

RigWorkZ

Always-on monitoring for your lighting network

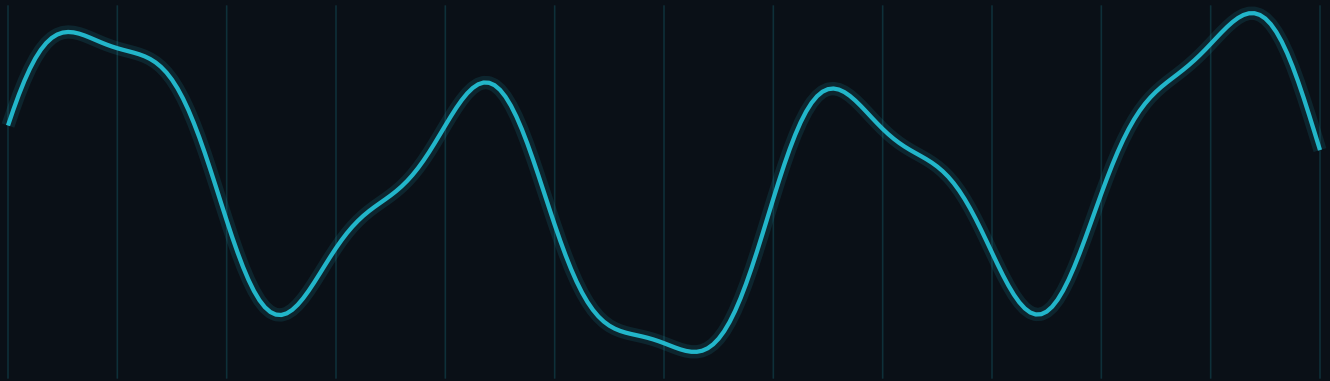
ART-NET · sACN · RDM

DESKTOP APP

macOS

Installation Guide

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



What RigWorkZ does

RigWorkZ is an always-on monitor for your lighting network. Running on your Mac, 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

A Mac	Apple Silicon — an M1, M2, M3 or M4 Mac — on a recent macOS.
Lighting network	An Ethernet link to the same switch as your consoles and nodes. A USB-C / Thunderbolt Ethernet adapter is fine.
A few minutes	No installer and no admin password needed — just download and open.

Note. The Mac build is for **Apple Silicon**. If you're on an older Intel Mac, get in touch at <https://construct-ent.com>.

1 Download RigWorkZ

From <https://construct-ent.com> on your Mac, download the macOS app:

```
RigWorkZ-macos-arm64.dmg
```

Double-click the download to open it — you'll get **RigWorkZ.app**. Drag it into your **Applications** folder.

2 Open it — past the first-run warning

RigWorkZ isn't notarized by Apple yet, so the **first** time you open it macOS puts up a warning. This is expected — here's the one-time dance:

1. Double-click **RigWorkZ.app**. macOS says it “cannot verify the developer” or “Apple could not verify...”. Click **Done** (don't move it to the Trash).
2. Open **System Settings › Privacy & Security**, scroll down to the Security section — you'll see a line about RigWorkZ being blocked. Click **Open Anyway**.
3. Confirm with **Open Anyway** (enter your Mac password / Touch ID if asked). RigWorkZ opens.

Tip. On an older macOS you can also get past it by **right-clicking (or Control-clicking) RigWorkZ.app › Open**, then **Open** in the dialog. Either way, after the first launch RigWorkZ opens normally like any other app.

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

- **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

“RigWorkZ cannot be opened because Apple cannot verify...”

This is the normal first-run warning — follow Step 2 (Privacy & Security > Open Anyway, or right-click > Open).

“RigWorkZ is damaged and can't be opened”

macOS sometimes shows this for un-notarized apps downloaded from the web. Open **Terminal** and run this once, then open the app again:

```
xattr -dr com.apple.quarantine /Applications/RigWorkZ.app
```

No universes are showing

Check your Mac 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.