. There is no save button, a Project will be saved whenever a different project is loaded and on a regular basis in the background.

Projects can be im- and exported as JSON files with the “Import” and “Export” buttons. By long-clicking the “Clear” button all Blocks on the workspace will be removed.



## Application Settings

The fourth tab of the Drawer contains the *Application Settings*. Those settings are global and not related to a specific project.

### Connection to Eos

Enter the IP address of the console to connect to and the same OSC Version as in the Eos-Shell settings. The connection will be established automatically.

### Custom OSC

If you want to send custom OSC message to the connected Eos console, enable the “Use Connection to Eos” checkbox. By disabling it you can connect to another OSC client (i.e. a third party software) in addition to the Eos Connection. You can then use the custom OSC Blocks to send OSC commands to the specified IP address, port and protocol type.

### MIDI

The MIDI settings include the default input and output port. These can be overridden in the *Block Settings*. By enabling the “Omni Input Mode” checkbox the software is listening on all MIDI input channels instead of a single one.

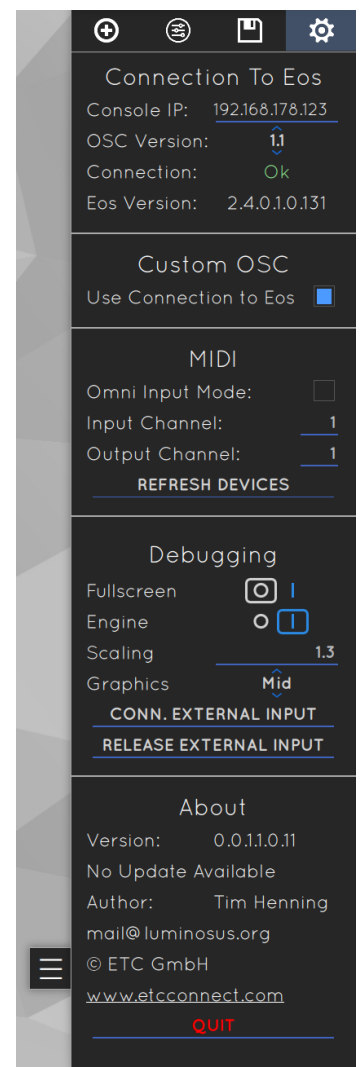
MIDI message are always sent to all connected MIDI interfaces and the software listens on all MIDI interfaces for incoming messages at the same time.

### Debugging

The Settings under “Debugging” are only for developing purposes.

### About

If an update is available, it will be displayed in the About section. You can then download it from [www.luminosus.org](http://www.luminosus.org).

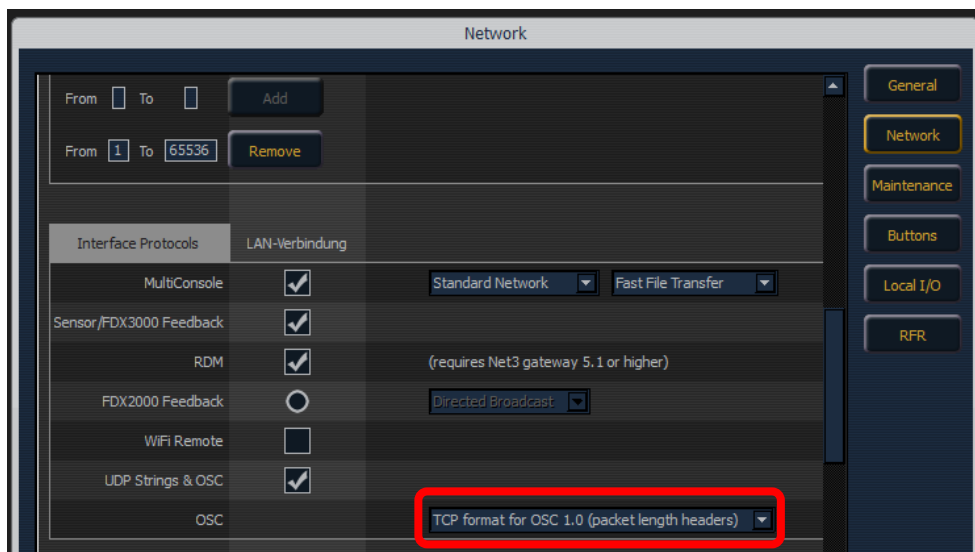


## Keyboard Shortcuts

Shortcut	Function
Ctrl + C	Copy a Block to the internal Clipboard
Ctrl + V	Paste a Block from the internal Clipboard
Ctrl + X	Copy and delete a Block
Ctrl + Z	Undo the deletion of a Block
Ctrl + D	Duplicate the selected Block
Delete	Delete the selected Block

## Connection with Eos Console

- Use Eos or Eos Nomad **version 2.3.3** or later
- In Shell Settings / Network:
  - Choose **“TCP format for OSC 1.0 [...]”**
- In Eos Show Settings / Show Control:
  - Activate **„String Rx“** and **„String and OSC Tx“**
- In Luminosus Settings (4th tab in Drawer) in the **“Connection to Eos”** section:
  - Enter **IP address of the console** / the PC running Nomad
  - Choose Protocol **TCP 1.0**



## Example Use Case: Use Midi Notes to Control Eos Functions

An example use case would be to use Midi Notes, i.e. from a MIDI keyboard or controller, to trigger Eos functions, i.e. fire a cue.

To accomplish that, first add a *Midi Note In Block* from the *Block List*. Then add the desired Eos function, for example an *Eos Cue Block*. Click on the output Node (the blue circle on the right) of the Midi Note In Block and then click on the input Node of the Eos Cue Block. They should now be connected by a blue line. Change the Midi Note tone and octave by clicking on them and selecting a different value. Also adjust the Cue List Number and Cue Number in the Eos Cue Block. You should then adjust the Midi input channel in the application settings to match that of the Midi keyboard / controller.

Now if a matching MIDI Note On message is received, the Cue will be fired.

