PxMobile 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

PxMobile is an Android app for operating PXM controllers: PX340, PX340+, PX345, PX345+, PX710 and PX710+.

With the app you can:

- turn scenes, programs and movies on and off,
- trigger events,
- view and change time events,
- view statuses,
- edit selected scenes,
- adjust the masters of zones, scenes, programs and movies, and the speed of programs,
- adjust the size and order of the tiles.

The app connects to the controller over the local network or remotely, over the internet. Many users can be logged in to one controller at the same time.

The app requires:

- a phone or tablet with Android 5.0 or newer,
- a controller on the same Wi-Fi network or available remotely,
- a configuration and user accounts prepared beforehand in PxDesigner (described in the PxDesigner manual on the manufacturer's website).

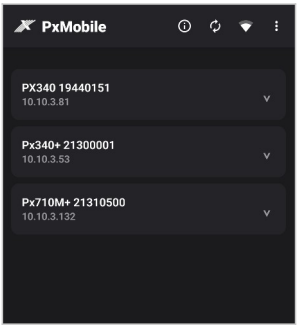
The app is free to download from Google Play, from the manufacturer's website (pxm.pl) or by scanning the QR code.

Google Play

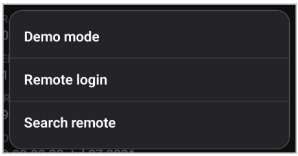
2 Getting started

2.1 Controller list

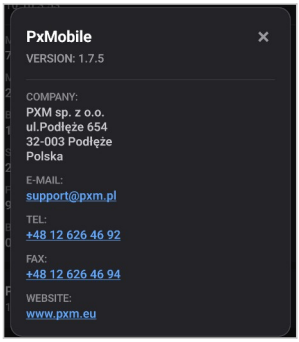
When started, the app searches the local network for controllers and lists them with their name, serial number and IP address. Saved remote controllers are listed below, marked with a globe icon. The ZAJĘTY label means that the controller is currently busy.



Controller list



Menu ⋮



About

Buttons on the top bar:

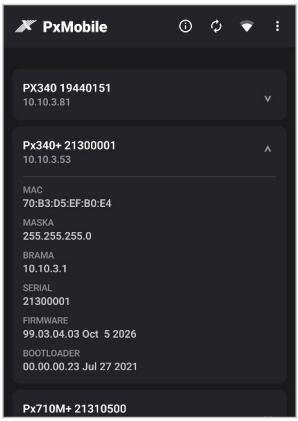
Icon	Action
	information about the app and the manufacturer's contact details
	search for controllers again
	choose a Wi-Fi network in the phone settings
	menu: **Demo mode**, **Remote login**, **Search remote**

If the app does not find any controller, check that the phone is on the same Wi-Fi network and search again.

The Back button on the controller list closes the app (after confirmation).

2.2 Controller information

The arrow on the right of a row expands the controller's details:

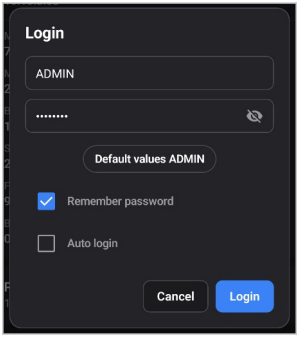


Expanded controller row

- MAC – MAC address, unique for each network device,
- MASKA, BRAMA – the controller's network mask and gateway,
- SERIAL – serial number,
- FIRMWARE, BOOTLOADER – firmware and bootloader versions.

2.3 Logging in on the local network

Tap a controller on the list and enter the login details.



Login

The login window offers:

- Default values ADMIN – fills in the ADMIN user and the default password,
- Remember password – the password is filled in the next time you log in to this controller,
- Auto login – when started, the app logs in to this controller by itself as soon as it finds it on the network.

Every controller has an ADMIN user with full rights. Its default password is the controller's serial number.

NOTE! It is recommended to change the default password and to create user accounts with appropriate rights.

To turn auto login off, on the control screen choose menu ⋮ > **Disable auto login**.

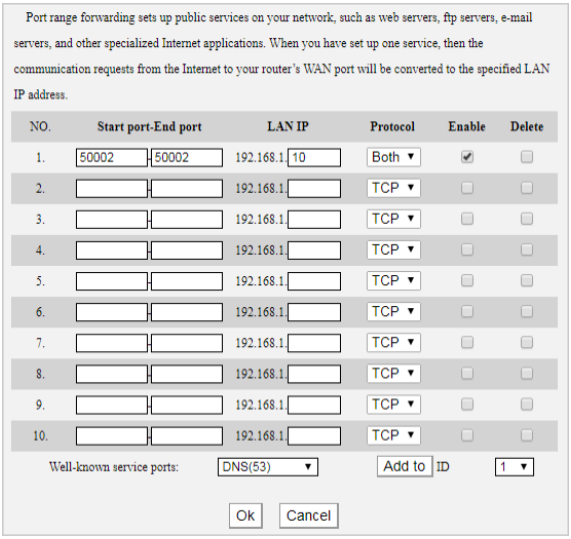
2.4 Remote login

The app can log in to a controller over the internet. For this:

- the router must have an external IP address assigned by the internet provider, and incoming connections must not be blocked by the firewall of the provider or the router,
- port 50002 TCP/UDP must be forwarded on the router to the controller's IP address,
- the controller's address on the local network must not change (static IP address or a fixed assignment from the DHCP server).

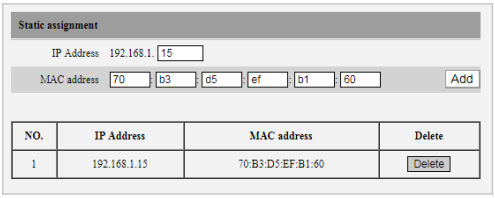
Port forwarding options in a router usually include: forwarding number, port or port range, device IP address, protocol (TCP, UDP or both) and enabling the rule. If the router cannot forward a single port, enter the range from 50002 to 50002.

Example: the controller has the address 192.168.1.10 and the mask 255.255.255.0, and the router's external address is 66.77.88.99 (example address). On the router, forward port 50002, protocol TCP or both (the *Both* option), to 192.168.1.10.



Example port forwarding settings in a router

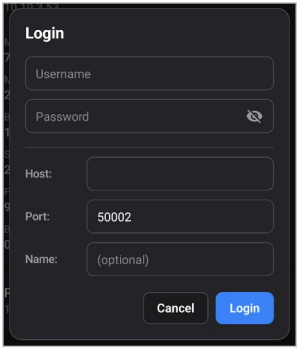
NOTE! Most routers can assign a fixed IP address to a device's MAC address. In the example below, the device with the MAC address 70:B3:D5:EF:B1:60 always gets the address 192.168.1.15 from the DHCP server.



Example assignment of an IP address to a MAC address

To log in:

1. Choose **Remote login** from the ⋮ menu.
2. Enter the **Username** and **Password**.
3. In the **Host** field, enter the router's external address or domain name (66.77.88.99 in the example).
4. In the **Port** field, leave 50002 or enter the port set on the router.
5. In the **Name** field (optional), enter the name under which the controller will appear on the list.
6. Tap **Login**.



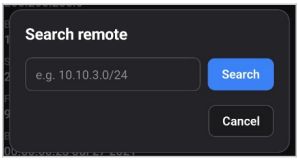
Remote login

After a successful login, the controller is saved on the list with a globe icon, together with the login details. Tapping the entry opens the login window with the fields filled in. Holding the entry opens the **Edit** and **Delete** menu; deleting requires confirmation.

2.5 Search remote

This function searches for controllers in another subnet that the phone can reach, for example over a VPN. The regular search covers only the local network.

1. Choose **Search remote** from the ⋮ menu.
2. Enter the subnet address, for example 10.10.3.0/24, and tap **Search**.
3. Tap a controller on the results list. The login window opens with the address filled in; the **Default values ADMIN** button is also available.



Search remote

2.6 Demo mode

Demo mode in the ⋮ menu opens a sample configuration without connecting to a controller. It lets you get to know the app and try out the tiles. No commands reach any controller. Some functions, such as changing a scene's master, need a connection and do not work in demo mode.

Most of the screenshots in this manual come from demo mode.

2.7 Lost connection

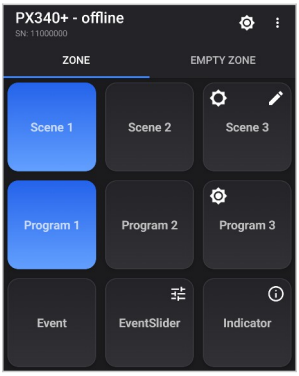
When the connection is lost, the app tries to reconnect by itself and shows **Trying to restore connection**. If this fails, it asks whether to try again.

3 Control screen

After logging in, the app downloads the configuration prepared for the given user and opens the control screen.



Controller with two zones



Tiles of various types (demo mode)

The configuration consists of the zones the user has access to. Zones appear as tabs; to switch between them, tap a tab or swipe across the screen. Scenes, programs, movies, events and statuses can be assigned to each zone, and each of these elements is shown as a tile.

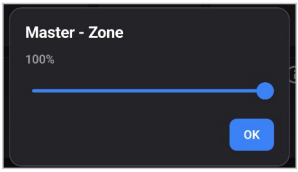
Scenes, programs, movies and statuses have two states: on (blue) and off. The tile colour shows the state on the controller in real time. Events have no state.

Icons on the tiles and on the bar:

Icon	Meaning
	on the bar: zone master
	on a tile: the element has an adjustable master
	editable scene
	event with a value
	status
	menu: **Edit mode**, **Logout** and **Disable auto login**, if it is on

3.1 Zone master

The button on the bar opens the zone master window. The master adjusts the brightness of all running elements in the zone. The button is visible only in zones where the master is available.

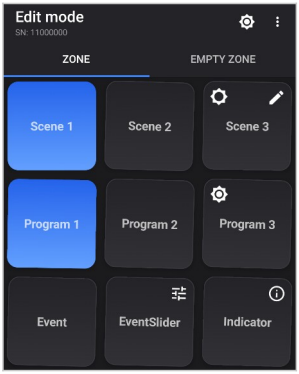


Zone master

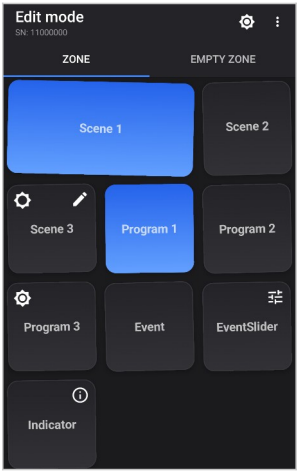
3.2 Edit mode

Edit mode lets you change the size and order of the tiles. Turn it on and off with **Edit mode** in the ⋮ menu. In edit mode, the bar shows **Edit mode** and the tiles wobble.

- Tapping a tile changes its width: single, double, triple and back to single.
- Holding and dragging a tile changes its position.



Before the change



After the change: Scene 1 is double width, Scene 2 has been moved

When you leave edit mode, the layout is saved for the given user and loaded at the next login. The layout is saved separately for each user.

NOTE! A layout saved by the ADMIN user is also sent to the controller.

3.3 Logging out

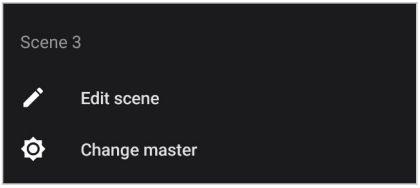
Choose **Logout** from the ⋮ menu or press Back, and then confirm with **Yes**.

4 Scene

A short tap on a tile turns the scene on or off.

A scene can be editable ✎ and masterable ⚙. Holding a tile depends on these settings:

Scene	Holding the tile
editable and masterable	menu: **Edit scene**, **Change master**
editable only	goes to scene editing
masterable only	goes to the scene master
neither	no reaction

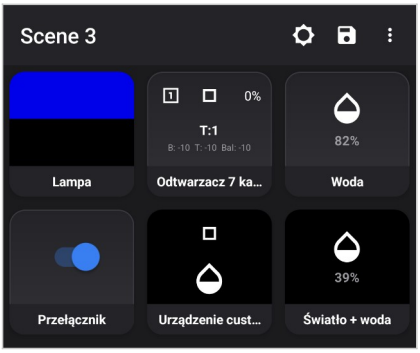


Scene menu

The scene master screen works the same way as for a program (see the **Program** chapter).

4.1 Scene editing

The editing screen shows the devices assigned to the scene as tiles. Changes are immediately visible on the lights and devices.



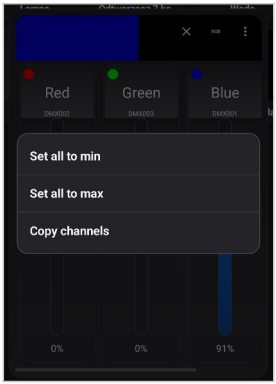
Scene editing

Buttons on the bar:

Icon	Action
	scene master (when logged in to a controller and the scene is masterable)
	save the scene to the controller and exit
	menu: **Set all to min**, **Set all to max**

If the scene has been changed, the app asks **Do you want to save changes?** when you exit. Choosing **No** restores the previous values.

Tapping a device tile opens its control window; the X or Back button closes it. The menu in the window contains **Set all to min**, **Set all to max** and **Copy channels**. After copying, **Paste channels** appears, which transfers the values to channels of the same type in another device.



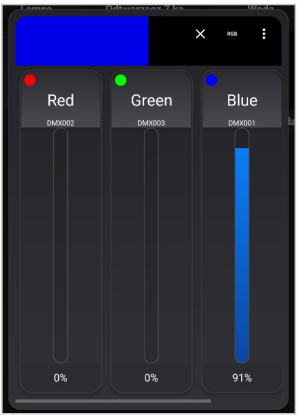
Device window menu

4.1.1 Controlling multiple devices

Holding a device tile selects it and turns on checkboxes on all tiles. The ⋮ menu then also contains **Select all**, **Deselect all** and **Control selected**. The last one opens one control window for all selected devices.

4.1.2 Light

The tile shows the device's current colour. In the control window, each channel has its own slider with the name, DMX channel number and value in percent. If there are more channels than fit in the window, the list can be scrolled horizontally.



Light window



Colour selection

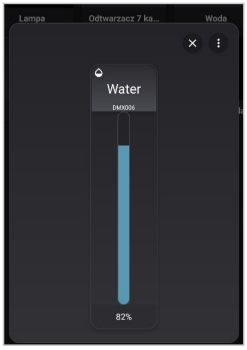
Channel types:

Channel	Function
Red, Green, Blue	colour components
Warm white, White, Cold white, Amber	additional colour components
Dimmer	dims the colour set on the other channels
Tint, Brightness	colour temperature and brightness
Position X, Position Y, Gobo, Multicolor, Multilabel	moving head and multifunction channels

If the device has red, green and blue channels, the top of the window shows a colour preview and the RGB button. It opens the colour selection: a colour field, a brightness slider and the hexadecimal colour value. Save accepts the colour and Cancel keeps the previous one.

4.1.3 Water

The window contains a single slider for the height of the water column, with the DMX channel number and the value in percent.



Water window

4.1.4 Switch

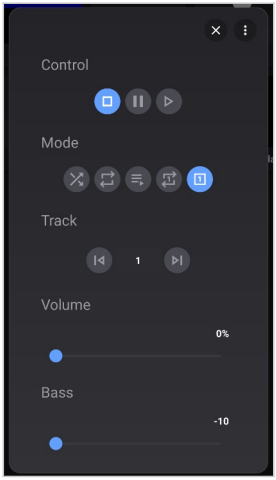
The tile contains a switch. Tapping the tile changes the state immediately, without opening a window.

4.1.5 Combined devices

Devices that combine light, water and a switch have the sliders and switches of all their channels in the control window. The tile then shows the icons of the respective functions.

4.1.6 Multimedia

The player window contains the buttons controlling playback. A 7-channel player also has **Bass**, **Treble** and **Balance** adjustment, each from -10 to 10.



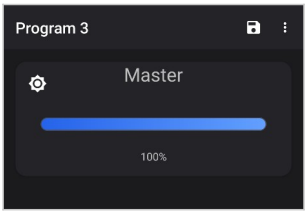
Player window

Item	Action
	**Control**: stop, pause, play
	**Mode**: random track order
	**Mode**: from the selected track in order, starting over after the last one
	**Mode**: from the selected track in order, stopping after the last one
	**Mode**: selected track repeatedly
	**Mode**: selected track once
	**Track**: previous and next; you can also enter the number by tapping the field between the buttons
Volume	adjustment from 0 to 100%

The tile shows the playback state, the mode, the volume in percent, the track number (**T:**) and the bass, treble and balance values.

5 Program

A short tap on a tile turns the program on or off. A program can have an adjustable master and speed. Holding the tile opens a screen with the respective sliders. If only the master or only the speed is available, the other slider is hidden.



Program master

- Master – adjusts the brightness of the element,
- Speed – changes the program playback speed from 0x to 2.55x,
- Stop – sets the speed to 0x,
- 1x – sets the speed to 1x.

The button saves the settings. The menu contains Restore default values (master 100%, speed 1x). If the settings have not been saved, the app asks Do you want to save changes? when you exit.

6 Movie

A short tap on a tile turns the movie on or off. If the movie has an adjustable master, the tile shows the icon, and holding the tile opens the master screen.

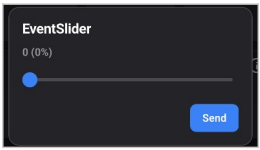
7 Status

A status is a tile that does not react to touch. Its colour shows the state on the controller in real time: blue when the status is on.

8 Events

Event without a value: each tap on the tile sends the event to the controller. The tile does not change state.

Event with a value : tapping the tile opens a window with a slider. After setting the value, the **Send** button sends it to the controller.

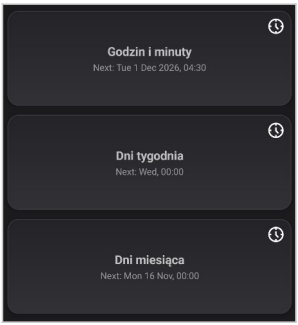


Event with a value

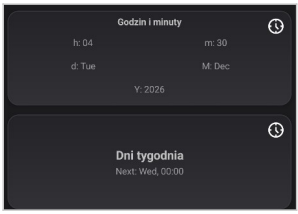
9 Time events

A time event runs on its own at a set time: at selected hours and minutes, or at sunrise or sunset, on selected days of the week, days of the month, months and year. The schedule is created in PxDesigner. In the app it can be viewed and changed within the limits set in the PxDesigner configuration.

The time event tile shows the name and the next run (**Next: …**). Tapping the tile expands it and shows the conditions that are set: **h** – hours, **m** – minutes, **d** – days of the week, **D** – days of the month, **M** – months, **Y** – year. Tapping again collapses the tile. Tapping does not run the event.



Time event tiles



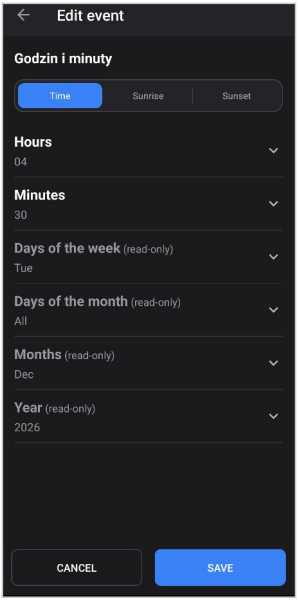
Expanded tile

Pressing and holding the tile opens the **Edit event** screen. In edit mode pressing and holding moves the tile, so the screen does not open.

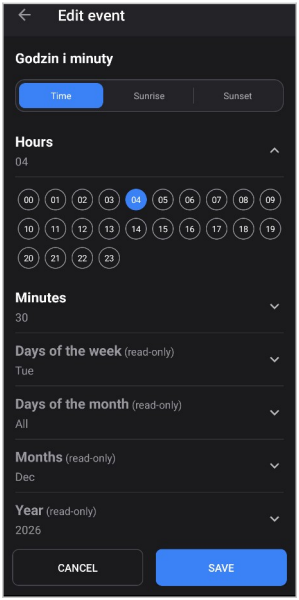
The edit event screen:

- the **Time**, **Sunrise** and **Sunset** tabs – when the event runs; the **Hours** and **Minutes** sections are shown only for the **Time** tab,

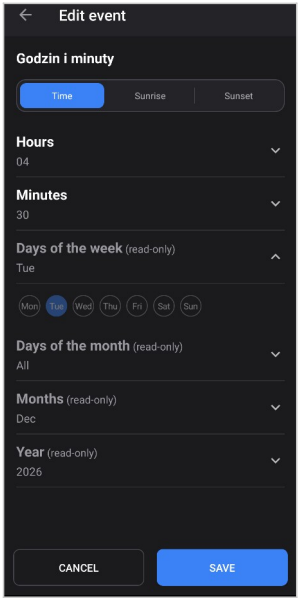
- the **Hours**, **Minutes**, **Days of the week**, **Days of the month**, **Months** and **Year** sections – tap a header to expand a section and tap a value to select or clear it; the current selection is shown under the header,
- a section with no values selected does not restrict the event (e.g. **Every day**, **All**, **Every year**),
- sections marked **(read-only)** are locked in PxDesigner – the values are visible but cannot be changed,
- **Save** sends the changes to the controller, **Cancel** closes the screen without changes.



Edit event



Selecting hours



Read-only section

NOTE! If the controller does not confirm the save, the app shows the message „Could not save the changes on the controller" and the changes are not stored on the controller.