



Airstream DMX

for IOS

Revision 1.1

Contents

Overview	4
Connecting to the Airstream DMX Bridge	5
App Navigation	7
Fixtures Tab	9
Patching Fixtures	9
Custom Profiles	11
Bridge Settings	14
Lock	16
Channels Tab	17
Sliders	17
Clear Button	17
Color Picker	19
Pan / Tilt Control	20
Save Button	20
Effects Tab	21
Effects Buttons	21
Shape Effect	22
Save Effect	24
Color Effect	25
Flash Effect	26
Edit Effects Files and Buttons	27
Scenes Tab	28
Scene Definition	28
Saving Scenes	29
Scene Files	30
Delete Files and Button Assignments	30
Solo Button	31
Effects	31
Edit a Saved Scene	31
Shows Tab	32
Edit a Show	32

Show Files.....	35
Delete Files and Button Assignments	35
Show Playback.....	35
File System and iTunes	36
Contacts.....	38

Overview

Airstream DMX is a lighting control app designed for DJs, bands, nightclubs, churches, trade shows or anywhere intelligent lighting fixtures are used. It is a universal app compatible with all IOS devices running version 8.4 and higher. The screenshots in this manual were made using an iPhone 6s. Other IOS devices will have views that are very similar to these.

To use this app with lights, you will need the Airstream DMX Bridge available from your ADJ products supplier. The bridge provides a private Wi-Fi network for the IOS device to join and an ADJ Wifly network that can wirelessly control your ADJ Wifly equipped lights. In addition, a three pin DMX512 jack is provided to control your wired DMX512 intelligent lighting fixtures.

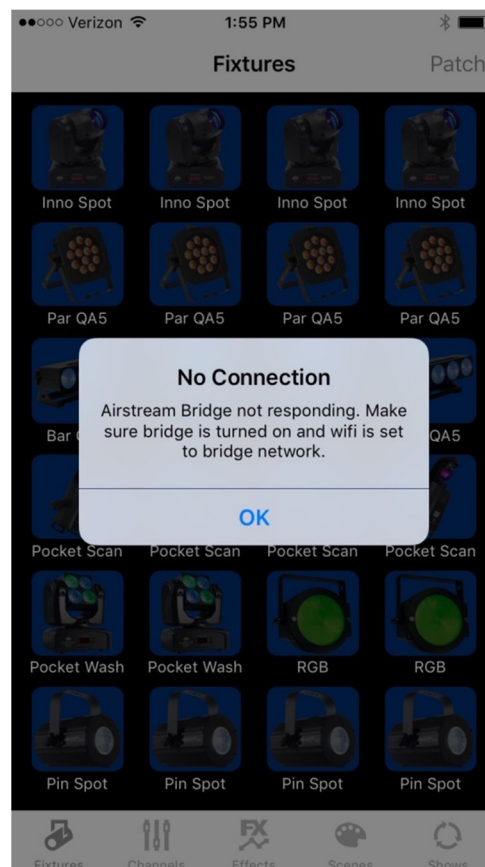
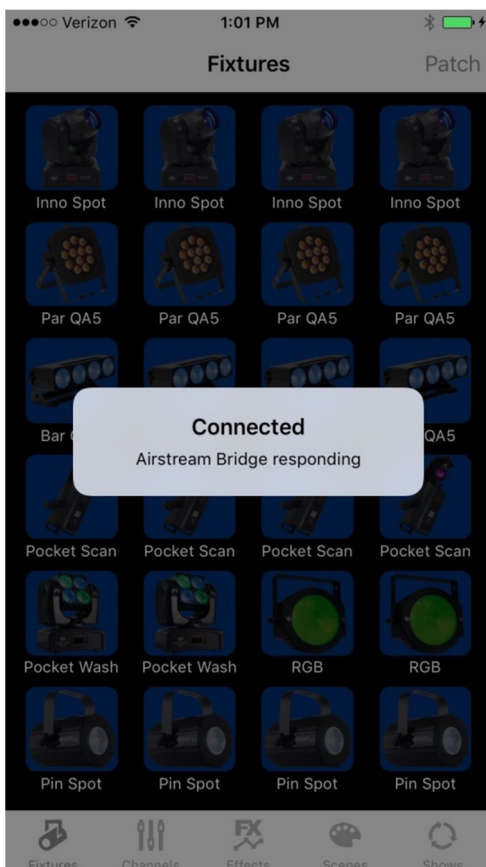
The app will let you patch and select up to 24 individual lighting fixtures although more fixtures can be used if they share the same DMX512 starting addresses and run in unison. The total number of control channels is limited to 512 (one DMX512 universe).

With this app you will be able to patch and select fixtures so that you can program them with sliders, a color picker or a pan/tilt control and then save what you have programmed as scenes. There are special effects generators for movement, color and flash effects that can be saved as scenes. You can also create scene lists and run them automatically as a timed show.

Connecting to the Airstream DMX Bridge

To control intelligent lighting fixtures using DMX512 or ADJ's Wifly wireless network, your IOS device needs to be connected to the Airstream DMX Bridge's Wi-Fi network. (The app can still run without the bridge but no lights will be controlled). When the bridge is powered, it will create a local Wi-Fi network that you can join using the Wi-Fi settings on your IOS device. The bridge network will show up on the list of available networks in the Wi-Fi section in your device settings. The default network name is "ADJ Airstream DMX" and the default password is "airstream". Select and join this network as you would join any other Wi-Fi network from your device. *It is highly recommended that you change the password for your bridge network before using it in public. The network will appear on any Wi-Fi device in the vicinity of your lighting system. The "Bridge Settings" section later in this chapter explains how to change the password.*

If your device is connected to the bridge network you should see an alert similar to the one on the left when you start the app. If you are not connected you will see something similar to the alert on the right. The app will continue to try to connect every few seconds until a connection is established.

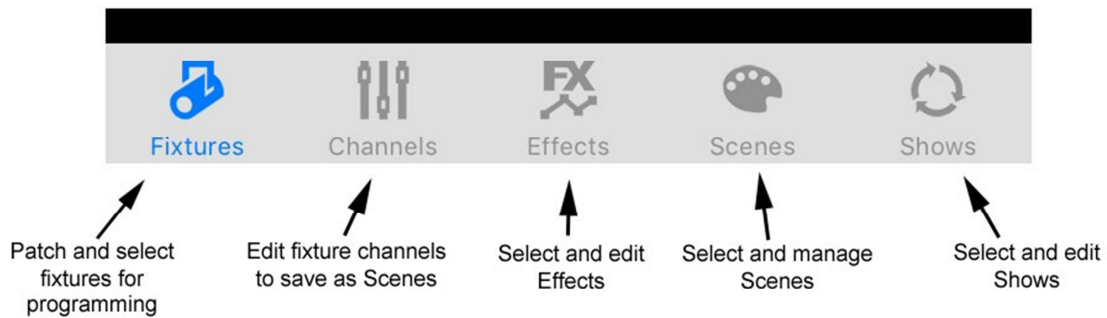


The Wi-Fi range from your IOS device to the bridge will vary depending on the environment but you should expect no more than 75 feet for a reliable connection. The range of the ADJ Wifly network is far greater than the range of the bridge Wi-Fi network so it is recommended that the bridge be kept close to your IOS device rather than close to the lights.

Important Note: If you lose your Wi-Fi connection to the bridge, your IOS device may try to reconnect to another known network. If for example, you turn off the bridge power or if you step out of the Wi-Fi range of the bridge, your device might automatically connect to your home network. In that case you would have to set the Wi-Fi on your device back to the bridge network when it is re-established. When you see the "No Connection" alert, always check Settings to confirm the Wi-Fi network your device is connected to. If the bridge network is the only known network on your device, it will automatically re-connect to it when the network is re-established.

App Navigation

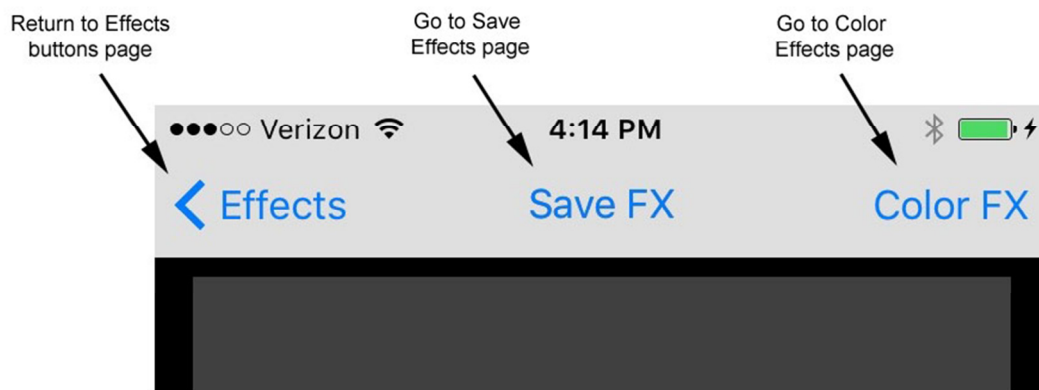
The app uses a tab bar at the bottom of the screen that's visible while your device is in portrait orientation. In landscape orientation, the tab bar will temporarily disappear to allow more space on the screen to work with. For iPad, only portrait orientation is supported so the tab bar will always be visible.



Tab Bar

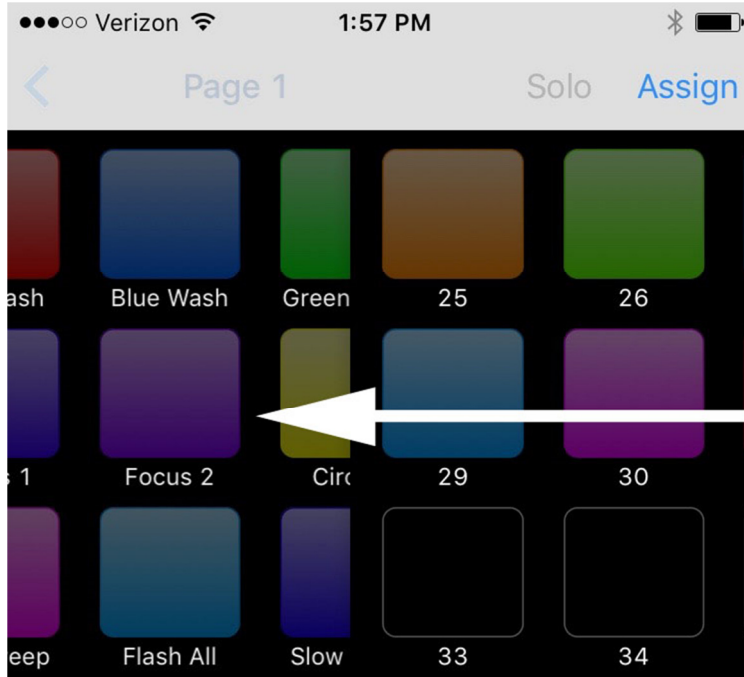
The tabs divide the app into five major sections of workflow. You can move from tab to tab from anywhere within the app by touching a tab icon.

From within each tab, you can navigate to other views by tapping the buttons in the navigation bar at the top of the screen. Like the tab bar, the navigation bar is only visible while in portrait orientation. It will disappear temporarily while in landscape orientation to allow more space on the screen. The screen shot below is an example of one of the Effects views and how the navigation bar is used from within that view.



Navigation Bar

In addition to the tab and navigation bars, some views allow a swipe from the edge of the screen to call the next view. An example of this would be to move from Scene page 1 to Scene page 2 as shown below.



Some views will provide both a navigation bar button and allow a swipe to move to the next view.

In a typical IOS tabbed style application, there can be many layers of views within each tab. Each layer allows you to go deeper into the menu system depending on where you are in your workflow. When you select a new tab you will see the last view that was used in that tab. If you tap the tab icon a second time, it will go back down to the tab's root view. Tabs allow you to move quickly from function to function without digging in and out of menu layers. For example, you can touch the fixtures tab to select fixtures to program and then touch the channels tab to adjust channels for the selected fixtures. This allows you to go quickly back and forth to select new fixtures and adjust new channels.

The remainder of this manual will explain each tab and its contents.

Fixtures Tab

The fixtures tab is where you will select fixtures to program and where you can configure your fixture layout. The first view you will see is a field of 24 fixture selection buttons. If you are running the app for the first time, your field will be filled with empty buttons.

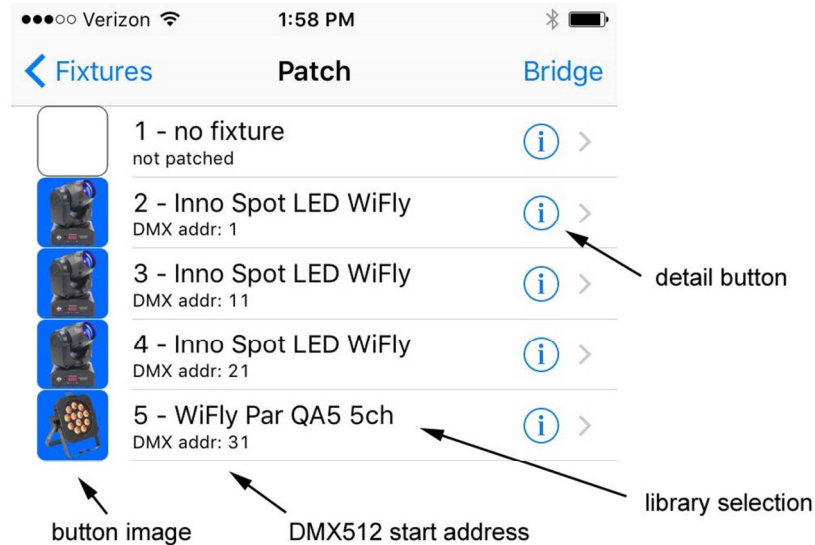


You will notice in this example that the top row of buttons is highlighted while the other rows are dimmed. This indicates that the top row has been selected for programming. Fixture selection is used to program the fixture channels as well as to program some of the effects.

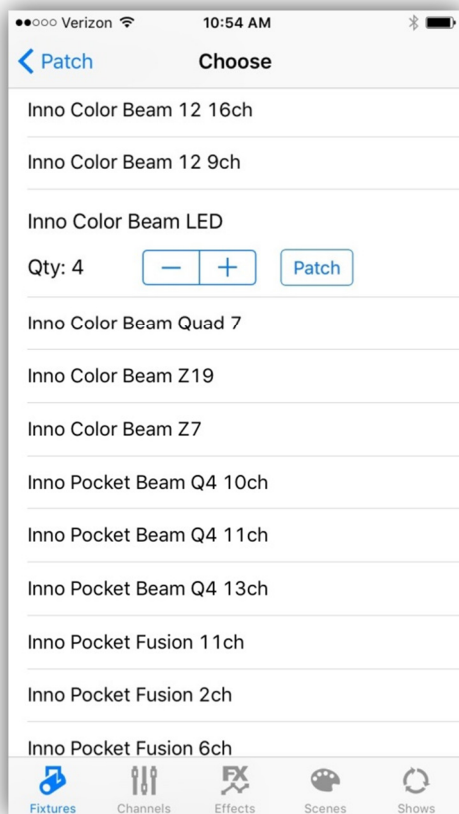
Patching Fixtures

Tap the "Patch" button in the upper right navigation bar to call the patch view. You will see a table of assignments for each of the 24 buttons. The fixtures are assigned using a library of pre-programmed lights included with the app or from a custom library that you can create using the fixture profile editor. DMX starting addresses are automatically assigned to each fixture as it is patched.

The following is an example of the Patch view.



Tapping one of the rows will show the library list view with all of the fixtures available to choose from as shown in the example below. The list is quite large so you will have to scroll to find a desired fixture. Most ADJ fixtures are pre-loaded and ready to go. There are also generic fixture types at the end of the list for most LED applications. A check mark appears next to the fixture type currently assigned.

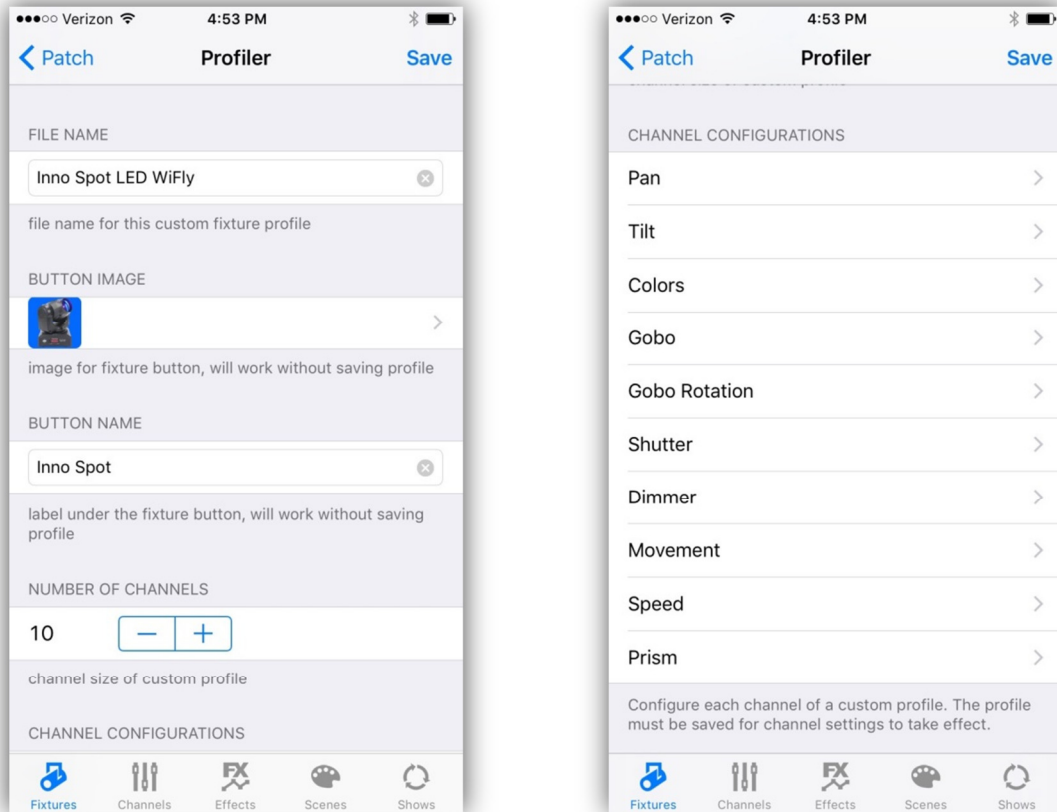


When you select a fixture from the list, the row will expand to show the quantity selector. Use the inc/dec button to select the desired number of fixtures to patch. In this example, four Inno Color Beam LED fixtures have been selected. Four of these fixtures will be patched starting at the selected button location after tapping the "Patch" button.

Helpful hint: If you plan to customize a group of fixtures, first make a single custom profile as explained in the next section, then save it. Return to the patching view and then patch the group from the custom profile.

Custom Profiles

Tapping the detail button in one of the Patch Table's rows will show the Profile Editor for that fixture. From there you can customize that individual fixture and save it as a custom fixture profile. The following is an example of a profile taken from the ADJ list. Profiles from the ADJ and generic libraries can be modified to make custom profiles.



If there is a fixture assigned at the location, the Profiler fills the information from that fixture, whether it's a custom fixture or from the standard library. If there is no fixture assigned, the Profiler will show an empty fixture with one channel. You can use this to make a new profile from scratch or if you can find one from the library that is close to what you need, modify it and then save as a custom profile.

Important Note: The "Button Image" and the "Button Name" selectors allow you to change the picture that appears inside the fixture button and the label under the button. You can edit both of these for each fixture button without saving a custom profile. Even if you are using fixtures from the standard library, you can choose any image and enter any name to individualize each button.

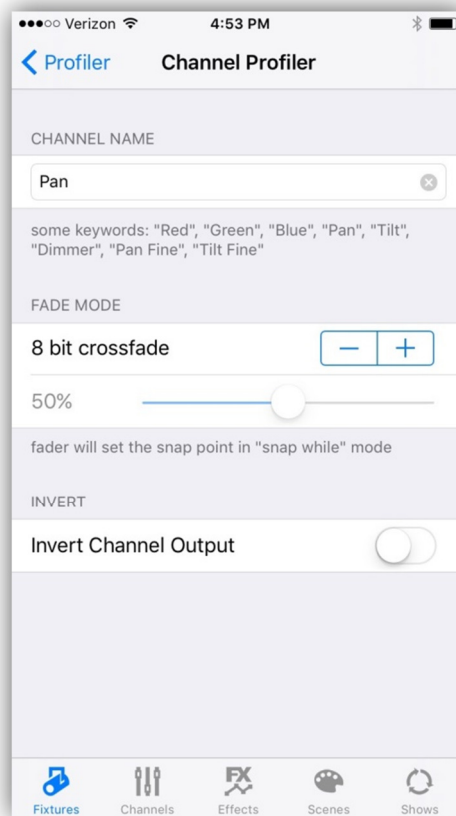
File Name: This will be the name of your custom profile when you save it.

Button Image: This will bring up a table of fixture images to choose from. You can individualize each button with its own image without saving.

Button Name: This will be the label that appears under the fixture button. You can individualize each button with its own name without saving.

Number of Channels: Select the number of DMX512 channels to be used by the fixture.

Channel Configurations: Based on the number of channels selected, a row will be added for each channel. When you tap the row, a new table will appear allowing you to edit a list of parameters for that channel as shown below.



Channel Name: This is the name that will be displayed above the channel slider and also used to identify the channel for certain features and functions. A list of keyword channel names is shown below the row. Some color names and functions like "Dimmer", "Pan", and "Tilt" are keywords used by the app. For example, the color picker looks for "Red", "Green" and "Blue" channels. The spelling must match and the first letter must be capitalized. The color picker will also accept

"Red 1" as it looks for names starting with the word "Red". "Pan" and "Tilt" channels are used to identify channels for the pan/tilt controller and the shape effects generator. "Dimmer" is used by the flash effects generator. Adding the word "Fine" to the name of an already existing channel name will allow the crossfader to match channel pairs in order to use 16 bit fades, for example "Pan" and "Pan Fine".

Fade Mode: This controls how a channel will behave during a crossfade when a scene is called. The choices are "8 bit crossfade" - a linear one channel crossfade to a new value, "snap before fade" - the channel jumps immediately to a new value at the start of the scene, "snap after fade" - the channel jumps to a new value at the end of the fade, "snap during fade" - the channel jumps to a new value at some point in the middle of the fade, (use the slider to select the snap point), "16 bit fade" - this is the high or coarse channel as with "Pan" when there is a "Pan Fine", "16 bit fade fine" - this is the low or fine channel as with "Pan Fine". The last two modes will generate a 16 bit linear crossfade to the new value as long as the channels names match as explained in the previous section.

Invert Channel Output: This will invert the channel's output on the Wifly and DMX512 signals. Use this to adjust things like pan and tilt to match your stage setup.

Save: There is a "Save" button in the upper right of the Profiler view. This will create a new custom profile in your library and assign it to the fixture you are editing. As mentioned earlier, you don't have to use "Save" if you are only changing the button image or label.

Swipe to Delete: Do remove a patch or delete a custom profile from your file system, use the standard IOS swipe to delete method on any table row. When you delete a patch (button assignment) the profile will not be erased from the library. If you delete a custom profile from the library list, the file is permanently deleted.

Bridge Settings

Tap the “Bridge” navigation button in the upper right of the Patch table view to show the Bridge settings view. This is where you can edit the Airstream DMX Bridge network settings.



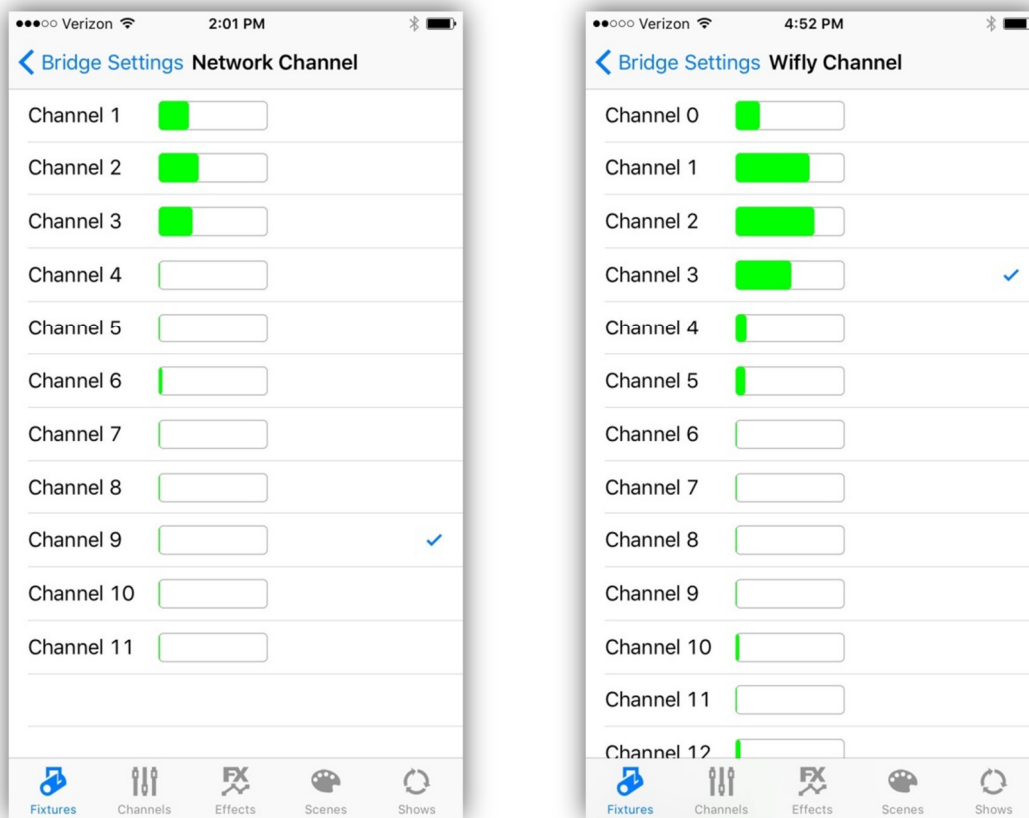
Wifly Settings: The top two rows are settings for the ADJ Wifly network. If you are using ADJ Wifly enabled fixtures, set Wifly Enable to on and set the Wifly channel to match the Wifly channel settings on your fixtures. Wifly supports channels 0-14. One of the example screenshots on the next page (right side) shows the view for setting the Wifly channel.

Note: When only using DMX512 wired fixtures, disabling the Wifly can improve your Wi-Fi connection.

Network Name: This is the name of the private Wi-Fi network that the bridge will create and appear in your list of available networks from Wi-Fi Settings on your iOS device. The network name can be 1 to 32 characters long using letters, numbers or spaces. When you change the name, it will take effect the next time the bridge is turned on and resets.

Password: This is the network password that will be used to join the Wi-Fi network. It must be 8 to 16 characters long using letters or numbers. The change will take effect the next time the bridge is turned on. **It is highly recommended that you change the password so that your lighting network will be secure as the network will appear on any Wi-Fi device in the vicinity.**

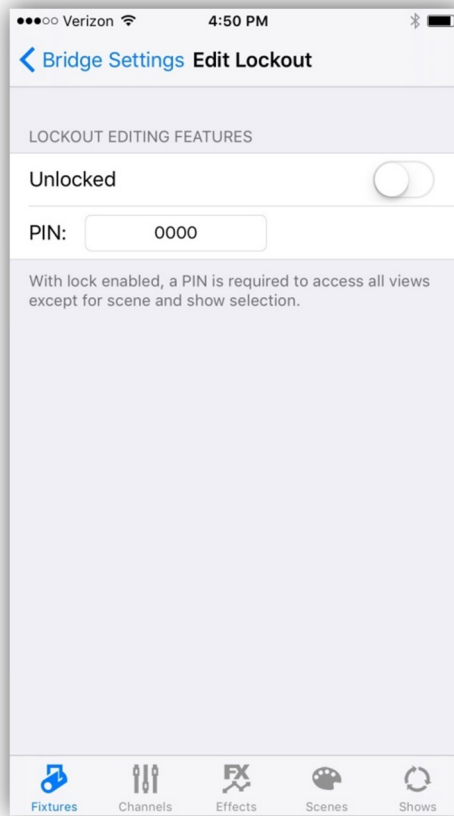
Wi-Fi Channel: This allows you to select from channels 1-11 to run your Wi-Fi network on. Select a channel that is less used by viewing the bar next to the channel. The selection table will show the amount of radio energy on each channel as a green bar graph. It is recommended that the Wi-Fi and Wifly be set to different channels and if possible be kept several channels apart. In the examples below Wi-Fi channel 9 and Wifly channel 3 have been selected. As you can see from the pictures, channels 1-3 are in use by other devices. The graphs are only a quick snapshot of the radio energy at the time the view is displayed.



Bridge Firmware: This button will display the current firmware versions being used by the various systems in the bridge.

Lock

In the upper right of the Bridge Settings view there is a navigation button labeled "Lock". It will show a view similar to the example below. This will allow permanent installations to lock out all programming features of the app. When lock is turned on, only the Scenes, Shows and Unlock tabs will be available. A four digit PIN is required to unlock. This view allows you to create your PIN and enable lock. Take note of the pin before you touch the lock switch as you won't be able to unlock without it.

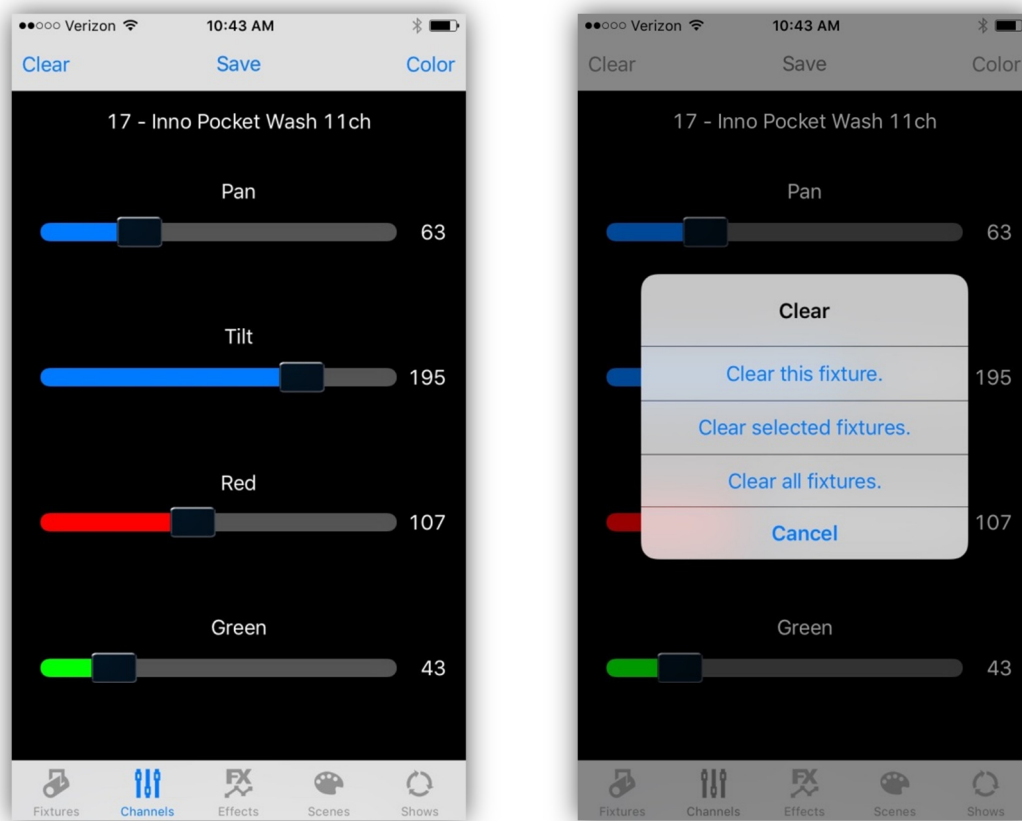


Channels Tab

The views within the channels tab are used for setting channel levels for selected fixtures. Before using any of these views you must first highlight one or more fixture buttons from the fixtures tab.

Sliders

The first view in the channels tab is the sliders view. It's a scrollable list of channel sliders matching the selected fixture(s). The view's sliders will match the current settings of the most recent fixture that was highlighted. Moving one of the sliders will edit a channel for that fixture and any other fixture that is selected and is of the same type. In the example below "Inno Pocket Wash" is the selected fixture type. The channel name appears above each slider and the current DMX512 value appears to the right of the slider.



Clear Button

In the upper left of the view is a navigation button labeled "Clear". This button is very important and only appears in this one location in the app. It is used to clear

selected groups of channels. When you clear a fixture or group of fixtures, the fixture's channels will be set to zero and they will be removed from the current scene. When you tap the clear button an alert will appear as shown in the screenshot above on the right. Tapping one of the choices in the alert will do one of the following:

Clear this fixture: This will clear only the channels in the most recently selected fixture, those that are currently shown in the slider view.

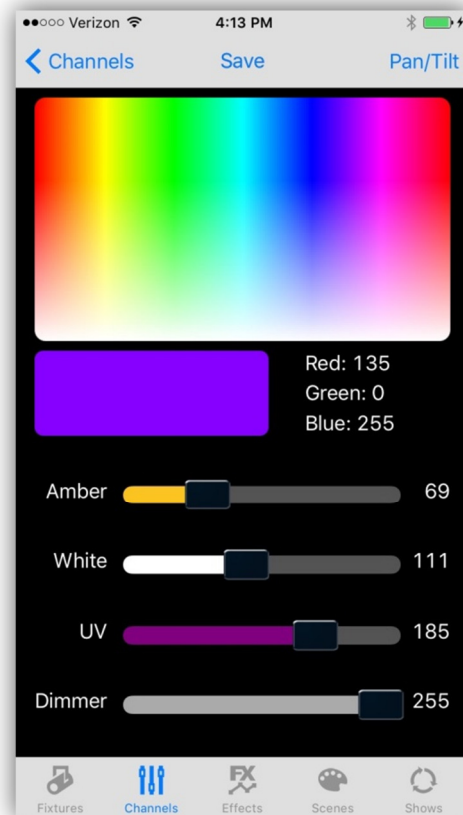
Clear selected fixtures: This will clear all highlighted fixtures.

Clear all fixtures: This will clear every fixture channel whether it is selected or not.

Important Note: When you move a channel slider, that channel is automatically marked for inclusion in a scene. To remove channels for inclusion in a scene, use the clear button.

Color Picker

To show the color picker view, tap the “Color” navigation button in the upper right of the sliders view or swipe from the right edge of the screen. The color picker view will appear as shown in the screenshot below.

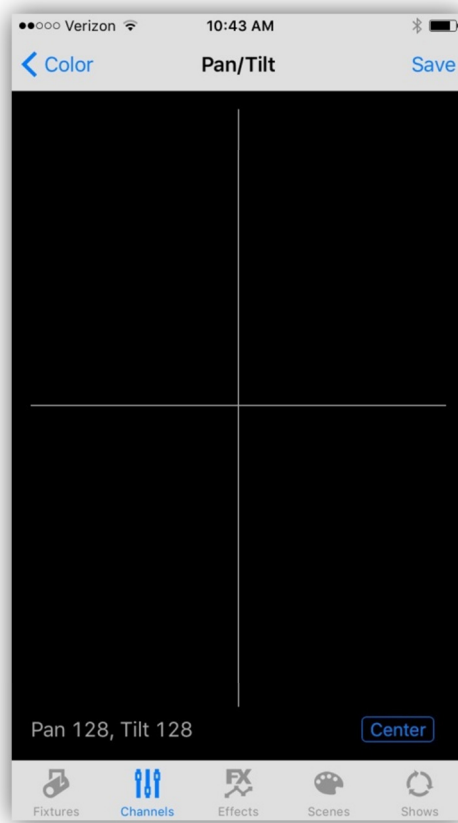


Any selected fixture that has a Red, Green or Blue channel will be affected by touching the hue gamut control at the top of the view. Hue values range from 0 to 360 degrees starting from left to right. Full saturation is achieved by touching the top third of the control with decreasing saturation as you move to the bottom. The selected color will be shown in the sample box beneath the control with the Red, Green and Blue DMX512 values shown to the right of the sample box.

There are four faders at the bottom of the view that can control some commonly used LED fixture channels provided the selected fixtures have channels with these names.

Pan / Tilt Control

Tap the Pan/Tilt navigation button in the upper right of the color picker or swipe from the right edge of the screen to show the Pan/Tilt view.



Any selected fixture with a Pan or Tilt channel can be controlled by touching the screen and moving the crosshairs. The DMX512 pan and tilt values will be displayed in the lower right of the screen. There is also a Center button in the lower right that will set the pan and tilt to the center position.

Save Button

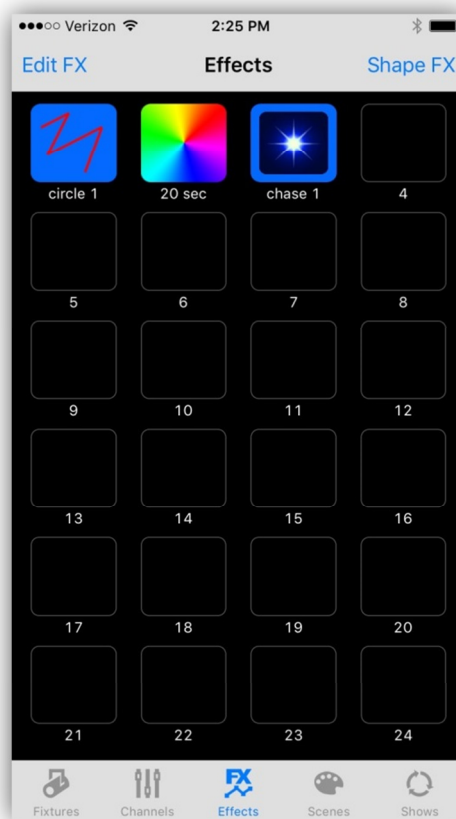
Each of the three channel control views have navigation buttons labeled "Save". Tapping one of these will take you directly to the scene assignment table view. From there you will be able to quickly save a static scene to one of the scene buttons. For more information on scenes and how to save them, consult the chapter "Scenes Tab" later in this manual.

Effects Tab

The app supports three types of special effects editors. A pan and tilt movement shape effect, a changing color effect and a flash effect. Each type of effect can be edited and then saved to one of 24 effects buttons that will allow you to turn the effect on and off and include it in a scene.

Effects Buttons

The first view that appears when you select the effects tab is the effects buttons view. If there are no effects saved, buttons will be empty. In the picture below there are three effects saved on the first three buttons; a shape effect on button 1, a color effect on button 2 and a flash effect on button 3.

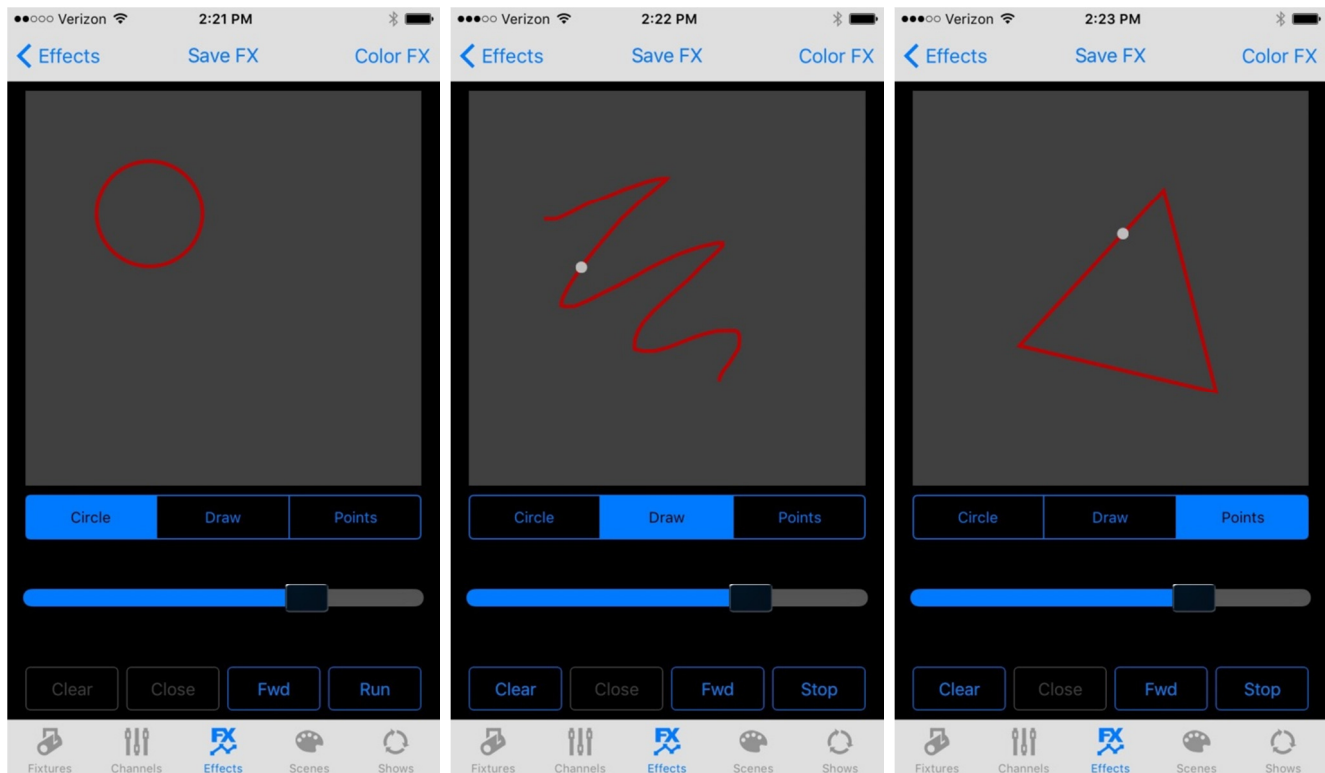


All three buttons in the example are highlighted indicating that all three effects are running. Tapping an effect button will toggle the effect on or off.

Important Note: When an effect is running the sleep timer on your IOS device will be turned off temporarily to allow the effect to continue running. If you leave the app while an effect is running the effect will temporarily pause.

Shape Effect

Tap the navigation button in the upper right of the effects buttons view or swipe from the right edge of the screen to show the shape effects editor. The large gray area is the shape draw view where you can draw the path that your beam will follow. The lower left corner of the draw view represents value 0 for both pan and tilt and the upper right corner represents value 256.



In the three examples above you can see there are three ways to generate shapes; circles, free draw and point to point. Select the drawing method using the segment switch just below the draw window.

Circle: This method will automatically draw the circle for you. You can use a two finger pinch gesture to change the size of the circle and use a single finger drag to move the circle location.

Draw: This method requires that you draw the desired shape path with your finger. The initial path will appear as a dotted line until you tell the editor to finish the path by tapping the "Run" button or by tapping the "Close" button. When finished, the path will become a solid red line.

Points: This method is similar to the draw method only you enter single points by tapping the screen. The editor will automatically connect the points as you enter them. Finish the path by tapping the "Run" button or the "Close" button.

Clear Button: Tap the "Clear" button to erase a drawing in order to start over. This only works for the two draw methods, not the circle.

Close Button: Tap the "Close" button to connect the end of your path to its start. Use this to create a path that you want to loop continuously. If you don't want the path to loop, don't close the path, the beam will travel from end to end of your path (bounce).

Fwd/Rev Button: This button controls the direction that the beam will follow along the path. This will only apply to a closed path that is looping.

Run/Stop Button: This button will allow you to end the path editing process and animate the beam path on the view as it runs. A white dot will simulate the beam motion on the drawing.

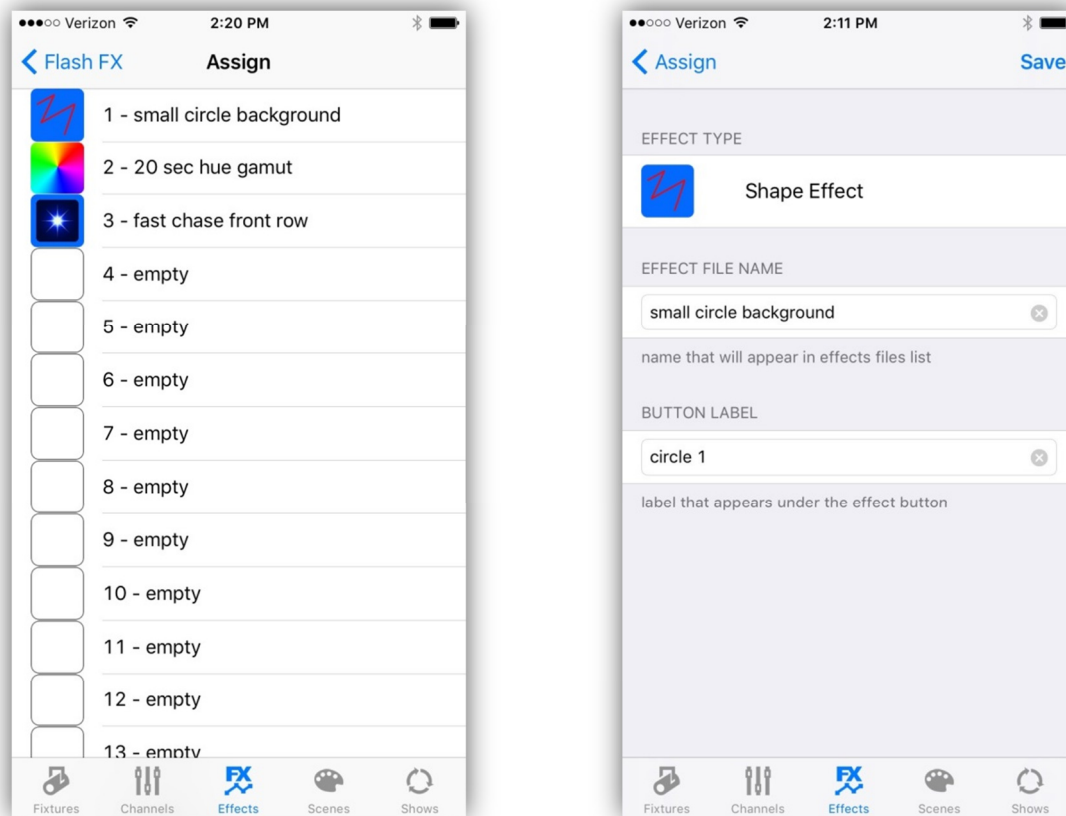
Slider: This controls the speed of the beam. Speeds can also vary depending on the size of the shape and distance between points.

Editing the finished path: Use a two finger pinch to shrink or enlarge the path or use a single touch and drag to move the path. You most likely will need to view the effect on the lights to get the desired size and location. You can move back and forth to the fixtures tab to select fixtures to include in the effect. Only highlighted fixtures with pan and tilt channels will respond. When you leave the edit view the effect will pause. Tap the run button to restart the effect when you return to the view.

Helpful Hints: The circle and points shapes are generally more precise than the free drawn shapes. When using the draw method, the speed that you move your finger while drawing will affect the speed of the effect. The slower you draw, the more points will be included in the path making it run slower. Experiment until you get the feel for what works best. To make simple linear movements like up down or side to side, use two points. Don't worry about the initial size or location of the path as you can resize it and move it after drawing. Point to point paths will often appear smoother as the crossfading is handled by the bridge. The fade time between points will be equal so keep point to point distances close to equal if you want an even looking effect.

Save Effect

Tapping the “Save FX” navigation button at the top of any of the effects editors will show the effects buttons assignment table as shown below on the screenshot on the left. To save the effect to one of the buttons, select an empty button row. **Note:** You can also select a row that’s occupied; the effect that’s assigned will be replaced with your new effect, it won’t be erased from memory, it will only lose its button assignment. The view on the right will appear when you select a button location.



The button image for each type of effect will be like the ones shown in the example. You can enter a long descriptive file name for the effect and also a short button label that will appear on the effects button page under the button. Effects files are stored in their own folder in the app’s documents directory. After you have entered the names, tap the “Save” button in the upper right to save the file and button assignment.

Color Effect

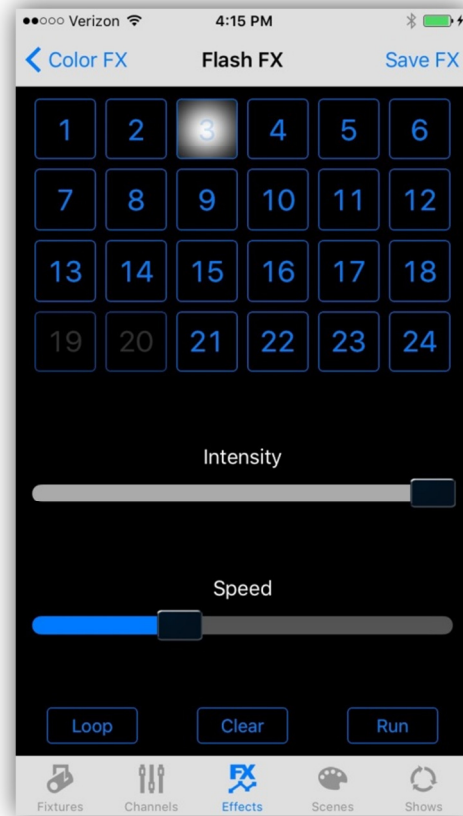
The color effect can be used on any fixture that has Red, Green and Blue channels. The effect creates a changing hue gamut that fades through a range of hue steps. Show the color effects editor by tapping the "Color FX" navigation button in the upper right of the shape editor view or by swiping from the right edge of the screen while in the shape editor view. A View similar to the examples below will appear.



The range control at the top is used to set the endpoints of the color effect as shown in the screenshot on the right. When running the effect from the editor, the color box will show the current state of the effect. Tap the "Run" button to view the effect in the color box and on your lights. The slider will adjust the speed of the effect. The time display over the slider shows the total time to run the entire gamut in hrs:min:sec format. The "Loop/Bounce" button sets the playback mode to loop through the gamut or bounce from endpoint to endpoint. At any time you can go to the fixtures tab and select fixtures to include in the effect. To save the effect, use the same method as described in the previous section for the shape effect. **Note:** Some fixtures may require dimmer channels to be turned on to see the effect.

Flash Effect

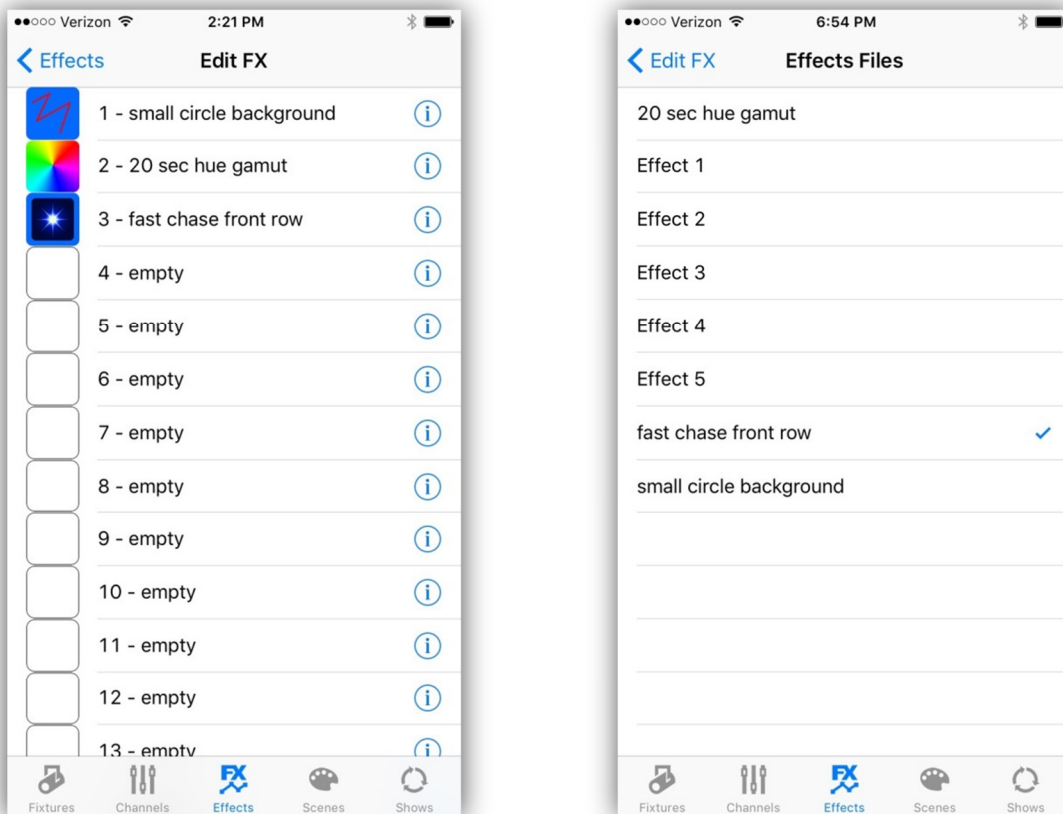
The flash effect creates a flash chase for fixtures that you select using flash buttons. The effect will work with any fixture that has a Dimmer channel. To show the flash effect editor, tap the "Flash FX" navigation button in the upper right of the Color FX view or swipe from the right side of the screen while in the Color FX view. A view similar to the example below will appear.



Each of the 24 flash buttons represents one of the 24 fixtures. Only fixtures that have dimmer channels will be highlighted in the button array. Tap each fixture button in the order that you want the chase to run. Tap the "Run" button to view the chase on the display and on your connected fixtures. Use the "Intensity" slider to adjust the brightness of the flash. Use the "Speed" slider to adjust the speed of the chase. The "Loop/Bounce" button will set the chase to loop or bounce from endpoint to endpoint. The "Clear" button will clear the chase so that you can start over. Fixtures to flash are selected from the flash buttons and not from the fixtures tab as in the other effects editors. To save the effect, use the same method as described in the previous section for the shape effect.

Edit Effects Files and Buttons

From the effects buttons view, tap the "Edit FX" navigation button in the upper left. This will show a table view similar to the example below on the left. If you select a row that contains an effect, the effect will be copied to the appropriate editor. An alert message will confirm. You will have to unwind the views back to the editor that matches the effect you selected for editing. From the editor you can then make changes to the effect and then resave to the same or to a new button location. If you change the filename for the edited effect, the original effect will remain in the file system if you should need it later.



Tapping the detail button in a row brings up the list of effects files and shows the file that is assigned to that button, as shown in the example on the right. A check mark will appear next to the assigned file. You can select from the list of files to change the file that is assigned to that button. As with most of the table views in this app, use the "swipe to delete" method to remove a button assignment or to delete a file. **Note:** Deleting a button assignment does not delete the file assigned to the button, to delete the file you must delete from the files list (the example above on the right).

Scenes Tab

The scenes tab provides 72 scene buttons by using three pages of 24 buttons as shown in the screenshot below. This example shows 12 scenes assigned to some buttons on page 1. The second button "Blue Wash" is highlighted showing that scene 2 is active. Tapping any scene button will toggle the scene on or off. When turning on, the scene's channels will fade in using the fade time that was saved with the scene. Pages 2 and 3 can be called by using a swipe from the right side of the screen.



Scene Definition

Scenes are collections of select fixtures and select channels and any running effects. You can also save a fade time with a scene that will control how long it will take for the scene's channels to fade in. A scene does not necessarily control every fixture and every channel, only those channels that are included when the scene is saved. A scene can be as small as a single channel value.

To include a fixture and some channel values, select a fixture from the fixtures tab, then change a channel value from the channels tab by moving one of the channel sliders or by using the color picker or pan/tilt controls. Only channels that

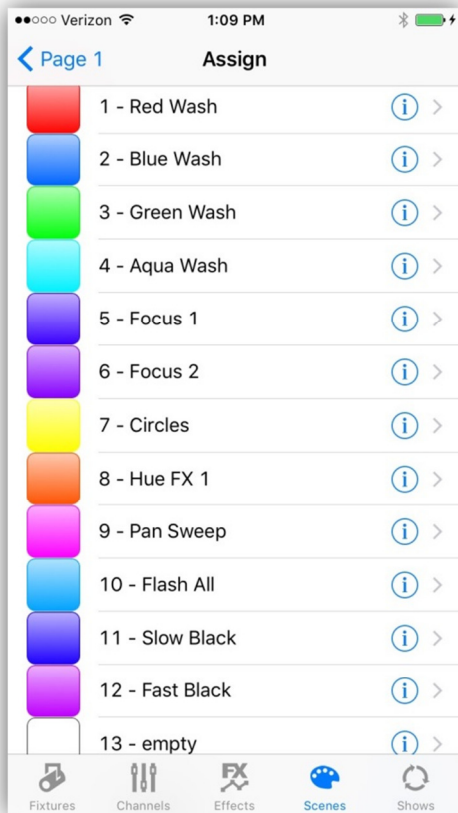
have been changed since the last "Clear" will be included in the scene. "Clear" is explained in the "Channels Tab" chapter.

Another way to include channels in a new scene is to call other scenes. When you save the new scene, the other scene's channels will automatically be included.

Important Note: When a scene is called it will check to make sure that each fixture in the scene matches the fixtures currently patched. If a mismatch is detected, the mismatched fixture levels will not be used. In other words, if you re-patch your fixtures, old scenes that used other fixture types may not work.

Saving Scenes

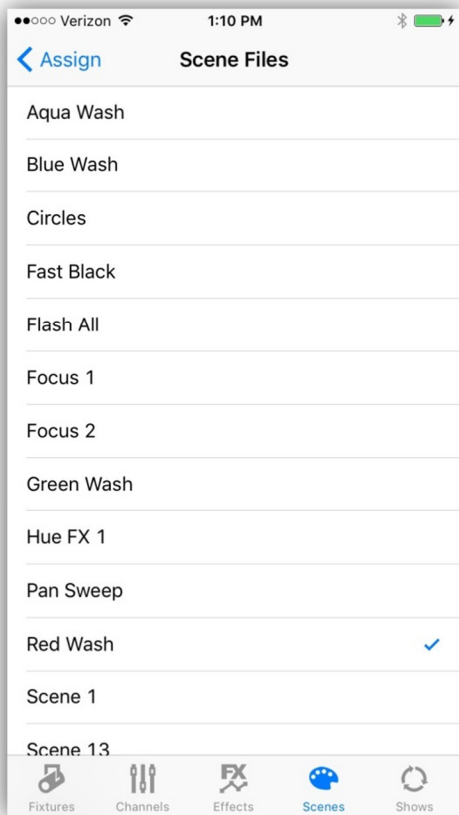
Tap the "Assign" navigation button in the upper right of any of the scene button pages to show the button assignments table as shown in the example below on the left. The table shows the scenes that are assigned to each of the 72 scene buttons. Selecting one of the rows will call a view similar to the example on the right. In the examples below, empty button row 15 was selected and the view on the right is filled in with default names and a button color.



You can enter a new file name or use the default name. Typically a long descriptive name will be used here. The button color will try to use a color that is in the scene but will default to blue if no color is found. A short button label can be entered, preferably a name that will fit under the scene button. Use the slider to set the fade-in time from 0 to 12.75 seconds. Touch and drag inside the button color box to select a new hue for the scene button. Finally, press the "Save" button in the upper right of the view to save the scene to a file. You will see an alert confirming the save or warning that another scene is already using that name. If successful, the new scene will be added to the scene files folder and the scene assigned to the selected button.

Scene Files

Although there are only 72 scene buttons, you can have as many scene files saved as you like. The app has a scenes folder that can hold as many scenes as memory will allow. A single scene file is very small, even if all channels are included in the scene. To view the list of scene files, tap any of the detail buttons in the Assign table list. A view similar to the one below will appear.



In this example, the detail button for row 1 was tapped and a checkmark shows the file that is assigned to that button. You can assign any file to a button by selecting a row in the files list. A new checkmark will show the current selection. This allows you to manage far more than 72 scenes.

Delete Files and Button Assignments

You can use the "swipe to delete" method on any button in the buttons assignment list or any file in the files list. If you delete an entry from the buttons assignment list, the button will show "empty" but the file that was assigned to the button will remain in the files folder. If you delete a file, the deletion is permanent and the file will be gone.

Solo Button

At the top of each scene page is a button labeled "Solo". "Solo" will be displayed in red when on and gray when off.



When solo is turned on only one scene at a time can be active. Only the channels that are part of that scene will be activated and all other channels will be set to 0. When solo is off (gray color) you can have many scenes active at once as long as they don't overlap. Any new scene that replaces an old scene will turn the old one off. A new scene can partially replace an old scene if some but not all channels of the two scenes overlap. In that case both scene buttons will stay lit indicating that there are channels active within both of those scenes. Toggling a scene button from lit state to dim will turn that scene off by setting its included channels to 0. Any effects attached to the scene will also stop.

Effects

Any effects that are running when you save a scene will be included in that scene. Turn effects on or off by tapping effects buttons within the effects tab.

Important Note: A scene only keeps a reference to the effects button number, not the effect itself. If you change the effect that is assigned to an effects button, it will also change the effect used by a scene that included that button.

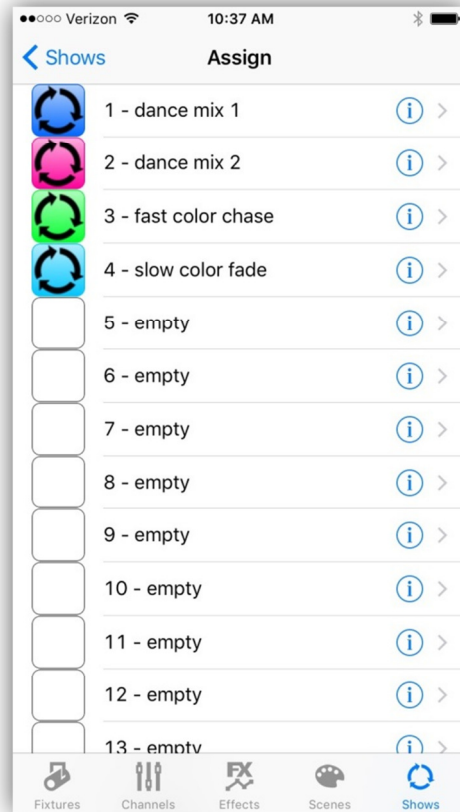
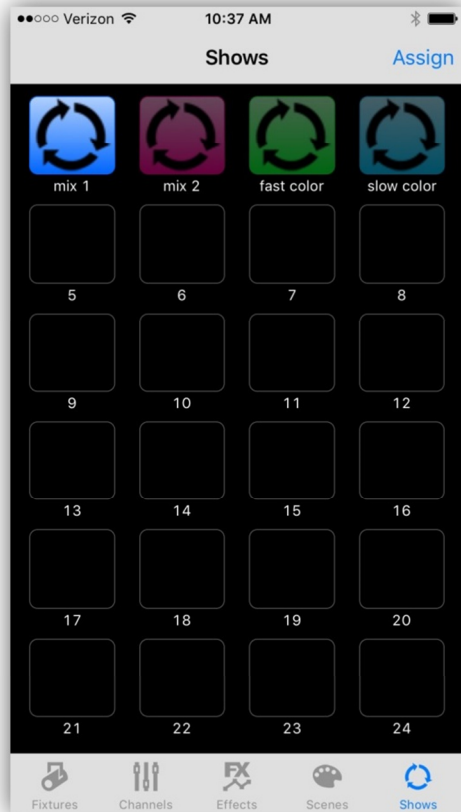
Edit a Saved Scene

To edit a scene that's been saved, simply call the scene by tapping its button, (use solo mode to isolate the scene if needed), make any changes to channels then re-save the scene. You can also combine scenes this way by calling multiple scenes then saving as a new scene.

Shows Tab

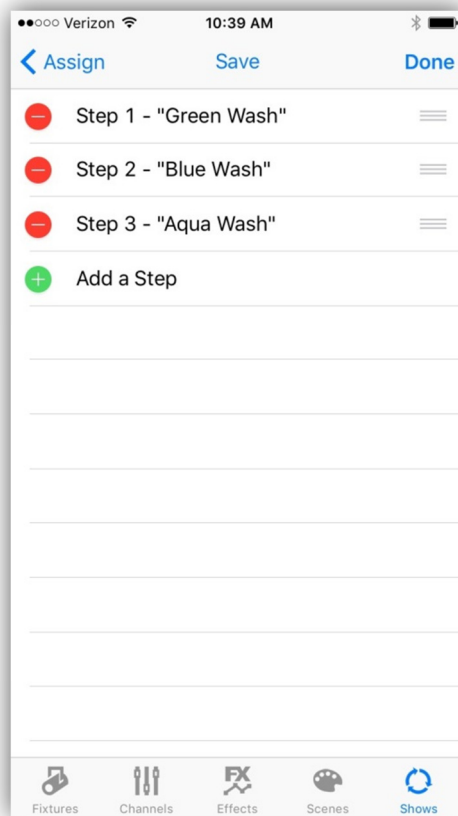
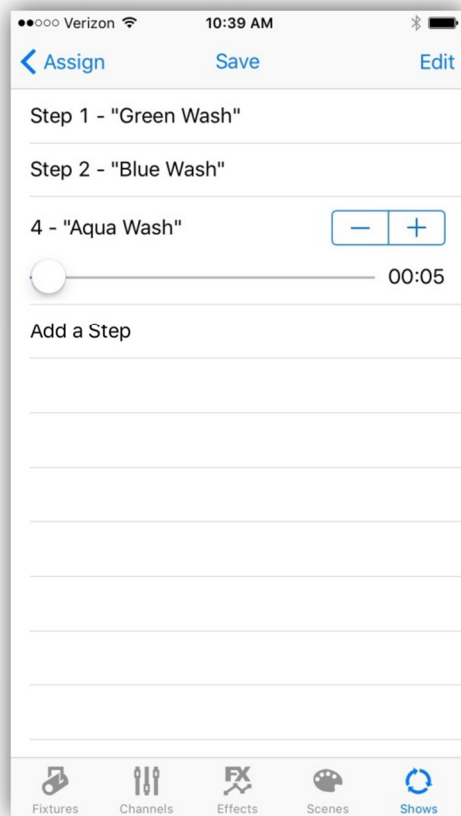
Shows are simply scene lists that run on a timer. The show editor lets you arrange a list of scenes and assign a hold time to each step in the list.

The first view in the shows tab is the show button array as shown in the example below on the left. Button 1 is highlighted indicating that the show is running.



Edit a Show

Tapping the "Assign" navigation button in the upper right of the buttons view will show the button assignment table as in the example above on the right. From the assignment table you can start editing a new show or an existing one. To start a new show, select a row that is empty. To make edits to an existing show, select an occupied row of a show to edit. A view like the one below on the left will appear when you select a row. In this example button 4 was selected that has an existing show.

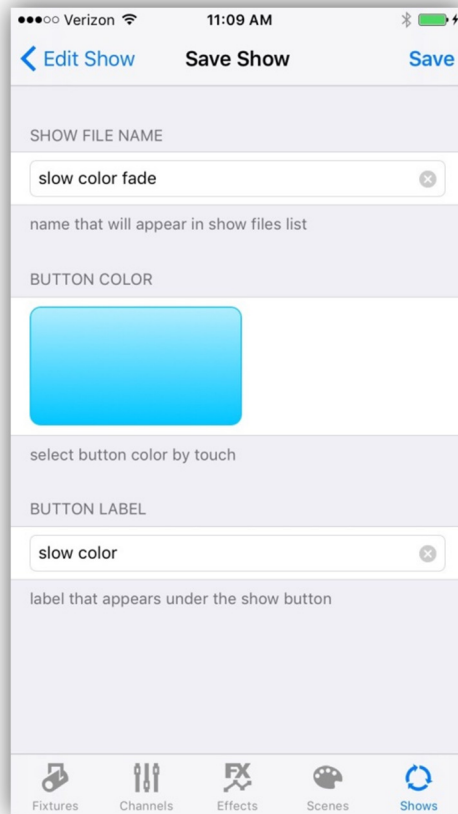


Each row in the table represents a step in the show's scene list. To add additional steps, tap the last row and an empty step will be added. Select any step row and it will expand as in the example's third row. Use the inc/dec buttons to select a scene button number to assign to that step then use the slider to assign a hold time. The hold time is shown to the right of the slider in min:sec format.

Tapping the "Edit" navigation button in the upper right will change the view to appear as on the example on the right. Tapping one of the red buttons will delete a step and touching and dragging one of the line edit buttons on the right side of each row will let you rearrange the step order. When you are finished editing the step order, tap "Done".

Important Note: The scene list only references the scene button number. If you change the scene that is assigned to a scene button it will also change the scene that's in any show that uses it.

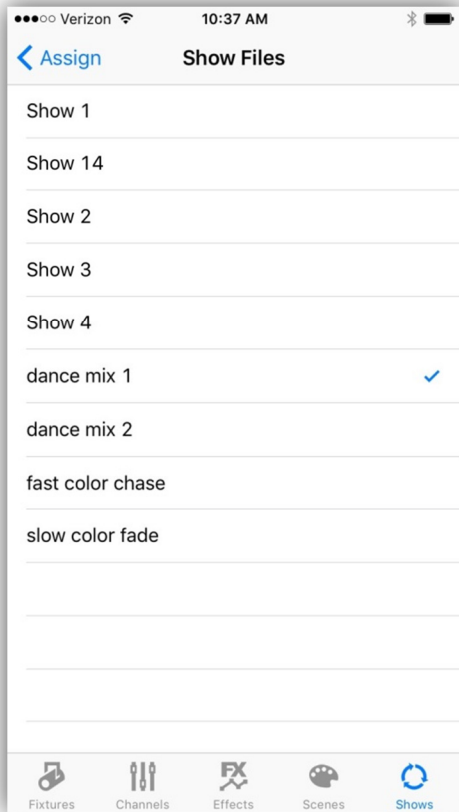
Tap the "Save" navigation button at the top of the show editor when you are finished editing and a view similar to the example below will appear.



From this view you can enter a long descriptive file name for the show and a shorter name that will appear under the button in the Show buttons array. Touch and drag within the button view to change the button color. Tap the "Save" navigation button in the upper right to save the file. An alert will appear to confirm the save or to warn if another show is already using that name.

Show Files

Although there are only 24 show buttons, you can have as many show files saved as you like. The app has a shows folder that can hold as many shows as memory will allow. A single show file is very small. To view the list of show files, tap any of the detail buttons in one of the Show Assign table list. A view similar to the one below will appear.



In this example, the detail button for row 1 was tapped and a checkmark shows the file that is assigned to that button. You can assign any file to a button by selecting a row in the files list. A new checkmark will show the current selection. This allows you to manage far more than the 24 scenes that are accessible from the buttons.

Delete Files and Button Assignments

You can use the “swipe to delete” method on any button in the buttons assignment list or any file in the files list. If you delete an entry from the buttons assignment list, the button will show “empty” but the file that was assigned to the button will remain in the files folder. If you delete a file, the deletion is permanent and the file will be gone.

Show Playback

Only one show is allowed to play at a time. Tapping a show button will toggle a show on or off. A show will loop indefinitely until you turn it off.

Important Note: When a show is running the sleep timer on your IOS device will be turned off temporarily to allow the show to continue running. If you leave the app while a show is running the show timer will temporarily pause.

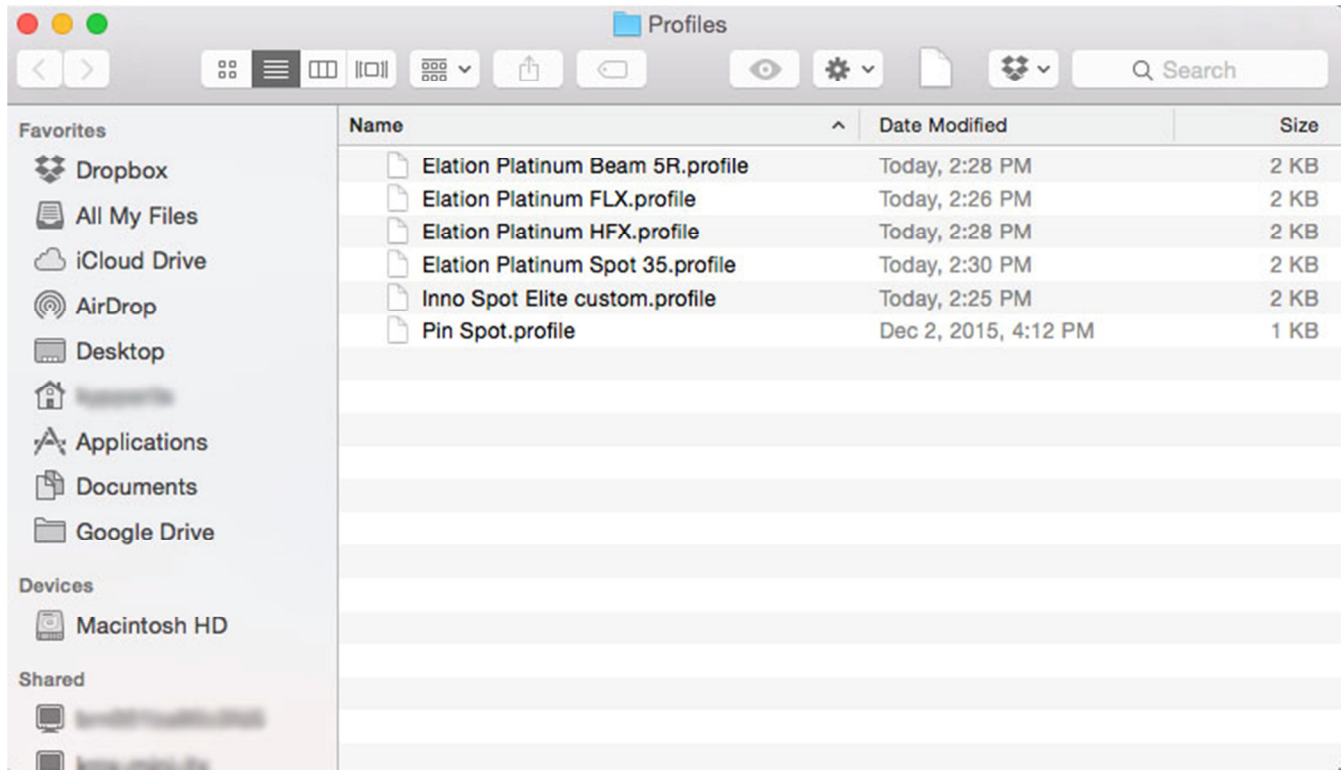
File System and iTunes

Scenes, effects, shows, and custom profiles are stored in the app's documents folder in your IOS device. Subfolders are created for each of these. There is also a file that contains all of the button assignments named "buttons.assign". You can access these files using iTunes running on your Mac when your IOS device is connected to it. The screenshot below is an example of the file sharing display in iTunes connected to an IOS device that has Airstream DMX installed on it.



In the app's documents window on the right you can see the four folders plus the buttons.assign file. The folders can't be opened in iTunes but they can be dragged to your desktop where you can open and edit them. You can then drag them back to iTunes where they will be copied back into your IOS device automatically.

The screenshot example below shows a Finder window with the contents of the profiles folder containing 6 custom profiles.



You can use iTunes to back up your folders on your computer or to load new files into your IOS device. To Share custom profiles with another user, copy any new profiles into the profiles folder on your desktop then drag the updated folder into iTunes.

The buttons.assign file is a list of all Fixture, FX, Scene and Show button assignments. You can store multiple copies of this file on your computer for different lighting setups to be reused at a later time.

Contacts

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