## Table Of Contents

### Part A  Introduction

1 Glossary .................................................. 10
2 System Requirements .................................... 15
3 MADRIX KEY [Software License] ....................... 20
4 Update From MADRIX 2.X To MADRIX 3.X ............... 26
5 Supported Fixtures [LED Products] ..................... 31
6 Supported DMX512 And Art-Net Interfaces ............. 33
7 Web Links .................................................. 37

### Part B  Getting Started

1 Installation Process ..................................... 40
2 Language Settings ........................................ 48
3 5-Step Quick Start ...................................... 49
4 Audio Configuration And ASIO ......................... 51
5 PC Power Management .................................... 63
6 Tips [Microsoft Windows / Networks / USB] .......... 67
7 Using The Mouse .......................................... 81
8 Keyboard Shortcuts [Hotkeys] ......................... 84
9 Examples .................................................. 86
10 2D Or 3D [X, Y, Z] ...................................... 88

### Part C  User Interface [GUI]

1 Menu ....................................................... 96
2 2 Effect Pipelines [Left/Right] ......................... 104
3 3 Previews ................................................ 107
4 Fade Area [Crossfader] .................................. 121
5 Storages ................................................... 133
6 Storage Places [256 x 256] ............................. 139
7 Speed Masters / Color Filters [Left/Right] .............. 147
8 Effect Areas [Left/Right] ................................ 150
9 Cue List Section .......................................... 155
10 Master / Audio Input Level ............................. 157
11 Full Screen Mode ....................................... 160
12 Touch Screen ............................................ 163

### Part D  Using The Software

1 Matrix Generator ....................................... 169
2 Patch Editor .............................................. 181
3 DVI Patch ................................................ 215
<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Fixture Groups [Group Control]</td>
<td>231</td>
</tr>
<tr>
<td>5</td>
<td>Effects [Visuals]</td>
<td>251</td>
</tr>
<tr>
<td>6</td>
<td>Layers</td>
<td>254</td>
</tr>
<tr>
<td>7</td>
<td>Mapping / Tiling / Rotation.</td>
<td>278</td>
</tr>
<tr>
<td>8</td>
<td>Effect Parameter Chaser</td>
<td>289</td>
</tr>
<tr>
<td>9</td>
<td>Tools</td>
<td>312</td>
</tr>
<tr>
<td>10</td>
<td>Backup System</td>
<td>322</td>
</tr>
<tr>
<td>11</td>
<td>File Types</td>
<td>328</td>
</tr>
<tr>
<td>12</td>
<td>Recording</td>
<td>334</td>
</tr>
</tbody>
</table>

**Part E Options**

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Startup</td>
<td>348</td>
</tr>
<tr>
<td>2</td>
<td>General</td>
<td>351</td>
</tr>
<tr>
<td>3</td>
<td>Devices USB</td>
<td>354</td>
</tr>
<tr>
<td>4</td>
<td>Devices Network</td>
<td>357</td>
</tr>
<tr>
<td>5</td>
<td>User Interface</td>
<td>360</td>
</tr>
<tr>
<td>6</td>
<td>Previews</td>
<td>363</td>
</tr>
<tr>
<td>7</td>
<td>Performance</td>
<td>367</td>
</tr>
</tbody>
</table>

**Part F OUTPUT Settings**

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DVI</td>
<td>374</td>
</tr>
<tr>
<td></td>
<td>DVI</td>
<td>375</td>
</tr>
<tr>
<td></td>
<td>DVI Examples</td>
<td>390</td>
</tr>
<tr>
<td>2</td>
<td>Art-Net [DMX Over Ethernet]</td>
<td>394</td>
</tr>
<tr>
<td>3</td>
<td>DMX512 [DMX-OUT]</td>
<td>410</td>
</tr>
<tr>
<td>4</td>
<td>e:net From e:cue</td>
<td>417</td>
</tr>
<tr>
<td>5</td>
<td>ROBE StageQube 324 [ROBE Protocol]</td>
<td>421</td>
</tr>
<tr>
<td>6</td>
<td>Insta instafight 2022 - LED-Panel RGB 324 [Insta Protocol]</td>
<td>431</td>
</tr>
<tr>
<td>7</td>
<td>Philips Color Kinetics [KINET]</td>
<td>441</td>
</tr>
<tr>
<td>8</td>
<td>ESTA - Streaming ACN [sACN / E1.31]</td>
<td>452</td>
</tr>
<tr>
<td>9</td>
<td>Proprietary DVI Devices [5A / A8 / T9]</td>
<td>463</td>
</tr>
</tbody>
</table>

**Part G INPUT And Remote Control**

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DMX-IN And Art-Net Remote</td>
<td>477</td>
</tr>
<tr>
<td></td>
<td>DMX-IN [Simple Protocol]</td>
<td>494</td>
</tr>
<tr>
<td></td>
<td>DMX-IN [General Protocol]</td>
<td>496</td>
</tr>
<tr>
<td></td>
<td>DMX-IN [Advanced Protocol]</td>
<td>500</td>
</tr>
<tr>
<td></td>
<td>DMX-IN [User]</td>
<td>520</td>
</tr>
<tr>
<td></td>
<td>DMX-IN Remote Editor</td>
<td>521</td>
</tr>
<tr>
<td>2</td>
<td>MIDI-IN</td>
<td>532</td>
</tr>
<tr>
<td></td>
<td>MIDI Remote Editor</td>
<td>542</td>
</tr>
<tr>
<td></td>
<td>Akai Professional APC40</td>
<td>555</td>
</tr>
<tr>
<td></td>
<td>Akai Professional APC40 MKII</td>
<td>557</td>
</tr>
<tr>
<td></td>
<td>Akai Professional APCkey25</td>
<td>563</td>
</tr>
<tr>
<td></td>
<td>Akai Professional APCmini</td>
<td>567</td>
</tr>
<tr>
<td></td>
<td>Akai Professional LPD8</td>
<td>571</td>
</tr>
</tbody>
</table>
Table Of Contents

4 GamePort ............................................. 644
5 CITP ................................................. 654
6 Remote HTTP .......................................... 661

Part H MADRIX Effects ........................................... 670

1 Static Color Effects [SCE] ........................................... 672
   SCE Bounce ........................................... 674
   SCE Capture ........................................... 678
   SCE Clouds ........................................... 684
   SCE Color ............................................. 687
   SCE Color Change ..................................... 689
   SCE Color Scroll ..................................... 691
   SCE Counter ......................................... 694
   SCE Drops ............................................ 704
   SCE Explosions ....................................... 708
   SCE Fill Drops ....................................... 712
   SCE Fill Random ...................................... 715
   SCE Fill Snake ........................................ 718
   SCE Fill Solid ......................................... 721
   SCE Fire ................................................ 725
   SCE Flames ............................................ 728
   SCE Fluid ............................................... 731
   SCE Gradient .......................................... 734

www.madrix.com
### Table Of Contents

SCE Graph .......................................................... 738
SCE Image .......................................................... 744
SCE Level Color Simulator ........................................ 757
SCE Metaballs ........................................................ 760
SCE Noise ............................................................ 764
SCE Plasma ........................................................... 768
SCE Pulse / Stroboscope ........................................... 771
SCE Screen Capture ................................................ 774
SCE Shapes ........................................................... 784
SCE Simple Shape ................................................... 788
SCE Starfield .......................................................... 792
SCE Swarm ............................................................ 795
SCE Ticker / Scrolling Text ....................................... 798
SCE Tubes ............................................................. 804
SCE Video ............................................................. 807
SCE Wave / Radial ................................................... 818

#### 2 Sound2Light Effects [S2L] ..................................... 821

S2L Drops ............................................................. 823
S2L EQ / Spectrum ................................................ 827
S2L Frequency Flash ............................................... 831
S2L Level Color ..................................................... 834
S2L Level Color Scroll ............................................. 837
S2L Level Meter ..................................................... 840
S2L Level Shape ..................................................... 843
S2L Shapes ............................................................ 846
S2L Tubes .............................................................. 850
S2L Waveform ....................................................... 853
S2L Wavegraph ...................................................... 856

#### 3 Music2Light Effects [M2L] ..................................... 859

M2L Color Change .................................................. 861
M2L Color Scroll .................................................... 863
M2L Drops ............................................................ 866
M2L Note Flash ....................................................... 869
M2L Shapes ............................................................ 872
M2L Single Tone Spectrum ....................................... 875
M2L Tubes ............................................................. 879

#### 4 MAS Script ......................................................... 882

#### 5 Macros And Scripts ............................................. 885

#### 6 Using BPM Control ............................................. 888

#### 7 Using Colors And Intensity ................................... 890

#### 8 Using Directions ................................................ 904

**Part I**  **Cue List** .................................................. 907

1 **Cue List** .......................................................... 908

**Part J**  **Extra Tools And 3rd-Party Software** ................ 924

1 **MADRIX Fixture Editor** ....................................... 925
2 **MADRIX Restore** ............................................... 928
3 **MADRIX Time Code Sender** ................................ 931
4 **MADRIX PLEXUS Updater** .................................... 936
5 **MADRIX LUNA Updater** ....................................... 937

www.madrix.com
<table>
<thead>
<tr>
<th>Part</th>
<th>Module</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>K</td>
<td>MADRIX USBone</td>
<td>950</td>
</tr>
<tr>
<td>L</td>
<td>MADRIX NEO</td>
<td>955</td>
</tr>
<tr>
<td>M</td>
<td>MADRIX PLEXUS</td>
<td>961</td>
</tr>
<tr>
<td>N</td>
<td>MADRIX LUNA</td>
<td>965</td>
</tr>
<tr>
<td>O</td>
<td>MADRIX I/O</td>
<td>1010</td>
</tr>
<tr>
<td>P</td>
<td>Tips And Tricks</td>
<td>1023</td>
</tr>
<tr>
<td>Q</td>
<td>Imprint And Copyright</td>
<td>1027</td>
</tr>
</tbody>
</table>

**Index**  

1057
//PART A

Introduction
Welcome to MADRIX

MADRIX is an outstanding tool for modern LED control. This software is an advanced LED lighting controller. MADRIX combines stunning real-time effects with an easy to use user interface that will allow you to create unique lighting patterns very easily. A wide range of software features allow for [nearly] endless possibilities and many options available to you. Please use this user guide to learn how to operate the software and its various tools. Thank you for choosing MADRIX!

How To Use This User Guide

- Press **F1** on your keyboard while working with the application to quickly call up the MADRIX Help and Manual.
- **LINKS** are displayed in orange. Simply click through and you will be taken to the corresponding part within the same topic.
• »LINKS will take you away from the topic which your are currently reading to another section in this guide or to an external website.
• 📚 - Shows new or updated topics for this MADRIX software release version. This manual refers to MADRIX 3.5a
• This user guide is available in English.

Topics Of This Chapter

• »Glossary
• »System Requirements
• »MADRIX KEY [Software License]
• »Update From MADRIX 2.X To MADRIX 3.X
• »Supported Fixtures [LED Products]
• »Supported DMX512 And Art-Net Interfaces
• »Web Links
1.1 Glossary

2D

MADRIX makes it possible to control numerous LED fixtures, also of different kinds, and to position them according to your needs in nearly any form or shape. This could be LED walls, arch shapes, ceilings, stripes, tiles, dance floors, etc. You can control pixel by pixel [pixel mapping].

3D

MADRIX supports volumetric pixel rendering as well [voxel mapping]. That means, MADRIX also allows you to control real 3D LED matrices. This approach is fundamentally different to the 3D projections or the physical layout of 2D surface areas that are widely known nowadays.

Art-Net

Art-Net is a communication protocol that allows to distribute DMX512 data over Ethernet network. Often, so-called Art-Net nodes then act as Ethernet-to-DMX512 converters and hardware interfaces. MADRIX LUNA is such an Art-Net node, for example.

Art-Net Remote

Art-Net Remote refers to DMX512 input that is sent and received over Ethernet network.

DMX512 [DMX-OUT]

DMX512, often abridged to DMX, is an unidirectional communication protocol used mainly to control stage lighting, which uses 5-pin XLR connectors as defined by the standard. 3-pin connectors are also common, but not defined as standard connectors. When working with DMX-based products, each fixture needs a specific attribution via its DMX channel and its DMX universe. With the specific DMX channel and DMX universe, the LED product can be identified directly for a correct communication with the fixture.

DMX-IN

You can send or receive DMX512 data. DMX-IN refers to DMX512 input, which you can receive in MADRIX.

DMX Channel
A total of 512 DMX channels is available per DMX universe. Each DMX channel is an individual control channel. Valid values range from 0 to 255, with a total of 256 values.

**DMX Universe**

A DMX universe contains 512 DMX channels and represents 1 DMX line. To control more than 512 DMX channels, more than 1 DMX universes need to be used. For example, 2 DMX universes represent 1024 DMX channels.

For example, you can control 170 **RGB** fixtures per DMX universe. That means, calculating 170 fixtures x 3 channels results in 510 DMX channels. Therefore, channel 511 and 512 will be left empty.

And if your are using more then 170 fixtures, those DMX channels will be assigned to a new DMX universe [e.g., DMX universe 2].

**DVI**

DVI is another way to output a video signal for your LEDs. Certain LED products use this type of communication. MADRIX features 2 DVI outputs, which are 1-to-1 output windows. You can then send the DVI outputs to any graphics card port [such as, VGA, HDMI, DVI, etc.]. Other solutions use screen-capturing to capture such a DVI output window and send them to the LED controller via Ethernet.

**Fixture**

When talking about an LED product, the specific product is often called fixture. When talking about fixtures, often you will automatically get the information about the number of color channels [e.g., RGB] and the number of pixels.

**Input**

MADRIX can send data out, but at the same time data can be sent to MADRIX. That means data is sent to the MADRIX PC through various means [mostly USB or network]. MADRIX can then be controlled remotely by you, or you can merge or use incoming signals, etc.

**Insta / ROBE protocols**

The manufacturers Insta and ROBE launched several, specific products that were controlled with their own communication protocols. MADRIX natively supports these two communication protocols.

**IP Address**
Is an identifier for devices that enables network communication. When using network protocols, it needs to be set up for each individual sender or recipient in the network.

KiNET

KiNET, the Philips Color Kinetics network protocol, is another communication protocol. It transfers data over Ethernet network as well. Only declared Philips Color Kinetics products work with this type of protocol.

MAC Address

Is a unique, technical identifier for interfaces in a network.

MIDI

MIDI is short for Musical Instrument Digital Interface, a well-known technical standard that provides standardized ways for equipment to communicate. In case of MADRIX, MIDI can be used for MIDI Time Code, MIDI notes, or other MIDI hardware, such as DJ/VJ controllers.

Output

To control your LEDs, MADRIX needs to send data to the LEDs. In this way it communicates with your controllers and/or your LEDs. This is referred to as output. There are different ways on how this process can work [e.g., protocols]. But most importantly, you need to configure which output method MADRIX should use in order to control your LED products.

Pixel

A pixel refers to one lighting point. When using RGB LEDs, one pixel usually includes 1 [or 2] red LEDs, 1 blue LED, and 1 green LED. 1 control channel is required for each color [3 in total per pixel], but as a total they represent one pixel. LED fixtures often have a certain number of pixels per unit.

Remote HTTP

Remote HTTP is a way to control MADRIX remotely using standards known from the internet [HTTP - Hypertext Transfer Protocol].

RGB
The acronym stands for Red, Green, Blue. The 3 colors are the main colors for additive color mixing of LED fixtures. As a result, a vast number of colors can be mixed.

**RGBW**

The acronym stands for Red, Green, Blue, White. The 4 colors are also used for additive color mixing of LED fixtures. As a result, a vast number of colors can be mixed.

**Streaming ACN [sACN / E1.31]**

Streaming ACN or sACN or E1.31 is another communication protocol that allows DMX512 data to be transmitted over Ethernet. Data is broadcasted by MADRIX to recipients in the network.

**Subnet Mask**

Is a technical grouping mechanism for network devices. When using network protocols, it needs to be set up for each sender or recipient in the network for correct data routing.

**Virtual LED Matrix**

MADRIX needs to know how your LED installation looks like and which fixtures you want to use. [You can use the Matrix Generator or the Patch for this task.] In the end you will have configured the virtual LED matrix with its total pixel count in X, Y, and Z set up as the Matrix Size as well as the position and location of each pixel or fixture. The virtual LED matrix represents your LED installation in MADRIX.

**Volume Rendering**

MADRIX contains an effect generator as well as a graphics render engine that support pixel rendering for 2D effects and volume rendering for 3D effects.

**Voxel**

Voxel is short for volumetric pixel. In addition to its pixel mapping features [2D], MADRIX can control 3D LED matrices, which is called voxel mapping. Lighting effects are correctly mapped to each voxel of a 3D LED matrix.

**XLR Pin Layout**
XLR connectors are used for DMX512. There are different types.

<table>
<thead>
<tr>
<th>5-Pin, Female</th>
<th>5-Pin Male</th>
<th>Pin Assignment</th>
<th>3-Pin, Female</th>
<th>3-Pin, Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="5-Pin Female" /></td>
<td><img src="image2" alt="5-Pin Male" /></td>
<td>1 Ground</td>
<td><img src="image3" alt="3-Pin Female" /></td>
<td><img src="image4" alt="3-Pin Male" /></td>
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<tr>
<td></td>
<td></td>
<td>2 Data -</td>
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<td>3 Data +</td>
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<td>4 Spare</td>
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</tr>
</tbody>
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1.2 System Requirements

This topic includes:

- Minimum System Requirements
- Optimal Computer Specifications
- Guidelines
- Supported Operating Systems

Minimum System Requirements

- 2.0 GHz dual-core CPU
- OpenGL 2.0 graphics card [NVIDIA recommended]
- 2 GB RAM
- 1 GB free harddisk space
- 1280 x 768 screen resolution
- Network card
- Sound card
- USB 2.0

Optimal Computer Specifications

While MADRIX will run under the minimum system requirements described above, the optimal system specifications will vary greatly depending on your application. The performance of the MADRIX software on your system will depend mainly on these factors:

- Pixel resolution and total Matrix Size
- Type of output
- MADRIX Effects in use
- Number of Layers in use
- Number of Storage Places in use
- Previews used in 3D Mode

The more pixels/voxels, effects, Layers, and Storage Places are used, the more computer performance is required. If you aren't sure if your configuration is sufficient, you can use the MADRIX demo version to test the software prior to purchase.

**Guidelines**

- The following guidelines and examples can help assess the required computer performance of your project.
- To evaluate the required performance for your needs, it is recommended to test the software beforehand.

- Solid-state storage disks [SSD] allow you to quickly load files, especially video files.
- Certain DVI-based LED installations might require a graphics card with at least 2 monitor outputs to drive A] the monitor, B] the LED controller/video processor, and C] possibly more devices.
- Network-based communication protocols do require a network card.
- Necessary input or output devices and accessories, such as computer mouse, keyboard, cables, or monitor are not listed separately.

<table>
<thead>
<tr>
<th>Minimum Requirements</th>
<th>Example 1</th>
<th>Example 2</th>
<th>Example 3</th>
</tr>
</thead>
</table>

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<table>
<thead>
<tr>
<th>2.0 GHz dual-core CPU</th>
<th>3.0 GHz dual-core CPU</th>
<th>3.0 GHz quad-core CPU</th>
<th>4.0 GHz quad-core CPU with hyper threading</th>
</tr>
</thead>
<tbody>
<tr>
<td>OpenG 2.0 graphics card [NVIDIA recommended]</td>
<td>e.g., desktop-class Intel Core 2 Duo or desktop-class Intel Core i3]</td>
<td>e.g., desktop-class Intel Core i5]</td>
<td>OpenGL 2.0, dedicated, high-performance, gaming graphics card [dedicated NVIDIA GPU recommended] [an integrated/shared graphics processing unit is not recommended]</td>
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<tr>
<td>2 GB RAM</td>
<td>4 GB RAM</td>
<td>8 GB RAM</td>
<td>8 - 16 GB RAM</td>
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<td>1 GB free harddisk space</td>
<td>1 GB free harddisk space or higher</td>
<td>1 GB free harddisk space or higher</td>
<td>SSD with 1 GB free harddisk space or higher</td>
</tr>
<tr>
<td>1280 x 768 screen resolution</td>
<td>1280 x 768 screen resolution or higher</td>
<td>1280 x 768 screen resolution</td>
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<tr>
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</tr>
<tr>
<td>USB 2.0</td>
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</tbody>
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- Allows you to use SCE, S2L, and M2L Effects
- Allows you to use only a few Layers per side
- Can sufficiently run 16 DMX universes [MADRIX KEY basic]
- Can run low DVI resolutions [e.g., 75 x 75]
- Can only run very low 3D resolutions, incl.
  Previews in 3D Mode [e.g., 5 x 5 x 5]
- In addition:
  - Allows you to use network-based protocols [due to the network card]
  - Allows you to use more Layers and Storage Places
  - Can run 64 DMX universes [MADRIX KEY professional]
  - Can run medium DVI resolutions [e.g., 200 x 200]
  - Can run low 3D resolutions, incl.
    Previews in 3D [e.g., 10 x 10 x 10]
- In addition:
  - Allows you to run up to 256 DMX universes [MADRIX KEY ultimate]
  - Allows you to use more Layers and Storage Places
  - Can run higher DVI resolutions [e.g., 350 x 300]
  - Can run medium 3D resolutions, incl.
    Previews in 3D Mode [e.g., 30 x 30 x 30]
- In addition:
  - Allows you to quickly load video files thanks to the SSD
  - Allows you to run up to 256 DMX universes or higher [MADRIX KEY ultimate]
  - Allows you to use more Layers and Storage Places
  - Can run high DVI resolutions [e.g., 640 x 480 or higher]
  - Can run higher 3D resolutions, incl.
    Previews in 3D Mode [e.g., 50 x 50 x 50]

### Supported Operating Systems

- Microsoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8
- Microsoft Windows 8.1
- Microsoft Windows 10

- Compatible with 32 bit and 64 bit
1.3 MADRIX KEY [Software License]

This topic includes:
- Overview
- Software License For MADRIX NEO And MADRIX PLEXUS
- Demo Version
- Important Information
- Interruption-Free Operation
- Which MADRIX Product Do I Own?
- Updates And Upgrades
- How To Update Your MADRIX KEY

Overview

The MADRIX KEY is a USB dongle. This USB key needs to be connected to your computer. It then activates the full license of the software. You will receive your personal MADRIX KEY, when purchasing the software product.

The MADRIX KEY is available as:

- MADRIX KEY start
- MADRIX KEY dvi start
- MADRIX KEY entry
- MADRIX KEY dvi entry
- MADRIX KEY basic
- MADRIX KEY dvi
- MADRIX KEY professional
The MADRIX KEY is used for software protection. Thank you for your understanding!

Software License For MADRIX NEO And MADRIX PLEXUS

Both interfaces, MADRIX NEO and MADRIX PLEXUS, automatically activate their software license when connected to a computer that runs the MADRIX software. The software protection mechanism is already included in the interfaces. MADRIX may need a couple of minutes before the license is fully recognized by the software.

The MADRIX KEY is not necessary for the MADRIX NEO or MADRIX PLEXUS.

Demo Version

MADRIX offers a demo mode. As such, you can download MADRIX for free at www.madrix.com

What are the features of the Demo Mode?

- You can test MADRIX for free.
- The software is fully functional.
- Data output is available for 256 DMX universes and 1,310,720 DVI pixels by default.
- You can test your devices [DMX512, Art-Net, KiNET, Insta/ROBE, Streaming ACN, DVI, T9, MIDI, etc.].
- Demo Mode is useful for computer and other hardware performance tests.
- Files and settings of demo mode are fully compatible with the full version [it is the same software].
- MADRIX runs in Demo Mode if you do not connect a MADRIX KEY, MADRIX NEO, or MADRIX PLEXUS to your computer.

What are the limitations of the Demo Mode?
- All 3 live Previews will display "! NO MADRIX KEY !"
- Data output will stop after each minute for a short period.
- The middle Preview goes black each minute for a short period.
- DVI, T9 output has a color-changing, rotating cross on top and goes black each minute for a short period.
- Data output fully stops after 1 hour. MADRIX needs to be restarted.
- The middle Preview goes permanently black after 1 hour. MADRIX needs to be restarted.

**Important Information**

- The MADRIX KEY is the most important item when you buy MADRIX. Do not lose it!
- Several MADRIX KEYS can be combined and used with one, single computer. The product features will add up and their combined possibilities will be available to you. Often, this means that the available DMX output increases. For example, MADRIX NEO and MADRIX KEY start used together would offer 2x DMX-based output.
- A MADRIX KEY is not bound to one computer and can be used with each of your computers individually.
- Please always connect the MADRIX KEY before you start the software. If you connect the MADRIX KEY during runtime, please restart MADRIX.
- Please do not connect the MADRIX KEY to your computer before installing the MADRIX software.

**Interruption-Free Operation**

To ensure interruption-free operation of the software and devices, please make sure to check the power saving settings of Windows. Learn more »[PC Power Management](#)
Which MADRIX Product Do I Own?

- Go to Help > About...

A new window will open. You can check your MADRIX version and product serial numbers.

If you see the message Blocked in this window, please restart MADRIX. You need to connect the MADRIX KEY before you start the software.

Updates And Upgrades

The MADRIX KEY is available in several versions:

- MADRIX KEY start
- MADRIX KEY dvi start
- MADRIX KEY entry
- MADRIX KEY dvi entry
All MADRIX KEYs [except for MADRIX KEY ultimate] may be upgraded at any time. The MADRIX KEY simply needs to be updated. This can be done on your computer. Upgrades are possible at any time.

Please contact your MADRIX dealer/supplier if you would like to purchase an upgrade for your MADRIX software product. Also, follow the steps below.

**How To Update Your MADRIX KEY**

You can update or upgrade your MADRIX KEY using the MADRIX software.

1] Connect exactly one MADRIX KEY to your computer!
2] Start MADRIX 3.
3] Go to *Help > Update MADRIX KEY...*
And a new window will open.

3] Click **Create RTC File**. This file needs to be sent in by e-mail to your supplier/dealer.

4] You will receive a new RTU file from your supplier. Save it onto the harddisk of your computer.

5] Go again to **Help > Update MADRIX KEY**... Now, click **Update MADRIX KEY**

6] Select the RTU file on your harddisk and click **OK**

7] Restart MADRIX.

8] Double-check if the update or upgrade was successful under **Help > About**...
1.4 Update From MADRIX 2.X To MADRIX 3.X

This topic includes:
- Introduction
- MADRIX License Version
- MADRIX KEY License Update
- MADRIX NEO License Update
- MADRIX PLEXUS License Update
- How To Convert MADRIX 2 Setup Files Into MADRIX 3 Setup Files
- How To Convert MADRIX 2 Fixture Library Files Into MADRIX 3 Fixture Library Files

Introduction

MADRIX 3.5a is a version of the MADRIX 3.X software range. Before that, the MADRIX 2.X software range was available for several years. Users may choose to update their software license from MADRIX 2.X to MADRIX 3.X. As such, this topic summarizes key points to remember when updating.

MADRIX License Version

You can check which MADRIX license version your product supports.

- Start MADRIX 3.
- Go to Help > About...
A new window will open.

- **Serial Number** - Shows the serial number of your product.
- **DMX** - Shows how many DMX universes your license supports.
- **DVI** - Shows if your license supports DVI output.
- **Version** - Shows which MADRIX KEY license version or MADRIX product you own.
- **MADRIX** - Shows the supported MADRIX series of the license.
  - **2.X** - Means that your product is only valid for the MADRIX 2.X software range.
  - **3.X** - Means that your product is valid for the MADRIX 3.X software range.

**MADRIX KEY License Update**

- Check if your MADRIX KEY is already valid for MADRIX 3.X as described above.
- If you do not own a valid MADRIX 3.X license, you can purchase a license update. For more information, please contact your local dealer.
Users who bought a MADRIX KEY on 21.03.2012 or any later date are entitled to a free update. For more information, please contact your local dealer.

- The update process is possible by e-mail.
- For the update process, you will have to send in an update file.

Learn more » [MADRIX KEY (Software License)]

**MADRIX NEO License Update**

- Check if your MADRIX NEO is already valid for MADRIX 3.X as described above.
- If you do not own a valid MADRIX 3.X license, you can purchase a license update. For more information, please contact your local dealer.
- Also, follow these steps:
1] Connect your MADRIX NEO to your computer.
2] Start MADRIX 3.
3] Go to Help > Update MADRIX NEO License...
5] Click Create MNLC File. Enter a name for the file and press Save.
6] Please send this file to your dealer.

When receiving a new file from your dealer, follow the next steps to install the license:
7] Save the file on your computer [of the file type *.mnl].
8] Start MADRIX as Administrator.
   - In order to save files as a user that is logged-in into Windows, you need to have the permissions set by Windows to do so.
   - When you do not have the right permissions, saving files can lead to errors.
   - To circumvent such issues, you can run the MADRIX software as administrative computer user, the so-called administrator.
   - Perform a right mouse click on the MADRIX.exe [or a shortcut to the MADRIX software] and choose Run as administrator
   - Note: You need to have access to the administrator account (i.e., password).
9] Go to Help > Update MADRIX NEO License...
10] Click Install MADRIX NEO License. Choose the file on your computer [of the file type *.mnl].
11] MADRIX automatically installs the valid license on your harddisk into the MADRIX installation directory.
12] Restart MADRIX.

If you want to uninstall or reinstall MADRIX or use the MADRIX NEO on a different computer, you will have to install the MADRIX NEO License again [Steps 7 to 11].

MADRIX PLEXUS License Update

- Every MADRIX PLEXUS that runs firmware 1.04.3578 or higher will automatically work with MADRIX 3.X.
- You only need to use the latest MADRIX PLEXUS firmware. No further action is required.
- Learn how to update the MADRIX PLEXUS firmware in the MADRIX PLEXUS User Manual
How To Convert MADRIX 2 Setup Files Into MADRIX 3 Setup Files

MADRIX 3 uses its own file types. Please follow these steps to convert your MADRIX 2 Setup file into a MADRIX 3 Setup file:

- Install MADRIX 2.14i [or higher].
- Start MADRIX 2 and load your current Setup [of the file type *.ms2].
  [Go to File > Open Setup...]
- Go to File > Export > Export for MADRX3... > Setup...
- A new window opens. Simply enter a name for the file and click Save
- Start MADRIX 3 and load your newly created MADRIX 3 Setup file [of the file type *.msz].
  [Go to File > Open Setup...]

How To Convert MADRIX 2 Fixture Library Files Into MADRIX 3 Fixture Library Files

MADRIX 3 uses its own file types. Please follow these steps to convert your MADRIX 2 Fixture Library file into a MADRIX 3 Fixture Library file:

- Install MADRIX 2.14i [or higher].
- Start the MADRIX 2 Fixture Editor and load your currently used Fixture Library [of the file type *.mfl].
  [Go to File > Open Library...]
- Go to File > Export Library for MADRX3...
- A new window opens. Simply enter a name for the file and click Save
- Start the MADRIX 3 Fixture Editor and load your newly created MADRIX 3 Fixture Library [of the file type *.mflx].
  [Go to File > Open Library...]
1.5 Supported Fixtures [LED Products]

This topic includes:
- Overview
- Communication With LED Products
- MADRIX Fixture Library
- MADRIX Fixture Editor
- Additional Support

Overview

The MADRIX software already includes a very large selection of configuration for various lighting fixtures. This includes 1 channel fixtures, RGB and RGBW fixtures, LED Tubes, LED sticks, LED panels, and curtains to name a few. All fixture profiles are stored in the so-called MADRIX Fixture Library. The software has access to this library and thus knows all included fixture configurations. Learn more about the MADRIX Fixture Library below.

Communication With LED Products

- Depending on your LED product, communication with your LEDs is done through interfaces, controllers, drivers, or directly with the fixture.
- MADRIX supports various industry-wide communication standards to send data to your LEDs.
- These standards include DMX512, DVI, Art-Net, Streaming ACN [E1.31], the Philips Color Kinetics [KiNET] and Insta/ROBE protocols, Eurolite T9, ColourSmart Link, and Colorlight 5A.
- Learn more »OUTPUT Settings

MADRIX Fixture Library
The MADRIX Fixture Library is a file that includes all current fixture profiles. The library will be updated with every new MADRIX version as well.

The library includes profiles for products by #G-LEC, Acclaim Lighting, Acme, Alkalite, American DJ, Blizzard Lighting, Botex, BriTeQ, CHAUVET, Chroma-Q, Chromlech, Clay Paky, CLS, Coemar, Color Kinetics, Creative Consultants, Designgroup, Ehrgeiz, Elation Professional, EUROLITE, EXPOLITE, Extra Dimensional Technologies, Futurelight, GLP, Highlite, Ilumenite, img Stage Line, INSTA, LEDWalker, Lightmaster, Litecraft, Magic Led, magiclights Eventtechnology, Martin Professional, Mega Lite, Neo-Neon, Nova Vision NY, PixelRange, QuadLED, ROBE, Room Division, Schnick Schnack, Showtec, Stairville, Teko, TRAXON, Varytec, Yifeng Light, and many more!

You can create your virtual LED matrix in MADRIX using fixtures with the help of the »Matrix Generator or »Patch Editor. If you do not find your fixture in the library, you can create your own fixtures. Learn more about the MADRIX Fixture Editor below.

**MADRIX Fixture Editor**

The MADRIX Fixture Editor is a separate application that will be automatically installed together with MADRIX. You can simply configure your own fixture profiles using this handy tool. In this way MADRIX ensures the support of [nearly] all available fixtures on the market. Learn more »MADRIX Fixture Editor

**Additional Support**

We constantly want to make sure that we support all available products on the market. And we want to support your fixtures. If you have a lighting fixture that is currently not supported by MADRIX or if you need help with your fixture, please contact us! »Imprint And Copyright
1.6 Supported DMX512 And Art-Net Interfaces

This topic includes:

- Supported DMX512 Interfaces
- How To Test DMX512 Interfaces
- Supported Art-Net Interfaces
- How To Test Art-Net Interfaces

Supported DMX512 Interfaces

This list may not be complete and support may vary depending on the product.

MADRIX

- **MADRIX USBone** - USB 2.0 interface, 512x DMX-OUT or 512x DMX-IN
- **MADRIX NEO** - USB 2.0 interface, 512x DMX-OUT or 512x DMX-IN
- **MADRIX PLEXUS** - USB 2.0 interface, 1024x DMX-OUT, or 1024x DMX-IN, or 512x DMX-IN and 512x DMX-OUT, live or stand-alone
- **MADRIX LUNA 4** - USB 2.0 interfaces, 2048x DMX-OUT, 512x DMX-IN
- **MADRIX LUNA 8** - USB 2.0 interfaces, 4096x DMX-OUT, 512x DMX-IN
- **MADRIX LUNA 16** - USB 2.0 interfaces, 8192x DMX-OUT, 512x DMX-IN

Daslight

- **DVC2 512** - USB 2.0 interface, 512x DMX-OUT and 512x DMX-IN
- **DVC2 ECO 512** - USB 2.0 interface, 512x DMX-OUT and 512x DMX-IN
- **DVC2 Gold** - USB 2.0 interface, 1024x DMX-OUT
- **DVS 3D** - USB 2.0 interface, 512x DMX-IN
**e:cue**

- **butler** - Ethernet-to-DMX gateway, 2x 512 DMX-OUT [via e:net]

**Elation Professional**

- **Compu 1024EC** - USB 2.0 interface, 512 DMX-OUT or 512 DMX-IN [via DasHard2006]
- **Compu 2048FC** - USB 2.0 interface, 512 DMX-OUT or 512 DMX-IN [via DasHard2006]
- **Compu 2048FC+** - USB 2.0 interface, 512 DMX-OUT or 512 DMX-IN [via DasHard2006]

**FTDI**

- FTDI drivers can be used for devices that are commonly using a chip by FTDI [Future Technology Devices International Limited].

- **Support and functionality may vary depending on the product and cannot be guaranteed.**

- **In general, input is not supported [DMX-IN]. Only output is available in MADRIX [DMX-OUT].**

- **The driver could be used for the following devices [list may not be complete]:**

  - **DMXking ultraDMX RDM Pro** - USB 2.0 interface, 512 DMX-OUT
  - **DMXking ultraDMX Pro** - USB 2.0 interface, 512 DMX-OUT

  - **ENTTEC Open DMX USB Interface** - USB 2.0 interface, 512 DMX-OUT
  - **ENTTEC DMX USB Pro** - USB 2.0 interface, 512 DMX-OUT

  - **EUROLITE USB-DMX512 Interface** - USB 2.0 interface, 512 DMX-OUT

  - **STRATUS LIGHT Interface converter USB-DMX 512 / Light Open DMX** - USB 2.0 interface, 512 DMX-OUT
• **USBDMX.com Interface** - USB 2.0 interface, 512x DMX-OUT
  [Requires: FTDI driver version 1.6 or higher; FTDI drivers included in MADRIX are recommended; the original USBDMX.com driver is not recommended]

**Nicolaudie - Sunlite**

• **SLESA** - USB interface, 512x DMX-OUT
• **SLESA-IP1** - Ethernet interface, 512x DMX-OUT [via Art-Net mode]
• **SLMEV** - USB interface, 512x DMX-IN

**peperoni-light**

• **Rodin1** - USB 2.0 interface, 512x DMX-IN or 512x DMX-OUT
• **Rodin2** - USB 2.0 interface, 512x DMX-OUT or 512x DMX-IN
• **RodinT** - USB 2.0 interface, 512x DMX-OUT or 512x DMX-IN

**Soundlight**

• **SLESA-IP** - Ethernet interface, 512x DMX-OUT [via Art-Net mode]
• **USBDMX-ONE** - USB 2.0 interface, 512x DMX-IN or 512x DMX-OUT
• **USBDMX-TWO** - USB 2.0 interface, 1024x DMX-OUT, or 1024x DMX-IN, or 512x DMX-IN and 512x DMX-OUT

**How To Test DMX512 Interfaces**

Please follow these steps to see if your interface works correctly with MADRIX:

1] Connect the interface you want to test with your computer.
2] Make sure that Windows recognizes the interface and that all necessary drivers have been installed correctly.

3] Start MADRIX.

4] In MADRIX, activate the correct drivers for your interface. Learn more »Devices USB

5] Check if the interface is recognized by MADRIX and assign the correct output settings for your device. Learn more »DMX512 [DMX-OUT]

Supported Art-Net Interfaces

MADRIX

- MADRIX PLEXUS
- MADRIX LUNA 4
- MADRIX LUNA 8
- MADRIX LUNA 16

Third Parties

All interfaces that are fully compatible with Art-Net [Art-Net I, Art-Net II, Art-Net III] will work with MADRIX. Support is defined by compatibility with Art-Net and not limited to specific brands.

How To Test Art-Net Interfaces

Please follow these steps to see if your interface works correctly with MADRIX:

1] Set up the correct network settings in Windows.

2] Connect the interface you want to test with your computer via network.

3] Start MADRIX.
Learn more »Art-Net [DMX Over Ethernet]

1.7 Web Links

This topic includes:
- Overview

Overview

You can find a selection of useful internet links here:

- MADRIX Website
  >www.madrix.com

- Windows Drivers
  >http://www.madrix.com/en/home/download/madrix-software.html#Drivers

- FAQ [Frequently Asked Questions]

- User Guides [Online And Downloadable PDF]
  >help.madrix.com

- Hardware Quick Start Guides [Downloadable PDF]
  >help.madrix.com

- Online Forum

- Software Release Notes

- Tutorials
PART B

Getting Started
2 Getting Started

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

Learn in this chapter how to
- install MADRIX.
- get started quickly.
- configure audio input.
- create a stable operation environment.

Topics Of This Chapter

- Installation Process
- Language Settings
- 5-Step Quick Start
- Audio Configuration And ASIO
- PC Power Management
- Tips [Microsoft Windows / Networks / USB]
- Using The Mouse
- Keyboard Shortcuts [Hotkeys]
- Examples
- 2D Or 3D [X, Y, Z]
2.1 Installation Process

This topic includes:
- Important Notes
- Using A MADRIX CD-ROM
- Downloading The Software Online
- Setup Process
- Using A MADRIX KEY Instead Of MADRIX NEO Or MADRIX PLEXUS
- Software Update

Important Information

- Please note regarding Purchased Products, Demo Version, Updates:
  - The MADRIX software can be downloaded from »www.madrix.com. Regular updates of the software are also available online. Our demo version of the software is fully functional and includes the software with every single feature, but it restricts output. The full version will be activated once you connect the USB software protection dongle to your computer or use a MADRIX hardware product with integrated software license. Learn more » MADRIX KEY [Software License]
  - It is highly recommended to always use the latest software update.

Using A MADRIX CD-ROM

When using a MADRIX CD-ROM for the installation process, please insert the CD into the CD-ROM drive of your operational computer. The MADRIX setup will start automatically using an Auto Installer. Please wait until the setup has fully loaded. Then, proceed with the Setup Process as described below. When the Auto Installer does not launch, please navigate to the CD in Windows and manually start the setup process by performing a double-click on MADRIX_Install.exe


**Downloading The Software Online**

- Download MADRIX_Full_Install.exe from [www.madrix.com](http://www.madrix.com)
- After downloading the MADRIX_Full_Install.exe, please double-click with your mouse on this file in order to start the setup process.
- Please wait while the Auto Installer is loading the setup.
- Afterwards, proceed with the Setup Process as described below.

---

**Setup Process**

Please make sure to:

1] Log into Windows as administrator [Admin].

2] Let the computer process the setup. This may take some minutes depending on the speed of your computer.

3] Allow Windows to install all drivers. Windows may ask for your permission to install drivers and expects your input. Please search for such pop-up windows; they might covered by other windows.

Please install the MADRIX software before you connect a MADRIX KEY or a MADRIX hardware interface.
Step 1]
- Please select your preferred language and confirm with OK
- You can always quit the setup by choosing Cancel
- Click Back in order to return to a previous step during the setup process.

Step 2]
- Click Next to start the installation.

Step 3]
- The License Agreement will appear. It outlines the terms you are agreeing to by installing the software. You must accept these terms in order to continue.
- Please click I Agree
Step 4]

- This window allows you to select which components and which drivers you want to install. A description is given for each item.

- **MADRIX** - This component is always required and refers to the MADRIX software and all additional software tools.

- **MADRIX Interface Driver** - Includes the drivers for all MADRIX hardware interfaces, such as MADRIX NEO, MADRIX PLEXUS, MADRIX LUNA, etc.

- **Desktop Shortcut** - Select if you wish to create a shortcut to the MADRIX software on your Windows desktop.

- **Quick Launch Shortcut** - Select if you wish to create a shortcut to the MADRIX software in your Windows taskbar.

- **Examples** - Select if you wish to install examples including setups, effects, scripts, etc. Learn more » Examples

- **MADRIX KEY Driver** - Select if you wish to use MADRIX KEY start, dvi start, entry, dvi entry, basic, dvi, professional, or ultimate. This installs the driver for the USB software protection dongle.

- **Interface Drivers** - Select in order to copy drivers for various DMX interfaces. The drivers can be found in the MADRIX installation directory of MADRIX then. This component is not necessary if you only want to use the MADRIX NEO or PLEXUS interface.
- **Visualizer Driver** - Select if you wish to install the WYSIWYG driver in order to use the Visualizer software WYSIWYG together with MADRIX. Learn more »[WYSIWYG Visualizer](#).

- **WinPcap Driver** - Select if you wish to use the EuroLite T9 or ColourSmart Link protocol.

- **Next** - Click Next after choosing the components in order to continue.

### Step 5]

- Choose an installation directory on your harddisk where the software will be installed. A default **Destination Folder** will automatically be provided by the setup.

- **Browse...** - Click to change the folder.

- **Install** - Click to start the installation process.

### Step 6]

- The installation process may take a few minutes.

- **Installation Complete** - Click **Next** when this message shown.
Step 7]

- **Run MADRIX** - Deselect if you do not wish to start the software now.

- **Finish** - Click to quit the setup.

- When starting MADRIX for the first time, please make sure to learn more about working with Windows. Learn more »Tips [Microsoft Windows / Networks / USB]

**Using A MADRIX KEY Instead Of MADRIX NEO Or PLEXUS**

The Quick Start Guides of MADRIX NEO or MADRIX PLEXUS interfaces describe which software elements should be installed when you wish to use such hardware interfaces. If you want to use a MADRIX KEY [e.g., MADRIX basic], please re-install the software and choose the necessary software components. You will need to install at least the **MADRIX KEY Driver** [When using only a MADRIX interface, this software component is not necessary]. Other components may be necessary according to your requirements. Learn more Setup Process

**Software Update**

**Checking For New Software Version**

MADRIX can search for new software updates.
Select Help > Check For Software Updates...

Or let MADRIX automatically search for updates.

- To do so, select Preferences > Options... > Startup > Check For Software Updates

- Choose Skip Update if you would like to skip a particular version.

- View Release Notes - Is a link that will open your default web browser and launch the MADRIX website to show all changes and improvements of MADRIX software updates.

- Download - Is a direct link to quickly download the latest MADRIX software version.

Installing New Software Versions

When a new software version has been released, please update your current MADRIX installation to the newest version.

- Check and download the latest MADRIX software directly as described above.
- You can also directly download it from »www.madrix.com
- It is not required to deinstall MADRIX before you install a new software version.
- Instead, follow the process described under Downloading The Software Online
- The installer will ask you if you would like to update your current MADRIX software installation. Confirm with Yes
MADRIX has been found on this system! Do you want to update now?
2.2 Language Settings

This topic includes:

- Changing The User Interface Language

### Changing The User Interface Language

Before starting work with the MADRIX software, you can choose the language of the user interface. Navigate to the main menu at the top of the software window.

- In the menu **Language**, choose from:
  - **English**
  - **Español** [Spanish]
  - **Français** [French]
  - 简体中文 [Simplified Chinese]

[This user manual is only written in English.]
2.3 5-Step Quick Start

This topic includes:
- Introduction
- First Use

Introduction

If you want to quickly start using MADRIX, we recommend to at least set up the following initial configuration.

First Use

Step 1] Configure The Virtual LED Matrix

You need to tell MADRIX how your LED installation looks like and how many fixtures [or pixels, voxels] you wish to use. Start by using the Matrix Generator for this task or use the default configuration. By default, MADRIX will have set up 50 x 50 x 1 DMX-based RGB pixels.
Learn more »Matrix Generator

Step 2] Configure Audio Input

Many MADRIX Effects work without audio input. But many MADRIX Effects do require audio input. Configure audio input to see stunning S2L or M2L effects that react to the music in real time.
Learn more »Audio Configuration And ASIO

Step 3] Configure Output
MADRiX needs to communicate with your LED fixtures. The software is very versatile and supports many industry standards and communication protocols to put out data. Because of this, you need to configure which output method MADRiX should use to control your LEDs.
Learn more » [OUTPUT Settings]

**Step 4] Basic User Interface And The Crossfader**

MADRiX is very easy to use. To quickly see results, it is recommended learn a few basics about the user interface first.
Learn more » [Fade Area [Crossfader]]

**Step 5] MADRiX Effects**

There is a whole variety of stock effects and lighting visuals available to you. And you can customize all of them. Begin to use the creative power of MADRiX and start using the built-in MADRiX Effects.
Learn more » [Effects]
2.4 Audio Configuration And ASIO

This topic includes:
- Introduction
- Audio Sources
- Why A Professional Sound Card?
- Why ASIO?
- Testing
- Configuration
- How To Set Up Audio Input In MADRIX
- How To Set Up Your Audio Source In Windows
- How To Set Up ASIO
- Activating The Audio Analysis
- Startup Options
- Audio Performance
- Troubleshooting

Introduction

There are 3 main types of MADRIX Effects:
- **SCE** - Static Color Effects
- **S2L** - Sound2Light Effects [require Audio Input]
- **M2L** - Music2Light Effects [require Audio Input]

As you can see, two 2 of 3 types of effects require audio input to work. MADRIX can work with an audio signal and it can work without an audio signal. But audio input is highly recommend. S2L and M2L Effects will create unique real-time effects based on sound, which will take your lighting display to the next level.

**MADRIX cannot play back audio. Instead, the software uses incoming audio signals to create lighting effects.**
Audio Sources

Audio input can come from different sources [internal or external]. It is just a matter of configuration. MADRIX will allow you to set up every device that the Microsoft Windows operating system offers for recording.

Internal sources:
- Software MP3 players [including other audio file types or music tracks]
- Other music or audio applications
- Microphone [e.g., built into notebooks]
- Audio-CD
- Stereo Mix
- Others

External sources:
- Line-In
- Microphone
- SPDIF
- Others

Why A Professional Sound Card?

We recommend to use a professional sound card—preferably with ASIO support—to get the best results from the MADRIX audio analysis. MADRIX also natively supports the Windows Audio Session API [WASAPI]. This method automatically delivers very good results [even without ASIO].

Why ASIO?
Sound cards that provide an ASIO driver can provide excellent results. The MADRIX audio analysis will be very fast and precise. Sound2Light and Music2Light effects will look even better. It is therefore recommended to use a sound card with native ASIO support. However, this is not a requirement.

**Testing**

In order to make sure that your sound card works properly, we suggest testing it with MADRIX:

- Start the MADRIX Demo Version. Learn more »[MADRİX KEY [Software License]]
- Make sure to configure audio input in MADRIX.
- Activate the Audio Analysis via the Audio button while playing some music on your PC, for example.
- Open the »[Tools > Task Watcher...]
- Check the entry for Audio Capturing
  - **FPS** shows the currently used value as it is and as (targeted).
  - Values of 100 or higher are preferable [lower values might also work well].

**Configuration**

The general case is that MADRIX automatically finds a primary audio device and is able to work properly right from the first start. Often that means that you will not have to configure audio.

- If audio input does not work, read below
- If you want to configure ASIO, see How To Set Up ASIO

**How To Set Up Audio Input In MADRIX**
- Enables the standard Windows audio drivers. It is activated by default.

- **Audio Device** - The software scans your system and the Windows Audio Mixer Control for recording devices available for audio input. You can properly assign your Line In, Microphone, or other specific devices by selecting the device from the drop-down list. Labels vary according to manufacturers and sound cards but often include "CD-Player", "Microphone", "Wave", etc.
  - **Stereo Mix** is the accumulation of all channels and often is used as default. [This setting is recommended.]
  - If you cannot select your preferred audio device, make sure it is correctly set up in Windows. Learn more [How To Set Up Your Audio Source In Windows](#).

- **Use For S2L Effects** - Is activated by default. Deactivate this option if incoming audio signals should not be used for MADRIX S2L Effects [not recommended].

- **Use For M2L Effects** - Is activated by default. Deactivate this option if incoming audio signals should not be used for MADRIX M2L Effects [not recommended].

---

**How To Set Up Your Audio Source In Windows**

If MADRIX should use an audio input signal, you have to define the proper audio source in the Windows control panel first.
Please close all running applications.

In Windows, navigate to **Control Panel > Sound**

[Depending on the operating system, the entries described below may have been named differently.]

A new window will open.

Select **Recording**

Call up the context menu by using a right click with your mouse in this window [**Right Mouse Click**].

Enable **Show Disabled Devices**

Enable **Show Disconnected Devices**
- **Right Mouse Click** on **Stereo Mix** and choose **Enable**
  - Afterwards, also click **Set as Default Device** in the context menu.
  - Stereo Mix is recommended.
- Or you can use any other input source.
  - **Right Mouse Click** on the input source [e.g., Line In] and choose **Enable**
  - [You may have to plug an audio jack into Line In before it gets activated in Windows.]

- Finally, **Stereo Mix** [or any other input source] is activated and correctly set as recording source.
- MADRIX can now analyze your music from software applications [such as Windows Media Player or Winamp] or use the signal from your defined input source.
- Click **OK**

- Continue with [How To Set Up Audio Input in MADRIX](#)

---

**How To Set Up ASIO**

**Introduction**
ASIO [Audio Stream Input/Output] is a widely known audio standard. Above all, the standard provides low latency; a feature often requested by professionals. When using ASIO, the MADRIX audio analysis will be faster and more precise. ASIO is a registered trademark of Steinberg Media Technologies GmbH.

**Important Notes**

- Before using ASIO with MADRIX, please make sure that the ASIO drivers are installed on your computer. If the drivers are not installed, MADRIX will not be able to find the ASIO audio hardware.
- It is recommended to connect external ASIO hardware [a USB sound card, for example] directly to a USB controller of your PC. It is not recommended to use a USB hub or the front-USB of your computer.
- Use USB 2.0.

**Configuration**

- Go to Preferences > Device Manager... > Audio Input
  [Keyboard shortcut: F4 > Audio Input]

- Click ASIO
- The audio configuration window will change.
Configure the following settings:

- **Audio Device** - Select your interface or sound card in this drop-down list.

- **Left Channel** - Select the appropriate device for the left audio channel. If you are seeing the message *No input channel was found!* [like shown in the screenshot above], please connect your ASIO device.

- **Right Channel** - Select the appropriate device for the left audio channel. If you are seeing the message *No input channel was found!* [like shown in the screenshot above], please connect your ASIO device.

- **Use For S2L Effects** - Is activated by default. Deactivate this option if incoming audio signals should not be used for MADRIX S2L Effects [not recommended].

- **Use For M2L Effects** - Is activated by default. Deactivate this option if incoming audio signals should not be used for MADRIX M2L Effects [not recommended].

![Device Manager](image)

Will let you configure your ASIO device further if advanced settings are available. Usually, the ASIO drivers that come with your interface will be launched. Make sure that your ASIO hardware is connected. Or else, no configuration window may be launched.

- In this configuration window you can set various settings. The music analysis will be more precise if the latency / amount of samples is as low as possible. Often, this setting is called 'Buffersize'. You can achieve milliseconds with ASIO. 1000 frames represent 1 ms. 500 frames represent 2 ms. 250 frames represent 4 ms, and so on. You will be able to see the number of frames that is captured in the Task Watcher.

- Click **Apply** to save the settings.

**Activating The Audio Analysis**
You need to activate the audio analysis in order to use it!

- Activate Audio on the MADRIX user interface.

Learn more » Master / Audio Input Level

**Startup Options**

The Audio button can be automatically activated every time you start MADRIX.

- Go to Preferences > Options... > Startup
- Enable Start Audio Input
- Click Apply
- Click OK to close the window.
Audio Performance

The results of the audio analysis are mainly influenced by the following factors:

- Computer speed.
- Level of the audio signal.
- Audio Performance settings.

You are able to adjust parameters for the audio analysis.

- Go to Preferences > Audio Performance...
  [Keyboard shortcut: Ctrl+Alt+A]
- A new window will open.

- **S2L M2L Performance** - Defines how much data is available for the audio analysis. The default value is 3.
  - The higher the value, the more data is available and the more precisely especially M2L Effects can be. That also means that the delay increases [in ms]. If the value is too high, it can affect the performance of MADRIX/of the computer.

- **M2L Cleaner** - Works only for M2L Effects and harmonic frequencies. It cleans the incoming audio signal for resonances and secondary frequencies to filter out unwanted tones.
  - The higher the value, the more likely a note/tone has in fact occurred in the music. But the higher the value, the more notes will be filtered out as well.
- **M2L Threshold** - Works only for M2L Effects and defines a threshold value.
  - The higher the value, the more likely a certain note/tone has in fact occurred in the music.
  - The lower the value, the more notes will be used for M2L Effects.
  - Setting up a very low M2L Sensibility value [such as 0] can require a lot of computer performance and might negatively affect the display of S2L Effects and M2L Effects. Increase the value again if you are experiencing any issues.

- **Defaults** - Restores the default settings.

- **OK** - Applies any changes and closes the window.

- **Apply** - Applies any changes without closing the window. [In this way, this allows you to quickly test different settings. Change the settings, click Apply, and observe the results for S2L and M2L Effects.]

- **Cancel** - Disregards any changes and closes the window.

**Troubleshooting**

If you are having problems with the audio configuration, try the following:

- Select **Preferences > Device Manager... > Audio Input > Defaults** to restore the default settings. Alternatively, select the correct audio device [e.g., Stereo Mix]. Then, click **Apply**. Click **OK** to close the window.

- Check if the **Audio** button is activated.

- Check the Windows audio settings using the Windows Mixer if your recording device is configured correctly.

- Check the installation of the [latest] drivers of your sound card.

- Check the installation of Microsoft DirectX®.

- Test with a different sound card.

- If you are encountering problems with ASIO [when effects freeze or single frequencies overmodulate], change the latency settings. A higher latency can solve the problem.
2.5 PC Power Management

This topic includes:

- Why Is Power Management Important?
- Usage
- Activate High Performance
- How To Change USB Power Settings

Why Is Power Management Important?

We strongly recommend to deactivate all power saving options in Microsoft Windows in order to ensure an interruption-free operation of MADRIX.

Microsoft Windows operating systems offer a wide variety of power management options. In most cases, PCs, laptops, notebooks, and netbooks benefit from a longer battery life if a good power management is in use. But certain problems might occur because of computer power savings nevertheless:

- After a while your MADRIX KEY cannot be identified by the software anymore.
- Your hardware interfaces are suddenly deactivated.

Usage

Make sure to set up power-saving settings especially if you are using:

- A MADRIX KEY [USB dongle]
- MIDI controllers [via USB]
- USB hardware interfaces [such as MADRIX NEO]
- A notebook/laptop to run MADRIX
Additionally:

- Make sure to change the USB power settings.
- Especially for notebooks, we recommend to activate the High performance power plan.

**Activate High Performance**

This setting will make sure that your notebook or laptop will have all its potential performance available for MADRIX.

- In Windows, select `Start > Control Panel > Power Options`, and change the power plan to *High performance*.
  
  [You might need to click on *Show additional plans*].

**How To Change USB Power Settings**

- In Windows, select `Start > Control Panel > Power Options > Change power-saving settings`
- Click **Change advanced power settings**
• Especially the **USB settings** are important. Disable the suspend settings!

![Power Options window]

• Change any other settings that might interrupt the operation as required [Choose *Change advanced power settings*].
2.6 **Tips [Microsoft Windows / Networks / USB]**

This topic includes:
- Errors When Saving Files
- USB
- The Windows Firewall
- Working With Ethernet Networks
- Changing The Priority Of Network Adapters
- Working With Files
- Operating System Security
- Windows Restart / Shut Down
- Monitoring Computer Performance

---

**Error When Saving Files**

If you are experiencing issues when trying to save files, there are two solutions to this problem:

- **Right Click > Run as administrator**
  - In order to save files as a user that is logged-in into Windows, you need to have the permissions set by Windows to do so.
  - When you do not have the right permissions, saving files can lead to errors.
  - To circumvent such issues, you can run the MADRIX software as administrative computer user, the so-called administrator.
  - Perform a **right mouse click** on the **MADRIX.exe** [or a shortcut to the MADRIX software] and choose **Run as administrator**
  - **Note:** You need to have access to the administrator account (i.e., password). Logging in as administrator grants extensive rights for any computer changes. If you are not familiar with Windows or computers, please seek advice.
**Choose A Different Directory**

- When you are experiencing issues and running as administrator is not an option, choose a different directory on your harddisk to save the files.
- There are locations on your computer/harddisk where you will have the permission to save files. Choose such a location.
- Examples are:
  
  C:\Users\USERNAME\Desktop
  
  C:\Users\USERNAME\Documents

  [USERNAME specifies your Windows account name.]

---

**USB**

Among others, USB is an important way to work with MADRIX, MADRIX KEYS, MADRIX hardware interfaces, MIDI controllers, etc. In order to ensure a stable work environment, we highly recommend setting up corresponding USB settings in Windows.

Learn more »[PC Power Management](#)

---

**The Windows Firewall**

**Correct Settings**

The primary purpose for the Windows Firewall [or any other firewall] is to block any unwanted incoming or outgoing data and access. But this can lead to problems, when data that should go through is automatically blocked.

When you start MADRIX for the first time, usually a Windows message appears.
Select and set a checkmark for

- **Private networks**

and

- **Public networks**

- Click *Allow access* to confirm.

*Not selecting both options can cause problems with network communication.*

**Resetting The Settings**

If you have already chosen the wrong options MADRIX, you can delete the settings and choose again.

- Go to *Windows Start > Control Panel > Windows Firewall > Advanced settings > Inbound Rules*
**Part B** Getting Started

Adjust your computer’s settings

- Action Center
- AutoPlay
- Boot Camp
- Data and Time
- Devices and Printers
- Flash Player (32-bit)
- Getting Started
- Indexing Options
- Location and Other Sensors
- Network and Sharing Center
- Parental Controls
- Phone and Modem
- QuickTime (32-bit)
- Region and Language
- Speech Recognition
- Taskbar and Start Menu
- User Key
- Windows Defender

View by: Small icons

---

Help protect your computer with Windows Firewall

Windows Firewall can help prevent hackers or malicious software from gaining access to your computer through the Internet or a network.

**What are network locations?**

- **Home or work (private) networks**
  - Not Connected

- **Public networks**
  - Connected

Networks in public places such as airports or coffee shops

- **Windows Firewall state:** On
- **Incoming connections:** Block all connections to programs that are not on the list of allowed programs
- **Active public networks:** Network 3
- **Notification state:** Notify me when Windows Firewall blocks a new program

---

**See also:**
- Action Center
- Network and Sharing Center
Select and delete any entries relating to MADRIX [e.g., madrix.exe or MADRIX - music makes the light].

With your next start of MADRIX, select both options as described above.

Working With Ethernet Networks

Configuration Of Network Settings

When working with network-based products and MADRIX [for example, Art-Net, KiNET, sACN, etc.], you will have to set up the IP address of your network card in Windows. Learn how to set it up here.

- Go to Windows Start > Control Panel > Network and Sharing Center > Change adapter settings > Local Area Connection > Properties > Internet Protocol Version 4 (TCP/IPv4) > Properties
Set up the following settings:

- **IP address** - Sets the IP address for this computer and this network card. If you have several network cards in your computer, you can set up an individual address for each network card. An IP address has 4 parts. Enter the complete address as explained in the specific chapter of this user guide [e.g., 2.0.0.1]. You only have to enter the numbers.

- **Subnet mask** - Sets up the Subnet mask for this computer. This is an important part of the network settings, just as the IP address. An Subnet mask has 4 parts. Enter the complete address as explained in the specific chapter of this user guide [e.g., 255.0.0.0]. You only have to enter the numbers.
OK - Click to save your settings. [Make also sure to close the Local Area Connection Settings with OK and close the Local Area Connection Status window with Close.]

- Restart MADRIX if you have changed any network settings!

Learn more below.

### Using Several Devices In A Network

Usually, you will use at least 2 devices in a network [for example, 1 MADRIX PC and 1 Art-Net node or 1 MADRIX PC and 1 console]. As explained above, you will need to configure various network settings not only for your MADRIX PC but also for the other devices.

To be able to communicate with each other, all devices have to be in "the same network". That means:

- All devices need to be physically connected with each other [through network equipment, such as hubs or switch and/or network cables]
- All devices need to have compatible network settings

Using several devices in a network does not mean that all should have the same IP address. That will not work! Instead, follow these rules:

- **Set up all devices within the same IP address range, but never with the same IP address**
  [for example, MADRIX PC: 10.204.226.101 and Art-Net node: 10.204.226.102]
- **Set up all devices with the same Subnet mask e.g., 255.0.0.0**
- **If recommended, set up all devices with the same Default gateway [e.g., 10.0.0.1]**

### Changing The Priority Of Network Adapters

You can change the order in which Windows and MADRIX accesses your network adapters. By changing the order, you can specify which network adapter [network card] is used first and as the main connection.

- 1) Go to Windows Start > Control Panel > Network and Sharing Center > Change adapter settings
2] Press **Alt** on your keyboard.

- A menu appears at the top, which is otherwise hidden.
3] Go to Advanced > Advanced Settings...
- A new window opens.

- 4] Select your preferred network connection[s] in the list of Connections:

- 5] Change the order by clicking on the green up and down arrow buttons on the right hand side.
- The connection which is listed on top, is the first and prioritized adapter.

- 6] Click OK to confirm.

- 7] Restart your computer.

---

**Working With Files**

When working with computers in general, you should be aware that any digital data is sensitive and prone to failure and hardware errors.

We recommend

- to save regularly when creating a show in MADRIX.
- to make backup copies of your show files from time to time [MADRIX Setup files]
• to make backup copies to different or external storage mediums [e.g., USB stick/thumbdrive].

**Operating System Security**

It is recommended

• to keep Windows up-to-date by installing security updates using *Windows Update*
• to use a virus detection software when working with files from external sources.

**Windows Restart / Shut Down**

According to the requirements of Windows, MADRIX will behave in the following way:

• MADRIX will be closed instantly, when you trigger a Restart or Shut Down of Windows.
• **Make sure to save your files before executing a Restart or Shut Down!**

**Monitoring Computer Performance**

Windows allows you to monitor the overall performance of your computer.

• Press *Ctrl + Alt + Del* and choose *Start Task Manager*
  
  [German shortcut: Strg + Alt + Entf]
• A new window opens [Windows Task Manager].
• Go to *Performance*
- You can now monitor the **CPU Usage** as well as the **Memory** usage.

- MADRIX has its own monitoring tools.
  
  Learn more »[Tools](#)
2.7 Using The Mouse

This topic includes:
- Overview

Overview

The mouse is the main input device to work with a software like MADRIX. In this topic various general functionalities are provided as an overview.

Deviating functionality is explained throughout this manual when necessary. Some controls on the user interface can support several of the functionalities described below.

**Left Mouse Click**

- Click once on the left mouse button to perform various actions:

  **Selection** - Selects a button, fader, list item, text, number, on the user interface.

  **Open Window** - Opens a window that grants access to another part of the software.

  **Show Selection Menu** - Opens a submenu for you to choose and select a different item from the provided options.

  **Activate / Deactivate** - Activates or deactivates a button or check box in order to enable or disable the corresponding functionality.

  **Action** - Activates a button once to perform a specific action.

**Examples**

<table>
<thead>
<tr>
<th>Example 1</th>
<th>Example 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="example1.png" alt="Selection" /></td>
<td><img src="example2.png" alt="Open Window" /></td>
</tr>
<tr>
<td><img src="example3.png" alt="Show Selection Menu" /></td>
<td><img src="example4.png" alt="Activate / Deactivate" /></td>
</tr>
<tr>
<td><img src="example5.png" alt="Action" /></td>
<td></td>
</tr>
</tbody>
</table>
Left Mouse Click And Hold

- Click once on the left mouse button, continue to hold the button, and finally release the mouse button to perform various actions:

  **Move** - Moves a control, such as a fader, to a different position in order to set a different value.

  **Increase / Decrease** - Select a number in an input field and move the mouse up or down while continuing to hold the left mouse button in order to increase or decrease the selected value.

  **Show Control** - Shows the full control, such as a vertical slider or color control, for you to set a different value.

  **Activate Temporarily** - Activates a specific functionality only as long as you continue to hold the mouse button.

  **Drag And Drop** - Click with the left mouse and hold. A small + appears. Continue to hold and move your mouse to the same kind of control. Release the mouse button to paste a copy onto the other control.

Left Mouse Double-Click

- Quickly click twice on the left mouse button to perform various actions:

  **Restore Default Value** - Double-click on a control, such as a fader, to restore the default value.
**Left Mouse Double-Click**
- Quickly click twice on the left mouse button to perform various actions:

  **Edit Value** - Allows you to edit an item in a list.

  **Activate Permanently** - Double-click on a control, such as a button, to activate the functionality until you click on the control again to deactivate it.

---

**Right Mouse Click**
- Click once on the right mouse button to perform various actions:

  **Context Menu** - Shows the corresponding context menu and hence allows you to perform further actions.

  **Edit Value** - Allows you to edit an item in a list or multiple items when multiple items have been selected first.

  **Restore Default Value** - Right click on a control, such as a fader, to restore the default value.
2.8 Keyboard Shortcuts [Hotkeys]

This topic includes:
- Overview

Overview

You can use various shortcuts on the computer keyboard, while working with MADRIX.

Specific Functionality:

<table>
<thead>
<tr>
<th>Command</th>
<th>Shortcut</th>
</tr>
</thead>
<tbody>
<tr>
<td>New Setup</td>
<td>Ctrl+N</td>
</tr>
<tr>
<td>Open Setup...</td>
<td>Ctrl+O</td>
</tr>
<tr>
<td>Save Setup</td>
<td>Ctrl+S</td>
</tr>
<tr>
<td>Save Setup As...</td>
<td>Ctrl+Shift+S</td>
</tr>
<tr>
<td>Matrix Generator [open and close]</td>
<td>F2</td>
</tr>
<tr>
<td>Patch Editor [open and close]</td>
<td>F3</td>
</tr>
<tr>
<td>Device Manager [open and close]</td>
<td>F4</td>
</tr>
<tr>
<td>Audio Performance</td>
<td>Ctrl+Alt+A</td>
</tr>
<tr>
<td>Remote HTTP</td>
<td>Ctrl+Alt+H</td>
</tr>
<tr>
<td>Options</td>
<td>Ctrl+Alt+O</td>
</tr>
<tr>
<td>Cue List [open and close]</td>
<td>F7</td>
</tr>
<tr>
<td>Group Control [open and close]</td>
<td>F9</td>
</tr>
<tr>
<td>Recording</td>
<td>Ctrl+Alt+R</td>
</tr>
<tr>
<td>Touch Screen [open and close]</td>
<td>F8</td>
</tr>
<tr>
<td>Full Screen Mode [open and close]</td>
<td>F11</td>
</tr>
<tr>
<td>Task Watcher [open and close]</td>
<td>F5</td>
</tr>
<tr>
<td>Logfile [open and close]</td>
<td>F6</td>
</tr>
<tr>
<td>DMX Watcher</td>
<td>Ctrl+Alt+D</td>
</tr>
<tr>
<td>MIDI Watcher</td>
<td>Ctrl+Alt+M</td>
</tr>
<tr>
<td>DMX Fader Tool</td>
<td>Ctrl+Alt+F</td>
</tr>
<tr>
<td>PLEXUS Configuration</td>
<td>Ctrl+Alt+P</td>
</tr>
<tr>
<td>LUNA Configuration</td>
<td>Ctrl+Alt+L</td>
</tr>
</tbody>
</table>
General Functionality:

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Various functions [e.g., Reset, Color value 0 or 255, Selection, etc.]</td>
<td>Space</td>
</tr>
<tr>
<td>Select all characters of a number, word, etc. / Select all items of a list</td>
<td>Ctrl+A</td>
</tr>
<tr>
<td>Confirm your selection</td>
<td>Enter</td>
</tr>
<tr>
<td>Remove items from list</td>
<td>Backspace, Del [Delete]</td>
</tr>
<tr>
<td>Cancel</td>
<td>Esc [Escape]</td>
</tr>
<tr>
<td>Close a window [e.g., Cue List, Fader Box, Macro Editor, etc.]</td>
<td>Alt+F4</td>
</tr>
</tbody>
</table>
2.9 Examples

This topic includes:

- Installation
- More Information

Installation

During the MADRIX installation process, you can choose to install various examples. These samples include:

- Setups,
- Effects,
- Scripts,
- And Color Tables.

During the setup, choose Examples from the list of components.
After the installation, you can find the examples on your hard disk.

- Navigate to C:\Users\USERNAME\Documents\MADRIX3 Samples\ [Please insert your Windows username for USERNAME].

More Information

MADRIX uses a variety of different kinds of files.

Learn more »File Types
2.10 2D Or 3D [X, Y, Z]

This topic includes:
- Introduction
- Settings
- 2D [X-Axis And Y-Axis]
- 3D [X-Axis, Y-Axis, And Z-Axis]

Introduction

MADRIX is a versatile and powerful software that can control 2D and/or 3D LED installations.

You can use MADRIX
- to map and control pixel by pixel [pixel mapping, 2D].
- to map and control volumetric pixels, i.e. voxels [voxel mapping, 3D].
- to combine both options.

Settings

Virtual LED Matrix

You automatically choose to work with a 2D or 3D project by configuring the virtual LED matrix in the Matrix Generator or Patch Editor.
- If Z is 1, then you are automatically working in 2D.
• If Z higher than 1, then you are automatically working in 3D.

Learn more »Matrix Generator
Learn more »Patch Editor

Workflow

In addition, many other parts of the software can work in 2D mode or in 3D mode. For example:

• Previews
• Effects
• Mapping

Learn more »3 Previews
Learn more »MADRIX Effects
Learn more »Mapping / Tiling / Rotation

2D [X-Axis And Y-Axis]

• In 2D, only 2 axes are involved:
  - X-Axis [horizontal]
  - Y-Axis [vertical]
3D [X-Axis, Y-Axis, And Z-Axis]

- In 3D, 3 axes are involved:
  - X-Axis [horizontal]
  - Y-Axis [vertical]
  - Z-Axis [depth] [Z-levels]
//PART C
User Interface [GUI]
3 User Interface [GUI]

This topic includes:
- Introduction
- Overview
- Topics Of This Chapter

Introduction

The user interface is what you see of the software. You will immediately see it when starting MADRIX for the first time. This graphical user interface [abbr.: GUI] provides visual feedback, controls, and information for you.

The GUI is an important part of MADRIX. We designed it with you—the user—in mind and to provide great usability, easy to use controls, and the most efficient ways to operate the software. The following topics will help you get to know the different parts and individual elements of the layout.

Overview

The GUI of MADRIX is divided into different parts. The following image provides a short overview.
Topics Of This Chapter

- **Menu**
  This topic introduces the menu bar of the software found at the top of the screen.

- **Effect Pipelines [Left/Right]**
  MADRIX is an effect generator that allows you to switch between to work areas, Left and Right.

- **3 Previews**
  3 Preview Windows [Preview Left, Preview Right, and Preview Output] will show you a preview of your lighting effects. They are explained in detail here.

- **Fade Area [Crossfader]**
  Learn how to use the Crossfader, Fade Types, the Color Filter, and more in the Fade Area.

- **Storages**
  A brief overview will introduce all the controls of Storage Left and Storage Right.

- **Storage Places [256 x 256]**
  Learn how to manage and organize your visuals.

- **Speed Masters / Color Filters [Left/Right]**
  Quickly set up the global speed.

- **Effect Areas [Left/Right]**
  How can I use Effects? Effect Area Left and Right will be explained here.

- **Cue List Section**
  These buttons are used to control the automatic playlist feature of MADRIX.

- **Master / Audio Input Level**
  How do these two buttons and faders work? It is explained in this topic.

- **Full Screen Mode**
  You can use the full size of your monitor to display the user interface of MADRIX.

- **Touch Screen**
  An additional touch screen interface is built right into MADRIX. Learn more about it in this topic.
3.1 Menu

This topic includes:

- Introduction
- Extra Information Displayed
- File Menu
- Edit Menu
- Preferences Menu
- Window Menu
- Tools Menu
- Previews Menu
- Help Menu

Introduction

Several menus are located at the top of the MADRIX window. In addition, there are several sub-menus to choose from.

Extra Information Displayed

Ctrl+N - This represents a keyboard shortcut that will perform the action directly rather than using the menu.

... - Indicates that a new window will open on top of the MADRIX window.

- Indicates that this entry has sub-entries.

File Menu
- **New Setup** - Creates a new MADRIX Setup file. This file will include your entire show and certain configurations of the software. A new Setup file is empty.

- **Open Setup...** - Loads a previously saved Setup file [of the file type *.msz or *.msx].

- **Save Setup** - Saves your show settings in an external file [of the file type *.msz or *.msx] in order to preserve them.

- **Save Setup As...** - Saves your Setup file as a separate, duplicate file. And you can choose a different name.

- **Import** - Loads different parts of a show into your currently opened Setup file.
  You may load a complete Storage [including all of its Storage Places], a single Storage Place, a Patch, the Group Control, DMX Device Settings, and DVI Device Settings
  [These items will be explained throughout this user guide.]

- **Export** - Saves the above described parts of a show into external files.
  You may save a Storage, a Storage Place, a Patch, the Group Control, DMX Device Settings, and DVI Device Settings
  Choose Export > Storage Place > All... to save all occupied Storage Places, all in separate files.

- **Recent Files** - Displays Setup files that were used last. Click on an entry to quickly load this Setup file.

- **Exit** - Closes the software.

Learn more »[File Types](#)
Edit Menu

- **Clear All Storages** - Removes all Storage Places [including customized Effects and Layers] and replaces them with the default Effect [SCE Color with color Black].

- **Cue All Occupied Storage Places** - Adds all customized Storage Places to the Cue List. Default Storage Places [SCE Color with Black color] will not be added.

- **Storage Left** - Opens the context menu for the Storage on the left side.

- **Storage Right** - Opens the context menu for the Storage on the right side.

  Learn more » [Storage](#)

- **Storage Place Left** - Opens the context menu for the currently selected Storage Place on Storage Left.

- **Storage Place Right** - Opens the context menu for the currently selected Storage Place on Storage Right.

  Learn more » [Storage Places](#)

- **Layer Left** - Opens the context menu for the currently selected Layer of the Storage Place on Storage Left.

- **Layer Right** - Opens the context menu for the currently selected Layer of the Storage Place on Storage Right.

  Learn more » [Layers](#)
Preferences Menu

- **Matrix Generator**... - Setting up your virtual LED matrix is a required step. This tool is the easiest way to do that. Learn more »[Matrix Generator](#)

- **Patch Editor**... - Is an advanced tool to set up your virtual LED matrix, which is required. The Patch Editor offers much more options than the Matrix Generator. Learn more »[Patch Editor](#)

- **Device Manager**... - Is the main tool to configure your [hardware] devices. Learn more »[OUTPUT Settings](#), »[INPUT And Remote Control](#), »[WYSIWYG Visualizer](#), »[Audio Configuration And ASIO](#)

- **Audio Performance**... - Offers advanced options for the audio analysis. Learn more »[Audio Configuration And ASIO](#)

- **Remote Control**... - Offers different options for controlling MADRIX remotely [incl. HTTP, DMX, and MIDI]. Learn more »[INPUT And Remote Control](#)

- **Backup System**... - Allows you to set up a fallback solution. Learn more »[Backup System](#)

- **Options**... - Allows you to configure various important settings for the software. Learn more »[Options](#)
- **Cue List**... - Opens the Cue List. Learn more »[Cue List]

- **Group Control**... - Opens the Group Control. Learn more »[Fixture Groups]

- **Recording**... - Opens a tool to record MADRIX Effects. Learn more »[Recording]

- **Touch**... - Opens the additional touch screen user interface to control MADRIX via a touch screen panel. Learn more »[Touch Screen]

- **Full Screen** - Maximizes the graphical user interface to fit the entire screen of your monitor. Learn more »[Full Screen Mode]

- **Restore Default Size** - Applies the default window size. As such, it resets any changes in size you made to the MADRIX window by moving its borders with the mouse.

### Tools Menu

- **Task Watcher**... - Provides detailed operational information.
Logfile... - Keeps track of all warnings and error messages as well as information about the computer system.

DMX Watcher... - Allows you to monitor any DMX Output or DMX Input.

MIDI Watcher... - Allows you to monitor incoming MIDI signals.

DMX Fader Tool... - Allows you to send individual DMX values on top of any other data output.

PLEXUS Configuration... - Is a tool to configure and manage MADRIX PLEXUS interfaces.

LUNA Configuration... - Is a tool to configure and manage MADRIX LUNA interfaces.

Previews Menu

MADRIX features a number of Preview Windows. These sub-menus give access to their context menus.

Language Menu
- **English** - Activates the English language for the software user interface.
- **Español** - Activates the Spanish language for the software user interface.
- **Français** - Activates the French language for the software user interface.
- 简体中文 - Activates the Simplified Chinese language for the software user interface.

### Help Menu

- **User Manual...** - Opens this user guide, locally on your computer.
- **User Manual Online** - Opens this user guide online by calling up a website using your default web browser. This requires an internet connection.
- **FAQs** - Is an online link to frequently asked questions about the software. This requires an internet connection.

- **Forum** - Is an online link that will take you to the MADRIX Online Forum, where users and developers exchange ideas about MADRIX. This requires an internet connection.

- **Feedback** - Is an online link that will open your web browser with the MADRIX Contact Form. If you wish, please enter your comments into the form and send it to us. Thank you! This requires an internet connection.

- **Website** - Is an online link for the MADRIX website »[www.madrix.com](http://www.madrix.com). This requires an internet connection.

- **Launch Remote Support Tool...** - Opens the external support tool provided by MADRIX. This requires an internet connection. MADRIX technical support may request that you launch this tool for further assistance.

- **Check For Software Updates...** - Checks online if a software update is available for downloading. This requires an internet connection.

- **Update MADRIX KEY...** - Allows you to upgrade or update the MADRIX KEY. Learn more »[MADRIX KEY](http://www.madrix.com)

- **Update MADRIX NEO License...** - Allows you to update the MADRIX 2.X license of your MADRIX NEO to a MADRIX 3.X license. Learn more »[Update From MADRIX 2.X To MADRIX 3.X](http://www.madrix.com)

- **About...** - Provides information about the MADRIX software, the MADRIX products you own, and legal information.
3.2 2 Effect Pipelines [Left/Right]

This topic includes:
- Introduction
- Overview
- Workflow Example

Introduction

MADRIX features 2 Effect Pipelines.
The first Effect Pipeline is on the left. The second Effect Pipeline is on the right.

That means you can work independently on the left side or on the right side of MADRIX. You could compare this workflow with the setup of a DJ.

Overview

This screenshot clarifies the layout of the 2 pipelines:
- Effect Pipeline Left is shown in yellow.
- Effect Pipeline Right is shown in green.
In the following chapters, you will learn that each Effect Pipeline is divided into different parts [listed from top to bottom]:

- Preview Left/Right + Speed Master Left/Right + Color Filter Left/Right
- Storage Left/Right
- Effect Area Left/Right

- A Preview provides a live display of the currently used effects and lighting visuals.
  Learn more » [3 Previews](#)

- A Speed Master increases or decreases the overall speed of effects and a Color Filter changes colors on demand for a whole pipeline.
  Learn more » [Speed Masters / Color Filters [Left/Right]](#)

- A Storage contains Storage Places to help you organize, manage, and store your effects.
  Learn more » [Storages](#)

- An Effect Area offers all the controls to choose and manipulate effects.
  Learn more » [Effect Areas [Left/Right]](#)
Thanks to the features of MADRIX, you can flexibly work in many ways. A possible live work-flow could look like this, for example:

- Select an effect on the left side and put it out onto the LEDs.
- Prepare the next effect on the right side.
- Switch to the right side [using the Crossfader].
- Prepare the next effect on the left side.
- Etc.
3.3 3 Previews

This topic includes:
- Introduction
- 2D Or 3D Mode
- Working With Previews
- More Information
- Options
- Preview Benchmark
- DVI Output And External Previews
- Troubleshooting

Introduction

MADRIX features 3 main Previews.
That means that you can have a look at your effects and visuals before they are displayed on your LED installation. These are live previews and they show everything in real time.

- **Preview Left**
- **Preview Right**
- **Preview Output**

- **Preview Left / Preview Right** - Located to the upper left and to the upper right of the user interface. They represent the two preview windows for the 2 Effect Pipelines.
- **Preview Output** - Is located in the middle. This window is a preview of the actual data output that is sent to your interfaces/LEDs.

- A MADRIX Preview is a technical representation of your installation. You will see the individual pixels/voxels and how the effects will look on your LEDs, but not realistic renderings of your projects you may know from visualizers.

- DVI output is explained at the end of this topic. Learn more [DVI Output And External Previews](#).

### 2D Or 3D Mode

As explained earlier, you can use MADRIX to control 2D and/or 3D projects. [Learn more »](2D Or 3D [X, Y, Z])

The 3 Previews support a 2D mode and a 3D mode to adequately represent your LED installation. In this way, they are an important part of your workflow when working with your project.

- Go to **Previews > Preview Left/Right/Output > 2D Mode** to choose 2D mode for the left/right/middle Preview.

- Go to **Previews > Preview Left/Right/Output > 3D Mode** to choose 3D mode for the left/right/middle Preview.
- MADRIX can run a benchmark to test your computer’s performance with regards to the recommended maximum 3D voxel resolution.
   Learn more Preview Benchmark

You can use the Previews in 3D Mode, even if your virtual LED matrix is only 2D.
And you can use the Previews in 2D Mode, even if your virtual LED matrix is in 3D.

Working With Previews

Overview

You have different options of working with each Preview. It depends on 2D mode or 3D mode which options are available to you.

2D Mode

Using The Mouse

[Stretch Pixels needs to be deactivated.]

- Left Mouse Click And Hold And Move - Click with your left mouse button on a Preview, continue to hold, and move your mouse in order to move and relocate the Preview.

- Middle Mouse Click And Hold And Move - Click with your middle mouse button on a Preview, continue to hold, and move your mouse in order to move and relocate the Preview.
- **Right Mouse Click And Hold And Move** - Click with your right mouse button on a Preview, continue to hold, and move your mouse in order to zoom in or to zoom out.
- **Left Mouse Double-Click** - Perform a double-click with your left mouse button to reset the Preview to its default view. This removes any changes, such as zoom or relocation.
- **Right Mouse Click** - Calls up the context menu as explained below.
- **Scroll Wheel** - Click on a Preview to focus it. Then, use the scroll wheel of your mouse to zoom in or to zoom out.

**Keyboard Shortcuts**

- **Space Bar** - Use the space bar on your keyboard to reset the Preview to its default view. This removes any changes, such as zoom or relocation.

**Context Menu**

- **3D Mode** - Switches to 3D mode.
- **2D Mode** - Is activated in 2D mode.
- **Patch Mask** - Is only available for Preview Output. Learn more [More Information](#)
- **Stretch Pixels** - Extends the Preview to the full size. The content [i.e., the effects] will also be stretched.
**Show Status Information** - Provides further information and displays the name of the Preview, the current size of the virtual LED matrix, the current frames per second of this preview [FPS], and which Storage [e.g., S1] and which Storage Place [e.g., P1] are currently selected.

**Show Clock** - Will display the system time in the preview.

**Show Grid** - Activates an optical raster separating the single pixels. If the resolution or the zoom level is too high, the grid will not be visible anymore.

**Show Background Image**... - You may load *.bmp, *.gif, *.jpg, *.png, *.tif, or *.tiff files as background images for your Previews. They will replace the standard gray background color.

**Restore Default View** - Resets the Preview to the default size and position. This removes any changes, such as zoom or relocation.

**Disable** - Deactivates a Preview. This can be helpful to save computer resources and increase performance.

### 3D Mode

#### Using The Mouse

- **Left Mouse Click And Hold And Move** - Click with your left mouse button on a Preview, continue to hold, and move your mouse in order to rotate the 3D Preview. You can also add a spin and let the Preview rotate constantly.

- **Middle Mouse Click And Hold And Move** - Click with your middle mouse button on a Preview, continue to hold, and move your mouse in order to move and relocate the Preview.

- **Right Mouse Click And Hold And Move** - Click with your right mouse button on a Preview, continue to hold, and move your mouse in order to zoom in or to zoom out.

- **Left Mouse Double-Click** - Perform a double-click with your left mouse button to reset the Preview to its default view. This removes any changes, such as zoom or relocation.

- **Right Mouse Click** - Calls up the context menu as explained below.

- **Scroll Wheel** - Click on a Preview to focus it. Then, use the scroll wheel of your mouse to zoom in or to zoom out.

#### Keyboard Shortcuts
- **Space Bar** - Use the space bar on your keyboard to reset the Preview to its default view. This removes any changes, such as zoom or relocation.

### Context Menu

![Context Menu](image)

- **3D Mode** - Is activated in 3D mode.
- **2D Mode** - Switches to 2D mode.

- **Patch Mask** - Is only available for Preview Output. Learn more [More Information](#).
- **Show Status Information** - Provides further information and displays the name of the Preview, the current size of the virtual LED matrix, the current frames per second of this preview [FPS], and which Storage [e.g., S1] and which Storage Place [e.g., P1] are currently selected.
- **Show Clock** - Will display the system time in the Preview.
- **Show Pivot Element** - Displays a helpful icon for visual guidance. Three arrows are always shown at position X=0, Y=0, Z=0 [not matter if the Preview is rotated]. The X-axis is red [horizontal; width], the Y-axis is green [vertical; height], and the Z-axis is blue [level; depth].
- **Show Background Image...** - You may load *.bmp, *.gif, *.jpg, *.png, *.tif, or *.tiff files as background images for your Previews. They will replace the standard gray background color.
- **Default View** - Choose your point of view and the default view for this Preview.
- **Restore Default View** - Resets the Preview to its Default View. This removes any changes, such as zoom or relocation.

- **Disable** - Deactivates a Preview. This can be helpful to save computer resources and increase performance. Especially, 3D mode requires a lot of computer performance.

- **Clear Message** - Only the Preview Output offers this option. MADRIX may show information or error messages in the Preview Output.
  - `x` - Discards any messages that MADRIX shows. The messages will not be displayed anymore.
  - Such a message could look like this:

```
MADRIX 3.5a Help And Manual
[Part C] User Interface [GUI]

More Information

The Previews mainly show your effects and visuals. Depending on different settings and requirements they convey additional information. **Note:** The different scenarios explained below can apply at the same time.

Intensity

When controlling LED lighting, the intensity of the light output makes up a large factor of the light design. The Previews will represent your intensity settings.

There are many ways how to control the intensity in MADRIX. The main examples are:

- **Master**, including **Blackout**
  Learn more »[Master / Audio Input Level](#)

- **Storage Place Submaster**
  Learn more »[Storages](#)
• **Layer Submaster**
  Learn more » [Effect Areas (Left/Right)]

• **Layer Opacity**
  Learn more » [Layers]

• **Colors**
  Learn more » [Using Colors And Intensity]

### Rendering

One of the main features of MADRIX is that it renders visuals and effects live in real time. Regarding the overall performance, you can define a specific setting in the Options that will also influence the Previews. Depending on your settings, MADRIX will include all voxels in the rendering process or only the ones that are patched. Learn more » [Performance]
Patch Mask

When letting MADRIX render all voxels, you can further decide how the Previews work. Voxels that are used [a fixture is set up at this position] are displayed brighter than voxels without LED fixtures. Compared to this, MADRIX offers two choices in order to show or hide voxels that are not used. This will influence all 3 Previews. Positions without fixtures will be dark gray or they will not be shown and set to black.

Note: The Patch Mask will only fully apply, when your performance settings include all voxels, as explained above. If your performance is set to only include patched voxels, the voxels will always be shown opaque. Changing the Patch Mask setting will not influence the Previews anymore.

- Right Mouse Click on the Preview Output > Patch Mask > Transparent/Opaque
- Or go to Previews > Preview Output > Patch Mask > Transparent/Opaque

MADRIX License

The Previews will indicate if you are using a higher output [as set by the virtual LED matrix in the Matrix Generator or Patch Editor] than your MADRIX license version provides. Unlicensed areas will be shown darker.

Select Help > About... to check your MADRIX license version and product serial numbers.
When setting up an individual Patch in the Patch Editor, there might be areas where no fixtures are located according to your LED installation. These areas without any fixtures will automatically be displayed darker to indicate that this area is not in use.

**Options**

You can change further settings of the Previews.
Preview Benchmark

- When running MADRIX for the first time, you will be asked to perform a short benchmark test for the Previews.
- Or go to Previews > Benchmark...
- Click Start

Since using the Previews in 3D Mode can require a certain computer performance, MADRIX allows you to run the Benchmark to see the recommended maximum 3D voxel resolution for your computer.

- It is recommended to run this test once for your computer setup.
- Please close other programs, windows, and background tasks during the test since they can negatively affect the performance and outcome.
More Information:
- MADRIX mainly uses the computer’s main processor [CPU] for the effect rendering process.
- MADRIX mainly uses the computer’s graphics card [GPU] to display these effects in the Previews.
- The Benchmark evaluates the performance of the computer system regarding the Previews. This means that it mainly tests the performance of the graphics card.
- The Benchmark result does not necessarily represent the overall computer performance. The CPU might be able to handle a higher resolution than the graphics card can display smoothly in the Previews.
- The Benchmark evaluates the performance of the Previews in 3D Mode. The result of the Benchmark will show the total number of voxels your computer should be able to display with sufficient performance when using one or more Previews in 3D Mode.
- The Benchmark result does not represent the performance for 2D.
- You can save overall computer performance when using a 3D Matrix Size by setting the Previews to 2D Mode.
- The Benchmark result does not refer to each Preview independently, but for all Previews in total. That means by default it is assumed that all three Previews are enabled as well as set to 3D Mode.
- You can save computer performance by only setting one Preview to 3D Mode and setting the other two Previews to 2D Mode or disabling them, for example. [When disabling one or several Previews, a single Preview can sufficiently display a higher resolution.]
- The Benchmark result is an information. It shows what is recommended and not necessarily what is possible.
- When exceeding the recommended 3D voxel resolution, MADRIX will ask you if you are sure to use the Preview in 3D Mode. In this way, poor performance can be avoided:

### Examples:

<table>
<thead>
<tr>
<th>Benchmark Result Examples</th>
<th>Assumed Activated Previews</th>
<th>Recommended 3D Preview Resolution Per Preview [X x Y x Z]</th>
<th>Calculation</th>
</tr>
</thead>
<tbody>
<tr>
<td>10,125 Voxels</td>
<td>3</td>
<td>15 x 15 x 15</td>
<td>15 * 15 * 15 * 3 = 10,125</td>
</tr>
<tr>
<td>24,000 Voxels</td>
<td>3</td>
<td>20 x 20 x 20</td>
<td>20 * 20 * 20 * 3 = 24,000</td>
</tr>
</tbody>
</table>
**DVI Output And External Previews**

The 3 Preview windows explained above are technical representations of the effects MADRIX creates for you. But they are not pixel-perfect outputs.

DVI is another way to work with LED products which requires such a correctly sized output. To use DVI, MADRIX offers other options.

The following MADRIX software license versions offer DVI output:

- MADRIX KEY dvi start
- MADRIX KEY dvi entry
- MADRIX KEY dvi
- MADRIX KEY professional
- MADRIX KEY ultimate

DVI output allows you to easily control large LED pixel walls or use screen-capturing, for example.

Learn more »[DVI](#)

---

**Troubleshooting**

**Invalid OpenGL Version**

MADRIX might show the following error message:
**Preview Disabled**

Invalid OpenGL Version : 1.1  
Minimum Required Version : 2.0

If the Previews show this error message, it means that there is a problem with the graphics card of the computer:

- The graphics card might be too old and might not support OpenGL 2.0.
- The driver of the graphics card for the Windows operating system might be outdated.

To solve the issue:

- Check if your computer's graphics card supports OpenGL 2.0. If it is not supported, your computer/the graphics card does not meet the minimum requirements of MADRIX 3. Please upgrade to a newer graphics card, which supports OpenGL 2.0.
- Download and install the latest driver version for your graphics card in order to update the driver. [You might need to restart the computer afterwards.]
3.4 Fade Area [Crossfader]

This topic includes:
- Introduction
- Overview
- Crossfader
- Fade Types
- Main Output Color Filter
- Main Output Strobe
- Main Output Macro

**Introduction**

The Fade Area, including the important Crossfader, is positioned in the middle of the MADRIX user interface; between both Effect Pipelines. This section of the user interface serves different purposes, as explained below.

**Overview**

**Fade Type** - Is part of the Crossfader. It specifies how the fade will look like. Perform a right mouse click to reset to the default value [XF]. Learn more [Fade Types](#).
**Color-Fade Color** - Is part of the Crossfader. It specifies the color used only for the Color-Fade. Perform a right mouse click to reset to the default value [Black]. Learn more [Crossfader](#).

**Color Filter** - Applies an additive color filter to the Main Output. Perform a right mouse click to reset to the default value [White]. Learn more [Color Filter](#).

**Crossfader** - Determines which Effect Pipeline is send to the output, i.e. visuals from which side. Perform a right mouse click to reset to the default value [50%]. Learn more [Crossfader](#).

**Skip Left / Skip Right** - Is part of the Crossfader. It immediately sets either Storage Left or Storage Right as the source [without applying a Fade Time or Fade Type]. Learn more [Crossfader](#).

**Fade Time** - Is part of the Crossfader. It specifies the duration of the fade, when an automatic fade is triggered. [To change the time, select the value via left double-click first. Then, enter a value using the keyboard, use the mouse wheel, or use a left mouse click and hold while dragging the mouse up or down.] Learn more [Crossfader](#).

**Automatic Fade** - Is part of the Crossfader. It triggers an automatic fade including the Fade Time and Fade Type. Learn more [Crossfader](#).

**Strobe** - Activates a strobe on top of the Main Output. Perform a right mouse click to choose the color. Learn more [Strobe](#).

**Main Output Macro** - Controls the Main Output Macro Editor. Learn more [Main Output Macro](#).
View - Changes the view of the MADRIX user interface. The following views are available:

- **Programmer** [Default View]
- **Cue List** [Learn more »](#)
- **Group Control** [Learn more »](#)

## Crossfader

### Overview

The Crossfader specifies which effect [from Effect Pipeline Left or Effect Pipeline Right] is displayed on Preview Output. As such, the Crossfader specifies the source of the final output. The Preview Output will show you the results and the final output towards your LEDs.

- Set the Crossfader to the far left to show only the effect of Effect Pipeline Left [Preview Left/Storage Left].
- Set the crossfader to the far right to show only the effect of Effect Pipeline Right [Preview Right/Storage Right]
- Any position in between is also possible to mix both effects.

### Manual Fades

- **Left Mouse Click And Hold And Drag** - Click with your left mouse button on the Crossfader, continue to hold, and move your mouse in order to change its position. You can fade manually in this way.
- **Left Mouse Click** - Click with your left mouse button directly on the Crossfader panel to instantly change the position to its location.
- **Left Mouse Double-Click** - Perform a double-click with your left mouse button directly on the Crossfader panel to reset the Crossfader to 50%, i.e. to the exact middle position between Left and Right.
- **Right Mouse Click** - Perform a right click with your mouse on the Crossfader to reset the Crossfader to 50%, i.e. to the exact middle position between Left and Right.
- **Skip Left / Skip Right** - Use the arrow buttons to instantly skip to the Left side or the Right side.
Automatic Fades

- **FADE** - Starts an automatic fade.
  - The fader will automatically fade to the other side according to the Fade Time and the Fade Type.
  - If the fader is positioned on the right side, it will automatically move to the left side. If the fader starts on the left side, it will move to the right side.

- **Fade Time** - Defines the duration of the automatic fade.
  - Set the time using seconds and tenths of seconds.
  - To change the time, select the value via left double-click first. Then, enter a value using the keyboard, use the mouse wheel, or use a left mouse click and hold while dragging the mouse up or down.
  - Example: Enter '2.5' for a fade duration of 2.5 seconds.

Examples

```
Crossfader To The Left
Crossfader To The Right
```

Fade Types

All fades [manual and automatic] are of a certain type. By changing the Fade Type, you can change how a fade will look like.

Learn more [Fade Types](#)
**Fade Types**

**Introduction**

The Crossfader creates a fade between Effect Pipeline Left and Effect Pipeline Right. You can specifically control the visual result of the fade:

- You can choose from different types of fades using the drop-down list as shown below.
- The fade types will influence how Effect Left is mixed with Effect Right during the fade or vice versa.

![Fade Types Drop-Down List](image)

**Overview**

The following table describes how the different fade types work.

For these examples, let us assume that Effect Left is currently playing and that you would want Effect Right to be displayed next. So we will fade from Preview Left to Preview Right.
A Cross-fade starts by dimming Effect Left linearly from 100% to 0% during the fade time. But at the same time, Effect Right starts to fade in until it is fully shown at the end of the fade. As a result an interpolation of the colors of Left and Right will be used during the fade.

At the beginning of the whole fade procedure, Effect Left stands at 100%, while Effect Right is not displayed [0%]. Halfway through, both effects are dimmed to 50%, as you can see in the picture. Neither Effect Left nor Effect Right are displayed with 100%. That is why the cross-fade appears to be darker. At the end of the fading procedure, Effect Left stands at 0%, while Effect Right is shown with 100%.

A White-fade is the opposite of a black-fade. It starts with Effect Left being shown at 100% for the first half of the fade time. At the same time, Effect Right fades in during the first half until it is also shown with 100%. Afterwards, Effect Right remains at 100% for the rest of the fade procedure, while Effect Left is dimmed from 100% to 0%.

Halfway through, both effects are shown with 100%. Because of that, a white-fade does not necessarily display a white color in middle position. Instead, this fade type uses addition of all color values. For example, if your are using a SCE Color in pure red on Effect Left [255, 0, 0] and SCE Color in turquoise/cyan on Effect Right [0, 255, 255], the result will indeed be a pure white halfway trough as it adds up to 255, 255, 255. But using a SCE Color in pure red on Effect Left [255, 0, 0] and SCE Color in pure green [0, 255, 0], this results in pure yellow in the middle of the fade procedure [255, 255, 0], for example.
A Black-fade starts with dimming Effect Left from 100% to 0% for the first half of the fade time. Effect B remains at 0% during this time. Then, halfway through the fade procedure, Effect Right starts to increase until 100% shown. Effect A was already at 0% and remains at this level for the rest of the fade.

Since both effects are shown with 0% in the middle of the fade, this always results in a black output, and therefore the name.

Essentially, a Color-Fade in MADRIX does imitate a black-fade [see above]. Effect Left is dimmed to 0% first and afterwards Effect Right increases linearly from 0% to 100%.

But on top of that, a color is added. While Effect Left is reduced in intensity, the color C gains intensity. In the middle of the fade Effect Left and Effect Right stand at 0%, but color C stands at 100%. When Effect Right reaches 100%, color C is reduced to 0% again.

In the middle position you will not see Effect Left or Right, but only the color you picked. The Fader Box button or the Color Picker enable you to choose the color for the color-fade.

Wipes one side over another horizontally [from the right or left side]. The currently active effect stays and will be shown in the background until the new effect fully covers the output.
Wipes one side over another vertically [from above or below]. The currently active effect stays and will be shown in the background until the new effect fully covers the output.

**Vertical Wipe**

Wipes one side over another vertically [from back or front]. The currently active effect stays and will be shown in the background until the new effect fully covers the output.

**Depth Wipe**

Wipes one side over another horizontally [from the right and the left side] and splits the new effect at the same time during the fade. The currently active effect will be shown in the background until the new effect fully covers the output.

**Horizontal Cross Wipe**

Wipes one side over another vertically [from the top and the bottom side] and splits the new effect at the same time during the fade. The currently active effect will be shown in the background until the new effect fully covers the output.

**Vertical Cross Wipe**

Wipes one side over another vertically [from the back and the front] and splits the new effect at the same time during the fade. The currently active effect will be shown in the background until the new effect fully covers the output.

**Depth Cross Wipe**

Pushes the old effect out of the frame horizontally [from the left to the right and vice versa]. The currently running effect will move accordingly to the side until it vanishes.

**Slide**
**Slide Y**
Pushes the old effect out of the frame vertically [from the top to the bottom and vice versa]. The currently running effect will move accordingly to the top or bottom until it vanishes.

**Horizontal Slide**

**Slide Z**
Pushes the old effect out of the frame vertically [from the back to the front and vice versa]. The currently running effect will move accordingly to the top or bottom until it vanishes.

**Depth Slide**

**Slide XC**
Pushes the old effect out of the frame horizontally [from the left to the right and vice versa] and splits both effects at the same time during the fade. The currently running effect will move accordingly until it vanishes.

**Horizontal Cross Slide**

**Slide YC**
Pushes the old effect out of the frame vertically [from the top to the bottom and vice versa] and splits both effects at the same time during the fade. The currently running effect will move accordingly until it vanishes.

**Vertical Cross Slide**

**Slide ZC**
Pushes the old effect out of the frame vertically [from the back to the front and vice versa] and splits both effects at the same time during the fade. The currently running effect will move accordingly until it vanishes.

**Depth Cross Slide**

**Main Output Color Filter**
**Color Filter** - Filters the colors of the Main Output.

- Simply select the color using the Color Picker or the Color Fader Box in the upper right corner of the Fade Area to activate the Color Filter.
- White is the default color and means that no filter is active.
- The Color Filter works in multiply mode [additive mode].
  - That means that the colors of the effects are multiplied with the colors of the filter [Effect x Color Filter].
  - Both, effect and filter, are represented through RGB or RGBW mode [RGB(W) x RGB(W)].
  - Moreover, every single color of the effect will be multiplied with the corresponding color of the filter [R x R, G x G, B x B, W x W]. You will see the relation in the following table.
  - Please note that below calculations are examples to show how it works.
  - In MADRIX, color values might be converted to always ensure a maximum color value of 255. [E.g., without the conversion 255 x 255 would not result in 255].

<table>
<thead>
<tr>
<th>Effect</th>
<th>x</th>
<th>Color Filter</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB(W)</td>
<td>x</td>
<td>RGB(W)</td>
<td>Effect and filter are represented through RGB or RGBW mode.</td>
</tr>
<tr>
<td>R</td>
<td>x</td>
<td>R</td>
<td>Every single color of the effect will be multiplied with the corresponding color of the filter.</td>
</tr>
<tr>
<td>G</td>
<td>x</td>
<td>G</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>x</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>(W)</td>
<td>x</td>
<td>(W)</td>
<td></td>
</tr>
</tbody>
</table>

**Example 1 in RGB Mode**

<table>
<thead>
<tr>
<th>SCE Color</th>
<th>x</th>
<th>Color Filter</th>
<th>=</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yellow</td>
<td></td>
<td>Green</td>
<td>=</td>
<td>Green</td>
</tr>
<tr>
<td>255</td>
<td>x</td>
<td>0</td>
<td>=</td>
<td>0</td>
</tr>
<tr>
<td>255</td>
<td>x</td>
<td>255</td>
<td>=</td>
<td>255 [after conversion]</td>
</tr>
<tr>
<td>0</td>
<td>x</td>
<td>0</td>
<td>=</td>
<td>0</td>
</tr>
</tbody>
</table>

**Example 2 in RGB Mode**

<table>
<thead>
<tr>
<th>SCE Color</th>
<th>x</th>
<th>Color Filter</th>
<th>=</th>
<th>Result</th>
</tr>
</thead>
</table>
### Example 3 in RGB Mode

<table>
<thead>
<tr>
<th>SCE Color</th>
<th>x</th>
<th>Color Filter</th>
<th>=</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turquoise</td>
<td>x</td>
<td>Pink</td>
<td></td>
<td>Blue</td>
</tr>
<tr>
<td>0</td>
<td>x</td>
<td>255</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>255</td>
<td>x</td>
<td>0</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>255</td>
<td>x</td>
<td>255</td>
<td></td>
<td>255 (after conversion)</td>
</tr>
</tbody>
</table>

### Main Output Strobe

This strobe applies directly to the Main Output.

- **Left Mouse Click and Hold** - Activates the strobe. Continue to hold as long as the strobe should be active [Flash button].
  - Simply release the mouse button to deactivate the strobe again.
- **Right Mouse Click and Hold** - Allows you to choose the color of the strobe.
  - Simply hover over the new color with your mouse and release the mouse button to select the color.

- The speed [i.e. the frequency] of the strobe can be set up in the Options.
- How the strobe works can be set up in the Options.
  Learn more » [Performance](#)

---

**Main Output Macro**

The Main Output Macro is 1 of 4 locations to apply a Macro. A Macro is a Script written to further influence the functionality of the effect or output. A Macro is not necessary, but can add further functionality to your project. The Main Output Macro is a Macro that affects the entire main output.

Learn more » [Macros And Scripts](#)
3.5 Storages

This topic includes:
- Introduction
- Overview
- Selecting A Storage
- Submaster
- Storage Options

Introduction

MADRIX features 2 separate Storage Areas [Storage Left and Storage Right]. They are positioned directly below Preview Left and Preview Right.

As will be explained in the next chapter, you can use so-called Storage Places to organize your lighting effects. In addition, all Storage Places and further options are managed with the help of Storages.

- MADRIX features a total of 256 Storages.
- 1 Storage includes 256 Storage Places.

Overview
**Storage Selection** - Select which Storage you would like to use. Learn more [Selecting A Storage](#).

**Submaster** - Calls up the Submaster of the Storage Place to adjust the intensity of the complete effect including all of its Layers. It applies only to the currently selected Storage Place and can be set up for every Storage Place individually. Learn more [Submaster](#).

**Pitch** - Calls up the Pitch slider of the Storage Place to adjust the speed of the complete effect including all of its Layers. It applies only to the currently selected Storage Place and can be set up for every Storage Place individually. The tooltip shows the currently set value.

**Filters/Effects FX** - Calls up the Filters/Effects FX menu for the complete effect including all of its Layers. You have a number of choices to instantly change the visual outcome of the effect. This means you can quickly apply certain filters. It applies only to the currently selected Storage Place and can be set up for every Storage Place individually. Learn more »[Layers](#).

**Storage Place Macro Editor** - Controls the Storage Place Macro Editor to add macros to the effect. It applies only to the currently selected Storage Place and can be set up for every Storage Place individually. Learn more »[Macros And Scripts](#).

**Description** - Includes a description for each individual Storage Place. You can change this label as you wish. The label will also be used for other MADRIX features, such as the Touch Screen or Cue List.

**Cue** - Automatically adds the currently selected Storage Place to the Cue List. The newly created Cue List entry will include all applied parameters, like the description or the fade duration and fade type of the crossfader. Learn more »[Cue List](#).

**Storage Options** - Calls up various options for Storages. Learn more [Storage Options](#).

**Storage Place** - Represents a single Storage Place. Learn more »[Storage Places](#).
Selecting A Storage

- You can freely choose which Storage to use on the left side or the right side of MADRIX.
  Learn more » 2 Effect Pipelines [Left/Right]

- Click on the Storage Selection Button and a submenu will open. Simply select which Storage you would like to use [Numbers 1 to 256].

- The currently selected Storage is shown in green.

- Occupied Storages [which include customized Storage Places] are shown in blue.

- **When switching to another Storage, MADRIX will not automatically select a specific Storage Place for you. The currently selected Storage Place remains selected until you selected the next one.**

```
<table>
<thead>
<tr>
<th>17</th>
<th>33</th>
<th>49</th>
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<th>81</th>
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<th>129</th>
<th>145</th>
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<td>160</td>
<td>176</td>
<td>192</td>
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<td>224</td>
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</tr>
</tbody>
</table>
```

Submaster
The Submaster can be used to control the intensity of a selected Storage Place including all of its Layers. It only works for the Storage Place you have currently selected. [The Storage Submaster does not control the main output brightness. If you want to adjust the overall intensity, you need to use the »Master].

- Click **SUB** and the button extends to a fader.
- Make sure to click and continue to hold the mouse button at the same time.
- Afterwards, simply move the fader with the help of your mouse.
- Release the mouse button to set up the specific value [The fader will disappear automatically].
- A value of 255 means full intensity.
- A value of 0 means no intensity and will render the effect completely black.
- The tooltip shows the currently set value.

### Storage Options

#### Overview

- Click on the **Storage Options** button to open a submenu.
- Or go to *Edit > Storage Left / Storage Right*
- **Open...** - Loads a complete MADRIX Storage from a previously saved, external file [of the file type *.mstz or *.mstx].
  A new window opens for you to select the file on your harddisk.

- **Save...** - Saves the current Storage including all of its Storage Places in an external file [of the file type *.mstz or *.mstx]. Simply enter a **Filename** when the new window opens, choose a location, and click **Save**.

- **Copy** - Copies the current Storage into the clipboard as a duplicate.

- **Cut** - Copies the current Storage into the clipboard and applies a **Clear**.

- **Paste** - Inserts a copy of a Storage from the clipboard into the currently selected Storage.

- **1x1** - Selects a different view with very large Storage Place buttons. Please see below.

- **2x2** - Selects a different view with large Storage Place buttons. Please see below.

- **4x4** - Selects a different view with normal-sized Storage Place buttons. This is the default view. Please see below.

- **8x8** - Selects a different view with small Storage Place buttons. Please see below.

- **Clear** - Removes the current Storage including all of its Storage Places and restores the default, blank Storage.

**Views**

The Storage Options allow you to select one of 4 different views.
### 1x1

```
1
```

### 2x2

```
1 2
3 4
```

### 4x4 [Default]

```
1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 16
```

### 8x8

```
```

[www.madrix.com](http://www.madrix.com)
3.6 Storage Places [256 x 256]

This topic includes:

- Introduction
- Overview
- Workflow
- Controls
- Working With Storage Places
- Context Menu
- Thumbnails
- Export / Import
- Important Information

Introduction

MADRIX uses so-called Storage Places [storage bins] to store and organize your lighting visuals.

- Storage Places are part of a Storage.
  
  [Because of this, a Storage offers options that affect a single Storage Place or all of its included Storage Places.]

- The screenshot below shows the complete Storage Left including the numbered Storage Places [Storage Place 1 to 64 can be seen by default]. Learn more »Storages
Overview

- A single Storage contains 256 Storage Places. And MADRIX offers up to 256 Storages.
- In total, you have therefore access to 256 x 256 Storage Places.

Workflow

- Storage Places allow you to access, manage, and organize your different lighting visuals.
- In order to use MADRIX Effects and light effects, you need to set them up first. Learn more »Effects
- But Storage Places play also an important part in the configuration process of your MADRIX Effects. Learn how you can work with Storage Places below.

Controls

- Shows an empty Storage Place with its default configuration.
  [The default MADRIX Effect is: SCE Color with the color Black.]
- Shows a preselected Storage Place, which is not active yet.
- Shows the currently selected Storage Place. This Storage Place is active on the selected Storage.
- Shows that this Storage Place contains visuals configured by you. The Storage Place is occupied and not empty.
- Shows a Storage Place that is currently selected on the other side. You can only select a Storage Place once on either side. This Storage Place is shown already on the left or the right side and cannot be accessed.
You can increase the size of a Storage Place as shown on the user interface. When the size is large enough, MADRIX will include a small Thumbnail preview of the MADRIX Effect that is stored in the Storage Place. Learn more below.

You can decrease the size of a Storage Place as shown on the user interface. When the size is too small, MADRIX will only show small icons.

Shows a Thumbnail. Hover with your mouse over a single Storage Place in order to see a small preview of the MADRIX Effect that is stored in the Storage Place. The Thumbnail can be generated automatically or manually. Learn more below.

The Preview Windows will show you which Storage [e.g., S1] and which Storage Place [e.g., P42] you have currently selected.

The scroll bar at the bottom shows the lowest Storage Place that is currently visible on the Storage Place panel. You can also use it for scrolling through the panel.

Is part of the scroll bar and shows the location of occupied Storage Places.

Is part of the scroll bar and shows the location of the currently selected Storage Place.

---

**Working With Storage Places**

**Using The Mouse**

- **Left Mouse Click** - Click with your left mouse button directly on a single Storage Place to select and activate it. MADRIX will automatically fade to the new Storage Place according to the Fade Time and Fade Type of the crossfader.

- **Left Mouse Double-Click** - Perform a double-click with your left mouse button directly on a single Storage Place to select and activate it immediately without using the Fade Time and Fade Type of the crossfader.

- **Right Mouse Click** - Calls up the context menu as explained below.

- **Left Mouse Click And Hold And Swipe/Drag** - Click with your left mouse button in the general direction of the Storage Place panel, continue to hold, and move your mouse in order to swipe and drag the entire panel. This allows you to navigate through the Storage Place panel. [You can also use the scroll bar at the bottom.]
- **Scroll Wheel** - Click in the general direction of the Storage Place panel to focus it. Then, use the scroll wheel of your mouse to scroll through the panel.

- Click with your left mouse on this scroll bar to scroll through the Storage Place panel.

### Automatic Fade

- MADRIX automatically applies an automatic fade according to the Fade Time and Fade Type of the Crossfader when you are switching from one Storage Place to another Storage Place within one, single Storage.

- Example: S1 P34 is currently selected. Now, select S1 P22 and MADRIX will automatically do a crossfade for you [incl. Fade Time and Fade Type].

- [Perform a Left Mouse Double-Click to not use the automatic fade. This will activate the next Storage Place without a crossfade.]

### Drag And Drop [Copy/Cut/Paste]

#### Copy And Paste

- **Left Mouse Click and 2 Sec. Hold** - You can perform a Copy and Paste with the mouse.

  Use a left mouse click on a Storage Place and continue to hold for 2 seconds. A small + appears. Continue to hold and move your mouse to another Storage Place. Release the mouse button to paste a copy onto the new Storage Place.

#### Cut And Paste

- **Left Mouse Click and 2 Sec. Hold + Shift** - You can perform a Cut and Paste with the mouse.

  Use a left mouse click on a Storage Place and continue to hold for 2 seconds. Press Shift in addition. A small rectangle appears. Continue to hold the buttons and keys and move your mouse to another Storage Place. Release the mouse button to move the previously selected Storage Place to the new position.

### Keyboard Shortcuts

- **Arrow Keys** - Use the 4 arrow keys on your computer keyboard to navigate and in order to preselect a specific Storage Place.
- **Spacebar/Enter** - Press the Spacebar or Enter key on your keyboard to actively select a preselected Storage Place.

- **Page Up/Page Down** - Press the Page Up and Page Down keys to scroll through the Storage Place panel back and forth.

- **Home/End** - Press the Home key to instantly display the first Storage Place [P1]. Press the End key to instantly display the last Storage Place [P256].

- **F** - Press F to instantly jump back to your currently selected Storage Place and to bring it into focus.

## Context Menu

There are several options available for each Storage Place via a context menu.

- **Right Mouse Click** on a Storage Place to call up the context menu.

- Or go to **Edit > Storage Place Left/Right**

- A small window will be shown.

![Context Menu](image)

You can use the following options:

- **Cue** - Adds the currently selected Storage Place to the Cue List.

- **Open...** - Loads a previously saved MADRIX Storage Place file [of the file type *.mspz or *.mspx]. A new window opens for you to select the file on your harddisk.
- **Save...** - Saves the current Storage Place configuration to an external file [of the file type *.mspz or *.mspx]. A new window opens for you to select a location on your harddisk. Simply enter a name and click **Save**

- **Copy** - Copies the current Storage Place configuration into the clipboard as a duplicate.

- **Cut** - Copies the current Storage Place configuration into the clipboard and applies a **Clear**

- **Paste** - Inserts a copy of a Storage Place from the clipboard into the currently focused Storage Place.

- **Thumbnail** - Defines how MADRIX manages the Thumbnail of the currently selected Storage Place. Learn more below.

- **Clear** - Removes the current Storage Place configuration and restores the default, blank Storage Place.

---

**Thumbnails**

Hover with your mouse over a single Storage Place in order to see a small preview of the MADRIX Effect that is stored in the Storage Place.

When using the context menu of a Storage Place, you can set up how MADRIX manages the Thumbnail of each individual Storage Place. First, make sure that the currently selected Storage Place is also the active Storage Place of this Storage.

- **Right Mouse Click** on a Storage Place to call up the context menu.
  
  [Or go to Edit > Storage Place Left/Right > Thumbnail]

  A small window will be shown.

  Navigate to **Thumbnail**
• **Automatic** - Is activated by default. MADRIX will automatically generate a new Thumbnail each time you leave this Storage Place and switch to another Storage Place. That means the Thumbnail preview will always be up to date and show the last visual status.

• **Generate** - Allows you to manually generate a new Thumbnail at this moment. Automatic will then be deactivated as a result. Once a manual Thumbnail has been generated, MADRIX will use this Thumbnail until you manually generate a new Thumbnail or activate Automatic again.

---

**Export / Import**

**Import**

Learn more » [File Types](#)

**File Menu**

- Go to **File > Import > Storage Place > Storage Left/Right**...

- You can import previously saved MADRIX Storage Place file [of the file type *.mspz or *.mspx] onto the currently selected Storage Place on the left or on the right side. A new window opens for you to select the file on your harddisk. [This is the same functionality as Open... from the context menu.]

**Drag And Drop**

- **File Drag And Drop** - You can select a MADRIX Storage Place file [of the file type *.mspz or *.mspx] in Windows and drag it to a Storage Place of your choice in MADRIX in order to load it in MADRIX.
Export

File Menu

- Go to File > Export > Storage Place > Storage Left/Right...
  You can export the currently selected Storage Place to an external file [of the file type *.mspz or *.mspx]. A new window opens for you to select a location on your harddisk. Simply enter a name. [This is the same functionality as Save... from the context menu.]

- Go to File > Export > Storage Place > All...
  You can export all currently occupied Storage Place to individual, external files [of the file type *.mspz or *.mspx]. A new window opens for you to select a location on your harddisk. Simply enter one name and MADRIX will automatically add the Storage Place number to the file as well.

Important Information

- Make sure to save your MADRIX Setup file after configuring your MADRIX Effects [and working with Storage Places].

- When switching to a different Storage, MADRIX will not automatically select a new Storage Place for you. When switching to another Storage, you need to actively select a different Storage Place if that is what you want.
3.7 Speed Masters / Color Filters [Left/Right]

Topics of this chapter:
- Overview
- Speed Masters
- Storage Color Filters

Overview

Next to Preview Left and next to Preview Right you will find the Storage Speed Masters and the Storage Color Filters. 3 specific controls will be available to you per side, as explained below.

Speed Masters

Overview
There are two, global Speed Masters.

- One Speed Master each is positioned next to the left Preview and next to the right Preview.
- Both Speed Masters allow you to speed up or slow down effects. Each Speed Master influences the speed of the entire, corresponding Storage and Effect Pipeline [Left or Right].
- Speed Master Left will change the speed of all effects on the left side.
- Speed Master Right will change the speed of all effects on the right side.
- The Speed Masters work as a multiplier of the current speed of an effect [that includes the BPM of a Layer, the Pitch of a Layer, and the Pitch of a Storage Place.]
- Example: A Speed Master of 2.0 will double the current speed.

How To Use

- Move the fader upwards to increase the speed.
- Move the fader downwards to decrease the speed.
- The default value is 1.0 [which is normal speed].
- A value of 0.0 will stop the effects.
- The highest value is +10.
- The lowest value is -10.
- Negative values will reverse the direction of effects [if possible].
- Double-click or right-click on the Speed Master button to reset to the value of 1.0

Pause
- **Pause** - Will halt the effect.
- **Left Mouse Click And Hold** - Pauses the effect as long as you hold the mouse button [temporarily].
- **Left Mouse Double-Click** - Pauses the effects permanently. A single click deactivates the permanent stop again.

**Storage Color Filters**

- **Storage Color Filter** - Filters the colors of the Storage Left or Storage Right, respectively.
- **Left Mouse Click** - Simply select the color using the Color Picker to activate the Color Filter.
- **Right Mouse Click** - Restores the default color.

- White is the default color and means that no filter is active.
- The Color Filter works in multiply mode [additive mode].
- The Storage Color Filters work in the same way as the Main Output Color Filter. Learn more » [Fade Area](#)

[Crossfader]
3.8 Effect Areas [Left/Right]

This topic includes:

- Overview
- Programmer View
- Effect Selection
- Individual Controls [Effect Settings]
- Universal Controls [Layer Settings]

Overview

The MADRIX Effects are one of the most important parts of the software. The user interface offers dedicated work areas for you to work with visuals [Effect Area Left and Effect Area Right].

When you select an empty Storage Place, the corresponding Effect Area will look like this by default:

![Effect Area Default](image)

Programmer View

- In order to have access to the Effect Areas, make sure to select the Programmer View first!
**Effect Selection**

- **Effect Selection**
  - *Left Mouse Click* - Allows you to select a specific MADRIX Effect from the library of stock effects.
  - SCE Color is the default setting.

- Learn more » [Effects [Visuals]]
- Learn more » [MADRIX Effects]
Individual Controls [Effect Settings]

Each MADRIX Effect has its own buttons and controls. In this way you can customize your visuals as you wish.

Have a look at the 3 examples below and you will see that the standard controls [see below] are always there, while the rest of them changes with every effect.
Universal Controls [Layer Settings]

At the same time, a standard set of controls is available for each MADRIX Effect [i.e. each Layer] for additional customization. Learn more » [Layers]
3.9 **Cue List Section**

This topic includes:
- Overview
- Controls
- More Information

### Overview

The MADRIX user interface offers 4 quick access buttons to control the Cue List.

### Controls

- **Go** - Skips to the next Cue List entry.
- **Back** - Goes back to the previous Cue List entry.
- **Play/Pause** - Starts or stops the Cue List.
- **Progress** - Shows the progression of the current Cue regarding its Duration with the help of a progress bar.
- **Cue List** - Opens a new window, which is the Cue List itself. More options will be available to you then.
More Information

You need to configure a Cue List in order to use the Cue List features.

Learn more » Cue List
3.10 Master / Audio Input Level

This topic includes:
- Introduction
- Master
- Audio Input Level

**Introduction**

Master and Audio Input Level are two central controls of the MADRIX user interface.

- The Master controls the overall brightness of the Main Output [i.e. of the LED fixtures].
  You will see the result in the Preview Output.
- The Audio Input Level controls the maximum sound level to be used for the MADRIX real-time audio analysis.

**Master**

*Freeze* - Puts the output on hold [pauses it]. Click and hold the mouse button to freeze temporarily. Double-click it to freeze it permanently; click again to deactivate.

*Fader* - Use the fader to directly control the intensity.
By default the Fader is set to 255, the maximum value.

*Input Field* - Directly enter a value ranging from 0 to 255.
The Input Field will also display the currently set up value.
**Blackout** - Forces an immediate blackout on the output. Click it once to render the output completely black. When activated, the button will pulsate in red. Click again to deactivate the function. The blackout does not affect the value of fader.

---

**Audio Input Level**

**Overview**

**AGC** - Activates Automatic Gain Control. When activated, the button will glow green and MADRIX will automatically and constantly increase or decrease the input level to get the optimal sound level.

**Fader** - Use the fader to directly control the input level. The Fader will limit the incoming level. By default the Fader is set to 255, the maximum value.

**Input Field** - Directly enter a value ranging from 0 to 255. The Input Field below will display the currently set up value.

**Audio Analysis** - Activates the audio input as well as the real-time audio analysis. When activated, the button will glow green. MADRIX automatically activates Audio, if you select a MADRIX S2L Effect or MADRIX M2L Effect.

---

**Optimal Input Level**

To get optimal results from the audio analysis, it is recommended to set up the audio input level correctly.

- Adjust the audio signal to the orange/yellow level to get best results.
- Levels that are too low will negatively affect the quality of the audio analysis.
- Red lights indicate that levels are too high.

- Use the AGC [Automatic Gain Control] for automatic control.

---

**More Information**

Learn more »Audio Configuration And ASIO
3.11 Full Screen Mode

This topic includes:
- Overview
- Options

Overview

- Go to Window > Full Screen
  [Keyboard shortcut: F11]
- Press F11 again to deactivate Full Screen mode.

The graphical user interface [GUI] can be extended to fill the entire size of your monitor. This mode is called Full Screen. There is a difference between maximizing the user interface window or enabling Full Screen mode:

- The title bar will not be visible anymore in Full Screen mode, which saves space for the user interface.
- In addition, you can choose to show the menu bar or to hide the menu bar to save further space. Change the setting as described below. By default, the menu bar is shown.
- MADRIX will also automatically hide the taskbar in full screen mode.
  [Use the Windows key on your keyboard to temporarily access the Windows taskbar again.]
Options

- Go to Preferences > Options... > User Interface
- **General > Show Menu In Full Screen Mode** - Shows the menu bar also in Full Screen mode. Deactivate this option to hide the menu in Full Screen mode. [By default, the menu is shown in Full Screen mode.]
3.12 Touch Screen

Topics of this chapter:
- Overview
- Important Notes
- Options
- Moving The Touch Screen To A Different Monitor

Overview

- Go to Window > Touch...
  [Keyboard shortcut: F8]
- Or when enabled in the settings, you can open/close the touch screen window by clicking on the MADRIX logo.

The touch screen interface was especially designed to provide you with an intuitive and easy to use interface. It was designed for touch screen panels, but can also be used with the help of the mouse.
**Storage Filter** - Applies a color filter to the entire Storage. Learn more »[Speed Masters / Color Filters [Left/Right]]

**Close/Open Preview** - Opens or closes Preview Left or Preview Right.

**Storage Place Scroll** - Scrolls through the 256 Storage Places of a single Storage.

**Storage Selection** - Allows you to select the Storage.

---

**Important Notes**

- All 3 Previews of the MADRIX user interface will be disabled, when the Touch Screen is activated and has the focus. This ensures high performance. However, they will be activated again when the user interface has the focus again [click on the user interface to get the focus].
- The Cue List is not available, when using the Touch Screen. / The Touch Screen is not available when the Cue List is running.

---

**Options**
Go to Preferences > Options... > User Interface

**Touch:**

- **Open And Close Also Via MADRIX Logo** - Allows you to open or close the Touch Screen Window by clicking on the MADRIX logo.

- **Fade Automatically When Switching Storage Places** - Activate this option if the Crossfader should make an automatic crossfade when you select a new Storage Place on the opposite Storage [e.g., from S1 P1 to S2 P1].

- **Maximum Fade Time (s)** - Defines the maximum Fade Time in seconds you can set up in the Touch Screen for the automatic fade of the Crossfader.

- **Show Description As Button Label** - Will show the individual Description of a Storage Places on the Touch Screen interface instead of the standard numbering [1, 2, 3, etc]. If the Storage Place has the standard Description **Color**, the standard numbering will be shown.
Moving The Touch Screen To A Different Monitor

Tab - Use the Tabulator key on your keyboard [repeatedly] to move the Touch Screen interface to your first, second, third, etc. computer monitor or display.
//PART D

Using The Software
4 Using The Software

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

MADRIX already is an easy-to-use, user-friendly, and reliable Windows software. You can use it to create complex lighting scenes and entire shows from a normal computer or laptop. You can learn how to use MADRIX in this chapter.

Topics Of This Chapter

- Matrix Generator
- Patch Editor
- DVI Patch
- Fixture Groups [Group Control]
- Effects [Visuals]
- Layers
- Mapping / Tiling / Rotation
- Effect Parameter Chaser
- Tools
- Backup System
- File Types
- Recording
4.1 Matrix Generator

This topic includes:
- Introduction
- When To Use The Matrix Generator
- Overview
- Step-By-Step Configuration
- Settings
- Examples For Start Corner, Main Orientation, and Snake Mode
- 2D DMX Configuration
- 2D DVI Configuration
- 3D DMX Configuration
- 3D DVI Configuration
- Important Notes
- Further Configuration
- Further Tips

Introduction

You need to tell MADRIX

1] which LED fixtures you are going to use.
2] how many LED fixtures you are going to use.
3] how they are placed.

This configuration of the virtual LED matrix is stored in a so-called Patch file.

Setting up the virtual LED matrix/the Patch file is a requirement! It is necessary for the initial configuration of MADRIX.

MADRIX offers 2 tools for this task:
- **Matrix Generator**
- **Patch Editor**

### When To Use The Matrix Generator

The Matrix Generator helps you to generate a virtual LED matrix automatically according to your settings. This automatic process can be very helpful, when your LED installation is set up in a very simple, logical, or linear way and only uses 1 fixture type. The Patch file will be automatically generated by MADRIX for you.

The Patch Editor is a graphical editor to directly create the Patch file. The Patch Editor offers the same functions as the Matrix Generator and many more options. It allows you to configure your virtual matrix in great detail. You can place LED fixtures freely and individually. If you have more than 1 kind of fixture, use the Patch Editor.

This topic explains the Matrix Generator.

### Overview

- Go to **Preferences > Matrix Generator**...
  - [Keyboard shortcut: F2]
- A new window will open.
Now, configure your virtual LED matrix according to the following settings.

Step-By-Step Configuration

To work with the Matrix Generator, follow these steps:

1] Open the Matrix Generator.

2] Set up all settings, including **Fixture**, **Placement**, and **Addressing**.
3] Click **Apply** to confirm your settings and MADRIX will create the Patch file for you.

- Click **OK** to confirm your settings and to close the Matrix Generator.
- Click **Cancel** to discard any changes and to close the Matrix Generator.

---

**Settings**

In this user guide it is not possible to give universal recommendations for the required settings, because every LED project is different. You need to configure the settings of the Matrix Generator according to your individual LED setup.

---

**1] Fixture**

This section defines which fixtures you want to use.

- **Protocol** - First, choose the general type of LED fixture you are using [**DMX** or **DVI**]. DMX-based fixtures include DMX512, Art-Net, Streaming ACN [sACN / E1.31], Philips Color Kinetics [KiNET], and Insta/ROBE products. DVI-based fixtures include DVI, Eurolite T9, ColourSmart Link, and Colorlight 5A products. If you wish to used both fixture types at the same time, please configure your virtual LED matrix with the help of the »**Patch Editor**

  **Note:** If **DVI** is selected, all controls that are not relevant to DVI fixtures will be disabled.

- **Product** - Second, choose your exact LED product. If your fixture is not yet available, please see »**Supported Fixtures [LED Products]**

- **Start Fixture ID** - Defines where MADRIX starts indexing fixtures. The Fixture ID is a unique identifier for each fixture that is added.
  - The default value is 1.
  - When using the Matrix Generator, the default setting is also recommended setting.

- **A general option for DMX:** Select **generic RGB Light 1 pixel** for any LED product with RGB LEDs and 3 DMX channels.

- **A general option for DMX:** Select **generic RGBW Light 1 pixel** for any LED product with RGBW LEDs and 4 DMX channels.
• **A general option for DVI**: Select ![generic DVI 1x1 RGB] for any DVI-based LED product and simply enter the pixel resolution under *Placement*.

### 2] Placement

This section defines how many fixtures you want to use and how they are placed.

- **Rotation** - Uses the original rotation of the fixtures, as defined in the »[MADRIX Fixture Editor](#). Or you can add to all of your fixtures a rotation of 90°, 180°, 270°.

- **Count X / Y / Z** - Defines the number of LED fixtures you are using.
  - **X** sets the number of fixtures on the X-axis [horizontal; width].
  - **Y** sets the number of fixtures on the Y-axis [vertical; height].
  - **Z** sets the number of fixtures on the Z-axis [level; depth].

  **Please set up the number of fixtures you are using. Do not enter the total number of pixels. All fixtures are already implemented with their specific number of LED pixels.**

  - **When setting up a 2D virtual LED matrix, Z should be 1. If Count Z is higher than 1, you will automatically create a LED matrix.**

  - **Merge Fixtures** - Is only available for the *Protocol > DVI*. Activate this option if all your DVI fixtures, should be merged to one fixture. This can save computer performance. Deactivate this option, if you want to be able to manage all your DVI fixtures separately, for example when creating a »[DVI Patch](#).

- **Offset X / Y / Z** - Adds spacing [gaps] to your virtual LED matrix separately for the X-axis, Y-axis, and Z-axis. The value defines the size of the gaps between fixtures in pixels. A value of 0 means that all fixtures are placed next to each other without spacing. For example, a value of 1 means that 1 pixel spacing is added between fixtures.

**Note**: When using DMX-based products, please pay attention to the maximum number of DMX channels according to your MADRIX license version and according to the performance of your PC.

**Note**: When using DVI-based products, please pay attention to the maximum number of supported DVI pixels according to your MADRIX license version and according to the performance of your PC.

### 3] Addressing
This section defines the numbering of fixtures [DVI] and addressing of fixtures [DMX]. Since MADRIX will do this automatically, certain parameters need to be specified by you on how MADRIX should number or address fixtures automatically.

To assist you, a graphic is shown. [Imagine to look directly at the LED products in camera view.]

- **Start Corner** - Defines where the automatic addressing starts and works together with Main Orientation. Learn more [Examples]
- **Main Orientation** - Defines if MADRIX automatically addresses fixtures in a horizontal or vertical way. Addressing will start at the Start Corner and continue to the opposite direction [e.g., from left to right]. Please see the example below. Learn more [Examples]
- **Snake Mode** - Without Snake Mode, MADRIX will address row by row or column by column [e.g., left to right, left to right, left to right, etc.]. With Snake Mode, MADRIX will use alternate directions for each row or column [e.g., left to right, right to left, left to right, etc.]. Learn more [Snake Mode]
- **Apply Fixture Rotation** - Only works when Snake Mode is enabled. Rotates fixtures in each alternating row by 180°.
- **Z-Order** - Is only available for 3D. Defines if addressing in 3D starts with the first Z-axis in front [Front To Back] or with the last Z-axis in the back [Back To Front].
- **Snake Mode Z** - Is only available for 3D. Automatic addressing of fixtures on the Z-axis is done level by level. Activate this option if the Start Corner for each alternating level should be different.
  - **Flip H** - Switches the Start Corner horizontally [e.g., from Top Left to Top Right].
  - **Flip V** - Switches the Start Corner vertically [e.g., from Top Left to Bottom Left].
  - Activate both, Flip H and Flip V, to assign the complete opposite Start Corner [e.g., from Top Left to Bottom Right].
- **DMX Start Channel** - MADRIX will start the addressing using this DMX channel and automatically increment the DMX channel for each fixture.
- **DMX Start Universe** - MADRIX will start addressing using this DMX universe and automatically increment the DMX universe for fixtures when necessary. [A total of 512 DMX channels is available per DMX universe. If your fixtures If fixture addressing is greater than 512, MADRIX will automatically assign a new DMX universe and start at DMX channel 0 in this new universe again.]

### 4] Confirmation

- Press **Apply** to confirm your settings.
- Press **OK** to close the window.
Examples For Start Corner, Main Orientation, and Snake Mode

Start Corner And Main Orientation

<table>
<thead>
<tr>
<th>DMX Start Corner</th>
<th>Main Orientation: Horizontal</th>
<th>Main Orientation: Vertical</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Left</td>
<td><img src="image1.png" alt="Diagram" /></td>
<td><img src="image2.png" alt="Diagram" /></td>
</tr>
<tr>
<td>Addressing:</td>
<td>- Downwards</td>
<td>- To the Right</td>
</tr>
<tr>
<td></td>
<td>- From Left to Right</td>
<td>- From Top to Bottom</td>
</tr>
<tr>
<td></td>
<td>- From Left to Right</td>
<td>- From Top to Bottom</td>
</tr>
<tr>
<td></td>
<td>- From Left to Right</td>
<td>- etc.</td>
</tr>
<tr>
<td></td>
<td>- etc.</td>
<td></td>
</tr>
<tr>
<td>Top Right</td>
<td><img src="image3.png" alt="Diagram" /></td>
<td><img src="image4.png" alt="Diagram" /></td>
</tr>
<tr>
<td>Addressing:</td>
<td>- Downwards</td>
<td>- To the Left</td>
</tr>
<tr>
<td></td>
<td>- From Right to Left</td>
<td>- From Top to Bottom</td>
</tr>
<tr>
<td></td>
<td>- From Right to Left</td>
<td>- From Top to Bottom</td>
</tr>
<tr>
<td></td>
<td>- From Right to Left</td>
<td>- etc.</td>
</tr>
<tr>
<td></td>
<td>- etc.</td>
<td></td>
</tr>
</tbody>
</table>
Snake Mode

- Without Snake Mode, MADRIX will address row by row or column by column [e.g., left to right, left to right, left to right, etc.].
- With Snake Mode, MADRIX will use alternate directions for each row or column [e.g., left to right, right to left, left to right, etc.].

- In this example we configured a virtual LED matrix of 4 x 5 pixels using **Snake Mode**
- The **Matrix Generator** settings would look like this:
In theory, the LEDs are arranged as follows: 3 pixels per LED (due to RGB), 4 fixtures per row, and a total of 5 rows. Please see the picture below:
2D DMX Configuration

To configure a 2D LED matrix with DMX-based fixtures, follow these steps:

1] Choose Protocol > DMX
2] Choose your Product
3] Set up Rotation if required
4] Set up Count X and Count Y
5] Set Count Z to 1
6] Set up Offset X and Offset Y if required
7] Set Offset Z to 0
8] Set up Start Corner and Main Orientation
9] Set up Snake Mode and Apply Fixture Rotation if required
10] Set up DMX Start Channel and DMX Start Universe

2D DVI Configuration

To configure a 2D LED matrix with DVI-based fixtures, follow these steps:

Merge Fixtures

1] Choose Protocol > DVI
2] Choose your Product
3] Set up Rotation if required
4] Set up Count X and Count Y
5] Set Count Z to 1
Separate Fixtures

1] Choose Protocol > DVI
2] Choose your Product
3] Set up Rotation if required
4] Set up Count X and Count Y
5] Set Count Z to 1
6] Set up Start Corner and Main Orientation if required
7] Set up Snake Mode and Apply Fixture Rotation if required

3D DMX Configuration

To configure a 3D LED matrix with DMX-based fixtures, follow these steps:

1] Configure all Settings as described under Settings

3D DVI Configuration

To configure a 3D LED matrix with DVI-based fixtures, follow these steps:

Merge Fixtures

1] Choose Protocol > DVI
2] Choose your Product
3] Set up Rotation if required
4] Set up Count X and Count Y and Count Z
5] Set up Z-Order and Snake Mode Z
Separate Fixtures

1. Configure all Settings as described above, except DMX Start Channel and DMX Start Universe.

Important Notes

<table>
<thead>
<tr>
<th>LED Fixtures</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>EUROLITE LSD</td>
<td>The fixtures are pre-patched and included with their amount of pixels. Please only define how many fixtures you are using and not the total number of pixels.</td>
</tr>
<tr>
<td>Color Kinetics eW Flex SLX, Color Kinetics iColor Flex SLX</td>
<td>If your are using a PDS-150, a sPDS-480ca, or a PDS-60ca with one or two strings per controller, please select the correct fixture.</td>
</tr>
</tbody>
</table>

Further Configuration

- MADRIX offers many more options to configure your virtual LED matrix.
  Learn more »[Patch Editor](#)
- If your fixture is not yet available or if you would like to add it,
  please see »[Supported Fixtures [LED Products]](#)

Further Tips

Make sure to save your MADRIX Setup File after the configuration process.
4.2 **Patch Editor**

This topic includes:
- Introduction
- When To Use The Patch Editor
- Step-By-Step Configuration
- Examples
- User Interface Of The Patch Editor
- Menu
- Options
- Patch Properties Overview
- 2D Or 3D
- Working With The Patch Editor
- Fixture Configuration
- How The Patch Affects The Live Previews
- DMX Map
- Further Tips

---

**Introduction**

You need to tell MADRIX

1. which LED fixtures you are going to use.
2. how many LED fixtures you are going to use.
3. how they are placed.

This configuration of the virtual LED matrix is stored in a so-called Patch file.

*Setting up the virtual LED matrix/the Patch file is a requirement! It is necessary for the initial configuration of MADRIX.*

MADRIX offers 2 tools for this task:

- *Matrix Generator*
- *Patch Editor*
When To Use The Patch Editor

The Matrix Generator helps you to generate a virtual LED matrix automatically according to your settings. This automatic process can be very helpful, when your LED installation is set up in a very simple, logical, or linear way and only uses 1 fixture type. The Patch file will be automatically generated by MADRIX for you.

The Patch Editor is a graphical editor to directly create the Patch file. The Patch Editor offers the same functions as the Matrix Generator and many more options. It allows you to configure your virtual matrix in great detail. You can place LED fixtures freely and individually. If you have more than 1 kind of fixture, use the Patch Editor.

This topic explains the Patch Editor.

Note: If you want to use DVI fixtures, please read this chapter and the chapter »DVI Patch
[The chapters Patch Editor and DVI Patch are about one and the same tool. The term DVI Patch specifically refers to working with DVI fixtures.]
Step-By-Step Configuration

To work with the Patch Editor, follow these steps:

1] Open the Patch Editor.
2] Delete all currently included fixtures [except when they are needed].
3] Add and configure all fixtures you require.
4] Set up the Matrix Size.
5] Close the Patch Editor.

1] Open The Patch

- Go to Preferences > Patch Editor...
  [Keyboard shortcut: F3]
A new window will open.

The Patch Editor is a separate window. Hence, you will be able to control MADRIX while working with the Patch Editor.

2] Delete Fixtures

- Click Select All to select all fixtures or single-handedly select unnecessary fixtures.
  [Keyboard shortcut: Ctrl+A]
- Click Delete - to delete the selected fixtures from the workspace.
  [Keyboard shortcut: Del]

You can also click New to create a new Patch file and remove all fixtures at once.
[Menu File > New Patch; Keyboard shortcut: Ctrl+N]

3] Add And Configure Fixtures

- Click Add + to add new fixtures to the workspace.
  [Keyboard shortcut: Ins]
- A new window will open.
- Add your fixtures as explained in the chapter »Matrix Generator and consider the following settings additionally:
  - The Start Fixture ID needs to be a number that is not yet occupied by fixtures in the Patch. Each fixture needs its own, unique Fixture ID. MADRIX will automatically provide the next number that is free to use. [You will not be able to add new fixtures if an ID is not unique.]
  - You can choose not to set up all Addressing in the Add Fixtures window. The Patch Editor allows you to configure each fixture individually later.
  - But make sure to set up Start Position X / Y / Z. This will position fixtures correctly on the workspace and prevent fixtures to overlap. [You will not be able to add new fixtures if their positions overlap. However, you can intentionally allow overlapping fixtures if you want to as explained below.]

- Click Add to add your fixtures.
Configure your fixtures further if needed. [Please see below.]

- Repeat the steps to add more fixtures or fixtures of different types.

- The Patch Editor is very flexible. Fixtures can simply and are often required to be rearranged, readdressed, added, and deleted later. Adding fixtures is an initial step to create the individual Patch for your individual LED installation.

- Click **Close** to close the window.

![Add Fixtures](image)

4] **Set Up The Matrix Size**

- After you have set up and configured all of your fixtures, it is important to define the Matrix Size.

- Click **Matrix Size**
  
  [menu *Edit > Matrix Size...*]

- A new window will open.
The virtual LED matrix represents your LED fixtures. Therefore, it is the area on which the MADRIX Effects are rendered and displayed, and ultimately sent to your output. MADRIX needs to know in pixels/voxels how large your LED project is in total.

Set up the Matrix Size according to all of these parameters:

- **Size X** - Defines the total size of the virtual LED matrix in X in pixels/voxels [horizontal; width].
- **Size Y** - Defines the total size of the virtual LED matrix in Y in pixels/voxels [vertical; height].
- **Size Z** - Defines the total size of the virtual LED matrix in Z in pixels/voxels [level; depth].
  - Choose **Size Z = 1** to work in 2D.
  - Choose a value higher than 1 and MADRIX will automatically create a virtual matrix in 3D.
- **Color Depth** - Defines the number of color channels your LED fixtures use.
  [For example, a color depth of 3 resembles RGB and a color depth of 4 represents RGBW.]

- Confirm your changes with **OK**

### 5] Close The Patch Editor

- Close the Patch Editor when you have fully set up and configured your Patch correctly.
  [Continue to learn how to work with the Patch Editor below.]

- When you want to close the Patch Editor, click **X**
  or go to the menu **File > Close** when you want to close the Patch Editor.
  [Keyboard shortcut: **F3**]

- When you save your MADRIX Setup file, the Patch file is automatically included.

### Examples

- **Note:** Each LED project is different. That is why each Patch in the Patch Editor will look different. There are no general settings that can be applied to every project. Instead, please make sure that the Patch is set up in MADRIX according to your individual LED installation.
Here are just a few examples of how a Patch could look like:
User Interface Of The Patch Editor

Overview

The user interface of the Patch Editor is divided into several, different parts.

- On top, you will find the menu.
- Below the menu, you see the toolbar.
- Below the toolbar, 3 sections are available.
  - On the left side, you see the Fixture List.
  - The middle section represents a graphical version of your workspace and of your virtual LED matrix. [There are three different view modes available for this section. Learn more below.]
  - On the right side, you can use various settings for the fixture configuration.
  - Rearrange the width of each section by dragging the section edges.
- Hide the left section or the right section by dragging their edge to the outer border of the Patch Editor window. Display them again by dragging the border back.

Choose View > Restore Default Window Layout in order to reset the layout of the Patch Editor to its original settings [or if you are experiencing graphical glitches].

Menu And Toolbar

The Patch Editor has a separate menu and a toolbar for shortcuts:

- All items of the menu are explained below.
- The toolbar provides shortcuts to convenient tasks and includes the majority of options that are also included in the menu.
  - You can rearrange the toolbar using Left Mouse Click And Drag And Drop

Fixture List [Left Side]

The left side of the Patch Editor shows the Fixture List:

- The Fixture List provides information and allows you to select specific fixtures.
  - You can choose to show DVI fixtures [DVI] and DMX fixtures [DMX Universes]. Select it if you want to see DVI fixtures or which particular DMX universe.
  - DMX fixtures are shown with their name, index number, and DMX start channel.
  - DVI fixtures are shown with their index number, and if DVI Mapping is active.
  - Select fixtures with your mouse and they will be automatically selected in the graphical middle section. Select several fixtures by using the Shift or Ctrl button in addition.
  - Select the Fixture List and use the Left Arrow Key and the Right Arrow Key to navigate through all DMX Universes and DVI.
Fixture Configuration [Right Side]

The right side of the Patch Editor is a context-sensitive panel that shows different items depending on your selection [fixtures, fixture groups, no selection].

- Learn more about the right section to configure your fixtures below.
Graphical Overview [Middle Section]

- The middle section is the most important section.
- 3 view modes are available for the graphical overview:
  - **Voxel Map** - Is the default view mode to work with the Patch Editor. The following explanations mainly reference this view mode!
  - **DVI Map** - Is only relevant when working with DVI fixtures. Learn more »[DVI Patch](#)
  - **DMX Map** - Allows you to view the Patch with regards to occupied and used DMX channels. This mode will be explained separately. Learn more [DMX Map](#)
The Voxel Map shows fixtures and settings in the following ways:
- The size of the virtual LED matrix [Matrix Size] is shown with the help of a light gray grid.
- The total workspace you can work on is shown with the help of a dark gray grid.
- You can see the position of fixtures.
- DVI fixtures are displayed in dark yellow.
- Selected DVI fixtures are displayed in yellow.
- DMX fixtures are displayed in dark green.
- Selected DMX fixtures are displayed in green.
- There is an integrated system for error and information messages. A message box will be displayed at the bottom of the middle section. Close the message with x.
The following workflows are mainly relevant for the view mode Voxel Map, but can also work selectively in the DMX Map.

**Menu**

- **Ctrl+N** - This is a keyboard shortcut that will perform the action directly rather than using the menu.
- **...** - Indicates that an extra window will open on top of the Patch Editor window.

**File Menu**

- **New Patch** - Removes all fixtures and creates a new and empty workspace [MADRIX can only have one Patch file at a time].
- **Open Patch...** - Loads a previously saved patch file.
- **Save Patch** - Saves the Patch file in its current state.
- **Save Patch As...** - Saves the Patch file as a new file; a copy.
**Update Fixtures From Library** - Allows you to refresh all fixture profiles in the Patch from the currently loaded MADRIX Fixture Library, in case you changed fixture profiles that are included in the Fixture Library with the help of the Fixture Editor. Changing the fixture profiles after creating the Patch can sometimes be necessary and is often easier than creating the Patch again from the beginning [MADRIX will not update fixtures under certain circumstances. That is the case, when the Fixture Library does not contain the fixture type, i.e. the unique fixture ID is not included (UUID), or when a DVI fixture is made out of more voxels than defined in the Fixture Library, for example when having chosen Merge Fixtures while adding them.]

**Export Selected Fixture...** - Allows you to save a fixture directly from the Patch to an external file [of the file type *.mfxx] without using the Fixture Editor. Simply select a fixture in the Patch Editor first. Then, choose a name.

**Close** - Closes the Patch Editor.

---

**Edit Menu**

- **Undo** - Restores the previous state of the Patch and reverts your last actions.
- **Redo** - Recreates the state again after having performed an Undo.
- **Matrix Size...** - Defines the main settings of the Patch file [as explained above].
- **Add Fixtures...** - Opens a new window in order to add fixtures to the workspace.
- **Remove Selected Fixtures** - Removes the selected fixtures from the workspace.
- **Rotate Selection By 90°** - Changes the rotation of the selected fixtures by 90°.
- **Rotate Selection By 180°** - Changes the rotation of the selected fixtures by 180°.
- **Rotate Selection By 270°** - Changes the rotation of the selected fixtures by 270°.

- When rotating multiple fixtures, these 3 functions will rotate the entire block of fixtures. The position of each fixture will change as they are rotated using the central point of all fixtures.
- Therefore, it is different to the **Rotation** that can be applied in the section **Fixture Settings**. That function will rotate each fixture individually and not change the positions.

### Fixture Groups Menu

- **Create Empty Fixture Group** - Creates a fixture groups which does not contain any fixtures yet.
- **Create Fixture Group From Selected Fixtures** - Creates a fixture group that automatically includes all fixtures that have been selected before.
- **Remove Selected Fixture Groups** - Removes all fixture groups that are currently selected from the Patch.
- **Assign Selected Fixtures To Selected Fixtures Groups** - Adds all currently selected fixtures to all fixture groups that are currently selected.
- **Release Selected Fixtures From Selected Fixture Groups** - Releases all currently selected fixtures from all fixture groups that are currently selected.
- **Release Selected Fixtures From All Fixture Groups** - Releases all currently selected fixtures from all fixture groups that they are assigned to.
Select Menu

- **Select All** - Selects every single fixture that is included in your Patch. At the same time, all fixtures will be selected in the Fixture list on the left.
- **Deselect All** - Unselects all currently selected fixtures.
- **Invert Selection** - Selects every fixture except the ones you have currently selected.

Preferences Menu

- **Highlight Selected Fixtures** - Makes selected fixtures flash with white color. This makes it easier to identify and see them on stage. This feature is available for DMX-based fixtures.
- **Allow Fixtures To Overlap** - Allows fixtures as well as their DVI Mapping to be arranged on top of each other on the virtual LED matrix. If deactivated, you cannot place any fixture on a position that is already occupied by another fixture.
- **Link DVI Mapping And Voxel Mapping** - Is only relevant when working with DVI fixtures. Learn more »DVI Patch
- **Copy DVI Mapping** - Is only relevant when working with DVI fixtures. Learn more »[DVI Patch](#)

- **Automatically Address Copied DMX Fixtures** - Enables that MADRIX automatically sets up the DMX addresses for DMX fixtures that are copied. Learn more below.

- **Options...** - Will open a new window in order to change various options of the Patch.

### View Menu

- **Voxel Map** - Is one of three view modes. It is the default view mode to work with the Patch Editor.

- **DVI Map** - Is one of three view modes. It is only relevant when working with DVI fixtures. Learn more »[DVI Patch](#)

- **DMX Map** - Is one of three view modes. Allows you to view the Patch with regards to occupied and used DMX channels. Learn more [DMX Map](#)

- **Zoom In** - Determines the level of detail. Zoom in to see single fixtures, their assigned universe, channel, and rotation.

- **Zoom Out** - Determines the level of detail and allows you to see more of the workspace.
- **Focus All** - Automatically adjusts the zoom level to show all fixtures on the workspace.
- **Focus Selection** - Automatically adjusts the zoom level to show all currently selected fixtures.

- **File Toolbar** - Shows or hides the corresponding toolbar and icons.
- **Edit Toolbar** - Shows or hides the corresponding toolbar and icons.
- **Fixture Groups Toolbar** - Shows or hides the corresponding toolbar and icons.
- **Select Toolbar** - Shows or hides the corresponding toolbar and icons.
- **Preferences Toolbar** - Shows or hides the corresponding toolbar and icons.
- **View Toolbar** - Shows or hides the corresponding toolbar and icons.

- **Restore Default Window Layout** - Restores the default user interface and layout of the Patch Editor.

## Options

### Overview

- In the Patch Editor, go to **Preferences > Options**...
  
  [Keyboard shortcut: \(Ctrl+Alt+O\)]

- In the options, you can change the size of the workspace and the history size for undo and redo.
Workspace

The workspace allows you to freely position fixtures and work with them on a grid. By default, the workspace size is set to 512 x 512 x 1 pixels [X x Y x Z].

- If needed, change the size of the workspace according to your needs by adjusting Width, Height, and Depth.
- MADRIX will automatically increase the size of the workspace if you are adding fixtures to positions that are outside of the current workspace size.

Note: The workspace is the large grid you are working on. In contrast, the virtual LED matrix [i.e., Matrix Size] tells MADRIX the total size of the fixtures and the LED installation.

Undo And Redo

You can use Undo and Redo to revert actions while working in the Patch Editor. By default, the Patch Editor allows 500 steps to be reversed.

- If needed, change this so-called Undo History Limit according to your needs.

Patch Properties Overview

The Patch Editor can provide a useful overview over the most important settings, such as Matrix Size and Workspace. The overview is provided in the lower right corner. First, make sure that no fixture is selected!

<table>
<thead>
<tr>
<th>Patch Properties</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total DMX Fixture Count</td>
<td>2500</td>
</tr>
<tr>
<td>Total DVI Fixture Count</td>
<td>0</td>
</tr>
<tr>
<td>Workspace Size</td>
<td>512 x 512 x 1 px</td>
</tr>
<tr>
<td>Matrix Size</td>
<td>50 x 50 x 1 px</td>
</tr>
<tr>
<td>Voxel Map Area</td>
<td>50 x 50 x 1 px</td>
</tr>
</tbody>
</table>
- **Patch Properties** - The following information is available to you:
  - **Total DMX Fixture Count** - Shows the overall number of DMX fixtures that are currently included in your Patch file.
  - **Total DVI Fixture Count** - Shows the overall number of DVI fixtures that are currently included in your Patch file.

  - **Workspace Size** - Shows the currently set up size of the Workspace.
  - **Matrix Size** - Shows the currently set up Matrix Size.
  - **Voxel Map Area** - Shows the size of the area on which fixtures are patched and located, independently of the Matrix Size that is defined.
  - **DVI Map Area** - Shows the size of the area on which DVI fixtures with DVI Mapping are patched and located. » [DVI Patch](#)

**2D Or 3D**

**Overview**

- MADRIX can control 2D projects as well as 3D projects.
  Learn more » [2D Or 3D](#)

- You automatically choose to work in 2D or in 3D, when you add new fixtures or set up the virtual LED matrix [Matrix Size].
  Learn more above

**Z-Levels**

Make sure to select the view mode *Voxel Map* first.

- The Patch Editor only provides a 2D, graphical representation, even if you are working in 3D.
- To access and configure all fixtures of a 3D project, you can select the different Z-levels that make up your project.

- When working in 2D, only one Z-level is needed and available [Z-Layer 1].
When working in 3D, you can select and view each Z-level according to your needs.

A] You want to select only one Z-level:
1] **View From** - Select the **Z-Layer** you wish to see and work with.
2] Leave **To** deactivated.
3] You will be able to select and work with the fixtures of only 1 Z-level at a time.

![Image 1](image1.png)

B] You want to select several [if not all] Z-levels at once:
1] **View From** - Select the first **Z-Layer** you wish to see and work with.
2] **To** - Activate it. Then, select the last **Z-Layer** you wish to work with.
3] All Z-levels and their corresponding fixtures within that range of Z-levels will be selectable.

**Example:**
If you want to select and work with all fixtures of your 3D project that features 10 Z-levels, set up **View From Z-Layer 1 To Z-Layer 10**

![Image 2](image2.png)

- If you now want to select all fixtures, click **Select All** [or press **Ctrl+A**].
- If you want to select one fixture, simply click on it.
- If you want to select a fixture and all other corresponding fixtures on the same position on each Z-level, make sure to use the ways of selecting multiple fixtures as described below [e.g., rectangular selection mode via **Shift**].
- If you are selecting multiple fixtures on the Z-level you currently see, all corresponding fixtures on each Z-level will also be selected.
- Use the Fixture List [on the left side of the Patch Editor] to double-check which fixtures you have currently selected.
More Information:

- Z-Layers with a **green** background show the currently selected Z-level.
- Z-Layers with a **blue** background show the currently occupied and used Z-levels. There are fixtures patched on those Z-Layers.
- Z-Layers with a **black** background show Z-levels that are set up in the Matrix Size, but there are no fixtures patched on those Z-levels.

---

**Working With The Patch Editor**

The following work-flows are mainly relevant for the view mode *Voxel Map*, but can also work selectively in the *DMX Map*.

**Overview**

- **Selection**
  A] Left click on a single fixture in the graphical middle section in order to select it.
  B] Left click a fixture in the Fixture List and it will automatically be selected in the graphical middle section.
Multiple Selection
A] Left click on fixtures while holding Ctrl on your keyboard in order to select several fixtures.
B] Hold Shift on your keyboard. Then, hold your left mouse button and drag your mouse. A selection mask will become visible. It is displayed with the help of a dotted line.
Additionally, hold the Ctrl button and you will be able to select different areas of the Patch which will be added to your selection.
C] Hold Shift, left-click the first fixture, then left-click the last fixture, and applying a rectangular selection mode, every single fixture between the first and the last fixture will be selected.
Hold Ctrl and Shift at the same time and you can select different fixtures each time, while the previously selected fixtures remain selected.
D] Select several fixtures via Shift+Left click or Ctrl+left click in the Fixture List and they will be automatically selected in the graphical middle section.

Zoom
- Use the scroll wheel to zoom in or to zoom out.

Navigation
- Press Space and left click in order to drag the graphical middle section for navigation. [You can also use the scroll bars.]

Position [Drag And Drop]
- Select a fixture and hold the mouse button. Then, move your cursor. Your selection will stand out from the rest of the Patch. Drop it on the new position and it will automatically snap to this position according to the grid.
- This also works with multiple fixtures.
- Use drag and drop in combination with Ctrl to copy fixtures and the DMX universe and DMX channel will be automatically adjusted [if this option is activated in the menu]. Learn more Copying Fixtures

Position [Keyboard]
- Select one or several fixtures and use the arrow keys on your keyboard to move them to a different position.

Rotation
- Select multiple fixtures and use Page Up or Page Down on your keyboard to rotate the entire block of fixtures. They will be literally rotated using the central point of all fixtures. Hence, the position will be changed automatically. [In contrast, if you select several fixtures and adjust the Rotation in the Fixture settings, each fixture will be rotated individually. Their positions will not change.]

Copying DVI Fixtures

Single DVI Fixtures
Select a single DVI fixture while holding Ctrl. Then, continue to hold Ctrl and the left mouse button and drag your mouse and a copy of the DVI fixture will be created. Simply release the mouse at the fixture’s new position.

**Multiple DVI Fixtures**

Select multiple DVI fixtures while holding Ctrl. Now hold down the left mouse button at the same time on any of the selected fixtures. Drag your mouse and copies of the DVI fixtures in a corresponding pattern will be created. Simply release the mouse at the fixtures’ new position.

**Copying DMX Fixtures [Auto Addressing]**

**Overview**

Pay attention when using auto addressing and double-check if each fixture is addressed correctly!

- Copying DMX fixtures has been improved by adding auto addressing.
- If auto addressing is enabled, MADRIX will automatically increase the DMX channel [and DMX universe] of the copied fixture.
- In the Patch Editor, go to **Preferences > Automatically Address Copied DMX Fixtures** to activate auto addressing.
- Disable this feature and the copied fixtures will have the same DMX channel and universe as their sources.

**Single Fixtures**

- Select a single DMX fixture while holding Ctrl. Then, continue to hold Ctrl and the left mouse button and drag your mouse and a copy of the DVI fixture will be created. Simply release the mouse at the fixture’s new position.
- The DMX channel and the DMX universe will be automatically adjusted if auto addressing is enabled.
- **Example:** The original fixture at position 1,1 is patched to DMX universe 1 and channel 1. It requires 3 DMX channels. Therefore the first copy, fixture number 2, is automatically set to channel 4, and so on.
Multiple Fixtures

- If you select several DMX fixtures, auto addressing also works. The intelligent function calculates the next free DMX address for each of the copied DMX fixtures and automatically adjusts the DMX channel and the DMX universe for each fixture.

- **Example 1:** A row of four linearly addressed fixtures shall be copied at once [6 DMX channels per fixture]. Result: Each fixture will be addressed to the next free DMX address in comparison to the previous fixture.

- **Example 2:** A row of four linearly addressed fixtures shall be copied at once, while fixture number 3 has a higher address than fixture number 4 [6 DMX channels per fixture]. Result: Fixture number 7 has also a higher DMX address than fixture number 8.
**Example 3:** A row of three linearly addressed fixtures should be copied at once, while spacing and an offset is added to fixture number 3 [6 DMX channels per fixture]. Result: Fixture number 6 continues with the next free addressing of fixture number 5 and does not have an additional offset, while keeping the spacing.

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>U001</td>
<td>C001</td>
<td>U001</td>
<td>C002</td>
<td>U001</td>
<td>C003</td>
<td>U001</td>
<td>C004</td>
</tr>
<tr>
<td>U001</td>
<td>C001</td>
<td>U001</td>
<td>C002</td>
<td>U001</td>
<td>C003</td>
<td>U001</td>
<td>C004</td>
</tr>
</tbody>
</table>

**Highlight Selected Fixtures**

- Makes corresponding fixtures flash for better identification. This makes it easier to see them on stage/in your LED installation. That means, if you select one or several fixtures within the Patch Editor, the corresponding LED fixtures in your installation will light up completely white.
- This feature is available for DMX-based fixtures without restrictions.
- Highlighting DVI-based fixtures is possible. For the feature to work, make sure that the External Previews are set to DVI Map Mode.

**Allow Fixtures To Overlap**

- This feature allows fixtures to overlap. In order to rearrange the Patch, a fixture may be dragged/repositioned to the position of another fixture.
Fixture Configuration

The following work-flows are mainly relevant for the view mode Voxel Map, but can also work selectively in the DMX Map.

Overview

- In order to configure a fixture in the Patch Editor, select it first.
- The corresponding information will be displayed in the third column.
- When selecting multiple fixtures, settings can be confirmed with **OK** and will apply to each fixture individually.
- **Configure each fixture according to your requirements!**
- **General Fixture Settings**
  - **Display Name** - Defines a label for the fixture.
  - **Fixture ID** - Defines the unique identifier for this fixture. Each fixture needs its own, unique Fixture ID
  - Always confirm with **OK**

- **Voxel Mapping** - Includes settings that refer especially to pixel mapping and voxel mapping [e.g., the position of fixtures].
  - **Flipping** - Allows you to flip a fixture horizontally, vertically, or both. Learn more [below](#).
  - **Rotation** - Allows you to rotate a fixture. Learn more [below](#).
  - **Position X** - Defines the horizontal position of the fixture.
  - **Position Y** - Defines the vertical position of the fixture.
  - **Position Z** - Defines the depth position of the fixture.
  - Always confirm with **OK**

- **DMX Addressing** - Includes settings that refer especially to the DMX address of a fixture.
  - **DMX Channel** - Defines the first part of the DMX address of DMX fixtures. Usually, each fixture has a specific and unique DMX address. Learn more [Glossary](#).
  - **DMX Universe** - Defines the second part of the DMX address of DMX fixtures. Usually, each fixture has a specific and unique DMX address. Learn more [Glossary](#).
  - Always confirm with **OK**

- **Offset** - Allows you to quickly add or subtract values from a setting. For example, if you have multiple fixtures selected and want to increase all their DMX channels by 3, simply add an Offset of 3.

- **OK** - Always confirm any changes with OK.
- **Reset** - Allows you to discard changes before having confirmed any changes in order to use the values that were set up last.
- **Fixture Properties** - Provides basic information about the fixture profile of the currently selected fixture.
  - **Fixture ID** - Shows the unique identifier of the fixture.
  - **Manufacturer** - Shows the name of the manufacturer of the fixture as defined in the MADRIX Fixture Editor.
  - **Fixture Name** - Shows the name of the fixture as defined in the MADRIX Fixture Editor.
  - **Operation Mode** - Shows the mode of the fixture as defined in the MADRIX Fixture Editor.

- **Protocol** - Shows the type of the fixture as defined in the MADRIX Fixture Editor.
- **Size** - Shows the amount of pixels/voxels of the fixture as defined in the MADRIX Fixture Editor.
- **Color Depth** - Shows the color depth of the fixture as defined in the MADRIX Fixture Editor.
- **DMX Channel Count** - Shows the number of DMX channels that the fixture uses as defined in the MADRIX Fixture Editor.
- **Valid DMX Address Range** - Shows the lowest and highest possible DMX channel address for the fixture as defined in the MADRIX Fixture Editor.

- **DVI Mapping** - Shows if an individual DVI Mapping is configured for the DVI fixture.

- **DVI Mapping** - Is only relevant for DVI fixtures. Learn more »[DVI Patch](#)

**Fixture Rotation**

- Fixture rotation is shown for both DMX and DVI fixtures with the help of a solid arrow.
- A small baseline indicates the opposite direction of the direction the arrow shows for better identification.

<table>
<thead>
<tr>
<th>Original [0°]</th>
<th>90°</th>
<th>180°</th>
<th>270°</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="DVI Arrow" /></td>
<td><img src="image" alt="DVI Arrow" /></td>
<td><img src="image" alt="DVI Arrow" /></td>
<td><img src="image" alt="DVI Arrow" /></td>
</tr>
</tbody>
</table>
Fixture Flipping

- Fixture flipping is shown for both DMX and DVI fixtures with the help of a double arrow [two-way symbol].
- If a fixture is not flipped, no symbol will be shown.
- **Flipping is applied to the original fixture position, before rotation.**

How The Patch Affects The Live Previews

- All Previews [including Preview Left, Preview Right, Preview Output as well as External Preview 1 and External Preview 2] are affected by your individual Patch [i.e. virtual LED matrix].
- The Patch represents your LED installation on a more technical level.
- The Previews will represent the Patch and in this way your LED installation.
- Learn more »3 Previews

DMX Map

The DMX Map is one of three view modes that are available for the Patch Editor.

- **Voxel Map** - Is the default view mode in order to work with the Patch Editor and the Patch.
- **DVI Map** - Is only relevant when working with DVI fixtures. Learn more »DVI Patch
- **DMX Map** - Allows you to view the Patch with regards to occupied and used DMX channels.

- To display DMX Channel mode, click **DMX Map**
  [menu View > DMX Map]
  [Keyboard shortcut: F7]

- The DMX Map:
  - Is a separate view mode. But it is not independent from the Voxel Map. If you change something here, the corresponding settings will also change in the Voxel Map.
  - Shows all 512 DMX channels per DMX universe.
  - Shows the fixtures not based on their pixel/voxel count, but on the DMX channels they use.
  - Shows 16 DMX addresses per row. If a fixture uses DMX channels that are located on several rows, the Patch Editor will display such a fixture with the help of a split arrow.
  - Is another way to work with DMX fixtures. It will be empty if you are only using DVI fixtures.
  - Can be used to work with DMX fixtures. A lot of the work-flows of the Voxel Map will work here as well.

- In order to work in a specific DMX universe, select the particular **DMX Universe** first.
Further Tips

Make sure to save your MADRIX Setup file after the configuration process.

You may also save and/or export the Patch file [of the file type *.mpz or *.mpx] separately. In the Patch Editor, go to File > Save Patch As...
4.3 DVI Patch

This topic includes:
- Introduction
- Usage
- How DVI Hardware Controllers Work
- Step-By-Step Configuration
- DVI Mapping
- Important Information
- Activating DVI Map Mode For The External DVI Outputs
- Example

Introduction

This chapter is an addition to the chapter »Patch Editor
Please read the chapter Patch Editor in order to learn more about the Patch in general. This chapter focuses on working with DVI fixtures.

Patch Editor and DVI Patch are about one and the same tool. The term DVI Patch specifically refers to working with DVI fixtures.

- Go to Preferences > Patch Editor
  [Keyboard shortcut: F3]

Usage
On the one hand, working with DMX-based fixtures is relatively easy and can be managed with the help of the Patch Editor without much difficulty. You can simply add fixtures, rotate them, or add space between fixtures, for example. Without the DVI Patch, on the other hand, it would not be possible to add rotation or spacing to DVI-based fixtures, because of how DVI hardware controllers work.

The DVI Patch allows you to add

- rotation
- flipping
- spacing

to your LED installations with DVI fixtures.

The DVI Patch can be used when working with DVI fixtures and the following output methods:

- »DVI
- »Proprietary DVI Devices [SA / A8 / T9]

**How DVI Hardware Controllers Work**

DVI controllers receive a signal [input] and map it to the LED fixtures [output]. But due to their construction, DVI controllers usually need to receive the input images in a linear way, in one whole block of information [often like a rectangle] — no matter how the actual LED installation looks like.

You could also say that DVI controllers expect DVI fixtures to be installed in a predefined way. If you install the DVI fixtures differently, you need to change the input, too.

In other words, when your LED installation looks like this for example:
Then, your DVI controller will probably need the input signal to look like this:

This is no problem for MADRIX. It will transform the signal for your DVI controller according to your Patch configuration.

While the DVI fixtures represent your LED installation in MADRIX and its Previews, you can customize their DVI Mapping settings for the controller that receives the signal. As shown above, DVI fixture settings and their DVI Mapping often are two different things if you add rotation, flipping, or spacing. That is why you will have to configure the normal DVI fixture settings and their DVI Mapping settings separately.

The Patch Editor provides three view modes. Regarding the DVI Patch the **DVI Map** is of special importance, since makes it possible to configure the required DVI Mapping of the DVI fixtures.

**Step-By-Step Configuration**

In order to work with DVI fixtures, follow the instructions below:

1. Position your DVI fixtures in the graphical workspace of the Patch Editor according to your LED installation [using the view mode **Voxel Map**].

2. Set up the size of your virtual LED matrix [the **Matrix Size**]. Normally, the area it defines should include all of your DVI fixtures.

3. Activate the view mode **DVI Map** [Keyboard shortcut: **F6**] in the Patch Editor.

4. Adjust the DVI Mapping of every single DVI fixture according to the requirements of your DVI hardware controller. [The DVI Mapping of the first DVI fixture normally starts at position X:1, Y:1.]

5. When using »**DVI**, activate the DVI Map Mode of the external DVI Outputs. When using »**Proprietary DVI Devices [5A / A8 / T9]**, Step 5 is not required.
Step 1 and 2 are explained in the chapter »Patch Editor
Step 3, 4, and 5 will be explained below.

Step 3, 4, and 5 are only necessary, if you wish to add spacing, rotation, or flipping to your Patch that includes DVI fixtures.

DVI Mapping

Overview

The DVI Mapping of DVI fixtures represents the fixture configuration for the DVI hardware controller. DVI Mapping settings can include their own position, rotation, and flipping settings. In order to work with DVI Mapping, you need to activate the DVI Map of the Patch Editor.

- In the Patch Editor, select View > DVI Map
  [Keyboard shortcut: F6]

You only need DVI Mapping if you are using DVI fixtures in a different way than what the DVI controller expects.

Comparison Of Voxel Map And DVI Map

| DVI Mapping Shown In The Voxel Map | DVI Mapping Shown In the DVI Map |
DVI Mapping is inactive in the Voxel Map. It is shown in gray with a diagonal grid.

[Column 1 shows a selected DVI fixture and its DVI Mapping. Column 2 shows a non-selected fixture and its DVI Mapping.]

When DVI fixture and its DVI Mapping have the same position, the DVI fixture is shown.

By default, DVI fixture and DVI Mapping settings are linked together. If a setting, such as rotation, is changed for the fixture or the DVI Mapping, the opposite setting [DVI Mapping or fixture, respectively] will receive the same change or a corresponding offset. Deactivate the feature in the menu Preferences > Link DVI Mapping And Voxel Mapping [Keyboard shortcut: Ctrl+L]. If activated, the icon glows green in the toolbar.

DVI Mapping is active in the DVI Map. It is shown in yellow with a diagonal grid.

[Column 1 shows a selected DVI fixture and its DVI Mapping. Column 2 shows a non-selected fixture and its DVI Mapping.]

When DVI fixture its DVI Mapping have the same position, the DVI Mapping is shown.

By default, DVI fixture and DVI Mapping settings are not linked together. If a setting, such as rotation, is changed for the fixture or the DVI Mapping, the opposite setting [DVI Mapping or fixture, respectively] will not receive the same change or a corresponding offset. Deactivate the feature in the menu Preferences > Link DVI Mapping And Voxel Mapping [Keyboard shortcut: Ctrl+L]. If deactivated, the icon glows gray in the toolbar.
DVI fixtures can overlap. That means that one fixture can be positioned over another fixture. You need to activate the feature in the menu `Preferences > Allow Fixtures To Overlap`. If activated, the icon glows green in the toolbar.

DVI fixtures with adjusted DVI Mapping settings can overlap. That means that one Map can be positioned over another Map. You need to activate the feature in the menu `Preferences > Allow Fixtures To Overlap`. If activated, the icon glows green in the toolbar.

DVI fixtures can be copied very easily. Before copying a DVI fixture, you can decide how its DVI Mapping is handled during the copy process. Enable or disable the feature in the menu `Preferences > Copy DVI Mapping`

**A**] Disabled: If a DVI fixture is copied, the DVI Mapping is reset to its default settings. That means it will have the settings of the newly copied DVI fixture. In fact, the copied DVI fixture has its own DVI Mapping.

**B**] Enabled: If a DVI fixture is copied, the DVI Mapping includes the same settings as the DVI Mapping of the source or the settings plus a corresponding offset.

If activated, the icon glows green in the toolbar.

In the DVI Map, DVI Mapping settings cannot be copied like DVI fixtures. Please switch back to the Voxel Map.
<table>
<thead>
<tr>
<th>Restore the default DVI Mapping settings of selected DVI fixtures by choosing Edit &gt; Restore DVI Mapping Defaults For Selection. [Keyboard shortcut: Ctrl+R]. If clicked, the icon shortly flashes green in the toolbar.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Restore the default DVI Mapping settings of selected DVI fixtures by choosing Edit &gt; Restore DVI Mapping Defaults For Selection. [Keyboard shortcut: Ctrl+R]. If clicked, the icon shortly flashes green in the toolbar.</td>
</tr>
</tbody>
</table>
Interaction And Settings

- The DVI Mapping of DVI fixtures can be used and interacted with in the Patch Editor just as any other fixture. In other words, it can be positioned with the mouse or keyboard, for example.
  Learn more »Patch Editor

- You may also edit the DVI Mapping settings directly.
  - Make sure view mode DVI Map is active.
  - Select the DVI Mapping of a DVI fixture and go to the section DVI Mapping to the right.
  - You may change the Flipping, Rotation, or Position X, Position Y, Position Z.
  - You can also add or subtract an Offset for each of these items.
  - Always confirm with OK
  Learn more »Patch Editor

- At the same time, the section Fixture Properties / Value shows all necessary information for the DVI Mapping.

Important Information

- When working in 2D, make sure to position your DVI fixtures and their DVI Mapping always on the first Z-level. That means Position Z must be 1!
  Learn more »Patch Editor
Activating DVI Map Mode For The External DVI Outputs

Please activate *DVI Map Mode* for your external DVI output. Activating DVI Map Mode for the external DVI output is only necessary for screen-capturing.

- The external DVI outputs offer a number of additional configuration settings. Make sure to configure everything as needed!

Learn more »DVI
Example

How To Configure Two Rotated EUROLITE LSD 37.5

Normal Setup

The normal setup of two EUROLITE LSD 37.5 fixtures looks like this [schematic]:

Sample Setup

In this example, we will configure the two fixtures to be installed like this [schematic; without space]:

Step 1] Adding DVI Fixtures


2] Add the two fixtures. Select Edit > Add Fixtures... [Keyboard shortcut: Ins]. Make sure to not select Merge Fixtures.

Use the settings as shown in the screenshot:
3] The Patch will look like this:
We need to rotate both fixtures to match the LED installation. The left fixture is rotated by 90°. The right fixture is rotated by 270°.

[If you receive an error message about the fixtures being out of range, move your fixture towards a free location on your workspace. Then, rotate them and move them back.]

**Step 2] DVI Map**

5] Switch to the DVI Map. Select View > DVI Map

[Keyboard shortcut: F6]
Step 3] DVI Mapping

6] Deactivate Link

7] Select the first DVI fixture with its DVI Mapping and position it in the center of your workspace. In the section **DVI Mapping**, change Rotation to **Original** and click **OK**

8] Select the second DVI fixture with its DVI Mapping and position it in the center of your workspace. In the section **DVI Mapping**, change Rotation to **Original** and click **OK**

9] Arrange both DVI fixtures with their DVI Mapping next to each other in the upper left corner. The DVI Mapping of DVI fixture 1 is positioned at **Position X: 1, Position Y: 1, Position Z: 1**. The DVI Mapping of DVI fixture 2 is located at **Position X: 33, Position Y: 1, Position Z: 1**.
10] Switch back to the Voxel Map. Select View > Voxel Map [Keyboard shortcut: F5].

Step 4] Matrix Size


Step 5] Result

12] Your final Patch should look like this:
The DVI fixtures and therefore the 3 Previews will represent your LED installation:

- It was necessary to configure the DVI Mapping of the fixtures separately because the DVI hardware controller expects to receive the input signal like this [also shown above in the Normal Setup].
- The EUROLITE LSD 37.5 works with the EuroLite T9 protocol. No screen-capturing is needed and therefore DVI Map Mode does not need to be activated for the external DVI output window for this example.
  - [In most cases, you should activate DVI Map Mode for the external DVI output window for other fixtures and controllers.]

Tips
- Make sure that DVI Mapping and DVI fixtures are not linked in the DVI Map [Disable Link mode].
If you receive an error message about the fixtures being out of range, then move your fixture towards a free location on your workspace.

**Further Tips**

Please make sure to save your MADRIX Setup file after the configuration process.

You may also save and/or export the Patch as a separate file [of the file type *.mpz or *.mpx].
4.4 Fixture Groups [Group Control]

This topic includes:

- Introduction
- Managing Fixture Groups
- Controlling Fixture Groups
- Using Fixture Groups As Map Settings Preset
- Calling Group Presets Using The Cue List

**Introduction**

Fixture groups allow you to organize fixtures that are included in your Patch in clusters and then to control them together as a group.

*Note:* Fixture groups are part of the Patch. Changing the Patch will likely result in changes to the Fixture Groups as well.

To work with fixture groups, follow these steps:

1. Manage your fixture groups.
2. Control your fixture groups.

**Managing Fixture Groups**

**Overview**

Fixture Groups are managed in the Patch Editor.

- Go to Preferences > Patch Editor
  
  [Keyboard shortcut: F3]
Menu

Within the Patch Editor, a dedicated menu is available.

- Go to **Fixture Groups**

![Fixture Groups Menu]

Toolbar

All items from the menu shown above are also available for quick access in the toolbar of the Patch Editor.

![Toolbar]

Creating Fixture Groups

A] Creating An Empty Fixture Group

1] Go to **Fixture Groups > Create Empty Fixture Group**

[Toolbar: Create]

- Enter a **Display Name**
  - Choose a name that helps you easily identify the fixture group later.

- Set the **Display Color**
  - This color is useful to distinguish between fixture groups when controlling them in the Group Control. Learn more [Controlling Fixture Groups](#).

- Set the **Fixture Group ID**
  - The ID is a unique identifier for this specific fixture group.
  - Each fixture group must have a different ID!
  - [The Fixture Group ID is different to the Display Name of the fixture group. Several fixture groups can have the same Display Name, but the ID must be different.]

  - The new fixture group will be created. The fixture group will not yet include any fixtures.
  - [See the bottom left of the Patch Editor.]

**B] Creating A Fixture Group From Currently Selected Fixtures**

1] First, select all the fixtures you wish to include in the fixture group.

Learn more [Patch Editor](#).

2] Go to **Fixture Groups > Create Fixture Group From Selected Fixtures**

[Keyboard shortcut: **Ctrl+G**]

[Toolbar: **Create From Selection**]

- Enter a **Display Name**
  - Choose a name that helps you easily identify the fixture group later.

- Set the **Display Color**
  - This color is useful to distinguish between fixture groups when controlling them in the Group Control. Learn more [Controlling Fixture Groups](#).

- Set the **Fixture Group ID**
  - The ID is a unique identifier for this specific fixture group.
  - Each fixture group must have a different ID.

  [The Fixture Group ID is different to the Display Name of the fixture group. Several fixture groups can have the same Display Name, but the ID must be different.]

- The new fixture group will be created. All previously selected fixtures will already be assigned to the fixture group.
  [See the bottom left of the Patch Editor.]

### Working With The Fixture Group List

The Patch Editor will show your fixture groups in the bottom left. Use the following options to work with the list of fixture groups:

- **Expand List** - Shows the fixture groups including the fixtures that are assigned to the fixture groups.

- **Collapse List** - Shows only the fixture groups.

- **Expand Item** - Shows the fixture group and extends the list to show the fixtures assigned to this particular fixture group.
**Collapse Item** - Shows the fixture group but hides the fixture assigned to this particular fixture group.

**Fixture Group Selection** - Shows the currently selected fixture group.

**Fixture Selection** - Shows the currently selected fixtures of a fixture group.
- At the same time, the fixture will be selected in the list of fixtures in the general Patch Editor. Learn more » Patch Editor

### Assigning Fixtures To A Fixture Group

Follow these steps if you wish to assign fixtures to an empty fixture group or if you wish to add more fixture to a fixture group that already includes fixtures:

1] Select all fixtures you wish to assign to an existing fixture group.

2] Select the fixture group or multiple fixture groups in the fixture group list in the bottom left of the Patch Editor. Both, fixtures and fixture groups, will now be selected in the Patch Editor.
3] Go to **Fixture Groups > Assign Selected Fixtures To Selected Fixture Groups**

[Toolbar: **Assign**]

- The Patch Editor will assign all selected fixtures to the selected fixture groups.

### Releasing A Fixture From A Fixture Group

Follow these steps if you want to revoke the assignment of a fixture from a single fixture group or multiple fixture groups:

1] Select all fixtures you wish to release.

2] Select the fixture group or multiple fixture groups in the fixture group list in the bottom left of the Patch Editor. Both, fixtures and fixture groups, will now be selected in the Patch Editor.

3] Go to **Fixture Groups > Release Selected Fixtures From Selected Fixture Groups**

[Toolbar: **Release**]

- The Patch Editor will release all selected fixtures from all selected fixture groups.
Releasing A Fixture From A Fixture Group

Follow these steps if you want to revoke the assignment of a fixture from a single fixture group or multiple fixture groups:

1] Select all fixtures you wish to release.

2] Go to **Fixture Groups > Release Selected Fixtures From All Fixture Groups**
   
   [Toolbar: Release From All]
   
   - The Patch Editor will release all selected fixtures from all the fixture groups they are currently assigned to.

Removing Fixture Groups

Follow these steps if you want to remove fixture groups from the Patch:

1] Select all fixture groups you wish to remove.

2] Go to **Fixture Groups > Remove Selected Fixture Groups**
   
   [Toolbar: Remove]
The Patch Editor will remove all selected fixture groups from the Patch.

**Fixture Group Settings**

**Overview**

- Select a fixture group [to the left of the Patch Editor] in order to change its settings [to the right of the Patch Editor].
- You can also select multiple fixture groups in order to change their settings.
**General Fixture Group Settings**

- **Display Name** - Allows you to change the name for the fixture group. [Or use the default name provided by MADRIX.]

- **Display Color** - Allows you to change the individual color for the fixture group.
  - This color is useful to distinguish between fixture groups when controlling them in the Group Control view.
  - Learn more [Controlling Fixture Groups](#)

- **ID** - Defines the unique identifier for the selected fixture group.
Fixture Group Control Settings

- **Default Value** - Defines the standard value of a fixture group fader. This is important when launching the Group Control for the first time and when restoring the default values in the Group Control view.
  - Valid values range from 0 to 255 [0% to 100% intensity]. By default, the default is set to 255.
- **Minimum Value** - Defines the lowest value a fixture group can be set to.
  - Setting a fixture group fader to 0 will set the intensity to this Minimum Value.
  - Valid values range from 0 to 255 [0% to 100% intensity]. By default, the default is set to 0.
- **Maximum Value** - Defines the highest value a fixture group can be set to.
  - Setting a fixture group fader to 255 will set the intensity to this Maximum Value.
  - Valid values range from 0 to 255 [0% to 100% intensity]. By default, the default is set to 255.
- Learn more [Controlling Fixture Groups](#)

- **OK** - Always confirm any changes with OK.
- **Reset** - Allows you to discard changes before having confirmed any changes in order to use the values that were set up last.

**Controlling Fixture Groups**

Creating Fixture Groups

- **First, make sure to create fixture groups in the Patch Editor.**
  - Otherwise, the Group Control view will be empty and no fixture group can be controlled.
  - Learn more [Managing Fixture Groups](#)

**Overview**

Fixture groups are controlled in the Group Control view.
You can open the Group Control in 3 ways:

- Go to **Window > Group Control**...
- Press **F9**
- Or click **Programmer > Group Control** on the user interface.

To close the Group Control and change back to the Programmer view:

- Go to **Window > Group Control**...
- Press **F9**
- Or click **Group Control > Programmer** on the user interface.

The Group Control view will include a fader for each fixture group you have created.

- Each individual fader will be shown with the color you have set up as the fixture group's **Display Color**
- Each individual fader will be shown with the label you have set up as the fixture group's **Display Name**

**Controlling A Fixture Group**

**Control**
- Use the fader of a fixture group to control its intensity.

**Fixture Group Faders**

- Each fader regulates the intensity of a single fixture group.
  - You can set the fader to a specific position.
  - You can enter a value in the input field.
  - You can flash the fader.

**Important Information**

- You will immediately see the changes in the Preview Output.
- When controlling fixture groups, your settings will be immediately applied and visible on the output/the LEDs!

**Mouse Control And Keyboard Shortcuts**

- **Single Selection**
  - A single fader regulates the intensity of a single fixture group.
  - *Left Arrow / Right Arrow* - Quickly switch between faders by using the left or right arrow key.

- **Multiselection**
  - Use *Ctrl + Left Mouse Click* to select multiple faders at the same time. A green outline will show that a Layer is selected. When multiple faders are selected, you can control them at the same time.
  - Use *Shift + Left Mouse Click* to select multiple faders at the same time. A green outline will show that a Layer is selected. When multiple faders are selected, you can control them at the same time.
  - *Ctrl+A* - Selects all faders of the Group Control.
  - *Ctrl+D* - Deselects the current fader selection.

- **Flash**
  - Use the button showing the fixture group's Display Name or the keyboard shortcut *Space*
  - It instantly sets the intensity to 255 as long as you hold the button/key down.
  - To use this feature, the fader needs to be set to a lower value than 255 first.
- **Restoring The Default Value**
  - **Left Mouse Double-Click** - Perform a double-click with your left mouse button directly on a single or multiple faders to restore the **Default Value**
  - **Right Mouse Click** - Perform a click with your right mouse button directly on a single or multiple faders to restore the **Default Value**

**Minimum Values And Maximum Values**

- A fixture group fader in the Group Control view always ranges from 0 to 255, independently of what Minimum Value or Maximum Value you have defined for the fixture group.

- Setting a fixture group fader to 0 will set the lowest intensity for this fixture group as defined by **Minimum Value**.
  - That means that a fader set to 0 will not necessarily set the intensity of the fixture group to 0. Instead, it will be set to the minimum value you defined.

- Setting a fixture group fader to 255 will set the highest intensity for this fixture group as defined by **Maximum Value**.
  - That means that a fader set to 255 will not necessarily set the intensity of the fixture group to 255. Instead, it will be set to the maximum value you defined.

**Restoring The Default Fixture Group Values**

Quickly reset any changes and set all fixture group faders to their default values in the Group Control view:

- Restores the default fixture group values for all fixture groups as defined by their **Default Value**

**Updating The Default Fixture Group Values**

Quickly update all default fixture group values using the Group Control view:
- Overwrites the Default Value as defined in the Patch Editor with the current fader position of the Group Control for each fixture group individually.

**Saving a Fixture Group Preset**

1] Set each fixture group fader to its required position.

2] Enter a description for the Group Preset.

3] Click Set


- Define the Preset Number
  - Your Group Preset will be saved there.
  - Valid values range from 1 to 256.
  - MADRIX will automatically suggest the next free Group Preset number [which is one number higher than the currently highest preset number].

5] MADRIX will save the currently set fader positions as a Group Preset.
- Saved presets will be shown as blue on the left side of the Group Control view.
- Empty Group Presets are deactivated and shown in gray.

**Calling A Saved Group Preset**
- **Left Click** - Calls a previously saved Group Preset. MADRIX will automatically fade according to the Fade-In Time.
  - Make sure to click on preset number shown in blue.
  - An activated Group Preset will be shown in green for a short while. This indicates that it has been activated.

- **Left Mouse Double-Click** - Calls a previously saved Group Preset and activate it immediately without using the Fade-In Time.
  - Make sure to click on preset number shown in blue.
  - An activated Group Preset will be shown in green for a short while. This indicates that it has been activated.

  - **Note:** MADRIX will not automatically overwrite a Group Preset!
    [When changing group values, you need to save the current values again as a Group Preset or overwrite an existing Group Preset if you want to store the new values.]

### Fading Between Group Presets

**Fade-In Time** - Defines the duration of the automatic fade between fader positions [in s], when selecting a different Group Preset.
- To change the time, select the value via left double-click first. Then, enter a value using the keyboard, use the mouse wheel, or use a left mouse click and hold while dragging the mouse up or down.
- A value of 0 means that no fade-in is applied. Faders will be set immediately to their new positions [using a hard transation].

### Group Preset Context Menu
• **Right Mouse Click** on a Group Preset number to quickly perform various actions.

**Set** - Saves the current group values as Group Preset to this Group Preset number.

**Open...** - Loads a previously saved MADRIX Group Preset file [of the file type *.mgpz or *.mgpx]. A new window opens for you to select the file on your harddisk.

**Save...** - Stores a previously saved Group Preset as an external file [of the file type *.mgpz or *.mgpx]. A new window opens for you to select a location on your harddisk. Simply enter a name and click **Save**

**Copy** - Copies a previously saved Group Preset into the clipboard as a duplicate.

**Cut** - Copies a previously saved Group Preset into the clipboard and then applies a Clear

**Paste** - Inserts a copy of a Group Preset from the clipboard into the currently focused Group Preset.

**Clear** - Removes the currently focused Group Preset.

---

**Group Control Options**
• Click on the **Group Control Options** button to open a submenu.

  * **Open...** - Loads a previously saved MADRIX Group Control file [of the file type *.mgcz or *.mgcx]. A new window opens for you to select the file on your harddisk.
  * **Save...** - Saves the Group Control to an external file [of the file type *.mgcz or *.mgcx]. This includes all Group Presets and the Fade-In Time. A new window opens for you to select a location on your harddisk. Simply enter a name and click **Save**
  * **Clear** - Removes all Group Presets and restores the default Fade-In Time.

### Chasing Group Values

**Group Value Chaser** - Allows you to chase group values.
- The Group Value Chaser works similarly to the Effect Parameter Chaser.
- The Group Value Chaser will be also be saved when saving a Group Preset.
- Learn more »[Effect Parameter Chaser](#)

### Drag And Drop [Copy/Cut/Paste]

**Copy And Paste**

• **Left Mouse Click And 2 Sec. Hold** - You can perform a Copy and Paste with the mouse.
  
  Use a left mouse click on a Group Preset and continue to hold for 2 seconds. A small + appears. Continue to hold and move your mouse to another Group Preset number. Release the mouse button to paste a copy onto the new Group Preset.

**Cut And Paste**
• **Left Mouse Click And 2 Sec. Hold + Shift** - You can perform a Cut and Paste with the mouse. Use a left mouse click on a Group Preset and continue to hold for 2 seconds. Press Shift in addition. A small rectangle appears. Continue to hold the buttons and keys and move your mouse to another Group Preset number. Release the mouse button to move the previously selected Group Preset to the new position.

**Drag And Drop**

• **File Drag And Drop** - You can select a MADRIX Group Preset file [of the file type *.mgpz or *.mgpx] in Windows and drag it to a Group Preset of your choice in MADRIX in order to load it in MADRIX.

**Using Fixture Groups As Map Settings Preset**

In addition to controlling fixture groups directly in the Group Control, you can use fixture groups in other ways. Since fixture groups include specific fixtures, these fixtures cover a well-defined area of the Patch. As such, you can use a fixture group as preset for the Map Settings of a Layer.

• Click **Map**

  ![Map Settings](image)

  - A new window will open.
  - Go to **Mapping > Preset** or **Tiling > Preset**
  - The list will include an item for each fixture group you have created by using the fixture group's **Display Name**
    [You will find these items below **Full Size**]
  - Select the fixture group from the list.
  - MADRIX will automatically set the correct Map Settings.
    - The Mapping or Tiling will be repositioned and resized according to the fixture group.
    - The adjusted Map Settings will always be a rectangular selection since MADRIX uses the bounding box of the fixture group with only its largest dimensions in X, Y, and Z.
Calling Group Presets Using The Cue List

Controlling fixture groups in the Group Control view is mainly a live feature that works independently of other controls, such as Storage Places for example. But you can further integrate Group Presets into your workflow. You can use the Cue List to trigger Group Presets for each Cue.

- Open the **Cue List** and make sure to set up the **Group Preset** for a Cue where required.
  - Valid values range from 1 to 256.
Learn more »Cue List
4.5 Effects [Visuals]

This topic includes:

- MADRIX Effects
- Selecting An Effect
- Variety Of Effects
- Configuration Of Effects And Layers
- Using Several Effects And Saving Effects

**MADRIX Effects**

MADRIX allows you to quickly produce an extraordinary light show. This is the purpose and probably most important part of the software.

- The term MADRIX Effects includes all lighting visuals and patterns you can create with MADRIX and display on your LEDs.
- MADRIX is a unique LED lighting controller. It is an effect generator with a graphics render engine and also includes media server features.
- You can use the integrated effects of the effect generator or external content [such as images or video files].
- MADRIX allows you can create stunning real-time lighting visuals with ease.

**Selecting An Effect**

- Choosing a lighting effect is simple.
- Thanks to its user interface layout, MADRIX includes 2 dedicated areas [Effect Area Left and Effect Area Right].
- By default, SCE Color is selected.
- A drop-down list allows you to select a MADRIX effect.
- Simply click on **SCE Color** to select a MADRIX stock effect from the list.
- Click on the MADRIX Effect in order to select it.
**Variety Of Effects**

MADRIX offers a large variety of effects. All MADRIX Effects are arranged into 4 distinct categories with various features:

- **SCE** - Static Color Effects
- **S2L** - Sound2Light Effects
- **M2L** - Music2Light Effects
- **MAS** - MADRIX Script Effect

Learn more »[MADRIX Effects](http://www.madrix.com)
Configuration Of Effects And Layers

- Every single MADRIX Effect has different controls to easily customize how the effect looks and behaves.
  Learn more » Effect Areas [Left/Right]

- Extra settings provide further option for customization. In addition, you can combine each effect with every other effect. This allows you to create an unlimited amount of different lighting effects.
  Learn more » Layers

Using Several Effects And Saving Effects

MADRIX offers certain possibilities to manage and organize your effects.

- Effects will be automatically saved in the selected Storage Place.

- MADRIX offers 256 x 256 Storage Places. Hence, you will be able to create a lot of effects and storing is automatically handled by the software.
  Learn more » Storage Places [256x 256]

- On the other hand, Storage Places and other configurations are ultimately saved in MADRIX Setup files.
  Do not forget to regularly save your MADRIX Setup file!
  Learn more » File Types
4.6 Layers

This topic includes:

- Introduction
- Layer Tabs
- Context Menu
- Layer Settings
- Layer View

Introduction

- MADRIX Effects and Layers are closely related.
- Layers can be used to combine visuals and to create completely new effects.

- By default, only 1 Layer is created and shown.
- You can choose to use only 1 Layer at a time or multiple Layers. Using multiple Layers can alter the displayed visuals immensely.
- MADRIX supports an unlimited number of Layers.
  [The actual number of Layers available for use depends on your computer performance and Matrix Size.]

- This chapter describes ways to work with Layers in particular.
  - A general overview about the controls for Layers and MADRIX Effects is provided in a previous chapter. Learn more »Effect Areas [Left/Right]

Layer Tabs
• Every Layer is represented by a Layer Tab.

• **Layer Order**

  • `< >` - Changes the order of Layers.
    - When changing the order, you change the visual outcome of your effect.
    - Click `<` to move the Layer to the left.
    - Click `>` to move the Layer to the right.

• **Layer Name** - You can change the Layer's label.

• **Right Mouse Click > Rename or Double-Click on Layer Tab** - Allows you to rename the description label of the Layer tab. Simply enter a new name and click **OK**

---

**Context Menu**

A context menu offers various options when working with Layers.

You can access the Layer context menu in 3 ways:

• Click **Layer**

  • Or **Right Mouse Click** on a Layer Tab

  • Or go to **Edit > Layer Left / Layer Right**
● **Layer Left/Right > New** - Creates a new Layer.

● **Layer Left/Right > Duplicate** - Creates an exact copy of the currently selected Layer.

● **Layer Left/Right > Copy** - Copies the Layer into the clipboard of the computer.

● **Layer Left/Right > Paste** - Applies all settings of the Layer in the clipboard to the currently selected Layer.

● **Layer Left/Right > Insert** - Creates a new Layer and applies all settings of the Layer in the clipboard to the currently selected Layer.

● **Layer Left/Right > Rename** - Allows you to change the label of the Layer.

● **Layer Left/Right > Remove** - Removes the currently selected Layer entirely.

### Layer Settings

#### Overview

Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer:

- **Opacity**
- **Blind And Solo**
- **Submaster**
- **Map Settings**
- **Mix Modes**
- **Link**
- **Layer Filters / Effects [FX]**
- **Stepped Rendering**
- **Effect Parameter Chaser**
- **Layer Macro**

## Opacity

**Layer Opacity** - Makes the Layer transparent. This is mainly useful when using at least 2 Layers or more.
- If you are using only 1 Layer, the submaster controls the Layer brightness.
- The default value is 255 [100%].
- Perform a right-click to reset to 255 [100%].

**Input Field** - Allows you to directly enter a value. Valid values range from 0 to 255.

## Blind And Solo

Blind Mode and Solo Mode are 2 modes to quickly hide or show Layers. You can quickly include or exclude them from the visual end result of your effect.
**Blind** - Hides the currently selected Layer.

- The Layer will not be visible anymore in the Previews and Output, but you will still be able to adjust its settings. In this way, you may have a look at your created effect excluding certain Layers.
- Blind Mode will stay activated even if you switch to other Layers or Storage Places.
- The Layer tab will pulsate in red if Blind Mode is active.
- Blind Mode also affects Link Mode. A Layer with an activated Link Mode will also be set to Blind Mode if Blind Mode is activated for the Layer it is linked to.

**Solo** - Hides every Layer except the currently selected Layer. Hence, this Layer is the only one that will be displayed.

- Solo Mode will stay activated even if you switch to other Layers or Storage Places.
- The Layer tab will pulsate in green if Solo Mode is active.
- Solo Mode overrides Blind Mode.

**Submaster**
**Submaster** - Regulates the intensity of an effect.

- Click **SUB** and the button extends into a fader.
- Make sure to click and continue to hold the mouse button at the same time.
- Afterwards, simply move the fader with the help of your mouse.
- Release the mouse button to set up the specific value [The fader will disappear automatically].
- A value of 255 means full intensity.
- A value of 0 means no intensity and will render the effect completely black.
- The tooltip shows the currently set value.

The Submaster allows you to solely adjust the intensity of the running effect or Layer. To adjust the intensity of all running effects you have to use the Master.

Learn more »[Master / Audio Input Level](#)

---

**Map Settings**

Modifying the Map Setting allows to freely resize, reposition, and further modify every MADRIX Effect.

Learn more »[Mapping / Tiling / Rotation](#)

---

**Mix Modes**

**Overview**

Just like an image-editing software, you can use different Mix Modes to mix Layers with each other. This results in diverse color combinations and often completely new effects.

**How Mix Modes Work**

- Mix Modes are based on basic mathematical calculations.
As such, Mix Modes combine the color values [tonal values] of 2 Layers in different ways. A foreground Layer and a background Layer are used.

- All Mix Modes, except for Mask, work pixel by pixel and color channel by color channel.
  - Each single pixel of the foreground Layer is combined with the corresponding pixel of the background Layer.
  - Each color channel of a single pixel is combined with the equivalent color channel of the corresponding pixel.

### Applying A Mix Mode

- You can use Mix Modes if you have at least 2 Layers [foreground and background]. Then, you can apply the Mix Mode to the second Layer.
- In MADRIX, the second Layer is positioned to the right. It is the foreground Layer. In MADRIX, the last Layer is on top.
- If you apply the Mix Mode to the first Layer, nothing will happen.
- You can decrease [or increase] the impact that each Layer has on the visual result by using the Opacity slider.
- In the example below, Mix Mode XOR is selected.

- By default, Normal is selected.

- **Right Mouse Click** - Resets the filter to its default value [Normal].
List Of Mix Modes
**Normal** - Is the default setting.

If you do not wish to use a Mix Mode or if you want to deactivate a selected Mix Mode, choose **Normal**.

**Normal** is also a Mix Mode and the default way of how Layers are mixed together. Since it is the default Mix Mode, you can only use the Opacity Slider to change the visual outcome. If you set Opacity of Layer 2 to 50%, you will create a result like a cross-fade between the two Layers.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.

**Darken** - Compares both Layers and only uses the darkest color value for each color channel per pixel [this will be the lower color value].

The result will look the same if you change the position of one Layer with the position of the other Layer.

**Multiply** - Multiplies the color values of each pixel of Layer 2 with the color values of each pixel of Layer 1.

[Values are converted to always ensure a maximum color value of 255].

The Color Filter of the Main Output works like this.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**Color Burn** - Is the inversion of Color Dodge.

Layer 1 will be darkened by Layer 2. The darker Layer 2, the darker the result.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.
**Linear Burn** - Is subtractive color mixing.
The color values of both Layers will be added up. But when the result is lower
than 255, the values will be set to 0 [black].

The result will look the same if you change the position of one Layer with the
position of the other Layer.

**Lighten (HTP)** - Is the inversion of Darken.
It compares both Layers and only uses the brightest color value for each color
channel per pixel [this will be the higher color value].

Is at the same time the Mix Mode HTP, applying the Highest Takes Precedence
principle for DMX values.

The result will look the same if you change the position of one Layer with the
position of the other Layer.

**Screen** - Is the inversion of Multiply.
Layer 2 and Layer 1 will be negatively multiplied and often brighten each other.

The result will look the same if you change the position of one Layer with the
position of the other Layer.

**Color Dodge** - The brighter Layer 2, the brighter will be Layer 1.
A completely black Layer 2 will not change Layer 1.
A completely white Layer 2 will brighten every color channel, except for black
color values.

If you change the position of one Layer with the position of the other Layer, the
result will not look the same.

**Linear Dodge** - Will simply add up the color values of both Layers.

The result will look the same if you change the position of one Layer with the
position of the other Layer.
**Overlay** - Is a combination of Multiply and Screen.
The result depends the intensity of Layer 1. If Layer 1 is darker than 50% Gray, the color values of both Layers will be multiplied. If Layer 1 is brighter than 50% Gray, the color values will be negatively multiplied and the amount will be doubled. A Layer 2 with 50% Gray will have no affect on Layer 1.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.

**Soft Light** - Layer 2 will modulate the color values of Layer 1 and create soft mixtures in areas of highlights and shadows.
[Overlay is quite similar, but creates sharp contrasts instead.]

If you change the position of one Layer with the position of the other Layer, the result will not look the same.

**Hard Light** - Creates the result of Overlay, when changing the position of Layer 2 with the position of Layer 1.
It compares the intensity of both Layers.
If Layer 2 is brighter than 50% Gray, Layer 1 will be brightened.
If Layer 2 is darker than 50% Gray, Layer 1 will be darkened.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.

**Vivid Light** - Will mainly increase the contrast of highlights and shadows.
The result is like a combination of Color Burn for shadows and Color Dodge for highlights.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.
**Linear Light** - Increases the contrast. It is similar to Linear Burn, but color values of Layer 2 have greater affect.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.

**Pin Light** - Is like a combination of Darken and Lighten. It compares the color values of both Layers and creates one of three results. Average color values will often remain unaffected. The result can be twice the brightness of Layer 2 darkened by a full 255 if Layer 1 is darker than that. The result can also only be Layer 1 if Layer 1 is brighter than the first result and darker than the third result.

Or the result can be twice the brightness of Layer 2 if Layer 1 is brighter than that.

If you change the position of one Layer with the position of the other Layer, the result will not look the same.

**Hard Mix** - Only uses the six primary colors red, green, blue, yellow, cyan, magenta, or black, or white. Color channels will be mixed and either be set to 0 or 255. [255 will be set for every color channel result from 1 to 254. 0 will be set, when the color channel result is 0.]

The result will look the same if you change the position of one Layer with the position of the other Layer.
**Difference** - Will calculate the difference between color values for each pixel. [If the result is negative, it will be multiplied by -1 to always have positive color values.]

Differences in color values will be easily visible for each pixel. If both pixels are identical, the difference will be 0 and thus black could be the maximum result for a pixel.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**Exclusion** - Bright color areas will invert the color values of the corresponding area of the other Layer.

White areas will completely invert the color.

Very dark areas [black] will change nothing on the other Layer.

Average gray values will heavily change the contrast, up to a complete gray.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**AND** - Is a logical operator.

Color values are converted into 8-bit binary form and thus an eight-digit value [using either 0 or 1 for each digit] will be created. Values will be compared pixel by pixel, channel by channel, bit by bit, with a result of either 0 or 1.

AND will only result in 1, when both bits have a value of 1.

It is recommended to only use Layers with solid colors, because otherwise color transitions will create artifacts.

The result will look the same if you change the position of one Layer with the position of the other Layer.
**OR** - Is a logical operator.
Color values are converted into 8-bit binary form and thus an eight-digit value [using either 0 or 1 for each digit] will be created. Values will be compared pixel by pixel, channel by channel, bit by bit, with a result of either 0 or 1.
OR will always result in 1, except when both bits have a value of 0.

It is recommended to only use Layers with solid colors, because otherwise color transitions will create artifacts.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**XOR** - Is a logical operator.
Color values are converted into 8-bit binary form and thus an eight-digit value [using either 0 or 1 for each digit] will be created. Values will be compared pixel by pixel, channel by channel, bit by bit, with a result of either 0 or 1.
XOR will result in 1, when both bits are not identical.

It is recommended to only use Layers with solid colors, because otherwise color transitions will create artifacts.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**NAND** - Is a logical operator. It is the inversion of AND.
Color values are converted into 8-bit binary form and thus an eight-digit value [using either 0 or 1 for each digit] will be created. Values will be compared pixel by pixel, channel by channel, bit by bit, with a result of either 0 or 1.
NAND will always result in 1, except when both bits have a value of 1.

It is recommended to only use Layers with solid colors, because otherwise color transitions will create artifacts.

The result will look the same if you change the position of one Layer with the position of the other Layer.
**NOR** - Is a logical operator. It is the inversion of OR.

Color values are converted into 8-bit binary form and thus an eight-digit value [using either 0 or 1 for each digit] will be created. Values will be compared pixel by pixel, channel by channel, bit by bit, with a result of either 0 or 1.

NOR will only result in 1, when both bits have a value of 0.

It is recommended to only use Layers with solid colors, because otherwise color transitions will create artifacts.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**Mask** - Uses the alpha channel of Layers.

It will merge the Layers together. The result will only be visible on areas where the two Layers overlap. The rest will be set to black.

The result will look the same if you change the position of one Layer with the position of the other Layer.

**Link**

**Overview**

- **Link** - Combines 2 Layers with each other.
  - If you activate Link mode, the currently selected Layer will be linked to the Layer underneath. It means that it will be linked to the Layer left to it.

**Example 1**

![Image of SCE Plasma settings]

2] As a first result, you will see the following image in the Previews. Because of the standard settings, the Layer order, and the 2 Layers, only SCE Plasma is visible.

![Image of SCE Plasma result]

![MADRIX interface with Link Mode activated](image)

4] As a result, both Layers will be merged and the preview looks completely different. The text will be filled with the Plasma effect and in this way, both Layers are used to create a new effect.

![MADRIX with Link Mode](image)

**Example 2**

- You could describe Link Mode differently.
- As previously described, effects may be build out of several Layers. Each Layer can contain a different MADRIX Effect.
- All Layers of that effect will be used to render the visual outcome. When rendering the visuals, Mix Modes, Opacity, position of Layers, etc. will all be included in the render process.
- Because of this, Link Mode can also be very useful when using more than two Layers.
- Use Link Mode and MADRIX will handle two linked Layers like one Layer in the render process.

2] As a result, you can see that the Plasma effect of Layer 3 is only visible on the text of Layer 2. The Metaballs effect [Layer 1] has not been affected at all.
3] If we now add a fourth Layer [SCE Gradient at Layer position 2] and activate Link Mode for this Layer, we will see that the text looks still the same. But the Metaballs effect [Layer 1] now has the colors of the Color Gradient.

Layer Filters / Effects [FX]

- Special filters can be quickly applied to Layers [or entire Storage Places].
- Such filters add visual effects.
- You can choose one filter per Storage Place and one filter per Layer [also at the same time].
- There are several categories to choose from. Each category contains several options to change the visual appearance of your Layer or effect.
- Right Mouse Click - Resets the filter to its default value [No FX].
No FX - Disables all additional filters. The effect will be displayed as normal.

Blur / Sharpen - Includes 5 modes to blur/smudge and 1 mode to sharpen the effect.

- Blur softens the visuals.
- Blur B-Spline softens the visuals.
- Blur Catmull Rom softens the visuals.
- Blur Gauss softens the visuals.
- Blur Mitchell softens the visuals.

- Sharpen increases the contrast.

Color Correction - Includes 4 modes to change the colors of your effect.

- Brighten increases the intensity.
- Darken decreases the intensity.
- Grayscale uses only shades of gray.
- Invert Color inverts the color values.
**Color Mask** - Includes various modes to filter colors.

- **R** shows only red color values.
- **G** shows only green color values.
- **B** shows only blue color values.
- **W** shows only white color values.

- **RG** shows only red and green color values.
- **RB** shows only red and blue color values.
- **GB** shows only green and blue color values.
- **RW** shows only red and white color values.
- **GW** shows only green and white color values.
- **BW** shows only blue and white color values.

- **RGB** shows only red, green, and blue color values.
- **RGW** shows only red, green, and white color values.
- **RBW** shows only red, blue, and white color values.
- **GBW** shows only green, blue, and white color values.

**Kaleidoscope** - Includes 4 modes to change the colors of your effect.

- **6x** applies triangular mirrors.
- **8x** applies rectangular mirrors.
- **12x** applies triangular mirrors and adds additional mirroring.

**Style** - Includes 4 modes to highlight the edges of effects or to add an imprinted visual style.

- **Edges** highlights the edges of objects and colors.
- **Edges Popup** highlights the edges of objects and colors.
- **Emboss** creates bevels and imprints of objects.
- **Emboss Popup** creates bevels and imprints of objects.
**Transformation** - Includes 7 modes to flip the effect quickly.

- *Mirror H* flips the effect horizontally.
- *Mirror V* flips the effect vertically.
- *Mirror HV* flips the effect horizontally and vertically.
- *Mirror D* flips the effect regarding the depth.
- *Mirror HD* flips the effect horizontally and regarding the depth.
- *Mirror VD* flips the effect vertically and regarding the depth.
- *Mirror HVD* flips the effect horizontally, vertically, and regarding the depth.

**Stepped Rendering**

*Stepped Rendering* - Is only available for specific MADRIX Effects. It only applies to any movement of the input, i.e. when a Direction other than Stop is activated. Instead of creating a smooth transition for the movement from one voxel to the next voxel [sub-pixel rendering], MADRIX will move the input from voxel to voxel and from step to step without this transition. This might create a rougher overall movement, but it can produce a visually better outcome on the LEDs in certain cases [such as slow movement of large text].

**Effect Parameter Chaser**

*Effect Parameter Chaser* - Controls the Effect Parameter Chaser to add playlist functionality to the Layer. Learn more »[Effect Parameter Chaser](#)

**Layer Macro**
Effect Macro Editor - Controls the Effect Macro Editor to add scripting functionality to the Layer. Learn more » [Macros And Scripts]

Layer View

Overview

You can switch between 2 views.

- By default, the regular Effect Area is shown. Learn more » [Effect Areas [Left/Right]]

- Layer View - Activates the second view available for Layers.
  - The user interfaces changes as shown below [4 Layers are currently active in this example].

Solo And Blind

- Solo - Activates Solo Mode for the corresponding Layer.
**Blind** - Activates Blind Mode for the corresponding Layer.

**Faders**

- Each fader regulates the Opacity of a single Layer.
  - You can set the fader to a specific position.
  - You can enter a value in the input field.
  - You can flash the fader.

**Mouse Control And Keyboard Shortcuts**

**Single Selection**

- A single fader regulates the Opacity of the corresponding Layer.
  - **Left Arrow / Right Arrow** - Quickly switch between faders by using the left or right arrow key.

**Multiselection**

- Use **Ctrl + Left Mouse Click** to select multiple faders at the same time. A green outline will show that a Layer is selected. When multiple faders are selected, you can control them at the same time.
- Use **Shift + Left Mouse Click** to select multiple faders at the same time. A green outline will show that a Layer is selected. When multiple faders are selected, you can control them at the same time.
  - **Ctrl+A** - Selects all faders of all Layers.
  - **Ctrl+D** - Deselects the current fader selection.

**Flash**

- Use the button showing the Layer’s Name or the keyboard shortcut **Space**
  - It instantly sets the intensity to 255 as long as you hold the button/key down.
  - To use this feature, the fader needs to be set to a lower value than 255 first.

**Restoring The Default Value**

- **Left Mouse Double-Click** - Perform a double-click with your left mouse button directly on a single or multiple faders to restore the **Default Value**
- **Right Mouse Click** - Perform a click with your right mouse button directly on a single or multiple faders to restore the **Default Value**
4.7 Mapping / Tiling / Rotation

This topic includes:
- Introduction
- Important Information
- Overview
- Mapping
- Mapping Example
- Using Fixture Groups As Mapping Preset
- Rotation
- Rotation Example
- Tiling
- Tiling Example
- Using Fixture Groups As Tiling Preset
- Saving And Loading
- Drag And Drop [Copy And Paste]
- Context Menu

Introduction

You can resize, reposition, and further modify every MADRIX Effect; independently of your configuration in the Matrix Generator or Patch Editor.

By default, every Layer [i.e. every MADRIX Effect] is shown on the complete virtual LED matrix [Matrix Size]. It is mapped to the complete LED installation. You can change that.

- Click Map

- A new window will open [in 2D or 3D view according to the Matrix Size].
Important Information

Before you start making any changes, choose between relative values in percent [%] or absolute values in pixels [Pixels].

Overview

The Map Effect window has 4 sections:
- **Mapping**
- **Rotation**
- **Tiling**

and a graphical overview showing you the consequences of your changes.
- You will see a graphical 2D or 3D model of the virtual LED matrix.
- Because you can change the size and position of a Layer, the graphical model will change accordingly.
- Various guidelines referring to all edges of the graphical model will help you with the perspective [e.g., through parallel shift].
- You can also use the mouse to position the graphical model.
- The graphical model represents your virtual LED matrix, which is your LED installation.

- All 3 options can be used in combination [Mapping / Rotation / Tiling].
- All 3 options are powerful ways to customize visuals.
- All options refer to the virtual LED matrix [Matrix Size] you have configured in the Matrix Generator or Patch Editor.

- You can save Map Settings to an external file or load previously saved settings from an external file.

Learn more [Saving And Loading](#)

- Click **Defaults** to cancel any changes and restore the default settings.
- Click **Close** to close the window.

---

**Mapping**

Mapping allows you to change the size and position of a Layer.

In this way, you can assign different MADRIX Effects to different areas of your LED installation [and also different fixtures].

- **Preset** - Instead of adjusting the below values manually, you can decide to use these presets. MADRIX will then automatically adjust the above settings accordingly. The default value is Full Size.
- **Position X** - Defines the horizontal position of the Layer.
- **Position Y** - Defines the vertical position of the Layer.
- **Position Z** - Defines the position of the Layer in the depth.
- **Size X** - Defines the horizontal size of the Layer.
- **Size Y** - Defines the vertical size of the Layer.
- **Size Z** - Defines the size of the Layer in the depth.
- **Mirror Mode** - Mirrors the Layer [flipping]. You can choose to not apply mirroring [None], to mirror horizontally [Mirror H], vertically [Mirror V], regarding the depth [Mirror D], or in any combination [e.g., Mirror HVD]. The default value is None.

**Mapping Example**

- Set up a virtual LED matrix of 100 x 100 x 1.
- Create 2 Layers.
- For Layer 1, choose **SCE Plasma** and the preset **Left** in the section **Mapping**
- For Layer 2, choose **SCE Wave / Radial** and the preset **Right** in the section **Mapping**
- The result could look like this:

![Mapping Example Image]

**Using Fixture Groups As Mapping Preset**

Fixture groups, when configured in the Patch Editor, are available as presets for Mapping and Tiling.

Learn more »[Fixture Groups [Group Control]]
1] Go to **Mapping > Preset**
- When your Patch includes Fixture Groups, as configured in the Patch Editor, the list of presets will include an item for each fixture group you have created. You will see the fixture group’s Display Name.
- You will find these items below **Full Size**

2] Select the fixture group from the list.

3] MADRIX will automatically set the correct settings.
- The Mapping will be set according to the fixture group.
- The adjusted Map Settings will always be a rectangular selection. MADRIX uses the bounding box of the fixture group with its largest dimensions in X, Y, and Z.

---

**Rotation**

This section allows you to rotate a Layer.

You can rotate layers once or continuously.

- **X-Axis** - Defines the clockwise or counter-clockwise rotation of the Layer in percent **around** the X-axis.
- **Y-Axis** - Defines the clockwise or counter-clockwise rotation of the Layer in percent **around** the Y-axis.
- **Z-Axis** - Defines the clockwise or counter-clockwise rotation of the Layer in percent around the Z-axis.

- **Anti-Aliasing** - Rotating a MADRIX Effect can produce hard edges for certain visuals. Anti-aliasing improves the image quality by reducing the hard edges.
  - Choose None, 2x, or 4x
  - [The higher the setting, the more performance will be required.]
  - The default value is None.

- Animates the Layer and rotates it around the corresponding axis permanently.

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Rotation Example

- Set up a virtual LED matrix of 100 x 100 x 1.
- Use only 1 Layer.
- For Layer 1, choose **SCE Graph** and set **Z-Axis** to 45 in the section **Rotation**
- The result could look like this:

![Image of Rotation Example]

Tiling

This section allows you to duplicate the Layer and its content. You can use it to create new repeating or mirrored patterns [Depending on the settings it might remind you of a kaleidoscope]. It also means that you can show the same content, and the same MADRIX Effects, on different parts of your LEDs or different LED fixtures.

- **Preset** - Instead of adjusting the below values manually, you can decide to use these presets. MADRIX will then automatically adjust the below settings accordingly [except for Tile Count]. The default value is Full Size.
- **Tile Count** - Scales the Layer to a fraction of its size and therefore creates the number of tiles as set by this value. Is an automatic way to tile the Layer and influences the sizes below and always centers the positions. Tile mode **Repeat** is automatically activated. E.g., a Tile Count of 4 will reduce the size to 25% and create 4 Layers.
- **Position X** - Defines the horizontal position of the Layer.
- **Position Y** - Defines the vertical position of the Layer.
- **Position Z** - Defines the position of the Layer in the depth.
- **Size X** - Defines the horizontal size of the Layer.
- **Size Y** - Defines the vertical size of the Layer.
• **Size Z** - Defines the size of the Layer in the depth.

• **Offset X** - Defines the spacing between repeated or mirrored sections regarding the X-axis and only works when a Tile Mode other than None is selected.

• **Offset Y** - Defines the spacing between repeated or mirrored sections regarding the X-axis and only works when a Tile Mode other than None is selected.

• **Offset Z** - Defines the spacing between repeated or mirrored sections regarding the X-axis and only works when a Tile Mode other than None is selected.

• **Tile Mode** - You can choose to not apply tiling [None], to tile repeatedly [Repeat], horizontally [Mirror H], vertically [Mirror V], regarding the depth [Mirror D], or in any combination [e.g., Mirror HVD]. The default value is None.

### Tiling Example

• Set up a virtual LED matrix of 100 x 100 x 1.

• Use only 1 Layer.

• For Layer 1, choose **SCE Wave / Radial** and set **Tile Count** to 11 in the section **Tiling**

• The result could look like this:

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### Using Fixture Groups As Tiling Preset

Fixture groups, when configured in the Patch Editor, are available as presets for Mapping and Tiling.

Learn more »**Fixture Groups [Group Control]**
1] Go to **Tiling > Preset**
- When your Patch includes Fixture Groups, as configured in the Patch Editor, the list of presets will include an item for each fixture group you have created. You will see the fixture group’s Display Name.
- You will find these items below **Full Size**

2] Select the fixture group from the list.

3] MADRIX will automatically set the correct settings.
- The Tiling will be set according to the fixture group.
- The adjusted Map Settings will always be a rectangular selection. MADRIX uses the bounding box of the fixture group with its largest dimensions in X, Y, and Z.

![Map Settings](image)

**Saving And Loading**

- Load Maps Settings from a previously saved, external file [of the file type *.mmapx]. A new window opens for you to select the file on your harddisk.
- Saves the current Map Settings, including all mapping, tiling, and rotation settings, in an external file [of the file type *.mmapx]. Simply enter a **File name** when the new window opens, choose a location, and click **Save**

**Drag And Drop [Copy And Paste]**

- **Left Mouse Click And Hold** - You can perform a Copy and Paste with the mouse. Click with the left mouse button on the **Map** button and hold for 3 seconds. A small + appears. Now, continue to hold and drag the mouse to another **Map** button of another Layer and release the mouse to instantly copy the settings to the other Layer.

**Context Menu**

- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on **Map**

  A small window will be shown.

  ![Context Menu](image)

You can quickly perform the following actions:

- **Edit...** - Opens the Map Settings window [in the same way you can open the window by clicking on **Map** with the left mouse button].

  - **Open...** - Loads Maps Settings from a previously saved, external file [of the file type *.mmapx]. A new window opens for you to select the file on your harddisk.
- **Copy** - Copies all your mapping, tiling, and rotation settings for this Layer into the clipboard.

- **Paste** - Applies all settings that are stored in the clipboard to this Layer. [In this way, you can quickly copy and paste Map Settings from one Layer to other Layers.]

- **Clear** - Clears all changes and restores the default settings [in the same way you can restore the default settings by clicking **Defaults** in the Map Settings window].
4.8 Effect Parameter Chaser

This topic includes:
- Introduction
- Example
- Creating A Chaser
- Fade Time And Animations
- Starting And Pausing A Chaser
- Context Menu
- Drag And Drop [Copy And Paste]
- More Information

Introduction

The Effect Parameter Chaser offers a lot of possibilities to further customize visuals in MADRIX. You can set up a Chaser to remember specific Layer Settings and Effect Settings. MADRIX can then automatically chase them or can manually load and control them as needed.

An Effect Parameter Chaser:

- Can be configured for every single Layer. Learn more »[Layers](#)
- Can be used as a playlist to change and customize visuals.
- Is a list of Steps played back as a sequence.
- Can be time-controlled or controlled manually.
- Visuals can be customized by changing the settings of a MADRIX Effect or other Layer settings, such as Map Settings, Mix Modes, Filters, and more.
- Each Step remembers the settings as you configured them.
- Can be seen as an easy way to customize effects instead of using a Macro. Learn more »[Macros And Scripts](#)
- Can even be used to create animations.
- Is different to the Cue List. Each Cue in the Cue List references a single Storage Place. An Effect Parameter Chaser can be used independently from the Cue List and can be set up for each single Layer.
Note: The Group Value Chaser works in a similar way. Instead of chasing Effect Settings and Layer Settings, that chaser can be used to customize and automate fixture group values in the Group Control. The options provided by the Group Value Chaser are mostly similar to the Effect Parameter Chaser but they can be different. Nevertheless, please follow the information provided in this chapter to learn how the Group Value Chaser works. Adapt where necessary. Learn more » [Fixture Groups [Group Control]]

Example

An Effect Parameter Chaser offers many ways to customize visuals. In this first example, we will use the Effect Parameter Chaser to set 4 different movement directions for SCE Color Scroll within 60 seconds.

Step 1]

For the first 15 seconds, MADRIX should show SCE Color Scroll with the Direction Top Left
Step 2]

For the next 15 seconds, MADRIX should show SCE Color Scroll with the **Direction Top Right**

Preview

Preview
Step 3] For the next 15 seconds, MADRIX should show SCE Color Scroll with the *Direction Bottom Right*

![Preview](image)

Step 4] For the last 15 seconds, MADRIX should show SCE Color Scroll with the *Direction Bottom Left*

![Step 4](image)
Creating A Chaser

Overview

- **Right Mouse Click** on > *Edit*
- A new window will open.
Step-By-Step Configuration

1] Select which kind of Parameters to include for a Step.


3] Control the Chaser playback.

1] Selection Of Parameters

You can use each Step to change a variety of settings.

- You can freely choose which kind of Parameters should be included in a Step.
- Each Step can include different kind of Parameters.
- That also means that you can exclude certain kind of Parameters for each Step.
- Only the kind of Parameters that has been selected [as explained below] and is therefore included in a Step will be chased.
- Parameters that are not included in a Step will not be chased and can still be used in the normal way.
- Any combination of the settings described below is possible.
- **Parameters**
  - **Left Mouse Click** - Opens the Parameters submenu for selection.

<table>
<thead>
<tr>
<th>Effect Settings</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
</tr>
<tr>
<td>None</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Effect Settings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Visibility Settings</td>
</tr>
<tr>
<td>Submaster</td>
</tr>
<tr>
<td>Map Settings</td>
</tr>
<tr>
<td>Mix Settings</td>
</tr>
<tr>
<td>Filter</td>
</tr>
</tbody>
</table>

- **All** - Includes all available Parameters in a Step [Effect Settings, Visibility Settings, Submaster, Map Settings, Mix Settings, Filter].
- **None** - Includes no Parameters [can be used to add empty Steps/pauses, for example].

- **Effect Settings** - When selected, includes all the individual settings of a MADRIX Effect that are exclusive to this effect.
  - This can be any effect setting, such as colors, directions, modes, etc.
  - You can change single effect settings or multiple effect settings at the same time.
  - For example: Stretch, Contrast, and Detail for SCE Clouds. Learn more » **SCE Clouds**
  - **Note**: Steps that include Effect Settings as Parameters will only fully work for the same kind of MADRIX Effect! The Effect Settings of such a Step will be ignored by other MADRIX Effects.

- **Visibility Settings** - When selected, includes the visibility settings of this Layer, including **Opacity**, **Blind**, and **Solo**.
  - Learn more » **Layers**

- **Submaster** - When selected, includes the Layer **submaster**.
  - Learn more » **Layers**

- **Map Settings** - When selected, includes the **Map Settings** of a Layer.
  - Learn more » **Mapping / Tiling / Rotation**

- **Mix Settings** - When selected, includes the **Mix Mode** and **Link Mode** settings of a Layer.
  - Learn more » **Layers**

- **Filter** - When selected, includes the **Filter / FX** settings of a Layer.
  - Learn more » **Layers**
- **OK** - Confirms your selection of Parameters and closes the Parameters submenu.

### 2] Adding New Steps Or Editing Steps

#### Overview

A Chaser is represented by a list of Steps in the Effect Parameter Chaser window.

- Add and configure or edit Steps as needed.
- A Chaser normally runs through the list in a sequence from the first Step to the last Step; from top to bottom in the Step list.
  
  [The direction may be reversed when using the Speed Masters with negative values. Learn more More Information]

- When a loop is set up, the Chaser starts again from the beginning.

#### Adding Or Editing Steps

Use the following controls on the right side of the Effect Parameter Chaser window:
Add Step - Adds a new Step to the list.
- The newly added Step includes all currently set Parameters of the Layer [according to your Parameters selection. Learn more Selection Of Parameters].
- A newly added Step will be created with the default values for Fade Time, Fade Type, Wait Time, and Description.
- First, make sure that the visuals look as intended and then add the Step.
- Please stop the Chaser if it is currently running.

Remove Steps - Removes all currently selected Steps from the list.

Duplicate Steps - Copies the currently selected Steps and adds them as new Steps to the list.

Set - Updates the Step by overwriting the saved settings in the Step with the current settings of the Layer.
- Note: Before updating a Step, make sure that your current settings are correctly set. This includes all settings of the Layer on the user interface as well as the selection of Parameters of the Effect Parameter Chaser window. It is therefore highly recommended to 1) first load the Step [if a Fade Time is set up, wait until the Step has fully loaded and stopped], 2) second to change all required settings, and 3) update the Step via Set. Learn more Activating A Step / Loading A Step

Synchronize Parameter Selection - Is only visible when necessary and if a Step is selected. Shows that your current Parameters selection [learn more Selection Of Parameters] is different to the Parameters of the currently selected Step [learn more Parameters]. In order to set the Parameters selection to the Parameters of the currently selected Step, click the equal sign.

# 3
- Shows the total number of Steps in the Step list. An empty list shows # 0

Swap Position - Inverts the whole list. Or swaps the position of Steps in the Step list when several Steps are selected first.

Position Up - Changes the order, and positions currently selected Steps one item higher up in the list.

Position Down - Changes the order, and positions currently selected Steps one items lower down in the list.
Configuring Steps In the Step List

Use the following columns of the Step list:

- **#** Shows the index number of this Step in the list.
  - This index number cannot be edited in the list.
  - But you can change the order of Steps by changing the position of Steps via **Swap Position, Position Up,** and **Position Down**

- **Description** Allows you to provide a label for the specific Step. Perform a left mouse double-click and enter any name or text.
  - The default value is Step.

- **Fade Type** Defines how the Step is faded in, when a Fade Time has been set.
  - You can choose from a variety of types [**Linear, Ease In Bounce, Ease Out Bounce, Ease In Out Bounce, Ease In Circular, Ease Out Circular, Ease In Out Circular, Ease In Cubic, Ease Out Cubic, Ease In Out Cubic, Ease In Sinusoidal, Ease Out Sinusoidal, Ease In Out Sinusoidal, Ease In Exponential, Ease Out Exponential, Ease In Out Exponential**].
  - The default value is Linear.

- **Fade Time** Defines how long the Step is faded in [in s]. Change it to any time. This creates an automatic transition from one Step to another Step.
  - When possible a smooth transition is automatically created by gradually increasing or decreasing values for Parameters.
  - Certain Parameters can be used for a smooth transition.
  - Certain Parameters cannot be used for a smooth transition and will be selected or switched on or off at the beginning of the Fade Time.
  - The transition is affected by Fade Type and Fade Time.
  - Valid values range from 0.0 to 99999.99.
  - The default value is 0.0 [which means that there is no transition/fade-in by default].
  - Learn more **Fade Time And Animations**
**Wait Time**
- Defines how long the Step is shown before skipping to the next Step in the list [in s].
- Is separate from the Fade Time, which means it does not include the Fade Time.
- Valid values range from 0.0 to 99999.99.
- The default value is 1.0.

**Parameters**
- Shows which Parameters were included for this specific Step.
- This column cannot be edited in the list.
- But you can specify the values by selecting the **Parameters** before adding a new Step via + or before changing an existing Step via **Set**

**Monitoring The Duration**

See the following controls at the bottom of the Effect Parameter Chaser window:

**Step Time (s)**
- Shows the duration of the currently selected or currently running Step in seconds as well as graphically as a progress bar.

**Loop Time (s)**
- Shows the duration of the overall loop including all Steps in seconds as well as graphically as a progress bar.

**Managing Effect Parameter Chasers**

Use the following controls on the left side of the Effect Parameter Chaser window:

- **New** - Immediately removes all items from the list.

- **Open** - Loads a previously saved Effect Parameter Chaser from an external file [of the file type *.mepcz or *.mepcx].

- **Save** - Saves the Effect Parameter Chaser to an external file [of the file type *.mepcz or *.mepcx].
3] Controlling The Chaser Playback

Control the Chaser playback using the following controls at the bottom side of the Effect Parameter Chaser window:

- **Stop** - Stops the Chaser.
- **Stopped** - Shows that the Chaser has been stopped.

- **Play/Pause** - Starts the Chaser or pauses the playback and remembers the current position.
  - Playback will start from the beginning if the Chaser has not been started before or if the playback has been stopped via **Stop**.
  - Playback will continue from the current position if the Chaser has been paused.
- **Playing** - Shows that the Chaser is currently running.
- **Paused** - Shows that the Chaser has been paused.

- **Previous Step** - Returns to the previous Step and plays back that Step.
  - If the Chaser has not been running, playback will stop after the Fade Time of this Step has passed.
  - If the Chaser is running, playback will continue with the following Step automatically.

- **Next Step** - Skips to the following Step and plays back that Step.
  - If the Chaser has not been running, playback will stop after the Fade Time of this Step has passed.
  - If the Chaser is running, playback will continue with the following Step automatically.

- **Loop Count** - Defines how often the Chaser is being played.
  - **Endless** - The Chaser will always run until you manually stop or pause it.
  - **1x** - The Chaser will run once and automatically stop at the end of the last Step.
  - **2x to 100x** - The Chaser will run multiple times as indicated by the loop number.

Activating A Step / Loading A Step
- **Left Mouse Double-Click** - Perform a double-click with your left mouse button directly on the **index number** of a Step [as shown in the column # of the Step list].

  - **Activating a Step** is possible at any time when the Chaser is running. Playback will automatically continue with the following Step.

  - **Loading a Step** and therefore its settings is recommended before updating the Step via **Set** Stop or pause the Chaser first. Playback will stop at the end of the Step if the Chaser has been stopped or paused. Learn more

**Resizing The Window**

- You can resize the window according to your needs by dragging the window borders outwards or inwards.

**Closing The Window**

- **Close** - Closes the window.

**Fade Time And Animations**

**Overview**

- When configuring Steps in the Step list, you can choose to set up a specific Fade Time and Fade Type.

  - When setting up a Fade Time that is higher than 0.0, MADRIX will automatically create a transition from one Step to another Step [fade-in].

  - **A transition/fade-in is specified by the Fade Time and the Fade Type.**

  - When leaving the default value of 0.0 [or when manually setting up a Fade Time of 0.0], the Step will not be faded in.

- When possible a smooth transition is automatically created by gradually increasing or decreasing values for Parameters. In this way, you can create animations.
Certain Parameters **can** be used for smooth transitions:
- Horizontal sliders that allow you to set a specific range of possible values. Example: *SCE Ticker / Scrolling Text > BPM*
- Input fields that allow you to enter a specific range of possible values. Example: *SCE Wave / Radial > Position X, Y, Z*
- Certain colors. Example: *SCE Color > Color*

Certain Parameters **cannot** be used for smooth transitions and will be selected once or switched on or off at the beginning of the Step:
- Colors in Color Tables or Color Gradients. Example: *SCE Drops > Colors*
- Any settings that can only be activated or deactivated. Example: *S2L EQ / Spectrum > Mirror*
- Any settings or modes where only one selection is possible at a time. Example: *Direction, Look-At Type, Shape, Shape Alignment*, etc.

Many **Effect Settings** can be used to create transitions/animations.

Many **Map Settings** are very suitable to create transitions/animations.

Such a procedure may be similar to a Key Frame Animation, where each Step in MADRIX represents a key frame of the animation.

### Animation Example

The following example shows a simple animation in 4 Steps by only changing the Effect Setting **Position** of SCE Wave / Radial [while all other Parameters remain unchanged with their default values].

<table>
<thead>
<tr>
<th>Step 1</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image_url" alt="Image" /></td>
<td><strong>Effect Settings</strong> - The animation starts in the upper left corner with <strong>Position 0, 0, 0</strong></td>
</tr>
</tbody>
</table>

[www.madrix.com](http://www.madrix.com) //302
Effect Parameter Chaser - The 
Fade Time is set to 1.0 and the 
Fade Type is set to Linear. The 
Wait Time is set to 0.0. This 
means that MADRIX will 
automatically create a smooth 
amination, when possible. In this 
example, it is possible.

Preview

Effect Settings - The animation 
continues to the upper right corner 
with Position 100, 0, 0

Effect Parameter Chaser - The 
Fade Time is set to 1.0 and the 
Fade Type is set to Linear. The 
Wait Time is set to 0.0. MADRIX 
will gradually increase the value of 
Position, until the values of Step 2 
are reached. In this example, the 
center of the SCE Wave /Radial 
effect will be moved to the left. 
Two seconds have past.
**Preview**

**Step 3**

**Effect Settings** - The animation continues to the lower right corner with *Position 100, 100, 0*

**Effect Parameter Chaser** - The *Fade Time* is set to *1.0* and the *Fade Type* is set to *Linear*. The *Wait Time* is set to *0.0*. MADRIX will gradually increase the value of *Position*, until the values of Step 3 are reached. In this example, the center of the SCE Wave /Radial effect will be moved to the bottom. Three seconds have passed.

**Preview**
Step 4]  

Effect Settings - The animation ends at the lower left corner with Position 0, 100, 0

Effect Parameter Chaser - The Fade Time is set to 1.0 and the Fade Type is set to Linear. The Wait Time is set to 0.0. MADRIX will gradually increase the value of Position, until the values of Step 3 are reached. In this example, the center of the SCE Wave /Radial effect will be moved to the left. Four seconds, which is the total Loop Time, have passed.

Preview

Endless Loop  
Since the Loop Count is set to Endless, MADRIX will continue with Step 1 again. In this example, the center of the SCE Wave /Radial effect will be moved to the top. This means the animation runs smoothly and endlessly.

Starting And Pausing A Chaser
A] Using The User Interface

- **Left Mouse Click** - You can control the Chaser playback by performing a left mouse click on  

- Shows that the Chaser is currently running and being played.

- Shows that a Chaser has been set up, but it is currently paused.

B] Using The Context Menu

- Open the context menu and use the playback options of the context menu.
- Learn more [Context Menu](#)

C] Using The Effect Parameter Chaser Window

- Open the Effect Parameter Chaser window and use the provided playback controls.
- Learn more [Controlling The Chaser Playback](#)

---

**Context Menu**

The main options are also available via a context menu.

- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on

- A small window will be shown.
You can use the following options:

- **Edit...** - Opens the Effect Parameter Chaser window. Learn more [Creating A Chaser](#).

- **Add Step ()** - Immediately adds a new Step to the Step list of the Chaser. The currently chosen Parameters that will be included in the Step are shown in brackets [e.g., *Add Step (Effect)* shows that the *Effect Settings* are included].

- **Open...** - Loads a previously saved Effect Parameter Chaser file [of the file type *.mepcz or *.mepcx]. A new window opens for you to select the file on your harddisk.

- **Copy** - Copies the current Effect Parameter Chaser into the clipboard as a duplicate.

- **Paste** - Inserts a copy of an Effect Parameter Chaser from the clipboard into the currently selected Layer.

- **Stop** - Stops the Chaser.

- **Play** - Starts the Chaser.
  - Playback will start from the beginning if the Chaser has not been started before or if the playback has been stopped via **Stop**
  - Playback will continue from the current position if the Chaser has been paused via **Pause**

- **Pause** - Pauses the playback and remembers the current position.

- **Clear** - Removes any Steps and restores an empty, default Effect Parameter Chaser.

### Drag And Drop [Copy And Paste]

You can perform a Copy and Paste with the mouse:

- **Left Mouse Click And 2 Sec. Hold** - Use a left mouse click on an Effect Parameter Chaser button and continue to hold for 2 seconds. A small + appears. Continue to hold and move your mouse to another Layer and Effect Parameter Chaser button. Release the mouse button to paste a copy onto the new Chaser.
More Information

The following information can be very important when working with the Effect Parameter Chaser:

- Should it be necessary to calculate random values, MADRIX will generate random values once at the beginning of a Step.

- A Chaser should contain at least 1 Step in the Step list.
  - Including only 1 Step can be useful when chasing an Effect Setting that generates random values [such as RND], for example. As explained above, MADRIX will generate random values once at every beginning of a Step.
  - Including 2 Steps or more is probably the usual case to chase Parameters.

- When setting up a Fade Time of 0.0 as well as a Wait Time of 0.0 for a Step, MADRIX will not ignore such a Step in the Step list. Although, this configuration says that this Step should not be displayed, MADRIX will use it as starting point for the transition to the next Step [if the next Step includes a Fade Time]. In this way, a Step with a total Step Time of 0.0 will influence the visual outcome of the transition.

- When a Chaser is playing, the user interface of the Layer will be deactivated according to the Parameters selection of the Step.
  - For example, if the Step includes Map Settings, the Map button will be deactivated.
  - Any controls that are not deactivated, can be used in the normal way.

- The following Layer Settings will still be available, even when a Chaser is running. That also means that they cannot be chased with the Effect Parameter Chaser.
  - **Step** - Stepped Rendering
  - **R** - Restore Default Layer Settings
  - **Effect Macro Editor**
The following Parameters will still be available, even when a Chaser with Effect Settings as Parameters selection is running. That also means that they cannot be chased with the Effect Parameter Chaser.

- SCE Capture
  - Open [i.e. loaded streams]
  - SL
- SCE Clouds
  - Generate
- SCE Counter
  - Start
- SCE Graph
  - X-Axis Registers \([X_1, X_2, X_3]\)
  - Z-Axis Registers \([Z_1, Z_2, Z_3]\)
  - Phase Registers \([P_1, P_2, P_3]\)
- SCE Image
  - Open [i.e. loaded images]
  - Images [i.e. loaded images]
- SCE Noise
  - Generate
- SCE Screen Capture
  - SL
  - Screen Capture Configuration > Capture Frame Rate > FPS / R
- SCE Video
  - Open [i.e. loaded video files]
  - SL
  - Position
  - Skip To Start
  - Step 1 Frame Back
  - Skip 1 Frame
  - Skip To End
- MAS Script
  - Load
  - MAS Effect Script Editor
  - Limit Script Execution
  - ASYNC
When chased, the following Effect Settings will cause the corresponding MADRIX Effect to start again from the beginning. Chasing these Effect Settings might therefore provide limited possibilities.

- SCE Fill Drops
  - Direction
  - Size X [Width]
  - Size Y [Height]
  - Size Z [Depth]
  - Pitch 1
  - Pitch 2
  - Shape Origin Type

- SCE Fill Random
  - Size X [Width]
  - Size Y [Height]
  - Size Z [Depth]
  - Pitch X
  - Pitch Y
  - Pitch Z
  - Shape Origin Type

- SCE Fill Snake
  - Size X [Width]
  - Size Y [Height]
  - Size Z [Depth]
  - Pitch X
  - Pitch Y
  - Pitch Z
  - Shape Origin Type
  - Start Corner
  - Orientation Mode
  - Circle Mode
  - Center Mode
  - Mirror Mode

- An Effect Parameter Chaser is applies to the current Layer. The Chaser will still be there even when changing the MADRIX Effect for this Layer.
  - Please note: Depending on your configuration, the Chaser might then work or not work for the newly selected MADRIX Effect.
  - To avoid problems, select another Storage Place or clear the Effect Parameter Chaser first.
  - When changing the MADRIX Effect for this Layer, the Chaser will be stopped.
In order to configure a Chaser, the associated Layer needs to be active on the MADRIX user interface. If you change to another Layer or Storage Place, for example, the Effect Parameter Chaser window will be closed automatically.

Even during Chaser playback, you will be able to control certain functionality of the Effect Parameter Chaser window [such as playback or managing the Step list].

The Speed Masters do affect the Effect Parameter Chaser.
- As a result, playback speed can be increased, decreased, and the Chaser can also be played backwards [when the Speed Master has a negative value].
- A Speed Master with a negative value will let the Chaser play backwards, which means that the Steps will be played back in reversed order [from bottom to top in the Step list].
- A Speed Master with a negative value will not change a fade-in [as set via Fade Time].
- Learn more »Speed Masters / Color Filters [Left/Right]

Regarding the Loop Count, MADRIX counts from the beginning again, if the playback had been stopped beforehand. Only complete loops will be counted.
4.9 Tools

This topic includes:
- Introduction
- Task Watcher
- Logfile
- DMX Watcher
- MIDI Watcher
- DMX Fader Tool
- PLEXUS Configuration
- LUNA Configuration

Introduction

MADRIX provides several helpful monitoring tools for various tasks.

Task Watcher

The Task Watcher is an important monitoring tool that provides detailed technical information, mainly about the performance.

- Go to Tools > Task Watcher...

  [Keyboard shortcut: F5]
The Task Watcher is mainly divided into 3 parts.

You can resize the window according to your needs by dragging the window borders outwards or inwards.

The first part shows how fluently effects can be rendered:

- **Left** - Shows which effects and Layers are active on the Left side [Left Effect Pipeline].
- **Right** - Shows which effects and Layers are active on the Right side [Right Effect Pipeline].
- **Task** - Shows various render tasks that MADRIX manages in the background.
- **FPS** - Displays the currently rendered frame rate [Frames Per Second] as well as the target frame rate [in brackets ()].
- **Memory (Available / Total)** - Shows the available memory of the computer's RAM as well as the total memory.
- **GDI Object Count (Current / Maximum)** - Shows the current number of graphical objects used for the MADRIX user interface and software as well as the maximum number, which is set in the operating system.

The second part shows connected devices:

- **Type** - Displays if the devices is a DMX- or DVI-based device.
- **Device** - Displays the name and description of the device.
- **FPS** - Displays the currently rendered frame rate [Frames Per Second].
- **State** - Displays if the device is working [Sending or Receiving] or not [?].

- **Connected DMX Device Count (Active / All)** - Shows the number of connected DMX devices that are active and a total number.

- The third part shows active and occupied Storage Places:
  - **Description** - Displays the Storage Place Description.
  - **Storage** - Displays on which Storage the effect is stored.
  - **Place** - Displays on which Storage Place the effect is stored.
  - **Storage Place Count** - Shows the total number of occupied and used Storage Places.

---

**Logfile**

The Logfile keeps track of all warnings and system information.

*If you search for an error and are unable to locate the problem, please check the logfile first. This Logfile is also needed for every support request.*

- Go to **Tools > Logfile**...
  
  [Keyboard shortcut: **F6**]
- **Level** - Defines which kind of information is shown, including only information, warnings, and errors.
- **Filter** - Allows you to only show specific messages for certain features and topics.
- **Search** - Allows you to enter keywords or text you are looking for.
- **History Limit** - Defines the maximum number of list items.
- **Clear** - Removes all entries from the list [except items that are locked].
- **Save As** - Saves the current list as an external file. All entries logged up to this point will be included.
- **Save And Log** - Creates a file and keeps track of messages until MADRIX is closed. [The button will be shown in green when activated.]
- **Close** - Closes the window.

**DMX Watcher**

The DMX Watcher allows you to monitor your DMX output or DMX input in MADRIX.

- Go to **Tools > DMX Watcher...**
  
  [Keyboard shortcut: Ctrl+Alt+D]
- **Virtual OUT** - Activates monitoring of data output, which is the data that is created by MADRIX in order to be sent to your hardware.
  - It is the point in time before the data is actually delivered to the DMX hardware.
- **Input** - Activates monitoring of the current data input.
  - New data, i.e. data that was just received will be displayed green. It fades to white after a short while, when the data has not changed during that period of time.
- **Universe** - Defines the DMX universe you are currently looking at. Adjust the number to your requirements!
- **512** - Activates 512-channel mode for normal fixtures that use 512 DMX channels per universe. This is the standard and default mode.
- **1024** - Activates 1024-channel mode. Use this mode for fixtures that require more than 512 channels per universe. The manufacturer specified these settings.
  - For example, Insta instalight 2022 panels, ROBE StageQubes 324, and GLP ion.tubes.
  - MADRIX supports these products and allows you to monitor the data likewise.
  - This mode is not available for regular DMX512-based fixtures.

- **DMX** - Displays data with the help of DMX values [0 to 255].
- **%** - Displays data with the help of percentage values [0 to 100].
- **HEX** - Displays data with the help of HEX values [0 to FF].
- **BAR** - Displays data with the help of graphical bars.

- **Blank** - Leaves the background blank [i.e., black].
- **Lines** - Shows cell borders of the data table.
- **Rows** - Displays a gray background for all rows for better identification.
- **COL** - Displays a gray background for all columns for better identification.
- **Chess** - Displays an alternating, gray background for rows and columns for better identification.

- **Freeze** - Stops refreshing of data. The last data sent or received will be shown.
- **1 Hz** - Defines the refresh rate of how fast data is shown.
- **10 Hz** - Defines the refresh rate of how fast data is shown.
- **50 Hz** - Defines the refresh rate of how fast data is shown. This is the fastest mode.
Per 512 DMX channels, 170 RGB fixtures can be controlled. That means, calculating 170 fixtures x 3 color channels results in 510 DMX channels. Therefore, channel 511 and 512 will be left empty, because they are simply not in use.

**MIDI Watcher**

The MIDI Watcher allows you to check your MIDI connection when you are using any MIDI device. The MIDI Watcher is a useful tool in order to start your search if problems occur with your MIDI connection.
- Go to **Tools > MIDI Watcher**...
  [Keyboard shortcut: **Ctrl+Alt+M**]

![MIDI Watcher Window]

- **Type** - Allows you to specify the type of messages shown.
- **Filter** - Allows you to only show specific MIDI messages.
- **History Limit** - Defines the maximum number of list items.
- **Clear** - Removes all entries from the list.
- **Save As** - Allows you to save the current list into an external file.
- **Close** - Closes the window.

**DMX Fader Tool**

The DMX Fader Tool provides access to twelve different DMX channels, which you can choose individually. The DMX Fader Tool can be used to send output signals using these DMX channels. This feature can be very useful if you want to test single fixtures individually.

*The DMX Fader Tool will overwrite any DMX data that is regularly sent to your LEDs by MADRIX. The Main Output will be overwritten on the particular channels.*
- Go to **Tools > DMX Fader Tool...**
  [Keyboard shortcut: **Ctrl+Alt+F**]

- **On** - Activates the channel.
- **Universe** - Defines the DMX universe that will be used.
- **Channel** - Defines the DMX channel that will be used.
- **Fader** - Allows you to control the DMX values from 0 to 255.
- **Value** - Allows you to set up a specific DMX value.
- **Flash** - Sets the value of the channel instantly to 255, the maximum value. Release the Flash button to set the previous value again. In order to work, the value [i.e. the Fader] must be lower than 255.
- **All On** - Activates all 12 channels with one mouse click.
- **All Off** - Deactivates all 12 channels with one click.
- **R** - Restores the default values and resets all DMX values and faders back to 0.

**PLEXUS Configuration**

The PLEXUS Configuration window is an important tool to work with the MADRIX PLEXUS hardware interface.
LUNA Configuration

The LUNA Configuration window can be used to configure MADRIX LUNA hardware interfaces.

Learn more »MADRIX LUNA
4.10 Backup System

This topic includes:
- Introduction
- Important Note
- Overview
- How To Connect Master And Slave
- Example 1: How To Use The Backup System And Art-Net
- Example 2: How To Use The Backup System And Art-Net [Low-Budget Alternative]
- Example 3: How To Use The Backup System And USB DMX512 Interfaces

Introduction

The MADRIX Backup System is a type of communication protocol between two or more MADRIX computers in order to set up a reliable backup solution.

- A backup solution should get involved as soon as the main control solution fails.
- Regarding the MADRIX Backup System, so-called keep-alive messages are sent by one MADRIX computer to other computers to check if the connection between the computers is working properly.
- If the Master fails, i.e. if the Master does not send keep-alive-messages in a certain time interval [in seconds], the Slave is automatically activated and sends the output data to the LEDs.
- Similarly, the Slave is sending keep-alive messages.

Important Note

- Make sure that all computers are equipped with a MADRIX software license [i.e. a MADRIX KEY] and the same MADRIX software version!
Overview

- Go to Preferences > Backup System...
- A new window will open.

- **Enable** - Activates the backup system.
- **Keep-Alive Time (s)** - Defines the time range between keep-alive messages [in seconds]. Valid values range from 0.1 to 25.6.
- **Drop-Down List** - Allows you to choose the correct network card if your computer or laptop is equipped with more than one network card.
- **Validate MADRIX KEY** - MADRIX automatically monitors if the MADRIX KEY is plugged into the Master.
- **Receive Sync Commands From Master** - Activates that the computer receives synchronization signals from the Master. [This is mainly useful for the Cue List. It is a useful feature to play back Cue Lists synchronously.]
- **Change Master** - Allows you to select another computer in the list of found network computer and set this computer as the Master. You are not allowed to select your local computer as Master. You will have to choose a remote computer.

How To Connect Master And Slave
You can utilize your network card with an Ethernet port to connect two or more computers using a network switch.

- Set up the IP addresses from the computers like in the picture above.
- Both computers have to be in the same network address area [e.g., 192.168.0.1 to 192.168.0.254].

**Example 1: How To Use The Backup System And Art-Net**
It is recommended to always use two separate networks with two network cards if you want to sync Master and Slave and use Art-Net at the same time.

Minimum requirements for this set-up are:
- 2 computers
- 2 Ethernet switches
- 1 or more Art-Net devices
- Ethernet cables
- DMX cables.

Apart from that, both computers need to have two network cards installed. The set-up for the first network is 192.168.0.X and the second is 2.0.0.X
- The former will be used as the backup system, the latter is transferring Art-Net data.
Example 2: How To Use The Backup System And Art-Net [Low-Budget Alternative]

- In addition, you may use a variation of the example above.
- Depending on your installation, it can be possible to do the setup without the second network. It is a smaller budget alternative and in this case only the Art-Net network will be used.
- At the same time this means that traffic from both Art-Net and the backup system will be transferred over this single network. In larger installations this might cause network problems due to high data traffic!
- Connecting this backup system to the internet is not recommended because problems with the internet connection are likely to occur [such as connection errors, dropouts, etc.]. WiFi-nodes are also not recommended. The Art-Net data will simply interfere with the internet data in the 2.0.0.X network.
- If your Art-Net interfaces support the 10.0.0.X network, you may establish an internet connection since the Art-Net data may be blocked by your router and does not interfere with the internet connection.
Example 3: How To Use The Backup System And USB DMX512 Interfaces

- If you are going to use an USB DMX512 interface, you can work with one network card to sync Master and Slave.
- Minimum requirements for this set-up are:
  - 2 computers
  - 1 Ethernet switch
  - 1 DMX merger
  - 2 DMX512 devices
  - Ethernet cables
  - DMX cables
- Apart from that, both computers need to have a network card installed. The set-up for this network is 192.168.0. X. Only this card/network will be used for the backup system.
4.11 File Types

This topic includes:

- Introduction
- MADRIX 3 File Types
- Images And Videos
- Loading A MADRIX Setup File

Introduction

You will come across several file types, while working with MADRIX. This chapter explains which file type belongs to which function or which part of the software.

MADRIX 3 File Types

<table>
<thead>
<tr>
<th>Extension</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*.msz</td>
<td>MADRIX Setup</td>
</tr>
<tr>
<td>*.msx</td>
<td>MADRIX Setup Uncompressed</td>
</tr>
<tr>
<td></td>
<td>Your whole show will be saved. It stores relevant data in one single file; including but not limited to Patch, effects, settings, Cue List, images, etc.</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> Videos will not be included in this file, for example.</td>
</tr>
<tr>
<td>*.mpz</td>
<td>MADRIX Patch</td>
</tr>
<tr>
<td>*.mpx</td>
<td>MADRIX Patch Uncompressed</td>
</tr>
<tr>
<td></td>
<td>Stores your Patch. »Patch Editor</td>
</tr>
</tbody>
</table>
### Using The Software

#### MADRIX Fixture Library

Stores the whole Fixture Library. [MADRIX Fixture Editor](#)

**Note:** The madrix.mflx is being overwritten with an updated version every time a new MADRIX version [software update] is installed.

#### MADRIX Fixture

Stores one single fixture. [MADRIX Fixture Editor](#)

#### MADRIX Storage

#### MADRIX Storage Uncompressed

Stores a complete Storage including all of its Storage Places [i.e., effects]. [Storages](#)

#### MADRIX Storage Place

#### MADRIX Storage Place Uncompressed

Stores one single Storage Place, and thereby one effect you created. [Storages](#) [Storage Places [256 x 256]](#)

#### MADRIX DMX Device Settings

Stores all relevant settings for your [connected] DMX devices. [OUTPUT Settings](#)

#### MADRIX DVI Device Settings

Stores all relevant settings for your [connected] DVI devices. [OUTPUT Settings](#)

#### Visualizer Device Settings

Stores all relevant settings for a configured 3rd-party visualizer. [WYSIWYG Visualizer](#)

#### MADRIX PLEXUS Device Settings

Stores all relevant settings for a MADRIX PLEXUS interface. [MADRIX PLEXUS](#)

#### MADRIX PLEXUS Configuration

Stores a PLEXUS Configuration, i.e. show, for a MADRIX PLEXUS interface. [MADRIX PLEXUS](#)
<table>
<thead>
<tr>
<th>File Extension</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*.mdx</td>
<td>MADRIX LUNA Device Settings &lt;br&gt;Stores all relevant settings for a MADRIX LUNA interface. <a href="#">MADRIX LUNA</a></td>
</tr>
<tr>
<td>*.mmrx</td>
<td>MADRIX MIDI Remote Configuration &lt;br&gt;Stores a MIDI Remote Configuration [MIDI map] for a MIDI controller for the MIDI Remote Editor. <a href="#">MIDI-IN</a></td>
</tr>
<tr>
<td>*.mdrx</td>
<td>MADRIX DMX Remote Configuration &lt;br&gt;Stores a DMX Remote Configuration for DMX-IN for the DMX-IN Remote Editor. <a href="#">DMX-IN And Art-Net Remote</a></td>
</tr>
<tr>
<td>*.mrec</td>
<td>MADRIX Record &lt;br&gt;Stores recorded effects. <a href="#">Recording</a></td>
</tr>
<tr>
<td>*.dxd</td>
<td>MADRIX DMX Data &lt;br&gt;Stores DMX data for the MADRIX PLEXUS hardware interface. <a href="#">Recording</a></td>
</tr>
<tr>
<td>*.mcx</td>
<td>MADRIX Cue List &lt;br&gt;Stores the Cue List and its entries as well as settings. <a href="#">Cue List</a></td>
</tr>
<tr>
<td>*.csv</td>
<td>Comma-Separated Values &lt;br&gt;A file format that can be used for the Cue List. <a href="#">Cue List</a></td>
</tr>
<tr>
<td>*.mgcz</td>
<td>MADRIX Group Control</td>
</tr>
<tr>
<td>*.mgcx</td>
<td>MADRIX Group Control Uncompressed &lt;br&gt;Stores the Group Control including fade-in time, Group Presets, and current values. <a href="#">Fixture Groups</a></td>
</tr>
<tr>
<td>*.mitz</td>
<td>MADRIX Image Table</td>
</tr>
<tr>
<td>*.mitx</td>
<td>MADRIX Image Table Uncompressed &lt;br&gt;Stores an Image Table for the SCE Image effect including the images. <a href="#">SCE Image</a></td>
</tr>
<tr>
<td>File Extension</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-------------</td>
</tr>
<tr>
<td>*.mctx</td>
<td>MADRIX Color Table</td>
</tr>
<tr>
<td>*.mstrtx</td>
<td>MADRIX String Table</td>
</tr>
<tr>
<td>*.mepcz</td>
<td>MADRIX Effect Parameter Chaser</td>
</tr>
<tr>
<td>*.mepcx</td>
<td>MADRIX Effect Parameter Chaser Uncompressed</td>
</tr>
<tr>
<td>*.mgvcz</td>
<td>MADRIX Group Value Chaser</td>
</tr>
<tr>
<td>*.mgvcx</td>
<td>MADRIX Group Value Chaser Uncompressed</td>
</tr>
<tr>
<td>*.mmapx</td>
<td>Map Settings</td>
</tr>
<tr>
<td>*.mfelx</td>
<td>MADRIX File Extension List</td>
</tr>
<tr>
<td>*.log</td>
<td>Log File</td>
</tr>
<tr>
<td>*.mas</td>
<td>MADRIX Script File</td>
</tr>
<tr>
<td>*.macs</td>
<td>MADRIX Script Encrypted</td>
</tr>
<tr>
<td>*.mms</td>
<td>MADRIX Effect Macro</td>
</tr>
</tbody>
</table>
**Images And Videos**

Furthermore, MADRIX supports every image and video type that is supported by your Windows PC. In most cases, a specific video codec needs to be installed on your computer.

- **Images**
  - Examples: *.bmp, *.gif [including animated GIFs], *.jpg, *.png, *.tif, *.tiff
  - Learn more » [SCE Image](#)

- **Videos**
  - Learn more » [SCE Video](#)

If you are encountering problems using such files, please install the required video codec or image codec on your PC.
Loading A MADRIX Setup File

As described above, a MADRIX Setup File stores a lot of information. When loading a Setup, you have different choices to make:

- **Load Patch** - Will load the pre-defined virtual matrix and Patch settings from this Setup. This overwrites your current Patch. If you deselect this option, your current Patch will be used.
- **Load Group Control** - Will load the Group Control from this Setup. This overwrites the current Group Control. If you deselect this option, your current Group Control settings will be used.
- **Load DMX Device Settings** - Loads all settings regarding DMX devices from this Setup. This can overwrite your current settings. Deselect this option if you have configured your own DMX settings.
- **Load DVI Device Settings** - Loads all settings regarding DVI devices this Setup. This can overwrite your current settings. Deselect this option if you have configured your own DVI devices settings.
- **Load Audio Performance Settings** - Loads all settings regarding audio this Setup. This can overwrite your current settings. Deselect this option, if you wish to keep your own audio settings.
4.12 Recording

This topic includes:

- Introduction
- Overview
- Records
- File Information
- Recording
- Record Editing
- PLEXUS Conversion
- How To Play Back A Record File Using SCE Video

Introduction

You can use the Recording window to create MADRIX Record files [of the file type *.mrec].

This file type can be used in 2 ways:

- **A** * .mrec files can be converted to create Stand-alone Shows for MADRIX PLEXUS.
  Learn more » [MADRIX PLEXUS](#)

- **B** * .mrec files can be played just like a video using SCE Video [as described in this topic].
  Learn more » [SCE Video](#)

Overview

- Go to **Window > Recording**...
  [Keyboard shortcut: **Ctrl+Alt+R**]

- A new window will open.
Records

Working With Records

Directory

- Defines a directory on your hardisk/computer. All record files will be saved in this folder.
- By default, a useful folder is automatically already chosen for you [For example C:\Users\USERNAME\Documents\MADRIX\records].

- Use ... to choose a different folder.

Filter

- Simply enter a name/word and the filter will only show files that include these characters in their file name. Delete any input to show all files again.
**List**

- Files, i.e. records, will be displayed in the large list of the Recording window. If you did not create any records yet, the list is empty [as shown above].

**mrec**

- Shows all MADRIX Record files [of the file type *.mrec] in the list that could be found in the specified directory. When activated, the button is green. Disable the option to hide all Record files.

**dxd**

- Show all DMX Data files [of the file type *.dxd] in the list that could be found in the specified directory. When activated, the button is green. Disable the option to hide all DMX Data files.

**Reload**

- Refreshes the list of records. Please make sure to select your preferred records directory first.

**File**

- Shows the name of the record and its file type [of the file type *.mrec or *.dxd]. Double-click on the list entry to change the name of the file.

**Date - Time**

- Shows the time and date when the record was created.

**Matrix Size**

- Shows the size of the virtual matrix [Matrix Size] used for this record. Learn more » [Patch Editor](#)

**Duration**

- Shows the length of the record, i.e. how long it is. The format is HH:MM:SS:FF [Hours: Minutes:Seconds:Frames].

**KF**

- Stands for Key Frames. MADRIX will automatically optimize the file size of records if recorded frames are identical. Hence, the total number of frames can be different to the number of recorded key frames. For example, a color change [without a fade] might use only two colors. In this case, the record may have 400 frames in total, but just 2 key frames.

**FPS**

- Stands for Frames Per Second. Shows the number of frames recorded per second of the record file.

**Delete**

- Deletes selected files from your harddisk. You can also use the Del key on your keyboard.
Window Size

In order to increase the size of the Recording window, please drag the bottom border of the window until the best size is reached. In this way you can see more files in the list.

File Information

- Select a file in the list.
- Go to the tab **File Information** to show detailed information about the file you have created.

![File Information](image)

Recording

Overview

- Go to the tab **Recording** to create a new record.

Initial Configuration
Please configure your virtual LED matrix with the help of the »Matrix Generator or »Patch Editor to define the correct resolution for your record.

**Important Note**

- Only the Main Output will be recorded. Make sure that your content is displayed on Preview Output before you start to record.

**Options**

Configure the following options before recording:

- **Synchronize With Cue List** - Creates a record according to your preprogrammed Cue List. If this option is activated, the Cue List will automatically start to play when the Recording is started [by pressing the button **Start**].
- **Start With Cue** - Defines which Cue List entry should be used first, when you wish to use the function **Synchronize With Cue List**
- **Frame Time (ms)** - Defines the frame rate of the record.
  - Please adjust the settings according to the requirements of your LED fixtures and devices!
  - A frame rate [FPS] that is too high might cause problems [e.g., visual issues on your LEDs].

**Creating A Record File**

---

www.madrix.com
Make sure to configure all available options before recording [see above].

**Step 1**

- Click **Start** to start recording. MADRIX will begin to record the Main Output.

**Note:**
- When recording without a Cue List, you can change Storage Places, use the crossfader, change the Opacity, use the Master, etc. in order to customize your record.
- When creating a Record file to be played via SCE Video, SCE Video will ignore intensity changes by the Master. However, a Blackout will be recorded and played back as such by SCE Video.

**Step 2**

- Various information will be displayed during recording.
  - **Duration** - Is displayed in HH:MM:SS:FF [Hours:Minutes:Seconds:Frames].
  - **Frames** - Displays the total number of recorded frames.
  - **Key Frames** - Displays the number of key frames. MADRIX will automatically optimize the file size of records if recorded frames are identical. Hence, the total number of frames can be different to the number of recorded key frames. For example, a color change [without a fade] might use only two colors. In this case, the record may have 400 frames in total, but just 2 key frames.
Step 3]

- Simply click **Stop** to end the process.
- Please wait a few seconds to let MADRIX process the data. Afterwards you will need to enter a name for the new record.

Step 4]

- Afterwards, you will see your record in the list.

---

**Record Editing**

After creating a record, you can edit the record.

- Select your Record file in the list.
- Select the tab **Record Editing**
A small preview window is provided in the lower left to inspect the record.

**Please note:** If you see the message *INO MADRIX KEY!* in the preview window, that means that you are using MADRIX in demo mode. However, this is no problem. Your record will NOT include this text!

Use the provided controls to edit your record:

- Use the slider to select a specific frame.

- Use the small, white triangles to manually set up the In Frame [start frame] and the Out Frame [end frame] for the record.

- This field displays the current frame that is also shown in the small preview window. Enter a number to jump directly to this frame.
- Start or stop the preview playback.

- Rewind or forward one frame per click.

- Skip directly to the In Frame or the Out Frame.

- Skip to the beginning or the end of the record.

- Enter a number or use the slider to select a specific frame. Then, use the $ button to set the In Frame [start frame].

- Enter a number or use the slider to select a specific frame. Then, use the $ button to set the Out Frame [end frame].

- MADRIX will search the Record File in order to find a segment that is loopable. It will automatically set the In Frame and Out Frame afterwards. Use the button Export to export your loop. Before that, you can also insert Blend Frames.

- Insert **Blend Frames** into your record if you want to.
  - First, enter the number of frames you wish to use. This defines the length.
  - Second, choose the fade mode [**XF**: Cross-Fade, **WF**: White-Fade, **BF**: Black-Fade, Learn more »**Fade Area [Crossfader]**].
  - Third, click **Blend**.
  - Fourth, use **Play/Pause** to preview the edited record.
  - Fifth, use the button **Export** to export your loop.

**Note:** The beginning of your record will be cut by the defined frame number. This is indicated by a red line below the slider.

Example: If you enter **100** frames, MADRIX will create the fade using the first 100 frames and the last 100 frames. Those frames will blend into each other. To have a smooth fade, the record is then cut by 100 frames and starts at frame 101.
- Use this button to export the edited record. Choose a name in the second step.

**PLEXUS Conversion**

- Use this tab to convert MADRIX Record files [of the file type *.mrec] into DMX Data files [of the file type *.dxd].
  Learn more »[MADRIX PLEXUS](#)

How To Play Back A Record File Using SCE Video
1] Select the effect SCE Video.

2] The controls of the SCE Video effect become available as a result.
3] Load your MADRIX Record file [of the file type *.mrec].

Use **Open** and select the file you wish to play.

4] The SCE Video effect will play your Record File.
//PART E
Options
5 Options

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

You can set up specific options for MADRIX.

To ensure optimal operation, we highly recommend to set up MADRIX Options.

Topics Of This Chapter

MADRIX Options include the following topics:
- » Startup
- » General
- » Devices USB
- » Devices Network
- » User Interface
- » Previews
- » Performance
5.1 Startup

This topic includes:
- Overview
- Important Notes

Overview

MADRIX provides various settings to choose which features should be enabled when the software or your computer starts.
- Go to **Preferences > Options... > Startup**
  
  [Keyboard shortcut: **Ctrl+Alt+O > Startup**]

- **Start MADRIX After Booting Windows** - Starts MADRIX automatically once you log in into Windows.

- **Start With Timeout (s)** - Starts the software with a delay. You can define a time frame in seconds. MADRIX will not fully start until the time has passed.

  A new loading window will appear before the software starts. It shows a countdown and 2 options:
  
  - **Start Now** - Start the software immediately.
  
  - **Cancel Startup** - Cancels the startup and MADRIX will not be launched.

  This timeout is particularly useful when using network devices with MADRIX. Windows needs some time to initialize such devices first. But MADRIX might be already loaded completely and as a result may not detect the devices. This option prevents that.

- **Load Alternative Fixture Library** - Automatically loads a separate MADRIX Fixture Library and not the default library provided by MADRIX.

  - Choose the file via the button ...
  
  - Learn more »[Fixture Editor](#)
- **Open This Setup** - Automatically loads a specific MADRIX Setup File.
  - Choose the file via the button ...

  **Start Cue List After Loading The Start Setup** - Is only available when Open This Setup is activated. Automatically starts the Cue List once your Setup File has been loaded [if a Cue List has been included by you in the Setup File]. Automatically disables Open Touch Window since the Touch Window cannot be opened when the Cue List is running.

- **Set Master To Value** - Automatically adjusts the Master to a specific value. Simply type on the required value into the input field. [Valid values range from 0 to 255].

- **Start Audio Input** - Automatically activates the Audio button on the user interface. This activates the audio analysis required for S2L or M2L MADRIX Effects.

- **Open Touch Window** - Loads the Touch Screen interface when MADRIX starts. Automatically disables Start Cue List After Loading The Start Setup since the Touch Window cannot be opened when the Cue List is running. Learn more »[Touch Screen](#)

- **Initialize QuickTime** - Automatically loads the QuickTime codecs when MADRIX starts. This improves loading times of QuickTime movie files, when opened with SCE Video. Learn more »[SCE Video](#)

- **Check For Software Updates** - Automatically searches for software updates. This requires an internet connection.

---

**Important Notes**

- All *Startup options will be saved locally on your computer. These settings will not be saved in your MADRIX Setup file.*
5.2 General

This topic includes:

- Overview
- File Watcher
- File Recovery
- Important Notes

Overview

- Go to Preferences > Options... > General
  [Keyboard shortcut: Ctrl+Alt+O > General]
File Watcher

Overview

MADRIX can automatically and regularly reload a Cue List within a pre-defined refresh time.

- **Activate** *Reload This Cue List Upon External Changes*
- Select the Cue List file via the button ...
- Enter the *Refresh Time (min)* in minutes.

Usage

The File Watcher with its Automatic Cue List Reloading feature is very useful if you are using an external program that creates a Cue List in the *.csv file format.

- If this Cue List is changed, you are easily able to access the new Cue List without modifying settings within MADRIX.
- In order to work with this feature, simply create a new Cue List, save it using the *.csv file format and open the file with a text editor or other appropriate software.
- MADRIX can save its Cue List also in *.csv file format.

Here is an example with two Cue List entries:

```
MADRIX;CSV;CUEL;FILE;;;;;;;;;;
VERSION;50331648;;;;;;;;;;;
TIMECODE_FORMAT;1;SYSTIME;0;EXTERN;0;;;
CUE;DESCRIPTION;DATE;TIMECODE;DURATION;FCUE;STORAGE;PLACE;FADETYPE;FADETIME;R;G;B;W
1;"Color Change";"daily";1;20000;0;0;0;0;1.00;0;0;0;0
2;"Flames";"daily";1;40000;0;0;0;5;3.00;0;0;0;0
```

Learn more » Cue List
**File Recovery**

MADRIX can automatically create a backup copy of your MADRIX Setup file whenever you choose to save your Setup file. That means, before the new Setup file is saved, the previous state will be stored as a backup. [Should the saving process fail, you can access your Setup file again in the state it was saved last.]

- **Setup File Backup Count** - Sets the maximum number of backup files that are created. The default value is 10. [MADRIX creates separate copies to minimize the chance that a valid backup is overwritten by an invalid Setup file.]

- **Save Backup Files To Specific Directory** - Enable this option if you want to set up a specific directory where the backup files should be stored. This can be external drives. If this option is disabled, MADRIX will save the backups in the same directory as the Setup files.
  - Choose the directory via the button ...
  - By default, MADRIX automatically chooses a user directory for Setup files.

MADRIX will save a backup in the following way:

*Filename(Date_Time).msz.msbackup*

In order to restore a Setup file, remove `.msbackup` from the file name. The restored Setup file should then have a name, such as *Filename(Date_Time).msz*

**Important Notes**

- **All General options will be saved locally on your computer. The settings described in this topic will not be saved in your MADRIX Setup file.**
5.3 Devices USB

This topic includes:

- Overview
- Supported MADRIX Devices
- Supported Third-Party Devices
- Further Configuration
- Important Information

Overview

MADRIX allows to activate or deactivate drivers for various hardware interfaces, such as MADRIX NEO and others.

- Go to Preferences > Options... > Devices USB
  [Keyboard shortcut: Ctrl+Alt+O > Devices USB]

- Activate the required drivers for your hardware interfaces.
[When activated, MADRIX automatically searches for supported devices at startup.]

**Supported MADRIX Devices**

- [MADRIX USBone](#)
- [MADRIX NEO](#)
- [MADRIX PLEXUS](#)
- [MADRIX LUNA](#)
- [MADRIX I/O](#)
- [MADRIX USB SMPTE](#)

**Supported Third-Party Devices**

MADRIX supports a number of 1st-party and 3rd-party interfaces.
Learn more »[Supported DMX512 And Art-Net Interfaces](#)

**Further Configuration**

Further configuration is needed:

- Devices USB only activates the required drivers.
- Make sure to enable and configure your hardware interfaces also according to your requirements.
  Learn more »[DMX512 [DMX-OUT]](#)
Important Information

- If you only activate drivers for devices which you are effectively going to use,
  - you can speed up the loading/starting time of MADRIX.
  - you can avoid problems with other interfaces.
  - you can avoid problems with other software running on your computer which also controls such DMX interfaces.

- All options of *Devices USB* will be saved locally on your computer. The settings described in this topic will not be saved in your MADRIX Setup file.
5.4 Devices Network

This topic includes:
- Overview
- Further Configuration
- Important Notes

Overview

MADRIX allows to activate or deactivate drivers or network communication protocols for various products.

- Go to Preferences > Options... > Devices Network
  [Keyboard shortcut: Ctrl+Alt+O > Devices Network]

- Activate the required drivers.
- [When activated, MADRIX automatically searches for supported devices at startup.]
You can enable 6 particular network drivers here:

- **e:cue - e:net**
- **Philips Color Kinetics - KiNET**
- **inage - MADRIX** [for MADRIX PLEXUS and MADRIX LUNA]
- **ROBE StageQube324 / Insta instalight 2022**
- **ESTA - Streaming ACN**
- **Capture - CITP**

When activating a driver, please always make sure that you have selected the correct network card.

### Further Configuration

Further configuration is needed:

- Devices Network only activates the required drivers and often the corresponding network card.
- Make sure to configure your hardware interfaces also according to your requirements.

Learn more

- [e:net from e:cue](#)
- [Philips Color Kinetics [KiNET](#)
- [MADRIX PLEXUS](#)
- [MADRIX LUNA](#)
- [ROBE StageQube 324 [ROBE Protocol](#)
- [Insta instalight 2022 - LED-Panel RGB 324 [Insta Protocol](#)
- [ESTA - Streaming ACN [eACN / E1.31](#)
Important Notes

- Only activate the drivers you require. In this way, you can speed up the loading/starting time of MADRIX.
- All options of Devices Network will be saved locally on your computer. The settings described in this topic will not be saved in your MADRIX Setup file.
5.5 **User Interface**

This topic includes:
- Overview
- Cue List
- General
- Touch
- Important Notes

### Overview

- Go to *Preferences > Options... > User Interface*
  
  [Keyboard shortcut: `Ctrl+Alt+O` > *User Interface*]

- Set up user interface options as explained below.
Cue List

You can choose how MADRIX manages the user interface when playing back the Cue List. Learn more »Cue List

General

- **Keep Aspect Ratio When Maximized** - Keeps the original aspect ratio of the user interface if you maximize the window of MADRIX. That means when maximized, the window will be scaled according to the original dimensions.

![Aspect Ratio On](image1)

![Aspect Ratio Off](image2)

- **Show Menu In Full Screen Mode** - Allows you to display or hide the menu bar in full screen mode. Learn more »Full Screen Mode
**Touch**

MADRIX features a special Touch Screen window to control the software via a touch screen panel. You can set up certain options for this extra panel.

Learn more »[Touch Screen](#)

---

**Important Notes**

- All options of *User Interface* will be saved locally on your computer. The settings described in this topic will not be saved in your MADRIX Setup file.
5.6 Previews

This topic includes:
- Overview
- General
- 2D Mode / DVI Map Mode
- 3D Mode
- Important Notes

Overview

- Go to Preferences > Options... > Previews
  [Keyboard shortcut: Ctrl+Alt+O > Previews]

- Set up options for the live Previews as explained below.
**General**

- **Use V-Sync** - Activates the Vertical Synchronization function of your graphics card for your display monitor or output device. V-Sync is activated by default.

- **FPS** - Allows you to manually set the frame rate of the 3 Previews and 2 External Previews in Frames Per Second.
  - A higher number of frames generates smoother results, but requires much more computer performance.
  - This option can be set independently of V-Sync. But if V-Sync is activated, the maximum frame rate will be set by the highest possible V-Sync frame rate of your monitor or output device, even if you entered a higher number.
  - **R** - Restores the default settings. The default value is 50.0 FPS.

**2D Mode / DVI Map Mode**

You can influence how the Previews display your effects. By changing the grid proportions, you can influence the size of the displayed pixels.

- **Grid Proportion X (%)** - Defines the horizontal space between pixels in the Previews.
  - **R** - Restores the default settings. The default value is 20%.

- **Grid Proportion Y (%)** - Defines the vertical space between pixels in the Previews.
  - **R** - Restores the default settings. The default value is 20%.

- These settings only work for the Previews in 2D Mode [as well as DVI Map Mode for the External Previews].

| 20% Grid Proportion [Default] | 99% Grid Proportion [Example] |
3D Mode

The following settings only work for Previews in 3D Mode. Learn more »3 Previews

In this way, you can better adjust the display mode to the physical layout of your LED fixtures.

- **Voxel Pitch X** - Defines the horizontal spacing factor between voxels in the Previews [as multiple of the voxel size]. A value of 1 means that there is no spacing.
  
  R - Restores the default settings. The default value is 5.

- **Voxel Pitch Y** - Defines the vertical spacing factor between voxels in the Previews [as multiple of the voxel size]. A value of 1 means that there is no spacing.

  R - Restores the default settings. The default value is 5.

- **Voxel Pitch Z** - Defines the spacing factor between voxels in the Previews regarding the depth [as multiple of the voxel size]. A value of 1 means that there is no spacing.

  R - Restores the default settings. The default value is 5.

- **Voxel Shape Type** - Changes how voxels are shown in the Previews. Choose from 4 different types [Square, Circle, Cube, Sphere].
  
  - Square and Circle are flat 2D shapes, while Cube and Sphere show voxels as actual 3D shapes.
  
  - The default Voxel Shape Type is Cube.
  
  - Voxel Shape Tape Square offers the highest performance, then Circle, then Cube, then Sphere.
Important Notes

- All options of *Previews* will be saved locally on your computer. The settings described in this topic will not be saved in your MADRIX Setup file.
5.7 Performance

This topic includes:

- Overview
- Main Mixing
- Main Output Strobe
- Rendering
- Virtual DMX Universes
- Important Notes

Overview

- Go to Preferences > Options... > Performance
  [Keyboard shortcut: Ctrl+Alt+O > Performance]

- Set up performance options for the 3 sections [Main Mixing, Main Output Strobe, Virtual DMX Universes] as explained below.
Main Mixing

MADR IX includes effect generators and graphics render engines. Rendering is done in FPS [Frames Per Second].

- **FPS** - Defines the frame rate of the Main Mixing, the high-level render process. Normally you do not need to change this setting.
  
  - **R** - Restores the default settings. The default value is 50.0 FPS.
  
  - **Only change this value if it is really necessary!**

Main Output Strobe

- **Hz** - Defines the frequency of the Main Output Strobe.
  
  - **R** - Restores the default settings. The default value is 16.7 Hz.
  
  - Learn more » [Fade Area [Crossfader]]

- **Strobe Mode** - Defines how the main output strobe works. You can choose from 3 different modes:
  
  - Depending on the visual result you want to achieve, one mode might be more favorable than the others.

  - **Output And Strobe Color** - Strobes between the regular output and the strobe color you have chosen. As such, it will affect the effects that are put out. But if for the most part the output has the same color as the strobe, the actual strobe effect might be difficult to see. Learn how to chose the strobe color » [Fade Area [Crossfader]]

  - **Output And Black** - Strobes between the regular output and the color black. The strobe color you have chosen will be ignored. Choose this mode if you want to make sure that the output itself is strobed.

  - **Black And Strobe Color** - Strobes only between the color black and the strobe color you have chosen. The output will be ignored. Chose this mode if you want to achieve a pure strobe that is independent of the output and will always be clearly visible.
Rendering

This performance setting refers to the overall rendering process in MADRIX.

- **Included Voxels** - Defines which voxels of the virtual LED matrix will be included in the rendering process. You can choose from 2 modes:
  - **All** - Includes all voxels of the virtual LED matrix as defined by the Matrix Size in the Patch Editor. This includes all voxel positions with placed fixtures or without placed fixtures. Learn more »[Patch Editor](#)
  - **Patched Only** - Includes only voxels where fixtures are patched. Voxel positions where no fixtures are patched will be excluded from the rendering process. [This can improve the overall performance considerably.]
  - **R** - Restores the default settings. The default value is Patched Only.

Virtual DMX Universes

- **Output** - Defines the number of virtual universes which MADRIX can address.
  - Change this value if you need to use more virtual universes than actual DMX universes in your Patch.
  - It is possible to use more virtual DMX universes than actual DMX universes by using less than 512 DMX channels per universe.
  - **R** - Restores the default settings. The default value is 256 DMX universes.

- If you are expanding your MADRIX product license, make sure to set up the correct Output values.

- Please remember that your MADRIX KEY [MADRIX product] limits the number of actual DMX universes for Output.

- **Input** - Defines the number of universes which MADRIX can use for input [Preferences > Device Manager... > DMX Input].
  - **R** - Restores the default settings. The default value is 8 DMX Input universes.
  - Learn more »[DMX-IN And Art-Net Remote](#)
Important Notes

- All options of *Performance* will be saved locally on your computer. The settings described in this topic will not be saved in your MADRIX Setup file.
6 OUTPUT Settings

This topic includes:
- Topics Of This Chapter
- MADRIX Hardware Products
- Supported 3rd-Party Interfaces
- Restrictions Of Demo Mode

Topics Of This Chapter

You need configure the output that MADRIX should use.

There are several ways on how MADRIX controls LEDs. Please collect information on how MADRIX can communicate with your LED products. MADRIX supports a lot of well-known industry standards. In the following chapters each output method will be explained.

- »DVI
- »Art-Net [DMX over Ethernet]
- »DMX512 [DMX-OUT]
- »:net From e:cue
- »ROBE StageQube 324 [ROBE Protocol]
- »Insta instalight - LED-Panel RGB 324 [Insta Protocol]
- »Philips Color Kinetics [KiNET]
- »ESTA - Streaming ACN [sACN / E1.31]
- »Proprietary DVI Devices [5A / A8 / T9]

MADRIX Hardware Products
The MADRIX range of products includes several hardware interfaces.

- »MADRIX USBone
- »MADRIX NEO
- »MADRIX PLEXUS
- »MADRIX LUNA
- »MADRIX I/O

**Supported 3rd-Party Interfaces**

In addition to MADRIX hardware products, the MADRIX software supports a number of 3rd-party interfaces. Learn more »Support DMX512 And Art-Net Interfaces

**Restrictions Of Demo Mode**

MADRIX can run in demo mode. For this reason, there are certain limitations to the available output. Learn more »MADRIX KEY [Software License]
6.1 DVI

This topic includes:

- Introduction
- Topics Of This Chapter

**Introduction**

MADRIX offers DVI output.

DVI output is useful when using a video beamer, a DVI wall, the software LED Studio, on-screen capturing, or when using it in similar fields of application.

*The term DVI does not refer to DVI only.*

DVI output in MADRIX can also be used for VGA, HDMI, and other graphic card output ports.

**Topics Of This Chapter**

- >DVI
- >DVI Examples
6.1.1 DVI

This topic includes:
- Overview And Usage
- Restrictions Of Demo Mode
- Configuration Of Microsoft Windows
- Initial Setup
- DVI Outputs
- Step-By-Step Configuration
- Slice Alignment
- More Information
- Switching Screens In Full Screen Mode
- Scaling
- Further Configuration
- Important Information

Overview And Usage

MADRIX can control DVI-based LED products. DVI output is particularly useful when using a video beamer [VGA or DVI, for example], a DVI video wall, the software LED Studio, on-screen capturing, or in similar fields of application.

The following MADRIX products support DVI output:

- **MADRIX KEY dvi start** supports up to 512 native DVI pixels, for example 32x16 pixels.
- **MADRIX KEY dvi entry** supports up to 4,096 native DVI pixels, for example 64x64 pixels.
- **MADRIX KEY dvi** supports up to 307,200 native DVI pixels, for example 640x480 pixels.
- **MADRIX KEY professional** supports up to 786,432 native DVI pixels, for example 1024x768 pixels.
- **MADRIX KEY ultimate** supports up to 1,310,720 native DVI pixels, for example 1280x1024 pixels.

- Stretching and scaling to higher resolutions is possible with all these products.
- Please pay attention to other restricting factors, such as hardware limitations.

Learn more » [System Requirements]

---

**Restrictions Of Demo Mode**

- If you do not connect a MADRIX KEY or a MADRIX interface to your computer, MADRIX will run in demo mode.

- In demo mode, every single feature will be available to you. MADRIX even sends output data [such as DMX512, Art-Net, etc.]; only the data output will be deactivated after each minute for a short period.

- Additionally, the following restrictions apply:
  - DVI output is overlaid by a colorful, rotating grid/cross.
  - You can see "NO MADRIX KEY".
  - The data output fully stops after 1 hour. You will need to restart the software to send restricted data again.

Learn more » [MADRIX KEY [Software License]]
Configuration Of Microsoft Windows

When using DVI output, make sure to configure the graphic card outputs in Windows first!

- In Windows, go to Start > Control Panel > Display > Change display settings
- Windows shows all detected graphic card output ports
  - Click Detect to search for undetected outputs.
- Resolution - Defines the pixel resolution of this output port.
  [When working with DVI, it is often necessary to position the DVI output precisely and exactly where needed. The resolution is an important information that helps you set up your DVI output.]
- Multiple displays - Defines the display mode. The recommended setting is Extend these displays
- Confirm any changes with Apply
- Close the window with OK
Initial Setup

Make sure to configure your virtual LED matrix in MADRIX before using DVI output.

Configuration of the virtual LED matrix is a requirement!

You can use the Matrix Generator or the more advanced Patch Editor for this task.
Learn more » Matrix Generator or » Patch Editor

DVI Outputs

MADRIX features 2 DVI outputs.

- **External Preview 1**
- **External Preview 2**

Moreover, there are 3 modes available for DVI output:

- **DVI**
- **Window**
- **FullScreen**

- **DVI** - Activates a floating, borderless DVI window. This is the most important DVI output. It is especially useful when using on-screen capturing.
  
  A well known example is the software LED Studio, which uses screen capturing.

- **Window** - Opens a floating window with a border. This might be a useful option if you choose to use DVI output as an additional preview window.

- **FullScreen** - Enables a floating, borderless full screen window to fit the entire output device. This is particularly useful for output devices, such as projectors, beamers, monitors, and large TV screens.
• Often, 1 DVI output will be enough for your LED project. But in certain cases you might need 2 DVI outputs [for example when your DVI video processor needs 2 inputs to drive a large number of pixels].

• If you do not need the second DVI output, you may simply use it as another preview window or not use it at all.

**Step-By-Step Configuration**

1] Activate DVI Output.

2] Configure DVI Options.

3] Configure External Window Settings.

**1] Activating DVI Output**

To activate DVI output:

• Go to *Previews > External Preview 1 > DVI*

• Or choose *Previews > External Preview 1 > Window*

• Or choose *Previews > External Preview 1 > Full Screen*

To activate the second DVI output:

• Go to *Previews > External Preview 2 > DVI*

• Or choose *Previews > External Preview 2 > Window*

• Or choose *Previews > External Preview 2 > Full Screen*

**2] DVI Options**
Each of the DVI outputs has a context menu.
This menu makes various options available to you for External Preview 1 and External Preview 2, respectively.

**Note:** Should an option be grayed out, it is not available at this moment or for this particular DVI output.

- Go to **Previews > External Preview 1**
  
  [or **Right Mouse Click** on the DVI window]

- **DVI** - Is explained above.
- **Window** - Is explained above.
- **FullScreen** - Is explained above.

- **External Preview Settings...** - Opens a new window with very useful and important settings for DVI output.
  
  Learn more [External Preview Settings](#)
- **Lock Position** - Locks the DVI output to the current position. It cannot be moved around with the mouse anymore. You can still change the position in the External Window Settings.

- **Keep Always On Top** - Brings the DVI output in front of all other windows at all times. No other window will overlap the DVI output.

- **Move To Next Screen** - Moves the output to the next monitor or graphics card output port. This option is only available for **Full Screen**. Learn more about [Switching Screens In Full Screen Mode](#).

- **3D Mode** - Activates the 3D mode for the output. This option is only available for **Window** and **Full Screen**.

- **2D Mode** - Activates the 2D mode for the output. This is the default mode.

- **DVI Map Mode** - Enables an individual DVI Patch, including DVI Mapping. This option is only required if you are using a DVI Patch. Learn more about DVI Patch.

- **Stretch Pixels** - Scales the content to the maximum size of your preview window. This option is only available for **Window** and **Full Screen**.

- **Show Status Information** - Displays extra information of the DVI output, such as the size of the matrix or the frame rate. This option is only available for **Window** and **Full Screen**.

- **Show Clock** - Shows the time on the DVI output. This option is only available for **Window** and **Full Screen**.

- **Show Grid** - Overlays the DVI window with a grid to show the individual pixels. This option is only available for **Window** and **Full Screen**.

- **Show Pivot Element** - Displays a helpful icon for visual guidance. Three arrows are always shown at position X=0, Y=0, Z=0 [not matter if the Preview is rotated]. The X-axis is red [horizontal; width], the Y-axis is green [vertical; height], and the Z-axis is blue [level; depth]. This option is only available for **Window** and **Full Screen**.

- **Show Background Image...** - Allows you to use a picture instead of the gray background. This option is only available for **Window** and **Full Screen**.

- **Default View** - Choose your point of view and the default view for this output. This option is only available for **3D Mode**.

- **Restore Default View** - Resets the Preview to its Default View. This removes any changes, such as zoom or relocation.

- **Close** - Closes the DVI output.
3] External Preview Settings

External Preview Settings are an important part of the DVI output configuration!

- Go to **Previews > External Preview 1 > External Preview Settings**...
  
  [or **Right Mouse Click** on the DVI window > **External Preview Settings**... ]

- **DVI Window Position** - Defines the exact position of the DVI output for **DVI**
  
  - The coordinate system used for this starts with 0,0 at the top left of the entire screen/monitor. In this way, **Left**: defines the X coordinate and **Top**: represents the Y coordinate.
  
  - Valid values range from -10,000 to 10,000.

- **DVI Window Size** - Determines the actual size of the DVI output for **DVI**
  
  - Activate **Use Display Area Size** to set the size of the window to the settings of **Display Area**, which determines what is shown of your matrix.
  
  - Using different values for **Width** and **Height** than the maximum size of the Display Area will stretch or compress the content [you can make the window size smaller or bigger, but the pixel resolution will stay the same resulting in an image that is stretched or compressed.
  
  - The pixel resolution is set using the **Matrix Generator** or **Patch Editor**.
- **Display Area** - Defines what is shown in the DVI output. This option is available for all 3 DVI output modes.
  - Activate **Use Full Size** and your complete LED matrix will be displayed. Or you can select a certain cut-out and specify which details of your matrix will be shown. You can choose the start coordinates and the end coordinates of this area.
  - **Left** and **Top** define the start coordinates in a coordinate system that starts with 0,0 in the top left corner. For example, for the default matrix with 50x50 pixels, Left and Top are 0 by default and Right and Bottom are 49, by default.
  - **Right** and **Bottom** define the end coordinates. The end coordinates cannot be higher than the full size of the matrix. For example, for the default matrix with 50x50 pixels, Left and Top are 0 by default and Right and Bottom are 49, by default.

- **Slice Alignment** - Is particularly relevant when using 3D and DVI-based LED fixtures that require a 2D input signal. This option is available for all 3 DVI output modes. Learn more [Slice Alignment](#).

- **Display Transformation** - Allows you to flip or rotate the DVI output. This option is available for all 3 DVI output modes.
  - **None** does not flip the output, **Flip H** flips it horizontally, **Flip V** flips it vertically, **Flip HV** flips it horizontally and vertically.
  - Rotate the output by **0°** degrees [no rotation], **90°** degrees, **180°** degrees, or **270°** degrees clock-wise. This rotation applies to the Display Area.

- Click **Apply** to confirm your changes. Click **OK** to close the window.

- **Defaults** - Restores the default settings. [These settings represent a standard 1:1 DVI window.]
  - If you have set up custom settings, MADRIX will show a check mark in front of **External Window Settings...** in the menu.

---

**Slice Alignment**

**3D Mapping For DVI**

- MADRIX can control 2D projects as well as 3D projects.
  
  Learn more » 2D Or 3D [X, Y, Z]
The chapters »Patch Editor« and »DVI Patch« already explained that DVI-based fixtures are often used in combination with a DVI controller. Such a DVI controller might require to receive the incoming single in a specific way to receive the correct image on the LEDs. This is true for 2D and controlling a 3D project adds further complexity.

DVI controllers usually do not accept any 3D input image. That is why, you will often need to send a 2D signal to the DVI controller, even though your project might be in 3D.

MADRIX can create **Slices** to produce such a 2D signal for 3D projects.

By default, each Z-level is placed beside the previous Z-level from left to right.

You can change the Slice Alignment for **DVI, Window**, as well as **Full Screen**.

### Example

- The following example was chosen to explain Slice Alignment and 3D mapping for DVI.
- A virtual LED matrix of 15x8x3 is used.
- The first Z-level is the brightest, while the second and third Z-level have their Opacity increasingly reduced.
- A color gradient is applied as lighting effect.

<table>
<thead>
<tr>
<th>View</th>
<th>3D Mode [Preview Left]</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Default View: Left</strong></td>
<td>![Image of Left View]</td>
</tr>
<tr>
<td><strong>Default View: Top</strong></td>
<td>![Image of Top View]</td>
</tr>
</tbody>
</table>

![Image of Left View]

![Image of Top View]
Slice Alignment Settings

- Go to **Previews > External Preview 1 > External Preview Settings... > Slice Alignment**
- You can set up the **Slice Type**. Choose from **X-Slices**, **Y-Slices**, or **Z-Slices**
- You can set up the **Slice Order**. Choose from **Left To Right**, **Right To Left**, **Top To Bottom**, or **Bottom To Top**

- **X-Slices** - MADRIX produces slices along the X-axis. Since X = 15 regarding the virtual LED matrix in the example above, 15 slices are produced below. Above, **Default View: Left** can be used to imagine the different slices from the front to the back.
- **Y-Slices** - MADRIX produces slices along the Y-axis. Since X = 8 regarding the virtual LED matrix in the example above, 8 slices are produced below. Above, **Default View: Top** can be used to imagine the different slices from the front to the back.
- **Z-Slices** - MADRIX produces slices along the Z-axis. Since X = 3 regarding the virtual LED matrix in the example above, 3 slices are produced below. Above, **Default View: Front** can be used to imagine the different slices from the front to the back.

- **Z-Slices / Left To Right** is the default setting.

<table>
<thead>
<tr>
<th></th>
<th>Left To Right</th>
<th>Right To Left</th>
<th>Top To Bottom</th>
<th>Bottom To Top</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>X-Slices</strong></td>
<td><img src="image1.png" alt="Image" /></td>
<td><img src="image2.png" alt="Image" /></td>
<td><img src="image3.png" alt="Image" /></td>
<td><img src="image4.png" alt="Image" /></td>
</tr>
<tr>
<td><strong>Y-Slices</strong></td>
<td><img src="image5.png" alt="Image" /></td>
<td><img src="image6.png" alt="Image" /></td>
<td><img src="image7.png" alt="Image" /></td>
<td><img src="image8.png" alt="Image" /></td>
</tr>
<tr>
<td><strong>Z-Slices</strong></td>
<td><img src="image9.png" alt="Image" /></td>
<td><img src="image10.png" alt="Image" /></td>
<td><img src="image11.png" alt="Image" /></td>
<td><img src="image12.png" alt="Image" /></td>
</tr>
</tbody>
</table>

www.madrix.com //385
More Information

- Each DVI Output is a Preview at the same time. That means you have various options to work with them as DVI output or Preview.
  Learn more »3 Previews

- This manual includes additional examples on how to set up DVI output.
  Learn more »DVI Examples

Switching Screens In Full Screen Mode

You may want to send your Full Screen DVI output to another screen that is not the one you are using MADRIX on. This could be a second monitor or a projector, for example.

One Monitor
Use the keyboard shortcut **Alt + Tab** to switch to the Full Screen Output.

Use the **Alt + Tab** again to switch back to the MADRIX user interface.

**Several Monitors**

- Make sure to select the full screen DVI output with your mouse [left mouse click].

- Press the **Tabulator key [Tab]** on your keyboard to simply move the full screen window to an additional monitor or beamer.

- Or choose **Right Mouse Click > Move To Next Screen**

- In this way you can use the **Full Screen** mode to completely visualize effects on your second monitor or output device, while you are working with MADRIX on your first screen.

You must install and configure your graphics card and monitors correctly in Windows first to use this feature!
Scaling

You can upscale or downscale the DVI Output.
That means you can increase or decrease its size without changing the native pixel resolution [as defined in the Matrix Generator or Patch Editor].

- Activate a DVI output as described above.
  - For example, go to Previews > External Preview 1 > DVI
- Go to Previews > External Preview 1 > External Preview Settings...
- Deactivate Use Display Area Size in the section DVI Window Size
- Set up Width as well as Height according to your requirements.
  - Use larger values to upscale the output.
  - Use smaller values to downscale the output.
- It is recommended to use multiples of the native pixel resolution [in order to not stretch the output].
  - Example: Your virtual LED matrix might have a pixel resolution of 50x50 pixels. Enter 25x25 or 100x100 to use multiples of that resolution.
- Upscaling requires less performance than using a native pixel resolution but negatively affects the image quality in most cases.

**Further Configuration**

Further settings are available in the MADRIX Options.

Learn more » [Performance](#)

**Important Information**

- Please make sure to save your MADRIX Setup file after the configuration process.
6.1.2 DVI Examples

This topic includes:

- Overview
- Example: Screen-Capturing With 1 Monitor
- Example: Screen-Capturing With 2 Graphic Card Output Ports
- Example: Using Beamers/Projectors/TVs

Overview

This topic presents various scenarios how DVI output can be used.

Example: Screen-Capturing With 1 Monitor

- You might only have 1 monitor [1 monitor output on the graphics card]. But you need to use MADRIX and the DVI output at the same time.
- In this case, it is recommended to use the MADRIX interface and the DVI output next to each other on your main monitor.
- Your main monitor has a certain pixel resolution [e.g., 1920 x 1080]. Learn more »DVI
- Position MADRIX in the upper, left corner.
- Go to Previews > External Preview 1 > DVI to activate the DVI output.
- Go to Previews > External Preview 1 > External Preview Settings...
- Set up Left and Top under DVI Window Position [e.g., 1300 and 0].
  - The standard size of the MADRIX user interface is 1280 x 768.
- Activate Previews > External Preview 1 > Lock Position
- Activate Previews > External Preview 1 > Keep Always On Top
Example: Screen-Capturing With 2 Graphic Card Output Ports

- When using screen-capturing, it is usually recommended to use a graphics card with 2 monitor outputs.
- In this case, you can use the complete monitor 1 for the MADRIX user interface. The DVI output is simply positioned on the monitor output 2.

- Your main monitor has a certain pixel resolution [e.g., 1920 x 1080]. Learn more »[DVI]
- Position MADRIX on your main monitor. Use the normal window size, maximize the window, or use Full Screen mode for MADRIX.
- Go to Previews > External Preview 1 > DVI to activate the DVI output.
- Go to Previews > External Preview 1 > External Preview Settings...
- Set up Left and Top under DVI Window Position. Make sure to use values that are outside of Monitor 1; Monitor 1 starts at 0,0 instead of 1,1 [e.g., 1920 and 0].
- Activate Previews > External Preview 1 > Lock Position
- Activate Previews > External Preview 1 > Keep Always On Top
Example: Using Beamers/Projectors/TVs

- You might want to bring MADRIX Effects to external equipment, such as projectors, beamers, or large TVs.
- Often, the Full Screen DVI output is needed in this case.
- Also, projectors, beamers, and TVs often require a high pixel resolution.
  - The pixel resolution can be set up using the »Matrix Generator or »Patch Editor
  - The higher the pixel resolution, the more computer performance is required. Learn more »System Requirements
- Position MADRIX on your main monitor. Use the normal window size, maximize the window, or use Full Screen mode for MADRIX.
- Go to Previews > External Preview 1 > Full Screen to activate the DVI output.
- Click on the DVI output with your mouse to focus it. Now, perform a Right Mouse Click > Move To Next Screen
- Activate Previews > External Preview 1 > Keep Always On Top
- If required, activate Previews > External Preview 1 > Stretch Pixels
- Activate other options as required. Learn more »DVI
Graphics Card Output 1 [Monitor 1]

- MADRIX GUI [Maximized Window]

Graphics Card Output 2

- Previews > External Preview 1 > Full Screen
  - Move To Next Screen
6.2  **Art-Net [DMX Over Ethernet]**

This topic includes:

- Introduction
- Network Equipment
- Step-By-Step Configuration
- Art-Net Device Settings
- Web Configuration
- Highlight Mode
- DMX Watcher
- Resizing The Window
- Important Information
- Troubleshooting

---

**Introduction**

Art-Net is a communication protocol that allows to distribute DMX512 data over Ethernet network [DMX over Ethernet].

Art-Net has been invented by Artistic Licence and has now been published into the public domain. Often, so-called Art-Net nodes then act as Ethernet to DMX512 converters and hardware interfaces. Especially, long distances can be covered using Ethernet cabling.

MADRIX is compatible with

- Art-Net I
- Art-Net II
- Art-Net III
MADRIX supports all devices that are fully compatible with Art-Net.
- You can use these nodes either as output or input devices.

Network Equipment

It is highly recommended to only use Gigabit Ethernet network components [such as network card, switches, network cabling, etc].

Step-By-Step Configuration

1] Set up the correct network settings in Windows.
2] Activate Art-Net in MADRIX.
3A] Add your Art-Net devices automatically.
4] Edit the settings of your devices.
6] Assign the correct DMX universes.
7] Set up the Frame Time.
8] Choose to send optimized frames or full frames.

- Repeat steps 4] to 8] for each of your devices.

1] Windows Network Settings
Art-Net is a network-based protocol. MADRIX will use the network card of your computer to send data.

- **It is required to set up the correct network settings in Windows, first.**
- **You must use these IP address and Subnet mask settings. Otherwise, Art-Net might not work!**
- **The IP addresses of your computer and your Art-Net devices need to be different.**

- Set up an individual **IP address** in the following IP address range:
  - 2.0.0.1 ... 2.255.255.254 or
  - 10.0.0.1 ... 10.255.255.254

- Set up the corresponding **Subnet mask**
  - 255.0.0.0

- **Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.**

- **Check the settings of the Windows Firewall.** Learn more »[Tips](#)[Microsoft Windows / Networks / USB]

- Example for PCs that are running MADRIX:
2] Activating Art-Net In MADRIX

- Go to Preferences > Device Manager... > Art-Net
  [Keyboard shortcut: F4 > Art-Net]

- Activate the checkbox Enable [in the upper, right corner].

- MADRIX will automatically create the entry ArtNet Remote
  This device is used only for Remote Control. Learn more »Art-Net Remote

3A] Adding Devices Automatically

MADRIX can automatically add devices using the ArtPoll Reply functionality if supported by the Art-Net device.

- Click [MADRIX will automatically search the network for connected Art-Net devices. MADRIX will scan even across multiple network cards. Devices that are found will appear in the list.]
  [Please make sure that your devices also have the correct network settings.]
3B] Adding Devices Manually

Some interfaces might not support ArtPoll Reply in order to add them automatically. Then, you need to add your devices manually.

- Click [image]
- A new window will open.

- **Number Of New Devices** - Enter the number of devices you wish to add.
- **Port Count Per Device** - Enter the number of ports each newly created device should have. Per device a maximum number of 4 ports is available.
  - In order to create an 8-port node, set up 2 devices with 4 ports each. In most cases the same IP address should be entered then for both devices.
- **Enable Direct IP Mode** - Activates Direct IP Mode for all newly created devices. This setting can be changed later again. Learn more below.
- **Send Full Frames** - Activate this option if devices should always send a single data frame including a full number of 512 channels. If this option is disabled, MADRIX will automatically send optimized frames that reduce network traffic. Learn more below.
4] Device Settings

- Select your device in the list.
- Click [A new window will open [Art-Net Device Configuration].}
Set up specific settings for your device.

- The following settings are available [this depends if the device was added automatically or manually]

  - **Short Name** - Represents a short description of your device.
  - **Long Name** - Represents a long description of your device.
  - **Port Count** - Represents the number of ports for this particular device.
  - **State** - Displays if the ports have been activated under Preferences > Device Manager... > DMX Devices. Learn more below.
  - **Universe Port OUT** - Defines the general allocation of DMX universe and device port for output. E.g., the eighth DMX universe is sent to port 8.
  - **Universe Port IN** - Defines the general allocation of DMX universe and device port for input.
  - **Direct IP Mode** - Activates Direct IP Mode. Learn more below.
  - **IP Address** - Defines the IP address of the Art-Net device when data is sent via Direct IP Mode.
  - **Broadcast Mode** - Activates Broadcast Mode. Learn more below.
5] Activating Devices

Each of your Art-Net devices need to be activated.

- Go to Preferences > Device Manager... > DMX Devices
  [Keyboard shortcut: F4]
- Select your devices in the list.
- Activate Enable
- Activate Output
- Click Apply

6] DMX Universe

- Make sure that your device is still selected under Preferences > Device Manager... > DMX Devices
- Set up Universe
  - Enter the specific DMX universe number
- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.
• Make sure the correct universe is assigned according to your requirements.
  Learn more »Glossary

• Click Apply

7] Frame Time

• Make sure that your device is still selected under Preferences > Device Manager... > DMX Devices

• Set up Frame Time (ms)
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  - The default value is 30 ms / 33.3 FPS.
  - Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.

• Click Apply

8] Optimized Frames Or Full Frames

• Make sure that your device is still selected under Preferences > Device Manager... > DMX Devices

• Activate or deactivate Send Full Frames
  - Per DMX512 standard, MADRIX only sends the number of DMX channels that is configured. For example, if you are using 312 DMX channels on a DMX universe, only 312 DMX channels will be sent with every single frame on this universe [Optimized Frames].
  - Activate Send Full Frames if devices should always send full frames on a particular universe, instead of optimized frames. Sending full frames means that always the full 512 DMX channels of a DMX universe will be sent with every frame [even when you are using less than 512 channels].
  - Activating Send Full Frames is recommended if problems with the data output of your devices occur.

• Click Apply
Art-Net Device Settings

It is very important to set up the correct settings of your devices!

Broadcast Mode Or Direct IP Mode

MADRIX can send Art-Net data in 2 ways to your Art-Net devices:

- **Broadcast Mode** - Means that every packet sent from a single transmitter will be received by all recipients in the network. MADRIX will send data to all devices in the network.
  - Advantage: The same data [e.g., DMX universe 1 and 2] can be made available at different points of your setup.
  - Disadvantage: A potentially huge number of data packages will be sent over the network. This can reduce the overall network performance and cause data issues or instability.

- **Direct IP Mode** - Means that the specific data will only be sent to the specified recipient.
  - Advantage: Data traffic is reduced immensely, which means that a larger number of Art-Net devices can be used in one network. Reduced network traffic increases the performance and stability.
  - Disadvantage: The network settings of all devices need to be 100% correct.

Go to *Preferences > Device Manager... > Art-Net*
[Keyboard shortcut: F4 > Art-Net]

- Select your device in the list.
- Click ➡️
- A new window will open.
- **A**] Choose **Direct IP Mode** to activate Direct IP mode:
  - Make sure to enter the correct **IP Address** of your device that should receive the Art-Net data.
  - MADRIX will send the corresponding data only to this device.
- **B**] Choose **Broadcast Mode** to activate Broadcast Mode:
  - Make sure to select the correct **Network** card of your computer that should send the Art-Net data.
  - MADRIX will send data to the whole Art-Net network.
- Click **Apply**
Direct IP Mode is recommended in general.

Sync Mode

*Sync Mode* - Allows you to activate or deactivate the usage of sync packages for Art-Net.

- Before activating sync, make sure that all activated Art-Net devices are available in your network! Else, the frame rate of Art-Net might drop. If you are not sure, do not enable any sync mode.
- This Sync Mode is not conform to Art-Net. To work properly it needs to be implemented by the manufacturer. Please check the manual of your Art-Net node if this option is available to you.
- Even if your Art-Net hardware does not support Pre Sync or Post Sync mode, it might be advisable to activate it in MADRIX. In this way, data packages will be sent one after another and will not get mixed up. The data will be sent more precisely.

- Go to *Preferences > Device Manager... > Art-Net*
  [Keyboard shortcut: F4 > Art-Net]
- Click *Sync...*
  A new window will open.

  - Select the network for which you want to activate Sync Mode.
  - Click *Enable* to activate the Sync Mode for the selected network.
  - **A** Choose *Pre-Sync* to send sync packages before Art-Net data.
  - **B** Choose *Post-Sync* to send sync packages after Art-Net data.
  - Click *OK*
To disable sync mode, click **Sync...** again, select the correct network, and deactivate **Enable**. Confirm with **OK**.

**MAC To IP Conversion**

*MAC To IP* - Allows you to include a tool to convert MAC addresses to IP addresses, and vice versa.

- Go to **Preferences > Device Manager... > Art-Net > 🔄 > MAC To IP**
- A new window will open.
- **OEM Code** - Choose the manufacturer of the device.
- **A] MAC Address** - Enter the MAC address of the device and the tool automatically converts it into the correct IP address.
- **B] IP Address** - Enter the IP address of the device and the tool automatically converts it into the correct MAC address.
Subswitch

If your Art-Net device is equipped with a subswitch, MADRIX is able to recognize this feature.

- This feature is for your information only.
- Go to Preferences > Device Manager... > Art-Net > ![icon]
- Check if your Art-Net device is equipped with a subswitch or not.
- The window will include several informative elements. In this way, you will be able to see the configuration of your interface within MADRIX.

Subswitch available:

Subswitch not available:
### Web Configuration

**HTTP Configuration** - Allows you to configure your Art-Net device remotely with the help of a web browser if this feature is supported by your device. If this feature is available, a new browser window will be opened using the specified IP address. This offers you access to the configuration of your Art-Net device. If this is not possible, a message box will be displayed in MADRIX.

### Highlight Mode

**Highlight** - Activates the highlight mode for the selected interface and universe. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces.
DMX Watcher

DMX Watcher - Opens the DMX Watcher to monitor your DMX output or input

Watch Universe... - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more »Tools

Resizing The Window

If wish to resize the window of the Device Manager to see more devices in the list, simply move your mouse pointer to the bottom of this window. Then, select the border and hold the left mouse button, while moving your mouse downwards.

Important Information

- Remember to configure your light matrix. Learn more »Matrix Generator or »Patch Editor
- Make sure to save your MADRIX Setup file after the configuration process.
- Keep in mind that network devices, if activated, cause network traffic!
- If you are using a network-based output protocol and if the Startup option Start MADRIX After Booting Windows is activated, it is highly recommended to also activate the Startup option Start With Timeout (s) with a value of 30.
- When activating Art-Net, MADRIX will create a so-called shared socket and not an exclusive socket. Therefore, other software on the computer has the chance access Art-Net using the same socket, when running MADRIX and another software at the time.
- It is not recommended to operate Art-Net and access to the World Wide Web/Internet in the same network! It is recommended to run it in a separate network without internet access.
Troubleshooting

If you are encountering problems, please work through the following checklist:

- Double-check the settings of your network card [IP address, Subnet mask].
- Make sure to set up the Windows Firewall correctly or deactivate the Windows Firewall if possible [only if no connection to the internet is available]. Learn more »Tips [Microsoft Windows / Networks / USB]
- If MADRIX does not use the correct network card for Art-Net Remote, change the order of network adapters and set a higher priority for your preferred network. Learn more »Tips [Microsoft Windows / Networks / USB]
- Double-check the settings of the Art-Net devices in MADRIX.
- Use the DMX Watcher to monitor outgoing data. Learn more »Tools
- Use only GIGABIT [1GBit/s or 1000 MBit/s] network components [such as, switches and network cards].
- Use high-quality network components [cables, switches, cards, etc.].
- Remove any routers from the network.
- Check all other IP addresses and cabling. Having the same IP address in the network causes problems. Make sure that the network is not forming a ring, were the start point is also the end point, and that data is not sent back to the source [the computer].
- Use **Start With Timeout (s)** in the MADRIX Options to make sure network is initialized correctly before MADRIX starts. Learn more »Startup
- If output problems occur, decrease the output frame rate [FPS] in the Device Manager.
- Make sure that Art-Net is set up as an individual network and separate from the Internet.
6.3 DMX512 [DMX-OUT]

This topic includes:
- Overview
- Configuration Of Devices
- Step-By-Step Configuration
- Highlight Mode
- DMX Watcher
- Resizing The Window
- Important Information

Overview

- Go to Preferences > Device Manager... > DMX Devices

[Keyboard shortcut: F4]

MADRIX supports various communication protocols and hardware interfaces. The majority of these communication protocols is based on DMX512. That is why these interfaces will be listed here.
Configuration Of Devices

- Depending on your hardware interface further configuration may be required.
- Make sure to read the corresponding chapter of this user guide regarding the correct output settings.

Learn more » OUTPUT Settings

Step-By-Step Configuration

1] Enable drivers in MADRIX.
2] Activate your device.
3] Choose if you want to use Input or Output.
4] Set up the correct DMX universe.
5] Set up the Frame Time.
6] Choose to send optimized frames or full frames.

1] Enable Drivers In MADRIX

- First, make sure to activate the required USB or network drivers in MADRIX.

Learn more » Devices USB
Learn more » Devices Network

2] Activating Devices

- Go to Preferences > Device Manager ....> DMX Devices
  [Keyboard shortcut: F4]
- The tab **DMX Devices** will be selected automatically.

- Click ![search](image)
  - MADRIX disconnects all DMX512, Art-Net, and other devices and starts to search for new or newly connected devices.
  - **Do not rescan for devices if all of your interfaces have been found correctly.**

- Select your device in the list.

- Activate **Enable**

- Click **Apply**

---

### 3] Output or Input

- Make sure that your device is still selected.

  - **A** Enable **Output** if you wish to send data to this device in order to put it out onto your LED fixtures.

  - Click **Apply**

---

- **B** Enable **Input** if you wish to receive incoming data through this device.

  Learn more »[DMX-IN](#)

  - Click **Apply**
4] DMX Universe

- Make sure that your device is still selected.
- Set up *Universe*
  - Enter the specific DMX universe number
- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.
- **Make sure the correct universe is assigned according to your requirements.**
  Learn more »Glossary
- Click *Apply*

5] Frame Time

- Make sure that your device is still selected.
Set up **Frame Time (ms)**
- The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
- Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
- Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
- The default value is 30 ms / 33.3 FPS.
- Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.

- Click **Apply**

### 6] Optimized Frames Or Full Frames

- Make sure that your device is still selected.
- Activate or deactivate **Send Full Frames**
  - Per DMX512 standard, MADRIX only sends the number of DMX channels that is configured. For example, if you are using 312 DMX channels on a DMX universe, only 312 DMX channels will be sent with every single frame on this universe.
  - Activate Send Full Frames if devices should always send full frames on a particular universe, instead of optimized frames. Sending full frames means that always the full 512 DMX channels of a DMX universe will be sent with every frame [even when you are using less than 512 channels].
  - Activating **Send Full Frames** is recommended if problems with the data output of your devices occur.

- Click **Apply**

---

**Highlight Mode**
**Highlight** - Activates the highlight mode for the selected interface and universe under Preferences > Device Manager... > DMX Devices. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces.

**DMX Watcher**

**DMX Watcher** - Opens the DMX Watcher to monitor your DMX output or input under Preferences > Device Manager... > DMX Devices

Learn more »Tools

**Resizing The Window**

If wish to resize the window of the Device Manager to see more devices in the list, simply move your mouse pointer to the bottom of this window. Then, select the border and hold the left mouse button, while moving your mouse downwards.

**Important Information**

- Remember to configure your light matrix. Learn more »Matrix Generator or »Patch Editor
- Make sure to save your MADRIX Setup file after the configuration process.
- Make sure to have the correct drivers enabled in the MADRIX Options. Learn more »Options
6.4 e:net From e:cue

This topic includes:
- Introduction
- Note
- Supported Products
- Step-By-Step Configuration

Introduction

MADRIX supports the e:cue butler interface and the corresponding e:net network protocol.
Learn more »Supported DMX512 And Art-Net Interfaces

Note

There are several steps required to set up e:net products in MADRIX. This chapter is only part of the process. You need to set up other configurations as well [such as virtual LED matrix, DMX Devices, MADRIX Effects, Audio, etc.].

Supported Products

The following e:net products are supported:
- e:cue butler
Step-By-Step Configuration

1] Set up the correct network settings in Windows.
2] Activate e:net in MADRIX.

1] Windows Network Settings

e:net is a network-based protocol. MADRIX will use the network card of your computer to send data.

- It is required to set up the correct network settings in Windows, first.
- You must use these IP address and Subnet mask settings. Otherwise, e:net might not work!
- The IP addresses of your computer and your e:net devices need to be different.

- The standard butler interface has a predefined IP address and subnet mask. [192.168.123.X / 255.255.255.0]
- Set up an individual **IP address** for your computer:
  - 192.168.123.X
  - For example: 192.168.123.1
- Set up the corresponding **Subnet mask**
  - 255.255.255.0

- Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.
- **Check the settings of the Windows Firewall.**
- **Learn more »**[Tips](https://madrix.com/knowledgebase/windows/networks/usb/)

2] Enabling e:net In MADRIX

- Go to **Preferences > Options... > Devices Network**
  [Keyboard shortcut: **Ctrl+Alt+O > Devices Network**]
- Activate **Enable e:net Driver**
Choose the correct network/network card from the drop-down list.
- **Always make sure that you have selected the correct network. Otherwise, the network device might still be found. But no data can be sent.**

- **Time To Detect Devices (s)** - Defines how long MADRIX searches the network for e:cue devices during startup. Type in a value in seconds.
  - We recommend to utilize at least a value of 3 to allow for a sufficient search. Higher values are recommended for larger installations.

- **Maximum e:net Universe Count** - Defines how many DMX universes you wish to use in total.
  - Please keep the standard settings of you do not have any specific requirements. Only change the universe count if your requirements exceed the standard value of 256.

**3] Further Configuration**

- You need to activate your DMX interfaces.

Learn more »[DMX512](#) [DMX-OUT]
6.5 ROBE StageQube 324 [ROBE Protocol]

Topics of this chapter:
- Introduction
- Overview
- Note
- Gigabit Network Components
- Step-By-Step Configuration
- Rescan For Devices
- Highlight Mode
- DMX Watcher
- Resizing The Window
- Important Notes
- Further Configuration

Introduction

MADRIX natively supports the ROBE Protocol for ROBE StageQube 324™ LED panels.

Overview

- To use ROBE StageQube 324, you need to have a separate DHCP server.
• This can be a software or hardware DHCP server, which handles the IP addresses of the ROBE LED panels and the MADRIX computer.

• It is recommended that the DHCP server binds MAC addresses to IP addresses.
Note

There are several steps required to set up ROBE products in MADRIX. This chapter is only part of the process. You need to set up other configurations as well [such as virtual LED matrix, DMX Devices, MADRIX Effects, Audio, etc.].

Gigabit Network Components

It is recommended to only use 1000 MBit/s network components. That means 1000 MBit/s network cards in your computer, 1000 MBit/s switches and a DHCP server with support of 10/100/1000 MBit/s if your setup looks like the configuration shown above.
Step-By-Step Configuration

1] Configure network settings in Windows.

2] Enable ROBE Drivers in MADRIX.


5] Set up the correct DMX universe.

6] Set up the Frame Time.

1] Windows Network Settings

The protocol from ROBE is a network-based protocol. MADRIX will use the network card of your computer to send data.

- It is required to set up the correct network settings in Windows, first.
- You must use these IP address and Subnet mask settings.
- The IP addresses of your computer and your ROBE devices need to be different.

- Set up an individual **IP address** in the following IP address range:
  - 10.0.0.1 … 10.255.255.254

- Set up the corresponding **Subnet mask**
  - 255.0.0.0

- Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.

- Check the settings of the Windows Firewall.

- Learn more »Tips [Microsoft Windows / Networks / USB]
2] Enabling Drivers In MADRIX

- Go to *Preferences > Options... > Devices Network*
  
  [Keyboard shortcut: *Ctrl+Alt+O > Devices Network*]
  
  - Activate *Enable Network Driver*
  
  - Choose the correct network/network card from the drop-down list.
    
    - *Always make sure that you have selected the correct network. Otherwise, the network device might still be found. But no data can be sent.*

![Image of MADRIX Options settings]

- **Time To Detect Devices** *(s)* - Defines how long MADRIX searches the network for devices during startup. Type in a value in seconds.
  
  - *We recommend to utilize at least a value of 10 to allow for a sufficient search. Higher values are recommended for larger installations.*
- **Adjust White Balance** - Activate and MADRIX automatically performs this automatic calibration on startup. Connected panels will adjust their white value to the maximum value possible in the installation to ensure a similar color temperature. If the adjustment takes longer than 100 seconds, MADRIX will send data nevertheless. Uncheck this option if you want to deactivate it.

### 3] Activating Device

- Go to **Preferences > Device Manager... > DMX Devices**
  
  [Keyboard shortcut: **F4**]

  - MADRIX automatically adds network devices it has found during startup to the list.

  - Click ![Image](image.png) if the devices have not been found.
    - MADRIX disconnects all DMX512, Art-Net, and other devices and starts to search for new or newly connected devices.
    - **Do not rescan for devices if all of your interfaces have been found correctly.**

- Select your devices in the list.

- Activate **Enable**

- Activate **Output**

- Click **Apply**
4] Configuration Of Devices

- Select a device in the list and click 🔄.
- A new window will open.

Set up the following settings for your device [for the Left Panel Half as well as the Right Panel Half]:

- **Brightness** - Defines the maximum output intensity.
- **Contrast** - Defines the color contrast.
- **Luminescence Time** - Defines the luminesce tine of the panel.
- **Frequency** - Defines the frequency of the panel.
- **Red** - Defines the maximum red color intensity.
- **Green** - Defines the maximum green color intensity.
- **Blue** - Defines the maximum blue color intensity.
- **Enable Live Preview** - Activates the reception of parameters live from the device.
- **Defaults** - Restores the default settings.
5] DMX Universe

- Make sure that your device is still selected.

- Set up **Universe**
  - Enter the specific DMX universe number

- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.

- **Make sure the correct universe is assigned according to your requirements.**
  Learn more » [Glossary](#)

- Click **Apply**

6] Frame Time

- Make sure that your device is still selected.

- Set up **Frame Time (ms)**
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  - The default value is 30 ms / 33.3 FPS.
  - Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.

- Click **Apply**

**Rescan For Devices**

*Rescan For Devices* - MADRIX disconnects all DMX512, Art-Net, and other network devices and starts a new search for devices.
Highlight Mode

**Highlight** - Activates the highlight mode for the selected interface and universe under Preferences > Device Manager... > DMX Devices. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces.

DMX Watcher

**DMX Watcher** - Opens the DMX Watcher to monitor your DMX output or input under Preferences > Device Manager... > DMX Devices

**Watch Universe** - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more »Tools

Resizing The Window

If wish to resize the window of the Device Manager to see more devices in the list, simply move your mouse pointer to the bottom of this window. Then, select the border and hold the left mouse button, while moving your mouse downwards.
Important Notes

- Keep in mind that network devices, if activated, cause network traffic!
- When using a network-based output protocol and when the Startup option Start MADRIX After Booting Windows is used, it is highly recommended to also activate the Startup option Start With Timeout (s) with a value of 30 or higher.
- It is not recommended to use communication over the Insta/ROBE protocols and KINET in the same network!
- It is not recommended to operate the ROBE protocol and access to the World Wide Web/Internet in the same network! It is recommended to run it in a separate network without internet access.

Further Configuration

- Remember to configure your light matrix in the »Matrix Generator or »Patch Editor
- Make sure to save your MADRIX Setup after the configuration process.
6.6 Insta instalight 2022 - LED-Panel RGB 324 [Insta Protocol]

Topics of this chapter:
- Introduction
- Overview
- Note
- Gigabit Network Components
- Step-By-Step Configuration
- Rescan For Devices
- Highlight Mode
- DMX Watcher
- Resizing The Window
- Important Notes
- Further Configuration

Introduction

MADRIX natively supports the Insta Protocol for Insta instalight 2022® LED panels.

Overview

- To use Insta instalight 2022 LED panels, you need to have a separate DHCP server.
- This can be a software or hardware DHCP server, which handles the IP addresses of the Insta LED panels and the MADRIX computer.
- It is recommended that the DHCP server binds MAC addresses to IP addresses.
Note

There are several steps required to set up Insta products in MADRIX. This chapter is only part of the process. You need to set up other configurations as well [such as virtual LED matrix, DMX Devices, MADRIX Effects, Audio, etc.].

Gigabit Network Components

It is recommended to only use 1000 MBit/s network components. That means 1000 MBit/s network cards in your computer, 1000 MBit/s switches and a DHCP server with support of 10/100/1000 MBit/s if your setup looks like the configuration shown above.

Step-By-Step Configuration

1] Configure network settings in Windows.
2] Enable Insta Drivers in MADRIX.
5] Set up the correct DMX universe.
6] Set up the Frame Time.

1] Windows Network Settings

The protocol from Insta is a network-based protocol. MADRIX will use the network card of your computer to send data.
- It is required to set up the correct network settings in Windows, first.
- You must use these IP address and Subnet mask settings.
- The IP addresses of your computer and your Insta devices need to be different.

- Set up an individual **IP address** in the following IP address range:
  - 10.0.0.1 ... 10.255.255.254
- Set up the corresponding **Subnet mask**
  - 255.0.0.0

- **Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.**
- **Check the settings of the Windows Firewall.**
- **Learn more »**[Tips [Microsoft Windows / Networks / USB]]

### 2] Enabling Drivers In MADRIX

- Go to *Preferences > Options... > Devices Network*
  [Keyboard shortcut: *Ctrl+Alt+O > Devices Network*]
- **Activate** Enable Network Driver
  - Choose the correct network/network card from the drop-down list.
  - **Always make sure that you have selected the correct network. Otherwise, the network device might still be found. But no data can be sent.**
- **Time To Detect Devices (s)** - Defines how long MADRIX searches the network for devices during startup. Type in a value in seconds.
  - *We recommend to utilize at least a value of 10 to allow for a sufficient search. Higher values are recommended for larger installations.*

- **Adjust White Balance** - Activate and MADRIX automatically performs this automatic calibration on startup. Connected panels will adjust their white value to the maximum value possible in the installation to ensure a similar color temperature. If the adjustment takes longer than 100 seconds, MADRIX will send data nevertheless. Uncheck this option if you want to deactivate it.

3] Activating Device

- Go to Preferences > Device Manager... > DMX Devices
  [Keyboard shortcut: **F4**]

- MADRIX automatically adds network devices it has found during startup to the list.
- Click if the devices have not been found.
  - MADRIX disconnects all DMX512, Art-Net, and other devices and starts to search for new or newly connected devices.
  - Do not rescan for devices if all of your interfaces have been found correctly.

- Select your devices in the list.
- Activate Enable
- Activate Output
- Click Apply

4] Configuration Of Devices

- Select a device in the list and click
- A new window will open.
Set up the following settings for your device [for the Left Half Panel as well as the Right Half Panel]:

- **Brightness** - Defines the maximum output intensity.
- **Contrast** - Defines the color contrast.
- **Luminescence Time** - Defines the luminescence time of the panel.
- **Frequency** - Defines the frequency of the panel.
- **Red** - Defines the maximum red color intensity.
- **Green** - Defines the maximum green color intensity.
- **Blue** - Defines the maximum blue color intensity.
- **Enable Live Preview** - Activates the reception of parameters live from the device.
- **Defaults** - Restores the default settings.

### 5] DMX Universe

- Make sure that your device is still selected.
- Set up **Universe**
  - Enter the specific DMX universe number
- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.
• Make sure the correct universe is assigned according to your requirements.
  Learn more »Glossary
• Click Apply

6] Frame Time

• Make sure that your device is still selected.

• Set up Frame Time (ms)
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  - The default value is 30 ms / 33.3 FPS.
  - Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.
• Click Apply

Rescan For Devices

Rescan For Devices - MADRIX disconnects all DMX512, Art-Net, and other network devices and starts a new search for devices.

Highlight Mode
**Highlight** - Activates the highlight mode for the selected interface and universe under Preferences > Device Manager... > DMX Devices. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces.

**DMX Watcher**

**DMX Watcher** - Opens the DMX Watcher to monitor your DMX output or input under Preferences > Device Manager... > DMX Devices

**Watch Universe** - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered. Learn more »Tools

**Resizing The Window**

If wish to resize the window of the Device Manager to see more devices in the list, simply move your mouse pointer to the bottom of this window. Then, select the border and hold the left mouse button, while moving your mouse downwards.

**Important Notes**
Keep in mind that network devices, if activated, cause network traffic!

- When using a network-based output protocol and when the Startup option *Start MADRIX After Booting Windows* is used, it is highly recommended to also activate the Startup option *Start With Timeout (s)* with a value of 30 or higher.
- It is not recommended to use communication over the Insta/ROBE protocols and KiNET in the same network!
- It is not recommended to operate the Insta protocol and access to the World Wide Web/Internet in the same network! It is recommended to run it in a separate network without internet access.

**Further Configuration**

Remember to configure your light matrix in the »Matrix Generator« or »Patch Editor«

Make sure to save your MADRIX Setup after the configuration process.
6.7 Philips Color Kinetics [KiNET]

Topics of this chapter:
- Introduction
- Note
- Step-By-Step Configuration
- Rescan For Devices
- Highlight Mode
- DMX Watcher
- Resizing The Window
- Further Configuration
- Important Notes
- Troubleshooting
- Additional Information

**Introduction**

MADRIX natively supports Philips Color Kinetics. The necessary protocol is implemented in the software, which makes it simple to use Color Kinetics fixtures and Color Kinetics power supplies with MADRIX.

**Note**

There are several steps required to set up KiNET products in MADRIX. This chapter is only part of the process. You need to set up other configurations as well [such as virtual LED matrix, DMX Devices, MADRIX Effects, Audio, etc.].
Step-By-Step Configuration

1. Set up the correct network settings in Windows.
2. Enable drivers in MADRIX.
3. Activate your devices.
4. Set up the DMX universe.
5. Set up the Frame Time.

1] Windows Network Settings

KiNET is a network-based protocol. MADRIX will use the network card of your computer to send data.

- **It is required to set up the correct network settings in Windows, first.**
- **You must use these IP address and Subnet mask settings. Otherwise, KiNET might not work!**
- **The IP addresses of your computer and your KiNET devices need to be different.**

- Set up an individual **IP address** in the following IP address range:
  - \texttt{10.0.0.1} ... \texttt{10.255.255.254}
- Set up the corresponding **Subnet mask**
  - \texttt{255.0.0.0}

- **Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.**
- **Check the settings of the Windows Firewall.**
- **Learn more » [Tips] [Microsoft Windows / Networks / USB]**

- Example for PCs that are running MADRIX:
2] Enabling Drivers In MADRIX

- Go to Preferences > Options... > Devices Network

  [Keyboard shortcut: Ctrl+Alt+O > Devices Network]

  - Activate Enable KiNET

  - Choose the correct network/network card from the drop-down list.

    - Always make sure that you have selected the correct network. Otherwise, the network device might still be found. But no data can be sent.
- **Time To Detect Devices (s)** - Defines how long MADRIX searches the network for devices during startup. Type in a value in seconds.
  - The default value is 15.
  - **We recommend to utilize at least a value of 15 to allow for a sufficient search. Higher values are recommended for larger installations.**

- **Discovery Repetition To Detect Devices** - Defines how often MADRIX repeats to search for and discover devices in the network within the Time To Detect Devices (s).
  - The default value is 3.

- **Acquire Universe Assignment From Devices** - If activated and if KNET devices have been fully configured, MADRIX reads the assigned DMX universe from newly found devices and automatically sets it in the Device Manager for these devices.

### 3] Activating Device

- Go to **Preferences > Device Manager... > DMX Devices**
  
  [Keyboard shortcut: F4]
- MADRIX automatically adds network devices it has found during startup to the list.

- Click ![search_icon](search_icon.png) if the devices have not been found.
  - MADRIX disconnects all DMX512, Art-Net, and other devices and starts to search for new or newly connected devices.
  - **Do not rescan for devices if all of your interfaces have been found correctly.**

- Select your devices in the list.

- Activate **Enable**

- Activate **Output**

- Click **Apply**

There is a difference between KiNET V1 and V2. KiNET V2 makes sure that the panels will receive the data at the same time. This is particularly useful for large installations.

Please see the Color Kinetics documentation to see which protocol is supported by your power supply.

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5] DMX Universe

- Make sure that your device is still selected.
• Set up *Universe*
  - Enter the specific DMX universe number

• This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.

• **Make sure the correct universe is assigned according to your requirements.**
  
  Learn more »[Glossary](#)

• Click *Apply*

6] **Frame Time**

• Make sure that your device is still selected.

• Set up *Frame Time (ms)*
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  - The default value is 30 ms / 33.3 FPS.
  - **Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.**

• Click *Apply*

**Rescan For Devices**

*Rescan For Devices* - MADRIX disconnects all DMX512, Art-Net, and other network devices and starts a new search for devices.

**Highlight Mode**
**Highlight** - Activates the highlight mode for the selected interface and universe under Preferences > Device Manager... > DMX Devices. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces.

**DMX Watcher**

**DMX Watcher** - Opens the DMX Watcher to monitor your DMX output or input under Preferences > Device Manager... > DMX Devices

**Watch Universe** - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more »[Tools](#)

**Resizing The Window**

If wish to resize the window of the Device Manager to see more devices in the list, simply move your mouse pointer to the bottom of this window. Then, select the border and hold the left mouse button, while moving your mouse downwards.

**Further Configuration**
### LED Fixtures

<table>
<thead>
<tr>
<th>LED Fixtures</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color Kinetics eW Flex SLX</td>
<td>If your are using a PDS-60ca with one or two strings per controller, a PDS-150, or sPDS-480ca, please select the correct fixture in the » Matrix Generator</td>
</tr>
<tr>
<td>Color Kinetics iColor Flex SLX</td>
<td></td>
</tr>
</tbody>
</table>

**Remember to configure your virtual LED matrix in the » [Matrix Generator](#) or » [Patch Editor](#)**

**Make sure to save your MADRIX Setup after the configuration process.**

### Important Notes

- Keep in mind that network devices, if activated, cause network traffic!
- When using a network-based output protocol and when the Startup option **Start MADRIX After Booting Windows** is used, it is highly recommended to also activate the Startup option **Start With Timeout(s)** with a value of 30 or higher.
- It is not recommended to use KINET and communication over the Insta/ROBE protocols in the same network!
- It is not recommended to operate KINET and access to the World Wide Web/Internet in the same network! It is recommended to run it in a separate network without internet access.

### Troubleshooting

If you are encountering problems, please work through the following checklist:

- Check if all network cables are connected and if Gigabit network components are used.
- Check if your light matrix is configured correctly in the **Matrix Generator** or **Patch Editor**
• Have all devices been found under Preferences > Device Manager... > DMX Devices?
  If not,
  1] Check if the IP address and Subnet mask are configured correctly in Windows and your devices.
  2] Go to the Preferences > Options > Devices Network. Select Enable KinET
  3] Go to the Preferences > Options > Devices Network. Select the correct network card in the section Philips Color Kinetics - KinET
  4] Go to the Preferences > Options > Devices Network. Increase the value for Time To Detect Devices (s)
    in the section Philips Color Kinetics - KinET
  5] Click Rescan For Devices under Preferences > Device Manager... > DMX Devices.
  6] Try and deactivate your Firewall in Windows.
  7] Make sure that the network is not forming a ring, were the start point is also the end point, and that data is not sent back to the source [the computer].

• Are all devices activated under Preferences > Device Manager... > DMX Devices?
  Check if Enable and Output are activated.

• Check if all ports you are using on your device are configured correctly. Please check if ports, that are not used,
  are deactivated in MADRIX.

• Check if the DMX addressing and DMX universes are assigned correctly. Also check the Patch.

• Test if MADRIX is connected to the devices. Use Highlight Device for each of your devices.

• Go to Tools > Task Watcher. Check if the devices are sending data.

• Go to Tools > Logfile. Check if any error or warnings occur regarding the network or KinET.

• Make sure all power supplies and controllers are working correctly.

• Remove any routers from the network.

Additional Information

Addressing And Configuration

• Regarding the configuration and addressing of Philips Color Kinetics lighting fixtures and power supplies, the company offers extensive information on the following website: »http://www.colorkinetics.com/support/addressing/
In addition, there is a software tool called QuickPlay Pro for configuration and multiple addressing. Here is an excerpt from the website:

"With QuickPlay Pro, you can:

- Use serial numbers to program fixtures with light numbers or DMX addresses
- Assign base light numbers to power / data supplies, allowing automatic fixture configuration
- Test light numbers and DMX channels
- Demonstrate a lighting system using four built-in light shows: fixed color, color wash, rainbow, and streak"

- For example, the tool can be used to change the IP addresses of Color Kinetics lighting fixtures.
- **Please note: Working with such a tool is only recommended for advanced users because settings can easily be adjusted wrong!**

You can download the tool on the website mentioned above or at »http://www.colorkinetics.com/support/downloads/

The download archive for older products can be found at »http://www.colorkinetics.com/support/downloads/archive/

**Information About PDS-60ca Power Supplies**

The PDS-60ca is a well-known and often used power/data supply from Philips Color Kinetics. Three different versions are offered:

- PDS-60ca PREPROGRAMMED
- PDS-60ca DMX
- PDS-60ca ETHERNET

You can identify your version of the device using the following item numbers written on the case of the PDS-60ca:

- 109-000016-00 [Pre-programmed]
- 109-000016-01 [DMX]
- 109-000016-02 [Ethernet]
The PDS-60ca DMX supports DMX512 via an extra interface [controlled by MADRIX] or Color Kinetics DMX controllers.

The PDS-60ca ETHERNET uses KINET and can be controlled via MADRIX without an extra interface.

And the PDS-60ca PREPROGRAMMED does not support external data input.

Information Update

The official website now only lists two PDS-60ca. The second power supply now automatically switches between DMX and Ethernet mode.

- 109-000020-00 PDS-60ca 12V [Pre-programmed]
- 109-000020-03 PDS-60ca 12V [DMX / Ethernet]
6.8 ESTA - Streaming ACN [sACN / E1.31]

This topic includes:
- Introduction
- Note
- Step-By-Step Configuration
- Rescan For Devices
- Highlight Mode
- DMX Watcher
- Resizing The Window
- Important Notes
- Troubleshooting
- Further Configuration

**Introduction**

Streaming ACN [sACN/E1.31] is a protocol that transfers DMX data over Ethernet. It is another network-based DMX protocol. It is a standard created by ESTA [Entertainment Services and Technology Association; web link »[www.esta.org](http://www.esta.org)].

**Note**
There are several steps required to set up Streaming ACN products in MADRIX. This chapter is only part of the process. You need to set up other configurations as well [such as virtual LED matrix, DMX Devices, MADRIX Effects, Audio, etc.].

**Step-By-Step Configuration**

1] Configure network settings in Windows.

2] Activate Streaming ACN in MADRIX.

3A] Configure single DMX devices.

3B] Configure multiple DMX devices.

4] Choose if you are going to use your devices as output or input interfaces.

5] Set up the correct DMX universe.

6] Set up the Frame Time.

1] **Windows Network Settings**
• MADRIX automatically sets up Streaming ACN network settings for you.
  [MADRIX supports multicast Streaming ACN. Data is automatically sent to all corresponding sACN devices in the network.]
• You only need a computer with a network card and a valid IP address.

• You do not have to change the IP address settings in Windows for Streaming ACN!
• The IP address range for sACN devices is 239.255.X.X according to the Streaming ACN specifications.
  [Even if your sACN devices are set to a different IP address range, you may try the connection from MADRIX to your devices. You can use the MADRIX demo version to test the software prior to purchase.]
• Make sure that your Firewall does not block data of the 239.255.X.X IP address range!
• Check the settings of the Windows Firewall.
• Learn more »Tips [Microsoft Windows / Networks / USB]

2] Activating Streaming ACN

• Go to Preferences > Options... > Devices Network
  [Keyboard shortcut: Ctrl+Alt+O > Devices Network]
• Activate Enable ACN E1.31
• Choose your network card from the drop-down list. Make sure to select the correct network adapter that will be used for Streaming ACN!
  [The IP address and Subnet mask label should help you select the correct adapter. It is not necessary to change any of these networks settings.]
• ACN Device Count - Set up how many you are going to use.
  [This is the total amount of OUT and IN devices. Please set the exact number of devices you are using. If the count is higher, this creates unnecessary network traffic.]
• Press Apply
**ACN CID** - Being a network protocol, Streaming ACN sends a so-called CIDs [Component Identifier].
- Every single ACN device has such a unique ID.
- When using Streaming ACN, your MADRIX software is one of those devices.
- When you start MADRIX for the first time, this ID will be generated automatically for you. From this point onwards it will be used on your PC.
- With this ID your MADRIX software can be easily identified in the network. Interfaces can detect this unique ID and can be configured to receive data from this particular device. Please note that the ACN interface must support this feature.
- **Do not change the ACN CID, unless you are an experienced user!**

- Press **OK** to close the window.

### 3A] Configuration Of Single DMX Devices

- Go to **Preferences > Device Manager... > DMX Devices**
  [Keyboard shortcut: **F4**]
MADRIX automatically creates and adds the number of interfaces to the list.

[according to *ACN Device Count*]

- Select a device in the list and click ![button](image). A new window will open.

Set up the following settings for your devices:

- **Source Name** - Allows you to set up a specific name for the device. This name is send via network as well. Therefore, interfaces may be able to retrieve this name and can be configured to receive data from this source.
  - If you are using the default name *MADRIX U:X*, the universe will automatically be displayed in the name [represented by X: 1, 2, 3, etc.].
- **ACN Universe** - Defines the DMX universe of the device.
  - **Set up the same universe that is set up in your sACN device.**
  - According to the Streaming ACN specifications, MADRIX will automatically change the ACN IP Address according to the ACN Universe.

- **ACN Priority** - Was implemented for backup solutions. Valid values range from 0 to 200, which is the highest priority.
  - For example, you may have set up two MADRIX PCs. One gets a priority of 100. The second PC gets a priority of 50. If the first PC fails and only if it malfunctions, data will be automatically received from PC #2.
  - Data will always be received from the device with the highest priority. Please note that the ACN device must support this feature.

- **ACN Protocol** - Allows you to choose the protocol version. The official version is called ANSI. This option is selected by default.
  - If you are using an older device that is using the Draft version, you may select BSR.
  - **Do not change the protocol unless you are certain.**

- **ACN IP Address** - Displays the IP address of the device as automatically assigned by MADRIX according to the Streaming ACN specifications. The last 2 digits match the assigned DMX universe.

- Press **Apply** to confirm your changes.
- Press **OK** to close the window.

### 3B] Configuration Of Multiple DMX Devices

- You can configure **several interfaces** at the same time.

- Follow the steps of 3A, but select multiple devices and press ![ ]
- A new window will open.
Set up the settings as described under 3A].

For **ACN Universe** you have now additional options for **Auto Numbering**:

- Leave this button deactivated and every device will get the same number of universes.
- Activate the button and MADRIX will automatically increase the number for all the selected devices, starting with the ACN Universe value you entered.

Press **Apply** to confirm your changes.

Press **OK** to close the window.

### 4] Output or Input

- Make sure that your device is still selected under **Preferences > Device Manager... > DMX Devices**.
- **A]** Enable **Output** if you wish to send data to this device in order to put it out onto your LED fixtures.
  - Click **Apply**

- **B]** Enable **Input** if you wish to receive incoming data through this device.
  - Click **Apply**

- In DMX-IN mode, you will not be able to select the ACN protocol. MADRIX will automatically select the correct protocol version.
- Learn more »[DMX-IN](#)
Note: If you are loading a MADRIX Setup, please check if the number of ACN devices in your setup corresponds with the number that is activated. The Setup stores the number of devices. But if you changed the amount and then loaded the Setup, the newly defined number will be activated.

5] DMX Universe

- Make sure that your device is still selected.
- Set up Universe
  - Enter the specific DMX universe number
- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.
- Make sure the correct universe is assigned according to your requirements.
  Learn more »Glossary
- Click Apply

6] Frame Time

- Make sure that your device is still selected.
- Set up **Frame Time (ms)**
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  - The default value is 30 ms / 33.3 FPS.
  - Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.

- Click **Apply**

---

**Rescan For Devices**

Rescan For Devices - MADRIX disconnects all DMX512, Art-Net, and other network devices and starts a new search for devices.

---

**Highlight Mode**

Highlight - Activates the highlight mode for the selected interface and universe. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces.
DMX Watcher

DMX Watcher - Opens the DMX Watcher to monitor your DMX output or input.

Watch Universe - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more » Tools

Resizing The Window

If wish to resize the window of the Device Manager to see more devices in the list, simply move your mouse pointer to the bottom of this window. Then, select the border and hold the left mouse button, while moving your mouse downwards.

Important Notes

- Please switch off your Firewall or configure your Firewall accordingly. sACN might not work with a Firewall!

- It is recommended to run sACN in a separate network without internet access. Else, the internet connection may not work properly.

- Keep in mind that network devices, if activated, cause network traffic!

- When using a network-based output protocol and when the startup option Start MADRIX After Booting Windows is used, it is highly recommended to also activate the Startup option Start With Timeout (s) with a value of 30 or higher.
Troubleshooting

If you are encountering problems, please work through the following checklist:

- Make sure to set up the Windows Firewall correctly or deactivate the Windows Firewall if possible [only if no connection to the internet is available]. Learn more »[Tips Microsoft Windows / Networks / USB]
- Use Start With Timeout (s) in the MADRIX Options to make sure network is initialized correctly before MADRIX starts. Learn more »[Startup]
- If output problems occur, decrease the output frame rate [FPS] in the Device Manager.
- Make sure that sACN is set up as an individual network and separate from the Internet.
- Double-check if routers and switches in the network allow communication and IP address forwarding for the 239.255.X.X range of IP addresses.
- Double-check if your sACN devices support multicast Streaming ACN and are configured accordingly.

Further Configuration

Remember to configure your light matrix in the »[Matrix Generator] or »[Patch Editor]

Make sure to save your MADRIX Setup after the configuration process.
6.9 Proprietary DVI Devices [5A / A8 / T9]

This topic includes:
- Introduction
- Initial Configuration
- Note
- Gigabit Network Card
- Step-By-Step Configuration
- Further Configuration
- Important Notes
- Troubleshooting

**Introduction**

Certain DVI hardware is equipped with proprietary protocols. MADRIX has implemented a range of products that are natively supported because of this.

MADRIX currently supports the following DVI device types:
• Colorlight 5A
• Colorlight A8
• Colorlight T9
• EuroLite T9
• ColourSmart Link

**Initial Configuration**

Before you can use MADRIX, please make sure that you have configured your LED fixtures and hardware correctly.

**Note**

There are several steps required to set up proprietary DVI products in MADRIX. This chapter is only part of the process. You need to set up other configurations as well [such as virtual LED matrix, DMX Devices, MADRIX Effects, Audio, etc.].

**Gigabit Network Card**

• Only use a GIGABIT network card [1 GBit/s or 1000 MBit/s]. 100 MBit/s network cards or lower will not work!
• It is only recommended to use a wired network connection. Using wireless transmission will not work!
**Step-By-Step Configuration**

1] Install the correct driver.

2] Activate the DVI device in MADRIX.

3] Configure various settings.

**1] Installing The WinPcap Driver**

- To use DVI devices with MADRIX, you have to install the correct driver first.
- During the MADRIX installation process, make sure to select the check box *WinPcap Driver*
- If you have already installed MADRIX without this component, re-install MADRIX.
- The WinPcap driver will be installed using a second installer. Confirm this setup wizard to install the driver.
- Learn more »[Installation Process](#)
Welcome to the WinPcap 4.1.3 Setup Wizard

This Wizard will guide you through the entire WinPcap installation. For more information or support, please visit the WinPcap home page.

http://www.wireshark.org
2] Activating The DVI Device

- Go to Preferences > Device Manager... > DVI Devices
  [Keyboard shortcut: F4 > DVI Devices]

  - Click 🔍
  [MADRIX will automatically search for connected devices. It will also search across multiple networks if there is more than one network card is available.]
  [Note: Automatic search will default to EuroLite T9 for all T9 devices found, incl. ColourSmart Link, EuroLite T9, and Colorlight T9.]
- **B]** Add devices manually.

- Click ![button](image)

- A small selection list will be opened above the button.

  ![Device Configuration](image)

  - Select your DVI device type now.
  - A new window will open [Device Configuration].

1. If the drop-down list at the top of the Device Configuration window does not contain an entry, there is either no network card available or the WinPcap driver is not installed properly.

- If you are receiving this error message, please resolve these issues and run the MADRIX installer again to install the required drivers [WinPcap Driver].
2] If everything is installed properly, select the network device that communicates with your DVI fixture in the drop-down list at the top of the Device Configuration window.

- Do not change any other settings here [such as, **Color Master**] unless you are an experienced user.
  - Advanced users may adjust the color settings via the Color Master if the DVI device renders colors incorrectly.
  - When adding Colorlight 5A devices, you may choose an additional **Screen Number**. Set up the same index number as is configured in your 5A device. Leave the default setting if you are not sure.

- Click **OK**

- The new DVI device will appear in the list after it has been added automatically or manually.
3] Settings

There are different Settings available for further configuration. By default, all settings should be set up correctly already.

- If you change a setting, always click **Apply** to confirm the changes.

- **Enable** - Activates or deactivates the currently selected DVI device. This is activated by default. It needs to be activated in order to work correctly.

- **Use Full Size** - Displays the full Matrix Size on the device. This is activated by default and the recommended setting.
  - Deactivate if you want to set up a certain cut-out and specify which details of your matrix will be shown. You can choose the start coordinates and the end coordinates of this area. **Left** and **Top** define the start coordinates in a coordinate system that starts with 0,0 in the top left corner. **Right** and **Bottom** define the end coordinates.

**Scaling is not available.**

Your virtual LED matrix will not be stretched or compressed in order to fit the DVI device or vice versa.
- **Set Frame Time** - Activate in order to set a different frame time in milliseconds. By default, the DVI device is set to be an *Event* type with a frame rate of 50 FPS.
  - If you manually set a new frame time, the output might judder.
  - It is not recommended to set a higher frame rate than 50 FPS. But if your hardware controller requires a frame rate that is lower than 50 FPS, adjust the value to these requirements. Then, the type of your device will be set to *Frame* in the list.

- - Removes the currently selected DVI device.
- - Calls up the configuration window again.
- - Makes your device flash and will set all pixels instantly to white for testing purposes.

---

**Further Configuration**

Remember to configure your light matrix in the »**Matrix Generator** or »**Patch Editor**

Make sure to save your MADRIX Setup after the configuration process.

---

**Important Notes**

<table>
<thead>
<tr>
<th>Device Type</th>
<th>Comments</th>
</tr>
</thead>
</table>

### All DVI Device Types

1. Please do not use a network hub or switch. Please only use a direct network connection.
   
2. Use only Gigabit network cards.
   
3. Only connect via network cabling. A wireless connection [WiFi] will not work!
   
4. A maximum of 75 m of network cabling is recommended. When covering higher distances, data issues can occur.
   
5. Please note that the hardware controller needs to be configured correctly, before MADRIX can be used.
   
6. The configuration cannot be rotated. If you have rotated fixtures in your installation, please use the rotation features provided by each MADRIX effect.
   
7. Do not use different DVI device types on the same network! Always use a separate network for each proprietary DVI device type.

### EuroLite T9

1. Before using MADRIX, please make sure that you have configured your EUROLITE LED fixture and hardware correctly. The configuration is described in the EUROLITE user manual. Repeat the steps if necessary.
   
2. You can only create and use one single DVI device in MADRIX per network card. This means that a maximum of 56 controllers connected in series can be used per one network card with a maximum of 128x128 pixels for each controller.
   
3. Please note: Configure only one hardware controller at a time with the software EUROLITE LED Show T9. Please do not connect several controllers while setting the parameters.
   
4. See web link [www.eurolite.de](http://www.eurolite.de) for the latest documentation.

---

### Troubleshooting

**If you are encountering problems, please work through the following checklist:**

- Check if all network cables are connected correctly. Please do not use a network hub or switch.
- Check if your hardware is working without MADRIX.
- Check if you have installed the **WinPcap Driver** during the installation of MADRIX.
• Check if your light matrix is configured correctly in the Matrix Generator or Patch Editor.

• Go to the menu Preferences > Device Manager... > DVI Devices. Check if you have added a new DVI device.

• Check if Enable and Use Full Size are activated for your device under Preferences > Device Manager... > DVI Devices.

• Configure your hardware controller again if this seems to be necessary.

• Always configure only one hardware controller. Do not connect two or more controllers while setting the parameters.

• When using LED Show T9,
  1] repeat the steps described in the manual.
  2] make sure to click Send two times in order to save the parameter set on your PC and on your controller.
  3] download the configuration file again [for example, Presets T9.DAT] and use this default configuration file to configure your controller again.
  4] uninstall the software and then install it again. Reconfigure all settings.
//PART G

INPUT And Remote Control
7 INPUT And Remote Control

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

You can receive data in MADRIX through various ways. That means you can use another controller or device:

- to send data to the software and use this data.
- to send commands to the software for Remote Control.
- to route incoming data onto your output [also know as Mapping/Merging/DMX-Thru].

Topics Of This Chapter

There are several possibilities for input and remote control:

- >Art-Net Remote
  The Art-Net protocol includes Art-Net Remote. In this way, you can use a console for example to access certain software features remotely.
- >DMX-IN
  Several protocols are implemented into MADRIX for remote control over DMX-IN. Any DMX console or desk can easily be used then to gain full control over the software.
- >MIDI-IN
  MIDI controllers are an accessible and popular way to trigger the software. Learn how to configure your MIDI device in this section.
- >Time Code [Art-Net / MIDI / SMPTE / System Time]
  Various types of Time Code can be received with MADRIX to synchronize equipment and devices with each other.
• **GamePort**
  The GamePort is a device port to connect 3rd-party controllers.

• **CITP**
  MADRIX supports CITP. This is a useful feature when controlling MADRIX remotely, especially when using it in a combination with a lighting desk.

• **Remote HTTP**
  MADRIX offers remote control with every internet browser. An internal web server is implemented in the software and can be started if required to gain external access.
7.1 DMX-IN And Art-Net Remote

This topic includes:
- Overview
- DMX-IN
- Art-Net Remote
- Art-Net Remote Troubleshooting
- Protocols [Overview]
- Important Notes

Overview

MADRIX can receive incoming data or can be controlled remotely [DMX Input]. That means you can use another controller or device:

- to send data to the software and use this data [e.g., for Scripts, Macros, or tests].
- to send commands to the software [Remote Control].
- to route incoming data onto your output [also known as Mapping/Merging/DMX-Thru].

In general, 2 options are available to you:

- **DMX-IN** [Receiving DMX input data, including reception of Streaming ACN data]
- **Art-Net Remote** [Receiving Art-Net data]

**DMX-IN**

**Step-By-Step Configuration**

1] Enable drivers for your DMX device [e.g., a DMX controller].
2] Activate your DMX device.
3) Enable DMX-IN.

4) Choose how to use incoming signals [as data, for Remote Control, or for Mapping].

1] Enable Drivers For Your DMX Device

- Go to Preferences > Options...
  [Keyboard shortcut: Ctrl+Alt+O]
  A new window will open.
  - Choose Devices USB or Devices Network to enable your device.
    Learn more »Options

2] Activate Your DMX Device

- Go to Preferences > Device Manager... > DMX Devices
  [Keyboard shortcut: F4]
  A new window will open.

- MADRIX may have already found your connected DMX devices. They will be shown in the list.
- Click if your DMX devices are not shown in the list.
- Select your DMX device in the list.
- Activate **Enable**, and activate **Input** in the section **Settings**
- Click **Apply** to confirm.

3] Enable DMX-IN

- Go to **Preferences > Device Manager... > DMX Input**
- Select your preferred DMX **Universe** in the list.
  
  [By default, DMX universe 1 to 8 are listed. If you wish to increase the number of DMX-IN universes, you can change the setting. Learn more »**Performance**]

- Choose your **DMX-IN Device** in the section **Device**

- [If needed, you can disable DMX-IN by deselecting the device under **DMX-IN Device** and choose the list entry that is empty or disable the interface under **Device Manager... > DMX Devices**]

### 4] Choose How To Use Incoming Signals

**Data**

- At this point, MADRIX is now already receiving any incoming data.

- You can now use this data, for example for Scripts and Macros. Learn more »**Macros And Scripts**

- If you want to monitor incoming signals, select your DMX universe/DMX device in the list and click **Watch Universe...**. Learn more »**Tools**

**Remote Control**
If you want to control MADRIX remotely, first select your device in the list.

Activate **Remote**

Select one of the built-in protocols in the section **Remote Control** as explained below or create your own remote configuration. Learn more »[DMX-IN Remote Editor](#)

---

**Open** - Loads a previously saved MADRIX DMX Remote Configuration file [of the file type *.mdrx].

**Protocols** - Choose from a pre-configured protocol [configuration]. Learn more [Protocols [Overview]](#)

**DMX-IN Remote Editor** - Allows you to modify a configuration or create a new configuration. Learn more »[How To Assign DMX-IN Freely](#)
Start Address - Define on which particular DMX channel the protocol should start. The whole protocol will be mapped to this new address area.

DMX Watcher - Opens the DMX Watcher to monitor your DMX output or input

Watch Universe... - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more »Tools

Mapping

- If you want to route incoming DMX signals through MADRIX to your output [DMX-Thru], first select your device in the list.
- Activate Mapping
- This feature maps incoming data to the specified DMX universe and channels.
Configure the following settings in the section **Mapping**

- **Map Channels From** - Defines which incoming channels are used. This is the start channel to specify the range of channels.
- **To** - Defines which incoming channels are used. This is the end channel to specify the range of channels.
- **To Universe** - Defines onto which output DMX universe MADRIX should map the specified range of incoming channels.
- **Start At Channel** - Defines the first DMX channel of the output DMX universe MADRIX should use.
- **Use HTP** - Activates the Highest Takes Precedence feature. You can map incoming data to a DMX address range that MADRIX already controls. Use HTP and MADRIX will compare incoming values with the DMX data it sends to the DMX output. As a result, MADRIX will only use the highest of both values on a particular channel and send it to the output.

- Click **Apply** to confirm.

---

You will need a MADRIX KEY that supports a DMX-based output license in order to be able to use Mapping.

---

**Art-Net Remote**

**Overview**

An Art-Net device can be used for DMX-IN as well. This feature is called Art-Net Remote.

**Step-By-Step Configuration**

1] Set up network settings in Windows.


4] Enable DMX-IN.

5] Choose how to use incoming signals [as data, Remote Control, Mapping].
1] Set Up Network Settings In Windows

Art-Net is used to send DMX512 data over Ethernet network. Because of this, you need to configure the settings of your network card in Windows first.

- Configure your network card in Windows.
- Use an IP address from the following address range:
  2.0.0.1 ... 2.255.255.254
  or
  10.0.0.1 ... 10.255.255.254
- Use the following Subnet mask
  255.0.0.0
- Learn more »Tips [Microsoft Windows / Networks / USB]

You must use this address area! Art-Net may not work otherwise.

2] Activate Art-Net

- Go to Preferences > Device Manager... > Art-Net
  [Keyboard shortcut: F4 > Art-Net]
- A new window will open.

- Activate the checkbox Enable [in the upper, right corner].
- MADRIX will automatically create a new device in the list called ArtNet Remote
- Select **ArtNet Remote** in the list.

- Click 📽️

- A new window will open.
Configure the following settings:

- **Port Count** - Defines how many DMX universes can be received by MADRIX. You can choose 1, 2, 3, or 4. [MADRIX can receive a maximum of 4 universes regarding Art-Net Remote.]

- **Universe Port OUT** - Defines from which DMX universe MADRIX receives the data.
  - Choose the universe on which your Art-Net device is sending the data!

- **Direct IP Mode** - If activated, MADRIX will only receive data from the specified IP address. This is the recommended setting.

- **IP Address** - Needs to be set up if Direct IP Mode is activated.
  - Enter the IP address of the device that is sending data to MADRIX. Do not enter the IP address of your MADRIX PC!

- **Broadcast Mode** - If activated, MADRIX can receive data from all network addresses in the network.
  - [Any Art-Net device, such as an lighting desk, can send data to MADRIX].

- Click **Apply** to confirm.
Click **OK** to close the window.

### 3] Activate The Art-Net Remote Device

- Go to **Preferences > Device Manager... > DMX Devices**
- Your **ArtNet Remote** device will be shown in the list.
  
  [If the **Port Count** above is set to 2, 3, or 4, you will see up to 4 devices in the list.]

- Select your devices in the list.
- Activate **Enable** in the section **Settings**.
  
  [**Input** is automatically selected.]
- If needed, adjust **Frame Time (ms)** to increase or decrease the **FPS** [Frames Per Second].
- Click **Apply** to confirm.
4] Enable DMX-IN

- Go to Preferences > Device Manager... > DMX Input
Select your preferred DMX **Universe** in the list.
[By default, DMX universe 1 to 8 are listed. If you wish to increase the number of DMX-IN universes, you can change the setting. Learn more »Performance]

- Select your **DMX-IN Device** in the section **Device** by choosing the **ArtNet Remote** device.

![Device Manager](image)

- [If needed, you can disable DMX-IN by deselecting the device under **DMX-IN Device** and choose the list entry that is empty or disable the interface under **Device Manager... > DMX Devices.**]

5] **Choose How To Use Incoming Signals**

**Data**
- At this point, MADRIX is now already receiving any incoming data.
- You can now use this data, for example for Scripts and Macros. Learn more »**Macros And Scripts**
- If you want to monitor incoming signals, select your DMX universe/DMX device in the list and click **Watch Universe...** Learn more »**Tools**

**Remote Control**
If you want to control MADRIX remotely, first select your device in the list.

Activate Remote

Select one of the built-in protocols in the section Remote Control [as explained below] or create your own remote configuration. Learn more » How To Assign DMX-IN Freely

Open - Loads a previously saved MADRIX DMX Remote Configuration file [of the file type *.mdrx].

Protocols - Choose from a pre-configured protocol [configuration]. Learn more Protocols [Overview]

DMX-IN Remote Editor - Allows you to modify a configuration or create a new configuration. Learn more » DMX-IN Remote Editor
Start Address - Define on which particular DMX channel the protocol should start. The whole protocol will be mapped to this new address area.

DMX Watcher - Opens the DMX Watcher to monitor your DMX output or input

Watch Universe... - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more »Tools

Mapping

- If you want to route incoming DMX signals through MADRIX to your output [DMX-Thru], first select your device in the list.

- Activate Mapping

- This feature maps incoming data to the specified DMX universe and channels.
• Configure the following settings in the section **Mapping**
  - **Map Channels From** - Defines which incoming channels are used. This is the start channel to specify the range of channels.
  - **To** - Defines which incoming channels are used. This is the end channel to specify the range of channels.
  - **To Universe** - Defines onto which output DMX universe MADRIX should map the specified range of incoming channels.
  - **Start At Channel** - Defines the first DMX channel of the output DMX universe MADRIX should use.
  - **Use HTP** - Activates the Highest Takes Precedence feature. You can map incoming data to a DMX address range that MADRIX already controls. Use HTP and MADRIX will compare incoming values with the DMX data it sends to the DMX output. As a result, MADRIX will only use the highest of both values on a particular channel and send it to the output.
• Click **Apply** to confirm.

**You will need a MADRIX KEY that supports DMX-based output in order to be able to use Mapping.**

**Art-Net Remote Troubleshooting**

**If you are encountering problems, please work through the following checklist:**

• Double-check the settings of your network card.
• Make sure to set up the Windows Firewall correctly. Learn more »[Tips](https://www.madrix.com/docs/microsoft_windows_networks_usb)
• Double-check the settings of the ArtNet Remote device in MADRIX.
• Use the DMX Watcher to monitor incoming data.

**Protocols [Overview]**

There are preprogrammed DMX protocols you can choose from:
Important Notes

- Please make sure to save your MADRIX Setup file after the configuration process.
7.1.1 DMX-IN [Simple Protocol]

This topic includes:
- Introduction
- Overview
- Other Protocols

Introduction

The Simple protocol is a pre-configured DMX protocol [or profile] you can use for Remote Control.

- Simple Protocol uses 4 DMX channels.
- Valid incoming DMX values are 0 - 255.

Overview

<table>
<thead>
<tr>
<th>DMX Channel</th>
<th>Remote Control Function</th>
<th>DMX Values</th>
<th>Functionality</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Storage Left</td>
<td>0 - 255</td>
<td>Storage, Left, 1 - 256</td>
<td>Choose Storage 1 to 256 on the Left side.</td>
</tr>
<tr>
<td></td>
<td>Storage ID</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>02</td>
<td>Storage Left</td>
<td>0 - 255</td>
<td>Storage Place, Left, 1 - 256</td>
<td>Choose your Storage Place in the selected Storage on the Left side. A fade of the crossfader is applied automatically according to the Fade Time.</td>
</tr>
<tr>
<td></td>
<td>Place +Fade</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>03</td>
<td>Fade Time In 1/10</td>
<td>0 - 255</td>
<td>Fade Time, 0 - 10s</td>
<td>Set up the Fade Time of the crossfader in tenths of a second.</td>
</tr>
<tr>
<td></td>
<td>Seconds</td>
<td></td>
<td>0 = 0s</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>127 = 5s</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>255 = 10s</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Steps of 2 or 3 = 0.1s</td>
<td></td>
</tr>
</tbody>
</table>
### Other Protocols

There are other preprogrammed DMX protocols you can choose from:

- »DMX-IN [Simple Protocol]
- »DMX-IN [General Protocol]
- »DMX-IN [Advanced Protocol]
- »DMX-IN [User]
7.1.2 DMX-IN [General Protocol]

This topic includes:
- Introduction
- Overview
- Other Protocols

## Introduction

The General protocol is a pre-configured DMX protocol [or profile] you can use for Remote Control.

- General Protocol uses 26 DMX channels.
- It includes the Simple Protocol.
- Valid incoming DMX values are 0 - 255.

## Overview

<table>
<thead>
<tr>
<th>DMX Channel</th>
<th>Remote Control Function</th>
<th>DMX Values</th>
<th>Functionality</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Storage Left</td>
<td>0 – 255</td>
<td>Storage, Left, 1 – 256</td>
<td>Choose Storage 1 to 256 on the Left side.</td>
</tr>
<tr>
<td></td>
<td>Storage ID</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>02</td>
<td>Storage Left</td>
<td>0 – 255</td>
<td>Storage Place, Left, 1 – 256</td>
<td>Choose your Storage Place in the selected Storage on the Left side. A fade of the crossfader is applied automatically according to the Fade Time.</td>
</tr>
<tr>
<td></td>
<td>Place +Fade</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Feature</td>
<td>Setting Range</td>
<td>Description</td>
<td></td>
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<td>----------------------------------</td>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
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</tr>
<tr>
<td>03</td>
<td>Fade Time In 1/10 Seconds</td>
<td>0 - 255</td>
<td>Set up the Fade Time of the Crossfader in tenths of a second.</td>
<td></td>
</tr>
<tr>
<td>04</td>
<td>Global Master</td>
<td>0 - 255</td>
<td>Control the overall intensity.</td>
<td></td>
</tr>
<tr>
<td>05</td>
<td>Global Blackout</td>
<td>0 - 127</td>
<td>Activate or deactivate the overall Blackout.</td>
<td></td>
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<tr>
<td>06</td>
<td>Fade Type</td>
<td>0 - 15</td>
<td>Set up the Fade Type of the crossfader.</td>
<td></td>
</tr>
<tr>
<td>07</td>
<td>Fade Color Red</td>
<td>0 - 255</td>
<td>Set up the red color values for the Color Fade.</td>
<td></td>
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<tr>
<td>08</td>
<td>Fade Color Green</td>
<td>0 - 255</td>
<td>Set up the green color values for the Color Fade.</td>
<td></td>
</tr>
<tr>
<td>09</td>
<td>Fade Color Blue</td>
<td>0 - 255</td>
<td>Set up the blue color values for the Color Fade.</td>
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<td>10</td>
<td>Fade Color White</td>
<td>0 - 255</td>
<td>Set up the white color values for the Color Fade.</td>
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<tr>
<td>11</td>
<td>Global Filter Red</td>
<td>0 - 255</td>
<td>Set up the red color values for the Main Output Color Filter.</td>
<td></td>
</tr>
</tbody>
</table>

**Fade Time**: 0 = 0s
127 = 5s
255 = 10s
Steps of 2 or 3 = 0.1s
<table>
<thead>
<tr>
<th>No.</th>
<th>Description</th>
<th>Range 1</th>
<th>Range 2</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>Global Filter Green</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Set up the green color values for the Main Output Color Filter.</td>
</tr>
<tr>
<td>13</td>
<td>Global Filter Blue</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Set up the blue color values for the Main Output Color Filter.</td>
</tr>
<tr>
<td>14</td>
<td>Global Filter White</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Set up the white color values for the Main Output Color Filter.</td>
</tr>
<tr>
<td>15</td>
<td>Global Output Freeze</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>Activate or deactivate the overall Main Output Freeze.</td>
</tr>
<tr>
<td>16</td>
<td>Audio Input Level</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the maximum audio input level.</td>
</tr>
<tr>
<td>17</td>
<td>Audio Automatic Gain Control</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>Activate or deactivate the Audio Gain Control.</td>
</tr>
<tr>
<td>18</td>
<td>Global Output Strobe</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>Activate or deactivate the Main Output Strobe.</td>
</tr>
<tr>
<td>19</td>
<td>Global Output Strobe Color Red</td>
<td>0 - 255</td>
<td>Color value, 0 - 255</td>
<td>Set up the red color values for the Main Output Strobe.</td>
</tr>
<tr>
<td>20</td>
<td>Global Output Strobe Color Green</td>
<td>0 - 255</td>
<td>Color value, 0 - 255</td>
<td>Set up the green color values for the Main Output Strobe.</td>
</tr>
<tr>
<td>21</td>
<td>Global Output Strobe Color Blue</td>
<td>0 - 255</td>
<td>Color value, 0 - 255</td>
<td>Set up the blue color values for the Main Output Strobe.</td>
</tr>
<tr>
<td>22</td>
<td>Global Output Strobe Color White</td>
<td>0 - 255</td>
<td>Color value, 0 - 255</td>
<td>Set up the white color values for the Main Output Strobe.</td>
</tr>
<tr>
<td>23</td>
<td>Cue List Play / Pause Toggle</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>Start or halt the Cue List.</td>
</tr>
<tr>
<td>24</td>
<td>Cue List Go</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>Skip to the next Cue List entry.</td>
</tr>
<tr>
<td>25</td>
<td>Cue List Back</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>Go back to the previous Cue List entry.</td>
</tr>
</tbody>
</table>
Other Protocols

There are other preprogrammed DMX protocols you can choose from:

- DMX-IN [Simple Protocol]
- DMX-IN [General Protocol]
- DMX-IN [Advanced Protocol]
- DMX-IN [User]
7.1.3 DMX-IN [Advanced Protocol]

This topic includes:
- Introduction
- Overview
- Other Protocols

Introduction

The Advanced protocol is a pre-configured DMX protocol [or profile] you can use for Remote Control.

- Advanced Protocol uses 167 DMX channels.
- It includes the Simple Protocol as well as General Protocol.
- Valid incoming DMX values are 0 - 255.

Overview

<table>
<thead>
<tr>
<th>DMX Channel</th>
<th>Remote Control Function</th>
<th>DMX Values</th>
<th>Functionality</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Storage Left</td>
<td>0 - 255</td>
<td>Storage, Left, 1 - 256</td>
<td>Choose Storage 1 to 256 on the Left side.</td>
</tr>
<tr>
<td></td>
<td>Storage ID</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>02</td>
<td>Storage Left</td>
<td>0 - 255</td>
<td>Storage Place, Left, 1 - 256</td>
<td>Choose your Storage Place in the selected Storage on the Left side. A fade of the crossfader is applied automatically according to the Fade Time.</td>
</tr>
<tr>
<td></td>
<td>Place +Fade</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Part G: INPUT And Remote Control

<table>
<thead>
<tr>
<th></th>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
</table>
| 03| Fade Time In 1/10 Seconds | Set up the Fade Time of the crossfader in tenths of a second.  
|   | 0 - 255               | Fade Time, 0 - 10s  
|   | 0 = 0s                | 127 = 5s  
|   | 255 = 10s             | Steps of 2 or 3 = 0.1s                                                      |
| 04| Global Master         | Control the overall intensity.                                             |
|   | 0 - 255               | Global Master                                                              |
| 05| Global Blackout       | Activate or deactivate the overall Blackout.                              |
|   | 0 - 127               | Global Blackout                                                            |
|   | 128 - 255             | = Off  
|   | = On                  | = On                                                                        |
| 06| Fade Type             | Set up the Fade Type of the crossfader.                                   |
|   | 0 - 15                | 0 = XF  
|   | 1 = WF                | 1 = WF  
|   | 2 = BF                | 2 = BF  
|   | 3 = CF                | 3 = CF  
|   | 4 = Wipe X            | 4 = Wipe X  
|   | 5 = Wipe Y            | 5 = Wipe Y  
|   | 6 = Wipe XC           | 6 = Wipe XC  
|   | 7 = Wipe YC           | 7 = Wipe YC  
|   | 8 = Slide X           | 8 = Slide X  
|   | 9 = Slide Y           | 9 = Slide Y  
|   | 10 = Slide XC         | 10 = Slide XC  
|   | 11 = Slide YC         | 11 = Slide YC  
|   | 12 = Wipe Z           | 12 = Wipe Z  
|   | 13 = Wipe ZC          | 13 = Wipe ZC  
|   | 14 = Slide Z          | 14 = Slide Z  
|   | 15 = Slide ZC         | 15 = Slide ZC  
<p>| 07| Fade Color Red        | Set up the red color values for the Color Fade.                           |
|   | 0 - 255               | Color value, 0 - 255                                                      |
| 08| Fade Color Green      | Set up the green color values for the Color Fade.                          |
|   | 0 - 255               | Color value, 0 - 255                                                      |
| 09| Fade Color Blue       | Set up the blue color values for the Color Fade.                           |
|   | 0 - 255               | Color value, 0 - 255                                                      |
| 10| Fade Color White      | Set up the white color values for the Color Fade.                          |
|   | 0 - 255               | Color value, 0 - 255                                                      |
| 11| Global Filter Red     | Set up the red color values for the Main Output Color Filter.              |
|   | 0 - 255               | 0 - 255                                                                  |</p>
<table>
<thead>
<tr>
<th>No.</th>
<th>Feature</th>
<th>Range</th>
<th>Value Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>Global Filter Green</td>
<td>0 - 255</td>
<td>0 - 255</td>
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<td>Global Output Freeze</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>= Off = On</td>
</tr>
<tr>
<td>16</td>
<td>Audio Input Level</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the maximum audio input level.</td>
</tr>
<tr>
<td>17</td>
<td>Audio Automatic Gain Control</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>= Off = On</td>
</tr>
<tr>
<td>18</td>
<td>Global Output Strobe</td>
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<td>128 - 255</td>
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</tr>
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<td>Color value, 0 - 255</td>
<td>Set up the red color values for the Main Output Strobe.</td>
</tr>
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</tr>
<tr>
<td>22</td>
<td>Global Output Strobe Color White</td>
<td>0 - 255</td>
<td>Color value, 0 - 255</td>
<td>Set up the white color values for the Main Output Strobe.</td>
</tr>
<tr>
<td>23</td>
<td>Cue List Play / Pause Toggle</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>= Off = On</td>
</tr>
<tr>
<td>24</td>
<td>Cue List Go</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>= Off = On</td>
</tr>
<tr>
<td>25</td>
<td>Cue List Back</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>= Off = On</td>
</tr>
<tr>
<td></td>
<td>Feature</td>
<td>Range</td>
<td>Description</td>
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<tr>
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<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>Cue List Goto</td>
<td>0 - 255</td>
<td>Directly skip to the corresponding Cue List entry.</td>
<td></td>
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<tr>
<td>27</td>
<td>Storage Right Storage ID</td>
<td>0 - 255</td>
<td>Choose Storage 1 to 256 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>Storage Right Place +Fade</td>
<td>0 - 255</td>
<td>Choose your Storage Place in the selected Storage on the Right side. A fade of the crossfader is applied automatically according to the Fade Time.</td>
<td></td>
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<tr>
<td>29</td>
<td>Storage Left Place</td>
<td>0 - 255</td>
<td>Choose your Storage Place in the selected Storage on the Left side.</td>
<td></td>
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<tr>
<td>30</td>
<td>Storage Right Place</td>
<td>0 - 255</td>
<td>Choose your Storage Place in the selected Storage on the Right side.</td>
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<tr>
<td>31</td>
<td>Storage Left Submaster</td>
<td>0 - 255</td>
<td>Control the Storage Submaster on the Left side.</td>
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<tr>
<td>32</td>
<td>Storage Right Submaster</td>
<td>0 - 255</td>
<td>Control the Storage Submaster on the Right side.</td>
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<tr>
<td>33</td>
<td>Storage Left Speed</td>
<td>0 - 255</td>
<td>Control the overall Speedmaster on the Left side.</td>
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<tr>
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<td>Storage Right Speed</td>
<td>0 - 255</td>
<td>Control the overall Speedmaster on the Right side.</td>
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<tr>
<td>35</td>
<td>Storage Left Speed Pause</td>
<td>0 - 127</td>
<td>Activate or deactivate the overall Pause function of the Speedmaster Left.</td>
<td></td>
</tr>
</tbody>
</table>

Steps of 1 or 2 = 0.1
<table>
<thead>
<tr>
<th></th>
<th>Storage Right Speed Pause</th>
<th>0 - 127</th>
<th>128 - 255</th>
<th>= Off</th>
<th>= On</th>
<th>Activate or deactivate the overall Pause function of the Speedmaster Right.</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>Fade Value</td>
<td>0 - 255</td>
<td></td>
<td>Crossfader, Left to Right</td>
<td>0 = Left</td>
<td>127 = 50%, middle position</td>
</tr>
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<td></td>
</tr>
<tr>
<td>38</td>
<td>Fade Automatic</td>
<td>0 - 127</td>
<td>128 - 255</td>
<td>= Off</td>
<td>= On</td>
<td>Trigger an automatic fade of the Crossfader.</td>
</tr>
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<td></td>
</tr>
<tr>
<td>39</td>
<td>Fade Value</td>
<td>0 - 254</td>
<td></td>
<td>Crossfader, Skip Left</td>
<td>0 = 254 = Left</td>
<td>Directly skip the Crossfader to the Left.</td>
</tr>
<tr>
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</tr>
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<td>40</td>
<td>Fade Value</td>
<td>1 - 255</td>
<td></td>
<td>Crossfader, Skip Right</td>
<td>255 = Right</td>
<td>Directly skip the Crossfader to the Right.</td>
</tr>
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</tr>
<tr>
<td>41</td>
<td>Layer Left Layer</td>
<td>0 - 255</td>
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<td>Layer, Left</td>
<td>0 = Layer 1</td>
<td>1 = Layer 2</td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
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<tr>
<td>42</td>
<td>Layer Right Layer</td>
<td>0 - 255</td>
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<td>Layer, Right</td>
<td>0 = Layer 1</td>
<td>1 = Layer 2</td>
</tr>
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<td></td>
</tr>
<tr>
<td>43</td>
<td>Layer Left Opacity Current Layer</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of the currently selected Layer on the Left side.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>Layer Left Opacity Layer 1</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 1 on the Left side.</td>
<td></td>
<td></td>
</tr>
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<td></td>
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</tr>
<tr>
<td>45</td>
<td>Layer Left Opacity Layer 2</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 2 on the Left side.</td>
<td></td>
<td></td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
<td>46</td>
<td>Layer Left Opacity Layer 3</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 3 on the Left side.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Layer Left</td>
<td>Opacity Layer 4</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 4 on the Left side.</td>
<td></td>
</tr>
<tr>
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</tr>
<tr>
<td>47</td>
<td>Layer Left</td>
<td>Opacity Layer 5</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 5 on the Left side.</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>Layer Left</td>
<td>Opacity Layer 6</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 6 on the Left side.</td>
<td></td>
</tr>
<tr>
<td>49</td>
<td>Layer Left</td>
<td>Opacity Layer 7</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 7 on the Left side.</td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>Layer Left</td>
<td>Opacity Layer 8</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 8 on the Left side.</td>
<td></td>
</tr>
<tr>
<td>51</td>
<td>Layer Right</td>
<td>Opacity Current Layer</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of the currently selected Layer on the Right side.</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>Layer Right</td>
<td>Opacity Layer 1</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 1 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>53</td>
<td>Layer Right</td>
<td>Opacity Layer 2</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 2 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>54</td>
<td>Layer Right</td>
<td>Opacity Layer 3</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 3 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>55</td>
<td>Layer Right</td>
<td>Opacity Layer 4</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 4 on the Right side.</td>
<td></td>
</tr>
<tr>
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<td>Opacity Layer 5</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 5 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>57</td>
<td>Layer Right</td>
<td>Opacity Layer 6</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 6 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>58</td>
<td>Layer Right</td>
<td>Opacity Layer 7</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 7 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>Layer Right</td>
<td>Opacity Layer 8</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Opacity of Layer 8 on the Right side.</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>Layer Left</td>
<td>Submaster Current Layer</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Submaster of the currently selected Layer on the Left side.</td>
<td></td>
</tr>
<tr>
<td>61</td>
<td>Layer Left</td>
<td>Submaster Layer 1</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the Submaster of Layer 1 on the Left side.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Layer Left</td>
<td>Submaster Layer 2</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of Layer 2 on the Left side.</td>
<td></td>
</tr>
<tr>
<td>---</td>
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<tr>
<td>64</td>
<td>Layer Left</td>
<td>Submaster Layer 3</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of Layer 3 on the Left side.</td>
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</tr>
<tr>
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<td>Layer Left</td>
<td>Submaster Layer 4</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of Layer 4 on the Left side.</td>
<td></td>
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<tr>
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<td>Layer Left</td>
<td>Submaster Layer 5</td>
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<td>0 – 255</td>
<td>Control the Submaster of Layer 5 on the Left side.</td>
<td></td>
</tr>
<tr>
<td>67</td>
<td>Layer Left</td>
<td>Submaster Layer 6</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of Layer 6 on the Left side.</td>
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</tr>
<tr>
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<td>Layer Left</td>
<td>Submaster Layer 7</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of Layer 7 on the Left side.</td>
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</tr>
<tr>
<td>69</td>
<td>Layer Left</td>
<td>Submaster Layer 8</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of Layer 8 on the Left side.</td>
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</tr>
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<td>70</td>
<td>Layer Right</td>
<td>Submaster Current Layer</td>
<td>0 – 255</td>
<td>0 – 255</td>
<td>Control the Submaster of the currently selected Layer on the Right side.</td>
<td></td>
</tr>
<tr>
<td>71</td>
<td>Layer Right</td>
<td>Submaster Layer 1</td>
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<td>Set up one out of 24 mix modes for Layer 3 on the Left side.</td>
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<td>Layer Left Mix Mode Layer 4 0 - 23 Mix Mode, Left 0 = Normal ... 23 = Mask Set up one out of 24 mix modes for Layer 4 on the Left side.</td>
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<td>Layer Left Mix Mode Layer 5 0 - 23 Mix Mode, Left 0 = Normal ... 23 = Mask Set up one out of 24 mix modes for Layer 5 on the Left side.</td>
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<td>Layer Left Mix Mode Layer 6 0 - 23 Mix Mode, Left 0 = Normal ... 23 = Mask Set up one out of 24 mix modes for Layer 6 on the Left side.</td>
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<td>86</td>
<td>Layer Left Mix Mode Layer 7 0 - 23 Mix Mode, Left 0 = Normal ... 23 = Mask Set up one out of 24 mix modes for Layer 7 on the Left side.</td>
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<td>87</td>
<td>Layer Left Mix Mode Layer 8 0 - 23 Mix Mode, Left 0 = Normal ... 23 = Mask Set up one out of 24 mix modes for Layer 8 on the Left side.</td>
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</table>
| 88   | Layer Right Mix Mode Current Layer | **0 – 23** (Repeats afterwards) | Mix Mode, Right | 0 = Normal  
1 = Darken  
2 = Multiply  
3 = Color Burn  
4 = Linear Burn  
5 = Lighten (HTP)  
6 = Screen  
7 = Color Dodge  
8 = Linear Dodge  
9 = Overlay  
10 = Soft Light  
11 = Hard Light  
12 = Vivid Light  
13 = Linear Light  
14 = Pin Light  
15 = Hard Mix  
16 = Difference  
17 = Exclusion  
18 = AND  
19 = OR  
20 = XOR  
21 = NAND  
22 = NOR  
23 = Mask |
| 89   | Layer Right Mix Mode Layer 1 | **0 – 23** (Repeats afterwards) | Mix Mode, Right | 0 = Normal  ...  
23 = Mask |
| 90   | Layer Right Mix Mode Layer 2 | **0 – 23** (Repeats afterwards) | Mix Mode, Left | 0 = Mix Mode Normal  ...  
23 = Mix Mode Mask |
| 91   | Layer Right Mix Mode Layer 3 | **0 – 23** (Repeats afterwards) | Mix Mode, Right | 0 = Normal  ...  
23 = Mask |

Set up one out of 24 mix modes for the currently selected Layer on the Right side.

Set up one out of 24 mix modes for Layer 1 on the Right side.

Set up one out of 24 mix modes for Layer 2 on the Right side.

Set up one out of 24 mix modes for Layer 3 on the Right side.
<table>
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<th>Page</th>
<th>Description</th>
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<tr>
<td>92</td>
<td><strong>Layer Right Mix Mode Layer 4</strong>&lt;br&gt;0 - 23 [Repeats afterwards]&lt;br&gt;Mix Mode, Right&lt;br&gt;0 = Normal&lt;br&gt;...&lt;br&gt;23 = Mask&lt;br&gt;Set up one out of 24 mix modes for Layer 4 on the Right side.</td>
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<tr>
<td>93</td>
<td><strong>Layer Right Mix Mode Layer 5</strong>&lt;br&gt;0 - 23 [Repeats afterwards]&lt;br&gt;Mix Mode, Right&lt;br&gt;0 = Normal&lt;br&gt;...&lt;br&gt;23 = Mask&lt;br&gt;Set up one out of 24 mix modes for Layer 5 on the Right side.</td>
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<tr>
<td>94</td>
<td><strong>Layer Right Mix Mode Layer 6</strong>&lt;br&gt;0 - 23 [Repeats afterwards]&lt;br&gt;Mix Mode, Right&lt;br&gt;0 = Normal&lt;br&gt;...&lt;br&gt;23 = Mask&lt;br&gt;Set up one out of 24 mix modes for Layer 6 on the Right side.</td>
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<td>95</td>
<td><strong>Layer Right Mix Mode Layer 7</strong>&lt;br&gt;0 - 23 [Repeats afterwards]&lt;br&gt;Mix Mode, Right&lt;br&gt;0 = Normal&lt;br&gt;...&lt;br&gt;23 = Mask&lt;br&gt;Set up one out of 24 mix modes for Layer 7 on the Right side.</td>
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<td><strong>Layer Right Mix Mode Layer 8</strong>&lt;br&gt;0 - 23 [Repeats afterwards]&lt;br&gt;Mix Mode, Right&lt;br&gt;0 = Normal&lt;br&gt;...&lt;br&gt;23 = Mask&lt;br&gt;Set up one out of 24 mix modes for Layer 8 on the Right side.</td>
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<td><strong>Layer Left Blind Current Layer</strong>&lt;br&gt;0 - 127&lt;br&gt;128 - 255&lt;br&gt;= Off&lt;br&gt;= On&lt;br&gt;Activate or deactivate the Blind Mode for the currently selected Layer on the Left side.</td>
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<td><strong>Layer Left Blind Layer 1</strong>&lt;br&gt;0 - 127&lt;br&gt;128 - 255&lt;br&gt;= Off&lt;br&gt;= On&lt;br&gt;Activate or deactivate the Blind Mode for Layer 1 on the Left side.</td>
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<td><strong>Layer Left Blind Layer 2</strong>&lt;br&gt;0 - 127&lt;br&gt;128 - 255&lt;br&gt;= Off&lt;br&gt;= On&lt;br&gt;Activate or deactivate the Blind Mode for Layer 2 on the Left side.</td>
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<td><strong>Layer Left Blind Layer 3</strong>&lt;br&gt;0 - 127&lt;br&gt;128 - 255&lt;br&gt;= Off&lt;br&gt;= On&lt;br&gt;Activate or deactivate the Blind Mode for Layer 3 on the Left side.</td>
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<td><strong>Layer Left Blind Layer 4</strong>&lt;br&gt;0 - 127&lt;br&gt;128 - 255&lt;br&gt;= Off&lt;br&gt;= On&lt;br&gt;Activate or deactivate the Blind Mode for Layer 4 on the Left side.</td>
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Set up one out of 35 filters for the currently selected Layer on the Left side.
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<th>Filter/Effect FX, Left</th>
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<td></td>
<td>wards</td>
<td>38 = Mirror HVD</td>
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<td></td>
</tr>
<tr>
<td>Layer 2</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 2 on the Left side.</td>
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<tr>
<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>after</td>
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<td>wards</td>
<td>38 = Mirror HVD</td>
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<tr>
<td>Layer 3</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 3 on the Left side.</td>
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<tr>
<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>after</td>
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<td>wards</td>
<td>38 = Mirror HVD</td>
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<tr>
<td>Layer 4</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 4 on the Left side.</td>
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<tr>
<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>after</td>
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<td>wards</td>
<td>38 = Mirror HVD</td>
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<tr>
<td>Layer 5</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 5 on the Left side.</td>
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<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>wards</td>
<td>38 = Mirror HVD</td>
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<tr>
<td>Layer 6</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 6 on the Left side.</td>
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<tr>
<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>after</td>
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<td>38 = Mirror HVD</td>
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<tr>
<td>Layer 7</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 7 on the Left side.</td>
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<tr>
<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>38 = Mirror HVD</td>
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<tr>
<td>Layer 8</td>
<td>0 - 35</td>
<td>Filter/Effect FX, Left</td>
<td></td>
<td>Set up one out of 35 filters for Layer 8 on the Left side.</td>
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<tr>
<td></td>
<td>0</td>
<td>0 = No FX</td>
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<td>after</td>
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<td></td>
<td>wards</td>
<td>38 = Mirror HVD</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Layer Right</td>
<td>Filter Current Layer</td>
<td>0 – 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Right</td>
<td></td>
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<td></td>
<td></td>
<td>0  = No FX</td>
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<td></td>
<td></td>
<td>1  = Blur</td>
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<td></td>
<td>2  = Blur B-Spline</td>
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<td></td>
<td>3  = Blur Catmull Rom</td>
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<td>4  = Blur Gauss</td>
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<td>5  = Blur Mitchell</td>
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<td></td>
<td>6  = Sharpen</td>
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<td></td>
<td>7  = Brighten</td>
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<td></td>
<td>8  = Darken</td>
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<td></td>
<td></td>
<td>9  = Grayscale</td>
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<td></td>
<td>10 = Invert Color</td>
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<td></td>
<td>11 = R</td>
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<td>12 = G</td>
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<td>13 = B</td>
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<td>14 = W</td>
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<td>15 = RG</td>
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<td>16 = RB</td>
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<td>17 = GB</td>
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<td>18 = RW</td>
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<td>19 = GW</td>
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<td>20 = BW</td>
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<td>22 = RGW</td>
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<td>23 = RBW</td>
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<td></td>
<td></td>
<td>24 = GBW</td>
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<td></td>
<td></td>
<td></td>
<td>25 = 6x (Kaleidoscope)</td>
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<td></td>
<td>26 = 8x (Kaleidoscope)</td>
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<td>27 = 12x (Kaleidoscope)</td>
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<td>28 = Edges</td>
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<td></td>
<td>29 = Edges Popup</td>
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<td></td>
<td>30 = Emboss</td>
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<td></td>
<td>31 = Emboss Popup</td>
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<td></td>
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<td>32 = Mirror H</td>
<td></td>
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<td></td>
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<td></td>
<td>33 = Mirror V</td>
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<td></td>
<td>34 = Mirror HV</td>
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<td></td>
<td></td>
<td>35 = Mirror D</td>
<td></td>
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<td></td>
<td>36 = Mirror HD</td>
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<td></td>
<td></td>
<td></td>
<td>37 = Mirror VD</td>
<td></td>
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</table>

Set up one out of 35 filters for the currently selected Layer on the Right side.
<table>
<thead>
<tr>
<th>Page</th>
<th>Description</th>
<th>Value Range</th>
<th>Control</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>143</td>
<td>Layer Right Filter Layer 1</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 1 on the Right side.</td>
</tr>
<tr>
<td>144</td>
<td>Layer Right Filter Layer 2</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 2 on the Right side.</td>
</tr>
<tr>
<td>145</td>
<td>Layer Right Filter Layer 3</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 3 on the Right side.</td>
</tr>
<tr>
<td>146</td>
<td>Layer Right Filter Layer 4</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 4 on the Right side.</td>
</tr>
<tr>
<td>147</td>
<td>Layer Right Filter Layer 5</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 5 on the Right side.</td>
</tr>
<tr>
<td>148</td>
<td>Layer Right Filter Layer 6</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 6 on the Right side.</td>
</tr>
<tr>
<td>149</td>
<td>Layer Right Filter Layer 7</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 7 on the Right side.</td>
</tr>
<tr>
<td>150</td>
<td>Layer Right Filter Layer 8</td>
<td>0 - 35 [Repeats afterwards]</td>
<td>Filter/Effect FX, Left 0 = No FX ... 38 = Mirror HVD</td>
<td>Set up one out of 35 filters for Layer 8 on the Right side.</td>
</tr>
<tr>
<td>151</td>
<td>Group Control Value Group 1</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the (intensity) value of Group 1.</td>
</tr>
<tr>
<td>152</td>
<td>Group Control Value Group 2</td>
<td>0 - 255</td>
<td>0 - 255</td>
<td>Control the (intensity) value of Group 2.</td>
</tr>
<tr>
<td>Page</td>
<td>Group Control</td>
<td>Value</td>
<td>Value</td>
<td>Description</td>
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</tr>
<tr>
<td>153</td>
<td>Group Control</td>
<td>Value 3</td>
<td>0 - 255</td>
<td>0 - 255</td>
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<tr>
<td>154</td>
<td>Group Control</td>
<td>Value 4</td>
<td>0 - 255</td>
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<td>155</td>
<td>Group Control</td>
<td>Value 5</td>
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<td>156</td>
<td>Group Control</td>
<td>Value 6</td>
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<td>157</td>
<td>Group Control</td>
<td>Value 7</td>
<td>0 - 255</td>
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<td>158</td>
<td>Group Control</td>
<td>Value 8</td>
<td>0 - 255</td>
<td>0 - 255</td>
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<td>159</td>
<td>Group Control</td>
<td>Flash 1</td>
<td>0 - 127</td>
<td>128 - 255</td>
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<td>160</td>
<td>Group Control</td>
<td>Flash 2</td>
<td>0 - 127</td>
<td>128 - 255</td>
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<td>161</td>
<td>Group Control</td>
<td>Flash 3</td>
<td>0 - 127</td>
<td>128 - 255</td>
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<tr>
<td>162</td>
<td>Group Control</td>
<td>Flash 4</td>
<td>0 - 127</td>
<td>128 - 255</td>
</tr>
<tr>
<td>163</td>
<td>Group Control</td>
<td>Flash 5</td>
<td>0 - 127</td>
<td>128 - 255</td>
</tr>
<tr>
<td>164</td>
<td>Group Control</td>
<td>Flash 6</td>
<td>0 - 127</td>
<td>128 - 255</td>
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<td>165</td>
<td>Group Control</td>
<td>Flash 7</td>
<td>0 - 127</td>
<td>128 - 255</td>
</tr>
<tr>
<td>166</td>
<td>Group Control</td>
<td>Flash 8</td>
<td>0 - 127</td>
<td>128 - 255</td>
</tr>
<tr>
<td>167</td>
<td>Group Control</td>
<td>Value Default</td>
<td>0 - 127</td>
<td>128 - 255</td>
</tr>
</tbody>
</table>
Other Protocols

There are other preprogrammed DMX protocols you can choose from:

- DMX-IN [Simple Protocol]
- DMX-IN [General Protocol]
- DMX-IN [Advanced Protocol]
- DMX-IN [User]
7.1.4 DMX-IN [User]

Introduction

The protocol DMX-IN [User] describes individual configurations you can create as a user. That means you can assign DMX-IN freely and create your own configuration. Set up your own configuration by using the DMX-IN Remote Editor.

Learn more »DMX-IN Remote Editor

Other Protocols

There are other preprogrammed DMX protocols you can choose from:

- »DMX-IN [Simple Protocol]
- »DMX-IN [General Protocol]
- »DMX-IN [Advanced Protocol]
- »DMX-IN [User]
7.1.5 DMX-IN Remote Editor

This topic includes:
- Introduction
- Initial Configuration
- Overview
- Keyboard Shortcuts
- Configuration
- Modifiers
- Examples

Introduction

Any DMX input signal can be used to control MADRIX remotely. While you can use preconfigured DMX protocols, you can also set up such a configuration according to your needs with the help of the DMX-IN Remote Editor. This topic describes how to use the DMX-IN Remote Editor.

Initial Configuration

- Make sure to configure your DMX device first.
  [For example, DMX devices can be consoles, DMX desks, fader boards, other DMX interfaces, etc.]
- Set up DMX Input.
- Learn more » DMX-IN And Art-Net Remote

Overview
• Go to Preferences > Device Manager... > DMX Input

Click Edit... to open the DMX-IN Remote Editor

A new window will open.

• If you are creating a new DMX protocol, the list will be empty.

• If you are modifying an existing DMX protocol map, the list will already contain all preconfigured settings.

Add - Adds a new item to the list.
Remove - Removes the currently selected list items.

Duplicate/Copy - Copies and duplicates the currently selected list item. The new item will be added to the list right after the selected item. You can change its settings afterwards.
**Navigation** - Allows you to select the next or previous list item.

**New** - Creates a new configuration while deleting all previous list items with your permission.
- Allows you to create an empty DMX Remote Configuration [Empty] or load a preconfigured DMX protocol [Simple, General, Advanced].

**Open** - Loads a previously saved DMX Remote Configuration file into the DMX-In Remote Editor from an external file [of the file type *.mdrx].

**Save** - Saves the current DMX Remote Configuration to an external file [of the file type *.mdrx].

**Save As** - Save the current DMX Remote Configuration to another external file [of the file type *.mdrx]. Simply enter a name and click Save.

**Assign** - Allows you to assign a control of your DMX controller to a function in MADRIX.
- 1] Activate **Assign**, select an list item you created and move the control of your DMX controller.
- 2] In most cases, MADRIX will automatically recognize the identify the DMX Channel, Control Type, and Interaction for the control. Learn more Configuration
**Test** - Allows you to test single list items and their functionality on the MADRIX user interface, while having the DMX-IN Remote Editor still opened.
- Activate Test, then use the control on your DMX controller. You can see if the control works as expected on the MADRIX user interface.
- If Test is activated, MADRIX will receive the signal directly and not the DMX-IN Remote Editor.
- Test is also useful for testing modifiers. Learn more [Modifiers](#).

**Configuration Name** - Allows you to type in an individual description for your DMX Remote Configuration.
- Once saved, you will be able to select your DMX Remote Configuration under Preferences > Device Manager... > MIDI > Remote Control and MADRIX will use this label.

---

### Keyboard Shortcuts

<table>
<thead>
<tr>
<th>Shortcut</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl + A</td>
<td>Selects all items in the list.</td>
</tr>
<tr>
<td>Ctrl + E [hold]</td>
<td>Activates <em>Assign</em>, while holding this shortcut.</td>
</tr>
<tr>
<td>Ctrl + N</td>
<td>Creates a new configuration.</td>
</tr>
<tr>
<td>Ctrl + O</td>
<td>Opens a configuration.</td>
</tr>
<tr>
<td>Ctrl + S</td>
<td>Saves a configuration.</td>
</tr>
<tr>
<td>Ctrl + T [hold]</td>
<td>Activates <em>Test</em>, while holding this shortcut.</td>
</tr>
<tr>
<td>Del</td>
<td>Removes selected items from the list.</td>
</tr>
</tbody>
</table>
**Arrow Up**
Navigates upwards in the list.

**Arrow Down**
Navigates downwards in the list.

**Double-click on an item**
Calls up the context menu for the column.

**Double-click on a head row of the list**
Sorts the list alphabetically according to the column [ascending or descending].

---

**Configuration**

**Overview**

- Each list item represents 1 DMX remote functionality using 1 DMX control [i.e., button, fader, etc.].
- Configure each list item as required.
- Configure each column of an list item.
- Add or remove list items to add or remove the functionality you require.

---

**Function**

1] Create a new item with +
Or select a list item and perform a double-click with your mouse on the column **Function**

2] Select the general topic [e.g., **Audio**]

3] Select the exact function you wish to configure [e.g., **Volume**]
### DMX Channel

| DMX Channel | CH01 |

**A**] Click **Assign**, select a list item and use a control on your DMX controller. In most cases, MADRIX will automatically recognize the DMX Channel, Control Type, and Interaction.

**B**] Or first select a list item and perform a double-click with your mouse on the column **DMX Channel**. Second, enter the correct DMX channel [e.g., CH01 for channel 01].

### Control Type

<table>
<thead>
<tr>
<th>Control Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Fader / Knob]</td>
</tr>
<tr>
<td>[Button]</td>
</tr>
</tbody>
</table>

**A**] Click **Assign**, select a list item and use a control on your DMX controller. In most cases, MADRIX will automatically recognize the DMX Channel, Control Type, and Interaction.

**B**] Or first select a list item and perform a double-click with your mouse on the column **Control Type**. Second, select the type of the control of your DMX controller [e.g., Button].

- **Fader / Knob** - Defines a fader or knob control that has a wide range of available values with starting point and end point.
- **Button** - Defines a button control that has two states [On or Off]; often as switch, push button, or button.
### Input And Remote Control

**A)** Click **Assign**, select a list item and use a control on your DMX controller. In most cases, MADRIX will automatically recognize the DMX Channel, Control Type, and Interaction.

**B)** Or first select a list item and perform a double-click with your mouse on the column **Interaction**. Second, select the mode [e.g., Toggle].

- **Toggle** - Defines that the Control Type only has two states [On or Off]. Is usually used for Button.
- **Absolute** - Defines that the Control Type uses all available values [e.g., 0 to 255]. Is usually used for Fader / Knob.

### Invert

1] Select a list item and perform a double-click with your mouse on the column **Invert**.

2] The item will change between **No** and **Yes**
- If Yes is selected, all values of this control will be inverted. That means for example that 0 becomes 255 and 255 becomes 0.
- No is the default value. No values will be inverted.
**Condition**

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td></td>
</tr>
<tr>
<td>State 1</td>
<td></td>
</tr>
<tr>
<td>State 2</td>
<td></td>
</tr>
<tr>
<td>State 3</td>
<td></td>
</tr>
<tr>
<td>State 4</td>
<td></td>
</tr>
<tr>
<td>State 5</td>
<td></td>
</tr>
<tr>
<td>State 6</td>
<td></td>
</tr>
<tr>
<td>State 7</td>
<td></td>
</tr>
<tr>
<td>State 8</td>
<td></td>
</tr>
<tr>
<td>Value 1</td>
<td></td>
</tr>
<tr>
<td>Value 2</td>
<td></td>
</tr>
<tr>
<td>Value 3</td>
<td></td>
</tr>
<tr>
<td>Value 4</td>
<td></td>
</tr>
<tr>
<td>Value 5</td>
<td></td>
</tr>
<tr>
<td>Value 6</td>
<td></td>
</tr>
<tr>
<td>Value 7</td>
<td></td>
</tr>
<tr>
<td>Value 8</td>
<td></td>
</tr>
</tbody>
</table>

1] Select a list item and perform a double-click with your mouse on the column **Cond.**

2] Select the condition [e.g., None].
   - If you select a **State**, click **Yes** or **No**
   - If you select a **Value**, select the according **number**

Learn more [Modifiers](#)

---

**MIN, MAX, Description**

<table>
<thead>
<tr>
<th>MIN</th>
<th>MAX</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>255</td>
<td>Place + Autofade</td>
</tr>
</tbody>
</table>

- Select an item and perform a double-click with your mouse on the column **MIN, MAX, or Description**. Enter the desired value or text.

- **MIN** - Defines a minimum value for this functionality.
  - The default value is 0.

- **MAX** - Defines requires a maximum value for this functionality.
  - For example, the Master Fader has a maximum value of 255, or you may want to set the maximum Fade Time to 10 seconds.

- **Description** - Allows you to enter a text to describe the functionality.
  - [By default, the name of the function will automatically be entered].

**Modifiers**
Overview

The DMX-IN Remote Editor allows you to create advanced DMX configurations.

- Modifiers allow you to set certain conditions.
- In general, these are the steps to follow:
  1] Create a new item with + or select a list item and perform a double-click with your mouse on the column *Function*
  2] Select *Modifier*
  3] Select a *State* or *Value*
  4] Create a new list item and configure its *Function* or use an existing list item
  5] Assign the condition to this function.

Learn more [Condition](#)

State

- **State** - Creates a requirement/condition that is required before the function will work.
- You can define up to 8 States.
- Valid values are Yes [Value = 1] or No [Value = 0].
- Example:
  - List item 1 defines a button as a *Modifier*, **State 1** to be toggled. When pressed, State 1 is active [On, Yes]. When not pressed, State 1 is not active [Off, No].
  - List item 2 is a function to control the Master [Global Master]. A *Condition* was set up for this functionality. If MADRIX receives value 1 [Yes] from **State 1**, the function can be used.
  - Because of the Condition, the Master Fader can only be used when the button is pressed at the same time:

<table>
<thead>
<tr>
<th>#</th>
<th>Function</th>
<th>DMX Channel</th>
<th>Control Type</th>
<th>Interaction</th>
<th>Invert</th>
<th>Condition</th>
<th>MIN</th>
<th>MAX</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Modifier State 1</td>
<td>CH01</td>
<td>Button</td>
<td>Toggle</td>
<td>No</td>
<td>0</td>
<td>255</td>
<td></td>
<td>Modifier State 1</td>
</tr>
<tr>
<td>2</td>
<td>Global Master</td>
<td>CH02</td>
<td>Fader/Knob</td>
<td>Absolute</td>
<td>No</td>
<td>State 1 = Yes</td>
<td>0</td>
<td>255</td>
<td>Global Master</td>
</tr>
</tbody>
</table>

- If no condition is assigned, the fader can be moved and the Master Fader of MADRIX will always respond accordingly:

<table>
<thead>
<tr>
<th>#</th>
<th>Function</th>
<th>DMX Channel</th>
<th>Control Type</th>
<th>Interaction</th>
<th>Invert</th>
<th>Condition</th>
<th>MIN</th>
<th>MAX</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Global Master</td>
<td>CH02</td>
<td>Fader/Knob</td>
<td>Absolute</td>
<td>No</td>
<td>State 1 = Yes</td>
<td>0</td>
<td>255</td>
<td>Global Master</td>
</tr>
</tbody>
</table>
- When **Test** is activated, MADRIX shows the status of a State in the MIDI Remote Editor. A green button indicates status Yes, a gray button indicates status No.

### Value

- **Value** - Allows to add several functions to one or more controls of the MIDI controller by combining it with other available controls.

- You can define up to 8 Values.

- Valid values range from 0 to 255.

- **Example:**
  - Your DMX controller may only have 2 faders.
  - But you would want to control the Master, the Speed Master Left, and the Speed Master Right with these two faders.
  - In this example, we have configured the first fader to activate three different configurations for the second fader.
  - If fader 1 is set to 0, the second fader will act as the Master.
  - If fader 1 is set to 127, the second fader will act as Speed Master Left.
  - If fader 1 is set to 255, the second fader will act as Speed Master Right.
  - Depending on how the first fader is set up, the modifier value changes from 0 to 255. MADRIX checks this value and allows the fader to control the corresponding function on the MADRIX user interface.

- **Note:** Always assign the correct values to modifier and function.
When **Test** is activated, MADRIX shows the status of a Value in the DMX-IN Remote Editor.

![Value Table]

**Examples**

**Example 1**

- You wish to use single buttons of your DMX controller for each Storage Place.

- Use + to create a new function.

- Select **Storage Left > Place +Fade**

- Use **Assign** to match your button to this function. Disable Assign again when done.

- Set **MAX** to 0 in order to trigger Storage Left S1 P1 [Storage 1 Place 1].

- Repeat the steps and set up **MAX** for each Storage Place you wish to control.

  - **MAX** will always have a value that is -1 compared to the actual Storage Place index number [e.g., set MAX to 6 in order to control S1 P7]

- Use **Storage Right > Place +Fade** and repeat the steps accordingly to control the Storage Places on the right side.
7.2 MIDI-IN

This topic includes:
- Introduction
- Interruption-Free Operation
- Step-By-Step Configuration
- MIDI Audio
- MIDI Remote Control
- MIDI Time Code
- MIDI Watcher
- Important Notes

Introduction

MIDI [short for Musical Instrument Digital Interface] is a widely-known communication standard and digital interface. In MADRIX, there are mainly 3 areas of application for MIDI:

- Using MIDI controllers for Remote Control
- Using MIDI devices for audio input via MIDI
- Using MIDI Time Code

MIDI devices are often simply connected directly via USB or via a MIDI-to-USB interface to the computer.

MIDI Time Code will be explained in the next chapter. Learn more » Time Code
**Interruption-Free Operation**

To ensure interruption-free operation of the software and devices, please make sure to check the power-saving settings of Windows.

Learn more » [PC Power Management](#)

---

**Step-By-Step Configuration**

1. Connect your MIDI device.
2. Set up MIDI and enable your device.
3. Choose how to use the device and incoming signals.

---

### 1] Connect Your MIDI Device

- Connect your controller to the computer.
- Make sure that Windows recognizes the device and install drivers if necessary.

---

### 2] Set Up MIDI

- Go to *Preferences > Remote Control > MIDI*..
- or *Preferences > Device Manager... > MIDI*
  
  [Keyboard shortcut: *F4 > MIDI*]
- A new window will open.
Click MADRIX will automatically search for connected devices.
Your MIDI device will be shown in the list.

Select your device in the list.
- Activate **Enable**
  [Please note that the **State** in the list will change from **Off** to **On**.]

![Device Manager screenshot]

### 3] Choose How To Use MIDI

Now, several options are available to you:

- **Audio** - Activates your MIDI device to be used as audio source [a MIDI keyboard, for example].
  Learn more [MIDI Audio](#)

- **Remote** - You can use your MIDI VJ/DJ controller or console to control MADRIX remotely.
  Learn more [MIDI Remote Control](#)

- **MTC** - You can use MADRIX to receive external MIDI Time Code.
  Learn more [MIDI Time Code](#)

- **Watch** - Launches the MIDI Watcher to monitor incoming signals or troubleshoot.
  Learn more [MIDI Watcher](#)

- You can activate several MIDI devices at the same time.
- You can use all options at the same time [Audio, Remote, MTC, Watch].
MIDI Audio

- Activate your MIDI device as explained above.
- Again, go to Preferences > Remote Control > MIDI...
  or Preferences > Device Manager... > MIDI
    [Keyboard shortcut: F4 > MIDI]
- A new window will open.

- Select your device in the list.
- Activate Audio
  [Please note that Audio in the list will change from Off to On.]

- Now, the Audio section below will be activated.

- **Use For S2L** - Activates the audio analysis of incoming MIDI signals for Sound2Light effects. This option is activated by default.
- **Use For M2L** - Activates the audio analysis of incoming MIDI signals for Music2Light effects. This option is activated by default.
**Channel Selection** - Defines which MIDI channel will be scanned and used by MADRIX.
- In general, MIDI offers 16 channels. You can configure each MIDI device to send on a particular channel. Make sure that this channel is also selected in this section here.
- If you wish to filter a channel, deselect the according number. As a result, the channel will not be used for MIDI-IN in combination with MADRIX.
- By default, all 16 channels are activated and will be used by MADRIX.

**MIDI Remote Control**

**Configuration**

- Activate your MIDI device as explained above.
- Again, go to Preferences > Remote Control > MIDI...
  - or Preferences > Device Manager... > MIDI
  [Keyboard shortcut: F4 > MIDI]
- A new window will open.
- Select your device in the list.
- Activate Remote
  [Please note that Remote in the list will change from Off to On.]
- Now, the Remote Control section below will be activated.

![Remote Control](image)

**Open** - Loads a previously saved MADRIX MIDI Remote Configuration file [of the file type *.mmrx].
**MIDI Maps** - Choose from a pre-configured MIDI map [configuration].
Learn more [MIDI Maps [Overview]](#)

- If you wish to create a new MIDI map, choose **USER User**.
- You can edit every MIDI map. Learn more »[MIDI-IN Remote Editor](#)

**MIDI Remote Editor** - Allows you to modify a configuration or create a new configuration. Learn more »[MIDI-IN Remote Editor](#)

**MIDI Commands**

MADRIX can receive the following MIDI command types:

- Control Change
- Note
- Pitch Bend
- Program Change

**MIDI Maps [Overview]**
MADRIX includes a number of preprogrammed MIDI maps. Learn more in the following chapters.

- Akai Professional APC40
- Akai Professional APC40 MKII
- Akai Professional APCkey25
- Akai Professional APCmini
- Akai Professional LPD8
- Akai Professional LPK25
- Akai Professional MIDIMIX
- Akai Professional MPK249
- Akai Professional MPK261
- Akai Professional MPKmini MKII
- Behringer BCD3000
- Behringer BCF2000
- Behringer BCR2000
- Creative Prodikeys PC-MIDI
- Elation Professional MIDICON
- Hercules DJ Console Rmx
- Hercules DJ Control MP3 And DJ Console MK2
- Hercules DJ Control MP3 e2
- KORG nanoKONTROL
- KORG nanoKONTROL2
- Livid Instruments Ohm64
- M_AUDIO Code 49
- M-AUDIO Oxygen 8 v2
- M-AUDIO Torq Xponent
- MIDI Keyboards
- MIDI Universal
- Novation Launchpad
- Numark NuVJ
- Numark Omni Control
MIDI Time Code

- Activate your MIDI device as explained above.

- Again, go to Preferences > Remote Control > MIDI...
  or Preferences > Device Manager... > MIDI
  [Keyboard shortcut: F4 > MIDI]

- A new window will open.

- Select your device in the list.

- Activate MTC
  [Please note that MTC in the list will change from Off to On.]

- Now, you can receive MIDI Time via the Cue List.
  Learn more »Time Code [Art-Net / MIDI / SMPTE / System Time]

MIDI Watcher

- Activate your MIDI device as explained above.
Again, go to Preferences > Remote Control > MIDI...

or Preferences > Device Manager... > MIDI

[Keyboard shortcut: F4 > MIDI]

A new window will open.

- Select your device in the list.
- Activate Watch

[Please note that Watch in the list will change from Off to On.]

It is now possible to monitor incoming MIDI signals.

- Click MIDI Watcher...

A new window will open.

- You can now check incoming signals.

Learn more »Tools

---

Important Notes

- Before using a MIDI device, please make sure that your MIDI device is connected to your computer and that all necessary drivers are installed.

- Please also make sure to save your MADRIX Setup after following configuration process.
7.2.1 MIDI Remote Editor

This topic includes:
- Introduction
- Initial Configuration
- Overview
- Keyboard Shortcuts
- Configuration
- Examples

Introduction

MIDI controllers are often used to control MADRIX remotely. While you can use preconfigured MIDI maps [i.e., a MIDI Remote Configuration], you can also set up such a configuration according to your needs with the help of the MIDI Remote Editor. This topic describes how to use the MIDI Remote Editor.

Initial Configuration

- Make sure to configure your MIDI device first.
- Set up MIDI Remote Control.
- Learn more »MIDI-IN

Overview

- Go to Preferences > Remote Control > MIDI...
- or Preferences > Device Manager... > MIDI
  [Keyboard shortcut: F4 > MIDI]
- Click **Edit...** to open the **MIDI Remote Editor**

- A new window will open.

- If you are creating a new MIDI map, the list will be empty.

- If you are modifying an existing MIDI map, the list will already contain all preconfigured settings.

---

<table>
<thead>
<tr>
<th>Add</th>
<th>Removes the currently selected list items.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Duplicate/Copy</strong></td>
<td>Copies and duplicates the currently selected list item. The new item will be added to the list right after the selected item. You can change its settings afterwards.</td>
</tr>
</tbody>
</table>

---

### MIDI Remote Editor

```
<table>
<thead>
<tr>
<th>Port</th>
<th>Function</th>
<th>MIDI Channel</th>
<th>Port</th>
<th>Function</th>
<th>MIDI Channel</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Storage Left Place</td>
<td>CH01 CC000</td>
<td>1</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>2</td>
<td>Storage Right Place</td>
<td>CH01 CC001</td>
<td>2</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>3</td>
<td>Storage Right Place +1</td>
<td>CH01 CC002</td>
<td>3</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>4</td>
<td>Storage Left Place</td>
<td>CH01 CC003</td>
<td>4</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>5</td>
<td>Storage Left Place +1</td>
<td>CH01 CC004</td>
<td>5</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>6</td>
<td>Storage Left Place +2</td>
<td>CH01 CC005</td>
<td>6</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>7</td>
<td>Storage Left Place +3</td>
<td>CH01 CC006</td>
<td>7</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>8</td>
<td>Storage Left Place +4</td>
<td>CH01 CC007</td>
<td>8</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>9</td>
<td>Storage Left Place +5</td>
<td>CH01 CC008</td>
<td>9</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>10</td>
<td>Storage Left Place +6</td>
<td>CH01 CC009</td>
<td>10</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>11</td>
<td>Storage Left Place +7</td>
<td>CH01 CC010</td>
<td>11</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
<tr>
<td>12</td>
<td>Storage Left Place +8</td>
<td>CH01 CC011</td>
<td>12</td>
<td>Folder / Reserve</td>
<td>XXXX XXXX</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Add</th>
<th>Removes the currently selected list items.</th>
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</thead>
<tbody>
<tr>
<td><strong>Duplicate/Copy</strong></td>
<td>Copies and duplicates the currently selected list item. The new item will be added to the list right after the selected item. You can change its settings afterwards.</td>
</tr>
</tbody>
</table>

---

www.madrix.com  //543
**Navigation** - Allows you to select the next or previous list item.

**New** - Creates a new MIDI Remote Configuration while deleting all previous list items with your permission.
- Allows you to create an empty MIDI map [*Empty*] or load a preconfigured MIDI map.

**Open** - Loads a MIDI Remote Configuration into the MIDI Remote Editor from an external file [of the file type *.mmrx].

**Save** - Saves the current MIDI Remote Configuration to an external file [of the file type *.mmrx].

**Save As** - Save the current MIDI Remote Configuration to another external file [of the file type *.mmrx]. Simply enter a name and click Save.

**Assign** - Allows you to assign a control of your MIDI console to a function in MADRIX.
- **1** Activate **Assign**, select an list item you created and move the control of your MIDI controller.
- **2** In most cases, MADRIX will automatically recognize the MIDI Command, Control Type, and Interaction for the control. Learn more about Configuration.

**Test** - Allows you to test single list items and their functionality on the MADRIX user interface, while having the MIDI Remote Editor still opened.
- Activate Test, then use the control on your MIDI controller. You can see if the control works as expected on the MADRIX user interface.
- If Test is activated, MADRIX will receive the signal directly and not the MIDI Remote Editor.

- Test is also useful for testing modifiers. Learn more about Modifiers.
**Configuration Name** - Allows you to type in an individual description for your MIDI configuration.
- Once saved, you will be able to select your MIDI configuration under Preferences > Device Manager... > MIDI > Remote Control and MADRIX will use this label.

---

**Keyboard Shortcuts**

<table>
<thead>
<tr>
<th>Shortcut</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl + A</td>
<td>Selects all items in the list.</td>
</tr>
<tr>
<td>Ctrl + E [hold]</td>
<td>Activates <strong>Assign</strong>, while holding this shortcut.</td>
</tr>
<tr>
<td>Ctrl + N</td>
<td>Creates a new MIDI map.</td>
</tr>
<tr>
<td>Ctrl + O</td>
<td>Opens a MIDI map.</td>
</tr>
<tr>
<td>Ctrl + S</td>
<td>Saves a MIDI map.</td>
</tr>
<tr>
<td>Ctrl + T [hold]</td>
<td>Activates <strong>Test</strong>, while holding this shortcut.</td>
</tr>
<tr>
<td>Del</td>
<td>Removes selected items from the list.</td>
</tr>
<tr>
<td>Arrow Up</td>
<td>Navigates upwards in the list.</td>
</tr>
<tr>
<td>Arrow Down</td>
<td>Navigates downwards in the list.</td>
</tr>
<tr>
<td>Double-click on an item</td>
<td>Calls up the context menu for the column.</td>
</tr>
<tr>
<td>Double-click on a head row of the list</td>
<td>Sorts the list alphabetically according to the column [ascending or descending].</td>
</tr>
</tbody>
</table>
Configuration

Overview

- Each list item represents 1 MIDI remote functionality using 1 MIDI control [i.e., button, fader, note, etc.].
- Configure each list item as required.
- Configure each column of an list item.
- Add or remove list items to add or remove the functionality you require.

<table>
<thead>
<tr>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Audio: Start, Stop, Toggle</td>
</tr>
<tr>
<td>Fader: Input Level, Input Level Up, Input Level Down</td>
</tr>
<tr>
<td>Global: Layer Left, Layer Right</td>
</tr>
<tr>
<td>Storage Left, Storage Right</td>
</tr>
<tr>
<td>Group Control: Automatic Gain Control, Automatic Gain Control Toggle</td>
</tr>
<tr>
<td>Modifier</td>
</tr>
</tbody>
</table>

1] Create a new item with +
Or select a list item and perform a double-click with your mouse on the column Function

2] Select the general topic [e.g., Audio]

3] Select the exact function you wish to configure [e.g., Volume]
A] Click **Assign**, select a list item and use a control on your MIDI controller. In most cases, MADRIX will automatically recognize the MIDI Command, Control Type, and Interaction.

B] Or first select a list item and perform a double-click with your mouse on the column **MIDI Command**. Second, select the MIDI channel [e.g., Channel 01]. Third, select the MIDI type [e.g., Control Change]. Fourth, select the value [e.g., 011]

- In general, MIDI offers 16 channels. You can configure each MIDI device to send on a particular channel. Make sure that this **Channel** is also selected here.

MADRIX can receive the following MIDI command types:

- **Control Change**
- **Note**
- **Pitch Bend**
- **Program Change**
### Control Type

| Fader / Knob | Encoder / Jogwheel | Button |

**A**] Click **Assign**, select a list item and use a control on your MIDI controller. In most cases, MADRIX will automatically recognize the MIDI Command, Control Type, and Interaction.

**B**] Or first select a list item and perform a double-click with your mouse on the column **Control Type**. Second, select the type of the control of your MIDI controller [e.g., Button].

- **Fader / Knob** - Defines a fader or knob control that has a wide range of available values with starting point and end point.

- **Encoder / Jogwheel** - Defines a knob or wheel control that has a wide range of available values that functions endlessly without a starting point or endpoint.

- **Button** - Defines a button control that has two states [On or Off]; often as switch, push button, or button.
A] Click Assign, select a list item and use a control on your MIDI controller. In most cases, MADRIX will automatically recognize the MIDI Command, Control Type, and Interaction.

B] Or first select a list item and perform a double-click with your mouse on the column Interaction. Second, select the mode [e.g., Toggle].

- **Toggle** - Defines that the Control Type only has two states [On or Off]. Is usually used for Button.

- **Relative Signed** - Is a mode how encoders / jogwheels can work. Use Assign to automatically detect the mode or consult the manual of the MIDI controller.

- **Relative Signed 2** - Is a mode how encoders / jogwheels can work. Use Assign to automatically detect the mode or consult the manual of the MIDI controller.

- **Relative Binary Offset** - Is a mode how encoders / jogwheels can work. Use Assign to automatically detect the mode or consult the manual of the MIDI controller.

- **Relative Signed 2’s Complement** - Is a mode how encoders / jogwheels can work. Use Assign to automatically detect the mode or consult the manual of the MIDI controller.

- **Absolute** - Defines that the Control Type uses all available values [e.g., 0 to 255]. Is usually used for Fader / Knob.
<table>
<thead>
<tr>
<th>Invert</th>
<th>Yes</th>
<th>No</th>
</tr>
</thead>
</table>

1] Select a list item and perform a double-click with your mouse on the column **Invert**.

2] The item will change between **No** and **Yes**
- If Yes is selected, all values of this control will be inverted. That means for example that 0 becomes 255 and 255 becomes 0.
- No is the default value. No values will be inverted.

<table>
<thead>
<tr>
<th>Condition</th>
<th>None</th>
</tr>
</thead>
<tbody>
<tr>
<td>State 1</td>
<td></td>
</tr>
<tr>
<td>State 2</td>
<td></td>
</tr>
<tr>
<td>State 3</td>
<td></td>
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<tr>
<td>State 4</td>
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<tr>
<td>State 5</td>
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<tr>
<td>State 6</td>
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<tr>
<td>State 7</td>
<td></td>
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<tr>
<td>State 8</td>
<td></td>
</tr>
<tr>
<td>Value 1</td>
<td></td>
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<tr>
<td>Value 2</td>
<td></td>
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<tr>
<td>Value 3</td>
<td></td>
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<tr>
<td>Value 4</td>
<td></td>
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<tr>
<td>Value 5</td>
<td></td>
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<tr>
<td>Value 6</td>
<td></td>
</tr>
<tr>
<td>Value 7</td>
<td></td>
</tr>
<tr>
<td>Value 8</td>
<td></td>
</tr>
</tbody>
</table>

1] Select a list item and perform a double-click with your mouse on the column **Cond.**

2] Select the condition [e.g., None].
- If you select a **State**, click **Yes** or **No**
- If you select a **Value**, select the according **number**

Learn more [Modifiers](#)
### MIN, MAX, Factor, Description

<table>
<thead>
<tr>
<th>MIN</th>
<th>MAX</th>
<th>Factor</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>255</td>
<td></td>
<td>Face Color Red</td>
</tr>
<tr>
<td>0</td>
<td>255</td>
<td></td>
<td>Face Color Green</td>
</tr>
</tbody>
</table>

- Select an item and perform a double-click with your mouse on the column **MIN, MAX, Factor, Description**. Enter the desired value or text.

  - **MIN** - Defines a minimum value for this functionality.
    The default value is 0.

  - **MAX** - Defines a maximum value for this functionality.
    - For example, the Master has a maximum value of 255, or you may want to set the maximum Fade Time to 10 seconds.

  - **Factor** - Valid values range from -127 and +127. 0 is the default value. Use this factor to slow down [-127 to -1] or speed up [+1 to +127] controls of your MIDI controller.
    - For example, a jog wheel might be too fast to select mix modes of MADRIX. Slow it down by entering a negative value.

  - **Description** - Allows you to enter a text to describe the functionality.
    - [By default, the name of the function will automatically be entered].

---

### Modifiers

#### Overview

The MIDI Remote Editor allows you to create advanced MIDI configurations.

- Modifiers allow you to set certain conditions.
In general, these are the steps to follow:

1] Create a new item with + or select a list item and perform a double-click with your mouse on the column **Function**
2] Select **Modifier**
3] Select a **State** or **Value**
4] Create a new list item and configure its **Function** or use an existing list item
5] Assign the condition to this function.

Learn more [Condition](#)

### State

- **State** - Creates a requirement/condition that is required before the function will work.
- You can define up to 8 States.
- Valid values are Yes [Value = 1] or No [Value = 0].
- Normally, you should set up MIN = 0 and MAX = 1 for the corresponding State.
- Example:
  - List item 1 defines a button as a **Modifier, State 1** to be toggled. When pressed, **MAX** defines that a value of 1 is send to MADRIX. When not pressed, **MIN** defines that value 0 is sent to MADRIX.
  - List item 2 is a function to control the Master [Global Master]. A **Condition** was set up for this functionality. If MADRIX receives value 1 [Yes] from **State 1**, the function can be used.
  - Because of the Condition, the Master Fader can only be used when the button is pressed at the same time:

<table>
<thead>
<tr>
<th>#</th>
<th>Function</th>
<th>MIDI Command</th>
<th>Control Type</th>
<th>Interaction</th>
<th>Invert</th>
<th>Condition</th>
<th>MIN</th>
<th>Knob</th>
<th>Fader</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Modifier State 1</td>
<td>CH11 Note 012</td>
<td>Button</td>
<td>Toggle</td>
<td>No</td>
<td>State 1 = Yes</td>
<td>0</td>
<td>255</td>
<td>255</td>
<td>Master State 1</td>
</tr>
<tr>
<td>2</td>
<td>Global Master</td>
<td>CH11 CC 010</td>
<td>Fader/Knob</td>
<td>Absolute</td>
<td>No</td>
<td>State 1 = Yes</td>
<td>0</td>
<td>255</td>
<td>255</td>
<td>Global Master</td>
</tr>
</tbody>
</table>

- If no condition is assigned, the fader can be moved and the Master will always respond accordingly:

<table>
<thead>
<tr>
<th>#</th>
<th>Function</th>
<th>MIDI Command</th>
<th>Control Type</th>
<th>Interaction</th>
<th>Invert</th>
<th>Condition</th>
<th>MIN</th>
<th>Knob</th>
<th>Fader</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Global Master</td>
<td>CH11 CC 010</td>
<td>Fader/Knob</td>
<td>Absolute</td>
<td>No</td>
<td>State 1 = Yes</td>
<td>0</td>
<td>255</td>
<td>255</td>
<td>Global Master</td>
</tr>
</tbody>
</table>

- When **Test** is activated, MADRIX shows the status of a State in the MIDI Remote Editor. A green button indicates status Yes, a gray button indicates status No.
Value

- **Value** - Allows to add several functions to one or more controls of the MIDI controller by combining it with other available controls.
- You can define up to 8 Values.
- Valid values range from 0 to 127.
- Example:
  - Your MIDI controller may only have 1 fader and a number of buttons.
  - But you would want to control the Master, the Speed Master Left, and the Speed Master Right with this one fader.
  - In this example, we have configured 3 buttons that activate three different configurations for the fader.
    - If button 1 is pressed one time, the fader will act as the Master.
    - If button 2 is pressed one time, the fader will act as Speed Master Left.
    - If button 3 is pressed one time, the fader will act as Speed Master Right.
    - Depending on which button is pressed, the modifier value changes between 1, 2, or 3. MADRIX checks this value and allows the fader to control the corresponding function on the MADRIX user interface.
- **Note:** Always assign the correct values to modifier and function.
  - For example if your modifier is assigned to Value 1 and Max. value 2, the function needs to have Value 1=002 as a Condition. In this case, Value 2=002 will not work!

<table>
<thead>
<tr>
<th>#</th>
<th>Function</th>
<th>MIDI Command</th>
<th>Control Type</th>
<th>Interaction</th>
<th>Invert</th>
<th>Condition</th>
<th>LIN</th>
<th>Mod Factor</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Modifier Value 1</td>
<td>CH1 Note 12</td>
<td>Button</td>
<td>Toggle</td>
<td>No</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Modifier Value 1</td>
</tr>
<tr>
<td>2</td>
<td>Modifier Value 1</td>
<td>CH1 Note 12</td>
<td>Button</td>
<td>Toggle</td>
<td>No</td>
<td>0</td>
<td>2</td>
<td>1</td>
<td>Modifier Value 1</td>
</tr>
<tr>
<td>3</td>
<td>Modifier Value 1</td>
<td>CH1 Note 12</td>
<td>Button</td>
<td>Toggle</td>
<td>No</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>Modifier Value 1</td>
</tr>
<tr>
<td>4</td>
<td>Global Master</td>
<td>CH01 CC01.1D</td>
<td>Fader/Knobs</td>
<td>Absolute</td>
<td>No</td>
<td>Value 1 = 001</td>
<td>0</td>
<td>255</td>
<td>Global Master</td>
</tr>
<tr>
<td>5</td>
<td>Storage Left Speed</td>
<td>CH01 CC01.1D</td>
<td>Fader/Knobs</td>
<td>Absolute</td>
<td>No</td>
<td>Value 1 = 002</td>
<td>0</td>
<td>255</td>
<td>Storage Left Speed</td>
</tr>
<tr>
<td>6</td>
<td>Storage Right Speed</td>
<td>CH01 CC01.1D</td>
<td>Fader/Knobs</td>
<td>Absolute</td>
<td>No</td>
<td>Value 1 = 003</td>
<td>0</td>
<td>255</td>
<td>Storage Right Speed</td>
</tr>
</tbody>
</table>
When Test is activated, MADRIX shows the status of a Value in the MIDI Remote Editor.

![Value]

**Examples**

**Example 1**

- You wish to use single buttons of your MIDI controller for each Storage Place.
- Use + to create a new function.
- Select Storage Left > Place +Fade
- Use Assign to match your button to this function. Disable Assign again when done.
- Set MAX to 0 in order to trigger Storage Left S1 P1 [Storage 1 Place 1].
- Repeat the steps and set up MAX for each Storage Place you wish to control.
  - MAX will always have a value that is -1 compared to the actual Storage Place index number [e.g., set MAX to 6 in order to control S1 P7]
- Use Storage Right > Place +Fade and repeat the steps accordingly to control the Storage Places on the right side.
7.2.2 Akai Professional APC40

<table>
<thead>
<tr>
<th>[26] Mode: 1 (Required)</th>
</tr>
</thead>
<tbody>
<tr>
<td>[45] Cue Storage Place Left</td>
</tr>
<tr>
<td>[46] Cue List Open</td>
</tr>
<tr>
<td>[47] Cue List Close</td>
</tr>
<tr>
<td>[48] Cue Storage Place Right</td>
</tr>
</tbody>
</table>

### [Part G] INPUT And Remote Control

<table>
<thead>
<tr>
<th>Control Feature</th>
<th>Control Action</th>
<th>MIDI Parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frame ID Left/Right</td>
<td>+</td>
<td>[51] Cue List Go</td>
</tr>
<tr>
<td>Layer Submaster Left/Right</td>
<td>+</td>
<td>[52] Crossfader</td>
</tr>
<tr>
<td>Layer Opacity Left/Right</td>
<td>+</td>
<td>[53] Storage ID Left S1 – S128</td>
</tr>
<tr>
<td>Audio Input ON/OFF</td>
<td>+</td>
<td>[54] Storage ID Left S129 – S256</td>
</tr>
<tr>
<td>Speed Master Left</td>
<td>+</td>
<td>[55] Storage ID Right S1 – S128</td>
</tr>
<tr>
<td>Speed Master Right</td>
<td>+</td>
<td>[56] Storage ID Right S129 – S256</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN]"
### 7.2.3 Akai Professional APC40 MKII

![APC40 MKII Controller Image]

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Speed Master Left</td>
</tr>
<tr>
<td>2</td>
<td>Color Filter Storage Left color RED</td>
</tr>
<tr>
<td>3</td>
<td>Color Filter Storage Left color GREEN</td>
</tr>
<tr>
<td>4</td>
<td>Color Filter Storage Left color BLUE</td>
</tr>
<tr>
<td>5</td>
<td>Color Filter Storage Right color RED</td>
</tr>
<tr>
<td>6</td>
<td>Color Filter Storage Right color GREEN</td>
</tr>
<tr>
<td>7</td>
<td>Color Filter Storage Right color BLUE</td>
</tr>
<tr>
<td>8</td>
<td>Speed Master Right</td>
</tr>
<tr>
<td>54</td>
<td>Speed Master Pause Left ON/OFF</td>
</tr>
<tr>
<td>55</td>
<td>Storage Place Left DOWN</td>
</tr>
<tr>
<td>56</td>
<td>Storage Place Left UP</td>
</tr>
<tr>
<td>59</td>
<td>Storage Place Right DOWN</td>
</tr>
<tr>
<td>60</td>
<td>Storage Place Right UP</td>
</tr>
<tr>
<td>Mode: General</td>
<td>Mode: Storage Left</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>([63] is activated)</td>
<td>([64] is activated)</td>
</tr>
<tr>
<td>Left 5</td>
<td>Left 9</td>
</tr>
<tr>
<td>-------</td>
<td>-------</td>
</tr>
<tr>
<td>[22] Storage Place Right 6</td>
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</tr>
<tr>
<td>[23] Storage Place Right 7</td>
<td>[23] Storage Place Right 15</td>
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<tr>
<td>[26] Storage Place Left 10</td>
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<tr>
<td>[27] Storage Place Left 11</td>
<td>[27] Storage Place Left 19</td>
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<tr>
<td>[31] Storage Place Right 11</td>
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<tr>
<td>[33] Storage Place Left 13</td>
<td>[33] Storage Place Left 25</td>
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<tr>
<td>[34] Storage Place Left 14</td>
<td>[34] Storage Place Left 26</td>
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<tr>
<td>Storage Place</td>
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<tr>
<td>Right 13</td>
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<td>Left 30</td>
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<table>
<thead>
<tr>
<th>Storage Place</th>
<th>Storage Place</th>
<th>Storage Place</th>
<th>Group Preset</th>
<th>Cue List Goto</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Right 1</td>
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<table>
<thead>
<tr>
<th>Storage Place</th>
<th>Storage Place</th>
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<th>Group Preset</th>
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</tr>
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<tbody>
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You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
### 7.2.4 Akai Professional APCkey25

![Akai APCkey25 MIDI Controller](image)

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- [53] Mode: Group Control
- [54] Crossfader Automatic Fade ON/OFF
- [63] Main Output Strobe
- [64] Cue List Play/Pause
- [65] Group Control Toggle
- [66] Blackout
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| Group 2 Flash         | Layer Left Layer 8 Value | Layer Right Layer 8 Value | Group 7 Flash      |

<p>| Group 3 Flash         | Layer Left Layer 9 Value | Layer Right Layer 9 Value | Group 8 Flash |
| Group 4 Flash         |                          |                          |               |
| Group 5 Flash         |                          |                          |               |</p>
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You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)«.
7.2.5  Akai Professional APCmini

- **Mode: General** ([69] is activated)
- **Mode: Storage Left** ([70] is activated)
- **Mode: Storage Right** ([71] is activated)
- **Mode: Group Control** ([72] is activated)
- **Group Control Toggle** ([86])
- **Main Output Strobe** ([87])
- **Crossfader Automatic Fade ON/OFF** ([88])
- **Blackout** ([89])
- **Master** ([90])

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### Part G: INPUT And Remote Control

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<td>Group Value Group 8</td>
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<td>Layer Right Layer 6 Value</td>
<td>Group Value Group 8</td>
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<td>Storage Left 4</td>
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You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](mailto:midi-in)«.
### 7.2.6 Akai Professional LPD8

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<td>Group Value Group 8</td>
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- **[17]** Program change (Program 1 must be activated)
  - **[18]** Mode: Storage Left
  - **[19]** Mode: Storage Right
  - **[20]** Mode: Group Control

<table>
<thead>
<tr>
<th>Mode: Storage Left</th>
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<th>Mode: Group Control</th>
</tr>
</thead>
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<tr>
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<tr>
<td>---</td>
<td>----------------------</td>
<td>---</td>
</tr>
<tr>
<td>2</td>
<td>Storage Left UP</td>
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</tr>
<tr>
<td>3</td>
<td>Cue List Play/Pause</td>
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</tr>
<tr>
<td>4</td>
<td>Crossfader Automatic Fade ON/OFF</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Storage Place Left DOWN</td>
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</tr>
<tr>
<td>6</td>
<td>Storage Left DOWN</td>
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</tr>
<tr>
<td>7</td>
<td>Crossfader Skip Left</td>
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</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
7.2.7 Akai Professional LPK25

[26] Octave DOWN

[27] Octave UP

[28] Crossfader Automatic Fade ON/OFF

<table>
<thead>
<tr>
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<th>Storage Place</th>
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You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN"
### 7.2.8 Akai Professional MIDIMIX

<p>| | | | | | | | | | | | | | | | | | | | | | | | | |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1 | Speed Master Left | 27 | Storage Place Left DOWN |
| 2 | Color Filter Storage Left color RED | 28 | Storage Place Left UP |
| 3 | Color Filter Storage Left color GREEN | 29 | Storage Right DOWN |
| 4 | Color Filter Storage Left color BLUE | 30 | Storage Right UP |
| 5 | Color Filter Storage Right color RED | 31 | Storage Place Right DOWN |
| 6 | Color Filter Storage Right color GREEN | 32 | Storage Place Right UP |
| 7 | Color Filter Storage Right color BLUE | 33 | Group 1 Flash |
| 8 | Speed Master Right | 34 | Group 2 Flash |
| 9 | Layer Left Layer 1 Value | 35 | Group 3 Flash |
| 10 | Layer Left Layer 2 Value | 36 | Group 4 Flash |
| 11 | Layer Left Layer 3 Value | 37 | Group 5 Flash |
| 12 | Layer Left Layer 4 Value | 38 | Group 6 Flash |
| 13 | Layer Left Layer 5 Value | 39 | Group 7 Flash |</p>
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<td>[16] Layer Left Layer 7 Value</td>
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<td>[22] Layer Right Layer 6 Value</td>
<td>[48] Group Value Group 8</td>
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<tr>
<td>[23] Layer Right Layer 7 Value</td>
<td>[49] Main Output Strobe</td>
</tr>
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<td>[26] Storage Left UP</td>
<td>[52] Master</td>
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You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)«
### 7.2.9 Akai Professional MPK249

- Please choose Preset 1 (LiveLite) and work on Octave 0.

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<td>Cue List Cue All</td>
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You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
7.2.10 Akai Professional MPK261

- Please choose Preset 1 (LiveLite) and work on Octave 0.

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<td>[26] Cue List Cue All</td>
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### Part G: INPUT And Remote Control

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</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#).
### 7.2.11 Akai Professional MPKmini MKII

- **[26] Octave DOWN**
- **[27] Octave UP**
- **[30] Cue List Play/Pause**
- **[31] Crossfader Automatic Fade ON/OFF**
- **[34] Crossfader Skip Left**
- **[35] Crossfader Skip Right**
- **[36] Group Value Group 1**
- **[37] Group Value Group 2**
- **[38] Group Value Group 3**
- **[39] Group Value Group 4**
- **[40] Group Value Group 5**
- **[41] Group Value Group 6**
- **[42] Group Value Group 7**
- **[43] Group Value Group 8**
- **[44] Mode Switch**
You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN
7.2.12 Behringer BCD3000

Also known as BCD 3000 / BCD-3000.
<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[10] Crossfader Fade Type UP</td>
<td>[22 Low Knob] Storage ID S1 – S128</td>
<td>[34] + [35] Storage Submaster</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
## 7.2.13 Behringer BCF2000

Also known as BCF 2000 or BCF-2000.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color RED</td>
<td>For Color Filter or Color-Fade (see [9])</td>
</tr>
<tr>
<td>Color GREEN</td>
<td>For Color Filter or Color-Fade (see [9])</td>
</tr>
<tr>
<td>Color BLUE</td>
<td>For Color Filter or Color-Fade (see [9])</td>
</tr>
<tr>
<td>Color WHITE</td>
<td>For Color Filter or Color-Fade (see [9])</td>
</tr>
<tr>
<td>Crossfader Fade Time</td>
<td></td>
</tr>
<tr>
<td>Mode</td>
<td>Color Filter (Default) or Color-Fade</td>
</tr>
<tr>
<td>Speed Master Left</td>
<td></td>
</tr>
<tr>
<td>Storage ID Right DOWN</td>
<td></td>
</tr>
<tr>
<td>Storage ID Right UP</td>
<td></td>
</tr>
<tr>
<td>Storage Place Left UP/DOWN</td>
<td></td>
</tr>
<tr>
<td>Speed Master Right Pause</td>
<td></td>
</tr>
</tbody>
</table>

![Image of Behringer BCF2000 control panel](image-url)
<table>
<thead>
<tr>
<th></th>
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</tr>
</thead>
<tbody>
<tr>
<td>[19] Storage ID Left DOWN</td>
<td>[34] Speed Master Right</td>
</tr>
<tr>
<td>[21] Speed Master Left Pause</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
7.2.14 Behringer BCR2000

Also known as BCR 2000 or BCR-2000.

| [1] Color RED for Color Filter or Color-Fade (see [9]) | [24] Speed Master Right Pause |
| [3] Color BLUE for Color Filter or Color-Fade (see [9])  | [26] Storage ID Right UP |
| [4] Color WHITE for Color Filter or Color-Fade (see [9]) | [29] Crossfader |
| [9] Mode: Color Filter (Default) or Color-Fade           | [31] Speed Master Left |

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### Table: Input and Remote Control

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[19] Storage ID Left DOWN</td>
<td>[34] Speed Master Right</td>
</tr>
<tr>
<td>[21] Speed Master Left Pause</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)"
7.2.15 Creative Prodikeys PC-MIDI

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cue List Back (MIDI note #53)</td>
<td>8 – 17</td>
</tr>
<tr>
<td>2</td>
<td>Cue List Play/Pause</td>
<td>[18] + [8 – 17]</td>
</tr>
<tr>
<td>3</td>
<td>Cue List Go</td>
<td>[19] + [8 – 17]</td>
</tr>
<tr>
<td></td>
<td></td>
<td>[18] + [19] + [8 – 17]</td>
</tr>
<tr>
<td>4</td>
<td>Storage ID Left DOWN</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Storage ID Left UP</td>
<td>[20 – 29]</td>
</tr>
<tr>
<td>6</td>
<td>Storage ID Right DOWN</td>
<td>[30] + [20 – 29]</td>
</tr>
<tr>
<td>7</td>
<td>Storage ID Right UP</td>
<td>[31] + [20 – 29]</td>
</tr>
<tr>
<td></td>
<td></td>
<td>[30] + [31] + [20 – 29]</td>
</tr>
<tr>
<td>32</td>
<td>Crossfader Skip to Left</td>
<td></td>
</tr>
<tr>
<td>33</td>
<td>Crossfader Automatic Fade</td>
<td></td>
</tr>
<tr>
<td>34</td>
<td>Crossfader Skip to Right</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>Crossfader Fade Type DOWN</td>
<td></td>
</tr>
<tr>
<td>36</td>
<td>Crossfader Fade Type UP</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>Cue List Back (see [1]) (MIDI note #89)</td>
<td></td>
</tr>
<tr>
<td>38</td>
<td>Audio Input ON/OFF (Sustain on MIDI keyboards)</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)
## 7.2.16 Elation Professional MIDICON

[3] Cue Storage Place Left

[8] Cue Storage Place Right

[11] Layer Left DOWN

[12] Layer Left UP

[13] Color-Fade color RED (ON/OFF)

[14] Color-Fade color GREEN (ON/OFF)

[15] Color-Fade color BLUE (ON/OFF)

[16] Color-Fade color WHITE (ON/OFF)

[17] Layer Right DOWN

[18] Layer Right UP

[19] Layer Left Solo Mode

[20] Layer Left Mix Mode UP

[25] Layer Right Mix Mode UP

[26] Layer Right Solo Mode

[27] Layer Left Blind Mode

[28] Layer Left Mix Mode DOWN

[52] Speed Master Right Pause

[56] Cue List Open/Close

[57] Cue List Play/Pause

[62] Storage Place Left UP (Arrow key behavior)

[64] Storage ID Left DOWN

[65] Storage ID Left UP

[67] Storage Place Right UP (Arrow key behavior)

[69] Storage Place Left LEFT (Arrow key behavior)

[70] Storage Place Left DOWN (Arrow key behavior)

[71] Storage Place Left RIGHT (Arrow key behavior)

[72] Storage ID Right DOWN

[73] Storage ID Right UP

[74] Storage Place Right LEFT (Arrow key behavior)

[75] Storage Place Left DOWN (Arrow key behavior)

[76] Storage Place Left RIGHT (Arrow key behavior)

[77] Speed Master Left UP/DOWN
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[33] Layer Right Mix Mode DOWN</td>
<td>[77 Push] Speed Master Left Reset</td>
</tr>
<tr>
<td>[34] Layer Right Blind Mode</td>
<td>[78] Crossfader</td>
</tr>
<tr>
<td>[35] Blackout</td>
<td>[78] + [89] Crossfader Fade Time UP/DOWN</td>
</tr>
<tr>
<td>[36] Layer Left Opacity</td>
<td>[78] + [91] Audio Input Level UP/DOWN</td>
</tr>
<tr>
<td>[37] Layer Left Submaster</td>
<td>[78 Push] Crossfader Automatic Fade</td>
</tr>
<tr>
<td>[38] Color Filter color RED</td>
<td>[79] Speed Master Right UP/DOWN</td>
</tr>
<tr>
<td>[40] Color Filter color BLUE</td>
<td>[80] Speed Master Left Pause (Hold)</td>
</tr>
<tr>
<td>[41] Color Filter color WHITE</td>
<td>[82] Crossfader Skip to Left</td>
</tr>
<tr>
<td>[42] Layer Right Submaster</td>
<td>[83] Crossfader Skip to Right</td>
</tr>
<tr>
<td>[43] Layer Right Opacity</td>
<td>[85] Speed Master Right Pause (Hold)</td>
</tr>
<tr>
<td>[44] Master</td>
<td>[86] Main Output Freeze (Hold)</td>
</tr>
<tr>
<td>[45] Speed Master Left Pause</td>
<td>[87] Main Output Freeze (Permanently)</td>
</tr>
<tr>
<td>[48] Cue List Go</td>
<td>[88] Crossfader Fade Type DOWN</td>
</tr>
<tr>
<td>[49] Cue List Back</td>
<td>[90] Audio Input ON/OFF</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«.
### 7.2.17 Hercules DJ Console Rmx

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1]</td>
<td>Cue List Open/Close</td>
</tr>
<tr>
<td>[3]</td>
<td>Storage Place Left UP/DOWN</td>
</tr>
<tr>
<td>[4]</td>
<td>Layer Left Mix Mode UP</td>
</tr>
<tr>
<td>[5]</td>
<td>Color RED for Color Filter or Color-Fade (see [2] and [10])</td>
</tr>
<tr>
<td>[6]</td>
<td>Crossfader Fade Time</td>
</tr>
<tr>
<td>[7]</td>
<td>Color WHITE for Color Filter or Color-Fade (see [2] and [10])</td>
</tr>
<tr>
<td>[8]</td>
<td>Layer Right Mix Mode UP</td>
</tr>
<tr>
<td>[9]</td>
<td>Storage Place Right UP/DOWN</td>
</tr>
<tr>
<td>[10]</td>
<td>Mode: Color-Fade</td>
</tr>
<tr>
<td>[12]</td>
<td>Crossfader Skip to Left</td>
</tr>
<tr>
<td>[13]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[14]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[15]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[16]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[17]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[18]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[19]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[20]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[21]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[22]</td>
<td>FREE</td>
</tr>
<tr>
<td>[23]</td>
<td>Speed Master Right Reset</td>
</tr>
<tr>
<td>[24]</td>
<td>Speed Master Right Pause</td>
</tr>
<tr>
<td>[25]</td>
<td>Speed Master Left/Right</td>
</tr>
<tr>
<td>[26]</td>
<td>Layer Submaster Left</td>
</tr>
<tr>
<td>[27]</td>
<td>FREE</td>
</tr>
<tr>
<td>[28]</td>
<td>Crossfader Fade Type UP</td>
</tr>
<tr>
<td>[29]</td>
<td>Layer Submaster Right</td>
</tr>
<tr>
<td>[30]</td>
<td>FREE</td>
</tr>
<tr>
<td>[31]</td>
<td>Layer Opacity Left</td>
</tr>
<tr>
<td>[32]</td>
<td>FREE</td>
</tr>
<tr>
<td>[33]</td>
<td>FREE</td>
</tr>
<tr>
<td>[34]</td>
<td>FREE</td>
</tr>
<tr>
<td>[35]</td>
<td>FREE</td>
</tr>
<tr>
<td>[36]</td>
<td>FREE</td>
</tr>
<tr>
<td>[37]</td>
<td>FREE</td>
</tr>
<tr>
<td>[38]</td>
<td>FREE</td>
</tr>
<tr>
<td>[39]</td>
<td>FREE</td>
</tr>
<tr>
<td>[40]</td>
<td>FREE</td>
</tr>
<tr>
<td>[41]</td>
<td>Storage Place Left DOWN</td>
</tr>
<tr>
<td>[42]</td>
<td>Storage Place Left UP</td>
</tr>
<tr>
<td>[43]</td>
<td>Cue List Back</td>
</tr>
<tr>
<td>[44]</td>
<td>Crossfader Skip to Left</td>
</tr>
<tr>
<td>[45]</td>
<td>Crossfader Fade Type DOWN</td>
</tr>
<tr>
<td>[46]</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>[47]</td>
<td>Cue List Go</td>
</tr>
<tr>
<td>[48]</td>
<td>Storage Place Right DOWN</td>
</tr>
<tr>
<td>[49]</td>
<td>Storage Place Right UP</td>
</tr>
<tr>
<td>[50]</td>
<td>Fast Forward / Rewind Left/Right</td>
</tr>
<tr>
<td>[51]</td>
<td>FREE</td>
</tr>
</tbody>
</table>

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### Part G: INPUT And Remote Control

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[12] Speed Master Left Reset</td>
<td>[33] HOLD + 48</td>
<td>Storage ID Left DOWN</td>
</tr>
<tr>
<td>[14] HOLD + 51</td>
<td>Storage Submaster Left</td>
<td>[34] Color BLUE for Color Filter or Color-Fade (see [2] and [10])</td>
</tr>
<tr>
<td>[16] Layer Left Mix Mode DOWN</td>
<td>[36] Crossfader Fade Type UP</td>
<td>[55] Cue Storage Place Left</td>
</tr>
<tr>
<td>[17] Color GREEN for Color Filter or Color-Fade (see [2] and [10])</td>
<td>[37] FREE</td>
<td>[56] Cue List Stop</td>
</tr>
<tr>
<td>[18] Crossfader Automatic Fade</td>
<td>[38] HOLD + 48</td>
<td>Storage ID Right DOWN</td>
</tr>
<tr>
<td>[19] FREE</td>
<td>[38] HOLD + 49</td>
<td>Storage ID Right UP</td>
</tr>
<tr>
<td>[21] HOLD + 51</td>
<td>Storage Submaster Right</td>
<td>[40] FREE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>[59] Audio Input OFF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>[60] Audio Input ON/OFF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>[61] Crossfader</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN «
7.2.18 Hercules DJ Control MP3 And DJ Console MK2
<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[2] + [40] Layer Submaster Left</td>
<td>[17] Cue Storage Place Right</td>
<td>[32] Color-Fade color WHITE</td>
</tr>
<tr>
<td>[3] + [40] Layer Opacity Left</td>
<td>[18] Layer Left DOWN</td>
<td>[33] Audio Input Level</td>
</tr>
<tr>
<td>[4] + [41] Storage Submaster Right</td>
<td>[19] Layer Left UP</td>
<td>[34] Crossfader Fade Time</td>
</tr>
<tr>
<td>[7] Crossfader Fade Type DOWN</td>
<td>[22] Layer Mix Mode Left DOWN</td>
<td>[37] Color-Fade color GREEN</td>
</tr>
<tr>
<td>[8] Crossfader Fade Type UP</td>
<td>[23] Layer Mix Mode Left UP</td>
<td>[38] Color-Fade color RED</td>
</tr>
<tr>
<td>[12] + [41] Fast Forward / Rewind Right</td>
<td>[27] (Right Mouse Button)</td>
<td>[42] (Mouse control)</td>
</tr>
</tbody>
</table>
### Crossfader and Remote Control

<table>
<thead>
<tr>
<th>Feature</th>
<th>Input Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossfader</td>
<td>Speed Master Left</td>
</tr>
<tr>
<td>Cue List Play/Pause</td>
<td>Speed Master Right</td>
</tr>
<tr>
<td>Cue Storage Place Left</td>
<td>Master</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«.
### 7.2.19 Hercules DJ Control MP3 e2

![Diagram of Hercules DJ Control MP3 e2](image)

<table>
<thead>
<tr>
<th></th>
<th>Mode: Storage</th>
<th>Mode: Layer</th>
<th>Mode: Layer Left / Storage Left</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Main Output Freeze (Permanently)</td>
<td>[20] Layer Mix Mode Left NEXT</td>
<td>[31] Mode: Layer Right / Storage Right</td>
</tr>
<tr>
<td>3</td>
<td>Cue List Back</td>
<td>[21] Speed Master Right Pause</td>
<td>[21] Layer Mix Mode Right NEXT</td>
</tr>
<tr>
<td>4</td>
<td>Cue List Open/Close</td>
<td>[22] Speed Master Left</td>
<td>[22] Layer Opacity Left</td>
</tr>
<tr>
<td>5</td>
<td>Cue List Play/Pause</td>
<td>[23] Speed Master Right</td>
<td>[23] Layer Opacity Right</td>
</tr>
<tr>
<td>8</td>
<td>Color-Fade color GREEN</td>
<td>[26] Storage Submaster</td>
<td>[26] Layer Submaster Left</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Action</th>
<th>Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>UP</td>
<td>[27] Layer Submaster Right UP</td>
</tr>
<tr>
<td>Forward / Rewind Left (Layer Mode)</td>
<td></td>
</tr>
<tr>
<td>[29] Storage Submaster Right Reset [29] Layer Submaster, Mix Mode, Opacity Right Reset</td>
<td></td>
</tr>
<tr>
<td>[30] Layer Fast Forward / Rewind Right (Layer Mode)</td>
<td></td>
</tr>
<tr>
<td>[33] Storage Submaster Right P1 [33] Layer 1 Right</td>
<td></td>
</tr>
<tr>
<td>[34] Storage Place Left P2 [34] Layer 2 Left</td>
<td></td>
</tr>
<tr>
<td>[35] Storage Place Right P2 [35] Layer 2 Right</td>
<td></td>
</tr>
<tr>
<td>[37] Storage ID Right DOWN [37] Layer 3 Right</td>
<td></td>
</tr>
<tr>
<td>[38] Storage ID Left UP [38] Layer 4 Left</td>
<td></td>
</tr>
<tr>
<td>[40] Storage Place Left DOWN [40] Layer Left DOWN</td>
<td></td>
</tr>
<tr>
<td>[41] Storage Place Right DOWN [41] Layer Right DOWN</td>
<td></td>
</tr>
<tr>
<td>[42] Storage Place Left UP [42] Layer Left UP</td>
<td></td>
</tr>
<tr>
<td>[43] Storage Place Right UP [43] Layer Right UP</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
7.2.20 KORG nanoKONTROL

- Please always select Scene '1'.

<table>
<thead>
<tr>
<th>1</th>
<th>Color-Fade color RED</th>
<th>10</th>
<th>Crossfader Skip Left/Right</th>
<th>18</th>
<th>Storage Place Left/Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Color-Fade color GREEN</td>
<td>11</td>
<td>Cue Storage Place Left/Right</td>
<td>19</td>
<td>Storage Submaster Left/Right</td>
</tr>
<tr>
<td>3</td>
<td>Color-Fade color BLUE</td>
<td>12</td>
<td>Speed Master Left/Right Reset</td>
<td>20</td>
<td>Speed Master Left/Right</td>
</tr>
<tr>
<td>4</td>
<td>Color-Fade color WHITE</td>
<td>13</td>
<td>Speed Master Left/Right Pause</td>
<td>21</td>
<td>Master</td>
</tr>
<tr>
<td>5</td>
<td>Crossfader Fade Time</td>
<td>14</td>
<td>Crossfader Fade Type DOWN</td>
<td>22</td>
<td>Crossfader</td>
</tr>
<tr>
<td>6</td>
<td>Color Filter color RED</td>
<td>15</td>
<td>Crossfader Automatic Fade</td>
<td>23</td>
<td>Audio Input Level</td>
</tr>
<tr>
<td>7</td>
<td>Color Filter color GREEN</td>
<td>16</td>
<td>Blackout</td>
<td>24</td>
<td>Storage ID Left/Right DOWN (see [29])</td>
</tr>
<tr>
<td>8</td>
<td>Color Filter color BLUE</td>
<td>17</td>
<td>Audio Input ON/OFF</td>
<td>25</td>
<td>Cue List Play</td>
</tr>
<tr>
<td>9</td>
<td>Color Filter color WHITE</td>
<td></td>
<td></td>
<td>26</td>
<td>Storage ID Left/Right UP (see [29])</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>27</td>
<td>Cue List Stop</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>28</td>
<td>Cue List Open/Close</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>[29]</td>
<td>Mode: ON = Storage Left; OFF = Storage Right</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
7.2.21 KORG nanoKONTROL2

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN"
### 7.2.22 Livid Instruments Ohm64

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 – [56] Storage Place Left P1 – P56</td>
<td>1 – [56] Storage Place Right P1 – P56</td>
</tr>
<tr>
<td>[59] Layer Left UP</td>
<td>[59] Layer Right UP</td>
</tr>
<tr>
<td>[60] Speed Master Left Pause (Permanently)</td>
<td>[60] Speed Master Right Pause (Permanently)</td>
</tr>
<tr>
<td>[95] Storage ID Left DOWN</td>
<td>[95] Storage ID Right DOWN</td>
</tr>
<tr>
<td>[96] Storage ID Left UP</td>
<td>[96] Storage ID Right UP</td>
</tr>
<tr>
<td>[97] Storage Place Left DOWN</td>
<td>[97] Storage Place Right DOWN</td>
</tr>
<tr>
<td>[98] Storage Place Left UP</td>
<td>[98] Storage Place Right UP</td>
</tr>
<tr>
<td>[61] Crossfader Fade Type UP/DOWN</td>
<td>[73] Main Output Freeze</td>
</tr>
<tr>
<td>[63] Master</td>
<td>[75] Cue List Go</td>
</tr>
<tr>
<td>[64] Audio Input Level</td>
<td>[76] Cue List Back</td>
</tr>
<tr>
<td>[65] Color-Fade color RED</td>
<td>[77] Cue List Open/Close</td>
</tr>
<tr>
<td>[66] Color-Fade color GREEN</td>
<td>[78] Cue List Play/Pause</td>
</tr>
<tr>
<td>[67] Color-Fade color BLUE</td>
<td>[79] Blackout</td>
</tr>
<tr>
<td>----------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>[68] Color-Fade color WHITE</td>
<td>[80] Storage Submaster Left</td>
</tr>
<tr>
<td>[69] Color Filter color RED</td>
<td>[81] Speed Master Left</td>
</tr>
<tr>
<td>[70] Color Filter color GREEN</td>
<td>[82] Speed Master Right</td>
</tr>
<tr>
<td>[71] Color Filter color BLUE</td>
<td>[83] Storage Submaster Right</td>
</tr>
<tr>
<td>[72] Color Filter color WHITE</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
## 7.2.23 M-AUDIO Code 49

- Please choose Preset 10 and work with RED illuminated Encoder Mode.

<p>| | | | | | | | | | | | | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
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<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
</table>
### [23] Color Fade Color WHITE

<table>
<thead>
<tr>
<th>PAD Octave</th>
<th>Storage Place</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>KEY Octave</th>
<th>Storage Place</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>[40] – [88] Storage Place Right 1 – 49</td>
</tr>
<tr>
<td>-2</td>
<td>[40] – [88] Storage Place Right 13 – 61</td>
</tr>
<tr>
<td>-1</td>
<td>[40] – [88] Storage Place Right 25 – 72</td>
</tr>
<tr>
<td>0</td>
<td>[40] – [88] Storage Place Right 37 – 85</td>
</tr>
<tr>
<td>+1</td>
<td>[40] – [88] Storage Place Right 49 – 97</td>
</tr>
<tr>
<td>+2</td>
<td>[40] – [88] Storage Place Right 61 – 109</td>
</tr>
<tr>
<td>+3</td>
<td>[40] – [88] Storage Place Right 73 – 121</td>
</tr>
<tr>
<td>+4</td>
<td>[40] – [88] Storage Place Right 85 – 121</td>
</tr>
<tr>
<td>+5</td>
<td>[40] – [83] Storage Place Right 97 – 128</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)«
7.2.24 M-AUDIO Oxygen 8 v2

- Make sure to activate Preset 1 [General MIDI] and c 01 with button [6].

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] UP: Automatic Fade Enabled (Default); DOWN: Disabled</td>
<td>[23] Storage Place Left P1 (If Octave -4)</td>
<td>[35] Storage Place Right P1 (If Octave -4)</td>
</tr>
<tr>
<td>[3] Storage Place Area (Octaves)</td>
<td>[25] Storage Place Left P3 (If Octave -4)</td>
<td>[37] Storage Place Right P3 (If Octave -4)</td>
</tr>
<tr>
<td>[4] No MIDI function</td>
<td>[26] Storage Place Left P4 (If Octave -4)</td>
<td>[38] Storage Place Right P4 (If Octave -4)</td>
</tr>
<tr>
<td>[5] No MIDI function</td>
<td>[27] Storage Place Left P5 (If Octave -4)</td>
<td>[39] Storage Place Right P5 (If Octave -4)</td>
</tr>
<tr>
<td>[6] No MIDI function</td>
<td>[28] Storage Place Left P6 (If Octave -4)</td>
<td>[40] Storage Place Right P6 (If Octave -4)</td>
</tr>
<tr>
<td>[7] FREE</td>
<td>[29] Storage Place Left P7 (If Octave -4)</td>
<td>[41] Storage Place Right P7 (If Octave -4)</td>
</tr>
<tr>
<td>[8] FREE</td>
<td>[30] Storage Place Left P8 (If Octave -4)</td>
<td>[42] Storage Place Right P8 (If Octave -4)</td>
</tr>
</tbody>
</table>
### [Part G] INPUT And Remote Control

<table>
<thead>
<tr>
<th>9</th>
<th>Storage ID Left S1 – S128</th>
<th>[31] Storage Place Left P9 (If Octave -4)</th>
<th>[43] Storage Place Right P9 (If Octave -4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Storage ID Right S1 – S128</td>
<td>[32] Storage Place Left P10 (If Octave -4)</td>
<td>[44] Storage Place Right P10 (If Octave -4)</td>
</tr>
<tr>
<td>11</td>
<td>FREE</td>
<td>[33] Storage Place Left P11 (If Octave -4)</td>
<td>[45] Storage Place Right P11 (If Octave -4)</td>
</tr>
<tr>
<td>12</td>
<td>Audio Input Level</td>
<td>[34] Storage Place Left P12 (If Octave -4)</td>
<td>[46] Storage Place Right P12 (If Octave -4)</td>
</tr>
<tr>
<td>13</td>
<td>Crossfader</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Speed Master Left</td>
<td>[23] Storage Place Left P13 (If Octave -2)</td>
<td>[35] Storage Place Right P13 (If Octave -2)</td>
</tr>
<tr>
<td>15</td>
<td>Speed Master Right</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>16</td>
<td>Crossfader Fade Time</td>
<td>[34] Storage Place Left P24 (If Octave -2)</td>
<td>[46] Storage Place Right P24 (If Octave -2)</td>
</tr>
<tr>
<td>17</td>
<td>Main Output Freeze</td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>Cue List Back</td>
<td>Select the Octave with [3]</td>
<td>Select the Octave with [3]</td>
</tr>
<tr>
<td>19</td>
<td>Cue List Go</td>
<td></td>
<td></td>
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<tr>
<td>20</td>
<td>Cue List Stop</td>
<td>[47] Automatic Fade (If Octave 5)</td>
<td></td>
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<tr>
<td>21</td>
<td>Crossfader Fade Type (Toggle)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>Crossfader Skip to Left/Right</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)"
### 7.2.25 M-AUDIO Torq Xponent

![M-AUDIO Torq Xponent Image]

<table>
<thead>
<tr>
<th>3</th>
<th>Crossfader Skip to Left</th>
<th>27</th>
<th>Crossfader Automatic Fade</th>
<th>46</th>
<th>Storage ID Left S129 – S256</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Crossfader Skip to Right</td>
<td>28</td>
<td>Crossfader Automatic Fade</td>
<td>49</td>
<td>Storage ID Right S1 – S128</td>
</tr>
<tr>
<td>5</td>
<td>Color-Fade color WHITE</td>
<td>29</td>
<td>Main Output Freeze</td>
<td>50</td>
<td>Storage ID Right S129 – S256</td>
</tr>
<tr>
<td>6</td>
<td>Color-Fade color BLUE</td>
<td>30</td>
<td>Audio Input ON/OFF</td>
<td>61</td>
<td>Cue List Play / Pause</td>
</tr>
<tr>
<td>7</td>
<td>Color-Fade color GREEN</td>
<td>31</td>
<td>See [33], [34], [35], [36]</td>
<td>62</td>
<td>Cue Storage Place Left</td>
</tr>
<tr>
<td>8</td>
<td>Color-Fade color RED</td>
<td>32</td>
<td>See [37], [37], [39], [40]</td>
<td>63</td>
<td>Storage Place Left DOWN</td>
</tr>
<tr>
<td>9</td>
<td>Color Filter color WHITE</td>
<td>33</td>
<td>+ [31] Storage Submaster Left</td>
<td>64</td>
<td>Storage Place Left UP</td>
</tr>
<tr>
<td>10</td>
<td>Color Filter color BLUE</td>
<td>34</td>
<td>+ [31] Layer Opacity Left</td>
<td>65</td>
<td>Cue List Play/Pause</td>
</tr>
<tr>
<td>11</td>
<td>Color Filter color GREEN</td>
<td>35</td>
<td>+ [31] Layer Mix Mode Left</td>
<td>66</td>
<td>Cue Storage Place Right</td>
</tr>
<tr>
<td>12</td>
<td>Color Filter color RED</td>
<td>36</td>
<td>+ [31] Layer Submaster Left</td>
<td>67</td>
<td>Storage Place Right DOWN</td>
</tr>
<tr>
<td>13</td>
<td>Crossfader Fade Time</td>
<td>37</td>
<td>+ [32] Storage Submaster Right</td>
<td>68</td>
<td>Storage Place Right UP</td>
</tr>
<tr>
<td>19</td>
<td>Fade Type Color-Fade</td>
<td>38</td>
<td>+ [32] Layer Opacity Right</td>
<td>69</td>
<td>Speed Master Left</td>
</tr>
<tr>
<td>20</td>
<td>Fade Type Black-Fade</td>
<td>39</td>
<td>+ [32] Layer Mix Mode Right</td>
<td>70</td>
<td>Speed Master Right</td>
</tr>
<tr>
<td>21</td>
<td>Fade Type White-Fade</td>
<td>40</td>
<td>+ [32] Layer Submaster Right</td>
<td>71</td>
<td>Cue List Go</td>
</tr>
</tbody>
</table>
### Part G: INPUT And Remote Control

<table>
<thead>
<tr>
<th>Command</th>
<th>Action</th>
<th>Mode: USB or MIDI</th>
<th>Storage ID Left S1 – S128</th>
</tr>
</thead>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
## 7.2.26 MIDI Keyboards

<table>
<thead>
<tr>
<th>MIDI Note</th>
<th>Value</th>
<th>MIDI Note</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>#48</td>
<td>Crossfader Skip to Left</td>
<td>#84</td>
<td>Storage ID Left DOWN</td>
</tr>
<tr>
<td>#49</td>
<td>Crossfader Automatic Fade</td>
<td>#85</td>
<td>Storage ID Left UP</td>
</tr>
<tr>
<td>#50</td>
<td>Crossfader Skip to Right</td>
<td>#86</td>
<td>Storage ID Right DOWN</td>
</tr>
<tr>
<td>#51</td>
<td>Crossfader Fade Type DOWN</td>
<td>#87</td>
<td>Storage ID Right UP</td>
</tr>
<tr>
<td>#52</td>
<td>Crossfader Fade Type UP</td>
<td>#88</td>
<td></td>
</tr>
<tr>
<td>#53</td>
<td>Cue List Back</td>
<td>#89</td>
<td></td>
</tr>
<tr>
<td>#54</td>
<td>Cue List Play/Pause</td>
<td>#90</td>
<td></td>
</tr>
<tr>
<td>#55</td>
<td>Cue List Go</td>
<td>#91</td>
<td></td>
</tr>
<tr>
<td>#56</td>
<td>Storage Place Left DOWN</td>
<td>#92</td>
<td></td>
</tr>
<tr>
<td>#57</td>
<td>Storage Place Left UP</td>
<td>#93</td>
<td></td>
</tr>
<tr>
<td>#58</td>
<td>Storage Place Right DOWN</td>
<td>#94</td>
<td></td>
</tr>
<tr>
<td>#59</td>
<td>Storage Place Right UP</td>
<td>#95</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#60…#69</td>
<td>Storage Place Left P1 – P10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>#60…#69 + #70</td>
<td>Storage Place Left P11 – P20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>#60…#69 + #71</td>
<td>Storage Place Left P21 – P30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>#60…#69 + #70 + #71</td>
<td>Storage Place Left P31 – P40</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Part G: INPUT And Remote Control

<table>
<thead>
<tr>
<th>#72...#81</th>
<th>Storage Place Right P1 – P10</th>
</tr>
</thead>
<tbody>
<tr>
<td>#72...#81 + #82</td>
<td>Storage Place Right P11 – P20</td>
</tr>
<tr>
<td>#72...#81 + #83</td>
<td>Storage Place Right P21 – P30</td>
</tr>
<tr>
<td>#72...#81 + #82 + #83</td>
<td>Storage Place Right P31 – P40</td>
</tr>
<tr>
<td></td>
<td>Control Change 0x40 (0xB0 0x40 0x00)</td>
</tr>
<tr>
<td></td>
<td>Audio Input ON/OFF</td>
</tr>
</tbody>
</table>

#### Octave #

<table>
<thead>
<tr>
<th>Octave</th>
<th>Note Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>C  C#  D  D#  E  F  F#  G  G#  A  A#  B</td>
</tr>
<tr>
<td>0</td>
<td>0  1  2  3  4  5  6  7  8  9  10  11</td>
</tr>
<tr>
<td>1</td>
<td>12 13 14 15 16 17 18 19 20 21 22 23</td>
</tr>
<tr>
<td>2</td>
<td>24 25 26 27 28 29 30 31 32 33 34 35</td>
</tr>
<tr>
<td>3</td>
<td>36 37 38 39 40 41 42 43 44 45 46 47</td>
</tr>
<tr>
<td>4</td>
<td>48 49 50 51 52 53 54 55 56 57 58 59</td>
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<tr>
<td>5</td>
<td>60 61 62 63 64 65 66 67 68 69 70 71</td>
</tr>
<tr>
<td>6</td>
<td>72 73 74 75 76 77 78 79 80 81 82 83</td>
</tr>
<tr>
<td>7</td>
<td>84 85 86 87 88 89 90 91 92 93 94 95</td>
</tr>
<tr>
<td>8</td>
<td>96 97 98 99 100 101 102 103 104 105 106 107</td>
</tr>
<tr>
<td>9</td>
<td>108 109 110 111 112 113 114 115 116 117 118 119</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#).
7.2.27 MIDI Universal

- Do not use MIDI channels/controllers that are currently not assigned. These entries are reserved for future features.

**MIDI Message Type 0xb0 [Controller 0xb, Channel 1]**

<table>
<thead>
<tr>
<th>Controller</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>#00</td>
<td>Storage Place Left</td>
</tr>
<tr>
<td>#01</td>
<td>Storage Place Right</td>
</tr>
<tr>
<td>#02</td>
<td>Storage Place Left +Fade</td>
</tr>
<tr>
<td>#03</td>
<td>Storage Place Right +Fade</td>
</tr>
<tr>
<td>#04</td>
<td>Storage Place Left UP</td>
</tr>
<tr>
<td>#05</td>
<td>Storage Place Left DOWN</td>
</tr>
<tr>
<td>#06</td>
<td>Storage Place Right UP</td>
</tr>
<tr>
<td>#07</td>
<td>Storage Place Right DOWN</td>
</tr>
<tr>
<td>#08</td>
<td>Storage Place Left UP +Fade</td>
</tr>
<tr>
<td>#09</td>
<td>Storage Place Left DOWN +Fade</td>
</tr>
<tr>
<td>#0A</td>
<td>Storage Place Right UP +Fade</td>
</tr>
<tr>
<td>#0B</td>
<td>Storage Place Right DOWN +Fade</td>
</tr>
<tr>
<td>#10</td>
<td>Storage Submaster Left</td>
</tr>
<tr>
<td>#11</td>
<td>Storage Submaster Right B</td>
</tr>
<tr>
<td>#12</td>
<td>Storage Submaster Left UP</td>
</tr>
<tr>
<td>#13</td>
<td>Storage Submaster Left DOWN</td>
</tr>
<tr>
<td>#14</td>
<td>Storage Submaster Right UP</td>
</tr>
<tr>
<td>#15</td>
<td>Storage Submaster Right DOWN</td>
</tr>
<tr>
<td>#20</td>
<td>Speed Master Left</td>
</tr>
<tr>
<td>#21</td>
<td>Speed Master Left UP</td>
</tr>
<tr>
<td>#22</td>
<td>Speed Master Left DOWN</td>
</tr>
<tr>
<td>#23</td>
<td>Speed Master Left Reset</td>
</tr>
<tr>
<td>#24</td>
<td>Speed Master Left Pause</td>
</tr>
<tr>
<td>#25</td>
<td>Speed Master Left Pause (Hold)</td>
</tr>
<tr>
<td>#26</td>
<td>Speed Master Left Play</td>
</tr>
<tr>
<td>#28</td>
<td>Speed Master Right</td>
</tr>
<tr>
<td>Controller</td>
<td>Value</td>
</tr>
<tr>
<td>------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>#29</td>
<td>Speed Master Right UP</td>
</tr>
<tr>
<td>#2A</td>
<td>Speed Master Right Down</td>
</tr>
<tr>
<td>#2B</td>
<td>Speed Master Right Reset</td>
</tr>
<tr>
<td>#2C</td>
<td>Speed Master Right Pause</td>
</tr>
<tr>
<td>#2D</td>
<td>Speed Master Right Pause (Hold)</td>
</tr>
<tr>
<td>#2E</td>
<td>Speed Master Right Play</td>
</tr>
<tr>
<td>#30</td>
<td>Storage Left Frame ID UP</td>
</tr>
<tr>
<td>#31</td>
<td>Storage Left Frame ID DOWN</td>
</tr>
<tr>
<td>#32</td>
<td>Storage Right Frame ID UP</td>
</tr>
<tr>
<td>#33</td>
<td>Storage Right Frame ID DOWN</td>
</tr>
<tr>
<td>#3A</td>
<td>Main Output Freeze ON</td>
</tr>
<tr>
<td>#3B</td>
<td>Main Output Freeze OFF</td>
</tr>
<tr>
<td>#3C</td>
<td>Main Output Freeze (Hold)</td>
</tr>
<tr>
<td>#40</td>
<td>Layer Left</td>
</tr>
<tr>
<td>#41</td>
<td>Layer Right</td>
</tr>
<tr>
<td>#42</td>
<td>Layer Left UP</td>
</tr>
<tr>
<td>#43</td>
<td>Layer Right DOWN</td>
</tr>
<tr>
<td>#44</td>
<td>Layer Right UP</td>
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<td>#45</td>
<td>Layer Right DOWN</td>
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<td>Layer Opacity Left</td>
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<td>Layer Opacity Right</td>
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<td>#52</td>
<td>Layer Opacity Left UP</td>
</tr>
<tr>
<td>#53</td>
<td>Layer Opacity Left DOWN</td>
</tr>
<tr>
<td>#54</td>
<td>Layer Opacity Right UP</td>
</tr>
<tr>
<td>#55</td>
<td>Layer Opacity Right DOWN</td>
</tr>
<tr>
<td>#60</td>
<td>Layer Submaster Left</td>
</tr>
<tr>
<td>#61</td>
<td>Layer Submaster Right</td>
</tr>
<tr>
<td>#62</td>
<td>Layer Submaster Left UP</td>
</tr>
<tr>
<td>#63</td>
<td>Layer Submaster Left DOWN</td>
</tr>
<tr>
<td>#64</td>
<td>Layer Submaster Right UP</td>
</tr>
<tr>
<td>#65</td>
<td>Layer Submaster Right DOWN</td>
</tr>
<tr>
<td>#70</td>
<td>Layer Mix Mode Left</td>
</tr>
</tbody>
</table>
### INPUT And Remote Control

**MIDI Message Type 0xb1 [Controller 0xb, Channel 2]**

<table>
<thead>
<tr>
<th>Controller</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>#00</td>
<td>Layer Frame ID Left UP</td>
</tr>
<tr>
<td>#01</td>
<td>Layer Frame ID Left DOWN</td>
</tr>
<tr>
<td>#02</td>
<td>Layer Frame ID Right UP</td>
</tr>
<tr>
<td>#03</td>
<td>Layer Frame ID Right DOWN</td>
</tr>
<tr>
<td>#10</td>
<td>Crossfader Fade Time</td>
</tr>
<tr>
<td>#12</td>
<td>Crossfader Automatic Fade</td>
</tr>
<tr>
<td>#13</td>
<td>Crossfader</td>
</tr>
<tr>
<td>#14</td>
<td>Crossfader Step Left</td>
</tr>
<tr>
<td>#15</td>
<td>Crossfader Step Right</td>
</tr>
<tr>
<td>#16</td>
<td>Crossfader Skip to Left</td>
</tr>
<tr>
<td>#17</td>
<td>Crossfader Skip to Right</td>
</tr>
<tr>
<td>#1A</td>
<td>Master</td>
</tr>
<tr>
<td>#1B</td>
<td>Master UP</td>
</tr>
<tr>
<td>#1C</td>
<td>Master Down</td>
</tr>
<tr>
<td>#20</td>
<td>Crossfader Fade Type UP</td>
</tr>
<tr>
<td>#21</td>
<td>Crossfader Fade Type DOWN</td>
</tr>
<tr>
<td>#22</td>
<td>Crossfader Fade Type Cross-Fade</td>
</tr>
<tr>
<td>#23</td>
<td>Crossfader Fade Type White-Fade</td>
</tr>
<tr>
<td>#24</td>
<td>Crossfader Fade Type Black-Fade</td>
</tr>
<tr>
<td>#25</td>
<td>Crossfader Fade Type Color-Fade</td>
</tr>
<tr>
<td>#40</td>
<td>Color-Fade color RED</td>
</tr>
<tr>
<td>#41</td>
<td>Color-Fade color RED UP</td>
</tr>
<tr>
<td>#</td>
<td>Description</td>
</tr>
<tr>
<td>-----</td>
<td>------------------------------</td>
</tr>
<tr>
<td>#42</td>
<td>Color-Fade color RED DOWN</td>
</tr>
<tr>
<td>#43</td>
<td>Color-Fade color GREEN</td>
</tr>
<tr>
<td>#44</td>
<td>Color-Fade color GREEN UP</td>
</tr>
<tr>
<td>#45</td>
<td>Color-Fade color GREEN DOWN</td>
</tr>
<tr>
<td>#46</td>
<td>Color-Fade color BLUE</td>
</tr>
<tr>
<td>#47</td>
<td>Color-Fade color BLUE UP</td>
</tr>
<tr>
<td>#48</td>
<td>Color-Fade color BLUE DOWN</td>
</tr>
<tr>
<td>#49</td>
<td>Color-Fade color WHITE</td>
</tr>
<tr>
<td>#4A</td>
<td>Color-Fade color WHITE UP</td>
</tr>
<tr>
<td>#4B</td>
<td>Color-Fade color WHITE DOWN</td>
</tr>
<tr>
<td>#50</td>
<td>Cue Storage Place Left</td>
</tr>
<tr>
<td>#51</td>
<td>Cue Storage Place Right</td>
</tr>
<tr>
<td>#52</td>
<td>Delete Cue List Entry VALUE</td>
</tr>
<tr>
<td>#53</td>
<td>Delete CURRENT Cue List Entry</td>
</tr>
<tr>
<td>#54</td>
<td>Cue List Play</td>
</tr>
<tr>
<td>#55</td>
<td>Cue List Stop</td>
</tr>
<tr>
<td>#56</td>
<td>Cue List Play/Pause</td>
</tr>
<tr>
<td>#57</td>
<td>Cue List Go</td>
</tr>
<tr>
<td>#58</td>
<td>Cue List Back</td>
</tr>
<tr>
<td>#59</td>
<td>PLACEHOLDER</td>
</tr>
<tr>
<td>#5A</td>
<td>Cue List Goto</td>
</tr>
<tr>
<td>#5C</td>
<td>Cue List Open</td>
</tr>
<tr>
<td>#5D</td>
<td>Cue List Close</td>
</tr>
<tr>
<td>#5E</td>
<td>Cue List Open/Close</td>
</tr>
<tr>
<td>#60</td>
<td>Audio Input ON</td>
</tr>
<tr>
<td>#61</td>
<td>Audio Input OFF</td>
</tr>
<tr>
<td>#62</td>
<td>Audio Input ON/OFF</td>
</tr>
<tr>
<td>#63</td>
<td>PLACEHOLDER</td>
</tr>
<tr>
<td>#64</td>
<td>PLACEHOLDER</td>
</tr>
<tr>
<td>#65</td>
<td>PLACEHOLDER</td>
</tr>
<tr>
<td>#66</td>
<td>Audio Input Level</td>
</tr>
<tr>
<td>#67</td>
<td>Audio Input Level UP</td>
</tr>
<tr>
<td>#68</td>
<td>Audio Input Level DOWN</td>
</tr>
<tr>
<td>#70</td>
<td>Color Filter color RED</td>
</tr>
<tr>
<td>-------</td>
<td>-------------------------------------</td>
</tr>
<tr>
<td>#71</td>
<td>Color Filter color RED UP</td>
</tr>
<tr>
<td>#72</td>
<td>Color Filter color RED DOWN</td>
</tr>
<tr>
<td>#73</td>
<td>Color Filter color GREEN</td>
</tr>
<tr>
<td>#74</td>
<td>Color Filter color GREEN UP</td>
</tr>
<tr>
<td>#75</td>
<td>Color Filter color GREEN DOWN</td>
</tr>
<tr>
<td>#76</td>
<td>Color Filter color BLUE</td>
</tr>
<tr>
<td>#77</td>
<td>Color Filter color BLUE UP</td>
</tr>
<tr>
<td>#78</td>
<td>Color Filter color BLUE DOWN</td>
</tr>
<tr>
<td>#79</td>
<td>Color Filter color WHITE</td>
</tr>
<tr>
<td>#7A</td>
<td>Color Filter color WHITE UP</td>
</tr>
<tr>
<td>#7B</td>
<td>Color Filter color WHITE DOWN</td>
</tr>
</tbody>
</table>

**MIDI Message Type 0x80 [Note OFF]**

<table>
<thead>
<tr>
<th>#0 ...</th>
<th>Storage Place Left P1 +Fade</th>
<th>#6 0 ...</th>
<th>Storage Place Right P1 +Fade</th>
</tr>
</thead>
<tbody>
<tr>
<td>#59</td>
<td>Storage Place Left P60 +Fade</td>
<td>#1 19</td>
<td>Storage Place Right P60 +Fade</td>
</tr>
<tr>
<td>#12 4</td>
<td>Storage Place Left +Fade DOWN</td>
<td>#1 26</td>
<td>Storage Place Right +Fade DOWN</td>
</tr>
<tr>
<td>#12 5</td>
<td>Storage Place Left +Fade UP</td>
<td>#1 27</td>
<td>Storage Place Right +Fade UP</td>
</tr>
</tbody>
</table>

**MIDI Message Type 0x90 [Note ON]**

<table>
<thead>
<tr>
<th>#0 ...</th>
<th>Storage Place Left P1</th>
<th>#60 ...</th>
<th>Storage Place Right P1</th>
</tr>
</thead>
<tbody>
<tr>
<td>#59</td>
<td>Storage Place Left P60</td>
<td>#11 9</td>
<td>Storage Place Right P60</td>
</tr>
<tr>
<td>#12 4</td>
<td>Storage Place Left DOWN</td>
<td>#12 6</td>
<td>Storage Place Right DOWN</td>
</tr>
</tbody>
</table>
### Table: MIDI Maps

<table>
<thead>
<tr>
<th>#12</th>
<th>Storage Place Left UP</th>
<th>#12</th>
<th>Storage Place Right UP</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td></td>
<td>7</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#MIDI-IN)«.
7.2.28 Novation Launchpad

- [70] Mode: Storage Left
- [71] Mode: Storage Right

<table>
<thead>
<tr>
<th>1</th>
<th>[56] Storage Place P1 – P60 (Left/Right)</th>
<th>68</th>
<th>Crossfader Skip to Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>57</td>
<td>Storage ID DOWN (Left/Right)</td>
<td>69</td>
<td>Crossfader Fade Type DOWN</td>
</tr>
<tr>
<td>58</td>
<td>Storage ID UP (Left/Right)</td>
<td>72</td>
<td>Crossfader Automatic Fade</td>
</tr>
<tr>
<td>59</td>
<td>Storage Place DOWN (Left/Right)</td>
<td>73</td>
<td>Cue List Go</td>
</tr>
<tr>
<td>60</td>
<td>Storage Place UP (Left/Right)</td>
<td>74</td>
<td>Cue List Back</td>
</tr>
<tr>
<td>61</td>
<td>Layer UP (Left/Right)</td>
<td>75</td>
<td>Cue List Play/Pause</td>
</tr>
<tr>
<td>62</td>
<td>Layer Mix Mode UP (Left/Right)</td>
<td>76</td>
<td>Cue List Open/Close</td>
</tr>
</tbody>
</table>
You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«.
## 7.2.29 Numark NuVJ

### [9] Mode: Layer / Storage

<table>
<thead>
<tr>
<th>Mode: Layer</th>
<th>Mode: Storage</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Layer 1 – 9 (Left/Right)</td>
<td>[1] Storage Place P1 – P9 (Left/Right)</td>
</tr>
<tr>
<td>[6 PUSH] Layer Mix Mode Reset</td>
<td>[6 PUSH and TURN] Storage ID UP/DOWN (Left/Right)</td>
</tr>
<tr>
<td>[7] Layer Submaster (Left/Right)</td>
<td>[7] Storage Place Submaster (Left/Right)</td>
</tr>
<tr>
<td>[8] Layer Opacity (Left/Right)</td>
<td>[8] Speed Master (Left/Right)</td>
</tr>
<tr>
<td>[10] Layer Submaster Reset (Left/Right)</td>
<td>[10] Storage Place Submaster Reset (Left/Right)</td>
</tr>
</tbody>
</table>
### GLOBAL

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[3]</td>
<td>Master / Audio Input Level</td>
</tr>
<tr>
<td>[5]</td>
<td>Cue List Back/Go</td>
</tr>
<tr>
<td>[13]</td>
<td>Crossfader Fade type UP/DOWN</td>
</tr>
<tr>
<td>[14]</td>
<td>Cue List Open/Close</td>
</tr>
<tr>
<td>[15]</td>
<td>Color Filter color RED</td>
</tr>
<tr>
<td>[17]</td>
<td>Cue List Play/Pause</td>
</tr>
<tr>
<td>[18]</td>
<td>Color Filter color GREEN</td>
</tr>
<tr>
<td>[19]</td>
<td>Color Filter color WHITE</td>
</tr>
<tr>
<td>[20]</td>
<td>Crossfader Automatic Fade</td>
</tr>
<tr>
<td>[21]</td>
<td>Color Filter color BLUE</td>
</tr>
<tr>
<td>[22]</td>
<td>Crossfader</td>
</tr>
<tr>
<td>[24]</td>
<td>Crossfader Fade Time</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »**MIDI-IN**«
7.2.30 Numark Omni Control

To use the Numark Omni Control, please refer to the MIDI MAP of the »Numark Total Control«.

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«.
7.2.31 Numark Stealth Control

To use the Numark Stealth Control, please refer to the MIDI MAP of the »Numark Total Control«.

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«.
7.2.32 Numark Total Control

[1] Cue List Go/Back
[1 PUSH] Cue List Play/Pause
[2] Crossfader Fade Type DOWN/UP
[3] Cue List / Audio Input ON/OFF
[4] Cue List Open/Close / Audio Input ON/OFF
[5] Cue Storage Place (Left/Right)
[6] Master / Audio Input Level
[7] Speed Master
[8] Speed Master Pause

[20] Speed Master Reset (Left/Right)
[21] Storage Place Submaster (Left/Right)
[22] Submaster Storage Place Reset (Left/Right)
[23] Layer Mix Mode UP/DOWN (Left/Right)
[24] Layer Mix Mode Reset (Left/Right)
[25] Layer Submaster (Left/Right)
[26] Storage ID DOWN (Left/Right)
[27] Layer Opacity (Left/Right)
[28] Storage ID UP (Left/Right)
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Crossfader Automatic Fade</td>
</tr>
<tr>
<td>11</td>
<td>Storage Place UP/DOWN (Left/Right)</td>
</tr>
<tr>
<td>12</td>
<td>Layer UP/DOWN (Left/Right)</td>
</tr>
<tr>
<td>15</td>
<td>Crossfader</td>
</tr>
<tr>
<td>16</td>
<td>Crossfader Fade Time</td>
</tr>
<tr>
<td>17</td>
<td>FREE</td>
</tr>
<tr>
<td>18</td>
<td>FREE</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)«.
7.2.33 Omnitronic MMC-1

- Please power on the console with every new start!

![Console Image]

| [21 B HOLD] + [37] Mode: Color Filter (Default) |
| [21 A HOLD] + [36] Mode: Color-Fade |
| [39] Color RED for Color Filter or Color-Fade |
| [40] Color GREEN for Color Filter or Color-Fade |
| [41] Color BLUE for Color Filter or Color-Fade |
| [42] Color WHITE for Color Filter or Color-Fade |

<table>
<thead>
<tr>
<th>[22]</th>
<th>[22 PUSH]</th>
</tr>
</thead>
<tbody>
<tr>
<td>[5] Mode 4</td>
<td>-</td>
</tr>
</tbody>
</table>

| [10] Layer 1 (Left/Right) | [21 HOLD] + [20] Cue List Back | [32 HOLD] Speed Master Pause (Hold) (Left/Right) |
### Part G: INPUT And Remote Control

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[11] Layer 2 (Left/Right)</td>
<td>[23] Storage Submaster (Left/Right)</td>
<td>[33] Storage ID DOWN (Left/Right)</td>
</tr>
<tr>
<td>[12] Layer 3 (Left/Right)</td>
<td>[23 PUSH] Storage Submaster Reset (Left/Right)</td>
<td>[34] Storage ID UP (Left/Right)</td>
</tr>
<tr>
<td>[14] Layer DOWN (Left/Right)</td>
<td>[21 HOLD] + [24] Skip 5 Storage Places UP/DOWN (Left/Right)</td>
<td>[36] Crossfader Skip to Left</td>
</tr>
<tr>
<td>[15] Layer UP (Left/Right)</td>
<td>[24 PUSH] Storage Place P1 (Left/Right)</td>
<td>[37] Crossfader Skip to Right</td>
</tr>
<tr>
<td>[16] Layer Solo Mode (Left/Right)</td>
<td>[25] Cue List Play/Pause</td>
<td>[38] Crossfader Fade Type</td>
</tr>
<tr>
<td>[17] Layer Blind Mode (Left/Right)</td>
<td>[26] Cue List Go</td>
<td>[43] Crossfader Fade Time</td>
</tr>
<tr>
<td></td>
<td>[30] Speed Master Reset (Left/Right)</td>
<td></td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »[MIDI-IN](#)
7.2.34 Stanton SCS.3d

<table>
<thead>
<tr>
<th></th>
<th>Mode: Main Mode</th>
<th>Mode: Storage Left/Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>FREE</td>
<td>8</td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>9</td>
<td>Main Output Freeze</td>
<td>9</td>
</tr>
<tr>
<td>10</td>
<td>Audio Input Level</td>
<td>10</td>
</tr>
<tr>
<td>11</td>
<td>Audio Input ON/OFF</td>
<td>11</td>
</tr>
<tr>
<td>12</td>
<td>Crossfader Automatic Fade</td>
<td>12</td>
</tr>
<tr>
<td>13</td>
<td>Cue List Open/Close</td>
<td>13</td>
</tr>
<tr>
<td>14</td>
<td>Cue List Back</td>
<td>14</td>
</tr>
<tr>
<td>15</td>
<td>Cue List Stop</td>
<td>15</td>
</tr>
<tr>
<td>16</td>
<td>Cue List Go</td>
<td>16</td>
</tr>
<tr>
<td>17</td>
<td>Crossfader Fade Time</td>
<td>17</td>
</tr>
<tr>
<td>18</td>
<td>Crossfader</td>
<td>18</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
7.2.35 USER User

- In order to learn how to assign MIDI freely and how to program your own MIDI map, please read the chapter »MIDI-IN Remote Editor

- You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN
## 7.2.36 Vestax VCI-100

### [27] Mode: Layer / Storage
(Storage Mode = light on)

<table>
<thead>
<tr>
<th>Mode: Layer</th>
<th>Mode: Storage</th>
</tr>
</thead>
<tbody>
<tr>
<td>[25] + [42] Layer Submaster</td>
<td>[25] + [42] Storage Submaster</td>
</tr>
<tr>
<td>[26] + [42] Layer Opacity</td>
<td>[42] Frame ID</td>
</tr>
<tr>
<td>[42] Switch Layers</td>
<td>[48] + [42] Storage ID S1 – S256</td>
</tr>
<tr>
<td>[49] + [42] Layer UP/DOWN</td>
<td>[49] + [42] Storage Place P1 – P256</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[9] Cue List Go + Start</td>
<td>[29] Must be value &quot;mas.&quot;! If &quot;A&quot; or &quot;B&quot; is selected, select &quot;mas.&quot;, then</td>
<td></td>
</tr>
</tbody>
</table>

www.madrix.com //633
disconnect and reconnect the VCI100.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[18] Color Filter color BLUE</td>
<td>[46] Speed Master Pause (Permanently)</td>
</tr>
</tbody>
</table>

You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN«
## 7.2.37 Vestax VCM-100

![Vestax VCM-100 Control Surface](image)

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Speed Master Left/Right</td>
<td>Change playback speed. Left/Right</td>
</tr>
<tr>
<td>[4] Storage ID S1 – S128</td>
<td>Store ID. S1 – S128</td>
</tr>
<tr>
<td>[8] FREE</td>
<td>Function not defined.</td>
</tr>
<tr>
<td>[9] Blackout</td>
<td>Turn off audio.</td>
</tr>
<tr>
<td>[10] Audio Input ON/OFF</td>
<td>Turn audio input on/off.</td>
</tr>
<tr>
<td>[12] Color Filter color RED</td>
<td>Change track color. RED</td>
</tr>
<tr>
<td>[13] Color Filter color GREEN</td>
<td>Change track color. GREEN</td>
</tr>
<tr>
<td>[14] Color Filter color BLUE</td>
<td>Change track color. BLUE</td>
</tr>
<tr>
<td>[15] Crossfader Skip to Left</td>
<td>Skip audio. Left</td>
</tr>
<tr>
<td>[16] Crossfader Skip to Right</td>
<td>Skip audio. Right</td>
</tr>
<tr>
<td>[18] Audio Input Level</td>
<td>Adjust audio input level.</td>
</tr>
<tr>
<td>[19] Cue List Stop</td>
<td>Stop cue list.</td>
</tr>
<tr>
<td>[20] Cue List Back</td>
<td>Go to previous cue in list.</td>
</tr>
<tr>
<td>[22] Cue List Go</td>
<td>Go to next cue in list.</td>
</tr>
<tr>
<td>[23] Cue List Open/Close</td>
<td>Open/close cue list.</td>
</tr>
<tr>
<td>[24] Speed Master Pause (Permanently) Left/Right</td>
<td>Pause speed. Left/Right Permanently</td>
</tr>
<tr>
<td>[25] Speed Master Pause Left/Right</td>
<td>Pause speed. Left/Right</td>
</tr>
<tr>
<td>[26] Speed Master Pause (Hold) Left/Right</td>
<td>Pause speed. Left/Right Hold</td>
</tr>
<tr>
<td>[27] Cue Storage Place Left/Right</td>
<td>Store cue. Left/Right</td>
</tr>
<tr>
<td>[28] Storage Place DOWN Left/Right</td>
<td>Store tracks. DOWN Left/Right</td>
</tr>
<tr>
<td>[29] Storage Place UP Left/Right</td>
<td>Store tracks. UP Left/Right</td>
</tr>
<tr>
<td>[31] Crossfader Fade Types</td>
<td>Crossfader fade types.</td>
</tr>
<tr>
<td>[33] FREE</td>
<td>Function not defined.</td>
</tr>
<tr>
<td>[34] Main Output Freeze (Permanently)</td>
<td>Freeze output. Permanently</td>
</tr>
</tbody>
</table>
You can get an overview over all preprogrammed MIDI maps in the chapter »MIDI-IN"
7.3 Time Code [Art-Net / MIDI / SMPTE / System Time]

This topic includes:
- Introduction
- Overview
- Time Code
- Cue List
- More Information

**Introduction**

Time Code is a useful way to integrate time synchronization across devices in order to synchronize the equipment with each other.

Small messages will be sent in regular intervals and every device thereby knows the overall time of the system.

MADRIX can receive
- [MIDI Time Code](#MTC)
- [Art-Net Time Code](#Art-Net)
- [SMPTE Time Code](#SMPTE)
- [System Time](#System)

- If such a time code is sent in the network, through MADRIX USB SMPTE or through other interfaces, they will be received by MADRIX if the feature is activated as explained below.

**Overview**

Time Code can be received as:

- **24 FPS**
### Time Code

#### MIDI Time Code [MTC]

You need to activate your MIDI device in MADRIX and activate MTC reception.

- Go to **Preferences > Remote Control > MIDI...**
  - or **Preferences > Device Manager... > MIDI**
    - [Keyboard shortcut: **F4 > MIDI**]
- A new window will open.

MADRIX will automatically search for connected devices.
Your MIDI device will be shown in the list.
- Select your device in the list.
- **Activate** *Enable*
  [Please note that the *State* in the list will change from *Off* to *On*.]
- **Activate** *MTC*
  [Please note that the *MTC* in the list will change from *Off* to *On*.]
Software Sending MTC

- You might want to work with another software that sends MIDI Time Code.
- Often, that also means that you want to run MADRIX and the other software on one computer.
- Various 3rd-party programs are available to create virtual MIDI devices and use them to connect MADRIX and the other software.
- Configure MADRIX as explained [above](#).

Art-Net Time Code

- To send Art-Net Time Code, it is recommended to use the MADRIX Time Code Sender, separate tool that is automatically installed together with MADRIX.
  Learn more »[MADRIX Time Code Sender](#).
- To receive Art-Net Time Code, you need to activate Art-Net first.
  Learn more »[Art-Net (DMX Over Ethernet)](#).

MADRIX USB SMPTE

- The MADRIX USB SMPTE hardware interface allows you to receive SMPTE time code with MADRIX.
  Learn more »[MADRIX I/O](#).

System Time

- You can use the clock of your computer to generate Time Code.
  Learn more [below](#).
Cue List

You can use Time Code in the Cue List.

- Configure your Time Code sender first and set up MADRIX to receive Time Code as explained above.

- Go to Window > Cue List...
- Press F7
- Or click Programmer > Cue List... on the user interface
- Or click Cue List on the user interface

- Select the Time Code Source

- Select the Time Code Format

- MADRIX will automatically start receiving external Time Code.
- The Time Code format is \texttt{HH:MM:SS:FF} [hours:minues:seconds:frames]
Example:
- 10 o'clock and 20 minutes, 30 seconds, and 10 frames will be shown as

\[ 10:20:30:10 \]

- Configure the column \textit{Time Code} for your Cue List entries.
- Add or edit more entries according to your requirements.

\textbf{More Information}

Learn more »\textbf{Cue List}
7.4 GamePort

This topic includes:

- Introduction
- Overview
- Step-By-Step Configuration
- Monitoring Incoming DMX Data
- Example 1
- Example 2

Introduction

MADRIX supports the GamePort.

The GamePort is a device port to connect 3rd-party controllers [such as Joysticks or GamePads] to computers. It used to be a physical, serial connector [often found on sound cards]. Nowadays, it is mainly implemented in Microsoft Windows as software interface to connect such game controllers simply via USB.

Overview

- The GamePort supports up to 32 individual buttons and up to 6 axes.
- A maximum of 16 GamePorts can be used at the same time as per DirectX.
- Using buttons directly translates to DMX data in MADRIX [button off = DMX value 0; button on = DMX value 255].
- Using an axis directly translates to DMX data in MADRIX [axis center = DMX value 127; axis one direction = DMX value 0; axis opposite direction = DMX value 255].

Step-By-Step Configuration
1] Connect your controller.
2] Enable drivers in MADRIX.
3] Enable your device.
4] Set up DMX Input.
5] Choose how to use incoming data.

1] Connect Your Controller

- Connect your controller to the serial GamePort of your computer or to a free USB port.
- Make sure that Windows recognizes the device and install drivers if necessary.
- Calibrate your controller. This will ensure that all buttons and axes work properly. It is important to have calibrated and centered axes.

2] Enable Drivers In MADRIX

- Go to Preferences > Options... > Devices USB
- Enable GamePort
- Click Apply and OK
3] Enable Your Device

- Go to Preferences > Device Manager... > DMX Devices

- Click if your device is not shown in the list.

- Select your device in the list [usually shown as Microsoft PC-Joystick driver] and select Enable in the section Settings

- Click Apply

- Now, in the list the State will switch to On [indicated by green light].
4] Set Up DMX Input

- Go *Preferences > Device Manager... > DMX Input*

- Select one entry in the list [e.g., *Universe 1*] and go to the section *Device*. Choose your device [e.g., *Microsoft PC-Joystick driver*] under *DMX-IN Device*

- MADRIX will now receive DMX data via your controller.
5] Choose How To Use Incoming Data

Now you have several options to choose from:

A] You can activate Remote and choose a protocol in the section Remote Control. This will allow you to control MADRIX remotely using your controller. Learn more »DMX-IN And Art-Net Remote

B] You can use incoming data in a Script or Macro. Learn more »Macros And Scripts

C] You can activate Mapping and route incoming DMX signals through MADRIX to your output [DMX-Thru]. Learn more »DMX-IN And Art-Net Remote

D] You can monitor incoming DMX data in the DMX Watcher. Select your device in the list and click Watch Universe... Learn more below.

Close the Device Manager with OK

Monitoring Incoming DMX Data

To effectively work with incoming DMX data from your controller, you can use the DMX Watcher to monitor incoming signals. Learn how to read the data in the tables below.

- Open the DMX Watcher as explained above or go to Tools > DMX Watcher...
- Select Input
- Set up the correct Universe
  - This is the same number as you have chosen in the list under Preferences > Device Manager... > DMX Input [e.g., Universe 1].
• **Channels 1 to 32** will display incoming DMX data for up to 32 buttons of your controller [DMX value 0 = Off or 255 = On].

• **Channels 33 to 44** will display incoming data for up to 6 axes.
  
  Each axis is divided into two directions on two DMX channels. This shows the deviation of the axis towards the center position [e.g., channel 33: left to center and channel 34: center to right].
  
  A DMX value of 0 shows that the axis is located at the center. A DMX value of 255 shows that the axis is fully moved in the one direction.

• **Channels 49 to 60** will display incoming data for up to 6 axes.
  
  Incoming DMX data is separated into two DMX channels, the main value and a decimal place. Because of this, both channels can be seen as one value.
  
  A value of 127.0 [e.g., Channel 49 and Channel 50] shows that the axis is located at the center. A DMX value of 0.0 shows that the axis is fully moved in one direction [e.g., left], while a DMX value of 255.255 shows that the axis is fully moved to the opposite direction [e.g., right].

The following chart shows which function is assigned to which DMX channel, starting with DMX channel 1.
### CH 17 - 32

<table>
<thead>
<tr>
<th>Button</th>
<th>Axis 1</th>
<th>Axis 2</th>
<th>Axis 3</th>
<th>Axis 4</th>
<th>Axis 5</th>
<th>Axis 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>18</td>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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<tr>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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<td>Valid values are 0 or 255.</td>
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<td>20</td>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>21</td>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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<tr>
<td>22</td>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>23</td>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>24</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>25</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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<tr>
<td>26</td>
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<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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<tr>
<td>27</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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<tr>
<td>28</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>29</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
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</tr>
<tr>
<td>30</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>31</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
<tr>
<td>32</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
<td>Valid values are 0 or 255.</td>
</tr>
</tbody>
</table>

### CH 33 - 48

<table>
<thead>
<tr>
<th>Axis 1</th>
<th>Axis 2</th>
<th>Axis 3</th>
<th>Axis 4</th>
<th>Axis 5</th>
<th>Axis 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directio n 1</td>
<td>Directio n 2</td>
<td>Directio n 1</td>
<td>Directio n 1</td>
<td>Directio n 1</td>
<td>Directio n 1</td>
</tr>
<tr>
<td>shows the deviatio n of the opposite directio n</td>
<td>shows the deviatio n of the opposite directio n</td>
<td>shows the deviatio n of the opposite directio n</td>
<td>shows the deviatio n of the opposite directio n</td>
<td>shows the deviatio n of the opposite directio n</td>
<td>shows the deviatio n of the opposite directio n</td>
</tr>
<tr>
<td>this directio n</td>
<td>this directio n</td>
<td>this directio n</td>
<td>this directio n</td>
<td>this directio n</td>
<td>this directio n</td>
</tr>
<tr>
<td>towards the center position</td>
<td>towards the center position</td>
<td>towards the center position</td>
<td>towards the center position</td>
<td>towards the center position</td>
<td>towards the center position</td>
</tr>
<tr>
<td>the further away</td>
<td>the further away</td>
<td>the further away</td>
<td>the further away</td>
<td>the further away</td>
<td>the further away</td>
</tr>
<tr>
<td>from the center, the center, the center, the center</td>
<td>from the center, the center, the center, the center</td>
<td>from the center, the center, the center, the center</td>
<td>from the center, the center, the center, the center</td>
<td>from the center, the center, the center, the center</td>
<td>from the center, the center, the center, the center</td>
</tr>
<tr>
<td>the higher will be will be will be will be</td>
<td>the higher will be will be will be will be</td>
<td>the higher will be will be will be will be</td>
<td>the higher will be will be will be will be</td>
<td>the higher will be will be will be will be</td>
<td>the higher will be will be will be will be</td>
</tr>
<tr>
<td>the DMX value</td>
<td>the DMX value</td>
<td>the DMX value</td>
<td>the DMX value</td>
<td>the DMX value</td>
<td>the DMX value</td>
</tr>
<tr>
<td>valid values range from 0 to 255</td>
<td>valid values range from 0 to 255</td>
<td>valid values range from 0 to 255</td>
<td>valid values range from 0 to 255</td>
<td>valid values range from 0 to 255</td>
<td>valid values range from 0 to 255</td>
</tr>
</tbody>
</table>

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www.madrix.com //650

[Part G] INPUT And Remote Control
- Channels 33 to 44 divide each axis into two DMX channels.
- Channels 49, 51, 53, 55, 57, 59 will show the main value of an axis and thus represent each axis as one value.
- Regarding axes, some joysticks may only use the decimal place due to technical reasons. Then, the main value might not be useful to you and you should use channel 50, 52, 54, 56, 58, and 60 instead.
- If you are using more than 1 controller, channel 65 to 124 will be used for the second controller, etc.

**Example 1**
Example 2

When monitoring an axis, there are 4 main modes that can be seen:

- Buttons 1 to 6 are not pressed [0].
- Button 7 is pressed [255].
- Buttons 8 to 32 are not pressed [0].
- Axis 1 is fully moved to one direction [255 / 0].
- Axis 2 is fully moved to one direction [255 / 0].
- Axis 3 is fully moved to the opposite direction [0 / 255].
- Axis 4 is fully moved to the opposite direction [0 / 255].
- Axis 5 is fully moved to the opposite direction [0 / 255].
- Axis 6 is fully moved to one direction [255 / 0].
- Axis 1 is fully moved to one direction [0.0].
- Axis 2 is fully moved to one direction [0.0].
- Axis 3 is fully moved to the opposite direction [255.255].
- Axis 4 is fully moved to the opposite direction [255.255].
- Axis 5 is fully moved to the opposite direction [255.255].
- Axis 6 is fully moved to one direction [0.0].
<table>
<thead>
<tr>
<th>Fully moved in one direction [e.g., left]</th>
<th>Fully moved in the opposite direction [e.g., right]</th>
<th>Centered</th>
<th>Not available</th>
</tr>
</thead>
<tbody>
<tr>
<td>Channel 33 255</td>
<td>Channel 34 0</td>
<td>Channel 33 0</td>
<td>Channel 34 0</td>
</tr>
<tr>
<td>Channel 49 0</td>
<td>Channel 50 0</td>
<td>Channel 49 127</td>
<td>Channel 50 0</td>
</tr>
<tr>
<td>Channel 49 255</td>
<td>Channel 50 255</td>
<td>Channel 49 255</td>
<td>Channel 50 0</td>
</tr>
<tr>
<td>Channel 50 0</td>
<td>Channel 49 0</td>
<td>Channel 50 255</td>
<td>Channel 49 0</td>
</tr>
<tr>
<td>Channel 50 255</td>
<td>Channel 49 0</td>
<td>Channel 50 127</td>
<td>Channel 49 0</td>
</tr>
<tr>
<td>Channel 50 0</td>
<td>Channel 49 255</td>
<td>Channel 50 0</td>
<td>Channel 49 0</td>
</tr>
<tr>
<td>Channel 50 0</td>
<td>Channel 49 0</td>
<td>Channel 50 255</td>
<td>Channel 49 0</td>
</tr>
</tbody>
</table>
7.5 CITP

This topic includes:
- Introduction
- Usage
- Network Settings
- Configuration Of MADRIX As Server
- Configuration Of MADRIX As Visualizer
- Configuration Of Other Devices

**Introduction**

CITP [abbr., Controller Interface Transport Protocol] is a communication protocol often used between media servers, lighting consoles, and visualizers.

The main reasons for using CITP are:
- SDMX
- Browsing
- Streaming media between devices
- To display preview images [ Thumbnails]

**Usage**

**Overview**

MADRIX supports

- CITP version 1.0 with MSEX version 1.0 and MSEX version 1.1
  
  [Features of higher versions are not supported.]
As a media server, MADRIX is sending CITP data and making information available to other devices. For example, MADRIX will not show Thumbnails from other devices.

CITP is used between **at least two devices** [or possibly more].

If you want to use CITP, you need a second device [hardware or software] to actually see the result. You will usually not see the result in MADRIX, but mainly on the other device [e.g., a lighting console or visualizer].

Your second device needs to support CITP. Otherwise, the connection will not work. Moreover, not every product might support all of the features the CITP protocol has to offer. Please refer to the user manual of your other devices to learn more about the features available to you.

In MADRIX, you can use CITP

- to show preview images [Thumbnails]
- to stream media [Streaming]
- to use it as visualizer to show a stream from another CITP server [Stream Visualizer]

**Thumbnails**

Showing Thumbnails is a useful feature, when you are using a lighting desk to control MADRIX remotely [for example via »[Art-Net Remote](https://www.madrix.com)]. You may not have direct access to the PC that runs the MADRIX software and thus would like to preview the effects and visuals that you preconfigured.
MADRIX generates Thumbnails for every Storage Place. On the graphical user interface of MADRIX, you have access to a total of 256 x 256 Storage Places. When you hover over a Storage Place with your mouse cursor, you will see the preview image [Thumbnail].

- You can use CITP to display those preview images directly on your lighting desk.
- Please make sure that MADRIX has created these Thumbnails. Thumbnails are created when leaving [or re-selecting] a Storage Place. If no preview image has been generated for a Storage Place, you will only see a black image for this Storage Place on your console when using CITP.

Important Note: When using CITP 1.0 with MSEX version 1.0 or MSEX version 1.1, you will only be able to use up to 255 Storages and up to 255 Storage Places due to a restriction in the MSEX 1.0 and MSEX 1.1 specifications.

Supported File Formats

- Supported Thumbnails file formats are: JPEG, RGB8
- Supported Streaming file formats are: RGB8

Streaming

While Thumbnails provide a static preview of MADRIX Effects, you may use Streaming to directly preview the Main Output [Preview Output]. MADRIX features three live Preview windows to show your effects. The Main Output [Preview Output] will show the visuals that are sent to your LEDs.
You can use CITP to stream, i.e. show, the Main Output [Preview Output] directly on your lighting desk [It will not look like a static image, but like a fluent video.] The maximum frame rate for Streaming via CITP in MADRIX is 10 FPS by default [If you want to capture Streaming with a higher frame rate, you can adjust this frame rate to the Main Mix FPS as described below. The default frame rate is sufficient for operators and usage in combination with consoles.].

Not every product may support this feature.

**Visualizer**

In addition, you can use MADRIX as a visualizer to show the media stream of another CITP server. Instead of streaming the Main Output of MADRIX to another CITP device, MADRIX can receive a stream from another CITP server and show it in MADRIX using the SCE Capture effect.

**Network Settings**

- Devices, that should communicate with each other via CITP, should be configured to be in the same network!
  
  Learn more » [Tips](https://www.madrix.com/tips MICROSOFT WINDOWS / NETWORKS / USB)

- The network protocol of CITP does not have any special restrictions.

**Configuration Of MADRIX As Server**

- Go to Preferences > Options... > Devices Network
  
  [Keyboard shortcut: Ctrl+Alt+0 > Devices Network]
- **Activate** **Enable Server** in the section **Capture - CITP**
  [The checkbox will change from gray to green.]

- **Choose your network card** from the drop-down list. Make sure to select the correct network adapter that will be used for CITP!
  [The IP address and Subnet mask label should help you select the correct adapter. It is not necessary to change any of these networks settings.]

- No further steps are required to configure MADRIX as CITP server.

- **Use Main Mixer FPS** - Removes the 10 FPS limit for Streaming and couples the frame rate to the frame rate of the Main Mixer of MADRIX. The Main Mixing FPS is 50 FPS by default.
  Learn more »**Performance**

---

**Configuration Of MADRIX As Visualizer**

- Go to **Preferences > Options... > Devices Network**
  [Keyboard shortcut: **Ctrl+Alt+0 > Devices Network**]
- Activate **Enable Visualizer (SCE Capture)** in the section **Capture - CITP**
  
  [The checkbox will change from gray to green.]

- **Choose your network card** from the drop-down list. Make sure to select the correct network adapter that will be used for CITP!
  
  [The IP address and Subnet mask label should help you select the correct adapter. It is not necessary to change any of these networks settings.]

- Click **OK** to close the window.

- Now, choose an empty Storage Place on the user interface of MADRIX and set it up as effect **SCE Capture**

- In **SCE Capture**, make sure to connect the CITP server via

### Configuration Of Other Devices

- Once CITP is enabled in MADRIX, your lighting console [or any other second device] should be able to find MADRIX in the network.

- In order to enable CITP for the device that you want to connect to MADRIX, please consult the user manual of the other device.
7.6 Remote HTTP

This topic includes:

- Introduction
- Network Settings
- Web Server Configuration
- Testing The MADRIX Web Server
- Connecting To The MADRIX Web Server
- Creating Your Individual HTML Page
- Help File And Commands
- Where To Find
- Troubleshooting

Introduction

MADRIX can be controlled remotely using Remote HTTP and the integrated web server.
Connect MADRIX to a TCP/IP network and you can control MADRIX remotely [from a remote location] using a device with internet or network access [such as computer, tablet, smartphone] via the HTTP Remote Control function.

Network Settings

- Devices, that should communicate with each other via HTTP, should be configured to be in the same network!
  - Learn more »Tips [Microsoft Windows / Networks / USB]
- When you wish to access the HTTP remote control via WiFi, make sure that both, the computer that runs the MADRIX software as well as the remote control device, are connected to the same WiFi network [by using a WiFi router, for example].
Web Server Configuration

- Go to Preferences > Remote Control > HTTP...
  [Keyboard shortcut: Ctrl+Alt+H]
  A new window will open.

- **Enable** - Activates the web server.
  - The web server is needed for remote control via HTTP.

- **Hostname** - Shows the name of the computer / the name of the host of the web server. [Usually, this will be your computer's name.]
  - Call - Allows you to test the configuration. Learn more below

- **IP Addresses** - Shows the IP address of the web server.
  - Since the web server is started in MADRIX and MADRIX runs on your computer, your computer's IP address will be shown.
  - When multiple networks are available on your computer, multiple IP addresses will be shown in the list. [Usually, only one network will be used for Remote HTTP.]
- **Network Port** - Defines the protocol port on which the web server will be running.
  - Always click **Apply** to confirm any changes.
  - **Note:** Other software [e.g., SKYPE or similar clients with the same principle] might block the port you have selected. To solve the problem, please use the alternative ports suggested below or close other software.

<table>
<thead>
<tr>
<th>Recommended Ports</th>
<th>Alternative Ports</th>
</tr>
</thead>
<tbody>
<tr>
<td>80</td>
<td>If you are encountering problems, please enter any port higher than 1024.</td>
</tr>
<tr>
<td>3128</td>
<td></td>
</tr>
<tr>
<td>8080</td>
<td></td>
</tr>
<tr>
<td>8081</td>
<td></td>
</tr>
</tbody>
</table>

- **Directory** - Defines the location of the HTML start pages.
  - These HTML pages will be provided by the web server and can be accessed as a website through connected remote control devices.
  - By default, select the folder `public_remote_html` in your MADRIX installation folder.
    [E.g., C:\Program Files (x86)\MADRIX3\public_remote_html]
  - If you have created individual HTML pages and have saved them in a different location, use the button ... to locate the directory where the files are saved.
  - Always click **Apply** to confirm any changes.
- **Parsed File Types** - Allows you to define how file types will be processed by the web server.
  - By default, file types with the following file extension will be parsed:
    - *.html
    - *.htm
    - *.js
    - *.svg
  - Files that are not parsed will still be provided by the web server. But these files will not be analyzed for remote control commands.
  - Files that are parsed will be processed and analyzed for remote control commands to be able to trigger MADRIX remotely via HTTP.
  - Not parsing files can save performance and memory usage.

- Removes all file types from the list.
- Loads a previously saved File Extension List from an external file [of the file type *.mflex or *.csv]. A new window opens for you to select the file on your harddisk.
- Loads a previously saved File Extension List from an external file [of the file type *.mflex or *.csv] and adds it to the current list.
- Saves a File Extension List in an external file [of the file type *.mflex or *.csv].
- Adds a new file type / file extension to the list.
- Removes currently selected items from the list.

- Always click Apply to confirm any changes.

- **Defaults** - Restores the default settings.

- **OK** - Applies any changes and closes the window.
- **Apply** - Applies any changes without closing the window.
- **Cancel** - Disregards any changes and closes the window.
Testing The MADRIX Web Server

1] First, make sure that you have configured the web server correctly as explained above!

2] Select one or more **IP Addresses** and click **Call**
   - Your default web browser will open.
   - MADRIX will open a new tab for each IP Address separately.

3] Choose the HTML interface:
   - The web server will now access the **Directory** and the web browser will display the HTML files included in this directory.
   - By default, the web browser will display the default overview as shown below.
   - MADRIX already offers several interfaces that can be used with Remote HTTP. Choose from the provided interfaces [such as 4x4, 16x16, etc.]. Use the interface that is the best for your needs.
   - When creating a custom HTML website instead of using the default configuration, MADRIX will now show your custom website.
   - In this way, you can test and use the web server locally using the web browser on your computer.
Connecting To The MADRIX Web Server

- Make sure that devices, which should communicate with each other via HTTP, are connected in the same network!
- Connect to the web server using the remote control device.
  - Often, this will mean that you will use a web browser on the remote control device.
  - Open the web browser and type in the IP Address that shown in the web server configuration [Web Server Configuration].
  - Make sure to use the correct IP Address, since it is possible that multiple networks are available on the computer that runs the MADRIX software. Usually, only one network will be used for HTTP remote control.

Creating Your Individual HTML Page

MADRIX already provides a range of interfaces for HTTP remote control. These HTML examples do work and at the same time they are a demonstration to show what is possible.

You can modify or create your own HTML files to integrate them in your own setups. [An example is the integration with the DJ Software »ULTRAMIXER.]

- Create your own HTML websites using the full set of commands.
- Learn more Help File And Commands
- Learn from the provided interfaces and use these HTML sites as starting point or templates.
- Learn more Where To Find

Please note: You should name your individually created HTML start page 'index.html'.

Help File And Commands

A full range of commands is available for remote control. To create a custom layout and remote control interface, information about all available commands is needed. MADRIX provides this information in the following way:
1] Call the MADRIX web server as explained above.
- Testing The MADRIX Web Server

2] Click on MADRIX Remote Members
- A full list and documentation of remote commands [remote members] is shown.

Where To Find

The original HTML files including all provided interfaces can be found in the MADRIX installation directory:
- C:\Program Files (x86)\MADR3\public_remote_html

Troubleshooting

- If the internet browser is opening [and closing] with no visible result, please change the port.
- Make sure to use / type in the correct IP Address of the web server. When multiple IP addresses are shown, use the network that the devices are connected to [including web server and device accessing the web server].
- Note that other software [e.g., SKYPE or similar clients with the same principle] might block the port you have selected. To solve the problem, please use the alternative ports suggested above or close other software.
- Make sure that the Directory points to the right location on your harddisk or the medium where your HTML files are stored.
- Press Apply to confirm any changes you have made.
- When using MADRIX Remote Members and individual communication [via a 3rd-party HTTP sender] or custom layouts, please note that commands are case-sensitive! You need to pay attention to the use of capital or small letters. [That does not apply to any parameters you want to pass. They are used as strings and will be passed as written.]
- To connect to the MADRIX Remote HTTP functionality via a 3rd-party device, make sure that both are connected to the same TCP/IP network. Make also sure that no required port is blocked and that devices are able to find each other in the network.
- You can check the Logfile for errors [go to Tools > Logfile...].
8 MADRIX Effects

This topic includes:

- Introduction
- Topics Of This Chapter

Introduction

MADRIX offers a large variety of effects. All MADRIX Effects are arranged into 4 distinct categories with various features [SCE, S2L, M2L, MAS].

Topics Of This Chapter

- **Static Color Effects [SCE]**
  Static Color Effects produce a multitude of creative lighting patterns and visuals. No extra input or content is necessary. In addition, they provide the tools to load images or video files.

- **Sound2Light Effects [S2L]**
  Sound2Light Effects require an audio input signal. As a result, amazing light effects that are synchronized to the music will be generated!

- **Music2Light Effects [M2L]**
  Music2Light Effects require an audio input signal. M2L Effects go one step further than S2L Effects and analyse music theoretical parameters to create truly unique representations of the music.

- **MAS Script**
  The powerful Script Editor, which is included in the software, allows you to program your own effects. The script language allows you to easily realize ideas for effects of your own.

- **Macros And Scripts**
  You can control and manipulate running effects using the script language.

- **Using BPM Control**
  Many MADRIX Effects use the BPM Effect Setting to control the speed.
• **Using Colors And Intensity**
  Learn how to use the different color options of the MADRIX Effects.

• **Using Directions**
  Many MADRIX Effects allow you to choose a specific movement direction.
8.1 Static Color Effects [SCE]

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

Static Color Effects [SCE] produce a multitude of creative lighting patterns and visuals. No extra input or content is necessary.
In addition, they provide the tools to load images or video files.

Topics Of This Chapter

MADRIX includes the following Static Color Effects:

- »SCE Bounce
- »SCE Capture
- »SCE Clouds
- »SCE Color
- »SCE Color Change
- »SCE Color Scroll
- »SCE Counter
- »SCE Drops
- »SCE Explosions
- »SCE Fill Drops
- »SCE Fill Random
- »SCE Fill Snake
* SCE Fill Solid
* SCE Fire
* SCE Flames
* SCE Fluid
* SCE Gradient
* SCE Graph
* SCE Image
* SCE Level Color Simulator
* SCE Metaballs
* SCE Noise
* SCE Plasma
* SCE Pulse / Stroboscope
* SCE Screen Capture
* SCE Shapes
* SCE Simple Shape
* SCE Starfield
* SCE Swarm
* SCE Ticker / Scrolling Text
* SCE Tubes
* SCE Video
* SCE Wave / Radial
8.1.1 SCE Bounce

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Bounce displays flying objects that bounce off of the outer boundaries or each other.

Overview

![Default Settings](image1)

![Customized Example](image2)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more »Using Colors And Intensity
- **BPM** - Defines the speed. The default value is 1500. Valid values range from 0 to 9999.
  Learn more »Using BPM Control
- **Count** - Defines the number of bouncing objects. The default value is 1. Valid values range from 1 to 100.
- **Points** - Defines the number of edges [points] an object is made of. The default value is 3. Valid values range from 1 to 20.
- **Width** - Defines the width of objects [in %]. It is only available for certain Shapes. The default value is 10. Valid values range from 0.01 to 100.
- **Height** - Defines the width of objects [in %]. It is only available for certain Shapes. The default value is 10. Valid values range from 0.01 to 100.
- **Depth** - Defines the depth of objects [in %]. This is mainly relevant for 3D. It is only available for certain Shapes. The default value is 10. Valid values range from 0.01 to 100.
- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 1. Valid values range from 0.01 to 100.
- **Fade Out** - Adds a visual tail to objects and fades them out slowly. The default value is 0. Valid values range from 0 to 1000.
Distribution - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

Uniform - Each object has the same size.
Linear - A linear distribution is used to increase the size regularly.
Quadratic - The majority of objects will be smaller than the rest.
SQRT - Using a square root function the majority of objects will be larger.
Cubic - Uses a cubic distribution with mixed sizes.
Random - Sizes will be generated randomly.

RND - Generates random object sizes each time. This automatically activates Random Distribution Mode.

Outer Glow / Inner Glow - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

Shape - Allows you to choose a specific shape as bouncing objects. The default Shape is Line.

Shape Alignment - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

Shape Rotation Type - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

Collision - Is not available for Shape Line or Curve. Activates or deactivates if objects collide and bounce off of each other. The default mode is Off.

Restoring The Default Settings
**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.2 SCE Capture

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Slices

Introduction

SCE Capture allows you to use any video signal of capture devices in MADRIX for live video feeds, such as installed webcams or TV-cards. Such devices need to provide the required Windows driver.

- Several capture devices can be used at the same time. For every single Layer a different capture device or the same capture device can be utilized.
- If your device offers the correct drivers and is recognized in Windows as a capture device, MADRIX will also have access to the device.

[In MADRIX 2, SCE Capture was part of SCE Video.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.

  Learn more » Effect Areas [Left/Right]

  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Filter** - Defines a filter color. The default color is White.
  - **GS** - Activates grayscale mode to show the input only in gray shades. The Filter is independent of this mode.
  - **RGBW** - Converts the input into RGBW. This is useful when using RGBW fixtures to convert from the standard RGB color values of the input. If the option is disabled when using RGBW fixtures, the input will appear darker since the White channel is not used. The W color channel of the Filter only works if RGBW is activated.

  Learn more » Using Colors And Intensity
- **BPM** - Defines the speed [when using a direction/movement]. The default value is 1500. Valid values range from 0 to 9999.
  Learn more » [Using BPM Control](#)

- **Position** - Defines the position of the object in X, Y, and Z [in %]. The default values are 0, 0, 0. Valid values range from -1000 to 1000.

- **Extrusion** - Adds depth to the input; i.e. duplicates the input image [in % of the Matrix Size]. This is mainly relevant for 3D. The default value is 100. Valid values range from 0.01 to 100.

  - **Open** - Allows you to connect a capture device. A new window opens for you to select your device. First, select the device. Second, click OK.

  - **Deinterlace Mode** - Allows you to choose from several Deinterlace Modes. [Is available when a capture device has been opened and connected.]

    Often digital cameras, digital broadcasting, or digital filming is done via interlacing. In order to get 25 frames per second, 50 pictures are shot and merged/mixed with one another. You receive 25 odd frames [frame set 1] and 25 even frames [frame set 2] that contain different picture information [alternating pixel lines]. In order to get an undisturbed picture, proper deinterlacing is necessary.

      - **None** - Deactivates deinterlacing.
      - **Bob** - Uses one set of 25 frames [even or odd] and copies missing information from the pictures provided. Pixel lines are copied to create a full image. Activate **Top Field First** in order to choose odd frames to be processed.
      - **Bob Linear** - This is the recommended deinterlace mode. It uses one set of 25 frames, but builds an average for the missing pixel lines. Activate **Top Field First** in order to choose odd frames to be processed.
      - **Blend** - Renders an average image from frame set 1 and frame set 2.
      - **Discard** - Simply dismisses missing information. Thereby, pixel lines are excluded. This results in half of the original resolution for the final image. Activate **Top Field First** in order to choose odd frames to be processed.

  - **Slices** - Is a way to bring 2D content to 3D LED matrices by slicing the content into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. Learn more [Slices](#)
**Configuration** - Allows you to configure the connected device further if such configuration is provided by the device and its driver. [Is available when a capture device has been opened and connected.]

**Filtering** - Defines how input is processed and displayed. Mainly affects the visual outcome when the input is scaled up or down [e.g., when choosing a different mode for Stretching / Aspect Ratio]. Choose from 2 different modes. The default setting is None.
- **None** - Prioritizes processing speed over image quality.
- **Linear** - Prioritizes image quality over processing speed. This mode may affect performance.

**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None.

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »[Using Directions](#)

**Rotation** - Allows you to rotate the input [0°, 90°, 180°, 270°]. The default value is 0.

**Tile** - Allows you to tile and duplicate the input and thereby generating patterns.

**Seamless** - Activates or deactivates a continuous stream of the input image. MADRIX will automatically display the input image again to create a continuous display.

**Stretching / Aspect Ratio** - Allows you to choose the aspect ratio of the input. The default value is Matrix.
- **None** - Disables stretching.
- **Matrix** - Stretches to the current aspect ratio of the virtual LED matrix.
- **Original** - Stretches to the original aspect ratio of the source.
- **4:3** - Applies a 4:3 aspect ratio.
- **16:9** - Applies a 16:9 aspect ratio.
Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

Slices

**SL** - Calls up **Slice Settings**

- **Slice Settings** - Is a way to bring 2D content to 3D LED matrices by slicing the content into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. [You will get the most benefit out of this feature when using content that are made up of different parts and are especially created for this area of application.]

**Example:** Your virtual LED matrix is 10 x 8 x 4. Now, you have prepared a video feed and want to display it not only on the first Z-level or use Extrude, but on all 4 Z-levels. Then, you would let MADRIX create 4 slices.
**Slice Type** - Defines the 3D orientation of how slices are applied to your LED matrix.
- **X-Slices** - Uses slices to fill the LED matrix; always starting from left to right.
- **Y-Slices** - Uses slices to fill the LED matrix; always starting from top to bottom.
- **Z-Slices** - Uses slices to fill the LED matrix; always starting from front to back.

**Slice Order** - Defines how your source content is processed.
- **Left To Right** - MADRIX slices the content starting left.
  [The first, left slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
- **Right To Left** - MADRIX slices the content starting right.
  [The first, right slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
- **Top To Bottom** - MADRIX slices the content starting top.
  [The first, top slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
- **Bottom To Top** - MADRIX slices the content starting bottom.
  [The first, bottom slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]

**Slice Count** - Defines in how many slices the content is divided. A value of 1 means that no slices are created and that the video feed is used as one. [A value of 4, for example, will create 4 slices that each make up 25% of the source content.]

- The settings with the highest performance are **Z-Slices** and **Top To Bottom**

- Confirm with **OK**, reset to default settings via **Default**, or abort the process using **Cancel**
- Learn more »SCE Image
8.1.3 SCE Clouds

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

SCE Clouds creates random, organic visuals that are reminiscent of clouds.

**Overview**

![Default Settings](image1)

![Customized Example](image2)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Gradient to specify the colors. The default color is White, Black.
  
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed [when using a direction/movement]. The default value is 1500. Valid values range from 0 to 9999.
  
  Learn more » Using BPM Control

- **Frequency** - Defines the rate at which new, organic visuals are created [in Hz]. The default value is 10. Valid values range from 0 to 50.

- **Stretch** - Defines the stretch or compression factor at which the visuals are displayed [X, Y, Z]. The default values are 1, 1, 1. Valid values range from 0.01 to 1000.

- **Contrast** - Defines the visual differentiation of colors and shapes [in %]. The default value is 50. Valid values range from 1 to 1000.

- **Detail** - Defines the sharpness [in %]. The higher the Detail, the more computer performance is required. The default value is 2. Valid values range from 1 to 10.

- **Distinction** - Defines the cohesiveness of the effect [in %]. The default value is 50. Valid values range from 1 to 100.

Generates - Creates the effect anew to produce different visuals. [This is mainly useful when setting a Frequency of 0.]
**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None. Learn more »Using Directions

**Display Mode** - Allows you to choose how the effect mainly looks [Low Contrast, Medium Contrast, High Contrast, Outline, Cluster]. The default mode is Low Contrast.

**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.4 SCE Color

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Color displays a simple, plain color.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » Effect Areas [Left/Right]
  
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is Black.
  
  Learn more » Using Colors And Intensity

Restoring The Default Settings

*Restore Default Layer Settings* - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.5 SCE Color Change

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Color Change automatically changes colors.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more »Using Colors And Intensity
- **BPM** - Defines the speed. You can either use BPM or Time. The default value is 60. Valid values range from 0 to 9999.
  Learn more »Using BPM Control
- **Time** - Defines the time interval a color is displayed [in s]. You can either use BPM or Time Slot. The default value is 1. Valid values range from 0.01 to 9999.

Restoring The Default Settings

- **Restore Default Layer Settings** - Restores the default settings of the Layer.
  - All Layer Settings and Effect Settings will be restored to their default values.
  - This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.6 SCE Color Scroll

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

SCE Color Scroll displays various, moving colors. This MADRIX Effect is extremely versatile.

**Overview**

![Default Settings](image)

![Customized Example](image)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.

  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 600. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Step Width** - Defines the number of pixels the effect should scroll/skip in the direction per frame [in % of the Matrix Size]. The default value is 0.01. Valid values range from 0.01 to 100.

- **Color Width** - Defines the width of a single color [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Cross Width** - Is only available for Cross Mode [» Using Directions]. Defines the size of crossing colors [in %]. The default value is 50. Valid values range from 0.01 to 100.

  **Cross Mode Axes** - Is only available for Cross Mode. Allows you to choose to which axis Cross Mode applies [Axes 1 And 2, Axis 1, or Axis 2]. The default mode is Axes 1 And 2.

  **Direction/Mode** - Allows you to choose the direction of the movement, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Right. Learn more » Using Directions
Look-At Type - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »Using Directions

Restoring The Default Settings

Restore Default Layer Settings - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.7 SCE Counter

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- String Table
- Important Details

Introduction

SCE Counter shows any characters/text in sequence [strings]. One of its main uses is the countdown.

Overview

![SCE Counter Interface]

10

Default Settings

![Customized Example]

Customized Example
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed, i.e. how long strings are displayed. The default value is 60. Valid values range from 0 to 600. [60 BPM represent 1 second, while 600 BPM represent a tenth of a second.]
  Learn more » Using BPM Control

- **Position** - Defines the position of the strings in X, Y, and Z [in %]. The default values are 50, 50, 50. Valid values range from 0 to 100. [Make sure to set up Vertical Alignment and Horizontal Alignment as well.]

- **Scale** - Defines a scale factor that determines if strings are scaled in X, Y, and Z. In this way, you can add an animation to characters of the String Table and upscale or downscale the individuals elements. Scaling mainly references the font size set up via Aa [Font]. It also influenced references how long characters are displayed as set up via BPM and for the animation the Interpolation and the two Interpolation Types. The default values are 1, 1, 1. Valid values range from 0.01 to 9999. [Values lower than 1 decrease the size, while values higher than 1 increase the size. If you change the value for Scale Z to a value higher than 1, make sure to reduce the Extrude value as well.]

- **Extrusion** - Adds depth to the characters [in % of the Matrix Size]. This is mainly relevant for 3D. The default value is 100. Valid values range from 0.01 to 100.

- **Pitch** - Defines the distance between elements of the String Table. The smaller the Pitch, the more elements will be displayed at the same time. Pitch affects how long elements are displayed within the time set up via BPM. The default value is 100. Valid values range from 0.01 to 999.
- **Fade** - Defines if a Fade In and Fade Out is added to the characters. Fade references how long characters are displayed as set up via BPM. The bottom fader defines how long the Fade In takes. The upper fader defines how long the Fade Out takes. The default values are 0, 100. Valid values range from 0 to 100. [A Fade of 0, 100 means that no Fade In and no Fade Out is added and elements are fully visible at 100% of the set up time. A Fade of 50, 50 means that the Fade In takes 50% of the set up time and that the Fade Out also takes 50% of the set up time. A Fade of 0, 50 means that elements are immediately visible, stay visible for 50% of the set up time and fade out 50% of the set up time. A Fade of 50, 100 means that elements are faded in and it takes 50% of the set up time and they stay fully visible for the rest of the time.]

- **Interpolation** - Affects Scale and the movement set up via Direction. In this way, it determines how these animations looks like. It basically divides the animations into three parts. The bottom fader defines the first phase, which is the start phase. The second phase is the phase inbetween the bottom and the upper fader. The upper fader defines the third phase, which is the end phase. Interpolation references how long characters are displayed as set up via BPM. It is also directly affected by Interpolation Type 1 for the start phase and Interpolation Type 2 for the end phase. The default values are 25, 75. Valid values range from 0 to 100. [An Interpolation of 25, 75 means that the start phase and the end phase take 25% of the set up time, while 50% of the time no animation is displayed. An Interpolation of 50, 50 means that the animation start phase is directly followed by the animation end phase. An Interpolation of 0, 50 means that there is no animation at first and that the animation end phase starts at 50% of the set up time. An Interpolation of 0, 100 means that there is no animation displayed at all.]

**Open String Table** - Opens the String Table, a window that includes all characters [i.e., letters, words, symbols, numbers, etc.] you wish to display. Learn more [String Table](#).

**Loop Mode** - All strings of the String Table will be looped, that means the content of the String Table will constantly be repeated. It is activated by default. Can be used together with Shuffle Mode.

**Shuffle Mode** - Creates an internal list that orders elements randomly to show next. Deactivate and activate again to create a new random list. Can be used together with Loop Mode.

**Autostart** - If activated, the effect will automatically start when the corresponding Storage Place is selected. It is activated by default.

**Start** - Force-starts the effect to start again from the beginning.
**Vertical Alignment** - Defines the vertical alignment of characters [Left, Center, Right] in relation to the Position. The default value is Center.

**Horizontal Alignment** - Defines the vertical alignment of characters [Top, Center, Bottom] in relation to the Position. The default value is Center.

**Font** - Opens a new window and allows you to choose a specific font, font size, and other font settings. [Any color set up in this window will be ignored. Use the MADRIX color controls instead.]

![Font Window](image)

**Interpolation Type 1 / Interpolation Type 2** - Determine how the animation of Scale and the movement via Direction look like [Linear, Ease In Bounce, Ease Out Bounce, Ease In Out Bounce, Ease In Circular, Ease Out Circular, Ease In Out Circular, Ease In Cubic, Ease Out Cubic, Ease In Out Cubic, Ease In Sinusoidal, Ease Out Sinusoidal, Ease In Out Sinusoidal, Ease In Exponential, Ease Out Exponential, Ease In Out Exponential].

You can set them up individually. The default value is Linear.

**Last Element Mode** - Is only available when Loop Mode of the String Table is disabled. Defines what happens to the last element of the String Table once it has been displayed. The default value is Move.

- **Move** - Moves the last element in the same way the previous elements have been displayed and moved.
- **Stay** - Leaves the last element on display.
- **Clear** - Makes the last element disappear without an animation.
**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None. Learn more » [Using Directions](#)

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » [Using Directions](#)

**Rotation** - Allows you to rotate the elements \([0^\circ, 90^\circ, 180^\circ, 270^\circ]\). The default value is 0.

**Filtering** - Defines how input is processed and displayed. Mainly affects the visual outcome when the input is scaled up or down [e.g., when choosing a different mode for Stretching / Aspect Ratio]. Choose from 2 different modes. The default setting is None.
- **None** - Prioritizes processing speed over image quality.
- **Linear** - Prioritizes image quality over processing speed. This mode may affect performance.

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

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**String Table**
Overview

SCE Counter allows you to show any characters/text you want. Use the String Table to manage all elements that should be displayed.

By default, the String Table includes the elements from 10 to 0 [as a countdown].

- **Left Mouse Click** - Selects an item in the list.
- **Ctrl + Left Mouse Click** - Allows you to select several elements in the String Table at different positions.
- **Shift + Left Mouse Click** - Allows you to select several elements by selecting 1] the first element, 2] the last element, 3] and all elements in-between will be selected automatically.

**Element** - Allows you to change an element or enter a new one. To change an element, select it first. To add a new element, use Add Element first.

**Split Into Characters** - Is an automatism that helps you to split the element you have just added or changed into separate elements. Select an element in the list first and it will be split into several list entries [incl. word spaces], each with a single character instead of the complete word.
**Split Into Words** - Is an automatism that helps you to split the element you have just added or changed into separate words. Select an element in the list first and it will be split into several list entries, each with a single word instead of the complete sentence. Word spaces will be ignored, except if you enter two word spaces in a row.

**New** - Removes all elements from the list.

**Open** - Loads a previously saved MADRIX String Table from an external file [of the file type *.mstrtx].

**Open And Attach** - Loads a previously saved MADRIX String Table from an external file [of the file type *.mstrtx] and adds the new elements to the elements that are already included.

**Save** - Saves the String Table to an external file [of the file type *.mstrtx].

**Add Element** - Allows you to add a new element to the String Table. Make sure to enter the correct characters for the element next.

**Remove Element** - Allows you to remove one or several images from the Image Table. First, select the images in the list.

**Duplicate Images** - Copies the currently selected elements and adds them as new items to the String Table.

**# 11**

- Shows the total number of elements in the String Table. An empty list shows **# 0**
**Swap Position** - Inverts the whole list. Or swaps the position of elements in the list when several elements are selected first.

**Position Up** - Changes the order, and positions currently selected elements one step higher up in the list.

**Position Down** - Changes the order, and positions currently selected elements one step lower down in the list.

**Defaults** - Restores the default elements of the String Table.

**Close** - Closes the String Table window.

---

**Context Menu**

- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on **Strings**
  - A small window will be shown.

  ![Context Menu](image)

You can quickly perform the following actions:

- **Edit**... - Opens the String Table [in the same way you can open the window by clicking on **Strings** with the left mouse button].

- **Open**... - Loads a previously saved String Table from an external file [of the file type *.mstrtx].
  - A new window opens for you to select the file on your harddisk.
- **Copy** - Copies the current elements into the clipboard as a duplicate.
- **Paste** - Applies all elements from the clipboard to the currently focused String Table [Strings].
- **Defaults** - Restores all default elements of the String Table.

**Important Details**

**Typefaces**

Typefaces can be grouped into two main categories:

- Serif [Such fonts contain small features at the end of strokes within letters]
- Sans-serif [Such fonts have a clearer, simple appearance]

![Serif Font](AaBbCc) ![Sans-Serif Font](AaBbCc)

**How To Use Other Languages [Such As Russian Or Chinese]**

- In Windows, go to Start > Control Panel > Region and Language > Keyboards and Languages
- Set up the language you want to use [Russian, Chinese, etc.].
  - Regarding Windows 7, only when using Windows 7 Ultimate you are allowed to install additional languages in addition to the standard language.
- In MADRIX, select SCE Counter
- Click Aa to open the Font window.
- Choose a universal, extensive font, such as *Arial*
- Choose *Cyrillic* [or Chinese, etc.] under *Script*
- Close the Font window.
- Input any elements into the *String Table*
8.1.8 SCE Drops

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

SCE Drops displays [falling] drops.

**Overview**

![Default Settings](image1)

![Customized Example](image2)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more »Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 1500. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Size** - Defines the size of objects [Width, Height, Depth]. The default values are 1, 1, 1. Valid values range from 0.1 to 1000.

- **Length** - Defines how long the trace of a drop is [in % of the Matrix Size]. The default value is 10. Valid values range from 0 to 100.

- **Length Offset** - Defines if an offset is added to the trace of a drop [in % of the Matrix Size]. The default value is 0. Valid values range from 0 to 100.

- **Pitch 1** - Defines the first distance between objects depending on the direction [in % of the Matrix Size]. The default value is 0. Valid values range from 0 to 100.

- **Pitch 2** - Defines the second distance between objects depending on the direction [in % of the Matrix Size]. The default value is 0. Valid values range from 0 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each drop [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.

- **Count** - Defines the number of objects displayed at once. The default value is 10. Valid values range from 1 to 100.
**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Direction** - Allows you to choose the direction of the movement. The default Direction is Down. Learn more »[Using Directions](#)

**Direction** - Allows you to choose the direction of the movement ['To The Front' or 'To The Back']. This is mainly relevant for 3D. The default Direction is Down. Learn more »[Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Mode** - Allows you to choose the mode in which way objects are generated ['Random', 'Linear', or 'Ping Pong']. The default Mode is Random.

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

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**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.9  SCE Explosions

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Explosions displays all kinds of explosions as well as fireworks.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 3000. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Explosion Size** - Defines the magnitude of each explosion. The default value is 400. Valid values range from 1 to 9999.

- **Shape Size** - Defines the size of each object within an explosion. The default value is 8. Valid values range from 1 to 100.

- **Explosions** - Defines how many explosions are displayed at the same time. The default value is 1. Valid values range from 1 to 100.

- **Shapes** - Defines the number of single objects a single explosion includes. The default value is 75. Valid values range from 1 to 1000.

- **Fade Out** - Defines how fast MADRIX displays objects. The default value is 20. Valid values range from 0 to 1000.

- **Gravity** - Defines how strong objects are pulled to the bottom depending on the direction [in %]. The default value is 0.25. Valid values range from 0 to 100.

- **Colors** - Opens a second Color Table to define the second colors of each explosion. The default color is White.
  Learn more » Using Colors And Intensity
**Outer Glow / Inner Glow** - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

**Explosion Shape** - Allows you to choose a specific shape for explosions [Sphere, Sphere Glow, Spiral, Radial, Diamond, Star, Random]. The default Explosion Shape is Random.

**Direction** - Allows you to choose the direction of the movement. The default Direction is Up. Learn more » **Using Directions**

**Direction** - Allows you to choose the direction of the movement [To The Front or To The Back]. This is mainly relevant for 3D. The default Direction is Up. Learn more » **Using Directions**

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Square Filled.

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » **Using Directions**

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

**Rendering Mode** - Defines how objects are rendered. Each mode may enable additional settings [such as additional Shapes]. Choose from 2 different modes. The default setting is Simple.
- **Simple** - Prioritizes processing speed over rendering possibilities.
- **Extended** - Prioritizes rendering possibilities over over processing speed. This mode may require more performance.

**Mode** - Allows you to choose the mode [ Explosions or Fireworks]. The default Mode is Explosions.
Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.10 SCE Fill Drops

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Fill Drops creates randomly falling objects.

[In MADRIX 2, SCE Fill Drops was part of SCE Color Fill.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more »Using Colors And Intensity

- **Fill Time** - Defines the time how long it takes to fill the complete LED matrix with shapes [in s]. The default value is 5. Valid values range from 0.01 to 3600.

- **Duration** - Defines the time the complete matrix is shown in solid color until the next round of objects begins to fill the matrix [in s]. The default value is 1. Valid values range from 0 to 3600.

- **Size** - Defines the size of objects [Width, Height, Depth]. The default values are 10, 10, 10. Valid values range from 0.01 to 1000.

- **Pitch 1** - Defines the first distance between objects depending on the direction [in % of the Matrix Size]. The default value is 0. Valid values range from 10 to 100.

- **Pitch 2** - Defines the second distance between objects depending on the direction [in % of the Matrix Size]. The default value is 0. Valid values range from 10 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 0.01. Valid values range from 0.01 to 100.

  **Shape Origin Type** - Defines the point of origin of Shapes [and hence their relative position].
**Outer Glow / Inner Glow** - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

**Direction** - Allows you to choose the direction of the movement. The default Direction is Down. Learn more » [Using Directions](#)

**Direction** - Allows you to choose the direction of the movement [**To The Front** or **To The Back**]. This is mainly relevant for 3D. The default Direction is Down. Learn more » [Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [**0°, 90°, 180°, 270°, Random**].

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.11 SCE Fill Random

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Fill Random continuously adds new objects until the whole LED matrix is filled.

[In MADRIX 2, SCE Fill Random was part of SCE Color Fill.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » [Effect Areas [Left/Right]]
  Learn more » [Layers]

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more » [Using Colors And Intensity]

- **Fill Time** - Defines the time how long it takes to fill the complete LED matrix with shapes [in s]. The default value is 5. Valid values range from 0.01 to 3600.

- **Duration** - Defines the time the complete matrix is shown in solid color until the next round of objects begins to fill the matrix [in s]. The default value is 1. Valid values range from 0 to 3600.

- **Size** - Defines the size of objects [Width, Height, Depth]. The default values are 10, 10, 10. Valid values range from 0.01 to 1000.

- **Pitch** - Defines the distance between objects for all 3 axes. The default values are 10, 10, 10. Valid values range from 0 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 0.01. Valid values range from 0.01 to 100.

- **Shape Origin Type** - Defines the point of origin of Shapes [and hence their relative position].
**Outer Glow / Inner Glow** - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

### Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.12 SCE Fill Snake

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

SCE Fill Snake fills the matrix in a snake-like mode.

[In MADRIX 2, SCE Fill Snake was part of SCE Color Fill.]

**Overview**

![SCE Fill Snake interface](Default Settings)

![SCE Fill Snake example](Customized Example)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  - Learn more »Effect Areas [Left/Right]
  - Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  - Learn more »Using Colors And Intensity

- **Fill Time** - Defines the time how long it takes to fill the complete LED matrix with shapes [in s]. The default value is 5. Valid values range from 0.01 to 3600.

- **Duration** - Defines the time the complete matrix is shown in solid color until the next round of objects begins to fill the matrix [in s]. The default value is 1. Valid values range from 0 to 3600.

- **Size** - Defines the size of objects [Width, Height, Depth]. The default values are 10, 10, 10. Valid values range from 0.01 to 1000.

- **Pitch** - Defines the distance between objects for all 3 axes [in % of the Matrix Size]. The default values are 10, 10, 10. Valid values range from 0 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 0.01. Valid values range from 0.01 to 100.

- **Shape Origin Type** - Defines the point of origin of Shapes [and hence their relative position].
**Outer Glow / Inner Glow** - Is only available for specific Shapes.Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

**Start Corner** - Defines where the snake movements starts [Front Top Left, Front Top Right, Front Bottom Left, Front Bottom Right, Back Top Left, Back Top Right, Back Bottom Left, Back Bottom Right]. This setting is available for 2D, but only in 3D all options are viable.

**Orientation Mode** - Defines the general movement direction [XYZ Orientation, XZY Orientation, YXZ Orientation, YZX Orientation, ZYX Orientation, ZXY Orientation]. This setting is available for 2D, but only in 3D all options are viable.

**Circle Mode** - Activates a circular snake movement.

**Center Mode** - Starts movement from the center instead of the outer edge.

**Mirror Mode** - Duplicates the effect by mirroring it.

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**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.13 SCE Fill Solid

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Fill Solid constantly fills the matrix with a new color.

[In MADRIX 2, SCE Fill Solid was part of SCE Color Fill.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more »Using Colors And Intensity

- **Fill Time** - Defines the time how long it takes to fill the complete LED matrix with shapes [in s]. The default value is 5. Valid values range from 0.01 to 3600.

- **Duration** - Defines the time the complete matrix is shown in solid color until the next round of objects begins to fill the matrix [in s]. The default value is 1. Valid values range from 0 to 3600.

- **Step Width** - Defines the number of pixels the effect should scroll in the direction per frame [in %]. The default value is 0.01. Valid values range from 0.01 to 100.

- **Color Width** - Is only available for Color Mix Mode »Using Colors And Intensity». Defines the width of a single color [in %]. The default value is 10. Valid values range from 0.01 to 100.

- **Cross Width** - Is only available for Cross Mode »Using Directions». Defines the size of crossing colors [in %]. The default value is 50. Valid values range from 0.01 to 100.

**Cross Mode Axes** - Is only available for Cross Mode. Allows you to choose to which axis Cross Mode applies [Axes 1 And 2, Axis 1, or Axis 2]. The default mode is Axes 1 And 2.
**Direction/Mode** - Allows you to choose the direction of the movement, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Right. Learn more »Using Directions

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »Using Directions

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.14 SCE Fire

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Context Menu

Introduction

SCE Fire is one of two fire effects.

[In MADRIX 2, SCE Fire was a mode of SCE Fire, together with SCE Flames.]
**Layer Settings**

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more »[Effect Areas [Left/Right]](http://www.madrix.com/)
  
  Learn more »[Layers](http://www.madrix.com/)  

**Effect Settings**

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color via a Color Gradient and various options.
  
  Learn more »[Using Colors And Intensity](http://www.madrix.com/)
  
- **BPM** - Defines the speed. The default value is 1500. Valid values range from 0 to 9999.
  
  Learn more »[Using BPM Control](http://www.madrix.com/)
  
- **Height** - Defines the height of the flames [in %]. The default value is 75. Valid values range from 1 to 1000.

  Direction - Allows you to choose the direction of the movement. The default Direction is Up.
  
  Learn more »[Using Directions](http://www.madrix.com/)

  Direction - Allows you to choose the direction of the movement [To The Front or To The Back]. This is mainly relevant for 3D. The default Direction is Up. Learn more »[Using Directions](http://www.madrix.com/)
Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

Context Menu

A context menu allows you to quickly make changes to the colors.

- **Right Mouse Click** - Click with your right mouse button on the color gradient to call up the context menu.

  ![Context Menu Example]

- **Open...** - Loads a previously saved Color Table file from an external file [of the file type *.mctx].
- **Save...** - Saves the current colors as a Color Table file [of the file type *.mctx].

- **Copy** - Copies the current colors into the clipboard as a duplicate.
- **Paste** - Applies all colors from the clipboard to the currently focused color control [Colors, M2L Colors].

- **Defaults** - Restores all default gradient colors.
8.1.15 SCE Flames

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Flames is one of two fire effects.

[In MADRIX 2, SCE Flames was a mode of SCE Fire.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  - Learn more »Effect Areas [Left/Right]
  - Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Gradient to specify the colors. The default color is Black, Red, Yellow, White.
  - Learn more »Using Colors And Intensity
- **BPM** - Defines the speed. The default value is 3000. Valid values range from 0 to 9999.
  - Learn more »Using BPM Control
- **Width** - Defines the size of the flames [in %]. The default value is 24. Valid values range from 0 to 100.
- **Height** - Defines the height of the flames [in %]. The default value is 30. Valid values range from 0 to 100.
- **Depth** - Defines the depth of the flames [in %]. This is mainly relevant for 3D. The default value is 24. Valid values range from 0 to 100.
- **Intensity** - Defines the thickness of flames [in %]. The default value is 15. Valid values range from 0 to 100.

**Direction** - Allows you to choose the direction of the movement. The default Direction is Up.
  - Learn more »Using Directions
Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.16 SCE Fluid

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Fluid simulates gas or liquids.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »[Effect Areas [Left/Right]]
  Learn more »[Layers]

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table or Color Gradient depending on the Color Mode. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more »[Using Colors And Intensity]

- **BPM** - Defines the speed. The default value is 3000. Valid values range from 0 to 9999.
  Learn more »[Using BPM Control]

- **Radius** - Defines the size of impulses [in %]. The default value is 10. Valid values range from 0 to 100.

- **Vorticity** - Defines how much impulses can swirl in the gas [in %]. The default value is 12. Valid values range from 0 to 100.

- **Duration** - Defines how long impulses can move through the gas [in %]. The default value is 64. Valid values range from 0 to 100.

- **Density** - Defines the thickness of the gas [in %]. The default value is 10. Valid values range from 0 to 100.

- **Velocity** - Defines how fast impulses can move through the gas [in %]. The default value is 10. Valid values range from 0 to 100.

- **Fade** - Defines how quickly impulses evaporate [in %]. The default value is 5. Valid values range from 0 to 100.

- **Deceleration** - Slows down the movement of impulses [in %]. The default value is 0. Valid values range from 0 to 100.
**Direction** - Allows you to choose the direction of the movement. The default Direction is Up. Learn more » [*Using Directions*]

**Direction** - Allows you to choose the direction of the movement *[To The Front or To The Back]*. This is mainly relevant for 3D. The default Direction is Up. Learn more » [*Using Directions*]

**Color Mode** - Allows you to choose the color mode *[Color Table or Color Gradient]*. The default Color Mode is Color Table.

---

**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.

- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.17 SCE Gradient

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Context Menu

Introduction

SCE Gradient is all about creating various color gradients.

[In MADRIX 2, SCE Gradient was named SCE Color Ramp.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color via a Color Gradient and various options.
  
  Learn more » Using Colors And Intensity

- **Angle** - Allows you to change the angle in which the effect is displayed [in °]. Is only available for Mode Radial.
  
  The default value is 0. Valid values range from 0 to 359.

- **Cross Width** - Is only available for Cross Mode [Using Directions]. Defines the size of crossing colors [in %].
  
  The default value is 50. Valid values range from 0.01 to 100.

**Cross Mode Axes** - Is only available for Cross Mode. Allows you to choose to which axis Cross Mode applies [Axes 1 And 2, Axis 1, or Axis 2]. The default mode is Axes 1 And 2.

**Direction/Mode** - Allows you to choose the direction, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect.

The default Direction is Bottom. Learn more » Using Directions
**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » [Using Directions](#)

### Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

### Context Menu

A context menu allows you to quickly make changes to the colors.

- **Right Mouse Click** - Click with your right mouse button on the color gradient to call up the context menu.
  
  ![Context Menu Example](example.png)

- **Open...** - Loads a previously saved Color Table file from an external file [of the file type *.mctx].
- **Save...** - Saves the current colors as a Color Table file [of the file type *.mctx].
- **Copy** - Copies the current colors into the clipboard as a duplicate.
- **Paste** - Applies all colors from the clipboard to the currently focused color control [*Colors, M2L Colors*].

- **Defaults** - Restores all default gradient colors.
8.1.18 SCE Graph

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Edit Text

**Introduction**

SCE Graph effect creates trigonometric graphs. This MADRIX Effect is extremely versatile.

**Overview**
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 1500. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Height** - Defines the height of elements depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Width 1** - Defines the width of elements depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Pitch 1** - Defines the distance between elements depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Frequency** - Defines the rate. A value of 1 means that the complete wave is shown. The default value is 1. Valid values range from 0 to 100.

- **Amplitude** - Defines the maximum oscillation of the elements in relation to the baseline. The default value is 100. Valid values range from -1000 to 1000.

- **Phase** - Defines an offset that allows you to shift the waves compared to each other when combining at least 2 graphs in order to avoid overlapping [in % of the wave length]. The default value is 0. Valid values range from 0 to 100.

- **Peak** - Defines the peak of the wave [in % of the wavelength]. It is only available for Draw Mode Triangle and Square. The default value is 50. Valid values range from 0 to 100.
**Distribution** - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

- **Uniform** - Each object has the same size.
- **Linear** - A linear distribution is used to increase the size regularly.
- **Quadratic** - The majority of objects will be smaller than the rest.
- **SQRT** - Using a square root function the majority of objects will be larger.
- **Cubic** - Uses a cubic distribution with mixed sizes.
- **Random** - Sizes will be generated randomly.

**RND** - Generates random object sizes each time. This automatically activates Random Distribution Mode.

**Direction/Mode** - Allows you to choose the direction, including Look-At Type. This includes all directions for 2D and 3D mode. The default Direction is Left. Learn more »[Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. This heavily influences the visual outcome of the effect. The default Shape is Rectangle Filled.

**Edit Text** - Allows you to freely enter any text to display when Shape Text is selected first. A new window opens. Learn more [Edit Text](#)

**Draw Mode** - Allows you to change the graph form, which influences how the effect is drawn [Sine, Absolute Sine, Cosine, Triangle, Square]. The default Draw Mode is Sine.

**X-Axis Registers** - Allows you to combine up to 3 graphs with each other regarding the X-Axis. Each Register influences the visual outcome. Simply choose a **Draw Mode** for each Register and set up the **Amplitude**. More settings will be available then for this Register. [Right Mouse Click > Reset](#) restores the default settings of a Register.]
Z-Axis Registers - Allows you to combine up to 3 graphs with each other regarding the Z-Axis. Each Register influences the visual outcome. Simply choose a Draw Mode for each Register and set up the Amplitude. More settings will be available then for this Register. This is mainly relevant for 3D. [Right Mouse Click > Clear restores the default settings of a Register.]

Phase Registers - Allows you to combine up to 3 graphs with each other regarding the extruded phase. Each Register influences the visual outcome. Simply choose a Draw Mode for each Register and set up the Amplitude. More settings will be available then for this Register. This is mainly relevant for 3D. [Right Mouse Click > Clear restores the default settings of a Register.]

Restoring The Default Settings

Restore Default Layer Settings - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

Edit Text

- Choose Draw Mode Text in order to use text as elements of the graph.
- Clock Edit Text to change the text settings.
A new window opens.

Change the following settings as required:

- **Text** - Allows you to enter any text. Simply write something via your keyboard.
- **Aa** - Opens a new window and allows you to choose a specific font, font size, and other font settings.

- **Rotation** - Allows you to rotate the text [0°, 90°, 180°, 270°]. The default value is 0.
- **Splitting** - Allows you to split your text.
  - **None** - Is the default value and does not apply any splitting.
  - **Words** - Splits your text using each word, adds line breaks, and displays each word below the other.
  - **Characters** - Splits your text using each character [letter], adds line breaks, and displays each character below the other.
- **Repeat Text** - Uses your text continuously for each element of the graph.
- **Reverse Words** - Displays the words of your text in reverse order.
- **Reverse Characters** - Displays your complete text in reverse order, character by character.
8.1.19 SCE Image

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Supported File Types
- Image Table
- Image Import Settings
- Important Notes

Introduction

SCE Image allows you to load and display one or several images, pictures, logos, etc. on your LEDs. And you can add certain animations to them.

[In MADRIX 2, SCE Image was named SCE Bitmap.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Filter** - Applies a multiplicative color filter to the image. The default value is White.
  - **GS** - Activates grayscale mode to show the input only in gray shades. The Filter is independent of this mode.
  - **RGBW** - Converts the input into RGBW. This is useful when using RGBW fixtures to convert from the standard RGB color values of the input. If the option is disabled when using RGBW fixtures, the input will appear darker since the White channel is not used. The W color channel of the Filter only works if RGBW is activated.
  Learn more » Using Colors And Intensity
- **BPM** - Defines the speed [when using a direction/movement]. The default value is 1500. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Position** - Defines the position of the image in X, Y, and Z [in %]. The default values are 0, 0, 0. Valid values range from -1000 to 1000.

- **Playback Rate** - Defines the speed of the Image Table and how fast images are changed. Valid values range from 0 to 50.
  - The default value is 1, which means that the Duration of the Image Table for each image is used. A rate of 2 doubles the speed and cuts the Duration in half, for example.

- **Extrusion** - Adds depth to the input; i.e. duplicates the input image [in % of the virtual LED matrix]. This is mainly relevant for 3D. The default value is 100. Valid values range from 0.01 to 100.

Open - Allows you to load an image into MADRIX. Select the file on your computer or another source. Continue with Image Import Settings

Open Image Table - Opens the Image Table, a window to organize multiple images. Learn more Image Table

Filtering - Defines how input is processed and displayed. Mainly affects the visual outcome when the input is scaled up or down [e.g., when choosing a different mode for Stretching / Aspect Ratio]. Choose from 2 different modes. The default setting is None.
  - **None** - Prioritizes processing speed over image quality.
  - **Linear** - Prioritizes image quality over processing speed. This mode may affect performance.

Direction - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None. Learn more »Using Directions

Look-At Type - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »Using Directions
**Rotation** - Rotates the image \([0°, 90°, 180°, 270°]\). The default value is 0.

**Tile** - Tiles and duplicates the input and thereby generating patterns.

**Seamless** - Activates or deactivates a continuous stream of the input image. MADRIX will automatically display the input image again to create a continuous display.

**Stretching / Aspect Ratio** - Defines the aspect ratio of the image. The default value is Matrix.

- **None** - Disables stretching.
- **Matrix** - Stretches to the current aspect ratio of the virtual LED matrix.
- **Original** - Stretches to the original aspect ratio of the source.
- **4:3** - Applies a 4:3 aspect ratio.
- **16:9** - Applies a 16:9 aspect ratio.

**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

**Supported File Types**

SCE Image supports the following file types:
**SCE Image** allows you to load one image or multiple images at a time. Use the Image Table to manage multiple images as described below.

---

**Image Table**

**Overview**

SCE Image allows you to load one image or multiple images at a time. Use the Image Table to manage multiple images as described below.
- **Left Mouse Click** - Selects an image in the Image Table.

- **Double-Click Left Mouse Button** - Immediately chooses and activates the selected image and displays it on the LEDs. In this way, you can define which image to show next. MADRIX will automatically continue in the list then, beginning with this image.

- **Ctrl + Left Mouse Click** - Allows you to select several images in the Image Table at different positions.

- **Shift + Left Mouse Click** - Allows you to select several images by selecting 1] the first image, 2] the last image, 3] and all images in-between will be selected automatically.

- **Automatic Loop** - When the last image of the Image List is shown, MADRIX will automatically loop back to the first image and start from the beginning again.

**Preview** - Displays a small preview of the loaded or currently selected image.
Name  -  Shows the file name of the image.

Duration  -  Defines how long an image is displayed [in s]. Select one or multiple images to adjust the value.

Fade Time  -  Defines how long it takes to fade from one image to the next [in s]. Select one or multiple images and then adjust the value.

Rotation - Rotates the image \([90^\circ, 180^\circ, 270^\circ]\). The default value is \(0^\circ\).

New - Immediately removes all items from the list.

Open - Loads a previously saved MADRIX Image Table from an external file [of the file type *.mitz or *.mitx].

Open And Attach - Loads a previously saved MADRIX Image Table from an external file [of the file type *.mitz or *.mitx] and adds the new images to the images that are already loaded.

Save - Saves the Image Table to an external file [of the file type *.mitz or *.mitx].
- The MADRIX Image Table File includes the images as well as the settings for Duration, Fade Time, and Rotation.

Add Images - Adds and appends one or several images to the Image Table. Choose the files from your harddisk or another storage location. Continue with Image Import Settings.

Remove Images - Removes one or several images from the Image Table. First, select the images in the list.
**Duplicate Images** - Copies the currently selected images and adds them as new items to the Image Table.

**#5**
- Shows the total number of images in the Image Table. An empty list shows **# 0**

**Swap Position** - Inverts the whole list. Or swaps the position of images in the Image Table when several images are selected first.

**Position Up** - Changes the order, and positions currently selected images one step higher up in the list.

**Position Down** - Changes the order, and positions currently selected images one step lower down in the list.

**Export** - Exports the currently selected image or images from the Image Table as an external image file [of the file type *.bmp].

**Close** - Closes the Image Table window.

**Context Menu**
- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on **Images**
- A small window will be shown.
You can quickly perform the following actions:

- **Edit...** - Opens the Image Table [in the same way you can open the window by clicking on *Images* with the left mouse button].

- **Open...** - Loads images or a previously saved Image Table from an external file [of the file type *.mitz or *.mitx].
  A new window opens for you to select the file on your harddisk.

- **Copy** - Copies the current images into the clipboard as a duplicate.

- **Paste** - Applies all images from the clipboard to the currently focused Image Table [*Images*].

- **Clear** - Removes all images from the Image Table.

### Image Import Settings

After opening an image or loading it into the Image Table, please use the following options to finally import your images into MADRIX. [When importing an image, a copy will be created and used within MADRIX. Your original content will not be changed.]

### Optimize Size
- **Optimize Size** - When activated, MADRIX automatically optimizes the file size of images loaded into MADRIX. If the image has a larger pixel resolution than your virtual LED matrix in MADRIX, the software automatically reduces the pixel resolution of the image to fit the virtual LED matrix. Thereby the file size is reduced, which in turn reduces the required space in the local memory of your computer [RAM]. This increases performance and stability of the software and computer. It is recommended to activate Optimize. Learn more Important Notes

- Confirm with **OK**, restore the default settings via **Defaults**, or abort the process using **Cancel**

**Create Slices For 3D**
- **Create Slices For 3D** - Is a way to bring 2D content to 3D LED matrices by slicing the image into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. [You will get the most benefit out of this feature when using images that are made up of different parts and are especially created for this area of application.]

  **Example:** Your virtual LED matrix is 10 x 8 x 4. Now, you have prepared an image and want to display it not only on the first Z-level or use Extrude, but on all 4 Z-levels. Then, you would let MADRIX create 4 slices.

- **Slice Type** - Defines the 3D orientation of how slices are applied to your LED matrix.
  - **X-Slices** - Uses slices to fill the LED matrix; always starting from left to right.
  - **Y-Slices** - Uses slices to fill the LED matrix; always starting from top to bottom.
  - **Z-Slices** - Uses slices to fill the LED matrix; always starting from front to back.

- **Slice Order** - Defines how your source image is processed.
  - **Left To Right** - MADRIX slices the image starting left.
    [The first, left slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Right To Left** - MADRIX slices the image starting right.
    [The first, right slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Top To Bottom** - MADRIX slices the image starting top.
    [The first, top slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Bottom To Top** - MADRIX slices the image starting bottom.
    [The first, bottom slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]

- **Slice Count** - Defines in how many slices an image is divided. A value of 1 means that no slices are created and that the image is used as one. [A value of 4, for example, will create 4 slices that each make up 25% of the source image.]

  - The settings with the highest performance are **Z-Slices** and **Top To Bottom**

  - Confirm with **OK**, restore the default settings via **Defaults**, or abort the process using **Cancel**
<table>
<thead>
<tr>
<th>Original 2D Image</th>
<th>Image Import Settings</th>
<th>MADRIX 3D Output</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Image" /></td>
<td><img src="image2.png" alt="Image Import Settings" /></td>
<td><img src="image3.png" alt="3D Output" /></td>
</tr>
<tr>
<td><strong>Z-Slices - Left To Right</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><img src="image4.png" alt="Image" /></td>
<td><img src="image5.png" alt="Image Import Settings" /></td>
<td><img src="image6.png" alt="3D Output" /></td>
</tr>
<tr>
<td><strong>Y-Slices - Left To Right</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><img src="image7.png" alt="Image" /></td>
<td><img src="image8.png" alt="Image Import Settings" /></td>
<td><img src="image9.png" alt="3D Output" /></td>
</tr>
<tr>
<td><strong>X-Slices - Left To Right</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><img src="image10.png" alt="Image" /></td>
<td><img src="image11.png" alt="Image Import Settings" /></td>
<td><img src="image12.png" alt="3D Output" /></td>
</tr>
<tr>
<td><strong>Z-Slices - Right To Left</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Important Notes

- Please do use pictures with a pixel resolution according to the size of your LED matrix!

- It is not useful to use a resolution of 3000x2000 pixels if your LED matrix has a size of 192x128, for example. Please resize your pictures before using them in MADRIX. Please do also use 72 DPI. Both means will improve performance considerably. At the same time, you will avoid that the RAM of your computer will overload.

- Optimize Size - When activated, MADRIX automatically optimizes the file size of images loaded into MADRIX. If the image has a larger pixel resolution than your virtual LED matrix in MADRIX, the software automatically reduces the pixel resolution of the image to fit the virtual LED matrix. Thereby the file size is reduced, which in turn reduces the required space in the local memory of your computer [RAM]. This increases performance and stability of the software and computer.
8.1.20 SCE Level Color Simulator

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Level Color Simulator simulates audio input and displays the loudness of the input with the help of color. The more input, the brighter the effect.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » [Effect Areas [Left/Right]]
  
  Learn more » [Layers]

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Gradient to specify the colors. The default color is White, Black.
  
  Learn more » [Using Colors And Intensity]

- **Fade Out / In** - Defines how fast MADRIX displays color. You can specify the fade-in speed as well as the fade-out speed. The default values are 120 and 120. Valid values range from 1 to 3000.

  ![Stereo Linear](image)

  **Mode** - Allows you to choose the mode [Mono, Stereo Linear, Stereo Radial]. This heavily influences the visual outcome of the effect.

  ![Direction](image)

  **Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is Right. Learn more » [Using Directions]

Restoring The Default Settings
**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.21 SCE Metaballs

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Metaballs creates objects that morph into each other creating a fluent animation.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » Effect Areas [Left/Right]
  
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 1200. Valid values range from 0 to 9999.
  
  Learn more » Using BPM Control

- **Count** - Defines the number of objects. The default value is 5. Valid values range from 1 to 20.

- **Size** - Defines the size of objects [in %]. The default value is 20. Valid values range from 1 to 100.

- **Outer Glow** - Defines the outer shimmer of objects. The default value is 20. Valid values range from 1 to 100.

- **Inner Glow** - Defines the inner gleam of objects which are not filled. The default value is 20. Valid values range from 1 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 20. Valid values range from 1 to 100.

- **Influence** - Is only available for Motion Type **Swarm**. Defines a radius in which objects influence other objects [in %]. The higher the value, the more visible the swarm behavior. The default value is 15. Valid values range from 0 to 100.

- **Separation** - Is only available for Motion Type **Swarm**. Defines how close objects can be to each other [in %]. The higher the value, the more space will be between objects. The default value is 5. Valid values range from 0 to 100.
**Distribution** - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

- **Uniform** - Each object has the same size.
- **Linear** - A linear distribution is used to increase the size regularly.
- **Quadratic** - The majority of objects will be smaller than the rest.
- **SQRT** - Using a square root function the majority of objects will be larger.
- **Cubic** - Uses a cubic distribution with mixed sizes.
- **Random** - Sizes will be generated randomly.

**RND** - Generates random object sizes each time. This automatically activates Random Distribution Mode.

**Scale** - Is only available for Random Distribution Mode. It allows you to generally increase or decrease the size of objects.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Mode is Circle Filled.

- Set up at least 2 colors if you want to define a second shape. Both shapes and both colors will then be morphed together. By default, the second shape equals the first shape.
- Deselect **Auto Adjustment [Color Mixing Link]** to set up a different, second shape.
- When using at least 2 colors or using the Color Table Random Mode [RND], you can set up the **Color Mixing Sharpness**. It allows you to choose how intensely the colors are mixed [Very Blurry, Blurry, Slightly Blurry, Medium, Slightly Clear, Clear, or Very Clear]. The default Color Mixing Sharpness is Medium.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].
Motion Type - Choose how objects move and behave. The default value is Random.

Random - Objects move randomly and independently of each other.

Swarm - Objects react according to a swarm intelligence and thus imitate their movement behavior.

Restoring The Default Settings

Restore Default Layer Settings - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.22 SCE Noise

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Noise displays by default objects with different shades to create an effect that is often referred to as visual noise.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more »Using Colors And Intensity

- **BPM** - Defines the speed [when using a direction/movement]. The default value is 1500. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Frequency** - Defines the rate at which new visuals are created [in Hz]. The default value is 25. Valid values range from 0 to 50.

- **Size** - Defines the size of objects [Width, Height, Depth] [in % of the Matrix Size]. The default values are 1, 1, 1. Valid values range from 0.01 to 1000.

- **Pitch** - Defines the distance between objects for all 3 axes [in % of the Matrix Size]. The default values are 1, 1, 1. Valid values range from 0.01 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 0.01. Valid values range from 0.01 to 100.

- **Variance** - Refers to the colors that are specified in the Color Table. Defines the minimum and maximum color variability of colors and objects, i.e. shades [in %]. The default values are 0 and 100. Valid values range from 0 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each object [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.
**Recolor** - Is only available when setting up at least 2 colors in the Color Table. Assigns a new color to an object every time the effect is generated anew; either automatically via the Frequency or manually via Generate.

**Reshape** - Is only available when using the Shape Random. Assigns a new, random Shape to objects every time the effect is generated anew; either automatically via the Frequency or manually via Generate.

**Resize** - Is only available when setting up a Minimum Size that is lower than 100 [0 to 99]. Assigns a new, random Size to objects every time the effect is generated anew; either automatically via the Frequency or manually via Generate.

**Generate** - Creates the effect anew to produce different visuals. [This is mainly useful when setting a Frequency of 0.]

**Minimum Size** - Refers to Size. Defines the minimum size of objects [in %]. The default value is 100. Valid values range from 1 to 100.

**Outer Glow / Inner Glow** - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None. Learn more »[Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].
Rendering Mode - Defines how objects are rendered. Each mode may enable additional settings [such as additional Shapes]. Choose from 2 different modes. The default setting is Simple.

- **Simple** - Prioritizes processing speed over rendering possibilities.
- **Extended** - Prioritizes rendering possibilities over over processing speed. This mode may require more performance.

Fade - Activates or deactivates fading between colors.

Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.23 SCE Plasma

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Context Menu

Introduction

SCE Plasma creates a liquid and moving color gradient.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.

Learn more »[Effect Areas (Left/Right)]

Learn more »[Layers]

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color via a Color Gradient and various options.

Learn more »[Using Colors And Intensity]

- **BPM** - Defines the speed. The default value is 600. Valid values range from 0 to 9999.

Learn more »[Using BPM Control]

- **Stretch** - Defines the stretch or compression factor at which the visuals are displayed [X, Y, Z, XY, YZ]. The default values are 1, 1, 1, 1.00, 1.00. Valid values range from 0.01 to 10.

- **Distance** - Defines how much of the visuals are displayed; like a zoom level. The default value is 1. Valid values range from 0.01 to 10.

Restoring The Default Settings

* **Restore Default Layer Settings** - Restores the default settings of the Layer.
  
  - All Layer Settings and Effect Settings will be restored to their default values.
  
  - This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
**Context Menu**

A context menu allows you to quickly make changes to the colors.

- **Right Mouse Click** - Click with your right mouse button on the color gradient to call up the context menu.

- **Open...** - Loads a previously saved Color Table file from an external file [of the file type *.mctx].

- **Save...** - Saves the current colors as a Color Table file [of the file type *.mctx].

- **Copy** - Copies the current colors into the clipboard as a duplicate.

- **Paste** - Applies all colors from the clipboard to the currently focused color control [Colors, M2L Colors].

- **Defaults** - Restores all default gradient colors.
8.1.24 SCE Pulse / Stroboscope

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Pulse / Stroboscope produces a stroboscope or pulsating effect.

Overview

![SCE Pulse / Stroboscope interface](image)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 1080. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Ratio** - Defines the ratio and relation between Fade In and Fade Out [in %]. The default value is 50. Valid values range from 0 to 100.
  - A Ratio of 50 means that Fade In and Fade Out have the same duration.
  - A Ratio of 0 means that there is a Fade In, but no Fade Out.
  - A Ratio of 100 means that there is no Fade In, but a Fade Out.

  **Fade** - Activates or deactivates fading between colors.
  - When activated, the effect pulses.
  - When deactivated, the effect strobes.

Restoring The Default Settings
**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.25 SCE Screen Capture

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Configuration
- Slices

Introduction

SCE Screen Capture allows you to use any area of your Windows Desktop / Monitor / Screen and capture its content in order to directly bring it into MADRIX. In this way, you can integrate any other software and their output into MADRIX [such as visualizers, presentations, and more]. Basically anything that you can show on your monitor can also be brought into MADRIX.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.

Learn more »Effect Areas [Left/Right]
Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Filter** - Defines a filter color. The default color is White.
  - **GS** - Activates grayscale mode to show the input only in gray shades. The Filter is independent of this mode.
  - **RGBW** - Converts the input into RGBW. This is useful when using RGBW fixtures to convert from the standard RGB color values of the input. If the option is disabled when using RGBW fixtures, the input will appear darker since the White channel is not used. The W color channel of the Filter only works if RGBW is activated.

Learn more »Using Colors And Intensity
- **BPM** - Defines the speed [when using a direction/movement]. The default value is 1500. Valid values range from 0 to 9999.
  
  Learn more »Using BPM Control

- **Position** - Defines the position of the object in X, Y, and Z [in %]. The default values are 0, 0, 0. Valid values range from -1000 to 1000.

- **Extrusion** - Adds depth to the input; i.e. duplicates the input image [in % of the Matrix Size]. This is mainly relevant for 3D. The default value is 100. Valid values range from 0.01 to 100.

**Configuration** - Allows you to configure the effect. It is highly recommended to adjust the settings. Learn more Configuration

**Slices** - Is a way to bring 2D content to 3D LED matrices by slicing the content into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. Learn more Slices

**Filtering** - Defines how input is processed and displayed. Mainly affects the visual outcome when the input is scaled up or down [e.g., when choosing a different mode for Stretching / Aspect Ratio]. Choose from 2 different modes. The default setting is None.
  - **None** - Prioritizes processing speed over image quality.
  - **Linear** - Prioritizes image quality over processing speed. This mode may affect performance.

**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None.

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »Using Directions

**Rotation** - Allows you to rotate the input [0°, 90°, 180°, 270°]. The default value is 0.

**Tile** - Allows you to tile and duplicate the input and thereby generating patterns.
Seamless - Activates or deactivates a continuous stream of the input image. MADRIX will automatically display the input image again to create a continuous display.

Stretching / Aspect Ratio - Allows you to choose the aspect ratio of the input. The default value is Matrix.

  - None - Disables stretching.
  - Matrix - Stretches to the current aspect ratio of the virtual LED matrix.
  - Original - Stretches to the original aspect ratio of the source.
  - 4:3 - Applies a 4:3 aspect ratio.
  - 16:9 - Applies a 16:9 aspect ratio.

Restoring The Default Settings

  - Restore Default Layer Settings - Restores the default settings of the Layer.
  - All Layer Settings and Effect Settings will be restored to their default values.
  - This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

Configuration

Overview

  In order to use this MADRIX Effect, click Configuration first.
A new window opens.

- Configure the **Screen Capture Configuration** as required and as explained below.

**Performance**

These settings affect the performance of the screen capturing. Screen capturing can require a considerable amount of computer performance!

**Aero Off**

- Turns off the Windows desktop composition system called Aero in Windows Vista and Windows 7 [which is used for visual effects of the Windows user interface]. MADRIX will check first if the Aero is enabled.

  - **It is recommended to turn Aero off. This increases the capture frame rate!**

  - If you activate Aero Off, it will be turned on again once you close the MADRIX software.

**Capture Frame Rate**
- **FPS** - Defines the frame rate with which MADRIX captures the content.
  - **R** - Restores the default settings. The default value is 50.0 FPS.

**Capture Area**

These settings define the screen area that is used for the screen capturing.

**Preset**

- Allows you to choose a preset for your capture area:
  - **Custom Size** - Defines a custom area as the capture area.
    - Is automatically selected if you use a **Selection Tool** or define a **Custom Area**.
  - **Monitor** - Defines a complete output of one monitor as the capture area. The available selection choices depend on the configuration of monitors in Windows [e.g., if one or more monitors are installed].
  - **Virtual Screen** - Defines the complete screen output of Windows as the capture area. This often includes all monitors, for example.
Selection Tool

- Allows you to define a Custom Area using one of two tools:

  Left: 150, Top: 150

  Width: 350, Height: 200

  Right: 500, Bottom: 350

Marquee - Allows you to define a capture area via your mouse and keyboard.
- Click Marquee and an overlay will be shown.
- You can freely move the overlay around in order to position it correctly.
- To do so, use the mouse [left mouse click and hold and drag the overlay window].
- Or use the arrow keys on your keyboard [Left, Right, Up, Down].

- You can freely change the size of this overlay in order to set up the correct size.
- To do so, use the mouse and drag the edges of the overlay.
- Or use the following keyboard shortcuts:
  - Shift + Up/Down - Reduces the Height.
  - Ctrl + Up/Down - Increases the Height.
  - Shift + Left/Right - Reduces the Width.
  - Ctrl + Left/Right - Increases the Width.

- The upper left coordinates of the overlay [Left, Top] are always displayed in the upper left corner.
- The lower right coordinates of the overlay [Right, Bottom] are always displayed in the lower right corner.
- The Width and the Height of the overlay are always displayed in the center.

- **Escape / Enter / Left Mouse Double-Click** - Confirms your selection.

**Window** - Allows you to quickly choose a specific window to use as capture area.
- Click Window and an overlay will be shown that covers complete windows.
- You can freely choose which window should be used as screen capture area.
- Move the mouse to select the window via the overlay.
- Use Ctrl + left mouse click in order to select specific parts of a window [e.g., to select only a specific area of an application].

- **Escape / Enter / Left Mouse Double-Click** - Confirms your selection.
**Custom Area**

- Define an individual screen capture area by using the four input fields.
  
  **Left** and **Top** - Define the start coordinates in a coordinate system that starts with 0,0 in the top left corner.
  
  **Width** - Defines the total horizontal size of the screen capture area in X.
  
  **Height** - Defines the total vertical size of the screen capture area in Y.

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**Slices**

- **Slice Settings** - Is a way to bring 2D content to 3D LED matrices by slicing the content into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. [You will get the most benefit out of this feature when using content that are made up of different parts and are especially created for this area of application.]

  **Example:** Your virtual LED matrix is 10 x 8 x 4. Now, you have prepared a video feed and want to display it not only on the first Z-level or use Extrude, but on all 4 Z-levels. Then, you would let MADRIX create 4 slices.

- **Slice Type** - Defines the 3D orientation of how slices are applied to your LED matrix.
  
  - **X-Slices** - Uses slices to fill the LED matrix; always starting from left to right.
  
  - **Y-Slices** - Uses slices to fill the LED matrix; always starting from top to bottom.
  
  - **Z-Slices** - Uses slices to fill the LED matrix; always starting from front to back.
- **Slice Order** - Defines how your source content is processed.
  - **Left To Right** - MADRIX slices the content starting left.
    [The first, left slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Right To Left** - MADRIX slices the content starting right.
    [The first, right slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Top To Bottom** - MADRIX slices the content starting top.
    [The first, top slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Bottom To Top** - MADRIX slices the content starting bottom.
    [The first, bottom slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]

- **Slice Count** - Defines in how many slices the content is divided. A value of 1 means that no slices are created and that the video feed is used as one. [A value of 4, for example, will create 4 slices that each make up 25% of the source content.]

- The settings with the highest performance are **Z-Slices** and **Top To Bottom**

- Confirm with **OK**, restore the default settings via **Defaults**, or abort the process using **Cancel**

- Learn more » **SCE Image**
8.1.26 SCE Shapes

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Shapes creates various objects at random positions.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more »Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 1500. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Fade** - Defines how fast objects disappear. The default value is 150. Valid values range from 1 to 3000.

- **Size** - Defines the size of the objects [in % of the Matrix Size, depending on the Shape Alignment]. The default value is 10. Valid values range from 0.01 to 1000.

- **Pitch** - Defines the distance between objects for all 3 axes [in % of the Matrix Size]. The default values are 10, 10, 10. Valid values range from 0.01 to 100.

- **Border** - Defines the size of an object's border [in % of the shape size]. The default value is 1. Valid values range from 0.01 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each object [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.

- **Count** - Defines the number of objects created at once. The default value is 1. Valid values range from 1 to 100.
**Distribution** - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

- **Uniform** - Each object has the same size.
- **Random** - Sizes will be generated randomly.

**RND** - Generates random object sizes each time. This automatically activates Random Distribution Mode.

**Outer Glow / Inner Glow** - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Square Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

**Rendering Mode** - Defines how objects are rendered. Each mode may enable additional settings [such as additional Shapes]. Choose from 2 different modes. The default setting is Extended.
- **Simple** - Prioritizes processing speed over rendering possibilities.
- **Extended** - Prioritizes rendering possibilities over over processing speed. This mode may require more performance.

**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.27 SCE Simple Shape

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Simple Shape displays very basic objects.
This effect is particularly useful for 3D or in combination with other Layers and Mix Modes.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » Effect Areas [Left/Right]
  
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  
  Learn more » Using Colors And Intensity

- **Position** - Defines the position of the object in X, Y, and Z [in %]. The default values are 25, 25, 25. Valid values range from -1000 to 1000.

- **Size** - Defines the size of objects [Width, Height, Depth] [in %]. The default values are 50, 50, 50. Valid values range from 0.01 to 1000.

- **Outer Glow** - Defines the outer shimmer of objects. The default value is 25. Valid values range from 1 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 25. Valid values range from 0.01 to 100.

- **Inner Glow** - Defines the inner gleam of objects which are not filled. The default value is 25. Valid values range from 1 to 100.

- **Proportion** - Is only available for Cross and Cross Straight Shapes. Defines the size of arms in relation to the overall size of the Shape. The default value is 37.5. Valid values range from 0.01 to 100.

- **Diagonals** - Is only available for Cross Shapes. Defines the length of the diagonal arms in relation to the overall size of the Shape. The default value is 70.7. Valid values range from 0.01 to 100.
**Shape Origin Type** - Defines the point of origin of the Shape [and hence its relative position].

**Interpolation Type** - Defines how the Outer Glow will look like [Linear, Ease In Bounce, Ease Out Bounce, Ease In Out Bounce, Ease In Circular, Ease Out Circular, Ease In Out Circular, Ease In Cubic, Ease Out Cubic, Ease In Out Cubic, Ease In Sinusoidal, Ease Out Sinusoidal, Ease In Out Sinusoidal, Ease In Exponential, Ease Out Exponential, Ease In Out Exponential]. The default value is Linear.

**Interpolation Type** - Defines how the Inner Glow will look like [Linear, Ease In Bounce, Ease Out Bounce, Ease In Out Bounce, Ease In Circular, Ease Out Circular, Ease In Out Circular, Ease In Cubic, Ease Out Cubic, Ease In Out Cubic, Ease In Sinusoidal, Ease Out Sinusoidal, Ease In Out Sinusoidal, Ease In Exponential, Ease Out Exponential, Ease In Out Exponential]. The default value is Linear.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Outlined.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

**Rendering Mode** - Defines how objects are rendered. Each mode may enable additional settings [such as additional Shapes]. Choose from 2 different modes. The default setting is Extended.
  - **Simple** - Prioritizes processing speed over rendering possibilities.
  - **Extended** - Prioritizes rendering possibilities over over processing speed. This mode may require more performance.
Restoring The Default Settings

*Restore Default Layer Settings* - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.28 SCE Starfield

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Starfield mainly simulates a field of stars streaming towards the viewer from the center. This creates a depth effect.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 1500. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Length** - Defines the length of objects' trace. The default value is 25. Valid values range from 1 to 1000.

- **Count** - Defines the number of displayed objects. The default value is 50. Valid values range from 1 to 1000.

- **Size** - Defines the size of objects [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 1000.

- **Rotation** - Defines if the objects rotate around the center [in °]. The default value is 0. Valid values range from -3600 to 3600.

- **Distortion** - Defines the distortion towards the center creating the depth effect [in %]. The default value is 75. Valid values range from 1 to 100.
**Distribution** - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

- **Uniform** - Each object has the same size.
- **Random** - Sizes will be generated randomly.

**RND** - Generates random object sizes each time. This automatically activates Random Distribution Mode.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Star.

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » [Using Directions](#)

**Invert** - Inverts the direction of the effect [from outwards to inwards/from near to far].

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.29 SCE Swarm

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Swarm creates moving objects that react according to a swarm intelligence and thus imitate movement behavior.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more »Using Colors And Intensity
- **Size** - Defines the size of objects [Width, Height, Depth]. The default values are 5, 5, 5. Valid values range from 0.1 to 100.
- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines how thick the outer line [border] of objects is. The default value is 1. Valid values range from 0.01 to 100.
- **Count** - Defines the number of objects. The default value is 24. Valid values range from 1 to 100.
- **Influence** - Defines a radius in which objects influence other objects [in %]. The higher the value, the more visible the swarm behavior. The default value is 15. Valid values range from 0 to 100.
- **Separation** - Defines how close objects can be to each other [in %]. The higher the value, the more space will be between objects. The default value is 5. Valid values range from 0 to 100.
- **Imitation** - Defines how closely objects imitate the movement of other objects [in %]. The default value is 10. Valid values range from 0 to 100.
- **Length** - Defines the length of objects and their tail [in %]. The default value is 30. Valid values range from 0 to 100.

**Outer Glow / Inner Glow** - Is only available for specific Shapes. Defines the outer shimmer or inner gleam of objects. The default values are 0.00. Valid values range from 0.01 to 100.
**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Square Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Shape Rotation Type** - Is only available for specific Shapes. Defines the angle in which objects are rotated [0°, 90°, 180°, 270°, Random].

**Rendering Mode** - Defines how objects are rendered. Each mode may enable additional settings [such as additional Shapes]. Choose from 3 different modes. The default setting is Simple.

- **Simple** - Prioritizes processing speed over rendering possibilities.
- **Extended** - Prioritizes rendering possibilities over over processing speed. This mode may require more performance.
- **Blobby** - Prioritizes rendering possibilities over over processing speed and produces blobby objects. This mode may require more performance.

**Bounce** - When activated, objects will bounce of the boundaries of the virtual LED matrix. Deactivate it and objects will appear on the opposite side when crossing a boundary.

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.30 SCE Ticker / Scrolling Text

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Important Details

Introduction

SCE Ticker / Scrolling Text allows you to bring any text message to your LEDs.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »[Effect Areas [Left/Right]]
  Learn more »[Layers]

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more »[Using Colors And Intensity]

- **BPM** - Defines the speed [when using a direction/movement]. The default value is 600. Valid values range from 0 to 9999.
  Learn more »[Using BPM Control]

- **Position** - Defines the position of the text in X, Y, and Z [in %]. The default values are 0, 0, 0. Valid values range from -1000 to 1000.

- **Extrusion** - Adds depth to the text [in % of the Matrix Size]. This is mainly relevant for 3D. The default value is 100. Valid values range from 0.01 to 100.

- **Text** - Allows you to enter any text. Simply write something via your keyboard. The default text is MADRIX.

- **Splitting** - Allows you to split your text.
  - **None** - Is the default value and does not apply any splitting.
  - **Words** - Splits your text using each word, adds line breaks, and displays each word below the other.
  - **Characters** - Splits your text using each character [letter], adds line breaks, and displays each character below the other.

- **Reverse Words** - Displays the words of your text in reverse order.

- **Reverse Characters** - Displays your complete text in reverse order, character by character.
Font - Opens a new window and allows you to choose a specific font, font size, and other font settings. [Any color set up in this window will be ignored. Use the MADRIX color controls instead.]

Filtering - Defines how input is processed and displayed. Mainly affects the visual outcome when the input is scaled up or down [e.g., when choosing a different mode for Stretching / Aspect Ratio]. Choose from 2 different modes. The default setting is None.
- None - Prioritizes processing speed over image quality.
- Linear - Prioritizes image quality over processing speed. This mode may affect performance.

Direction - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is Left. Learn more »Using Directions

Look-At Type - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »Using Directions

Rotation - Allows you to rotate the text [0°, 90°, 180°, 270°]. The default value is 0.

Tile - Allows you to tile and duplicate the text and thereby generating patterns.
**Seamless** - Activates or deactivates a continuous stream of text. MADRIX will automatically display the text again, when the main text has ended. Otherwise, MADRIX will display the complete text first, before displaying it again.

**Stretching / Aspect Ratio** - Allows you to choose the aspect ratio of the text. The default value is None.

- **None** - Disables stretching.
- **Matrix** - Stretches to the current aspect ratio of the virtual LED matrix.
- **Original** - Stretches to the original aspect ratio of the source.
- **4:3** - Applies a 4:3 aspect ratio.
- **16:9** - Applies a 16:9 aspect ratio.

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

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**Important Details**

**How To Create Smoother Text Movements**

Depending on your LEDs, the pixel pitch, and other factors, you might have the impression that text is not moving as fluently and smoothly as it should.
Follow these steps to create a better perceived image quality.

In general, stuttering effects are perceived to be less,

- the smaller the pixel pitch of your LED products is,
- the faster the text is scrolling [BPM],
- and the wider and larger the text is.

1] Choose a BPM value that makes the SCE Ticker Effect look good. Some recommended speeds are: 300 BPM, 350 BPM, 600 BPM, 750 BPM, 1500 BPM, and 3000 BPM.
2] Choose a font that is bold. Please avoid fine fonts or italics.
3] Try to choose a font that automatically has Anti-Aliasing applied to it. Not every font family automatically supports Anti-Aliasing. Anti-Aliasing reduces hard edges and makes the font smoother.
4] Reduce the overall tonal contrast of the Effect and image output. For example, white text on black background creates one of the highest contrasts. The higher the contrast, the more the text seems to be flickering.

Typefaces

Typefaces can be grouped into two main categories:

- Serif [Such fonts contain small features at the end of strokes within letters]
- Sans-serif [Such fonts have a clearer, simple appearance]

Serif Font

AaBbCc

Sans-Serif Font

AaBbCc

How To Use Other Languages [Such As Russian Or Chinese]
In Windows, go to **Start > Control Panel > Region and Language > Keyboards and Languages**

Set up the language you want to use [Russian, Chinese, etc.].
- Regarding Windows 7, only when using Windows 7 Ultimate you are allowed to install additional languages in addition to the standard language.

- In MADRIX, select **SCE Ticker / Scrolling Text**
- Click **Aa** to open the Font window.
- Choose a universal, extensive font, such as **Arial**
- Choose **Cyrillic** [or Chinese, etc.] under **Script**
- Close the Font window.
- Input any text into **Text**
8.1.31 SCE Tubes

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Tubes displays various kinds of tubes at various positions.

Overview
**Layer Settings**

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » [Effect Areas [Left/Right]]
  
  Learn more » [Layers]

**Effect Settings**

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  
  Learn more » [Using Colors And Intensity]

- **BPM** - Defines the speed. The default value is 1200. Valid values range from 0 to 9999.
  
  Learn more » [Using BPM Control]

- **Fade** - Defines how fast MADRIX displays the effect [in %]. The default value is 60. Valid values range from 1 to 3000.

- **Size 1** - Defines the first size of tubes depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Pitch 1** - Defines the first distance between tubes depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Size 2** - Defines the second size of tubes depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

- **Pitch 2** - Defines the first distance between objects depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each object. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.

- **Count** - Defines the number of objects. The default value is 1. Valid values range from 1 to 9999.

**Invert** - Inverts the position of objects.
**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Vertical Mode** - Activates or deactivates the use of vertical objects. All 3 modes can be used at the same time.

**Horizontal Mode** - Activates or deactivates the use of horizontal objects. All 3 modes can be used at the same time.

**Depth Mode** - Activates or deactivates the use of objects in the depth. All 3 modes can be used at the same time.

**Mode** - Allows you to choose the mode in which way objects are generated [*Random*, *Linear*, or *Ping Pong*]. The default Mode is Random.

### Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.1.32 SCE Video

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Slices
- No Audio Track / Sound Playback
- Important Notes
- Video Codecs
- Using Videos In Your MADRIX Setup
- MADRIX Record Files

Introduction

SCE Video allows you to load a video file into MADRIX and display it on your LEDs.

Overview
**Layer Settings**

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » [Effect Areas [Left/Right]]
  
  Learn more » [Layers]

**Effect Settings**

This MADRIX Effect uses the following, individual controls:

- **Filter** - Applies a multiplicative color filter to the image. The default value is White.
  - **GS** - Activates grayscale mode to show the input only in gray shades. The Filter is independent of this mode.
  - **RGBW** - Converts the input into RGBW. This is useful when using RGBW fixtures to convert from the standard RGB color values of the input. If the option is disabled when using RGBW fixtures, the input will appear darker since the White channel is not used. The W color channel of the Filter only works if RGBW is activated.
  
  Learn more » [Using Colors And Intensity]
- **BPM** - Defines the speed [when using a direction/movement]. The default value is 1500. Valid values range from 0 to 9999.
  Learn more » [Using BPM Control]

- **Position** - Defines the position of the image in X, Y, and Z [in %]. The default values are 0, 0, 0. Valid values range from -1000 to 1000.

- **Playback Rate** - Defines the speed of the Image Table and how fast images are changed.
  - The default value is 1, which means that the Duration of the Image Table for each image is used. A rate of 2 doubles the speed and cuts the Duration in half, for example.
  - Is only supported by specific video codecs [such as, QuickTime].

- **Extrusion** - Adds depth to the input; i.e. duplicates the input image [in %]. This is mainly relevant for 3D. The default value is 100. Valid values range from 0.01 to 100.

  **Open** - Allows you to load a video into MADRIX. Select the file on your computer or another source.

  **Start Time** - Displays the Start Time of the video. The time format is hours:minutes:seconds [HH:MM:SS].
  - When loading a video file, MADRIX automatically displays the Start Time, which is normally 00:00:00.
  - Also allows you to enter an individual Start Time to begin the video at a different position.

  **Spacebar** - Resets to the default value.

  **Set Start Time** - Allows you to define an individual Start Time to begin the video at a different position. First, please enter a different Start Time.

  **Set End Time** - Allows you to define an individual End Time to let the video end/stop at a different position. First, please enter a different End Time.
**End Time** - Displays the End Time of the video. The time format is hours:minutes:seconds [HH:MM:SS].
- When loading a video file, MADRIX automatically displays the End Time for the loaded video file.
- Also allows you to enter an individual End Time to let the video end/stop at a different position.

**Spacebar** - Resets to the default value.

**Position Slider** - This slider shows the current position of the video.
- You can use the slider to set a different position.
- You can use the white triangles to define a different Start Time and End Time.

**Current Position** - Displays the current position of the video. The time format is hours:minutes:seconds [HH:MM:SS].

**Skip To Start** - Instantly skips to the Start Time of the video.

**Step 1 Frame Back** - Allows you to go 1 frame backward. Is only supported by specific video codecs [such as, QuickTime].

**Play Backwards** - Allows you to play the video backwards. Is only supported by specific video codecs [such as, QuickTime].

**Play** - Starts the video playback.

**Skip 1 Frame** - Allows you to go 1 frame forward. Is only supported by specific video codecs [such as, QuickTime].

**Skip To End** - Instantly skips to the End Time of the video.

**Pause** - Allows you to pause video playback. The video stops at the current position.
**Looping** - Allows you to define the playback behavior.

- **Normal** - Plays back the video normally, one time, from start to end. The Position will jump back to the Start Time.

- **Loop [Default]** - Activates forward [or backwards] looping. The video file will be played back repeatedly in a loop.

- **Bounce** - Activates changing the playback direction when reaching the video End Time or Start Time. Is only supported by specific video codecs [such as, QuickTime].

**Autostart** - Automatically starts the video after it has been loaded into MADRIX or after changing a Storage Place.

**Filtering** - Defines how input is processed and displayed. Mainly affects the visual outcome when the input is scaled up or down [e.g., when choosing a different mode for Stretching / Aspect Ratio]. Choose from 2 different modes. The default setting is None.

- **None** - Prioritizes processing speed over image quality.

- **Linear** - Prioritizes image quality over processing speed. This mode may affect performance.
**Deinterlace Mode** - Allows you to choose from several Deinterlace Modes.

Often digital cameras, digital broadcasting, or digital filming is done via interlacing. In order to get 25 frames per seconds, 50 pictures are shot and merged/mixed with one another. You receive 25 odd frames [frame set 1] and 25 even frames [frame set 2] that contain different picture information [alternating pixel lines]. In order to get an undisturbed picture, proper deinterlacing is necessary.

- **None** - Deactivates deinterlacing.
- **Bob** - Uses one set of 25 frames [even or odd] and copies missing information from the pictures provided. Pixel lines are copied to create a full image. Activate **Top Field First** in order to process the frame set with the first pixel line first.
- **Bob Linear** - This is the recommended deinterlace mode. It uses one set of 25 frames, but builds an average for the missing pixel lines. Activate **Top Field First** in order to process the frame set with the first pixel line first.
- **Blend** - Renders an average image from frame set 1 and frame set 2.
- **Discard** - Simply dismisses missing information. Thereby, pixel lines are excluded. This results in half of the original resolution for the final image. Activate **Top Field First** in order to process the frame set with the first pixel line first.

**Slices** - Is a way to bring 2D content to 3D LED matrices by slicing the content into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. Learn more **Slices**

**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is None.

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »**Using Directions**

**Rotation** - Allows you to rotate the input [0°, 90°, 180°, 270°]. The default value is 0.

**Tile** - Allows you to tile and duplicate the input and thereby generating patterns.
**Seamless** - Activates or deactivates a continuous stream of the video image. MADRIX will automatically display the video image again to create a continuous display.

**Stretching / Aspect Ratio** - Allows you to choose the aspect ratio of the video. The default value is Matrix.

- **None** - Disables stretching.
- **Matrix** - Stretches to the current aspect ratio of the virtual LED matrix.
- **Original** - Stretches to the original aspect ratio of the source.
- **4:3** - Applies a 4:3 aspect ratio.
- **16:9** - Applies a 16:9 aspect ratio.

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

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**Slices**

**SL** - Calls up **Slice Settings**
- **Slice Settings** - Is a way to bring 2D content to 3D LED matrices by slicing the content into different parts and applying each slice to X-levels, Y-levels, or Z-levels as required. [You will get the most benefit out of this feature when using content that are made up of different parts and are especially created for this area of application.]

  **Example:** Your virtual LED matrix is 10 x 8 x 4. Now, you have prepared a video and want to display it not only on the first Z-level or use Extrude, but on all 4 Z-levels. Then, you would let MADRIX create 4 slices.

- **Slice Type** - Defines the 3D orientation of how slices are applied to your LED matrix.
  - **X-Slices** - Uses slices to fill the LED matrix; always starting from left to right.
  - **Y-Slices** - Uses slices to fill the LED matrix; always starting from top to bottom.
  - **Z-Slices** - Uses slices to fill the LED matrix; always starting from front to back.

- **Slice Order** - Defines how your source content is processed.
  - **Left To Right** - MADRIX slices the content starting left.
    [The first, left slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Right To Left** - MADRIX slices the content starting right.
    [The first, right slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Top To Bottom** - MADRIX slices the content starting top.
    [The first, top slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
  - **Bottom To Top** - MADRIX slices the content starting bottom.
    [The first, bottom slice will then be applied to the left for X-Slices, to the top for Y-Slices, and to the front for Z-Slices.]
- **Slice Count** - Defines in how many slices the content is divided. A value of 1 means that no slices are created and that the video is used as one. [A value of 4, for example, will create 4 slices that each make up 25% of the source content.]

- The settings with the highest performance are **Z-Slices** and **Top To Bottom**

- Confirm with **OK**, restore the default settings via **Defaults**, or abort the process using **Cancel**

- Learn more »[SCE Image](#)

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**No Audio Track / Sound Playback**

MADRIX and the SCE Video Effect do **not** support playing the audio track of video files or providing sound output.

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**Important Notes**

- To play back video, a video codec is required. Each video file format requires a special video codec.

- Windows already provides a number of codecs, but often additional codecs are necessary.

- If some features described above are not available, the video codec might simply not support this feature.

- Learn more below.

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**Video Codecs**
Overview

- All video codecs that are installed on your computer are automatically supported by MADRIX.
- If you are experiencing problems, read below.

Apple QuickTime

- If you want to use all the features of the SCE Video effect [such as frame skipping or backward playback], use Apple QuickTime videos.
- Apple QuickTime videos are of the *.mov or *.qt file types.
- Make sure that Apple QuickTime 6.0 or above is installed.
- MADRIX can automatically activate and load QuickTime when MADRIX starts.
  Learn more: »Startup
- Web Link: »Apple QuickTime

Solving Codec Problems

- If MADRIX is not able to play back a video file, make sure to install the appropriate video codec on your computer.
- Make sure to install Apple QuickTime.
- Collections of video codecs are available in so-called video codec packs.
- If you install a new codec pack, make sure to uninstall a previously installed codec pack first. Often, it also makes no sense to install multiple codec packs since similar codecs may not work correctly anymore.
- The following codec packs can be recommended for download:
  - Web Link: »K-Lite Codec Pack
  - Web Link: »LAV Filters

Using Videos In Your MADRIX Setup
When using video files, MADRIX will automatically locate these files on your harddisk. It also saves the folder location internally to access the video file.

But MADRIX will not save the videos in your MADRIX Setup File!

In order to play the setup on a different computer, you will need to copy your videos, too. Make sure that they are placed in the same folder location.

**MADRIX Record Files**

- The SCE Video effect is also able to play back MADRIX Record Files [of the file type *.mrec].
  
Learn more »[Recording](#)
8.1.33 SCE Wave / Radial

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

SCE Wave / Radial displays various linear or circular waves.

[In MADRIX 2, SCE Wave / Radial was split into two effects, SCE Wave and SCE Radial.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more »Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 600. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Length** - Defines the length of the wave. The default value is 100. Valid values range from 1 to 500.

- **Width** - Defines the width of the wave. The default value is 100. Valid values range from 1 to 500.

- **Count** - Defines the number of extensions for mode Radar and Helix. The default value is 1. Valid values range from 1 to 50.

- **Factor** - Influences how the wave is drawn and bends the wave [in %]. The default value is 0. Valid values range from 0 to 100.

- **Amplitude** - Defines the intensity of Factor. The default value is 50. Valid values range from 0 to 100. Factor needs to be higher than 0 to use Amplitude.

- **Peak** - Defines the position of the peak of the wave for Draw Mode Triangle. The default value is 50. Valid values range from 0 to 100.

- **Position** - Defines the position of the center in X, Y, and Z [in %]. The default values are 50, 50, 50. Valid values range from -1000 to 1000.
**Direction** - Allows you to choose the direction of the movement. This includes all directions for 2D and 3D mode. The default Direction is Front. Learn more [Using Directions](#).

**Mode** - Allows you to choose the main mode. This heavily influences the visual outcome of the effect ([Linear, Circle, Square, Diamond, Radar, Helix, 3D Sphere, 3D Cube, 3D Octahedron](#)). The default Mode is Circle.

- **Make sure to adjust the Direction as required [especially for Mode Linear]!**

**Draw Mode** - Allows you to change the wave form, which influences how the effect is drawn ([Sine, Absolute Sine, or Triangle](#)). The default Draw Mode is Sine.

**Movement** - Allows you to choose the movement direction ([Inwards or Outwards](#)). The default Movement is Outwards.

**Rotation** - Allows you to choose the rotation direction ([Clockwise or Counter-clockwise](#)). The default Rotation is Clockwise.

### Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2 Sound2Light Effects [S2L]

This topic includes:
- Introduction
- Performance Adjustments
- Topics Of This Chapter

Introduction

Sound2Light Effects [S2L] require an audio input signal. As a result, amazing light effects that are synchronized to the music will be generated!

Performance Adjustments

You are able to adjust parameters for the audio analysis and influence how S2L Effects work.
Learn more »Audio Configuration And ASIO

Topics Of This Chapter

MADRIX includes the following Sound2Light Effects:
- »S2L Drops
- »S2L EQ / Spectrum
- »S2L Frequency Flash
- »S2L Level Color
- »S2L Level Color Scroll
• »S2L Level Meter
• »S2L Level Shape
• »S2L Shapes
• »S2L Tubes
• »S2L Waveform
• »S2L Wavegraph
8.2.1 S2L Drops

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L Drops displays drops according to the audio input.

[In MADRIX 2, S2L Drops was named S2L EQ Drops.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default speed is 1500. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Size** - Defines the size of objects [Width, Height, Depth]. The default values are 1, 1, 1. Valid values range from 0.01 to 1000.

- **Length** - Defines how long the trace of a drop is [in % of the Matrix Size, depending on the direction]. The default value is 10. Valid values range from 0 to 100.

- **Length Offset** - Defines if an offset is added to the trace of a drop [in %]. The default value is 0. Valid values range from 0 to 100.

- **Pitch 1** - Defines the first distance between objects depending on the direction [in % of the Matrix Size]. The default value is 0. Valid values range from 0 to 100.

- **Pitch 2** - Defines the second distance between objects depending on the direction [in % of the Matrix Size]. The default value is 0. Valid values range from 0 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each drop [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.

- **Sensitivity** - Defines how quickly and accurately MADRIX reacts when such frequencies occur [in %]. The default value is 50. Valid values range from 0 to 100.
**Shift** - Shifts the position of equalizer bands [in %]. By default, lower frequencies are shown to the left and high frequencies are shown to the left. The default value is 0. Valid values range from 0 to 100.

**Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Direction** - Allows you to choose the direction. The default Direction is Down. Learn more »

Using Directions

**Direction** - Allows you to choose the direction of the movement [To The Front or To The Back]. This is mainly relevant for 3D. The default Direction is Down. Learn more »

Using Directions

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Mode** - Allows you to choose the mode in which way objects are generated [EQ, Level Mono, or Level Stereo]. The default Mode is EQ.

---

**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.2 S2L EQ / Spectrum

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L EQ / Spectrum displays a real-time equalization and visualization of the audio signal [i.e., audio spectrum].

[In MADRIX 2, S2L EQ / Spectrum was named S2L Equalizer.]

Overview

![Default Settings]

![Customized Example]
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Gradient to specify the colors. The default color is Red, Orange, Green.
  Learn more » Using Colors And Intensity

- **Drop** - Defines how quickly spectrum bars are not displayed any more and drop out of the matrix [in %]. The default value is 50. Valid values range from 1 to 100.

- **Fade** - Defines how fast MADRIX displays the effect [in %]. The default value is 3000. Valid values range from 1 to 3000.

- **Width 1** - Defines the first size of spectrum bars depending on the direction [in % of the Matrix Size]. The default value is 0.1. Valid values range from 0.01 to 100.

- **Pitch 1** - Defines the first distance between spectrum bars depending on the direction [in % of the Matrix Size]. The default value is 0.1. Valid values range from 0.01 to 100.

- **Width 2** - Defines the second size of spectrum bars depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

- **Pitch 2** - Defines the first distance between spectrum bars depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

*Logarithmic* - Displays the spectrum in a logarithmic way.
**Dynamic range Control** - Visually amplifies and balances frequencies to get a more interesting spectrum.

**Shift** - Shifts the position of equalizer bands [in %]. By default, lower frequencies are shown to the left and high frequencies are shown to the left. The default value is 0. Valid values range from 0 to 100.

**Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Direction/Mode** - Allows you to choose the direction, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Top. Learn more » [Using Directions](#)

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » [Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

---

**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.3 S2L Frequency Flash

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

S2L Frequency Flash analyzes the audio input for certain frequencies and flashes the LED matrix when such frequencies occur in the audio input.

**Overview**

![S2L Frequency Flash interface](image)

- **Color**: 255 255 255 255
- **Fade Out / In**: 120 3000
- **Sensitivity**: 20
- **Frequency Flash**: 40 Hz 239 Hz

Default Settings

Customized Example
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more » Using Colors And Intensity

- **Fade Out / In** - Defines how fast MADRIX flashes [in %]. You can specify the fade-in speed as well as the fade-out speed. This value represents Beats Per Minute [BPM]. The default values are 120 and 3000. Valid values range from 1 to 3000.

- **Sensitivity** - Defines how quickly and accurately MADRIX reacts when such frequencies occur [in %]. The default value is 20. Valid values range from 1 to 100.

- Defines the lower limit of the analyzed frequency spectrum. If a frequency in this range occurs, MADRIX will flash the matrix.

- Defines the upper limit of the analyzed frequency spectrum. If a frequency in this range occurs, MADRIX will flash the matrix.
Restoring The Default Settings

*Restore Default Layer Settings* - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.4 S2L Level Color

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L Level Color displays the loudness of the audio input with the help of color. The louder the input, the brighter the effect.

Overview

![S2L Level Color interface](image)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Gradient to specify the colors. The default color is White, Black.
  Learn more » Using Colors And Intensity

- **Fade Out / In** - Defines how fast MADRIX displays color. You can specify the fade-in speed as well as the fade-out speed. The default values are 120 and 120. Valid values range from 1 to 3000.

- **Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

  **Mode** - Allows you to choose the mode [Mono, Stereo Linear, Stereo Radial]. This heavily influences the visual outcome of the effect.

  **Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is Right. Learn more » Using Directions
Restoring The Default Settings

Restore Default Layer Settings - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.5 S2L Level Color Scroll

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L Color Scroll displays moving colors based on incoming audio.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are White, Black.
  Learn more »Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 600. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Step Width** - Defines the number of pixels the effect should scroll in the direction per frame [in %]. The default value is 0.01. Valid values range from 0.01 to 100.

- **Color Width** - Defines the width of a single color [in %]. The default value is 10. Valid values range from 0.01 to 100.

- **Cross Width** - Is only available for Cross Mode [»Using Directions]. Defines the size of crossing colors [in %]. The default value is 50. Valid values range from 0.01 to 100.

- **Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

- **Cross Mode Axes** - Is only available for Cross Mode. Allows you to choose to which axis Cross Mode applies [Axes 1 And 2, Axis 1, or Axis 2]. The default mode is Axes 1 And 2.

- **Logarithmic** - Displays the effect in a logarithmic way.
Direction/Mode - Allows you to choose the direction of the movement, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Right. Learn more »Using Directions

Look-At Type - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »Using Directions

Restoring The Default Settings

Restore Default Layer Settings - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.6 S2L Level Meter

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L Level Meter displays the audio input level. By default, the left audio channel and the right audio channel are shown.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more » Effect Areas [Left/Right]
  
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Opens the Color Gradient to specify the colors. The default color is White, Black.
  
  Learn more » Using Colors And Intensity

- **Drop** - Defines how quickly the effect is shown. The default value is 50. Valid values range from 1 to 100.

- **Fade** - Defines how fast MADRIX displays the effect [in %]. The default value is 3000. Valid values range from 1 to 3000.

- **Width 1** - Defines the first size of spectrum bars depending on the direction [in % of the Matrix Size]. The default value is 50. Valid values range from 0.01 to 100.

- **Pitch 1** - Defines the first distance between objects depending on the direction [in % of the Matrix Size]. The default value is 50. Valid values range from 0.01 to 100.

- **Width 2** - Defines the second size of spectrum bars depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

- **Pitch 2** - Defines the first distance between objects depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

**View Logarithmic** - Displays the effect in a logarithmic way.

**Mono** - Deactivates Stereo and only uses 1 audio channel.
**Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Direction/Mode** - Allows you to choose the direction, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Top. Learn more » [Using Directions](#)

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » [Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. The default Shape is Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

---

**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.7 S2L Level Shape

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

S2L Level Shape represents the incoming audio level.

**Overview**

![Default Settings]

![Customized Example]
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default colors are Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more » Using Colors And Intensity

- **Drop** - Defines how quickly the effect is shown. The default value is 50. Valid values range from 1 to 100.

- **Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

- **Limit** - Acts as a compressor and defines the minimum and maximum level [size] of the effect depending on the actual audio input. The default values are 0 and 100. Valid values range from 0 to 100.

- **Outer Glow** - Defines the outer shimmer of objects. The default value is 10. Valid values range from 1 to 100.

- **Inner Glow** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines the inner gleam of objects which are not filled. The default value is 10. Valid values range from 1 to 100.

- **Border** - Is only available for 2D outlined shapes or 3D unfilled shapes. Defines the border size of outlined or unfilled objects. The default value is 25. Valid values range from 1 to 100.

**Logarithmic** - Displays the effect in a logarithmic way.

**Mono** - Deactivates Stereo and only uses 1 audio channel.
**Shape** - Allows you to choose a specific shape for objects. The default Shape is Ellipse Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Display Mode** - Defines how the effect is shown. The default Display Mode is Fit.

- **Clip** - The maximum size of the effect is determined by the largest side of the virtual LED matrix.
- **Fit** - The maximum size of the effect is determined by the smallest side of the virtual LED matrix.
- **Stretch** - The effect is stretched to be fully shown on the virtual LED matrix.

## Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.8 S2L Shapes

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L Shapes are a real-time equalization of the audio signal using a variation of shapes to display the audio input. By default low frequencies will be displayed at the bottom of the matrix and high tones at the top.

[In MADRIX 2, S2L Shapes was named S2L EQ Shapes.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  Learn more » Using Colors And Intensity

- **Fade** - Defines how fast objects disappear. This value represents Beats Per Minute [BPM]. The default value is 150. Valid values range from 1 to 3000.

- **Size** - Defines the size of the objects [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Pitch** - Defines the distance between objects for all 3 axes [in % of the Matrix Size]. The default values are 10, 10, 10. Valid values range from 0.01 to 100.

- **Border** - Defines the size of an object's border [in % of the shape size]. The default value is 1. Valid values range from 0.01 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each object [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.

- **Sensitivity** - Defines how quickly and accurately MADRIX reacts to the music [in %]. The default value is 50. Valid values range from 0 to 100.
**Distribution** - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

- **Uniform** - Each object has the same size.
- **Random** - Sizes will be generated randomly.

**RND** - Generates random object sizes each time. This automatically activates Random Distribution Mode.

**Shift** - Shifts the position of equalizer bands [in %]. By default, lower frequencies are shown to the left and high frequencies are shown to the left. The default value is 0. Valid values range from 0 to 100.

**Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Square Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

---

**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.9  S2L Tubes

This topic includes:

- **Introduction**
- **Overview**
- **Layer Settings**
- **Effect Settings**
- **Restoring The Default Settings**

## Introduction

S2L Tubes display the frequencies of the audio signal in form of various tubes.

[In MADRIX 2, S2L Tubes was named S2L EQ Tubes.]

## Overview

![Default Settings]

![Customized Example]
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more »Using Colors And Intensity

- **Fade** - Defines how fast MADRIX displays the effect [in %]. The default value is 60. Valid values range from 1 to 3000.

- **Size 1** - Defines the first size of tubes depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Pitch 1** - Defines the first distance between tubes depending on the direction [in % of the Matrix Size]. The default value is 10. Valid values range from 0.01 to 100.

- **Size 2** - Defines the second size of tubes depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

- **Pitch 2** - Defines the second distance between objects depending on the direction [in % of the Matrix Size]. The default value is 100. Valid values range from 0.01 to 100.

- **Alpha Mix** - Defines the upper limit of how much alpha is added to each object [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.

- **Sensitivity** - Defines how quickly and accurately MADRIX reacts to the audio input [in %]. The default value is 50. Valid values range from 0 to 100.
**Shift** - Shifts the position of equalizer bands [in %]. By default, lower frequencies are shown to the left and high frequencies are shown to the left. The default value is 0. Valid values range from 0 to 100.

**Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Vertical Mode** - Activates or deactivates the use of vertical objects. All 3 modes can be used at the same time.

**Horizontal Mode** - Activates or deactivates the use of horizontal objects. All 3 modes can be used at the same time.

**Depth Mode** - Activates or deactivates the use of objects in the depth. All 3 modes can be used at the same time.

**Mode** - Allows you to choose the mode in which way objects are generated [EQ, Level Mono, or Level Stereo]. The default Mode is EQ.

### Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.2.10 S2L Waveform

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings
- Context Menu

Introduction

S2L Waveform displays the audio input graphically. It is a timeline representation.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color using a Color Gradient control. The default color is Red, Yellow, Green, Cyan, Blue, Magenta.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default speed is 60. You can either use BPM or Time Slot. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Time Slot** - Defines the time interval [in s]. The default value is 1. You can either use BPM or Time Slot. Valid values range from 0.01 to 9999.

  **Direction/Mode** - Allows you to choose the direction, including Look-At Type. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Left. Learn more » Using Directions

  **Channel** - Allows you to choose the displayed audio channels [Stereo, Mono, Left, Right]. The default value is Mono.
Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].

Context Menu

A context menu allows you to quickly make changes to the colors.

- **Right Mouse Click** - Click with your right mouse button on the color gradient to call up the context menu.
  
  ![Context Menu](https://via.placeholder.com/150)

  - **Open...** - Loads a previously saved Color Table file from an external file [of the file type *.mctx].
  - **Save...** - Saves the current colors as a Color Table file [of the file type *.mctx].
  - **Copy** - Copies the current colors into the clipboard as a duplicate.
  - **Paste** - Applies all colors from the clipboard to the currently focused color control [Colors, M2L Colors].
  - **Defaults** - Restores all default gradient colors.
8.2.11 S2L Wavegraph

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

S2L Waveform displays the audio input as a graph.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more »Effect Areas [Left/Right]
  Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more »Using Colors And Intensity

- **BPM** - Defines the speed. The default speed is 6000. You can either use BPM or Time Slot. Valid values range from 0 to 9999.
  Learn more »Using BPM Control

- **Time Slot** - Defines the time interval [in s]. The default value is 0.01. You can either use BPM or Time Slot. Valid values range from 0.01 to 9999.

  Direction/Mode - Allows you to choose the direction, including Look-At Type. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Left. Learn more »Using Directions

  Channel - Allows you to choose the displayed audio channels [Stereo, Mono, Left, Right]. The default value is Mono.
Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3 Music2Light Effects [M2L]

This topic includes:
- Introduction
- Performance Adjustments
- Topics Of This Chapter

**Introduction**

Music2Light Effects [M2L] require an audio input signal. M2L Effects go one step further than S2L Effects and analyse music theoretical parameters to create truly unique representations of the music.

**Performance Adjustments**

You are able to adjust parameters for the audio analysis and influence how M2L Effects work.
Learn more » [Audio Configuration And ASIO](#)

**Topics Of This Chapter**

MADRIX includes the following Music2Light Effects:

- »M2L Color Change
- »M2L Color Scroll
- »M2L Drops
- »M2L Note Flash
- »M2L Shapes
- M2L Single Tone Spectrum
- M2L Tubes
8.3.1 M2L Color Change

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

M2L Color Change automatically changes the color according to the music. This effect analyzes the key of the music and shows different colors for different keys in the music [i.e., the mood].

[In MADRIX 2, M2L Color Change was named M2L Color Fade.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.

Learn more » Effect Areas [Left/Right]
Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Base Color** - Defines the background color of the effect. If no audio input or music is available, this color is shown. The default color is Black.

  Learn more » Using Colors And Intensity

- **Fade** - Defines how fast MADRIX changes colors [in %]. The higher the value, the slower MADRIX fades from one color to the next color. The default value is 20. Valid values range from 1 to 100.

- **M2L Colors** - Opens the M2L Color Table to specify which color is shown for which key.

  Learn more » Using Colors And Intensity

Restoring The Default Settings

**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.

- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3.2 M2L Color Scroll

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

M2L Color Scroll displays moving colors based on the incoming audio.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.

  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Base Color** - Defines the background color of the effect. If no audio input or music is available, this color is shown. The default color is Black.
  Learn more » Using Colors And Intensity

- **BPM** - Defines the speed. The default value is 600. Valid values range from 0 to 9999.
  Learn more » Using BPM Control

- **Step Width** - Defines the number of pixels the effect should scroll in the direction per frame [in %]. The default value is 0.01. Valid values range from 0.01 to 100.

- **Color Width** - Defines the minimum width of a single color [in %]. The default value is 10. Valid values range from 0.01 to 100.

- **Cross Width** - Is only available for Cross Mode [» Using Directions]. Defines the size of crossing colors [in %]. The default value is 50. Valid values range from 0.01 to 100.

- **Sensitivitiy** - Defines how accurately MADRIX reacts when notes occur [in %] or if notes are filtered out. The default value is 80. Valid values range from 0 to 100.

**Cross Mode Axes** - Is only available for Cross Mode. Allows you to choose to which axis Cross Mode applies [Axes 1 And 2, Axis 1, or Axis 2]. The default mode is Axes 1 And 2.
**Direction/Mode** - Allows you to choose the direction of the movement, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Right. Learn more »[Using Directions](#)

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more »[Using Directions](#)

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**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3.3 M2L Drops

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

M2L Drops analyzes the intervals of the music and displays in form of moving drops.

[In MADRIX 2, M2L Drops was named M2L Interval Drops.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  - Learn more »Effect Areas [Left/Right]
  - Learn more »Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Table to specify the colors. The default color is White.
  - Learn more »Using Colors And Intensity
- **BPM** - Defines the speed. The default speed is 1500. Valid values range from 0 to 9999.
  - Learn more »Using BPM Control
- **Size** - Defines the width, height, and depth of the drops. The default values are 1, 1, 1. Valid values range from 0.01 to 1000.
- **Length** - Defines how long the tail of a drop is [in %]. The default value is 10. Valid values range from 0 to 100.
- **Length Offset** - Defines if an offset is added to the tail of a drop. The default value is 0. Valid values range from 0 to 100.
- **Pitch 1** - Defines the first distance between tubes depending on the direction [in %]. The default value is 0. Valid values range from 0 to 100.
- **Pitch 2** - Defines the second distance between objects depending on the direction [in %]. The default value is 0. Valid values range from 0 to 100.
- **Alpha Mix** - Defines the upper limit of how much alpha is added to each drop [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.
- **Tone Range** - Defines the range of tones analyzed and used by setting a minimum and a maximum value. Narrow the range if your audio signal does not include a wide range of tones to avoid a lot of empty space where no objects are shown. The default values are C1 and C9. Valid values range from C-1 to G9.
**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Direction** - Allows you to choose the direction. This includes all directions for 2D and 3D mode. The default value is Down. Learn more »Using Directions

**Direction** - Allows you to choose the direction of the movement [To The Front or To The Back]. This is mainly relevant for 3D. The default Direction is Down. Learn more »Using Directions

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Rectangle Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Mode** - Allows you to choose which musical parameter is used [Tone, Interval, Base Type].

**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3.4 M2L Note Flash

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

M2L Note Flash analyzes the music for certain notes and flashes the LED matrix when such notes occur in the music.
**Layer Settings**

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  
  Learn more »Effekt Areas [Left/Right]
  
  Learn more »Layers

**Effect Settings**

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  
  Learn more »Using Colors And Intensity

- **Fade Out / In** - Defines how fast MADRIX flashes [in %]. You can specify the fade-in speed as well as the fade-out speed. The default values are 120 and 3000. Valid values range from 1 to 300.

- **Sensitivity** - Defines how quickly and accurately MADRIX reacts when such notes occur [in %]. The default value is 50. Valid values range from 1 to 100.

- **C0 (16.4 Hz)** - Defines the lower limit of the analyzed frequency spectrum. If a note in this range occurs, MADRIX will flash the matrix.

- **C1 (52.4 Hz)** - Defines the upper limit of the analyzed frequency spectrum. If a note in this range occurs, MADRIX will flash the matrix.

**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3.5 M2L Shapes

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

**Introduction**

M2L Shapes displays various objects available in different shapes according to the music.

[In MADRIX 2, M2L Shapes was named M2L Single Tone Shapes.]

**Overview**

![M2L Shapes interface](image)
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- Colors - Opens the Color Table to specify the colors. The default color is White.
  Learn more » Using Colors And Intensity
- Fade - Defines how fast MADRIX displays objects [in %]. The default value is 150. Valid values range from 1 to 3000.
- Size - Defines the size of the objects [in %]. The default value is 10. Valid values range from 0.01 to 100.
- Pitch - Defines the distance between objects for all 3 axes [in %]. The default value is 10, 10, 10. Valid values range from 0.01 to 100.
- Border - Defines the size of an object's border [in %]. The default value is 1. Valid values range from 0.01 to 100.
- Alpha Mix - Defines the upper limit of how much alpha is added to each object. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.
- Sensitivity - Defines how quickly and accurately MADRIX reacts to the music. The default value is 50. Valid values range from 0 to 100.
- Tone Range - Defines the range of tones analyzed and used by setting a minimum and a maximum value. Narrow the range if your audio signal does not include a wide range of tones to avoid a lot of empty space where no objects are shown. The default values are C1 and C9. Valid values range from C-1 to G9.
**Distribution** - Allows you to choose a certain Distribution Mode for the specific parameter. Often, you can then define a minimum value and a maximum value.

- **Uniform** - Each object has the same size.
- **Random** - Sizes will be generated randomly.

**RND** - Generates random object sizes each time. This automatically activates Random Distribution Mode.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Square Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

**Restoring The Default Settings**

**Restore Default Layer Settings** - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3.6 M2L Single Tone Spectrum

This topic includes:
- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

M2L Single Tone Spectrum displays all notes based on the A440 pitch standard if they occur in the music.

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » Effect Areas [Left/Right]
  Learn more » Layers

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Colors** - Opens the Color Gradient to specify the colors. The default color is Red, Orange, Green.
  Learn more » Using Colors And Intensity

- **Drop** - Defines how quickly spectrum bars are not displayed any more and drop out of the matrix. The default value is 50. Valid values range from 1 to 100.

- **Fade** - Defines how fast MADRIX displays the effect [in %]. The default value is 3000. Valid values range from 1 to 3000.

- **Width 1** - Defines the first size of spectrum bars depending on the direction [in %]. The default value is 0.1. Valid values range from 0.01 to 100.

- **Pitch 1** - Defines the first distance between objects depending on the direction [in %]. The default value is 0.1. Valid values range from 0.01 to 100.

- **Width 2** - Defines the second size of spectrum bars depending on the direction [in %]. The default value is 100. Valid values range from 0.01 to 100.

- **Pitch 2** - Defines the first distance between objects depending on the direction [in %]. The default value is 100. Valid values range from 0.01 to 100.

- **Tone Range** - Defines the range of tones analyzed and used by setting a minimum and a maximum value. Narrow the range if your audio signal does not include a wide range of tones to avoid a lot of empty space where no objects are shown. The default values are C1 and C9. Valid values range from C-1 to G9.

  **Logarithmic** - Displays the spectrum in a logarithmic way.
**Dynamic Range Control** - Visually amplifies and balances frequencies to get a more interesting spectrum.

**Shift** - Shifts the position of equalizer bands [in %]. By default, lower frequencies are shown to the left and high frequencies are shown to the left. The default value is 0. Valid values range from 0 to 100.

**Amplification** - Amplifies the audio input and as a result increases the visual intensity [in %]. The default value is 0. Valid values range from 0 to 100.

**Invert** - Inverts the position of objects.

**Mirror** - Mirrors objects by creating duplicates on the opposite position.

**Direction/Mode** - Allows you to choose the direction, including Cross Mode. This includes all directions for 2D and 3D mode. This heavily influences the visual outcome of the effect. The default Direction is Top. Learn more » [Using Directions](#)

**Look-At Type** - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D. The default value is Front. Learn more » [Using Directions](#)

**Shape** - Allows you to choose a specific shape for objects. A certain Size is required before a shape becomes visible. The default Shape is Filled.

**Shape Alignment** - Allows you to choose to which side objects are aligned to. This is mainly relevant for 3D. The default Shape Alignment is Front.

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**Restoring The Default Settings**
**Restore Default Layer Settings** - Restores the default settings of the Layer.

- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.3.7 M2L Tubes

This topic includes:

- Introduction
- Overview
- Layer Settings
- Effect Settings
- Restoring The Default Settings

Introduction

M2L Tubes displays the music in form of tubes.

[In MADRIX 2, M2L Tubes was named M2L Interval Tubes.]

Overview
Layer Settings

- Various buttons and controls have universal functions. They are available for each MADRIX Effect / Layer.
  Learn more » [Effect Areas [Left/Right]]
  Learn more » [Layers]

Effect Settings

This MADRIX Effect uses the following, individual controls:

- **Color** - Defines the color. The default color is White.
  Learn more » [Using Colors And Intensity]
- **Fade** - Defines how fast MADRIX displays the effect [in %]. The default value is 60. Valid values range from 1 to 3000.
- **Size 1** - Defines the first size of tubes depending on the direction [in %]. The default value is 10. Valid values range from 0.01 to 100.
- **Pitch 1** - Defines the first distance between tubes depending on the direction [in %]. The default value is 10. Valid values range from 0.01 to 100.
- **Size 2** - Defines the second size of tubes depending on the direction [in %]. The default value is 100. Valid values range from 0.01 to 100.
- **Pitch 2** - Defines the first distance between objects depending on the direction [in %]. The default value is 100. Valid values range from 0.01 to 100.
- **Alpha Mix** - Defines the upper limit of how much alpha is added to each object [in %]. Alpha Mix will be visible when using additional Layers. The default value is 100. Valid values range from 0 to 100.
- **Tone Range** - Defines the range of tones analyzed and used by setting a minimum and a maximum value. Narrow the range if your audio signal does not include a wide range of tones to avoid a lot of empty space where no objects are shown. The default values are C1 and C9. Valid values range from C-1 to G9.
Invert - Inverts the position of objects.

Mirror - Mirrors objects by creating duplicates on the opposite position.

Vertical Mode - Activates or deactivates the use of vertical objects. All 3 modes can be used at the same time.

Horizontal Mode - Activates or deactivates the use of horizontal objects. All 3 modes can be used at the same time.

Depth Mode - Activates or deactivates the use of objects in the depth. All 3 modes can be used at the same time.

Mode - Allows you to choose which musical parameter is used [Tone, Interval, Base Type].

Restoring The Default Settings

Restore Default Layer Settings - Restores the default settings of the Layer.
- All Layer Settings and Effect Settings will be restored to their default values.
- This does not include the MADRIX Effect selection, the Effect Parameter Chaser [which will be paused], or the Layer Macro [which will be stopped].
8.4 MAS Script

This topic includes:

- Introduction
- Controls
- More Information

**Introduction**

MADRIX offers numerous effects to create a stunning light show. MAS Script is an addition to that. It allows you to program your own effects.

The MADRIX Scripting language is an advanced topic, but allows you to realize very unique and customized effects.
The Script Help [user manual] is for all those who want to develop light effects with MADRIX Script. However, this does not require much knowledge of programming. The different parts of this language will be explained with various examples. We recommend for your first steps into this area to work through these examples. In a second step you might want to try to alter the settings of those examples. In this way you will get a feeling for the programming language and the syntax.

**Controls**

- **Load** - Allows you to open a previously saved script from an external file [of the file type *.mas or *.macs].

- **MAS Effect Script Editor** - Opens the Script Editor to edit any MAS Script.

- **Play/Pause** - Starts or pauses the execution of a script.

- **Limit Script Execution** - Can be a helpful option if you run a script with a very long execution time. MADRIX will stop the execution of a script and runs it from the beginning if it takes up too much processing time or is stuck in a loop. This option ensures the stability and performance of MADRIX.

**BPM**

- Defines the speed. The default value is 1200. Learn more »[Using BPM Control](#)

- **Asynchronous Rendering** - Allows you to choose the Synchronization Mode.
  - Activate **ASYNC** to control the render frequency using BPM.
  - Deactivate **ASYNC** to synchronize the render frequency with the Main Mixer [50 FPS by default].
More Information

The complete MADRIX Script Language is described in the MADRIX Script Help. In the Windows Start Menu, go to:

- Start > All Programs > MADRIX 3 > Documentation > MADRIX Script Help
8.5 Macros And Scripts

This topic includes:

- Introduction
- Usage
- How To Use
- More Information

Introduction

MADRIX features its own scripting language. With this programming language you can create scripts or macros for MADRIX.

- You can use it to create your own light effects, as was described in the previous chapter.
- In addition, it may be used to control and manipulate running effects.

Usage

![Editor](Editor) - Controls the corresponding Macro Editor.

There are 4 possibilities to use Macros in MADRIX:

- **MAS Script Effect**
  The first option to create a new effect from scratch.

- **Macros for Effects**
  The second option involves modifying the settings of an MADRIX Effect. This includes all SCE, S2L, M2L, and MAS effects.

- **Main Output Macro**
  The third possibility controls the main output directly.
- **Storage Place Macro**
  Fourth, you can use storage place macros to control every single storage place individually.

- On the one hand, macros can be used to manipulate the outcome of an effect.
  Examples include rendering parts of effects transparent or changing the color via a gray filter.
- On the other hand, macros can be used to change settings of an effect.
  A macro can set the text of the SCE Ticker effect to current time, for example.
- Each effect is equipped with a **Macro** button that opens the Macro Editor. Use the window to write, load, and edit existing macros.
- Each Storage Area has one macro button.
- The Fade Area includes the button to the Main Output Macro.
- The MAS Script Effect does have one button for scripts and a standard button for a macro.

## How To Use

![Macro]

**Macro** - Allows you to configure and manage a Macro. At the same time this means that no Macro is running or included.

![Deactivated [Macro Included]]

**Deactivated [Macro Included]** - A macro is included/inserted in the Macro Editor, but the macro is currently not running.

  **Left Mouse Click** - Click once to activate the Macro.

![Activated]

**Activated** - A macro has been compiled and is currently running.

  **Left Mouse Click** - Click once to deactivate the Macro.
**Right Mouse Click** - Opens the context menu.

*Edit...* - Opens the Macro Editor to write, edit, include, and compile Macros.

*Open...* - Loads a Macro from an external file [of the file type *.mms or *.mcm]. Once loaded, the Macro will automatically be activated.

*Copy* - Copies the Macro to the clipboard of the computer.

*Paste* - Pastes the Macro from the clipboard into the currently selected Macro Editor.
- If the copied Macro is running, the new Macro will be automatically activated as well.
- If the copied Macro is deactivated, the new Macro will be automatically deactivated as well.

*Clear* - Removes all content from the Macro Editor and thereby deactivates and erases any Macro. The default content will be restored.

**More Information**

The complete MADRIX Script Language is described in the MADRIX Script Help. In the Windows Start Menu, go to:

- **Start > All Programs > MADRIX 3 > Documentation > MADRIX Script Help**
8.6 Using BPM Control

This topic includes:
- Introduction
- Overview

Introduction

The BPM control for MADRIX Effects is the main control to increase or decrease the speed of effects.

Overview

- Represent the standard controls to control the speed. Use the controls in the following way:
  
  **Slider** - Move the slider to increase or decrease the speed.
  
  **Input Field** - Enter the BPM speed directly.
  - Valid values range from 0 to 9999.
  - 60 BPM = 1 second.

- **Tap** - Allows you to set the speed manually. Use it to get synchronous movements of effects to the beat of the music. Click this button at least four times in a row according to the beat of the music [1/4 notes]. MADRIX will calculate the BPM value automatically.
**Speed Pitch** - Allows you to change the speed further. It works as a multiplier/a factor.

- Example: A Speed Master of 2.0 will double the current speed.
- Move the fader upwards to increase the speed.
- Move the fader downwards to decrease the speed.
- The default value is 1.0 [which is normal speed].
- A value of 0.0 will stop the effects.
- The highest value is +10.
- The lowest value is -10.
- Negative values will reverse the direction of effects [if possible].
- Double-click or right-click on the Pitch button to reset to the value of 1.0
- The tooltip shows the currently set value.

**Speed Variance** - Adds variety to the speed of each individual object.

- If activated, each object will have a different speed.
- The higher the value, the larger the differences in speed between objects.
- Valid values range from 0 to 500.
- The default value is 0.
- Right-click on the SV button to reset to the value of 0.
8.7 Using Colors And Intensity

This topic includes:
- Introduction
- Overview
- Color
- Color Table
- Color Gradient
- Music2Light Colors
- Intensity

Introduction

Choosing the right colors is an important part when creating the lighting visuals you wish to use.

- This chapter explains the different ways of working with MADRIX Effects and colors.
- Different MADRIX Effects have different color controls.
- This chapter lists all possible controls. Not all controls are used for each MADRIX Effect.

Overview

- MADRIX controls up to 4 channels per pixel/voxel.
  For example:
  - 1-channel fixtures
  - 2-channel fixtures
  - RGB fixtures
  - RGBW fixtures
- MADRIX automatically adjusts the color selection tools according to the number of channels used by your fixtures.
  For example:
- Every color channel can have a value between 0 and 255.
- 0 is the lowest value.
- 255 is the highest value.
- Additive color mixing is used to produce a whole variety of different colors.

- Examples:

  **White**
  ```
  255, 255, 255
  ```

  **Black**
  ```
  0, 0, 0
  ```

  **Red**
  ```
  255, 0, 0
  ```

  **Green**
  ```
  0, 255, 0
  ```

  **Blue**
  ```
  0, 0, 255
  ```

**Color**

- Represent the standard controls to choose the color. Use the controls in the following way:
**Color Picker** - You can control the intelligent Color Picker simply with the mouse.

1] Click inside the color field next to *Color* and hold the mouse button.

2] While holding the mouse button, you can easily navigate inside the color field and pick your preferred color.

3] If you have chosen a color, release the mouse button.
   - 14 presets are available at the top to quickly choose the most common colors.

**Input Fields** - You can use these input fields to choose a color. Use one of 3 ways:

A] Click into an input field and enter a number between 0 and 255 for each channel.

B] Click into an input field and use the spacebar to set a value to either 0 or 255.

C] Click into an input field and continue to hold the mouse button. Then, move your mouse up or down to adjust the value.
   - Up to 4 color channels [R, G, B, W] are available depending on the settings of your virtual LED matrix [Color Depth].

**Alpha** - Is only available for certain MADRIX Effects. Defines an individual Opacity for a single color. The color becomes transparent and blends with the background.

**Fader Box** - Opens the Fader Box.
   - Use the fader for each color channel separately to adjust the color.
   - The color mixing and the final color will be shown at the bottom.
   - **Close** - Closes the Fader Box.
Phase Mode - Uses all color channels separately to define the colors.

Color Table

Overview

- Represent the standard controls to choose the color using the Color Table. Below you will find a description of each item.

Colors - Opens the Color Table.
**Color Table** - Contains a list of different colors. Each of the colors is used in the effect. Simply adjust the color values as described above and work with the Color Table in the following way:

- Adds a new color to the list according to the color settings at the top.
- Removes currently selected colors from the list.
- Duplicates currently selected colors in the list.

**#6** - Shows the total number of colors in the list.

- Inverts the whole list. Or swaps the position of colors in the list when several colors are selected first.
- Moves currently selected colors one item up in the list.
- Moves currently selected colors one item down in the list.

- Loads a previously saved Color Table from an external file [of the file type *.mctx]. A new window opens for you to select the file on your harddisk.

- Loads a previously saved Color Table from an external file [of the file type *.mctx] and adds the new colors to the colors that are already included.

- Saves a Color Table in an external file [of the file type *.mctx].

**Defaults** - Restores the default colors.
**Close** - Closes the Color Table.

**Loop Mode** - Activates Loop Mode for the Color Table. All colors in the Color Table will be used in their respective order [from top to down].

**Shuffle Mode** - Activates Shuffle Mode for the Color Table. All colors in the Color Table will be used but randomly selected without a specific order.

**Random Mode** - Activates Random Mode for the Color Table. Only randomly generated colors will be used. The colors in the Color Table will be ignored.

**Fade** - Adds a smooth transition between colors with the help of intermediate colors instead of switching with hard cuts between colors.

**Mix Mode** - Activates Mix Mode for the Color Table. All colors in the Color Table will be used at the same time but randomly selected without a specific order.

### Context Menu

- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on **Colors**
- A small window will be shown.
You can quickly perform the following actions:

- **Edit** - Opens the Color Table [in the same way you can open the window by clicking on Colors with the left mouse button].

- **Open** - Loads a previously saved Color Table from an external file [of the file type *.mctx].
  A new window opens for you to select the file on your harddisk.

- **Copy** - Copies the current colors into the clipboard as a duplicate.
- **Paste** - Applies all colors from the clipboard to the currently focused color control [Colors, M2L Colors].

- **Defaults** - Restores all default colors.

### Drag And Drop [Copy And Paste]

- **Left Mouse Click And Hold** - You can perform a Copy and Paste with the mouse.
  Click with the left mouse button on the Colors button and hold for 3 seconds. A small + appears. Now, continue to hold and drag the mouse to another color control [Colors, M2L Colors, Color Table, Color Gradient] and release the mouse to instantly apply the colors.

### Color Gradient

**Overview**

- The Color Gradient control is available in two versions:

  | Color Gradient Window | Color Gradient Effect Control |
Add - Click inside the large colored area to create a new color at this particular position with the particular color you picked. Simply drag and drop it afterwards to change its position. Change the color values as described above.

Relocate - Select and hold a color [using the small square button] and move the mouse if you want to relocate a color.

Remove - Click the small x-button at the bottom of a color to remove it.

Position - Defines the position of a color on the Color Gradient.

Fade - Adds a transition between colors with the help of intermediate colors instead of switching with hard cuts between colors. This option is available separately for each color of the Color Gradient.

Fade All - Activate smooth color transitions for all colors.
**Fade None** - Deactivates smooth color transitions for all colors.

**Uniform Distances** - Make sure that all colors have the same distance to each other.

**Invert Position** - Change and inverses the position of all colors.

**Invert Colors** - Inverts each color and thus creates the complementary equivalents of the colors before.

**Open** - Allows you to open a previously saved Color Table from an external file [of the file type *.mctx].

**Save** - Allows you to store a Color Table configuration in an external file [of the file type *.mctx].

**Close** - Closes the Color Gradient window.
**Color Mode** - Allows you to choose the Color Mode.

- **Monochrome** - Displays the effect only in White [and Black].
- **Band** - Applies the colors of the Color Gradient to each object individually [e.g., an EQ band].
- **Matrix** - Applies the colors of the Color Gradient to the virtual LED matrix and the effect as a whole.

**Context Menu**

- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on **Colors**

  A small window will be shown.

You can quickly perform the following actions:

- **Edit...** - Opens the Color Gradient [in the same way you can open the window by clicking on **Colors** with the left mouse button].

- **Open...** - Loads a previously saved Color Table from an external file [of the file type *.mctx].
  A new window opens for you to select the file on your harddisk.

- **Copy** - Copies the current colors into the clipboard as a duplicate.

- **Paste** - Applies all colors from the clipboard to the currently focused color control [**Colors**, **M2L Colors**].

- **Defaults** - Restores all default colors.
Drag And Drop [Copy And Paste]

- **Left Mouse Click And Hold** - You can perform a Copy and Paste with the mouse.
  Click with the left mouse button on the Colors button and hold for 3 seconds. A small + appears. Now, continue to hold and drag the mouse to another color control [Colors, M2L Colors, Color Table, Color Gradient] and release the mouse to instantly apply the colors.

Music2Light Colors

Overview

- Certain Music2Light Effects use special Music2Light Colors.
- You can decide which color is assigned to which key.

_M2L Colors_ - Opens M2L Color Table.
**M2L Color Table** - Allows you match colors to specific keys.

- Major keys are listed in the left part of the window.
- Minor keys are listed in the right part of the window.
- For example:
  - C [written in capital letters] represents C-major and has a pure yellow as its color value [RGB: 255, 255, 0].
  - C-minor [written as lower case c] has a darker yellow assigned [RGB: 153, 153, 0].
- **Open** - Allows you to open a previously saved Color Table from an external file [of the file type *.mctx].
- **Save** - Allows you to store a Color Table configuration in an external file [of the file type *.mctx].
- **C1** - Loads the default Color Table configuration.
- **C2** - Loads another Color Table preset.
- **R** - Loads another Color Table preset, starting with Red.
- **G** - Loads another Color Table preset, starting with Green.
- **B** - Loads another Color Table preset, starting with Blue.
- **Close** - Closes the Color Table window.

**Fade** - Adds a smooth transition between colors with the help of intermediate colors instead of using hard cuts between colors.
Default Color Table - The Circle of Fifths from music education is used for the default M2L Color Table. Starting with C, this notion describes a circle. Because of that, the relationship of the keys is visible from the arrangement.

- Adjacent keys are named parallel keys. The greater the distance between two keys, the less related they are. To support this fact, complementary colors are used in MADRIX.
- The outer ring of the circle describes the major keys, the inner ring the minor keys.
- While colors describe the tonality, the scale of the color is being expressed with the help of the brightness.

Context Menu

- **Right Mouse Click** - You can call up the context menu by performing a right mouse click on **M2L Colors**

A small window will be shown.

You can quickly perform the following actions:

- **Edit...** - Opens the M2L Color Table [in the same way you can open the window by clicking on **Colors** with the left mouse button].

- **Open...** - Loads a previously saved Color Table from an external file [of the file type *.mctx].

  A new window opens for you to select the file on your harddisk.
- **Copy** - Copies the current colors into the clipboard as a duplicate.
- **Paste** - Applies all colors from the clipboard to the currently focused color control [Colors, M2L Colors].
- **Defaults** - Restores all default colors.

### Drag And Drop [Copy And Paste]

- **Left Mouse Click And Hold** - You can perform a Copy and Paste with the mouse. Click with the left mouse button on the Colors button and hold for 3 seconds. A small + appears. Now, continue to hold and drag the mouse to another color control [Colors, M2L Colors, Color Table, Color Gradient] and release the mouse to instantly apply the colors.

### Intensity

The user interface of MADRIX mainly provides 4 options to control the brightness:

- **Master** - Controls the overall brightness.  
  Learn more »[Master / Audio Input Level](#)

- **Storage Place Submaster** - Controls the complete brightness of the entire Storage Place, including all of its Layers.  
  Learn more »[Storages](#)

- **Layer Submaster** - Controls the complete brightness of the Layer.  
  Learn more »[Effect Areas [Left/Right]](#)

- **Layer Opacity** - Makes the Layer transparent. This is mainly useful when using at least 2 Layers or more. If you are using only 1 Layer, the Submaster controls the Layer brightness.  
  Learn more »[Layers](#)
8.8 Using Directions

This topic includes:
- Introduction
- Overview

Introduction

MADRIX Effects have various controls to set up the preferred direction of effects.
- Directions include all options, including 2D and 3D directions.
- 3D directions can be selected even when you are working in 2D Mode. But they only work correctly in 3D Mode.
- Especially for 3D a multiple of choices is available. That includes so-called Look-At Types.

Overview

Direction - Simply choose a direction by selecting it. The arrows will point towards the direction the effect will take.
  - In the example to the left, the effect will move from up to down.

Front / Back - Allows you to choose the direction as well. This is mainly relevant for 3D.
  - To The Front - The effect will start in the back and move to the front.
  - To The Back - The effect will start in the front and move to the back.
Look-At Type - Allows you to choose from which side you want to look at the effect. This is mainly relevant for 3D.

- **Front** - Positions the effect to see it mainly from the front.
- **Back** - Positions the effect to see it mainly from the back.
- **Left** - Positions the effect to see it mainly from the left.
- **Right** - Positions the effect to see it mainly from the right.
- **Top** - Positions the effect to see it mainly from the top.
- **Bottom** - Positions the effect to see it mainly from the bottom.

Cross Mode - Activates Cross Mode. Certain MADRIX Effects can display the effect in two or more directions at the same time. [In addition, the Cross Width defines how much space each direction takes up].

- Example 1: SCE Color Scroll with Cross Mode and a Cross Width of 50% will display 2 color scrolls moving in opposite directions.
- Example 2: SCE Color Scroll with Cross Mode and a Cross Width of 20% will display 5 color scrolls moving in opposite directions.

None - Stops any movement.
//PART I

Cue List
9 Cue List

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

The Cue List is an automated playlist and scheduler. It offers the possibility to precisely manage the automatic playback of effects.

Topics Of This Chapter

- Cue List
9.1 **Cue List**

This topic includes:
- Introduction
- Basic Controls
- How To Work With The Cue List
- Setting Up Cues
- Time Code
- Important Notes
- Playback Side
- Live Control
- File Watcher [Automatic Cue List Reloading]

---

**Introduction**

The Cue List is an automated playlist. It offers the possibility to precisely manage the automatic playback of effects. Once the Cue List is started, MADRIX will automatically play back your visuals according to your configuration and schedule. That means MADRIX switches from Storage Place to Storage Place [i.e. from effect to effect].

You can open the Cue List in 4 ways:

- Go to *Window > Cue List*...
- Press **F7**
- Or click *Programmer > Cue List* on the user interface.
- Or click *Cue List* on the user interface.

To close the Cue List and change back to the original MADRIX user interface:

- Go to *Window > Cue List*...
- Press **F7**
- Or click *Cue List > Programmer* on the user interface.
Basic Controls

The main user interface offers 4 control buttons for the Cue List.

![Control Buttons](image)

- **Go** - Skips to the next Cue.
- **Back** - Returns to the previous Cue.
- **Play/Pause** - Starts or holds playback.
- **Cue List** - Opens the actual Cue List window. This is the Cue List itself. Use it to set up your Cue List configuration.

How To Work With The Cue List

Cue List Window

The Cue List window can be used in 2 modes:

- **A** The Cue List is part of the MADRIX user interface. You can switch between different views [e.g., Programmer View, Cue List View, Group Control view].
- **B** The Cue List can be undocked and used freely as a separate window.
**Controls**

**New** - Creates a new Cue List. It also clears all entries from the current Cue List!

**Open** - Loads an already existing Cue List [of the file type *.mclx or *.csv]. Choose the file from your harddisk.

**Open And Attach** - Loads an already existing Cue List [of the file type *.mclx or *.csv] and adds it to the current Cue List.

**Save** - Stores your Cue List in an external file. You can choose to save in standard *.mclx file format; or to save in *.csv file format in order to easily edit the file with a text editor, for example.
**Add Cue** - Adds a new cue to the Cue List. When a Time Code is received, MADRIX will also automatically add the currently received Time Code to the cue [by filling in the column Time Code].

**Remove cues** - Removes all currently selected cues from the list.

**Duplicate cues** - Copies the currently selected cues and adds them as new cues to the list.

**Cue All** - Adds new Cue List entries for all Storage Places that have a MADRIX Effect customized and stored.

**# 4** - Displays the total number of cues in the Cue List.

**Swap Position** - Inverts the whole list. Or swaps the position of cues in the list when several cues are selected first.

**Position Up** - Changes the order, and positions currently selected cues one item higher up in the list.

**Position Down** - Changes the order, and positions currently selected cues one item lower down in the list.

**Go** - Skips to the next cue.

**Back** - Returns to the previous cue.

**Goto** - Jumps to the specified cue. Make sure to enter the correct number in the nearby input field.

**Play/Pause** - Starts or holds playback.

**Progress** - Shows you the relative time progression of the current cue in a progress bar.
**Undock** - Allows you to undock the Cue List and use in a separate window.

**Dock** - Allows you to integrate the Cue List back into the user interface of MADRIX when undocked.

### Double-Click / Right Mouse Click

Perform a double-click or right click with the mouse onto an entry into the specific column and you will be able to enter and change the values.

### Multiple Selection

The list allows you to select and modify more than one entry at a time. Select several entries by using Shift + Left Mouse or Ctrl + Left Mouse or Shift + Arrow Keys. Then, right click into the column you want to change.

**Spacebar** or value of -1 - Removes all values or restores the default values.

### Double-Click

Perform a double-click on the very first column of the Cue List in order to start playing from this cue [thus performing a Goto]. Make sure to only double-click in the first column. You can even jump to specific cues during Cue List playback in this way.

---

**Setting Up cues**

1] **Add new cues to the Cue List by using**
   - **Cue** on the user interface,
   - **+** in the Cue List window, or
   - **Cue All** in the Cue List window.

2] **Change each cue as explained in the list below.**
   - Change values as described above in the section Controls
   - You can even edit the Cue List while it is playing.
   - **Make sure to change the settings for each cue according to your requirements!**
The first column shows the current playback state [Playing, Pause] and can also be used to perform a **Goto** with the mouse. Perform a double-click on the column in order to start playing from this cue. You can even jump to specific cues during Cue List playback in this way.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>#</strong></td>
<td>MADRIX automatically numbers each cue consecutively with an index number, beginning with 1. - <strong>Note:</strong> Change this index number in order to quickly change the order of cues. MADRIX will automatically rearrange the list.</td>
</tr>
<tr>
<td><strong>Description</strong></td>
<td>Automatically fills in a label. This label is based on the Description field of the Storage Place on the user interface. You can change the label if you wish.</td>
</tr>
</tbody>
</table>
**Date**

- Defines if the entry will be played at a specific date. You can enter 3 different types:

  - **Daily** -
    
    This is the default value.

    Enter 0, d, or D and the cue will be considered every single day.

  - A weekday -
    
    Enter m or M for Monday,

    t for Tuesday,

    w or W for Wednesday,

    T for Thursday,

    for F for Friday,

    s for Saturday,

    S for Sunday.

  - A specific date -
    
    Use one of the following formats:

    [Year Month Day]

    2013/12/31

    2013:12:31

    2013;12;31

    2013-12-31

    13-12-31

    [Specific Day of Current Month of Current Year]

    01 - First day of this month of this year

    02 - Second day

    etc.

    [Specific Day of Specific Month of Current Year]

    01-01 - First day, first month of this year

    01-02 - Second day, second month

    etc.
### Time Code
- Defines a specific time the cue should be played. Use the hours:minutes:seconds:frames format to enter the time: **HH:MM:SS:FF**

  Example
  - 10 o'clock and 20 minutes, 30 seconds, and 10 frames
  - Use one of the following formats:
    - 10203010
    - 10:20:30:10
    - 10,20,30,10
    - 10.20.30.10
    - 10/20/30/10
    - 10h20m30s10f

  [Short versions for single items]
  - 10h
  - 20m
  - 30s
  - 10f

- Offset
  - Works for single or multiple cues.
  - Use **Shift + Right Mouse Click** and enter a number to add an Offset. [Otherwise you are entering the Time Code anew.]
  - Use **Ctrl + Right Mouse Click** and enter a number to subtract an Offset. [Otherwise you are entering the Time Code anew.]

- Automatic Completion
  - MADRIX will automatically fill in the Time Code when adding a new cue [if a Time Code is received at the time].

### Duration
- Defines how long an effect is going to be played. The **Fade Time** is calculated as part of the Duration [and is thus a fade in]. Leave the Duration empty if the effect should be active as long as you do not control the Cue List manually [via **Go, Back, Play/Pause**, or **Goto**]. Use the hours:minutes:seconds:frames format to enter the time: **HH:MM:SS:FF** as explained under **Time Code**
### Follow Cue
- You can assign a certain cue to be played after another. As such, a Follow cue assigns the next cue the Cue List should play right after this cue. Follow cues allow you to define a certain order in which cues should be played by the Cue List. Simply enter the number of the cue that should follow. Leave empty if not required.

### Storage
- Defines in which Storage the effect is located. Enter a number between 1 and 256.

### Place
- Defines the exact Storage Place, where the effect is located. Enter a number between 1 and 256.

### Fade
- Defines the **Fade Type** for the crossfader when the Cue List automatically fades from one effect to another. All Fade Types of the crossfader are available here. Learn more »[Fade Area][Crossfader]

### Fade Time
- Defines the length of the automatic fade for the crossfader and thus creates a fade in. Enter a value in seconds:milliseconds format: **SS:MM**. Learn more »[Fade Area][Crossfader]

### R
- Defines the Red color value for the Fade Type **Color-Fade**. Learn more »[Fade Area][Crossfader]

### G
- Defines the Green color value for the Fade Type **Color-Fade**

### B
- Defines the Blue color value for the Fade Type **Color-Fade**

### W
- Defines the White color value for the Fade Type **Color-Fade**

### Group Preset
- Defines which Group Preset is triggered together with this cue. [The Fade Time of the Cue List will automatically be used as the Fade-In Time of the Group Control.] Enter a number between 1 and 256. Leave empty if not required. Learn more »[Fixture Groups][Group Control]
Time Code

Overview

Time Code is a useful option to trigger effects at certain times of the day or at certain points in time. For example, you might want to trigger Storage Place S1 P1 at 10:00 a.m. or when 3 minutes have passed after the start. Time Code is a convenient way to synchronize independent equipment of your LED installation with each other. This could be external audio equipment, other MADRIX computers, or even the same computer. You might want to set up a time-controlled show in sync with timelines of lighting effects of MADRIX and sound.

Receiving Time Code is possible with all MADRIX software license versions [including all MADRIX KEYS, MADRIX NEO, and MADRIX PLEXUS].

Configuration

- **Time Code Source** - Select from which source Time Code should be received.
  - **None** - Deactivates the usage of Time Code.
  - **Art-Net** - Receives Art-Net Time Code from an Art-Net source [for example, a console, another software, the »MADRIX Time Code Sender, etc.]. You need to activate Art-Net first. Learn more »Art-Net [DMX Over Ethernet]
  - **MIDI** - Receives MIDI Time Code from a MIDI source. You need to activate MIDI first. Learn more »MIDI-IN
  - **SMPTE** - Receives SMPTE Time Code from the MADRIX USB SMPTE hardware interface. Learn more »MADRIX I/O
  - **System Time** - Uses the internal computer clock [i.e. the clock of the operating system] to generate the Time Code. If the time of your computer system is 10:00 a.m., the generated Time Code will be 10:00:00:00, for example.
**Time Code Format** - Allows you choose between different Time Code formats. When receiving Time Code from an external source, use the format sent by the external source. You can choose from:

- 24 FPS
- 25 FPS
- 30 Drop [30/1.001 FPS]
- 30 FPS

**00:00:00:00**

- Displays the currently used Time Code. The hours:minutes:seconds:frames format is used: **HH:MM:SS:FF**

Learn more » [Time Code](#) [MIDI / Art-Net / SMPTE / System Time]

---

**Stop**

According to your configuration, you may have to set the Time Code Source to *None* to fully stop the Cue List.

---

**Important Notes**

- Do not forget to save your Cue List or the complete MADRIX Setup file.
- When you are using Date, Time Code, and/or Duration, logical routines are implemented to determine which cue should be currently active. These routines are explained in more detail below.

---

**Date**
If you are setting up a Date for a cue, 3 options are available to you:

- Daily,
- A specific weekday,
- Or an explicit date.

If you are using a mixture of those three options, a cue will be favored and activated according to the following hierarchy if applicable:

An explicit date overrides a weekday entry. And a weekday entry overrides a daily entry.

For example, daily will activate a cue every single day. But on Mondays, another cue should be activated and it will be. But 2010/04/19 is also a Monday and this cue will be activated this day instead of the daily cue and instead of the Monday cue.

**Time Code Without Duration**

- If you are using the column Time Code without the column Duration, a cue will only be activated if the Time Code passes this predefined time.
- If the Time Code of a cue [without Duration] has already passed that deadline, the cue will not be activated.

**Time Code With Duration**

- If you are using the column Time Code and the column Duration, a cue will be activated when the current Time Code falls into this time window.
- A cue using Time Code and Duration will be activated if it falls into the time window.
In addition, the logical routine will check if the Date needs to be considered according to the information above [Date].
For example, if your daily cue should start at 8 o'clock for 8 hours and the current Time Code says 10 o'clock, the cue will be activated.

When using Time Code and Duration, you should be aware of what should happen when the Duration is over. A cue with a Time Code and Duration will expire eventually.
- When a cue with Time Code and Duration is over or has expired, MADRIX will automatically select the next cue; regardless of what the next cue is.
- MADRIX will not check if the next cue is valid or logic. If you do not want MADRIX to select the next cue, use Follow cues for example or make sure the next cue is set up correctly!

Loop Function

- If all cues have been assigned a Duration, the Cue List will automatically start from the beginning again after the last cue.
- If a cue inside the Cue List does not have a pre-defined duration, the Cue List will stop at this cue.
- If you want to stop the Cue List with the last entry, you only have to remove the duration for the last cue in your Cue List.

Playback Side

You can choose how MADRIX manages the user interface when playing back the Cue List.

- Go to Preferences > Options... > User Interface
  [Keyboard shortcut: Ctrl+Alt+O > User Interface]
- **Playback Side** - Defines which sides are used during Cue List playback. Choose from 2 modes:
  
  **Alternating** - MADRIX automatically switches from side to side between the Left Side and the Right Side.
  - Example: The first Cue will be played on the Left Side of the user interface, the second Cue on the Right Side, the third Cue on the Left Side again, and so on.
  
  **By Storage ID Parity** - MADRIX will decide which side to use depending on the Storage ID.
  - Cues that refer to an odd Storage ID [e.g., Storage 1 or Storage 3] will be played back on the Left Side only.
  - Cues that refer to an even Storage ID [e.g., Storage 2 or Storage 4] will be played back on the Right Side only.
  - [When using only Storage 1 and Storage 2, this behaviour closely resembles how MADRIX 2 played back the Cue List.]
  
  **R** - Restores the default settings. The default value is Alternating.

- Click **Apply** to confirm.
- Click **OK** to close the window.
**Live Control**

The majority of controls in MADRIX is disabled while the Cue List is running. The following control controls are available to you even during Cue List playback:

- Cue List and Cue List controls
- Speed Masters Left/Right, including Pause
- Storage Color Filters Left/Right
  
  Learn more »[Speed Masters / Color Filters [Left/Right]]

- Main Output Color Filter
- Main Output Strobe
  
  Learn more »[Fade Area [Crossfader]]

- Master, including Freeze and Blackout
- Audio Input Level, including AGC and Audio
  
  Learn more »[Master / Audio Input Level]

- Group Control
  
  Learn more »[Fixture Groups [Group Control]]

---

**File Watcher [Automatic Cue List Reloading]**

MADRIX can automatically reload a Cue List within a predefined refresh time.

Learn more »[General]
//PART J

Extra Tools And 3rd-Party Software
10 Extra Tools And 3rd-Party Software

This topic includes:
- Introduction
- Topics Of This Chapter

Introduction

A number of separate tools [programs] are automatically installed together with MADRIX. They serve different purposes and are very useful when working with MADRIX.

Additionally, MADRIX can work together with certain 3rd-party applications.

Topics Of This Chapter

Learn more about separate tools:
- »MADRIX Fixture Editor
- »MADRIX Restore
- »MADRIX Time Code Sender
- »MADRIX PLEXUS Updater
- »MADRIX LUNA Updater

Learn more about 3rd-party applications:
- »WYSIWYG Visualizer
10.1 MADRIX Fixture Editor

This topic includes:
- Introduction
- Usage
- Where To Find
- Important Notes
- More Information

Introduction

LED fixtures are implemented using the MADRIX Fixture Editor. The fixtures are stored in the MADRIX Fixture Library [madrix.mfix].
Usage

With the help of the MADRIX Fixture Editor, you can

- see how fixtures are integrated in MADRIX,
- see how many and which fixtures are already included,
- adjust settings to your requirements,
- implement and add fixtures to the library yourself.

Where To Find

MADRIX Fixture Editor is included in the MADRIX Installer. After installing MADRIX, you can find the link to the tool in the Windows Start menu:

- Start > All Programs > MADRIX 3 > Fixture Editor

The original, executable program can be found in the MADRIX installation directory:

- C:\Program Files (x86)\MADRIX3

Important Notes

- Always make a backup of the madrix.mflx before and after applying any changes.
- When updating your MADRIX version, the Setup [Auto Installer] will automatically create a "madrix.mflx.bak". This file is a backup of your old MADRIX Fixture Library. Moreover, the Setup will overwrite the current madrix.mflx completely to update the library.
- Please quit MADRIX before using the Fixture Editor and making any changes to the MADRIX Fixture Library.
More Information

- You can learn more in the separate user guide for the MADRIX Fixture Editor.
10.2 MADRIX Restore

This topic includes:
- Introduction
- Usage
- Where To Find

Introduction

Along with MADRIX a separate tool for MADRIX is provided. It is called MADRIX 3 Restore

Usage
MADRIX 3 Restore should mainly be used, when it is impossible for you to start the MADRIX software for any reason.

**MADRIX Restore is a tool including advanced options and should not be used without reason!**

- MADRIX 3 Restore is used for all settings that are locally stored on your computer and written into the Windows Registry. Often, such settings can be configured in the Options. Learn more »Options
- MADRIX 3 Restore is not a tool to manage your MADRIX files, whichever files that may be [e.g., MADRIX Setup files].

MADRIX 3 Restore can be used for several, specific tasks.

<table>
<thead>
<tr>
<th>Version</th>
<th>Allows you to select the kind of software version you are using. The default version is MADRIX3.</th>
</tr>
</thead>
<tbody>
<tr>
<td>- MADRIX3</td>
<td>Includes any final release version of MADRIX 3.</td>
</tr>
<tr>
<td>- MADRIX3 RC</td>
<td>Includes any version of MADRIX 3 that is labeled as Release Candidate test version [RC].</td>
</tr>
<tr>
<td>- MADRIX3 BETA</td>
<td>Includes any version of MADRIX 3 that is labeled as BETA test version [BETA].</td>
</tr>
<tr>
<td>- MADRIX3 Fixture Editor</td>
<td>Includes the MADRIX 3 Fixture Editor.</td>
</tr>
</tbody>
</table>

**Reset To Default Settings** - Resets all settings of MADRIX, just like installing MADRIX on a computer for the first time.

**Reset To Fail-Safe Settings** - Resets all settings of MADRIX and at the same time deactivates any settings that might prevent MADRIX to start fully. For example, Initialize QuickTime At Startup will be deactivated. This is the recommended setting to choose, when MADRIX does not start.
**Open** - Loads settings from an external file. [In this way you can open a backup of your settings or transfer settings from one computer to another computer].

**Save** - Saves MADRIX settings to an external file in order to store them. [In this way you can create a backup of your settings or transfer settings from one computer to another computer].

---

**Where To Find**

MADRIX 3 Restore is included in the MADRIX Installer. After installing MADRIX, you can find the link to MADRIX 3 Restore in the Windows Start menu:

- **Start > All Programs > MADRIX 3 > Tools > MADRIX Restore**

The original, executable program can be found in the MADRIX installation directory:

- C:\Program Files (x86)\MADRIX3
10.3 MADRIX Time Code Sender

This topic includes:
- Introduction
- Usage
- Step-By-Step Instructions
- Configuration
- Where To Find

Introduction

MADRIX Time Code Sender is a separate tool.

The small application sends out Time Code. This is particularly useful in combination with the Cue List.
• Time Code is a convenient way to synchronize independent equipment with each other.
  - This could be external audio equipment, other MADRIX computers, or even the same computer.
  - You might want to set up a time-controlled show in sync with timelines of sound and lighting effects of MADRIX.
• The Cue List is the automated playlist feature of MADRIX.
  - When using the Cue List, you can use Time Code to trigger effects at certain times of the day or at certain points in time.
  - For example, you might want to trigger Storage Place S1 P1 at 10:00 a.m. or when 3 minutes have passed after the start, for example.
• In the Cue List, you can choose to receive Time Code [None, Art-Net, MIDI, SMPTE, System Time].
• Receiving Time Code is possible with all MADRIX software license versions [including all MADRIX KEYs, MADRIX NEO, and MADRIX PLEXUS].
• You can use the MADRIX Time Code Sender to generate such Time Code.

Learn more » Cue List

Usage

You can use MADRIX Time Code Sender to produce Time Code [i.e. Art-Net Time Code] and send it to devices in an Ethernet network. The data will be sent via Broadcast to all receivers in the network. As explained above, MADRIX can be such a recipient.

Example 1

• You are using two MADRIX computers to control two independent areas of LED products. [Although you could control both areas with one MADRIX computer, it makes sense to use two computers because of the distance between the areas.] At night, both LED areas should show similar effects and you wish to synchronize the Cue List of both computers.
• You can use the MADRIX Time Code Sender to synchronize the Cue Lists of both computers.

Example 2

• You wish to create a time-controlled show on one computer that starts at 00:00 and runs for 10 minutes. Using the System Time would not help you in this case, but the MADRIX Time Code Sender will be useful.
Step-By-Step Instructions

1] Configure the MADRIX software according to your needs [including all Effects, etc.].

2] Activate »Art-Net [DMX Over Ethernet]: In MADRIX, go to Preferences > Device Manager... > Art-Net. Activate the checkbox Enable [in the upper, right corner]. Close the window afterwards.

3] Create a »Cue List [including Time Code and/or Duration].
   - If you want to synchronize multiple MADRIX computers, set up a Cue List for each MADRIX software.


5] Start sending Time Code with the help of the MADRIX Time Code Sender. Learn more Configuration

It is not important if you open MADRIX or the MADRIX Time Code Sender first, and then the other program.

Configuration

Please set up the MADRIX Time Code Sender according to the following parameters:

Play/Pause - Starts or pauses sending Time Code.

Stop - Fully stops sending Time Code. And automatically resets the Time Code to zero [00:00:00:00] or to the corresponding Start Code.
**Freeze** - Freezes the Time Code generation and the display, but the Time Code will still be generated in the background. Deactivate the button to see and send the current Time Code again. You can also stop generating new Time Code when Freeze is active.

**Rewind** - Rewinds the Time Code back to zero [00:00:00:00] or to the corresponding Start Code; even if Time Code is running.

**Time Code** - The generated Time Code is displayed in the following format: `HH:MM:SS:FF [00:00:00:00]`, meaning `hours : minutes : seconds : frames`.

**Presets** - You can use 10 presets to quickly set up and utilize individual Start Codes.

**Preset Configuration** - Use the configuration button to set up the Start Code presets.

- Displays the name of the computer.
- Displays the IP address of the computer. Several addresses are shown when the computer has multiple network cards.

**Host Name**

**IP Addresses**
**SMPTE Rate**

- Provides four modes on how the Time Code is generated.
  - **24 FPS** [Standard frame rate for films]
  - **25 FPS** [Standard frame rate for PAL video]
  - **30 Drop** [30/1.001 FPS drop-frame time code for color NTSC video]
  - **30 FPS** [Monochrome NTSC video]

**Start Code**

- You can define a start time, when the Time Code counter should start. By default it starts at 00:00:00:00.

**Use System Time**

- You can use the local clock of your computer to generate Time Code. The computer time will be used.

**Where To Find**

MADRIX Time Code Sender is included in the MADRIX Installer. After installing MADRIX, you can find a link to the tool in the Windows Start menu:

- **Start > All Programs > MADRIX 3 > Tools > MADRIX Time Code Sender**

The original, executable program can be found in the MADRIX installation directory:

- C:\Program Files (x86)\MADRIX3
10.4 MADRIX PLEXUS Updater

This topic includes:
- Introduction
- More Information

Introduction

MADRIX PLEXUS Updater is a separate tool only for MADRIX PLEXUS.

More Information

You can find more information about MADRIX PLEXUS and MADRIX PLEXUS Updater in the separate user guide:

- MADRIX PLEXUS User Manual
10.5 MADRIX LUNA Updater

This topic includes:
- Introduction
- More Information

Introduction

MADRIX LUNA Updater is a separate tool only for MADRIX LUNA.

More Information

More information about MADRIX LUNA and MADRIX LUNA Updater is available in this user manual. Learn more » MADRIX LUNA
10.6 WYSIWYG Visualizer

This topic includes:
- Introduction
- Step-By-Step Configuration
- More Information

Introduction

WYSIWYG is a 3rd-party visualizer software by CAST Software. MADRIX has been officially implemented into WYSIWYG since WYSIWYG R23.

Step-By-Step Configuration

1] Install the WYSIWYG driver for MADRIX.
2] Activate WYSIWYG in MADRIX.
3] Connect MADRIX with WYSIWYG.

1] Installing The MADRIX WYSIWYG Driver

- To use WYSIWYG with MADRIX, you have to install the MADRIX WYSIWYG driver first.
- During the MADRIX installation process, make sure to select the check box Visualizer Driver.
- If you have already installed MADRIX without this component, re-install MADRIX.

Learn more »Installation Process
During the MADRIX installation process, a second setup wizard will be launched for the MADRIX WYSIWYG driver.

Follow these steps:

**Step 1**

- Please select your preferred language and confirm with **OK**
- You can always quit the setup by choosing **Cancel**
- Click **Back** in order to return to a previous step during the setup process.
Step 2]

- Click *Next* to start the installation.

Step 3]

- The *License Agreement* will appear. It outlines the terms you are agreeing to by installing the software. You must accept these terms in order to continue.

- Please click *I Agree*
**Step 4]**

- This window allows you to select which components and which drivers you want to install. A description is given for each item.

- **Visualizer Driver** - It is always required to install this component.

- **Documentation** - Select if you wish to install this user guide as a separate document.

- **Start Menu Shortcuts** - Select if you wish to install short cuts in the Windows Start menu.

- **Next** - Click Next after choosing the components in order to continue.

**Step 5]**

- Choose an installation directory [Install Location] on your harddisk where the driver will be installed. A default **Destination Folder** will automatically be provided by the setup.

- **Browse** - Click to change the folder.

- **Next** - Click to start the installation process.
Step 5]

- Choose an installation directory [Install Location] on your harddisk where the documentation will be installed. A default Destination Folder will automatically be provided by the setup.

  - **Browse** - Click to change the folder.
  - **Next** - Click to start the installation process.

Step 7]

- **Installation Complete** - Click **Next** when this message shown.

Step 8]

- **Finish** - Click to quit the setup.
2] Activating WYSIWYG In MADRIX

- Go to Preferences > Device Manager... > Visualizer
  [Keyboard shortcut: F4 > Visualizer]

- Activate Enable

- Port - Make sure that the port number matches the port number in MADRIX WYSIWYG Driver Configuration window. The default Port is 3454.
  [To open the MADRIX WYSIWYG Driver Configuration window, you have to double-click the tray icon in the Windows system tray of the computer that WYSIWYG is running on.]

- A] Click
  [MADRIX will automatically search for running WYSIWYG devices on your local computer or in the network. Make sure that the port number matches the port number in the MADRIX WYSIWYG Driver Configuration window.]
Your WYSIWYG device should appear in the list [displaying **State Online**].

**B) New** - Allows you to manually add a WYSIWYG device.

- Configure your manually added devices as described next.

- Select your device in the list and click ![Enable Button] in order to configure your device.

- A new window will open [*WYSIWYG Device Configuration*].

![WYSIWYG Device Configuration Window]
- **Enable** - Activates or deactivates DMX output to the WYSIWYG device.
- **Device Name** - Allows you to change the label of the device in MADRIX.
- **Start Universe** - Defines which data is sent to the WYSIWYG device starting with this DMX universe. Please set up this setting!
- **End Universe** - Defines which data is sent to the WYSIWYG device ending with this DMX universe. Please set up this setting!
- **Pay special attention to the End Universe. Make sure to set it up correctly and corresponding to WYSIWYG!**
- **IP Address** - Enter the correct IP address of the WYSIWYG device. If the device was detected automatically, you do not need to change it.
- **Network Port** - Enter the correct network port of the target computer, on which WYSIWYG is running. If the device was detected automatically, you do not need to change it.

You can only enable DMX Output if the State of WYSIWYG Device is Online. In other words, the WYSIWYG driver must be up and running on the same computer or in the network.

- If the connection is established, a message will be display that reads *X MADRIX device(s) connected* in the WYSIWYG Driver Configuration.

WYSIWYG can connect up to 20 computers running MADRIX and vice versa.

3] Connecting To MADRIX In WYSIWYG
- Start WYSIWYG.
- Switch to **LIVE** mode.

- Open the **LIVE** menu.
- Choose **Device Manager...**

- A new window box will be displayed.
- Click **New > Consoles**

- Navigate through the console library until you find **MADRIX**. Select **MADRIX** and then click **Insert**

- Now, the **MADRIX** console should appear in the **Device Manager**

- Select it and click on **Properties**
- **Address** - In the Property window box fill in the IP address of the computer that runs MADRIX [e.g., 192.168.2.33].
  - If MADRIX and WYSIWYG run on the same computer, enter 127.0.0.1

- Confirm with **OK**
- Click **Connect** in the Device Manager window box.

**More Information**

For more information on how to create and edit patches, please refer to the WYSIWYG documentation.
//PART K
MADRIX USBone
11 MADRIX USBone

This topic includes:
- Overview
- Loading The Drivers
- Using DMX Output Or DMX Input
- Interruption-Free Operation
- Important Information

Overview

MADRIX USBone is a USB 2.0 DMX512 interface. It can be used for input [DMX-IN] or output [DMX-OUT].

The MADRIX USBone allows you to control 512 DMX channels using MADRIX. But an additional MADRIX KEY [i.e. a software license] is necessary.

Loading The Drivers
- Go to Preferences > Options... > Devices USB
Activate **MADRIX USBone / MADRIX NEO**

- Click **Apply** to confirm.
- Click **OK** to close the window.

---

**Using DMX Output Or DMX Input**

The MADRIX USBone allows you to send or receive data via MADRIX using 512 DMX channels.

- The USBone features a 5-pin, female XLR connector.
- If you want to use DMX-IN, please use a 5-pin XLR male to 5-pin XLR male gender changer.
- Please pay attention to license requirements as stated below.

Learn more »[DMX512 [DMX-OUT]](https://www.madrix.com)
Learn more »[DMX-IN And Art-Net Remote](https://www.madrix.com)

---

**Further Configuration**

Remember to configure your light matrix in the »[Matrix Generator](https://www.madrix.com) or »[Patch Editor](https://www.madrix.com)

Make sure to save your MADRIX Setup after the configuration process.

---

**Interruption-Free Operation**
To ensure interruption-free operation of the software and devices, please make sure to check the power-saving settings of Windows.
Learn more »[PC Power Management]

**Important Information**

- Regarding the USBone, a MADRIX software license is not included. The MADRIX KEY is necessary for the USBone if you want to use DMX Output [DMX-OUT]. No license is required for DMX Input [DMX-IN].
- Up to 60 interfaces can be connected to a USB host controller without having any frame rate problems. Please connect every USBone to an active USB 2.0 port or use a USB 2.0 hub with a power supply.
//PART L
MADRIX NEO
12 MADRIX NEO

This topic includes:
- Overview
- MADRIX 3.X Minimum System Requirements
- MADRIX 3.X Supported Operating Systems
- Loading The Drivers
- Using DMX Output or DMX Input
- Further Configuration
- Interruption-Free Operation
- Using A MADRIX KEY Instead Of A MADRIX Interface
- Important Information

Overview

MADRIX NEO is a USB 2.0 DMX512 interface. It can be used for input [DMX-IN] or output [DMX-OUT]. The MADRIX software license for 512 DMX channels is already included.
MADRIX 3.X Minimum System Requirements

- 2.0 GHz dual-core CPU
- OpenGL 2.0 graphics card [NVIDIA recommended]
- 2 GB RAM
- 1 GB free harddisk space
- 1280 x 768 screen resolution
- Sound card
- USB 2.0

MADRIX 3.X Supported Operating Systems

- Microsoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8
- Microsoft Windows 8.1
- Microsoft Windows 10

- Compatible with 32 bit and 64 bit

Loading The Drivers
- Go to Preferences > Options... > Devices USB
  
  [Keyboard shortcut: Ctrl+Alt+O > Devices USB]
- Activate **MADRIX USBone / MADRIX NEO**
- Click **Apply** to confirm.
- Click **OK** to close the window.

### Using DMX Output Or DMX Input

The NEO allows you to send or receive data via MADRIX using 512 DMX channels.

- The MADRIX NEO features a 5-pin, female XLR connector.
- If you want to use DMX-IN, please use a 5-pin XLR male to 5-pin XLR male gender changer.

Learn more »[DMX512 (DMX-OUT)](https://www.madrix.com/help/3.5a/DMX512)
Learn more »[DMX-IN And Art-Net Remote](https://www.madrix.com/help/3.5a/DMX-IN)

### Further Configuration

Remember to configure your light matrix in the »[Matrix Generator](https://www.madrix.com/help/3.5a/Matrix) or »[Patch Editor](https://www.madrix.com/help/3.5a/Patch)

Make sure to save your MADRIX Setup after the configuration process.

### Interruption-Free Operation

To ensure interruption-free operation of the software and devices, please make sure to check the power-saving settings of Windows.

Learn more »[PC Power Management](https://www.madrix.com/help/3.5a/PC)
Using A MADRIX KEY Besides A MADRIX Interface

When using a MADRIX KEY in addition to a MADRIX hardware interface, please make sure to install the required software components during the installation process [MADRIX KEY Driver].

Learn more » Installation Process

Important Information

- MADRIX NEO already includes the MADRIX software license for 512 DMX channels. The data output [the license] is automatically activated when you connect the PLEXUS to a computer that has the MADRIX software installed and running and the USB drivers enabled in the software.

- The MADRIX KEY is not necessary for the MADRIX PLEXUS.

- The MADRIX KEY is not necessary for the MADRIX NEO.

- Up to 60 NEOs can be connected to a USB host controller without having any frame rate problems. Please connect every NEO to an active USB 2.0 port or use a USB 2.0 hub with a power supply.
13 MADRIX PLEXUS

This topic includes:

- Overview
- Important Notes
- Using A MADRIX KEY Besides A MADRIX Interface
- MADRIX 3.X Minimum System Requirements
- MADRIX 3.X Supported Operating Systems
- More Information

Overview

MADRIX PLEXUS is a USB 2.0 DMX512 interface or Art-Net node.

The device can be used as a live controller [Live Mode] or stand-alone interface [Stand-Alone Mode].

Important Notes
- MADRIX PLEXUS already includes the MADRIX software license for 1024 DMX channels. The data output [the license] is automatically activated when you connect the PLEXUS to a computer that has the MADRIX software installed and running and the USB and/or Ethernet drivers enabled in the software.
- The MADRIX KEY is not necessary for the MADRIX PLEXUS.

Using A MADRIX KEY Besides A MADRIX Interface

When using a MADRIX KEY in addition to a MADRIX hardware interface, please make sure to install the required software components during the installation process [MADRIX KEY Driver].

Learn more » Installation Process

MADRIX 3.X Minimum System Requirements

- 2.0 GHz dual-core CPU
- OpenGL 2.0 graphics card [NVIDIA recommended]
- 2 GB RAM
- 1 GB free harddisk space
- 1280 x 768 screen resolution
- Sound card
- Network card
- USB 2.0

MADRIX 3.X Supported Operating Systems
- Microsoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8
- Microsoft Windows 8.1
- Microsoft Windows 10

- Compatible with 32 bit and 64 bit

More Information

MADRIX PLEXUS offers a lot features. Because of this, a separate, complete guide is available. You can find the majority information about the MADRIX PLEXUS in

- **MADRIX PLEXUS Quick Start Guide**
- **MADRIX PLEXUS User Manual**
14 MADRIX LUNA

This topic includes:

- Overview
- MADRIX 3.X Minimum System Requirements
- MADRIX 3.X Supported Operating Systems
- Operating Modes
- 3rd-Party Controllers
- Important Note
- DMX-OUT Via Ethernet Network [Art-Net]
- Sync Mode
- Additional Art-Net Device Settings
- DMX-OUT Via USB
- DMX-IN Via Ethernet Network [Art-Net Remote]
- DMX-IN Via USB
- Highlight Mode
- DMX Watcher
- Automatic HTP Merge
- Reset To Factory Default Settings
- Firmware Updates
- LED Status Codes
- Web Configuration
- LUNA Configuration
- MADRIX LUNA Updater

Overview
MADRIX LUNA is an Art-Net node or a DMX USB interface. It reliably distributes your DMX512 data either via Ethernet network [Art-Net] or via USB. An additional MADRIX KEY [i.e., a software license] is required for usage with MADRIX.

3 versions are available:
- MADRIX LUNA 4
- MADRIX LUNA 8
- MADRIX LUNA 16

**MADRIX 3.X Minimum System Requirements**
- 2.0 GHz dual-core CPU
- OpenGL 2.0 graphics card [NVIDIA recommended]
- 2 GB RAM
- 1 GB free harddisk space
- 1280 x 768 screen resolution
- Sound card
- Network card
- USB 2.0
MADRIX 3.X Supported Operating Systems

- Microsoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8
- Microsoft Windows 8.1
- Microsoft Windows 10

- Compatible with 32 bit and 64 bit

Operating Modes

You can mainly use 4 operating modes together with MADRIX:

- DMX-OUT Via Ethernet Network [Art-Net]
- DMX-OUT Via USB
- DMX-IN Via Ethernet Network [Art-Net Remote]
- DMX-IN Via USB

Notes:

- DMX-OUT and DMX-IN can be used at the same time.
- You always have 1 to 4/8/16 output ports available [DMX 1 - 4/8/16].
  - In total, 2048 DMX channels can be sent per LUNA 4 unit.
  - In total, 4096 DMX channels can be sent per LUNA 8 unit.
  - In total, 8192 DMX channels can be sent per LUNA 16 unit.
- You always have 1 DMX input port available per unit [DMX-IN].
  - In total, 512 DMX channels can be received per unit.

### 3rd-Party Controllers

MADRiX LUNA is a standard Art-Net node. Because of this, you can use the device with applications, consoles, desks, or controllers that are compatible with Art-Net to distribute Art-Net data via Ethernet network.

### Important Note

- Make sure to read the provided MADRiX LUNA Quick Start Guide first!

### DMX-OUT Via Ethernet Network [Art-Net]

#### Overview

You can connect the LUNA via Ethernet network to the network card of your computer that runs the MADRiX software. Data is sent to the LUNA via network [Ethernet] and distributed to the XLR output ports [DMX 1 - 4/8/16].

#### 1] Initial Configuration

- Connect your LED controllers or fixtures to the XLR ports of MADRiX LUNA [DMX 1 - 4/8/16].
- Connect MADRiX LUNA to power.
  
  [Please see safety instructions in the MADRiX LUNA Quick Start Guide!]
Connect MADRIX LUNA to your computer using network cabling.

It is highly recommended to only use Gigabit Ethernet network components [network card, switches, etc.].

2] Windows Network Settings

Art-Net is a network-based protocol. MADRIX will use the network card of your computer to send data.

- It is required to set up the correct network settings in Windows, first.
- You must use these IP address and Subnet mask settings. Otherwise, Art-Net might not work!
- The IP addresses of your computer and your MADRIX LUNA devices need to be different.

- Set up an individual **IP address** in the following IP address range:
  - 2.0.0.1 ... 2.255.255.254 or
  - 10.0.0.1 ... 10.255.255.254
- Set up the corresponding **Subnet mask**
  - 255.0.0.0

  [Via factory default settings, MADRIX LUNA devices will have an IP address in the 10.x.x.x network range, such as 10.206.224.100, for example].

- Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.
- Learn more »[Tips [Microsoft Windows / Networks / USB]]

Example for PCs that are running MADRIX:
3] Fixture Configuration In MADRIX

- Start MADRIX.
- Configure the virtual LED matrix using the »Matrix Generator« or »Patch Editor«

4] Activating Art-Net

- Go to Preferences > Device Manager... > Art-Net
  [Keyboard shortcut: F4 > Art-Net]
- Activate the checkbox Enable [in the upper, right corner].
MADRIX will automatically create the entry **ArtNet Remote**

This device is used only for Remote Control. Learn more [DMX-IN Via Ethernet Network [Art-Net Remote]]

### 5] Adding Devices Automatically

MADRIX can automatically add your MADRIX LUNA devices.

- Click ![Click](image)

[MADRIX will automatically search the network for connected MADRIX LUNA devices. Devices that are found will appear in the list. A number of entries will be created in the list for each LUNA device.]

[The Art-Net standards only supports a maximum of 4 output ports per device. Since LUNA 8 features 8 ports, 2 list items are created in MADRIX, for example. 1 entry will be shown for LUNA 4. 4 entries will be shown for LUNA 16.]
6] Activating Devices

Each of your MADRIX LUNA devices and its ports need to be activated. By default, they are still deactivated. 4 ports will be shown for LUNA 4, 8 ports will be shown for LUNA 8, and 16 ports will be shown for LUNA 16.
Go to Preferences > Device Manager... > DMX Devices
[Keyboard shortcut: F4]

- Select your devices and their ports in the list.
- Activate Enable
- Activate Output
- Click Apply

[In the screenshot above, one LUNA 8 is connected. If more devices are connected, please use the different IP addresses of different devices to identify them in the Device Manager. You can also click on Name as well as Universe or other columns to sort the list accordingly.]

7] Configuration Of DMX Output

- Make sure that your devices are still selected under Preferences > Device Manager... > DMX Devices
- Set up Universe
  - Enter the specific DMX universe number.
- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.
- **Make sure the correct universe is assigned according to your requirements.**
  Learn more »[Glossary](#)

- Click **Apply**

- By default, DMX universe 1 - 4/8/16 are assigned to the ports DMX 1 - 4/8/16 when using one MADRIX LUNA:

<table>
<thead>
<tr>
<th>LUNA Output Port</th>
<th>Name under <em>Device Manager... &gt; DMX Devices</em></th>
</tr>
</thead>
<tbody>
<tr>
<td>DMX 1</td>
<td>BindIdx1 Port:0</td>
</tr>
<tr>
<td>DMX 2</td>
<td>BindIdx1 Port:1</td>
</tr>
<tr>
<td>DMX 3</td>
<td>BindIdx1 Port:2</td>
</tr>
<tr>
<td><strong>DMX 4</strong></td>
<td><strong>BindIdx1 Port:3</strong></td>
</tr>
<tr>
<td>DMX 5</td>
<td>BindIdx2 Port:0</td>
</tr>
<tr>
<td>DMX 6</td>
<td>BindIdx2 Port:1</td>
</tr>
<tr>
<td>DMX 7</td>
<td>BindIdx2 Port:2</td>
</tr>
<tr>
<td><strong>DMX 8</strong></td>
<td><strong>BindIdx2 Port:3</strong></td>
</tr>
<tr>
<td>DMX 9</td>
<td>BindIdx3 Port:0</td>
</tr>
<tr>
<td>DMX 10</td>
<td>BindIdx3 Port:1</td>
</tr>
<tr>
<td>DMX 11</td>
<td>BindIdx3 Port:2</td>
</tr>
<tr>
<td>DMX 12</td>
<td>BindIdx3 Port:3</td>
</tr>
<tr>
<td>DMX 13</td>
<td>BindIdx4 Port:0</td>
</tr>
<tr>
<td>DMX 14</td>
<td>BindIdx4 Port:1</td>
</tr>
<tr>
<td>DMX 15</td>
<td>BindIdx4 Port:2</td>
</tr>
</tbody>
</table>
8] Frame Time

- Make sure that your device is still selected under Preferences > Device Manager... > DMX Devices

- Set up Frame Time (ms)
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  - The default value is 30 ms / 33.3 FPS.
  - Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.

- Click Apply

- [When using Art-Net, the Frame Time [ms] can be individually set for each port. But it cannot be set individually for each port, when Sync Mode is activated. Learn more below.]
9] Optimized Frames Or Full Frames

- Make sure that your device is still selected under Preferences > Device Manager... > DMX Devices
- Activate or deactivate Send Full Frames
  - Per DMX512 standard, MADRIX only sends the number of DMX channels that is configured. For example, if you are using 312 DMX channels on a DMX universe, only 312 DMX channels will be sent with every single frame on this universe [Optimized Frames].
  - Activate Send Full Frames if devices should always send full frames on a particular universe, instead of optimized frames. Sending full frames means that always the full 512 DMX channels of a DMX universe will be sent with every frame [even when you are using less than 512 channels].
  - Activating Send Full Frames is recommended if problems with the data output on your LEDs occur.
- Click Apply

In addition, you can activate Full Frames for the device and each MADRIX LUNA output port separately.
Learn more LUNA Configuration

Sync Mode

MADRIX LUNA can use the special sync mode of MADRIX.

- Large LED projects require dependable data distribution. The MADRIX software and LUNA hardware allow you to synchronize data output for all 4/8/16 DMX ports and even across multiple LUNA devices to get an optimal image on the LEDs.
- When MADRIX Sync mode is activated, MADRIX and MADRIX LUNA will automatically handle the synchronization of data.

Sync Mode is highly recommended for MADRIX LUNA!
Sync Mode - Allows you to activate or deactivate the usage of sync packages for Art-Net.

- Before activating sync, make sure that all activated Art-Net devices are available in your network! Else, the frame rate of Art-Net might drop. If you are not sure, do not enable any sync mode.
- This Sync Mode is not conform to Art-Net. To work properly it needs to be implemented by the manufacturer. With MADRIX LUNA this option is available to you.

- Go to Preferences > Device Manager... > Art-Net
  [Keyboard shortcut: F4 > Art-Net]
- Click Sync...
- A new window will open.
- Select the network for which you want to activate Sync Mode.
- Click Enable to activate the Sync Mode for the selected network.
- A] Choose Pre-Sync to send sync packages before Art-Net data.
- B] Choose Post-Sync to send sync packages after Art-Net data.
- Click OK

- To disable sync mode, click Sync... again, select the correct network, and deactivate Enable. Confirm with OK
Additional Art-Net Device Settings

It is very important to set up the correct settings for your devices!

Broadcast Mode Or Direct IP Mode

MADRIX can send Art-Net data in 2 ways to your Art-Net devices:

- **Broadcast Mode** - Means that every packet sent from a single transmitter will be received by all recipients in the network. MADRIX will send data to all devices in the network.
  - Advantage: The same data [e.g., DMX universe 1 and 2] can be made available for different points of your setup.
  - Disadvantage: A potentially huge number of data packages will be sent over the network. This can reduce the overall network performance and cause data issues or instability.

- **Direct IP Mode** - Means that the specific data will only be sent to the specified recipient.
  - Advantage: Data traffic is reduced immensely, which means that a larger number of Art-Net devices can be used in one network. Reduced network traffic increases the performance and stability.
  - Disadvantage: The network settings of all devices need to be 100% correct.

**Direct IP Mode is recommended in general.**

- Go to **Preferences > Device Manager... > Art-Net**
  [Keyboard shortcut: F4 > Art-Net]

- Select your device in the list.

- Click 🔄

- A new window will open.

- A] Choose **Direct IP Mode** to activate Direct IP mode:
  - Make sure to enter the correct **IP Address** of your device that should receive the Art-Net data.
  - MADRIX will send the corresponding data only to this device.
Choose **Broadcast Mode** to activate Broadcast Mode:
- Make sure to select the correct *Network* card of your computer that should send the Art-Net data.
- MADRIX will send data to the whole Art-Net network.

Click **Apply**

**More Information About Art-Net**

Learn more » [Art-Net [DMX Over Ethernet]]

**DMX-OUT Via USB**

**Overview**

You can connect the LUNA directly via USB to the computer that runs the MADRIX software. Data is sent to the MADRIX LUNA via USB and distributed to the XLR output ports [DMX 1 - 4/8/16].

1] **Initial Configuration**

- Connect your LED controllers or fixtures to the XLR ports of MADRIX LUNA [DMX 1 - 4/8/16]
- Connect power to MADRIX LUNA.
  
  [Please see safety instructions in the MADRIX LUNA Quick Start Guide!]
- Connect MADRIX LUNA to your computer via USB.
  
  [Use the provided USB cable.]
- Make sure to check the power management options of Windows. Learn more » [PC Power Management]

2] **Fixture Configuration In MADRIX**

- Start MADRIX.
- Configure the virtual LED matrix using the »Matrix Generator or »Patch Editor

3] Enabling Drivers In MADRIX

- Go to Preferences > Options... > Devices USB
  [Keyboard shortcut: Ctrl+Alt+O > Devices USB]

- Activate MADRIX LUNA

- Click Apply

- Close the window with OK
4] Activating Devices

- Go to Preferences > Device Manager... > DMX Devices
  [Keyboard shortcut: F4]

- Your LUNA devices and all of their ports [4/8/16 output ports, 1 input port] will appear in the list.

- If your devices are not in the list, click [in the screenshot below, one LUNA 8 is connected.]

- By default, all output ports are activated [State On].

- If your device and ports are not activated, do the following:
  - Select the device/port in the list.
  - Activate Enable
  - Activate Output
  - Click Apply

5] Configuration Of DMX Output
- Make sure that your devices are still selected under **Preferences > Device Manager... > DMX Devices**

- Set up **Universe**
  - Enter the specific DMX universe number.

- This setting assigns a specific DMX universe [of the Patch] to the device or the port of the device.

- By default, DMX universe 1 - 4/8/16 are assigned to the ports DMX 1 - 4/8/16 when using one MADRIX LUNA.

- **Make sure the correct universe is assigned according to your requirements.**
  
  Learn more »[Glossary](#)

- Click **Apply**

---

### 6] Frame Time

- Make sure that your device is still selected under **Preferences > Device Manager... > DMX Devices**

- Set up **Frame Time (ms)**
  - The Frame Time affects the Frame Rate. The Frame Rate specifies how fast data is sent to the device or received from it [Frames Per Second; FPS].
  
  - Increase the Frame Time in order to decrease the Frame Rate [e.g., 40ms = 25 FPS].
  
  - Decrease the Frame Time in order to increase the Frame Rate [e.g., 20ms = 50 FPS].
  
  - The default value is 30 ms / 33.3 FPS.

  - **Some LED fixtures might have problems with a high Frame Rate. Then, it is recommended to increase the Frame Time / to decrease the Frame Rate.**

- Click **Apply**

- [When using USB, the Frame Time (ms) will be automatically set to the same value for all output ports.]
7] Optimized Frames Or Full Frames

- Make sure that your device is still selected under Preferences > Device Manager... > DMX Devices
- Activate or deactivate Send Full Frames
  - Per DMX512 standard, MADRIX only sends the number of DMX channels that is configured. For example, if you are using 312 DMX channels on a DMX universe, only 312 DMX channels will be sent with every single frame on this universe [Optimized Frames].
  - Activate Send Full Frames if devices should always send full frames on a particular universe, instead of optimized frames. Sending full frames means that always the full 512 DMX channels of a DMX universe will be sent with every frame [even when you are using less than 512 channels].
  - Activating Send Full Frames is recommended if problems with the data output of your devices occur.

- Click Apply

- In addition, you can activate Send Full Frames for the device and each MADRIX LUNA output port separately.
  Learn more LUNA Configuration

More Information About DMX Output

Learn more »DMX512 [DMX-OUT]

DMX-IN Via Ethernet Network [Art-Net Remote]

Overview

You can connect MADRIX LUNA via Ethernet network to the network card of your computer that runs the MADRIX software. Data is sent into the LUNA via DMX-IN [XLR] and from the LUNA to MADRIX via Ethernet network.
1] Initial Configuration

- Connect your external DMX controller to the DMX-IN port of MADRIX LUNA.
- Connect MADRIX LUNA to power.
  [Please see safety instructions in the MADRIX LUNA Quick Start Guide!]
- Connect MADRIX LUNA to your computer via network cabling.
- It is highly recommended to only use Gigabit Ethernet network components [network card, switches, etc.].

2] Windows Network Settings

Art-Net is a network-based protocol. MADRIX will use the network card of your computer to send data.

- It is required to set up the correct network settings in Windows, first.
- You must use these IP address and Subnet mask settings. Otherwise, Art-Net might not work!
- The IP addresses of your computer and your MADRIX LUNA devices need to be different.

- Set up an individual **IP address** in the following IP address range:
  - 2.0.0.1 ... 2.255.255.254 or
  - 10.0.0.1 ... 10.255.255.254

- Set up the corresponding **Subnet mask**
  - 255.0.0.0

  [Via factory default settings, MADRIX LUNA devices will have an IP address in the 10.x.x.x network range, such as 10.206.224.100, for example].

- **Restart MADRIX, if you have changed the network settings in Windows while MADRIX was running.**
- Learn more »[Tips [Microsoft Windows / Networks / USB]]

3] Activating Art-Net
- Go to **Preferences > Device Manager... > Art-Net**
  
  [Keyboard shortcut: **F4 > Art-Net**]

- Activate **Enable**

![Device Manager](image)

- MADRIX will automatically create the entry **ArtNet Remote**
  
  This device is used only for Remote Control.

### 4] Configuration Of Art-Net Remote

- Select **ArtNet Remote** in the list.

- Click ![icon](image)

- A new window opens [**Art-Net Device Configuration**].
Set **Universe Port OUT** to 256, which is Art-Net universe 256. Confirm with **Apply**

*By default, MADRIX LUNA sends DMX-IN data to Art-Net universe 256. You can change these settings in the Web Configuration or LUNA Configuration window if required. If you have changed the settings, enter the exact same Art-Net universe here!*

- Activate **Direct IP Mode** and enter the **IP Address** of your MADRIX LUNA. Confirm with **Apply**
  
  [E.g., 10.206.224.14]

- [You can also activate **Broadcast Mode**. In this mode, MADRIX will receive any DMX data that is sent in the network on this particular Art-Net universe.]

- Press **OK**

### 5] Activating Art-Net Remote

You need to activate the Art-Net Remote device. Art-Net Remote is still deactivated.

- Go to **Preferences > Device Manager... > DMX Devices**
  
  [Keyboard shortcut: **F4**]
- Select **ArtNet Remote** in the list.
- Activate **Enable**
- **Input** is automatically selected.
- Click **Apply**

If required, change the **Frame Time (ms)**

The higher the Frame Time, the lower the FPS will be. The lower the Frame Time, the higher the FPS will be.

The recommended Frame Time is 30.

Press **Apply** to confirm.

### 6] Activating DMX Input

- Go to **Preferences > Device Manager… > DMX Input**
Select your preferred DMX **Universe** in the list. 
[By default, DMX universe 1 to 8 are listed. If you wish to increase the number of DMX-IN universes, you can change the setting. Learn more ➔Performance]

- Choose your **DMX-IN Device** in the section **Device**. Select **ArtNet Remote**

- Art-Net Remote is now activated. MADRIX can already receive DMX data.
Now, choose how to use incoming data. Learn more »Art-Net Remote

DMX-IN Via USB

Overview

You can connect the LUNA directly via USB to the computer that runs the MADRIX software. Data is sent into the MADRIX LUNA via DMX-IN [XLR] and from the LUNA to MADRIX via USB.

1] Initial Configuration

- Connect your external DMX controller to the DMX-IN port of MADRIX LUNA.
- Connect MADRIX LUNA to power.  
  [Please see safety instructions in the MADRIX LUNA Quick Start Guide!]
- Connect MADRIX LUNA to your computer via USB.  
  [E.g., use the provided USB cable]
- Make sure to check the power management options of Windows. Learn more »PC Power Management

2] Enabling Drivers In MADRIX

- Go to Preferences > Options... > Devices USB  
  [Keyboard shortcut: Ctrl+Alt+O > Devices USB]
- Activate MADRIX LUNA
- Click Apply
- Close the window with OK
3] Activating Devices

- Go to Preferences > Device Manager... > DMX Devices
  [Keyboard shortcut: F4]

- Your LUNA devices and all of their ports [4/8/16 output ports, 1 input port] will appear in the list.

- If your devices are not in the list, click
  [In the screenshot below, one LUNA 8 is connected.]

- Select MADRIX LUNA DMX-IN in the list.

- Activate Enable

- Input is automatically selected.

- Click Apply
If required, change the **Frame Time (ms)**

- The higher the Frame Time, the lower the FPS will be. The lower the Frame Time, the higher the FPS will be.
- The recommended Frame Time is 30.
- Press **Apply** to confirm.

---

### 6] Activating DMX Input

- Go to **Preferences > Device Manager... > DMX Input**
- Select your preferred DMX **Universe** in the list.
  [By default, DMX universe 1 to 8 are listed. If you wish to increase the number of DMX-IN universes, you can change the setting. Learn more »Performance]
- Choose your **DMX-IN Device** in the section **Device**. Select **MADRIX LUNA - DMX-IN**
- Art-Net Remote is now activated. MADRIX can already receive DMX data.
- Now, choose how to use incoming data. Learn more »DMX-IN

**Highlight Mode**

*Highlight* - Activates the highlight mode for the selected interface and universe under Preferences > Device Manager... > DMX Devices. Select one or more interfaces and click the button. The corresponding fixtures at the selected interfaces will flash for a better identification or tests. This makes it easier to see them on stage. It considerably speeds up the procedure of programming or testing the selected DMX512/Art-Net interfaces. When connected to USB, the MADRIX logo on the front of the MADRIX LUNA unit will also flash for better identification of the device.

**DMX Watcher**

*DMX Watcher* - Opens the DMX Watcher to monitor your DMX output or input under Preferences > Device Manager... > DMX Devices

*Watch Universe* - Appears when you have selected a list item. The DMX Watcher will open with the particular DMX Universe already entered.

Learn more »Tools

**Automatic HTP Merge**
Overview

- MADRIX LUNA features an automatic HTP merge from 2 Art-Net sources.
  [Usually, the first source will be MADRIX. The second source could be a console, for example.]
- Data from both source will be merged together and sent out as 1 signal. This happens across all 8 output ports and by using the HTP principle.
- HTP - Is the acronym for Highest Takes Precedence. Data from both sources will be compared for each individual channel. The higher value wins per channel.

Example: We are using an LED fixture with a total of 5 control channels [3 color channels and 2 movement channels]. MADRIX should provide the color data for channels 1 to 3 and the console should provide the movement data for channels 4 and 5. Using the MADRIX Fixture Editor, we could create a corresponding fixture where channel 4 and 5 are set up as Fixed channel using always a value of 0. On the other hand, the console will always send a value of 0 for the first 3 channels of each fixture. This will ensure that the data from the console will always provide the higher value on channels 4 and 5, while MADRIX provides the color data. Due to the automatic HTP merge, the LED fixture will receive correct data from both sources as desired.

Configuration And Recommendations

1] Correctly set up and enable Art-Net for each source.
2] Make sure to activate Sync Mode for Art-Net in MADRIX. Learn more »Sync Mode
3] Make sure that MADRIX has a lower IP address compared to the second source.
   [E.g., 2.0.0.1 compared to 2.0.0.20]
4] Always use Direct IP Mode to directly send data to the correct IP addresses of your MADRIX LUNA devices.
   [It is not recommend to have any of the two sources or any other source in the network to send data via Broadcast Mode.]

Reset To Factory Default Settings

Reset Via Reset Button
- Disconnect MADRIX LUNA from power.
- Use a suitable tool to press the reset button on the unit's back side.
- Continue to press the reset button and connect to power again.
- Continue to press the reset button and wait until all status LEDs on the front of the device flash repeatedly or wait 10 seconds.

**Reset Via USB [MADRIX LUNA Updater]**

- Connect MADRIX LUNA to power.
  
  [Please see safety instructions in the MADRIX LUNA Quick Start Guide!]

- Connect MADRIX LUNA to your computer via USB.
  
  [Use the provided USB cable.]

- Close the MADRIX software.

- Start the separate MADRIX LUNA Updater tool.
  
  [In Windows, go to **Start > All Programs > MADRIX 3 > Tools > MADRIX LUNA Updater**]

- In the MADRIX LUNA Updater, click **Reset To Factory Default Settings**

- Wait for the reset process to end [usually it takes only seconds].

  Learn more [MADRIX LUNA Updater](#)

**Firmware Updates**

**Update Via USB**

- Connect MADRIX LUNA to power.
  
  [Please see safety instructions in the MADRIX LUNA Quick Start Guide!]

- Connect MADRIX LUNA to your computer via USB.
  
  [Use the provided USB cable.]

- Start the MADRIX software.

- Open the LUNA Configuration window. Go to **Tools > LUNA Configuration**...

- Click ![icon](#) to search for connected devices and your device will appear in the list.
Select your device in the list and click **Firmware**

Wait for the process to end [usually it takes only seconds].

Disconnect MADRIX LUNA from power and connect again.

[You can also use the MADRIX LUNA Updater. Learn more](MADRIX LUNA Updater)

## Update Via Ethernet

Connect MADRIX LUNA to power.

[Please see safety instructions in the MADRIX LUNA Quick Start Guide!]

Connect MADRIX LUNA to your computer via Ethernet network.

In MADRIX, go to Preferences > Device Manager... > Art-Net

Activate **Art-Net**

Click ![icon](image)

Learn more [DMX-OUT Via Ethernet Network](Art-Net)

Select the device in the list. Click ![icon](image). A new window opens.

Click **Firmware**

The update process will starts.

The MADRIX logo on the front of the device will start to flash and the firmware will be updated.

Wait for the process to end [usually it takes only seconds].

## LED Status Codes

The following tables describe the LED status codes on the front of the device.

<table>
<thead>
<tr>
<th>STATUS</th>
<th>POWER</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Powered off</strong></td>
<td>Power cable not connected.</td>
</tr>
<tr>
<td></td>
<td>➔ The device has no power.</td>
</tr>
<tr>
<td><strong>Permanently green</strong></td>
<td>Connected to power.</td>
</tr>
<tr>
<td></td>
<td>➔ The power is on.</td>
</tr>
</tbody>
</table>
### Web Configuration

When connected to Ethernet network, you can easily configure MADRIX LUNA using a web configuration interface.

You have 2 options to access the web interface:

**A**] Open your web browser and enter the IP address of MADRIX LUNA.

[Both LUNA and your computer need to be in the same network.]

**B**] Use MADRIX.

- Go to Preferences > Device Manager... > Art-Net
  
  [Keyboard shortcut: F4 > Art-Net]

- Select your MADRIX LUNA device in the list.

- Click ![HTTP](image-url)
• Your default web browser will open.

• Now, you have access to various information and settings.
**Device Information**

This section displays various details about the device, including:

- **Model** [Device type]
- **Serial Number**
- **Firmware** [Current firmware version]
- **Hardware** [Hardware model]
- **Build Date** [Firmware creation date]
- **IP Address** [Current IP address]
- **MAC Address** [A permanent, unique address]

**Device Name**

You can change the description of the device. Enter a name and confirm your input with **Set**. This label is only shown in this web interface.

**Device Settings**

You can change the IP address and Subnet Mask. Enter the specific addresses and confirm with **Set**.

**DMX Output Settings**

This section shows specific settings for the DMX output ports [DMX 1 - 4/8/16].

By default, Art-Net universe 1 - 4/8/16 are assigned to DMX 1 - 4/8/16. [This is the recommended setting when using one MADRIX LUNA].

If you are broadcasting data for a large number of Universes [using Broadcast Mode instead of using Direct IP Mode] with MADRIX or a 3rd-party controller for example, you can assign different DMX universes to each LUNA device with these settings. Each MADRIX LUNA will then only receive data from the specific Art-Net universe and send it to its specified output port. Example: You can set up that LUNA 8 #1 only listens to Art-Net universe 1 - 8, while LUNA 8 #2 listens to Art-Net universe 9 - 16, and LUNA 8 #3 listens to Art-Net universe 17 - 24, and so on.

**Send Always Full Frames (512 CH)** - Is another specific setting. The XLR DMX output port will always send out 512 channels, even if the data sent to LUNA includes less than 512 channels for this port and universe. LUNA automatically sends values of 0 on channels that are not used.
**DMX Input Settings**

This section allows you to specify settings for DMX input. When data is received through the DMX-IN port, MADRIX LUNA will automatically forward it to Ethernet network.

LUNA can receive 512 channels via the DMX-IN port. Use *Send To Art-Net Universe* to specify on which Art-Net universe those 512 channels are sent. By default, *256* is selected. Valid values range from 1 to 256.

*Send Always Full Frames (512 CH) To Art-Net* - Is another specific setting. The XLR DMX input port will always send out 512 channels, even if the data sent to LUNA includes less than 512 channels for this port and universe. LUNA automatically sends values of 0 on channels that are not used.

Additionally, choose to how MADRIX LUNA sends the data into the network:

- Use *Broadcast Mode* if LUNA should sent to all IP addresses in the network.
- Use *Direct IP Mode* to specify one recipient, e.g. your MADRIX computer [Enter the IP address of your MADRIX computer].
- Confirm with *Set*

---

**LUNA Configuration**

You can access all information and settings of the web configuration in MADRIX using the LUNA Configuration window.

- In MADRIX, go to *Tools > LUNA Configuration...*
  
  [Keyboard shortcut: *Ctrl+Alt+L*]
Scans the USB ports of your computer and the network for connected MADRIX LUNA devices. If devices are found, they will be shown in the list.

- To see USB devices, you need to enable LUNA USB drivers first [they are activated by default]. Learn more »Devices USB

- To see network devices, you need to enable LUNA networking drivers [they are activated by default] and connect MADRIX LUNA and your computer to the same network first. Learn more »Devices Network

- Refreshes already connected devices and brings the information in the list up to date.

- Allows you to change the settings of your device. Apply your changes by confirming with Set
Enables remote access to the web configuration as explained above. MADRIX LUNA needs to be connected via Ethernet [network connection required]. First, connect your computer and the MADRIX LUNA to one and the same network. Second, select your MADRIX LUNA in the list. Third, click this button. A web browser opens automatically.

Imports the MADRIX LUNA Device Settings from an external file [of the file type *.mldx]. Use this option to easily restore all device settings from a file [as described below].

Exports the MADRIX LUNA Device Settings to an external file [of the file type *.mldx]. Use this option to easily store all device settings in a file. Simply enter a name in the window that opens and press “Save”.

Updates the firmware of your MADRIX LUNA if a newer firmware is available [USB connection required].

Learn more Web Configuration

MADRIX LUNA Updater

Overview

MADRIX LUNA Updater is a separate tool only for MADRIX LUNA.

Usage
MADRIX LUNA Updater can be used for several, specific tasks.

- Updates the firmware of all LUNA devices that are connected to the computer via USB. First, select the correct firmware in the list above this button [Example: LUNA 1.0.000 Type V1.0 MADRIX 3.0]. Second, click the button. Third, disconnect the power after updating in order to restart the device.

- Resets all settings of all LUNA devices that are connected to the computer via USB to the standard values. Use this function to restore the original settings of the device.

- Additional information on the status of the performed functions will be given on the right side of the window. Information is displayed from down to top [the latest information is shown at the top].

### Available Firmware Updates

<table>
<thead>
<tr>
<th>LUNA Firmware</th>
<th>MADRIX Version</th>
<th>Release Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.00.4547</td>
<td>MADRIX 3.0</td>
<td>July 2013</td>
</tr>
<tr>
<td>1.01.4555</td>
<td>MADRIX 3.1</td>
<td>November 2013</td>
</tr>
<tr>
<td>1.02.4946</td>
<td>MADRIX 3.2</td>
<td>March 2014</td>
</tr>
</tbody>
</table>
Important Notes

- If new drivers and a new firmware are available for the MADRIX LUNA, please always update the firmware first and then the drivers!
- MADRIX LUNA Updater does not work when MADRIX is running. Please close MADRIX and restart MADRIX LUNA Updater.

Where To Find The MADRIX LUNA Updater

The MADRIX LUNA Updater is included in the MADRIX Installer. After installing MADRIX, you can find a link to the MADRIX LUNA Updater in the Windows Start menu:

- Start > All Programs > MADRIX 3 > Tools > MADRIX LUNA Updater

The original, executable program can be found in the MADRIX installation directory:

- C:\Program Files (x86)\MADRIX3
15 MADRIX I/O

This topic includes:

- Introduction
- MADRIX USB contact closure, MADRIX USB temperature, MADRIX USB light sensor
- MADRIX USB SMPTE
- Interruption-Free Operation

Introduction

MADRIX I/O is a product category for supplementary input and output devices. External equipment, such as sensors, brings additional automation processes and interaction to any LED project using MADRIX.

The following accessories are included in this category:

- MADRIX USB contact closure
- MADRIX USB light sensor
- MADRIX USB temperature
- MADRIX USB SMPTE

MADRIX USB contact closure, MADRIX USB temperature, MADRIX USB light sensor

MADRIX USB contact closure
- Registers if its internal circuit is either open or closed.
- Can be used as connector for a digital switch or button, for example.
- Is an input device.
- Can simply be connected to any USB 2.0 port.

- The recommended **Frame Time (ms)** is 500.
- Incoming data directly translates into DMX data in MADRIX.
- Data is sent to **DMX channel 1 - DMX channel 2** on your selected DMX universe.

- **Incoming DMX values on DMX channel 1** are 0 or 255 [Off or On].
- **Inverted incoming DMX values on DMX channel 2** are 255 or 0 [On or Off].

**MADRIX USB light sensor**

- Can be used to measure the ambient light level.
- Is an input device.
- Can simply be connected to any USB 2.0 port.

- The recommended **Frame Time (ms)** is 500.
- Incoming data directly translates into DMX data in MADRIX.
- Data is sent to **DMX channel 1 - DMX channel 8** on your selected DMX universe.

- **DMX channel 1** represents the light level in percent. Valid values range from 0% to 100%.
- **DMX channel 2** represents the decimal place in percent. Valid values range from .0% to .99%.
- **DMX channel 3** represents the light level in DMX values. Valid values range from 0 to 255.
- **DMX channel 4** represents the decimal place in DMX values. Valid values range from 0 to 255.
- **DMX channel 5** represents the inverted light level in percent. Valid values range from 0% to 100%.
- **DMX channel 6** represents the inverted decimal place in percent. Valid values range from .0% to .99%.
- **DMX channel 7** represents the inverted light level in DMX values. Valid values range from 0 to 255.
- **DMX channel 8** represents the inverted decimal place in DMX values. Valid values range from 0 to 255.

**MADRIX USB temperature**

![MADRIX USB temperature sensor](image)

- Can be used as temperature sensor.
- Is an input device.
- Can simply be connected to any USB 2.0 port.

- The recommended *Frame Time (ms)* is 1000.
- Incoming data directly translates into DMX data in MADRIX.
- Data is sent to **DMX channel 1 - DMX channel 10** on your selected DMX universe.

- **DMX channel 1** represents the temperature in degree Celsius. Valid values range from -20 °C to +80 °C.
- **DMX channel 2** represents the decimal place of degree Celsius. Valid values range from .0 to .99.
- DMX channel 3 shows if the temperature values shown on DMX channel 1 are above zero [0] or below zero [255].
- DMX channel 4 is not used.
- DMX channel 5 represents the temperature in degree Fahrenheit. Valid values range from -4 °F to +176 °F.
- DMX channel 6 represents the temperature decimal place of degree Fahrenheit. Valid values range from .0 to .99.
- DMX channel 7 shows if the temperature values shown on DMX channel 5 are above zero [0] or below zero [255].
- DMX channel 8 is not used.
- DMX channel 9 represents the temperature in DMX values. Valid values range from 0 to 255.
- DMX channel 10 represents the decimal place of DMX values. Valid values range from 0 to 255.

**Step-By-Step Configuration**

1] Connect your device.
2] Enable drivers in MADRIX.
3] Enable your device.
4] Set up DMX Input.
5] Choose how to use incoming data.

1] Connect Your Device

- Connect your MADRIX I/O device to a free USB 2.0 port of your computer.
- Make sure that Windows recognizes the device. Windows will automatically install the drivers for the device.

2] Enable Drivers In MADRIX

- In MADRIX, go to Preferences > Options... > Devices USB
- Activate MADRIX I/O
- Click Apply and OK
3] Enable Your Device

- Go to Preferences > Device Manager... > DMX Devices

- Click ![image](image) if your device is not shown in the list.

- Select your device in the list and select Enable in the section Settings. Click Apply
  - Now, in the list the State will switch to On [indicated by green light].

- It is not recommended to change the Frame Time (ms) of your device. Instead, it is highly recommended to use the default settings. [Recommended settings are provided above.]
4] Set Up DMX Input

- Go Preferences > Device Manager... > DMX Input
- Select one entry in the list [e.g., Universe 1] and go to the section Device. Choose your device under DMX-IN Device
- MADRIX will now receive data from your device.
5] Choose How To Use Incoming Data

Now, you have several options to choose from:

A] You can activate Remote and choose a protocol in the section Remote Control. This will allow you to control MADRIX remotely using your controller. Learn more »DMX-IN And Art-Net Remote

B] You can use incoming data in a Script or Macro. Learn more »Macros And Scripts

C] You can monitor incoming DMX data in the DMX Watcher. Select your device in the list and click Watch Universe... Learn more below.

Close the Device Manager with OK

Monitoring Incoming DMX Data

To effectively work with incoming DMX data from your device, you can use the DMX Watcher to monitor incoming signals.

- Open the DMX Watcher as explained above or go to Tools > DMX Watcher...
• Select **Input**

• Set up the correct **Universe**
  
  - This is the same number as you have chosen in the list under *Preferences > Device Manager... > DMX Input* [e.g., *Universe 1*].

---

**MADRIX USB SMPTE**

**Overview**
This input device allows you to effortlessly use SMPTE time code for time synchronization across devices.

Data is received via the 3-pin, female XLR connector.

The device can simply be connected to any USB 2.0 port.

**Step-By-Step Configuration**

1] Connect your device.

2] Enable drivers in MADRIX.

3] Use the Cue List.

---

1] **Connect Your Device**

- Connect your SMPTE time code source to the 3-pin, female XLR connector of MADRIX USB SMPTE.
- Make sure that your SMPTE time code source is sending data.

- Connect your MADRIX USB SMPTE to a free USB 2.0 port of your computer.
- Make sure that Windows recognizes the device. Windows will automatically install the drivers for the device.

---

2] **Enable Drivers In MADRIX**

- In MADRIX, go to Preferences > Options... > Devices USB
- Activate MADRIX USB SMPTE
- Click Apply and OK
3] Use The Cue List

The Cue List is the feature in MADRIX to work with Time Code.

- Go to Window > Cue List...
- Or press F7
- Or click Programmer > Cue List... on the user interface
- Or click Cue List on the user interface

- Select the Time Code source SMPTE
Select the required **Time Code Format**

MADX will automatically start receiving external Time Code.

The Time Code format is **HH:MM:SS:FF** [hours:minutes:seconds:frames]

Example:
- 10 o'clock and 20 minutes, 30 seconds, and 10 frames will be shown as

  **10:20:30:10**

Configure the column **Time Code** for your Cue List entries.

- Add or edit more entries according to your requirements.

Learn more »**Cue List**

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** Interruption-Free Operation**

To ensure interruption-free operation of the software and devices, please make sure to check the power-saving settings of Windows.

Learn more »**PC Power Management**
16 Tips And Tricks

This topic includes:
- MADRIX KEY Serial Number
- Message Windows
- Tooltips

MADRIX KEY Serial Number

You can quickly retrieve the serial number for products that activate a MADRIX software license.

If you want to retrieve the serial number of your MADRIX product [copy and paste], follow these steps:

1] Go to Help > About...  
   [A new window will open.]

2] Left Mouse Double-Click - Quickly click twice with the left mouse button on the serial number in order to automatically select it.
3] **Right Mouse Click > Copy** - Click once on the right mouse button to call up the context menu and then choose **Copy**.

[Keyboard shortcut: Ctrl+C]

4] **Right Mouse Click > Paste** - Click once on the right mouse button to call up the context menu again and then choose **Paste** in order to insert the serial number into a separate document, for example.

[Keyboard shortcut: Ctrl+V]

---

**Message Windows**

When working with MADRIX, you might see notifications and messages for your information and attention.

If you want to retrieve the content of such a message [copy and paste], you can do the following:

- **Ctrl+C** - Press this key combination on the keyboard in order to copy the text of the message to the clipboard.
- **Ctrl+V** - Pastes the copied text from the clipboard to any text processing software application which you may have opened [e.g., e-mail client, word processor, etc.]

---

**Tooltips**
Most of the controls of the MADRIX user interface [e.g., buttons, text and input fields, sliders etc.] can show you details about the functionality of the control. A tooltip will be shown that includes more information.

- **Mouse Hover** - Use the mouse cursor to hover over a specific control; please do not click on the control. One second later, you will see a small window that includes the tooltip and as such more information for you about the control you are looking at.
//PART Q

Imprint And Copyright
17  Imprint And Copyright

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- Copyright
- Credits
- Third Parties

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**Included Libraries**

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- QtCore4.dll
- QtGui4.dll
- QtOpenGL4.dll
- QtXml4.dll
- QtSvg4.dll
- QtNetwork4.dll
- qgif4.dll [Qt Plugin DLL]
- qico4.dll [Qt Plugin DLL]
- qjpeg4.dll [Qt Plugin DLL]
- qmng4.dll [Qt Plugin DLL]
- qsvg4.dll [Qt Plugin DLL]
- qtiff4.dll [Qt Plugin DLL]

The complete, corresponding, and machine-readable source code of these files, incl. the license text, is available:

- On the MADRIX product CD, in the subfolder ThirdParty. For example, D:\ThirdParty

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- osg80-osgUtil.dll
- osg80-osgViewer.dll
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- osg80-osgGA.dll
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Index

- O -

Overview 163