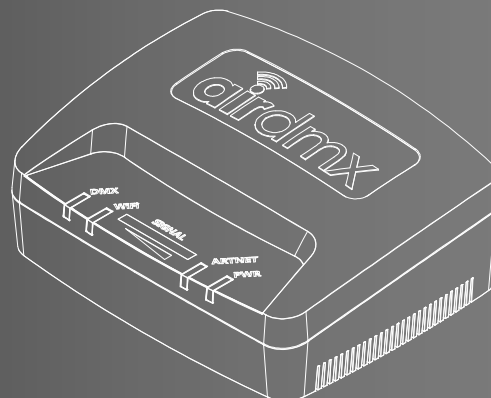


  
**airdmx**

**USER MANUAL**



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## Safety instructions

- This device is suitable for indoor use only.
- All modifications to the device will void the warranty.
- Repairs are to carry out by skilled personnel only.
- Use only fuses of the same type and original parts as spare parts.
- Protect the unit from rain and humidity to avoid fire and electric shocks.
- Make sure to unplug the power supply before opening the housing.

### **Be careful with heat and extreme temperature**

Avoid exposing it to direct rays of the sun or near a heating appliance.  
Not put it in a temperature below 41°F /5°C, or exceeding 95°F /35°C.

### **Keep away from humidity, water and dust**

Do not place the set in a location with high humidity or lots of dust.  
Containers with water should not be placed on the set.

### **Keep away from sources of hum and noise**

Such as transformer motor, tuner, TV set and amplifier.

### **To avoid placing on un-stable location**

Select a level and stable location to avoid vibration.

### **Do not use chemicals or volatile liquids for cleaning**

Use a clean dry cloth to wipe off the dust, or a wet soft cloth for stubborn dirt.

### **If out of work, contact sales agency immediately**

Any troubles arose, remove the power plug soon, and contact with an engineer for repairing, do not open the cabinet by yourself, it might result a danger of electric shock.

### **Take care with the power cable**

Never pull the power cable to remove the plug from the receptacle, be sure to hold the plug.

When not using the device for an extended period of time, be sure to disconnect the plug from the receptacle.

**Important: Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems. Make sure the electrical connection is carried out by qualified personnel. All electrical and mechanical connections have to be carried out according to the European safety standards.**

## Introduction

Thank you for using our airDMX.

We designed this DMX Controller inspired by industrial standard DMX consoles. Most of the features are quite intuitive if you were using a DMX console before. Therefore, we wrote the [Function Overview](#) (see page [10](#) ff) of this manual in a very short way with keywords, simply explaining what each button is good for. For those users which are new to the whole DMX Console theme we wrote a basic tutorial for the most common features in the [Tutorials](#) (see page [19](#) ff) chapter.

We made airDMX a easy to use App for programming a complete light show on a stage or a exhibition booth, controlling your Light Effects as a all-round entertainer... With the new [Button Panel](#) (see page [14](#)) you could also give your customer a preprogrammed set of functions for a basic setup of lights, for example while they are hiring some UP lights for a wedding without any service personnel, or even for a permanent installation in a bar, a club or architectural lighting installation. Due to the Option to lock any changes of the button panel, airDMX can be a easy way to give you the possibility to provide restricted control over the lights to a untrained person without any "DMX", "Effect Light", "Event technology" skills.

We are still working on improvements and additional features which will be provided to you as a free App Update to give you even more possibilities for your light show and optimize the workflow which leads to your showfile.

Please notice:

While we are working on the iPad, a good and stable piece of hardware with a nice working Operating System which we are not able to take influence on, we recommend regular backups of your showfiles. Backing them up is quite simple via the sharing option in the [Showfile](#) (see page [8](#)) Menu. Make sure that you set up a backup before every iOS or airDMX update. We also recommend to deactivate the automatic App Updates, so you will always be able to notice the available update before it is installed.

This manual is written on airDMX Version 1.6.1 from 13.05.2016

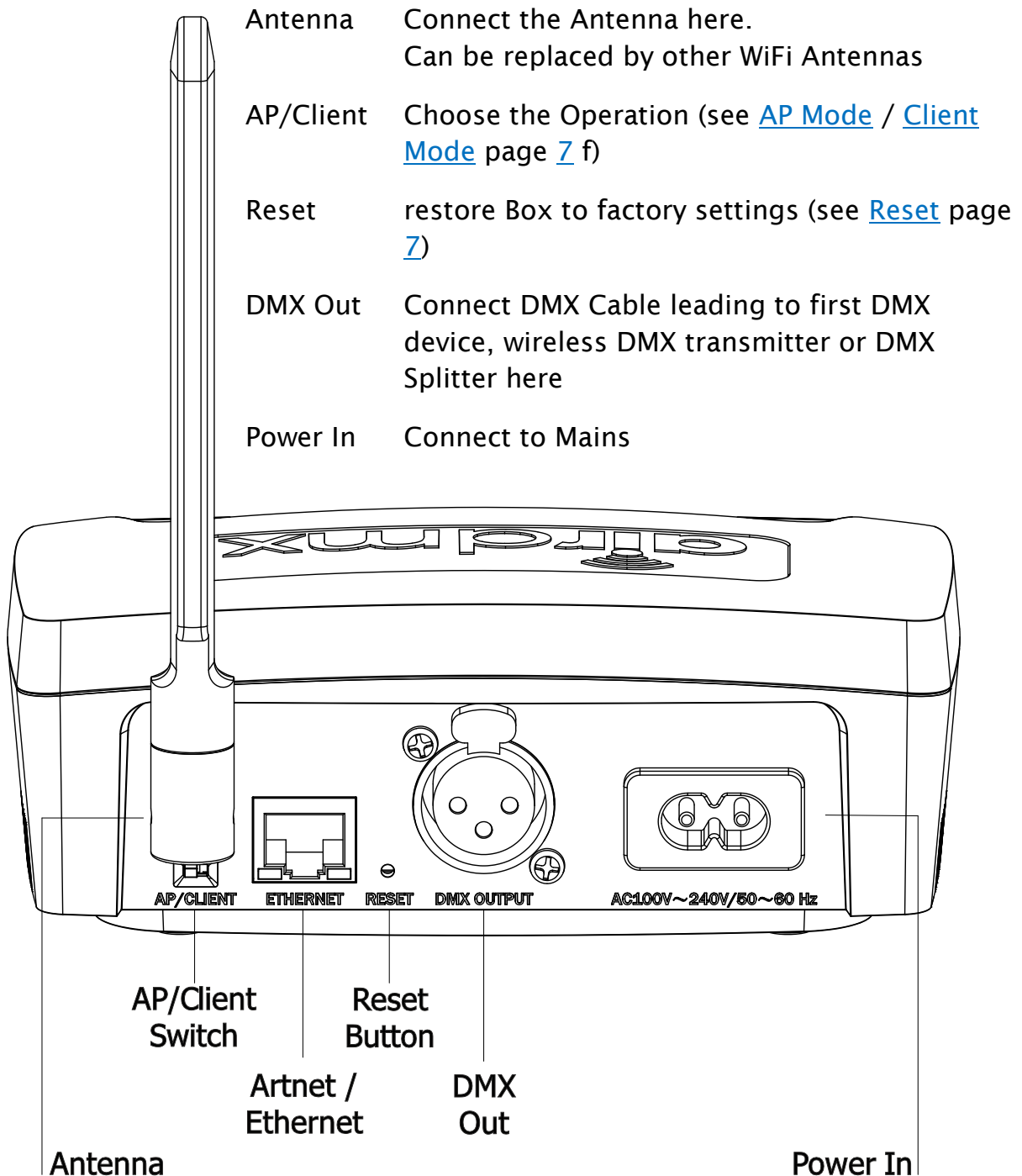
The manual was released on August 31, 2016

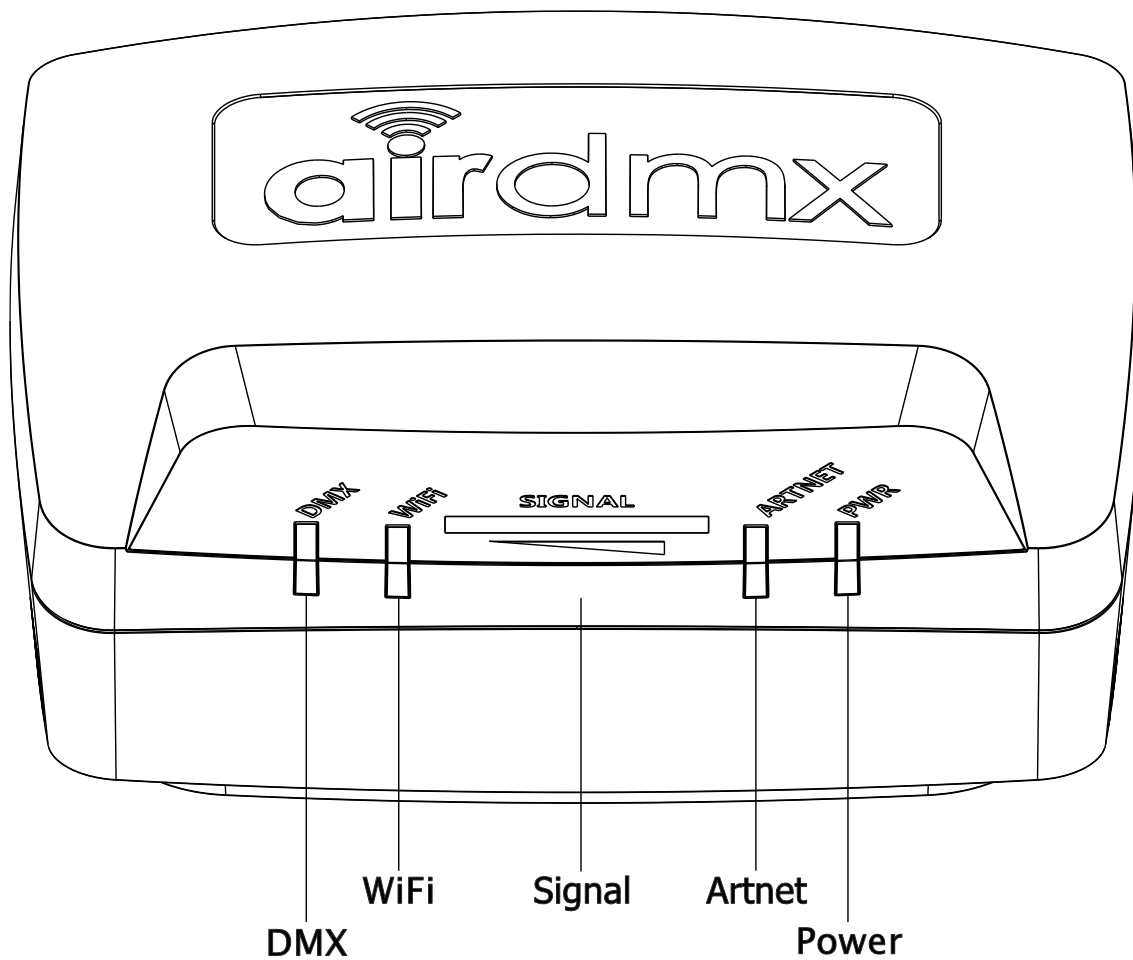
## Hardware

Regarding the Hardware you could also take a look at the Quick Start Guide which was shipped with your airDMX.

Notice that there are no serviceable parts inside the airDMX Box.

### Connections





### LED Signal

DMX:	Off	→ No DMX signal output / hold
	Blinking	→ DMX signal output
WiFi:	Off	→ No connection / AP mode
	Blinking	→ Wi-Fi signal input
	On	→ Wi-Fi client mode
Signal:	Full On	→ Signal strength / AP mode
	Blinking	→ Booting
Artnet:	Off	→ No Artnet output / Wired client mode
	Blinking	→ Artnet output
Power:	Off	→ No power
	On	→ Ready

## Software Setup

### Fixture Patch

#### Fixture Setup

##### *Add fixture-block*

- Define the fixtures you would like to use in your show
- Choose how many fixtures of the same type you have
- Choose fixture type from one of the hundreds of fixtures provided with the App or choose a self-created fixture
- Choose the Fixture Mode to define the amount of DMX channels used and the control functions provided
- Choose the Start address of the fixtures.

##### *Contained fixtures-block*

- Gives you an overview of all fixtures added to the setup
- Patch Fixtures
  - Push [Patch Menu]
  - Change the Value next to the device to the desired Start Address
  - If the desired Address is not available, the App will choose the next possible Address
- Delete Fixtures
  - Push [Delete Fixtures]
  - Select the fixtures you wish to delete
  - Push [Delete] Fixtures again
- Invert Pan/Tilt
  - Push [Invert. Menu]
  - Select the Function you wish to Invert on the concerning device

##### *Address Block*

- Gives you an overview about the used addresses and fixtures.
- While Adding Fixtures you could drag the green marked fixtures to the desired address

#### Create Fixture

Gives you the possibility to add a fixture which is not contained in the library

- To add a new fixture:
  - Choose a Manufacturer from the dropdown menu or type in the Manufacturer Name if it is not listed
  - Choose a Name for the Fixture
  - Push [Edit Name] if you wish to change the Name after that
  - Push [+] to add a new Mode
  - Choose the name and insert how many DMX channels are needed
  - Select the channel Types for the channels this fixture has. The channel Types will offer different kind of presets:
    - Pan/Tilt will offer you a steering cross in the [Fixture view](#) (see page [11](#))

- Color channels Red, Green and Blue will offer you a color circle in the [Fixture view](#) (see page [11](#))
- All channel types will choose a preset of Attributes (see below)
- While the amount of available channel types is actually very limited we are working to add a lot of additional types soon. If you need a Type which is not contained in the list, you could also choose an other unused Type and set the Attributes and the channel name individually.
- You could insert an own name for the channel which will be displayed in the [Fader-block](#) (see page [10](#)) at the Programmer view.

### *Attributes*

- React To Master  
Should only be used for dimmer channels.  
The channel level will be decreased if you lower the Master channel in the “Programmer-“ or “Button Panel” view
- Snap  
If activated, the device ignores Fades and jumps to the desired Value after the Fade time is over  
If de-activated, the device ignores Fades and jumps to the desired Value before the Fade time starts  
Useful for e.g. Gobo Wheels
- Fade  
If activated the channel Fades from one value to another according to the selected Fade Time  
Useful for e.g. Dimmer or Red, Green, Blue channels
- LTP  
channel always executes the last done change to this channel.
- HTP  
channel ignores the last signal and always executes the highest given value
- High Priority
- Lock

### **Sync Library**

- Sync your Library with the App-Documents.
- If synced, connect your iPad to your PC or Laptop
- Open iTunes and sync your iPad
- Go to your iPad and choose “Apps”
- Scroll down until you can see the Documents view.
- Find all your fixture library as well as Show Files and created effects here.



Software Setup → Settings

## Settings

### AP Mode

- Default way to connect with the airdmx
- airDMX box provides a WiFi access point
- check the WiFi connection settings in you iPad
- connect to the WiFi access point “airdmx”
- The needed passphrase is printed on the bottom of the airdmx box.
- For changing the SSID or Pass go to [Settings] - [AP Mode]
- You could also change the Wireless channel here if needed.

### Client Mode

- Use this mode to connect the box as well as the iPad via an existing WiFi network
- Connect your iPad to the box set to the AP Mode first
- Go to [Settings] - [Client Mode]
- Follow the instructions on the left side of the screen

### Startup Mode

- Go to [Settings] - [Startup Mode]
- You can choose which page to start from here
- You can also choose to lock the editing of the button panel or lock the option to leave the button panel without a passphrase you can choose.
- If you disabled some of the alerts or hints, you can recover them by activating [Recover all Alerts]

### Language Setting

- Go to [Settings] - [Language Setting]
- Choose your favorite language here from
  - English
  - German
  - Chinese

### airDMX Firmware version

- You can check the Firmware Version of your airDMX Box here.
- Only works if the Box is connected well.
- Also an indicator whether the box is connected or not.
- Normally there is no need for a Firmware Update. If you experience problems and think they could be solved by a Firmware Update, please contact us at [support@ehrgeiz.com](mailto:support@ehrgeiz.com).

### Reset

- Use a Paperclip or the SIM Tray opening tool of your iPad to push the Reset Button on the back of the airDMX Box for at least 3 seconds
- All Settings saved in the box will be reset to factory defaults (SSID, Passphrase, Wi-Fi channel etc.)

## Showfile

The Showfile saves all Cues and Programs, including Effects. Patched Fixtures and Custom Fixtures are saved as well.

### *Saved Showfiles*

- Displays the Showfiles saved
- Information about this Showfile displayed
  - Showfile Name
  - Creator of the Showfile
  - Date of Creation
  - Date of Modification
  - Amount of Contained Programs & Cues
  - Amount of Patched & Custom Fixtures

### *Create New*

- Create new Showfile
- In the Pop Up window:
  - Choose whether the new file is empty or if the actual status is saved to the new Showfile
  - Give the Showfile a name
  - Insert your name at the Creator field

### *Load*

- First Choose a saved Showfile on the left
- Push the load button
- In the Pop Up window:
  - Complete                    loads everything contained in the Showfile (Programs, Cues, Patched and Custom fixtures)
  - Patch + fixtures            Loads the patch and fixtures  
Useful if you want to program a new show with an device setup which is already saved
  - Fixtures only                Only loads the Custom fixtures  
Useful if you do a new setup with devices you already created before and saved in this show

### *Save*

- First Choose a saved Showfile on the left
- Push [Save] the actual status to a showfile
- A confirmation Window will open

### *Share*

- First Choose a saved Showfile on the left
- Push [Share] to send the Showfile to an Apple device nearby (Airdrop) or via E-Mail
  - For E-Mail Option the iOS Mail App has to be set up
  - For Airdrop Option both Apple devices need to be connected eg via Wi-Fi and Airdrop has to be activated on both devices
- Should be used to regularly Save Backups of your programmed Showfiles including created Fixtures

Software Setup → Support

## Support

For Support take a look at our support website [www.ehrgeiz.com/support](http://www.ehrgeiz.com/support).

We are just starting a database for FAQ as well as Troubleshooting on this site.

If you can't find an answer to your question, or have any kind of suggestions for improvements, simply contact us at [support@ehrgeiz.com](mailto:support@ehrgeiz.com). We are doing our best to answer your E-Mail in very short time.

## Function Overview

### Programmer

#### Master Dimmer / Speed -block

##### *Master Dimmer*

- controls the channels which are assigned to the Master Fader [React to Master Fader] (see [Attributes](#) on page [6](#))
- The Master Dimmer always works with the highest priority, higher than programs, cues or the faders.

##### *speed function*

- fastens or slow down a running program.
- Always in reference to the saved speed (middle of the block)

##### *fade mode*

- Start fade mode by checking the box
- Insert a fade time
- If you move change channel values, the values will be faded
- If you move more than one fader, the other faders jump back to the preset value and the fade will be restarted
- While the fade runs you can use the speed fader to in- /decrease the speed
- If a program or cue is saved after that, the fade time will be saved to that program / cue (Can be changed later by using the [Edit] Button, see [Edit](#) - page [12](#))

#### Fader-block

- The Faders are colored according to the fixture they belong to. The color is assigned randomly but can be changed using the [Edit] button (see [Edit](#) - page [12](#))
- Faders which are not assigned to a fixture stay black.
- The Box underneath the fader contains the Value name you can set up by creating the fixture (see [Create Fixture](#) on page [5](#))
- The Box above the Fader shows the actual value of the channel. Click it to set the value with a num block instead of moving the Fader.
- Touched Faders are Highlighted in red.
- If you save a Cue or a program (see [Save a cue](#) - page [11](#)) all red marked values / faders are saved. So please remember to mark all faders you want to use in a program, even if they are not used in this step.
- If a program is running and you touch a fader included in the program, the manual action takes priority. In the Black Box a button [Tap To Release] is displayed. Press this button to release all manually edited channel values and play the values given in the program.

## Function Overview → Programmer

- You can scroll through all 512 available DMX channels by swiping the faders from left to right, or by using the scroll-dot underneath the Channels Value names

### *Fixture view*

- In standard you can see the Faders for all 512 DMX channels in the Fader-Block
- Change this view by pushing [Fixture view]
- There are 3 views available:
  - Single: Displays single Faders for every selected device
  - Group: summarizes the faders for all selected devices if possible
  - Main Function: Summarize the PAN / TILT Option in a Grid  
Summarize the RGB channel in a Color triangle  
Show Faders for the most common other features like Dimmer & Shutter
- For easier selection of several devices you can assign them in Groups
- Press the [+] button inside the fixture view
- Give the Group an individual name by pressing the line containing the group name ([Custom0] as standard)
- Choose the fixture this group should contain by activating the button in the line of the desired device.
- Push [OK]

### *Untouch all*

- Untouches all Faders marked red

## **Program and Cue Buttons**

- You have 20 different program and cue pages, each of them with 6 programs / cues.
- Push the grey field above the program / cue buttons (in standard called [program 1] / [cue 1]) to open a dropdown with all available pages
- If you want to edit the page Name use the [Edit] Button and tap the grey field above the program / cue button (see [Edit](#) – page [12](#))

### *Save a cue*

- Edit the DMX values via the faders.
- Push [Save] in the Edit – Block
- Push the Cue button you wish to save the Cue to.
- A confirmation window will appear. Choose Yes to Save or Cancel to abort. The confirmation can be permanently turned off by checking the “Do not show this window again” Box.
- Notice that ALL values with red marked / touched faders will be saved.
- If the [fade mode] is enabled (see [fade mode](#) – page [10](#)), the given value will be saved as fade-in time to that cue.

### *Save a program*

- Is as simple as saving a cue.

- Just repeat the procedure to save several steps to one program.
- You can save up to 99 steps in one program.
- Please notice that the Fade times have to be set via the [Edit] button (see [Edit](#) – page [12](#))

#### *Play a Cue*

- Simply push the cue you want to play
- If the Cue contains a Fade which is still playing, pushing it again will stop the cue after fade is completed
- If the Cue has no active fade, pushing it again will stop it instantly.

#### *Play a program*

- Simply push the program you want to play
- Push it again to pause it.

#### **Black Box**

- Shows the actually played programs and cues with useful additional information in 5 rows:
 

Type:	Shows if this is a program or a cue
Place:	page number and button number this cue or program is saved
Step:	shows the actually played step number or individual step name
S-Time:	shows the remaining step time
Total:	Shows the total remaining time
- Each Program or cue has its own line if started. The color depends on the outputted state:
 

Green line:	active
Yellow line:	partly overwritten by other programs or cues
Red line:	completely overwritten by other programs or cues
- You can swipe up & down if there are more lines than could be displayed
- Double-tap on a line to instantly stop the cue or program.

#### **Edit-block**

##### *Edit*

- Edit a Cue or Program
- Edit a Fader – Setting
- Edit a page - name

##### *Delete*

- Delete a saved Program or Cue
- Push [Delete]
- Push the Program / Cue button you would like to erase
- Confirm the action in a confirmation window (can be turned off)

## Function Overview → Programmer

*Copy*

- Copy a Cue or Program to another Button.
- Push [Copy]
- Push the Button you wish to Copy
- [Copy] Button displays the [Paste] and the copied program / cue
- Push the Button you wish to paste to
- Warning: The copied value will be saved to the new button without any confirmation prompt, if the new button already has a program / cue stored or not.

*Undo*

- Cancel the last change done to a fader (Value change or touch / untouch)
- If the Fader touch and change of the value were done in the same step, both are canceled at once.
- Remembers the last 10 changes

*Redo*

- Cancel the last Undo
- Remembers the last 10 changes

*Save*

- Save the status of “touched” Faders (marked in red) to a Cue or Program.
- Push [Save] then push the desired Cue or Program Button
- States of the inactive Faders (grey, not marked red) will not be saved.

## Button Panel

### Overview

The Button panel is a view, that lets you assign different Cues or Programs to simple buttons.

In the button panel you have no faders and cannot edit cues or programs.

You can display up to 16 buttons at once. The buttons can be equipped with colors or pictures for easier handling.

### *Information on the button*

- The button displays several informations:
  - On the Top of the button you can see the total time the button is playing actually
  - On the middle you see the name of the actually played step, as well as the Time it is played now
  - On the bottom the Name of the Button is displayed

### *Delete a button*

- Push [Delete]
- Push the button
- Confirm the operation in the following confirmation window.

### *Stop all*

- Push to stop all the buttons which are actually playing

### *Speed Fader*

- Use to edit the program, fade and hold times while replaying the Buttons

### *Master Fader*

- Use the Master Fader to decrease the complete light intensity.
- Only works if the Dimmer-Channels of the fixtures are aligned as “react to Master” (see [Attributes](#) on page 6)

### *Adding a Button*

- Simply push the [+] button.
- Give your button a Name and push [OK]
- A new button is added to the button panel

### *Editing a Button*

- Push the [Edit] button
- You could re-align the buttons by dragging the button on the sign with the 4 squares
- Push the arrow inside the button which you want to edit
- You can add several steps in one button. To add a step push the [+] button



## Function Overview → Button Panel

- Inside the Step you can add several Cues and programs from the programmer view by pushing the grey [+] inside the step.
- To delete a included step, simply push it and confirm the message.
- You can also define a fade & hold-time next to the Step, or give the Step a name by pushing the field on the right which says “New Step X” in standard.

### *Arrow buttons*

- Realign the Steps by marking a step
- Push the [↑] or [↓] arrow buttons to move the currently marked step

### *Duplicate Step*

- Push to duplicate the currently marked step
- The Step will be duplicated with all Programs and Cues as well as the Fad- and Holdtime contained.

### *Copy Step*

- Push to copy the currently marked step
- The Step will be copied with all Programs and Cues as well as the Fad- and Holdtime contained.

### *Insert Step*

- The previous copied step will be inserted after the marked step

### *Delete Step*

- Delete the marked step.

### *Loop*

- Insert how often the button will be played after it is released.
- “Loop0” means the button will be played 1 time and released afterwards.
- “∞” means the button will be played in loop until it is pushed to release it.

### *Step-Settings*

- Push the gearwheel to edit the settings

### *Browse Photos*

- Choose a picture from your iPad for the background of this button.
- If you send the Showfile to another iPad, the pictures will not be transferred along. You will have to choose the pictures again.

### *Take Photos*

- Take a picture with the built-in iPad camera
- If you send the Showfile to another iPad, the pictures will not be transferred along. You will have to choose the pictures again.

### *Choose BG Color*

- Choose a Background color with the color wheel next to the button.

### *Assign Name*

- Push the Name-Field to give the Button a new name.

*Button Behavior*

- Choose the way this button works when pushed.

*Flash*

- The button will only be played as long as you push it.

*On / Off*

- The button will start to play when you push it.
- Push it again to stop it.

*Go*

- Push the button to start the first step
- Push the arrows which are displayed in the button now to scroll through the single Steps

*Interval Control*

- Choose the Interval and duration the button is played.
- Can be useful for operating Hazers or Fog machines.

*Schedule Control*

- Choose the start and Stop time for the button.
- Can be useful for fixed installations, ambient-lights etc.

## Effect Engine

### Overview

We gave the airDMX an Effect-Engine to make it easier for the user to program bigger setups automated for example generate “simple” movings of Scanner or Movinghead Effects. Even if the Effects look quite easy and the usage of the Effect Engine is simple, the programming is quite difficult while there are a lot of cases that have to be considered. We are still working on the Engine to improve Effects which are already implemented, and add new effects which make airDMX an even better tool than it already is. Stay tuned for our Updates on the App Store.

### Fixture Group

To Assign an Effect you need to align the Fixtures you want to use to a group. You can do this in the [Fixture view](#) (see page [11](#))

### Effect view

#### *Choose Fixtures*

Choose the Group of fixtures which you want to align the effect to.

#### *Undo*

Cancel the last step you made

#### *Redo*

Cancel the last Undo step

#### *Reset*

Reset the whole effect engine and all aligned parameters

#### *History*

Reload the Effects you Created before

### Effect Types

While the different Effects are still under development we will add a detailed description of the included Effects later on here.

### Effect Parameters

Depending on the choosen Effect there are a few Values which you can change.

#### *Faders*

##### *Phasing*

- Choose the Phasing
- The Phasing describes the temporal divergence between the fixtures in the group at which time the Effect is performed

*Speed*

- Choose how fast the Effect is performed

*Size*

- Choose the size of the Effect between the min. and max. values

*Number of Colors*

- Choose the how many colors the effect should perform

*Color Buttons*

- Choose the Colors which the Effect should contain.
- Push one button, then choose the color

*Invert**No Inv*

- No Invertation

*ALL*

- Invert the Effect on all devices

*Sym 1*

- Invert every second device

*Sym 2*

- Invert every third and fourth device

*Random*

- Invert the effect on random devices

*Phasing**No Phase*

- Do not phase the Effect

*Wave*

- Phase the Effect in one Wave

*2 Wave*

- Phase the Effect in two Waves

*3 Wave*

- Phase the Effect in three Waves

*Random*

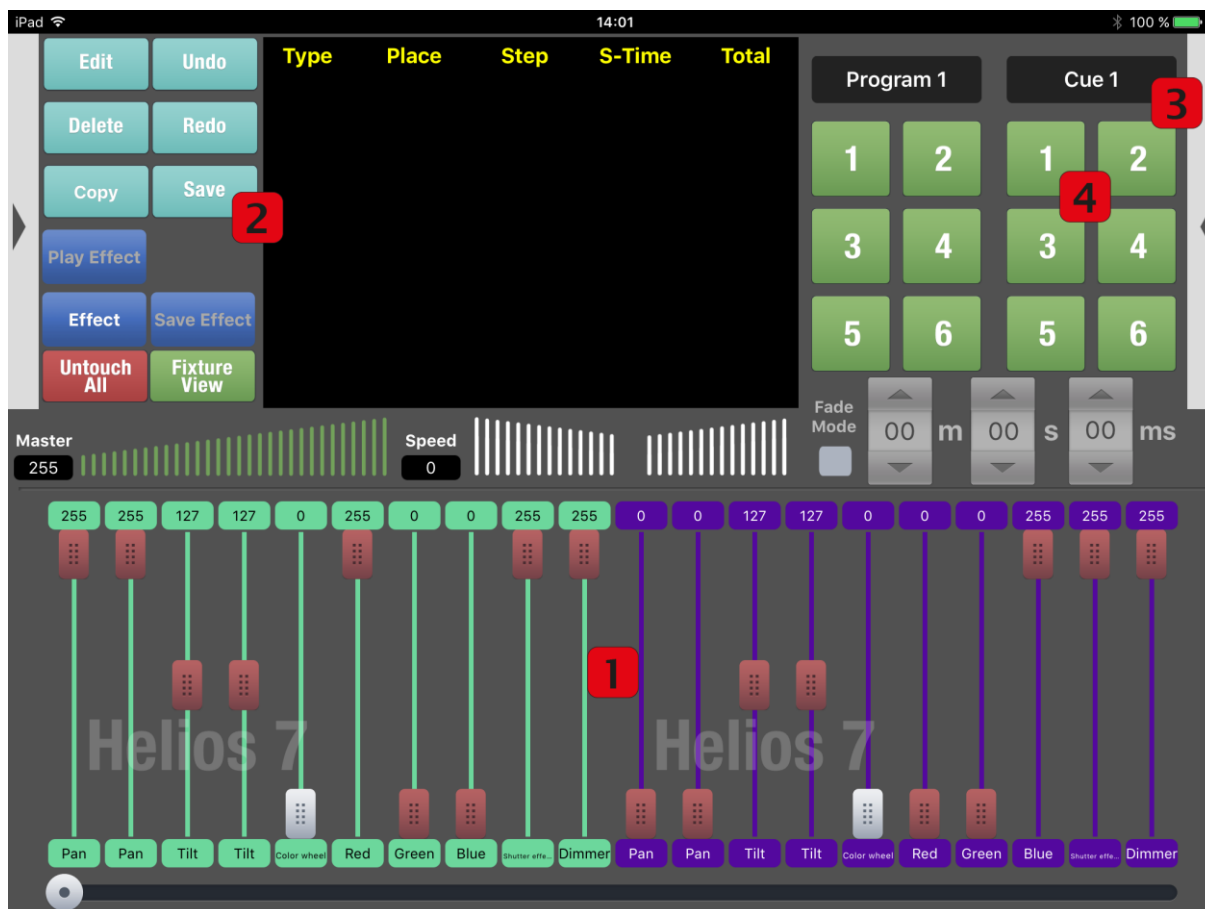
- Phase the Effect in a random number of Waves

## Tutorials

In this section we would like to give you a step by step guidance how to work with the most common areas of application of the airDMX App.

For the following Tutorials we will use a basic setup with 2 Ehrgeiz Helios 7 in Compressed RGB Mode patched to address 1 & 11.

## Create a Cue

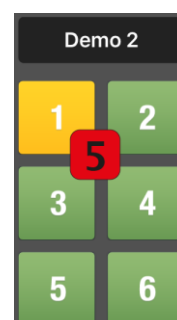
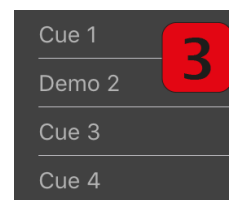


- 1 Set the Faders of the channels until you see the result you would like to have.

Touched Faders will be marked red.

Remember, that you should also touch faders which you want to save, even if they are at a value of 0. Otherwise a other cue or a manual fader change will effect these faders even if is important that they are at 0 in this cue.

- 2 Push the [Save] Button
- 3 Select the bank where you wish to save the Cue.  
You can edit the Name of the Bank via the [Edit] Button (see page 12)
- 4 Push the Button with the Cue number where you wish to save the actual Cue.  
You will be asked to confirm to save the cue.
- 5 The Color of the Cue Button will turn from Green to Yellow.



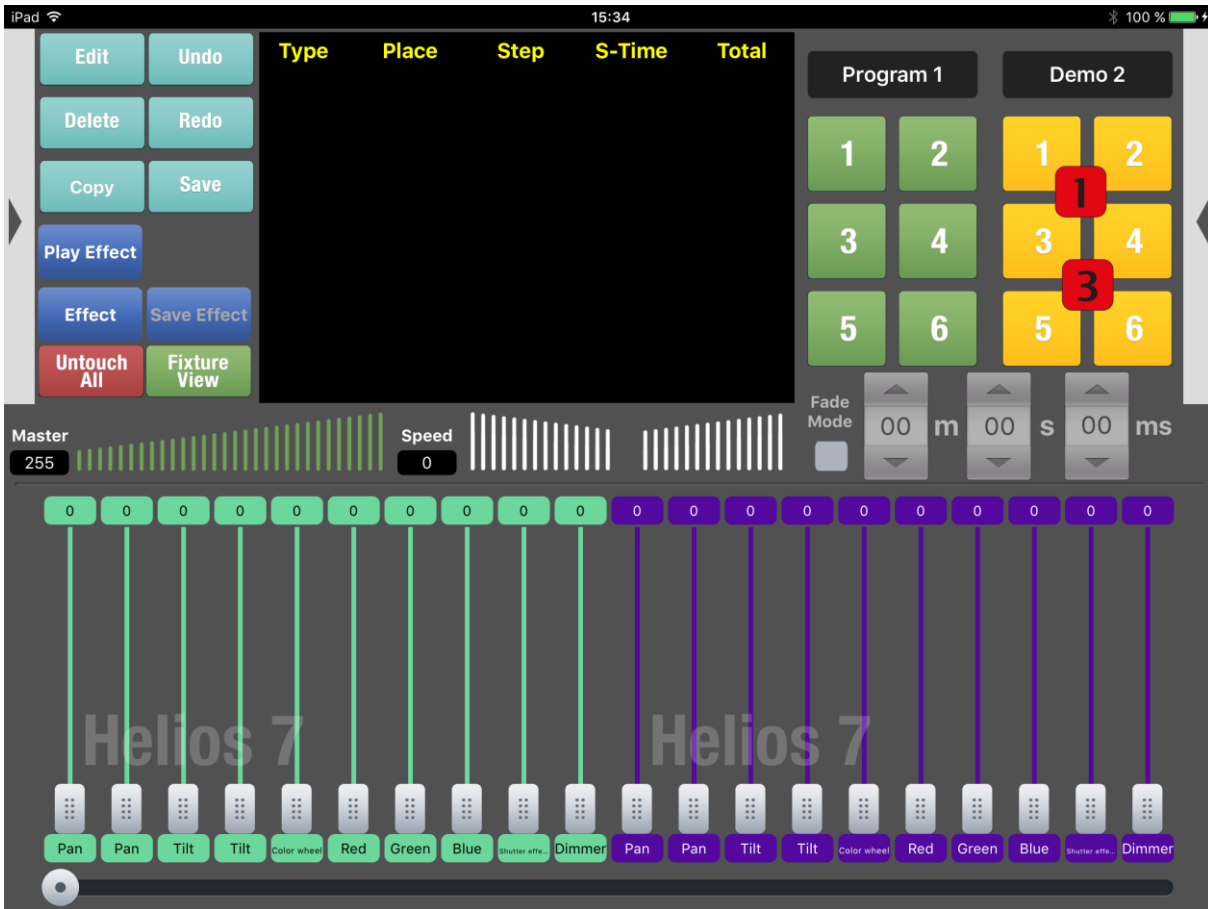
## Tutorials → Create a Cue

- 7 Push Edit and the Cue we just saved.  
Insert Fade and Hold Times as you wish.  
You could also Edit the channels here.

Congratulations, You saved your first Cue.

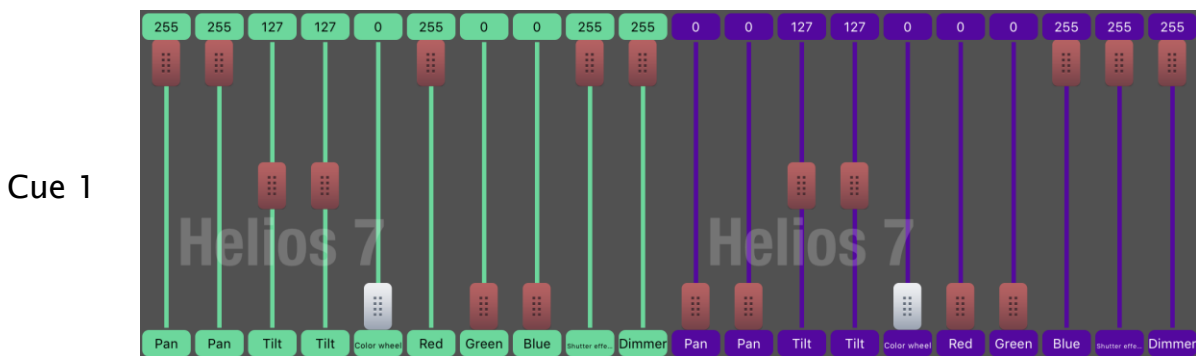
Remember to untouch the Faders after the programming if you do not need them to be blocked against other changes. You can Untouch all Faders by pushing [Untouch All]

## Play Cues



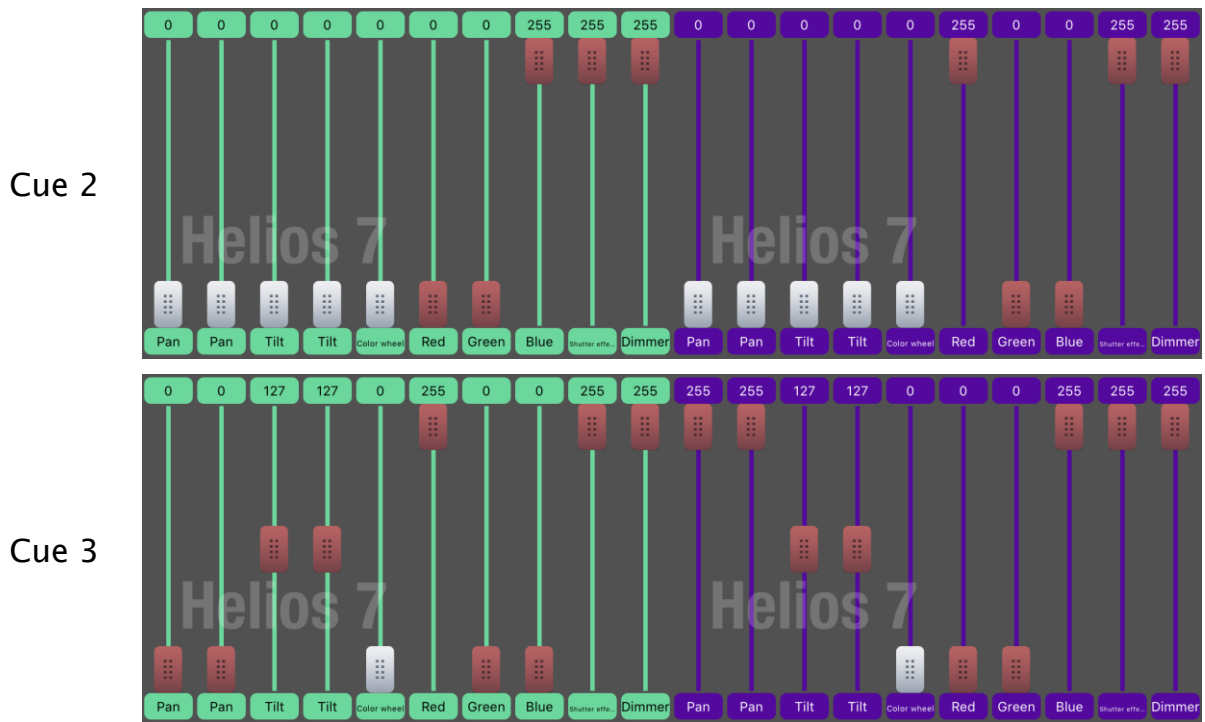
- 1 Push the Cue button
- 2 Find the playing Cue in the [Black Box](#) (see page 12)
- 3 Push additional Cues to recall them. Sometimes the Cues contain the Same Faders. In this case the Latest (LTP) or Highest (HTP) Value Take Priority. For more detailed explanation, see [Attributes](#) (page 6)
- 4 Stop the Cues by pushing the Cue button or double tapping the line in the black Box

We play 3 programmed Cues in a row now. The Cues look like this:

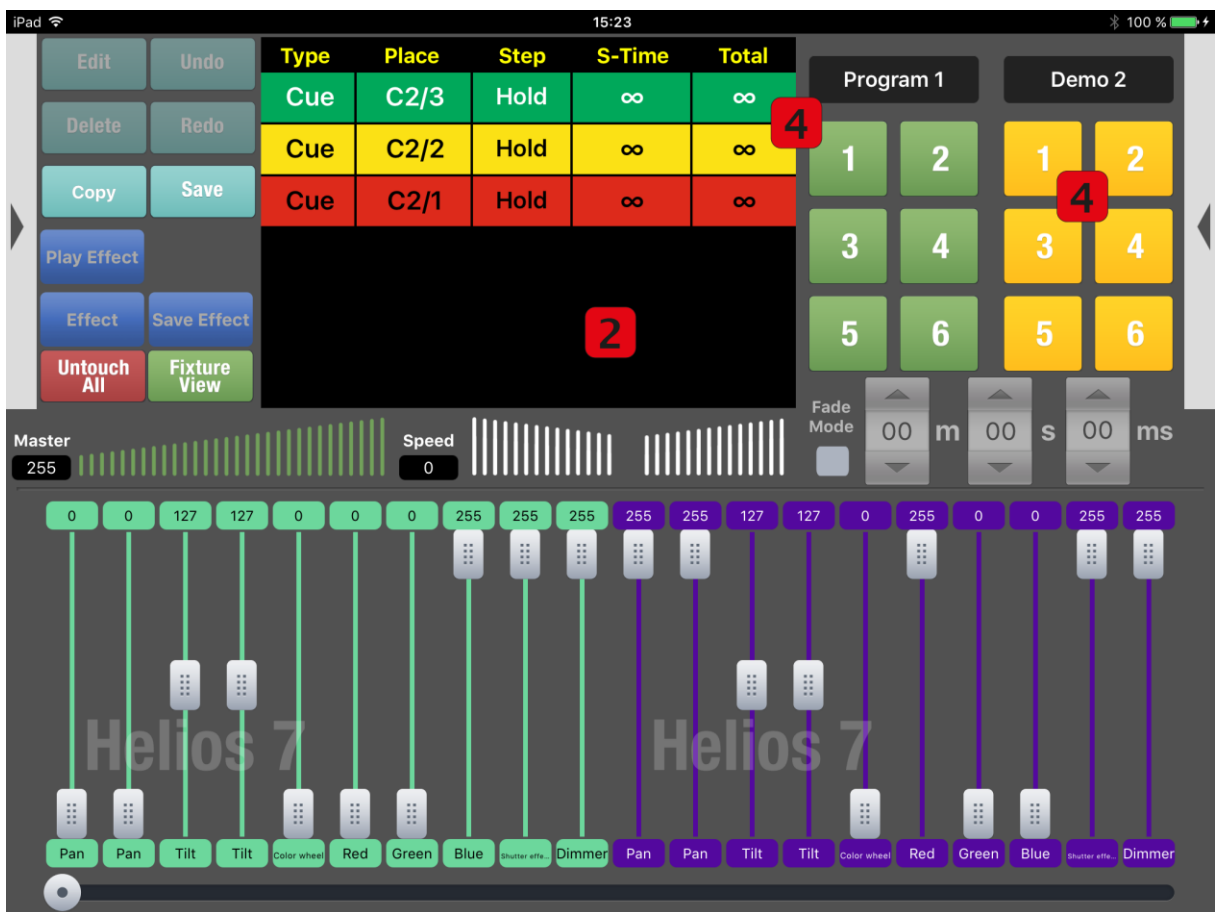




Tutorials → Play Cues

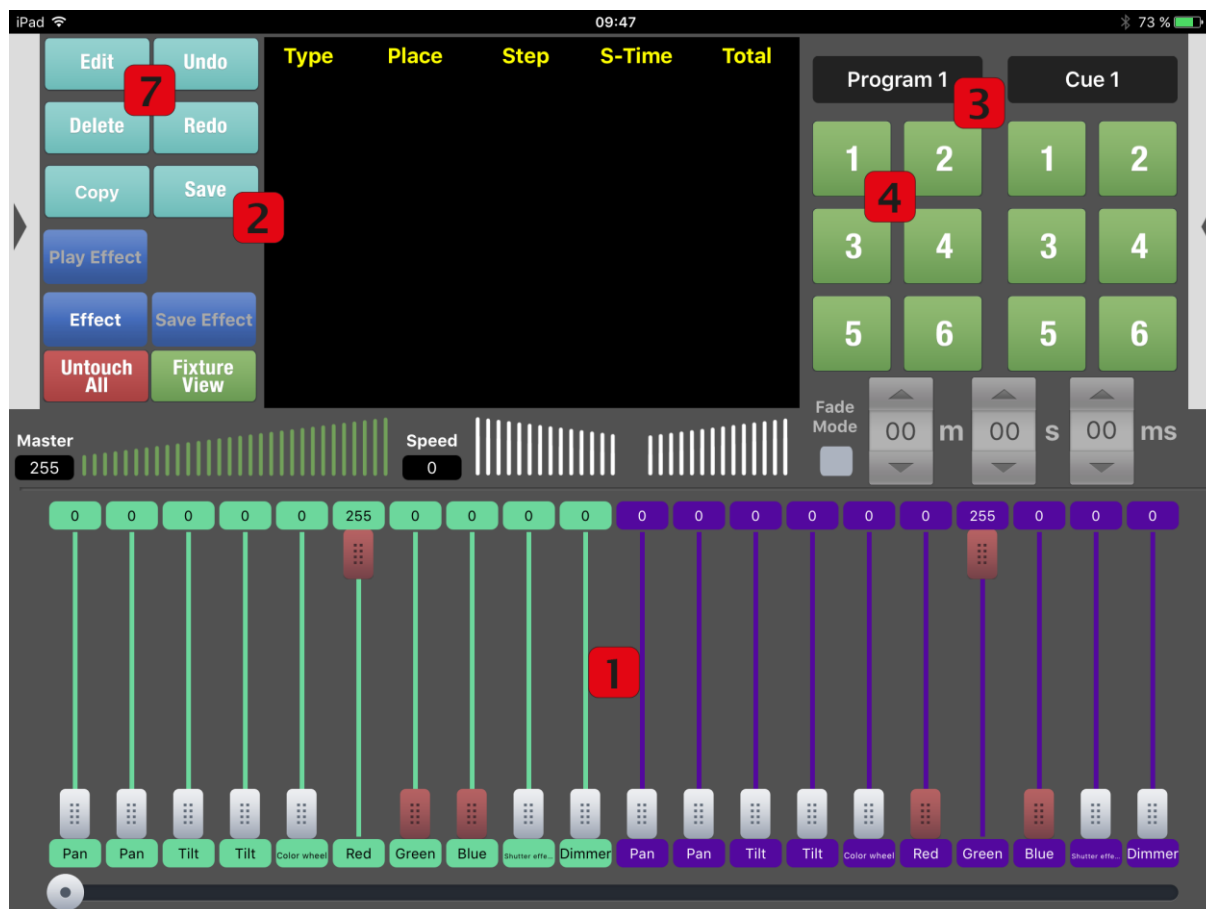


And here is the result:



Cue 1 is not active anymore (red). Cue 2 is partially active. Cue 3 is active completely.

## Create a Program

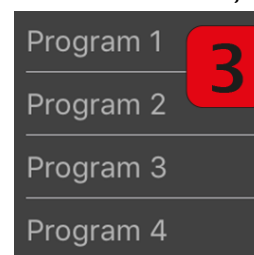


- 1 Set the Faders of the channels until you see the result you would like to have.

Touched Faders will be marked red.

Remember, that you should also touch faders which you want to save, even if they are at a value of 0. Otherwise another cue, program or a manual fader change will effect these faders even if it is important that they are at 0 in this program.

- 2 Push the [Save] Button.
- 3 Select the bank where you wish to save the Program.

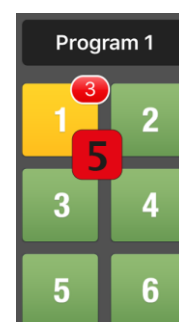


- 4 Push the Button with the Program number where you wish to save the actual Program.

You will be asked to confirm to save the Program.

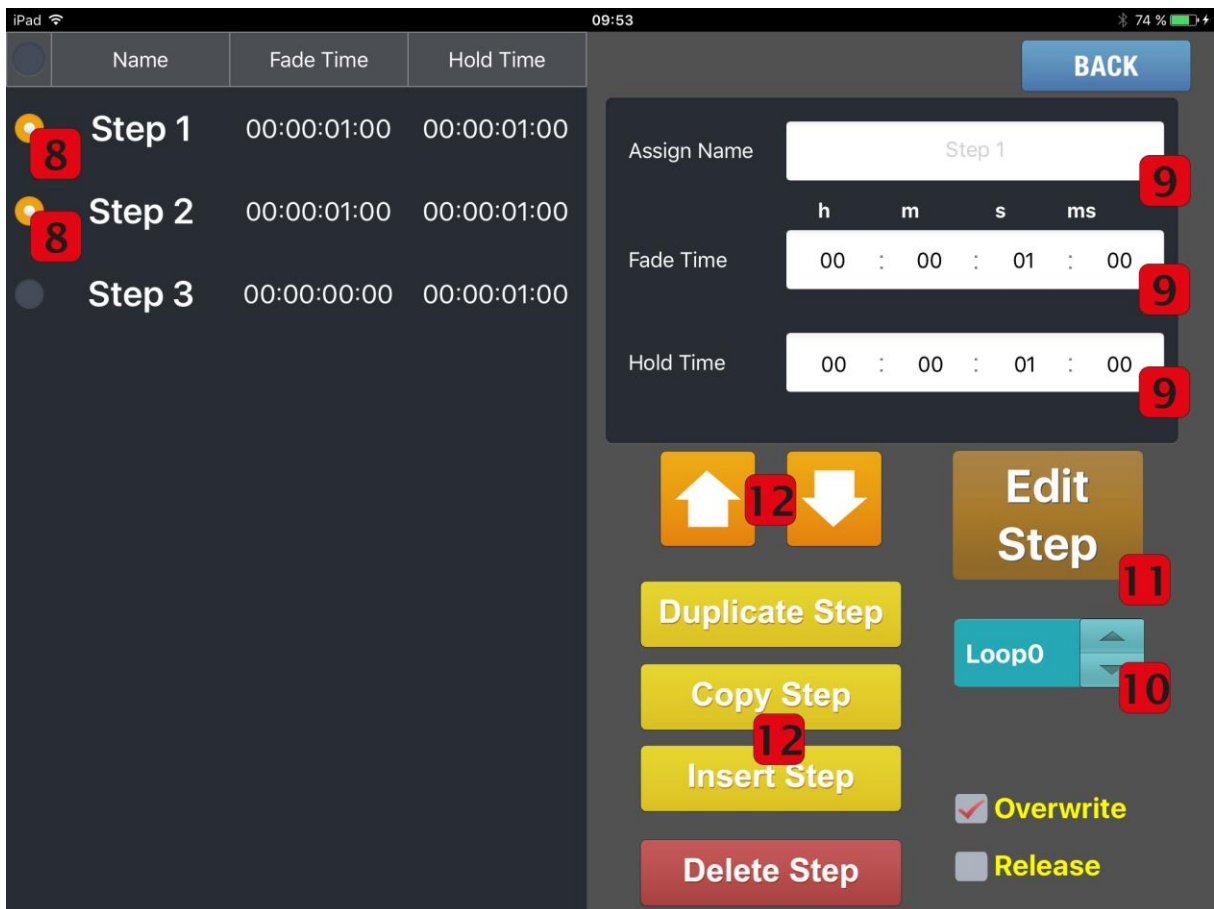
- 5 The Color of the Program Button will turn from Green to Yellow.

- 6 Repeat Steps 1, 2 and 4 to save additional Steps until you programmed all desired steps. The Button will show you how many steps are inserted



- 7 Push [Edit] and the Program you just saved.

Tutorials → Create a Program

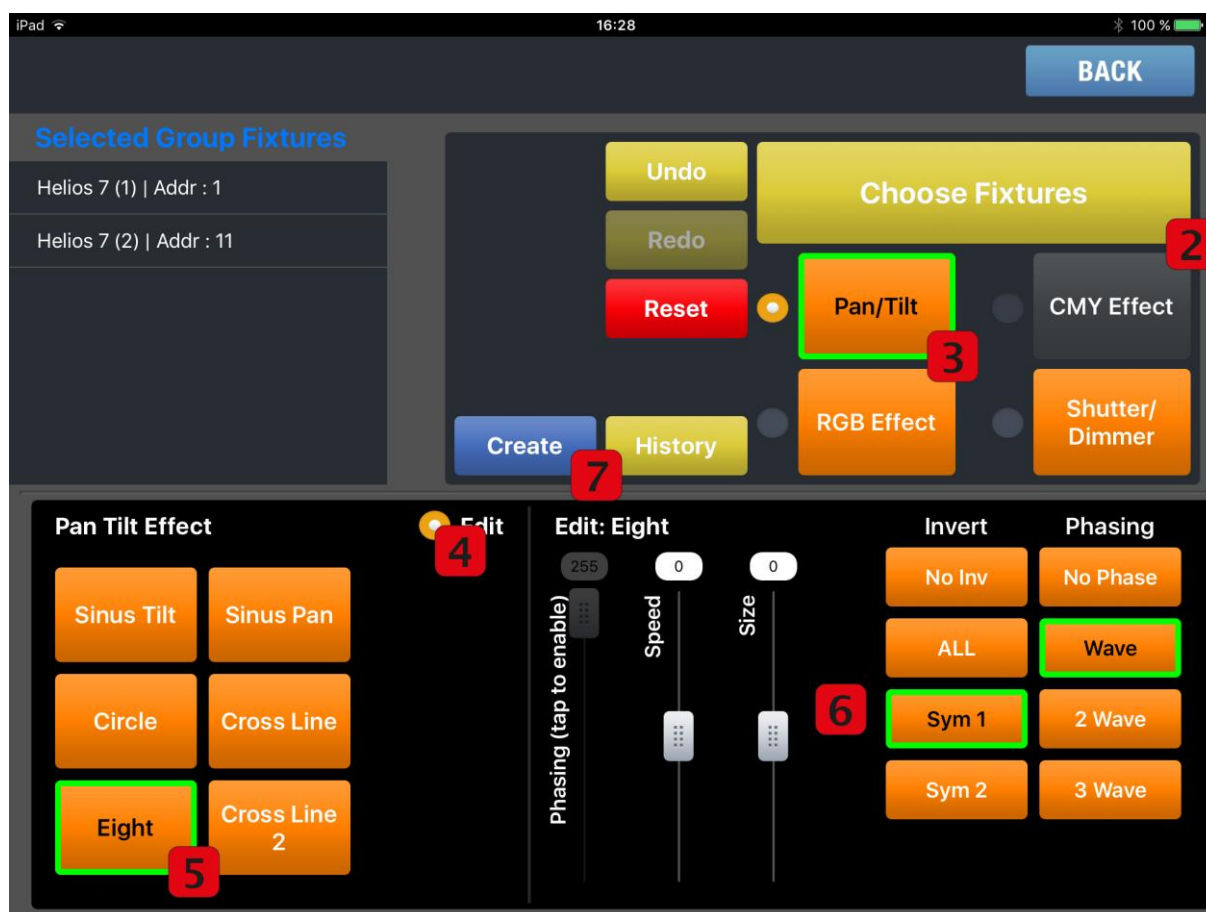


- 8 Select one or multiple steps.
- 9 Insert Fade and Hold Times as well as a name for each step as you wish.
- 10 Choose how often the Program will play.
- 11 You could also Edit the channels for each Step here (only one step should be marked).
- 12 Rearrange, Duplicate, copy and insert or delete Steps (Steps which should be rearranged duplicated, copied, inserted or deleted have to be marked)

## Create an Effect

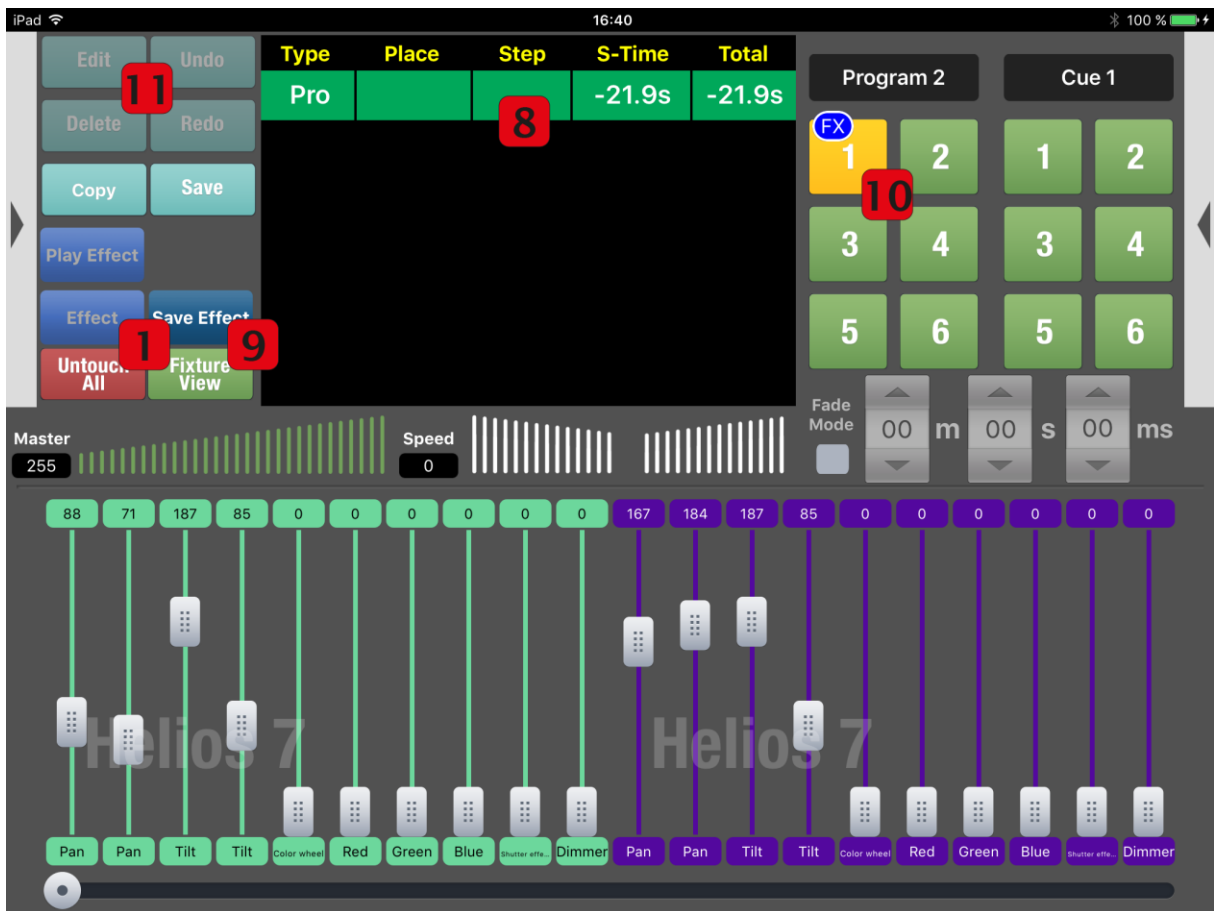
Before you can create an Effect you have to Align the devices which should perform that effect in a Custom Group. How to do this? Take a look at [Fixture view](#) on page 11.

- 1 Push the Effect button on the Programmer view.



- 2 Push Choose Fixtures. In the Pop Up Window choose your fixtures
- 3 Push the kind of Effect you want to Create. We will create an Pan/Tilt Effect here.
- 4 Push Edit so you can set up some parameters for the Effect.
- 5 Push the Effect you would like to create we will create an “Eight” here.
- 6 Choose your Parameters. (For detailed information see [Effect Parameters](#) page 17)  
We will Choose Sym 1 so our 2 devices will do the opposite move and we choose Wave so there will be an phasing between the 2 devices.
- 7 Push Create

Tutorials → Create an Effect



- 8 The Effect will start to play automatically for 30 seconds to give you an preview
- 9 Push Save Effect
- 10 Select an Program Button to save this Effect to. The Button Color will turn to yellow. There will be an [FX] mark on the Button so you are able to recognize that this button has an Effect aligned.
- 11 Push Edit and choose the saved button to edit Fade & Hold Time



## Appendix

### Functions

#### Software

- Free download at the AppStore
- Create and manage easily new devices
- Create and manage programs and cues (20 program pages for each 6 programs + cue pages for each 6 cues)
- Device library with 300+ devices.
- Can store up to 16 programs simultaneously
- Group control. Select and control multiple devices simultaneously
- Selective save
- Color mixer, edit level, playback level
- Continuous free updates
- 3-editable programs, each up to 25 steps
- Stand-alone mode
- Wireless DMX (LumenRadio)

- Firmware update via Update cable
- DMX In / Out: eventCON®
- Power In / Out: eventCON®
- 2 x Omega brackets

#### Hardware

- Can be operated as stand-alone access point or in an existing network
- Signal strength and connection status easy to read
- Offers a DMX universe (512 channels) via XLR 3pin

## Firmware Update

### Items needed for the update

- airDMX box
- Laptop / MAC / PC with Ethernet port available
- Paper clip
- Ethernet cable

### Update Procedure

- Turn Off Anti-virus programs on your PC / MAC
- Turn off Wifi on your Laptop / PC / MAC
- Set your LAN Ethernet IP setting as static as the following (please backup your original IP settings if needed):
  - IP Address: 2.0.0.1
  - Netmask: 255.0.0.0
- Boot airDMX to “Update mode” in the following steps:
  - Turn off by removing power
  - Use paper clip to insert and push the “Reset” button, then hold the reset button for 10 seconds when the power is inserted. Then will boot into “Update mode” as all the indicator LED will be in blinking status.
- Connect an Ethernet cable to Laptop / PC / MAC and the other side to airDMX Ethernet port.
- Open browser and type in: “2.0.0.100” in the address bar.
- A login window will be prompted, input with the following to enter web server:
  - User: airdmx
  - Password: airdmx
- Click on [Choose file] and select the provided binary file
- Push the [Upload] button to finish.
- Reboot airDMX normally (first boot will take longer), and use airDMX regularly.
- Remember to set the IP address on your Laptop / MAC / PC back to original setting (such as auto get IP address or assigned IP address).



Appendix → For your notes

**For your notes**



Appendix → For your notes



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