



Afterglow DMX512 Lighting Control Interface



DMXControl Software Installation Guide

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1. INTRODUCTION

DMXControl is a software tool, which gives you complete control over your light show. With this program you can control any DMX enabled equipment from a computer with only a minimal knowledge of the DMX concept.

1.1. Conditions of Use

The authors accept no responsibility for any damage that arises from the use of the DMXControl software.

1.2. Supported Operating Systems

DMXControl has been tested with:

- Windows XP
- Windows 2000
- Windows ME

However, with proper installation DMXControl should also run on Windows 98.

1.3. Hardware Installation

Connect the Afterglow interface to a vacant serial or USB port on your computer, connect the DMX cable to the interface and connect the power supply (if required).

1.4. System requirements

We recommend the following specifications:

To control simple scenes, a minimum of:

- 200Mhz PC
- Screen resolution of 1024x768 pixels

To use audio control, a minimum of:

- 800Mhz PC
- Screen resolution of 1024x768 pixels

DMXControl can be run on lower specification computers, however please remember that DMXControl must communicate with the DMX devices in real time and keep the effects in sync.

Lower resolution screens can be used, however a resolution of 1024x768 pixels will allow you to see all of the most important tools on screen at the same time.

Performance is dependent on the number of devices used and their activity i.e. how large the load is on the DMX protocol. Software audio players often uses up to 60% of system resources, therefore to avoid delays in the processing and I/O system you must adequately specify the PC and avoid parallel applications i.e. background programs like viruses checkers. We also recommend that you switch off all power savings functions.

Midi remote control and joystick control are optionally supported.

2. INSTALLATION

To minimise the risk of encountering problems, please read and follow the instructions in this manual thoroughly.

2.1. Installation of DMXControl

DMXControl is installed using an automatic installation program.

To install DMXControl:

- Close all Windows applications.
- Start the DMXControl Setup from the CD and follow the onscreen instructions.
- During the installation you will be asked to:
 - Determine the directory for installation

Under this directory the following subdirectories are automatically generated.

"Devices" (for device configuration files and icons)
 "Projects" (for your shows)

 - Choose whether you would like DMXControl to added to the *Start>Programs* menu.
 - Choose whether you would like a DMXControl icon to be placed on your desktop.
 - Confirm this information and start of the installation
 - Finish and optional start of DMXControl
- When starting DMXControl the connection with the Afterglow DMX interface is tested.

If you do not have a DMX interface, you can still use the program to get an impression of its functionality.

If an error message appears with an installed afterglow DMX interface, please follow the steps in Chapter 2.3.

2.2. Update and Un-installation

For version-updates, please follow the instructions for a new installation (Chapter 2.1).

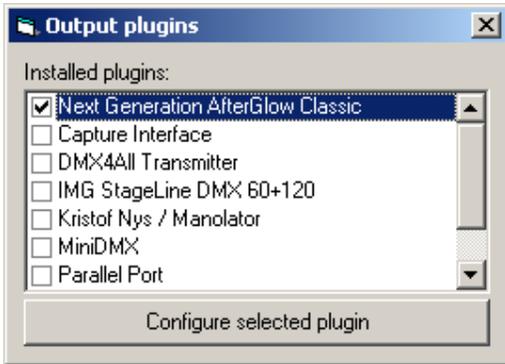
To uninstall DMXControl, use the Installer program and select "uninstall" or use the Windows system program "Add/Remove Programs" control panel.

2.3. Configuration of DMX transmitters

When your Afterglow DMX interface has been installed successfully, you must select the device under DMXControl.

Action	Menu item	Result
Step 1: Select the correct Plugin appropriate the DMX interface (usually Afterglow DMX transmitter).	<i>Configuration>Output Plug-ins</i>	DMXControl outputs the DMX signals through the hardware interface
Step 2: Select your configuration options and enter the correct values.	<i>"Configure selected Plug-in" Button</i>	DMXControl is configured to control and optimise DMX software output.

Step 3: Close the window.		The configuration process is finished.
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2.3.1 DMXControl can also optionally be used with the Visualisation software from Capture Sweden www.capturesweden.com

To connect the Capture interface

Use this screen to enter the IP address of your Capture computer.



2.4. Installation of input devices

2.4.1 The keyboard control DMXControl allows you to use global keyboard inputs.

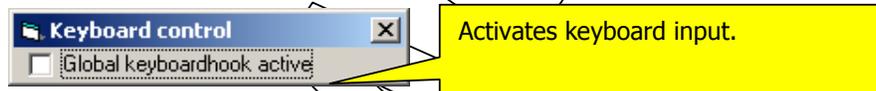
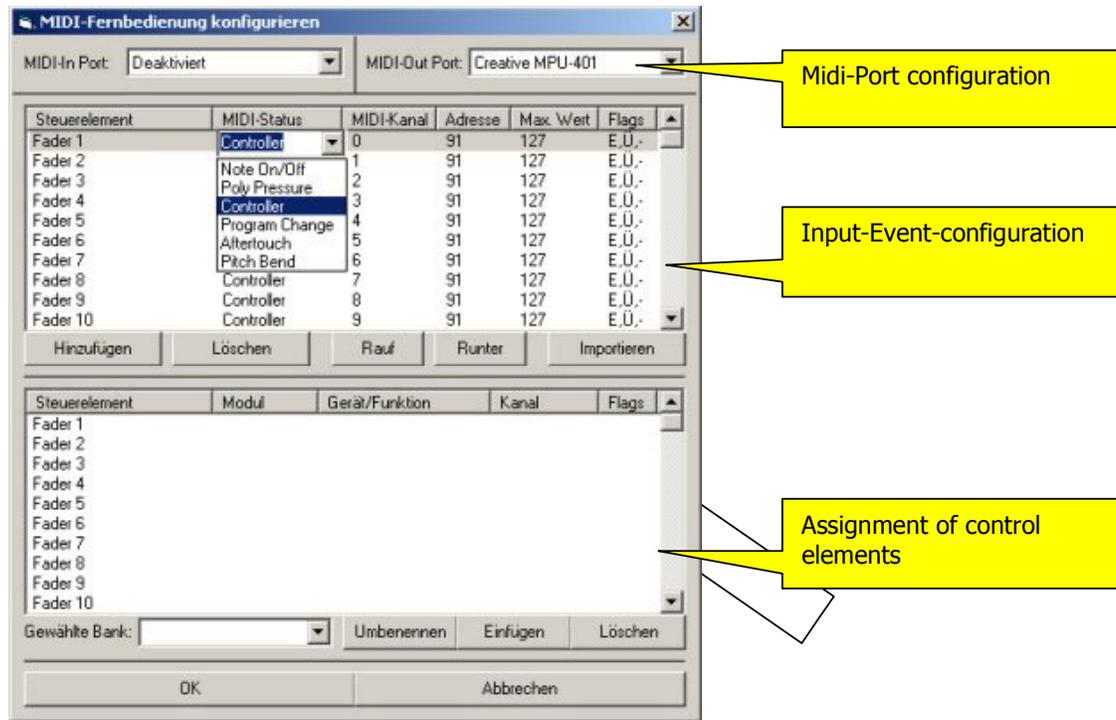


fig. 1: Activation of keyboard control

Action	Menu item	Result
Step 1: Mark the checkbox	Window > Keyboard Input	You can activate/deactivate the keyboard control.

2.4.2 Installation of Midi remote control

The Midi remote control (optional) allows you to use real sliders and switches instead of using a mouse and keyboard. It is even possible to start certain control operations from your midi keyboard.



MIDI remote control

The configuration window for the MIDI remote control is divided into 3 sections:

- Midi port configuration
- Input Event configuration and
- Allocation of the control elements

Midi port configuration: This is controlled by Windows system control. From here you can select from the available ports.

Input Event Configuration: You define your own control elements via different MIDI events. MIDI events and channels can be selected from the dropdown lists.

You can also load a configuration with from an external XML file as a remote control definition. The syntax of the XML file corresponds to the Cubase-output format.

Control Elements: Here you connect the defined control elements with their DMX Control functions (modules), devices and their DMX channels, which you can select from the dropdown list.

2.4.2 Joystick control

You can steer your movable devices using a joystick, providing you have defined this in a suitable device configuration. The joystick can also be activated at run time.

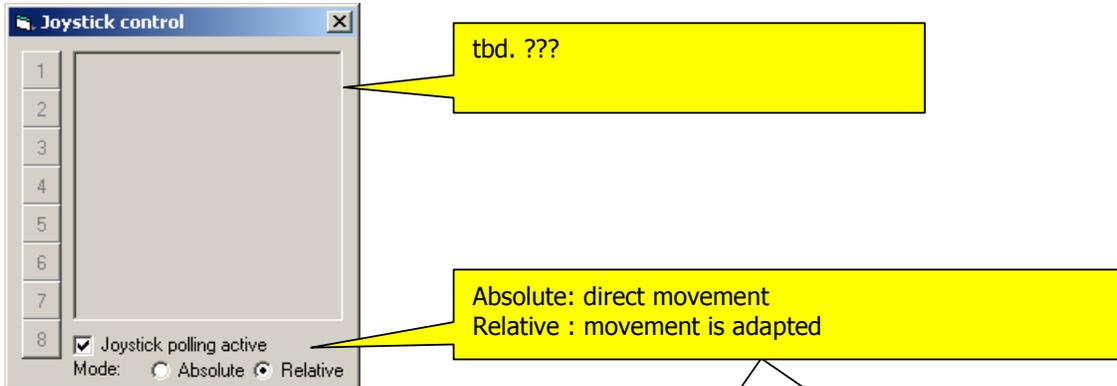
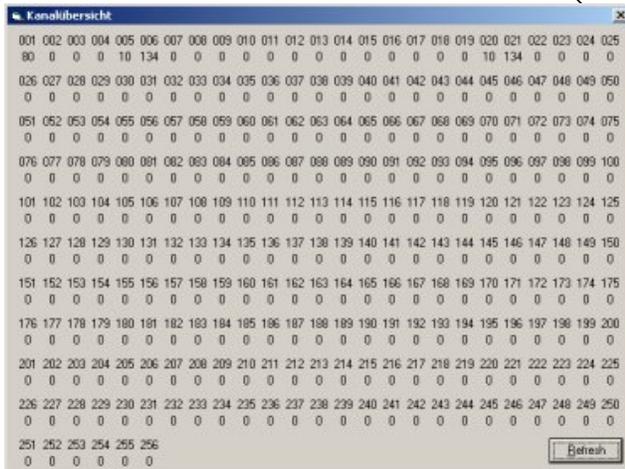


fig. 3: Joystick control

2.5. Test of Configuration

Having connected your input and output devices, you can perform the first test of your configuration using the "DMX Channel Overview Tool"; this tool also acts as a monitor for all DMX values sent.

- Click *Window > Channel Overview*
- Use the screen to assign suitable signal values to each DMX channel.



Overview of DMX channels

We wish you every success with the operation of your lighting system using Afterglow DMXControl

For information on how to define your own devices using configuration files, please refer to the "Devices and Form Configuration" tutorial.

For information on the features the operation of DMXControl, please refer to The DMXControl User Manual

Error catalogue

3.1. Known Problems

Problem/Error message	Possible reason
Error message: <i>DMX interface is not detected</i>	Check that you have connected The Afterglow Interface to a Serial or USB port?
Error message: <i>Connected light equipment does not work</i>	Check that you have assigned the correct DMX addresses to your devices? Do you use a correct cable for DMX512? I.e. not microphone cable Check that you have a DMX terminator at the end of your DMX chain? <ul style="list-style-type: none"> • At the end of the DMX512 cable you must fit a terminator plug with 120Ohm resistor connected between pins 2 and 3 of the XLR plug • Alternatively the last piece of equipment on the DMX512 chain may have an in built terminator that can be activated by either a jumper or DIP switch (please see the manufacturer's information)
Error message: <i>Device do not react properly</i>	Switch off all stand-By and power save functions