

Documentation for LSC- LightshowCreator

A: LSC

A.1 File

- **New:** Creates a new LSC-project-file
- **Open:** Opens a LSC-project-file
- **Append:** Opens a project and adds it after the last scene of your current project
- **Save:** Saves the current LSC-project
- **Save as...:** Saves the current LSC-project under a new path/file name
- **Exit:** Quits the application

A.2 Midi

- **Import (Ableton User1):** Imports a Midi-File which was exported previously from Ableton
- **Import (Ableton Session):** Imports a Midi-File which is used for the default mode (without Ableton)/Ableton session mode. Please make sure you choose the correct Launchpad since they have different file formats
- **Import (FL Studio):** Imports a Midi-File which was exported previously from FL Studio
- **Export (Ableton User1):** Exports the current project as a Midi File ready to use with Ableton User 1 mode
- **Export (Ableton Session):** Exports the current project as a Midi File ready to use with Ableton session mode/default mode (without Ableton). Please make sure you choose the correct Launchpad since they have different file formats
- **Export (FL Studio):** Exports the current project as a Midi File ready to use with FL Studio

A.3 Scenes

- **Add:** Adds a new scene to the very end of your LSC-project
- **Insert:** Inserts a new scene directly behind your currently selected scene
- **Clone:** Inserts an exact copy of your currently selected scene directly behind it
- **Remove:** Removes the currently selected scene from your project

- **Remove All:** Removes all scenes from your project (Identical to creating a complete new project)

A.4 Image

- **Clear image:** Clears all lights from the currently selected scene
- **Selection:** Different options to select a specific set of buttons
- **Rotate:** Rotates the currently selected scene by 90° either left/right
- **Move:** Moves all the lights from the currently selected scene by 1 row in the respective direction
- **Border:** When lights get pushed outside of the image, they are cleared
- **Borderless:** When lights would get pushed out of the image, they appear on their respective opposite side

A.5 Preferences

- **Hotkeys:** Opens up a new window where you can edit your hotkeys
- **Settings:** Opens up a new window where you can:
 - edit the velocities for the default color palette
 - edit the default duration of a scene which is set by default when adding/inserting a new scene
 - edit the color of each individual velocity
 - switch to a completely different color-settings file (e.g. the Launchpad MK2/Pro)
 - switch to the small screen resolution version
- **Color schemes:** Opens up a new window where you can choose from 3 preset color schemes and also create your own one

A.6 Song Options

- **Choose Song:** Opens a browser where you can choose your song which should be played when you play the lightshow in real-time
- **Clear Song:** Will clear the song, so it won't play when you are playing the lightshow in real-time

A.7 Performance Mode

- Performance Mode switches to the other application called "LSC-Performance Mode". You can switch back at any time. Your currently opened LSC-project will remain untouched.

A.8 About

- About opens a new window showing you all relevant information about the software such as links, emails and donations

A.9 GUI

- **Paint:** The standard work option. In this mode you will paint the buttons by simply moving your mouse over them.
- **Select:** This mode allows you to select different buttons (left-click: select; right-click: deselect). You can perform special actions on selected buttons. “Paint”-mode is deactivate while in “Select”-mode
- **Cursor:** This mode will do nothing special. It won’t color in the buttons. It’s a way to make settings and other things without coloring.
- **Copy:** Copy the current selection. You can now move the selection with your keys as listed in the “Hotkeys”-preferences (default: W,A,S,D). The selection remains selected even when switching to other scenes
- **Cut:** Same functionality as “Copy” but instead of copying them, it cuts the colors out of the currently selected scene
- **Paste:** Pastes the colors from the clipboard. It pastes them in relatively when you moved your selection.
- **Cancel:** Cancels the copy-/cut-mode
- **Set Selection:** Sets the selection so you can move it around as well (without the need to copy/cut something)
- **Fill Selection with color:** Fills the current selection with the currently selected color
- **Play:** Starts playing the lightshow from your currently selected scene
- **Pause/Stop:** Stops playing the lightshow
- **Slow to fast:** This slider allows you to choose the speed for the playback. If the slider is in the middle position, then it will play the lightshow in real-time speed.
- **BPM:** Set the BPM for your LSC-project
- **QuarterNotes:** Set the DTpQN for your LSC-project
- **Seconds:** Displays the approximate length of the currently selected scene. (Calculated with bpm, dtpqn and the duration)
- **Volume:** Only available when lightshow is played in real-time speed. Chances the volume of the song (if you selected one)
- **Replace color in scene:** Replaces the color from the first field with the color from the second field. Numbers equal to the numbers over your color palette.

- **Up:** Moves the currently selected scene up by 1 position in the scene-view
- **Down:** Moves the currently selected scene down by 1 position in the scene-view
- **Add:** Adds a new scene to the very end of your LSC-project
- **Insert:** Inserts a new scene directly behind your currently selected scene
- **Clone:** Inserts an exact copy of your currently selected scene directly behind it
- **Remove:** Removes the currently selected scene from your project
- **Duration:** The duration of the currently selected scene
- **Manage Scenes:**
 - Remove: Removes multiple scenes
 - Move: Moves multiple scenes
 - Clone: Clones multiple scenes
 - Reverse-Clone: Clones multiple scenes in reverse order
 - Change Duration: Change the duration for multiple scenes
 - Exchange Velocities: Exchange velocities for multiple scenes
 - Rotate left: Rotate multiple scenes left
 - Rotate right: Rotate multiple scenes right
- **From:** Type in the lowest number of the scene from your range on which you want to perform one of the actions listed above
- **to:** Type in the highest number of the scene from your range on which you want to perform one of the actions listed above
- **Insert behind:** Only appears when you have selected “Move” in the “Manage Scenes” option. Type in the number of the scene where the range should be inserted. (Will be inserted after that scene)
- **Color palette:** Here you can switch between the colors which will be painted when moving over the buttons. Switch between them by either clicking on the color or using the mouse wheel. Look in your “Hotkeys”-preferences to find the shortcut for the “empty”-color.

B: Performance

B.1 File

- **New:** Creates a new LSCP-project-file
- **Open:** Opens a LSCP-project file
- **Save:** Saves the current LSCP-project
- **Save as...:** Saves the current LSCP-project under a new path/file name
- **Exit:** Quits the application

B.2 Light Show Creator

- Light Show Creator switches to the other application called "LSC-LightshowCreator". You can switch back at any time. Your currently opened LSCP-project will remain untouched.

B.3 About

- About opens a new window showing you all relevant information about the software such as links, emails and donations

B.4 GUI

- **Input:** Select the Launchpad from the input device list
- **Connect Input:** Connect the device you selected at "Input"
- **Refresh button next to "Input":** Refreshes the input devices
- **Output:** Select the Launchpad from the output device list
- **Connect Output:** Connect the device you selected at "Output"
- **Refresh button next to "Output":** Refreshes the output devices
- **Disconnect all:** Disconnects both, the input and the output devices
- **Start:** Start listening for the button presses from your Launchpad and sending the lightshow back to your Launchpad
- **Stop:** Stop listening and sending lightshows
- **Edit BPMs:** Edit the BeatsPerMinute for each individual button (Midi)
- **Edit DTpQN:** Edit the DeltaTicksPerQuarterNote for each individual button (Midi)
- **Save BPM:** only appears when "Edit BMPs" is selected; Saves all the BPMs
- **Save DTqPN:** only appears when "Edit DTpQN" is selected; Saves all the DTpQN
- **Launchpad Version:** Choose the Launchpad-version for the input (Output will be the same format as you exported it)
- **Launchpad Mode:** Choose the Launchpad-mode for the input (Output will be the same format as you exported it)

B.5 Mapping

- **Map a Midi-file to a button:** You can map them by simply dragging the file from your explorer and dropping it inside of the button. Otherwise you can right-click on a button and select "Choose Midi..."
- **Delete the Mapping of a button:** Right-click on the button and choose "Remove"

C: **General usage tips:**

- The "lsc_colors.dat" is the default colors-settings file which will be loaded by the software. If you are mainly using the Launchpad MK2/Pro just replace that file (same name of course) with the other color-settings file
- If you want to connect 2 or more Launchpads just open up another instance of the software
- Launchpad MK2/Pro cannot be connected while Ableton is running whereas the Launchpad Mini/Original/S can
- FL Studio support is very basic at the moment so you might have troubles using the software effectively as FL-user. Especially the "Performance mode" has no support for FL Studio at all

D: **Advanced User-Info:**

D.1 File formats

- Both, the LSC and LSCP formats can easily be open up in a standard editor like Notepad++. Make sure you use a tool which can tell you what line you are in, since it reads the file line-by-line
- The "lsc_colors.dat" can also be edited just like the lsc/lscp-files as mentioned above
- The "lsc_settings.bin" cannot be edited manually

D.2 Startup

- Use the startup-parameter "-noscreencheck" to disable automatic resizing if you screen meets the criteria which would trigger the automated resizing