

FRIEND-CHIP,

STUDIO ELECTRONICS



DMX-remote.jar

*Remote Software for DMX 64.32.16.12
Digital Audio Patchbay*

WINDOWS, MAC OSX and LINUX

DMX-remote.jar

Remote Software for DMX 64.32.16.12
Digital Audio Patchbay

Java application by Hagen Möbius

DMX remote.jar BASICS

Thanks to SUN Microsystems Inc. we have JAVA. Programs written in *Java* programming language run on any system, which have JAVA installed.
JAVA is available for WINDOWS, UNIX and SOLARIS. Apple MAC OSX has Java already implemented.

JAVA and WINDOWS

Get the latest JAVA update from SUN Microsystems and download the "jre" runtime environment. Please visit our website and follow the links "downloads for windows" on:

www.friend-chip.de/support.htm

Finally create a folder and copy the DMX-remote-xx.jar from our website.

JAVA and MAC OSX

MAC OSX has JAVA already implemented. Unfortunately the access to MIDI hardware is not correct in this implementation. Thanks to MANDOLANE this problem can be fixed !

Get the latest update from Apple for your MAC OSX first.
Then visit our website and follow the links "downloads for MAC" on:

www.friend-chip.de/support.htm

Finally create a folder and copy the DMX-remote-xx.jar from our website.

DMX-remote.jar MIDI CONNECTION

At least one MIDI output port must be available in your system.

The JAVA runtime environment must be installed for WINDOWS and LINUX.

The download from MANDOLANE must be installed for MAC OSX for correct access to MIDI ports.

Under certain circumstances it may be necessary to start the DMX-remote.jar before the digital audio or MIDI recording software.

FIRST STEPS

After the installation is complete it is recommended to do some adjustments. This is necessary only once, since all settings are saved for the next start of the DMX-remote remote software. Start the DMX-remote.jar now.

WINDOW SIZE, LOCATION

- click onto SYSTEM SIZE and select 12, 16, 18, 32, or 64
- 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, adjust size and location of that window.
- Select *Enter Device Names*, adjust size and location of that window.

MIDI DEVICE, ID NUMBER

The DMX-remote remote sends MIDI sysex messages to the DMX hardware unit. Therefore a MIDI port must be selected for transmission. The sysex message is coded with an ID number. The same ID must be selected in the DMX-remote remote software and in the DMX hardware unit (default: 01).

- Open the *MIDI* menu and select *MIDI Device*.
Select the MIDI device, where the DMX unit is connected.
- Open the *MIDI* menu and select *ID Number*.
Select the same ID number as selected in the DMX hardware .

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-remote preset and matrix files.

MENU

The DMX-remote remote software offers various features and functions. Please refer to the following list for details.

SYSTEM SIZE	12, 18, 32, 64	defines the size of the DMX system.
MATRIX	<ul style="list-style-type: none"> Open Matrix Load from File Save to file Save to Preset Clear Matrix 	<ul style="list-style-type: none"> opens the matrix window loads a file into the matrix saves the matrix to a file saves the matrix to the preset list clears the matrix content
PRESETS	<ul style="list-style-type: none"> Open Preset List Load Presets Save Presets Clear Preset List Edit Preset Names 	<ul style="list-style-type: none"> opens the preset list window loads 50 presets from a file saves the preset list to a file clears the preset list allows you to enter preset names
DEVICES	<ul style="list-style-type: none"> Enter Device Names Copy Sources to Devices Clear Device List 	<ul style="list-style-type: none"> opens the list of devices and allows you to enter names for the 64 sources and 64 destinations copies names from the source list to the destination list, useful when device names are equal clears the device list

MIDI	MIDI Device	selects the MIDI port for sysex transmission
	ID Number	selects an ID number, which must be the same as in the hardware unit
	Dump	transmits all data device names and all 50 to the DMX hardware
	Transmit	selects "ransmit immediately" or "manually" hit the TRANSMIT button for transmission
WINDOW	Matrix	brings the selected window to the top
	Devices	
	Presets	
Reset Position	locates all windows to the top	
RIGHT MOUSE KEY	Load from Preset	direct access with right mouse key
	Load from File	
	Save to File	
	Save to Preset	
	Clear Matrix	

OPERATION

SYSTEM SIZE

Select the SYSTEM SIZE before you do any programming.

- Open the SYSTEM SIZE menu and select the size of your system.
- When the matrix field is on display, you see all changes.

NOTE: data in the matrix field and the preset list are cleared, when changing the system size. Save presets and/or matrix to a file before changing system size.

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.

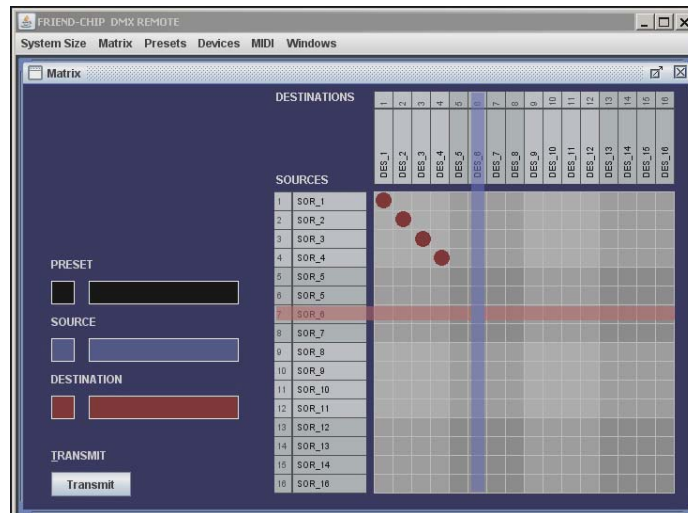
- Open the *Devices* menu and select *Copy Sources to Destinations*.

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 DMX PRESET files and DMX 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 is loaded to the matrix.



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 cross point dot.

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

TRANSMISSION

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

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

- *Transmit immediately*
- *Transmit manually*

When *Transmit immediately* is selected, MIDI data is transmitted whenever a change is made in the matrix and the patch in the hardware unit follows any change (this mode is selected as default mode). When *Transmit manually* is selected you may program a complex setup patch by patch, before finally a click onto the *Transmit* button changes the patch in the hardware unit.

NOTE: You may click onto the *Transmit* button at any time to transmit the matrix content via MIDI to the DMX hardware unit.

FILE OPERATIONS

Matrix and preset lists can be saved to files. It is recommended to create a folder for all DMX files. Save and load operations use a standard file select box.

NOTE: The file select box adds the file extension '.mat' for matrix files and '.pre' for preset files. If folders are not displayed change to 'display any file'.

Name and path of the loaded file are displayed at the windows top line.

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 connections, source and destination names, the MIDI port and the ID number.

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

LOAD MATRIX FROM FILE

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

NOTE: The file select box adds the file extension '.mat'. If folders are not displayed change to 'display any file'

SAVE MATRIX TO PRESET

After a matrix configuration is programmed, it can be saved as a file (see above) or it can be added to the Preset list. Once a configuration is in the Preset list, the matrix can be reloaded just with one mouse click onto the label in the Preset list.

- Select *Save to Preset* in the Matrix menu
- Select the Preset number
- Enter a name
- Press ENTER, or click onto the OK button to confirm preset number and name.

NOTE: you must save PRESETS before you close the DMX remote (see below).

EDIT PRESET NAMES

Preset names are entered, whenever the Matrix is saved to the Preset list, or by opening:
EDIT PRESET NAMES

- Select *EDIT PRESET NAMES* in the Preset menu.
- Click onto any preset label.

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.

If you want to use that list of PRESETS you must save the Presets before you close the DMX remote.

SAVE PRESETS

- Select *Save Presets* in the *Preset* menu to save 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 to load 50 presets, source names and destination names, the selected MIDI port and selected ID number from a file, using a standard file select box.

NOTE: The file select box adds the file extension '.pre' for preset files.
If folders are not displayed change to 'display any file'.
Name and path of the loaded file are displayed at the windows top line.

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DMX-remote.jar

User's Manual

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