

PX333

Mini DMX Controller

INSTRUCTIONS FOR
THE USE
OF MOBILE APPLICATION



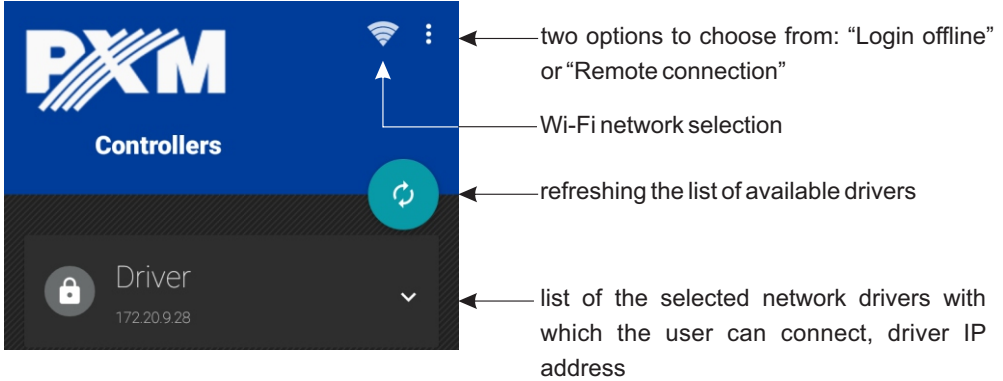
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The manufacturer reserves the right to change the operation and handling of the controller in order to improve the product..

1. BEGINNING

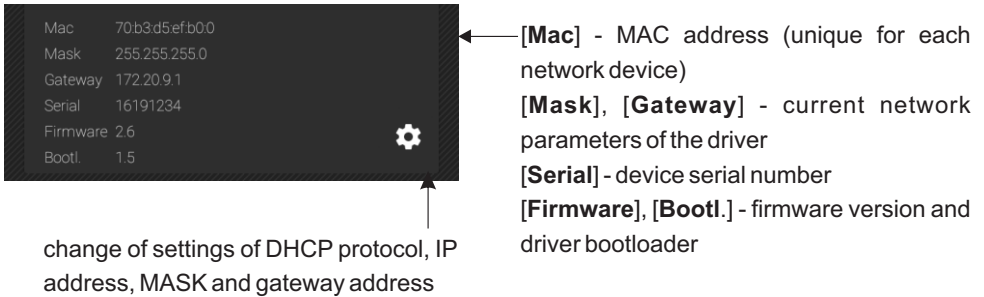
After starting the application, the following items are displayed on the screen:




1.1. Information about the device and change of network settings

NOTE: The application has access to smartphone network settings and enables the Wi-Fi function when running the application.

For more information about the device, press and hold the tile with its name. Information will be displayed in a new window:

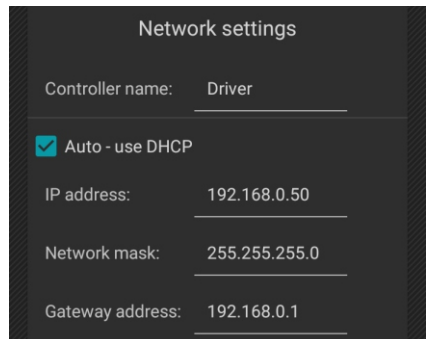



It is possible to edit network settings. For this purpose press . The program displays the editing window in which it will be possible to change:

[Controller name] - the maximum length of a new name is 16 characters


[Auto-use DHCP] - if the function is selected, address will be automatically assigned from a DHCP server, if not – a static address will be used

[IP address], [Network mask], [Gateway address] - static network parameters of the driver



Click in the edit box to display the screen keypad. Settings will be saved after selecting  and entering the administrator password.

NOTE: User 1, User 2 and User 3 are not able to change the network settings.

It is also possible to exit the tab without changing the settings, this is done after selecting the physical button **[Back]** on the phone 


1.2. Login

After selecting the device to be connected with the application, the phone screen displays a request for password. The administrator password is empty by default.

Setting of the administrator and client password is described in chapter 9, page 21.

NOTE: The program has access to the smartphone network settings and, when the application is started, it enables the Wi-Fi network.


Offline login:

The application can also be used in offline mode (without logging in to the controller). Offline mode is on the menu, which is available under the physical menu button of the smartphone. If the device is not equipped with a button, the application displays an additional button  on the main toolbar. In the offline mode, you can create a configuration and save it in your phone.

NOTE: Only one user can be connected with the controller at a time; if another user is logged in to the controller, the attempt to log in as administrator makes the previous user to be log out. The attempt to log in as an user will fail. If the logged in user is offline for 5 minutes, the possibility to log on as an user will be unlocked.

The attempt to log in as an administrator can log off another user logged on as an administrator.

If user accounts are created, the application does not provide the option to remember the administrator password **[Remember password]**.

To undo the **[Remember password]** function and log in to another user account, click on the icon . The program will ask you if you want to log out. After confirming with the **[Yes]** button, the application again displays the controller selection window **[Found drivers]**.

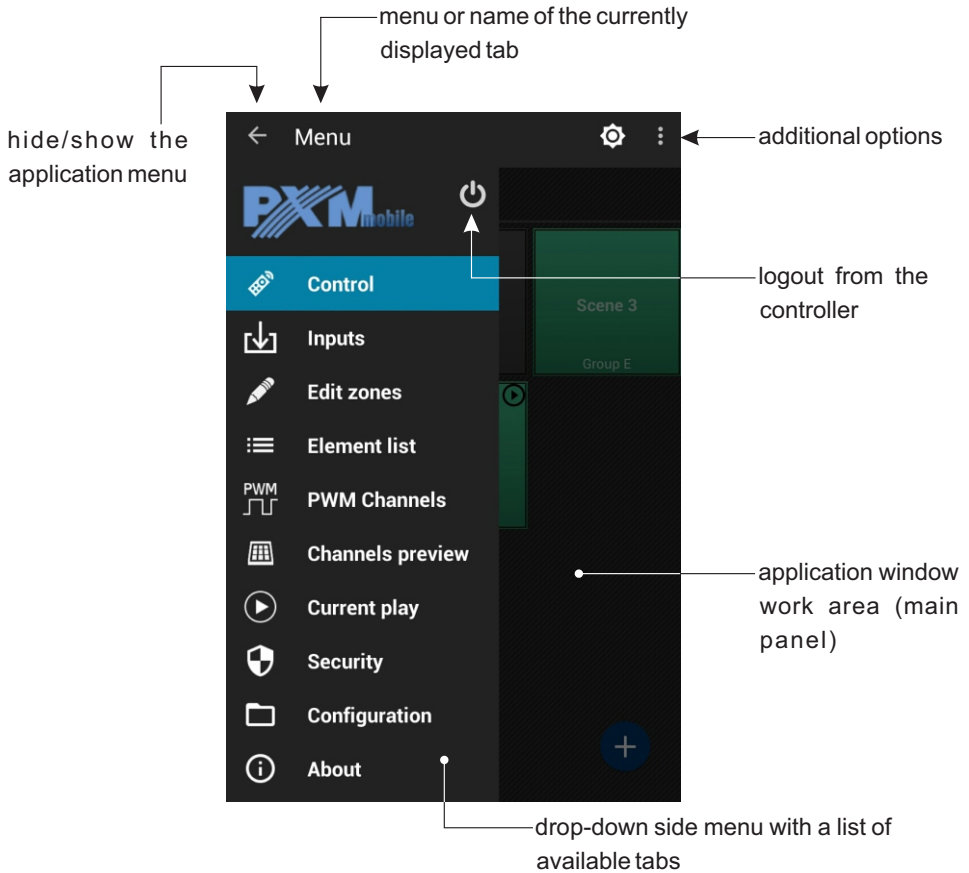
Login from the outside:

[Remote connection] - a screen is displayed where you enter the address of the device (IP or domain name), your password and the port of the device located in the external network (as described in the PX333_M_pl_2-1 manual).

1.3. Construction of the application window

After logging on, the application goes to the control screen.

The application window includes the following items:




The above menu is available only to the administrator. If you log in as User 1, User 2 or User 3, only three tabs will be visible: **[Control]**, **[Inputs]** and **[About]**. In addition, the User 3 will not have access to the scene and program options; he/she will only be able to run scenes and programs and call events.

If you work in Offline mode, the following menu tabs are available: **[Control]**, **[Inputs]**, **[Edit zones]**, **[Element list]**, **[PWM Channels]**, **[Security]**, **[Configuration]** and **[About]**.

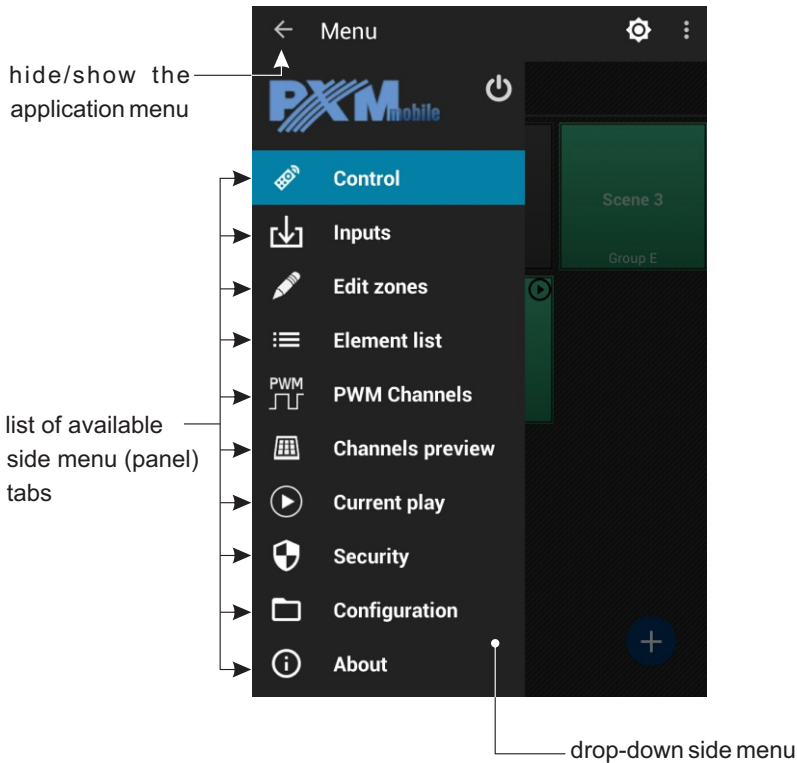
The contents of the main panel are changed depending on the tab selected in the menu.

The main menu on devices with high resolution is constantly visible on the left side of the screen. For smaller devices, it is available in a sliding side panel.

The sliding side panel (Navigation drawer) is hidden most of the time; to display it, you must swipe your finger from the left edge of the screen to the right or click the application icon  in the action bar.

To hide the application menu, click 

The phone's "menu" button has the same function.

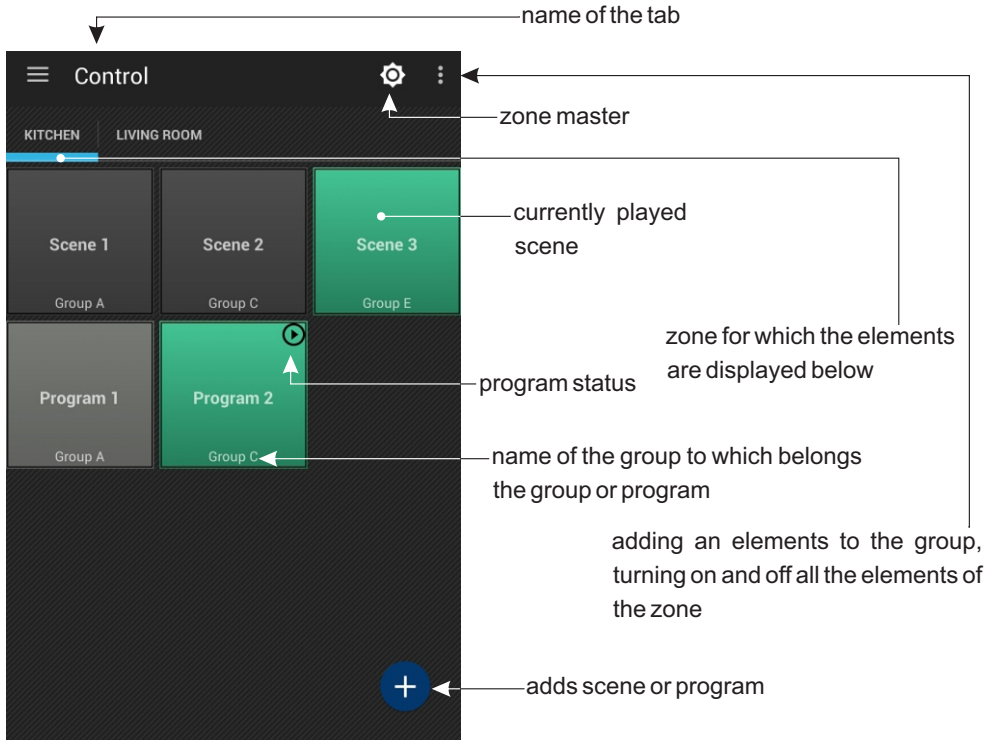


If there are no zones created; the work area screen displays the following message: "There are no created zones". The selection of the **[Add]** option takes the user to the **[Edit zones]** screen. A full description of zones editing is in point 4, page 18.

NOTE: If your smartphone is connected to the controller (working online), changes are uploaded to the device on an ongoing basis.

2. CONTROL

After selecting the **[Control]** tab from the fly-out side menu, the application screen displays the list of zones and elements located in a given zone. Elements are shown on the screen in the form of tiles.



Tile color corresponds to the status of a zone element:

- grey indicates inactive elements at any given time; wherein light grey is reserved for the program and dark grey for the scene
- green indicates active elements

In the upper right corner there are additional icons indicating the status of the element:

- ▶ play
- ⏸ pauza
- ↗ scene rise
- ↘ scene fall

To move between zones, you should move your finger horizontally across the screen. Horizontal slider (the highlight bar of the active zone) below the names of the zones will inform you which zone is currently displayed.

Short-click on the tile turns on/off the element.

The master zone button allows you to adjust the brightness of all currently running elements in the zone.

2.1. Adding of the element

After holding the tile with the scene, the application displays a list of available options:

[Edit scene] - brings you to the scene edit screen

[Scene options] - brings you to the scene option screen; allows you to edit the name of scenes, the time of the rise, last and fall

[Delete] - removes the selected scene from the zone; before, the application asks you if you are sure you want to remove the selected scene

After holding the tile with the program, the application displays a list of available options:


[Edit program] - brings you to the list of program steps

[Options] - brings you to the program option screen; allows you to edit and change settings of the program defined at the time of its addition, i.e. change of the name, speed, x-fade and master. A full description of settings can be found below in the section concerning adding zone elements.

[Delete] - removes the selected program from the zone; before, the application asks you if you are sure you want to remove the selected program.

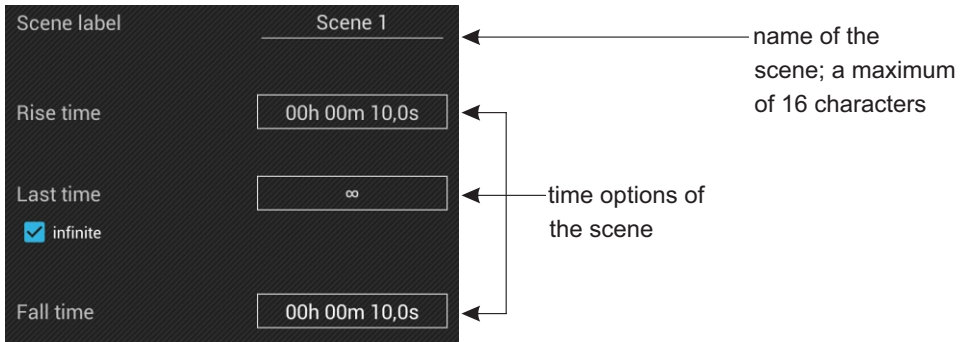
Each zone can contain a maximum of 24 elements, including 16 scenes and 8 programs. In total, all zones can contain a maximum of 32 scenes and 8 programs. Under the element (program or scene), there is a name of group to which it belongs (if it was previously defined and the element was added to the group). When adding a new element, you can give it a name, which can contain a maximum of 16 characters.

Adding elements to the zone:

1. Select an zone to which you want to add an element
2. Click in: Add a new element 
3. The application will display a new window from which you should select: **[Add Scene]** or **[Add Program]** to add a scene or a program

If you select **[Add Scene]**:

- 4a. Enter the name of a scene (you can leave it unchanged) and specify the rise time, duration and fall time



Each of the time fields (rise, duration, fall) may have entered a maximum value of 23h59m59.9s, and the value of fields can be changed with an accuracy of 0.1s. The duration of the scene can be defined as infinite and then, the infinity symbol will appear in the duration field.

NOTE: The sum of all time values cannot be equal to 0.

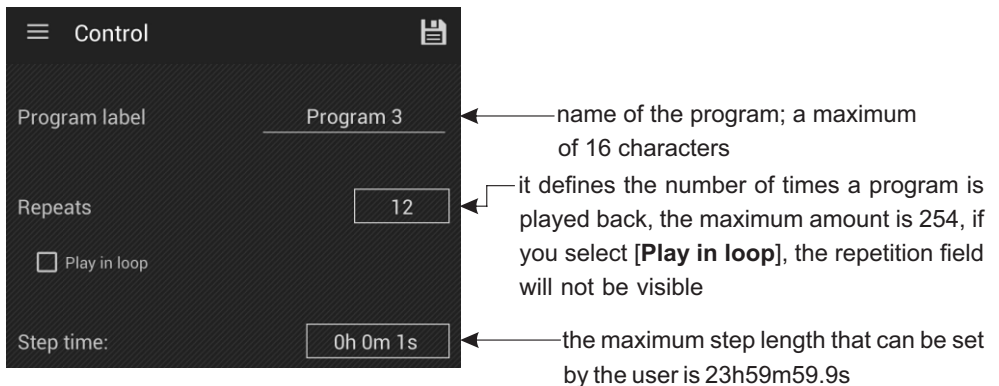
5a. After entering the settings, click 

The default values scene times are:


- Rise time: 00h 00m 00,1s
- Last time: nieskończony
- Fall time: 00h 00m 00,1s

If you select **[Add Program]:**

4b. Enter the name of a program (you can leave it unchanged) and specify the default step duration, playback speed, x-fade and the master value for the program



5b. After entering the settings, click 

6b. If you save the above settings when editing the program, the next window with a list of steps in the program will be displayed. To add a step, click on , and it will appear in the list of steps.

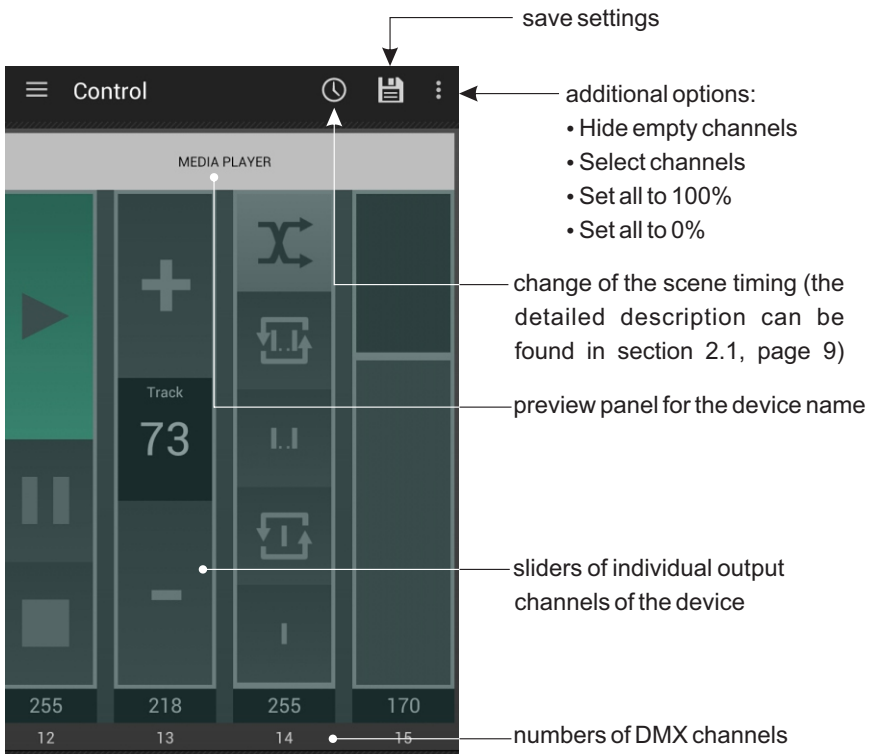
The maximum number of steps in one program is 64.

2.2. Editing the scene

Scene and step edit screen contains sliders for individual input channels (belonging to the zone in which a scene or program is created), grouped in the devices (according to the table in point 4, page 19). If no device has been assigned to the channel, a single slider marked as “empty” is displayed for it. If the device, which is not entirely within a given zone, has been assigned to the channel, the channel is displayed as “unavailable” and you cannot control it.

All sliders are locked by default to avoid accidental changing of the values during their sliding. To unlock sliders, click on the preview window of the selected device. Click again to lock the device. Unlocking another device locks the previous one. Under each slider, there is a number of DMX channel controlled by it, and a text box that displays the value set on the channel. The text box and the slider are coupled together. For normal sliders, the value changes linearly in the range of 000-255.

Selecting the **[Edit scene]** option brings you to the scene edit screen that contains:



[Hide empty channels] - check box - empty and unavailable channels are not displayed.

[Select channels] - displays a list of checkboxes for each type of channel. If the check box of a given type is selected, moving the slider of that type will set the same value on all channels of the same type.

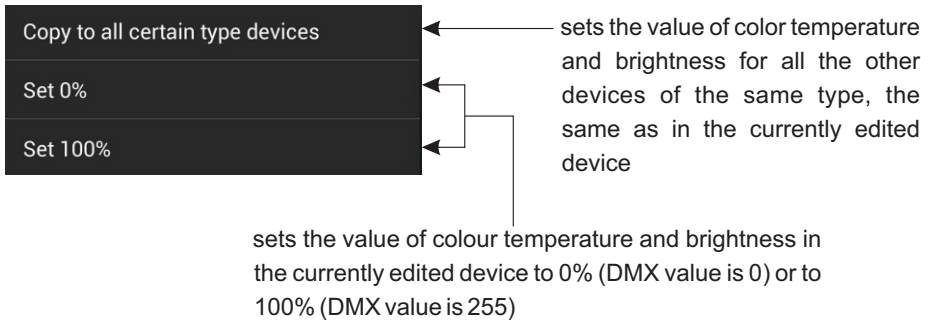
Types of channels:

- brightness
- color temperature
- red
- green
- blue
- white

[Set all to 100%] - sets all channels to 100%

[Set all to 0%] - extinguishes all channels

If you hold down the preview window, additional device options are displayed:



Available devices and their options:

- **ON/OFF** - single channel

DMX values within the range 0÷122 mean OFF, values within the range 123÷255 mean that the switch is set to ON.

- **Mono** - single brightness control channel
- **DW** (Dynamic white) - two channels for the control of color temperature and brightness
- **RGB** - three channels for the change of color

color component values:

R – red

G – green

B – blue

- **RGBW** - four channels for the change of color

color component values:

R – red

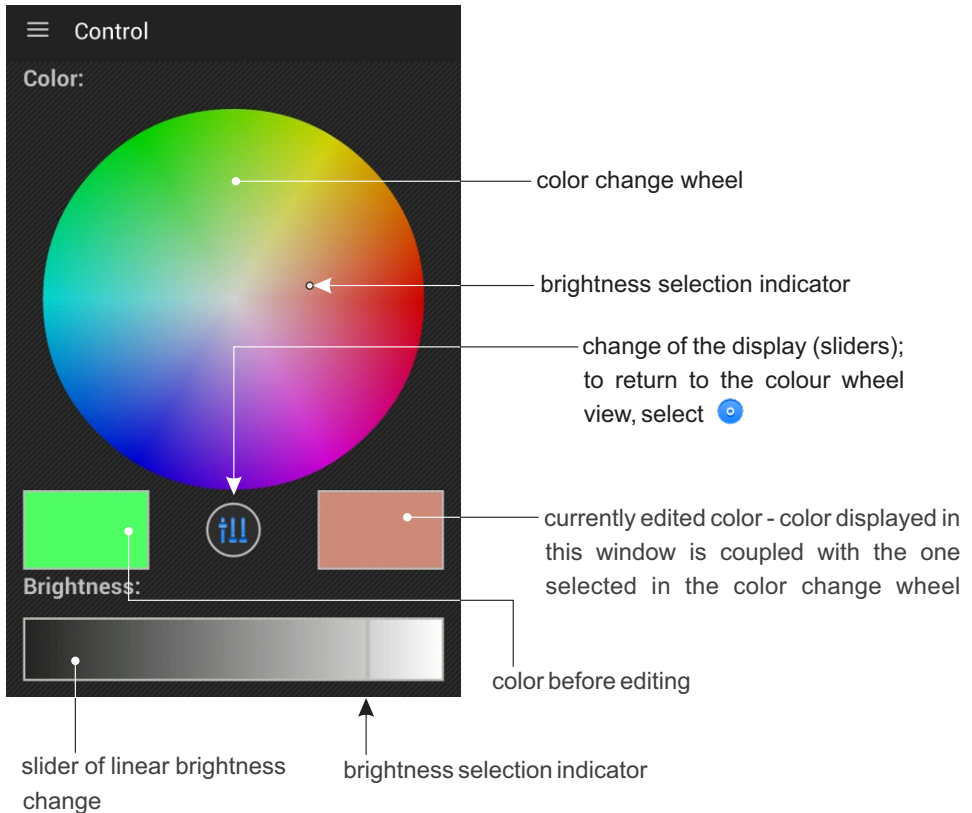
G – green

B – blue

W - white

Holding down the tile with the names RGB and RGBW displays the same options as in the above devices, but the options [Set all to 0%] and [Set all to 100%] change the colour values, and additional option is available:

[Pick color] - which, when selected, makes the application to display in a new window:



In addition, clicking on the tile of the current color displays a pop-up palette of saved colors. If you want to add another color to the palette, just drag the tile of the currently edited color (and hold it) to the desired position on the pallet.






• Media Player - four channels

First channel: available operation modes:

- ▶ Play
- || Pause
- Stop

Second channel: selection of the track number, the user can select a track in the range of 1 + 85

Third channel: selection of operating mode

-  - selected track is played once
-  - selected track is played repeatedly
-  - tracks are played one after the other from the selected track; playback is stopped once it reaches the end of the list
-  - tracks are played one after the other from the selected track; playback is continued from the first track once it reaches the end of the list
-  - plays selected tracks in shuffle mode

Fourth channel: adjustment of the playback volume - in the range between 0% and 100%.

•**Media Player EQ** - seven channels

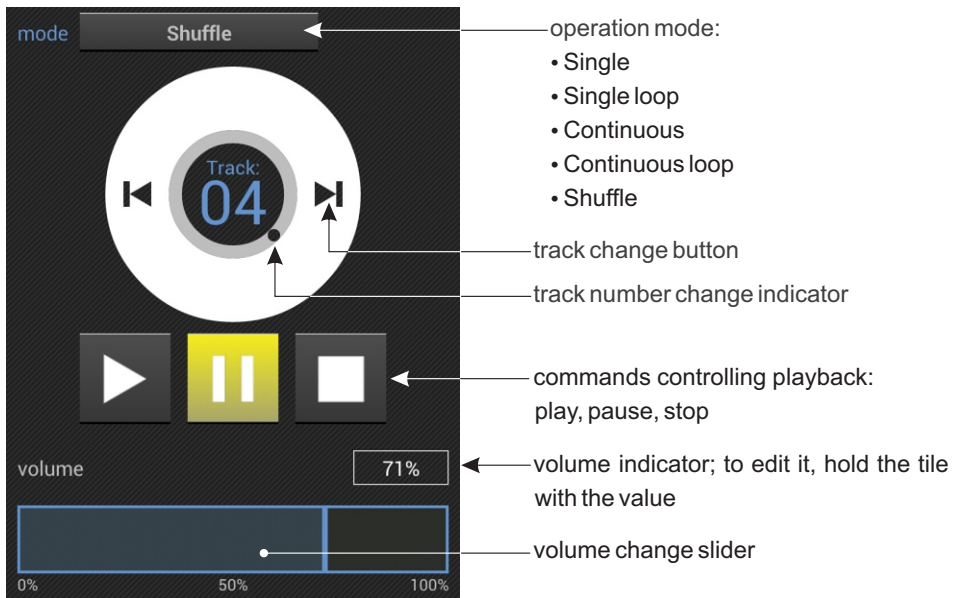
Channels from the first to the fourth have analogous functions as in the case of Media Player device (description is above).


Fifth channel - adjustment of bass, value range from -10 to 10

Sixth channel - adjustment of highs, value range from -10 to 10

Seventh channel - adjustment of balance, value range: L-10,-9,...0...,9,10-R

Holding down the tile with the name Media Player and Media Player EQ displays also **[Control]**:




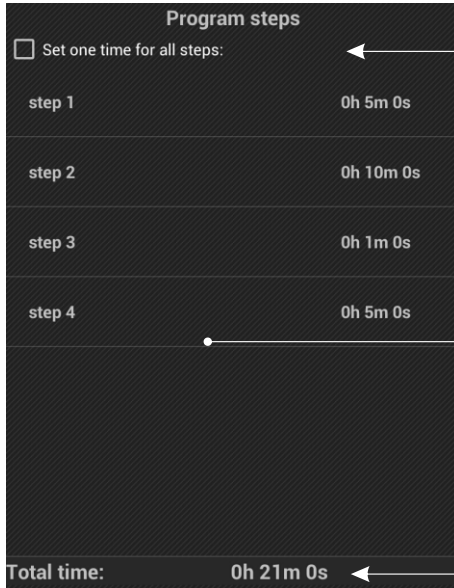
Once selected , the application displays a dialog window to change settings of bass, highs and balance, using the plus and minus keys.

2.3. Editing the program

Selecting the **[Edit program]** option displays a list of steps.
Clicking on the selected step brings you to the step edit screen.

Change of timings for steps:

is possible after selecting  the dialog with the list of steps of a given program, located in the upper right corner.



← if you select this option, the application displays an edit window; click on the check box to display the time picker; the same time will be set for all the steps on the list

← list of available program steps and the respective durations of steps

← Clicking on the selected step allows you to change its duration.

← total time

Changing the sequence of steps:



To change the sequence of steps, you must press and hold down the tile with the selected step, and then, without lifting your finger from the screen of your phone, move it to the desired location. The names of the steps will be replaced.

2.4. Editing the program step

Editing the program step is analogous to editing the scene.

2.5. Groups

Adding elements to the groups:

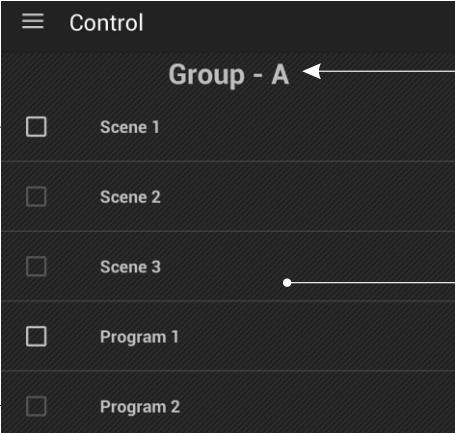
1. Go to a zone for which you want to create a group
2. Click on  (an icon is located in the upper right corner of the application window), confirm selection by clicking on the [Groups] context window
3. Add a new element 
4. Select the group name from the available list

You can choose from 16 groups with the names of each letter of the alphabet (from A to P). You cannot change the group name.

NOTE: the groups are not inter-territorial, i.e. if a group is already “in use” on a different zone, its name does not appear in the drop-down list. If the element from a given zone is assigned to the selected group, its symbol will appear under the name of the element on the zone desktop.

Activation of element from the group will automatically disable all other elements belonging to that group. The transitions between the played elements of the group are made linearly.

5. The application will return to the list of available groups to add the selected elements to the group, press and hold down the tile with the name of the group
6. The application displays a window with the available elements of the zone that can be assigned to a group



Control

Group - A


- Scene 1
- Scene 2
- Scene 3
- Program 1
- Program 2

an element does not belong to another group; it is possible to add several elements at the same time

an element belongs to a different group and its check box is disabled

group for which the user defines the elements

elements belonging to the zone for which the group is defined

Click to delete the created group 


Master of program or zone affects only those channels in which there is assigned a device with brightness, i.e. RGB, RGBW, DW and Mono.

3. INPUTS

After selecting the **[Inputs]** tab from the main menu, the list of events appears on the screen:

INPUT 1+ INPUT 8 - they are signals on the consecutive control inputs,
PX333 ON - running of the controller (power on).

An event button is called by clicking on it. If any of the physical buttons is coupled, the on-screen button will be highlighted blue.

To edit a list of actions for the selected event, click on the icon  located in the upper right corner of the screen.

Subsequent events are available in rows. For each event, you can select its normal status (input characteristics) from the following list:


[Not used] - input disabled

[Open] - normally open input

[Closed] - normally closed input

The user can assign a maximum of 16 actions to each of 9 events.

Adding elements to the event:

1. Select the event for which you want to create a program by clicking on its name
2. Click to add a new element 
3. The application will display a new window where you can define:

[Element type]



[Choose element]

[Choose action]

4. To add actions to the element, click on the **[Element type]** dialog, the program displays a drop-down list from which the user can select an action (according to the table on the next page)
5. Specify the element and action for it in the same way

Available elements and actions:



Element		Action
Scene	SCENE 1 SCENE 2 ⋮ SCENE 32 ALL	ON OFF TOGGLE
Program	PROGRAM 1 PROGRAM 2 ⋮ PROGRAM 8 ALL	PLAY PAUSE STOP TOGGLE RESTART MASTER INCREMENT MASTER DECREMENT MASTER SET
Element list	ELEMENT LIST 1 ELEMENT LIST 2 ⋮ ELEMENT LIST 16 ALL	NEXT PREVIOUS
Zone	ZONE 1 ZONE 2 ⋮ ZONE 16 ALL	ALL ON ALL OFF MASTER INCREMENT MASTER DECREMENT MASTER SET

Click to save your settings . It is also possible to exit without changes; to do this click on the physical button of your smartphone  or display the main menu and go to another tab.

Renaming:

The user can rename the events: INPUT 1÷ INPUT 8, but a new name can contain a maximum of 16 characters. To change the name, press and hold down the tile with the name of the event (as described above), and then, enter a new name in the exit box. You cannot rename the event PX333 ON.


You can remove the event elements:

- individually - using the button located on the right side at the height of the event elements 
- in groups - to do this, click on , and the select **[Clear]** in the pop-up window. All elements of the edited event will be deleted.

4. EDIT ZONES

In the **[Edit zones]** tab, you can create zones of DMX channels and assign the selected device to them. You can create a maximum of 16 zones. Each zone has a name and a continuous range of channels covered by it. Zones can overlap.


Adding a new zone:

1. Click to add a new zone 
2. Type the name of the zone; a maximum of 16 characters
3. Set the range of channels on which the zone will be defined

When adding a new zone, the range of channels is set to 1÷64 by default.

You can change the range of channels using the following boxes:

- spin box
- double clicking or holding the value of DMX channel in the data selection box

4. To save your settings, click on the **[Add]** key
5. Click on  and the application displays the table of numbered DMX channels
6. To move the device to the appropriate DMX channels, press and hold the channel grid on DMX net; after a while, the application displays a device selection window
7. Select the device that you want to add (information on the devices, their functions and range of channels occupied by them are available on the next page)


If you select the **[None]** option, the DMX channel will be left empty.

Devices are assigned to DMX output channels. Only one device can be assigned to one channel. The program library contains 7 various devices which differ in the amount and type of channels.

NOTE: When adding devices, you cannot “regroup” the channels; the device must create a coherent block of channels. If the device would not fit, the program indicates an illegal action with an error message.

NOTE: Removing of the zone causes removing of devices available only in that zone. Removal of the device resets the channels taken by it in all the scenes and programs. Devices can only be added individually.

Removing devices from the DMX net:


- individually - assigning the **[None]** function to the DMX channels
- in groups - selection  (located in the edit window in the upper right corner above the DMX net).

Removing all the devices from DMX channels of edited zone will take place after selecting the **[Clear]** option.

Devices and their functions:

Device	Signature	Number of channels	Type of channels
Monochromatic Lamp	mono	1	Brightness
Dynamic White Lamp	DW	2	Color temperature Brightness
Lamp RGB	RGB	3	Red Green Blue
Lamp RGBW	RGBW	4	Red Green Blue White
Switch	ON/OFF	1	ON/OFF
4-channel Media Player	Media Player	4	Command Track Playing Mode Volume
7-channel Media Player	Media Player EQ	7	Command Track Playing Mode Volume Bass Treble Balance

Changing the name of the device:

1. Click in 
2. To go to the edit mode, select the **[Edit names]** check box
3. Press and hold the tile with the name of the device to be changed
4. Type a new name

NOTE: You cannot add new devices on the DMX channels in the name edit mode.

A new name can contain a maximum of 16 characters. Click **[OK]** key to confirm.

You cannot change the name of an empty DMX channel.


Channels which are disabled in a given zone are highlighted in grey and you cannot edit them (rename, add devices, etc.).

5. ELEMENT LIST

For each zone, you can define a list of successive elements, called by the "NEXT" and "PREVIOUS" actions in the events. Element list is empty by default.

After selecting the **[Element list]** tab, a list of zones is displayed on the screen. To display a list of elements available in a given zone, click on the tile with the name of that zone. The application takes the user to a window with a list of elements.

Adding elements to the list of elements:

1. Go to an zone for which you want to add an element
2. Click to add a new element 
3. Add an element to be added. The selected element will be added to the group.

NOTE: It is possible to transfer the element several times, i.e. the element moved from a list of available elements is not removed from it.

NOTE: If a list of elements is "activated" in a given zone, all the elements on the list and previously launched in another way will be automatically turned off.

If, during playback of the list, the element located on it is started (e.g. using buttons or smartphone), the list will be disabled. The first call of "NEXT" or "PREVIOUS" action will activate the first or the last element in the list. The next call of "NEXT" or "PREVIOUS" action will go to next/previous element on the list.

Calling the action can be defined in the **[Inputs]** tab by selecting **[Element type]** → **[Element list]**.


Only one element from the list may be running at a time.

When a scene is activated from the list of selected elements, its duration is defined as infinity, and similarly, when a program is activated from the list, it will be played in the loop until the re-call of the "NEXT" or "PREVIOUS" action.

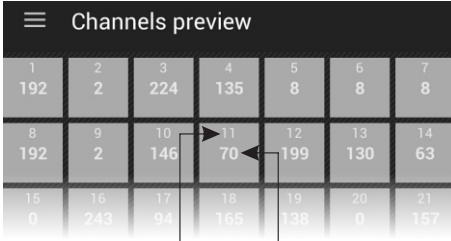
Elements on the list of elements can also be activated in the control mode or by events and then their duration is the same as the previously defined one (**[Control]** tab).

To change the order of elements on the list, press and hold the tile of a given element, and then, without lifting your finger from the screen, move it to the desired location.

6. PWM CHANNELS

In the [PWM Channels] tab, you can set the addresses for the three PWM outputs (range 1÷64). From the spin box, select the number of DMX channel. Click  to save your settings.

7. CHANNELS PREVIEW



The screenshot shows a window titled "Channels preview" with a table of 21 DMX channels. The table has two columns: "number of DMX channel" and "DMX value". The values for channels 1-7 are 192, 2, 224, 135, 8, 8, 8. For channels 8-14, the values are 192, 2, 146, 70, 199, 130, 63. For channels 15-21, the values are 0, 243, 94, 165, 138, 0, 157. Arrows point from the labels "number of DMX channel" and "DMX value" to the respective columns in the table.

number of DMX channel	DMX value
1	192
2	2
3	224
4	135
5	8
6	8
7	8
8	192
9	2
10	146
11	70
12	199
13	130
14	63
15	0
16	243
17	94
18	165
19	138
20	0
21	157

In this tab, a preview of values on DMX channel net is available.

8. CURRENT PLAY


In the window of this tab, currently active elements are displayed.

9. SECURITY

Option to change the administrator password and activate client accounts is available in the tab. There are available 3 levels of access for client and they can be simultaneously activated.

NOTE: Each client account should have an individual password.

When you change the administrator password, the program asks you to enter the old password, enter a new password and repeat a new password.

The program allows you to preview the password; it is possible after selecting  the option located next to the password box.

Available safety levels for the User:

- **User 3 mode** - allows only to activate/deactivate scenes and programs and access the buttons of the panel of events, which means that edition is not possible for this level of access.
- **User 2 mode** - has the same authorisation as User 3, and additionally, has access to the slider of scenes, master and basic program options (x-fade, master, speed). The changes are stored in temporary memory.

- **User 1 mode** - has the same authorisation as Client 2, and additionally, the changes are saved in the memory.


10. CONFIGURATION

The [**Configuration**] tab allows you to save your settings in a file on your phone. It will have the default extension * .cfg333. This is possible when you select [**Save configuration to file**].

You can also upload the existing configuration from the phone memory; this is possible by selecting [**Load configuration**].

After selecting [**Restore factory configuration**] the program returns to the default settings and displays a blank page.

MODBUS PROTOCOL

In addition, once you have selected  , you can view Modbus report previews, by selecting [Show preview] option or you can send a report and share it using an application of your choice ([Share preview] option).

The currently displayed small window shows the indexes of the zones, scenes and programmes used in the current configuration. These values are useful for determining the right address for a Modbus command (see Modbus Tables 1 and 2 on pages 23 and 24). To determine such an address, add the index value of a given element to the address provided in Table 1 (for a particular parameter).

For example, if a scene referred to as X has index Y, the relevant Modbus command triggering scene X will read as follows:

SCENE ACTION

address = 20480 + Y

value = 0 (ACTIVATE)

11. ABOUT

Selecting the last tab [**Information**] displays the basic information about the software and contact details of the manufacturer. In addition, at this point it will be possible to open the manual. To open and read PDF files on your phone, you need to install software such as PDF reader.

Table 1. Description of Modbus functions

	Parameter	Modbus function	Address		Value
			dec	hex	
R E A D O N L Y	DMX OUT	Read Holding Registers	0	0000	0-255
	64		1	0001	
			
			63	003F	
	DIGITAL INPUT	Read Holding Registers	4096	1000	0-1
	8		4097	1001	
			
			4103	1007	
	SCENE STATUS	Read Holding Registers	8192	2000	0-3
	32		8193	2001	
			
			8223	201F	
PROGRAM STATUS	Read Holding Registers	12288	3000	0-3	
8		12289	3001		
			
		12295	3007		
W R I T E O N L Y	EVENT	Write Single Register	16384	4000	0-8
	1				
	SCENE ACTION	Write Single Register	20480	5000	0-2
	32		20481	5001	
			
			20511	501F	
	PROGRAM ACTION	Write Single Register	20736	5100	0-7
	8		20737	5101	
			
			20743	5107	
	PROGRAM MASTER ACTION	Write Single Register	20992	5200	0-100
	8		20993	5201	
			
			20999	5207	
	PROGRAM X-FADE ACTION	Write Single Register	21248	5300	0-100
	8		21249	5301	
			
			21255	5307	
	PROGRAM SPEED ACTION	Write Single Register	21504	5400	0-255
	8		21505	5401	
			
			21511	5407	
LIST ACTION	Write Single Register	21760	5500	0-2	
16		21761	5501		
			
		21775	550F		
ZONE ACTION	Write Single Register	22016	5600	0-1	
16		22017	5601		
			
		22031	560F		
ZONE MASTER ACTION	Write Single Register	22272	5700	0-100	
16		22273	5701		
			
		22287	570F		

Table 2. Description of parameters

	Parameter	Range	Description
R E A D O N L Y	DMX OUT	0-255	Get DMX channel value
	DIGITAL INPUT	0-1	Get digital input state 0: OFF 1: ACTIVE
	SCENE STATUS	0-3	Get scene status 0: OFF 1: RISING 2: ON 3: FALLING
	PROGRAM STATUS	0-3	Get program status 0: OFF 1: PLAYING 2: PAUSED 3: FALLING
W R I T E O N L Y	EVENT	0-8	Trigger event 0-7: DIGITAL INPUT EVENT 8: CONTROLLER POWER ON
	SCENE ACTION	0-2	Trigger scene action 0: ON 1: OFF 2: TOGGLE
	PROGRAM ACTION	0-7	Trigger program action 0: PLAY 1: PAUSE 2: STOP 3: TOGGLE 4: RESTART 5: RESUME
	PROGRAM MASTER	0-100	Set program master
	PROGRAM X-FADE	0-100	Set program x-fade
	PROGRAM SPEED	0-255	Set program speed
	Speed formula: $StepTime = Value * NominalStepTime / 100$		Step time = 0.01s 25: 0.25x NominalStepTime 50: 0.5x NominalStepTime 100: 1x NominalStepTime 150: 1.5x NominalStepTime 200: 2x NominalStepTime 255: 2.55x NominalStepTime
	LIST ACTION	0-2	Trigger element list action 0: NEXT 1: PREV 2: OFF
	ZONE ACTION	0-1	Trigger zone action 0: ALL ON 1: ALL OFF
	ZONE MASTER	0-100	Set zone master