FRIEND-CHIP

STUDIO ELECTRONICS

digi-MA´X 16/32

0. OVERVIEW

The DMX_16/32 is a programmable matrix with signal distribution for digital audio signals.
The first advantage of the DMX´s electronic patching is, that signals can not only be routed, but also be distributed and that settings can be saved and recalled.

The second outstanding feature of the DMX is the modular design, which makes it possible that the number of inputs and outputs can vary and that different formats can be assembled in the same matrix.

Please take note, that signals from various sources can be distributed into several destinations but signals cannot be mixed, so one destination can only be connected to one source.

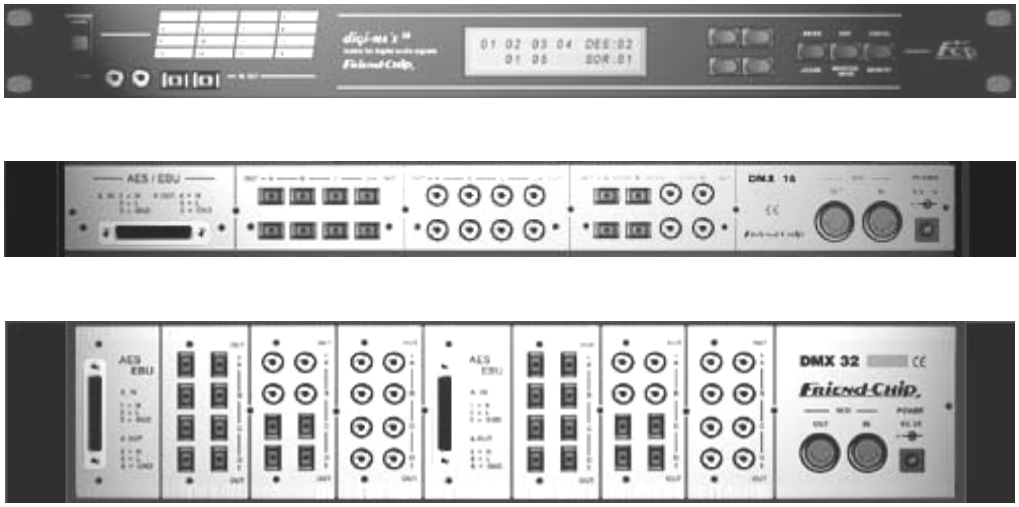
Each module has four inputs and four outputs.
Modules for S/P DIF coaxial / optical, ADAT ' lightpipe' and AES/EBU and T-DIFare available at the moment.

The two outputs on the frontpanel double device 15 and 16 (31 / 32) and are active even when the last module is not installed.

To use the front inputs on the DMX32 it is neccessary, to power-off the devices connected to 31/32 at the rear, to guarantee, that data is sent only from the front input to the matrix. It is not neccessary to disconnect devices 31 and 32 from the matrix

The DMX offers full stand-alone operation, but can be remotely controlled via MIDI system exclusive messages or MIDI program change commands.

Patches can be transmitted from the DMX as MIDI sysex. to be saved in MIDI equipment.
The complete content of the DMX unit can be transmitted as MIDI sysex. to save a back-up copy in MIDI recording equipment.



Install modules from left to right,
sources and destinations 1 to 4 are then in the very left module,
sources and destinations 5 to 8 are in the next and so on.

1. OPERATION

1. MODE SELECT

Various modes for display and editing can be selected after power-up or, at any time , in the MONITOR / MODE WINDOW.

1.1 DISPLAY MODE

There are two display modes for the editing procedure (select with the left lower key):

@ ' alpha mode '

in this mode the NAMES of the selected destination and source are displayed.
(Names can be entered at the DMX unit or dumped from the remote software (5.6)).

'digit mode'

in this mode four destinations are listed in the upper line of the display, and the device numbers of the assigned sources are listed in the lower line.

1.2 EDIT MODE

There are two modes for editing (select with right lower key):

ed 'edit only '

in this mode all editing is done without transmission to the matrix hardware.
an exclamation mark (!) in front of the SOURCE lable indicates this mode,
and reminds, that the matrix configuration is different to the edit buffer.
switching to 'send' (monitor mode window) will finally configure the matrix.

se ' send '

any patch change is sent to the hardware and the matrix is reconfigured immediately.

NOTE: you can change the EDIT MODE at any time (send / edit in the)
you can change the DISPLAY MODE at any time (alpha / digit)
ou can enter the MONITOR / MODE WINDOW from any other mode with MONITOR .

1.3 The MONITOR / MODE WINDOW
(hit ' MONITOR / MODE')

The MONITOR / MODE WINDOW has three functions:

- all patches in the matrix are displayed when you go through the matrix with the upper keys,

- the DISPLAY MODE for the editing procedure is selected with left lower key (@, #)

- the EDIT MODE is selected with the right lower key (send / edit)

```
01  02  03  04      MON.  ->
04                   - # -   se
```

1.4 The EDIT WINDOW
(enter with 'EDIT')

The EDIT WINDOW has two sections:
the MONITOR SECTION on the left side and the PROGRAMMING SECTION at the right side

In ' digit-mode ('#)' the upper line lists four destinations in the left MONITOR SECTION, below the assigned sources are displayed.

```
01  02  03  04      DES. 01
    03  01          SOR. 02
```

In 'alpha-mode (@)' the names of the selected devices are displayed (default = ****)

```
DAT_1               DES. 01
MINI DISC           SOR. 01
```

The PROGRAMMING SECTION on the right side displays the selected couple of destination and source to be connected, or just connected.

Select any device at any time and confirm with ENTER.

1.5 MEMORY MODE

In MEMORY MODE you can step through a task list with the upper keys.
For LOAD and SAVE the name of the selected program is displayed on the left side (default = ******):

```
--------- < TASK > ----------
COPY_1          LOAD.01
```

1.6 THE KEYS

The UPPER KEYS

select the desired DESTINATION while programming,
or the desired task in 'memory mode'.
or step through the matrix in 'monitor mode'

The LOWER KEYS

select the desired SOURCE while programming,
or change VALUES in the selected task in 'memory mode'

or select the EDIT MODE and DISPLAY MODE in the
'monitor / mode window' (@ , #) (se, ed)

ENTER

hitting the ENTER key once creates the connection between a selected couple of source and destination.
a double click clears that connection agian,
another double click leads to the following alert message

```
CLEAR EDIT      NO
BUFFER ??       YES
```

confirm with YES or escape with NO.

EDIT
MONITOR
MODE

toggles between EDIT MODE and the MONITOR / MODE WINDOW.
In EDIT MODE you see a couple of destination and source:

```
01  02  03  04      DES. 01         (destination)
    03  01          SOR. 02         (source)
```

the MONITOR MODE WINDOW displays four destinations, the assigned sources, the selected display mode and the selected editing mode:

```
01  02  03  04      MON.   ->
04                   - # -    se
```

Step though the matrix with the upper keys, watch the left section in the display.
select the desired DISPLAY MODE (@,#) with the left lower key
select the desired EDITING MODE (ed, se) with the right lower key
hit EDIT to enter the editing procedure.

MEMORY

enters MEMORY MODE coming from EDIT or MONITOR mode and then toggles between MEMORY and PRESET.

2. PROGRAMMING

2.1 CREATING NEW PATCHES

- if any other mode is selected, hit EDIT to open the 'edit window'

- select any SOURCE (lower keys)
- select any DESTINATION (upper keys)

depending on the selected display mode you see:

```
(#)          01  02  03  04     DES   --   01
             04                 SOR   --   02

(@)          DAT_1              DES   --   01
             MINI   DISK        SOR   --   02
```

NOTE: a flashing dash indicates that the programming is not done yet.
select any other devices in any sequence.

- hit ENTER to confirm the selection

  - or select any other devices
  - or hit CANCEL to escape from that mode
    and to return to the previous values.
  - or hit MONITOR / MODE to enter the 'monitor / mode window'
    to change the display mode, the editing mode or to step through the
    matrix

NOTE: after ENTER the flashing dash changes into a dot to indicate,
that the programming is done.
if 'send mode' is selected the matrix is changed immediately,
if 'edit modè' is selected the matrix is not changed now,
an exclamation mark (!) in front of the SOURCE lable indicates this.

```
(#)          01  02  03  04     DES. 01
             04             !   SOR. 02
```

- hit MONITOR / MODE to enter the 'monitor / mode window'
  and switch to SEND to load the matrix with the new patches
  (right lower key, or ENTER).

```
(#)          01  02  03  04     MON.  ->
             04                - # -    se
```

2.2 CHANGING A PATCH

there is no difference between creating a new patch and changing a patch.

- select the desired couple of DESTINATION and SOURCE.

- hit ENTER to confirm the new selection and to overwrite the old patch.
  - or select any other device
  - or hit CANCEL to escape from that mode and to return to previous values

  NOTE: for 'digit mode ('#)'

  if a connection to the selected DESTINATION already exists this will be indicated in the list on the left side

  for 'alpha mode (@)'

  after leaving the 'monitor / mode window' a pointer is displayed in front of the destination lable: ->DES.
  If you now select the destination first, the number and name of the assigned source are displayed.

2.3 SIGNAL DISTRIBUTION

- select the desired SOURCE
- select one out of the desired DESTINATIONS
- hit ENTER
- select the next DESTINATION
- hit ENTER
  and so on

  NOTE: several source signals can be distributed to several destinations but it is not possible to mix several source signals into one destination

3. MONITOR

3.1 MONITOR / MODE WINDOW
(hit 'MONITOR')

The MONITOR / MODE WINDOW has three functions:

- all patches in the matrix are displayed when you go through the matrix with the upper keys,

- the DISPLAY MODE is selected with the left lower key
@ = alpha (names on display), # = digit (numbers on display).

- the EDITING MODE is selected with the right lower key: ed = edit only, se = send

```
01  02  03  04      MON.  ->
04                  - # -  se
```

3.2 MATRIX MONITOR

The monitor section on the left side displays four destinations and the assigned sources :

```
01  02  03  04      MON. - >
    03  01          - # -  ed
```

With the upper keys you can go through the matrix in steps of four :

```
05  06  07  08      MON. - >
                    - # -  ed

09  10  11  12      MON. - >
12  12  12

13  14  15  16      MON. - >
    02      01      - # -  ed
```

3.3 SELECTING THE EDITING MODE

There are two modes for editing (select with the right lower key):

ed 'edit only'

in this mode all editing is done without transmission to the matrix hardware.
an exclamation mark (!) in front of the SOURCE lable indicates this mode, (! SOR.__)
and reminds, that the matrix configuration is different to the edit buffer.
Switching to 'send' (or ENTER) mode will finally configure the matrix.

se ' send '

any patch change is immediately sent to the matrix hardware and executed.

3.4 SELECTING THE DISPLAY MODE

There are two display modes for the editing procedure (select with the left lower key):

@ ' alpha mode '

in this mode the names of the selected destination and source are displayed.
Names can be entered at the DMX unit or dumped from the remote software. (5.6)

'digit mode'

in this mode four destinations are listed in the upper line of the display, and the device numbers of the assigned sources are listed in the lower line.

NOTE: you can change the EDITING MODE at any time (send / edit)
you can change the DISPLAY MODE at any time (alpha / digit)
you can enter the MONITOR / MODE WINDOW from any other mode with MONITOR.

hit 'EDIT' to enter the editing procedure.

4. CLEARING EXISTING PATCHES

4.1 IMMEDIATE CLEAR

When a patch just has been created, the couple of source and destination is still on display in the programming section.

- a double click on CLEAR clears this connection immediately

```
01  02  03  04      DES. 01
    03  01          SOR. __
```

this is helpfull if there is any data error in the receiver and the connection must be cut.

- a further double click on CLEAR leads to the following alert message

```
CLEAR EDIT          NO
BUFFER  ??          YES
```

confirm with YES or escape with NO.

4.2 CLEARING THE PATCH TO A DESTINATION

- select the destination and watch the monitor display
- double click on CLEAR to clear the patch to the selected destination

4.3 CLEARING ALL PATCHES ASSINGED TO ONE SOURCE

- select DESTINATION '00' DES.__
- select the source DES - __
  SOR - O2
- double click on CLEAR to find the following alert message:

```
CLEAR PATCHES       NO
FROM SOURCE  02     YES
```

  - confirm with YES to clear all patches from the selected source (02) to any destination.
  - or escape with NO .

4.4 CLEARING MEMORY LOCATIONS

You have to clear the EDIT BUFFER first and then save the empty buffer to the memory.

- double click on CLEAR twice and confirm the CLEAR request with YES
- hit MEMORY to enter MEMORY MODE
- select the task SAVE with upper keys
- select the desired memory location with the lower keys
- confirm the overwrite request with YES
- hit CANCEL to reset the memory name
- complete the procedure with ENTER

4.5 CLEARING THE COMPLETE MEMORY

with a special function it is possible to clear the complete memory and to reset all values to default. The procedure is as follows:

- turn off power

- press and hold all together the LOWER KEYS and MONITOR and MEMORY

- turn on power while you still hold the four keys
  until the following message appears in the display:

  ENTER AND MEMORY
  CLEAR ALL DATA

- release the four keys and press and hold ENTER and MEMORY
  until the following message appears in the display:

  CLEAR MEMORY
  RESET ALL DATA

  the unit will continue with:

  ------< SELECT >------
  MODE - # - se

  NOTE: if you don´t want to clear anything don´t touch any key after the first alert message and the unit will continue the boot sequence as usual.

5. MEMORY MODE

The last key enters MEMORY MODE, when coming from MONITOR or EDIT and then toggles between MEMORY and PRESET.

In MEMORY MODE you can select the following tasks with the upper keys:

LOAD	loads buffer from memory
SAVE	saves buffer to memory
DUMP PATCH	sends buffer as MIDI sysex. message
ID##	selects ID## for remote purposes
REMOTE	selects MIDI channel for remote purposes
BOOT MANAGER	selects BOOT mode: preset 01 or latest set
DEVICE NAME	enters device names and memory names
DUMP COMPLETE	sends the complete memory as MIDI sysex.
GET NAME LIST	receives the name list from the remote computer via MIDI sysex.
GET COMPLETE	receives the complete data from the remote computer via MIDI sysex.

the lower keys change the corresponding values.

5.1. LOAD

- hit MEMORY to enter MEMORY MODE
- (select LOAD with the upper keys, if not on display)
- select any memory location with the lower keys.
  the name of the memory location is displayed on the left side (default = ******)

```
---------- < TASK > ----------
COPY_1          LOAD -- 01
```

- hit ENTER to confirm

NOTE: an alert message is displayed if the edit buffer has not been saved

Confirm the overwrite request with YES or escape with NO

whenever a program is loaded, the program number is transmitted as MIDI program change command, with the selected MIDI channel number.

5.2 SAVE

- hit MEMORY to enter MEMORY MODE

- select SAVE with the upper keys

- select any memory location with the lower keys

  the name of the memory location is displayed on the left side

```
------------ < TASK > ----------
******              SAVE -- 01
```

- hit ENTER to confirm

  NOTE: as long as data is not saved, this will be indicated by a flashing dash.

  an alert message is displayed, if the selected memory location is not empty. Confirm the overwrite request with YES or escape with NO .

After data is saved the first character of the NAME starts flashing and a name with 12 characters can be entered for the memory location:

- hit ENTER to skip or

- select the desired character with the lower keys:
  0 1 2 .....9 _ / . - SPACE * A B C ..... Z

- move CURSOR with the upper keys

- hit ENTER to complete the procedure

  NOTE: you may overwrite the memory name as long as the patching has not been changed, by starting the procedure again with ENTER

  you can enter or change a name in the task DEVICE NAMES at any time.

  you can reset the name to the default ****** with CANCEL, as long as a character is flashing

5.3 DUMP PATCH

The content of the edit buffer can be transmitted and received as MIDI-sysex. message. This allows you to save the patch with your piece of music, or even to change the patching remotely controlled from a sequencer or any other MIDI recording device.

5.3 SEND DUMP

- hit MEMORY to enter MEMORY MODE
- select DUMP PATCH with the upper keys
- set your MIDI device on record
- hit ENTER and the sysex. is transmitted.

NOTE: an ID## is assigned to the message (5.8)
this allows you to address several DMX units from one remote source
Default is ID##: 01.
The correct ID## must be selected in the DMX unit to read back the message.

5.4 RECEIVE DUMP

the DMX is ready to receive a sysex. Dump for the EDIT buffer in any mode.
This dump only changes the content of the EDIT BUFFER.
To get a complete dump with all 50 programs and namelist the tast “GET COMPLETE” must be enabled (see 5.7)

one of the following messages is displayed for a while:

SYSEX MESSAGE
< OK >

SYSEX MESSAGE
< ERROR >

Note: the ID## assigned to the sysex. message must be the same as the ID## selected in the DMX harware (5.5)

select ID##: __ to disable the DMX sysex. receiver

5.5 DUMP COMPLETE

the complete content of the DMX unit, all names and all 50 programms can be transmitted as a MIDI sysex. dump, so that a back-up file can be recorded and saved in any MIDI recording device.

- hit MEMORY
- select the task DUMP COMPLETE
- set your MIDI equipment on record
- hit ENTER

NOTE: the selected ID## is assigned to the message (5.8)
The same ID## must be selected in the DMX unit when reading back the message.

Data formats between the DMX 16 and 32 are fully compatible, so the program from a DMX 16 can be transmitted into a DMX_32.

5.6 GET NAME LIST

With the task 'GET NAME LIST' you can get the complete nameslist out of the dump from the remote computer. All patch programmings are ignored, so that the data in the DMX unit will not be overwritten.

- hit MEMORY
- select the taskGET NAMES LIST
- confim with YES
- with the received sysex.-start the diplay changes into PLEASE WAIT
- SYSEX OK, or ERROR is reported.

NOTE: if no MIDI sysex. is received, an ERROR will be reported,
no data is changed in the DMX unit.
continue with any key.

5.7 GET COMPLETE

You may do all programming with the software in the remote computer and then load the complete data, including all device names, memory names and all 50 patches to the DMX unit,
or dump a recorded back-up file.

P L E A S E T A K E N O T E
the complete data in the DMX unit is overwritten and lost ! ! !
it is highly recommended to store the internal memory as COMPLETE DUMP first (5.5)

5.8 ID##

as discribed before, the DMX sysex. dumps are coded with an ID##. This ID## must be the same in the data and in the DMX hardware.

- hit MEMORY
- select the task ' ID## ' with the upper keys
- select the ID## with the lower keys

NOTE: select ID##:__ (none) to disable the sysex. receiver.
the same ID## must be selected in the DMX unit and in the remote software for data exchange.

5.9 MIDI PROGRAM REMOTE

Besides transmitting patches as MIDI sysex. messages the DMX can be remotely controled by MIDI PROGRAM CHANGE messages. Any of the 50 programms in the DMX memory can be selected. For that purpose you have to select a MIDI CHANNEL.

- hit MEMORY
- select the task REMOTE with the upper keys
- select the desired MIDI CHANNEL with the lower keys

NOTE: when a MIDI program change recalls a setting from the DMX memory this is loaded into the matrix and into the DMX edit buffer.

whenever you load a program in the DMX unit, the program number is transmitted as MIDI program change command with the selected MIDI channel.

5.10 BOOT MANAGER

For many applications it is desirable that the DMX boots up with the latest setting.
This can be any content of the edit buffer or any selected PRESET (6).
The DMX is shipped with this default.

In some applications it may be more useful, that the DMX boots up with a defined default setting.
For this purpose you can select, that the DMX boots up with PRESET 01 (6.1) no matter, in which mode the DMX was powered off.

- hit MEMORY to enter MEMORY MODE

- select the task BOOT

- select 'LATEST PATCH' or 'PRESET 01' with the lower keys.

  NOTE: PRESET 01 recalls memory 01.
  therefore the desired default patching must be saved to memory 01.

  even when starting with PRESET 01 the latest patching is available in the edit buffer since loading a preset does not overwrite the edit buffer (6)

5.11 DEVICE NAMES

If you work with the remote software you can enter all device names and memory names on the computer and than load the DMX unit via MIDI sysex. (see 5.6 or 5.7).

The task DEVICE NAMES offers the possibility to enter or to modify names in the DMX unit.

- hit MEMORY

- select the task DEVICE NAME

- select any SOURCE, DESTINATION or MEMORY with the lower keys.
  the current name is displayed (default = ****).

  ---------- < TASK > ----------
  DAT_1 SOR.- 01

- hit ENTER and the first character starts flashing

- select the desired character with the lower keys:
  0 1 2 .....9 _ / . - SPACE * A B C ..... Z

- move cursor with the upper keys, up to 12 characters can be entered

- hit ENTER to save

  NOTE: you can reset the selected name to the default ****** with MEMORY, as long as a characters is flashing

6. PRESETS

As discribed before, you can save up to 50 programms. When you load a program it is written into the edit buffer and you may change it in any programming mode.

The first five memory locations have a special PRESET function and you should save those five settings there which you need most.

In PRESET mode you can recall any of the five programms 01, 02, 03, 04, 05 just by hitting one key. The patching is loaded immediately into the matrix while the edit buffer still hols the previous setting.

- hit MEMORY twice to enter PRESET MODE

```
      <  PRESETS >
1_  2_  3_  4_  5_   ED  ME
```

- with the upper keys you can immediately recall memory 01 or 02
- with the lower keys you can immediately recall memory 03 or 04
- with the ENTER key you can immediatelly recall memory 05

- MONITOR recalls immediatelly the previous patch in the edit buffer

- MEMORY enters MEMORY MODE to load or save patches.

NOTE: The patching of the selected preset is executed in the matrix hardware, but data is not written into the edit buffer.
MONITOR recalls the latest setting and the latest programming mode.

7. MODULES

Four types of modules are available, each with four inputs and four outputs.
Different modules can be assembled in any combination.
Install modules from left to right, when facing the unit from the back.
sources and destinations 1 to 4 are than in the very left module,
sources and destinations 5 to 8 are in the next and so on.

MCO4	S/P DIF 4x coaxial input, 4 x coaxial output, 75 ohm, 0.5 Vpp
MOP4	4 x optical TOSLINK receiver, 4 x optical TOSLINK transmitter for optical S/P DIF or ADAT ' lightpipe' signal
MO2-2	2 x coaxial, 2 x TOSLINK input, 2 x coaxial, 2 x TOSLINK output
MAES	4 x AES/EBU input, 4 x AES/EBU output on 25 pin D-SUB connector transformer balanced, sensitivity 200 mV, output level 3 Vpp

Here the pinout of the AES / D - SUB: CABLE

	13	GND_____			
25		GND	OUT A	# 1	MALE
	12	HOT			
24		COLD_____			
	11	GND	IN A	# 2	FEMALE
23		HOT			
	10	COLD_____			
22		GND	OUT B	# 3	MALE
	9	HOT			
21		COLD_____			
	8	GND	IN B	# 4	FEMALE
20		HOT			
	7	COLD_____			
19		GND	OUT C	# 5	MALE
	6	HOT			
18		COLD_____			
	5	GND	IN C	# 6	FEMALE
17		HOT			
	4	COLD_____			
16		GND	OUT D	# 7	MALE
	3	HOT			
15		COLD_____			
	2	GND	IN D	# 8	FEMALE
14		HOT			
	1	COLD			

7.1 Installing a module

- First remove the blank top and bottom.
- Remove the blind plate.
- install the new module
- fix top and bottom
- fix the rear of the new module

8. REMOTE SOFTWARE

Different versions are available:

There is a WINDOWS version, which runs on all WINDOS version upto WINDOWS 2000, WINDOWS ME, WINDOWS XP,

and there is an EMAGIC SoundDiver OEM which runs also on all WINDOWS versions

and one SoundDiver OEM which runs on MAC upto OS.9.

PLEASE NOTE: use the SoundDiver DMX16 version for MAC
Since there is no special DMX12 / 12 version

Please download the version you need from our web-site: www.freind-chip.com.

System requirements are a IBM compatible PC, at least one MIDI interface and WINDOWS 98, NT, WINDOWS ME, 2000 or XP.

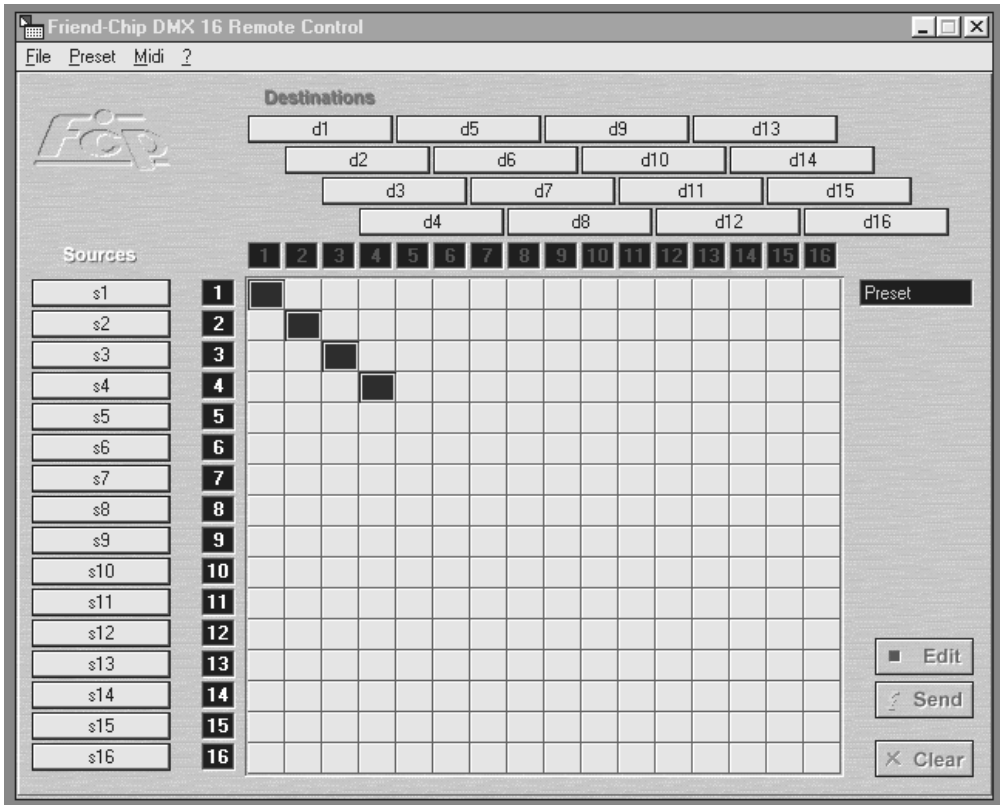
8.1 INSTALLATION

First create a new folder for the DMX remote software.
Then get the download from www.friend-chip.com and start the programm.

PLEASE NOTE: The following section descibes the Friend-Chip WINDOWS version of the remote software.

For MAC please get the SoundDiver OEM and refere to the SoundDiver OEM description.

REMOTE SOFTWARE

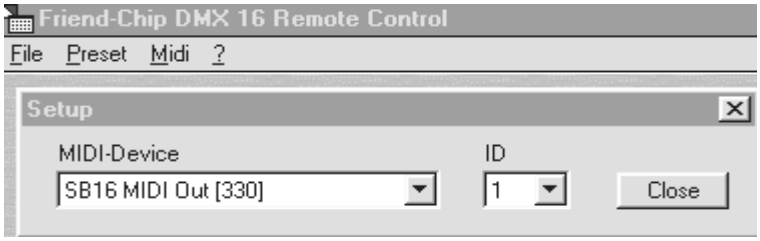


Screen shot WINDOWS version
DMX 16 / 16

8.2 OVERVIEW

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

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

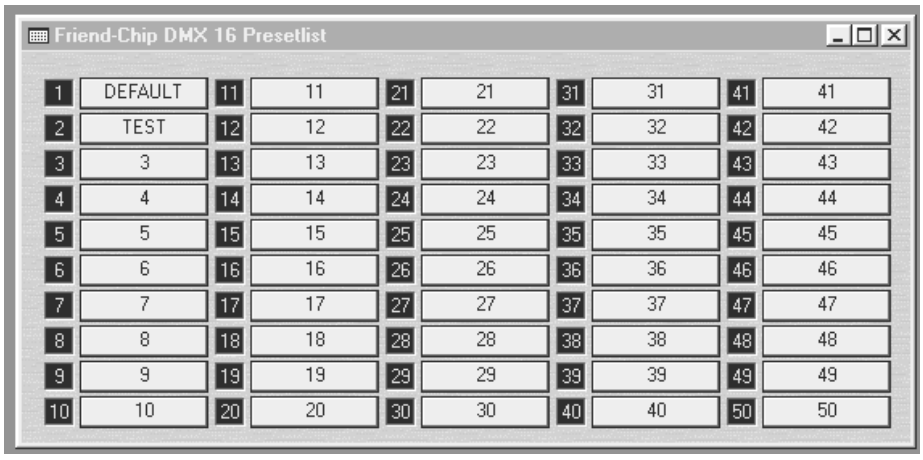


NOTE: The transmitted data is present in the DMX hardware edit buffer and can there be modifyed and saved to any memory location in the DMX unit.

8.3 PRESET LIST

Once a set-up is programmed it can be saved into a presetlist. From the presetlist the matrix is reloaded with one mouse click.

- PRESET SAVE saves the current patching in the PRESET list.
- PRESET RELOAD opens the preset window



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

You can save up to 50 setups in the PRESET LIST.
double click onto the PRESET labels to enter names.

8.4 DEVICE LABELS

First you should enter the names off all connected devices.
On the left side you find all SOURCES on top you find all DESTINATIONS.

- double click onto any destination or source lable to enter a name

- confirm with RETURN

8.5 CREATING, DELETING PATCHES

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

FIRST

- just click onto the crosspoint in the matrix field,
  or hold down the mouse key and move onto the desired crosspoint.

  click again on the same point to delete an existing patch.

SECOND

- click with the right mouse key onto any source- or destination lable.
  a pop up menu displays all destinations and the patches with the selected device.

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

NOTE: when EDIT (the upper of the three keys on the right) is on
any change will be displayed, but not transmitted to the hardware
until you press SEND (the middle of the keys on the right side)

8.6 EDIT / SEND

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

8.7 MIDI SYSEX. FILE

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

8.8 MIDI DUMP

The complete file including all device names, program names and all 50 presets can be transmitted to the DMX unit, whereby the DMX 32 can receive a DMX 16 file.

- make shure, that the same ID ## is selected in the DMX unit and in the software.
- Select the task: GET COMPLETE ? on the DMX unit,
- confirm with YES
- select DUMP in the MIDI pull down menu of the remote soft ware

8.8 AUTO SAVE

whenever you close the DMX application a file is automatically created to save all your work during the last session. This file contains:

- the device names
- the preset names
- the latest setup
- 50 preset setups

this file is loaded when you start the software again.

8.9 FILE SAVE AS

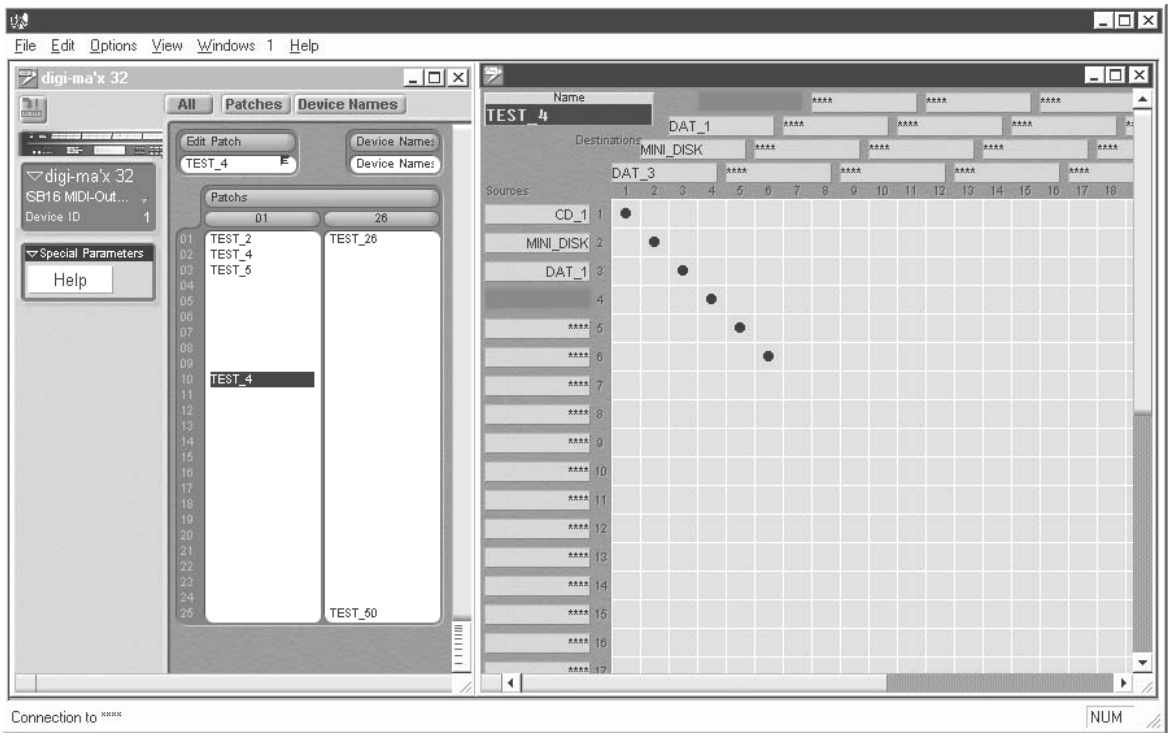
if you need more than the 50 presets, or different names lists, you may save a complete configuration under a file name including

- the device names
- the preset names
- the latest setup
- 50 preset setups

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

if you changed anything in a configuration, the configuration must be saved as ... under its filename, otherwise the changes will only be in the autofile.

REMOTE SOFTWARE



Screen shot SoundDiver OEM version
DMX 16 / 16

FRIEND-CHIP

STUDIO ELECTRONICS

EMAGIC
SOUNDDIVER OEM FOR
DMX digi-ma'x routers

14.10.2000
with thanks to EMAGIC and Michael Haydn

Please use the DMX_16 version to control the DMX 12 / 12.
Patches from Source 13 to 16 and to Destination 13 to 16 are ignored in the DMX 12/12 hardware

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1. Basics

SoundDiver is a very sophisticated program to control midi equipment from computers. Various platforms are supported: WINDOWS as well as MAC OS.

Since the remote control for a patchbay is a very simple application, many functions of the real SoundDiver were deleted. Some are still there without meaning to the matrix remote oem.

Any change of patching in the matrix editor is immediatelytransmitted and executed in the hardware, but the task “GET COMPLETE” must be enabled in the DMX hardware to receive complete dumps with all 50 presets and name lists.

Since the SoundDiver OEM sends such complete dumps under several circumstances a “SYSEX ERROR” may be displayed at the DMX hardware.

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2. Brief Instruction

You find two important windows:

a) Device
b) Editor

first open "Device".

on the left a "parameter" section is diaplayed.:
here you select the midi-port and the ID number which codes the sysex transmission and must be identical with the ID selected in the DMX hardware (default =1).

NOTE:

the transmission ICON on the top allows you to dump all 50 patches and device names into the hardware. The task "GER COMPLETE" must be selected in the hardware before transmission.

After you selected the midi-port and ID you may delete the "parameter" display From the screen ("view" or right mouse key).

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double-click now onto "device names"
to open the names editor and enter the device names.

---

double-click on "edit-patch"

or select "open editor" to open the matrix editor
the matrix is programmed just by setting the dot on the crosspoint.

NOTE:
if you disable the "option: hold transmission" (right mouse) the content of the matrix editor is transmitted to the hardware, whenever you change the patching, and patches really change. The digi-ma'x displays MIDI SYSEX O.K.

You may enter a name for the edited patch and then select "Store in"
to store it in the patches list.

NOTE:
SoundDiver will transmit the complete set whenever the patches list is changed. Since the digi-ma'x hardware ignors that, MIDI SYSEX ERROR is displayed. Select the "task: GET COMPLETE" to get the complete dump into the hardware.

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the "option: hold transmission" allows you to change patches, without transmission. when you cancel the "hold transmission" the latest setting is transmitted.

NOTE:
you have direct access to all 50 patches.
once the patches are programmed, just double-click on the desired patch in the patches list and data is sent out via midi-sysex and is displayed in the matrix editor.

---

save all settings with "file: save preferences". When you close the SoundDiver application all settings are saved automatically.

NOTE:
you may save the complete data as midi-standard file, this helps if for example device names were added for a certain session....

you may also save a single patch as midi-standard file. Play this back from a sequencer to change the matrix at a certain point of a song.