



## Introduction

The "jr. Live!" is a simple graphical user interface (GUI) which is optically attractive and can be used intuitively. With "jr. Live!" you do not need special previous knowledge to select and start shows and call up live effects.

In contrast to the LGFD, the Laser-Preview is a fixed part of the new interface.

The "jr. Live!" is designed to be operated completely with the use of a touch-screen display. The shows of the "jr. Live!" are sorted into three categories:

- Graphic Shows
- Beam Shows
- Mixed Shows

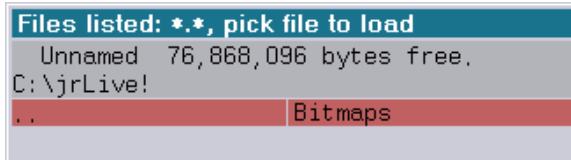
For live applications there is a separate

- Live Mode

The following steps are necessary to use the "jr. Live!" interface:

## On the DSP

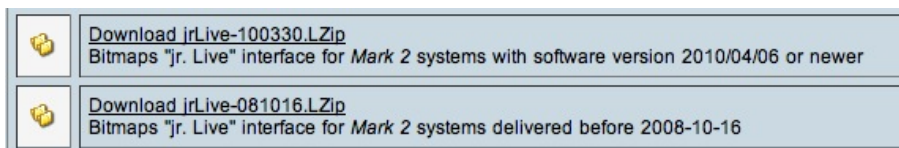
On the partition "C:" there is a directory named "jrLive!", containing a directory with all the basic bitmaps that are needed for the GUI.



If you want to create your own directory, you can change the path to your own directory in the Setup of the jr.Live!.

**Note: There are two different version of bitmaps needed depending on the software version that your Mark 2 has installed.**

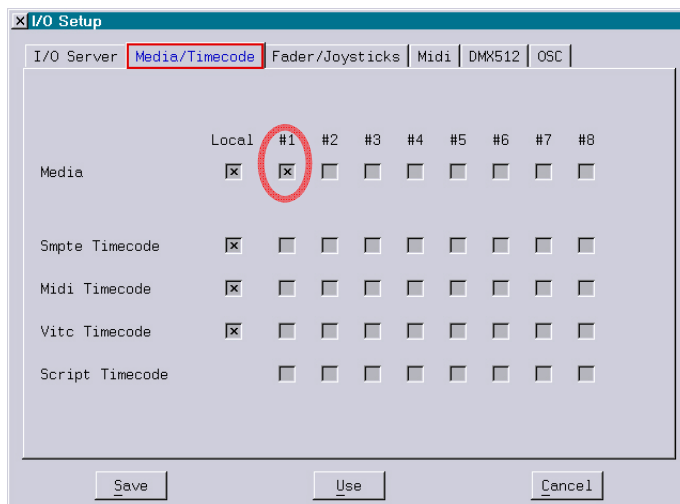
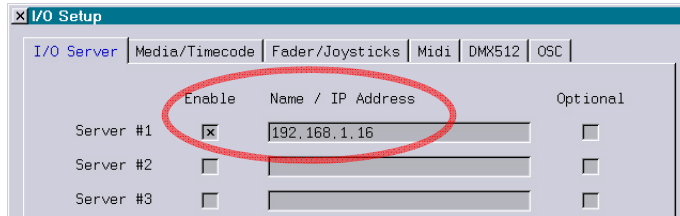
You can download the bitmaps from our homepage in the client area.



The difference between the two versions is the missing "Live Mode" and the missing of the time display in the old version.

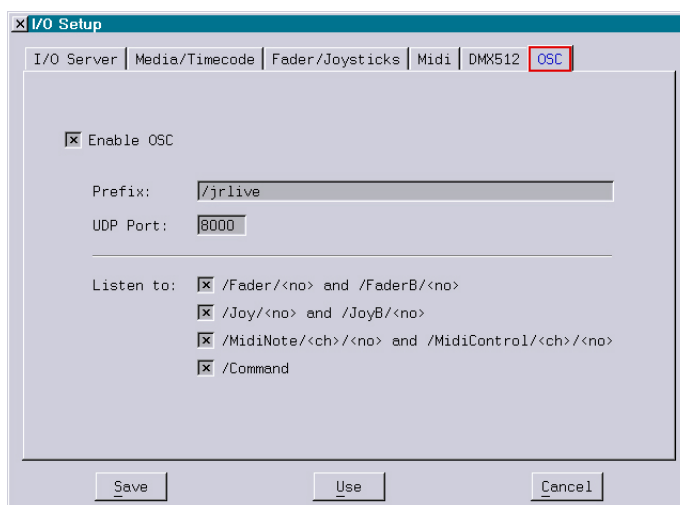
## Net I/O

In the Net I/O setup, the PC which will be the server for the media has to be assigned. Type either the IP-address or its name into the server list and enable the Media.



If you intend to use the Live mode with the OHM64 or another Midi Controller, you have to enable the Fader and the Midi channel for the corresponding server.

When using an iPad with TouchOSC, OSC with the corresponding port and prefix has to be enabled.



## On the PC

All media content that is used by the jr.Live! GUI has to be located on the PC that is used as a server for the DSP.

Files that are necessary:

Three directories

- Graphics
- Beams
- Mixed

a DSP Boot named "Live.BOOT"

The file structure looks like this:



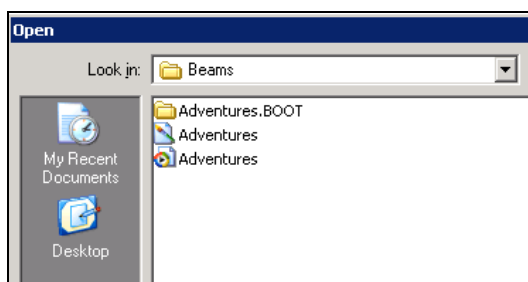
DSP shows that are in these directories will be displayed when the respective directory is active.

Beside the DSP-Boot the following files have to be in the same directory as the show boot:

- an audio file with the same name as the DSP-Boot
- a bitmap with the same name as the DSP-Boot

### Example:

If you have created a show named "Adventures.BOOT", save the corresponding audio file with the name "Adventures.wav" (or "Adventures.mp3"). The corresponding bitmap should be named "Adventures.bmp".



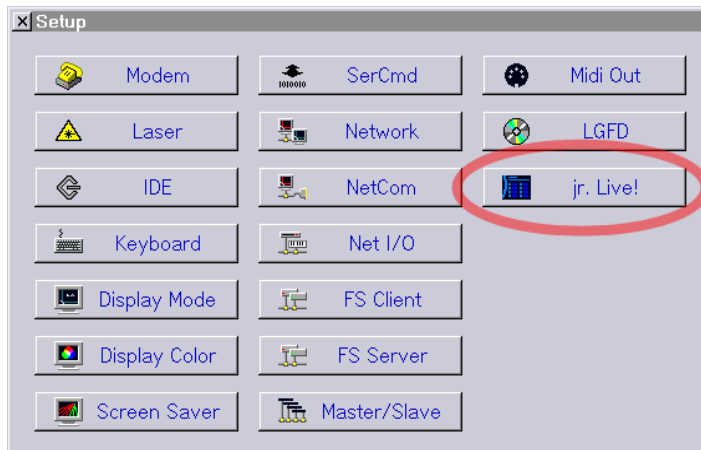
## LGServer

Now start the LGServer and assign the directory where all the files are.

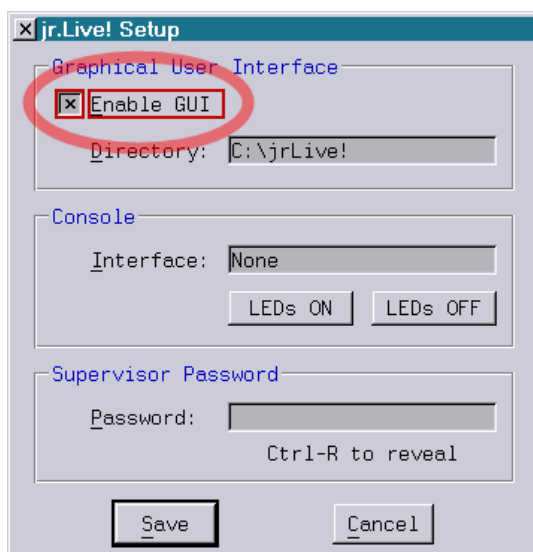
Be sure to select all files either by typing the "\*" joker or by choosing "All files" in the File type menu.

Finish the settings with the button "save".

Now you can enable the jr.Live! GUI in the SETUP on the DSP. Click on the "jr.Live!" button.



Then enable the GUI with the checkbox.



By defining a password you can restrict exiting the jr.Live! GUI to authorized persons. If a password is set you will be asked for a password any time you try to exit the jr.Live! GUI for the normal Lasergraph DSP interface.

Exit the jr.Live GUI by using the keys <ctrl + alt + backspace> or <ctrl + F12>

**Note:** The "Console" input is for future use only.

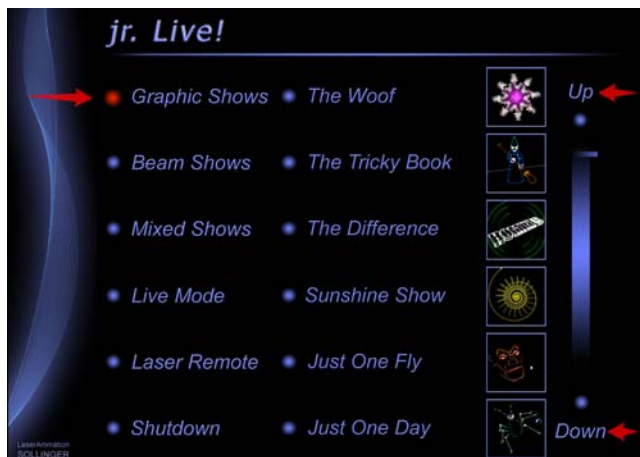
# Using the jr.Live!

When the jr.Live! Interface has started you will see six categories to choose from:

- Graphic Shows
- Beam Shows
- Mixed Shows
- Live Mode
- Laser Remote
- Shutdown



The currently active category is marked with a red dot.



In each category there can be one or more shows.

By clicking on the show picture or the name the show will be loaded into the memory.

If there are more than 6 shows in one category you can scroll through the category by clicking on the Up / Down buttons.

Once the loading is finished, you can press the "Play" button to start the show.

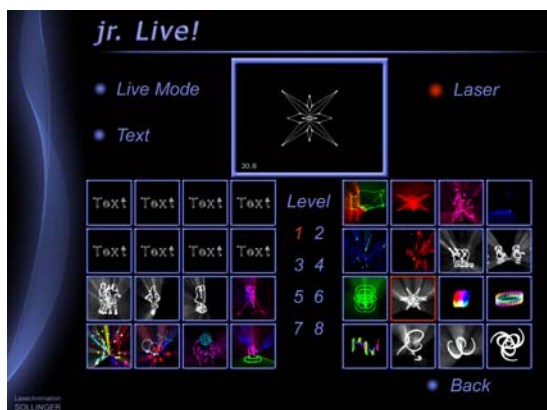


By dragging the position marker on the side bar you can scroll forward and backward through the show.

In addition to the three show directories containing all the shows you can select the following:

### Live Mode

→ loads the Live.BOOT into the memory and shows the Live interface.

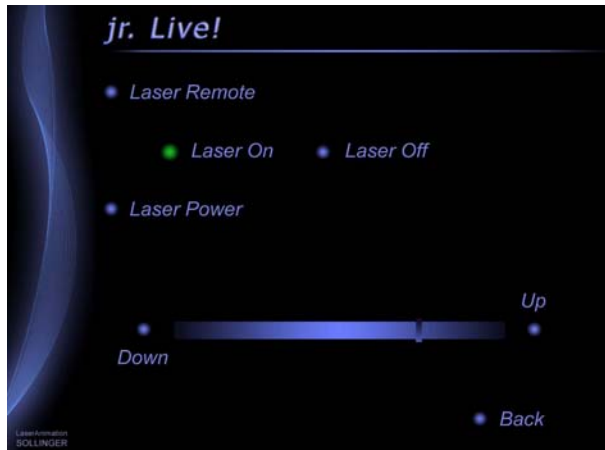


The currently active effect is marked with a red border.

If the Live Mode is not needed, you can delete the bitmap in the directory "C:\jr.Live!\Bitmaps" so it will not be displayed and the mode is not selectable.

## Laser Remote

→ opens the page where a laser which is assigned in the Lasergraph DSP Setup can be turned on/off and the power can be set. The first ("Laser 1") of the four possible lasers will be used in the jr.Live! GUI.



If the option of controlling the laser in the "jr. Live!" is not desired, the "main\_laser.bmp" bitmap can be deleted from the "C:\jrLive!\Bitmaps" directory. In addition to the "Laser Remote" selection this will also delete the laser status displays from the show playback screen and the Live Mode.

## Shutdown

→ This menu entry allows shutting down the "jr. Live!" following a safety requester.

## Attention!

In addition to the Lasergraph DSP this will also shut down the PC!

If this option is not desired, the "main\_shutdown.bmp" bitmap can be deleted from the "C:\jrLive!\Bitmaps" directory.

## Note:

With the keyboard shortcut <ctrl> + <alt> + <i> it is possible to call up the "Net I/O Setup" window in the jr.Live! GUI.

This enables the user to change I/O - settings etc. without leaving the GUI (e.g. when the GUI is locked with a password).



## Creating "jr. Live!" compatible Shows

As described previously the shows are divided into three categories. A show must be sorted into one of the three subdirectories "Graphics", "Beams" or "Mixed".

In addition to the BOOT itself this directory must also contain the music and a bitmap which, except for the file name extension, have to have the same name as the BOOT.

The size of the bitmap must be 450x100 pixels. In order that the bitmap fits in with the other shows and the overall design of the interface we recommend basing the new bitmap on one of the supplied show bitmaps and just changing the text and the preview picture (in the frame).

The texts were created in "Adobe® Photoshop" as follows:

- Font: Arial, Italic, 16Pt. at 300dpi
- Effects: Drop shadow (120°, 75% opacity) plus inner bevel, smooth
- Color: RGB values 103, 119, 243

Subsequently the text was reduced to 20% using "Paint".

For creating the preview pictures, LGPreview screen-shots can be used.

LGPreview has to be set to 80x80 Pixel. For graphics the line width should be set to 2.

In order for a show to be played back without problems and for the progress display to work correctly, the show should meet the following requirements:

1. The first line of the timescript should contain a comment stating the name of the show.  
In contrast to the name of the boot, the full name can be given here, i.e. more than 14 characters can be used. Spaces or special characters are possible.
2. The show itself should start with the following commands:
 

DefineMedia	Media: <File Name>
SetTimeMode	External source: Media Script source: Internal Auto Track: ON Write: Unchanged
PlayMedia	Parameter depending on the Show, usually: Start: 1:00:00,00 End: 1:59:00,00 Media ref time: 1:00:00,00 Script ref time: 1:00:00,00
3. The Show should end with the following commands:
 

SetTimeMode	External source: Unchanged Script source: Internal Auto Track: OFF Write: Unchanged
StopMedia	

In order to determine the running time of the show, all Entries, PressKey and ReleaseKey contained in the timescript are detected. If any intro or fading-out music is to be included in the progress display an entry command should be included at the beginning resp. the end of the show which states "Nochange" for all films.

This has no influence on the course of the show but it will be considered in determining the running time of the show.

## Running Text

If you want to integrate one or more RunningTexts with the GlobalText function to let the jr.Live! user change the text inside the GUI, follow the instructions below:

Create the Trickfilm syntax as usual together with the GlobalText command.  
Use the numbers 1 – 8 for the description in the GlobalText.

Because the jr.Live GUI shows the text in the preview bitmap, the GUI has to know which Entries have been used for the text effects.

This is done with a definition file that has to be stored in the Live.BOOT with the name "Text.cfg".

You can find the configuration file of the demo Live.Boot in the "Live.BOOT".

To change into a BOOT directory, use the command "ChangeDirectory" (shortcut "cd").

The Live.Boot in the jr.Live! supports 8 GlobalTexts.

In the default configuration the Live.Boot has 8 Text Entries in Level I (Entry 1 – 8) and 8 Text Entries in Level III (Entry 65 - 72).

The GlobalText is defined by entering the value 1 - 8 into the equivalent line and deleting the "-".

text syntax:

";" marks a comment

"-" marks an Entry without text

"1"- "8" marks an Entry with text and the value defines the GlobalText entry

For details see the "text.cfg" that can be found in the Live.BOOT.

## Using the Live Mode that is delivered with the Mark 2



The Live Mode can contain up to 256 effects, organized in 8 levels with 32 effects each.

The “Live.Boot” that comes with Mark 2 is a free to use example for the Live Mode. It contains 32 graphic effects in Level 1, 32 beam effects in Level 2 and 32 beat effects in Level 3.

By clicking on a Level number you select the corresponding Level.

By clicking on one of the pictures you start the corresponding effects.

Because the Live Mode is mainly made for "live" operation, a Midi controller (or a faderboard) is necessary to take advantage of all features of the Live Mode.

**Midi / Fader Assignment:**

16 faders are used to control brightness, speed etc. and 8 fader buttons are used to change colors.

Midi notes are used to call up the different effects through the Keyconfig.

### Note:

There is a MIDI controller (CC 80) that toggles the Laser output On/Off.

With MIDI Controller 81 you enable/disable the frame selection for the beam effects.

This means, for all beam effects you can choose between 23 different pictures when the frame selection is enabled!

To get a preview of the pictures while an effect is running, use the MIDI controller 82, the frame preview.

**Beat Level 3:**

On Level 3 all effects move on a beat counter. The beat can be manually “tabbed” by pushing Midi Note #8 (the speed Flash button on Level 1 & 2).

With the Midi-Controller #31 you can define the direction of the effect moving (on the OHM64 it is the knob above the speed fader).

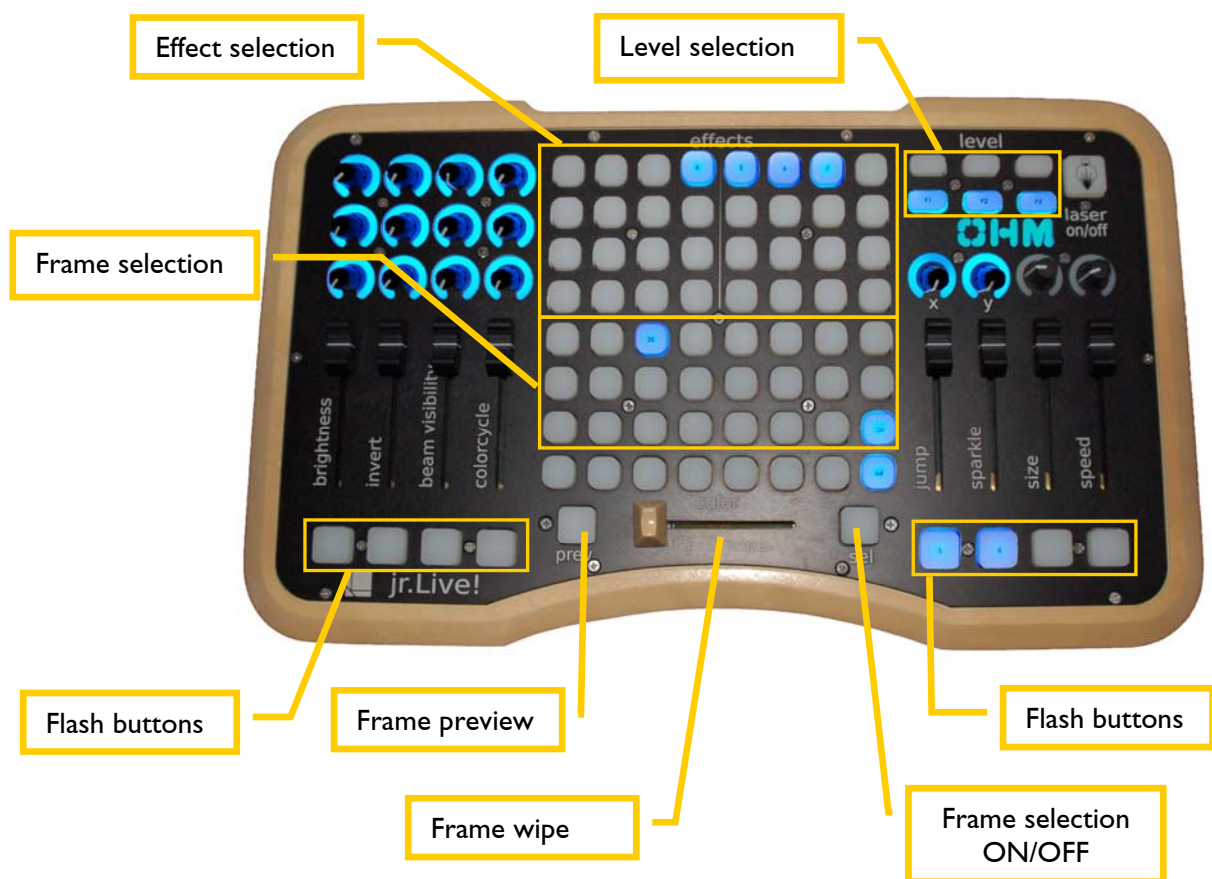
When the controller is  $< 0.5$ , the effect will move in one direction, when the controller is  $> 0.5$  the effects moves back and forth.

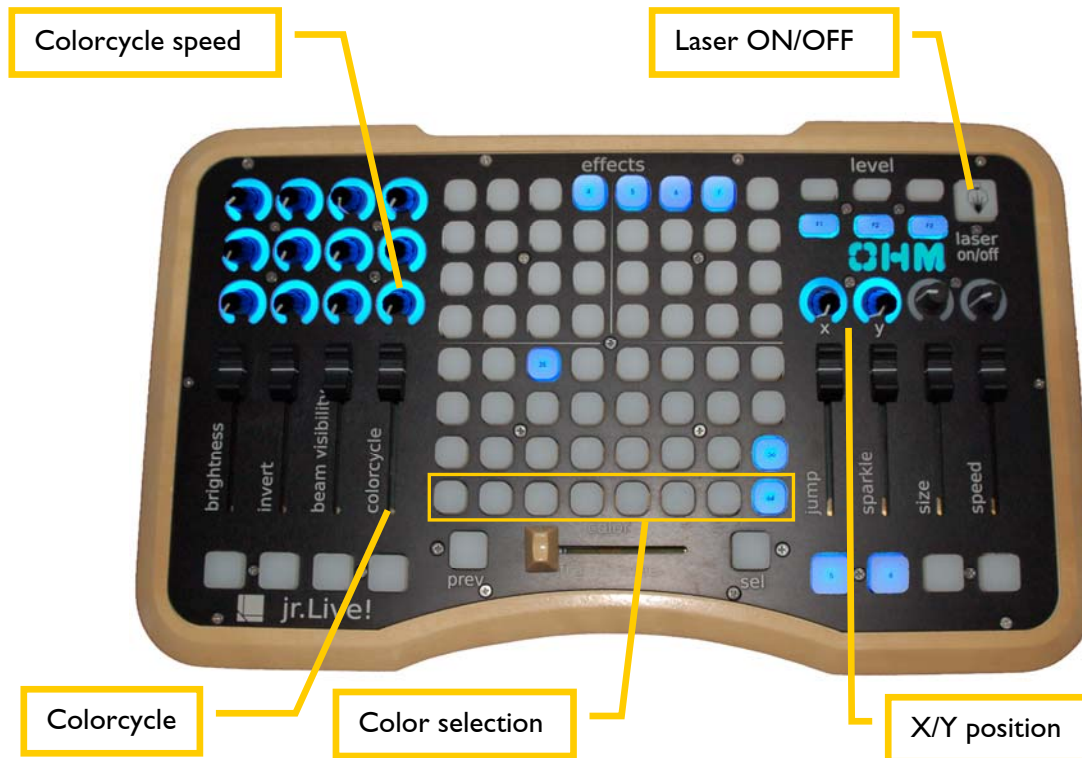
With Controller 7 (Effect speed on Level 1 & 2) you can choose between 3 different Beats. When the Controller is 1, the counter uses every bar, when it is 0.5 it uses every second bar and when controller 7 is 0 it uses every 4<sup>th</sup> bar.

MIDI Note #6 stops the movement, Midi Note #5 and #4 continue with different directions.

On the OHM64 controller these buttons correspond with the “size” Flash button, the “jump” Flash button and the “sparkle” Flash button.

See the assignment details in the attached pictures.





### Special functions on Level 3:



## The RunningText Editor



By clicking on the button "Text" you activate the Text editor.  
On the first page you choose which of the 8 texts you want to edit.  
Just click on the text and you will get to the second page.



Now you can use the computer keyboard or the virtual keyboard on screen to edit the text. Once you press "enter" or "OK" the text will be saved.

## MIDI / Fader Assignment

### Faders / Controller Syntax

Faders	Midi-Controller	Action
0	0	Brightness 0 – 100 %
1	1	0 - 25 % Size X = 1 ; 25 - 50 % Size X = -1 50 – 75 % move forward ; 75 – 100 % move reverse
2	2	Beam visibility 0 – 100 %
3	3	Colorcycle: 0 – 75 % ; 75 – 100 % Cycle Speed both in combination with Fader 4
4	4	Number of colors in the cycle
5	5	Sparkle 0 – 100 %
6	6	Frame size 0 – 100 %
7	7	Effect speed 0 – 100 % (Level 1/2)
7	7	Beat counter 1-2-4 (Level 3)
8	8	Abstract Shape 1
9	9	Abstract Shape 2
10	10	Abstract color 1
11	11	Abstract color 2
14	14	Position X
15	15	Position Y
16	16	Frame wipe (between default and selected frame)
18	18	Invert Jump
31	31	Beat direction (one way / back and forth) only in Level 3

When Fader 4 (Number of color) is set to 0 and Fader 3 is somewhere between 75 – 100% the effect will get white.

By pressing a Fader button you can then choose a color which will be used for a color change from white to the selected color.

Fader Buttons	Midi-Controller	Action
0	64	Color Red
1	65	Color Orange
2	66	Color Yellow
3	67	Color Green
4	68	Color Cyan
5	69	Color Blue
6	70	Color Hot Pink
7	71	Color Default
16	80	Laser Output enable / disable
17	81	Frame selection enable / disable
18	82	Frame selection Preview !!!

**Note:**

When the Frame selection is off, the Frame Wipe will wipe between two different positions of the default frame.

When it is on, it wipes between the default and the user selected frame.

The preview button will show the selected frame on the preview output on the computer screen, it will not be shown on the real laser output!



## Midi Notes Syntax

### *Level I Graphic Level*

<b>Midi-Note</b>	<b>Action</b>	<b>Midi-Note</b>	<b>Action</b>
#36	DSP Keyboard Level I	#66	-----
#37	-----	#67	Preset Level 1 Effect 16
#38	DSP Keyboard Level II	#68	-----
#39	-----	#69	Preset Level 1 Effect 17
#40	DSP Keyboard Level III	#70	-----
#41	Preset Level 1; Effect 1 (Text 1)	#71	Preset Level 1 Effect 18
#42	Frame selection	#72	Preset Level 1 Effect 19
#43	Preset Level 1; Effect 2 (Text 2)	#73	-----
#44	-----	#74	Preset Level 1 Effect 20
#45	Preset Level 1; Effect 3 (Text 3)	#75	-----
#46	-----	#76	Preset Level 1 Effect 21
#47	Preset Level 1; Effect 4 (Text 4)	#77	Preset Level 1 Effect 22
#48	Preset Level 1; Effect 5 (Text 5)	#78	-----
#49	-----	#79	Preset Level 1 Effect 23
#50	Preset Level 1; Effect 6 (Text 6)	#80	-----
#51	-----	#81	Preset Level 1 Effect 24
#52	Preset Level 1; Effect 7 (Text 7)	#82	-----
#53	Preset Level 1; Effect 8 (Text 8)	#83	Preset Level 1 Effect 25
#54	-----	#84	Preset Level 1 Effect 26
#55	Preset Level 1 Effect 9	#85	-----
#56	-----	#86	Preset Level 1 Effect 27
#57	Preset Level 1 Effect 10	#87	-----
#58	-----	#88	Preset Level 1 Effect 28
#59	Preset Level 1 Effect 11	#89	Preset Level 1 Effect 29
#60	Preset Level 1 Effect 12	#90	-----
#61	-----	#91	Preset Level 1 Effect 30
#62	Preset Level 1 Effect 13	#92	-----
#63	-----	#93	Preset Level 1 Effect 31
#64	Preset Level 1 Effect 14	#94	-----
#65	Preset Level 1 Effect 15	#95	Preset Level 1 Effect 32

<b>Midi-Note</b>	<b>Action</b>	<b>Midi-Note</b>	<b>Action</b>
#01	Flash brightness	#05	Flash jump
#02	Flash invert	#06	Flash sparkle
#03	Flash Beam visibility	#07	Flash size
#04	Flash colorcycle	#08	Flash speed

**Level 2 Beam Level**

<b>Midi-Note</b>	<b>Action</b>	<b>Midi-Note</b>	<b>Action</b>
#36	DSP Keyboard Level I	#66	Frame selection Frame 11
#37	-----	#67	Preset Level 2 Effect 16
#38	DSP Keyboard Level II	#68	Frame selection Frame 12
#39	-----	#69	Preset Level 2 Effect 17
#40	DSP Keyboard Level III	#70	Frame selection Frame 13
#41	Preset Level 2 Effect 1	#71	Preset Level 2 Effect 18
#42	Frame selection Frame 1	#72	Preset Level 2 Effect 19
#43	Preset Level 2 Effect 2	#73	Frame selection Frame 14
#44	Frame selection Frame 2	#74	Preset Level 2 Effect 20
#45	Preset Level 2 Effect 3	#75	Frame selection Frame 15
#46	Frame selection Frame 3	#76	Preset Level 2 Effect 21
#47	Preset Level 2 Effect 4	#77	Preset Level 2 Effect 22
#48	Preset Level 2 Effect 5	#78	Frame selection Frame 16
#49	Frame selection Frame 4	#79	Preset Level 2 Effect 23
#50	Preset Level 2 Effect 6	#80	Frame selection Frame 17
#51	Frame selection Frame 5	#81	Preset Level 2 Effect 24
#52	Preset Level 2 Effect 7	#82	Frame selection Frame 18
#53	Preset Level 2 Effect 8	#83	Preset Level 2 Effect 25
#54	Frame selection Frame 6	#84	Preset Level 2 Effect 26
#55	Preset Level 2 Effect 9	#85	Frame selection Frame 19
#56	Frame selection Frame 7	#86	Preset Level 2 Effect 27
#57	Preset Level 2 Effect 10	#87	Frame selection Frame 20
#58	Frame selection Frame 8	#88	Preset Level 2 Effect 28
#59	Preset Level 2 Effect 11	#89	Preset Level 2 Effect 29
#60	Preset Level 2 Effect 12	#90	Frame selection Frame 21
#61	Frame selection Frame 9	#91	Preset Level 2 Effect 30
#62	Preset Level 2 Effect 13	#92	Frame selection Frame 22
#63	Frame selection Frame 10	#93	Preset Level 2 Effect 31
#64	Preset Level 2 Effect 14	#94	Frame selection Frame 23
#65	Preset Level 2 Effect 15	#95	Preset Level 2 Effect 32

<b>Midi-Note</b>	<b>Action</b>	<b>Midi-Note</b>	<b>Action</b>
#01	Flash brightness	#05	Flash jump
#02	Flash invert	#06	Flash sparkle
#03	Flash Beam visibility	#07	Flash size
#04	Flash colorcycle	#08	Flash speed

**Level 3 Beat Level**

<b>Midi-Note</b>	<b>Action</b>	<b>Midi-Note</b>	<b>Action</b>
#36	DSP Keyboard Level I	#66	Frame selection Frame 11
#37	-----	#67	Preset Level 3 Effect 16
#38	DSP Keyboard Level II	#68	Frame selection Frame 12
#39	-----	#69	Preset Level 3 Effect 17
#40	DSP Keyboard Level III	#70	Frame selection Frame 13
#41	Preset Level 3 Effect 1	#71	Preset Level 3 Effect 18
#42	Frame selection Frame 1	#72	Preset Level 3 Effect 19
#43	Preset Level 3 Effect 2	#73	Frame selection Frame 14
#44	Frame selection Frame 2	#74	Preset Level 3 Effect 20
#45	Preset Level 3 Effect 3	#75	Frame selection Frame 15
#46	Frame selection Frame 3	#76	Preset Level 3 Effect 21
#47	Preset Level 3 Effect 4	#77	Preset Level 3 Effect 22
#48	Preset Level 3 Effect 5	#78	Frame selection Frame 16
#49	Frame selection Frame 4	#79	Preset Level 3 Effect 23
#50	Preset Level 3 Effect 6	#80	Frame selection Frame 17
#51	Frame selection Frame 5	#81	Preset Level 3 Effect 24
#52	Preset Level 3 Effect 7	#82	Frame selection Frame 18
#53	Preset Level 3 Effect 8	#83	Preset Level 3 Effect 25
#54	Frame selection Frame 6	#84	Preset Level 3 Effect 26
#55	Preset Level 3 Effect 9	#85	Frame selection Frame 19
#56	Frame selection Frame 7	#86	Preset Level 3 Effect 27
#57	Preset Level 3 Effect 10	#87	Frame selection Frame 20
#58	Frame selection Frame 8	#88	Preset Level 3 Effect 28
#59	Preset Level 3 Effect 11	#89	Preset Level 3 Effect 29
#60	Preset Level 3 Effect 12	#90	Frame selection Frame 21
#61	Frame selection Frame 9	#91	Preset Level 3 Effect 30
#62	Preset Level 3 Effect 13	#92	Frame selection Frame 22
#63	Frame selection Frame 10	#93	Preset Level 3 Effect 31
#64	Preset Level 3 Effect 14	#94	Frame selection Frame 23
#65	Preset Level 2 Effect 15	#95	Preset Level 3 Effect 32

<b>Midi-Note</b>	<b>Action</b>	<b>Midi-Note</b>	<b>Action</b>
#01	Flash brightness	#05	Flash jump
#02	Flash invert	#06	Flash sparkle
#03	Flash Beam visibility	#07	Flash size
#04	Flash colorcycle	#08	Beat Tab

As a MIDI controller we recommend the OHM64 or the iPad with TouchOSC installed.

### OHM 64



### iPad with TouchOSC



For details how to control the Live Mode with the OHM64 and iPad see our video-tutorial on our web page.

### Notes:

- Ohm64 is a registered trademark of Livid Instruments.
- iPad is a registered trademark of Apple computers.