
FRIEND-CHIP,
STUDIO ELECTRONICS

WIN REMOTE

*for DMX12/16/32
Modular Matrix for
Digital Audio Signals*

Manual

REMOTE SOFTWARE VERSION 2.1

System requirements are an IBM compatible PC, at least one MIDI interface and any version of WINDOWS, from WINDOWS 98 to WINDOWS VISTA.

1 INSTALLATION

The remote software must be copied onto your hard disk, it will not run from CD. Since the software always automatically writes the latest file, it is recommended to create a folder for the DMX software and for the corresponding files. The application must be in the same folder.

2 OVERVIEW

The remote software allows you to edit the DMX-patches on the screen and to transfer the data via MIDI sysex. to the DMX hardware.

A MIDI interface must be selected and the ID## selected in the software must be the same as the ID## selected in the DMX hardware.

NOTE: The transmitted data is present in the DMX hardware edit buffer and may be modified there and saved to any memory location in the DMX unit.

3 PRESET LIST

Once a setup is programmed it can be saved to a preset list.

- PRESET SAVE saves the current patch to the PRESET list.
- PRESET RECALL opens the presetlist
- Click once onto a label in the preset list to load the matrix

NOTE: The edit window may be closed (not the application) while the
PRESET LIST remains open.
The preset list window can be diminished from the right window edge.

You can save up to 50 patches in the PRESET LIST.
Double click onto the PRESET labels to enter preset names.

4 DEVICE LABELS

A name can be entered for all connected devices.
On the left side you find all SOURCES, on top all DESTINATIONS.

- Double click onto any destination or source label to enter a name.
- Confirm with RETURN

5 *CREATING, DELETING PATCHES*

There are two ways to create or to delete a patch:

FIRST

- Just click onto the cross point in the matrix field,
or hold down the left mouse key and move onto the desired cross point.
- Click on the same point again, to delete an existing patch.

SECOND

- Click onto any source- or destination label with the right mouse key
A pop up menu displays all destinations and the patches with the selected device.

Click onto any destination (source) in the pop up menu to create or to delete a patch.

NOTE: When EDIT (the upper of the three keys on the right) is on, any changes will be displayed, but not transmitted to the hardware until you press SEND.

6 EDIT / SEND

When the EDIT button is on, you may change patches without transmission to the hardware. When you finally press SEND data is transmitted, and the matrix will switch to the new setting.

7 MIDI SYSEX. FILE

You may save the current setting as a MIDI SYSEX. FILE, which, then can be transmitted by your MIDI player to the DMX_16 unit, to switch the matrix from a sequencer.

8 MIDI DUMP

The complete file including all device names, program names and all 50 presets can be transmitted to the DMX unit.

9 AUTO SAVE

Whenever you close the DMX application a file is automatically created to save all your work during the last session. This file is loaded when you start the software again. You must hit SEND to transmit this file to the DMX unit.

10 FILE SAVE AS

If you need more than the 50 presets, or different names lists, you may save a complete configuration under a file name including

- device names
- preset names
- 50 preset setups

NOTE: Save the auto file (see 8.9) under another name before you start working with different files. Any new file will again be saved automatically, whenever you close the application.

If you changed anything in a configuration, the configuration must be "saved as ..." under its filename, otherwise the changes will only be saved in the auto file.

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