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STUDIO ELECTRONICS



DMX-remote.jar

*Remote Software for DMX12/16/32/64
Digital Audio Patchbay*

WINDOWS, MAC OS X and LINUX

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*Remote Software for DMX12/16/32/64
Digital Audio Patchbay*

*Java application by
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DMX-remote, a JAVA based application

The *DMX-remote* is a JAVA based application. Java 1.06 or later must be installed before you start the *DMX-remote* software. A free download of JAVA is available at <http://java.com>.

DMX-remote using MIDI sysex or MIDI events

The *DMX-remote* software offers two modes for MIDI data transmission:

mode-A

in *mode-A* MIDI sysex data is sent to the DMX hardware.

mode-B

in *mode-B* MIDI events are sent to the DMX hardware.

- *mode-A* only works on PC.
- only *mode-B* can be used with MAX OS X.
- *mode-B* is recommended for PC too, to avoid problems with MIDI sysex and USB MIDI interfaces,

DMX-remote and WINDOWS

DMX-remote **mode-A** may be used with WINDOWS. This sends MIDI sysex data to the DMX hardware. *mode-A* works fine as remote control for the matrix, but when sending MIDI DUMP some USB MIDI interfaces may transmit faulty data. Please check data in the DMX hardware after MIDI DUMP, even when the DMX hardware displays 'o.k.'.

DMX-remote **mode-B** is recommended for a save data transmission on PC.

Please take note, that you need our **USB DMX** interface to control older DMX hardware units (firmware release before 8.1) using *mode-B*. This interface converts the new data format to the former used MIDI-sysex format.

DMX-remote and MAC OS X

Only DMX-remote **mode-B** can be used with MAC OS X.

Please take note, that you need our **USB DMX** interface to control older DMX hardware units (firmware release before 8.1) with this software. This interface converts the new data format to the former used MIDI-sysex format.

DMX-remote and MIDI CONNECTION

The DMX-remote sends data from your computer to the DMX hardware. The DMX-remote software can not receive data from the DMX hardware. You may use any type of MIDI port: DIN or USB.

You may control the DMX hardware using the DMX-remote software, or you may recall programs from the DMX hardware memory by sending MIDI program change commands.

IMPORTANT

Disable any MIDI filter or data modification in your MIDI interface.

MIDI "running mode" must be disable, when using the DMX-remote mode-B.

*Please take note, that you need our **USB DMX** interface to control older DMX hardware units (firmware release bevor 8.100) when using the DMX-remote in mode-B.*

Installation

Java 1,6 or later must be installed, before you start the DMX-remote software the first time.

A MIDI interface should be installed before you start the DMX-remote. No further installation is needed.

Create a folder and download the "DMX-remote.jar" application from our website to this folder.

*After a first configuration of the DMX-remote software all data must be saved with **SAVE PRESETS**.*

FIRST STEPS

Start the *DMX-remote.jar* with a mouse-click. After first start some adjustments must be made:

SYSTEM

- Open the *SYSTEM* menu and select the size of your hardware system: 12... 64

MODE

- Open the *MODE-SELECT* window and select *mode-A* (PC only) or *mode-B* (MAC or PC).

WINDOW SIZE, LOCATION

- Select *OPEN MATRIX* in the matrix menu, adjust the window size for a best view of the matrix.
- Select *OPEN PRESET LIST* in the presets menu, set the location of that window.

MIDI DEVICE, ID NUMBER

- Open the *MIDI* menu and select *MIDI DEVICE*.
Select the MIDI interface, where the DMX hardware unit is connected.
If the desired MIDI interface is not yet connected, you must restart the DMX-remote after connecting the MIDI interface.
- Open the *MIDI* menu and check the *ID NUMBER*r (fixed to 01).
Select the same ID number in the DMX hardware (default = 01).
- Open the *PRESETS* menu and select *SAVE PRESETS*,
Save presets using the standard file select box. This saves all settings.

OPERATION

ENTER DEVICE NAMES

For best overview first enter the names of all connected devices.

- Open the *Devices* menu and select *Enter Device Names*.
- Click onto the first *Source* label and enter the name for that device.
- Press ENTER to select the next device.
or select the next device with a mouse click, ... and so on.

Since many devices are connected as source and as destination you may copy source names to empty destination name labels. Destination names entered before the copy procedure will not be overwritten.

- Open the *Devices* menu and select *Copy Sources to Destinations*.

NOTE: Names are saved whenever you save the *Matrix* or the *Presets* to a file.
you may save various files, each with different PRESETS and different name lists
it is recommended to create folders for DMX32 PRESET files and DMX32 MATRIX files

- Open the *Presets* menu and select *Save Presets* to save the device names now.

MATRIX

Select *Open Matrix* in the *Matrix* menu. Move the mouse cursor across the matrix field to select any source and any destination. Source and destination numbers and names are displayed on the left side as well as the selected preset, when a preset was loaded to the matrix.

Use the left mouse button to create or delete patches.
Use the right mouse button to open the MOUSE MENU.

FILE HANDLING

Matrix and preset list can be saved and loaded with a standard file select box.
It is recommended to create folders for the DMX preset and matrix files.

CREATING PATCHES

Move the mouse cursor across the matrix field to select any source and any destination.

- A mouse click connects source and destination, a dot is displayed.
- Select another source and another destination, and connect those with a mouse click.
- Select a different source for an existing connection and click to changes the connection.
- Clear an existing connection with a mouse click onto the dot.

NOTE: One destination can be connected to only one source, while one source can be connected to various destinations.

TRANSMISSION

The *DMX-remote* offers two modes for MIDI data transmission to the DMX hardware unit.

Open the *MIDI* menu, go to *Transmit* and select

- *Transmit immediately (default)*
- *Transmit manually*

When *Transmit immediately* is selected, MIDI data is transmitted whenever a change is made in the matrixfield and the hardware unit follows any change (this mode is selected as default mode). When *Transmit manually* is selected the automatic data transmission is disabled (the *Transmit* button turns to red). A complex setup can be programmed patch by patch, before finally a click onto the *Transmit* button releases the MIDI data transmission and changes the patch in the hardware unit.

NOTE: You may click onto the *Transmit* button or press the "T" key of the computer keyboard at any time to transmit the matrix content via MIDI to the DMX hardware unit.

SAVE MATRIX TO FILE

Once a setup is complete the matrix can be saved to a file using a standard file select box. The file saves all connection, source and destination names the MIDI port and the ID number.

- Select *Save to File* in the Matrix menu use the standard file select box.

LOAD MATRIX FROM FILE

- Select *Load from File* in the Matrix menu use the standard file select box.

SAVE MATRIX TO PRESET

- Select *Save to Preset* in the Matrix menu. This saves the matrix into a list of 50 preset, whereby you can enter a name.
- press ENTER, or click onto the OK button to confirm

PRESETS

Up to 50 matrix configurations can be saved into the preset list. Once various configurations are in the preset list the matrix can be loaded just with a mouse click onto any label in the preset list. The matrix window may be open or closed.

The mode of MIDI transmission is set to *Transmit immediately*, and MIDI data is transmitted.

SAVE PRESETS

- Select *Save Presets* in the *Preset* menu.

this saves all 50 presets, source names and destination names, the selected MIDI port and selected ID number to a file, using a standard file select box.

LOAD PRESETS

- Select *Load Presets* in the *Preset* menu.

this loads all 50 presets, source names and destination names, the selected MIDI port and selected ID number from a file, using a standard file select box.

APPLE

JAVA

OSX

LINUX

MAC

WINDOWS

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DMX-remote.jar

User's Manual

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