PX333 Mobile app

User manual

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Manufacturer reserves the right to make modifications in order to improve the application.

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1 Description

PX333 Mobile is an Android app for configuring and controlling the PXM PX333 lighting controller (Mini DMX Controller).

Using the app you can:

- control scenes and programs,
- create and edit scenes and programs,
- configure zones and element lists,
- set up controller inputs,
- configure PWM channels,
- enable user accounts and change the administrator password,
- save the configuration to a file and load it from a file,
- view DMX channel values and active scenes and programs.

The app connects to the controller over the local network or remotely, via the internet.

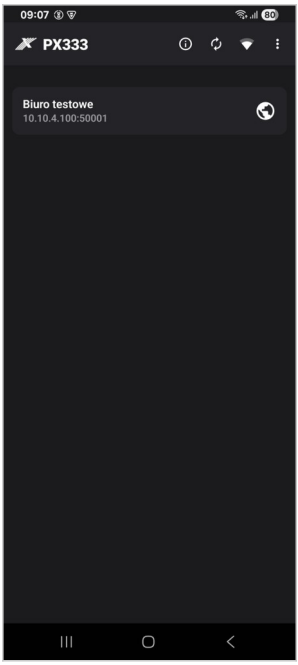
The app requires:

- a phone or tablet with Android 6.0 or later (on a phone the app runs in portrait orientation only, on a tablet it can be rotated),
- a PX333 controller on the same Wi-Fi or LAN network, or accessible remotely (TCP ports 50001–50002 forwarded on the router).

2 Getting started

2.1 Controller list

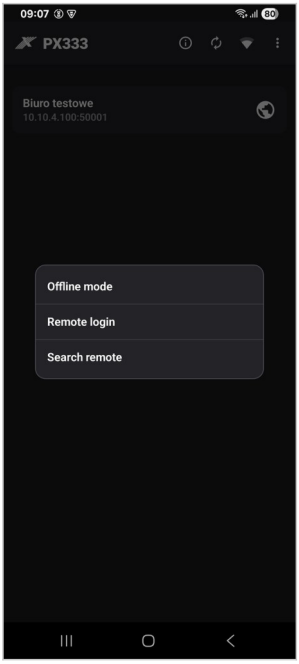
After launch, the app searches the local network for PX333 controllers and shows them in a list. Below them are saved remote controllers, marked with a globe icon.



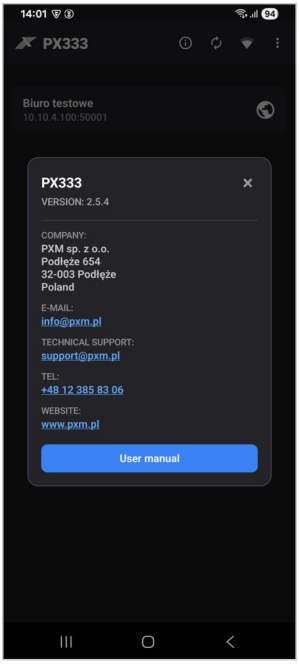
Controller list

The icons in the top bar have the following meanings:

Icon	Action
ⓘ	app information, PXM contact and user manual
⟳	search for controllers again
Wi-Fi	system Wi-Fi settings
⋮	menu: Offline mode, Remote login, Search remote



Menu ⋮



About (ⓘ)

Expanding a controller row (arrow) shows its details: MAC address, network mask, gateway address, serial number and firmware version, as well as the controller's **Network settings** button.

2.2 Local login

Tap the controller in the list and enter the password. The login dialog provides the following options:

- **Login as admin** – full access; the option is visible when the controller also has user accounts,
- **Remember password** – the password will be filled in at the next login,
- **Log in automatically** – after launch, the app logs in to the only controller found by itself.

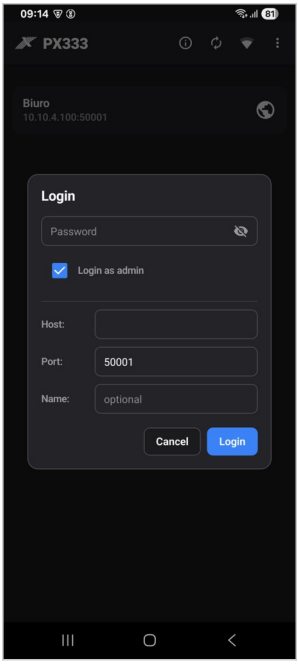
NOTE! Automatic login uses the saved password – selecting it also selects **Remember password**, and clearing **Remember password** disables automatic login.

NOTE! Logging out manually disables automatic login, but the password remains saved.

2.3 Remote login

To log in to a controller from outside, do the following:

1. Select **Remote login** from the ⋮ menu.
2. In the **Host** field, enter the router address or domain name, and in the **Port** field enter the controller's TCP port (default 50001). The router must forward ports 50001 and 50002 to the controller.
3. In the **Name** field (optional), enter the name under which the controller will appear in the list. An empty field means the controller's name or address is used.
4. Tap the **Login** button.
5. The entered host is remembered only until the app is closed; after a restart the **Host** field is empty and only the port is kept.



Remote login

After a successful login, the controller is saved to the list with a globe icon. Tapping the entry opens login with the saved address. Long-pressing the entry opens the **Edit** and **Delete** menu; deletion requires confirmation.

After a successful login, the password and the **Login as admin** choice are always saved – the remote login dialog has no **Remember password** option. The next time you log in from this entry, the password is filled in, including after logging out and restarting the app.

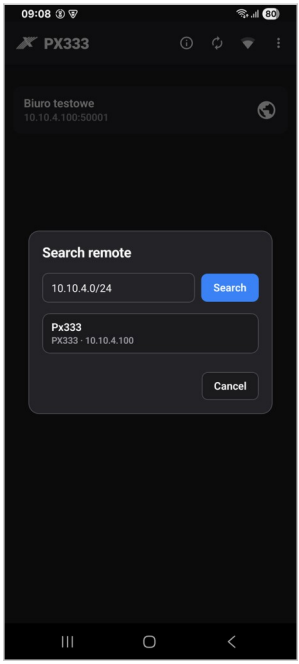
NOTE! Deleting an entry from the list also deletes its saved password.

NOTE! Automatic login is not available for remote controllers.

2.4 Search remote

To search for controllers outside the local network, do the following:

1. Select **Search remote** from the ⋮ menu.
2. Enter a subnet, e.g. 10.10.4.0/24 (suggested based on the last entered host), and tap the **Search** button.
3. Wait approx. 2.5 s. Controllers that responded will appear, together with the address the response came from (e.g. a router with port forwarding).



Search remote

Tapping the selected controller opens remote login with that address.

2.5 Offline mode

The **Offline mode** item in the ⋮ menu opens the app without a connection to a controller. The app starts with an empty configuration or with a configuration loaded from a file.

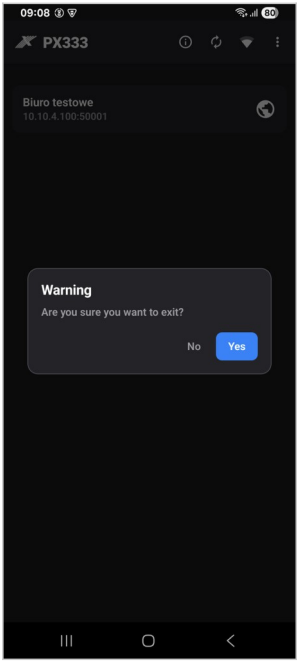
2.6 Reconnecting

If the controller drops the session (e.g. the app was in the background for a long time), the app shows the message "*Connection to the controller lost – reconnecting…*", logs in with the same data and returns to control. If reconnection fails, the app stays on the controller list with an appropriate message.

NOTE! After a manual logout the app does not reconnect.

2.7 Logging out and exiting

Logging out is done with the ⏻ icon in the side menu. Exiting the app is done with the Back gesture on the controller list. Both actions require confirmation.

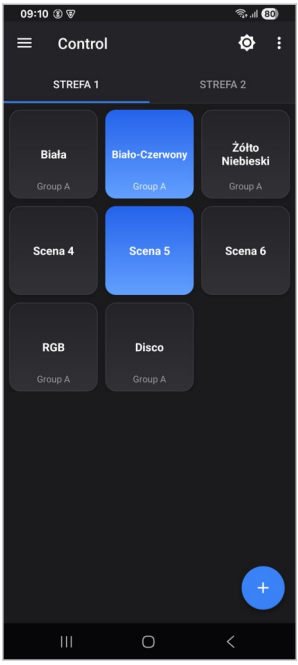


Exit confirmation

3 Control

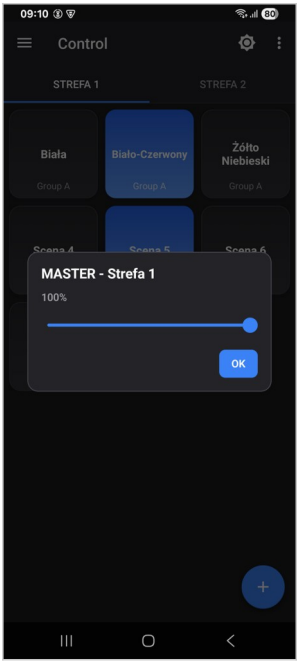
3.1 Control screen

The tabs at the top of the screen are zones. Tiles are the scenes and programs of the given zone. Tapping a tile turns its scene or program on or off. The active tile is blue, and the icon in its corner shows the state: rising, falling, playing or paused. The tile's group is displayed below its name.



Zone scenes and programs

The brightness icon on the bar is used to adjust the zone's master, i.e. the brightness of the whole zone.

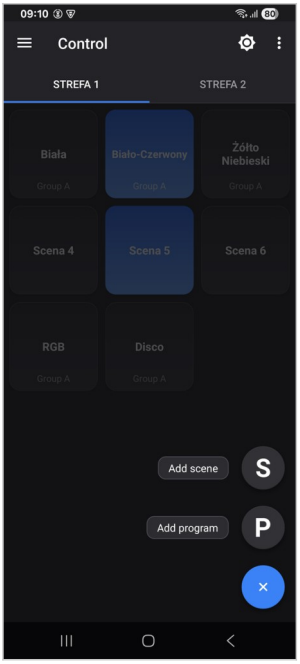


Zone master

The control screen provides the following elements:

- the ⋮ menu with **Groups**, **Turn on all** and **Turn off all** items,
- the **+** button (for administrators) with **Add scene** and **Add program** items.

An empty zone shows the hint "*No scenes or programs in this zone*".



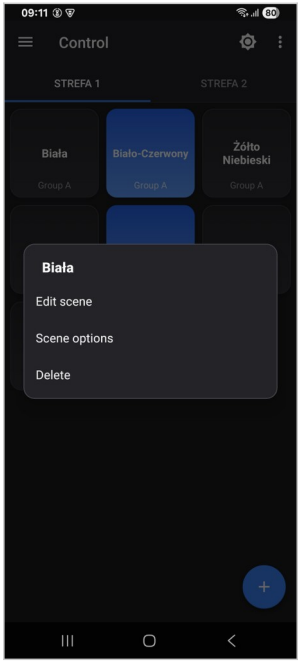
+ menu



Zone groups

3.2 Tile menu

Long-pressing a tile opens a menu with its name. For a scene the items are **Edit scene**, **Scene options** and **Delete**. For a program they are **Edit program**, **Options** and **Delete**. Deletion always requires confirmation.



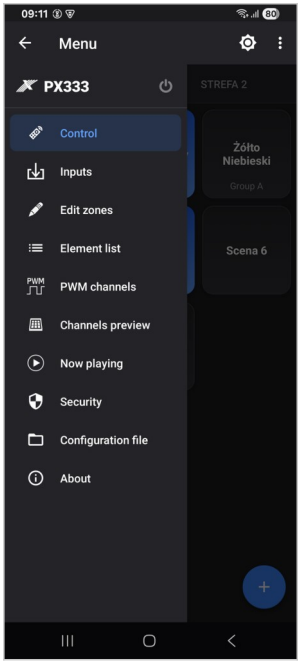
Tile menu

3.3 Side menu

The side menu contains the following items:

- Control,
- Inputs,
- Edit zones,
- Element list,
- PWM channels,
- Channels preview,
- Now playing,
- Security,
- Configuration file,
- About.

These items are described in the chapter Controller configuration. Some items are visible only to the administrator.


09:11
80
Menu
PX333
STREFA 2
Control
Inputs
Edit zones
Element list
PWM channels
Channels preview
Now playing
Security
Configuration file
About
Żółto Niebieski
Group A
Scena 6

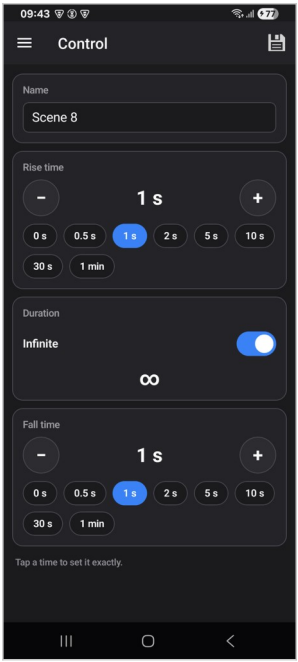
Side menu

4 Scenes

4.1 Adding a scene

To add a scene, do the following:

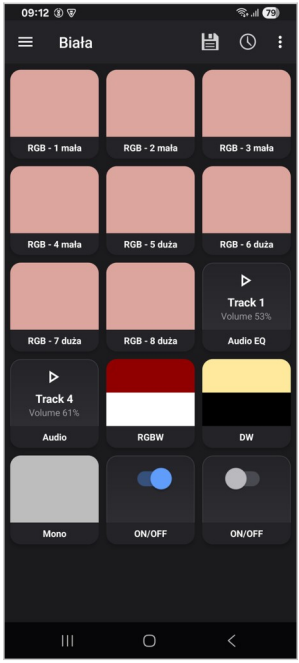
1. On the **Control** screen, select the zone tab, tap the **+** button and select **Add scene**.
2. Enter the **Name** and set the **Rise time**, **Duration** and **Fall time** (see the chapter Scene and program options). Save the scene with the floppy disk icon. The scene appears as a new tile.
3. Long-press the scene tile, select **Edit scene** and set up the devices (see below).
4. Save the changes with the floppy disk icon.



Name and times

4.2 Editing a scene – device tiles

Scene editing shows the zone's devices as tiles. Changes are immediately visible on the lights (live preview), and they are sent to the controller after saving. The bar shows the scene name, and the clock icon opens its options.



Scene editing

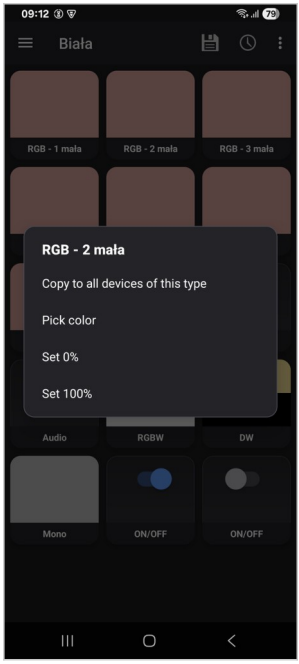
The tile appearance depends on the device type:

Device type	Tile appearance
RGB, Mono	resulting color
RGBW	RGB color at the top, white at the bottom
Dynamic white (DW)	color temperature (warm or cold) at the top, color with brightness at the bottom
Media Player, Media Player EQ	state (playing, paused, stopped), track, volume
ON/OFF	switch; tapping it toggles immediately
Channel without device	percentage value

Empty channels are hidden when the zone has devices. The **Hide empty channels** option is in the ⋮ menu.

Tapping a tile opens the device card, and long-pressing it opens the device menu. The device menu contains the following items:

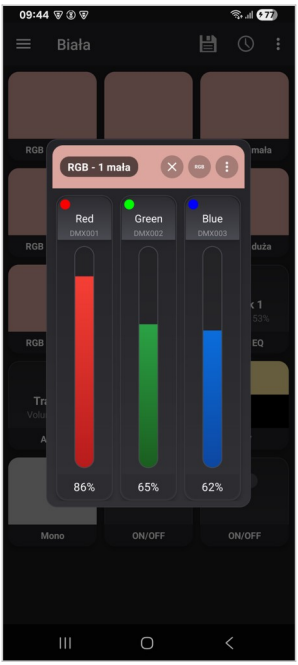
- **Copy to all devices of this type** – the same values for all devices of this type,
- **Pick color** / **Control audio**,
- **Set 0%**,
- **Set 100%**.


09:12
Biała
RGB - 1 mała
RGB - 2 mała
RGB - 3 mała
RGB - 2 mała
Copy to all devices of this type
Pick color
Set 0%
Set 100%
Audio
RGBW
DW
Mono
ON/OFF
ON/OFF

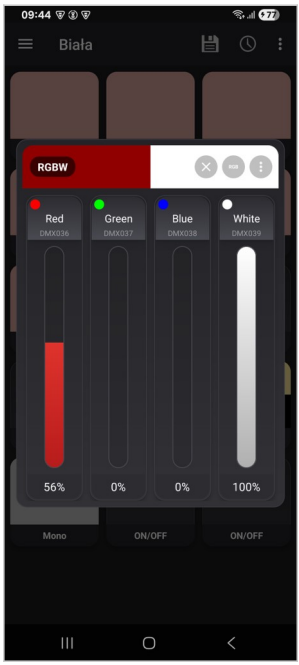
Device menu

4.2.1 Light card

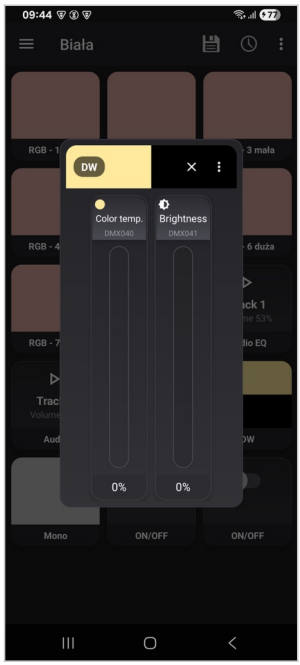
The light card shows the channels of the given device; its appearance depends on the light type.



RGB



RGBW

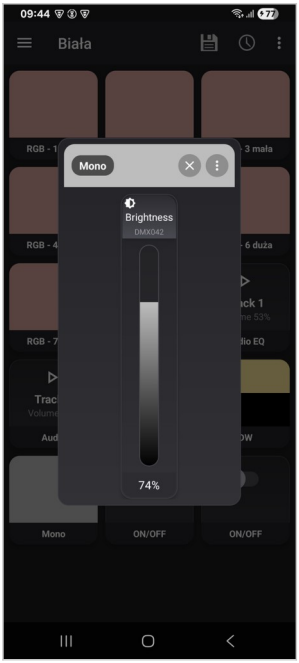


DW

At the top of the card there is a bar with a color preview (split into two parts for DW and RGBW) and the buttons ✕ (close), RGB (color picker) and ⋮ (device menu). Below there is a vertical slider for each channel, showing its name, DMX address and percentage value.

- ✕ or tapping outside the card – changes are kept,
- Back gesture – changes made on the card are reverted.

The color picker opens with the RGB button or the Pick color item. The picker contains a quarter of the color wheel, a brightness bar and the value in hex format. The Save button keeps the selected color, and the Cancel button restores the previous one.



Mono



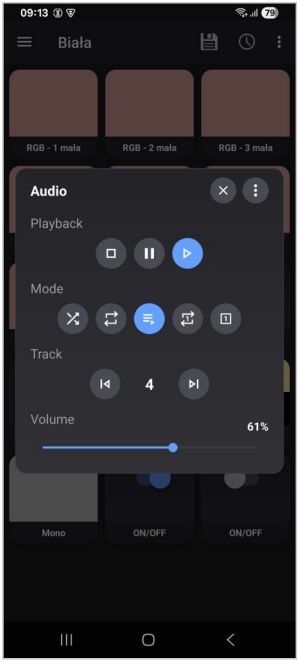
Color picker

4.2.2 Media Player card

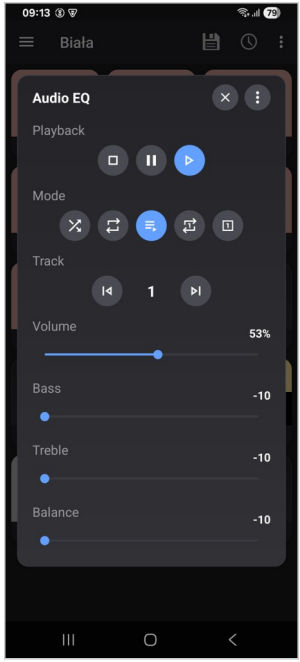
The Media Player card contains the following elements:

- **Playback** – Stop, Pause and Play,
- **Mode** – Shuffle, Continuous loop, Continuous, Single loop or Single,
- **Track** – previous or next,
- **Volume**.

The Media Player EQ card additionally contains the **Bass**, **Treble** and **Balance** controls (range from −10 to 10).



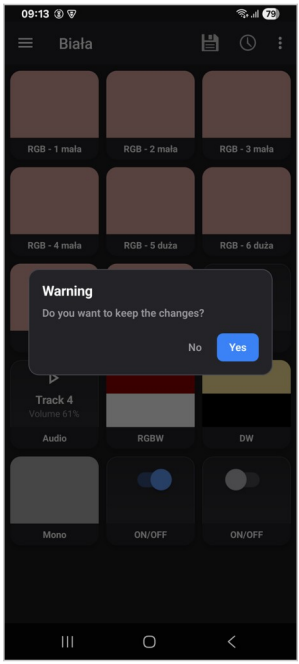
Media Player



Media Player EQ

4.2.3 Saving and exiting

The floppy disk icon saves the scene to the controller. Leaving with the Back gesture while there are unsaved changes displays the question "*Do you want to keep the changes?*". The Yes button saves the changes, and the No button discards them.



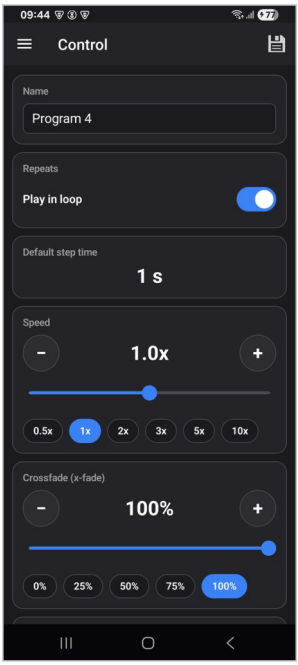
Keep changes prompt

5 Programs

5.1 Adding a program

To add a program, do the following:

1. On the **Control** screen, select the zone tab, tap the **+** button and select **Add program**.
2. Set the **Name**, **Play in loop** or the number of repeats, **Default step time**, **Speed**, **Crossfade (x-fade)** and **Master** (see the chapter Scene and program options), then save the program with the floppy disk icon. The step list opens.
3. Add steps **+** button (maximum 64) and set each step (see below).

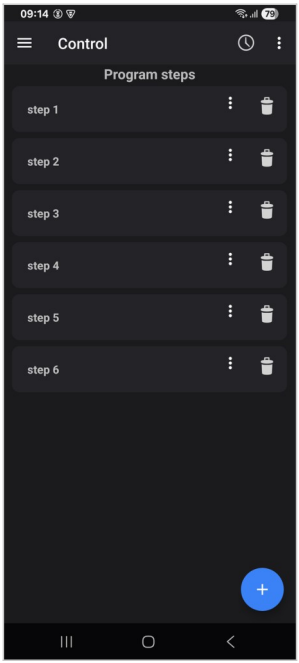


Program options

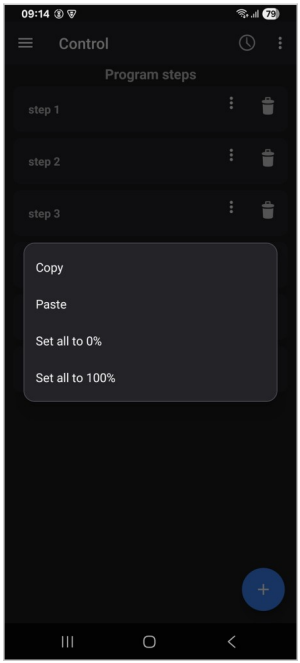
5.2 Program steps

The step list contains the program's steps. Handling a step works as follows:

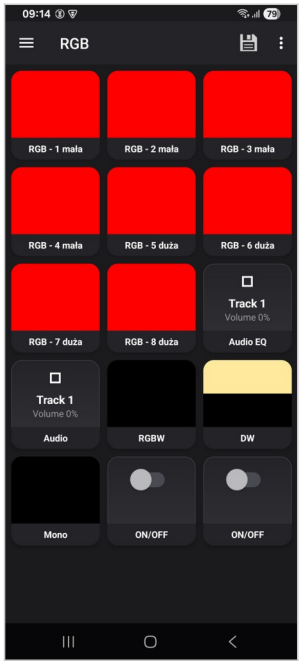
- tapping a step opens its editing: the same device tiles as when editing a scene (see the chapter Scenes), saved with the floppy disk icon,
- the ⋮ icon next to a step opens a menu with the items **Copy**, **Paste**, **Set all to 0%** and **Set all to 100%**; when the zone has one device type, the **Create chaser** item is also available,
- the trash icon deletes a step (after confirmation),
- the **+** button adds a new step at the end of the list.



Step list



Step menu



Step editing

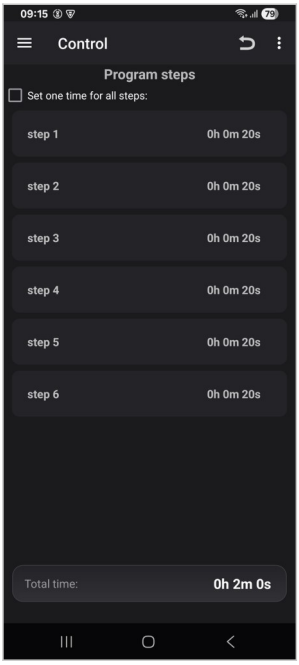
To return to the program, long-press its tile and select **Edit program**.

5.3 Step times

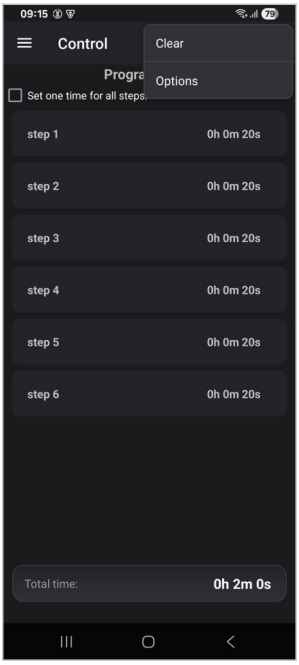
The clock icon switches the list to step times. In this view you can:

- change the time of each step (tap the value),
- set one time for all steps, using the **Set one time for all steps** item,
- read the program's **Total time**.

The back icon returns to the step list. The ⋮ menu of the step list contains the items **Clear** (removes all steps, after confirmation) and **Options** (program options).



Step times view



Step list ⋮ menu

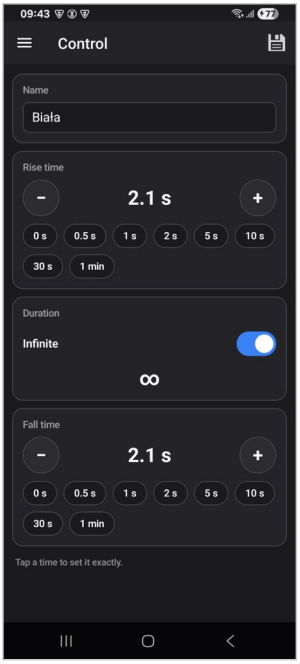
6 Scene and program options

These same screens are used to add a scene or program (the **+** button) and to change their options (long-press a tile and select **Scene options** or **Options**). Each value is shown in large digits. Values are changed with the **−** and **+** buttons (long-pressing repeats the change, faster and faster) or by choosing preset values. Save with the floppy disk icon.

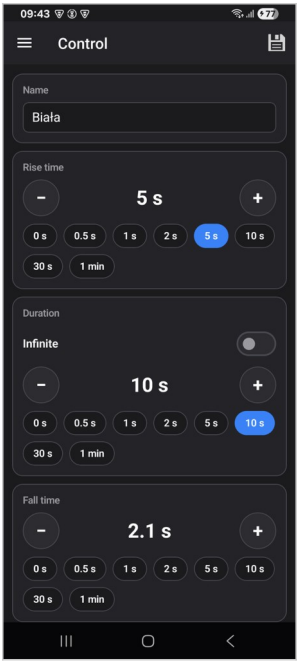
6.1 Scene

Scene options include:

- **Name** (up to 16 characters),
- **Rise time**, **Duration** and **Fall time** – changed in steps of 0.1 s, maximum 23 h 59 min 59.9 s; preset values from 0 s to 1 min. Tapping a value opens the exact selection of hours, minutes, seconds and tenths of a second,
- **Infinite** in the **Duration** field – the scene runs until it is turned off.



Scene options



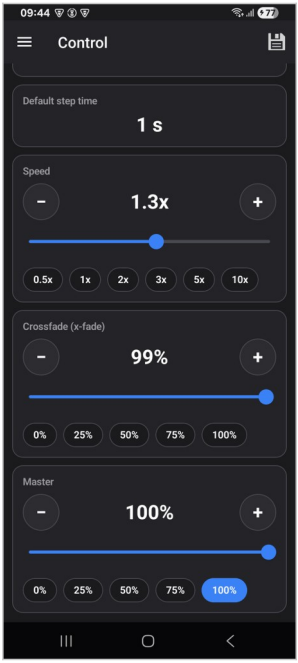
Changing times

6.2 Program

Program options include:

- **Name** and **Play in loop** or the number of repeats (1–254),
- **Default step time**,
- **Speed** in the range from 0.4x to 100x. The slider is logarithmic, with 1x in the middle. The −/+ buttons change the value by 0.1x (from 10x by 1x). Preset values are 0.5x, 1x, 2x, 3x, 5x and 10x,
- **Crossfade (x-fade)** and **Master** in the range 0–100%. The −/+ buttons change the value by 1%. Preset values are 0, 25, 50, 75 and 100%.

When the options of a running program are changed, speed, x-fade and master take effect immediately.



Speed, x-fade, master

7 Controller configuration

Apart from the **Control** screen, the side menu contains the following items. Some of them are available to the administrator only.

1. Edit zones,
2. Element list,
3. Inputs,
4. PWM channels,
5. Channels preview and Now playing,
6. Security,
7. Configuration file,
8. About.

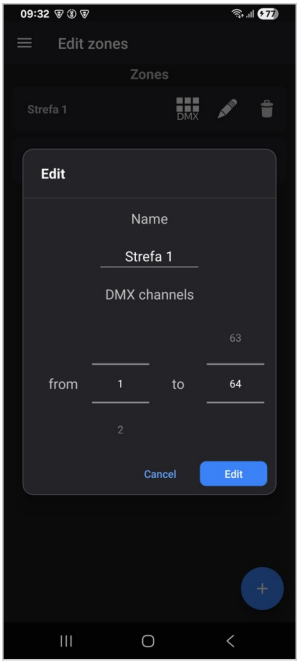
7.1 Edit zones

The zone list shows the controller's zones. Each zone has the following controls:

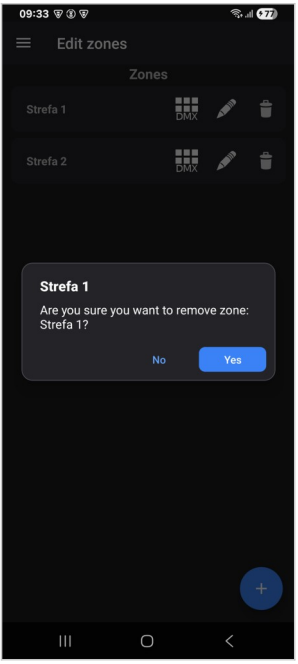
- the **DMX** button – preview of the DMX channel assignment,
- the pencil icon – change of the name and DMX channel range (from – to),
- the trash icon – deletion of the zone after confirmation.
- The **+** button adds a zone (name and channel range).



Zones



Zone editing



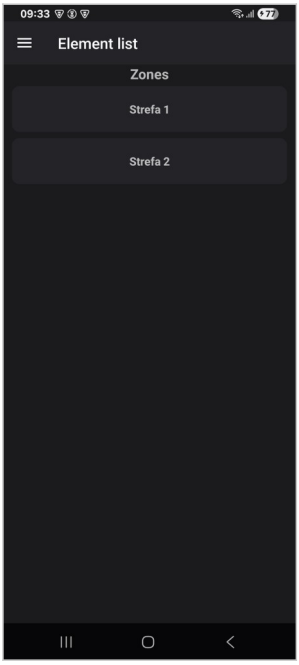
Zone deletion

7.2 Element lists

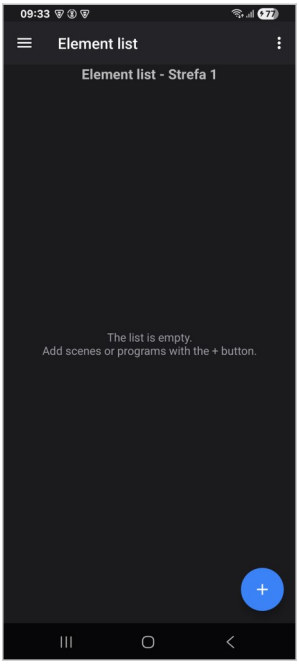
The element list (of scenes and programs) is separate for each zone and is stored on the controller. First select a zone, then its list.

- the **+** button adds an element; long-press and drag changes the order,
- the ⋮ menu contains the items **Add all** and **Clear**.

An empty list shows the hint "*The list is empty.*"



Zone selection



Empty list

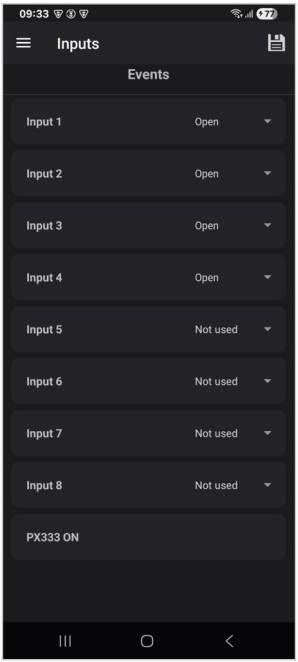
7.3 Controller inputs

The **INPUT 1–8** and **PX333 ON** buttons trigger the controller input (e.g. they turn on the assigned scene) and work live.

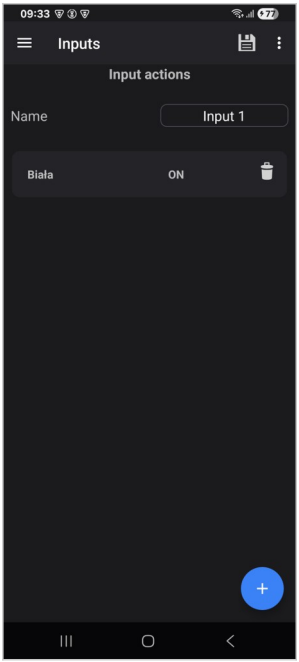


Inputs

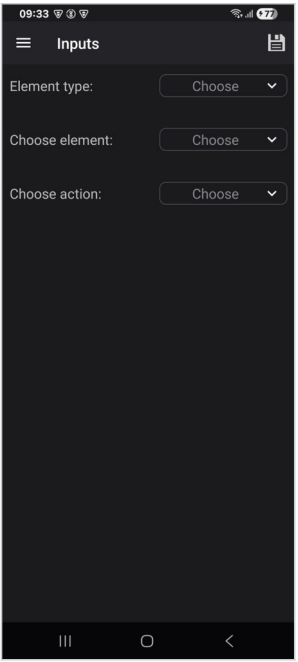
The pencil icon switches to the editing view, where you set the mode of each input (**Not used**, **Open** or **Closed**) and its events. An event is defined with the **Element type**, **Choose element** and **Choose action** fields. The **+** button adds an event, the trash icon deletes it, and the ⋮ menu contains the **Clear** item. Save changes with the floppy disk icon.



Input modes



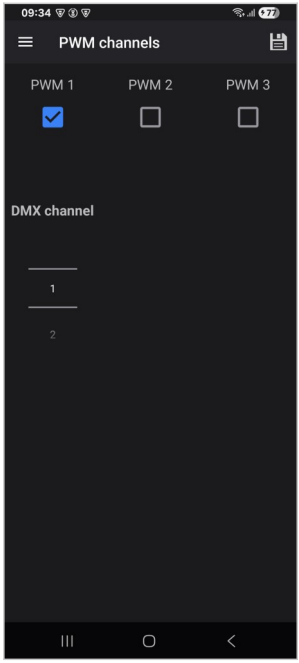
Input events



Adding an event

7.4 PWM channels

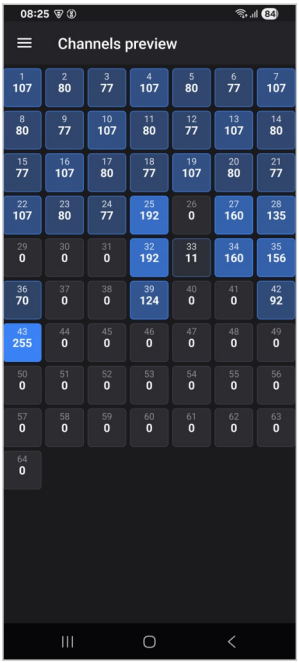
The controller has three PWM outputs. The selected output receives a DMX channel, and the **DMX channel** setting appears below it. Save changes with the floppy disk icon.



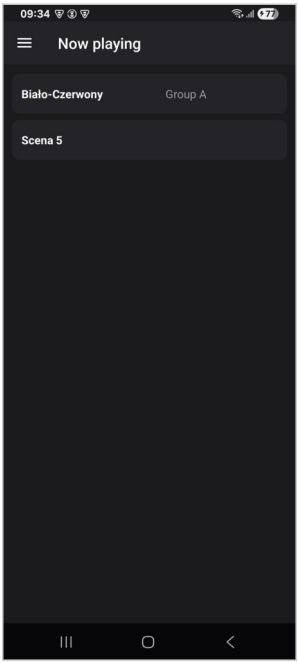
PWM channels

7.5 Channels preview and now playing

- Channels preview – current values of the controller's 64 DMX channels,
- Now playing – active scenes and programs together with their state (rising, falling, playing and paused icons).



DMX channel preview

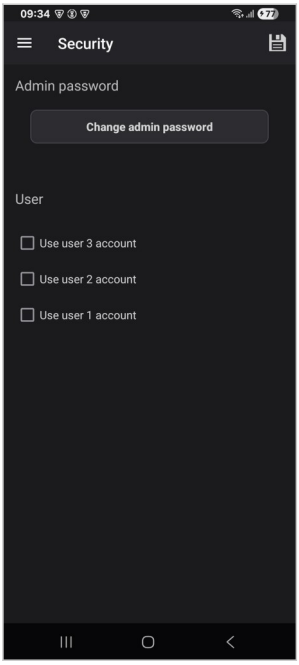


Now playing

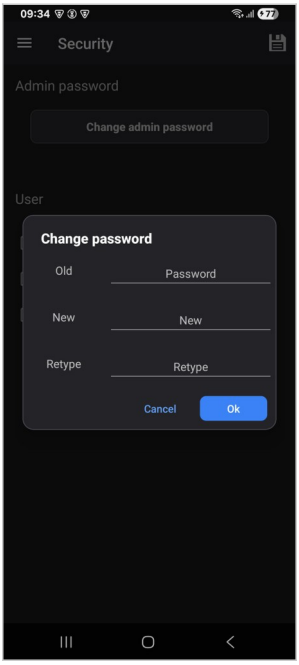
7.6 Security

The **Security** screen provides the following options:

- **Change admin password** – entering the old password, the new password and its repetition,
- **Use user 1 account**, **Use user 2 account**, **Use user 3 account** – enabling user accounts that log in without administrator permissions,
- saving changes with the floppy disk icon.



Security



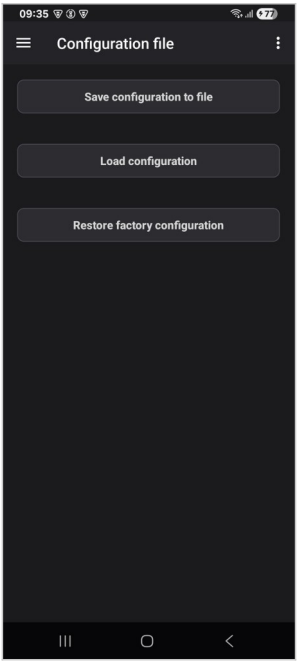
Password change

7.7 Configuration file

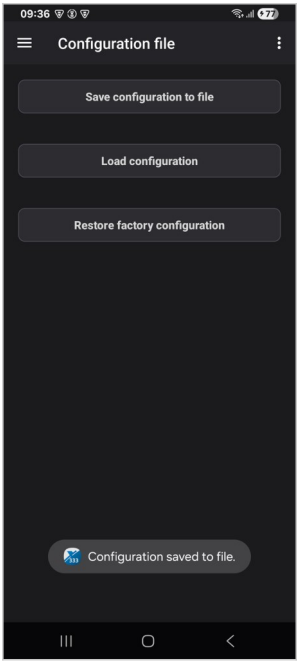
The configuration file screen provides the following options:

- Save configuration to file – system save dialog (e.g. the Downloads folder). The file is named in the format PX333_rrrrmmdd_ggmm.cfg333,
- Load configuration from file – selection of a .cfg333 file in the system dialog, confirmation and sending to the controller (in offline mode the configuration goes only to the app),
- Restore default configuration – after confirmation,
- the ⋮ menu with the items Show preview and Share preview (text summary of the configuration).

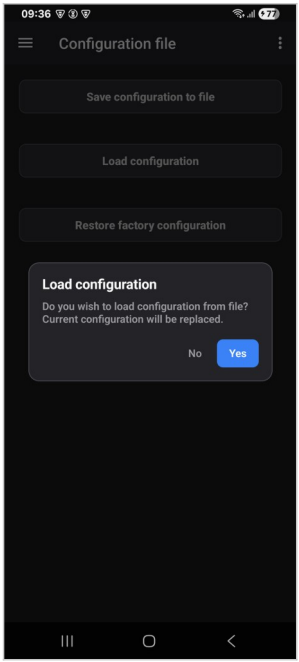
Saving and loading a file does not require storage permission. While a file is being selected, the session with the controller remains active.



Configuration file



Saved

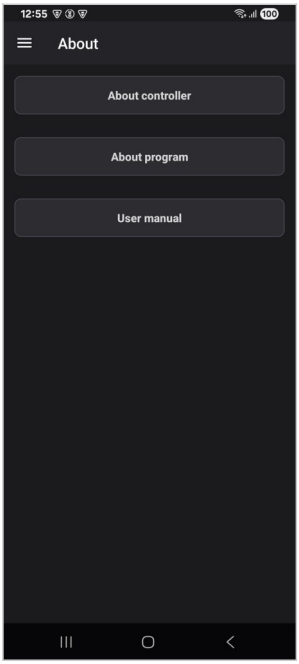


Loading

7.8 About

The **About** screen contains the following items:

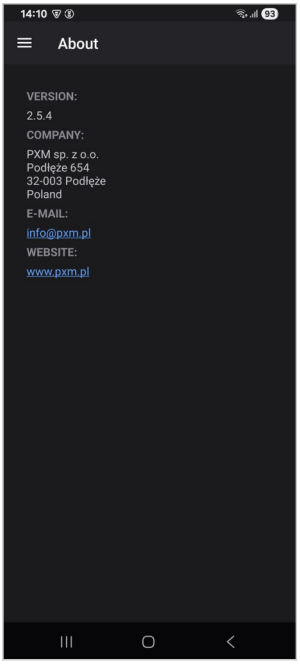
- **About controller** – description of the PX333 controller,
- **About program** – app version and contact,
- **User manual** – the user manual in PDF format, opened in a PDF viewer (in Polish when the app language is Polish, otherwise in English). The same button is in the information window on the controller list (section 2.1).



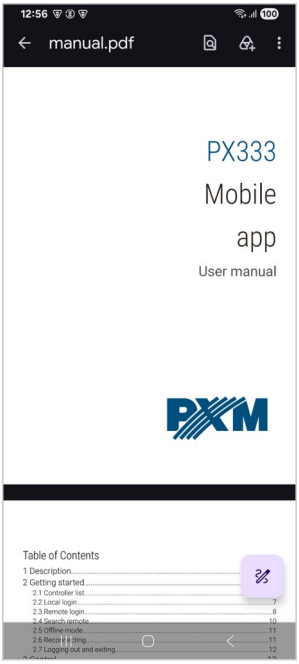
About



About controller



About program



Manual (PDF)