

DMX-Configurator 4PIXX

Version 2

User Manual

- ENGLISH -



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Controlling software DMX-Configurator

The controlling software **DMX-Configurator 4PIXX** represents a user-friendly surface for creating light scenes (programs).

Up to 16 universes can be used which are represented as Pixel matrix. A live operation with a connected DMX4ALL DMX- or Pixel-Interface is possible as well as an export to the DMX4ALL DMX-Player and SD-Card-Player.

So, an application in many areas will be possible.

In the FREE version the DMX-Configurator can be used with some exceptions. The Touch-Mode and the Multi-Universe-Mode is time-limited and the Multi-Universe-Mode is restricted of two scenes for the output. Detailed informations are available in the section *Licensing*.

Installation

Execute the file **setup_dm_configurator.exe** and follow the installation instructions.

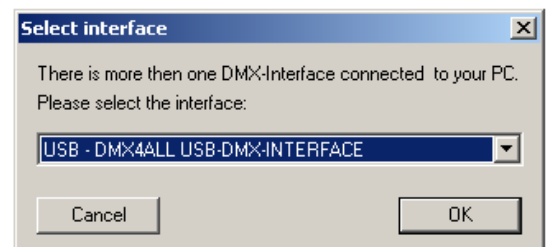
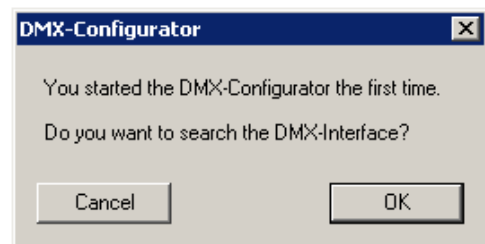
Starting the DMX-Configurator

Execute the file DMX-Configurator.exe.

During executing the program for the first time you will be asked if you want to search closed DMX-interfaces. Please make sure that the interface is ready when you start the search.

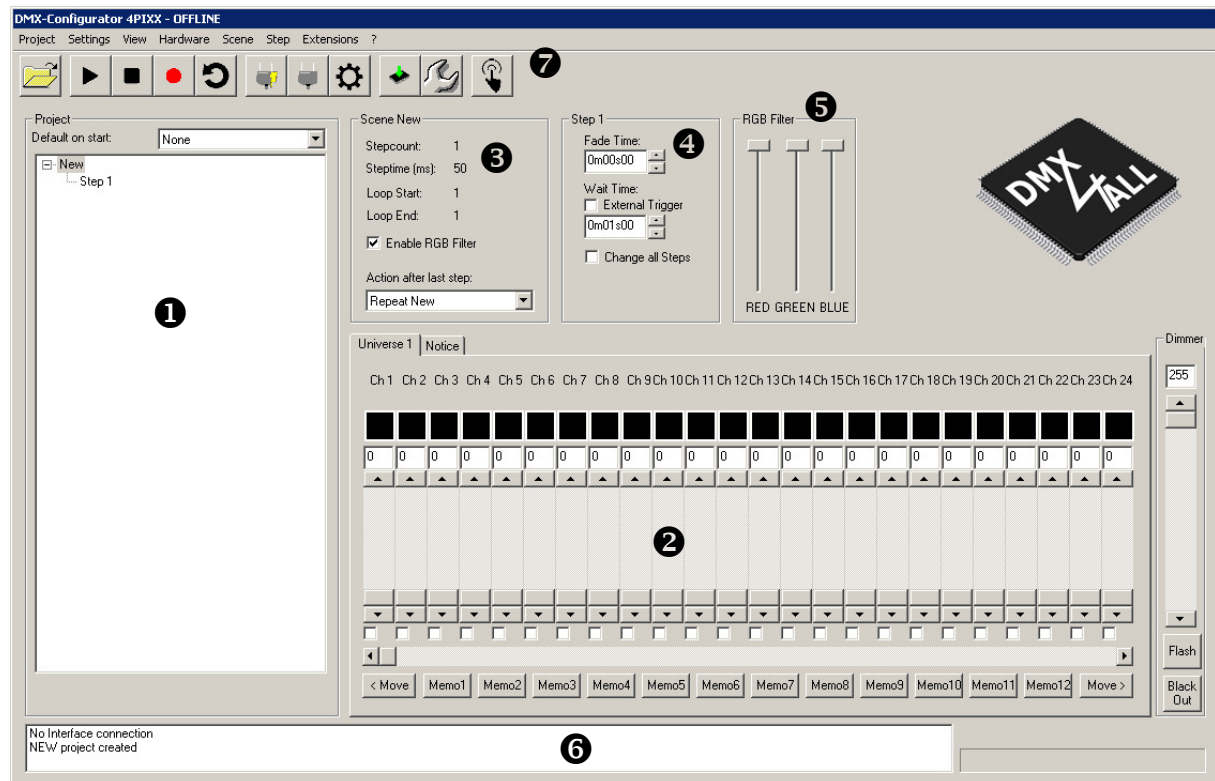
If you use more than one interface (Multi-interface) the configuration must be carried out manually in the Application-settings.

If the DMX-Configurator finds DMX4ALL Interfaces during the start you'll get shown a selection dialog. All connections are listed where a DMX4ALL interface is found. Select this connection where the interface, you would like to control, is connected.



User interface

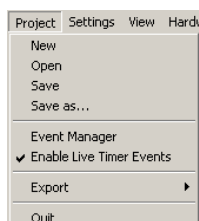
The user interface is divided clearly into several sections.



- ❶ Project survey
- ❷ Universe survey
- ❸ Scene-Information
- ❹ Step-Information
- ❺ RGB-filter
- ❻ Status-Information
- ❼ Toolbar with important functions

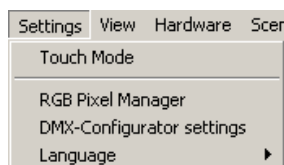
Via the menu bar further functions are available.

Menu Project



New	Creates a new project
Open	Opens an existing project
Save	Saves the current project with the same name which is open
Save as	Saves the current project with a new name
EventManager	Opens the Event-Manager
Enable Live ...	Execute the Timer-Events with the PC-clock which is applied within the Event-Manager
Export	Exports the current project for usage with several DMX4ALL devices
Quit	Finished the program

Menu Settings



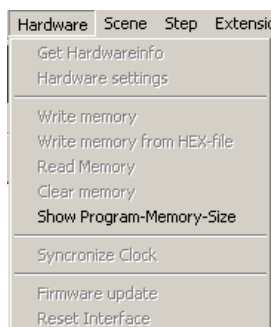
Touch Mode	Starts the Touch Mode
RGB Pixel Manager	Starts the RGB Pixel Manager
DMX-Configurator settings	Opens the settings for the DMX-Configurator
Language	Adjusting the language

Menu View



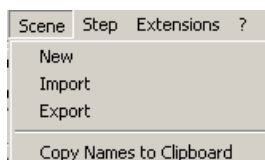
Universe ... OUT	Activates / deactivates the DMX-Output of the universes display.
Universe ... IN	Activates / Deactivates the DMX-Input universes display.

Menu Hardware



Get Hardware Info	Shows informations for the connected interface.
Hardware settings	Parameter settings for the connected interface
Write memory	Transfer the project to the interface
Read memory	Reads back the project from the interface
Clear memory	Delete the Stand-Alone-Memory
Show Program-Mem-Size	Shows the needed memory size for the Stand-Alone-Memory
Synchronize Clock	Set the time from the interface with real-time
Firmware Update	Transfer the Firmware to the closed interface
Reset Interface	Restarts the interface new

Menu Scene



New	Creates a new scene
Import	Imports a scene which was exported before or from a table
Export	Exports a scene
Copy Names to Clipboard	Copies the scenes-names into the Clipboard

Menu Step



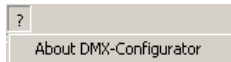
New	Creates a new step
Import	Imports a step which was exported before
Export	Exports a step

Menu Extensions



In this menu item extensions are available which are offered from the systems integrators.

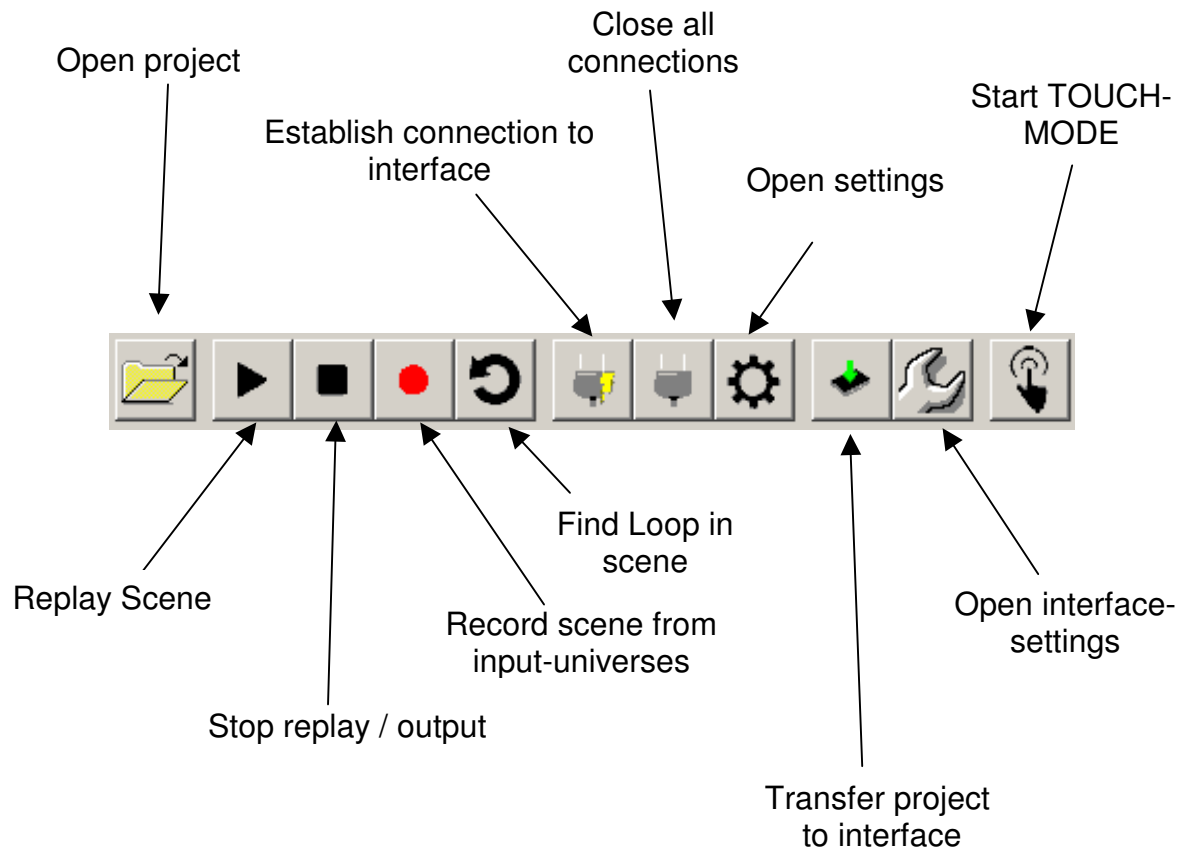
Menu ?



About DMX-Configurator Shows informations to the DMX-Configurator

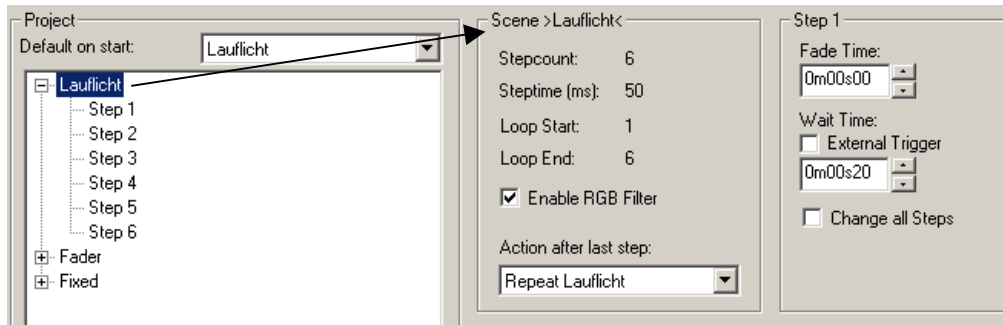
Toolbar

The Toolbar offers often needed functions via quick access buttons.



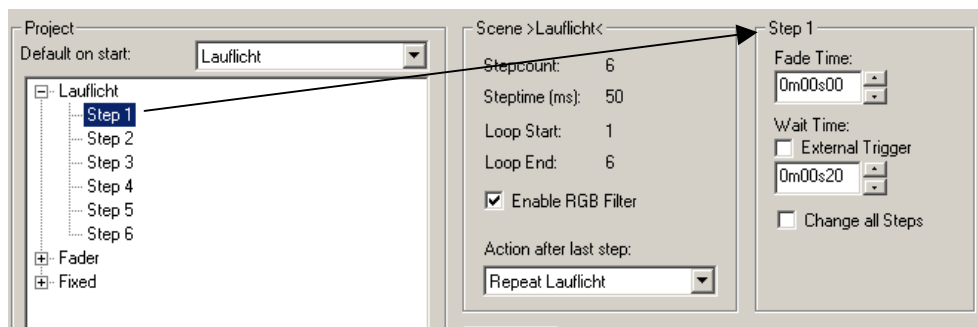
Display the Scene-Informations

By selecting a scene in the project survey the scene-informations will be shown under **Scene >...<**



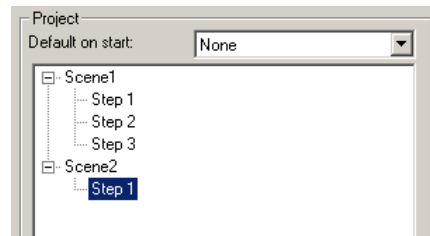
Display the Step-Information

By selecting a step in the project survey the step-informations will be shown under **Step ...**



Creating Projects

Projects consist of one or several scenes (programs) which passes in turn of one or several steps (steps). These scenes and steps are tree structured displayed in the project survey.



A scene can contain one or more steps, whereby a static light-picture arises for one step and dynamic light-pictures result from several steps.

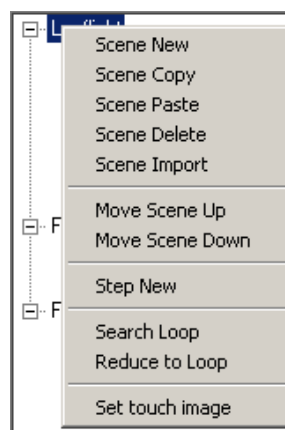
A **new project** will be created under the menu **Project**→**New**. It contains then one scene with one step.

Save and load Projects

You have the possibility under **File** to save and open again your created scenes and steps as **project**. The created files exist as *.dx1 format and contain beside the scenes and steps further project settings.

Create Scenes

For creating scenes please select the menu item **Scene**→**New** or click to the existing scene in the tree structure and select **Scene New** by right click.



The menu opens as soon as the scene is selected and clicked by the right mouse button.

Delete Scenes

Click an existing scene in the tree structure and select **Scene Delete** by right click. If there is only one scene in the project it cannot be deleted!

Copy Scenes

The selected scene will be copied into the Clipboard due to the menu **Scene Copy**.

By selecting in the menu **Scene Paste** the scene will be attached from the Clipboard behind the last scene.

The functions Scene Copy/Paste are also available due to the keyboard input <STRG>+C or <STRG>+V.

Modify Scene Order

Via the menu **Move Scene Up** and **Move Scene Down** the selected scene can be pushed up (up) or pushed down (down).

The functions Move Scene Up/Down are also available due to the keyboard input <STRG>+↑ or <STRG>+↓.

Redefine Scenes

The scenes name can be edited without restrictions. The length is limited to 40 signs. More than 10 signs should be not exceeded, because according to the device to which the projects should be exported, the name will be shortened. Click 2x with a short interval to the scenes name to reach the editing mode.

Export and Import Scenes

You can save single scenes separately. This is helpful if you need the same scene in another project.

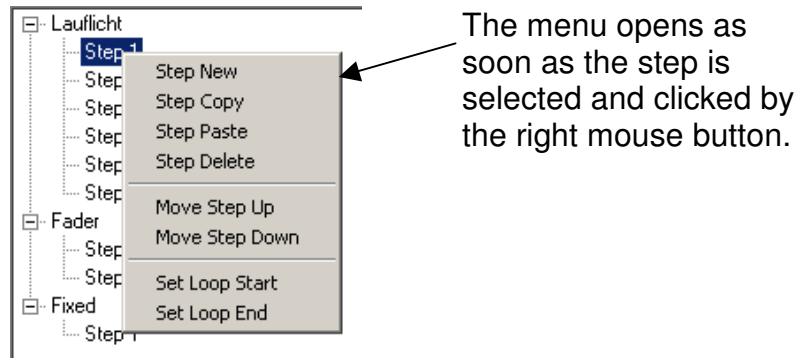
For saving single scenes please use under menu **Scene→Export**. The saved file has the ending .scn.

Under menu **Scene→Import** you can import an exported scenes into the project.

Creating Steps

Due to creating and editing scenes the slides are generated and linked together, so a dynamic slide results. Static slides are possible by creating only one step.

By selecting a step and subsequently right click to the tree structure the menu opens and a new step will be added with **Step New**. This one will be attached behind the last step.



Delete Steps

The selected step can be deleted under the menu item **Step Delete**.

Copy Steps

The selected step will be copied into the Clipboard under the menu item **Step Copy**.

By selecting the menu item **Step Paste** the step from the Clipboard will be attached behind the last step.

The functions Step Copy/Paste are also available due to the keyboard input <STRG>+C or <STRG>+V.

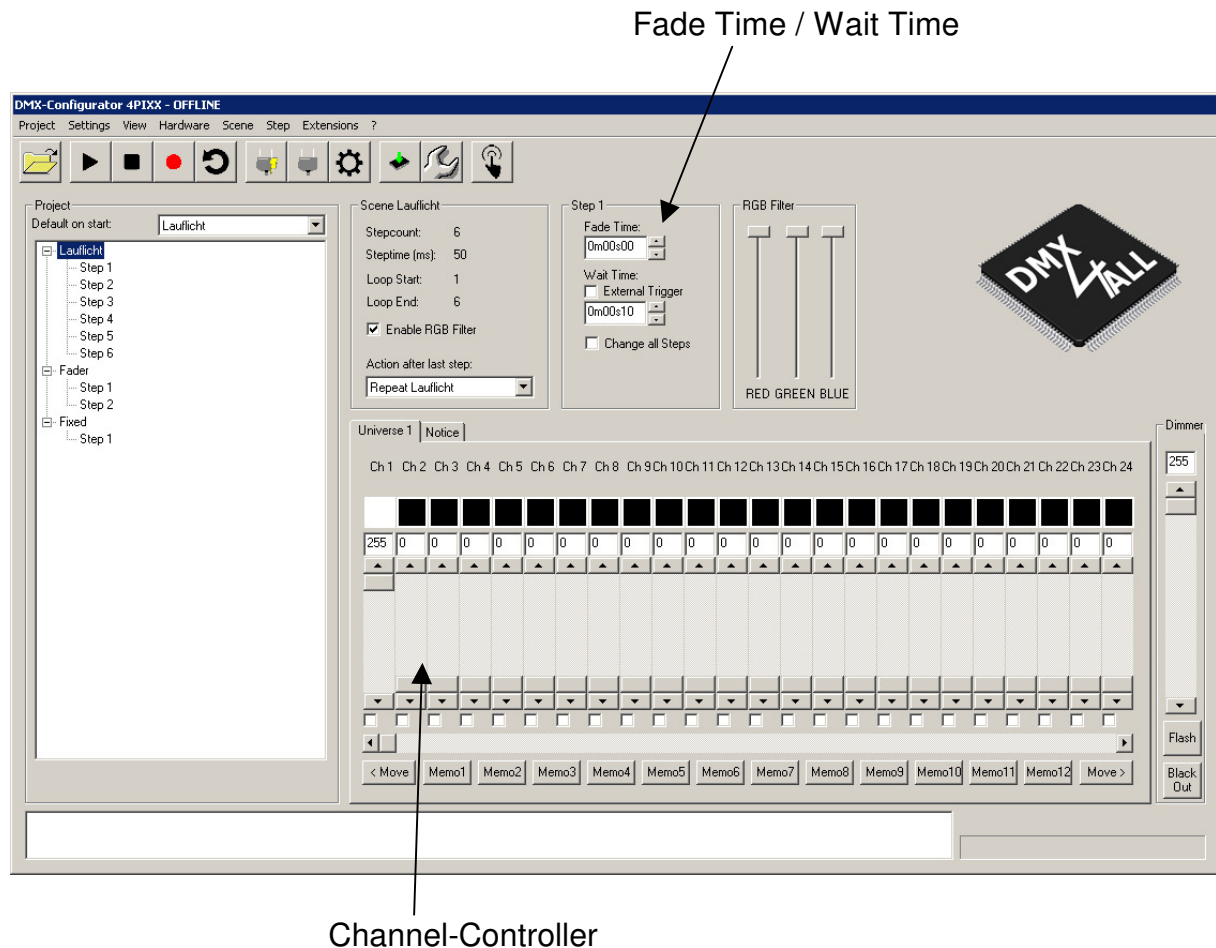
Modify Step Order

By the menu items **Move Step Up** and **Move Step Down** the selected step will be pushed up (up) and pushed down (down).

The functions Move Step Up/Down are also available due to the keyboard input <STRG>+↑ or <STRG>+↓.

Editing Steps

For adjusting several DMX-values the channel-controller are available for each universe. These are labeled with the channel number. To reach all 512 channels you have to select the DMX-channel range with the underlying horizontal slider.



For each step different DMX-values can be adjusted for each channel. By creating several steps with different DMX-values it will be possible to create dynamic slides. The step-list contains all steps in a specific order. A transition between two steps determines the fading time (**Fade Time**) and the waiting time (**Wait Time**), which can be adjusted for every step.

Change all Steps eased the editing of all steps of one scene, by executing the modification once.

With Move > and **< Move** all DMX-values will be moved to the right or to the left for one channel. These allow the easy creation of running-light-scenes.



The first and the last channel with which the data are moved can be fixed to the according channel with a right click.

Export and Import Steps

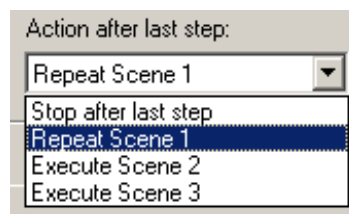
The separate step saving is analog to the scenes.

For saving the single steps please use the menu item **Step→Export**.
The stored file has the ending .stp.

Under the menu item **Step→Import** you can include an exported step after the last step of the selected scene.

Link Scenes

Which action takes place after the last step of a scene will be defined by **Action after last step** in the scene Info.

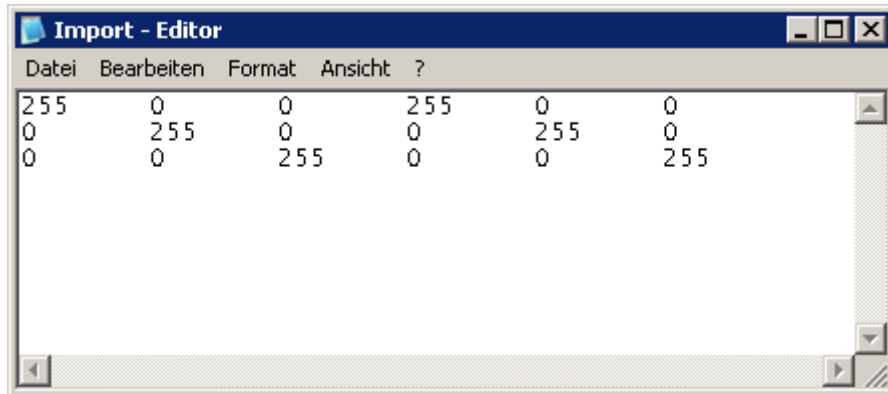


- | | |
|---|---|
| <p>Stop after last Step</p> <p>Repeat ...</p> <p>Execute ...</p> | <p>After the last step the processing will be stopped. The slide of the last step remains.</p> <p>The scene will be executed as infinite loop.</p> <p>The specified scene will be executed after the last step.</p> |
|---|---|

Import tables

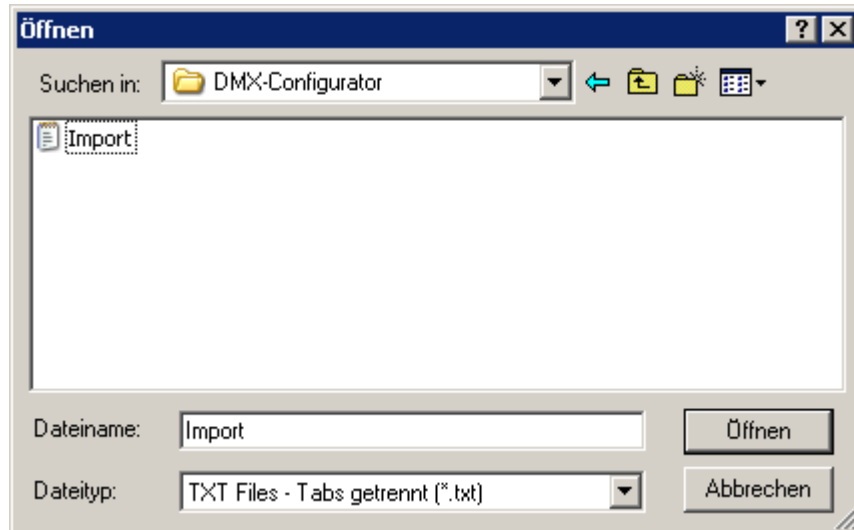
You have the possibility to use external file datas and create scenes directly out of it.

Save the txt-file as follows:



The lines contain up to 512 values which corresponds to the DMX-channels. These are marked with TAB's. Each line will be imported as one step.

To import the file please select **File → Open** and adjust for file type **TXT Files – TABS separate (*.txt)**. Now, select the txt-file and click **Open**.



The DMX-Configurator creates now a new scene with the name *Table imported*.

Record external DMX or ArtNet sequences

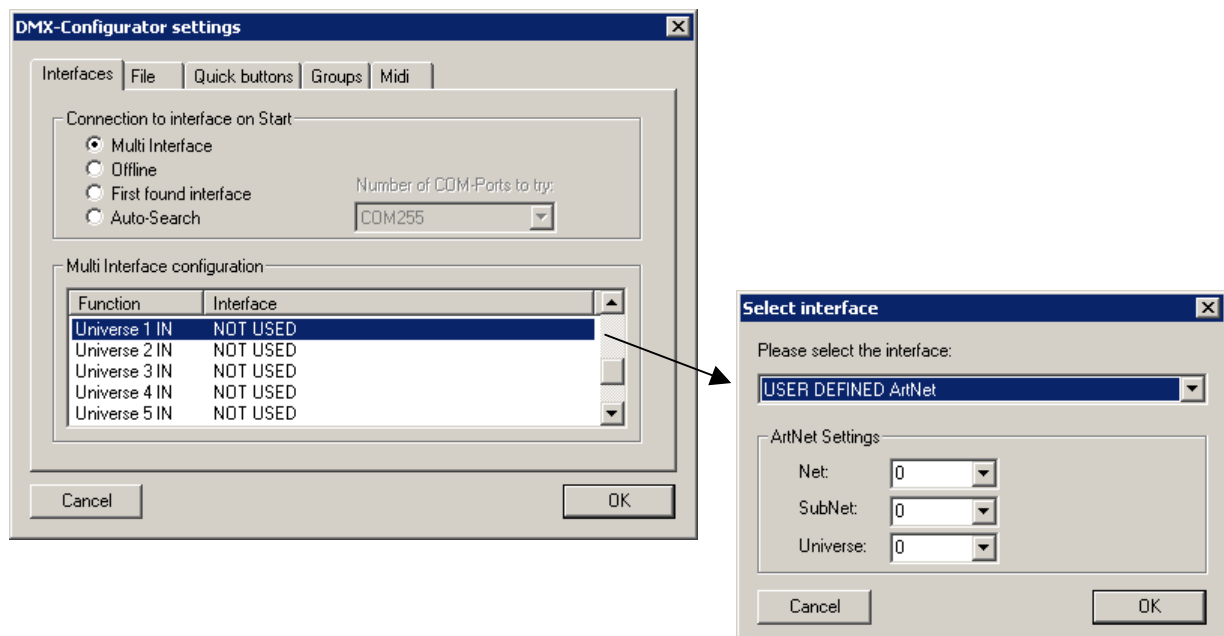
The DMX-Configurator 4PIXX offers the possibility to apply an INPUT-Interface to the DMX-universes and to record a scene from it.

The INPUT-Interfaces configuration will be adjusted within the DMX-Configurator settings (**Settings → DMX-Configurator settings**)



For this function a clearly Interface assignment must take place which is only possible in the Multi-Interface-Configuration.

Via double click to the line a dialog opens within the interface can be selected and configured.



After configuring the INPUT-Interfaces the signal to record must sit closely to the interface.

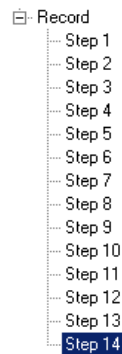


By clicking the record starts in the toolbar. A new scene „Record“ will be applied in which the recorded steps will be inserted automatically.



The record finished via clicking


The recorded scene “*Record*” is now in the project survey.

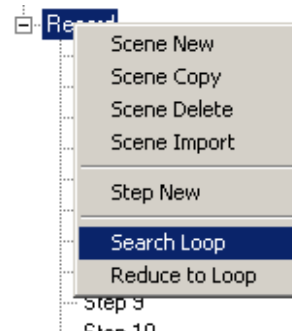


Replaying the scene can be started with  and stopped with .

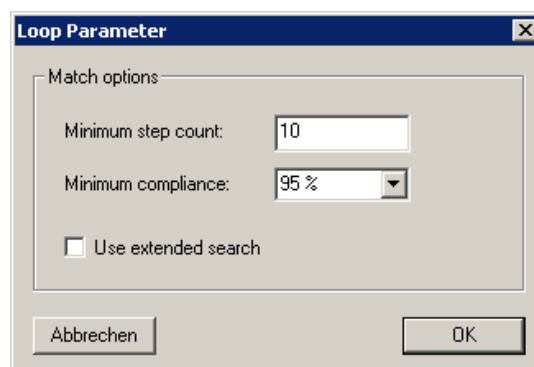
After a scene is recorded from an external source, in the most cases a replay as loop is wanted.

By replaying the recorded steps a visible transition insists between the last and the first step which attracts attention by every loop.

With the function **Search Loop** which is available via right click to the scene name or via the toolbar with  within the steps is searched for an indistinguishable loop.



The Loop parameters show which demands a Loop should have.



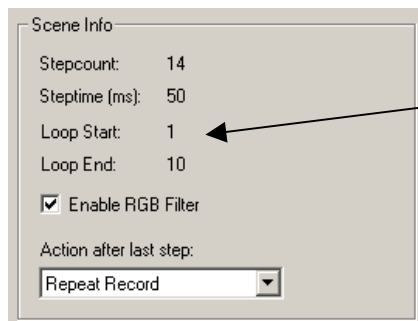
Minimum Step count determines how many steps must be minimal between the first and the last step.

Minimum compliance specifies how high the minimal compliance between the first and the last step should be so that a Loop will be recognized.


Use extended search If this option is not activated a fitting Loop-Step to the first step will be searched.

If this option is activated for every step a fitting Loop-step will be searched. This process may take some time and cannot be canceled.

After the function **Search Loop** has finished the results are shown in the status-information.



After a successful search for one loop the first and the last step is shown in the scene-information.

If a scene is started with , only the loop will be replayed. So the result is verifiable.

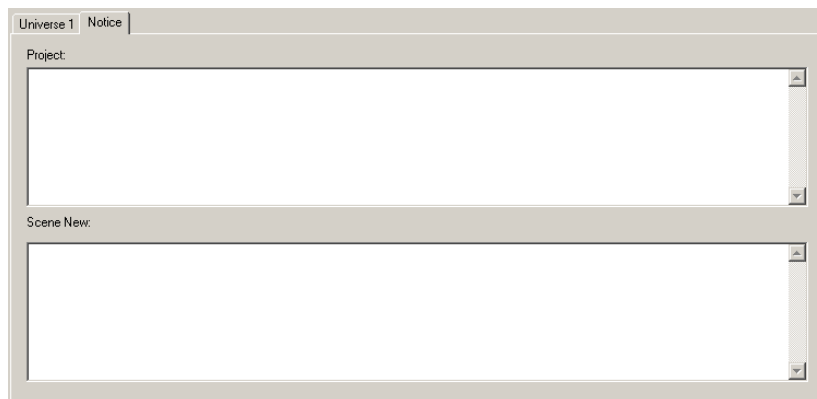
With the function **Reduce to Loop** which is available via the scenes name all steps not included in the Loop will be deleted.

If a Loop should be created manually the first and the last step of the Loop is specified in this way, that via right click to the appropriated step **mit Set Loop Start** and **Set Loop End**.

Leave Project- and Scene-Information

For every project and for every scene textual informations can be leaved.

Within the universes survey there is the tab **Notice**:



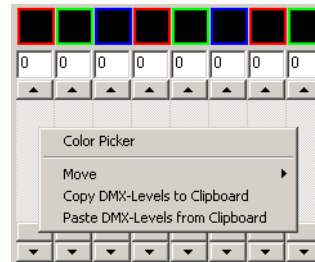
Here, in the upper description field a project description can be leaved.

The lower description field is available for editing the scenes. The description corresponds with the activated scenes.

Color Picker

The Color Picker facilitates the RGB-value's entry. Therefore 3 consecutive channels will be assigned the R/G/B values of a selected color. You can reach the Color Picker by clicking the right mouse button on the channel-slider.

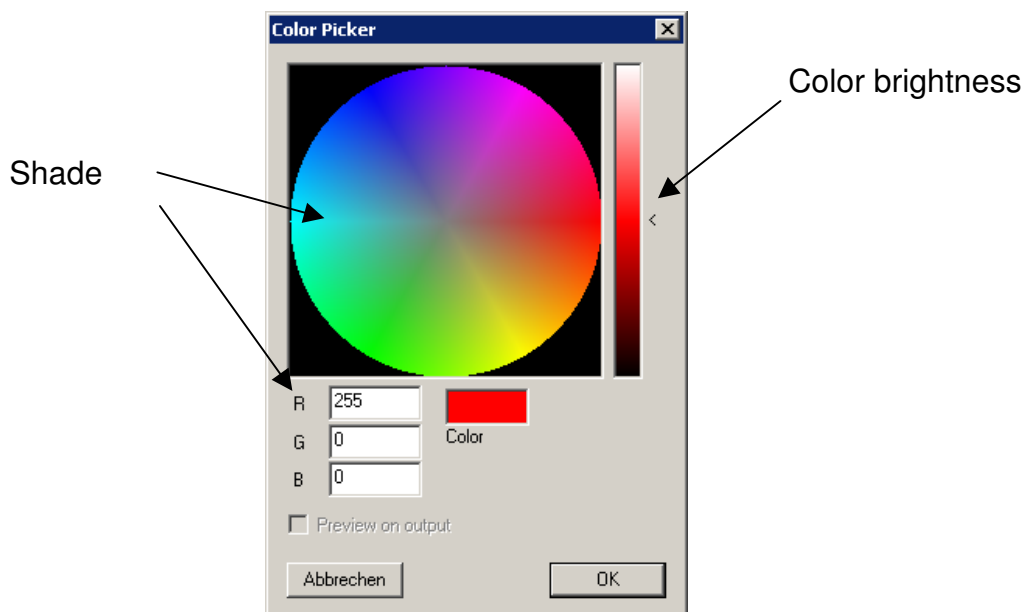
A menu opens in which the Color Picker can be called.



The Color Picker opens.

Please proceed as follows for selecting the color:

- Select the shade in the round color display;
- Select the color brightness;
- Click to OK and the R/G/B settings will be accepted.



A preview of the adjusted colors is possible with **Preview on output**. This is only feasible with a ready output interface.

Note: Please adjust the color brightness controller to 50% by clicking the right mouse button to the controller.

Groups

Groups are suitable for editing several channels simultaneously. In total 16 groups (Group 1-16) and one Master Dimmer are available in which any channels can be summarized.

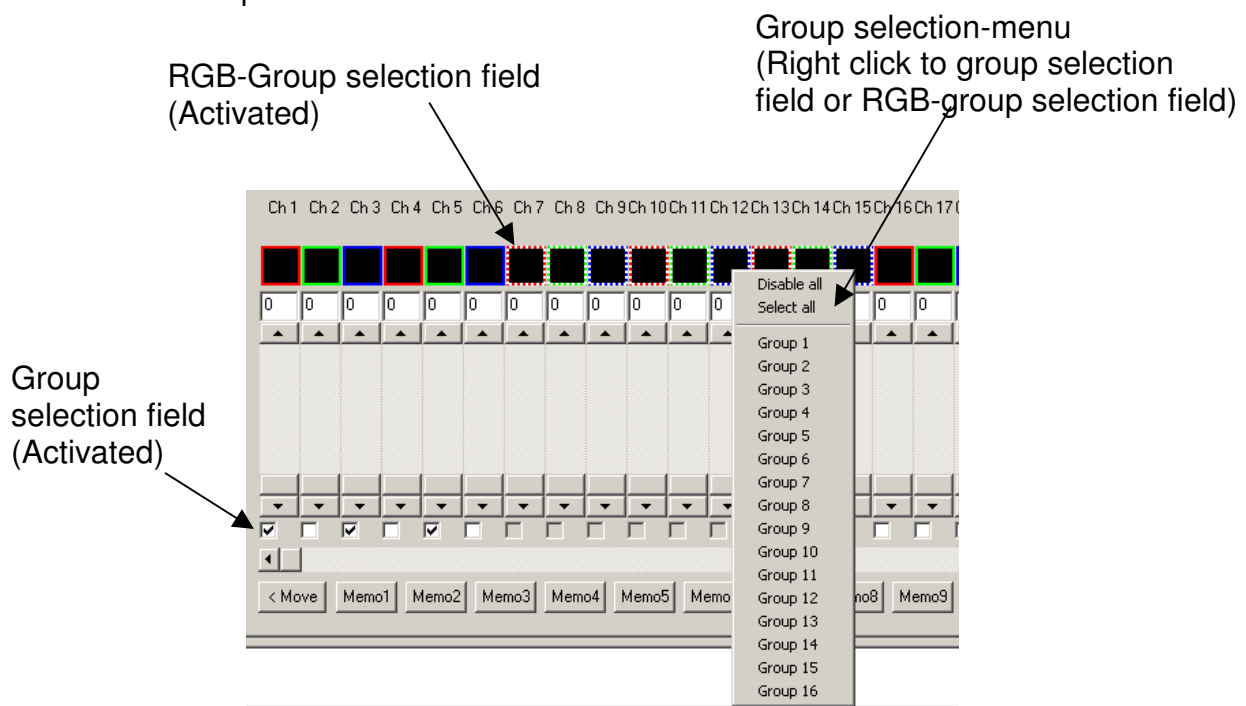
Creating groups

For creating or editing groups please select in the menu **Settings**→**Application settings** and then go to tab *Groups*.

► See also: Settings – Groups

Use groups

After the group defining you can use the groups. Via right clicking to a group selecting field underneath the controller for the channel or RGB-element the group selection menu opens.



Activated group selection fields will be furnished with a hitch and activated RGB-group selection fields with a dashed border.

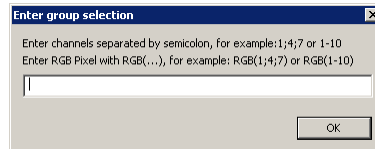
Via the group function activated channels are linked among themselves and all channels will be adjusted to the same value as soon as the controller is changed.

Disable All Deactivates all activated group selections

Select All Selects all group fields

If you need a group of channels which are not defined as group, the hitches can be marked manually underneath the channel controller or activated RGB-group selection fields.

A further possibility consists of a free group entry (**Free selection**).



An entry dialog opens. In the same kind like creating a group you can make an entry. This entry has to be done one time and is not assigned to a group.

Master Dimmer

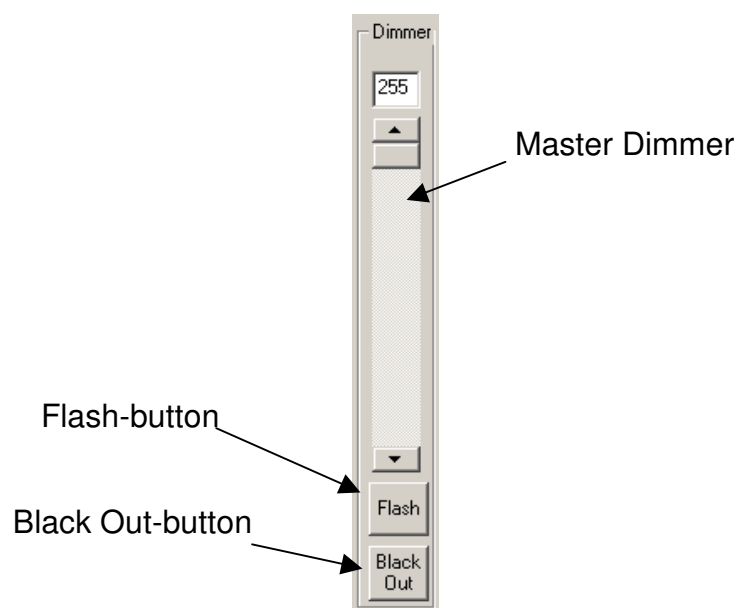
A special group is the master dimmer. The given DMX-values will be dimmed in correspondence to the master value during the live output.



A free channel assignment can occur via the menu *Settings*→*Application settings*. See also section **Groups**.

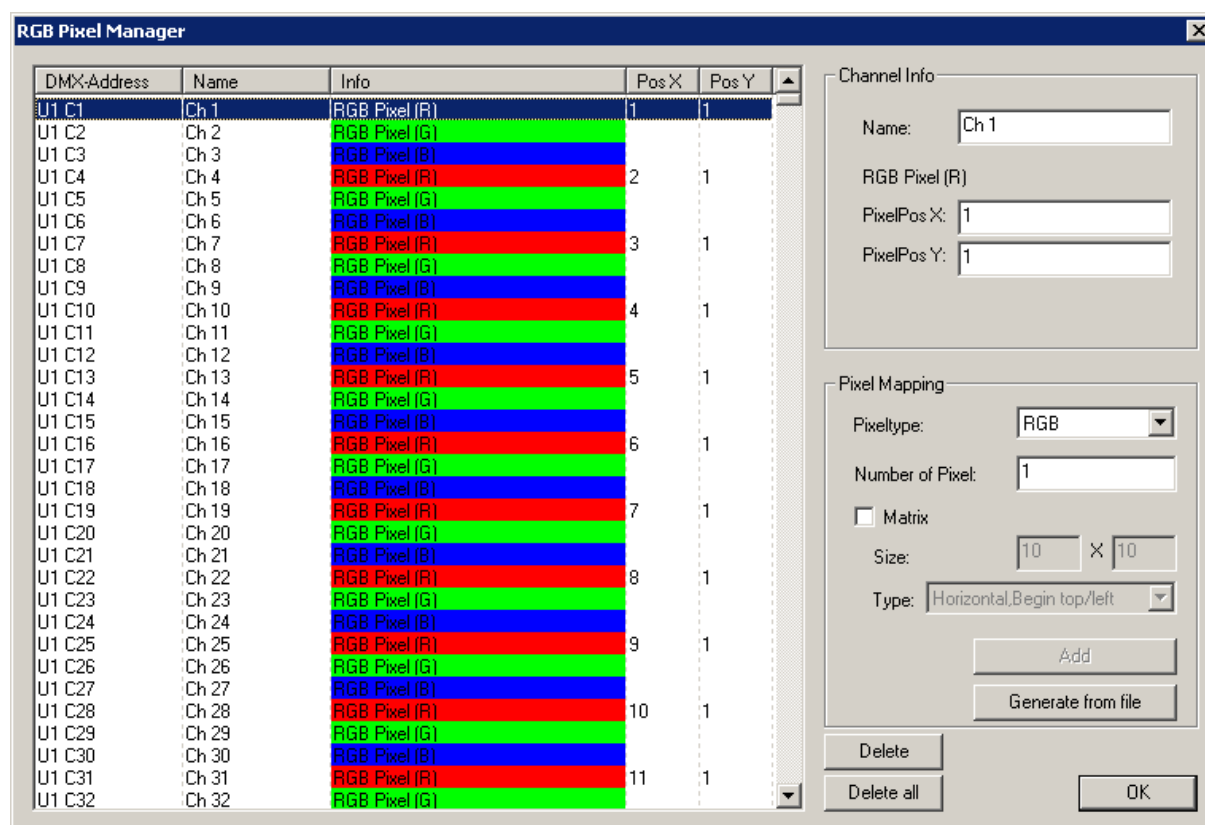
Example 1: DMX-Wert = 100%; Master =50% results in the output 50%

Example 2: DMX-Wert = 50%; Master =50% results in the output 25%



RGB-Pixel Manager

The **RGB-Pixel Manager** can be called via the **Settings**→**RGB Pixel Manager**.



In the left part the DMX-addresses are listed in a table.

In the column **DMX-addresses** each channel is listed. The marking occur by universe (U) and channel (C).

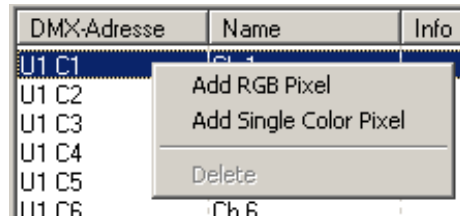
The column **Name** is the description for the channel which can be edited in the area channel-info.

Info includes the channel information of this channel is assigned to an element /e.g. RGB-Pixel). This column will be color-deposed.

In the columns **PosX** and **PosY** the coordinates will be specified at which connected Pixel in the PixxPreview-window are displayed.

Create Pixel-elements

Via right click to a line within the table the menu opens:



Add RGB Pixel inserts a RGB-Pixel.

Add Single Color Pixel inserts an unicolored pixel.

Right next to the table there is a button **Add**, which can be used alternatively. The field **Nr. of Pixel** shows, how many pixels are added, starting by the selected line.

Delete pixel element

Per right click to a line within the table a menu opens (see above). With delete the pixel element will be deleted.

With **Delete** and **Delete ALL** right next to the table can also be used.

Editing the pixel position

To each RGB-pixel an XY-position can be assigned. In this case the first channel of the pixel (red) must be clicked. In the area Channel-Info the coordinates PixelPosX and PixelPosY can be entered. These will be used for the PixxPreview presentation.

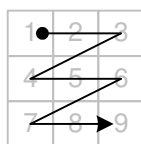
Pixel Matrix

It is possible too to generate a pixel matrix directly.

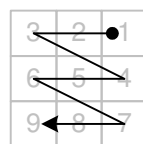
Activate the matrix and enter the matrix-dimensions. Select the pixel arrangement (pixel type) and click to **Add**.

Hereafter the possible pixel arrangements are shown:

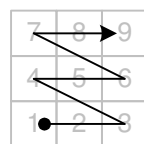
Horizontal,
Begin top/left



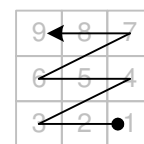
Horizontal,
Begin top/right



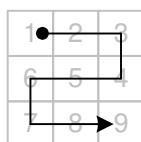
Horizontal,
Begin bottom/left



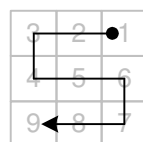
Horizontal,
Begin bottom/right



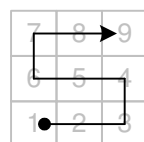
Horizontal, Snake,
Begin top/left



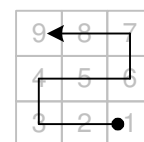
Horizontal, Snake,
Begin top/right



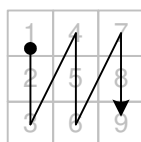
Horizontal, Snake,
Begin bottom/left



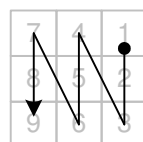
Horizontal, Snake,
Begin bottom/right



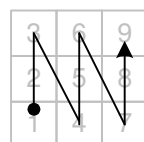
Vertical,
Begin top/left



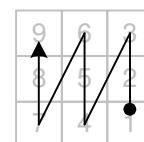
Vertical,
Begin top/right



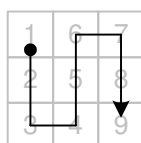
Vertical,
Begin bottom/left



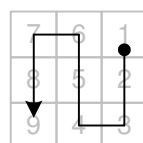
Vertical,
Begin bottom/right



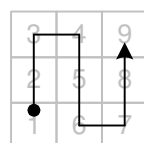
Vertical, Snake,
Begin top/left



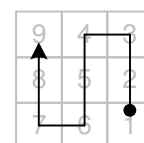
Vertical, Snake,
Begin top/right



Vertical, Snake,
Begin bottom/left



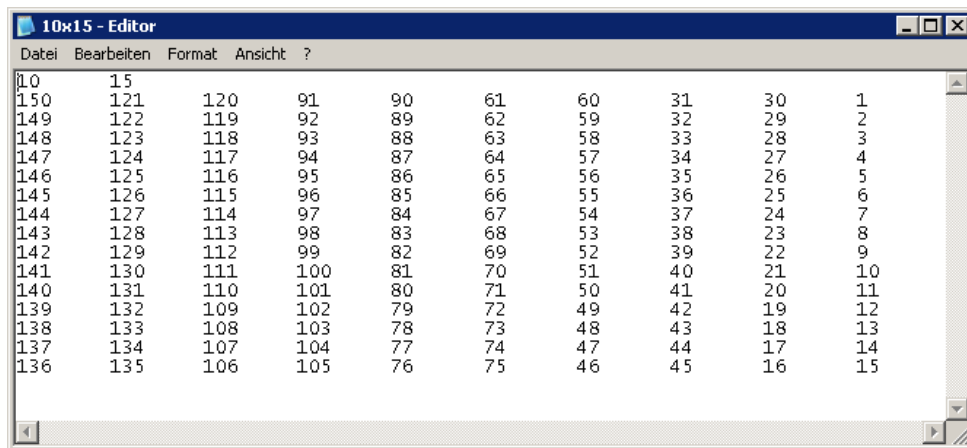
Vertical, Snake,
Begin bottom/right



The RGB-pixel manager offers also the possibility to create RGB-pixel automatically via a text file and to furnish these with XY-coordinates (pixel mapping). So complex, not regular pixel areas, can be applied.

The text file must contain the number of pixel in X- and Y-direction in the first line and in the following lines the pixel-number, starting with 1.

In the following example is the pixel-number X=10 and Y=15.
The pixels are arranged from pixel 1 (top right) up to 150.

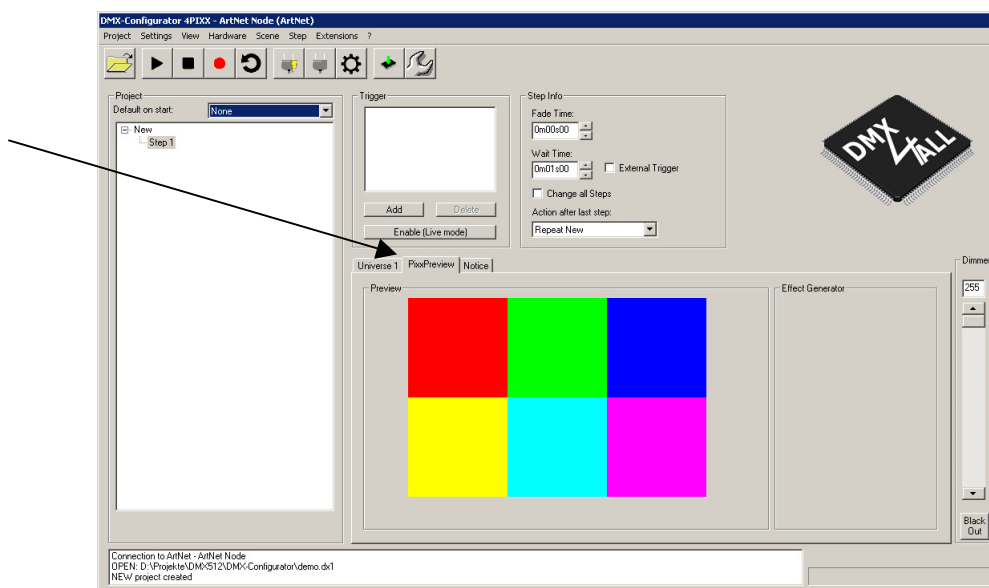


10x15 - Editor									
Datei Bearbeiten Format Ansicht ?									
10	15								
150	121	120	91	90	61	60	31	30	1
149	122	119	92	89	62	59	32	29	2
148	123	118	93	88	63	58	33	28	3
147	124	117	94	87	64	57	34	27	4
146	125	116	95	86	65	56	35	26	5
145	126	115	96	85	66	55	36	25	6
144	127	114	97	84	67	54	37	24	7
143	128	113	98	83	68	53	38	23	8
142	129	112	99	82	69	52	39	22	9
141	130	111	100	81	70	51	40	21	10
140	131	110	101	80	71	50	41	20	11
139	132	109	102	79	72	49	42	19	12
138	133	108	103	78	73	48	43	18	13
137	134	107	104	77	74	47	44	17	14
136	135	106	105	76	75	46	45	16	15

Please click to **Auto generate RGB Pixel from File** and open the file.

PixxPreview

Once within the RGB pixel manager the RGB-pixel are assigned to the DMX-channels and the RGB-pixel XY-coordinates are placed, these will be displayed as pixel area in the PixxPreview. In this case besides to the universes a tab PixxPreview exists.

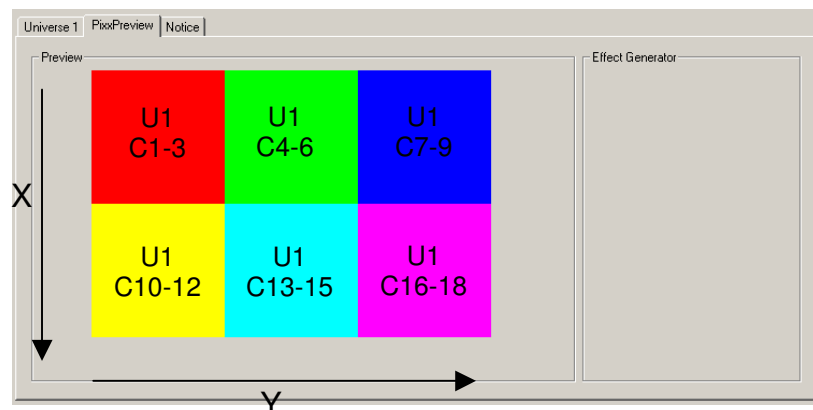


Example for configuring a pixel area with 3 horizontal and 2 pixels vertical:

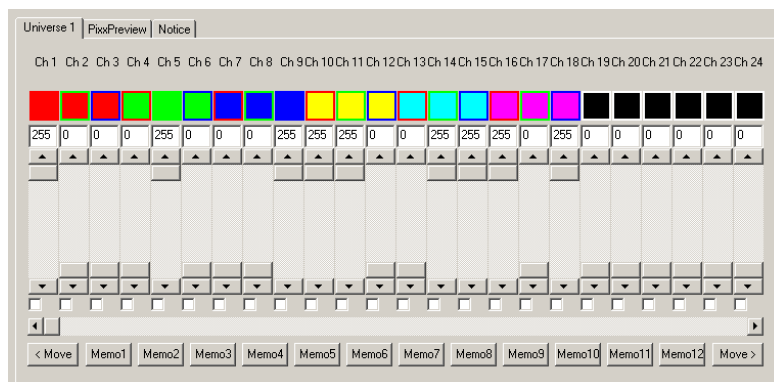
In the RGB Pixel manager must be created 6 RGB pixels and each pixel ,must be assigned with a X and an Y position:

DMX-Adresse	Name	Info	Pos X	Pos Y
U1 C1	Ch 1	RGB Pixel (R)	1	1
U1 C2	Ch 2	RGB Pixel (G)		
U1 C3	Ch 3	RGB Pixel (B)		
U1 C4	Ch 4	RGB Pixel (R)	2	1
U1 C5	Ch 5	RGB Pixel (G)		
U1 C6	Ch 6	RGB Pixel (B)		
U1 C7	Ch 7	RGB Pixel (R)	3	1
U1 C8	Ch 8	RGB Pixel (G)		
U1 C9	Ch 9	RGB Pixel (B)		
U1 C10	Ch 10	RGB Pixel (R)	1	2
U1 C11	Ch 11	RGB Pixel (G)		
U1 C12	Ch 12	RGB Pixel (B)		
U1 C13	Ch 13	RGB Pixel (R)	2	2
U1 C14	Ch 14	RGB Pixel (G)		
U1 C15	Ch 15	RGB Pixel (B)		
U1 C16	Ch 16	RGB Pixel (R)	3	2
U1 C17	Ch 17	RGB Pixel (G)		
U1 C18	Ch 18	RGB Pixel (B)		
U1 C19	Ch 19			

After confirming the configuration with OK a tab PixxPreview arises. In this tab the pixel area will be shown which contains in the example 6 pixels. These will be controlled via the DMX-channels 1 to 18 in the first universe.



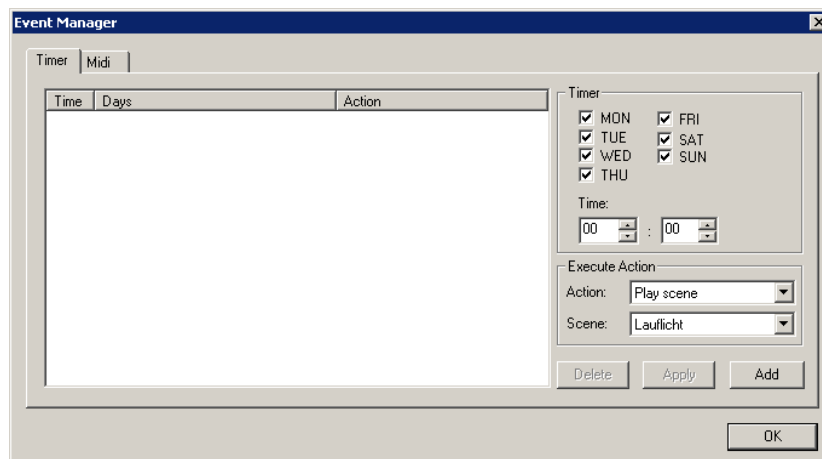
The DMX-values for the represented color division above are as follows:



Remote-Manager

The Remote-Manager serves for controlling the DMX-Configurator of several external signals.

Open the Remote-Manager occurs via the menu **Project**→**Event Manager**.

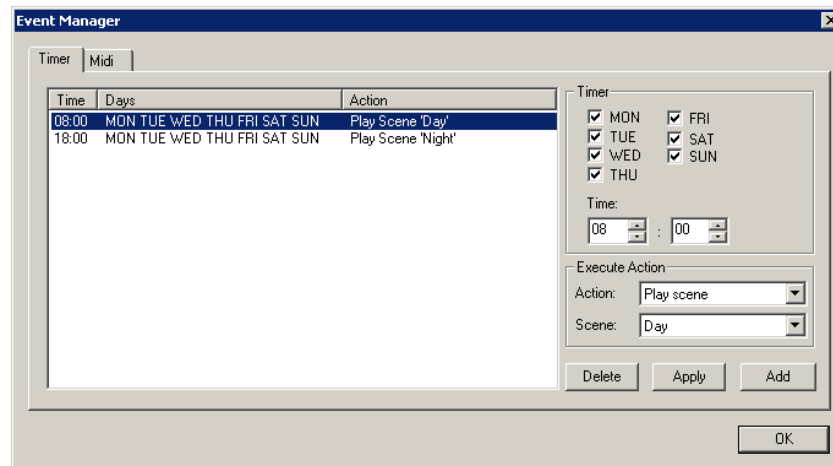


In the window the Remote-Manger are several areas (tabs) which represents the settings for the external signals.

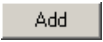
Timer

The timer allows executing timer depending actions.

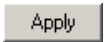
In the following example the scene *Day* starts at 8:00 o'clock daily and the scene *Night* starts at 18:00 o'clock daily:




Create a new Timer-Event

For creating a new timer entry, adjust the wished timer-settings and click to .

Editing the Timer-Event

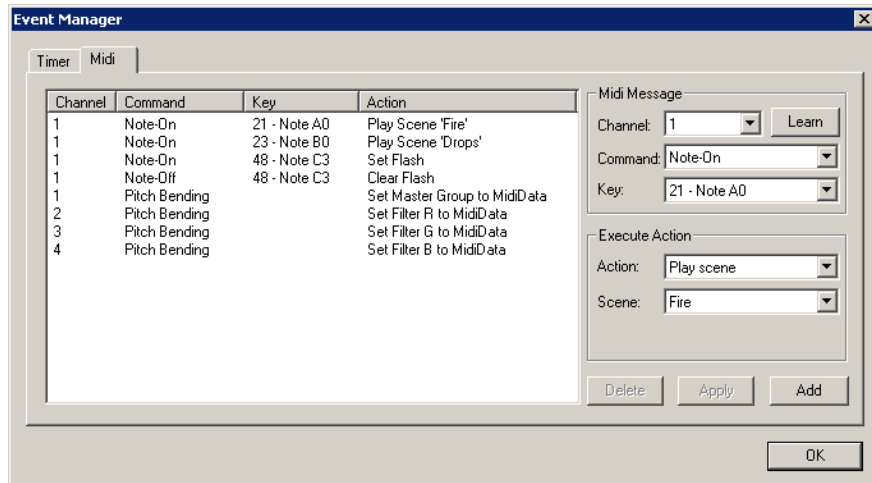
For editing the existing timer entry, please click to the according line in the table. The settings will be shown in the right area and can be changed there. By clicking  the changes will be accepted.

Delete Timer-Event


For deleting the existing timer entry, click to the according line in the table. By clicking  it will be deleted.

Midi

The event settings under Midi need a Midi-source to get executed. This must be assigned in the Midi-settings (see the following pages).



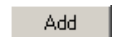
Learn-Function

For an easy applying of new MIDI messages a learn-function is available. This can be turned on and off by clicking .

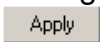
If the learn-function is enabled the received MIDI-messages will be entered in the Event-table and can be edited or deleted there afterwards.

Create new MIDI-Event


For creating a new MIDI-Event, please adjust the wished MIDI-settings and click.



Editing MIDI-Event

For editing an existing MIDI-entry, click to the corresponding line in the table. The settings will be displayed in the right area and can be changed there. By clicking  the changes will be saved.

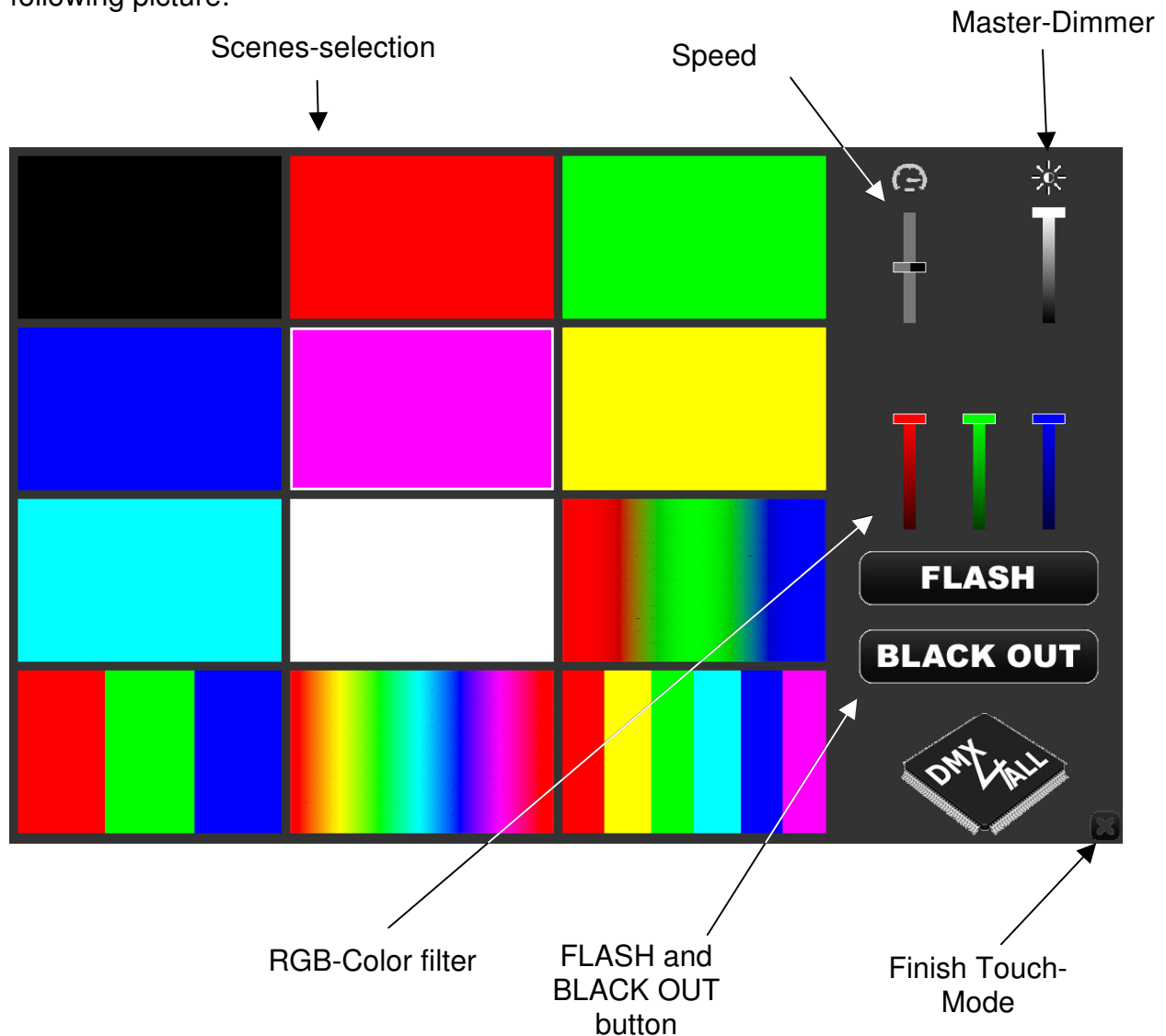
Delete MIDI-Event

For deleting an existing MIDI-entry, please click to the corresponding line in the table. By clicking  it will be deleted.

Touch-Mode

The DMX-Configurator offers besides the generally surface (programming mode) a TOUCH-surface. This can be called up via the menu **Settings**→**Touch Mode** or by clicking the TOUCH-symbols within the toolbar.

The user interface changes in the Touch mode, as shown in the following picture:



Under the menu **Settings**→**DMX-Configurator settings** you can adjust settings for the Touch-Mode.

The operation within the Touch-Mode is reduced to the important functions and there are no settings of parameters or scenes possible.

You can select a scene by clicking to the preview. The scene will be started and the preview will be rimmed at which you can recognize the selection.

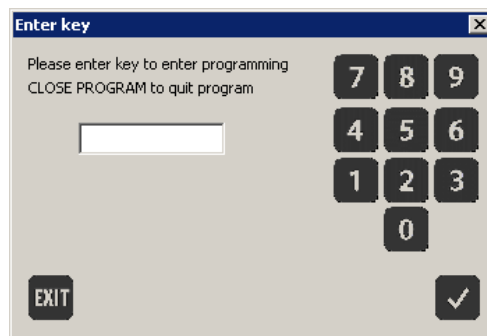
The sliders settings for the speed, the Master Dimmer and the RRG-filter will be passed immediately for the running program.

FLASH switches all channels to 100% (On).

BLACK OUT switches all channels to 0% (Off) and will be switched after each operating.

The Touch-Mode will be quit, by clicking the right edge below.

Is a key assigned in the settings to change into the programming mode so the key must be entered:



If the key is entered wrong the Touch-Mode will not be leaved. If the key is entered correctly it changes to the programming mode.

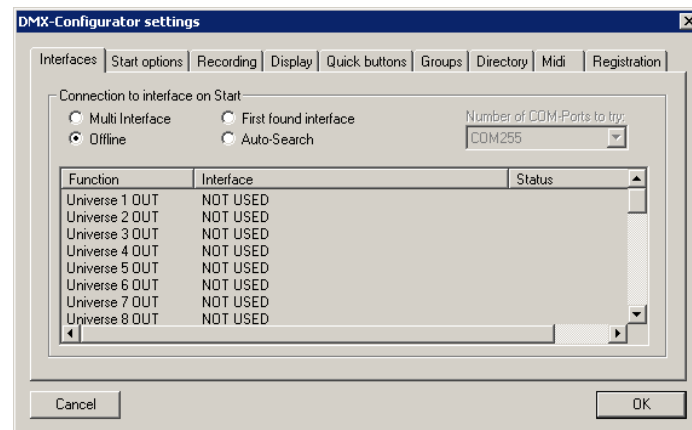
To close the program without enter any key you have to select EXIT. It appears CLOSRE PROGRAM in the field for the key. By confirming the program will be closed.

Settings

Under the menu **Settings**→**DMX-Configurator settings** all settings for the program DMX-Configurator can be done.

The settings are divided into several groups (tab).

Settings – Interfaces



The Interface-setting determines via which devices the DMX-Configurator outputted or received the DMX-data.

Multi Interface allows the usage of several universes with one Interface-connection per universe.

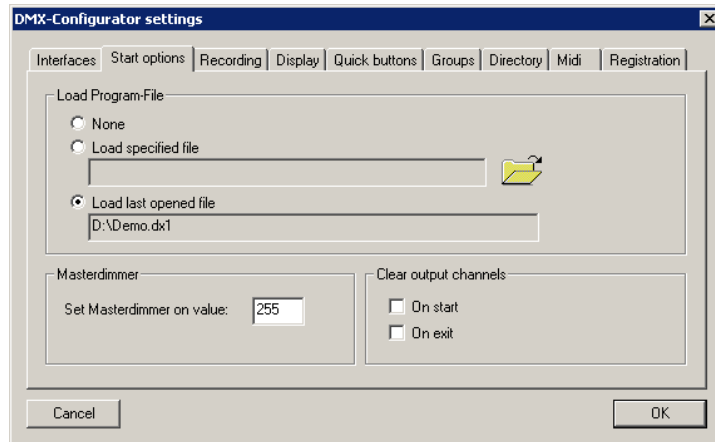
By double clicking within the list of universes, a selection window opens and the selected interface will be assigned to the corresponding universe.

Offline uses no Input- or Output-Interface.

First found interface established a connection to the first found output-interface as soon as the program has started. Every time the universe 1 will be displayed on the interface.


Auto-Search searches for connected output interfaces and shows a list of found interfaces, you can select one of it. Every time the universe 1 will be displayed on the interface.

Settings – Start options



Load Program-File on Start determines whether and which project should be loaded starting the software.

None: No project will be loaded

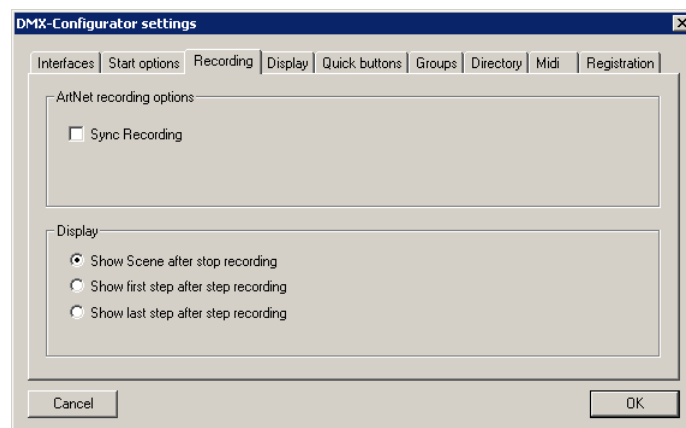
Load specified file: The specified project will be loaded. With  the project file will be selected

Load last opened file: The last opened project will be loaded

In the field **Masterdimmer** is the value specified which is after starting preset.

With the option **Clear DMX-Channels** the DMX-output from the interface will be set to value 0 during program starting (*On start*) and/ or during program ending (*On exit*).

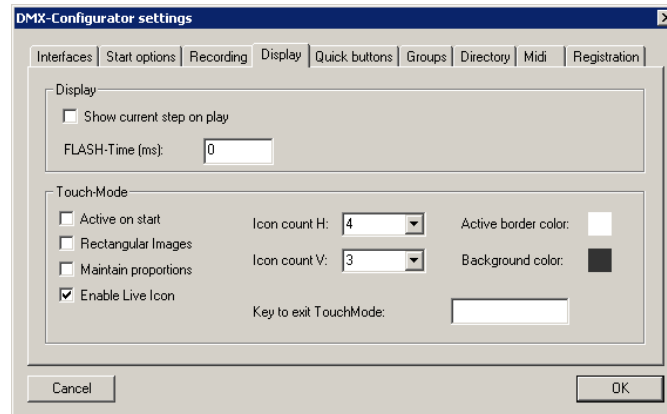
Settings – Recording



Sync Recording generates one step for each inputted ArtNet data packet during record and assigns time informations to it. If this option is deactivated one step will be generated during record in specified time intervals.

The Display-option determines what is shown after record.

Settings – Display



The Display-options specify several settings for the display.

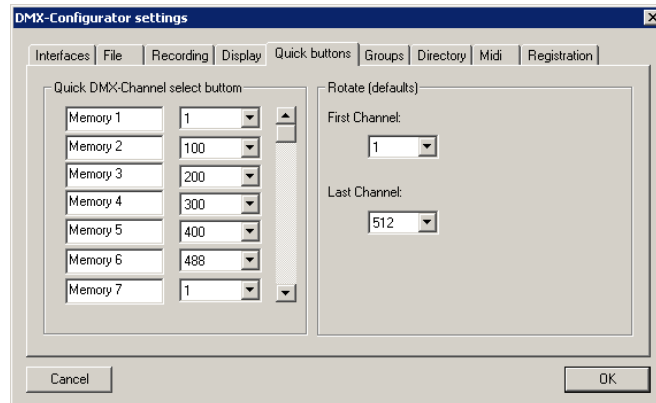
- | | |
|----------------------------------|---|
| <i>Show current Step on play</i> | shows the current steps in the project survey during replay |
| <i>FLASH-Time (ms)</i> | specifies the time for the FLASH-replay (all channels 100%) in milliseconds. For value 0 the channels will be turned on with pushing and turned off with release. |

For the Touch-Mode the number of touch-arrays can be specified horizontal and vertical. The borders color of the replayed scene (Active border color) and the background color (Background color) can be adjusted with clicking to the color display via the Color-Picker.

- | | |
|-----------------------------|---|
| <i>Active on Start</i> | starts the Touch-Mode by program starting |
| <i>Rectangular Images</i> | generates square Touch-flats |
| <i>Maintain proportions</i> | Maintained the proportions of the used Touch-images |
| <i>Enable Live Icons</i> | allows a shut down of the visualisation of pixel-outputs to reduce the needed ressources of the PC. |

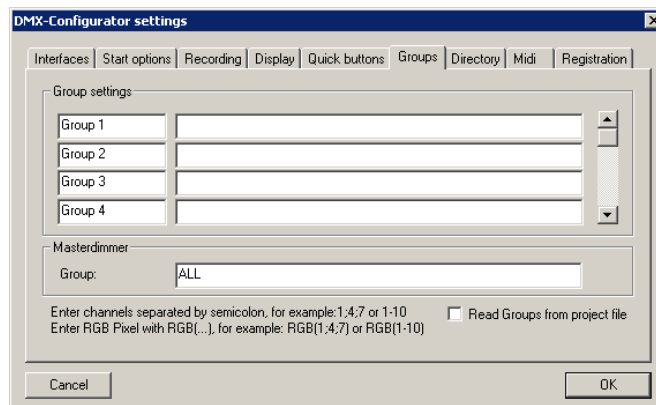
For the Touch-Mode a protection is available for a change into the standard surface (programming mode). Into the field *to exit TouchMode* a number combination can be entered which will be queried by exit the Touch-Mode. If this field remains empty no query occurs.

Settings – Quick buttons



Quick DMX-Channel select button specifies the settings for the 12 DMX-channel via quick access touch. For each button an own text can be assigned, in this picture e.g. Memory 1. The right arranged selection field shows which DMX-channel should be display by operating.

Settings – Groups



In the smaller left input field any description can be assigned to the group.

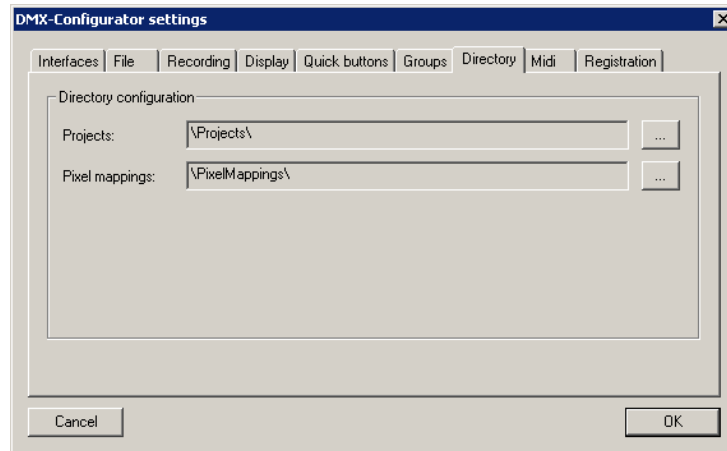
In the input field right next to the group description the channels must be entered which build a group. Thereby the separation is to do with a semicolon. One channel can belong to some groups.

Single channels will be declared in order e.g. 1;3;5 or 1-10.

Also RGB-pixel can be used in groups. In this case these must be entered with RGB (), e.g. RGB(1;3;5) or RGB(1-10).

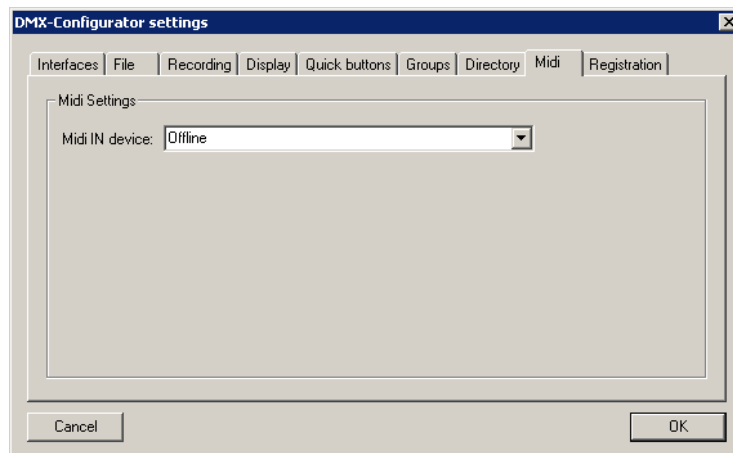
For the Masterdimmer the option ALL is available to integrate all channels.

Settings – Directory



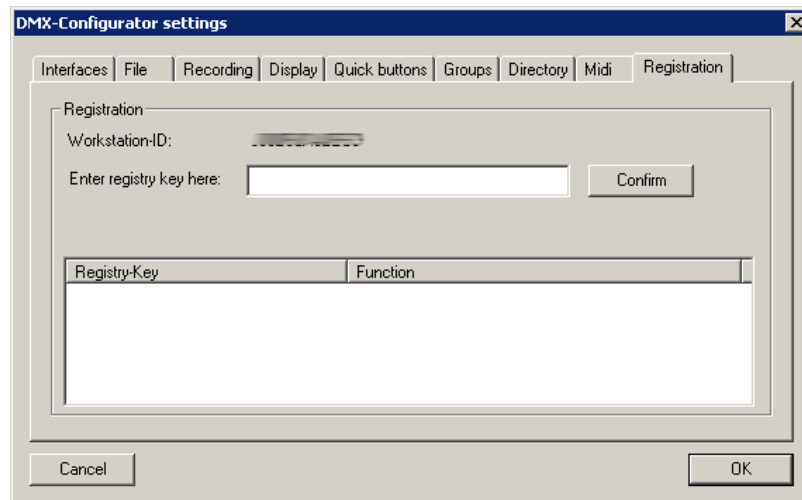
Here, the path specifications for the project file and the Pixel-Mapping-files must be done.

Settings– Midi



Via the Midi-interface it is possible to control the DMX-configurator. Thereby a command will be transmitted from the connected Midi-interface to the DMX-Configurator which will be done via the Midi-Event-Table. The Midi-device must be selected in the dialog *Application Settings/Midi* under *MIDI IN device*.

Settings – Registration



The image shows a screenshot of the 'DMX-Configurator settings' dialog box, specifically the 'Registration' tab. The dialog has a title bar with a close button. Below the title bar is a tabbed interface with the following tabs: Interfaces, File, Recording, Display, Quick buttons, Groups, Directory, Midi, and Registration. The 'Registration' tab is currently selected. Inside the tab, there is a 'Registration' section. It contains a 'Workstation-ID:' label followed by a text box with a dashed pattern. Below that is an 'Enter registry key here:' label followed by a text box and a 'Confirm' button. At the bottom of the registration section is a table with two columns: 'Registry-Key' and 'Function'. The table is currently empty. At the bottom of the dialog box are 'Cancel' and 'OK' buttons.

Registry-Key	Function
--------------	----------

The DMX-Configurator FREE version is usable with restrictions.
With registry keys these functions can be released.

Export projects

Created projects can be exported to use these with the Stand-Alone-replay.

2 kinds are to differ:

- For the DMX-Player with internal Stand-Alone-memory the projects must be transferred from the DMX-Configurator to the connected interface.
- For devices with SD-cards the projects will be exported as files for the according device. These generated files must be copied to the SD-card or exported directly to the SD-card.

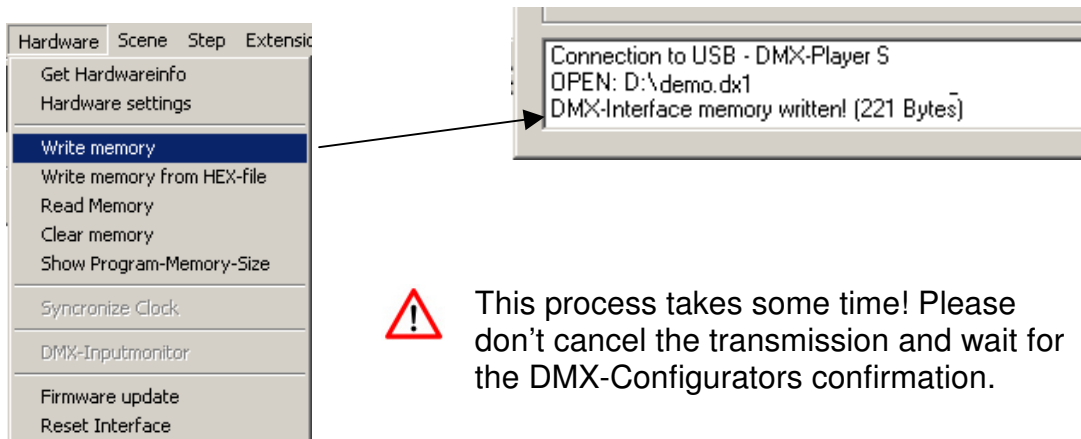
Export projects into the Stand-Alone-memory



**Only for the DMX-Player XS / DMX-Player S /
DMX-Player L / DMX-Player ONE**

The generated project can be written into the Stand-Alone-memory of one DMX-Player for a PC independent usage of the DMX-player (Stand-Alone-operation).

The projects transmission to the DMX-Player will be started under the menu item **Hardware** → **Write memory**.



This process takes some time! Please don't cancel the transmission and wait for the DMX-Configurators confirmation.

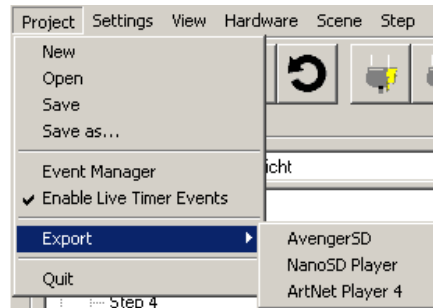
Export projects as hex-file

Export a created project will be needed to write the Stand-Alone-files to the EEprom-memory with an EEprom-programming device at a later time.

The created hex-file corresponds with the files which will be written in the Stand-Alone-memory during the transmission.

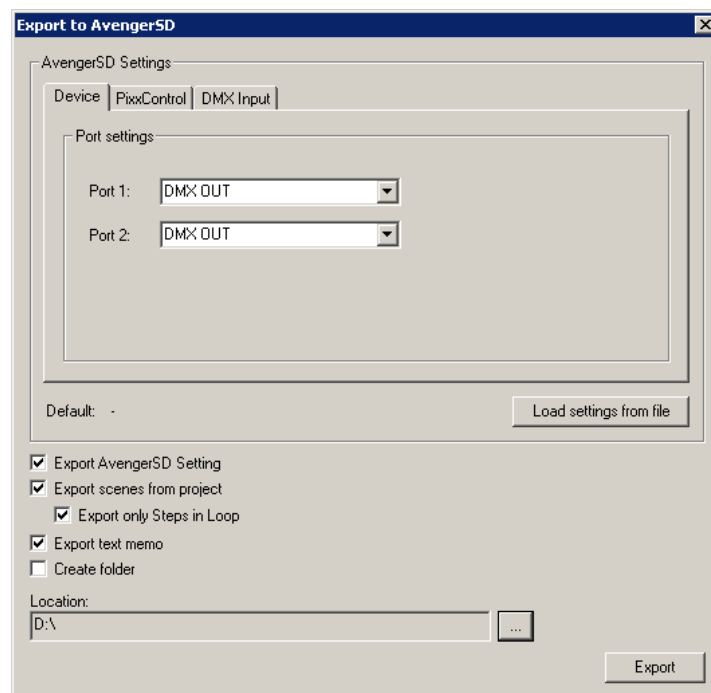
Export projects to SD-cards

The created project will be exported under the menu item **Project→Export** for the exported devices.



Export for AvengerSD

By selecting **Project→Export→ArtNet Player 4** a dialog opens in which the settings can be adjusted for the export.



The area **AvengerSD Settings** contains device settings for the AvengerSD. These will be explained on the following pages.

Load settings from File reads the device settings from an existing file which was created before. Please specify here the config.cfg file.

The markable export-possibilities specify which elements should be exported.

Export AvengerSD Settings	The device settings will be exported
Export scenes from project	The scenes containing in the project will be exported
Export only Steps in Loop	Only the steps containing in one Loop will be exported
Export text memo	A Memo.txt file will be exported
Create folder	Creates the exported files in a folder which is generated. This option allows storing the exported files for each project on a medium.

With **Location** the path can be declared where the exported files should be written.

Select here directly the SD-card and don't apply a folder to use the SD-card directly in the AvengerSD afterwards!

Export starts the export process.

AvengerSD Settings - Device

In the area **Port settings** the configuration for the outputs will be adjusted. The AvengerSD has 2 Ports which are configurable separately.

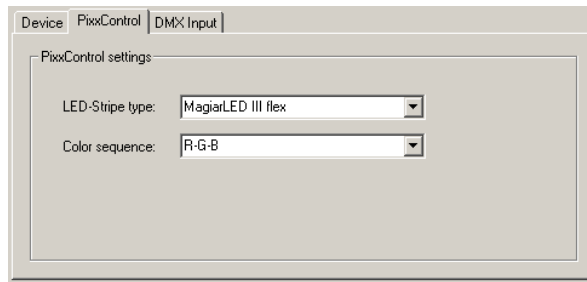
Port 1 is switchable as DMX-output (DMX-OUT) or as a connection for digital stripes (PIXX OUT).

Port 2 is switchable as DMX-output (DMX OUT) or as DMX-input (DMX IN).

The starting settings will be adjusted in the area **Power On defaults**.

Brightness shows the adjusted brightness after starting.

AvengerSD Settings - PixxControl

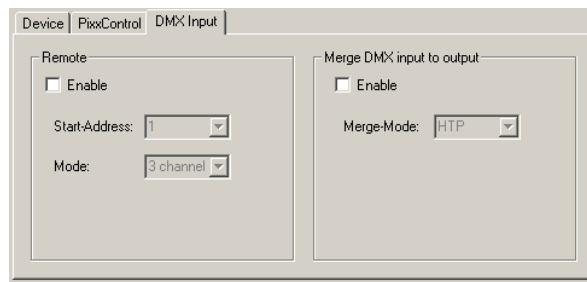


If Port 1 is configured as PIXX OUT you have to carry out the settings for the used digital LED stripe here.

LED-Stripe type determines the digital protocol

Color sequence determines the color order

AvengerSD Settings - DMX Input



If the Port 2 is configured as DMX IN the AvengerSD can use the DMX-input signal as remote control.

This function must be activated with **Enable**.

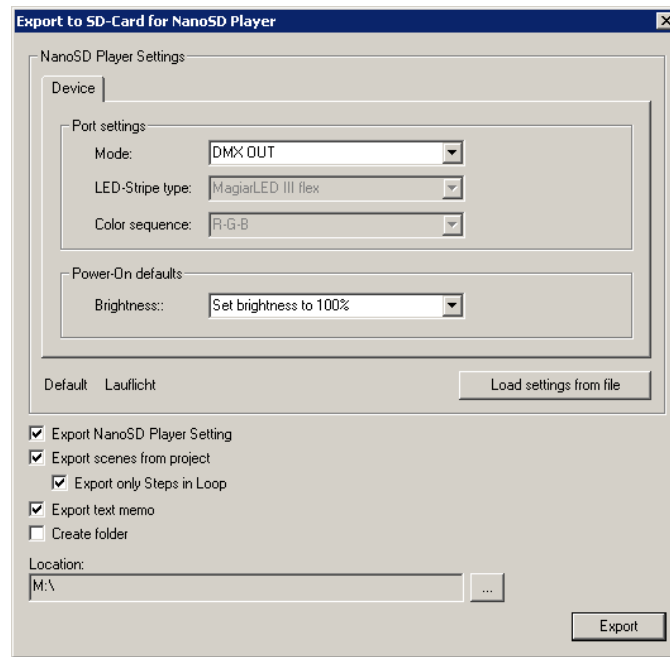
The starting address as well as the Mode must be adjusted. For the remote control the DMX-channels are assigned as follows:

DMX Channel	3 Channel Mode	6 Channel Mode
1	Program selection	Program selection
2	Speed	Speed
3	Brightness	Brightness
4		Filter R
5		Filter G
6		Filter B

The function **Merge DMX input to output** outputs together the DMX-input signal with the replayed scene at Port 1 (DMX OUT or PIXX OUT).

Export for NanoSD Player

By selecting in the menu **Project**→**Export**→**NanoSD Player** a dialog opens in which the settings can be done for the export.



In the area **NanoSD Player Settings** contains device settings for the NanoSD Player. These will be explained on the following pages.

Load settings from File reads the device settings from an existing file which was created before. Please specify here the config.cfg file.

The markable export-possibilities specify which elements should be exported.

Export NanoSD Player Settings	The device settings will be exported
Export scenes from project	The scenes containing in the project will be exported
Export only Steps in Loop	Only the steps containing in one Loop will be exported
Export text memo	A Memo.txt file will be exported
Create folder	Creates the exported scenes in a folder which is generated. This option allows storing the exported files for each project on a medium.

With **Location** the path is to specify where the exported files should be written. Please select directly the SD-card and don't create a folder to use the SD-card directly with the NanoSD Player afterwards!

Export starts the export process.

NanoSD Player Settings

In the area **Port settings** the NanoSD Players output will be configured.

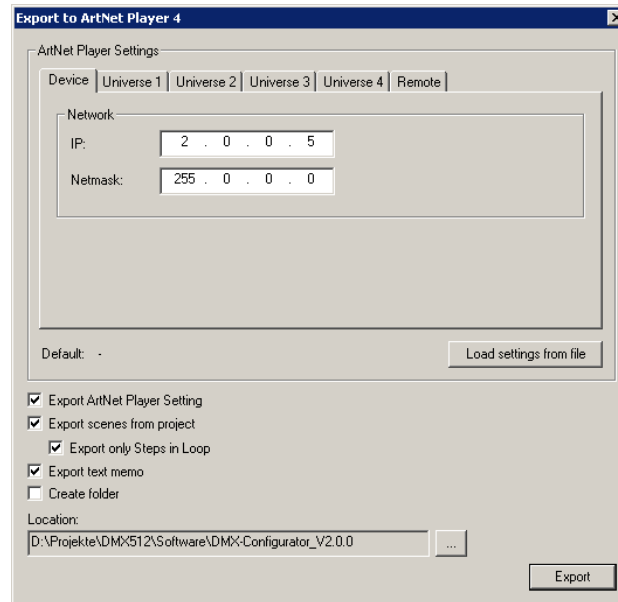
- Mode** specifies, if the output should output a DMX or a pixel signal.
LED-Stripe type determines the protocol for the connected pixel stripe.
Color sequence determines the color order.

Within the area **Power On defaults** the start settings can be configured.

- Brightness** shows the brightness which is adjusted after starting.

Export for ArtNet Player 4

By selecting the menu item **Project**→**Export**→**ArtNet Player 4** a dialog opens within the settings for the export can be adjusted.



The area **ArtNet Player Settings** contains device settings for the ArtNet Player. These will be explained separately on the following pages.

Load settings from File reads the device settings from an existing file which was created before. Please specify here the config.cfg file.

The markable export-possibilities specify which elements should be exported.

Export Artnet Player Settings
Export scenes from project
Export only Steps in Loop

Export text memo
Create folder

The device settings will be exported
The scenes containing the project will be exported
Only the steps containing in one Loop will be exported
A Memo.txt file will be exported
Creates the exported files in a specific generated folder. This option allows storing the exported files on a medium for each project.

With **Location** the path is to specify where the exported files should be written.

Please select here directly the SD-card and don't create a folder to use the SD-card directly in the ArtNet Player!

Export starts the export process.

ArtNet Player Settings – Device

The screenshot shows a software window titled 'ArtNet Player Settings – Device'. At the top, there are six tabs: 'Device', 'Universe 1', 'Universe 2', 'Universe 3', 'Universe 4', and 'Remote'. The 'Device' tab is currently selected. Below the tabs, there is a 'Network' section. It contains two input fields: 'IP' with the value '2 . 0 . 0 . 5' and 'Netmask' with the value '255 . 0 . 0 . 0'.

Here, the IP and the Netmask of the ArtNet-Player is adjustable.

ArtNet Player Settings – Universe 1-4

The screenshot shows a software window titled 'ArtNet Player Settings – Universe 1-4'. At the top, there are six tabs: 'Device', 'Universe 1', 'Universe 2', 'Universe 3', 'Universe 4', and 'Remote'. The 'Universe 1' tab is currently selected. Below the tabs, there is a 'Use Broadcast' checkbox which is unchecked. Below that is a 'Destination IP' field with the value '2 . 0 . 0 . 10'. Further down is the 'ArtNet parameters' section, which contains three dropdown menus: 'Net' (0 (0x00)), 'SubNet' (0 (0x00)), and 'Universe' (0 (0x00)).

The settings within the tab universe 1 – 4 refer to the ArtNet-output of the ArtNet Player 4. For each universe the default IP (Destination IP) as well as the ArtNet-parameter **Net**, **SubNet**, **Universe** are to specify.

ArtNet Player Settings – Remote

The remote-settings for the ArtNet-Player 4 can be adjusted here.

The remote control is possible via ArtNet, DMX or App.

The settings must be done for the ArtNet and the DMX-remote control.

The starting address as well as the Mode must be adjusted. For the remote control the DMX-channels are assigned as follows:

DMX Channel	3 Channel Mode	6 Channel Mode
1	Program selection	Program selection
2	Speed	Speed
3	Brightness	Brightness
4		Filter R
5		Filter G
6		Filter B

Licensing

The DMX-Configurator is usable with restrictions in the FREE version as shown in the following table.

The DONGLE-Version needs an USB-Dongle which presumed an available USB-slot. The dongle can be used with several computers and so it is easy applicable for service purposes.

The WORKSTATION-Version is bounded to one computer and is not transferable. There is no USB-slot necessary.

	FREE Version	DONGLE Version	WORKSTATION Version
DMX-OUT Universes	8	16	16
DMX-IN Universes	8	16	16
Number of scenes	250*	250	250
Number of steps	unlimited	unlimited	unlimited
Touch Mode	Time limited	unlimited	unlimited
PC independent	YES	YES	NO

* = By using the Multi-Universe-Configuration up to scene 3, there will be no output signal outputted. Scenes 1 and 2 will be replayed without restrictions.

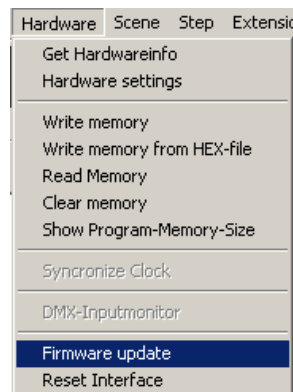
Special functions

Transfer a new Firmware

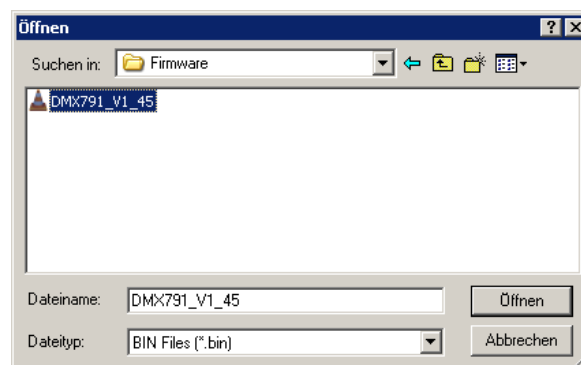


This function will not be supported for all interfaces!

For transferring a Firmware from the DMX-Configurator directly to a connected DMX-Interface (e.g. DMX-Player S) please select the menu item **Hardware**→**Firmware update**.



Now, you select the file with the transferred Firmware and confirm the entry.



This process should **not** be interrupted! Please wait until the DMX-Configurator messages **before** starting another action.

Versions-history

V2.0

- Multi-Interface support
- Support up to 16 OUT and 16 IN universes
- ArtNet-Support
- Record-Function
- Export for ArtNet-Player 4
- Export for AvengerSD
- Export for NanoSD Player
- ArtNet sync recording
- Event-Manager
- Midi-Control with Midi-Learn-Function
- Touch-Mode
- Adjustable language English / German

V2.0.3

- Flash-Function added
- Free Selection in group selection
- Scene-Wizard (BETA)

V2.0.4

- Touch-Mode revised
- Batch-editing



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