Application Note

Import Jinx! Scenes into the DMX-Configurator

DMX4ALL®

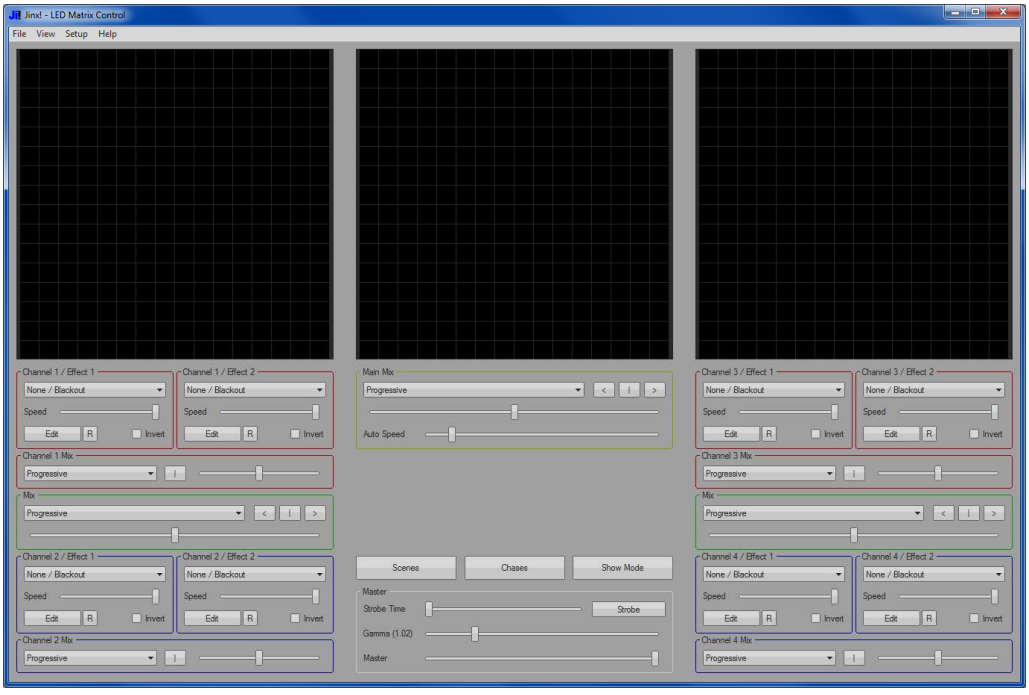
The Freeware Jinx! is an user friendly, well understandable software and furthermore equipped with endless opportunities and a free available for controlling LED-Matrix-Controllings.

So, Jinx! allows creative minds infinite possibilities for designing light patterns and programs. For a DMX4ALL-Players usage it is necessary to export the created scenes from Jinx! and to import these scenes into the DMX4ALL DMX-Configurator.

On the following pages the procedure of import and export Jinx! Scenes into the DMX-Configurator are described. The present application note is limited to the basic steps.

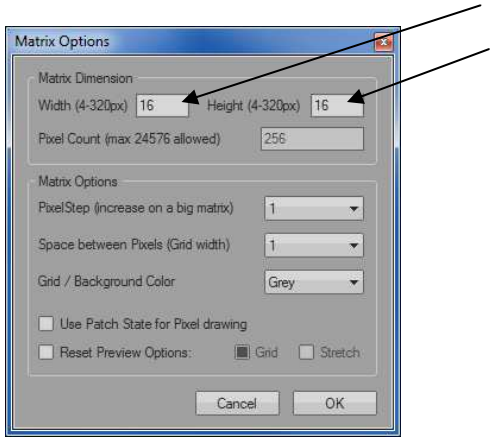
1. Install Jinx!

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*

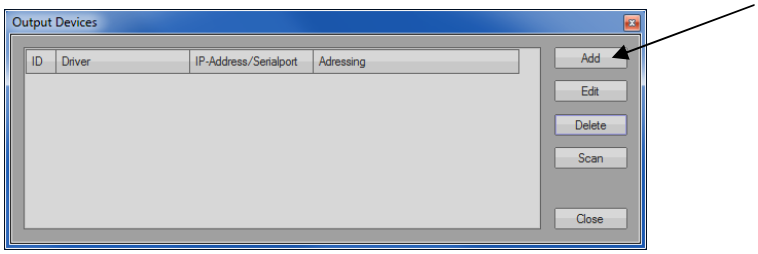


Here the width and height for the LED-Surface is adjustable.
In our example 16x16 pixel.

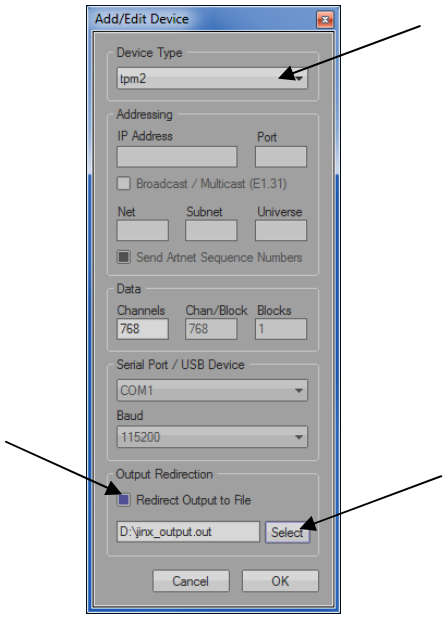
For LED-Stripes with a height of only one pixel, the height=4 must be entered. The additional 3 pixel doesn't matter!

3. Configuring 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.

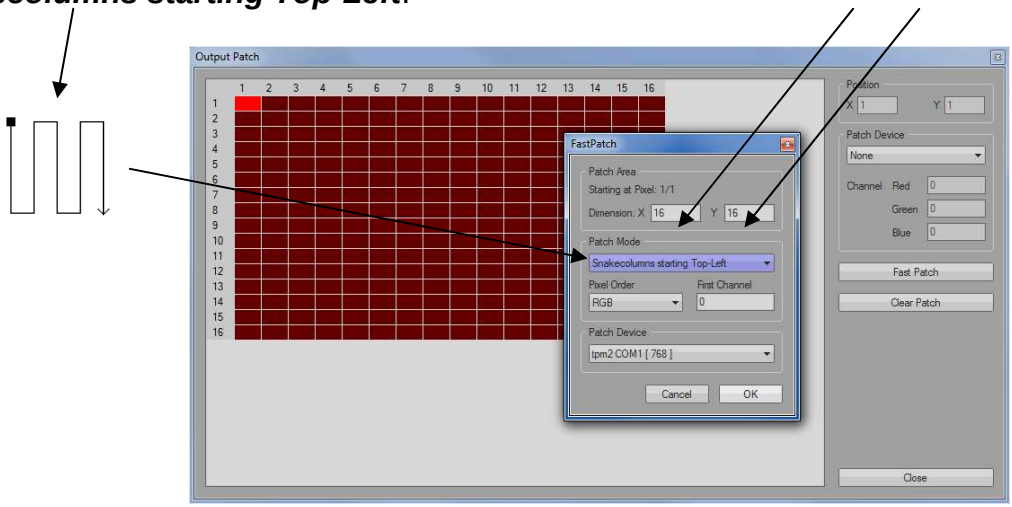
Activate ***Redirect Output to File*** and enter the files name which should be stored for this export (within the example: D:\jinx_output.out).

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

4. Create a Patch

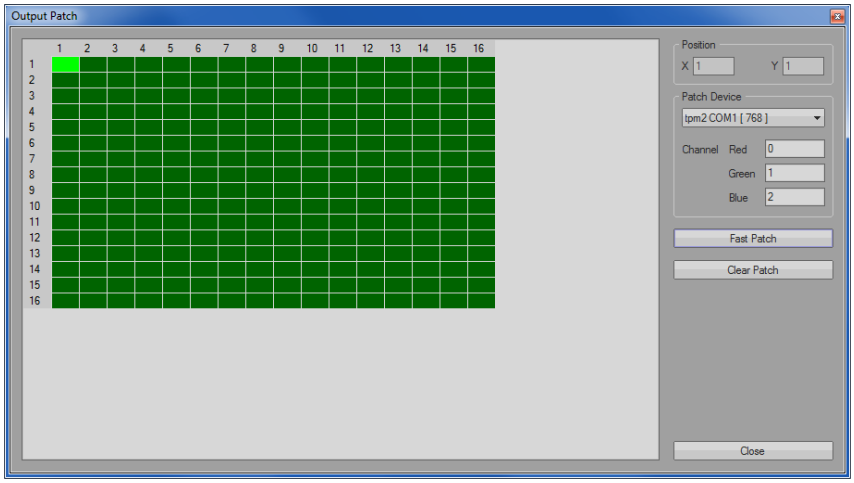
The LEDs assignment is to adjust under menu *Setup→Output Patch.*

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 COM1 [768]***.

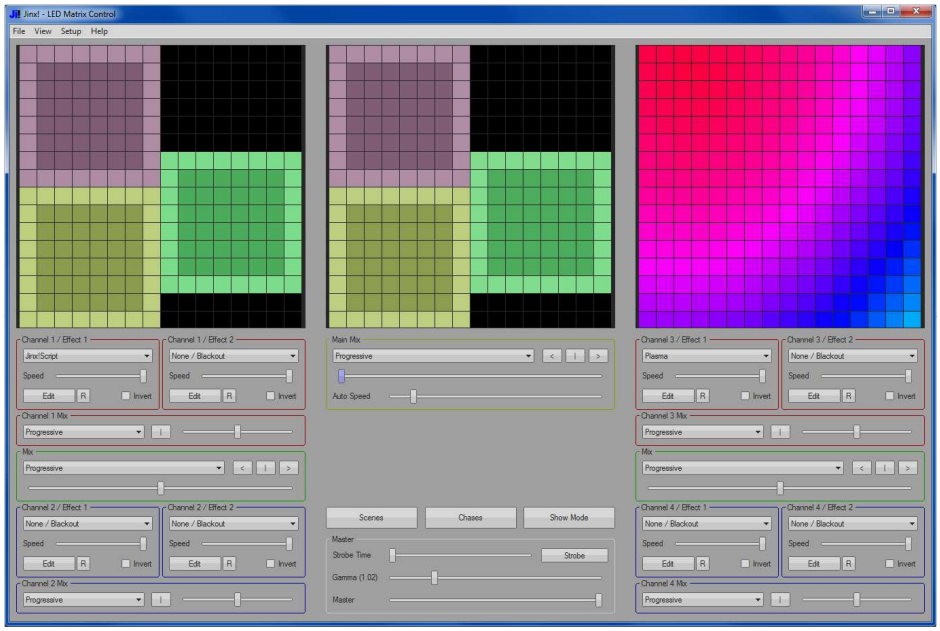
The settings are to confirm with ***OK***.



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

5. Create effects

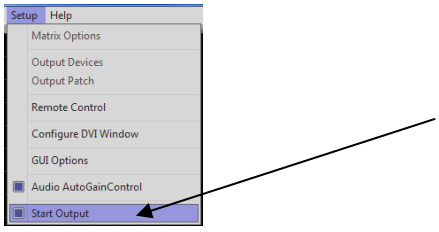
Now, it is time for creating the actual effect:



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

6. Start Output/ Export

For starting the Export the menu *Setup→Start Output* must be activated.



Now, the data are send and so recorded, which were first under 3) adjusted file,

For close the export the menu *Setup→Start Output* must be deactivated.

7. Create new projects within the DMX-Configurator

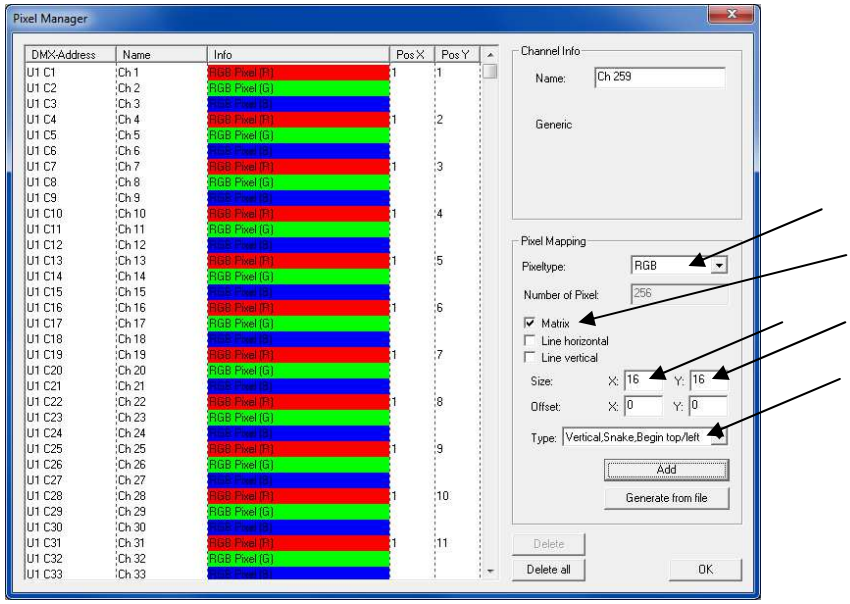
Start the program DMX-Configurator and create a new project under the menu *Project→New.*

8. Create Patch

Start the Pixel Manager in menu *Settings→Pixel Manager*.

Assign the same patch which you have use in Jinx!.
Example:

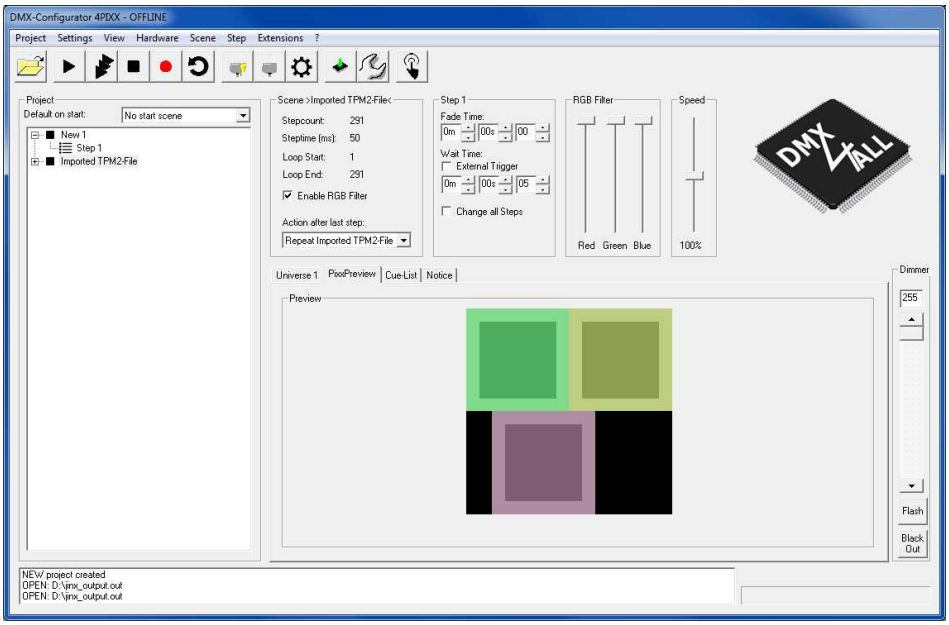
- Pixel type = RGB
- Matrix with size X = 16 and size Y = 16
- Type = Vertical,Snake,Begin top/left



Confirm with *Add* and leave the Pixel Manager with ***OK***.

9. Import Scenes

Now, import the file which results by Jinx!. Select the menu *Scene→Import* and enter the file (Example: D:\jinx_output.out).



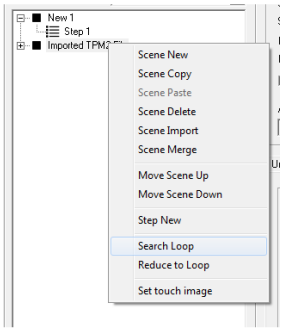
Click to Pixel Preview and get the display of the imported effect from Jinx!.

10. Select and use a Loop

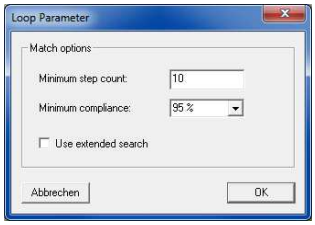
By replaying of recorded steps between the first and the last step there's often a visible shift, which stands out in each loop.

In most cases the replay as loop without any visible shifts is wanted.

The function is available via right click to the scene name or within the tool bar with  . With ***Search Loop*** you can look for a loop within a step.

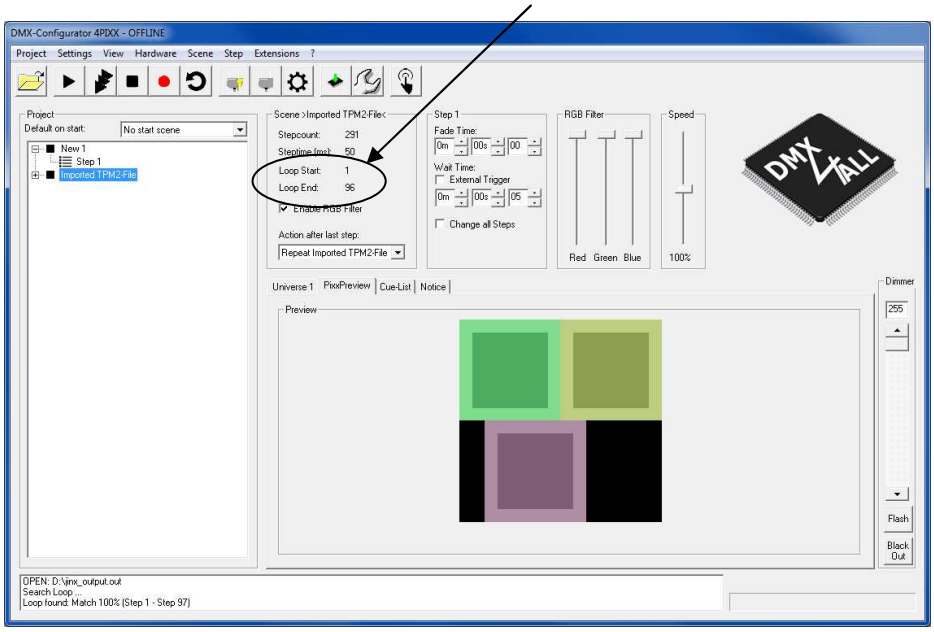


The Loop Parameter specifies which request a loop should has.



With ***OK*** starts the search.

In the example between step 1 and 97 a match is found, so the loop is set by 1-96.



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