





Show Control Guide

Prepare, start, and run a show
with the Show Control application.

Who is this guide for?

The operator running an already prepared and tested project. This guide focuses on live operation. Project creation, events, and DMX fixtures are covered in the full user manual.

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1. Before opening

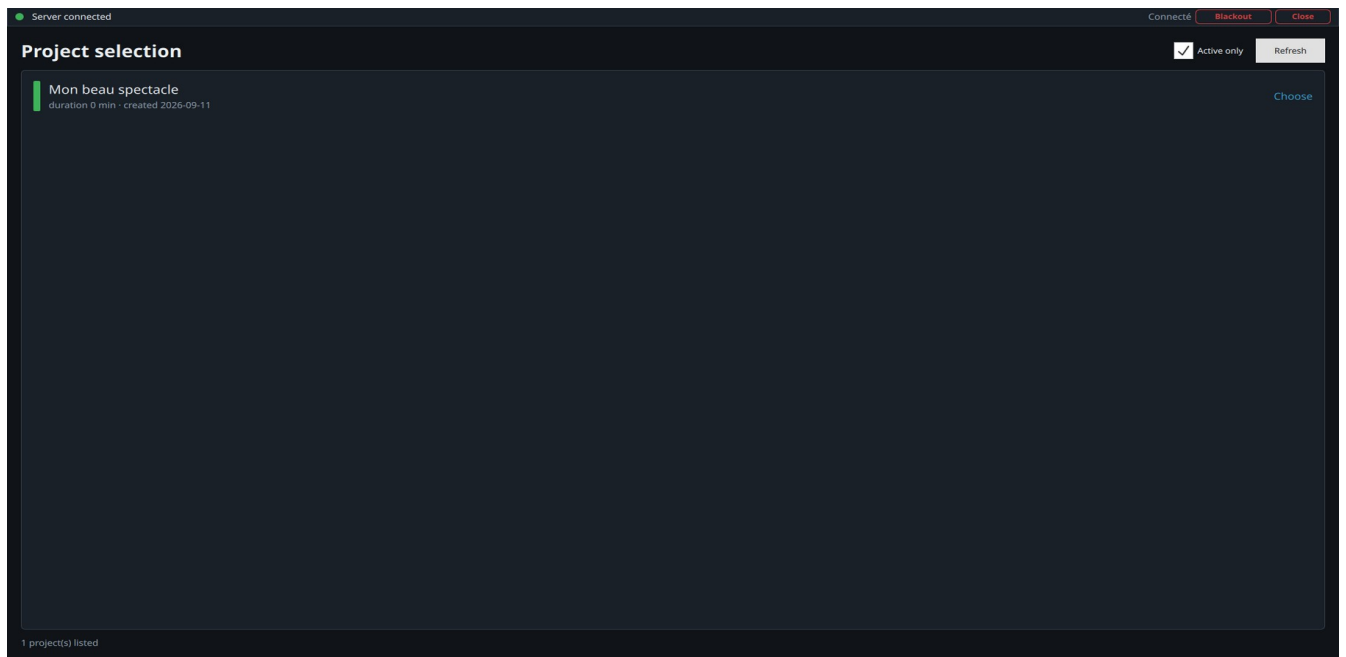
Run these checks before the audience enters. They help avoid discovering a link, media, or DMX problem during the show.

Check	Expected result
☐ Server	The top banner says the server is connected and no DMX link alert is displayed.
☐ DMX interface	The correct interface is selected in the Library and fixtures react to the hardware test.
☐ Project	The project appears in the active projects list. Its name and version match today's show.
☐ Media	Audio and video files are present on the show computer and routed to the right outputs.
☐ Show test	Events, fades, sequences, and stops have been checked from the Editor.
☐ Blackout	The B key and Blackout button have been identified before the show starts.

Before starting: set the Grandmaster to 100%, check that no blackout is active, and close any old show session left open. If dmx++ reports that a show is already running, stop it only after checking that it is not another workstation currently operating the show.

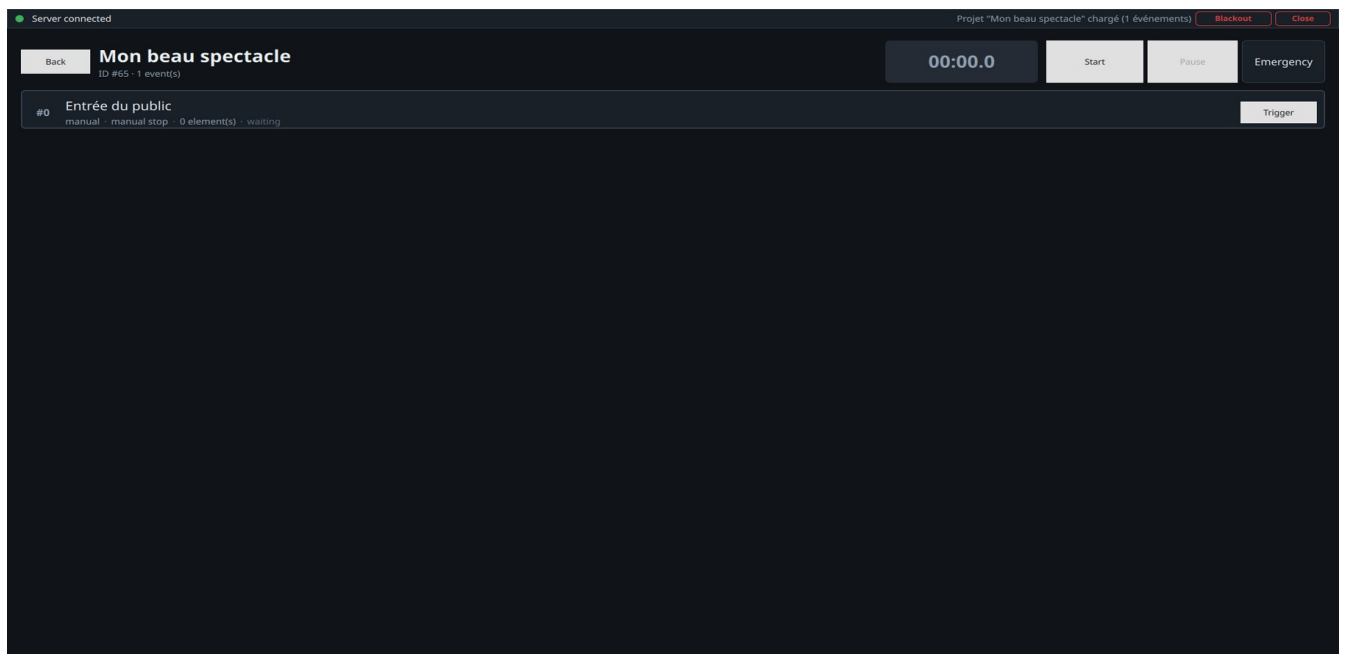
Open Show Control

1. From the **Launcher**, open **Show Control**.
2. Keep the **Active only** filter, then click **Choose** for the project.
3. Check the project name and the number of loaded events.
4. Click **Start** only at the agreed cue.



By default, the selection screen only shows active projects.

2. Read the live screen



Show toolbar, timer, and event list.

Area

Role

Back

Returns to project selection. It is available only when the show is stopped.

Project	Shows the name, identifier, and number of loaded events.
Timer	Elapsed time since start. It is green while running and amber during a global pause.
Start / Stop	Starts or stops the whole show.
Pause / Resume	Freezes or resumes the show and currently running events.
Emergency	Displays the fixture plot beside the event list to monitor devices.
Blackout	Immediately cuts DMX output. It remains available even when the show is stopped.

Controls visible during the show

- **+10s, +30s, +1min**: moves the current show time forward.
- **-10s**: moves the current show time backward. Use carefully, as automatic event state may change.
- **Grandmaster**: adjusts the global intensity of Dimmer channels. Colors and positions are not changed.

3. Run events

Each row is an event. It shows its position, name, trigger mode, stop mode, number of elements, and state.

Understand states

Appearance	Meaning
Amber border	Next manual event ready to trigger.
Green	Event starting or currently running.
Blue	Event finished.
Brown background	Event currently paused.
No marking	Event waiting.

Event controls

- **Trigger** starts a waiting manual event immediately.
- **Stop** interrupts the selected event. For an "at next start" stop, the button is dimmed because the normal stop will happen when the next event is triggered.
- **Pause / Resume** acts only on this event.
- **Replay alone** replays a finished event without changing the rest of the show.

Recommended workflow: use the **Space bar** for the normal run, and event buttons only for recovery, anticipation, or occasional correction. The space bar follows the saved order.

Keyboard shortcuts

Key	Action
Space	First stops the first running event that expects a manual stop. Otherwise, triggers the next waiting manual event.
P	Global pause or resume.
Esc	Stops the whole show.
B	Enables or disables global DMX blackout.

Show-control shortcuts are active regardless of which field or button has focus. Space, P, and Esc require a running show; B remains available at any time.

4. Safety and unexpected situations

Pause, stop, and blackout are different actions

Action	Effect	Use it when
Pause	Freezes show time and pauses running events.	A temporary interruption is expected to resume at the same point.
Stop	Ends the current run and closes associated media playback.	The show is over or the session is abandoned.
Blackout	Immediately forces DMX output to zero. The timeline may continue.	An immediate dark stage is required or a lighting incident occurs.

Important: blackout is not pause. If the timeline continues during blackout, events may start or finish without being visible on stage. Check the show-control state before removing blackout.

Emergency mode

The **Emergency** button splits the screen between the compact event list and the fixture plot. The plot shows the instant state of DMX fixtures. This mode keeps show control available while you quickly locate a fixture or stage area.

Media panel

Outside Emergency mode, the right-hand panel shows current audio and video media. It lets you monitor their position and adjust their volume. A global pause suspends media along with the rest of the show.

Common alerts

Alert	Response
DMX link error	Keep Show Control open, then check the cable and interface. The server automatically tries to reconnect. Use the fixture plot to monitor the logical state.
Show already	Check that no other workstation is operating the show. Stop the old session only if it has

running been abandoned.

Event warning Identify the missing or invalid element. Avoid restarting repeatedly before understanding the cause.

Missing or silent media Check the media panel, volume, local file, and the computer's audio/video output.

5. Finish cleanly

1. Let the last event finish unless an immediate stop is required.
2. Click **Stop** or press **Esc**.
3. Check that the timer is stopped and media players have disappeared.
4. Remove blackout if it is still active, then check the expected output state.
5. Use **Back** to leave the project, then close Show Control.

Do not abruptly close the server or computer while a show is running. Stop the show first so DMX outputs and media sessions are released cleanly.

Quick memo

Start	Choose the project, check its name and events, then click Start .
Next cue	Space
Global pause	P , then P again to resume.
Global stop	Esc or the Stop button.
Immediate dark stage	B or Blackout . The timeline may continue.
Single event	Use its Trigger , Stop , Pause , or Replay alone buttons.
Monitor fixtures	Enable Emergency to display the fixture plot.
Correct time	Use +10s, +30s, +1min, or -10s carefully.
Adjust intensity	Adjust the Grandmaster ; it acts on Dimmer channels.