Mantra Editor for the MANTRA LITE

Quick Start Guide

AUSTRALIAN MADE

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Contact Details

LSC Control Systems Pty Ltd

ABN 21 090 801 675

65-67 Discovery Road
Dandenong South, Victoria 3175 Australia
Tel: +61 3 9702 8000

email: info@lsccontrol.com.au
web: www.lsccontrol.com.au

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1   Introduction

1.1   Conventions Used in this Manual

Throughout this manual, certain conventions have been used to make the meaning clearer.
- A word in **Bold** text represents a button to be clicked (or touched on a touch screen) when using the Mantra Editor programming software
- Emphasis is indicated by underlining
- *Notes or Hints are displayed in italic fon*t

1.2   Mantra Editor Overview

The Mantra Editor programming software can be used to in two ways.
- To off line edit Mantra Lite show files. See section 2.
- To take remote-control of the Mantra Lite output. See section 3.

The Mantra Editor includes all of the Mantra Lite features such as the fixture library, colour pickers, cue lists and chases plus effects such as animations and shapes. Some features of the editor such as the real time scheduler only apply to the Mantra Mini. The Mantra Mini is a playback unit designed for permanent installations.

This "Quick Start Guide" should be read in conjunction with the Mantra Lite User Manual.

1.3   Installing the Mantra Editor Software

The Mantra Editor software is available from "mantramini.lsccontrol.com.au". Download and run the Mantra Editor Setup program on your computer or tablet.
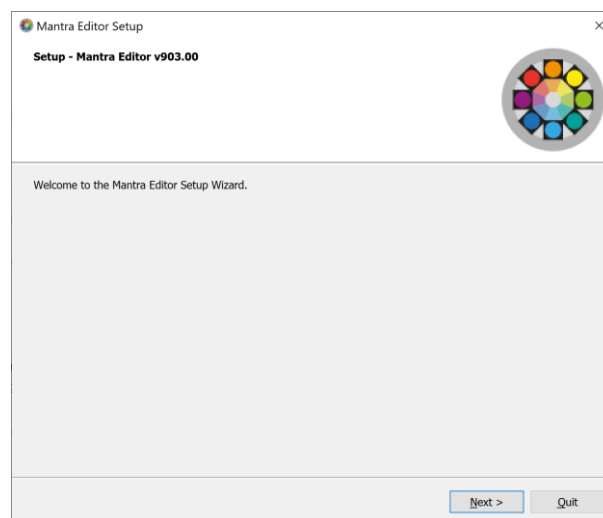
Follow the on-screen instructions and be sure to allow Mantra Editor access through your computers firewall. Run the Mantra Editor program.

2   Off Line Edit a Mantra Lite Show

2.1   Overview

Shows exported from a Mantra Lite console can be imported into the Mantra Editor, edited and then exported back to the Mantra Lite.
A Mantra Lite show file contains the recorded memories (cues and cue-lists), the patch and the rig view.
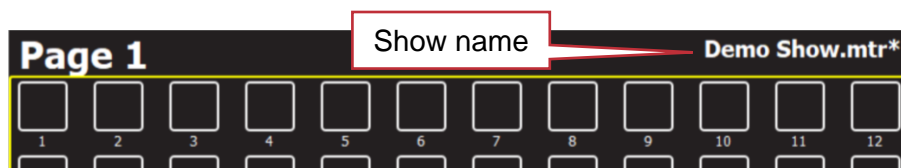
2.2   Export a Show from Mantra Lite

To export a show from the Mantra Lite to a USB memory stick (formatted as FAT32) insert the USB stick in one of the USB sockets on the rear panel of the Mantra Lite.

From the Mantra Lites "Home" screen tap **Tools**, **Export Show**. The screen offers the current show name but you can choose a different show if you desire. Touch **Save** to complete the export.

2.3   Import a Show into Mantra Editor

Insert the memory stick containing the show file into the computer running the Mantra Editor. To import a show into the Mantra Editor, from the editors "Home" screen tap **Tools**, **Import Show**. This opens your computers file manager allowing you to navigate to the USB memory stick and load the show.

When a show has been loaded in the Mantra Editor, the show name is shown in the top right corner of the home screen.

If you make changes to the show file, an * after the show name indicates that the current show has been changed but has not been saved.

See section 4 for details on how to use the Mantra Editor to edit a show.

2.4   Export a Show from Mantra Editor

A show file in the Mantra Editor can be exported to a USB memory stick. From the Mantra Editor "Home" screen tap **Tools**, **Export Show**. This opens your computers file manager allowing you to save the show in any location including a USB memory stick. The USB stick must be formatted as FAT32.

2.5   Import a show into the Mantra Lite

To import a show into the Mantra Lite from a USB memory stick, insert the USB stick in one of the USB sockets on the rear panel of the Mantra Lite.

From the Mantra Lite "Home" screen tap **Tools**, **Import Show**.

3   Remote Control of the Mantra Lite

3.1   Overview

A computer running the Mantra Editor program can take control of the Mantra Lite output allowing it to be used as a remote-control to playback the cues in the show and also control the fixtures. The cues can be edited and saved back to the Mantra Lite. The Mantra Editor computer is connected to the Mantra Lite via the Ethernet connector.

The Mantra Editor takes control of the Mantra Lite output whenever the Mantra Editor,
* Loads a show file from the (Remote) Mantra Lite
* Saves a (Local) show file to the (Remote) Mantra Lite

Hint: The Mantra Editor refers to the show files stored on the computer as "Local" and those stored on the Mantra Lite as "Remote".

When the Mantra Editor is in control, the faders, buttons and touch screen of the Mantra Lite cannot be used. See section 3.3.1 for more details on how the Mantra Lite output is controlled.

When the Mantra Editor is disconnected, the Mantra Lite takes back control of its output.
The Mantra Editor is disconnected from the Mantra Lite when any of the following are performed,
* A show is saved to the (Local) Mantra Editor
* A show is loaded from the (Local) Mantra Editor
* A "New Show" is opened in the Mantra Editor
* The Mantra Editor program is closed

3.2   Connecting the Editor to the Mantra Lite via Ethernet

The Mantra Lite default ethernet setting is DHCP (Dynamic Host Configuration Protocol). DHCP is used to automate the process of configuring devices on IP networks. In order to have a network address automatically assigned, the Mantra Lite must be connected to a DHCP server. Most consumer routers are set up to act as a DHCP server and will automatically assign an IP address to the Mantra Lite. Connect the Mantra Lite and the computer running the Mantra Editor to the same DHCP router.

If a DHCP router is not available you can set a static IP addresses in the Mantra Lite and in the computer then make a direct network connection.
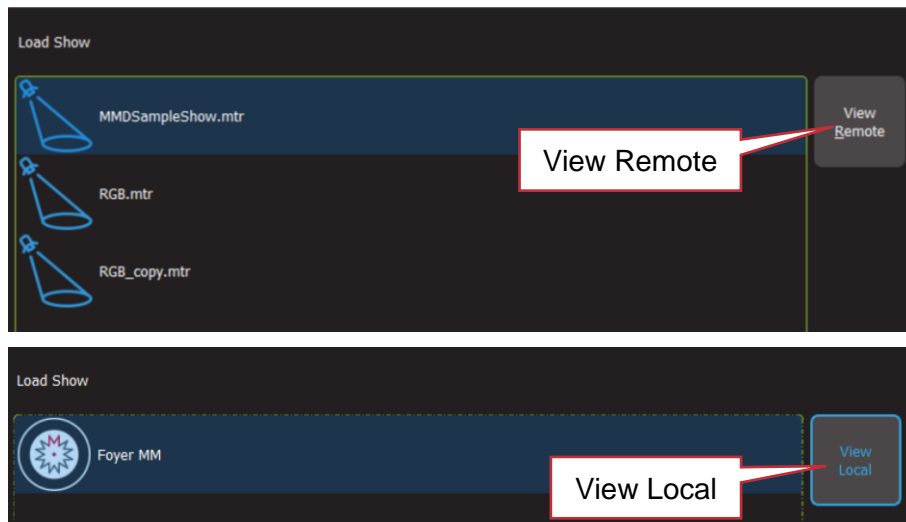
When using Microsoft Windows to connect to a Mantra Lite, you must set your computers network profile to "Private". To change the network profile for a wired network, click **Start, Settings**, **Network & Internet**, **Ethernet**, then click your network adapter and choose the "Private" profile.
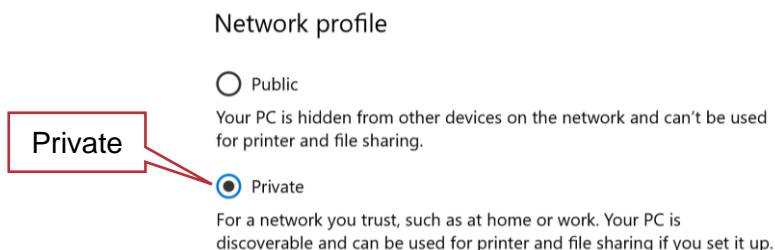
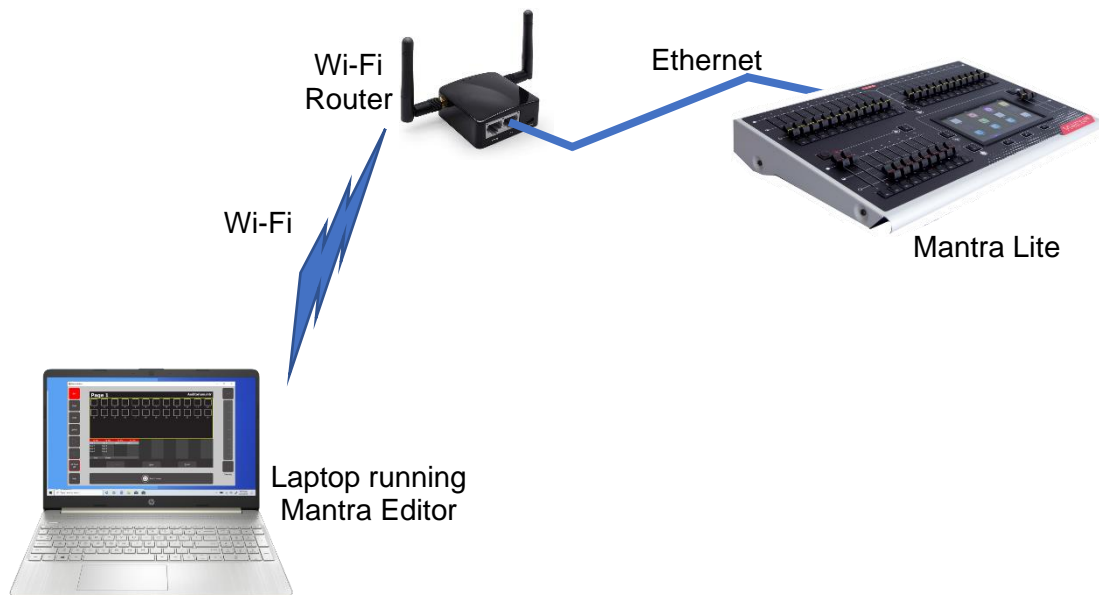Follow these steps to connect the Mantra Editor to the Mantra Lite via ethernet using DHCP.

1. Connect the Mantra Lite and the computer or tablet running the Mantra Editor to the same DHCP server.

2. Open the Mantra Editor program. To use the ethernet connection, click **Tools**, **Setup**, **System Settings**. In the "Available Networks" pane click on **Ethernet** then double click ⊛ **Back/Home**.

3. To load, control and edit a show that exists on the Mantra Lite, in the Mantra Editor click **Tools**, **Load Show**, **View Remote**. Click the Mantra Lite **icon** then click on the show file **name** then click **Load**. The editor now controls the output of the Mantra Mini.

3.3 . Connecting the Editor to the Mantra Lite via Wi-Fi

The Mantra Lite does not have inbuilt Wi-Fi so you must connect its ethernet to a Wi-Fi router. The computer running the Mantra Editor is then connected to that same router via Wi-Fi.


Follow these steps to connect the Mantra Editor to the Mantra Lite via Wi-Fi.

1. Connect a network cable from the Mantra Lite "Ethernet" connector to the Wi-Fi router. Connect the computer or tablet running the Mantra Editor to Wi-Fi signal from the Wi-Fi router.

When using Microsoft Windows to connect to Wi-Fi, you must set your computers network profile to "Private".

After connecting you might see the following message.

If you see this message select "Yes"
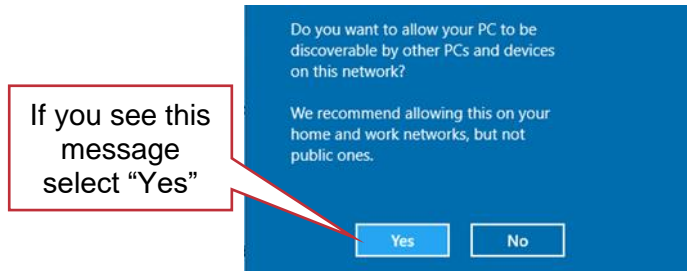
Select "Yes".

Alternatively, to manually change the network profile to "Private", click the available Network icon in the Notification area.

Properties

Available Networks Icon
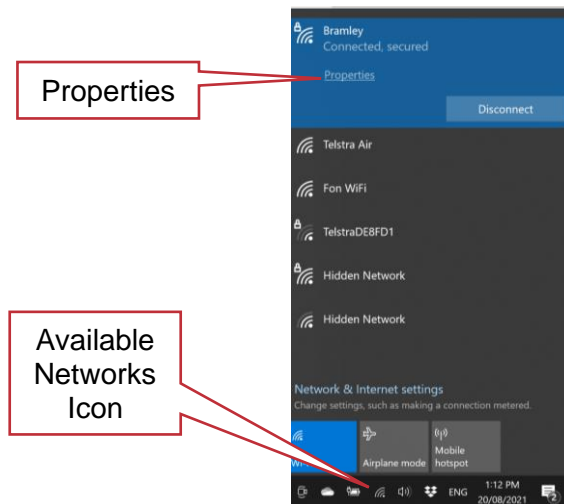
Select the Wi-Fi network and then click **Properties** and in the "Network profile" that opens select **Private.**

Private
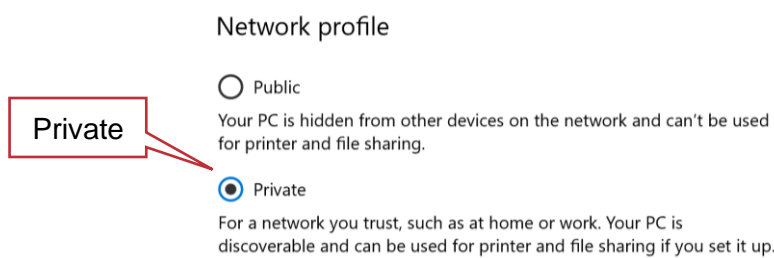
2. With the computer now connected to the Wi-Fi, open the Mantra Editor application on your computer. To use the Wi-Fi connection, click **Tools**, **Setup**, **System Settings**. In the "Available Networks" pane click on **WiFi** then double click ⚙ **Back/Home**.

3. To load, control and edit a show that exists on the Mantra Lite, in the Mantra Editor click **Tools**, **Load Show**, **View Remote**. Click the Mantra Lite **icon** then click on the show file **name** then click **Load**. The editor now controls the output of the Mantra Mini.
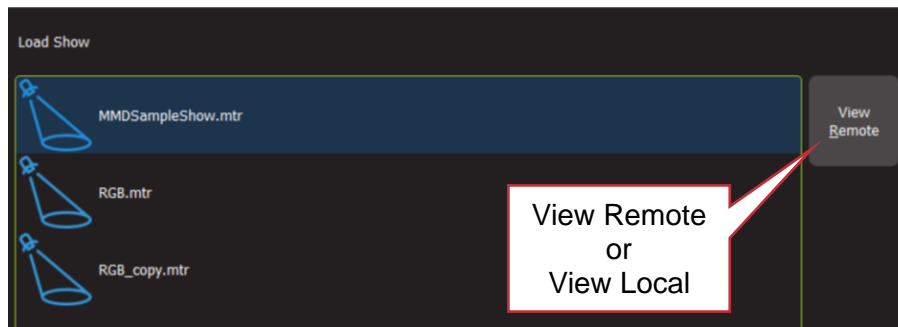
Hint: *When the Mantra Editor is connected to the Mantra Lite, the top of the home screen on the Mantra Editor shows the Network Name of the Mantra Lite followed by the show name.*

In this example, the Mantra Lites "Network Name" has been set to "MantraLite". When the Mantra Editor is connected to the Mantra Lite, "MantraLite:::/" is shown before the show name.

When the Mantra Editor is NOT connected to the Mantra Mini, only the show name is shown.

3.3.1 Output Priority

The Mantra Lite consists of a fixture faders & playback faders section and an output section.

The "output" section <u>generates</u> the DMX, sACN or ArtNet output signals that control the lighting fixtures. The data that generates the DMX, sACN and ArtNet output signals can come from 2 different sources that are selected by the "automatic switch" as described below.
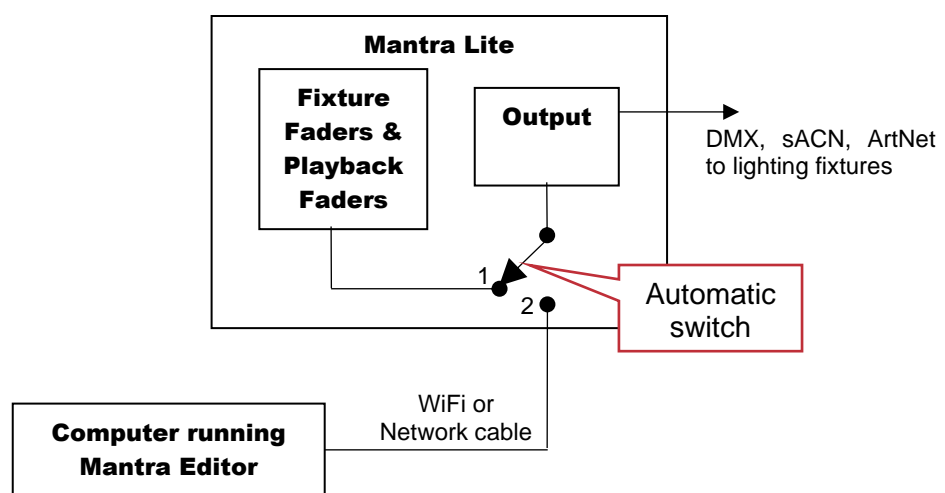
"Simplified" Output Signal Sources

1. During normal operation (when the Mantra Editor is not connected), the automatic switch is in position 1 and the "Fixture Faders & Playback Faders" section of the Mantra Lite is connected to the "Output" section and controls the connected fixtures.

2. When a computer or tablet running the Mantra Editor is connected to the Mantra Lite and a show file is either saved to or is loaded from the Mantra Lite, the automatic switch moves to position 2 and the Editor is connected to the "Output" section and controls the connected fixtures. When the Mantra Editor is disconnected, the switch automatically moves back to position 1.

3.4 Disconnecting the Editor from the Mantra Lite

The Mantra Editor is disconnected from the Mantra Lite when any of the following are performed,
- A show is saved to the (Local) Mantra Editor
- A show is loaded from the (Local) Mantra Editor
- A "New Show" is opened in the Mantra Editor
- The Mantra Editor program is closed

4   Mantra Editor Quick Tour

4.1   Overview

Unlike the Mantra Lite, the Mantra Editor does not have any faders or buttons so it uses slightly different techniques to control fixture intensity and to control cue playback. This user manual describes the different methods used by the Mantra Editor and assumes that you have a working knowledge of the Mantra Lite console.

4.2   Keyboard Shortcuts

Many functions of the Mantra Editor can be performed by a computer keyboard shortcut button. Shortcuts differ depending upon the current screen that is displayed in Mantra Editor. You can experiment to find buttons that work as shortcuts on the various screens.

The following are some of the most useful shortcuts.
- To go back one screen press **Esc** (equivalent to 🌼 **Back/Home**)
- To clear All fixtures in the "Live memory", from the Home screen press **A** then **L**
- To turn Off all active cues, from the Home screen press **O**
- To open the Apps screen, from the Home screen press **A**
- To save the show (Tools/Save), from the Home screen press **T** then **S**

4.3   Editor Main Screen
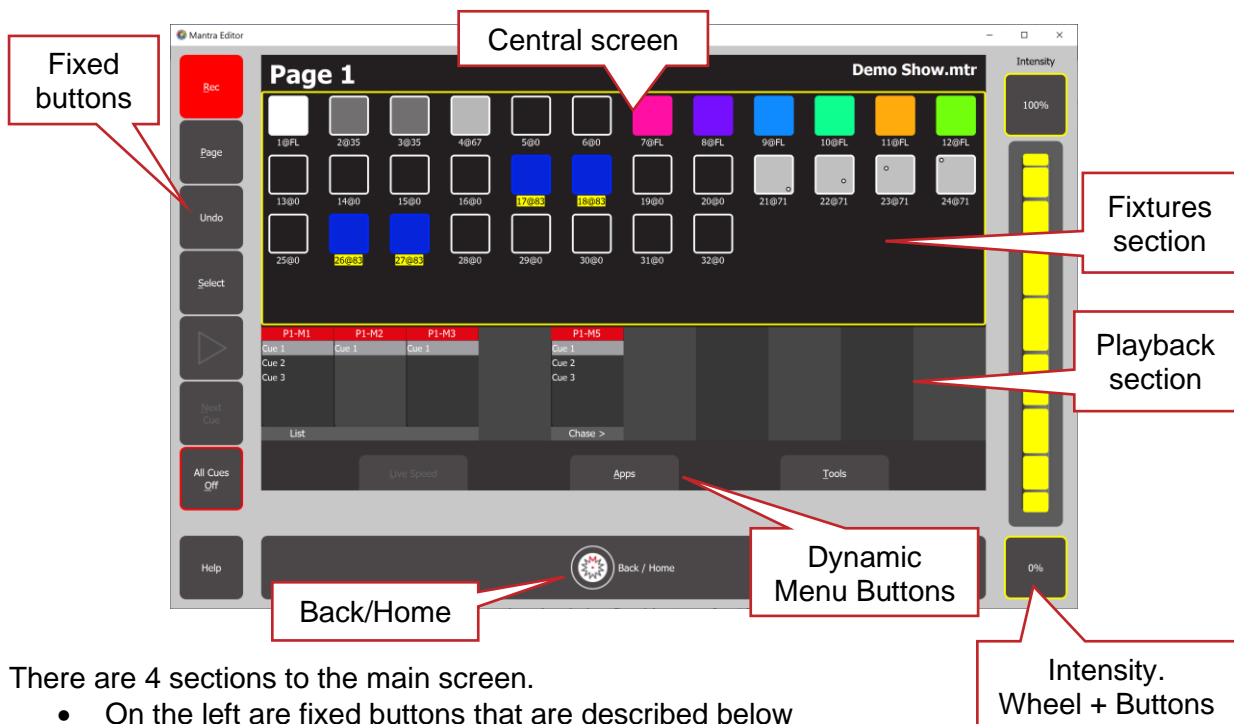
There are 4 sections to the main screen.
- On the left are fixed buttons that are described below
- On the right is the Intensity wheel plus fixed buttons for 0% and 100% intensity
- The central screen emulates the touch screen of the Mantra Lite. It displays the various screens that can be selected by the dynamic menu buttons at the bottom or the fixed buttons on the left.
- At the bottom is the 🌼 Back/Home button.

When you are navigating through the various screens, clicking 🌼 **Back/Home** steps the central screen back through the screens to the "Home" screen.
Double clicking 🌼 **Back/Home** returns immediately to the "Home" screen from any screen.

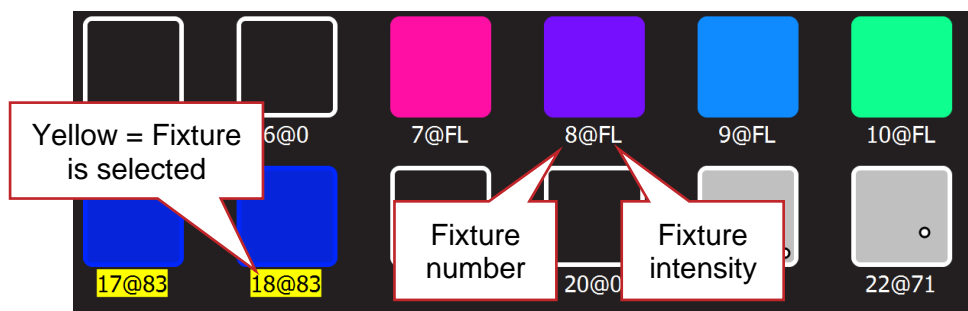Some screens have sliders to adjust values. When you click on a slider you can drag the slider and even let the mouse drift off the slider as long as you keep the mouse button down. If you <u>click on the background</u> area of the slider it will <u>snap to your position</u>.

Click (or touch) the background to snap the slider to that position

Click (or touch) the slider then drag it
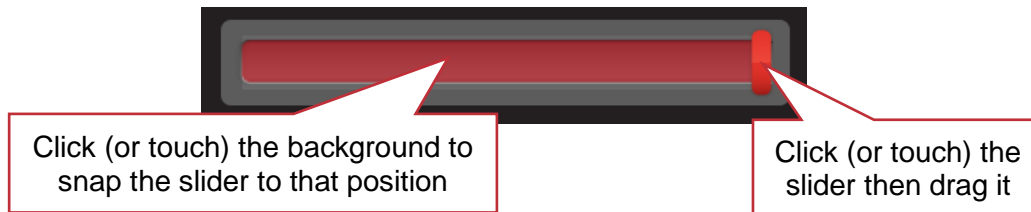
You can also hover the mouse over the slider then scroll the mouse wheel.

Hint: All events are triggered when you <u>release the mouse button</u> (or <u>lift your finger</u> from a touch screen).

Just like the touch screen of the Mantra Lite, the top section of the "Home" screen has an icon for each of patched fixture.

Yellow = Fixture is selected

6@0   7@FL   8@FL   9@FL   10@FL

Fixture number

Fixture intensity

17@83   18@83   20@0   22@71

Fixture Icons

- Below each fixture icon is its fixture number and its intensity (FL=Full)
- "Selected" fixtures numbers have a yellow background

4.3.1 Selecting Fixtures.

Clicking a fixture icon selects that fixture (its number background turns yellow) allowing its intensity to be controlled (see below) and its other attributes (colour, position etcetera) to be controlled by clicking **Apps**.
Click a selected fixture again to de-select it.

You can also select fixtures by clicking the **Select** button. See below.

4.3.2 Controlling Intensity

To the right of the screen are the intensity controls. They become active whenever a fixture(s) is selected. To control the intensity of the <u>selected fixture(s)</u> either,
- Click and drag the "Intensity" wheel
- Hover your mouse above the intensity wheel and scroll the mouse wheel
- Click the 100% or 0% buttons
- Press the computers' ↑ (up) key to increase intensity by 1%
- Press the computers' ↓ (down) key to decrease intensity by 1%
- Press the computers' PgUp (page up) key to increase intensity by 10%
- Press the computers' PgDn (page down) key to decrease intensity by 10%

4.3.3 Fixed Buttons

The buttons on the left of the screen are:

Rec

To record the current output, click **Rec** then click the Playback displayer of your choice (**1-10**). Flashing red boxes indicate that a recording can be made. To record a cue-list, create the next lighting look on the output then record to the same Playback number.
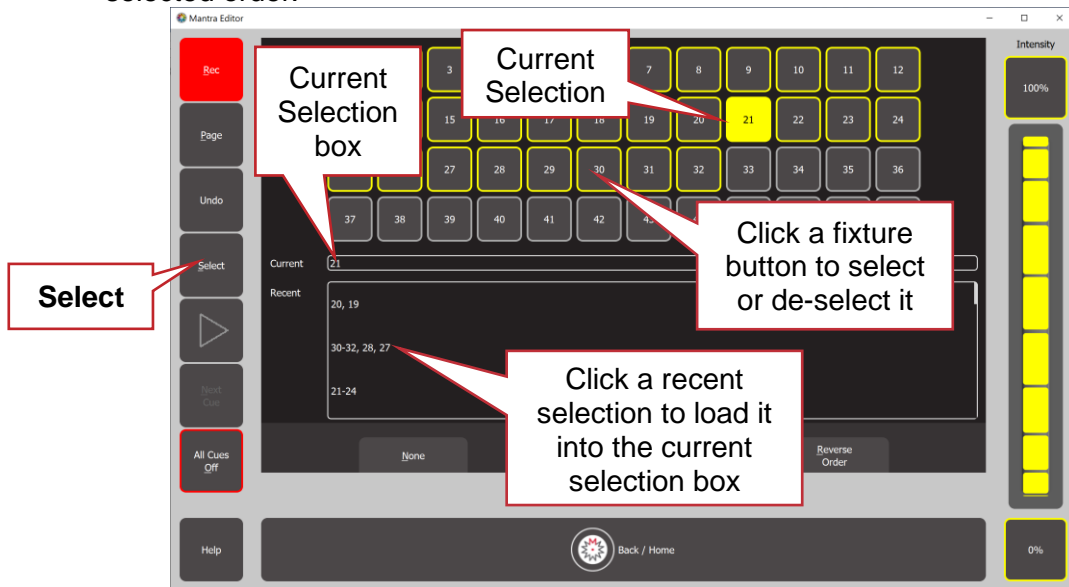
Page

Repeated clicks of the **Page** button will step through the 10 pages of playback memory.

Undo

Double click to undo the last action.

Select

This opens the "Select" screen which provides another means of selecting fixtures including a list of previous selections, selecting a range of fixtures and reversing the selected order.

► and Next Cue

If a playback displayer contains a cue or cue-list, clicking that playback's displayer opens its "Edit memory" screen and activates the ►and **Next Cue** buttons.
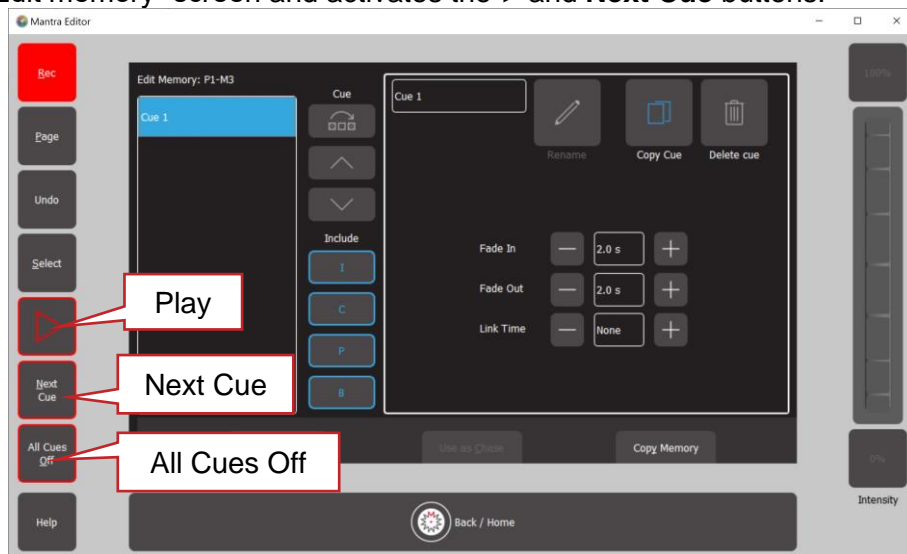
Clicking ►(Play), fades the cue (or cue-list) up or down.
Clicking **Next Cue**, crossfades to the next cue in the cue-list.

Hint: Prior to playing back a cue, it is good practice to clear any output from the "Live Memory" by clicking **Apps, Clear All** *(keyboard shortcut* **A** *then* **L***) and also fade down any active playbacks by clicking* **All Cues Off** *(keyboard shortcut* **O***). This ensures that the playback you see is the only output.*

All Cues Off

> Up to 100 playbacks (10 playbacks x 10 pages) can be active (faded up) at the same time. If you have multiple playbacks active across multiple pages it can be time consuming to individually select each playback and fade it down. To fade down all active playbacks click **All Cues Off**

Help

> Context sensitive help is available on for most screens/functions. Click **Help** to open the help screen. Click **Help** or (✳) **Back/Home** to close.

4.4 Apps

Mantra Editor uses the same "Apps" as the Mantra Lite to control the attributes (colour, pan/tilt, shutter etcetera) of the selected fixtures.

From the "Home" screen clicking **Apps** (or keyboard shortcut **A**) opens the "Apps" screen.
Refer to the Mantra Lite User Manual for details on how to use Apps.

4.5 Record a Cue

To record the current output onto a Playback memory, click **Rec** (Record) then click the playback displayer (flashing red boxes) of your choice (**1-10**).
The recording is made into the current page. Just like the mantra Lite, you can select a different page prior to or after clicking the "Rec" button but before selecting the playback number.

All other functions are the same as those on the Mantra Lite console.

4.6 Edit (Update) a Cue

To edit the intensity, colour, position or beam attributes of a fixture in a cue, perform the following steps:

- Clear all current output by clicking **Apps**, **Clear All** and **All Cues Off**
- Play the cue to be edited
- To edit the intensity of a fixture, select the fixture then move the Intensity wheel. When the wheel level matches the level in the cue, the wheel will take control of the intensity. Set the intensity to the required level.
- To edit colour, position or beam attributes of a fixture, select the fixture(s) then use the appropriate App (colour, position or beam) to make the change.

To update the cue, click **Rec** then **click and HOLD** (for 1 second) the playback displayer which contains the cue. The cue will be overwritten with the edited values.

4.7 Edit Animations and Shapes

Recorded animations and shapes cannot currently be edited.
If you need to change an animation or shape recorded in a cue, create a new animation or shape then overwrite the existing cue by clicking **Rec** then **click and HOLD** (for 1 second) the playback displayer which contains the original cue.

4.8 Mantra Mini Overview

The Mantra Mini is a playback unit designed for permanent installations. It takes the Mantra Lite console and packages it as DIN rail mount DMX playback controller that can replay any show from a Mantra Lite console or something new recorded via the Mantra Editor programming software.

Mantra Mini

-END-