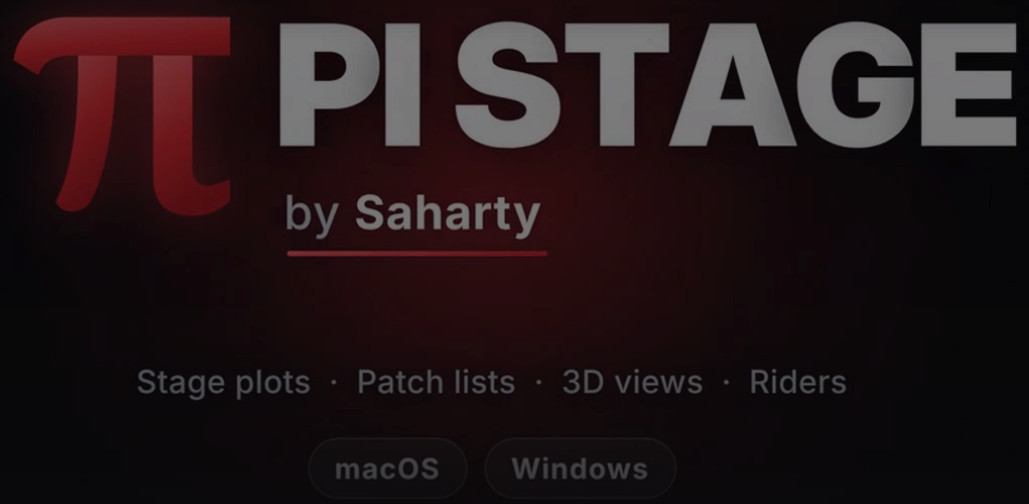
PI BY SAHARTY

PI STAGE

Stage plots, patch lists and riders



USER MANUAL

Version 1.1.1 · macOS & Windows

www.pi-ware.com · support@pi-ware.com

Precision is a constant.

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WELCOME

Pi Stage by Saharty is a stage plot, patch list and technical rider designer for macOS and Windows. You draw the stage once, and the rest of the advance builds itself from that drawing: input list, monitor mixes, stage box patch, power plan, RF list, gear and pick list, and a multi-page PDF rider that venues, promoters and crews can read straight away.

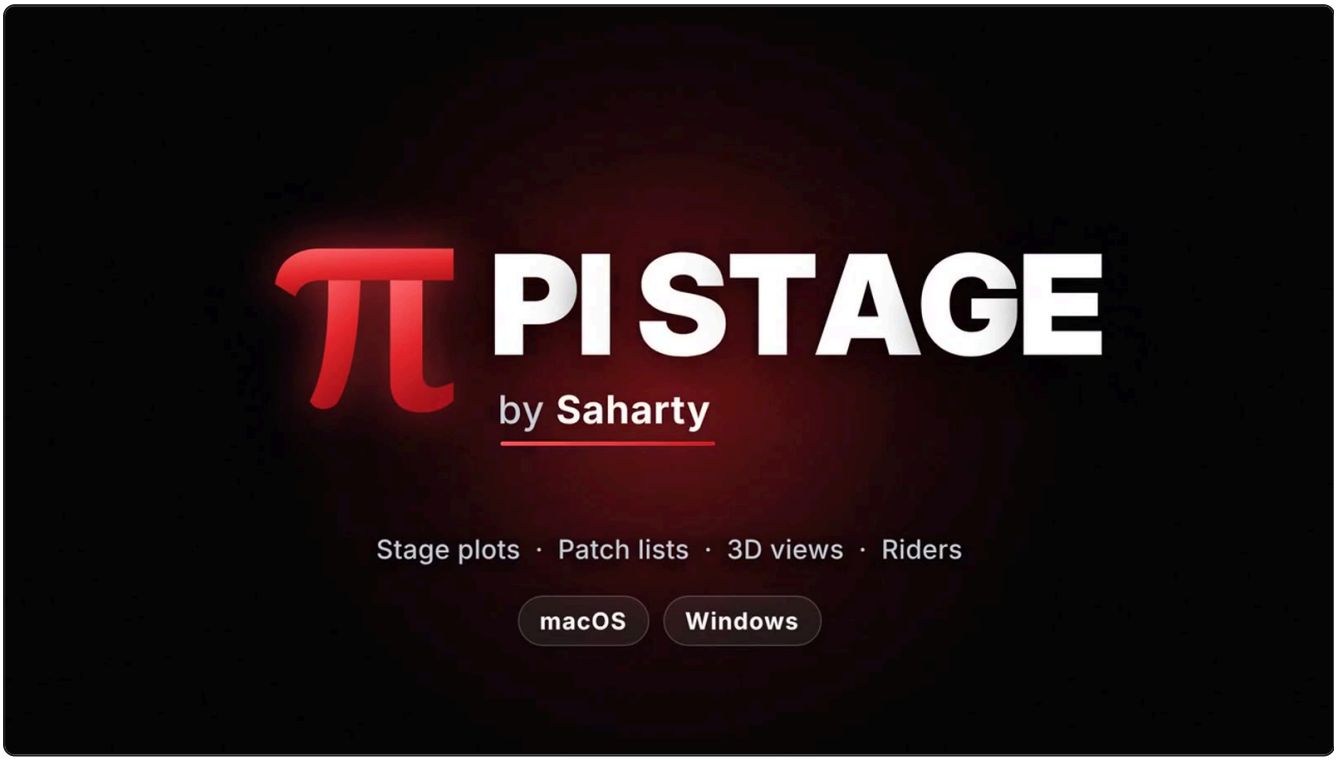


Figure 1. Pi Stage by Saharty: stage plots, patch lists, 3D views and riders

Who it is for. Front-of-house and monitor engineers, production and tour managers, stage managers, backline techs, bands advancing their own shows, orchestras, and venues preparing house plots. If you write riders, read riders or patch stages, Pi Stage is built for you.

What it does, in one paragraph. Drag instruments, people, microphones, monitors, risers, power drops and stage boxes from a library onto a stage drawn to scale. When you place an instrument, Pi Stage creates its inputs with suitable microphones, stands and phantom power. When you place a monitor, it creates the monitor mix. Smart Patch assigns every source to the nearest stage box with free ports, the power plan calculates the load on every drop, the RF page checks spacing and intermodulation, and the gear list counts everything you need, down to estimated XLR cable lengths. Then you export: PDF, JPG, PNG, SVG, XML, CSV, a 3D image or 3D model, or channel names, colours and patch for a Yamaha console.

Version 1.1.1 at a glance

- **Stage plot editor** with drag and drop, snap, smart alignment guides, rulers, layers, undo/redo, text, notes, arrows, lines, cable runs, dimensions, zones and images.
- **316 library items**, from rock backline to a full orchestra, Arabic and oriental instruments, DJ gear, PA, risers, power, furniture and lighting.

- **Gear database** with hundreds of microphones, DI boxes, wireless systems, stage boxes, consoles and power connectors.
- **3D view** with lighting, shadows, people, risers, backline, truss, LED walls and venue, exportable as an image up to 4K or as a GLB / OBJ model.
- **Yamaha console export** for CL, QL, DM7, DM3, TF and RIVAGE PM, either as a CSV set or sent straight to the console over the network.
- **Autosave with crash recovery**, dark and light interface, metric and imperial units.
- **Pi by Saharty licensing** with a 15-day free trial and offline activation.

QUICK START

1. Install Pi Stage (see **Installation**) and open it. If the licence window appears, click **Start 15-day free trial** or enter your licence key and click **Activate**.
2. Choose **File › New from Template…** (Ctrl/Cmd+Shift+N) and pick the template closest to your act, or keep the blank stage.
3. With nothing selected, set the stage **W** (width), **D** (depth) and **Shape** in the inspector on the right, or use **Arrange › Stage Settings…**.
4. Drag instruments, vocalists and players from the **Library** on the left onto the stage. Their inputs appear automatically. Watch the **Inputs** counter in the tab bar go up.
5. Drag wedges, side fills or IEMs onto the stage. Each one creates a monitor mix.
6. Place at least one stage box (library category **DI, Stage Boxes & RF**) where it will sit on stage, then run **Tools › Smart Patch (assign stage boxes)**.
7. Place a power drop (category **Power**) and check the **Power** tab.
8. Fill in the **Show Info** tab: artist, show, venue, date, logo and contacts.
9. Run **Tools › Validate Plot (find problems)** and fix anything it reports.
10. Click **Export** in the top bar, choose **PDF rider**, tick the pages you want and click **Export**. Save the project with **File › Save** (Ctrl/Cmd+S) as a `.pistage` file.

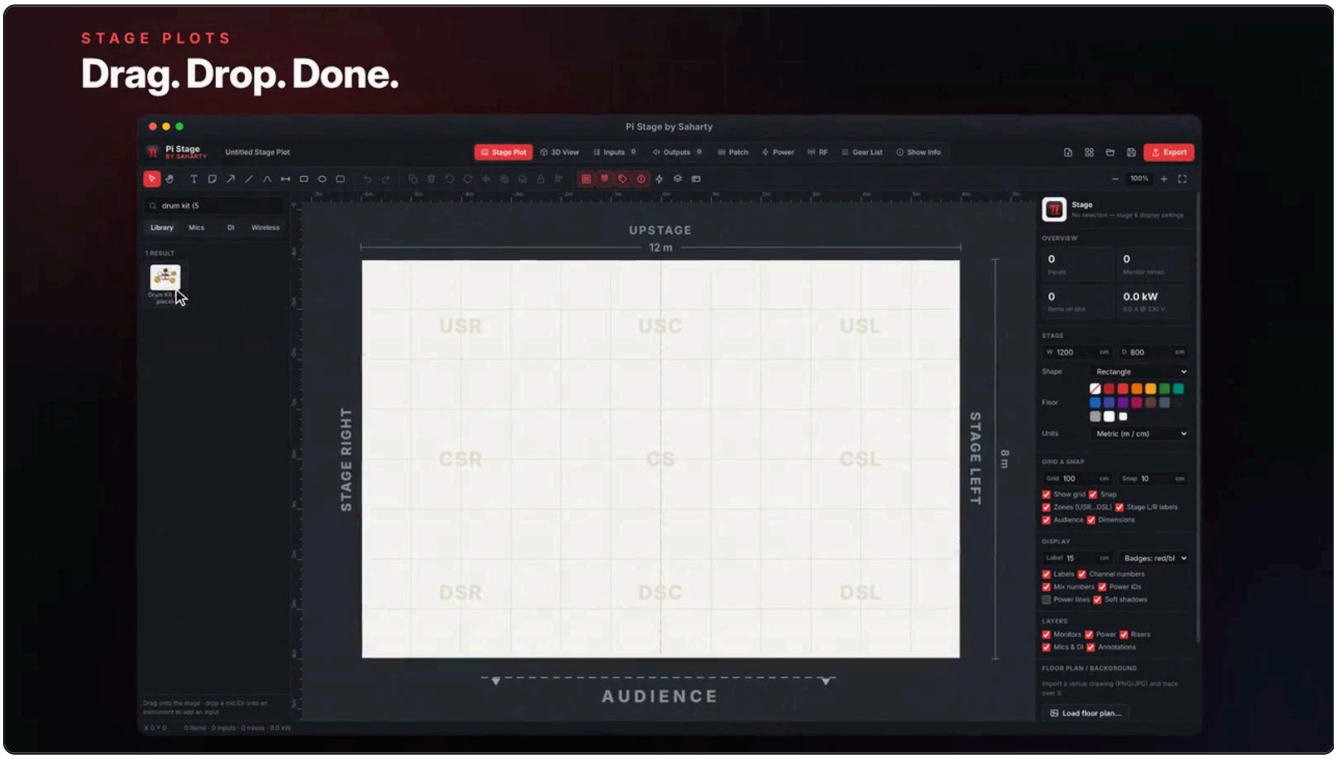


Figure 2. A new, empty stage ready for your plot

INSTALLATION

Pi Stage is a standalone application. It is not a plug-in, and it needs no other runtime: everything it uses is inside the installer.

macOS

There are two disk images:

Installer	For
`Pi Stage by Saharty-1.1.1-arm64.dmg`	Macs with Apple silicon
`Pi Stage by Saharty-1.1.1-x64.dmg`	Macs with an Intel processor

1. Open the `.dmg`.
2. Drag **Pi Stage by Saharty** onto the **Applications** folder shown in the window.
3. Eject the disk image and open Pi Stage from **Applications** or Launchpad.

Signed and notarised builds open without any warning. If your copy shows a warning on first launch:

- **macOS 15 or later:** try to open the app once, then go to **System Settings › Privacy & Security** and click **Open Anyway**.
- **Earlier macOS versions:** right-click (or Control-click) the app, choose **Open**, then confirm with **Open**.

Windows

1. Run `Pi Stage by Saharty Setup 1.1.1.exe`.
2. Read and accept the licence agreement.
3. Choose whether to install for your user account and, if you like, change the installation folder.
4. The installer creates a desktop shortcut and a Start menu shortcut called **Pi Stage by Saharty**, and can launch the app when it finishes.

> **Note:** If Windows SmartScreen warns about an unknown publisher, click **More info › Run anyway**.

File association

Installing Pi Stage registers the `.pistage` file type (**Pi Stage Project**). Double-click a `.pistage` file to open it in Pi Stage. If Pi Stage is already running, the file opens in the existing window rather than starting a second copy.

First launch

On first launch Pi Stage opens with an empty 12 × 8 m stage and a **Start your stage plot** card with two buttons: **Start from a template** and **Open a file**. Pi Stage then checks the licence. If the computer has no licence or trial yet, the licence window opens once so you can start the trial or activate.

The window remembers its size, position and maximised state between sessions.

ACTIVATION & LICENSING

Pi Stage uses the Pi by Saharty licensing system. One licence activates one computer.

Buying and receiving a key

Buy Pi Stage at pi-ware.com. Your licence key arrives by email after purchase, in the form `XXXXX-XXXXX-XXXXX-XXXXX`. You can also find your licences in your account at pi-ware.com/account.

Opening the licence window

Open the **Pi Stage — licence** window from **Help › Licence…** (or **Pi Stage by Saharty › Licence…** on macOS), from the licence button at the right of the top bar, or from the banner. Any save, export or print command opens it too while saving is off.

The window shows the current status, the licence owner and **This computer:** with the computer's name.

Free trial

Click **Start 15-day free trial**. No payment details are needed, and every feature is on for the 15 days. The banner and status bar show the trial message while it runs.

Online activation

1. Paste your key into the **Licence key** field.
2. Click **Activate** (or press Enter).
3. When the status line says **Activated … Every feature is on.**, you are done.

If the key is already active on another computer, Pi Stage asks whether to **Move it here**. The other computer receives a 24-hour notice and then switches to limited features. Where a yearly limit applies, the dialog shows **Moves left this year**.

Offline activation

Use this when the computer has no internet connection.

1. Enter your licence key in the **Licence key** field.
2. Click **Offline activation**. A request code appears.
3. Click **Copy code** and take the code to any device with internet access.
4. Paste the code at pi-ware.com/activate and download the licence file you are given.
5. Back in Pi Stage, click **Load licence file…** and choose that file (`.pilic` or `.txt`).

Moving to a new computer

- **From the old computer:** open the licence window and click **Deactivate this computer**, confirm, then activate on the new computer.
- **If the old computer is not available:** deactivate or reset machines from your account at pi-ware.com/account, or simply activate on the new computer and confirm **Move it here**.

Licence checks and the 24-hour rule

Pi Stage checks the licence whenever it finds an internet connection: at launch, then every 60 minutes (every 2 minutes while offline). Offline, it keeps working with no time limit.

Features are never limited without at least 24 hours of notice on that computer, whatever the reason (licence moved, trial ended, deactivated from the account). During the notice everything keeps working, and a banner shows the message with a countdown.

Limited mode

When Pi Stage is not activated, or after a notice runs out:

- Every project still opens and can be viewed and edited.
- **Saving, exporting (PDF, JPG, PNG, SVG, XML, CSV, 3D, Yamaha) and printing are off.** The buttons and menu items stay visible, read **Activate to save** and open the licence window.
- Crash-recovery autosave keeps working, so no work is lost.

The licence file

Platform	Location
macOS	`~/Library/Application Support/Pi by Saharty/Licences/pi-stage.pilic`
Windows	`%APPDATA%\Pi by Saharty\Licences\pi-stage.pilic`

> **Warning:** Do not edit the licence file. Any change makes the licence invalid.
>
> **Note:** Pi Stage connects only to the Pi licence server, to activate and check the licence. It sends the licence key, product, app version, computer name, operating system and a one-way machine ID. Your documents are never sent.

INTERFACE TOUR

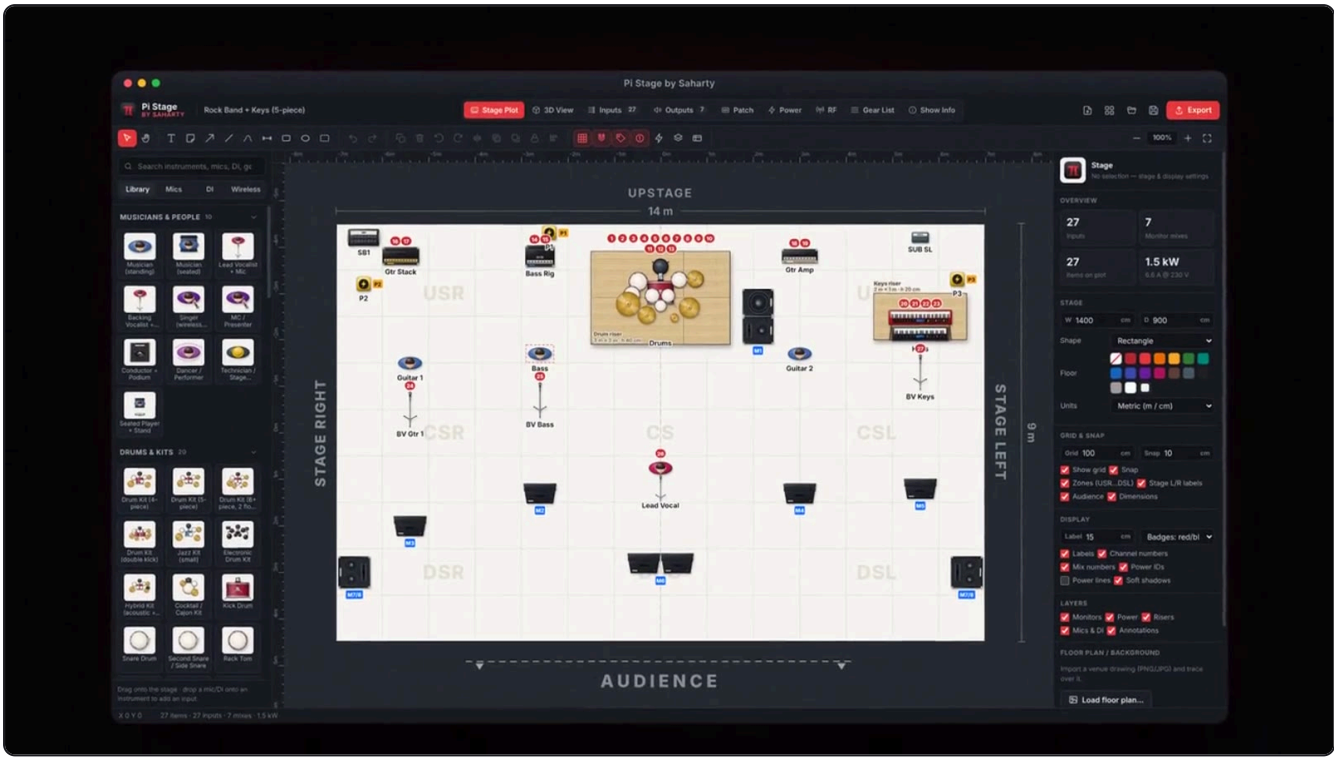


Figure 3. The main window: library, stage plot and inspector

The main window has six areas, from top to bottom and left to right.

Top bar

Control	What it does
Pi Stage logo	Opens the **About** box (version, licence status, legal links).
Document title	The file name, or the **Document title** from Show Info if unsaved. A dot (●) means unsaved changes.
Tabs	**Stage Plot**, **3D View**, **Inputs** (with count), **Outputs** (with count), **Patch**, **Power**, **RF**, **Gear List**, **Show Info**.
New	New stage plot (Ctrl/Cmd+N).
Template	New from template.
Open	Open a `.pistage` or Pi Stage XML file (Ctrl/Cmd+O).
Save	Save (Ctrl/Cmd+S).
Export	Opens the Export dialog (PDF, JPG, PNG, SVG, XML, CSV, 3D, Yamaha).
Licence button	Opens the licence window and shows the licence state.

Toolbar (Stage Plot tab)

Control	What it does	Key
Select / Move	Select, move, resize and rotate items.	V
Pan	Drag to move the view.	H, or hold Space
Text	Click or drag to place text.	T
Sticky note	Place a note.	N
Arrow	Draw an arrow.	A
Line	Draw a line.	L
Cable run / snake	Draw a cable run.	C
Dimension / measure	Draw a dimension line that shows its length.	M
Rectangle	Draw a rectangle.	R
Ellipse	Draw an ellipse.	E
Zone / area	Draw a zone or area.	Z
Undo / Redo	Step back or forward through your changes (up to 250 steps).	Ctrl/Cmd+Z, Cmd+Shift+Z / Ctrl+Y
Duplicate, Delete, Rotate 90° left/right, Flip horizontally, Bring to front, Send to back, Lock / unlock, Align & distribute	Act on the selection. They are greyed out when nothing is selected.	
Show grid	Grid on/off.	Ctrl/Cmd+'
Snap to grid	Snap on/off.	Ctrl/Cmd+;
Show labels	Item labels on/off.	
Show channel numbers	Channel badges on/off.	
Show power connections	Lines from each powered item to its drop.	
Show / hide layers	Layers and overlays pop-up (see below).	
Stage size & shape	Opens the stage dialog.	
Zoom out / percentage / Zoom in / Fit to window	Zoom controls. Click the percentage to fit the stage.	Ctrl/Cmd+−, Ctrl/Cmd+=, Ctrl/Cmd+0

When you open any tab other than Stage Plot, the toolbar shows the page title instead.

Library (left)

- **Search** field: *Search instruments, mics, DI, gear…* Press Enter to add the first result, Esc to clear.
- Four modes: **Library** (stage items in collapsible categories), **Mics**, **DI** and **Wireless** (model lists from the gear database).
- Drag an item onto the stage, or click it to add it near the centre of the view.

The library categories are: Musicians & People; Drums & Kits; Percussion; Guitars & Bass; Amps & Backline; Keyboards & Pianos; Vocals & Speech; Orchestral Strings; Woodwinds; Brass; Orchestral Percussion; Orchestra Sections & Ensembles; Arabic / Oriental & World; DJ, Playback & Electronic; Microphones & Stands; DI, Stage Boxes & RF; Monitors & IEM; PA & Production; Risers & Staging; Power; Furniture & Props; Lighting & Effects; Text, Lines & Shapes.

Stage plot (centre)

The stage drawing with rulers along the top and left edge. Upstage is at the top, the audience at the bottom. Stage right and stage left labels, the zone grid (USR…DSL), dimensions and the audience marker can all be switched on and off in the inspector.

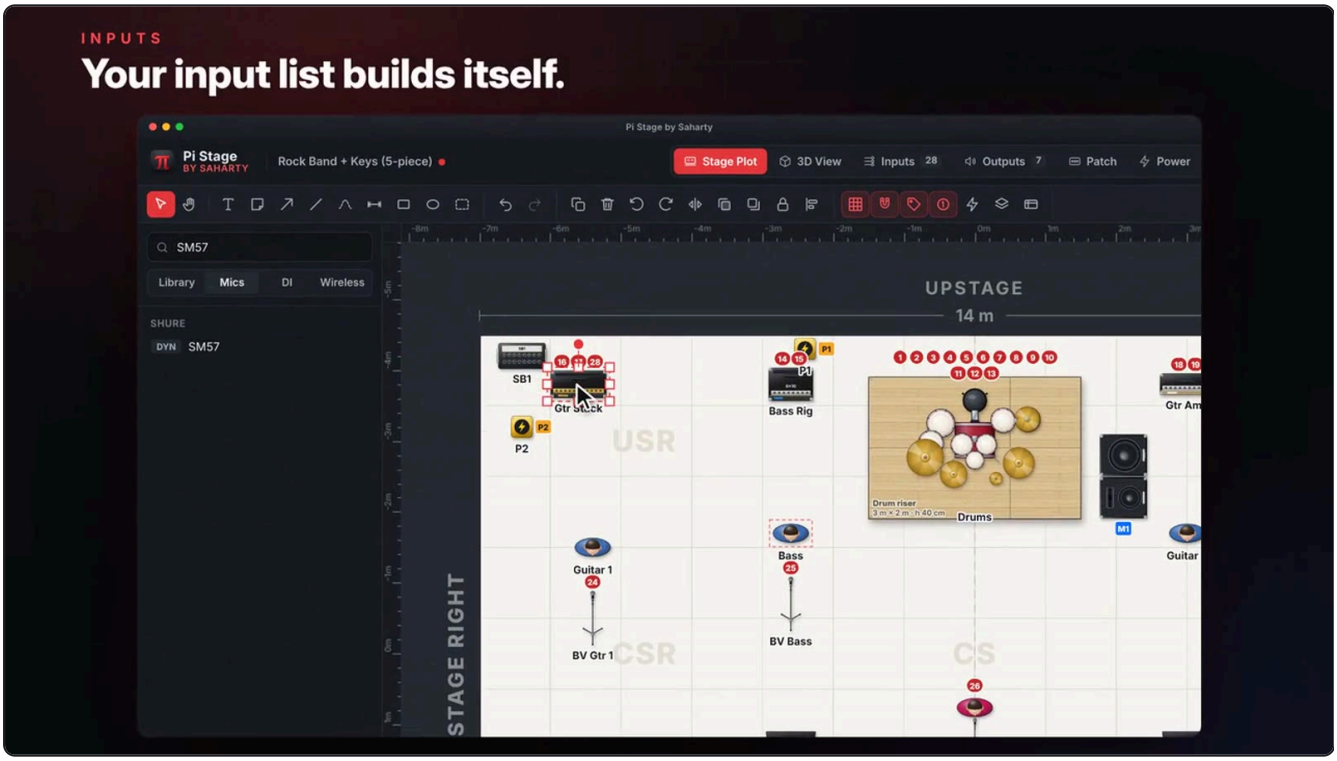


Figure 4. Rulers, upstage and stage-right labels on the plot

Inspector (right)

The inspector changes with the selection:

- **Nothing selected:** stage, grid, display, layer and floor plan settings, plus an overview of inputs, mixes, items and total power.
- **One item:** its label, colour, position and size, plus sections for its type (riser, ensemble, power drop, stage box, monitor mix), its inputs, power and notes.

- **Several items:** align and distribute, colour, rotation, label size, **Provided by**, lock and mirror.

Hide or show the library and inspector with **View › Toggle Library Panel** (Ctrl/Cmd+[) and **View › Toggle Inspector Panel** (Ctrl/Cmd+]).

Status bar (bottom)

Shows the cursor position, the selection, project totals (`items · inputs · mixes · kW`), export progress and the licence status.

Stage panel (inspector, nothing selected)

Control	What it does	Range / default
W / **D**	Stage width and depth.	Minimum 1 m; default 12 × 8 m
Shape	**Rectangle**, **Thrust (T-stage)**, **Catwalk (rounded)**, **Curved apron**, **Round / Oval**.	Rectangle
Thrust W / **Thrust D**	Size of the thrust or catwalk (Thrust and Catwalk shapes only).	3 × 2 m
Apron	Depth of the curved apron (Curved apron only).	1.2 m
Floor	Floor colour swatches plus a custom colour picker.	Off-white
Units	**Metric (m / cm)** or **Imperial (ft / in)**.	Metric
Grid	Grid spacing.	1 m
Snap (size)	Snap step.	10 cm
Show grid, **Snap**, **Zones (USR…DSL)**, **Stage L/R labels**, **Audience**, **Dimensions**	Display options for the stage.	All on
Label	Label text size.	15 cm
Badges	**Badges: red/blue** or **Badges: group colours**.	Red/blue
Labels, **Channel numbers**, **Mix numbers**, **Power IDs**, **Power lines**, **Soft shadows**	Overlays.	All on except Power lines
Monitors, **Power**, **Risers**, **Mics & DI**, **Annotations**	Layer visibility.	All on
Floor plan / background	**Load floor plan…**, then **Scale W**, **Opacity**, **X**, **Y**, **Replace image**, **Remove**.	Opacity 50 %

> **Tip:** Every length field accepts units as you type: `12m`, `40ft`, `8'6"` all work. In any number field, the Up and Down arrow keys step the value by 1, or by 10 with Shift.

Item panel (inspector, one item selected)

Section	Controls
Label	**Label**, **Performer** (for instruments, people, mics, sections and monitors), **Show label**, **Lock**, label **Size** (cm, blank = auto) and **Offset** (cm).
Text (text and notes)	Text box, **Size**, alignment (**Centre**, **Left**, **Right**), **Bold**, **Border**, **Lock**, **Background** colour.
Line (lines and dimensions)	**Width**, **Length**, **Dashed**, **Arrow end**, **Arrow start**, **Lock**; dimension **Text**.
Shape	**Stroke**, **Radius** (rectangles), **Dashed**, **Lock**, **Fill**.
Colour	Swatches and custom colour.
Position & Size	**X**, **Y**, **W**, **H**, **Rot** (°), **Flip**, **Reset size**, ⟲ 90°, ⟳ 90°.
Riser	**Height**, deck size (2 × 1 m, 2 × 2 m, 1 × 1 m, 8 × 4 ft, 6 × 4 ft, 4 × 4 ft, **Custom**), **Deck W** / **Deck D** for custom decks, **Skirt**, **Stairs**, **Wheels (rolling)**, **Show deck seams**. Shows the deck count, area and height.
Ensemble	**Players** and **Per desk** for orchestra sections; **Players** and **Rows** for choirs.
Power drop	**Connector**, **Outlets**, **Circuit** (e.g. L1 / C3), and a **Load** bar with percentage and capacity.
Stage box	**Model** (with input/output counts) or **Custom**, **Inputs**, **Outputs**, and how many ports are patched.
Monitor mix	**Mix** (choose an existing mix, **— none —** or **+ New mix…**), **Mix name**, **Type**, **For**, **Device**, **Stereo**.
Inputs	The item's inputs with channel number, name and mic/DI model; **Add** and remove buttons.
Power & backline	**Power** (W), drop (**Nearest drop** or a named drop), **Provided by** (Artist / Band, Venue / House, Rental Company, Local Backline, Promoter).
Notes	Notes for crew or rider.
Buttons	**Duplicate**, **Front**, **Back**, **Delete**.

Layers pop-up

The **Show / hide layers** button opens the same layer and overlay switches as the stage panel, grouped under **Show layers**, **Overlays** and **Look** (**Soft shadows**).

DRAWING THE STAGE PLOT

How to set up the stage

1. Click an empty part of the stage so nothing is selected.
2. In the inspector, type the **W** and **D**, and choose a **Shape**.
3. Or open **Arrange › Stage Settings…** for the **Stage size & shape** dialog, which adds a **Preset** list: Small club 6 × 4 m, Club 8 × 6 m, Theatre 10 × 8 m, Medium 12 × 8 m, Large 14 × 10 m, Concert hall 16 × 12 m, Festival 18 × 14 m, Festival main 20 × 16 m, Arena 24 × 16 m, 24 × 16 ft, 32 × 24 ft and 40 × 32 ft. Click **Apply**.
4. Set **Grid** and **Snap** sizes, and turn on the zones, L/R labels, audience marker and dimensions you want to print.

How to trace a venue floor plan

1. Choose **File › Import Floor Plan / Background Image…** (PNG, JPG, GIF, WebP, SVG or BMP).
2. The image is placed under the stage at 50 % opacity, about 1.4 times the stage width.
3. With nothing selected, use **Scale W**, **X**, **Y** and **Opacity** in the **Floor plan / background** section to line it up with the stage.
4. Draw over it. Use **Replace image** or **Remove** when you are done.

How to place instruments, people and gear

1. Find the item in the library (browse a category or type in **Search**).
2. Drag it onto the stage, or click it to drop it near the centre of the view.
3. A message confirms what was added, for example the number of inputs and the mix number created.

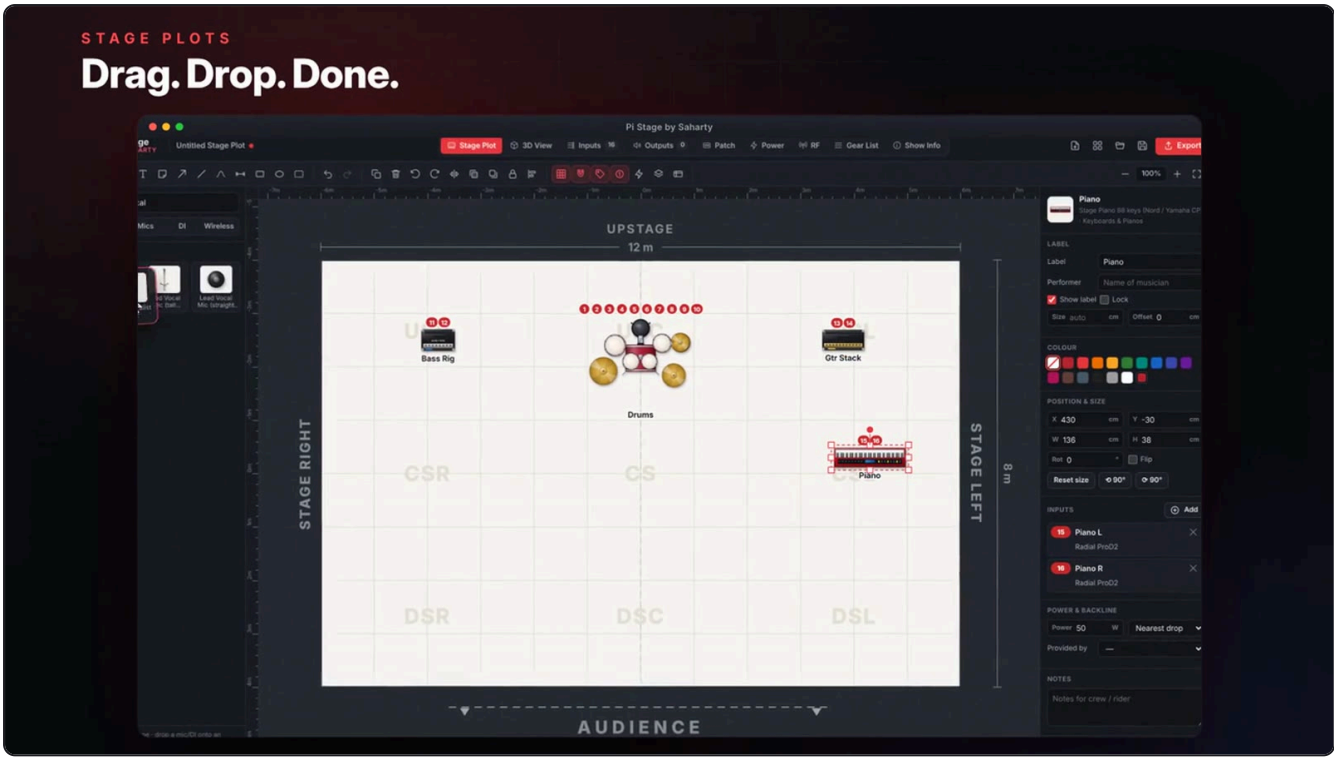


Figure 5. Dragging instruments from the library onto the stage ▶ **Animated in the online manual**

When you place a drum kit, amp, keyboard, singer or orchestral player, Pi Stage creates its inputs with sensible microphones, stands and phantom power. Turn this off with **Create inputs when placing instruments** in **Preferences**.

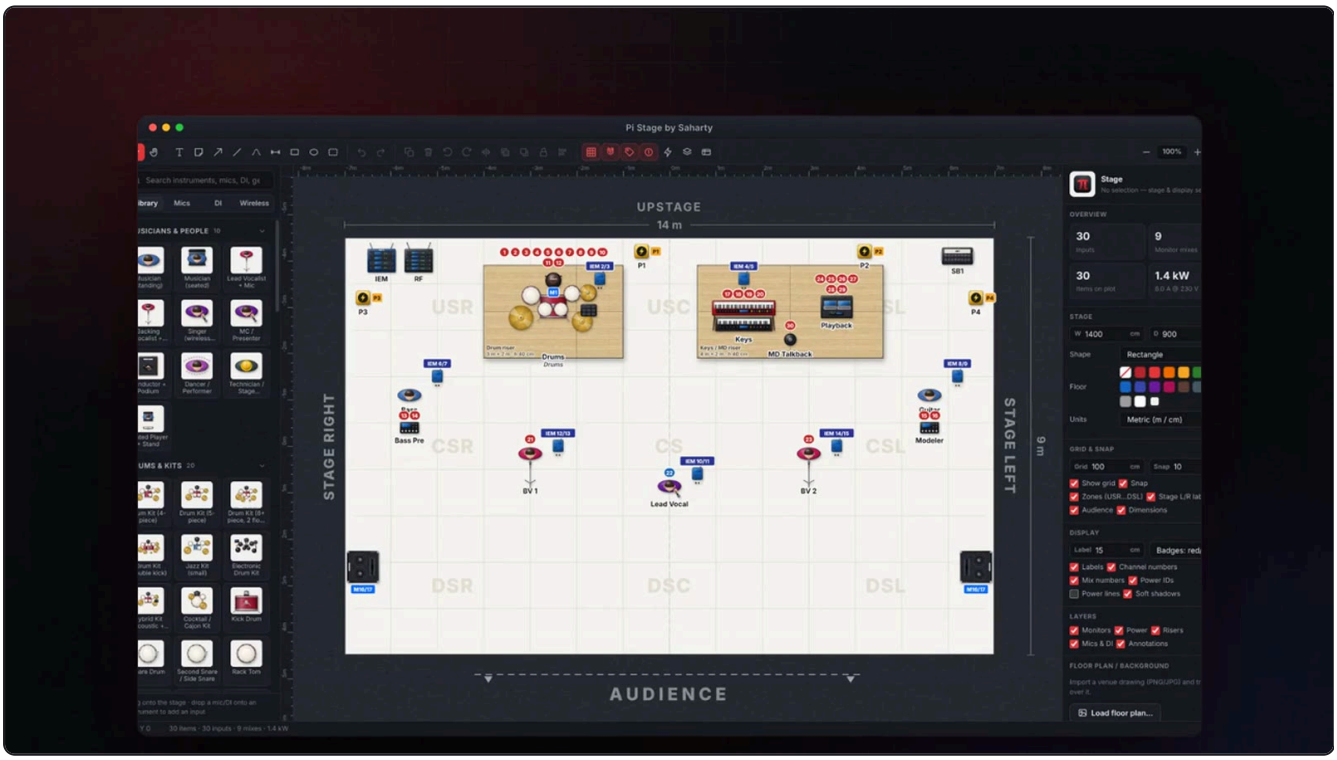


Figure 6. Vocal mic and wedges placed downstage

How to add a specific microphone or DI

1. Switch the library to **Mics**, **DI** or **Wireless**.
2. Drag a model **onto an instrument** to add it as an extra input on that instrument. Stereo models (and two-channel DIs) add an L and R input.
3. Drag a model **onto empty stage** to place it on its own stand (the stand type comes from the model) with its own input.
4. Drag an IEM system onto a monitor to make it that mix's device, or onto empty stage to create a new IEM mix.
5. Wireless comms systems go straight into the RF list.

You can also select an instrument first and then click a model in the Mics, DI or Wireless list; it is added to that instrument.

Selecting, moving and editing

Action	How
Select	Click an item. Shift, Ctrl or Cmd-click to add to the selection.
Box select	Drag on empty stage. Hold Shift to add to the current selection.
Select all	Ctrl/Cmd+A.
Move	Drag. Hold Shift to move along one axis only.
Duplicate while dragging	Hold Alt (Option) as you drag.
Nudge	Arrow keys. With snap on, one snap step (10 cm by default); with snap off, 1 cm. Shift moves 10 snap steps; Alt moves 1 cm.
Resize	Drag a handle. Hold Shift to keep proportions.
Rotate	Drag the rotation handle. Hold Shift to step in 15°. Or Ctrl/Cmd+R (90° clockwise), Ctrl/Cmd+Shift+R (counter-clockwise).
Flip	Ctrl/Cmd+Shift+H.
Edit a label or text	Double-click the item and type; Enter to finish, Esc to cancel.
Lock / unlock	Ctrl/Cmd+L. Locked items cannot be moved.
Delete	Delete or Backspace. Deleting an item also deletes its inputs; Ctrl/Cmd+Z brings them back.
Copy / cut / paste	Ctrl/Cmd+C, X, V. Pasted items keep their inputs and mixes, with new channel and mix numbers. Repeated pastes cascade.

> **Tip:** Smart alignment guides appear while you drag, so items line up with each other. You can turn them off in **Preferences**.

Right-click menus

Right-click an item for **Edit label…**, **Duplicate**, **Delete**, rotate 90° right/left or 180°, **Flip horizontally**, **Bring to front**, **Send to back**, plus **Add input to this item**, **New mix for this monitor**, and **Channel numbers**, which moves the item's channel badges between top, bottom and hidden. With several items selected you also get align and distribute.

Right-click empty stage for **Paste**, **Select all**, **Add text here**, **Add power drop here**, **Add wedge here**, **Insert image / logo…**, **Stage size & shape…** and **Fit to window**.

Arranging

Use **Arrange** or the **Align & distribute** button for **Align Left / Center / Right / Top / Middle / Bottom**, **Distribute Horizontally / Vertically** (three or more items) and **Mirror Layout Left/Right**. Mirror works on the selection, or on the whole plot when nothing is selected.

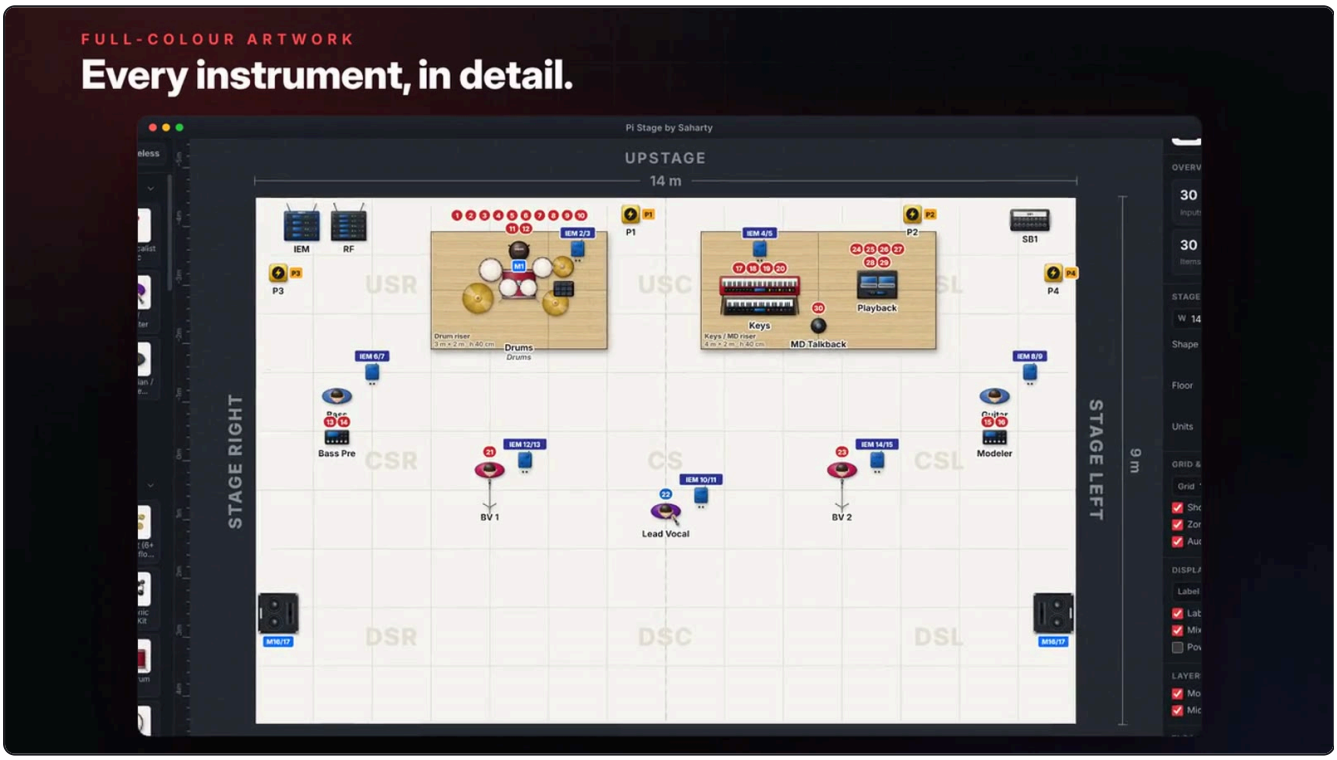


Figure 7. A finished band plot with risers, backline, monitors and inputs

Annotations and images

Use the drawing tools for text, sticky notes, arrows, lines, cable runs, dimensions, rectangles, ellipses and zones. A dimension line shows its measured length automatically; you can type your own **Text**. To add a band logo or a photo, use **File › Insert Image / Logo on Plot…**, or drag an image file from your desktop onto the stage.

Channel and mix badges

Each item shows its channel numbers (red) and monitor mix numbers (blue) as badges. In the stage panel you can change badges to group colours, or switch any badge type off.

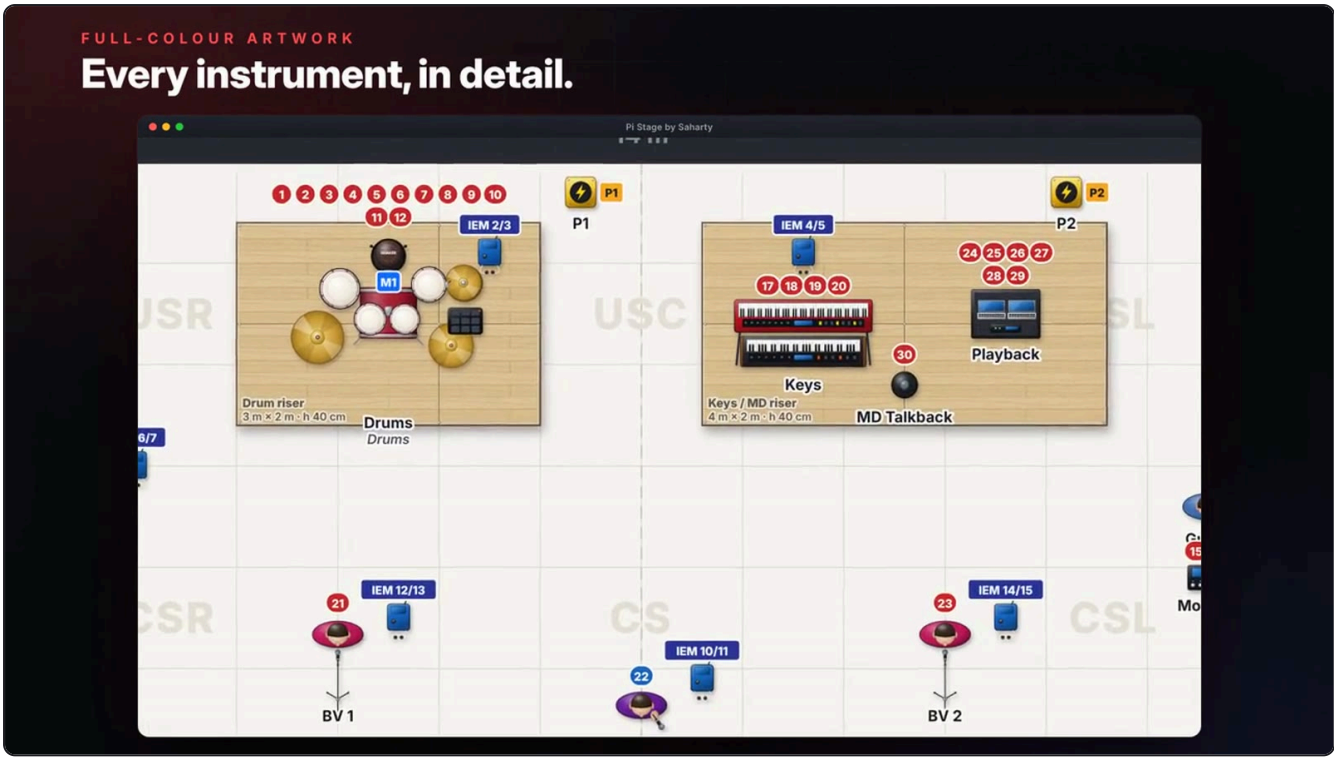


Figure 8. Channel and mix badges on the plot

STARTING FROM A TEMPLATE

Choose **File › New from Template…** or click **Start from a template** on the empty stage. Each template is a complete starting plot with inputs and mixes:

Template	Contents
Rock Band (4-piece)	Vocals, guitar, bass, drums · wedges · drum riser
Rock Band + Keys (5-piece)	Lead vocal, 2 guitars, bass, keys, drums · wedges
Pop Band with IEMs + Playback	Lead vocal, 2 BV, keys, guitar, bass, drums, tracks · all IEM · side fills
Acoustic Duo	Two singers with acoustic guitars on stools · wedges
Singer-Songwriter	Single performer, guitar & vocal · one wedge
Jazz Quartet	Grand piano, upright bass, jazz kit, saxophone
Big Band (17-piece)	5 saxes, 4 trombones, 4 trumpets, rhythm section
Symphony Orchestra	Full orchestra · Decca tree · spots
String Quartet	Violin I, Violin II, Viola, Cello · spot mics + pair
Gospel / Choir + Band	Choir risers, organ, piano, bass, drums, lead singers
Arabic Takht / Oriental Ensemble	Singer, oud, qanun, nay, kamanja, riq, darbuka, cello, bass
Firqa orchestra	Singer, violin section, cellos, qanun, oud, nay, accordion, keyboard, percussion
Wedding / Function Band	Singer, guitar, bass, keys, compact drums, DJ corner
DJ + MC / Hip-Hop	DJ riser with booth monitors, 2 wireless MCs, wedges
Conference / Panel	Lectern, panel table with 4 handhelds, presenter headset, screen
Blank Stage	Empty stage, 12 × 8 m

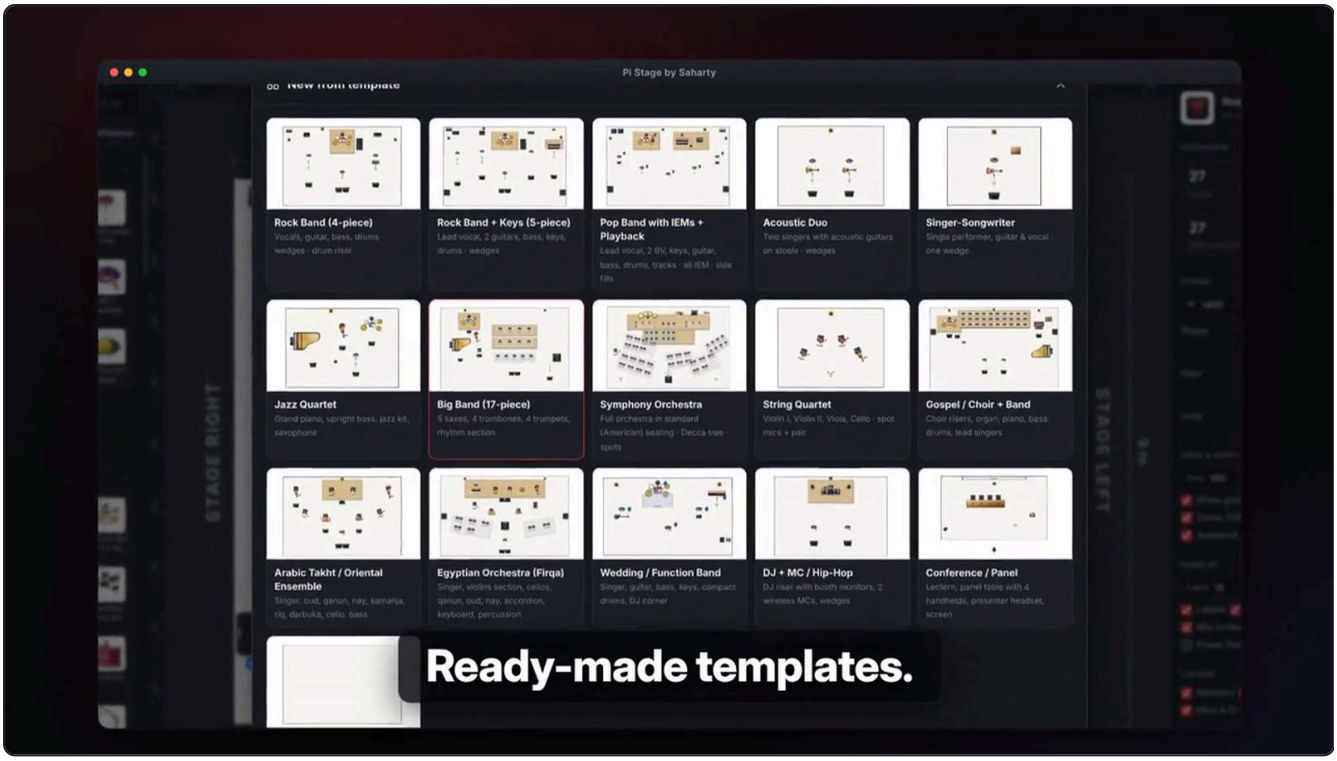


Figure 9. The template gallery

New projects use the units and paper size set in **Preferences**.

BUILDING THE INPUT LIST

Open the **Inputs** tab (Ctrl/Cmd+2). Every input from the plot is listed in channel order.

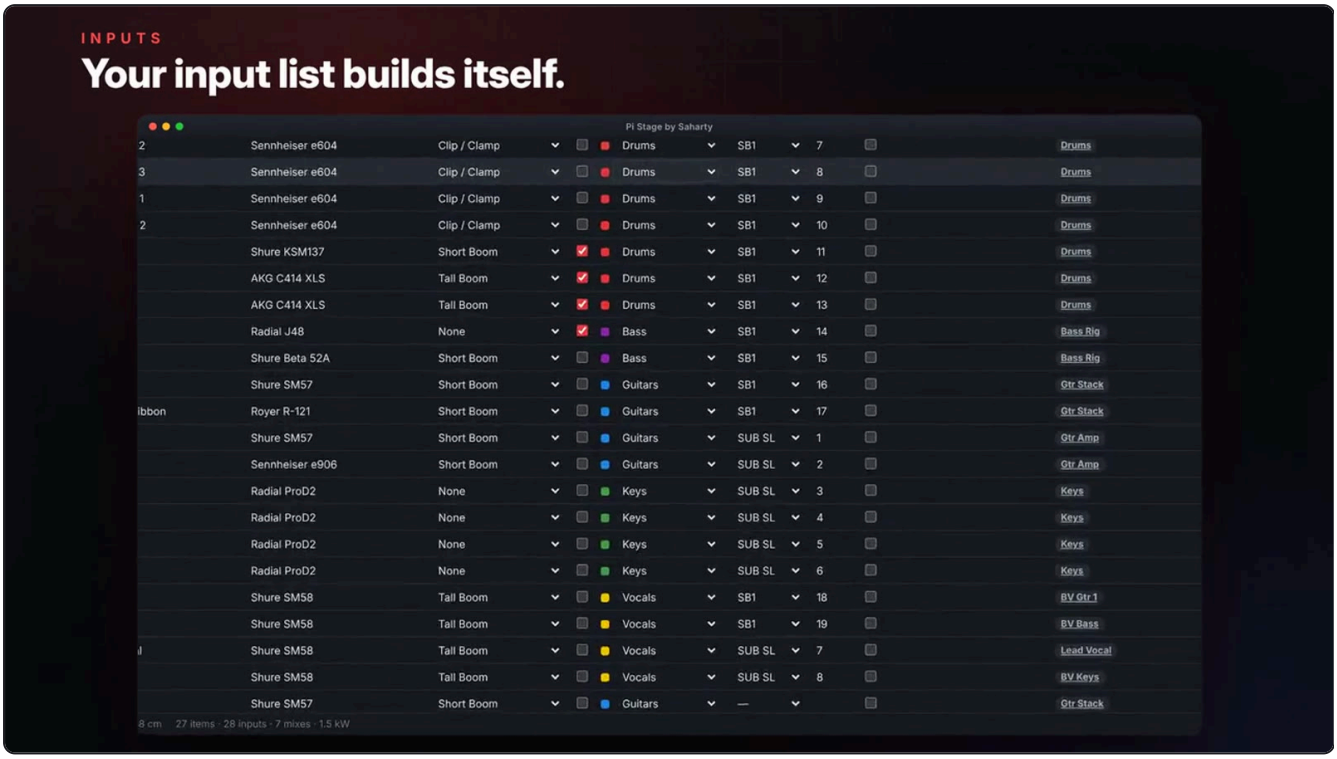


Figure 10. The Input List

Column	What it holds
⋮⋮	Drag handle for reordering.
Ch	Channel number. Duplicates are shown in red.
Source	Channel name.
Mic / DI	Model, with suggestions from the gear database.
Stand	Stand type, from Tall Boom and Short Boom to Inside Kick, Gooseneck, Decca Tree, Headset, Lavalier and Pickup.
48V	Phantom power.
Group	Instrument group with its colour (Drums, Percussion, Bass, Guitars, Keys, Vocals, Brass, Woodwinds, Strings, Orch. Percussion, Oriental / World, Choir, Playback, Speech / MC, FX Returns, Ambience, Talkback / Comms, Other).
Box / Port	Stage box and port.
RF	Wireless input.
Insert / FX	Inserts or effects.

Column	What it holds
On plot	The item the input belongs to; click to jump to it on the plot.
Notes	Free text.

How to edit inputs

- Type in any cell. Press Enter to jump to the same column in the next row.
- Choose a **Mic / DI** model and Pi Stage sets **48V** and the **Stand** for you. Choosing a wireless model ticks **RF** and sets the stand to **Handheld**.
- Use the row buttons to **Insert below** or **Delete** an input.

How to reorder, sort and renumber

- Drag the ⋮⋮ handle to move a row. The channel numbers stay in sequence and follow the new order.
- **Sort by group** sorts by instrument group and renumbers.
- **Renumber** numbers the channels 1 to N in their current order.

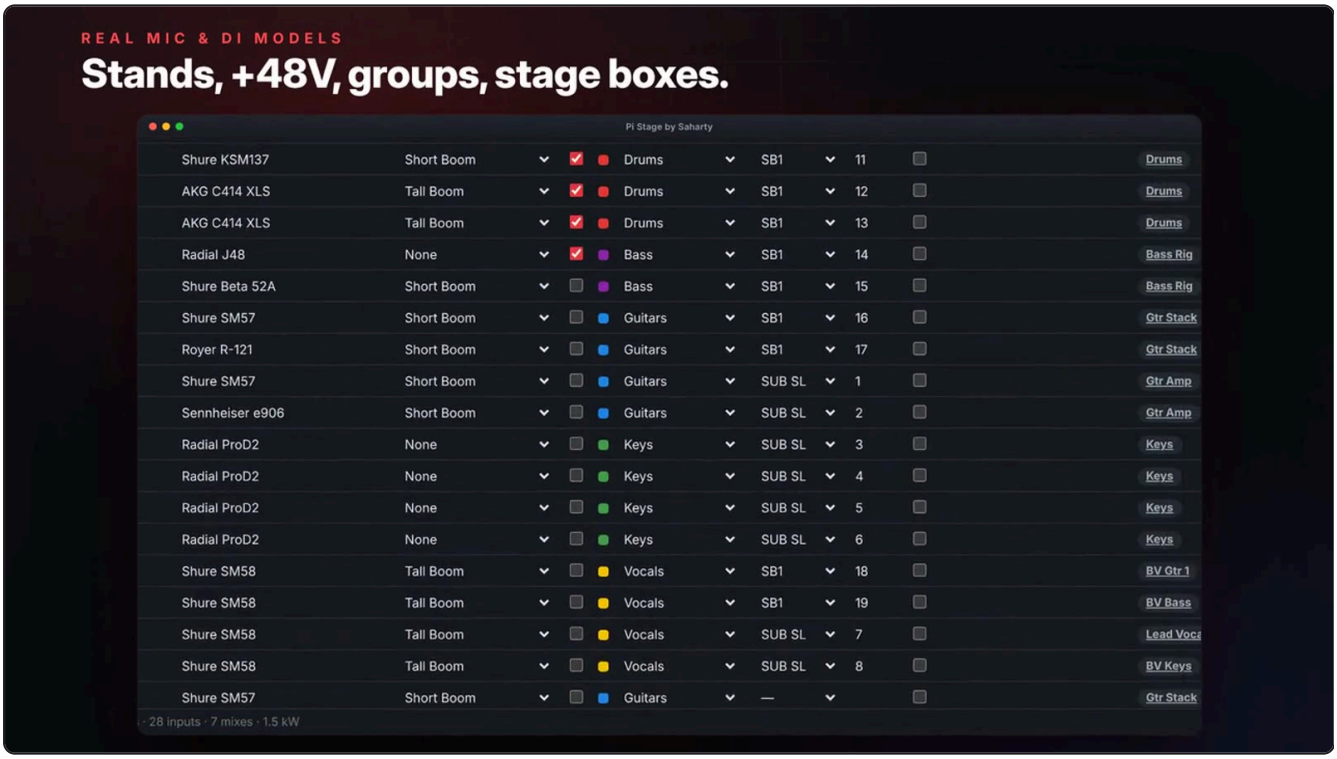


Figure 11. Dragging rows to reorder channels ▶ Animated in the online manual

The page header buttons are **Add input**, **Stereo pair** (adds Input L and Input R), **Sort by group**, **Renumber**, **Smart patch**, **CSV**, **Yamaha** and **PDF**.

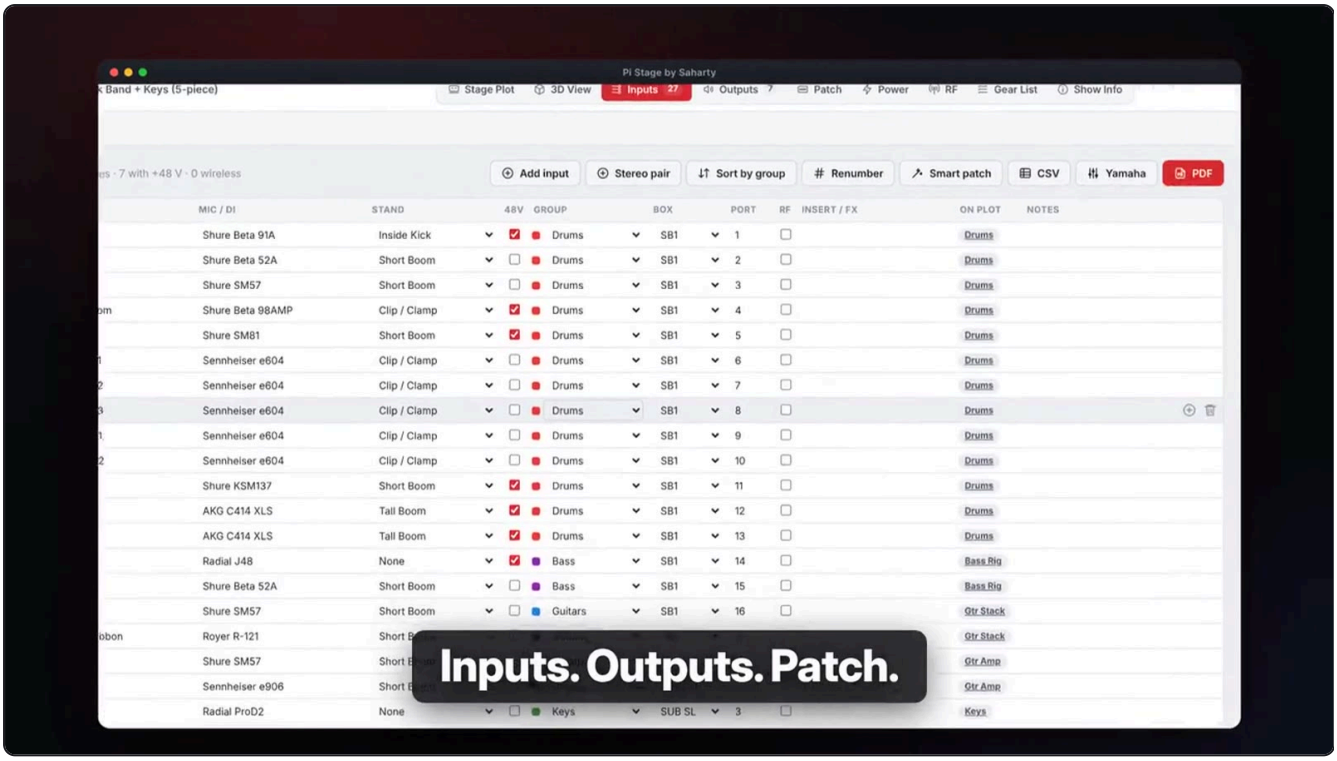


Figure 12. The input list in the light interface

MONITOR MIXES AND THE MONITOR MATRIX

Open the **Outputs** tab (Ctrl/Cmd+3). Every wedge, side fill, drum fill or IEM you place creates a mix here. Several monitors can share one mix: select a monitor and choose an existing mix under **Monitor mix › Mix** in the inspector.

Column	What it holds
Mix	Mix number. A stereo mix uses two numbers (e.g. 5/6).
Name	Mix name.
Type	Wedge, Double Wedge, IEM Stereo, IEM Mono, Side Fill, Drum Fill, Sub / Shaker, Speaker on Stand, Personal Mixer Feed, Headphones, FX Send, Matrix / Delay, Recording, Broadcast / Video, Main L/R, Front Fill, Other.
Stereo	Stereo mix. IEM Stereo and Side Fill are set to stereo automatically.
For	Performer.
Device / model	Wedge or IEM model.
Box / **Port**	Stage box output.
Freq (MHz)	IEM transmitter frequency.
On plot	How many items use the mix; click to select them.
Notes / requests	What the performer wants to hear.

Buttons: **Add mix**, **Renumber**, **CSV**, **PDF**, and a delete button on each row.

How to fill in the monitor matrix

The **Monitor Matrix** card lists every input down the side and every mix across the top.

1. Click a cell to cycle its level: — · low (•) · medium (••) · high (•••).
2. Click again to move to the next level, or back to empty.
3. **Clear** removes all entries after confirmation.

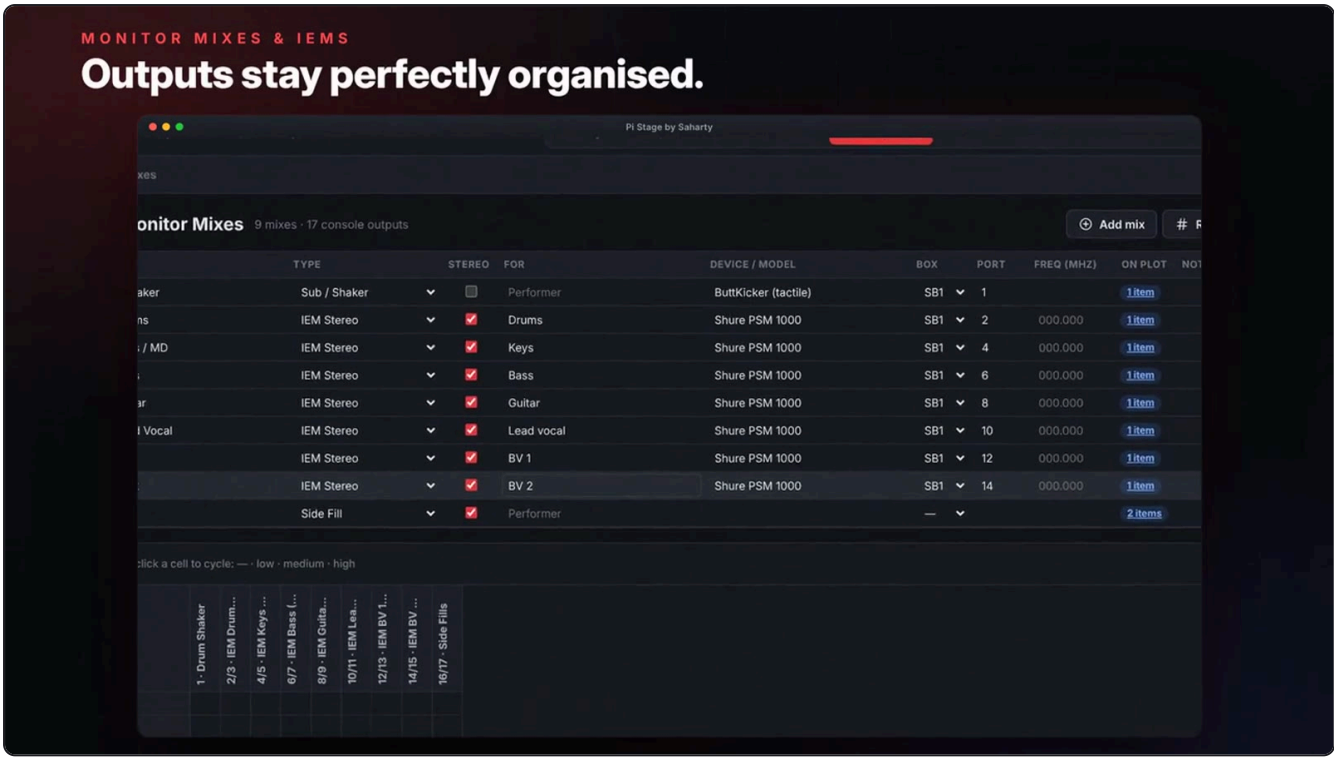


Figure 13. Outputs, monitor mixes and the monitor matrix

PATCHING STAGE BOXES

Open the **Patch** tab (Ctrl/Cmd+4).

Consoles & system

Record the **FOH console**, **Monitor console** (both with suggestions from the console list), **Split / network** (Digital split, Analog split passive or active, FOH only, Dante network, MADI, AES50, Optocore) and **PA system**. These details print on the rider.

How to patch with Smart Patch

1. Place one or more stage boxes or sub-snakes from **DI, Stage Boxes & RF** where they will sit on stage, or click **Add stage box**.
2. Select each box and choose its **Model** in the inspector (or **Custom** with your own **Inputs** and **Outputs**). Give it a clear label.
3. Click **Smart patch (nearest box)**, or choose **Tools › Smart Patch (assign stage boxes)**.

Smart Patch sends each source to the nearest box that has free ports. It keeps all inputs of one instrument on the same box where they fit, serves the sources closest to a box first, and numbers ports in channel order. Mixes are patched to box outputs the same way; stereo mixes take two adjacent outputs. Existing assignments are kept. A message reports how many inputs and outputs were patched, and how many did not fit.

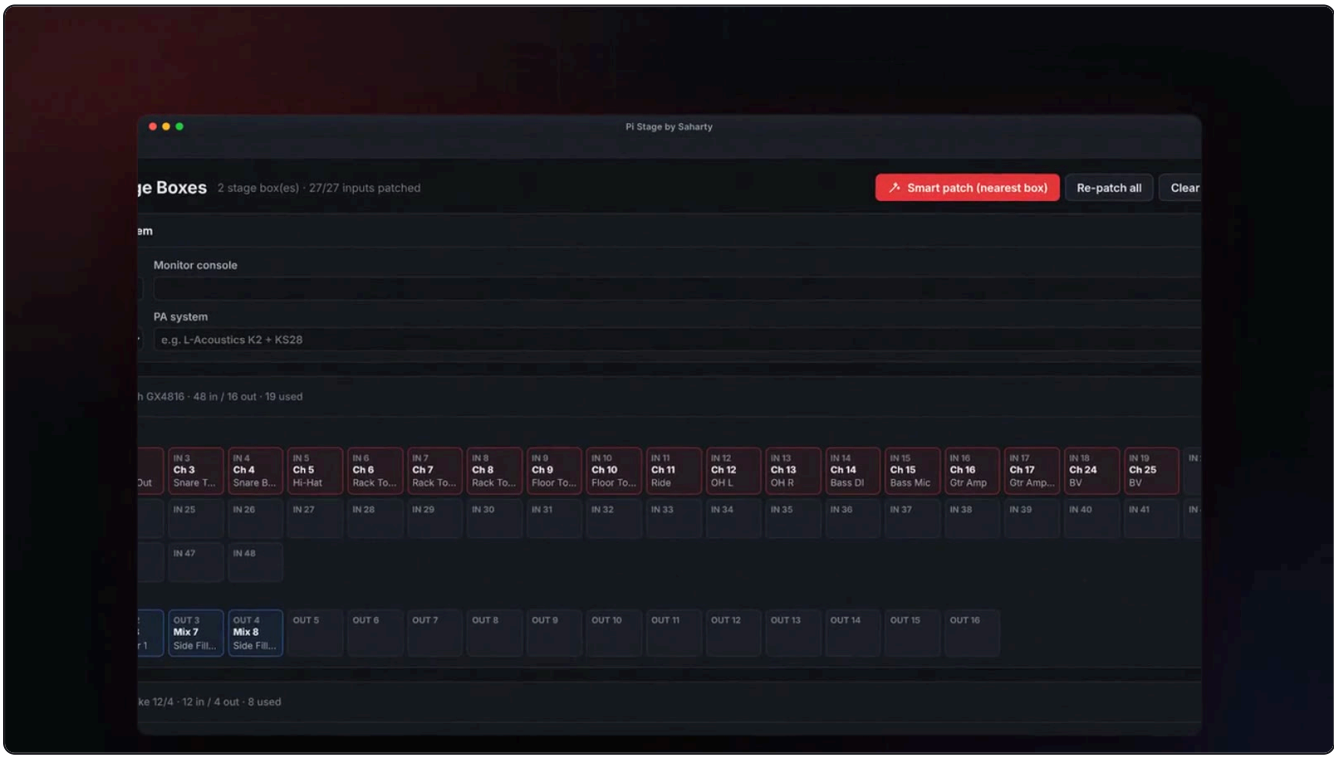


Figure 14. Stage boxes with patched inputs and outputs ▶ **Animated in the online manual**

Button	What it does
Smart patch (nearest box)	Patches everything that is not yet patched.
Re-patch all	Clears and redoes every assignment.
Clear patch	Removes all stage box assignments (after confirmation).
Add stage box	Places a 32-channel box on the plot.
Show on plot	Selects that box on the stage.

Each box shows a grid of **IN** and **OUT** ports with the channel or mix on each. A port used twice gets a red border. Anything left over appears under **Not patched**. You can always edit **Box** and **Port** by hand in the Inputs and Outputs tabs.

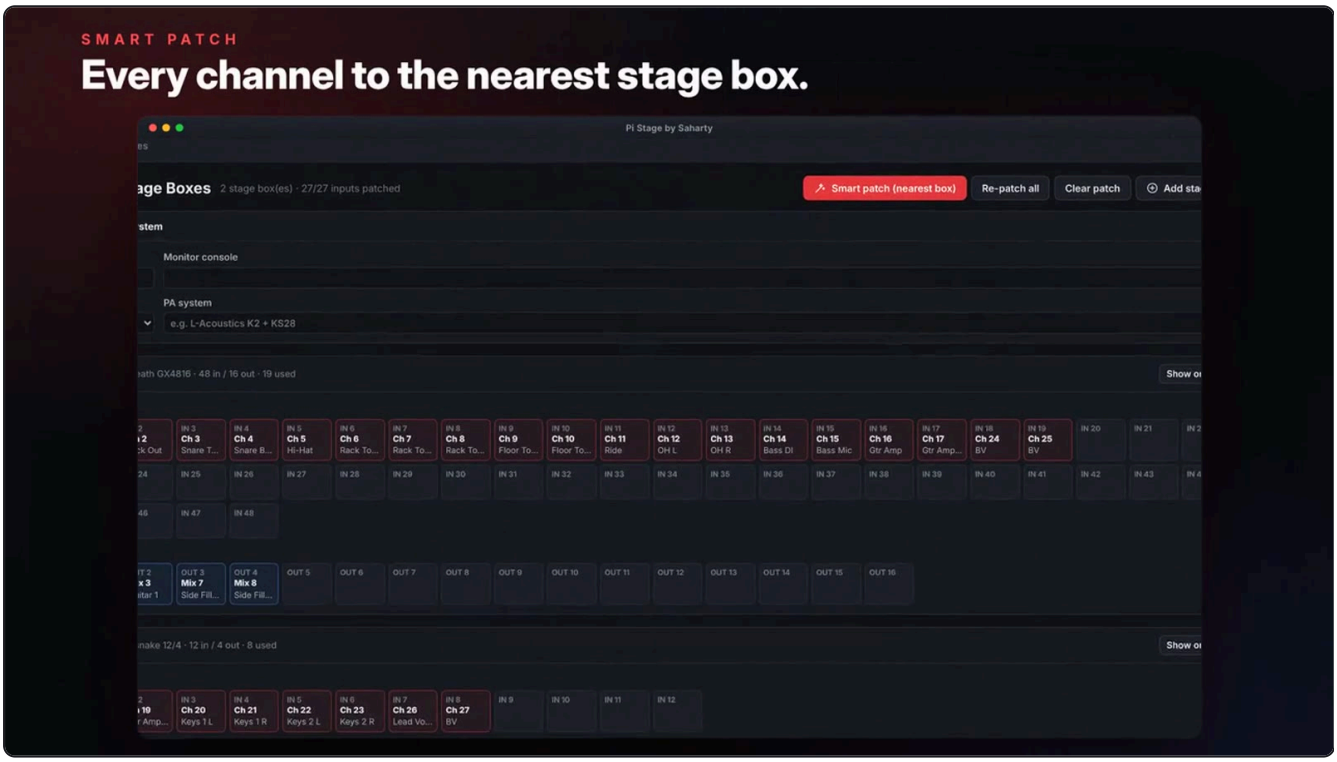


Figure 15. The Patch & Stage Boxes page

PLANNING POWER

Open the **Power** tab (Ctrl/Cmd+5).

How to plan power

1. Choose the **Mains** voltage: 230, 220, 240, 120, 110 or 100 V.
2. Place power drops on the plot (category **Power**, **Add drop**, or right-click **Add power drop here**). Drops are numbered P1, P2 and so on.
3. For each drop, set the **Connector**, **Outlets** and **Circuit / phase**.
4. Check the **Watts** of each consumer. Set 0 for items that need no power.
5. Click **Assign nearest drops** (or **Tools › Auto-Assign Power Drops**), or choose a specific drop for an item.

The **Power drops** table shows the devices, total **Load**, **Current** and a **Usage** bar for each drop. The bar turns amber above 80 % of the connector rating and red above 100 %. If a drop has more devices than outlets, it shows **needs N sockets**.

Pi Stage offers 22 connector types, including Schuko, blue single-phase and red three-phase CEE (16 A to 125 A), BS1363, NEMA and twist-lock types, powerCON and powerCON TRUE1, Socapex and Camlock. Capacity is volts × amps, and × √3 for three-phase connectors.

Show lines on plot draws a line from every powered item to its drop.

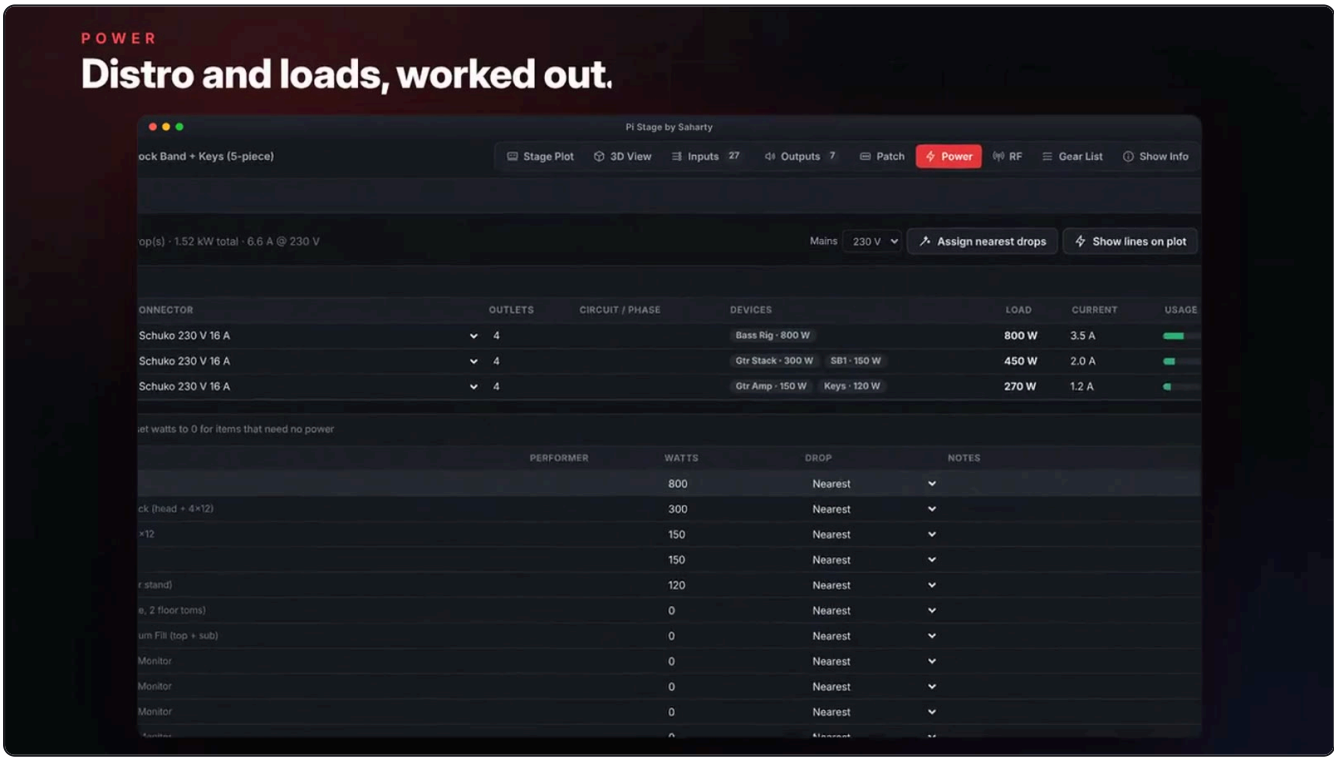


Figure 16. The Power Plan with drop loads and consumers

RF AND WIRELESS COORDINATION

Open the **RF** tab (Ctrl/Cmd+6). It collects every wireless input (inputs with **RF** ticked), every IEM mix, and any extra RF devices you add with **Add RF device** (such as comms).

Each row shows the **Type**, **Channel / name**, **System / model**, **Band** (filled in from the model where known), **Frequency (MHz)** and **Notes**.

How to check your frequencies

1. Enter a frequency for every channel.
2. Click **Check intermodulation** (or **Tools › Check RF Intermodulation**).
3. Read the **Frequency coordination check** card. It flags any two carriers closer than 350 kHz, and any third-order product ($2f_1 - f_2$) that lands within 150 kHz of another carrier.

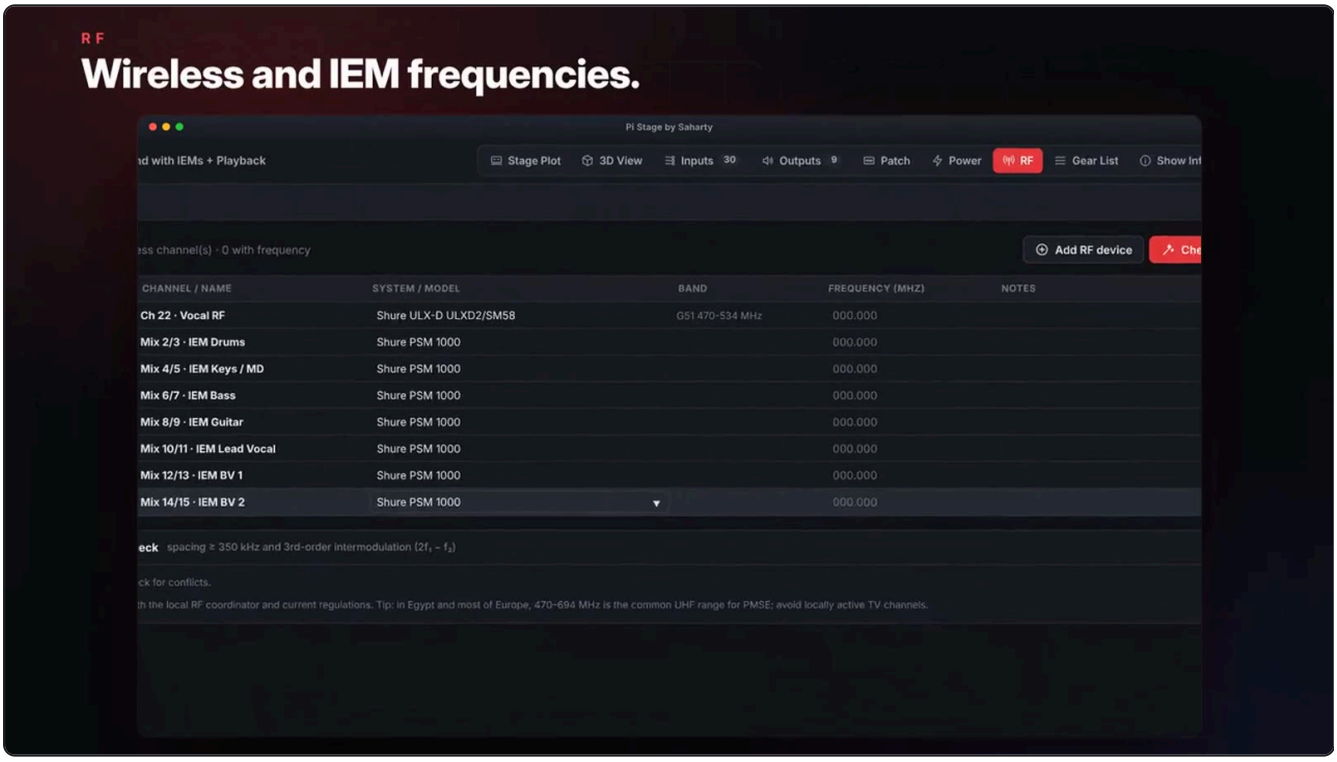


Figure 17. The RF / Wireless page

> **Note:** The check is a planning aid. Always confirm frequencies with the local RF coordinator and current regulations, and avoid locally active TV channels.

GEAR LIST AND PLOT VALIDATION

Open the **Gear List** tab (Ctrl/Cmd+7). Pi Stage compiles a pick list from the plot, inputs and outputs:

- **Microphones**, **DI boxes**, **Mic stands**, **Wireless & IEM systems**, **Monitors**, **Backline & instruments**
- **Risers & staging**, with size, height, rolling/skirt and the number of decks per riser
- **Power** and **Cables (estimated)**
- **Stage boxes, furniture & production**

XLR cable lengths are estimated from the distance between each source and its stage box, plus a 35 % routing allowance, rounded up to standard lengths (1.5, 3, 5, 7.5, 10, 15, 20, 25, 30, 40 and 50 m). Run Smart Patch first so every source has a box.

Buttons: **CSV** (the whole gear list as a spreadsheet), **Validate plot** and **PDF**.

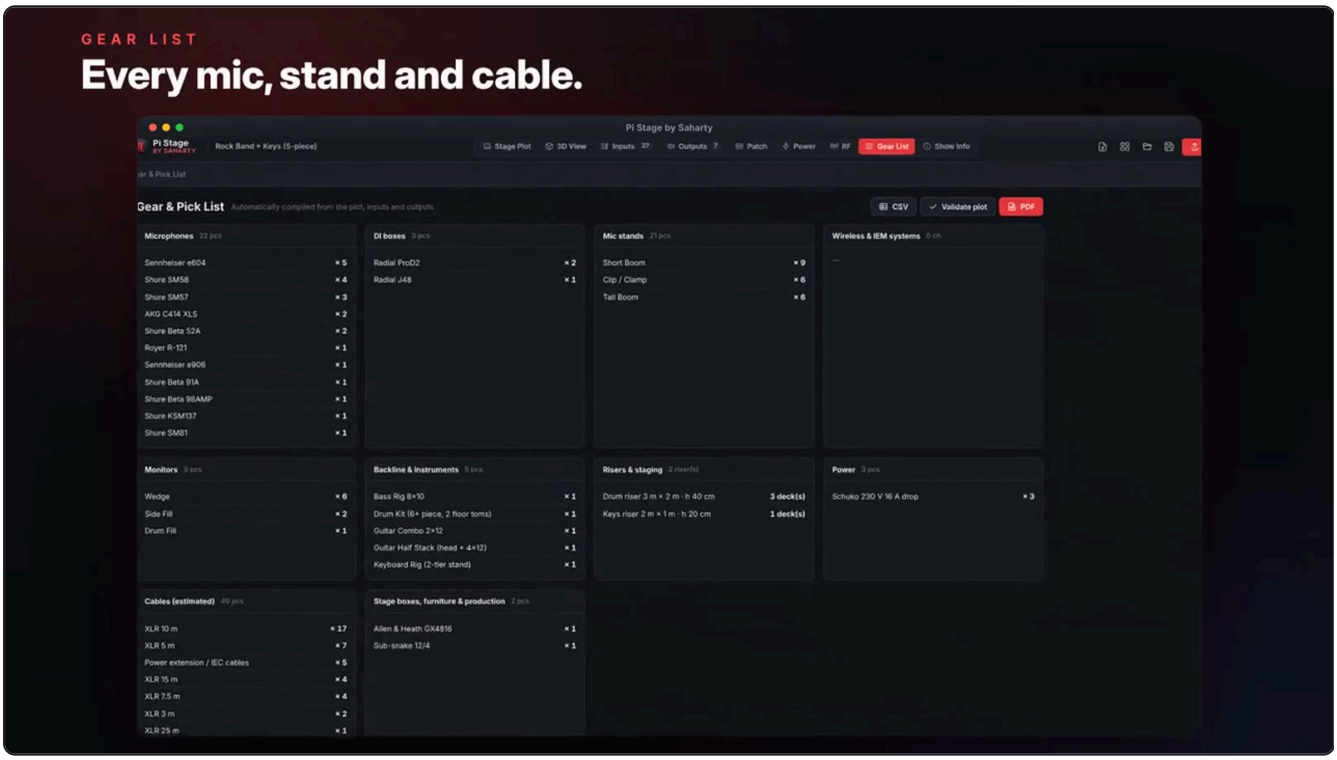


Figure 18. The Gear & Pick List

How to validate the plot

Choose **Tools › Validate Plot (find problems)** or click **Validate plot**. The **Plot check** lists:

- Channel numbers used by more than one input
- Passive ribbon mics with +48 V switched on
- Mics that need +48 V but do not have it
- Inputs with no mic or DI specified
- Power drops loaded above 80 % of capacity, and powered items with no drop on stage

- Items far outside the stage area
- Stage box port conflicts
- RF spacing and intermodulation problems
- Wedge, fill and IEM mixes that are not placed on the plot

When all is well you see **No problems found — your plot looks good.**

SHOW INFO AND RIDER NOTES

Open **Show Info** (Ctrl/Cmd+8). Everything here appears in the header or notes of the exported rider.

- **Artist & event: Load logo…** / **Remove**, **Document title**, **Artist / band**, **Show / event**, **Venue**, **Date**, **Tour**, **Revision**, **Prepared by**.
- **Contacts: Add contact**, then **Role** (with suggestions such as Tour Manager, Production Manager, FOH Engineer, Monitor Engineer, Stage Manager), **Name**, **Phone**, **E-mail**.
- **Rider notes:** General notes, Backline requirements, FOH requirements, Monitor requirements, Lighting, Video / LED, Hospitality / other. Each section prints on the notes page.

Export rider PDF opens the export dialog.

THE 3D VIEW

Open the **3D View** tab (Ctrl/Cmd+9). Pi Stage builds a lit 3D model of your stage from the plot: people, risers, backline, monitors, truss, LED walls and the venue.

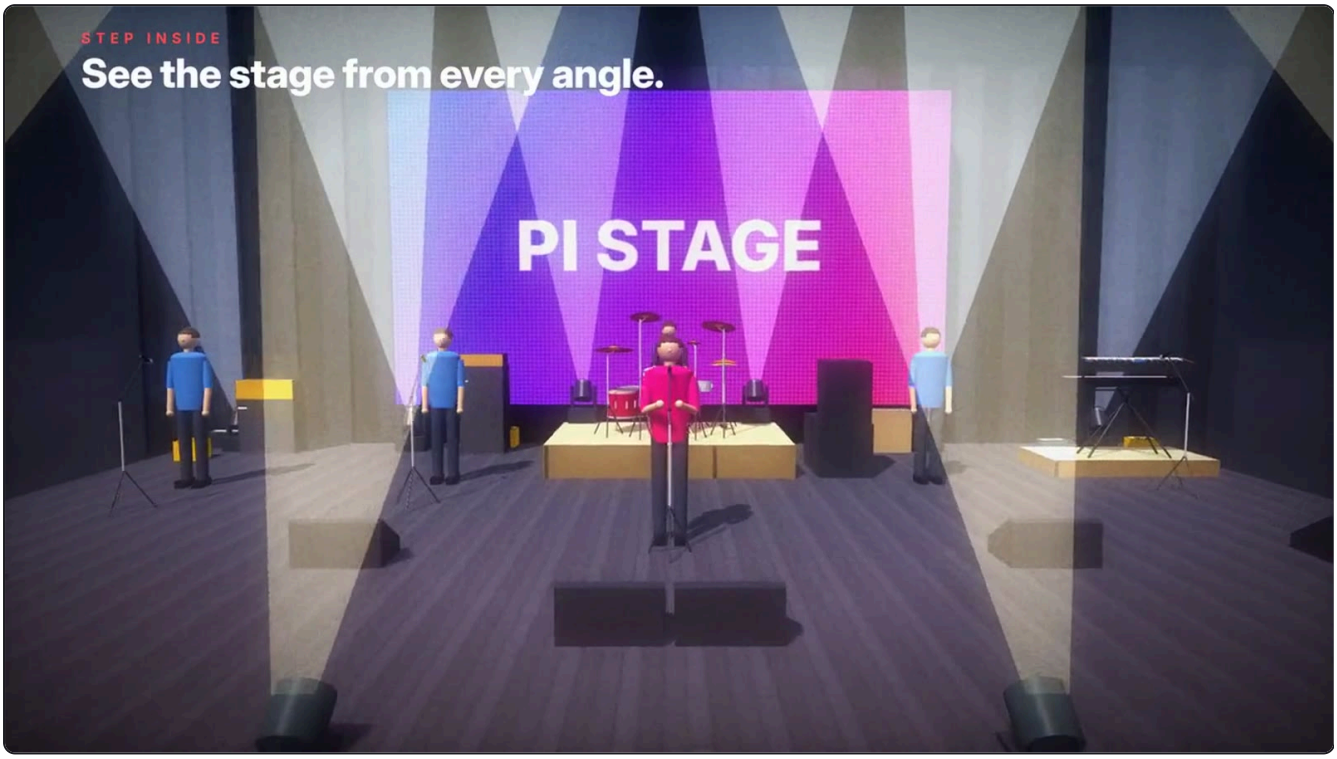


Figure 19. Orbiting the stage in the 3D view ▶ **Animated in the online manual**

Navigating

- Drag to orbit.
- Right-drag or Shift-drag to pan.
- Scroll to zoom.
- Double-click to reset the view.
- The auto-rotate button turns the stage slowly.

3D toolbar

Control	What it does	Range / default
Camera presets	**Audience**, **FOH**, **3/4 view**, **Top**, **Stage right**, **Stage left**, **Upstage**, **Performer**.	
People	Show performers.	On
Labels	Show item labels.	Off
Shadows	Soft shadows.	On

Control	What it does	Range / default
Venue	Show the room.	On
Light beams	Visible beams from lighting.	Off
Floor marks	Floor markings.	Off
Grid	Floor grid.	Off
Stage h	Stage height.	0–400 cm; 100 cm
Truss	Height of flown truss.	200–2000 cm; 650 cm
Floor	**Black deck**, **Wood deck**, **Grey deck**, **Plot colour**.	Black deck
Save image…	Save the view as PNG or JPG.	
3D model…	Export the stage as a 3D model.	

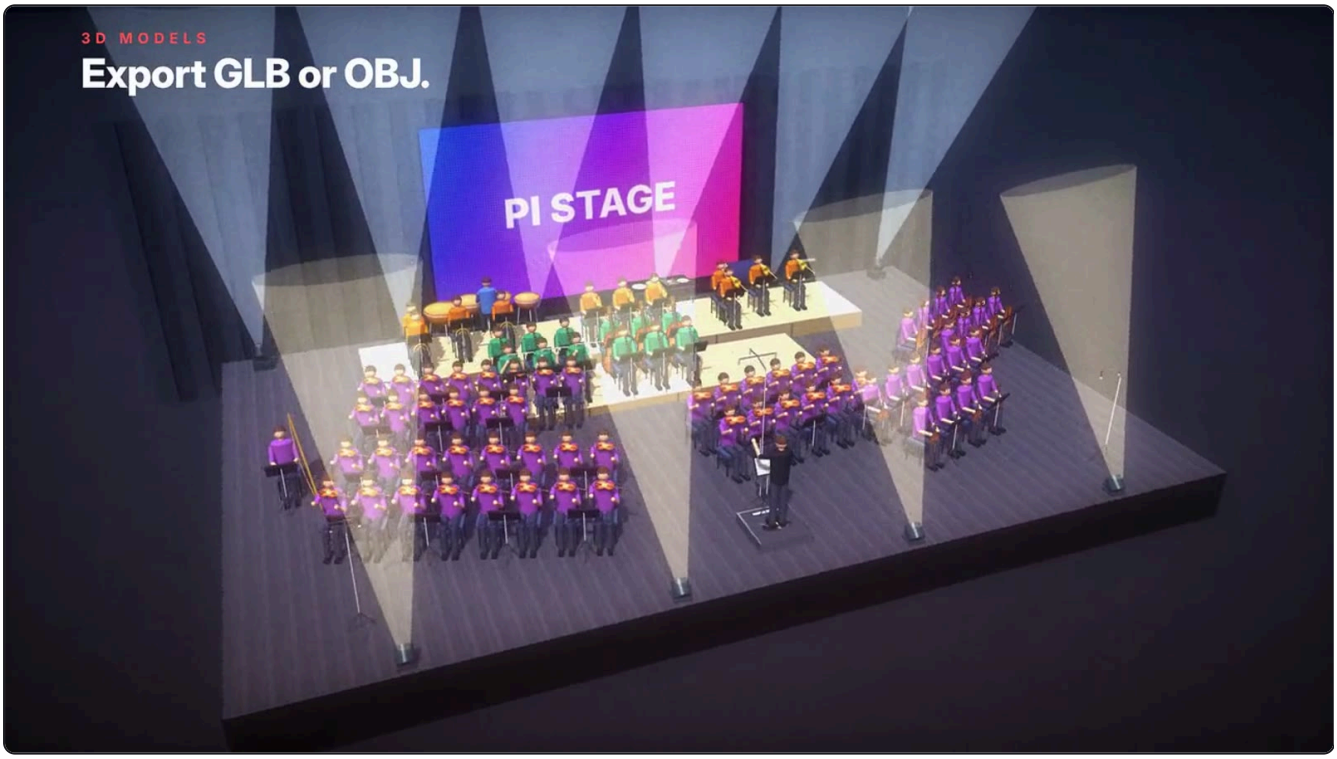


Figure 20. An orchestra plot in the 3D view

How to save a 3D image

1. Click **Save image…** (or **File › Export 3D Image…**).
2. Choose a **Size**: Full HD 1920 × 1080, QHD 2560 × 1440, 4K 3840 × 2160, A4 @ 300 dpi (landscape), or Current window size.
3. Choose **Format** (PNG or JPG) and **Camera** (Current view or any preset).
4. Click **Save**.

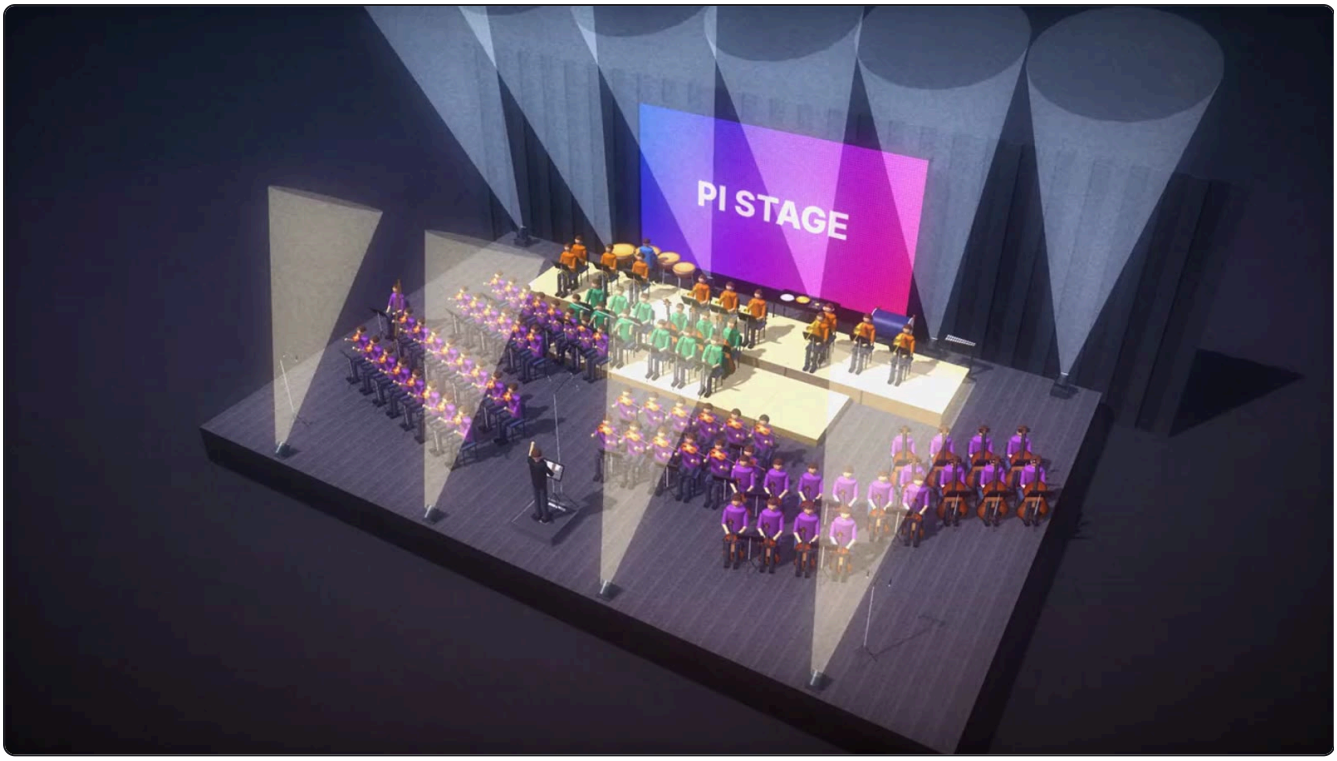


Figure 21. Saving a 3D image

How to export a 3D model

1. Click **3D model…** (or **File › Export 3D Model (GLB / OBJ)…**).
2. Choose **GLB (glTF 2.0, single file with textures)** or **OBJ + MTL + texture (3 files)**.
3. Click **Export** and choose a name. For OBJ, the three files are saved side by side.

GLB opens in Blender, SketchUp, Cinema 4D, Unreal, Unity and most web viewers. OBJ is supported by almost every 3D and CAD application, including Vectorworks.

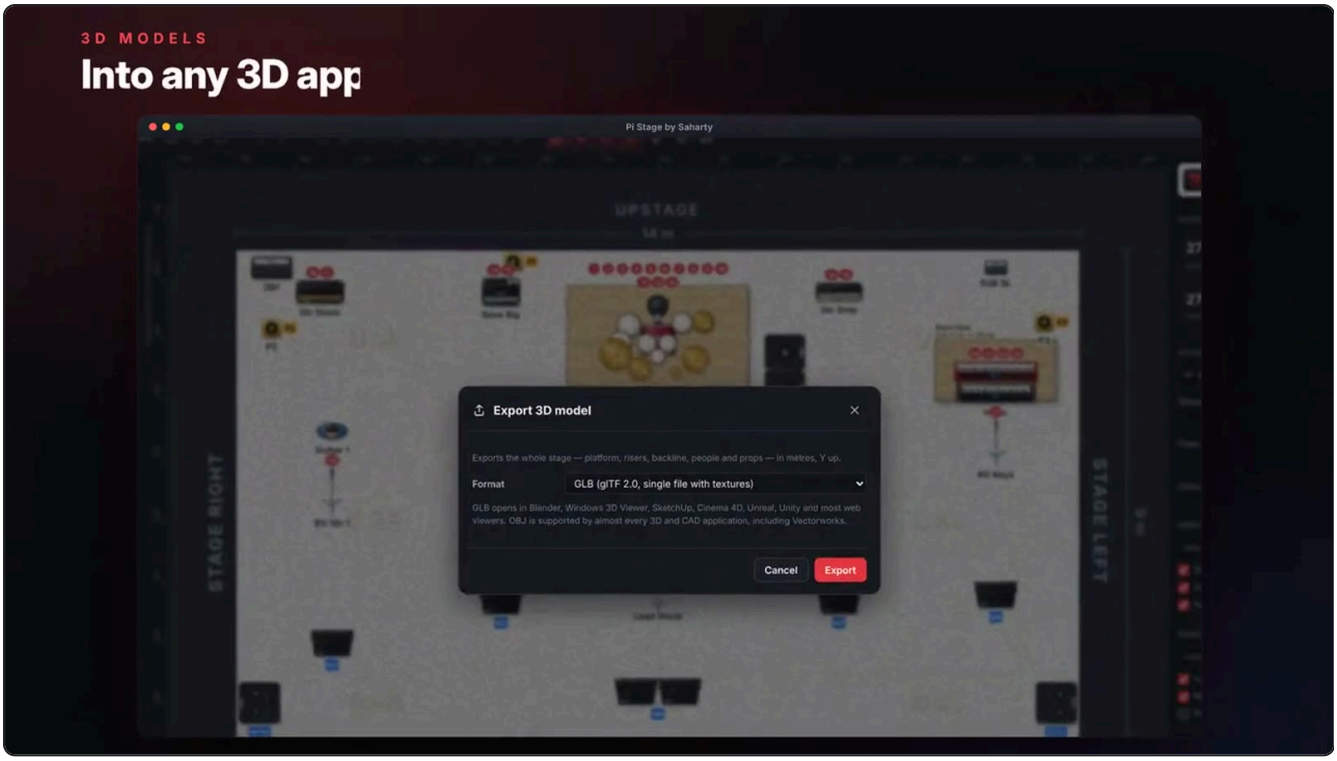


Figure 22. Exporting the stage as a 3D model

To include the 3D view in your rider, tick **3D stage view** in the PDF export.

EXPORTING, PRINTING AND SHARING

Click **Export** in the top bar. The dialog has a tab for each format: **PDF rider**, **JPG**, **PNG**, **SVG**, **XML**, **CSV**, **3D** and **Yamaha console**.

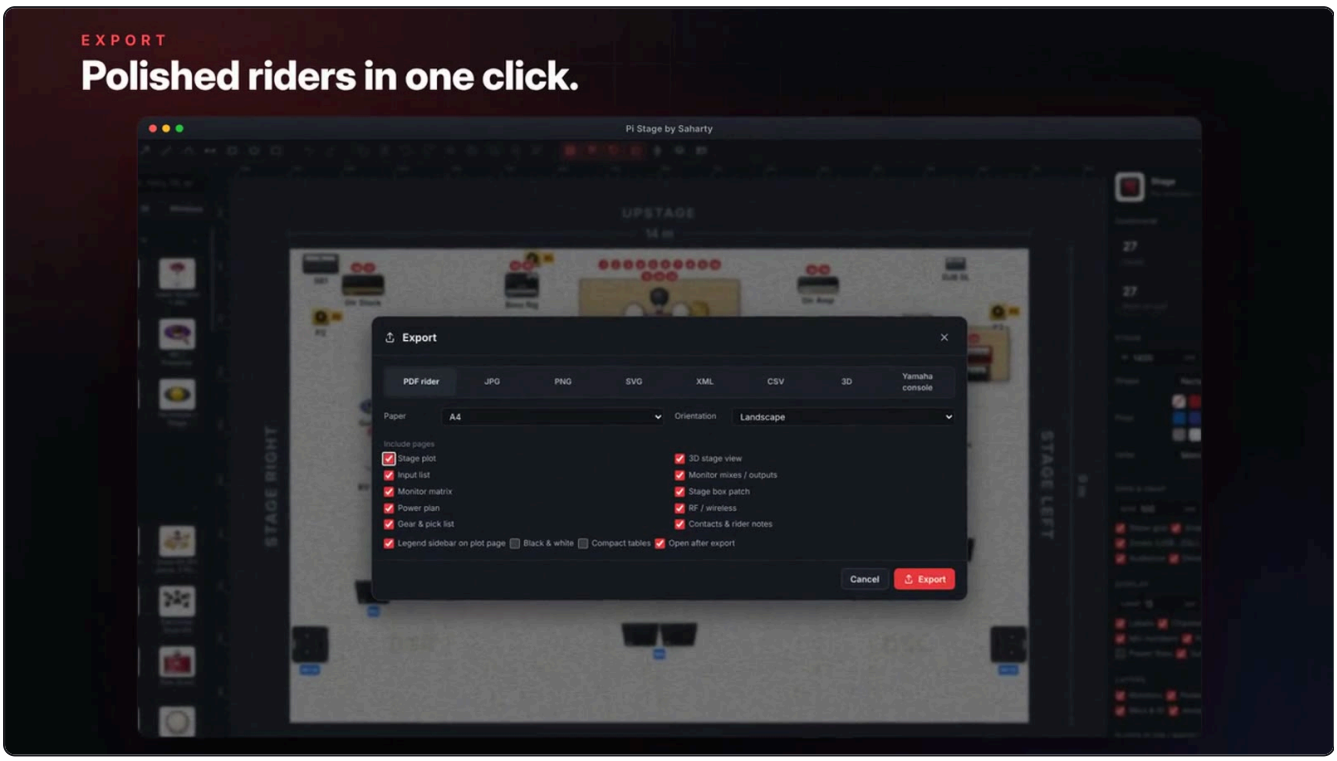


Figure 23. The Export dialog

How to export the PDF tech rider

1. Click **Export** (or **File › Export PDF (Tech Rider)…**, Ctrl/Cmd+E).
2. Choose **Paper** (A4, A3, A5, Letter, Legal, Tabloid) and **Orientation** (Landscape or Portrait).
3. Under **Include pages**, tick the pages you want: **Stage plot**, **3D stage view**, **Input list**, **Monitor mixes / outputs**, **Monitor matrix**, **Stage box patch**, **Power plan**, **RF / wireless**, **Gear & pick list**, **Contacts & rider notes**.
4. Set the options: **Legend sidebar on plot page**, **Black & white**, **Compact tables**, **Open after export**.
5. Click **Export** and choose where to save. Pi Stage suggests `Artist - Title - Tech Rider.pdf`.

Every page has a header with your logo, artist, document title and show details. Pi Stage remembers your choices for the next export.

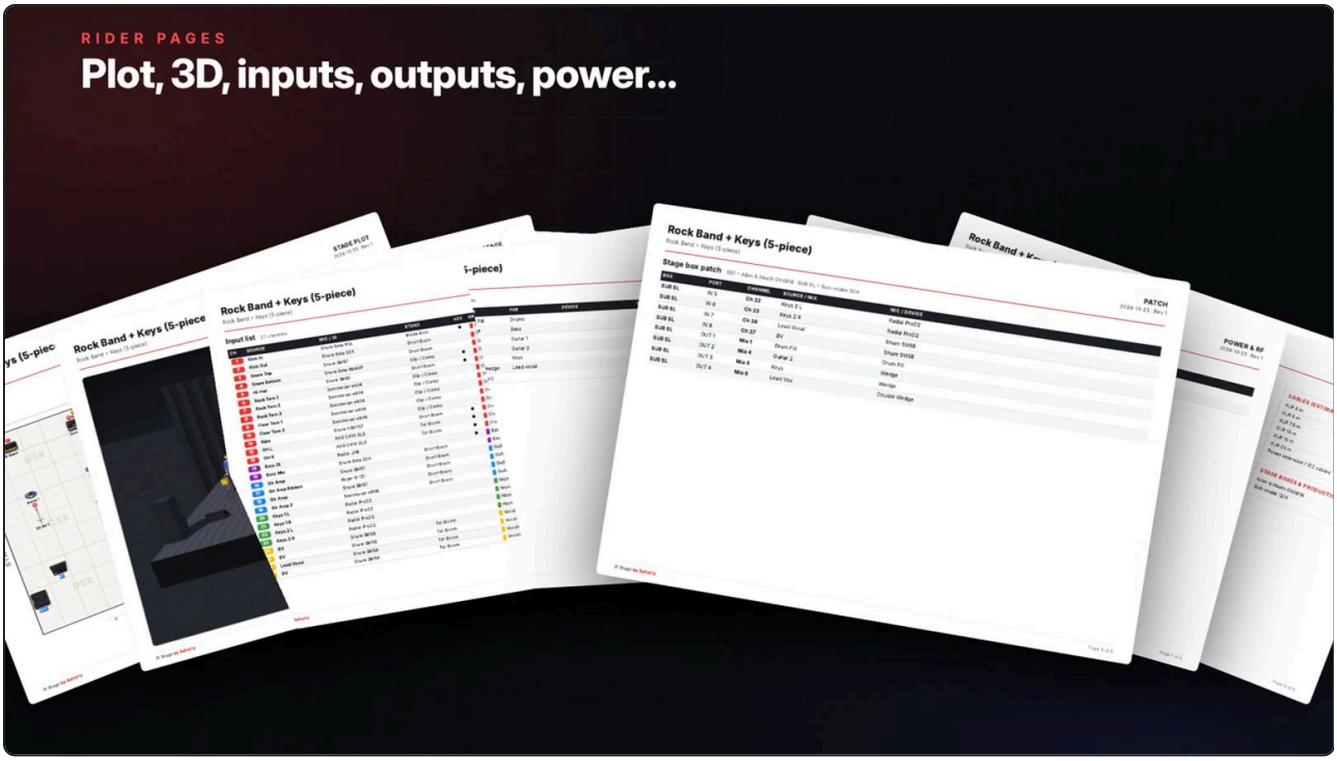


Figure 24. The pages of an exported tech rider ▶ Animated in the online manual

JPG and PNG

Choose **Content**:

- **Stage plot image only**: one image of the plot.
- **Rider pages (one image per page)**: each rider page as its own image, numbered and named after the page.

Then choose **Resolution**: 150 dpi (screen / e-mail), 200 dpi, or 300 dpi (print). The page options are the same as for PDF.

Other formats

Format	What you get
SVG	The stage plot as a scalable vector graphic for Illustrator, Inkscape, Affinity or a browser.
XML	The complete project (stage, items, inputs, outputs, patch, power, RF, notes). Re-import it with **File › Import XML...**.
CSV	**Input list** or **Output list**, for Excel, Numbers, Google Sheets and many consoles' offline editors.
3D	Opens the 3D image dialog.
Yamaha console	Opens the Yamaha export (next chapter).

Printing

File › Print… (Ctrl/Cmd+P) prints the rider with your last export page selection, using the project's paper size and orientation.

EXPORTING TO A YAMAHA CONSOLE

Pi Stage can send channel names, colours, icons, input patch and mix bus names to Yamaha CL5, CL3, CL1, QL5, QL1, DM7, DM7 Compact, DM3 / DM3 Standard, TF5, TF3, TF1 and RIVAGE PM10, PM7, PM5 and PM3.

Open it with **File › Export to Yamaha Console…** (Ctrl/Cmd+Shift+Y), the **Yamaha** button on the Inputs tab, or the **Yamaha console** tab in the Export dialog.

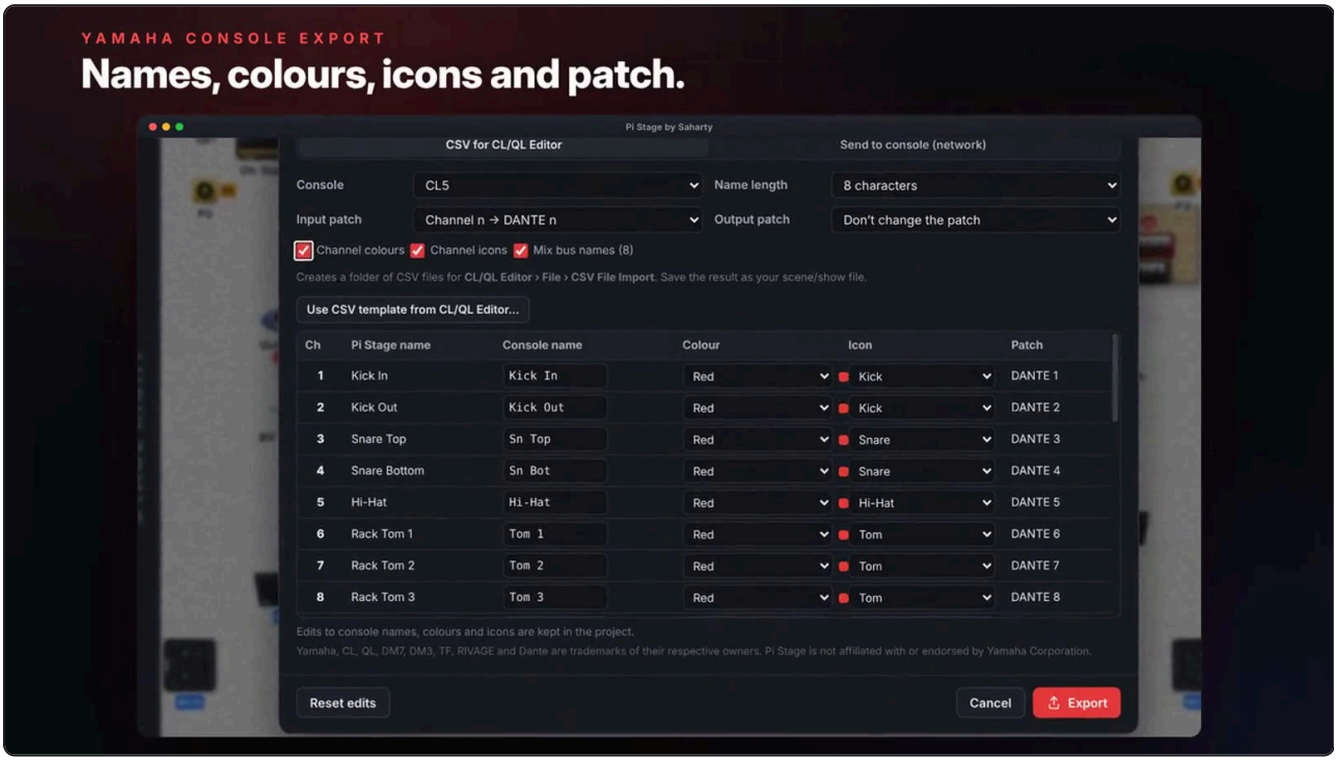


Figure 25. The Yamaha console export ▶ Animated in the online manual

Common settings

Control	What it does	Options / default
Method	**CSV for CL/QL Editor** or **Send to console (network)**.	CSV
Console	Console model.	CL5
Name length	Maximum console name length.	6, 8, 10, 12, 16 characters; 8
Input patch (CSV only)	**Channel n → DANTE n**, **By stage box & port (Rio / Dante)**, **Channel n → OMNI n**, **Channel n → INPUT n (QL local)**, **Don't change the patch**.	DANTE n
Output patch (CSV only)	**Don't change the patch**, **MIX n → OMNI OUT n**, **MIX n → DANTE OUT n**, **By stage box & port**.	Don't change
Channel colours / **Channel icons** / **Mix bus names**	What to include.	All on

The table below the settings shows each channel's **Pi Stage name**, the shortened **Console name**, **Colour** and **Icon**, plus the **Patch** in CSV mode. Edit any of them; your edits are kept in the project. **Reset edits** goes back to the automatic values.

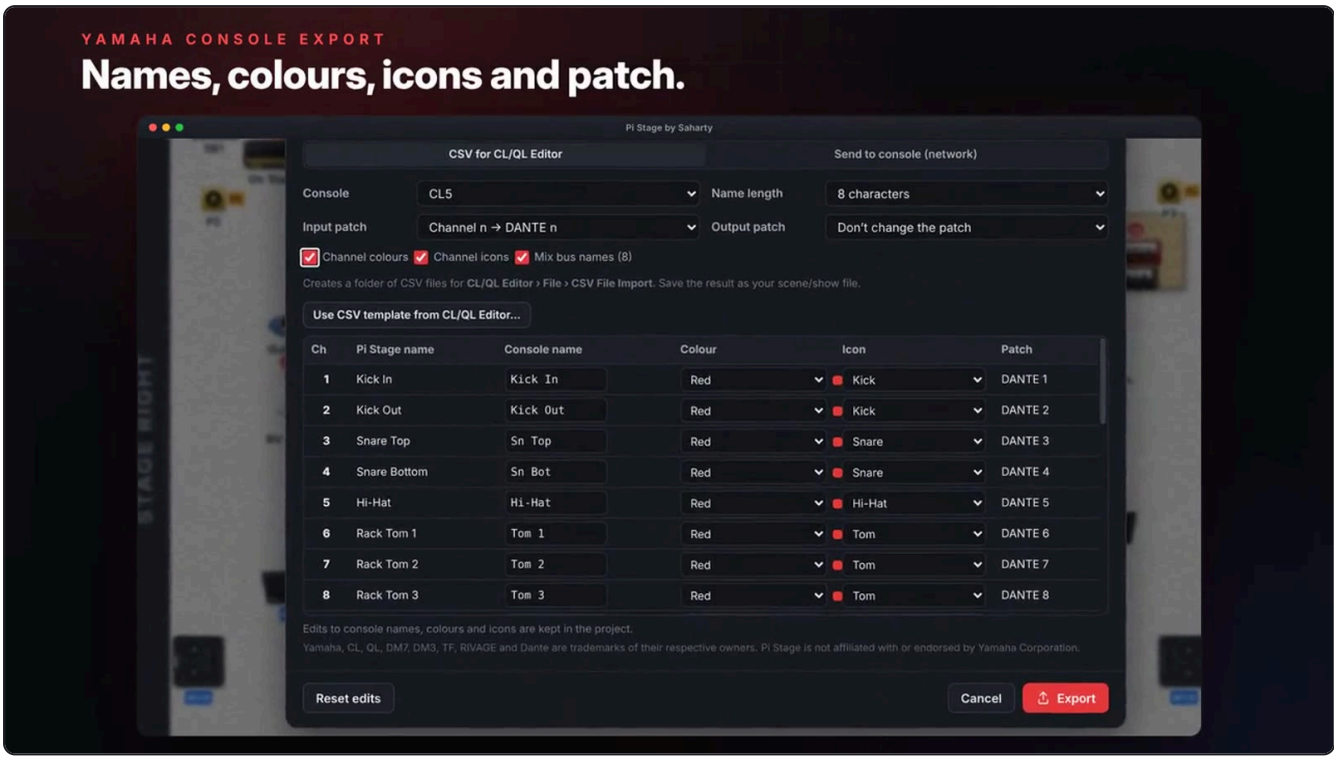


Figure 26. Console names, colours, icons and patch per channel

How to create a CSV set for CL/QL Editor

1. Choose **CSV for CL/QL Editor** and your console.
2. Optional: click **Use CSV template from CL/QL Editor...** and choose a folder of CSV files you exported from your own copy of CL/QL Editor (**File › CSV File Export**). Pi Stage then fills that exact layout, so it always matches your editor version.
3. Click **Export** and name the new folder.
4. In CL/QL Editor (offline, same console model), choose **File › CSV File Import** and select that folder.
5. Check names, colours, icons and patch, then **File › Save As** to create the console file and load it on the console.

DM7 and RIVAGE PM editors cannot read CSV. Either send over the network (below), or import the CSV set into CL/QL Editor, save a CL file, and convert it with Yamaha Console File Converter.

How to send directly to the console

1. Connect your computer to the console network, on the same subnet.
2. Choose **Send to console (network)**.
3. Enter the **Console IP** (default 192.168.0.128) and port (default 49280), then click **Test**. Pi Stage reports the console model if it answers.
4. Click **Export**. A progress window shows the transfer, then how many settings the console accepted.

5. **Store the scene on the console** to keep the new names.

Rejected commands are usually colours or icons the console model does not offer; names are unaffected.

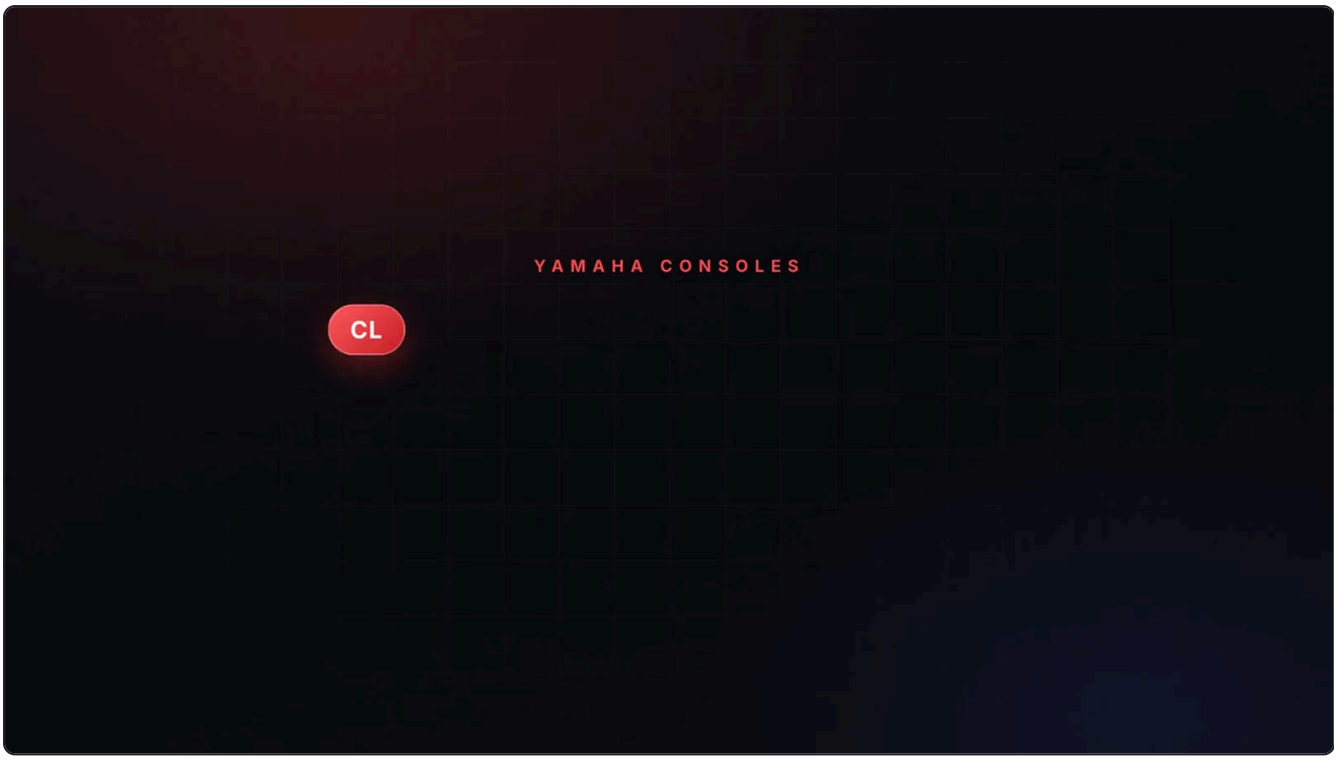


Figure 27. Names and colours arriving on the console ▶ **Animated in the online manual**

> **Warning:** Network transfer writes into the console's current scene. Do it before the show, and store the scene afterwards.

WORKING WITH FILES

Use **File › New Stage Plot**, **Open…**, **Open Recent** (the last 12 projects), **Save**, **Save As…** and **Import XML…**. Projects are saved as `.pistage` files, in Documents by default.

You can also drag a `.pistage` or `.xml` file from your desktop onto the window to open it. If you have unsaved changes, Pi Stage asks **Save changes?** with **Don't save**, **Cancel** and **Save**. The same question appears when you close the window.

A `.pistage` file holds the whole project, including the logo, floor plan and inserted images, so you can send one file to a colleague.

Autosave and crash recovery

While you have unsaved changes, Pi Stage writes a recovery copy every minute (adjustable in **Preferences**). If Pi Stage did not close normally, the next launch offers **Recover unsaved work?** with **Recover** and **Discard**. Recovery works in limited mode too. Recovered work is marked as unsaved, so save it straight away.



Figure 28. Autosave and crash recovery protect your work

> **Note:** The recovery copy is a safety net, not a substitute for saving. Save your project with Ctrl/Cmd+S.

SETTINGS & PREFERENCES

Open **Pi Stage by Saharty › Preferences...** (Cmd+, on macOS) or **File › Preferences...** (Ctrl+, on Windows).

Setting	What it does	Options / default
Interface	Dark or light colour scheme. Also **View › Light / Dark Interface**.	Dark
Mouse wheel	**Auto (mouse zooms, trackpad pans)**, **Always zoom**, **Always pan**.	Auto
Units (new)	Units for new projects.	Metric
Paper (new)	Paper size for new projects.	A4
Autosave	Recovery copy interval.	Every 30 s, Every minute, Every 3 minutes, Off; every minute
Smart alignment guides	Guides while dragging.	On
Keep proportions when resizing corners	Corner handles keep the aspect ratio.	Off
Create inputs when placing instruments	Automatic inputs (saved with the project).	On
Create mixes when placing monitors	Automatic mixes (saved with the project).	On



Figure 29. Dark or light interface

The plot itself always prints on white paper, whatever the interface colour.

Units for the current project are set in the stage panel (**Units**). Switching changes rulers, fields and lists between metric and imperial.

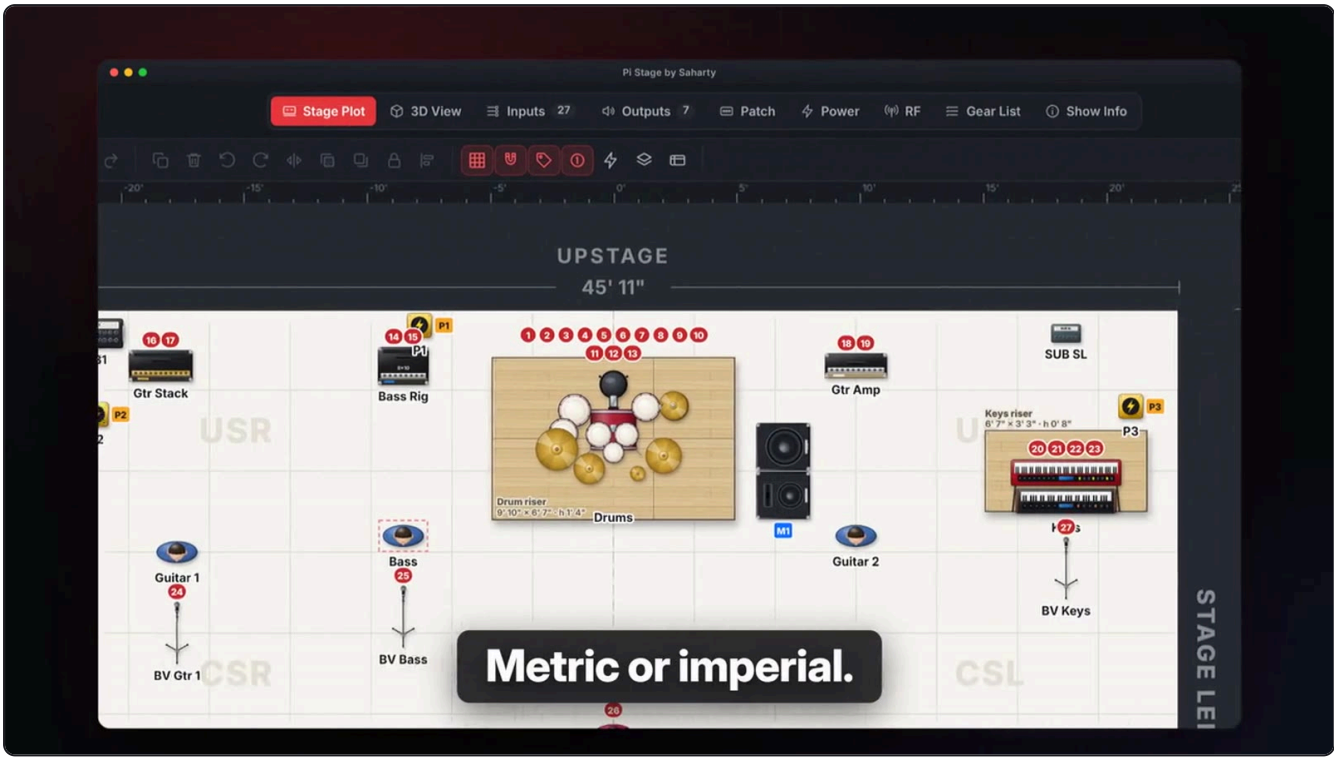


Figure 30. The same plot in imperial units

Preferences, the recent file list and the window position are stored in your user folder (`~/Library/Application Support/Pi Stage by Saharty/` on macOS, `%APPDATA%\Pi Stage by Saharty\` on Windows).

KEYBOARD SHORTCUTS

Ctrl on Windows corresponds to Cmd on macOS. Help › **Keyboard Shortcuts** shows the main shortcuts inside the app.

Files and export

Shortcut	Action
Ctrl/Cmd+N	New stage plot
Ctrl/Cmd+Shift+N	New from template
Ctrl/Cmd+O	Open
Ctrl/Cmd+S	Save
Ctrl/Cmd+Shift+S	Save As
Ctrl/Cmd+E	Export PDF (tech rider)
Ctrl/Cmd+Shift+E	Export JPG
Ctrl/Cmd+Shift+Y	Export to Yamaha console
Ctrl/Cmd+P	Print
F1	Quick start guide

Editing

Shortcut	Action
Ctrl/Cmd+Z	Cmd+Shift+Z (macOS) / Ctrl+Y (Windows)
Ctrl/Cmd+C / X / V	Copy / cut / paste items
Ctrl/Cmd+D	Duplicate
Delete / Backspace	Delete selection
Ctrl/Cmd+F	Search the library
Arrow keys	Nudge (see **Selecting, moving and editing**)
Ctrl/Cmd+R / Ctrl/Cmd+Shift+R	Rotate 90° clockwise / counter-clockwise
Ctrl/Cmd+Shift+H	Flip horizontal
Ctrl/Cmd+Shift+] / [	Bring to front / send to back
Ctrl/Cmd+L	Lock / unlock

Shortcut	Action
Double-click	Edit label or text (on empty stage: fit to window)
Esc	Back to the Select tool, or deselect

Tools

The single-key tool shortcuts (V, H, T, N, A, L, C, M, R, E, Z) are listed in the toolbar table in **Interface tour**.

View

Shortcut	Action
Ctrl/Cmd+1	Stage Plot
Ctrl/Cmd+2	Input List
Ctrl/Cmd+3	Outputs & Monitors
Ctrl/Cmd+4	Patch & Stage Boxes
Ctrl/Cmd+5	Power Plan
Ctrl/Cmd+6	RF / Wireless
Ctrl/Cmd+7	Gear Summary
Ctrl/Cmd+8	Show Info & Rider
Ctrl/Cmd+9	3D View
Ctrl/Cmd+= / +	Zoom in
Ctrl/Cmd+– / –	Zoom out
Ctrl/Cmd+0 / 0	Fit stage
Ctrl/Cmd+wheel, pinch	Zoom
Space + drag, middle mouse	Pan
Ctrl/Cmd+'	Toggle grid
Ctrl/Cmd+;	Toggle snap
Ctrl/Cmd+[/]	Toggle library / inspector panel

> **Note:** Single-key tool shortcuts and the arrow keys work on the Stage Plot tab when you are not typing in a field.

TIPS FOR LIVE/STUDIO USE

- **Draw once, advance everything.** Build the plot first: inputs, mixes, patch, power and the gear list all follow from it. Edits on the plot update the lists, and the **On plot** links take you back to the item.
- **Name performers.** Fill in **Performer** on players and **For** on mixes. The rider then reads "Mix 3 · Wedge (Lead vocal)" rather than a bare number, and the monitor matrix becomes self-explanatory.
- **Place stage boxes where they will really sit.** Smart Patch and the cable length estimates depend on box positions. Move a box and click **Re-patch all** to see the new patch and cable list.
- **Check phantom power.** Pi Stage sets +48 V from the mic model and **Validate Plot** catches passive ribbon mics with phantom on. Run it before every export.
- **Watch the 80 % line.** A drop shown amber is legal but near its rating. Split loads across drops, especially for amps, keyboards and lighting.
- **Send the right format.** PDF for venues and promoters, JPG at 150 dpi for messaging apps, XML for crews who import into their own tools, CSV for console offline editors.

TROUBLESHOOTING

Symptom	Cause	Fix
Save, Export and Print say **Activate to save**	Pi Stage is not activated, the trial has ended, or a licence notice has run out.	Open the licence window; start the trial or activate. Your work is safe and editable in the meantime.
Banner says the licence system is unavailable	The licence helper inside the app could not start.	Reinstall Pi Stage from the original installer.
Placing an instrument creates no inputs	**Create inputs when placing instruments** is off.	Turn it on in **Preferences**, or add inputs with **Add** in the inspector.
Items will not move	They are locked.	Select and press Ctrl/Cmd+L.
Smart Patch says to place a stage box first	No stage box on the plot.	Add one from **DI, Stage Boxes & RF** or click **Add stage box**.
Smart Patch reports inputs that did not fit	Not enough free ports.	Add another stage box, or choose a bigger **Model**.
Power drop bar is red	Load exceeds the connector rating.	Add a drop, move items to another drop, or choose a bigger connector.
Could not reach the console	Wrong IP, different subnet, or port blocked.	Check the IP and network settings, and that TCP port 49280 is open.
CL/QL Editor rejects the CSV files	Your editor version expects a different layout.	Export an empty CSV set from CL/QL Editor and choose it with **Use CSV template from CL/QL Editor...**.
3D view stays on "Building 3D view..." or shows an error	The graphics driver could not start the 3D renderer.	Update the graphics driver and restart Pi Stage.

SPECIFICATIONS & SYSTEM REQUIREMENTS

Specifications

Item	Detail
Version	1.1.1
Type	Standalone application for macOS and Windows
Library	316 items in 23 categories
Gear database	509 microphones, 90 DI boxes and direct sources, 80 wireless / IEM systems, 54 stage boxes, 73 consoles, 22 power connector types
Templates	16 starting plots, editable
Project file	`.pistage` (includes images); XML import and export
Export	PDF (A4, A3, A5, Letter, Legal, Tabloid; portrait or landscape), JPG and PNG (150–300 dpi), SVG, XML, CSV, 3D image (up to 4K), 3D model (GLB, OBJ + MTL + texture), Yamaha CSV set and network transfer, print
Yamaha consoles	CL5, CL3, CL1, QL5, QL1, DM7, DM7 Compact, DM3, TF5, TF3, TF1, RIVAGE PM10, PM7, PM5, PM3
Undo	Up to 250 steps
Licensing	Pi by Saharty; one computer per licence; 15-day free trial; offline activation

System requirements

	macOS minimum	macOS recommended	Windows minimum	Windows recommended
Operating system	macOS 13 Ventura	Latest macOS	Windows 10 64-bit	Windows 11 64-bit
Processor	Apple silicon or Intel	Apple silicon or recent Intel	Intel / AMD, 64-bit, 2 cores	Intel Core i5 / AMD Ryzen 5
Memory	4 GB	8 GB	4 GB	8 GB
Disk	500 MB	500 MB	500 MB	500 MB
Display	1280 × 800	1920 × 1080 or larger	1280 × 800	1920 × 1080 or larger

Mouse, trackpad and touch screens are supported. Linux is not supported. An internet connection is needed only for online activation and licence checks; offline activation is available.

SUPPORT

- **Email:** support@pi-ware.com
- **Website:** www.pi-ware.com, for downloads, free updates, your account and licences
- **Tutorials:** youtube.com/@pibysaharty
- **In the app: Help › Quick Start Guide** (F1) and **Help › Keyboard Shortcuts**

When you write to support, include your Pi Stage version (shown in **About**), your operating system, and if possible the `.pistage` file that shows the problem.

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Precision is a constant.

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