TERMS OF USE

Free to use, and only a simulator.

These are the terms for using Limelight, the tool, and Limelight Learn, the course. They're short because the arrangement is simple. It's free, and it's a simulator.

> **By using Limelight, you agree to these terms.** If you don't agree, please don't use it.

Effective October 5, 2026 · Created by Ender Peterka Stafford, Oregon, USA · Questions: limelight.show/contact or hello@limelight.show

1. Who can use it

Anyone can use Limelight. If you're under 18, these terms are between the operator and your parent or guardian, as far as the law allows. You can still use Limelight, but a parent or teacher should know you're using it. If you're under 13, use it only with a teacher or parent who is responsible for you. Schools and teachers may use the tool and the course with their students.

2. What you may do

- Use the tool and the course, for free, for any purpose, whether that's a class, a show, a rehearsal or plain curiosity.
- Save, copy, share and print things you make with the tool: shows, setup codes, paperwork, plots, screenshots, video. You keep the rights you already have in your own material. Don't include someone else's copyrighted material unless you have the right to use it.
- Use the course materials in a classroom, print the handouts, project the screens, and hand out course codes and lesson links.
- Link to any page of this site from anywhere.

3. What you may not do

- Present the tool or the course as your own product, or use the Limelight name to suggest an endorsement that does not exist.
- Attack the site, which means sending junk to its small functions, trying to inflate the visit counter, or trying to reach anything it doesn't offer.
- Scrape the site with automated tools, load-test or stress-test it, or run scripts against its functions.
- Send or upload malware, or try to get around the site's rate limits.
- Use the feedback form to send anything unlawful, or anyone else's private information.
- Use anything Limelight makes, such as a plot, a patch or a hang sheet, to claim or suggest that a real rig was checked for safety.

4. It's a simulator

It doesn't replace a qualified person on a real rig

Limelight shows you what light does. It doesn't know your building, your pipes, your power, or your local code. Every hanging, rigging, electrical and safety decision on a real stage must be made and checked by a qualified person on site, such as a technical director, a master electrician or a licensed electrician, following your venue's rules and your local law. The paperwork this site prints gives that person a starting point; the checking is still theirs to do.

The safety material in the course is general good practice. It's written to be true everywhere, which means it can't be complete anywhere. Your venue's rules come first.

5. It's in beta

Limelight is new and still being built. Features may change, move or go away, sometimes without notice. There's no promise that the site will be available at any given moment, including during a class or a show. The operator may change, pause or stop the service, or any part of it, at any time.

Your shows live with you, as a file or a code, so keep a file of anything you can't afford to lose.

6. What you send us

If you send an idea, a suggestion or a bug report, we may use it to improve Limelight, without owing you anything for it. You keep whatever rights you had in it.

Only send what you have the right to send: your own words, your own show and your own screenshots. By sending something, you confirm that you do.

7. No warranty

The tool and the course are provided as they are, without warranty of any kind. There's no promise that they're accurate, complete, uninterrupted or fit for a particular purpose. Browsers change, and a page that worked yesterday may not work tomorrow. To the fullest extent the law allows, the operator is not liable for any loss or damage arising from the use of, or inability to use, this site, including a lost show. Save your work as a file or a code, because the site doesn't keep a copy.

8. Limits on liability

Where the law allows, the operator is not liable for any indirect, incidental, special or consequential damages, such as lost data, lost time, lost profits or a show that didn't go as planned, even if they were foreseeable.

Where the law allows, the operator's total liability for any claim about Limelight is limited to US $50. The cap is low because Limelight is free.

None of this changes section 4. Limelight is a simulator, and nothing it shows or prints makes a real rig safe.

9. Licenses

Different parts of Limelight come under different licenses. Here they are, one at a time.

The software. Limelight is free software. It began as a fork of ASLS Studio and is released, as that project is, under the **GNU General Public License, version 3** (GPL). You may run, study, copy and change the software, and share your changes, under that license. The full license and the credits for every library, model and image are inside the tool under **Help › Credits**.

The name and logo. The GPL covers the software. It doesn't cover the Limelight name or logo, which aren't licensed to anyone. You may use the name to talk about Limelight accurately. If you share a changed version, give it a different name and logo, so nobody mistakes it for this one.

The course. The course text, drawings and lesson design created by the operator may be used freely for non-commercial teaching, such as a class, a club or a workshop, with credit to "Limelight Learn, limelight.show". Selling them, or putting them in a paid product, needs permission first.

The photographs. The photographs in the course come from Wikimedia Commons, under Creative Commons and public-domain licenses. Each keeps its own license and is credited on the course's photo credits page. Check the credit and license for each one before reusing it. Our permission for the course doesn't change those licenses.

Fixture profiles come from the Open Fixture Library and are used under its own license (the MIT License). Manufacturer and console names (ETC, Eos, Ion, ColorSource, grandMA, Martin and others) belong to their owners and are used only to describe compatibility and to teach.

10. Copyright complaints

If you believe something on this site, such as a photo, a model or a fixture profile, uses your work without permission, email support@limelight.show with what the work is, where it appears on the site (a link is best), how to reach you, and why you believe the use isn't authorized.

We'll review copyright complaints and take appropriate action.

11. Privacy

What the site keeps is on the privacy page. In one line, there are no accounts, nothing personal is asked for, and your shows stay with you.

12. The fine print, in plain words

- Who runs Limelight: it's created by Ender Peterka Stafford. Until Ender turns 18, it's owned and operated on Ender's behalf by a parent, Nick Peterka, who is "the operator" in these terms. When Ender turns 18, Limelight and these terms pass to Ender.
- If one part of these terms can't be enforced, the rest still applies.
- These terms, together with the privacy page, apply to your use of Limelight as far as the law allows.
- The GPL license is separate from these terms. Your rights to run, copy, change and share the software come from the GPL, and nothing in these terms takes them away.
- If the operator doesn't enforce a part of these terms right away, that part still stands.
- These terms are governed by the laws of the State of Oregon, USA, and any dispute goes to the state or federal courts in Oregon.
- Nothing here takes away rights that consumers or schools have by law and that can't be signed away.

13. Changes and contact

These terms may change; the effective date at the top says when, and a change that matters gets a short note there. The new version applies to your use of the site after that date, as far as the law allows. Questions, corrections and requests go through the contact page, the Feedback button inside the tool, or by email: hello@limelight.show for anything general, support@limelight.show for help, glitches and privacy requests.