Nicolaudie Group

DMX Recorder

Software from Nicolaudie Group

last edited: 09/04/2025

What is DMX Recorder?

DMX Recorder is an advanced and versatile tool designed to record, edit and stream DMX data. It provides a comprehensive set of features that make it indispensable for both professionals and enthusiasts in the lighting control industry.

The DMX Recorder has many useful features:

- Recording and Playback: Effortlessly capture DMX data sequences and play them back with precision, ensuring perfect synchronization with your production.
- Editing Capabilities: Edit recorded DMX data to fine-tune your lighting effects or create custom sequences. Use an automated effective tool for detecting a DMX loop.
- Show mode: The recorded/edited scenes can be arranged and stored on a Nicolaudie Group lighting control interface.
- Scalability: Supports multiple DMX universes, enabling you to record extensive lighting setups with ease.
- Intuitive Interface: Designed with user-friendliness in mind, making it accessible to both beginners and advanced users.
- Advance triggering: The DMX recorder has been developed with the stand-alone usage of all Nicolaudie Group interfaces in mind. The advanced triggers enable the possibility of set conditions and actions to meet the criteria of automation.

Installation

macOS

1. Download the Latest Version:
   Visit our website and click on the macOS download link to get the latest DMX Recorder release. Your download will be provided in a `.dmg` file.
2. Install the Application:
   Double-click the downloaded `.dmg` file to open it. A window will appear, prompting you to drag the DMX Recorder icon into your Applications folder.
3. Launch the Application:
   Once the file is copied, open your Applications folder, locate DMX Recorder, and double-click to start the application.

Windows

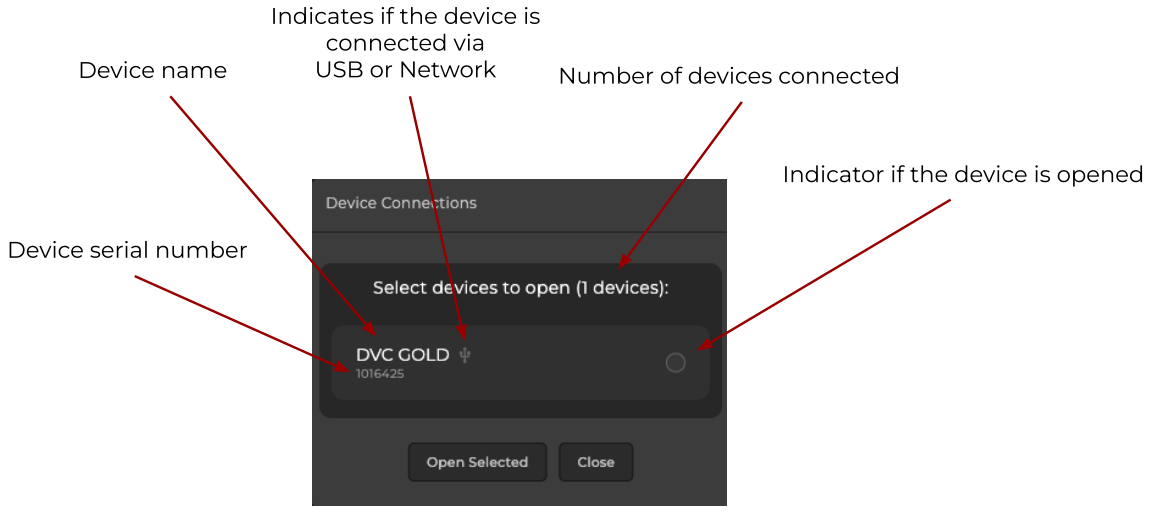
1. Download the Latest Version:
   Visit our website and click on the Windows download link to obtain the latest DMX Recorder installer.
2. Run the Installer:
   After the download completes, double-click the installer file and follow the on-screen instructions provided by the installation wizard.
3. Launch the Application:
   When the installation finishes, you'll find a DMX Recorder icon on your desktop. Double-click the icon to start using the application.

Minimum system requirements

- OS: Microsoft Windows 10 & 11 (64 bit) or MacOs Monterey (12) and newer
- Memory: 4 GB RAM
- Disk: 1 GB available space
- Resolution: 1680x1500 minimum display resolution

How to open a device?

When the interface is connected via USB or Network (local), DMX Recorder will detect it immediately and display a popup window dialog on the screen:



💡 **Tip:** As part of the SUT technology, your interface may have the ability to work with several softwares from Nicolaudie Group. To ensure the stability during operation, our software performs the action “Device Opening” which locks the device connection to the specific software that you are working with.

Licence

- The DMX Recorder requires a license to operate with your Nicolaudie DMX controller. If your hardware does not have a license, you can purchase one from store.dmxsoft.com (registration required) (only for SUT devices).

Main screen

The main screen is your central hub for all key functions. It combines the Input Sources, DMX Receiver, and Last Records containers into one place, making it easy to manage connected devices, monitor input and output DMX data, and review previous recordings without switching between different views.

What It Does:

- Connect and Manage Devices: Quickly access and activate DMX universes from your connected input sources.
- Visualize DMX Data in Real Time: Monitor incoming signals, reorder universes, and choose from different visualization modes (Dots, Levels, Colors) for better insight into your setup.
- Record and Review: Easily start new recordings from the main screen and instantly see them appear in the Last Records section. Review past recordings at a glance, rename them, sort them, or perform bulk actions.

In essence, the main screen acts as the foundation of your DMX workflow, ensuring that you have everything you need at your fingertips to work efficiently and effectively.

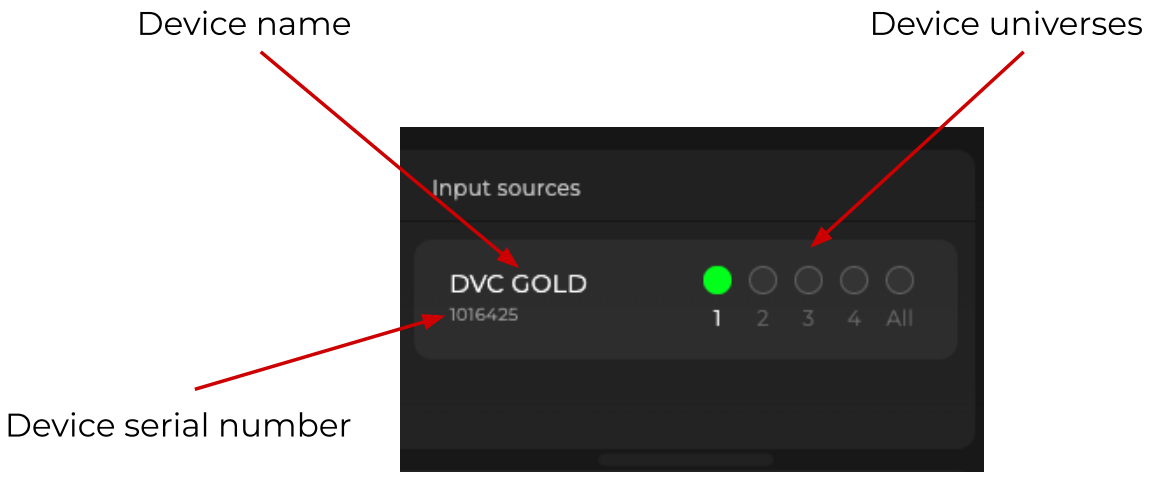
Input Sources

Input sources are key components of the DMX Recorder. The window shows all detected DMX universes of the interface and gives you the ability to enable and disable them for the current session. When a device is opened in the DMX Recorder, we are able to see the device name and its serial number. Also all its available universes are displayed in the Input Sources container, represented as numbered circles for easy identification.

How It Works

- Each numbered circle corresponds to a universe associated with the input device.

- By clicking on one or more of these circles, you can open the selected universe(s) in the DMX Receiver container, located on the right side of the interface.

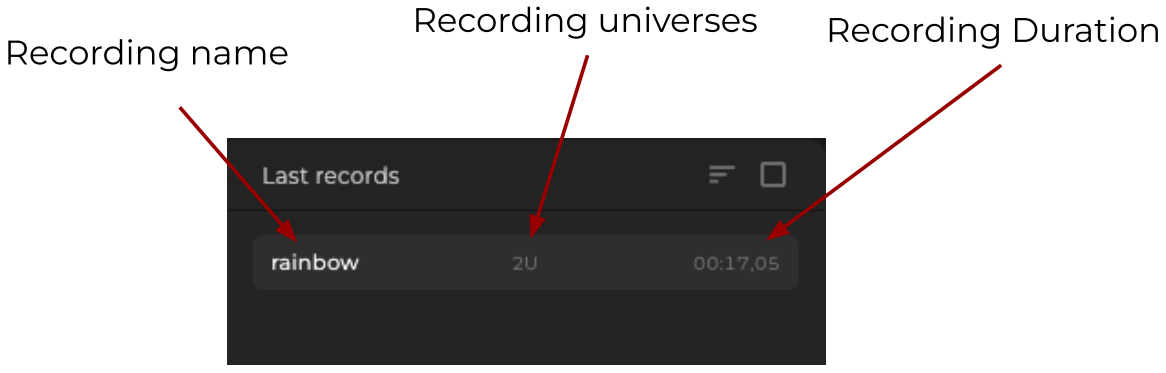


- The DMX Receiver container provides detailed monitoring of the selected universes, giving you the ability to read the DMX data in real time .

The DMX Receiver container and its functionality will be further explained in the next section.

Last Records

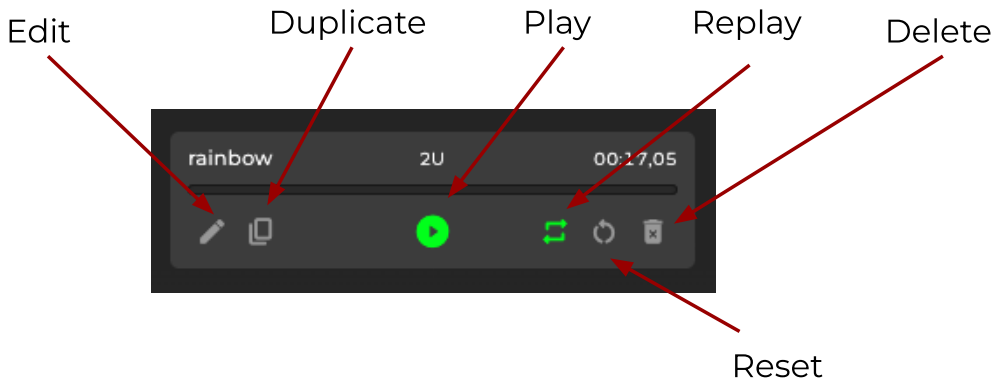
Within the application's "Last Records" section, users can review all previously created recordings. Each recording is displayed within its own expandable container. By default, each container shows the recording's title on the left, the total number of associated universes in the center, and the recording's duration on the right.



💡 **Tip:** You can quickly rename a recording by right clicking on the name of the recording.

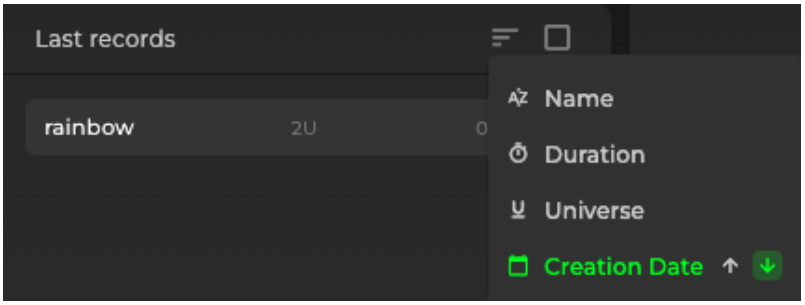
When a container is expanded, a set of action buttons are revealed (from left to right on the screen):

- **Edit:** Modify the recording(by pressing it will lead into another screen which later on we will call **Edit Screen**).
- **Duplicate:** Create a copy of the recording.
- **Play:** Play the recording from the beginning.
- **Replay:** Repeat playback of the current recording.
- **Reset:** Restore the recording to its initial state.
- **Delete:** Remove the recording permanently.



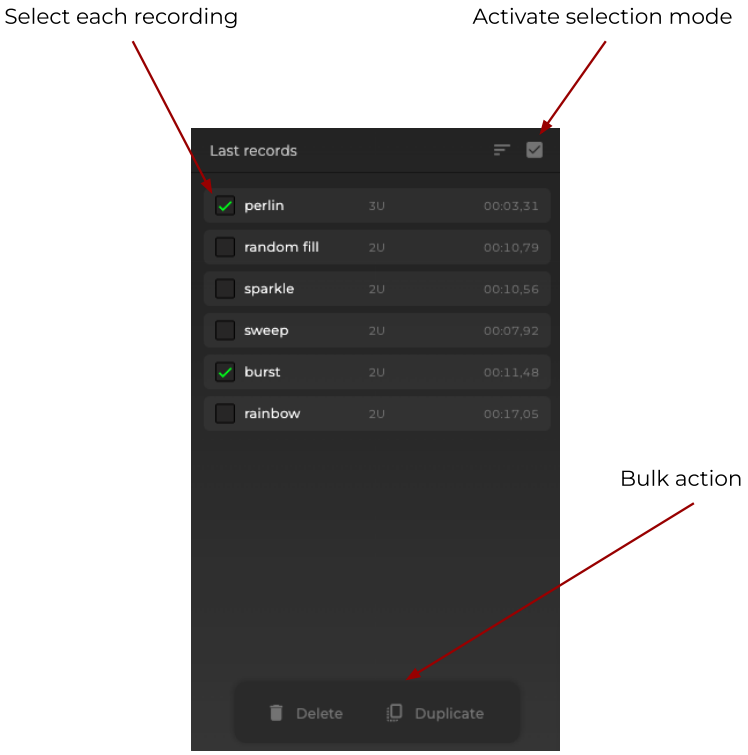
Sort recordings

To better organize and locate specific recordings, the application offers sorting capabilities by various criteria, including **Name**, **Duration**, **Universe Count**, and **Creation Date**. Each sort option can be applied in ascending or descending order using the arrow icons on the right. The green highlighted color represents the active sorting method that is currently used..



Bulk operations

The bulk operation mode can be enabled from the checkbox next to the sorting icon. This mode will display checkboxes on the left side of each recording. To select multiple recordings, simply click on the checkboxes. When the selection is done, there are two actions to choose from - Delete or Duplicate.



Changing recordings folder

The folder which contains all of the recordings could be changed in the following way:

MacOs	Windows
To change the default recordings folder on macOS, navigate to the application's main menu, select Records > Open Folder..., and then choose the desired directory. Subsequent recordings will be stored in the newly selected folder.	On Windows, click the three-dot menu (⋯) located at the top-left corner of the application window. From the dropdown, select Records > Open Folder..., then browse to and select the folder where you wish to save your recordings. All future recordings will be stored in this new location.

DMX Receiver

The third primary container displayed on the main screen is the DMX Receiver. This container provides a comprehensive overview of all open universes originating from a given input source, enabling users to efficiently manage and monitor live DMX data.

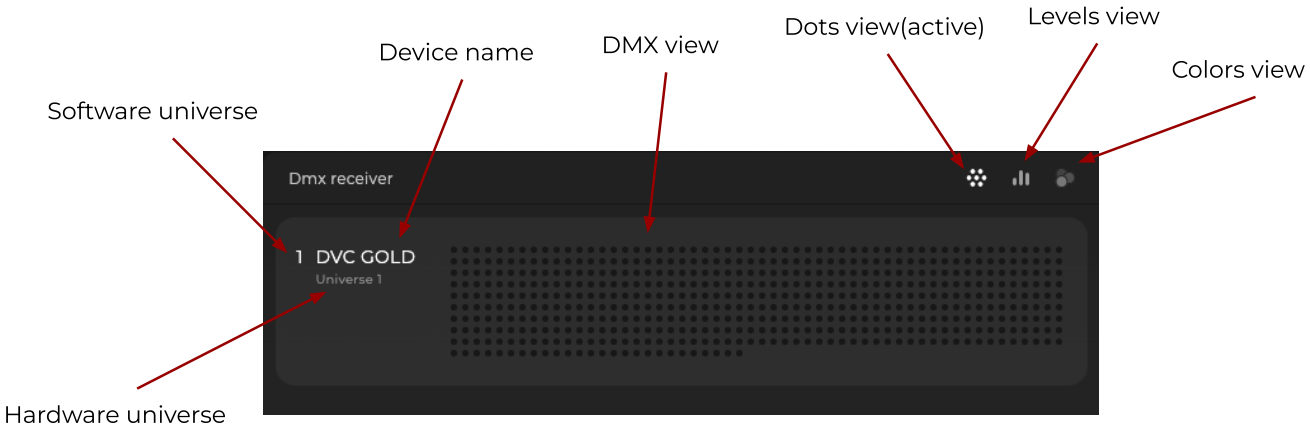
Key Features:

1. Universe Management
    - Reordering Universes:
      To rearrange the Universes, simply click and drag the Universe tab up or down. The rearrangement will be stored for your future sessions.
    - Real-Time Monitoring:
      Each listed universe updates in real time, allowing users to observe incoming DMX signals. If DMX data is not presented, but the Universe is listed, a warning will be shown that there is no DMX information detected.

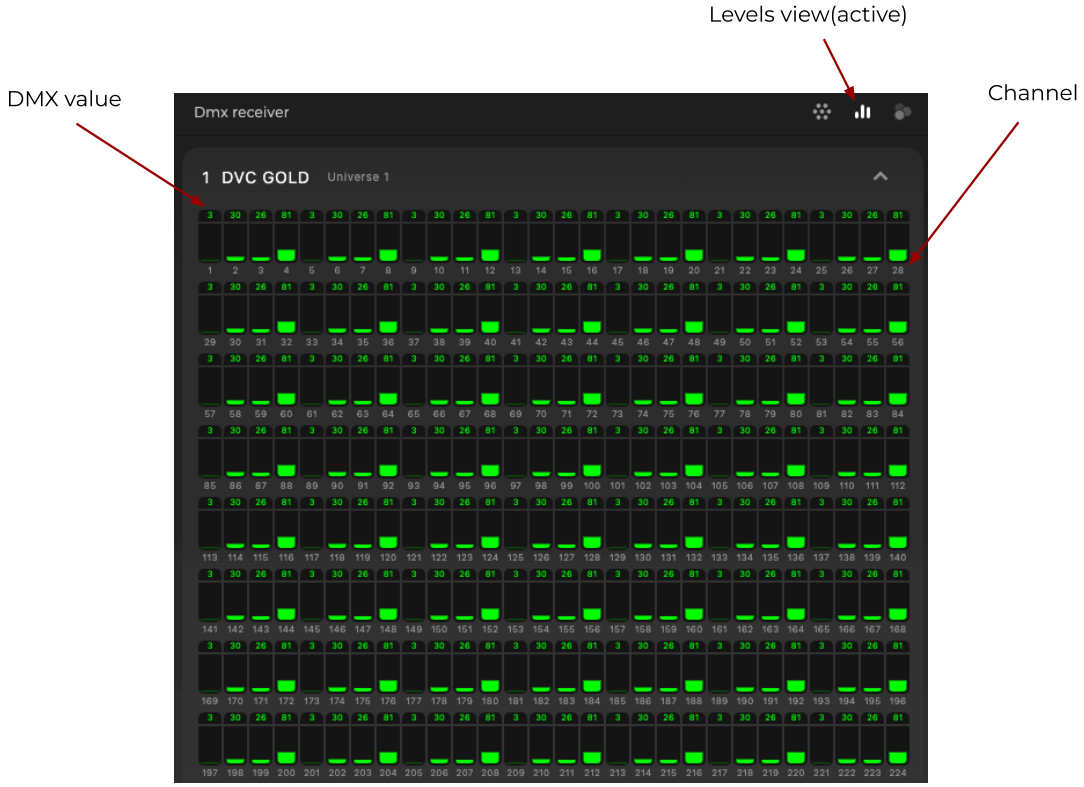
2. Multiple Visualization Modes

The DMX Receiver container supports various visualization interpretation of the DMX data to represent a basic color mixing behavior.:

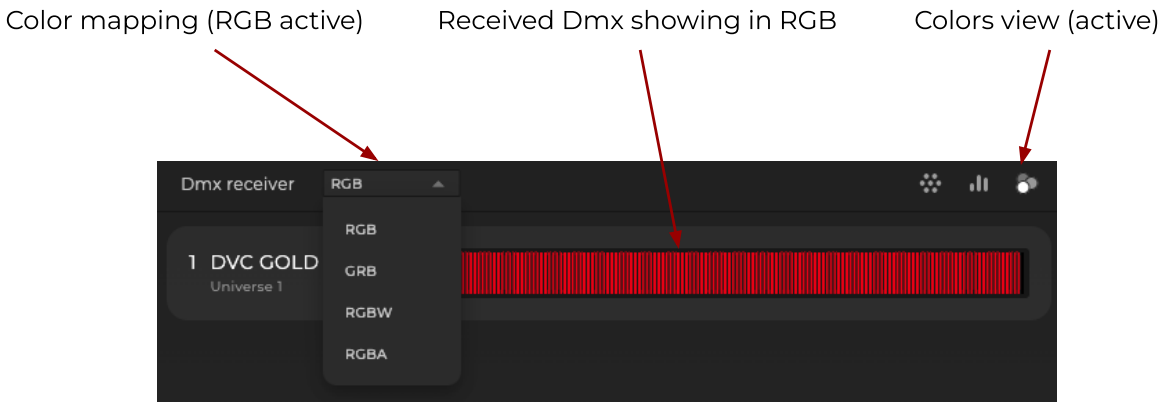
- Dots View:
  Displays each DMX channel as a single dot, offering a minimalist perspective that can help identify active channels.



- Levels View:
  Presents DMX channel data as numerical values and graphical bars, providing precise insight into individual channel data in real time.



- Colors View:
  Represents DMX data in terms of color output. Within this view, users can adjust the color mapping to accommodate different fixture configurations and color models. Supported mappings include:
  - RGB: Red, Green, Blue
  - GRB: Green, Red, Blue
  - RGBW: Red, Green, Blue, White
  - RGBA: Red, Green, Blue, Amber



3. Integrated Recording Component

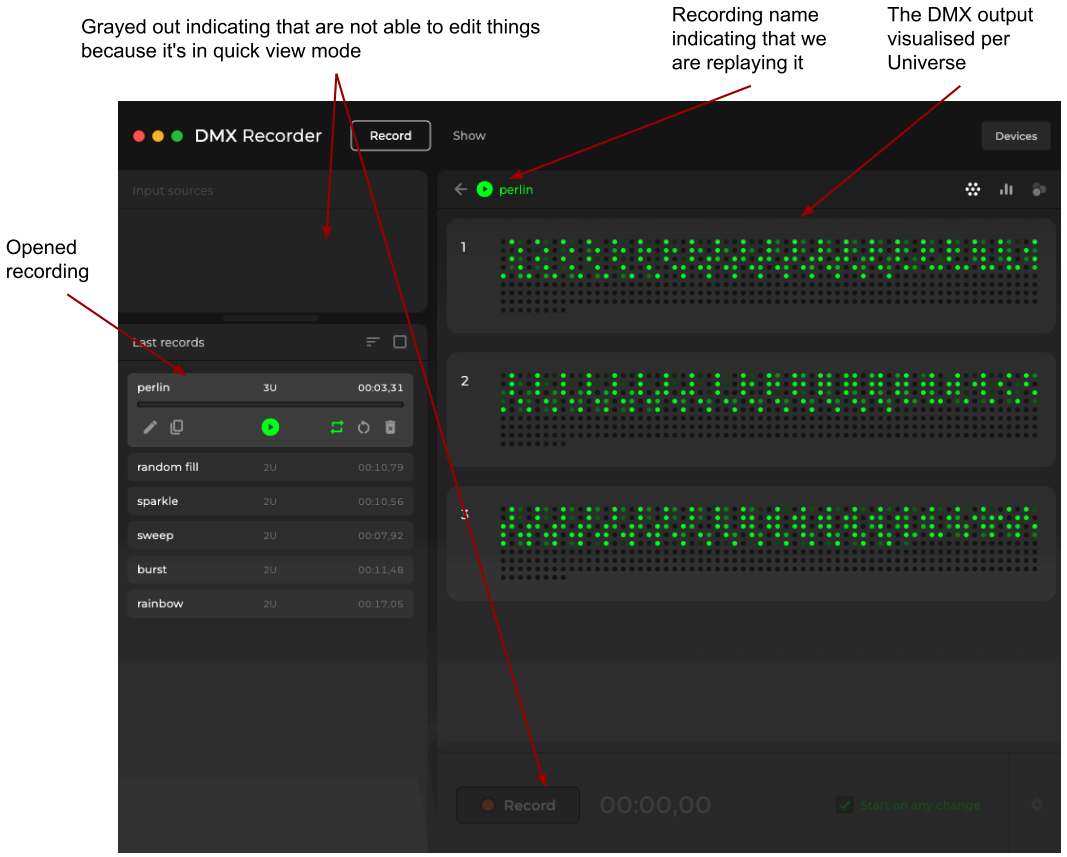
At the bottom of the DMX Receiver container is a recording component that streamlines the capture of incoming DMX data:

- Record Button: Initiates or stops the recording process.
- Recording Time Display: Shows the duration of the current recording.
- "Start on Any Change" Option (Enabled by Default): Automatically begins recording when any change in DMX data is detected.
- Settings Icon (Advanced Record Menu): Access advanced recording parameters, including:
  - Start After: Begin recording after a specified delay.
  - Stop After: End recording after a specified duration.
  - DMX Trigger Start: Initiate recording once a given DMX universe, address, and value threshold is reached.
  - DMX Trigger Stop: End recording when the defined DMX value criteria are met.

Quick View of Recordings in the DMX Receiver

When you open a recording from the Last Records section, the DMX Receiver container displays a "quick view" of that recording. This quick view presents all the universes associated with the selected recording, along with their corresponding DMX values, effectively giving you a snapshot of the recorded configuration without navigating away from the main interface.

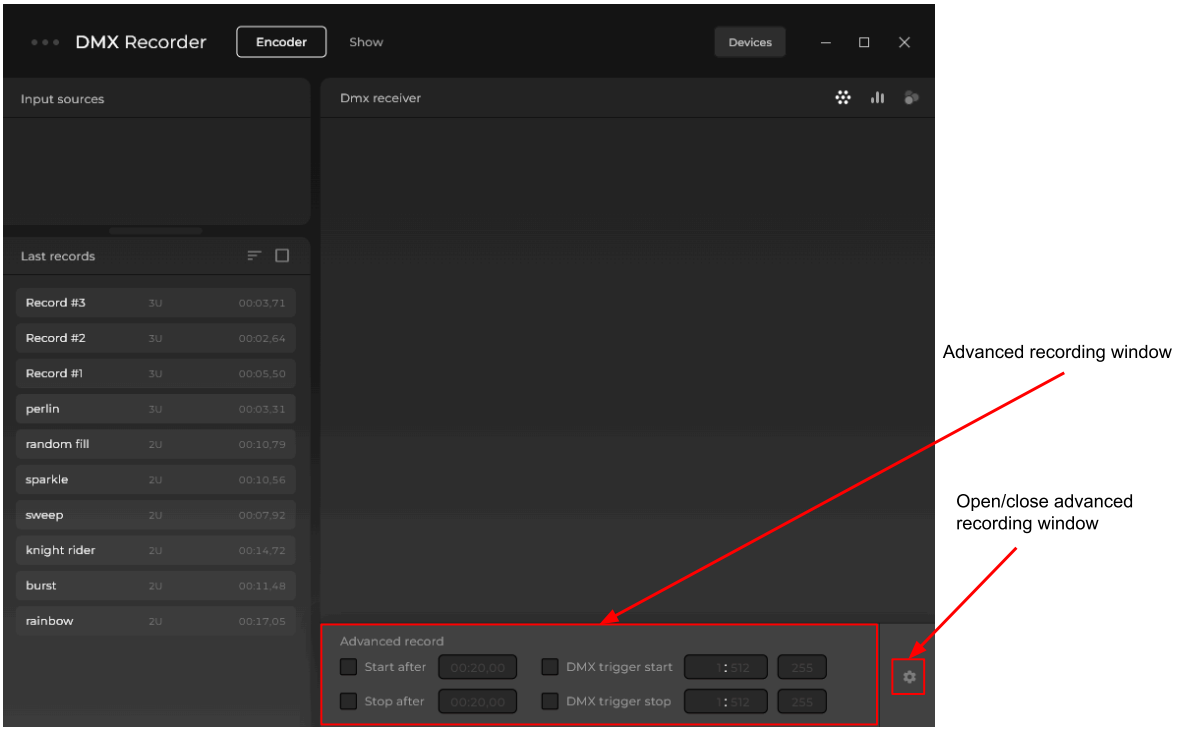
To indicate that you are in a quick view state, the name of the selected recording is displayed prominently in the top-left corner of the DMX Receiver container and Input Sources alongside with the recorder component become darker color indicating that you are in "quick view" . From this view, you can easily initiate playback by pressing the Play button. Once pressed, the DMX Receiver begins replaying the recording's stored DMX data, allowing you to review, analyze, or further adjust your lighting setup based on previously captured conditions.



💡 **Tip:** While replaying a recording DMX Recorder always outputs DMX.[1]

Advanced recording window

This window allows the adjustment of a few useful options to automate the recording. If “Start after” and “Stop after” checkboxes are enabled, then the recording will be from - to the time that has been specified. To enable the “DMX trigger start” or “DMX trigger stop”, the information should be entered in the following format: (DMX universe):(DMX channel) [value of the DMX channel]. As soon as the DMX recorder detects the desired value on that specific DMX channel, the recording will start. Same applies for the stop of the recording.



Start a new recording

Before initiating a recording, ensure that at least one universe is active in the Input Sources section. Once confirmed the active universes, proceed by clicking the Record button located at the bottom of the DMX Receiver container.

How Recording Works:

1. Start Recording:
   Click Record to begin capturing the incoming DMX data. Upon starting, a timer will start to the right of the Record button, indicating the elapsed recording time.
2. Monitor in Real Time:
   While recording, you can switch between the Dots, Levels, and Colors views within the DMX Receiver to closely monitor the data being captured. This flexibility allows you to verify that the information is being recorded as intended.
3. Stop Recording:
   When you are ready to stop, click the same button—now labeled Stop—to conclude the recording session. The completed recording will immediately appear in the Last Records container, making it easy to access for playback or editing.

Advanced Settings:
For more precise control, access the Advanced Settings menu. Here, you can define custom triggers, set start and stop conditions, and apply other specialized parameters to tailor your recording workflow..

💡 Tip: There are no limits to the number of universes you can record simultaneously or the duration of each recording, allowing maximum flexibility as you capture and manage your DMX data.

Edit screen

The Edit screen provides a detailed view and expanded control options for any selected DMX recording. By examining and adjusting various parameters, you can refine your recordings to better suit specific needs or scenarios.

Playback Controls

- Replay Button: Initiates a playback loop of the current recording. Using this control, you can review the recorded DMX data as often as needed. While replaying, DMX Recorder also outputs the DMX from the recording.[1]
- Repeat Playback Toggle: When enabled, the recording will automatically loop back to the beginning once it reaches the end.

Recording Identification and Metadata

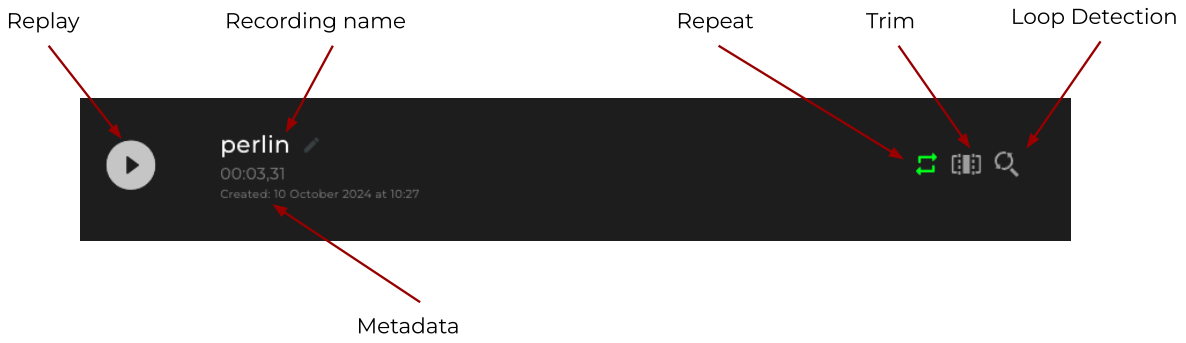
- Recording Name: The recording's name can be clicked to enable renaming.
- Metadata Details: Beneath the recording name, you will find essential information such as the recording's Duration and Creation Date, allowing you to quickly verify when and how long the recording was captured.

Advanced Playback Options

Positioned on the far right of the screen, these buttons provide additional functionality for refining your recording:

- Trim Function: This tool allows you to remove leading or trailing periods of inactivity (i.e., where DMX values are zero), effectively condensing the recording to the segments containing meaningful data. By trimming away unnecessary parts, you can focus on the portions of the recording that matter most.
- DMX Sequence Detection: This feature identifies repetitive DMX sequences within the recording. Detecting loops or recurring patterns

helps streamline editing and can assist in creating more dynamic lighting effects.



Progress Indicator/Edit Container

The Progress Indicator (Edit) container functions as an interactive timeline for your DMX recordings. When a recording is played, a green indicator moves along the timeline, visually representing the current playback position. This container supports various controls to enhance navigation, speed, and editing of your recording:

Timeline Durations

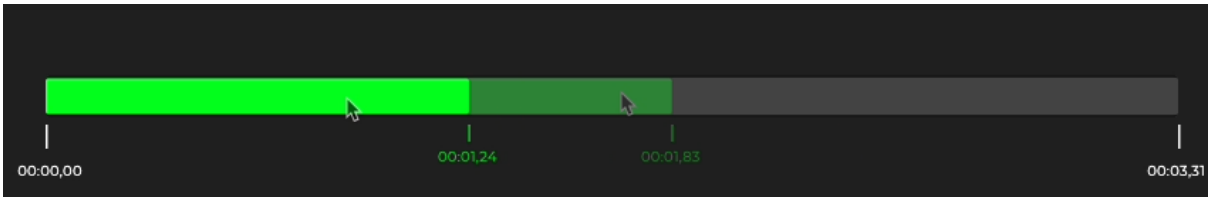
At both ends of the timeline, two sets of durations are displayed:

Top Duration:
Represents the actual start and end timestamps of the full recording. This provides a reference for the entire original length, helping you understand where the current playback position sits within the complete recording.

Bottom Duration:
Indicates the duration currently visible or selected in the container's viewport.

Navigating the Timeline

Click and Drag:
Manually reposition the green indicator by clicking and dragging it to the desired point in the recording.



Keyboard Arrows:
Press or hold the left or right arrow keys to skip a certain duration.

Playback Shortcuts:
Pressing “Space” on the keyboard starts or stops the recording depending on the state.

Adjusting the Scale

The container includes a scalable timeline view to help pinpoint specific time segments. You can:

Mouse Scroll or Trackpad Gestures:
Zoom in or out of the timeline by scrolling the mouse wheel or using two-finger swipe gestures on a trackpad.

Scale Indicator:
As you adjust the scale, a temporary indicator in the center of the container displays the current scale value, ensuring you know exactly how much you’re zooming in or out.

Skip Scale:
To adjust how far each arrow key press skips, use the up and down arrow keys to change the “skip scale.” Increasing the scale results in larger jumps along the timeline.

Trimming the Recording

To cut and refine your recording:

Stop Playback:
First, ensure the recording is not playing. Once stopped, handles appear on the left and right ends of the timeline.

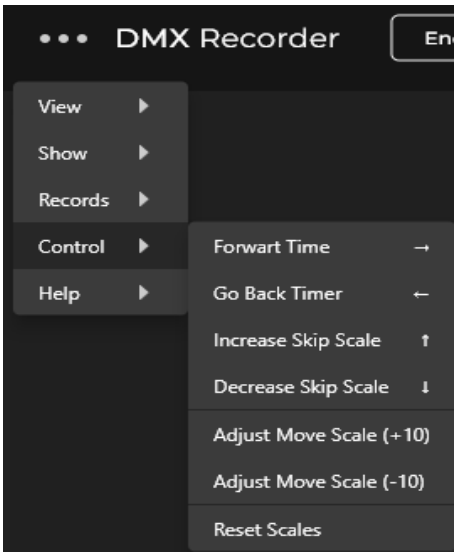
Adjust the Handles:
Drag one or both handles inward to define the segment of the recording you wish to keep. Any portion outside these handles will be removed.

Container drag:
The whole edit container could be also dragged with the mouse.

Save Your Changes: Once satisfied, click Save to finalize the trim. The recording is then updated to include only the defined segment.

Menu options

All of these options are also available in the menu bar “Control”. There is an additional option which can reset all of the made changes on the move and skip scales.

Mac	Windows
	

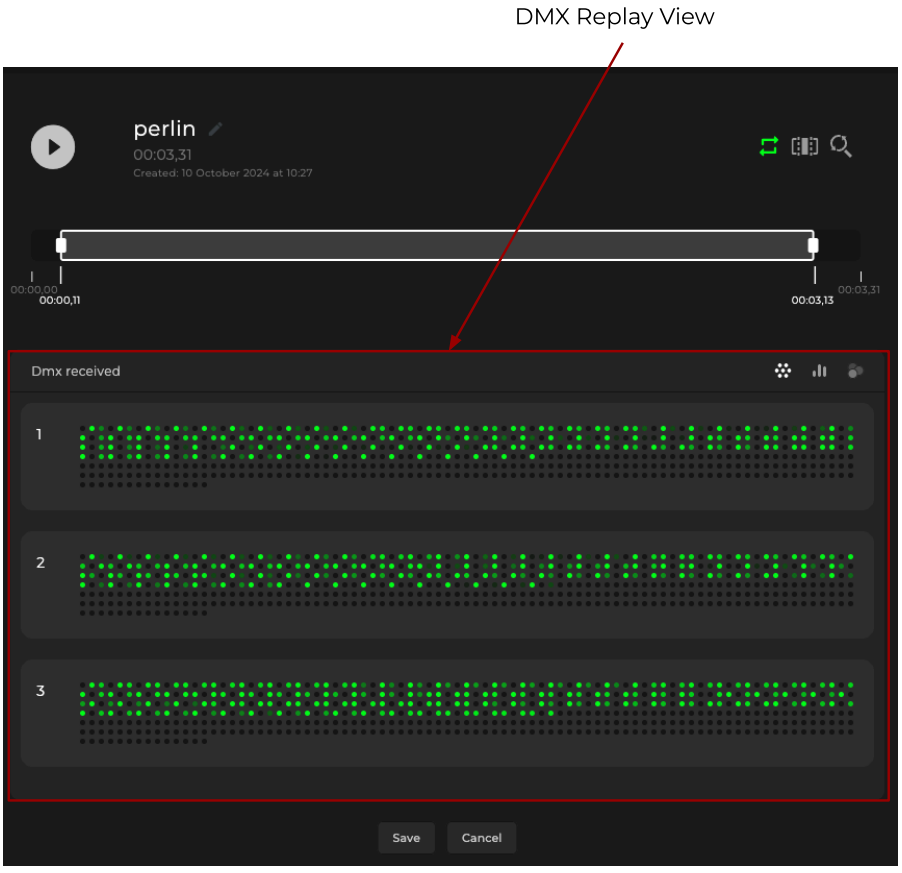
Replay DMX View

Beneath the Edit Container, the DMX Replay View provides a detailed visualization of the recorded DMX data, offering a dynamic and interactive way to analyze your recordings. This view mirrors the functionality of the DMX display on the main screen, with additional flexibility to switch between the following modes:

- Dots
- Levels
- Colors

The DMX Replay View remains fully synchronized with the playback and editing actions performed in the timeline above. Key features include:

- Dynamic Updates: When the timeline handles are adjusted to trim the recording, the DMX values displayed in the view are updated in real time to reflect the currently selected segment.
- Real-Time Playback Visualization: As the recording plays, the DMX values dynamically update in the view, providing a live representation of the data at the current playback position.
- Interactive Editing: Changes made in the timeline, such as dragging handles or repositioning the playback indicator, are instantly reflected in the DMX view, ensuring an accurate preview of the modified recording.



Devices screen

The **Devices** screen allows you to manage connected hardware and configure settings for DMX output and eDMX protocols. To access this screen, click the **Devices** button located in the top-right corner of the app bar. The screen is divided into three sections: **Available Devices**, **Output Patch**, and **eDMX Settings**.

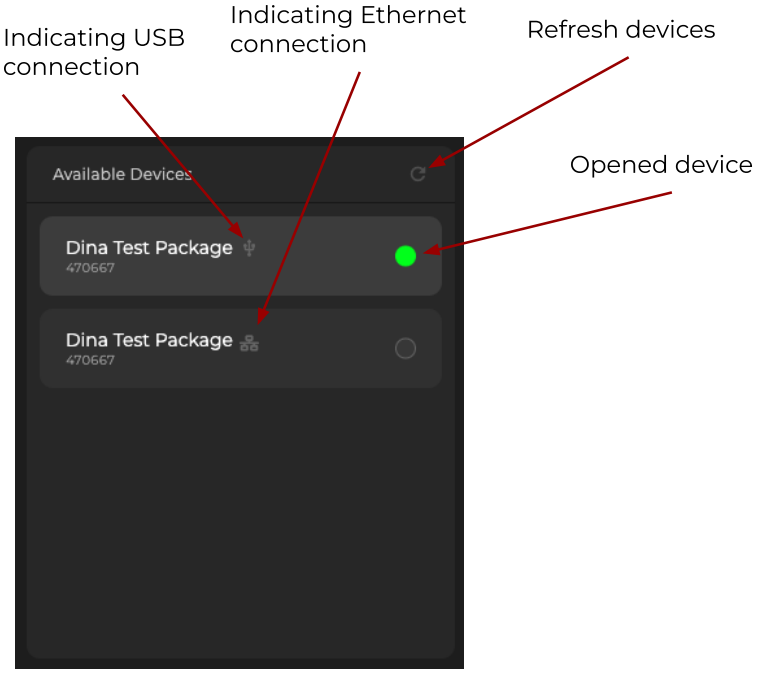
Available Devices

This container lists all devices currently connected via USB or Ethernet. Each device is displayed with an icon next to its name to indicate its connection type:

- **USB Icon**: Indicates the device is connected via USB.
- **Ethernet Icon**: Indicates the device is connected via Ethernet.

Key Features:

- **Opening Devices**: Click on a device box to open it. When opened, a green light appears next to the device name, indicating its active status. All universes for the opened device will automatically populate in the **Output Patch container**. Also when the device is opened it will show in the **Input Sources container** too with all of the available universes ready to be opened.
- **Refresh Device List**: A refresh button is available at the top of this container. Pressing it will reload the list of connected devices to ensure the information is up to date.



Output Patch

The Output Patch container displays all universes from opened devices.

It provides the following functionalities:

1. Software Universe Assignment:
   Assign a different software universe to each device universe. This is useful when replaying a recording it will output DMX depending on the order of the software universes.
2. Universe Order Management:
   Set the universe order for writing shows directly to a device. (Details about this functionality are covered in a later section of the documentation.)

When a device outputs DMX signals while replaying a recording or a scene, it follows the configuration set in the Output Patch. Here's how it works:

The Output Patch allows you to map any software universe to any device universe. For example, you could assign:

- Software Universe 100 → Device Universe 2
- Software Universe 1 → Device Universe 5
- Software Universe 50 → Device Universe 1

When DMX data is sent to the device, it outputs according to these mappings. So if you send data to Software Universe 100, it will actually output through Device Universe 2 on your hardware.

This flexible mapping system means that the software universe numbers don't need to match the physical device universe numbers. You have complete control over how the DMX data flows from your software to the physical outputs of your device.

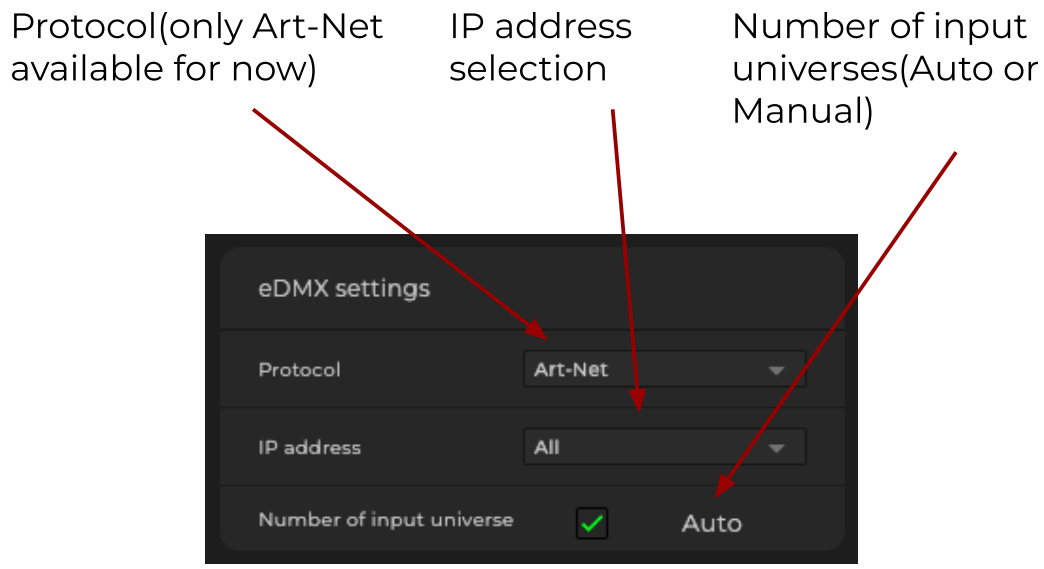
💡 **Tip:** eDMX devices will not be displayed in the Output Patch container.

eDMX Settings

The **eDMX Settings** container is where you configure network-based DMX protocols. Currently, only the **Art-Net** protocol is supported. Upon selecting Art-Net, the following options become available:

1. **IP Address**:
   Select the IP address on which to open a device.
2. **Number of Input Universes**:

- Automatic Management: Keep the checkbox enabled to automatically add new input ports to the Input Sources section on the main screen when detected.
- Manual Management: Disable the checkbox to manage input ports manually and specify the number of universes to add.

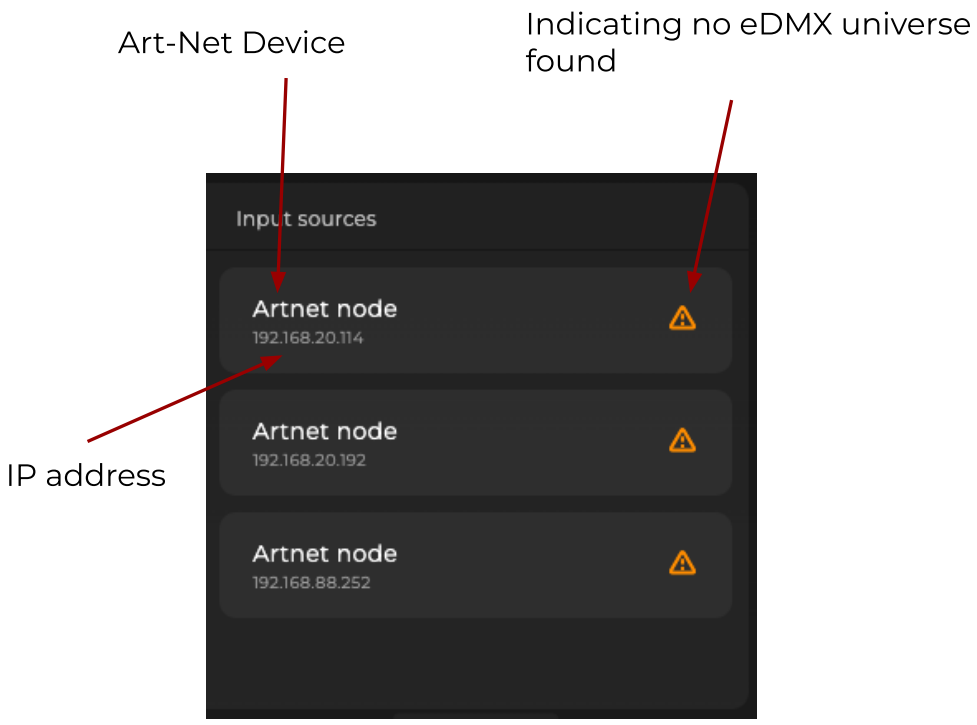


When eDMX is activated, all available devices will appear under Input Sources on the Record screen in spite of Available Devices. Each device is listed alongside its corresponding IP address, allowing you to identify and manage devices effectively.

Auto Mode

If the Number of Input Universes option is set to Auto, the system will automatically detect and update incoming and outgoing ports (universes). This ensures that the device universe count in the Input Sources is dynamically updated to reflect any changes.

The Art-Net devices will show with the name “Artnet node”.



Manual Mode

When the **Number of Input Universes** option is set to **Manual**, only the specified number of active universes will be shown and updated in the **Input Sources**. Here's how it works:

The number of universes you manually specify determines both:

- How many universes are shown in the Input Sources
- How many universes are detectable on the Artnet Bus

For example, if you set the manual configuration to 5 universes:

1. Only 5 universes will be visible in Input Sources
2. Other devices or softwares on the Artnet network will only detect DMX Recorder as having 5 universes available

This is particularly important for network management and resource allocation, as it allows precise control of how DMX Recorder appears and interacts on the Artnet network.

Show screen

The Show screen is the central hub for managing and editing DMX recordings and Scenes. It consists of two main containers: DMX Records and Show Scenes, along with various powerful features that allow you to create, manage, and replay DMX shows. This is where the recordings are transformed into scenes that can be written to one or multiple devices. Additionally, Show Settings enables further customization.

Key Features

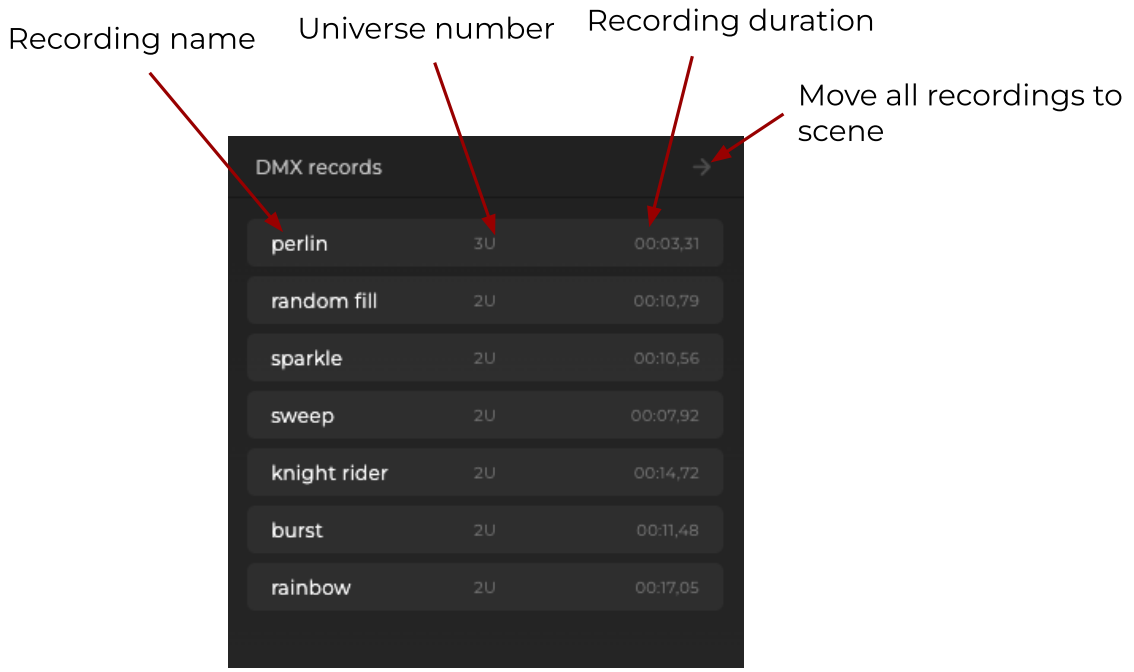
1. DMX Records:
    - View and select previously recorded DMX data to create scenes.
    - Integrate recordings into scenes for precise playback and programming.
2. Show Scenes:
    - Organize, edit, and replay scenes created from recordings.
    - Scenes can be customized and adjusted for different playback scenarios.
3. Set Triggers:
    - Configure triggers.
4. Write Show into Device:
    - Writes show data into one or multiple connected devices.
5. Replay Scenes:
    - Preview scenes directly on the screen to ensure they are configured correctly before writing.
6. Edit Scenes:
    - Modify existing scenes to fine-tune their behavior, timing, or DMX data.
7. Show Settings:
    - Manage zones start scene.

DMX records container

The DMX Records container displays a list of all available recordings, each presented in its own compact container. Unlike the Last Records section, these recordings cannot be expanded. Instead, this container is designed for quick selection and integration into scenes.

Key Elements

- Recording Details:
  Each recording container displays the following information:
  - Recording Name: The title or identifier of the recording.
  - Universe: The universe associated with the recording.
  - Duration: The total playback length of the recording.
- Add All Recordings:
  At the top-right corner of the container, there is a button with an arrow point right(add all recordings). Clicking this button will automatically add all available recordings into the Show Scenes container, streamlining the process of creating a scene.



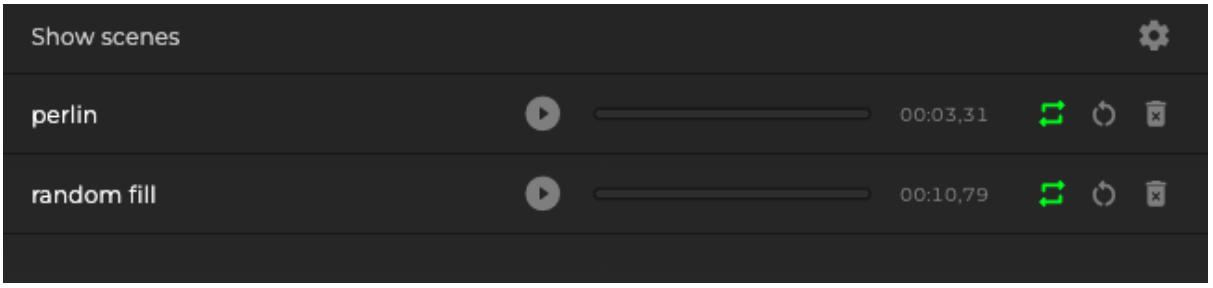
Show scene container

In this container we have the recordings which we have already converted into scenes and we can now replay, repeat, reset or delete them. There is a possibility to grab and reorder the scenes. We can go into the edit screen when we click over a certain scene.

The Show Scenes container displays recordings that have been converted into scenes, providing tools to manage and fine-tune them for playback. This container allows you to organize, replay, and modify scenes with ease, serving as the core workspace for preparing your DMX shows.

Key Features

1. Scene Actions:
   For each scene, the following actions are available:
   - Play: Playback the scene to preview.
   - Loop: Loop the scene for continuous playback.
   - Reset: Restore the scene to its original state.
   - Delete: Remove the scene permanently.
2. Reordering Scenes:
   - Scenes can be dragged and dropped to adjust their order. This will be the order of how they will be written into the device.
3. Edit Scenes:
   - Clicking on a scene opens the Edit Screen, where you can refine the scene further and adjust settings.



Edit screen from scene

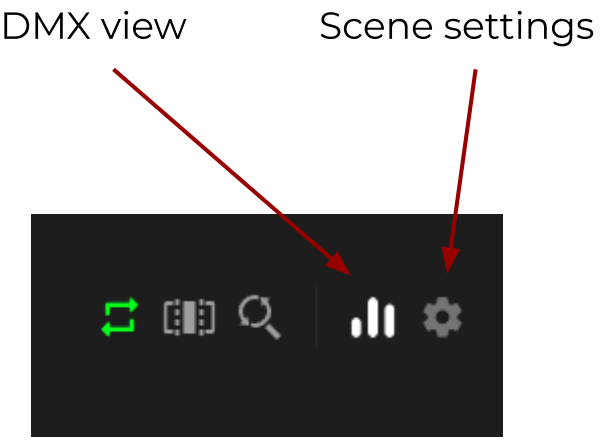
When clicking on a specific scene in the Show Scenes container, the familiar Edit Screen opens with additional options tailored for scene-specific customization. This screen allows for detailed adjustments to scene settings and provides flexibility in configuring playback behaviors.

Additional Options

1. Settings Icon:
   - Located next to the DMX Loop button, the Settings icon opens the Scene Settings panel.

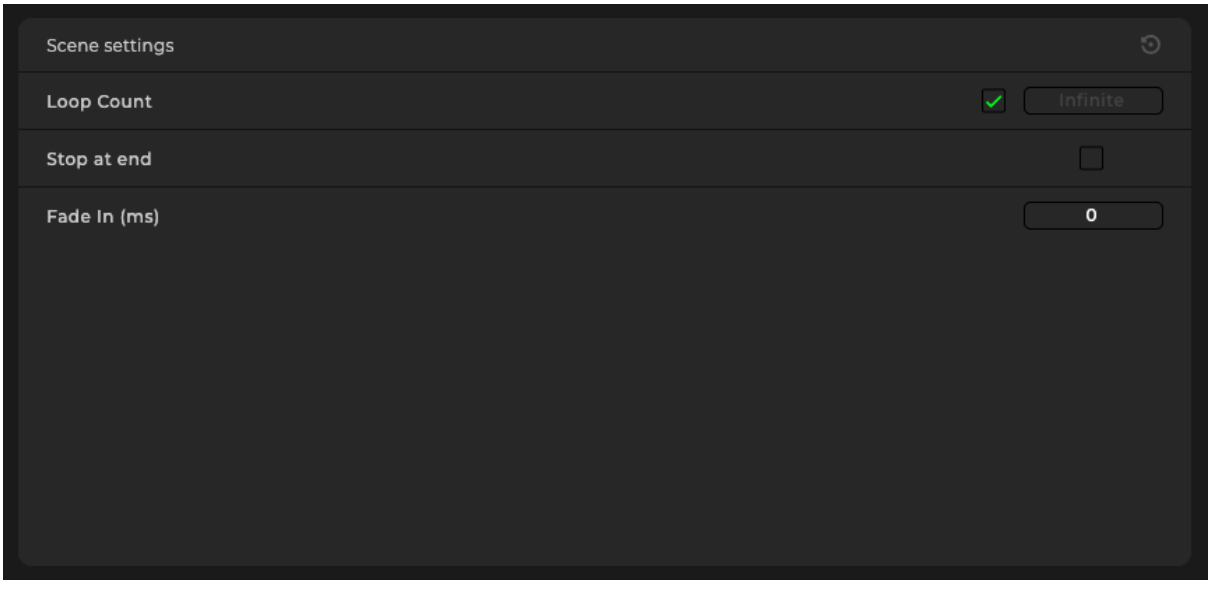
- The **DMX Received** container is replaced with the **Scene Settings** panel, there are options to customize playback for the selected scene:
  - **Loop Count**: Define how many times the scene should repeat.
  - **Stop at End**: Enable or disable stopping the playback at the end of the scene.
  - **Fade In (ms)**: Set the fade-in duration (in **milliseconds**) for the scene.

2. Return to DMX View:
   - To return to the **DMX Received** container, click the **Levels** icon located next to the **Scene settings** button.



Reset Button

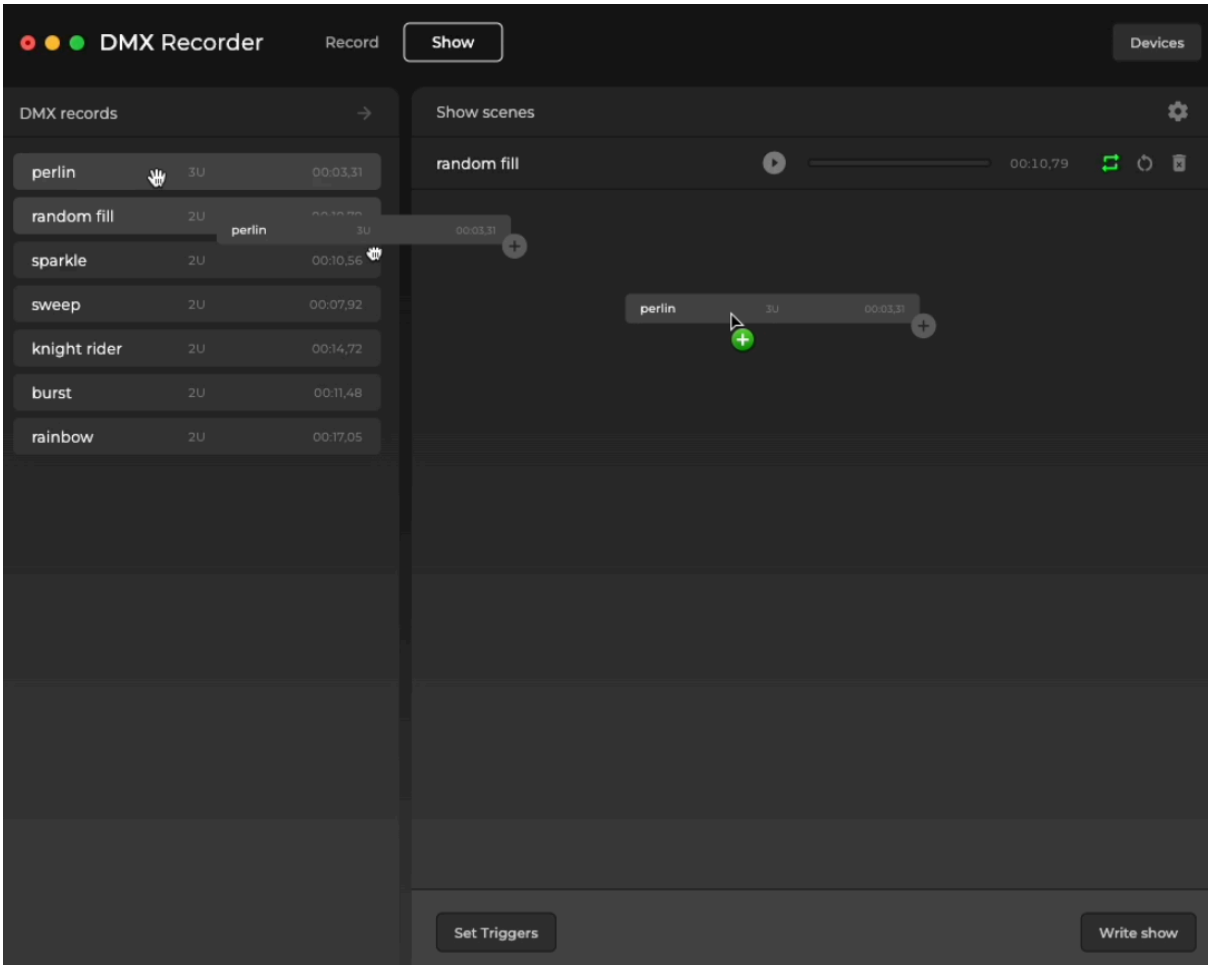
- In the **Scene Settings** panel, a **Reset** button is available at the top-right corner.
- Clicking this button will reset all scene settings (e.g., loop count, stop at end, fade in) to their default values.



How to convert recording to scene?

To convert a recording into a show scene:

1. Drag and Drop:
    - Click on a recording in the DMX Records container, hold, and drag it over to the Show Scenes container.
    - Release the recording within the Show Scenes container.
2. Conversion Process:
    - Once the recording is dropped, it begins the conversion process to become a show scene.
    - A progress indicator will appear, signaling that the conversion is in progress.
3. Scene Ready for Editing:
    - When the conversion is complete, the newly created scene appears in the Show Scenes container, ready for further customization.
    - You can now replay, edit, reorder, or write the scene into a device for playback.



💡 Tip: You can convert multiple recordings into the scenes, there is no limit.

Setting triggers

The **Advanced Triggers** screen allows you to set up custom triggers that define how events initiate specific actions for your DMX scenes. To access this screen, click the **Set Triggers** button. Here, you can configure triggers in the **Triggers Container**, which includes two main sections: **Events** and **Actions**.

Adding a Trigger

- Click the **Add Trigger** button to create a new trigger.
- Each new trigger is added to the container and named automatically, e.g., "Trigger #1", "Trigger #2", etc., based on the order in which they are created.

Events Section

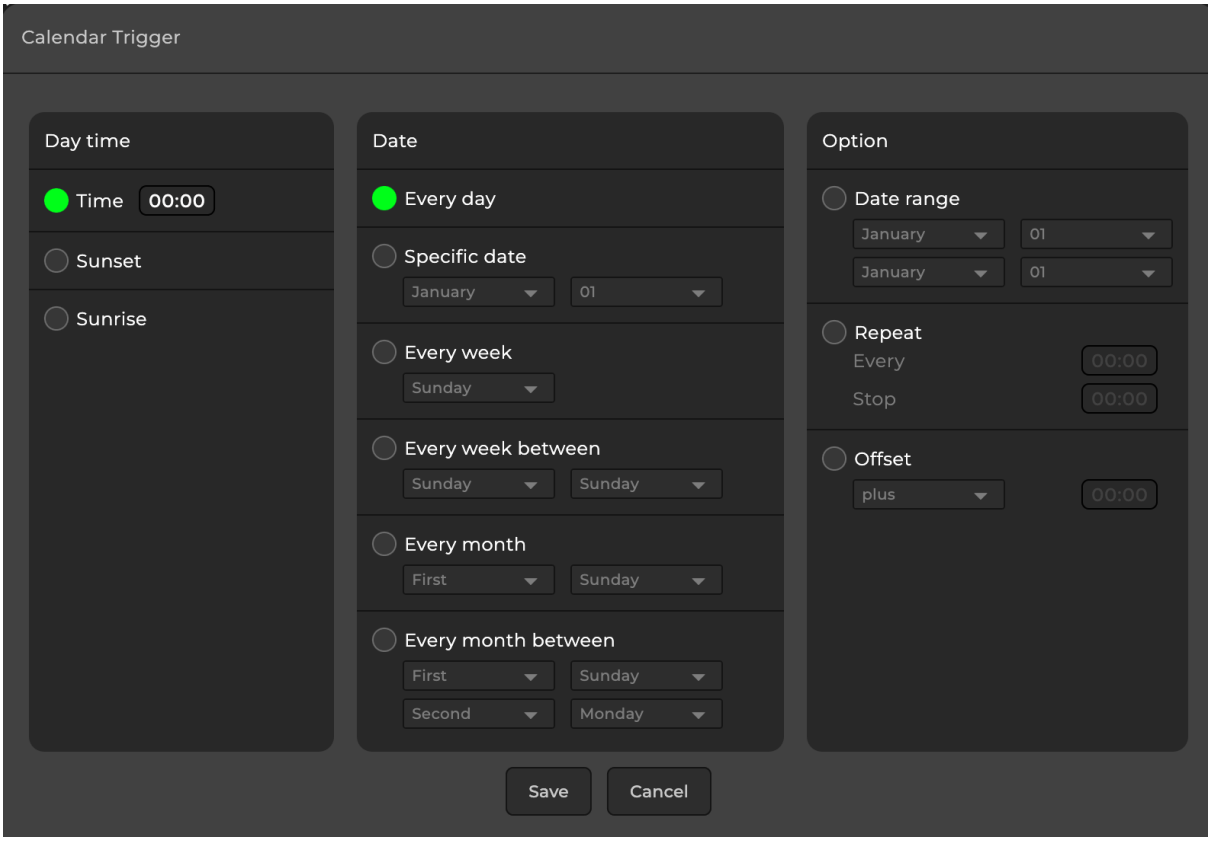
The **Events** section defines the event that will activate the trigger (e.g. Port 1 being pressed).

Event:

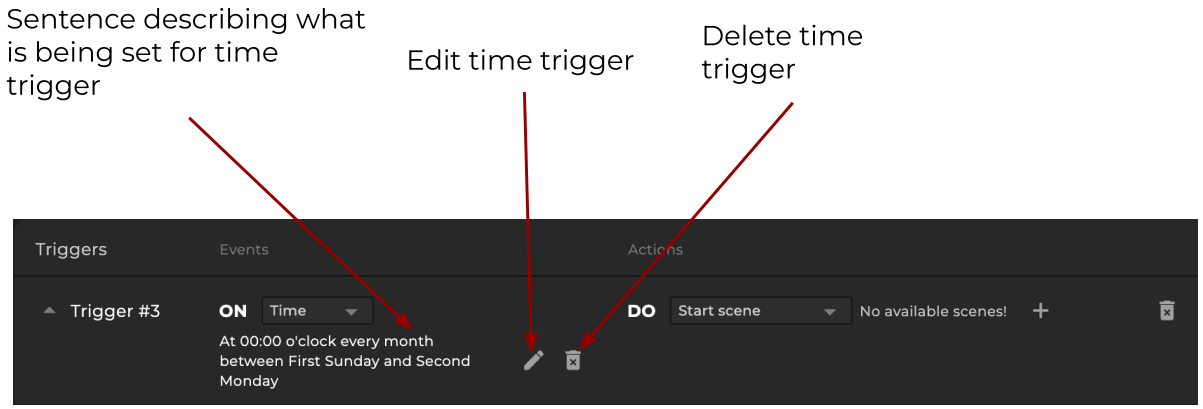
- You can choose between the following event options:
    - **Time**: Create a time-based trigger.
    - **Port**: Create a trigger based on an input port.

Create Time Trigger

When choosing the **Time** condition, there will be a button **Create time trigger** which will open the **Calendar Trigger** in a dialog window.



After successfully saving the trigger a sentence will be shown under the trigger saying what the time trigger is:



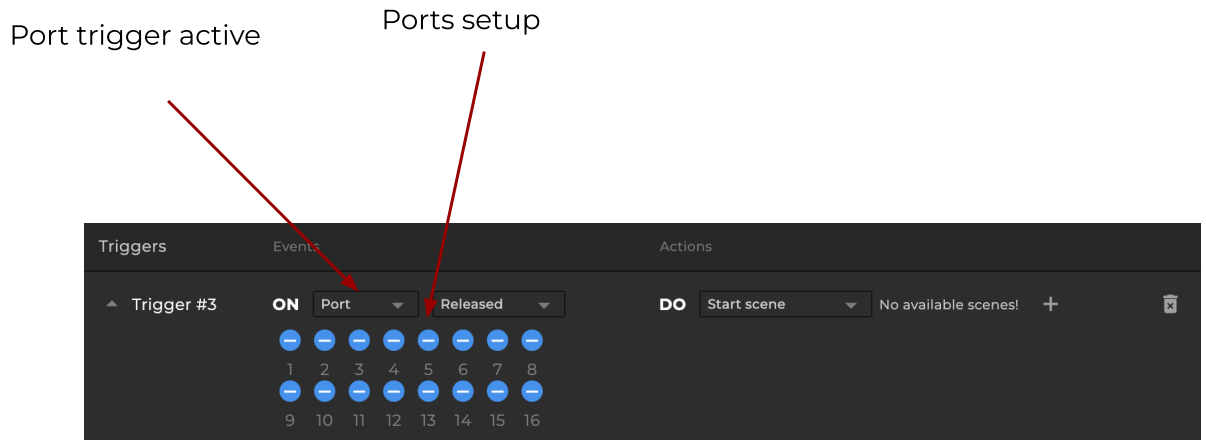
💡 Note: Not all devices have time triggering capabilities, consult the datasheet fro your device if you are unsure.

Create a Port Trigger

Selecting the port trigger from the dropdown menu will reveal another dropdown where the **Create time trigger** button was with the following options:

- Changed
- Held
- Released
- Pressed

Under both dropdowns there will be the ports from 0 to 16. The port count depends on the hardware connected to the DMX recorder.



💡 **Note:** If you are unsure how many ports your device has you can check the datasheet for that device to find out.

Actions Section

The **Actions** section defines what happens when the triggering event occurs.

Action

- You can choose from the following options:
  - **Start**: Begin playing a scene.
  - **Resume**: Resume playback of a paused scene.
  - **Pause**: Pause the currently playing scene.
  - **Stop**: Stop the scene playback.

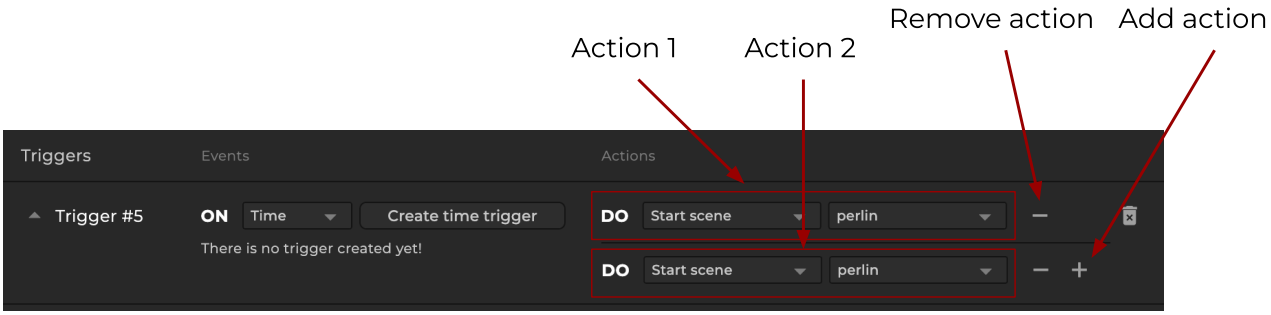
- **Next**: Skip to the next scene.
- **Previous**: Go back to the previous scene.
- **First**: Play the first scene.
- **Last**: Play the last scene.

Assign Scene

- Assign the scene to the selected action.
- Scenes can be set until the **Stop Scene** action. Beyond that point, the system transitions to working with **Zones** instead of individual scenes.

Adding Multiple Actions

- To add more actions to the same trigger, click the **+** icon on the right side of the **Actions** section.
- Each additional action is added below the current one, with the same configurable options.



Trigger and action summary table

Trigger	**Function**
Time	Trigger an event at a specific time and/or date
Port - Released	Trigger an event when a port is released
Port - Pressed	Trigger an event when a port is pressed
Port - Held	Trigger an event when a port is held
Button Released	Trigger an event when a button is released
Button - Pressed	Trigger an event when a button is pressed
Button - Held	Trigger an event when a button is held

Action	**Function**
Scene - Start Scene	Start the specified scene
Scene - Resume Scene	Resume a paused or stopped scene
Scene - Pause Scene	Pause the specified scene
Scene - Stop Scene	Stop the specified scene
Scene - Start Last Scene	Starts the last scene in a zone
Scene - Start First Scene	Starts the first scene in a zone
Scene - Start Previous Scene	Starts the scene that was previous scene in a zone
Scene - Start Next Scene	Starts the next scene in a zone

Write Show

The Device Management screen provides tools for managing device universes, configuring show universes, compressing show data, and refreshing device information. It is divided into four key sections:

1. Device Column:
   Displays the number of universes available for each device.
2. Show Column:
   Contains dropdown menus for configuring and reordering show universes. You can assign show universes to device universes as needed.
3. Compression Column:
   Allows compression of show data to fit within device storage constraints.

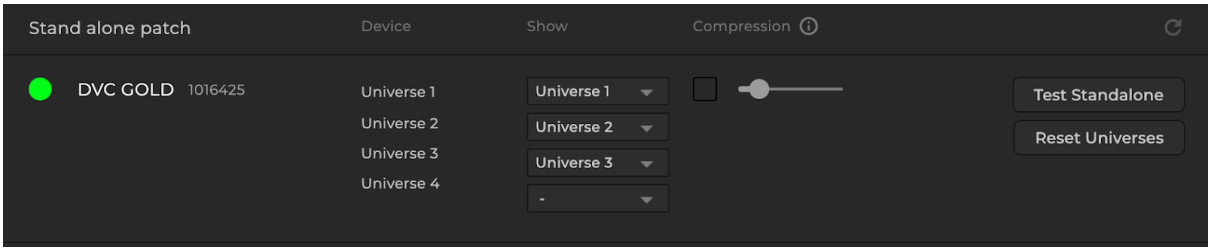
   Note: Higher compression percentages result in greater data loss.

4. Refresh Button:
   Updates the device list and opens a dialog if any devices are not detected or require manual opening.

Device Container

The Device Container provides detailed controls for configuring and testing device universes:

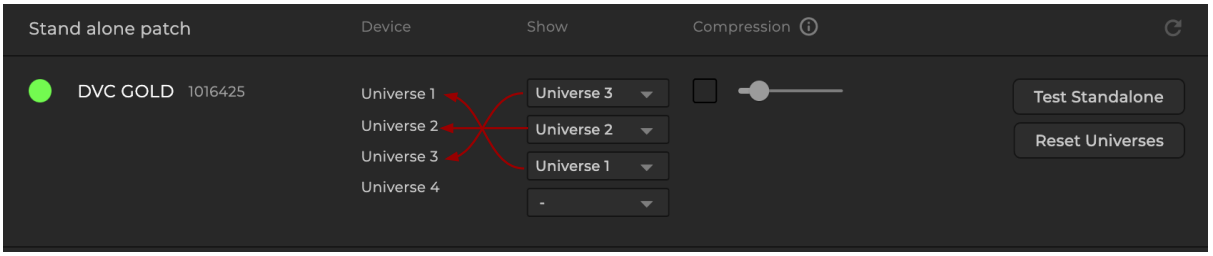
- Cross-Patching Universes:
  Assign show universes to device universes using the dropdown menus. For example, assign Show Universe 2 to Device Universe 1 and vice-versa for flexible setup.
- Compression Settings:
  Compression is disabled by default. Enable it by checking the box, which activates a slider to adjust the compression level (0–100%).
- Test Standalone Mode:
  Ensures the device operates in standalone mode for testing purposes.
- Reset Universes:
  Resets all show universes in the dropdown to their default numeric order.



How to write a show?

To write a show into a device, select the desired device from the list. Multiple devices can be chosen for simultaneous writing. In this example, we are writing a 3-universe show to DVC GOLD and we are going to write the show with cross-patched universes.

Set up the universes by cross-patching the show universes to the desired order:



- Device Universe 4 remains unused.

Once satisfied, press the Write button at the bottom of the screen. The DMX Recorder will start saving the show to the device, displaying a loading indicator during the process.

When the writing is complete, a success message will appear if it was successfully written into the device.

How to read from a device?

The DMX Recorder can read shows from devices, even if they were written using other software like ESA Pro 2, Daslight 5, or any other compatible program. This includes cases where the show was written with the option to prevent reading.

Accessing the Read Show Screen

There are two ways to open the **Read Show** screen:

- **From the Menu Bar**: Click on **Show** and then select **Read From Device**.
- **Using a Shortcut**:
    - **macOS**: Command + Shift + R
    - **Windows**: Control + Shift + R

Read Show Screen Overview

In the **Read Show** screen, a container displays all currently opened devices. This includes essential details such as:

- Device Name
- Serial Number
- Number of Universes

A **Refresh** button is available to update the device list if changes are made to connected devices.

Reading a Show

1. Select a device from the list. Note that only one device can be read at a time.
2. Click the **Read** button located at the bottom of the screen.
3. If the operation is successful, a confirmation message will appear, indicating that the show was successfully read.

The show scenes will then be accessible within the **DMX Receive Container** on the **Show Screen**, ready for playback or further editing.

Glossary

Show

- A "**program**", or "**show**", is the file created with DMX Recorder software that allows you to control your lights.
- A program contains *zones*, *scenes*, *TCAs* and all the information related to your installation.

Zone

- A “**zone**” is a grouping of fixtures in a program. A zone contains *scenes*.

Scene

- A “**scene**” contains a sequence of commands controlling your lights. A scene can be static or dynamic.

Edit

- A “**Edit**” is the possible settings that can override a scene or recording.

TCA

- A "**TCA**", or "**Trigger**" are conditions and triggers that can be set in a program.

eDMX

- eDMX (DMX over Ethernet) allows the control of thousands of channels via a computer network. For example, if your interface only has 512 channels from the DMX interface (XLR), you can add an extra 10240 channels (20 universes) via eDMX from a network cable (RJ45). Art-Net & sACN are two of the most popular protocols for eDMX.
- More information can be found on the internet: What is DMX, Art-Net, & sACN? What are Art-Net and sACN? Art-Net From Wikipedia Art-Net official website