

GUIDE 04 · SOFTWARE

Set up the Uplink Cockpit

Install it, learn the dashboard, then set up the three tools you are most likely to run on a show — Haze Limiter, DMX Scene Playback and Emergency Override.

WHAT YOU NEED

- A Mac, on the show network — guide 01 sets that up
- A netmap account, with the Cockpit granted to it
- A console or node putting sACN on the wire, for testing
- Ten minutes to install, and a rig you are allowed to interrupt

INSIDE

1. Read this first
2. Install and first run
3. The dashboard
4. Haze Limiter
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6. Emergency Override
7. Remote and SMS triggers
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FOR BEGINNERS

Every screen in this guide is
the real application.

Read this first

The Cockpit is a free host. It is one window that supervises every Uplink tool on your machine. Each tool is a separate module with its own trial and its own license; the Cockpit itself costs nothing and is what you install.

Nothing starts by itself. The dashboard opens with every tool stopped. You start what you need and stop it when you are done. That is deliberate — a tool that is not running cannot surprise you.

These tools speak sACN. If the Mac is not on the show network, every one of them will look broken. Do guide 01 first.

Install and first run

Once, on the machine that will run the show.

01 Download it from your account

Sign in to your netmap account. Once the Cockpit is granted to you it appears there as a download. That page is also where your licenses and activated computers live — if you replace a laptop, release the old one from there.

02 Open the folder and double-click the launcher

The first launch takes a minute while it builds its own private environment. A Terminal window appears during that — leave it alone until the dashboard is up.

The Cockpit opens in its own window. If it does not, it is still running: open a browser at **localhost:9098**. First run offers a short tour of the dashboard — worth two minutes, and reopenable later from Help.

The dashboard

One card per tool, and a counter that reads **0/6 online** until you start something. A card moves through three states, and only the last one reports anything.

Haze Limiter

sACN haze ceiling · multi-artist productions

Not running

Start Haze Limiter

Not running. One button: Start.

Haze Limiter

sACN haze ceiling · multi-artist productions

Starting...

Starting...

Starting. A few seconds.

Haze Limiter

sACN haze ceiling · multi-artist productions

MASTER58%

KILLLive

OUTPUTIdle

Open in Cockpit

Open beside

RestartStop

Running. Live figures, and four controls.

SETTINGS

Credentials, entered once

Email and SMS details live in Cockpit Settings, not in each tool. Every module that can alert or take a text reads them from there.

SHOWS

One rig, saved

A show holds every tool's setup together, autosaves as you work, and exports as a single file you can carry to the next machine.

SHOW MODE

A rig-wide hands-off

Arm it for the run and the tools refuse the changes that could take the rig down. Configure first, then arm.

HELP

Every module documents itself

Each tool carries its own operator guide, readable with the tool stopped and offline. This guide gets you started; those are the reference.

Haze Limiter

One ceiling for the atmosphere. It caps haze across every desk on the show, so a guest op cannot flood the room. Three moves: a route, a fixture, then the master.

01 Add a route, then patch the hazer

A route is a universe the tool listens to and re-sends. Routes come first, because patching asks which route a fixture sits on. Then tell it what the machine is, where it lives, and which channel is haze.

Add Route

NAME

FOH Haze

INPUT UNIVERSE

99

OUTPUT UNIVERSE

199

DESTINATION IP (BLANK = MULTICAST)

10.0.0.20

PRIORITY (0-200)

160

CANCEL

APPLY

A universe in, a universe out, and a priority. Leave the destination blank for multicast.

Patch Fixture

NAME (OPTIONAL)

FOH Hazer 1

FIXTURE TYPE	DMX ADDRESS
MDG theONE	1

ROUTE	GROUP
U99→U199 (FOH Haze)	Main

HAZE / FOG LOCK

This machine has a mode channel. The lock decides how high the console is allowed to drive it — a haze lock clamps the mode channel to the type's haze ceiling, so a cue that asks for fog gets haze instead of fog. It does not change the output or gate channels.

Haze only — clamp ch 2 (MODE) to 128 (default)

CAP OVERRIDES

Override the per-type cap for controlled channels on this fixture only. Leave blank to use the type default.

Ch 2 — MODE	--	cap
Ch 3 — OUTPUT	--	cap
Ch 4 — HAZ/FOG	--	cap

CANCELAPPLY

Pick the route first, then say which channel the ceiling applies to.

PATCH (1 fixture)						+ PATCH FIXTURE
NAME	TYPE	ADDRESS	ROUTE	GROUP	CTRL CHANNELS	
Fixture 2	Look Solutions Viper NT	1-1	U99+U199 FOH Haze	Main	1	Edit

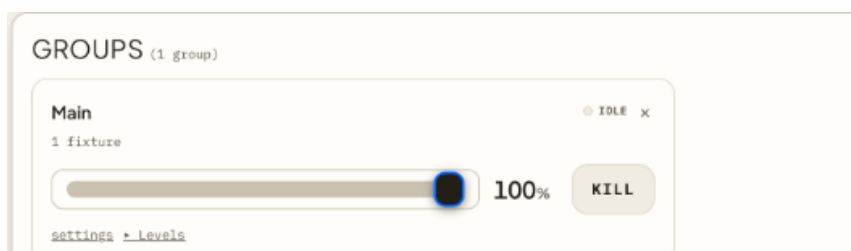
The patch reads back as a line: fixture, type, DMX address, route, group, and the channel under control.

02

Set the master, and read the route

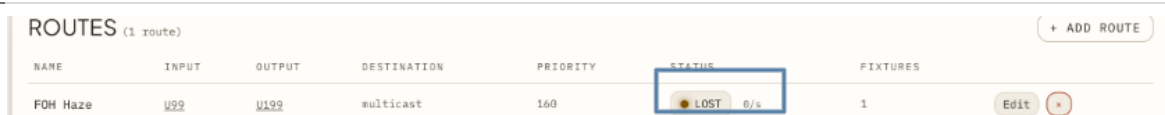
The group master is your one fader over every machine, with **KILL** beside it. Set the ceiling before the desk comes up.

A new route reads **LOST** until real sACN arrives on it. That is not a fault — it is the tool telling you the desk is not sending yet.



One fader, one KILL.

It is a production tool, not a safety system. It does not detect smoke or clear a room, and you keep independent manual control of the machines.



NAME	INPUT	OUTPUT	DESTINATION	PRIORITY	STATUS	FIXTURES	
FOH Haze	U22	U199	multicast	160	LOST 0/s	1	Edit ✕

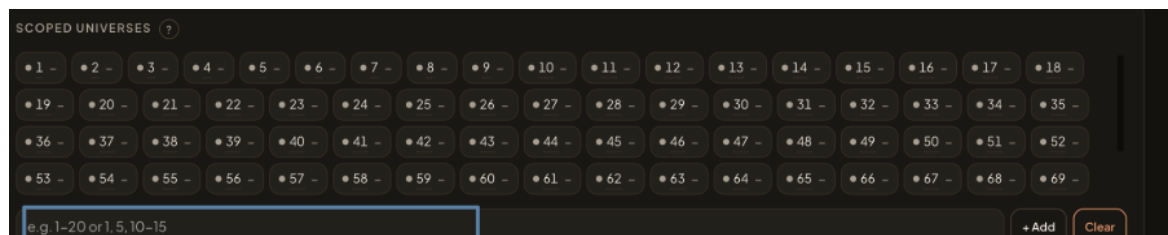
The route, and its status. **LOST** means no sACN has arrived on it yet.

DMX Scene Playback

Snapshot a look, or record a timed sequence, and play it back without a desk. It opens Idle, with no cues and no universes in scope.

01 Put universes in scope

Type a range — **1-20**, or **1, 5, 10-15** — and add it, or scan a range and let it find what is live. Scope is what the tool will record and play; nothing outside it is touched.



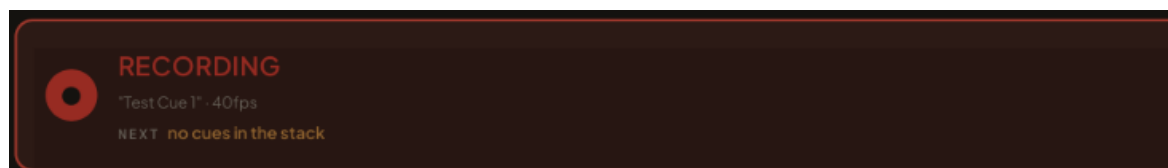
Universes in scope, and the field that adds them.

02 Snapshot, or record

Bring the look up on the desk first. A **snapshot** stores it as it stands; a **recording** captures the whole move. While recording, the header turns red and counts — time, frame rate, and how much it has buffered. Press Stop Rec when the move is done.



Name the cue, then Snapshot or Record. **GO** fires whatever is marked next.



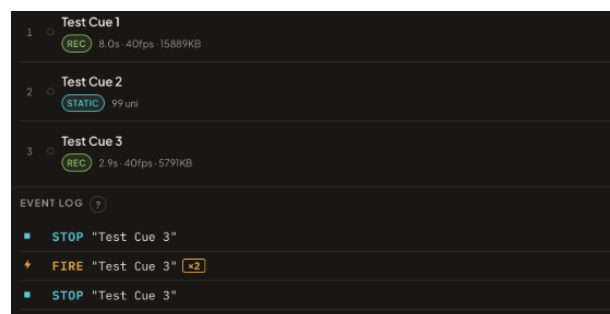
Recording. The header names the cue it is building and counts as it goes.

03 Build the stack, then fire

Name cues the way the crew says them out loud, not the way the desk numbers them.

NEXT marks what GO will fire; at the end of the list, GO stops playback rather than wrapping around.

Every action lands in the event log with how it was triggered — button, hotkey, or text.



One snapshot, two recordings, and the log underneath.

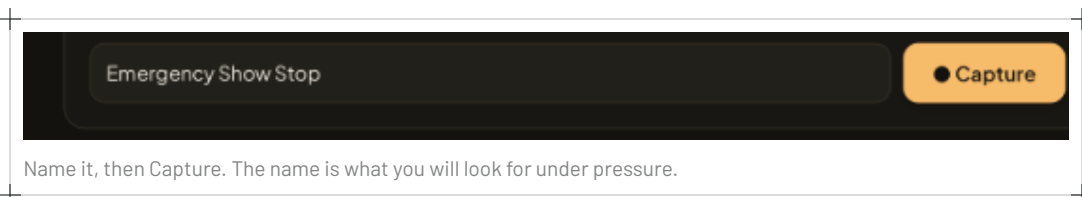
Emergency Override

One action puts a known look on the whole rig, above whatever the desk is doing. Scope the universes, capture the look, then learn how to fire and release it.

01

Capture the look you want

Add your universes, bring up house lights — or whatever "everyone can see" means in this room — then name it and capture. Name it for what it does: **Emergency Show Stop**, not **Look 3**.



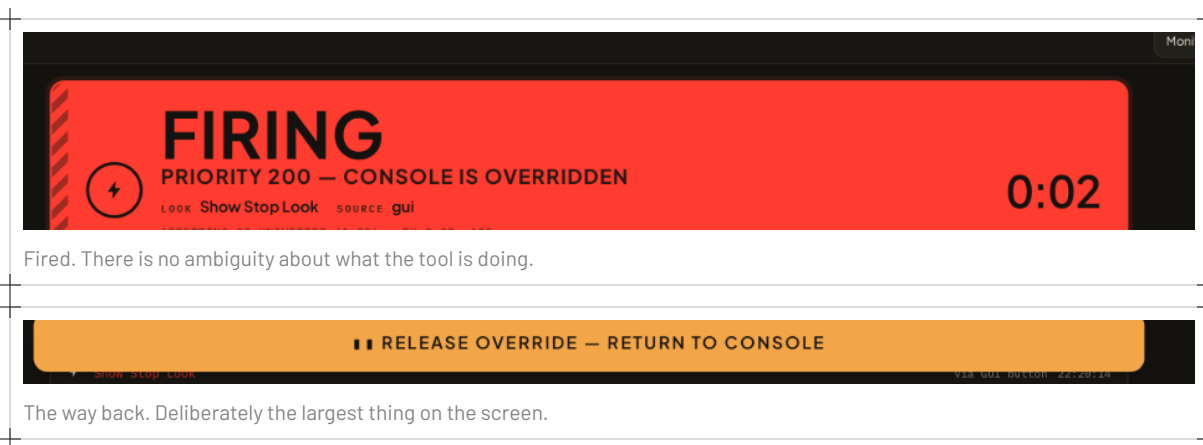
Name it, then Capture. The name is what you will look for under pressure.

02

Fire it, and release it

Firing turns the whole header red: **PRIORITY 200 — CONSOLE IS OVERRIDDEN**, with a timer and the universes it is asserting. Releasing hands the rig back to the desk.

Test both before doors, on a rig you are allowed to interrupt. The release matters as much as the fire.



Fired. There is no ambiguity about what the tool is doing.

The way back. Deliberately the largest thing on the screen.

This one reaches the real rig. It sends above the console, so firing it on a live show changes the stage. Never test it on someone else's running show, and keep manual control of the desk either way. Scene Playback knows about it and will not fight it.

Remote and SMS triggers

Both Scene Playback and Emergency Override can be fired from a phone by **SMS**. Only Scene Playback also takes **remote** control through a paired netmap show — Emergency Override has no netmap pairing at all, so SMS is the only way a phone reaches it. The Twilio credentials go in Cockpit Settings once; each tool then keeps its own switches, its own word list and its own list of who is allowed.

REMOTE

The rig only polls outward

Pair the show to your account and the machine reaches out for instructions — nothing can connect in. Remote access is armed for a window, not left open.

SMS

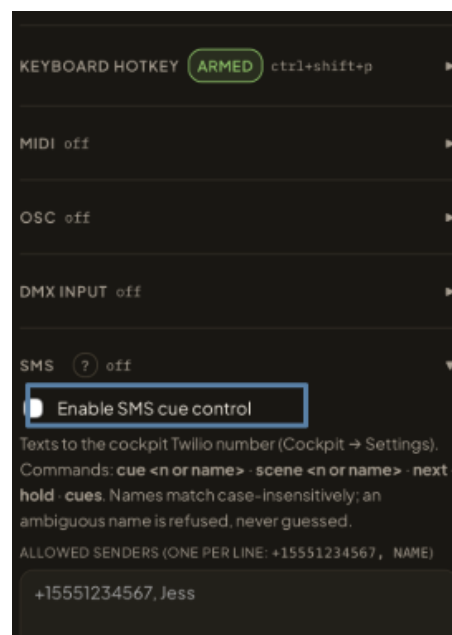
Plain words, from known numbers

Each tool answers a short list of words, and only from senders you have listed. An ambiguous cue name is refused rather than guessed.

What SMS can do

One switch turns it on: **Enable SMS cue control**. Under it are the words it answers — **cue <n or name>**, **scene <n or name>**, **next**, **hold**, **cues** — and the list of senders allowed to send them, one number per line.

Names match case-insensitively. An ambiguous name is refused rather than guessed, so two cues called *blackout* and *blackout 2* will not fire each other by accident.



The switch, the words, the senders.

FIRING CUES FROM A PHONE

Scene Playback can also take cues from the crew's phones through a published netmap show. That path crosses two machines — publish the show and mint a pairing code in netmap, then pair and arm the rig here — so it has a guide of its own: **Guide 05: Publish a show, pair a rig**. Everything on the rig side lives there, with pictures.

Show-day habits

DO THIS	BECAUSE
Start only the tools you need	The Cockpit opens empty by design. Fewer running tools, fewer surprises.
Configure first, then arm Show Mode	Once armed, the tools refuse the changes that could take the rig down.
Test the override every load-in	It is the one tool you need to work on the day you least expect to use it.
Save the show, and export it	One file carries every tool's setup to the next machine.
Read the module's own Help	It lives inside the tool, works offline, and always matches the version you are running.

When it does not work

WHAT YOU SEE	WHAT IT USUALLY IS
A tool's pane says it is not running	Nothing auto-starts. Press Start on the card, or in the pane.
A route reads LOST	No sACN has arrived on it yet. Bring the desk up, or check you are on the show network.
Output goes out the wrong port	On a machine with two connections, bind sACN to the show interface in the tool's network settings.
Nothing to record	No universes in scope. Add a range, or scan for what is live.
A text does nothing	The sender is not on the allowed list, or the word is not one that tool answers.
A setting will not change	Show Mode is armed. Disarm it, change it, arm it again.

Words this guide uses

sACN

The protocol lighting desks use to send levels over a network. Everything in the Cockpit listens to it or sends it.

Universe

One numbered block of 512 channels. A rig uses many.

Scope

The universes a tool is allowed to record, play or assert. Outside it, nothing is touched.

Route

In Haze Limiter, a universe it listens to and re-sends with the ceiling applied.

Patch

Telling a tool which machine sits at which IP address, and which channel is the one that matters.

Priority

Which sender wins when two send the same universe. Higher wins; the override sends at 200.

Cue

A stored look or recorded move you can fire on its own.

Show

Every tool's setup saved together, autosaved as you work and exportable as one file.

ONE PAGE, FOR THE RACK

Uplink Cockpit — quick card

Start of day

1. Check the Mac is on the show network
2. Open the Cockpit — everything reads 0/6
3. Start only the tools this show needs
4. Load or create the show

Ports, if you need them

- Cockpit — 9098
- Haze Limiter — 9099
- Emergency Override — 9100
- DMX Scene Playback — 9103

Before doors

1. Haze: route added, hazer patched, master set
2. Playback: universes in scope, cues named
3. Override: look captured, fire and release tested
4. Arm Show Mode

If something is wrong

- Pane says not running → press Start
- Route says LOST → no sACN yet
- Wrong port sending → bind the interface
- Setting locked → Show Mode is armed

Every module carries its own operator guide, offline, at its own local web page. [netmap.show](#) · a product of Uplink