LM 5

If you design your own lighting…
Why not design your own console?

The first and only ARTNET node and OSC server.

LightMouse 5. A new concept in lighting.

The **Lightmouse LM 5** of **WORK** involves an innovative new concept which comes to change the rules, allowing end users to design their own lighting console based in their own needs for any specific application.

Nowadays, nearly everybody uses a smartphone or tablet, and with the LM 5 WORK has achieve a device wich allows to every user to create their own console using an iPhone, iPad, Android, Mac a PC, because it can be controlled with open protocol OSC (Open Sound Control, www.opensoundcontrol.org). This makes LM 5 compatible with Lightmouse applications developed by third parties, like TouchOSC and Lemur (available on the App Store and Android Market), which allow to customize the control interface and to create a console adapted to end user needs.

If you design your own lighting, why not design your own console?

With **LightMouse 5** (**LM 5**), an iPhone / Android or PC / Mac and an OSC client application like TouchOSC, LEMUR, etc., design your own DMX console is easy. You decide how many faders and where to place them, you can design a more conventional programming console, or one for RGB programming, and this way any design you want to do. Even you can design a console for your use, and another one with scenes and shows for an unexperienced user.

cue 100

Recorder / Player DMX.

LM 5 has a programmable memory that can store and play 100 DMX scenes/Cues of 512 channels, and up to 100 Shows/Cue Lists pointing to scenes. Each scene, in addition to the 512 channnles, also stores fade and stand time information.

LM 5 saves the last show/Cue List running, and it can be configured to run it every time LM 5 starts after a turned off, using it as a "Stand Alone" equipment.

A driver for the installer ... another driver for the end user.

By using OSC, the installer/technician can configure an interface to schedule and record the scenes, and leave only the nedded buttons and/or faders to run the scenes, Blackout, etc. for the end user. This can protect the installation against unwanted hands and offers end users an easier interface to use.

ART NET ETHERNET

Fully functional ARTNET II node.

LM 5 is like a "Swiss Knife" for lighting control, because not only is a DMX controller, recorder and OSC server. It is also a consistent ArtNet II node (ArtNet II input, output DMX).

This way, it can be used as an ArtNet node with any lighting console in installations or events.

Ultra-compact size.

LM 5 name gives an idea of its size. LightMouse 5 is designed to take up minimum space. Also, its chassis made of aluminium keeps the temperature without heating the equipment, as it happens sometimes with similar devices on the market.

DMX YES but no through WiFi.

Thanks to use OSC technology, the WiFi /LAN transmission from mobile devices (iPAD, Android, PC) does not transmit DMX frames but it transmits OSC commands, performing all DMX processing on the device, so there are no cuts in the DMX signal.

Multi-Platform.

There are many software solutions for OSC client applications over iOS devices (iPhone, iPad) and also WORK offers some interfaces for Windows/OS X.


Control lights but also AUDIO.

WORK is betting on the Audio Control by DMX, and thanks to it, devices like amplifiers SLA, DCA-1 or the loudspeaker IC6 PRO A can be controlled by DMX, and therefore can be handled through a LM 5. In this way, all the installation of light and audio can be controlled from a single device.

All these features make LM 5 a perfect device for all types of commercial facilities and entertainment in clubs, bars, small events, etc.
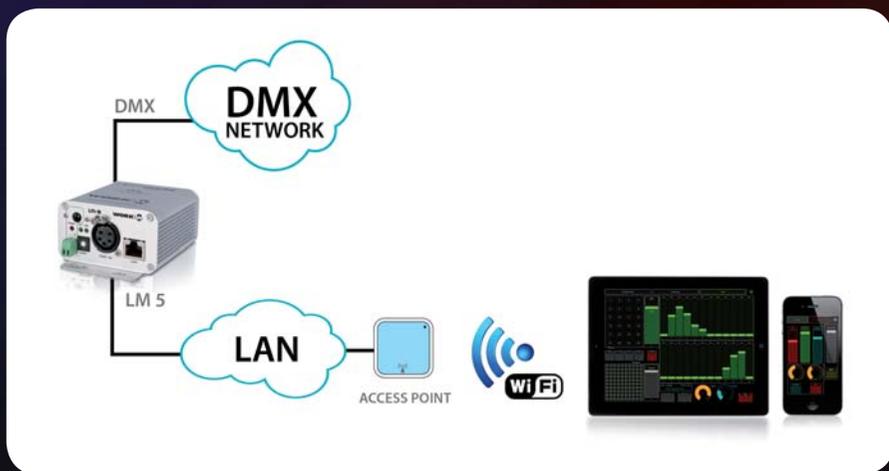
Features

- Control and schedule up to 512 channels by WiFi connection from IOS or Android device.(Using OSC control applications) and also Windows / OSX.
- Memory with up to 100 scenes and 100 shows.
- Save and edit scenes and shows in the internal memory of LM 5 using OSC.
- Customize the control interface adapting it to user needs and each installation.
- Provides a better feedback of actions, editing and recording scenes and shows.
- Makes it possible to integrate lighting control with audio editing and visual production programs live.
- Works as an ARTNeT 2 node compatible at all times.
- Dimensions (W x H x D): 80 x 45 x 80 mm.