JL JUST_LIGHT

VJ SYSTEM

RESOLUME CONTROL

VISUAL USER MANUAL | V1.0



ADVANCED VJ CONTROL FOR RESOLUME ARENA

Product presentation: Resolume Arena and the JUST_LIGHT TouchOSC controller

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DEVELOPED BY JUST_LIGHT

CREATED & DESIGNED BY LA PHENOMANY

CONTROL YOUR VISUALS. OWN YOUR PERFORMANCE.

ENGLISH EDITION

START HERE

Controller overview



5 LAYERS

Independent visual layers

120 CLIP SLOTS

5 layers × 8 clips × 3 pages

3 EFFECT BANKS

One prepared bank + two customizable banks

6 ROTARY CONTROLS

A1 / A2 / B1 / B2 / C1 / C2

7 FADERS

Master + five layer faders + Speed

BPM + COLOR + BUMP

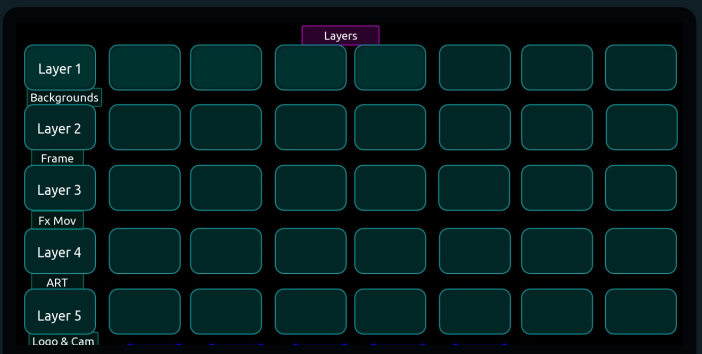
Global performance and accent controls

How to use this manual

Each section shows a crop taken directly from the supplied TouchOSC screenshot, followed by the purpose and operating behavior of that control group.

Clip grid and page structure

The main performance area for launching clips across five independent layers.



Close-up: five layer rows and eight clip positions per row.

CLIP GRID

- The grid displays 5 layer rows, with 8 clip buttons available in each row on the selected page.
- Pressing a clip button triggers its assigned clip in the corresponding layer.
- A new clip replaces the currently playing clip in that same layer; clips in other layers continue playing.

120 clip positions in total

The controller provides 3 clip pages. 5 layers × 8 clip buttons × 3 pages = 120 available clip slots.

Changing clip pages

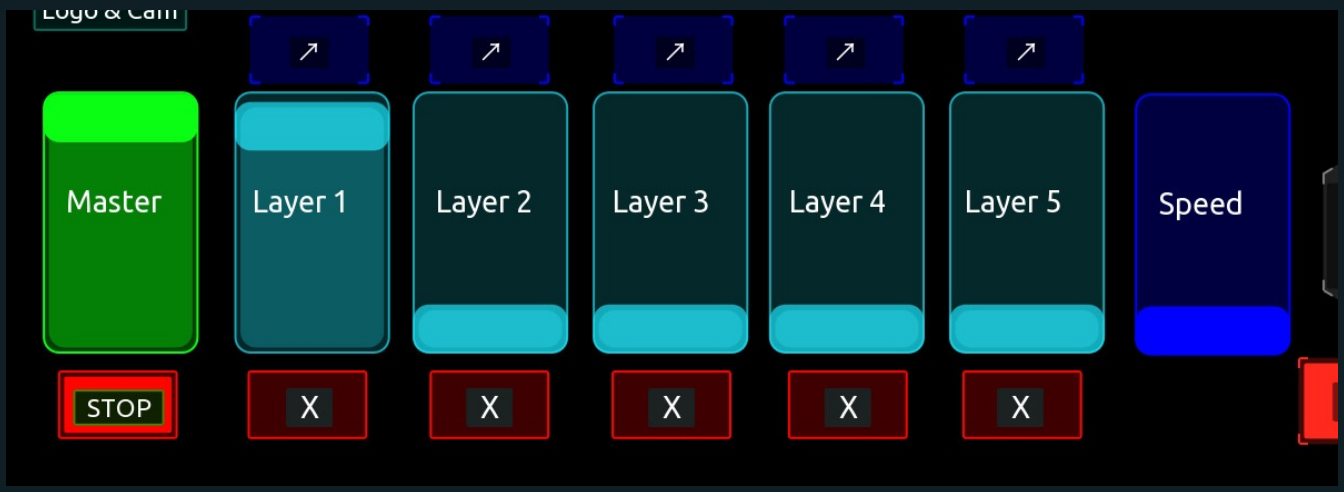
Switching the clip page changes which clips are displayed in the grid. The other control groups remain available and are not reconfigured by changing the clip page.

Tip: organize each layer by visual role (for example, backgrounds, frames, FX or overlays) so clip selection remains predictable during a live performance.

Faders, Solo and Stop

Seven faders control opacity and playback speed; the buttons below the faders provide layer-specific stop actions.

SEVEN FADERS AND THEIR ACTION BUTTONS



Close-up from the supplied interface: Master, Layer 1–5, Speed, Solo and Stop controls.

Fader functions

- MASTER controls overall composition opacity.
- LAYER 1 to LAYER 5 control each layer opacity independently.
- SPEED controls global playback speed.
- The six opacity faders work independently.

Solo and Stop actions

- The blue button above each layer fader activates Solo for that layer.
- X below a layer fader stops clips in that layer only.
- STOP below MASTER stops clip playback on all five layers; it does not deactivate effects.

Remember

MASTER changes the overall composition opacity; it is not a substitute for the individual layer faders.

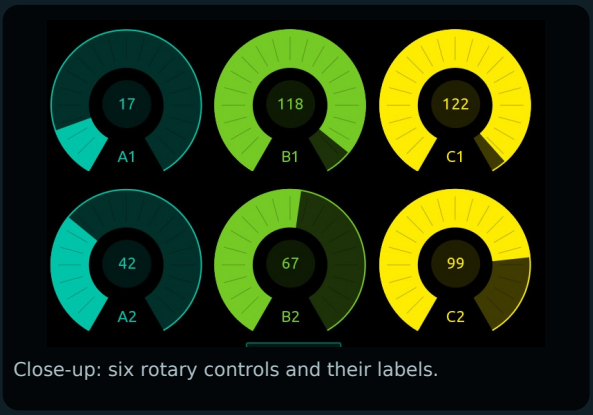
Effect banks and rotary controls



Close-up: bank selector and effect buttons.

THREE EFFECT BANKS

- The bank selector provides Bank 1, Bank 2 and Bank 3.
- Bank 1 contains effects and plugins preconfigured by LA PHENOMANY.
- Banks 2 and 3 are available for users to customize by assigning their own effects in Resolume.
- Effect buttons operate as toggles: press once to activate and press again to deactivate.
- The fourth effect column is reserved for BPM-driven effects; these respond automatically to changes in the global BPM.



Close-up: six rotary controls and their labels.

SIX ROTARY CONTROLS

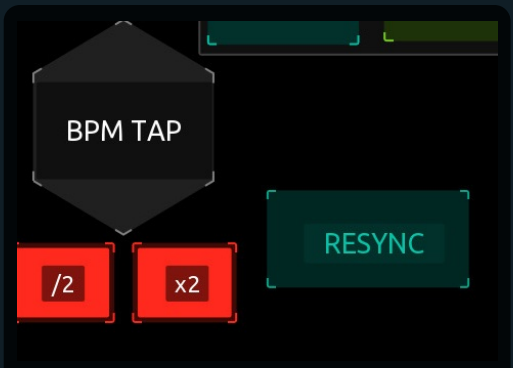
- The six encoders are A1, A2, B1, B2, C1 and C2.
- They control parameters of the effects assigned to them in Resolume.
- Their exact function depends on the effect and parameter mapping configured by the user.

Effect feedback

Toggle buttons provide visual feedback when an effect is active. The momentary BUMP controls work differently and are covered in the next section.

BPM, colors and BUMP

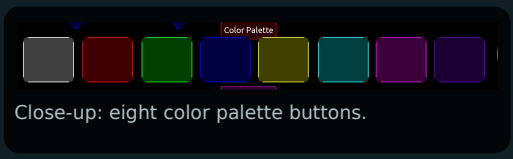
Global timing, color selection and momentary triggers for live performance.



Close-up: BPM TAP, /2, ×2 and RESYNC.

BPM AND PLAYBACK

- BPM TAP lets you tap in a tempo manually.
- /2 halves the current BPM; ×2 doubles it.
- RESYNC re-synchronizes the effects or parameters that are configured to follow the global BPM.
- The fourth effect column is reserved for BPM-driven effects that respond to global tempo changes.
- The Speed fader is a separate global playback-speed control.



Close-up: eight color palette buttons.

COLOR PALETTE

- Eight palette buttons recall the predefined colors configured for the composition.
- The selected palette affects the Resolume composition as a whole.



Close-up: the two BUMP controls.

BUMP 1 AND BUMP 2

- BUMP controls are momentary: hold to trigger and release to stop the trigger.
- They can be mapped to compatible flash, bump or other momentary functions.

Standalone or integrated setup

The controller can be used independently, or paired with the prepared JUST_LIGHT environment.

A. Standalone mode

Use the TouchOSC file with your own Resolume Arena composition. You must create your own MIDI mapping and assign the controller buttons, faders and encoders to the functions you want to control.

B. Recommended: JUST_LIGHT RESOLUME SYSTEM

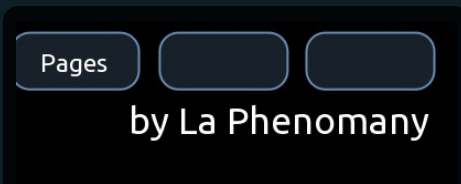
Use the controller with the JUST_LIGHT RESOLUME SYSTEM composition. The corresponding MIDI configuration file is supplied with the composition, so the controller and prepared composition work as a coordinated setup.

RESOLUME CONTROL includes

TouchOSC controller file (.tosc) and installation/configuration documentation.

RESOLUME SYSTEM includes

Preconfigured Resolume composition, corresponding MIDI configuration file and documentation.



Close-up: Pages navigation area.

PAGES AND VISUAL FEEDBACK

- The Pages area is the TouchOSC layout navigation strip; its destinations depend on the pages included in the supplied layout.
- Effect toggles provide on/off visual feedback, active clips are slightly highlighted, and the selected clip page is indicated by its page button.

The detailed connection procedure (USB or network MIDI), device setup and troubleshooting are documented separately in the installation guide.