

Preface

This software, to be used with PC-DMX interfaces, was inspired by an existing light-control desk, SGM Studio 24/48. It can act as a classic 2-scene preset console or a memory console with submasters and 24-page memory. The interfaces supported by this software are:

OXSID USB2DMX (http://www.whoow.org/people/Jean-Marc.Lienher/usb2dmx/index_en.html)

Enttec Open DMX USB (<http://www.enttec.com/dmxusb.php>)

Kristof Nys 64 ch. Interface (<http://users.skynet.be/kristofnys>) (only DMX Studio 64)

Manolator 256 ch. (<http://www.freedmx.com>)

Velleman K8062 (<http://www.velleman.be>)

“DMX Studio”

DMX Studio 64 can operate in Double Preset Mode (classic Scene A, Scene B, Crossfade) or in Single Preset Mode. DMX Studio 512 has not the Double Preset Mode (it would be very difficult to operate by hand on 512 channels); when you are working with DMX Studio 512 you can choose to use 512, 256, 128 or 64 channels. The functions “A/B Go”, “B rst” (scene B reset) and the “Crossfader” work only in Double Preset Mode; “Link” and “L rst” (Link reset) work only in Single Preset Mode. The other functions are available in both modes.

Functions “**1-16**”, “**17-32**”, “**33-48**”, “**49-64**”: to be pressed to switch and operate on all channels (16 channels at time are visible in double preset mode). In Single Preset Mode 32 channels at time are visible (so the buttons become “**1-32**” and “**33-64**” in DMX Studio 64; in DMX Studio 512 there are 16 buttons to choose up to 512 ch.).

Function “**A/B Go**” (only DMX Studio 64): there are two ways to crossfade from Scene A to Scene B or vice-versa: by hand, acting on Crossfader, or automatically, first setting a crossfade time by “A/B Timer” and then pressing the button “A/B Go”. **These two ways are exclusive each other:**

when “A/B Timer” has a value greater than 0 (zero), the Crossfader is disabled and only the button “A/B Go” can be pressed to crossfade from scene A to scene B, or vice-versa; but if you want to set a crossfade time, the Crossfader’s value must be “0” or “100” (completely turned up or down) or you won’t be able to operate on “A/B Timer”. (When you are acting by hand and the Crossfader has an intermediate value, the led on the button “A/B Go” and the label “A/B Go” are red).

When it’s possible to set a value for crossfade time (Crossfader’s value is “0” or “100”), the label “A/B Go” becomes grey. The crossfading can be paused by pressing the button “**Pause**”.

Function “**Solo**”: when active, the flash buttons work in subtractive mode; the pressed one produces a “flash” (depending on FlashMaster level), while the other channel are turned off. When inactive, flash buttons work in classical additive mode.

Function “**Link**”: when active, the selected flash button makes the channel independent from the active Submaster and put it under Scene A Master control. This function is useful to add or to subtract more than one channel at time in memorized scenes during the live-show. In DMX Studio 512 there is only Scene A: so “Master A” has been changed in “Link Master”

Function “**L rst**” (link reset): it reset all “linked” channels

Function “**On-Off**”: when active, the selected flash button turns the channel on or off ; the channel’s level will depend only on GrandMaster level.

Function “**Pan**”: when active, the selected flash button makes the channel depending on the control of a joystick or a gamepad (if present) for “pan” movements of “intelligent lights” made “by hand”.

Function “**Tilt**”: when active, the selected flash button makes the channel depending on the control of a joystick or a gamepad (if present) for “tilt” movements of “intelligent lights” made “by hand”.

(The function buttons “Solo”, “Link”, “On-Off”, “Pan” and “Tilt” are exclusive each other)

Function “**A rst**” and “**B rst**”: by pressing this buttons all the relative Scene Sliders will be set to “0”. “A rst” functions in boths modes.

Function “**Double Preset**”: to switch from Double Preset Mode to Single Preset Mode and vice-versa.

Function “**Mem**”: DMX Studio 64 and DMX Studio 512 memory is based on 24 Pages; each Page contains 24 Submasters. So 576 scenes can be memorized and saved. The 64 (512) channels’ levels composing a scene are memorized in a Submaster . Every Submaster’s level depends on its own slider, on SubMaster and on GrandMaster. You can switch on a certain Page by pressing one of the 24 buttons “**pages**”; to pass from a scene to another you can press one of the 24 buttons “**submasters**”. A crossfade time can be set by “Subm Timer”. If button “**memo time**” (submaster memorized time) is active the memorized time value will be used (see below, function “MemoTime”). Use the function “Mem” to memorize scenes. For example: channels 1, 2, 3, in Page 1, Submaster 1:

- 1 - When DMX Studio starts Memory Page n. 1 is set. If you want, you can choose another Page.
- 2 - push “Mem” button

3 - push Submaster button n. 1

4 - set channels 1, 2, 3 at the desired level. Set “Subm Timer”

5 - push “**Grab**” button. Now the scene is memorized. We are ready to memorize a new scene on a new Submaster. At least we will save on disk our show (File/Save). Note: the real DMX values are memorized.

Function “**Last**”: when programming a new scene, this button recalls the last “memorized” one.

Function “**S.Del**”: this button will delete the active Submaster (the next one will take the place of the deleted one in active Page and so on).

Function “**M.RST**” (memory reset): this button will reset the memory of DMX Studio without affecting any saved file on HD. After you have deleted internal memory you can memorize new scenes and “save as” your new show-file.

Function “**Subm Flash**” (Submaster Flash): when active, the pushing of a Submaster button will provoke a subtractive flash (level depending on Submaster slider, on SubMaster and on GrandMaster) of all channels associated (memorized) in that Submaster.

Function “**Chase**”: the pushing of this button will obtain the activation of the chaser:

by pushing “Chase” with the **left** mouse button:

1 – press a first time button “chase” to activate the function;

2 – choose a page and a submaster (by their own button): this will be the first of the chase-sequence (the previous used one is assumed as default)

3 – press “Chase” again

4 – choose a page and a submaster that will be the last of the chase-sequence (the the previous used used one is assumed as default)

5 – press “Chase” again to start chaser.

by pushing “Chase” with the **right** mouse button:

Chaser starts assuming the previous used submasters as first and last of the chase-sequence

Chase-Rate can be adjusted with the Chaser-Rate Slider and can be combined with “Subm Timer” to obtain faded outputs. When Chaser is combined with “Subm Timer”, it’s only possible to change Page or exit from Chaser.

Function “**Subm. Rst**”: it sets all the Submasters’ sliders to “0” (zero) position

Function “**Subm. All**”: it sets all the Submasters’ sliders to “100” position

Function “**Next**”: it works like a “by hand” chaser. When it reaches the last Submaster on a Page, the first Submaster of the next page is chosen.

Function “**Memo Time**”: when a scene is memorized on a Submaster, also current set time is memorized. During scenes-playback, we can either use the memorized time (pushing this button) or we can set different crossfade times using “Subm Timer”. The crossfading can be paused by pressing the button “**Pause**”.

“**Refresh Rate**” slider: use this slider to change the value of refresh rate of the DMX interfaces

“**Monitors**”: by clicking on one of the “leds” composing “Monitors” in “chan.” and “value” will be displayed the number of the selected channel and its own current value.

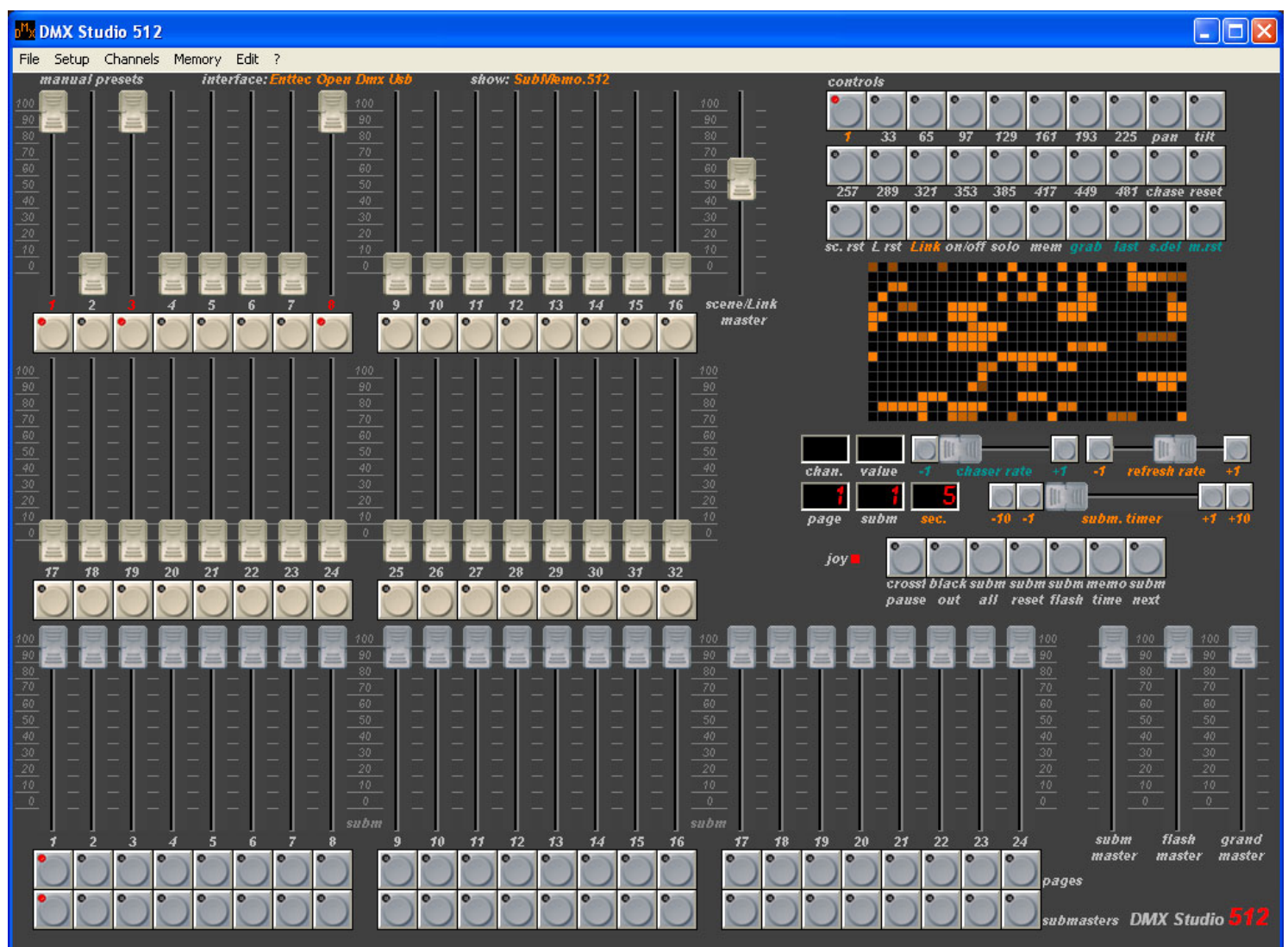
Since ver. 9.5.2.: when program is terminated, it will “remember” the last used show-file and the last used DMX interface; DMX Studio 512 “remembers” the number of used channels too. Since ver. 9.6.0 it will “remember” the number of submasters used as first and last of the chase-sequence.

Buttons’ labels colours:

- Grey: function inactive but it can be activated (stand by)
- Orange: Function Active (pressed)
- Blue: function not available
- Red: function not available cause of other incompatible active function

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(screenshot of “DMX Studio 512”)