maritime

COVERS

0.2.0 → 0.4.0

SEPTEMBER 2026

MARITIME LIGHTHOUSE

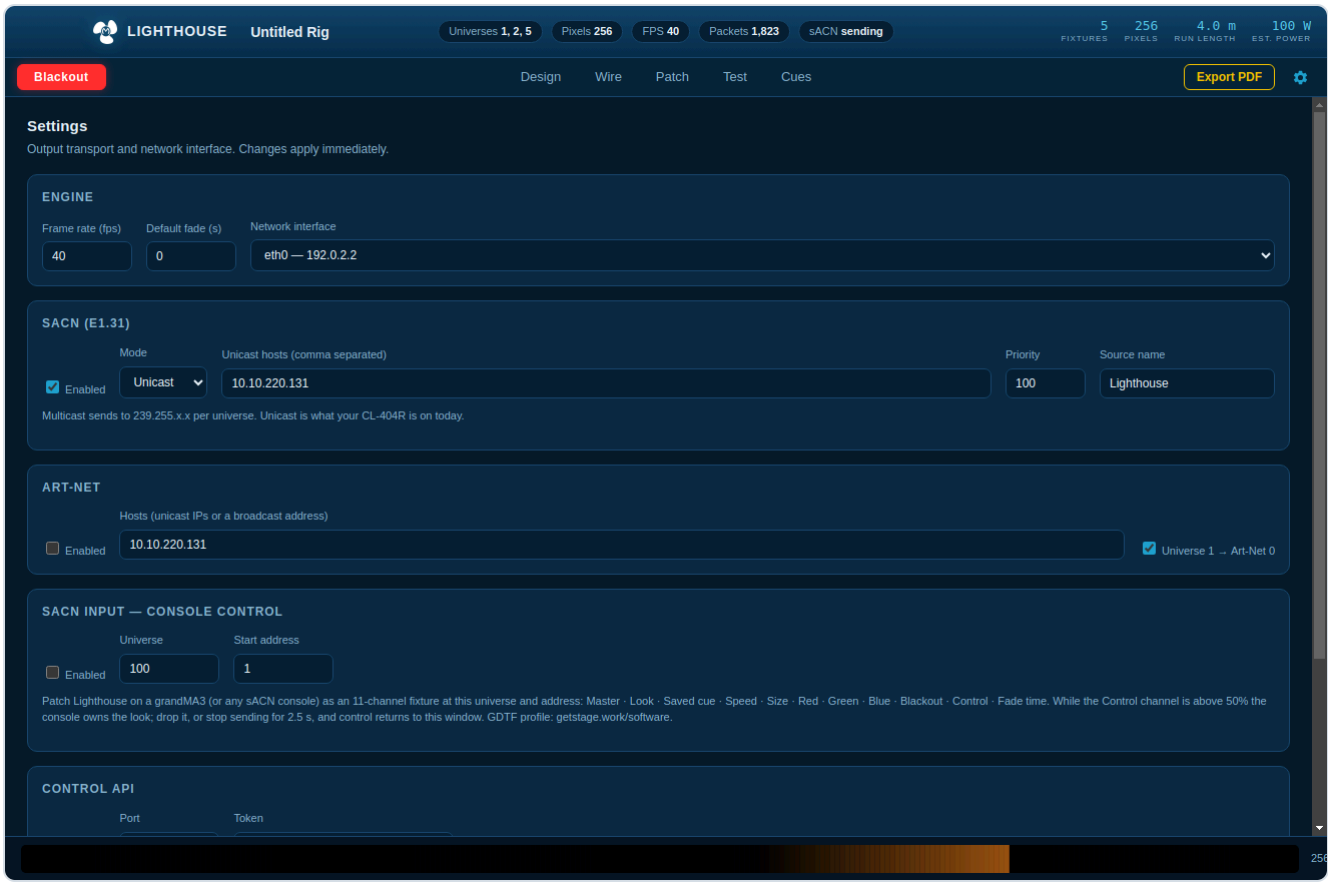
Release Notes

What changed between 0.2.0 and 0.4.0 — remote control from a console or a Stream Deck, crossfades, and a designer that works the way the rig is built.

Three releases. **0.4.0** opens Lighthouse up: a grandMA3 can own it as a fixture over sACN, a Stream Deck can drive it through a Bitfocus Companion module, and every cue can crossfade. **0.3.1** is the signed and notarized build. **0.3.0** is the designer release: corner bars that snap and light up, a viewport per tab, a live monitor that shows only light.

0.4.0 REMOTE CONTROL

SEPTEMBER 3, 2026



Settings in 0.4.0. Default fade under Engine, the new *sACN input — console control* card with universe and start address, and a token field on the Control API.

Drive it from a lighting console

- **sACN input.** Settings → sACN input turns Lighthouse into an 11-channel fixture on a universe and address of your choosing (100 / 1 by default). Master, Look, Saved cue, Speed, Size, Red, Green, Blue, Blackout, Control, Fade time. While the console's Control channel is above 50 % it owns the levels; drop it, or stop sending for 2.5 s, and control comes back to the window with the last look still running. Highest sACN priority wins when two consoles send.
- **GDTF profile.** `Maritime@Lighthouse@Control_11ch.gdtf` on getstage.work/software patches it on a grandMA3 in one import.
- Look and Saved cue channels are edge-triggered, so the console can park them; the level channels are continuous and re-applied every frame, so the console's Master beats whatever the cue stored.

Drive it from a Stream Deck

- **Bitfocus Companion module** `maritime-lighthouse`, imported as a module package (Companion 4 or later). Actions for saved cues by name or position, looks, master, speed, size, colour and blackout, each

with an optional fade. Feedbacks for blackout, active look, active saved cue, remote in control and master level. Variables for everything the window shows. Ready-made preset buttons for every saved cue and every look.

- The module follows the app live over the new event stream, so buttons light and unlight whoever made the change — the window, the console, or another Companion.

Crossfades

- **Every cue can fade.** The outgoing look keeps running and dissolves into the incoming one, pixel by pixel, over the cue's fade time. Set it per saved cue (right-click, or the new row in Parameters), send it with the call, or set a rig-wide **Default fade** in Settings. Zero snaps.
- **Blackout never fades.** It is a snap both ways, on purpose.

Control API

- `GET /api/events` — Server-Sent Events with the full control state on connect and on every change.
- **Optional token.** Set one in Settings and every request must send `Authorization: Bearer …` (or `?token=`). Empty keeps the LAN-open behaviour.
- `POST /api/preset` accepts `index` (1-based button position) as well as name and id; `/api/cue` and `/api/preset` accept `fade`; `/api/blackout` accepts `toggle`; new `GET /api/control` and `GET /api/looks`; unknown look ids return 400 instead of doing nothing.
- Every source — window, HTTP, console, Companion — now goes through one control model, so there is one truth about the look and the events stream reports who changed it last.

Cues page

- **The active look and the active saved cue are green.** "What is live?" is answered from across the room.
- **Sliders track your hand.** Dragging Master, Speed or Size updates the rig continuously; before, the value only took when you let go. Adjusting a slider no longer un-selects the saved cue.
- **Rename and fade in Parameters.** A row above the sliders shows the saved cue on stage: type a new name, set its fade in seconds, Enter to apply. The right-click menu still has both.
- **No more orange flash.** Clicking a cue briefly redrew the live monitor with every pixel in the catalogue colour. It was the monitor reloading on every cue change; it no longer reloads, and until the first frame arrives it draws unlit pixels rather than orange ones.
- The Cues heading sits left with the name field and Save Cue on the right.

Looks

- **Test Pattern** now lights every patched fixture in its own colour with a white first pixel, so the programmer can see which bar is which from the floor.
- **Pixel ID** (new) gives every pixel a different colour — dead or repeated pixels stand out.

- **RGBW Check** (new) is the old red / green / blue / white block pattern for confirming colour order. 23 looks in all.

Fixes

- Pixel Bar Pro 0.25 m is 18 pixels, not 16 — the patch, the pull list and the live monitor agree with the bar.
- A custom fade typed into the right-click box now saves on Enter or when you click away, not only via the button.

> **NETWORKING NOTE**
>
> If the rig flickers or strobes on the office network but is clean on a direct cable, the controller's 100 Mb port is drowning in broadcast traffic. Put the Mac, the controller and the console on their own VLAN. The manual's troubleshooting chapter has the details.

0.3.1 SIGNED BUILD

SEPTEMBER 2, 2026

Install

- **Signed with a Developer ID and notarized by Apple.** The DMG opens with a normal double-click. The "Apple could not verify Lighthouse is free of malware" block, and the trip through System Settings → Privacy & Security → Open Anyway, are gone. The only first-launch prompt left is macOS asking for Local Network permission.
- Builds now run under Apple's hardened runtime with the three entitlements Electron needs (JIT, unsigned executable memory, library validation off). Nothing is sandboxed; UDP output is unaffected.
- Both architectures are notarized and stapled: `Lighthouse-0.3.1-arm64.dmg` (94 MB) and `Lighthouse-0.3.1-x64.dmg` (100 MB).

> **FOR THE CREW**
>
> If you had an earlier version and worked around Gatekeeper to open it, you do not need to do anything special this time. Drag the new one to Applications over the old one and launch it.

No functional changes from 0.3.0.

0.3.0 FEATURE RELEASE

SEPTEMBER 2, 2026

Corner bars

- **Corners snap into connectors.** A 90° corner bar now seats into an open socket on any 2D connector the same way a straight bar does — drag either leg's end toward the socket and it rotates to plug in. Previously the corner could only be joined by dragging a connector onto it, so it usually ended up floating a few centimetres off the run. Either leg can be the one that plugs in; turn the corner before you drop it to choose which way the L goes.
- **Corners light up in Live output.** Corner bars were drawn with their static catalogue colour in Live even when patched and receiving data — the corner renderer never looked at the live frame. It does now. Pixels run in at the M end, through the vertex, and out the other leg, matching the M/F convention the wiring uses.
- Straight bars in Live now honour the **Flip** flag, so a flipped bar's pixel direction reads correctly on the monitor.

Viewports

- **Every tab keeps its own fit.** Design and Wire used to share one pan and zoom, which was always wrong for one of them — Design hides the controllers and Wire needs them in frame. Switching between the two now refits for the tab you land on. Fit view was made larger and moved to the top-left of the canvas.
- **Coming back from Patch, Test or Cues refits too.** Leaving the designer for another page rebuilds it on return, and it was restoring the last-saved viewport from the rig file instead of framing the drawing. It now frames the drawing for whichever tab you return to.
- **Live output frames tighter.** The monitor reserved 30 cm above and below every bar for labels (right for the editor, a quarter of the panel in Live) and treated every bar as a square of its full length, so a vertical 1 m bar claimed a metre of width it did not use. Live now uses an 8 cm label allowance, a smaller edge pad, and the bars' real end points. The rig fills the panel.

Live output

- **Connectors are no longer drawn in Live.** They are passive joints, not light; the monitor now shows bars only. Fit view ignores them as well. PDF export still includes them.

Canvas layout

- Canvas tools now sit on the edges instead of the middle: **Fit view** top-left (larger), **layout page tabs** top-centre, **Clear all** top-right, **Snap** and **Connector labels** stacked bottom-right, and the **zoom / coordinates HUD** bottom-centre.
- "Conn labels" is now written out as **Connector labels**.

- **Clear all asks you to type `yes`.** It wipes every fixture and cable on the page, which is too much to lose to a reflex click on a one-button confirm. The new dialog keeps the Clear button disabled until you have typed it; Enter confirms, Escape or a click outside cancels. It remains undoable with `⌘Z`.

Console

- The **Wiring** tab is now **Wire**.
- **Blackout flashes while engaged** — a hard one-second on/off between solid red and dark, so an engaged blackout reads as an alarm from across the room. Idle, it is the same solid red button with white text as before.
- Title-bar status pills (Universes, Pixels, FPS, Packets, sACN, Art-Net) are centred on the window, in line with the tab strip beneath them, instead of drifting with the width of the rig stats.
- On the Cues page, the **name field and Save Cue** button moved to the right end of the header; the "Cues" heading stays left.

Website

- getstage.work/software now publishes an Open Graph card, so a pasted link shows a branded preview in iMessage, Teams and Slack instead of a bare title. The page description now says Lighthouse rather than the app's old working name.

Unchanged, by design

> **UNIVERSE NUMBERING**
>
> The automatic patch still reserves a full block of universes per controller port (four on the CL-404R), so a rig with a few bars shows universes 1 and 17 with nothing between. That is intentional: the numbers match the controller's own port windows, so what you read on the Patch tab is what you type into the controller. Set a base universe on the controller in Wire to start elsewhere.

Files

VERSION	APPLE SILICON	INTEL	SIGNED
0.2.0	97.7 MB	104.5 MB	Ad-hoc — Gatekeeper workaround required
0.3.0	97.9 MB	104.7 MB	Ad-hoc — Gatekeeper workaround required
0.3.1	98.1 MB	105.3 MB	Developer ID + notarized

Rig files (`.lighthouse`) saved by 0.2.0 open unchanged in 0.3.x. Downloads and the user manual: getstage.work/software.
Maritime Creative · St. Augustine, Florida.