

Application Note

Controlling ArtNet Multi PixxControl with Jinx!

The Freeware Jinx! is a user friendly, well understandable software and furthermore equipped with endless opportunities and free available for controlling LED-Matrix-Controllings.

So, Jinx! allows creative minds infinite possibilities for designing light patterns and programs.

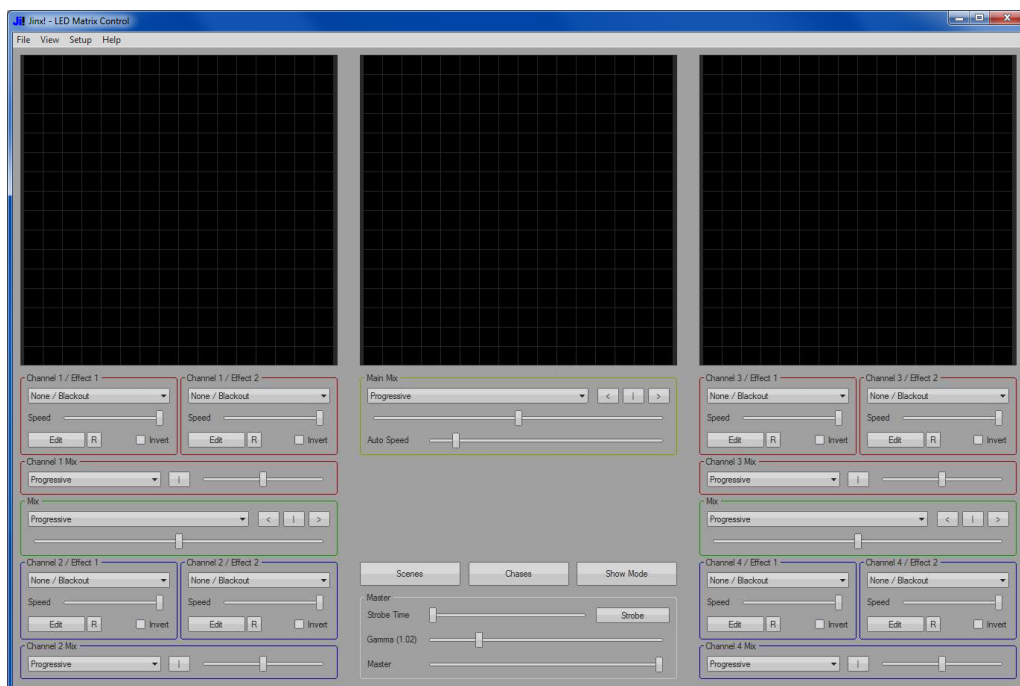
On the following pages the procedure of installation is described. The present application note is limited to the basic steps.



At least the ArtNet Multi PixxControl Firmware version V2.23 is needed!

1. Installing Jinx!

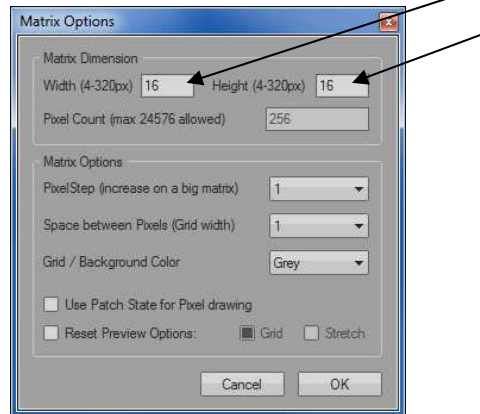
The freeware Jinx! is free downloadable. After unpacking and starting the software the main screen appears:



2. Setting the Matrix Options

At first the Matrix Options must be set.

These can be found under menu *Setup*→*Matrix Options*



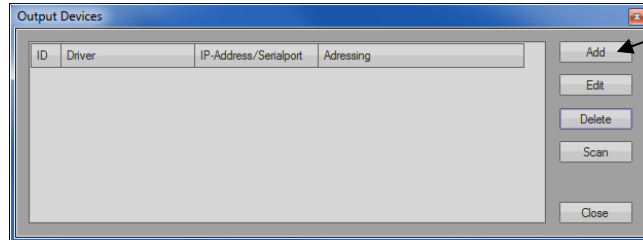
Here the width and height for the LED-Surface is adjustable.
In this example 16x16 pixel.



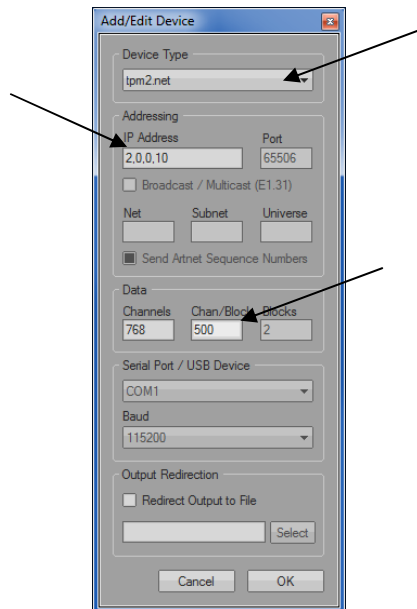
For LED-Stripes with a height of only one pixel, the height=4 must be entered. The additional 3 pixel doesn't matter!

3. Configure the output

Next, the output device is to configure, on which the output should take place, in menu *Setup*→*Output Devices*:



Click to Add, to adjoin a new output.



Now select ***tpm2.net*** as device type.

Enter the destination IP-Address.
 It must be the IP-Address of the ArtNet Multi PixxControl!

Set the value for ***Chan./Block*** to 500.

Confirm with ***OK*** and return to the main page with ***Close***.

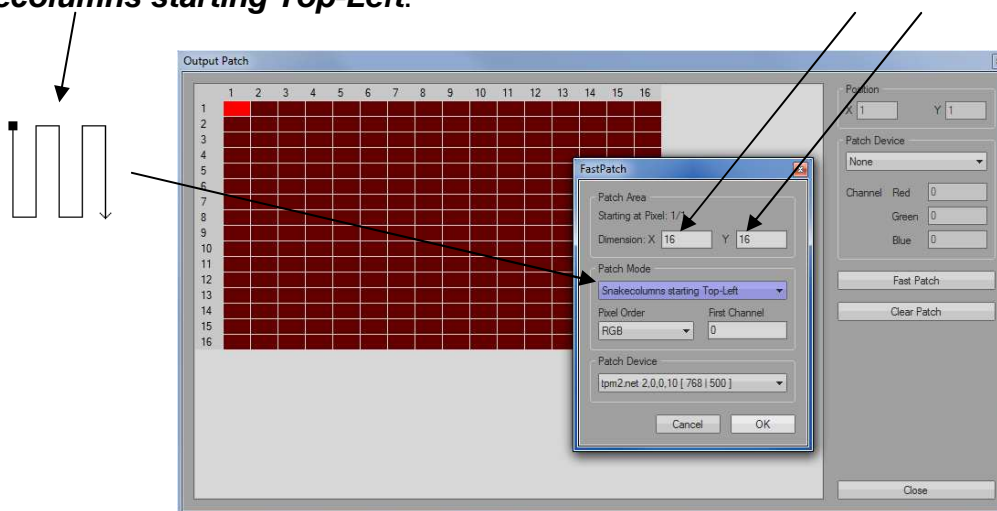
4. Create a Patch

The LEDs assignment is to adjust under menu *Setup*→*Output Patch*.

The easiest way to make the assignment is with Fast Patch.

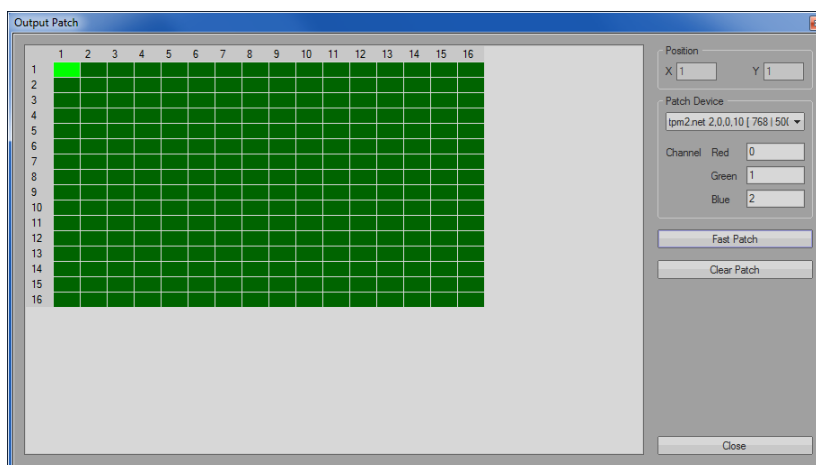
There the LED-Surface size must be entered again with the dimension X = 16 (Width) and dimension Y = 16 (Height).

Furthermore the Patch Mode must be adjusted, in our example **Snakecolumns starting Top-Left**.



With *Pixel Order* occurs the selection **RGB** and under *Patch Device* **tmp2.net 2.0.0.10 [768 | 500]**.

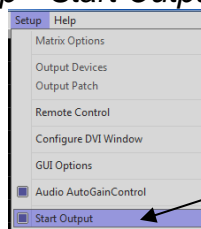
The settings are to confirm with **OK**.



With **Close** the Output Patch will be closed.

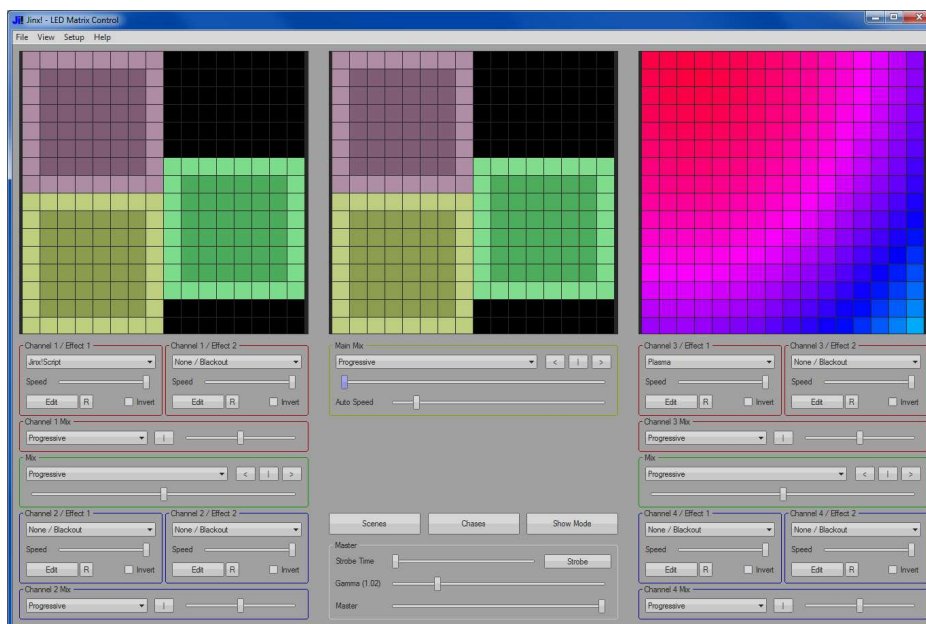
5. Starting the output

To start the output the menu *Setup*→*Start Output* must be activated.



6. Create effects

Now, it is time for creating the actual effect:



The Jinx! setting options are so extensive, we can't describe these possibilities at this point.



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