

# RigWorkZ

Always-on monitoring for your lighting network

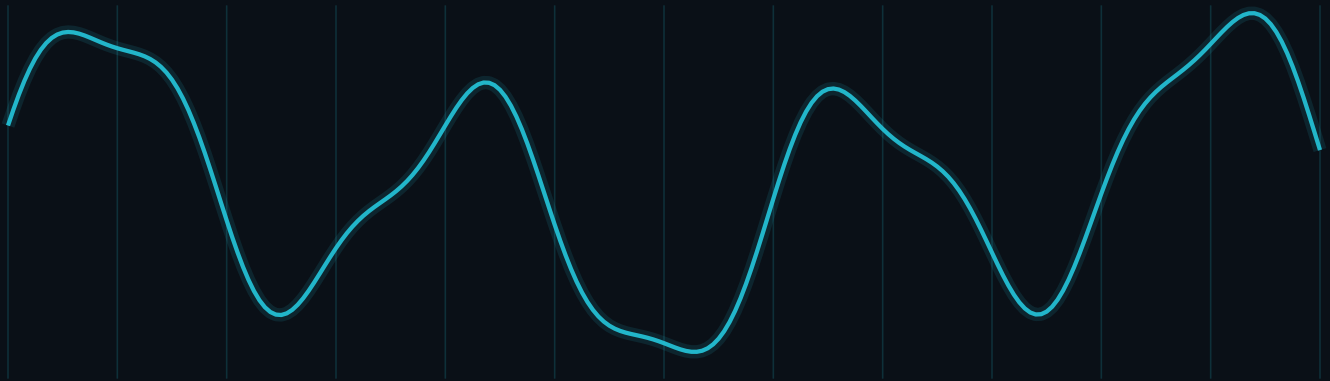
ART-NET · sACN · RDM

DESKTOP APP

# Linux

## Installation Guide

Run the RigWorkZ monitor on your Linux machine — in a couple of minutes.



## What RigWorkZ does

RigWorkZ is an always-on monitor for your lighting network. Running on your Linux machine, it listens to the Art-Net and sACN your consoles and nodes are already sending and shows you — in a window — every active universe, per-channel levels, refresh rates, source conflicts and more. It is **passive monitor-only by default**: it listens, it never transmits into your rig unless you explicitly unlock it.

The app runs entirely on your own computer — its dashboard is served on localhost only, so nothing else on the network can reach it.

**Tip.** Running RigWorkZ on a rack Pi instead? That has its own guide. Prefer a ready-to-run appliance? Construct Ent offers pre-configured units — see <https://construct-ent.com>.

### BEFORE YOU START

## What you'll need

|                         |                                                                                                             |
|-------------------------|-------------------------------------------------------------------------------------------------------------|
| <b>A Linux desktop</b>  | 64-bit x86-64, with a graphical desktop. Built on Ubuntu 22.04 — runs on comparable or newer distributions. |
| <b>Lighting network</b> | An Ethernet link to the same switch as your consoles and nodes.                                             |
| <b>A few minutes</b>    | No install needed — extract the archive and run the binary.                                                 |

**Note.** Nothing to sign around here — Linux doesn't gate unsigned apps the way macOS and Windows do. Just extract and run.

## 1 Download & extract RigWorkZ

From <https://construct-ent.com>, download the Linux build, then extract it:

```
# download RigWorkZ-linux-x64.tar.gz from construct-ent.com, then:  
tar -xzf RigWorkZ-linux-x64.tar.gz
```

You'll get a **RigWorkZ-linux-x64** folder. Keep it together — the app and everything it needs live inside it.

## 2 Run it

From a terminal in the folder you extracted:

```
./RigWorkZ-linux-x64/RigWorkZ
```

The RigWorkZ window opens. (Your file manager can also launch the RigWorkZ binary with a double-click if it's set to run executables.)

**Tip.** If you get `Permission denied`, mark the binary executable once: `chmod +x RigWorkZ-linux-x64/RigWorkZ`.

### 3 Put your computer on the lighting network

RigWorkZ can only show the DMX it can see, so your computer has to be on the same network as your lighting — patched into the lighting switch alongside your consoles and nodes. Wired is best.

- **Same segment.** The computer must sit on the same subnet / VLAN as your Art-Net (broadcast) and sACN (multicast).
- **Quit your VPN while monitoring.** A VPN running on your computer can swallow multicast before it reaches the app, so sACN goes missing.

Patch RigWorkZ in and your universes appear in the window as they start streaming.

### 4 Activate Pro (optional)

RigWorkZ is free to use as the live monitor — universes, levels, the 512-channel map, the per-channel oscilloscope and source-conflict detection. **Pro** adds who's-on-my-network discovery, RDM fixture health, network diagnostics, switch topology and a one-glance show-readiness check.

To unlock Pro, open RigWorkZ and go to the **Ready** tab. Its **Licence** panel shows an activation link for this computer — open that link in a browser on the same machine and enter your licence key.

**Note.** The app runs on a private local address, so it shows you the exact link to open — there's no fixed web address to memorise. The licence binds to this computer's own hardware id, so you only activate once. With internet it activates instantly; offline, you can paste a token or import it from a USB stick.

## ONCE IT'S INSTALLED

# Everyday use

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- **Open it** whenever you want to watch the rig; the RigWorkZ window shows the live monitor. Close it when you're done.
- **Update it** by downloading the newer version and replacing the old one — your activation stays put.

# Troubleshooting

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## Permission denied

Mark the binary executable once: `chmod +x RigWorkZ-linux-x64/RigWorkZ`, then run it again.

## It won't start / a Qt or libGL library is missing

The bundle needs a few common desktop libraries present on the system. On Debian/Ubuntu:

```
sudo apt install libgl1 libegl1 libxkbcommon0 \
libxcb-icccm4 libxcb-image0 libxcb-keysyms1 \
libxcb-randr0 libxcb-render-util0 libxcb-shape0 libxcb-xinerama0
```

## No universes are showing

Check the machine is on the same switch / VLAN as your consoles and nodes (Step 3), and quit any VPN — it can capture the multicast sACN uses before it reaches the app.

**Note.** Questions? <https://construct-ent.com>. RigWorkZ is passive monitor-only by default and never transmits into your rig unless you explicitly unlock it.