Airstream DMX

for IOS

Revision 3.0

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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 IOS app compatible with all devices running IOS 12 and higher.

To use this app with lights, you will need the Airstream DMX Bridge available from your ADJ products supplier. The bridge allows you to connect to any DMX512 lighting fixture from any manufacturer. The bridge provides a private Wi-Fi network to connect to your IOS device (IPad, IPhone, etc.). For your lights it provides an ADJ Wifly transmitter than can wirelessly control ADJ Wifly equipped lights and a three pin DMX512 jack to control any wired DMX512 intelligent lighting fixture. It supports one DMX512 universe that is shared by both the wired DMX512 out and the wireless Wifly transmitter.

The app will let you patch and select up to 96 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 with scenes. You can also create scene lists and run them automatically as a timed show.

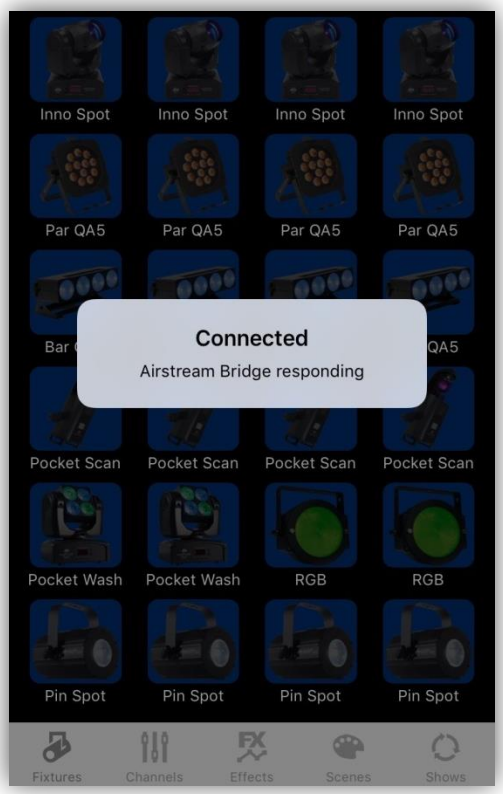
What's New in 3.0

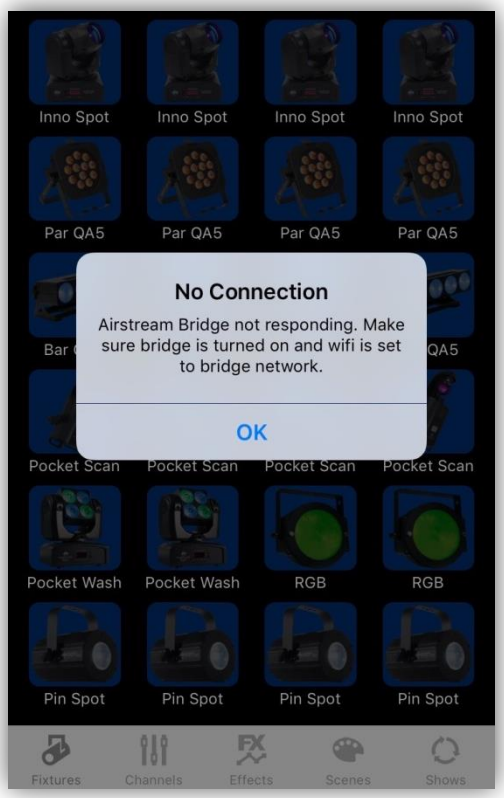
Online library of over 12,000 detailed fixture profiles.
Ability to view features like color samples and gobos from the channels view when using new downloaded fixture profiles.
Improved color mixing for RGBW and RGB Lime LEDs.
Bug fixes.

Connecting to the Airstream DMX Bridge

To control lighting fixtures using DMX512 or ADJ's Wifly wireless network, your IOS device needs to be connected to the Airstream DMX Bridge over a Wi-Fi network, either the network that's created by the bridge or an external network that the bridge has joined. The app can run without the bridge but no lights are controlled. When the bridge is first turned on, it will create a local Wi-Fi network that you can join using the Wi-Fi settings on your IOS device. This is the default mode of the bridge. The bridge network will show up on the list of available networks in the Wi-Fi section in your IOS device settings. The default network name is "ADJ Airsteam 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 on 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 you should see an alert similar to the one on the left below 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 of the bridge's network will vary depending on the environment but you should expect no more than 75 feet for a reliable connection. If you are using ADJ wireless lights, The range of the ADJ Wifly 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.

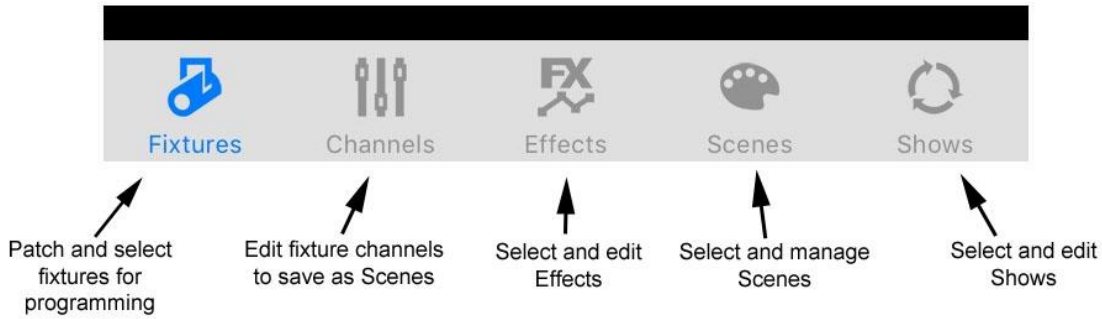
Note: You also have the option of connecting your bridge and IOS device to an external network and router. See the section later in the manual under "Advanced Settings" for more on this topic. The range of an external network will depend on the range of its router.

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

Tab Bar

The app uses a tab bar at the bottom of the screen to navigate to the different views. When using an IPhone in landscape orientation, the tab bar will temporarily disappear to allow more space on the screen to work with. When using an IPad the tab bar will always be visible.

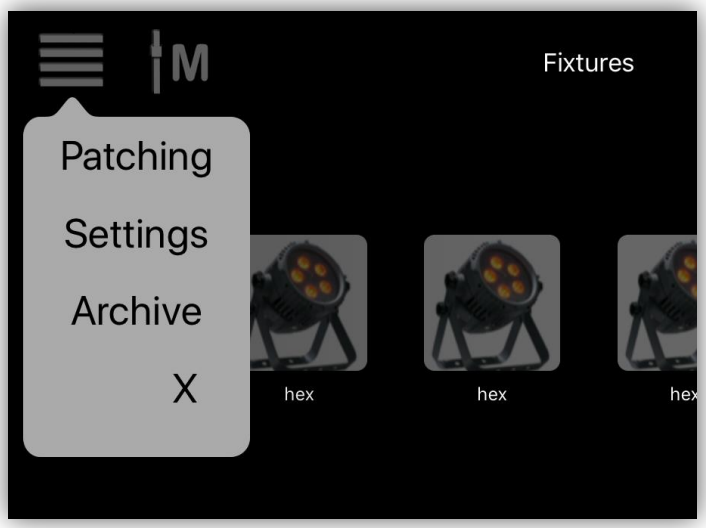


Tab Bar

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 at the bottom.

Menu Icon

From within each tab, you can navigate to other views by tapping the menu icon in the upper left as in the example below, and then tap the menu item in the pulldown. This example is from the Fixtures tab.

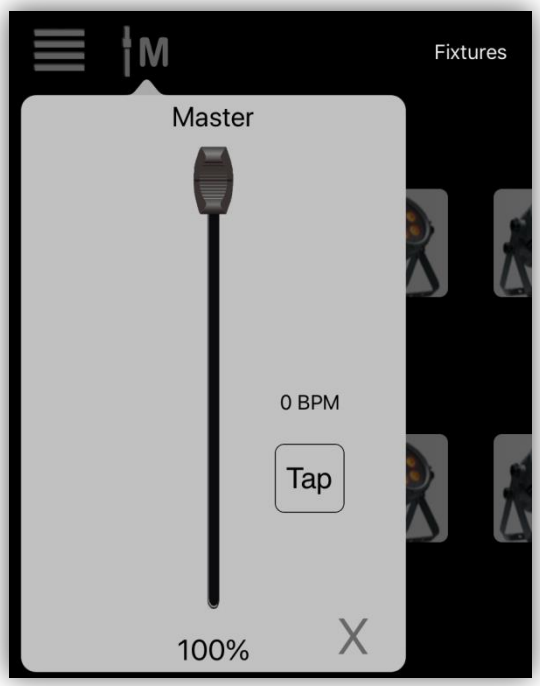


Page Control

In the upper right of each button view is a page control. The fixtures view gives you 4 pages of fixture buttons and the scenes, effects and shows views give you 30 pages of buttons each. Increment or decrement the page by tapping the up or down arrow. Touch and hold the button to auto-repeat.

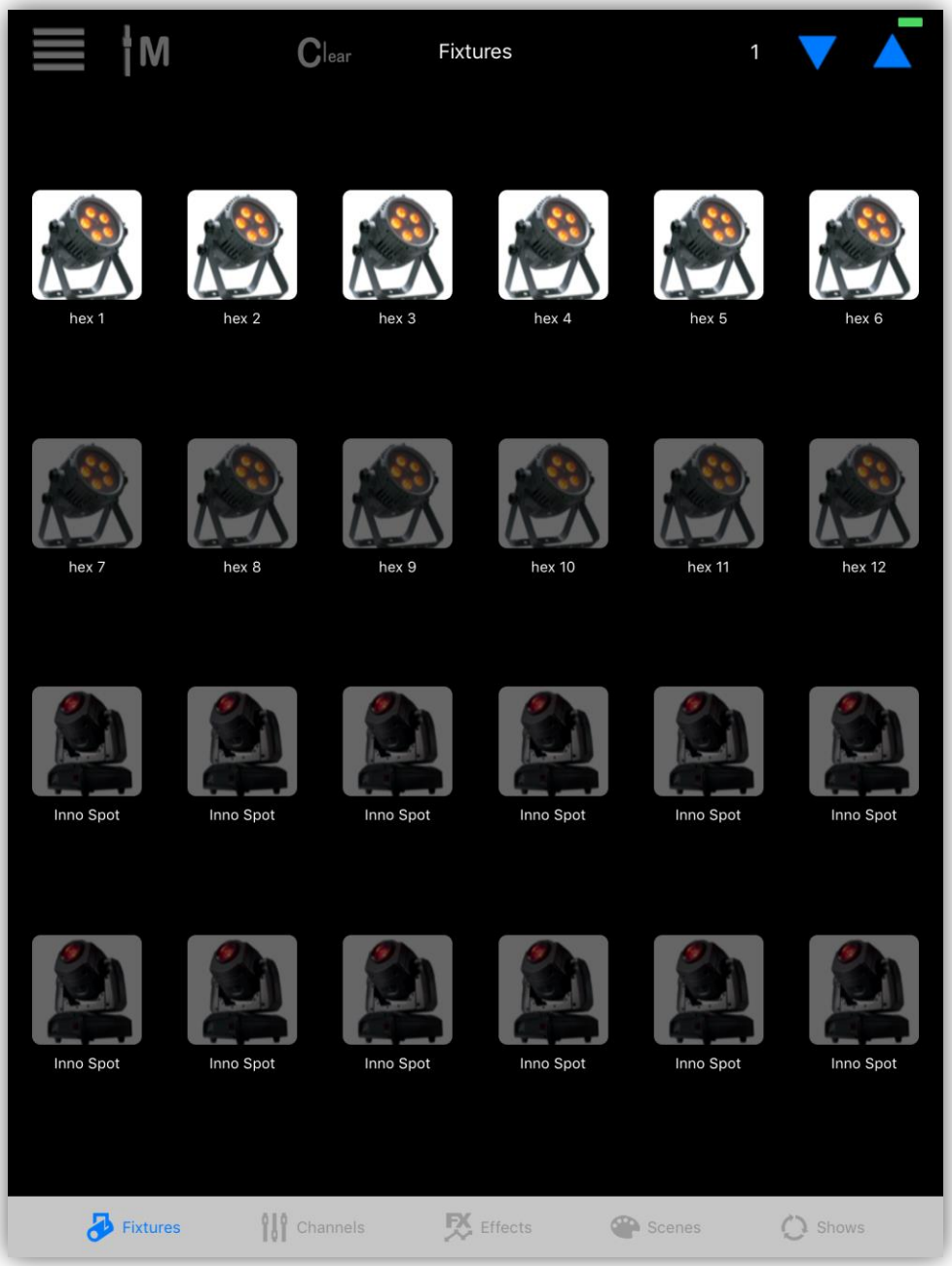
Master “M” Button

This button will display the master fader as a popover. See the Master Fader chapter for more information on how to use it.



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 for programming the fixture channels as well as programming some of the effects.

Toggle fixtures on or off by tapping the buttons. When a button is highlighted, that fixture can now be programmed with the channel controls or be included in an effect. Highlighting a button does not change the fixture's settings. You will need to go the channels tab in order to that.

The order that fixtures are selected will affect how some effects will run.

The last fixture selected will be used for the channels display when there is more than one fixture selected.

Select a Fixture Group

To select a group of consecutive fixture buttons, tap and hold the first button of the group then tap the last button. Depending on the state of the first button, the group will turn on or off. Tap the "Clear" button at the top of the page to turn off all fixture selections on all pages.

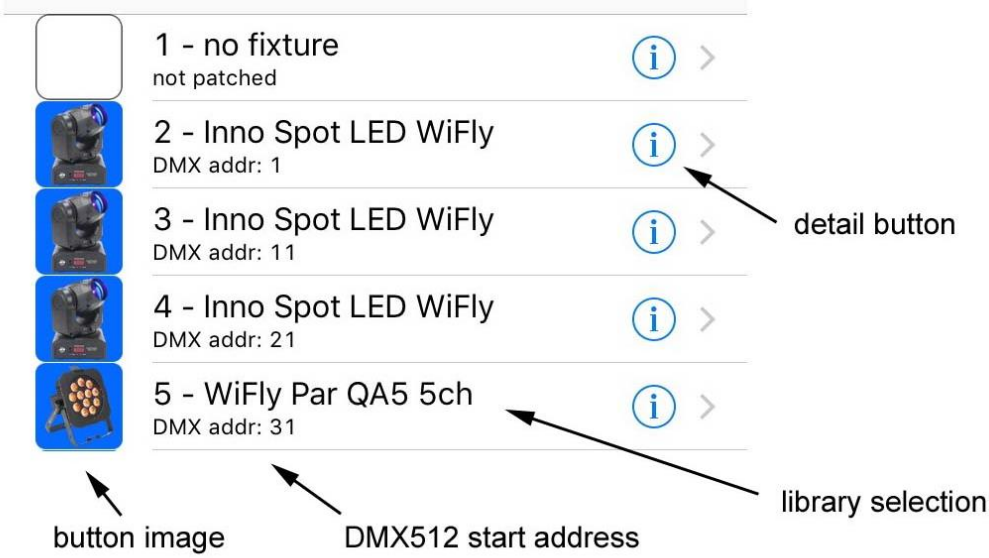
Fixture Pages

There are four pages available for fixtures. A page will show 24 of the 96 available fixture buttons. You can move fixtures around on the pages once you have patched and assigned them to the buttons as explained in the following sections.

Patching Fixtures

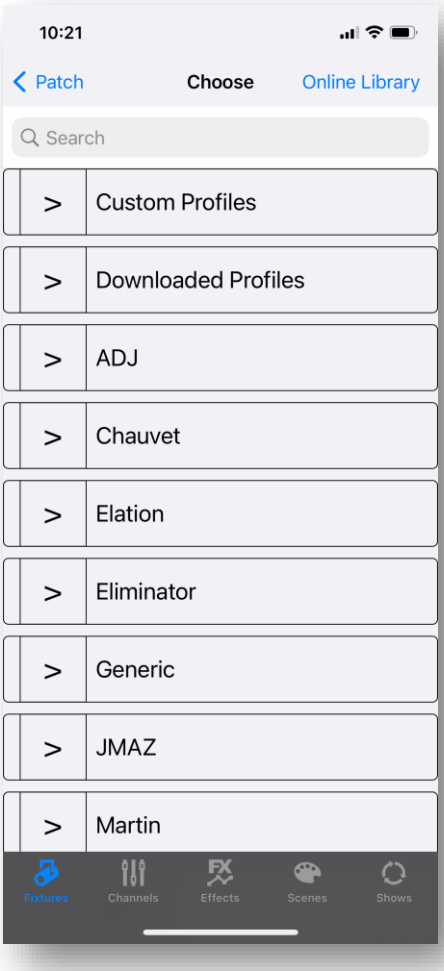
From the fixtures view, tap the menu icon and then "Patching" to call the Patch view. You will see a list of assignments for 4 pages of buttons with 24 buttons in each page. The fixtures are assigned from a library of pre-programmed lights that are included with the app or from a custom library that you can create yourself using the fixture profile editor or from a library of online fixtures that can be downloaded. DMX starting addresses are automatically assigned to each fixture as it is patched.

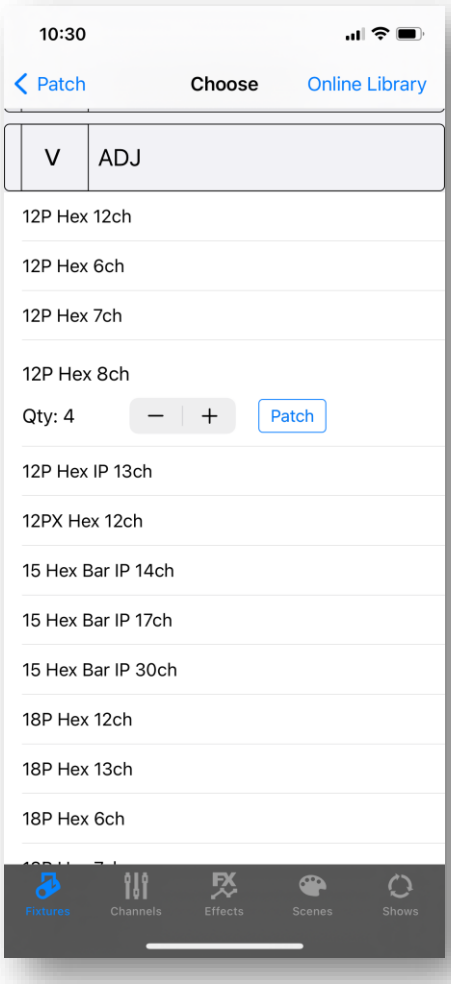
The following example shows the patching view.



To assign a fixture to one of the buttons, tap the button's corresponding row in the list. The library will appear as in the following examples. The library is divided into sections that can be expanded or collapsed by touching the arrow to the left of each section title. The example on the right is expanded from the ADJ section.

At the top is a search bar where you can enter a name or partial name to get a filtered list of every fixture in the library that contains the search word. For example if you search the word "par" you will get a long list of fixtures that contain "par" in the name.





In the library list, you will see a check mark next to the fixture that is assigned to the button row that you selected. If you select a new fixture from the list, the row will expand to show the quantity selector (see example above right). Use the stepper button to select the desired number of fixtures to patch. In the above example, four 12P Hex 8ch fixtures have been selected. Four of these fixtures will be patched starting at the selected button location after tapping the “Patch” button.

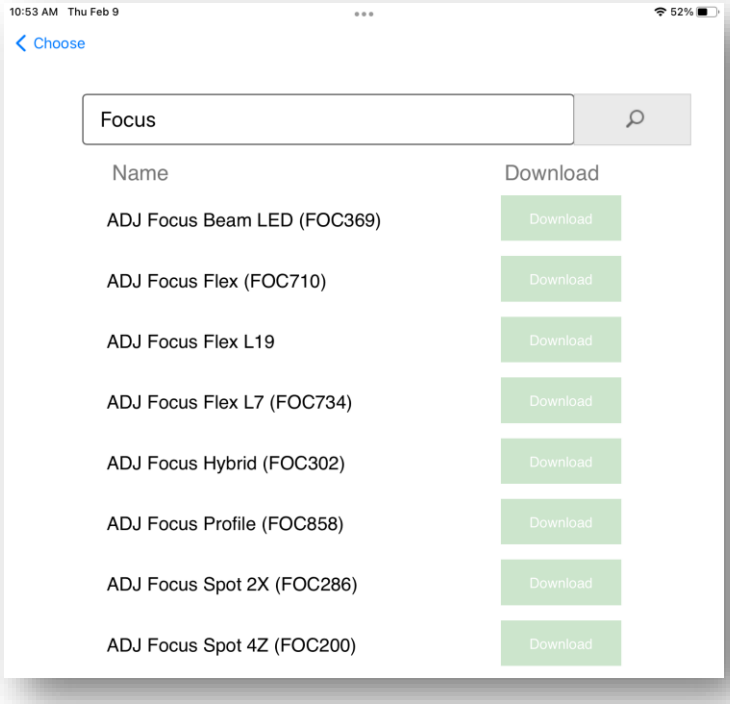
Fixture Not In Library

If your fixture is not in the included library you now have several options. You can search an online library of over 12,000 lighting fixtures or you can make the fixture profile yourself by using the editor.

Online Library

To access the online library tap the "Online Library" button in the upper right of the Library view. **Important Note:** You must be connected to the internet to access the library. If your Wi-Fi is connected to the Airstream Bridge you will first need to go to your IOS settings and change the connection to one that has internet access. This online feature also requires IOS 14.5 or higher.

A view similar to the one in the example below will appear. This is a web page that manages your access to the library. There is a search bar at the top where you can enter the name or partial name of your fixture to view a list of fixtures in the library that match the search word. In this example the word "Focus" was entered to get a list of every fixture name that contains the word "Focus". Depending on the search word, the list can be quite long. The page can show up to 20 fixtures at a time. Scroll to the bottom of the page to select the next page.



After you find your fixture in the list tap the "Download" button next to the fixture and it will be copied to your downloaded profiles folder where it will be available for patching from the Library view. In the example below you can see that the ADJ Focus Spot 2X and Focus Spot 5Z have been downloaded. Each downloaded file includes all channel modes for the fixture as shown in the example below.

Downloaded profiles are more detailed than those in the included library and contain detailed information for some channels, for example things like colors and gobos as well as special function settings for channels that are used to configure your fixture.

You will sometimes need to make some minor edits to a downloaded profile. Often the channel names are too long and descriptive so it's best to shorten the names so they fit on the channels display. The database sets all 16 bit features to 16 bit fade mode. Often you will want some features to snap instead of fade for example when there are Prism fine, or Gobo fine channels. These work better if both the coarse and fine channels are set to "snap before".

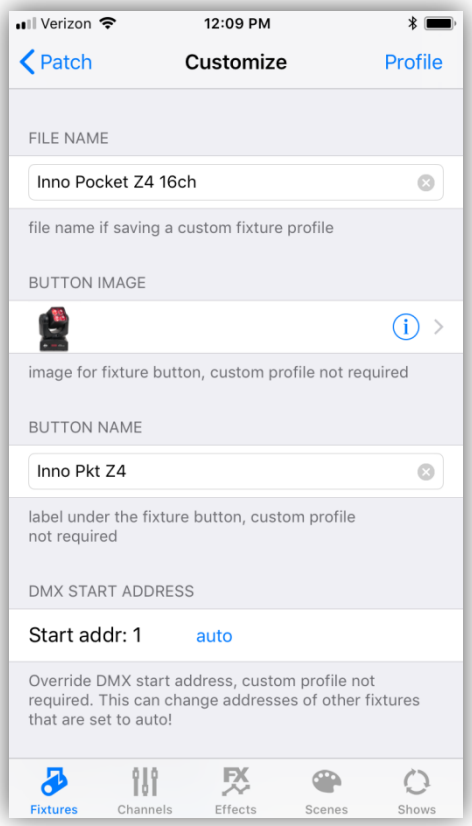
If you edit the profile, be sure to save it as a custom profile and use that edited profile when you patch rather than the original downloaded version.

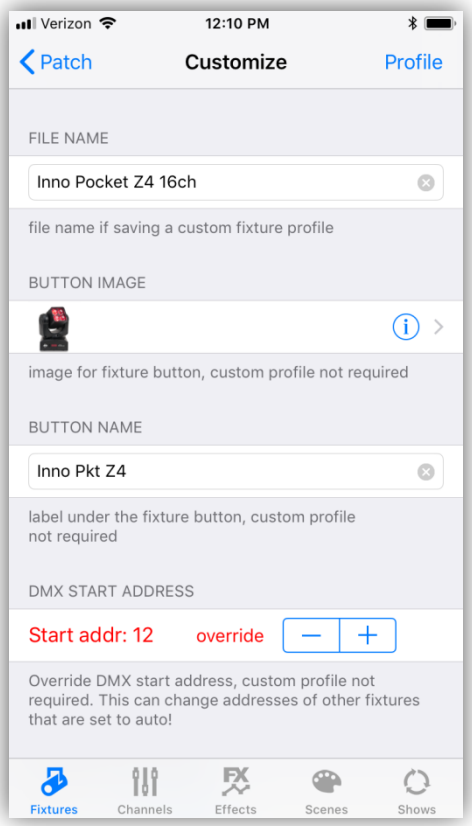
Important Note: When you edit a downloaded fixture profile, try not to move channels around and try to keep the same number of channels as the original profile. The channel slots will still reference the original downloaded profile when displaying channel values (gobos, colors, etc.). Also, don't delete the original profile from the library if you want to be able to use those items.

Custom Profiles

Tapping the detail button in the patching view will show the Profile Editor for that fixture. From there you can modify that individual fixture and save it as a custom fixture profile. The following is an example of a profile taken from the ADJ list

with a custom button image added using the editor. Profiles from any of the libraries can be modified to make custom profiles.





When there is a fixture already assigned to a button, the editor shows the information for that fixture. It can be from a custom or downloaded fixture profile or from the built-in library. If there is no fixture assigned, the editor will show an empty fixture with one channel. You can use this to make a new profile from scratch or find one from the library that is close to what you need, modify it and then save it as a custom profile.

Helpful hint: If you plan to customize a group of similar fixtures with a custom button image and button name, first make a single custom profile then return to the patching view and patch the group using the profile you just made. Doing it this way saves time by not having to repeat assigning the same photo to each fixture.

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 each button. You can edit both of these items 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. Some of these minor changes you make to a fixture using the editor are automatically saved without having to save a custom profile.

Fixture Editor Settings

File Name: When making a custom profile, this will be the file name when you save it.

Button Image: Selecting this will show a list of fixture images to choose from. Optionally you can choose an image from your photo library by pressing the detail button. You can individualize each button with its own image without saving a custom profile. The built-in photo list contains generic images as well as some ADJ images. If you want a specific picture of your fixture, go to its web page, take a screen shot or take a picture of the fixture with the camera on your device. When choosing from your photo library, you will be able to crop the image using the photo picker.

Button Name: This will be the label that appears under the fixture button. You can individualize each button with its own label, for example "par 1", "par 2", etc. As when editing the button image you don't need to save a custom profile, the name is saved automatically.

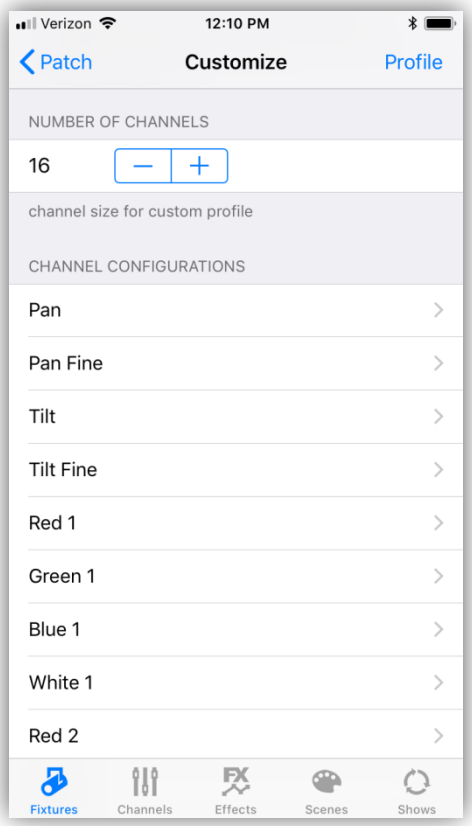
Start Address: This is the DMX starting address for the fixture. Addresses are assigned automatically in ascending order but you also have the option to override the address. Touch "auto" and "override" will appear along with a stepper to choose the new starting address. Press and hold the stepper to change the address. Be aware that when you manually change the start address of a fixture, surrounding fixtures that are set to "auto" will adjust their addresses to fill in around the overridden fixture(s). Also be aware that it is possible to overlap overridden fixture channels by setting overridden start addresses too close to each other.

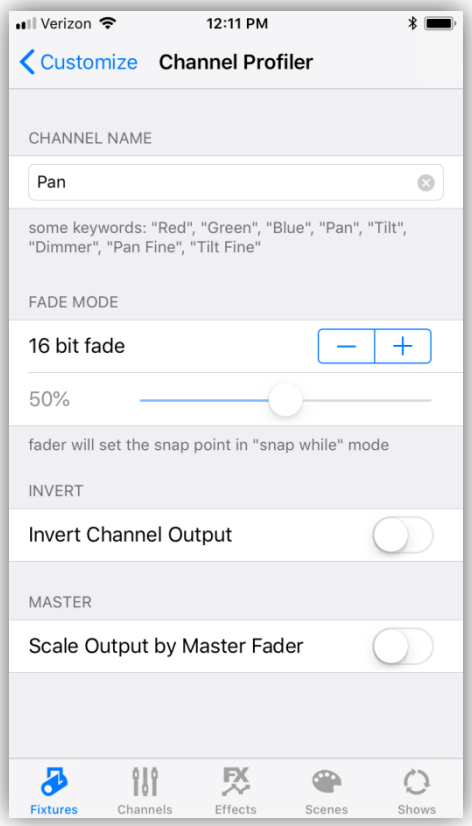
Overridden addresses will appear in red on the editor as well as on the fixture patching view.

To return a fixture to auto patching, touch "override" and the address will return to "auto" mode.

Number of Channels: When making a custom profile, 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 view 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. Certain 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. Letter case is ignored, for example “Red” is treated the same as “red” or “RED”. The color picker will also accept “Red 1” as it accepts names starting with the word “Red”. “Pan” and “Tilt” channels are used to identify channels for the pan/tilt controller and also the shape effects. “Dimmer” is used by the flash effects. 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 as follows:

8 bit crossfade - a linear one channel crossfade.

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. The fine channel must use the same name as the coarse channel with "Fine" added to it.

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.

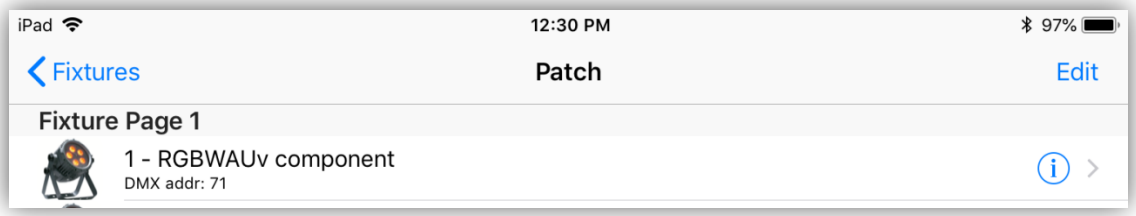
Scale Output by Master Fader: This will cause the channel to be scaled by the master fader. This will normally only be for the dimmer channel but in some cases where the fixture has no dimmer, more than one channel can be used. For example, an RGB three channel fixture might set all three channels to be scaled by the master.

Profile: Tap the "Profile" button in the upper right of the editor to save these settings as a new custom profile in your personal profiles library. As mentioned earlier, you don't have to make a custom profile if you are only changing the button image, button label or DMX start address for a fixture.

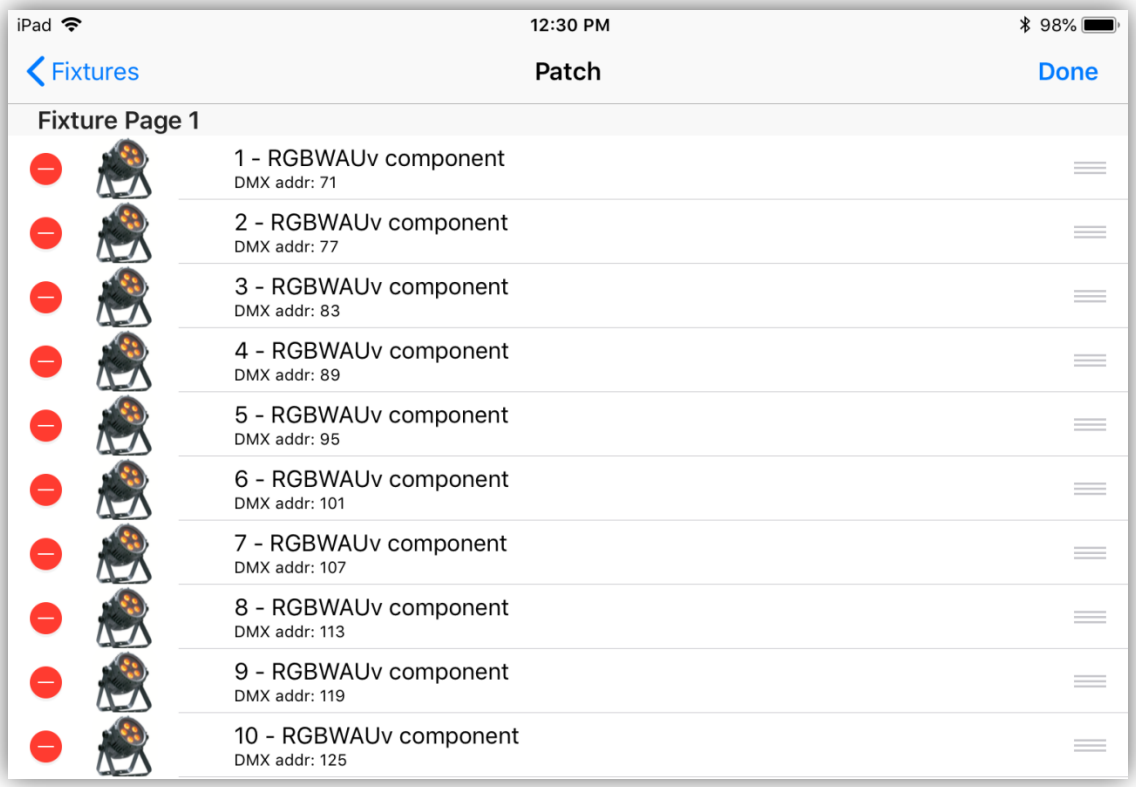
Swipe to Delete: To remove a patch or delete a custom profile from your file system, you can use the standard IOS swipe to delete method on any table row. When you delete a patch from the button assignment table, the profile will not be erased from the library, only the button assignment will be removed. If you want to delete a custom profile from the custom library, swipe to delete from the list of custom profiles.

Rearrange the Button Order

From the patching view tap the “edit” button in the upper right.



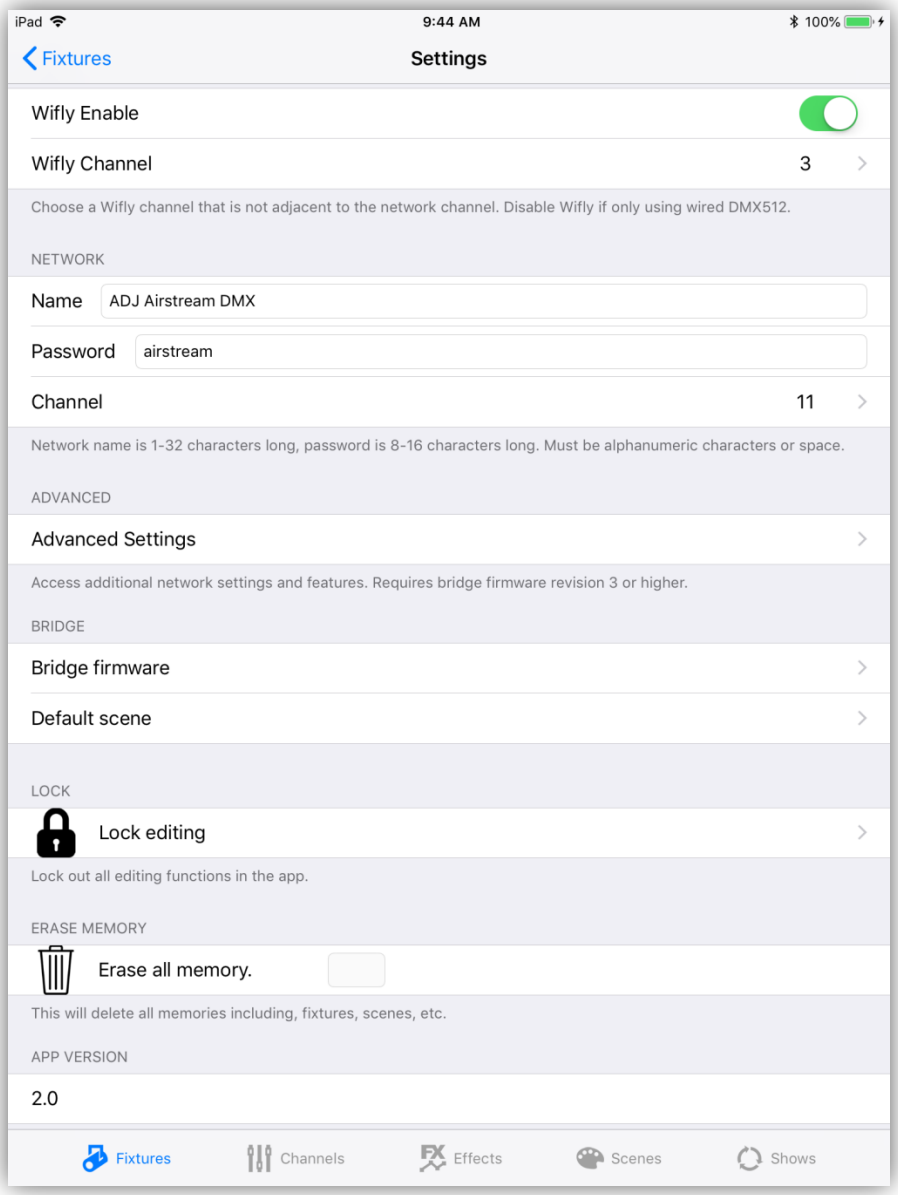
The view will change to the standard IOS list editor as shown below.



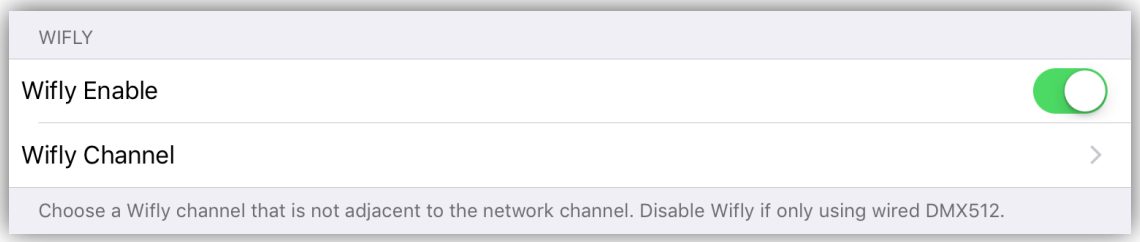
Touch and drag the icons at the far right of each row to rearrange the order of buttons. You can drag buttons to other pages by dragging across the page boundaries. Tap the minus icon on the left to remove a button assignment. Tap “Done” when finished.

Settings Menu

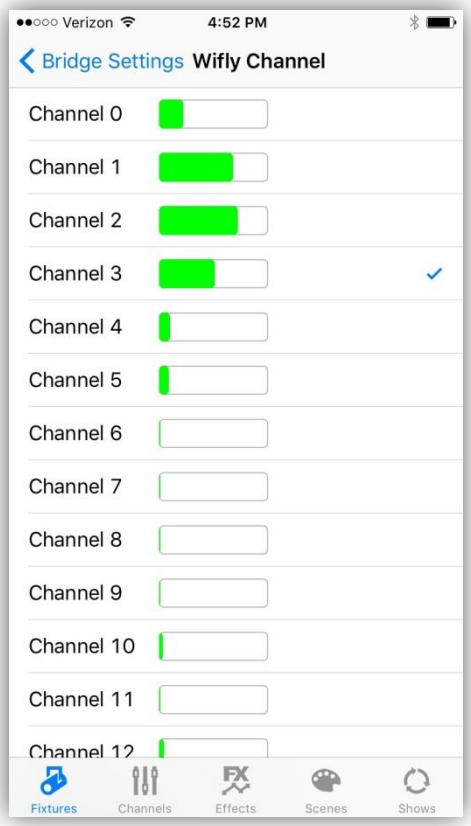
From the menu in the fixtures view, tap “Settings” to show the settings view as shown in the screenshot below. This is where you can configure some of the settings for the Airstream DMX Bridge as well as for the app. You must be connected to the bridge in order to make changes as most settings are stored in the bridge itself. Each item in this view is described in the following paragraphs.



Wifly

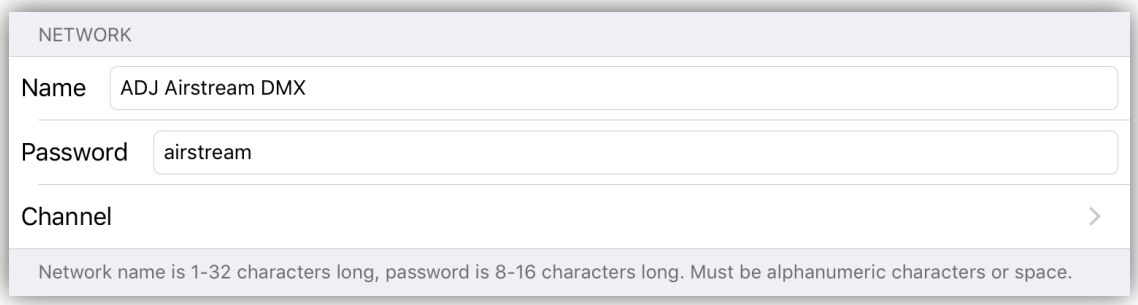


The top two rows are settings for the ADJ Wifly network. If you are using ADJ Wifly fixtures, set the Wifly Enable switch to on and set the Wifly channel to the same Wifly channel as your fixtures. Wifly uses radio channels 0-14. Touch the Wifly Channel row to select the channel as shown below. The bar next to the channel indicates the amount of radio activity on that particular channel. This activity can be from local Wi-Fi or any other radios in the area. Channel 3 is selected in the example shown here.



Note: When only using wired DMX512 fixtures, turn Wifly off. This can improve your Wi-Fi performance by eliminating unneeded radio signals.

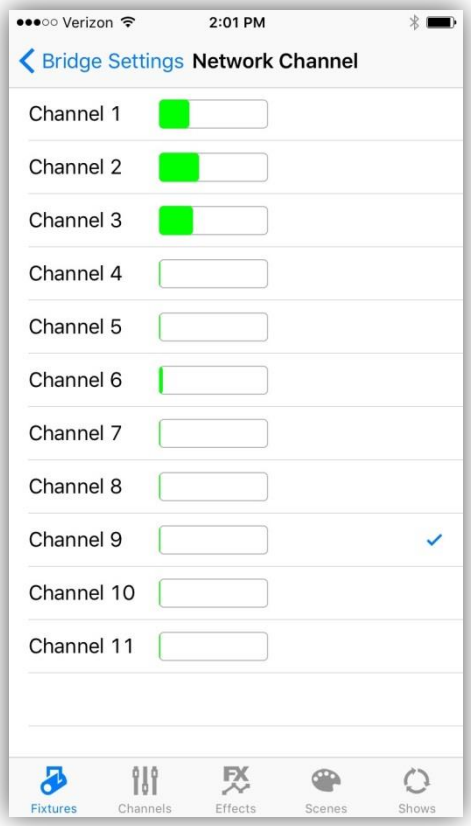
Network



Network Name: This is the name of the local Wi-Fi network that the bridge will create and that will appear in your list of available networks from the Wi-Fi Settings on you 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. The default name is shown in the example.

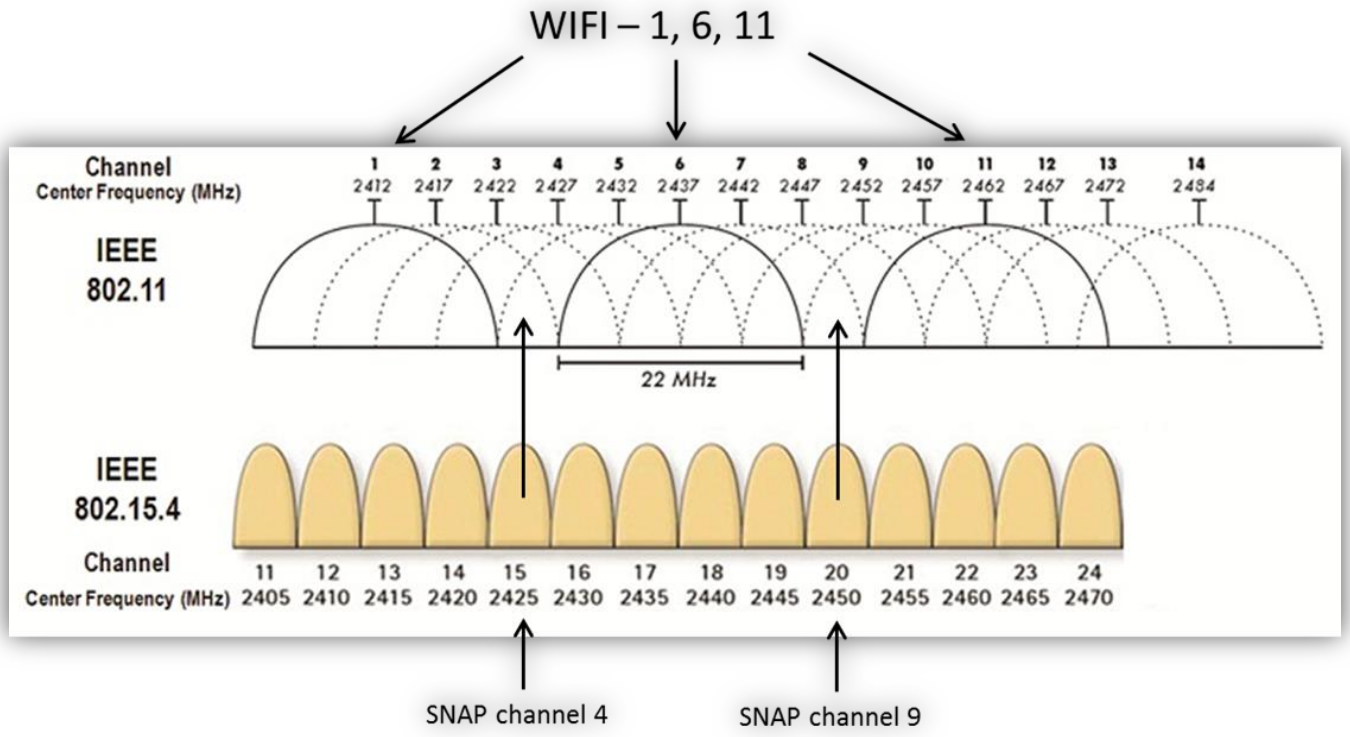
Password: This is the network password that will be used to join the Wi-Fi network. It must be 8 to 16 characters long using letters or numbers. The default password is shown in the example above. Any changes will take effect the next time the bridge is turned on. **It is highly recommended that you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

Wi-Fi Channel: This is the channel that the bridge will use for its own Wi-Fi network. Select a channel from 1-11 that is least used by other devices by viewing the bar next to the channel as shown below. 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 example below Wi-Fi channel 9 has been selected. As you can see from this example, channels 1-3 are in use by other devices. The bar graphs show an average sampling of radio energy.



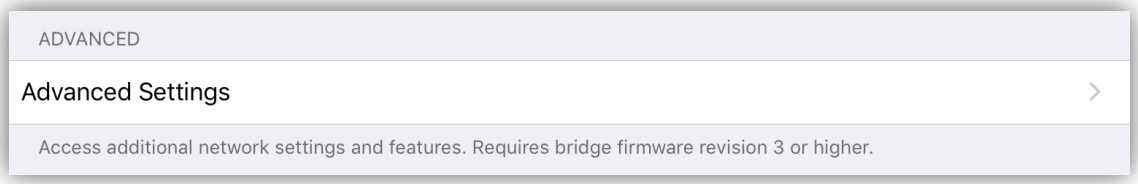
Wi-Fi vs Wifly Channels

Wi-Fi and Wifly both fall in the 2.4G radio spectrum but they are completely different protocols and use different channel center frequencies even though their channels are numbered in a similar fashion. The following chart shows how the center frequencies of each align with each other. The top half shows Wi-Fi and the bottom half shows Snap, the network protocol used by Wifly.

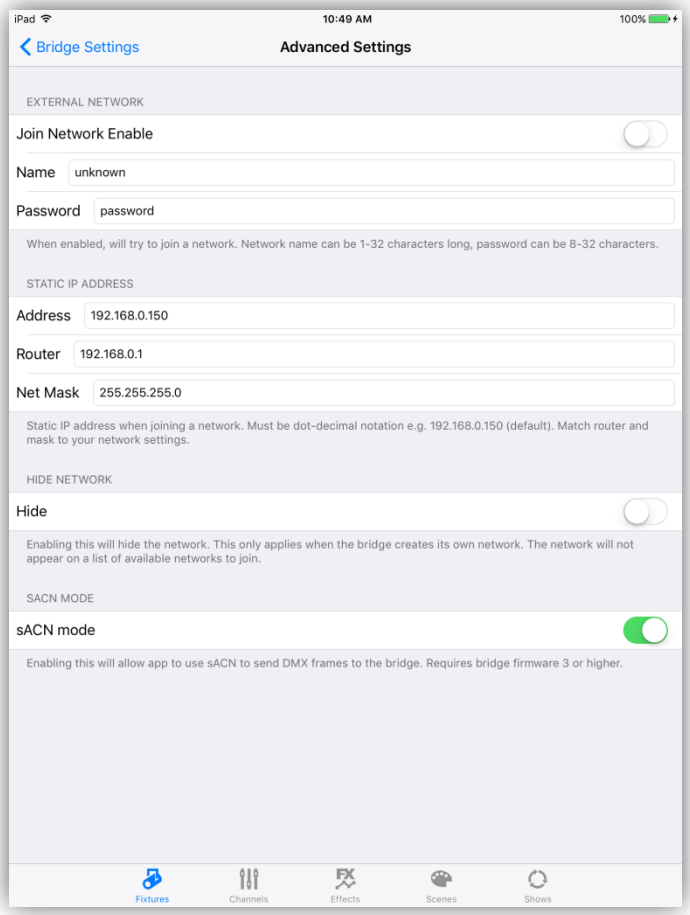


You can see from the chart that Wifly channels 4 and 9 fall nicely in an empty gap between Wi-Fi channels 1, 6 and 11. If you choose these channels you will have the least amount of interference between the two. Choosing Wi-Fi channel 11 and Wifly channel 4 would give the best results in most cases. Other networks in the area might be using these channels so you may have to pick something else if that's the case.

Advanced Settings



Touch the Advanced Settings row to bring up the view as shown below.

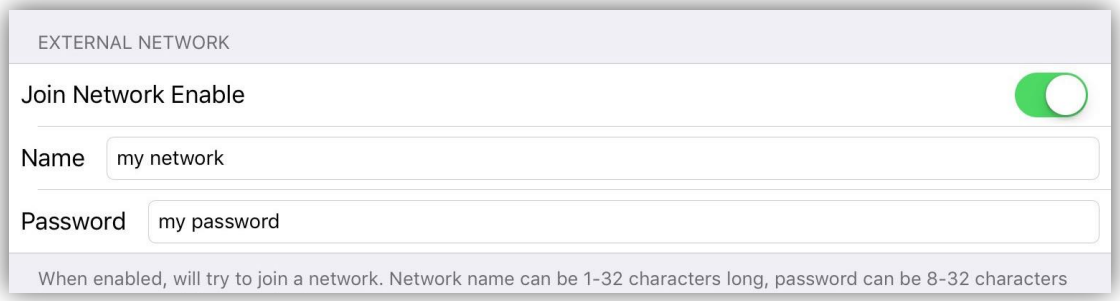


The advanced network settings offer additional control over the bridge's Wi-Fi network. **Note:** These settings are only available on a bridge with firmware Rev. 3 or higher (revision number can be checked from settings). To update your firmware, contact ADJ service or look for information on the product web page. If you don't need to use any of these advanced features do not bother to update your firmware at this time as there are no advantages or improvements other than these new features. The advanced settings require basic knowledge of networking and IP addressing. If you do not need these features, it is recommended to skip this and use the local network generated by the bridge.

There are four sections in the advanced settings view as described below.

Note: You must be connected to the bridge in order to use these as they are stored in the bridge itself.

External Network

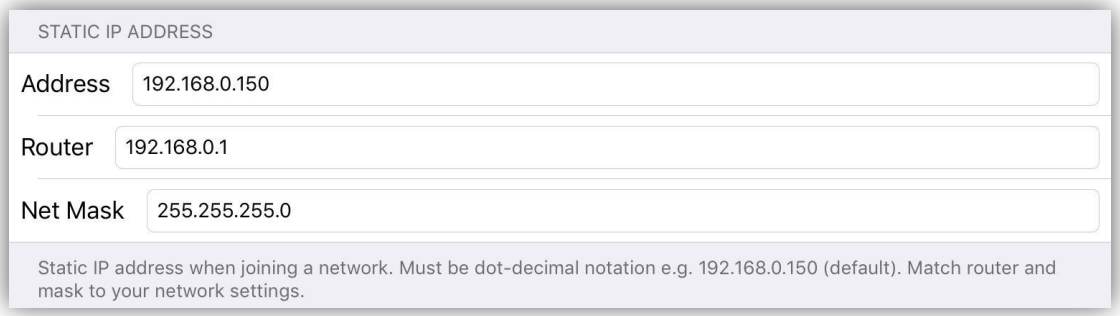


Join Network Enable: This switch tells the bridge to join an existing Wi-Fi network, for example a home network. You must enter the name and password of the network you want to join along with some IP addresses. The bridge must be reset before these will take effect

Name: This is the name of the Wi-Fi network that you want the bridge to join.

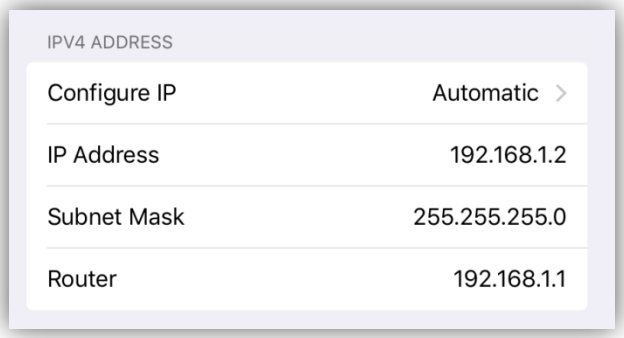
Password: This is the password for the network that you want the bridge to join.

Static IP Address



Address: Joining an existing network requires that you manually assign a static IP address to the bridge. The address must not conflict with any other addresses on the network you are joining. The default address is 192.168.0.150 and will most likely work with most network routers. The other two address settings (Router and Net Mask) must also match the network you intend to join. You can get these from you IOS device. Go to "Settings" on your IOS device and join that network from the Wi-Fi selection. After joining, touch the detail button next to the network name to view the network settings as shown in the example below. You

will see the address that is assigned to your Apple device and just below that the network mask and the router address.

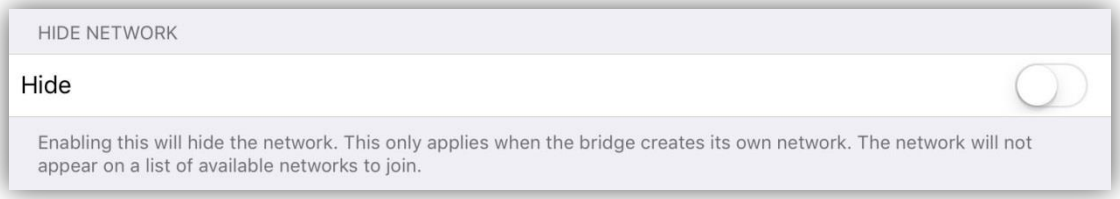


Make sure that the mask and router settings for the bridge are set to those same values. For the bridge IP address, make sure the first three number fields are the same as those assigned to your Apple device and that the last number field is set to a different value. (IPV4 addresses use four number fields separated by dots.) The last number should be something higher, like 150 as in the default. The last number can't be the same as any other device on the network, including the router and cannot be 0 or greater than 254. If you think you might have address conflicts on the network with other devices, use a free app like "Fing" to examine all of the addresses currently in use on the network. Note: The bridge will be listed as "GainSpan" or "Generic" when you are viewing all the devices on a network. You can also toggle the power on the bridge to see which device goes away and comes back.

Router: Enter the network router address in the "Router" field as described in the previous paragraph making sure it matches the network's router address.

Net Mask: Enter the network subnet mask in the "Net Mask" field as described in the previous paragraph.

Hide Network

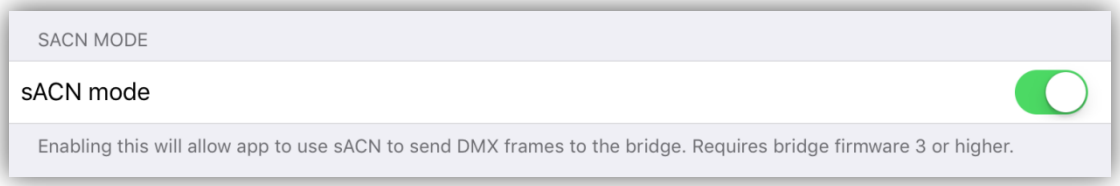


Enabling this will turn off the network beacon when the bridge is providing the network. Use this so that others won't be able to detect your private local network on their phones when they are near the bridge. You also will not be able to see the network on your device's settings. If your device already has the network and

password stored it should join automatically. Otherwise, you must know the name and password you assigned to the bridge network and enter it manually into your IOS device by going to “Settings”, “Wi-Fi”, “Choose a Network”, select “other”, where you will be asked to enter the name of the network and security. Type in the name you assigned to the network then select “WPA2” for the security then enter the password you assigned to the network. Your device should remember the network so that you won’t have to enter it again.

Important Note: The bridge network settings will take effect the next time you turn the bridge on. If the bridge is unable to find the network to join, it will revert back to local mode (make its own network) so that it will still be accessible.

sACN Mode



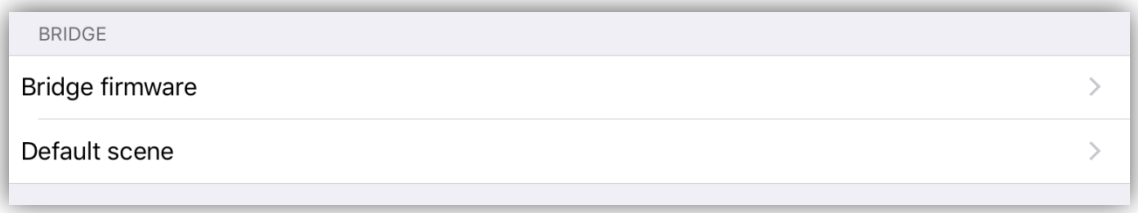
Streaming ACN or sACN, is a standardized protocol for sending DMX512 frames over a network. Airstream DMX offers the option to use it instead of the default proprietary streaming method the app normally uses to communicate with the bridge.

Note: To use this feature the bridge must have firmware version 3 or higher installed.

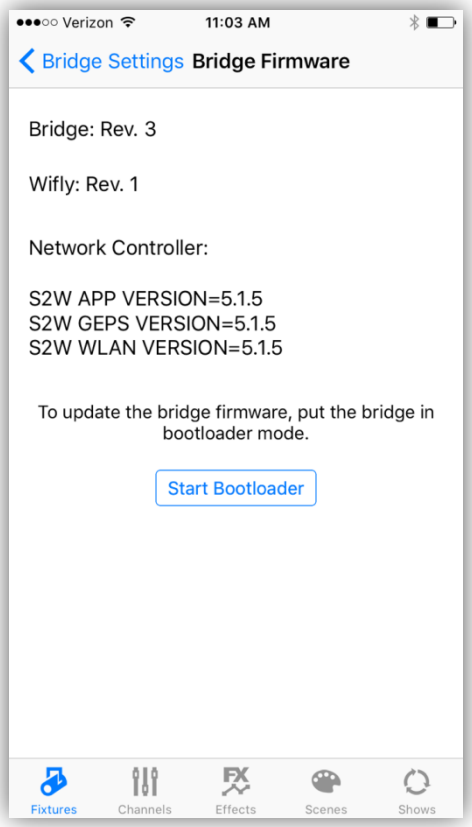
Using sACN can improve responsiveness from the buttons and faders because the bridge is updated at a much higher refresh rate by the app. Tradeoffs might include shorter battery life on your IOS device since the Wi-Fi is being used more frequently. If you have a poor connection, you might also see some pauses in fades if frames are lost due to the bad connection. Under most circumstances though, performance will improve when using sACN.

Important Note: When enabling this, make sure you are connected to your bridge. Turning on this switch while connected enables sACN both inside the bridge and on the app. It must be enabled in both in order to work.

Bridge Firmware



This will display the current firmware versions being used by the various systems in the bridge as shown below.

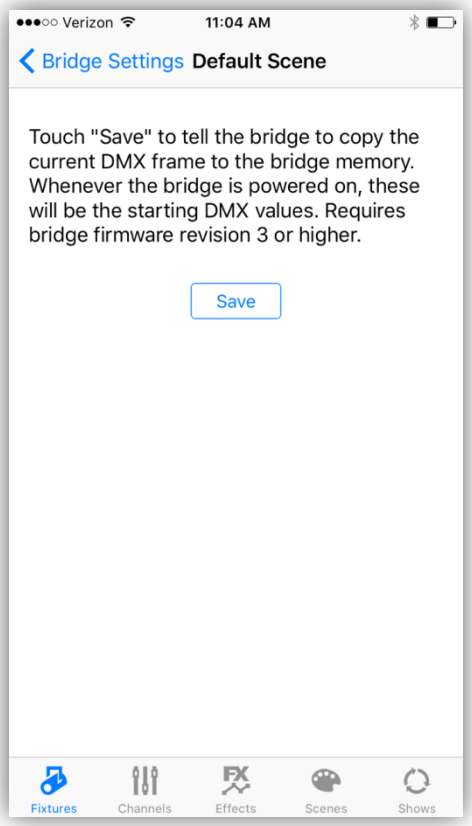


At the top is the revision for the bridge firmware followed by the revision of the Wifly firmware followed by three revisions related to the Wi-Fi controller.

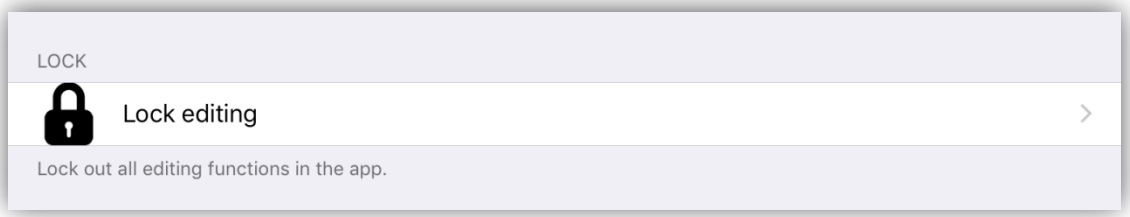
Start Bootloader: This button will put the bridge into bootloader mode. Once in bootloader mode, the bridge LED will flash and you will be able to update the bridge firmware using software running on a Windows PC connected to the USB connector.

Default Scene

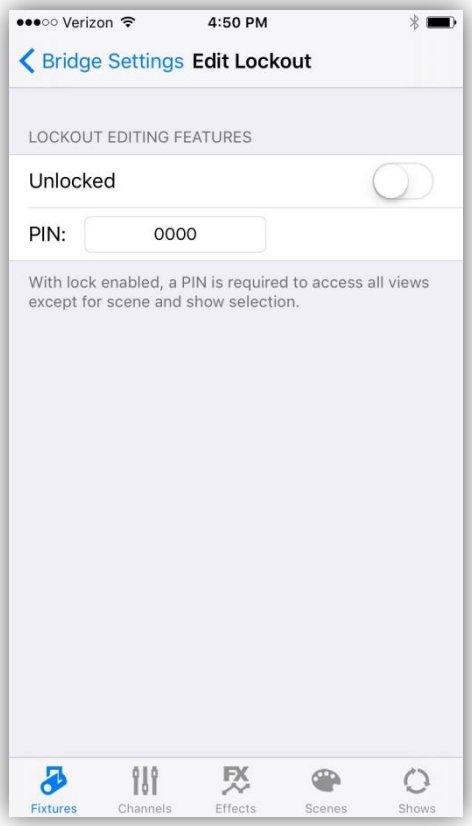
This lets you create and save a default static scene inside the bridge memory. Touching “save” will copy the current DMX levels to the bridge. This will be the scene that the bridge uses on power up. If your IOS device is connected, it will override this scene so it is most useful when you need to have the bridge output something when it’s not connected to the app.



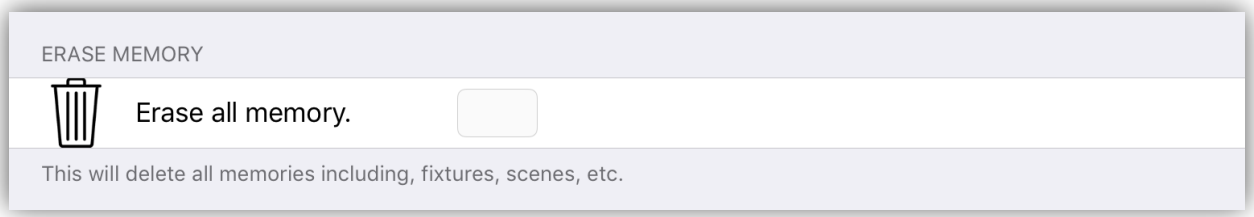
Lock



Tapping this 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.



Erase All Memory



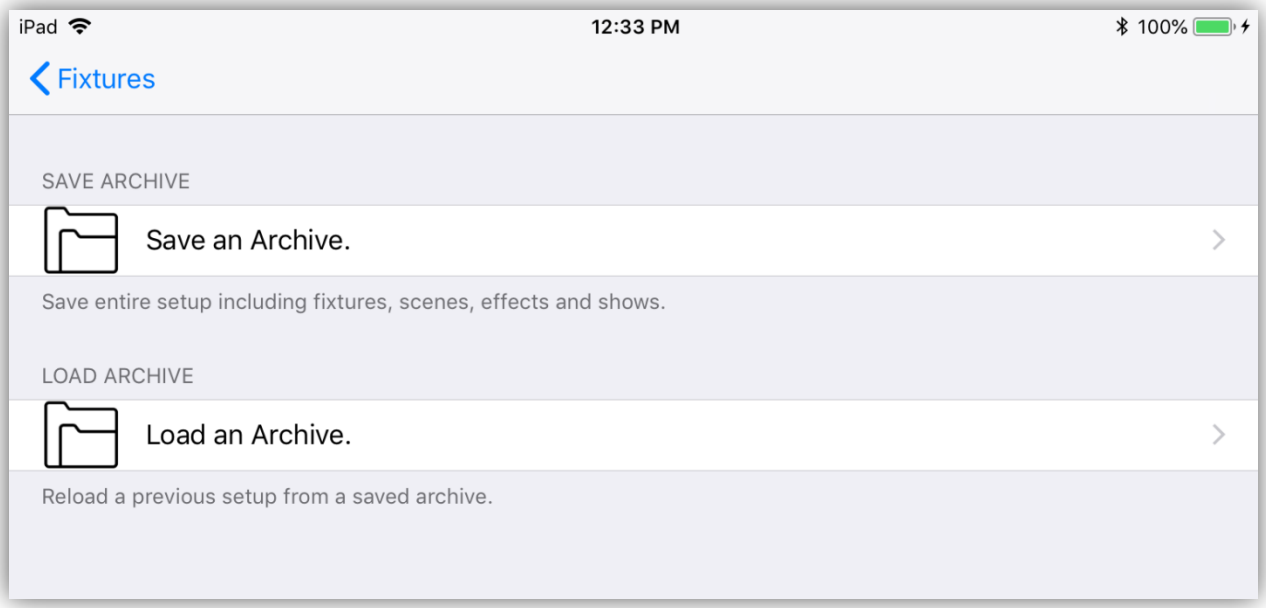
Use this to erase all fixtures, scenes, effects and shows from memory. Fixture profiles that you have created will not be erased. Be sure to make an archive of your setup if you don't want to lose any of your work. For safety, there are several steps required to erase. After selecting you must confirm you want to erase and then confirm again by typing "yes" as directed.

App Version

This shows the current version of the app that you downloaded from the Apple store.

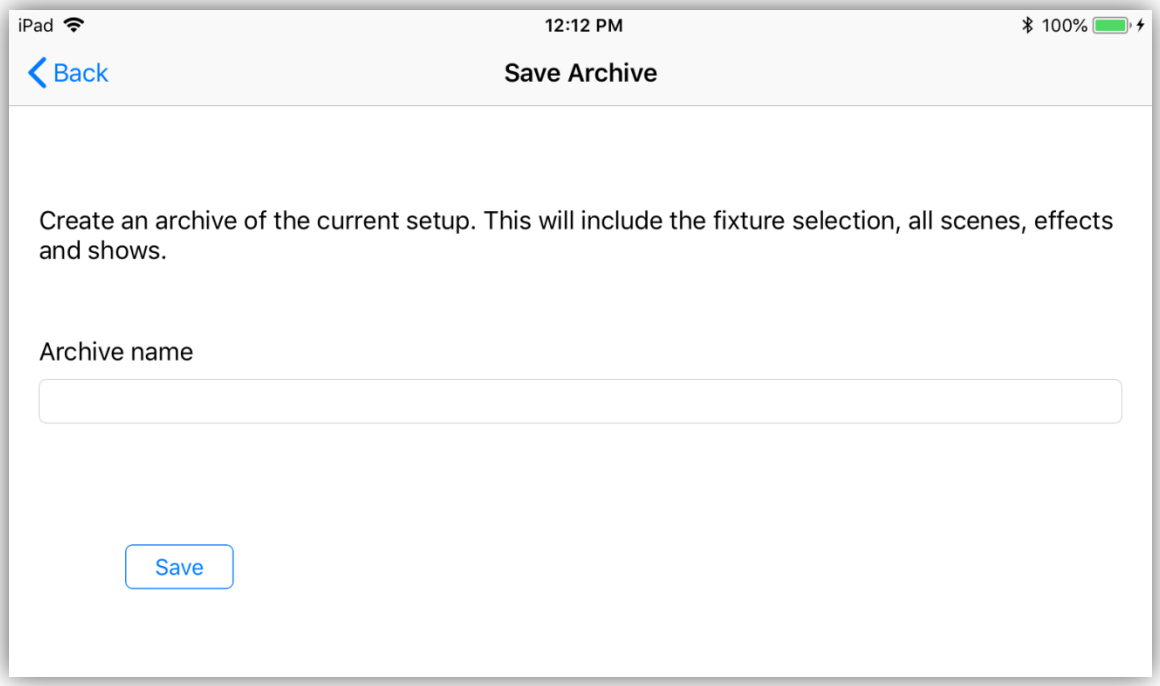
Archive

Archives are used to backup all of the memories in the current setup. This includes the fixture patching, scenes, effects and shows. Custom and downloaded fixture profiles are stored separately and are not part of an archive. From the menu pulldown in the Fixtures view select “Archive”. The view will appear as shown below.



Save Archive

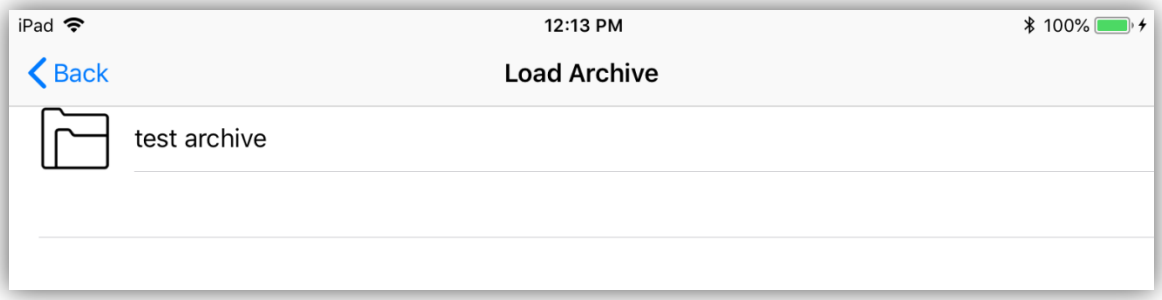
To save an archive you must give it a file name before tapping the "Save" button.



Load Archive

To load an archive and install it, select from the list of saved archives. In the example shown below, there is only one archive saved.

Important Note: This will replace the current memory. If you don't want to lose any work, archive the current memory before loading.



Channels Tab

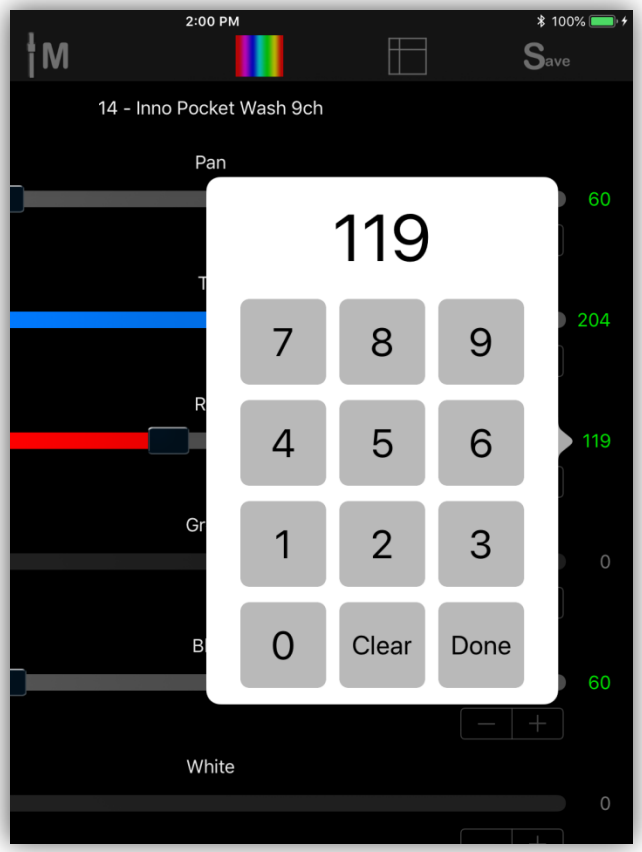
The views within the channels tab are used for setting channel levels for selected fixtures. Before using any of these you must first highlight one or more fixture buttons from the fixtures tab.

Sliders

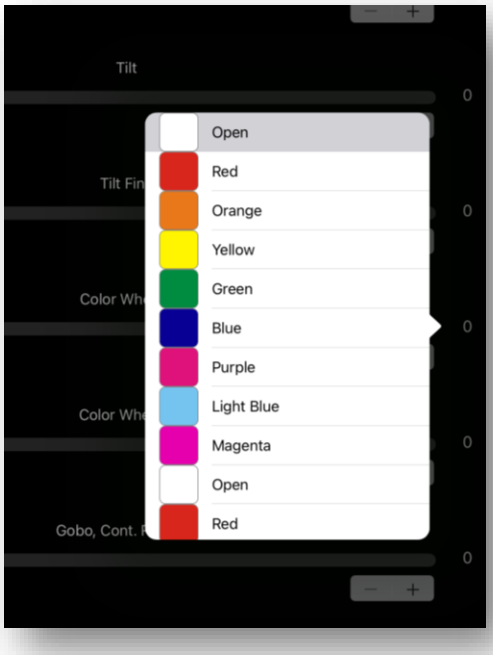
The main view in the channels tab is the sliders view. It's a scrollable list of channel sliders matching the last selected fixture. Moving one of the sliders will edit a single channel for that fixture and any other fixture that is selected and is of the same type. In the example below "Inno Pocket 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. Notice that the "Green" channel slider appears dim compared to the others. This is to indicate that the Green channel is not yet included in the current scene.

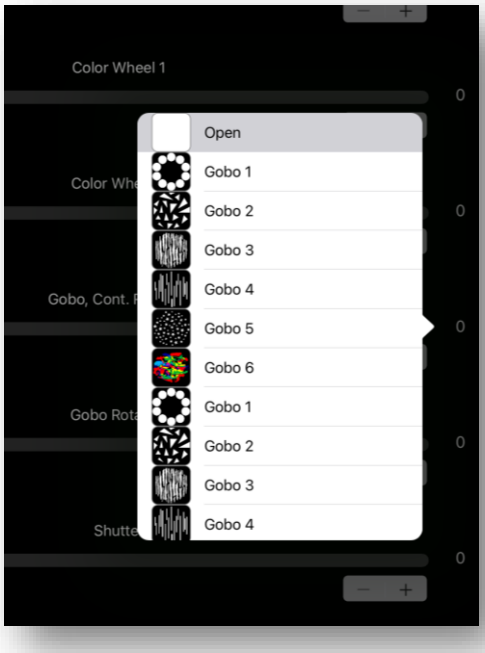
To change channel levels, you can move the slider, use the inc or dec buttons just under the slider to right or you can tap the channel value to show a keypad popup where you can enter the channel level. From the popup you can also clear the

individual channel from the scene by tapping the “Clear” button on the keypad. Tap “Done” when finished.



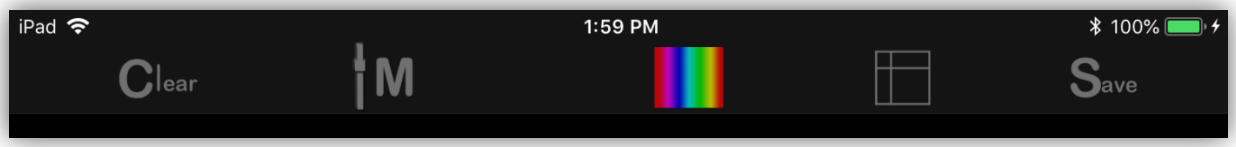
Some fixture profiles from the online library will also allow you to select from a list of channel values as shown in the example below. When you tap the channel value as in the previous example, a list popup will appear when available, otherwise the keypad will appear. You also can show the keypad by selecting the last row in the list style popup. Make a selection from the list or tap anywhere on the screen to dismiss the popup.

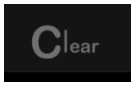




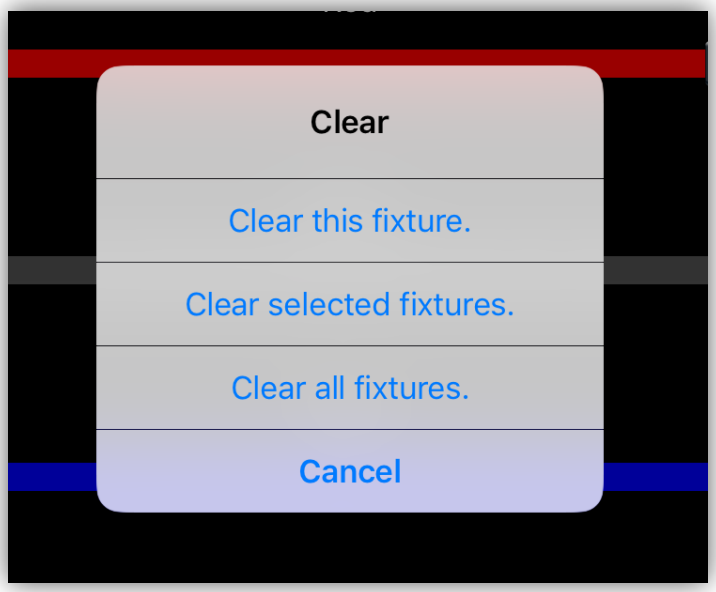
Channels Navigation

At the top of the channels view are 5 buttons for calling additional channel editing tools and views.



Clear Button 

In the upper left of the view is a navigation button labeled "Clear". This button is very important. 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 below. Tapping one of the choices in the alert will do one of the following:



Clear this fixture: This will clear all channels in the most recently selected fixture only.

Clear selected fixtures: This will clear all channels in all selected fixtures.

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

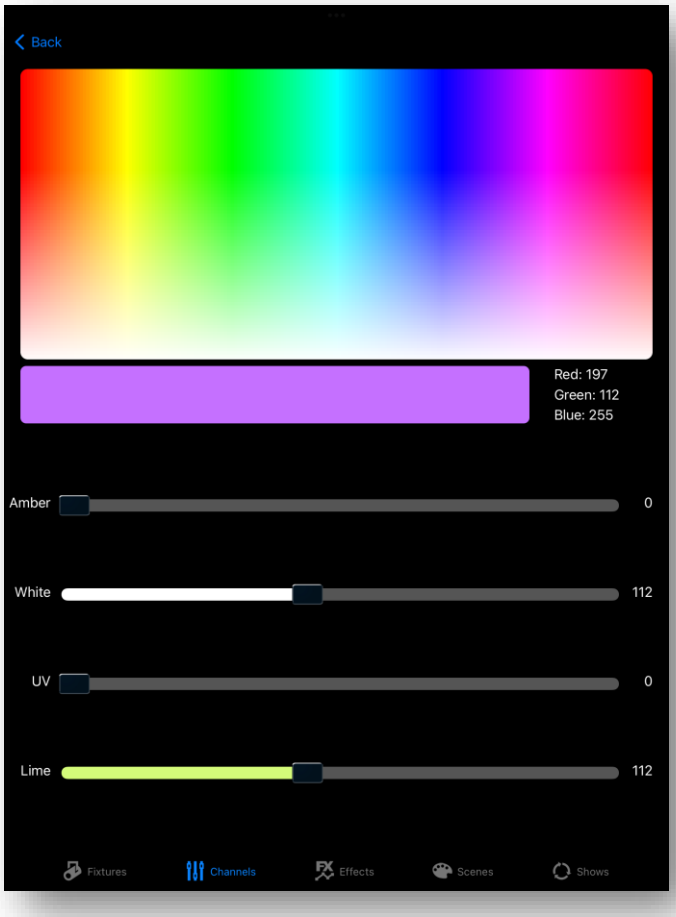
Important Note: When you move a channel slider, that channel is automatically marked for inclusion in a scene. To remove channels from a scene, use the clear button to clear a group of channels or use a channel's keypad popup to clear a single channel. Channel sliders that are not included will appear dim while those that are included will display their numerical channel values in green. A channel can be set to 0 and still be included in the scene. You will often want to declare a channel value to be 0 when a scene is played.

Master Fader 

This button will show the master fader popup. This button is also available on several of the other views. There is a separate chapter later in the manual dedicated to explaining how the master works.

Color Picker 

Tap this navigation button to show the color picker view. It will appear as shown in the screenshot below.

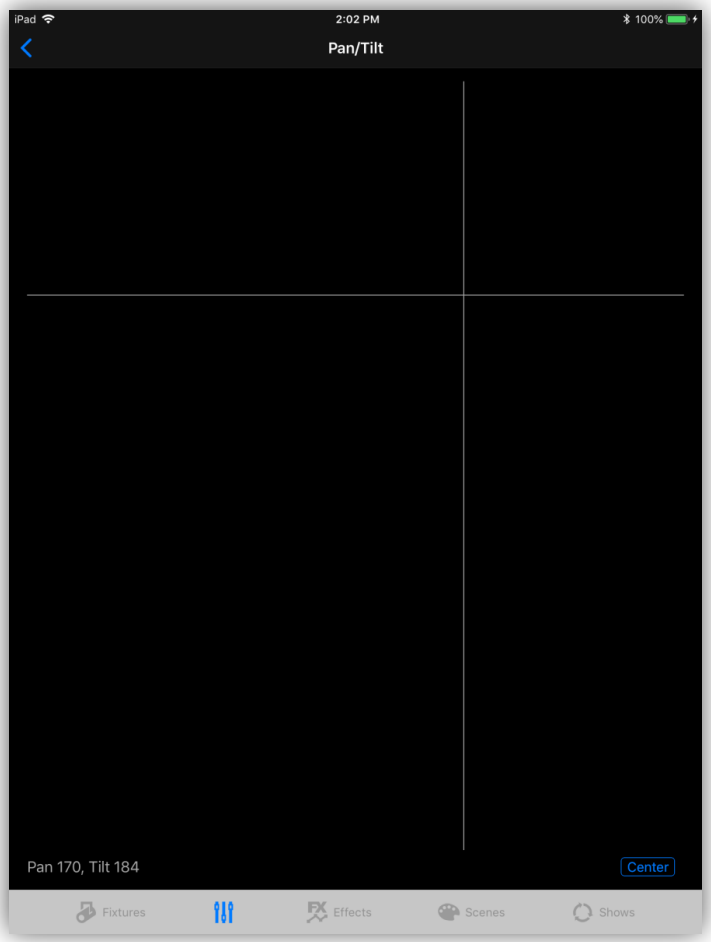


Any selected fixture that that has a Red, Green, Blue, White or Lime channel can be controlled by touching the color picker in the top portion of the view. Hue values range from 0 to 360 degrees starting from left to right. Full saturation is achieved by touching the top third of the picker with decreasing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

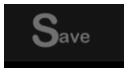
There are four additional faders that will control some commonly used LED fixture channels as long as the selected fixtures have channels with these names. White and Lime are added as saturation decreases for pastel colors.

Pan / Tilt Control 

Tap the Pan/Tilt navigation button to show the Pan/Tilt view.



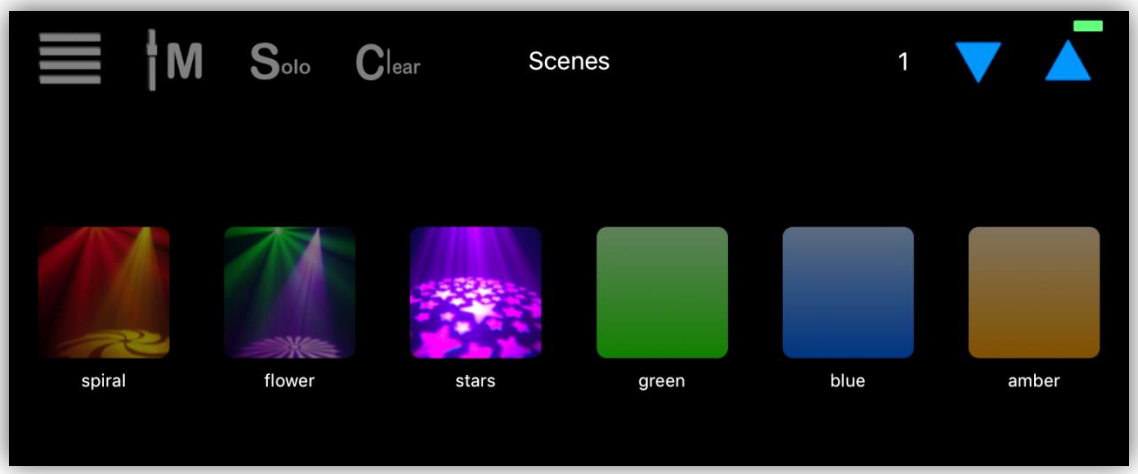
Any selected fixture with a Pan or Tilt channel can be controlled by touching the screen and moving the crosshairs. The channels must be named “pan” and “tilt” for the control to work. Letter case is ignored. The DMX512 numerical pan and tilt values will be displayed in the lower left side of the screen. There is also a “Center” button in the lower right that will set the pan and tilt to the center position.

Save Button 

Tap the "Save" navigation button to show the scene saving view. From there you will be able to select a scene button and save a static scene. For more information on scenes and how to save them, consult the scenes chapter.

Scenes Tab

The scenes tab provides 30 pages of scene buttons with 24 buttons per page giving you a total of 720 scene buttons. The example below shows 6 scenes assigned to the top row of buttons on page 1. The third scene button is highlighted showing that it is active. Tapping any scene button will toggle the scene on or off. Buttons can also be configured as momentary. When turning on, the scene's channels will fade in using the fade time that was saved with the scene. The increment and decrement page buttons in the upper right are used to select the current scene page.



Scene Definition

Scenes are collections of selected fixtures and selected channels along with any running effects. You can 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 were included when the scene was saved. A scene can be as small as a single channel on a single fixture.

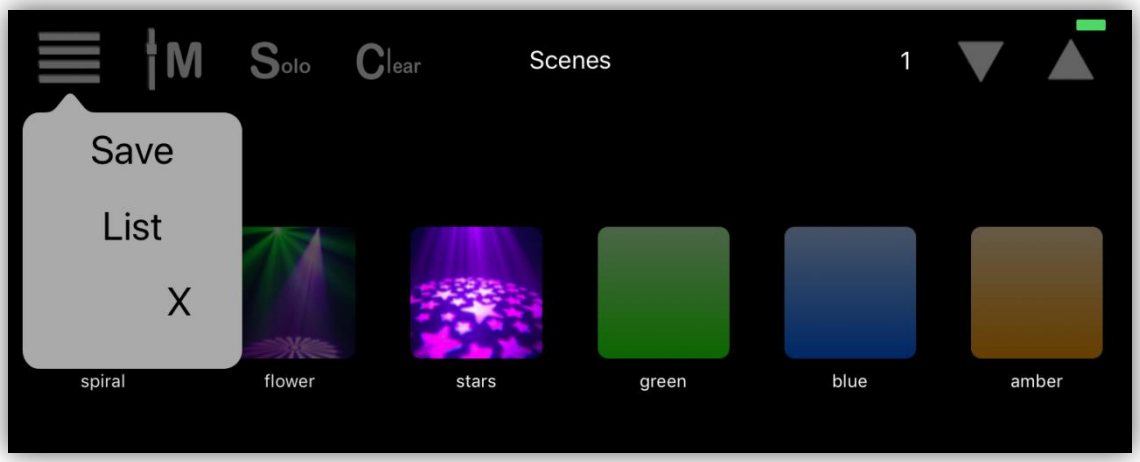
To include a fixture along with some channel values into a scene, select a fixture from the fixtures tab, then change a channel value from the channels tab by moving one of the channel sliders or by using the color picker or pan/tilt control. Only channels that have been changed since the last "Clear" will be included.

Another way to include channels into a new scene is to combine other scenes. When you save a new scene, any scene that's still active will automatically be merged with it. You can use this to combine smaller scenes into larger ones.

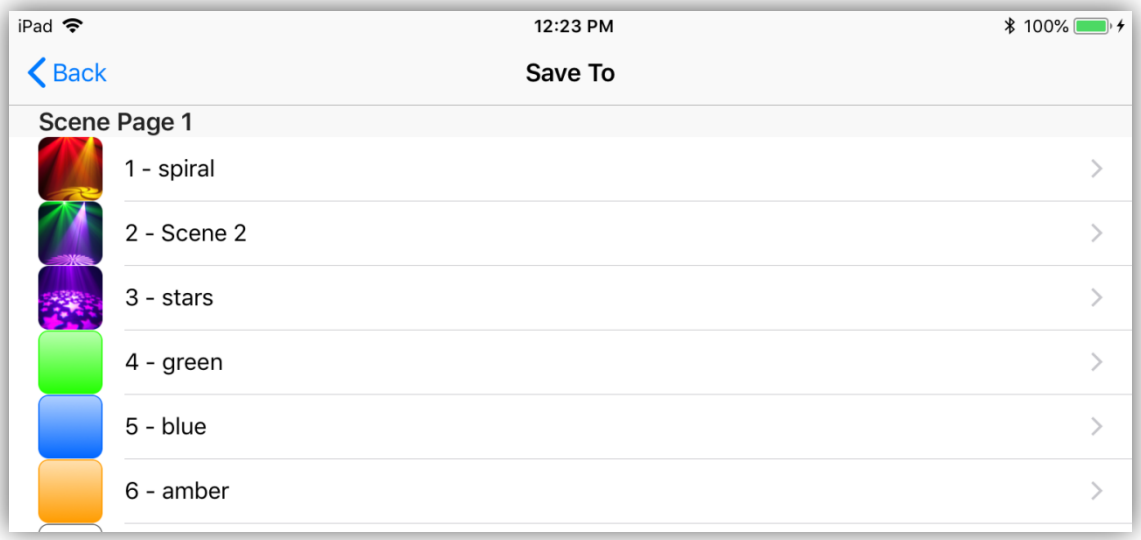
Important Note: When a scene is called from memory it will check to make sure that each fixture used in the scene is still being used in your setup. If you change your fixtures, old scenes that are based on previous setups may not work.

Saving Scenes

There are several ways to save a scene. You can select "Save" from the scenes pulldown menu as shown in the example or you can tap the "Save" button in the channel sliders view.

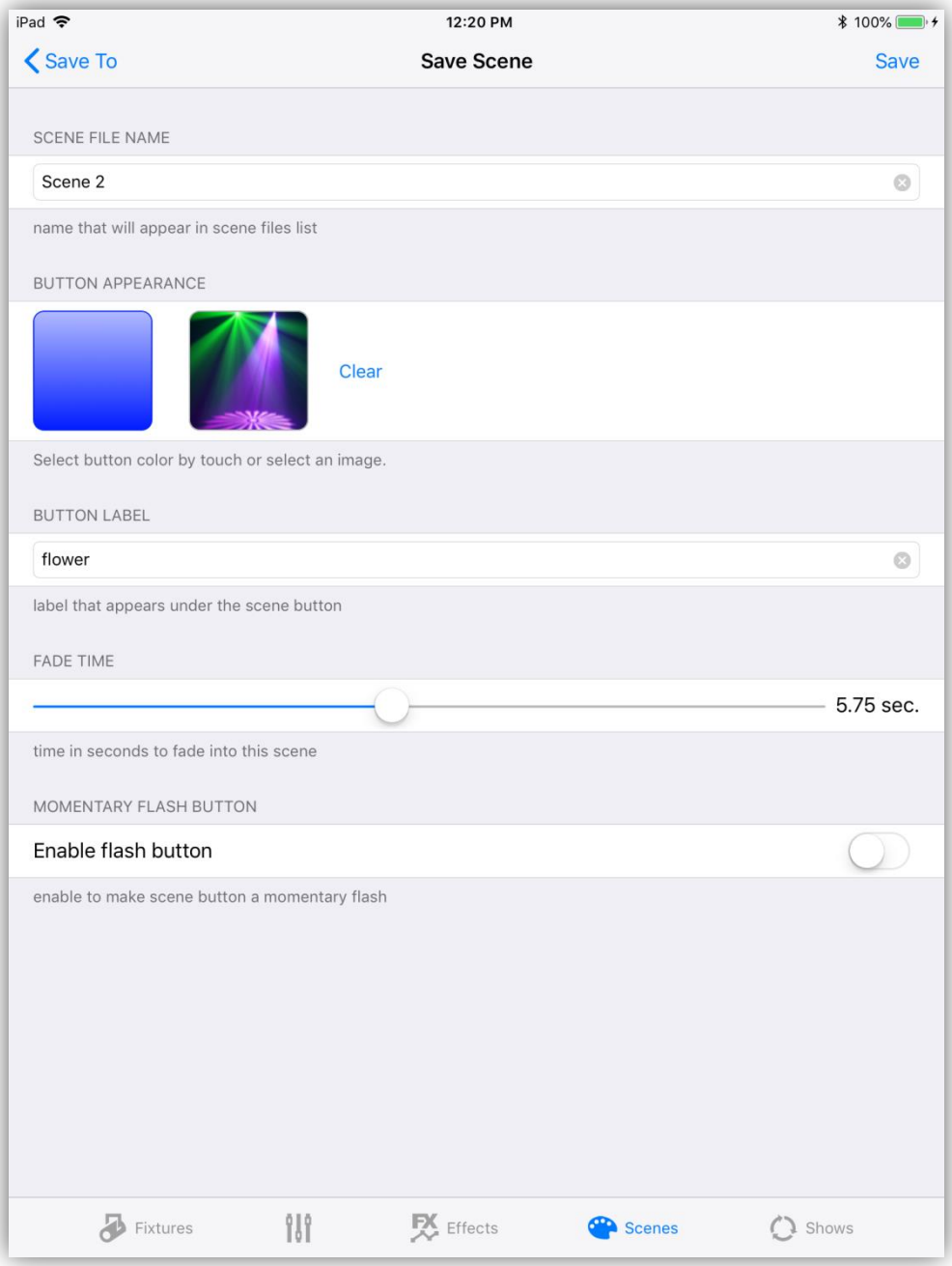


This will present the scene buttons assignment list as shown in the next example.



This is a list of all scene button assignments. You can scroll down the list to view all 30 pages.
To save the scene to one of the buttons, select an empty button location from the list. The scene editor view will appear similar to the example below. You can also

select an occupied location if you want to update or replace that scene button. In this example the second scene button was selected that already held a previously saved scene. Some of the labels and pictures from the previous scene will be filled in automatically. This makes it easy to update an older scene.



Before saving the scene, fill in or update all of the fields in the editor as follows:
Scene File Name: You can enter a new file name or use the default name. Typically a long descriptive name will be used here. This is the file name that the scene will be saved under in the scenes folder on your IPad or phone.

Button Appearance: A button color will be automatically selected that matches the color used in the scene but will default to blue if no color is found. Touch and drag inside the button color box to select a new hue for the scene button. As an alternative to using a colored button you can also select an image from your photos library. Touch the image button to call the photo picker where you can crop and resize any image from your photos library. Touch "Clear" next to the image button to remove an image.

Button Label: A button label can be entered, preferably a name that will fit under the scene button when displayed on the main buttons page.

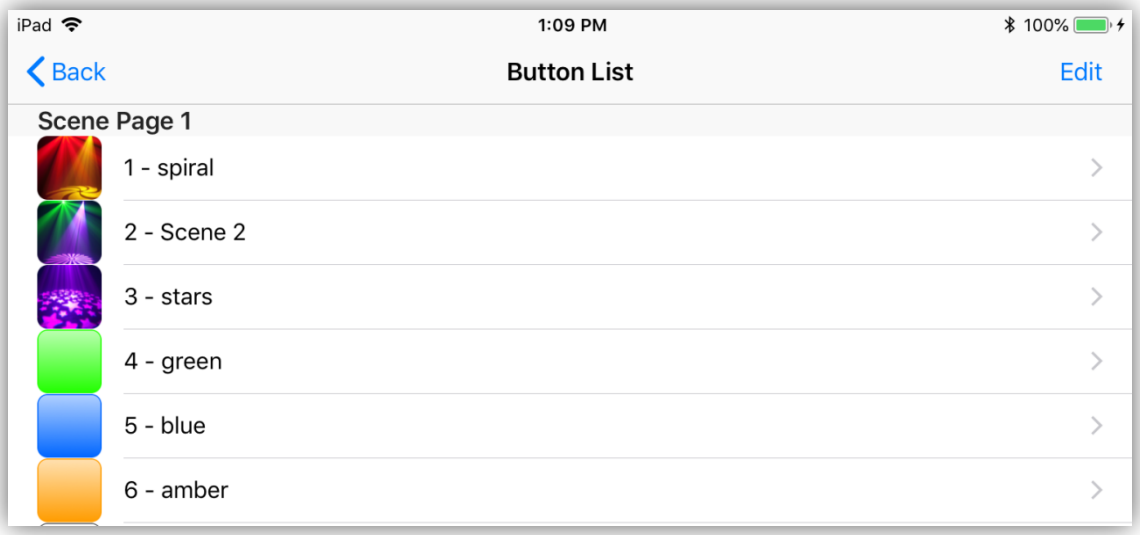
Fade Time: Use the slider to set the fade-in time from 0 to 12.75 seconds.

Momentary Flash Button: The switch below the fade time slider will allow the scene button to act as a momentary flash button.

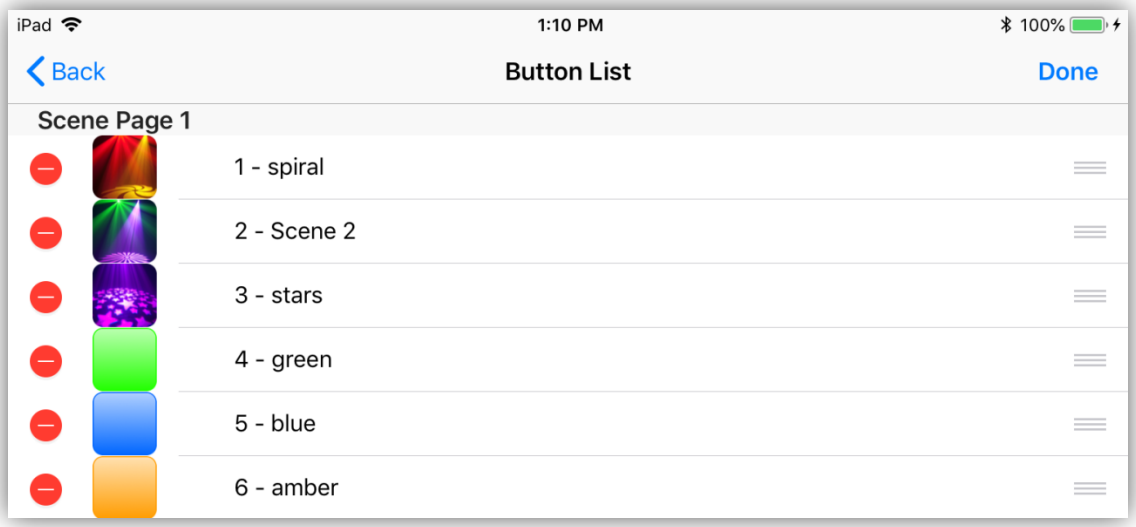
Save: After everything is set, press the "Save" button in the upper right of the view to save the scene to a file. You will see an alert confirming the save or warning that another scene is already using that name. If successful, the new scene will be added to the scene files folder and the scene will be assigned to the selected button number and page.

Rearrange the Buttons

You can rearrange the button assignments for all the scene buttons by selecting "List" from the scene menu pulldown in the scene buttons view. You will be presented with a list of all the button assignments for each scene page as in the example shown below.



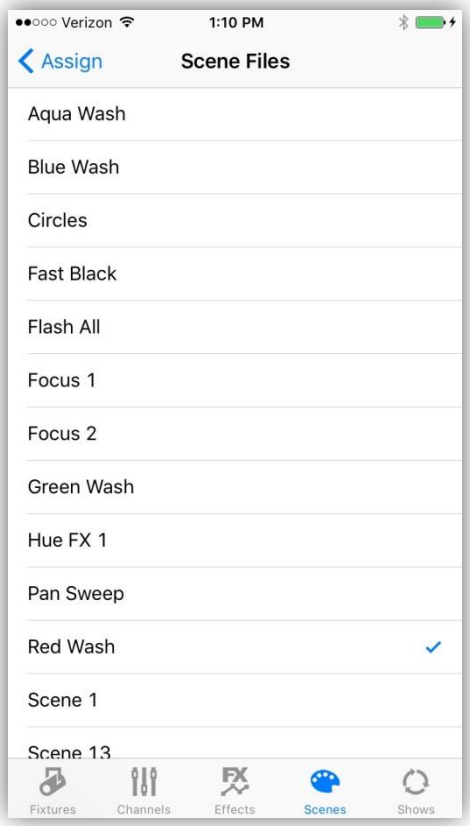
From the list view, tap the "Edit" button at the top to use the standard IOS list editing functions. You can drag a button assignment to any location or page using the icon on the right or delete a button assignment by tapping the minus icon.



Tapping any button row will show all the scene files where you can assign a scene to the button using any previously saved scene file.

Scene Files

Although there are only 720 scene buttons, you can have many more scene files in memory. 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 row in the button list. A view similar to the one below will appear.



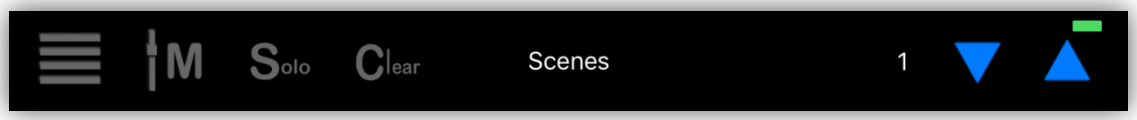
In this example, a checkmark shows the file that is assigned to the selected button. You can assign any file to a button by selecting a row in the files list. A new checkmark will show the current selection. This allows you to manage far more than 720 scenes. You can also assign the same scene file to more than one button in case there are certain scenes that need to be duplicated on every page.

Delete Files

You can use the "swipe to delete" method on any file in the files list. If you delete a file from the files list, the deletion is permanent and the file will be erased. Any buttons that referenced the file will become empty.

Solo Button

At the top of the scenes view are 3 buttons labeled "M", "Solo" and "Clear". "Solo" will be displayed in red when turned on and gray when off.



When solo is turned on only one scene can be active. Only the channels that are included with a scene will be activated when the scene is called and all other channels will be set to 0. When solo is turned off more than one scene can be active. If a new scene is called and it replaces an old scene the old scene button will turn dim. 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 still channels active within both of those scenes. Toggling a scene button from lit state to dim will turn that scene off and set its included channels to 0. Any effects attached to the scene will also stop. When two scenes share channels, the last selected scene will own those channels.

Clear Button

Pressing "Clear" will turn off all scenes that are currently active and set all channels to 0. It's a good idea to clear the channels before creating a new scene to avoid carrying over any unwanted channels.

Master "M" Button

This will display the master fader as a popover. See the Master Fader chapter for more information on how to use it.

Effects Included in a Scene

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 from the effects tab.

Edit a Saved Scene

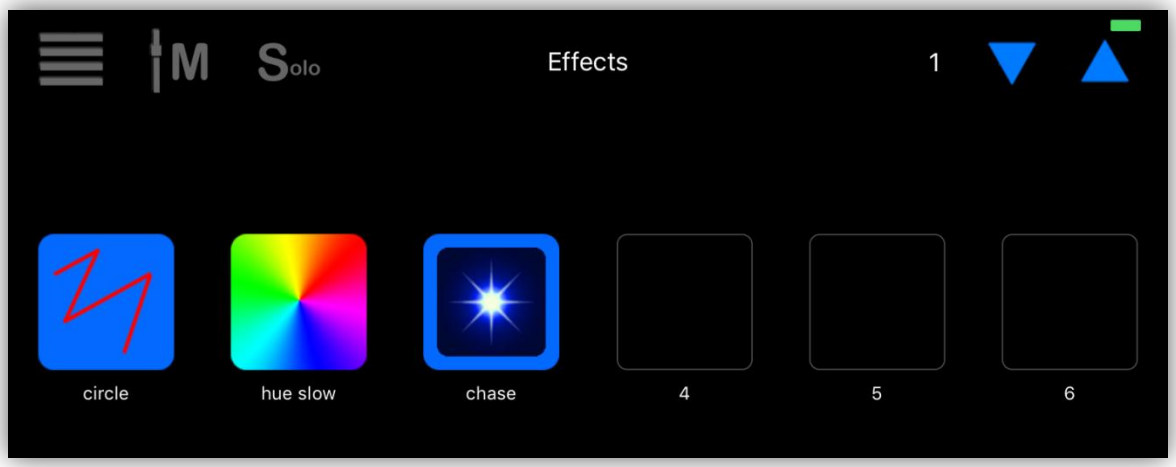
To edit a scene that's been saved, simply call the scene by tapping its button, (use solo mode to isolate the scene if needed), make any changes to channels then re-save the scene. You can also combine scenes this way by calling multiple scenes then saving as a new single scene (solo must be off).

Effects Tab

There are three special effects editors for creating effects buttons. Editors for a pan and tilt movement effect (shape), a changing color effect and a flash chase effect. Each type of effect can be edited and then saved to one of the effects buttons that will allow you to turn the effect on and off as well as 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 aren't any effects saved, the 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. There are 24 buttons available on 30 pages giving you a total of 720 effects buttons. The increment and decrement page buttons shown in the upper right are used to select the current page.

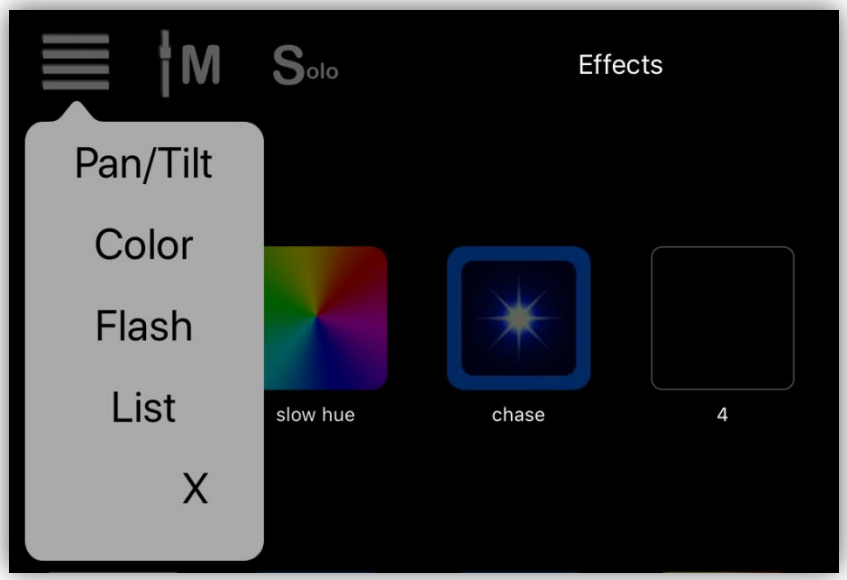


All three effects buttons in the example are highlighted indicating that all three effects are running. Tapping an effect button will toggle the effect on or off. There is no limit on how many effects can run at the same time as long as each effect is controlling different channels.

Important Note: When an effect is running the idle timer on your IOS device will be temporarily turned off. This will keep the app from going to the background so that the timed effect will continue to run. If you put the app into the background by changing to another app or taking a call, the effect will continue to run for several minutes. After approximately 3 min. or so, IOS will pause any running effects when the app is in the background.

Effects Menu

The effects pulldown menu is shown in the following example.



Use the menu to go to any of the three effects editors; Pan/Tilt, Color, or Flash. Use the "List" menu to edit the effects button assignments and the button order.

Pan/Tilt Effect

Select "Pan/Tilt" from the menu to show the Pan/Tilt effects editor. Below are three examples of movement shapes that can be created using this editor. The large gray area is the shape drawing editor where you can edit the path that your beam will follow. The lower left corner of the editor represents DMX value 0 for both pan and tilt and the upper right corner represents DMX value 255.

Note: You must first select some fixtures before starting.

In the three examples above you can see there are three ways to draw shapes; circles, free draw and point to point. Select the drawing method by tapping the mode selection buttons just below the drawing editor.

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 touch and 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 play 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. 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 play 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 work with a closed path that is looping.

Play/Stop Button: This button starts the effect so that you can see it running on the editor and also on any lights that are connected. A white dot will simulate each fixture's beam on the editor.

Slider: This controls the speed of the beam or the amount of spread offset between fixtures. The button to the right of the slider lets you toggle between speed and offset modes.

Speed: This will vary depending on the size of the shape and distance between points. Speed also is dependent on the responsiveness of the fixture. Some moving heads cannot move at high speeds.

Offset: This allows you to spread the fixtures across the shape. For this to work, you will need to select more than one fixture. The order that the fixtures were selected will determine the beam positions across the shape. With the offset at 0, all beams will be on the same point. With the offset at full, the beams will be spread out evenly around the shape. Move the offset slider to see the relative beam positions along the shape in the editor.

Editing the finished path: Use a two finger pinch to shrink or enlarge the shape path or use a single touch to drag and move the shape. You most likely will need to view the effect running 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 play button to restart the effect when you return to the shape editor.

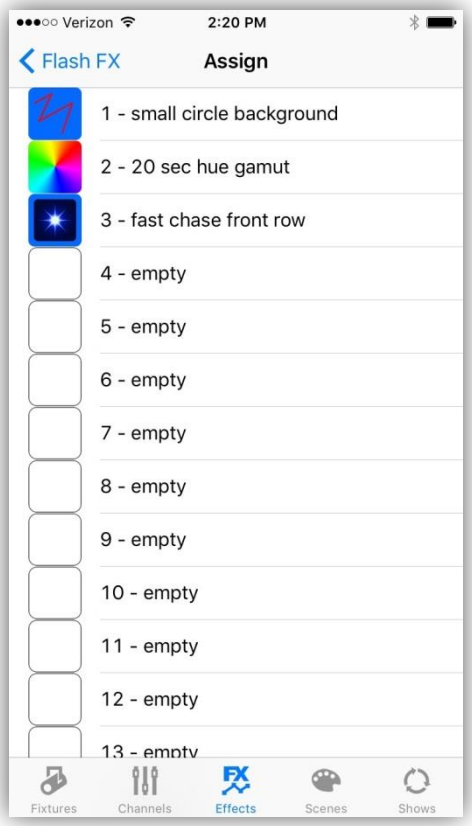
Helpful Hints: The circle and points shapes are generally more precise than the free drawn shapes. When drawing, the speed at which you move your finger will affect the speed of the effect. The slower you draw, the more points will be included in the path making it run slower. Experiment until you get 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 or move it later. Point to point paths will often appear smoother as the fading is handled by the bridge. The fade time between points is always equal so keep point to point distances close to equal if you want an even looking effect.

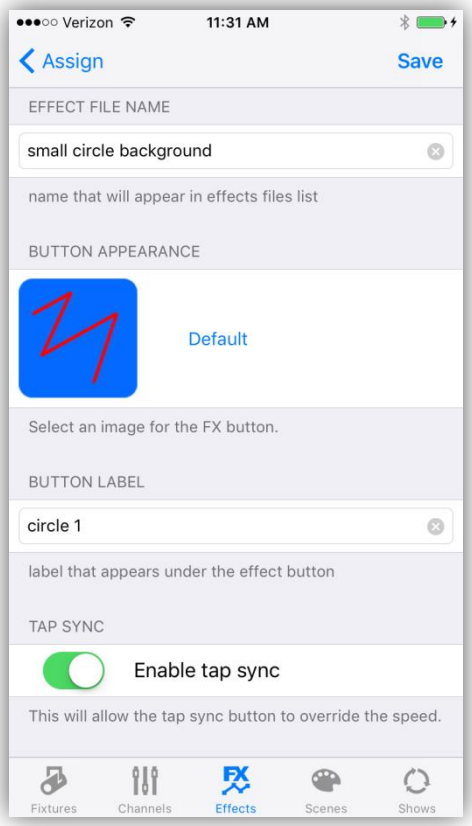
The offset control uses points to set the distance between beams so more points means more control over the beam spread when using offset.

Note: Select only fixtures that have pan and tilt channels. The editor does not check for this so it is possible to have a shape that although seems to work in the editor, will do nothing on the stage.

Save the Effect

Tap the "Save" navigation button at the top of any of the effects editors to save the effect. The effects buttons assignment table will appear as shown 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.





There are default button images for each type of effect like the ones shown in the examples. You can also use an image from your photos library. Touch the button image to call the photo picker where you can choose and crop an image from your photos library. Touch "Default" to remove a custom image and return the default image.

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.

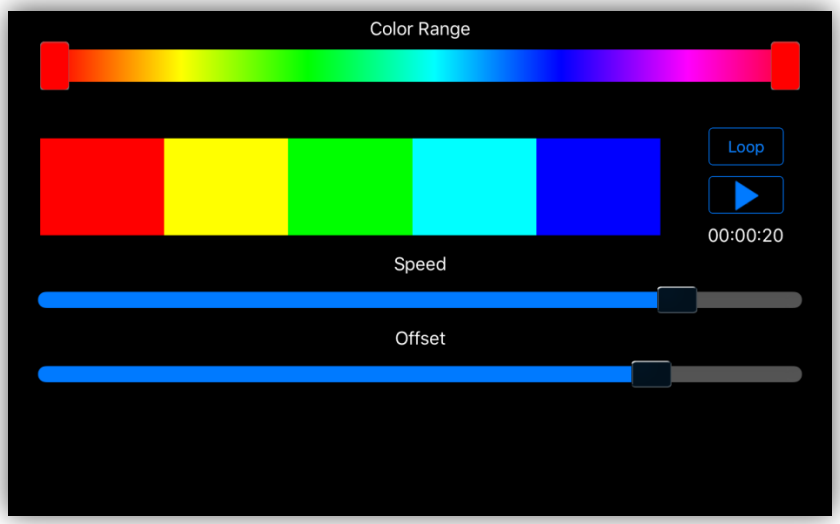
There is a tap sync enable switch that allows the effect to be controlled by the tap sync button that is on the master popover. Don't enable this if you want the effect to always run at the same speed as when it was edited.

Edit a Saved Effect

To edit a previously saved effect, tap the "Load" button at the top of any of the editors. The buttons assignment list will appear where you will be able to select any of the saved effects to be loaded into the editor. The selected effect type must match the editor type.

Color Effect

The color effect can be used on any fixture that has red, green and blue color mixing channels. The effect creates a changing hue gamut that fades through a range of hues. The color effect editor, similar to the example below, will appear when you select "Color" from the effects menu pulldown list.



The range control at the top is used to set the endpoints of the color effect. When running the effect from the editor, the display will show the current colors for each fixture that is included in the effect as in the example above. Tap the play button to view the effect in the display and on your lights. At any time you can use the fixtures tab to select fixtures to include in the effect. The order that you select the fixtures will be reflected in the color display with left (first selected) to right (last selected).

The speed slider will adjust the speed of the effect. The time display over the speed slider shows the total time to run the entire gamut in hrs:min:sec format.

The offset slider will offset the color from fixture to fixture by varying amounts. The appearance is dependent on the number of fixtures selected and the speed of the effect.

The "Loop/Bounce/Random" button controls the playback mode as described in the following paragraphs.

Loop: The colors loop through the entire hue gamut or within the limits of the color range control.

Bounce: The colors bounce back and forth between the range control's endpoints.

Two Color Effect: Setting the mode to "bounce" and selecting two distinct colors using the range control will create an alternating two color effect. "2 color fx" will appear under the range slider. The lights will alternate between the two selected colors and hold for the time that is selected using the speed slider. Moving the offset slider will set fixtures to one color or the other in varying sized groupings depending on the position of the offset slider.

Random: Colors are selected at random between the range control endpoints. Adjusting the offset slider will split the selected fixtures into varying sized color groupings.

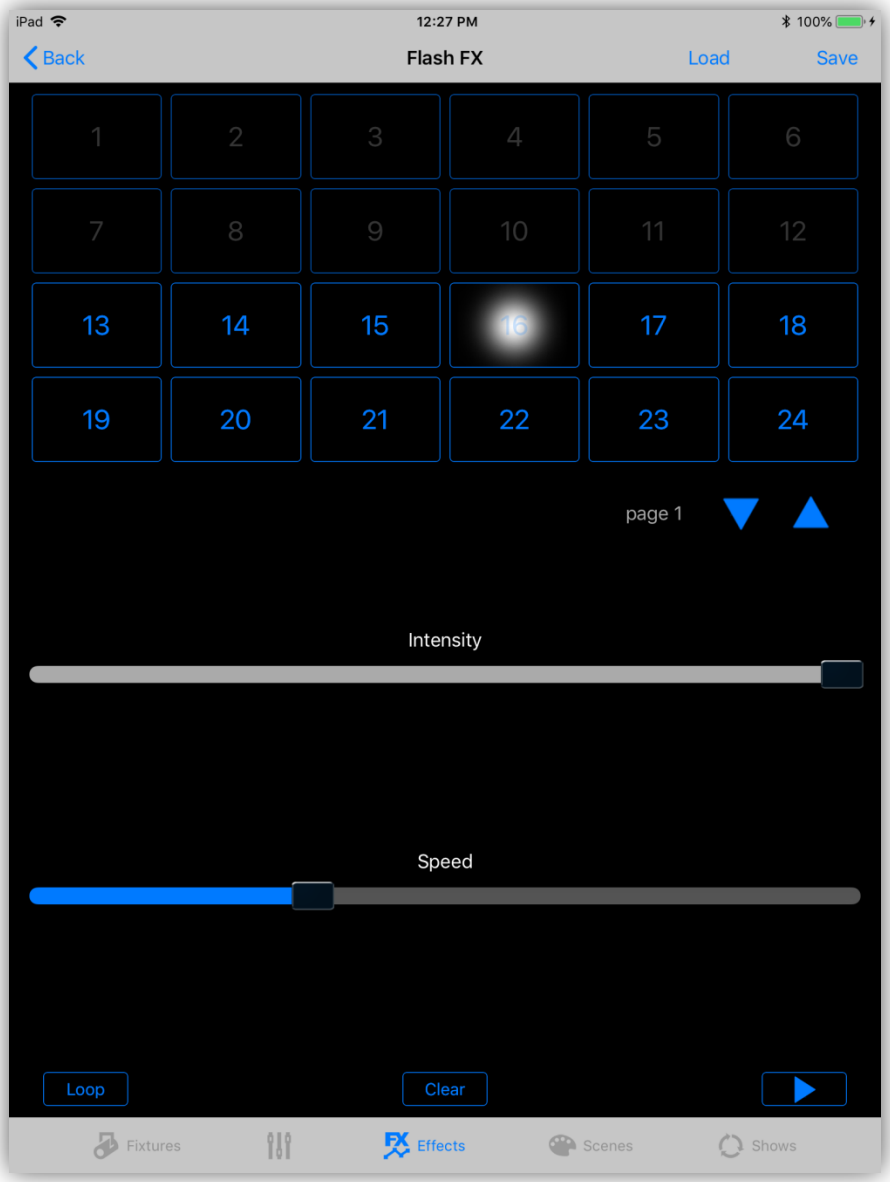
Save: To save the effect, use the same method as described in the previous section for the shape effect.

Tap the "Load" button to load a previously saved color effect into the editor.

Note: Some fixtures may require dimmer channels to be turned on to see the effect.

Flash Effect

Select “Flash” from the effects pulldown menu to view the flash effects editor. The flash effect creates a flash chase by using fixtures that you select using the buttons on the editor (fixtures do not need to be selected from the fixtures tab). The effect will work with any fixture that has a dimmer channel. The dimmer channel will be used to flash the fixture on and off.



Each of the 24 flash buttons represents one of the 24 fixtures on one of the fixture pages. Only fixtures that have dimmer channels will be highlighted in the button array. In this example you can see that fixtures 13 – 24 are highlighted and can be used in the chase. Use the page up and down buttons to change fixture pages. Tap each fixture button in the order that you want to chase the fixtures. Tap the play button to view the chase on the display and on your

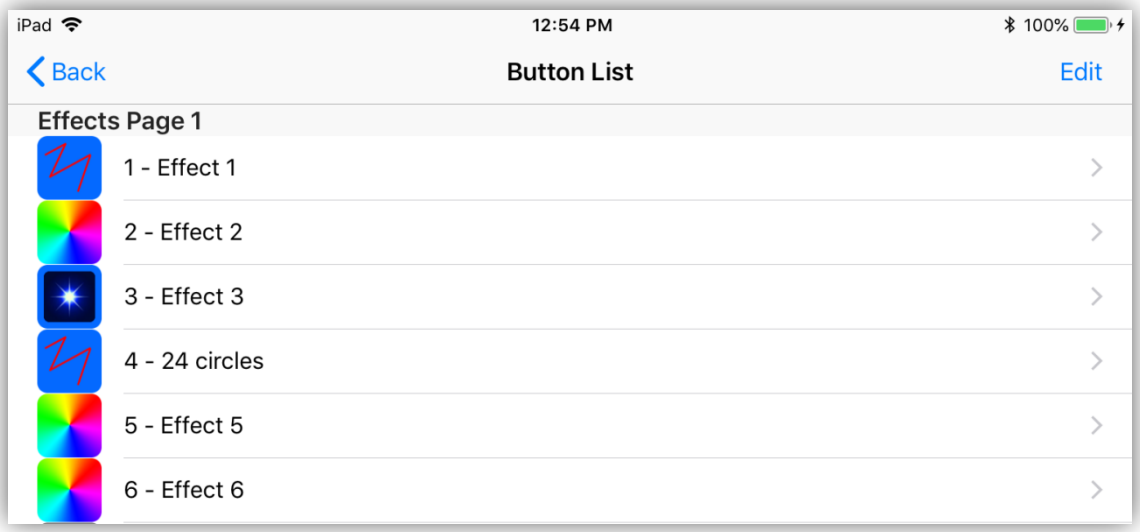
connected fixtures. Use the “Intensity” slider to adjust the brightness of the flash. Use the “Speed” slider to adjust the speed of the chase. The “Loop/Bounce” button will set the chase to loop or bounce from endpoint to endpoint. The “Clear” button will clear the chase editor so that you can start a new chase.

To save the effect, tap “Save” in the upper right and use the same method as described in the previous sections for the other effects.

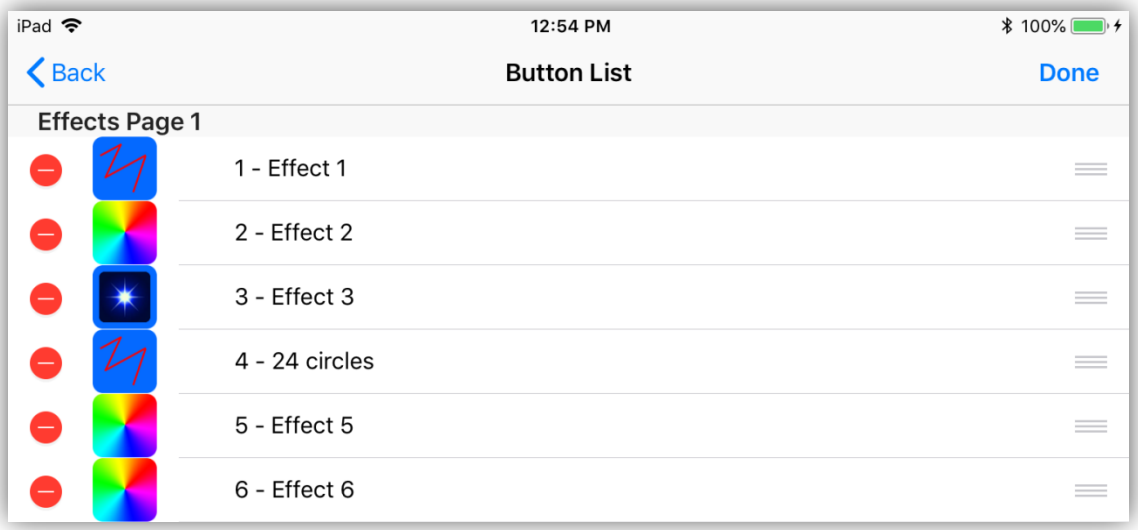
Tap the “Load” button to load a previously saved chase into the editor.

Rearrange the Buttons

You can rearrange the button assignments for the effects buttons by selecting "List" from the effects menu pulldown. You will be presented with a list of all the button assignments for each effects page as in the example shown below.



From the list view, tap the "Edit" button at the top to use the standard IOS list editing functions. You can drag a button assignment to any location or page using the icon on the right or delete a button assignment by tapping the minus icon.



Tapping any button row will show the effects folder files where you can assign an effect to the button from any previously saved effects files.

Shows Tab

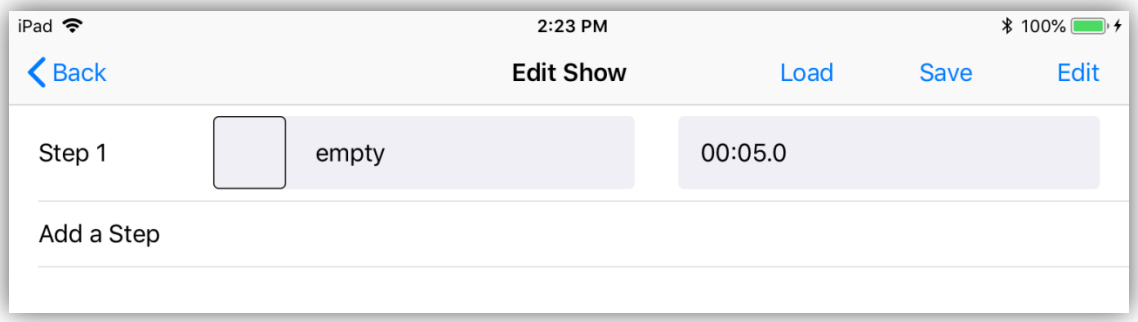
Shows are scene lists that run on a timer. The show editor lets you arrange a list of scenes in order and then assign a hold time to each scene.

The first view in the shows tab is the show buttons view as shown in the example below. Button 2 is highlighted indicating that show 2 is running.

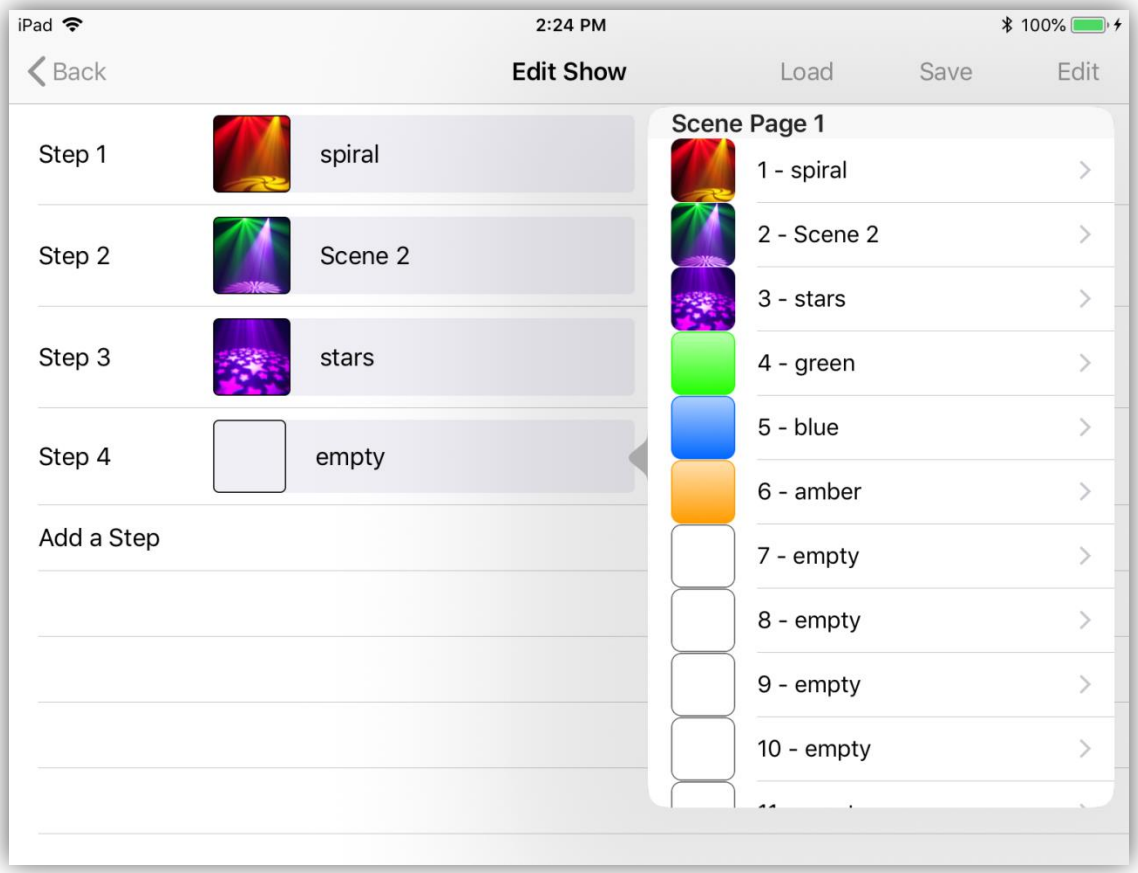
Edit a Show

To view the show editor, select "Edit" from the shows menu pulldown.

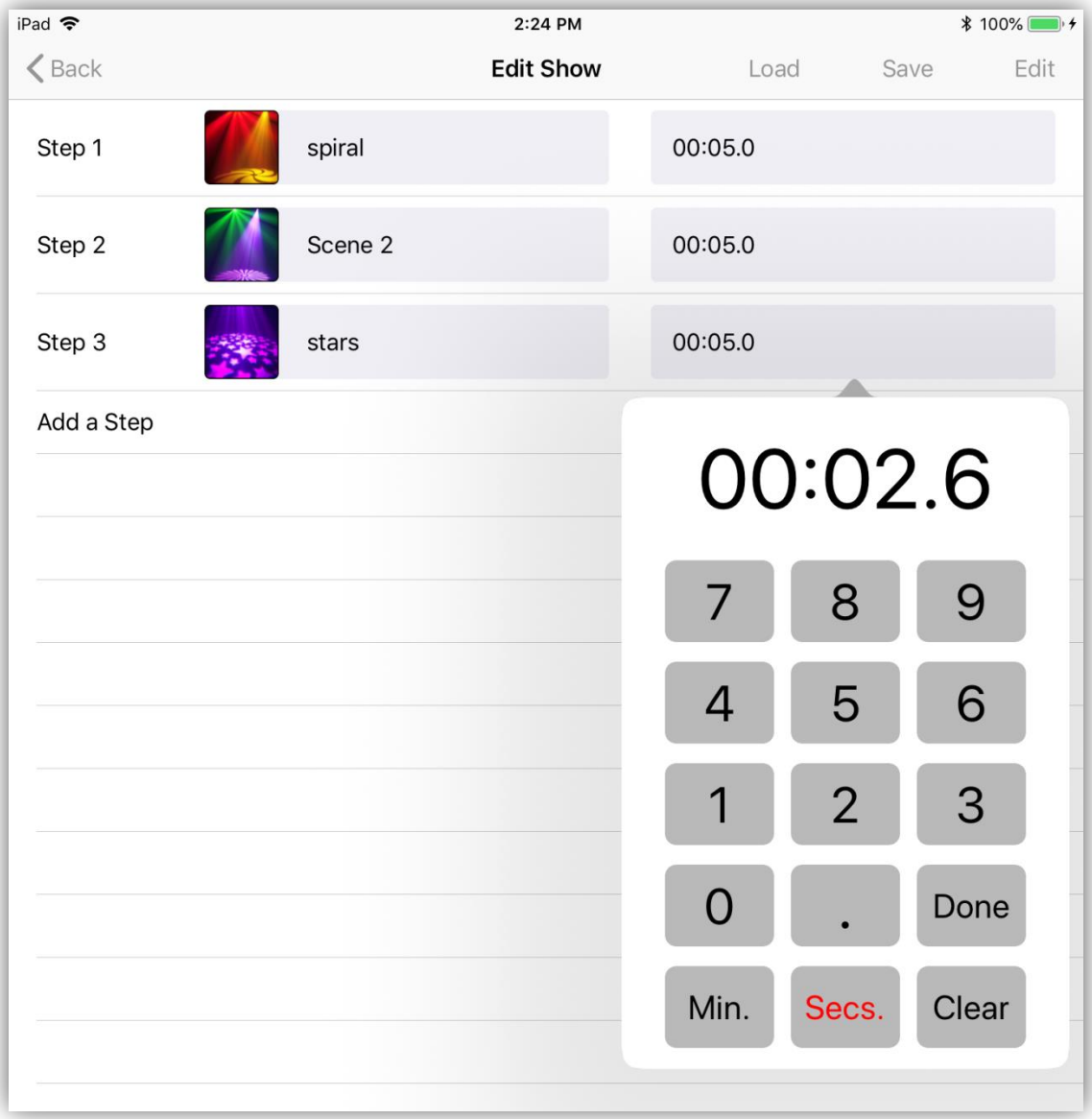
A new empty show editor will appear as in the following example.



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. Tap the scene button on any row to select a scene from the scene list as shown in the example below.

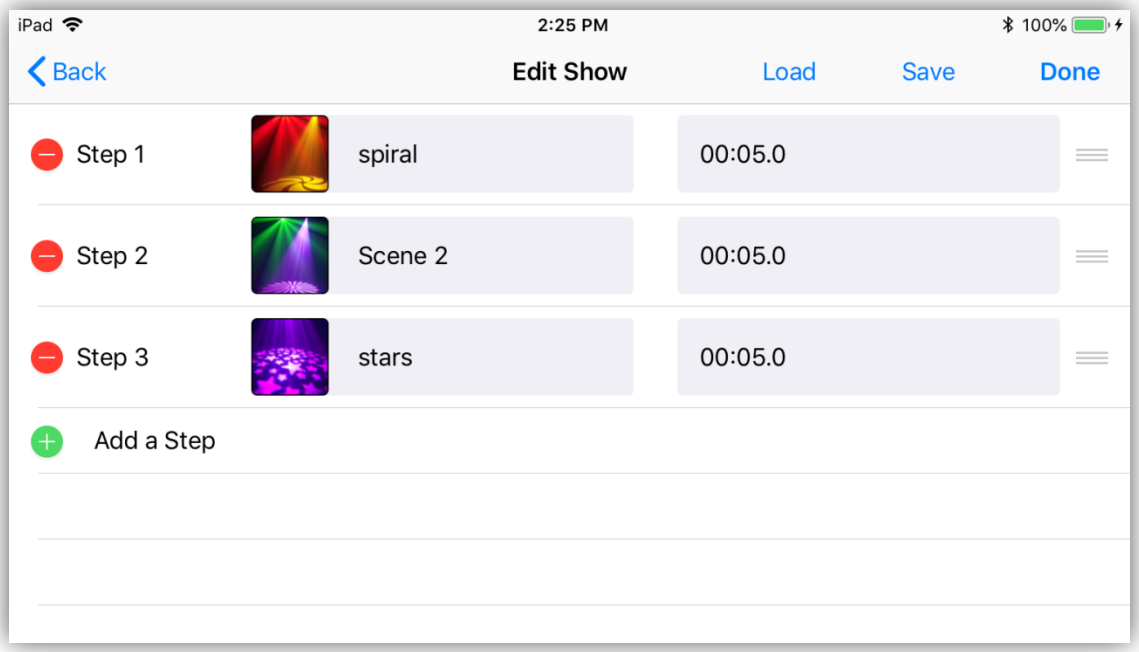


After selecting a scene, tap the hold time to set the length of time the scene will run. The time-entry keypad will appear as in the example below where you can then enter the hold time in minutes, seconds or tenths of a second.



Tap the "Min." button to enter minutes and the "Secs." button to enter time in seconds. The time is displayed as "minutes:seconds.tenths".

Tapping the “Edit” navigation button in the upper right will change the view to appear as in the following example. Tapping one of the red buttons will delete a step and touching and dragging one of the line icon 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”.



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

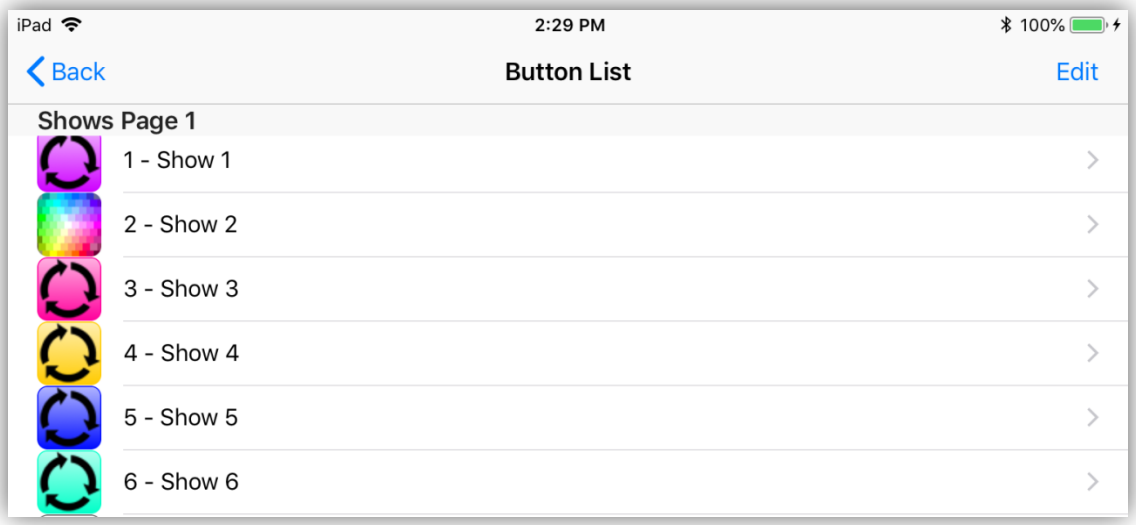
From this view you can enter a long descriptive file name for the show and a shorter button label that will appear under the button in the show buttons view. Touch and drag within the color button to change the button color. You can also touch the image box to call the image picker where you can choose and crop any image from your photos library.

If you would like to be able to control the speed of the show steps from the tap sync button, turn on the tap sync enable switch. Tap sync will override the hold times that are assigned to each step when tap sync is running. If tap sync is paused, the show will run at its programmed speed.

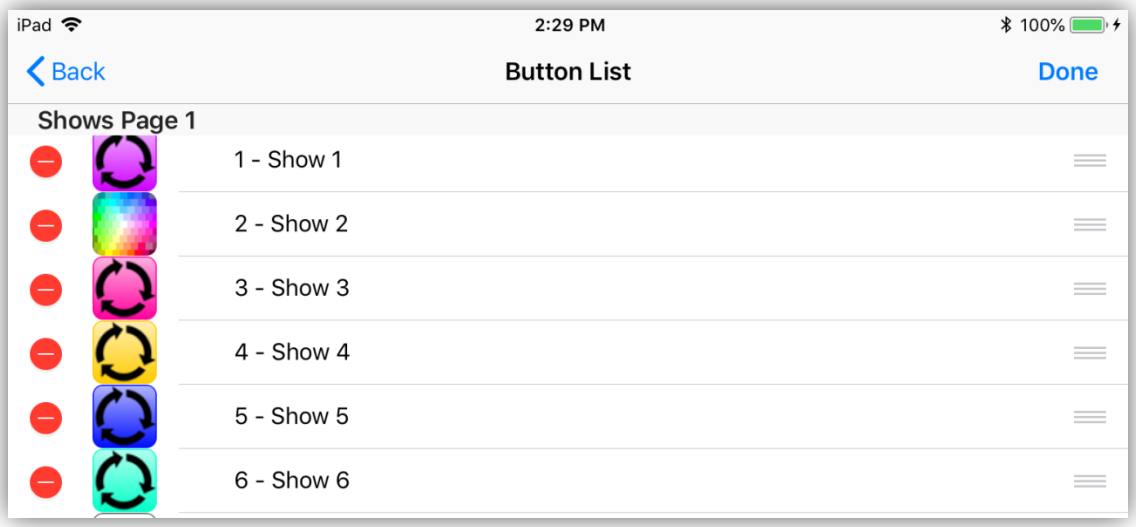
Tap the “Save” button in the upper right to save the file. An alert will appear to confirm the save or to warn if another show is already using that name.

Rearrange the Buttons

You can rearrange the button assignments for all the show buttons by selecting "List" from the show menu pulldown in the show buttons view. You will be presented with a list of all the button assignments for each show page as in the example shown below.



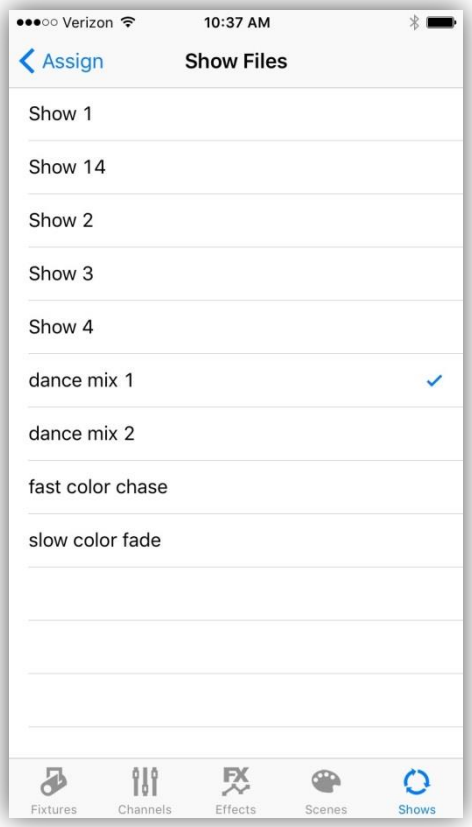
From the list view, tap the "Edit" button at the top to use the standard IOS list editing functions. You can drag a button assignment to any location or page using the icon on the right or delete a button assignment by tapping the minus icon.



Tapping any button row will bring up the show files list where you can assign a show file to the button from any of your previously saved shows.

Show Files

Although there are only 720 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 rows in the button list. A view similar to the one below will appear.



In this example, a checkmark shows the file that is assigned to the selected button. You can assign any file to a button by selecting any row in the files list. A new checkmark will show the current selection. This allows you to manage far more than the 720 shows that are accessible from the buttons.

Delete Files

You can use the "swipe to delete" method on any file in the files list. If you delete a file from the files list, the deletion is permanent and the file will be erased. Any buttons that reference that file will become empty.

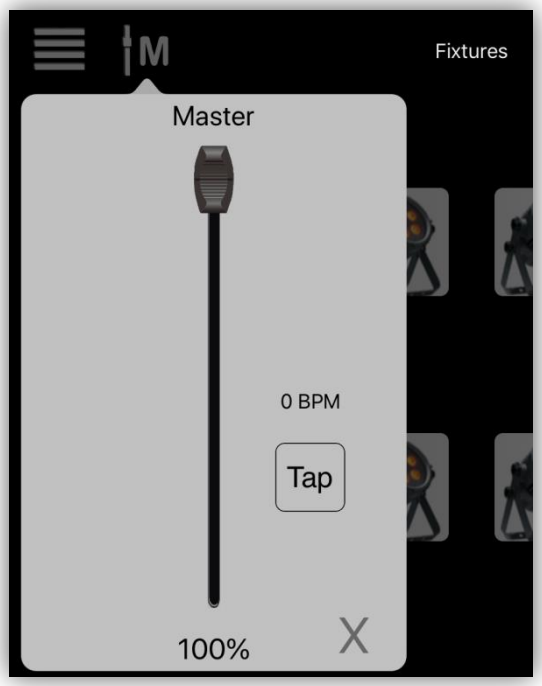
Show Playback

Show playback simply mimics what happens when you press the scene buttons manually but does it automatically using a timer.

Tapping a show button will toggle a show on or off. Only one show is allowed to play at a time. A show will loop indefinitely until you turn it off. Scenes play back the same as if you were pressing scene buttons manually, "solo" mode will apply in the same way. If "solo" is turned off, scenes can pile on allowing multiple scenes to run at the same time. When you toggle the show button off, any active scenes will be turned off.

Important Note: When a show is running, the idle timer on your IOS device will be temporarily turned off to prevent the app from going to the background. If you leave the app while a show is running the show will continue to run for several minutes while the app is in the background. You can switch to another app while this app is backgrounded but IOS will eventually pause background running.

Master Fader and Tap Sync



The master fader controls the overall brightness of your stage. It is a manual control. It is presented as a popover by touching the "master" button where available. It will affect all fixtures whether they are selected or not as long as the fixture has a way to control its brightness, either through a dimmer channel or channels that are dimmable, e.g. RGB. All of the fixtures in the built-in library are set up for master control by having certain channels flagged to be scaled by the master. For your custom fixture profiles, you need to flag these channels yourself using the channel profiler. See the "Custom Profiles" chapter for details.

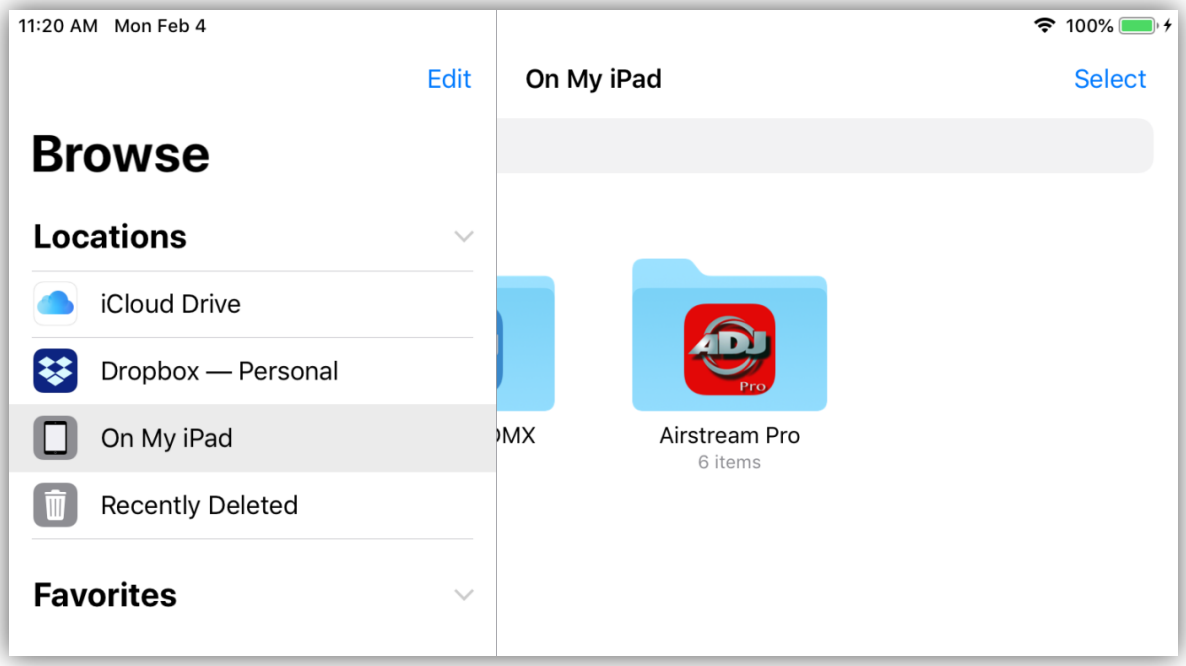
The tap sync button lets you tap in a beat. The beats per minute will be displayed above the button. You only need to tap twice to activate it. Tap once to turn it off. If any currently running show or effect has tap sync enabled, it will respond to the current BPM. You must enable this for each individual show or effect before saving. See instructions on saving shows and effects for more info.

Backing Up and Sharing Files

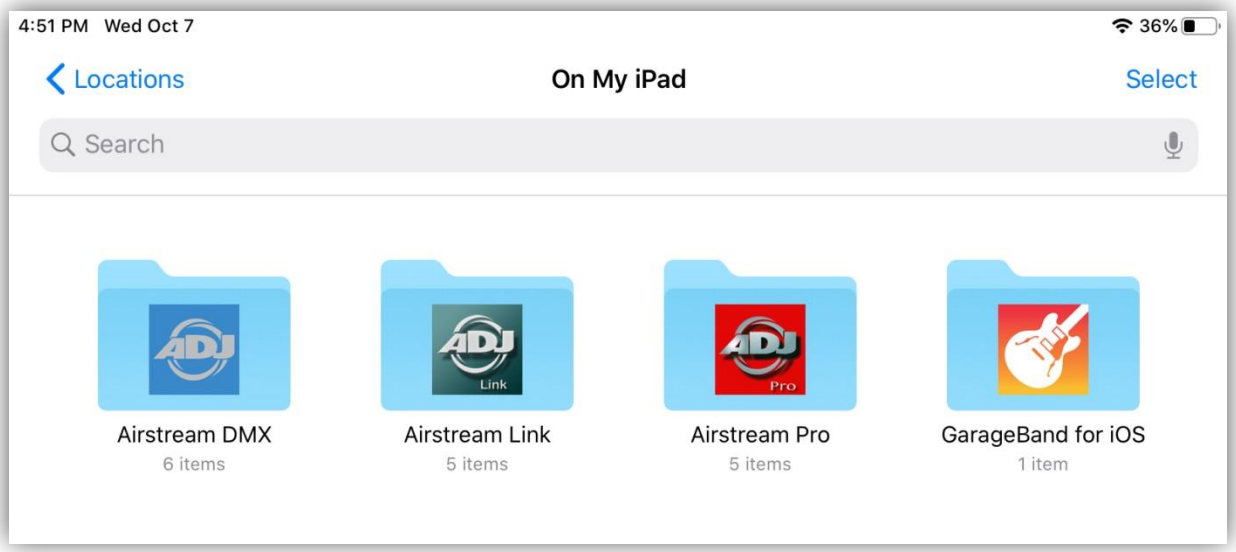
Scenes, effects, shows, archives and custom profiles are stored in the app's documents folder on your IOS device. The app makes subfolders for each of these file types. There is also a file that contains all of the button assignments named "buttons.assign". You can access these files using the IOS files app (IOS 11 and later) or through Finder running on a Mac when your IOS device is connected with a USB cable.

Using the IOS files app is the easiest way to backup and share files by letting you copy files and folders to a cloud service or by sharing folders to another device over AirDrop.

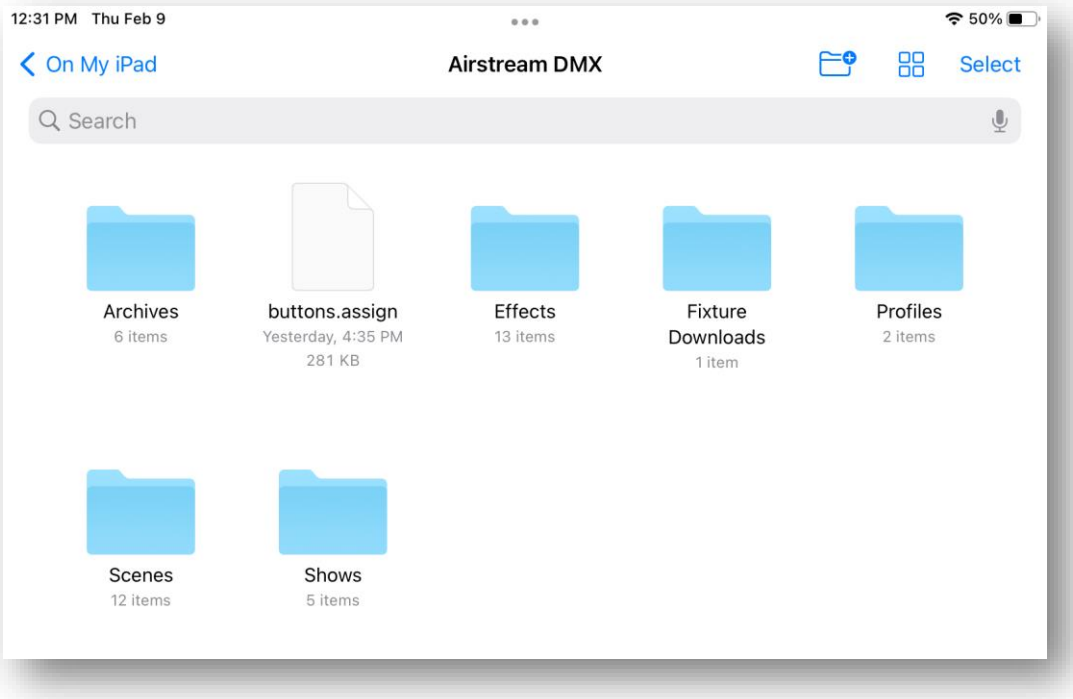
The files app will appear similar to the example below after selecting "Locations". In this example the three important locations are ICloud Drive, Dropbox and My IPad. When you select a location, you will be able to view the files there. Note that when using the files app for the first time you may need to enable some locations like Dropbox using "Edit" in the locations pane.



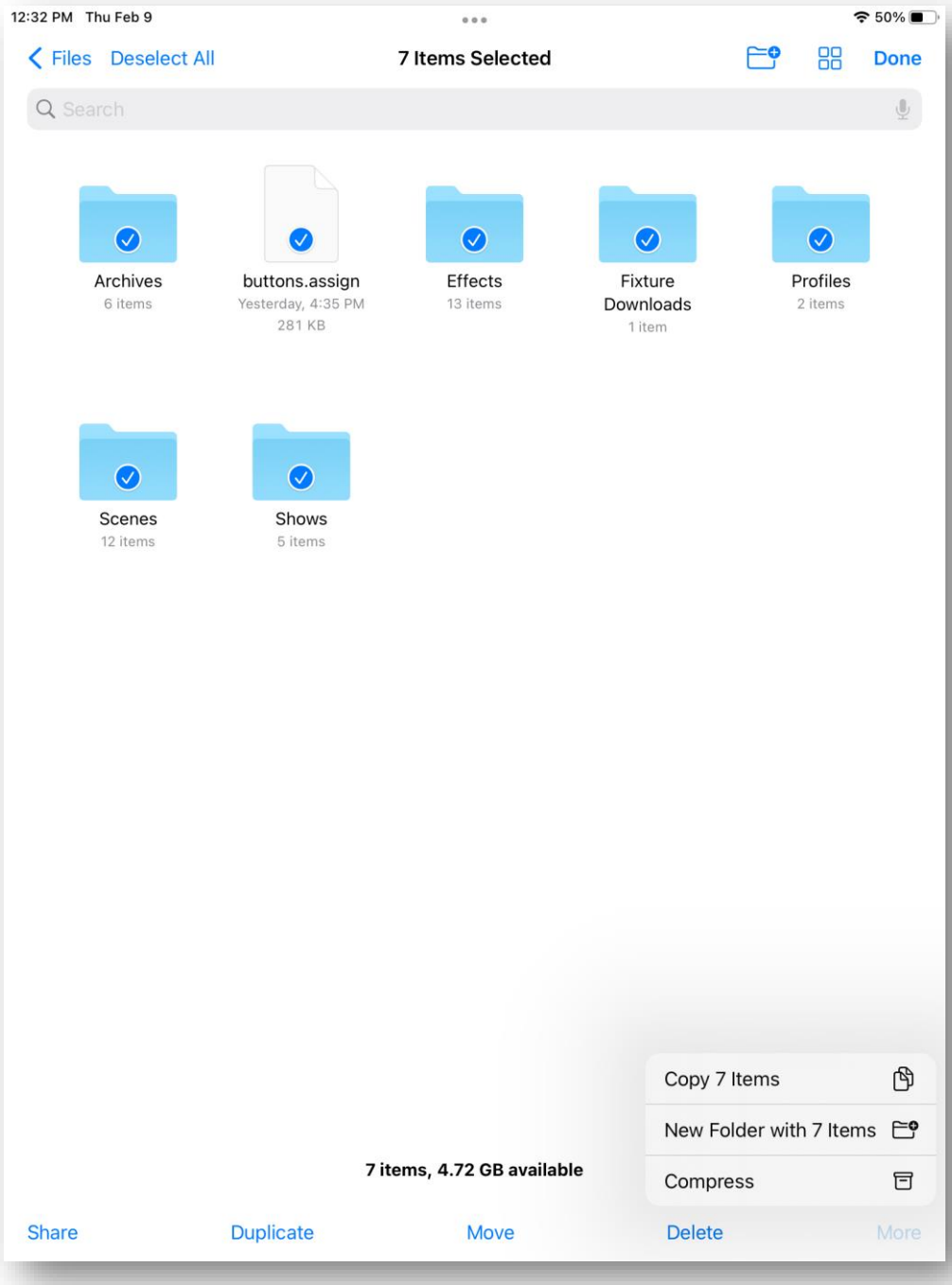
Select "On My IPad" in Locations. You will see the apps that support file sharing as in the example below.



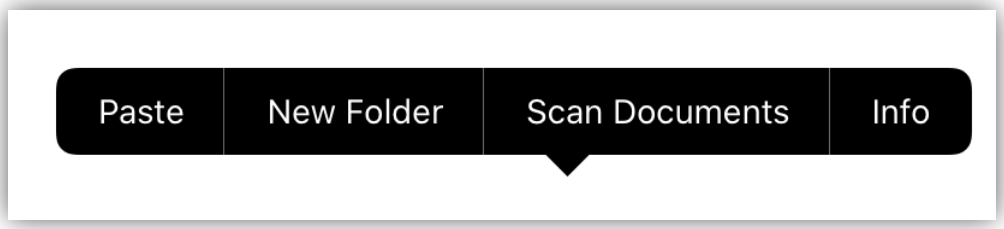
Select “Airstream DMX” to see its files and folders as in the following example.



To back everything up using ICloud, tap “Select” and then “Select All”. At the bottom of the screen tap “More” and then “Copy” as shown in the example below.



Tap “Done” and then return to Locations and select ICloud Drive. In the ICloud view you will see the files and folders you have stored there. Touch an open area of the screen and hold your finger until you see the following popup.



Tap “New Folder” to make a folder to save your Airstream DMX files. Finally open that folder, touch and hold on an open area until you see the same popup and tap “Paste”. It can take some time to copy the files depending on how many there are and your internet speed.

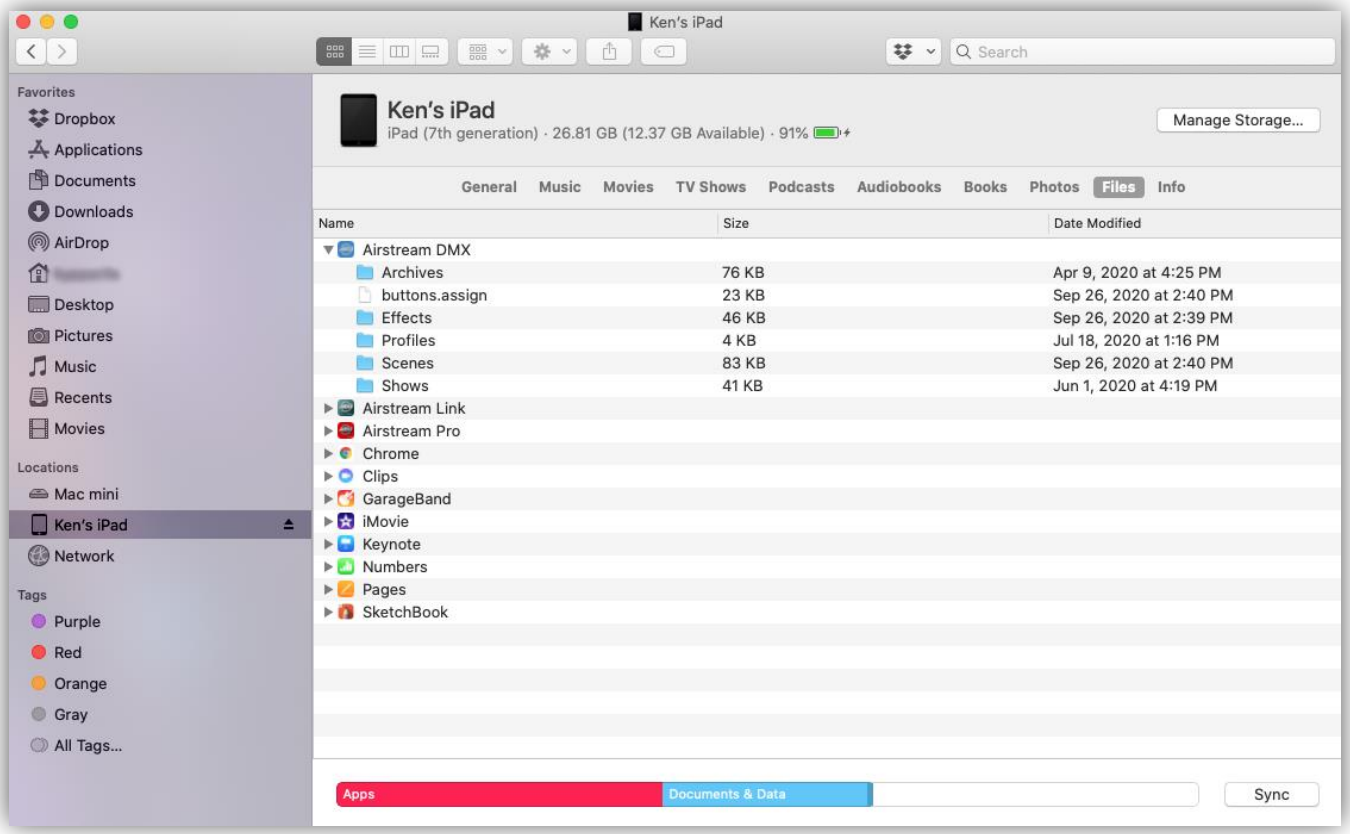
This method can also be used to copy your Airstream DMX files from an old device to a new device. Use the methods described in the previous paragraphs to copy all of the Airstream DMX files you have backed up on ICloud to the Airstream DMX documents folder on the new device.

Copy Files Using AirDrop

The easiest method when copying from one device to a new device is over AirDrop. Tap “Select” from the files and folders screen as in the previous example. Select all files and folders but instead of “Copy” tap “Share” at the bottom of the screen. Make sure both devices have AirDrop and Bluetooth enabled. Follow the prompts to select the receiving device and then follow the prompts on the receiving device to select the location to save the files. Select “Airstream DMX” as the destination.

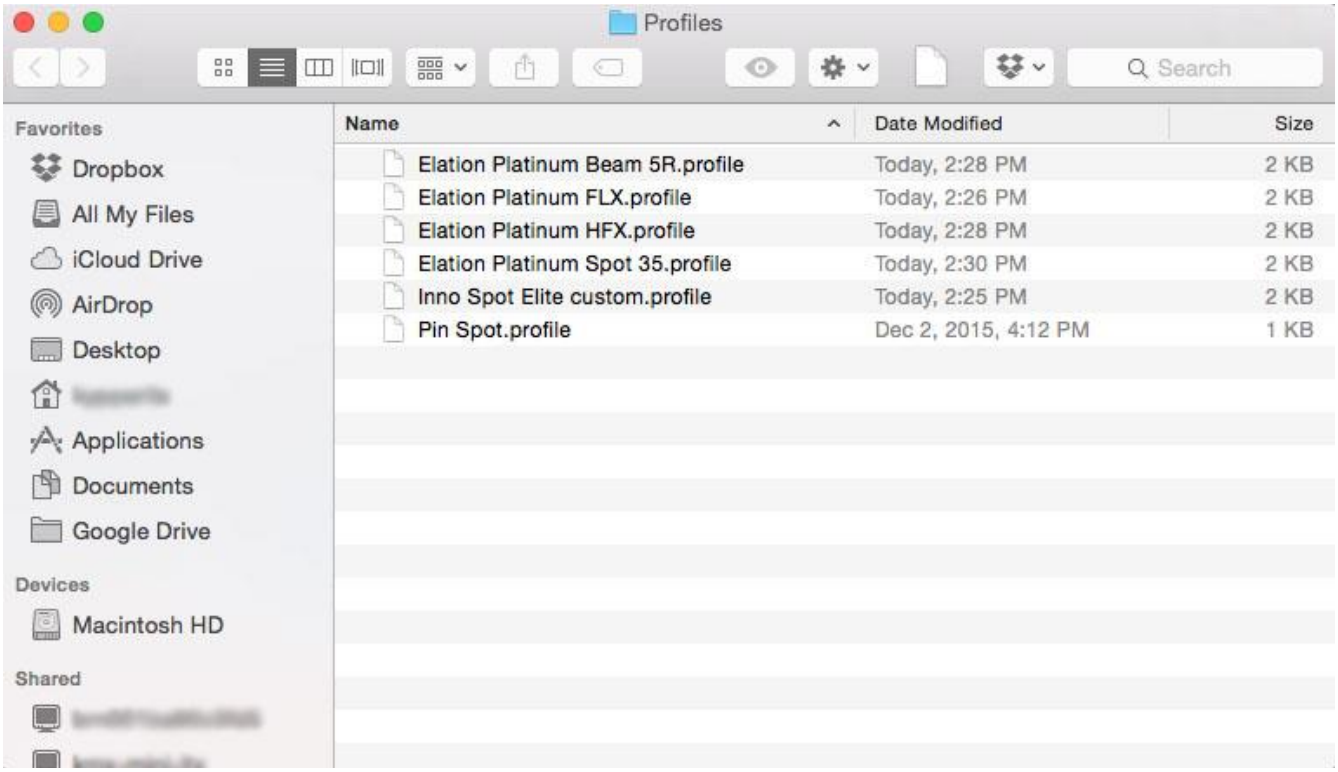
Copy Files to Mac Using Finder

You can also use Finder to back up files when connected to a Mac. The screenshot below is an example of the file sharing display in Finder connected to an IPad with the Airstream DMX app installed. Notice that the IPad is selected in the left pane and Files are selected in the selection bar in the right pane.



In the screenshot above you can see five folders plus the buttons.assign file when you expand the Airstream DMX app. There will be an archives folder if you have any archives saved. The folders can't be opened in Finder but they can be dragged to your desktop where you can open and edit them. You can then drag them back to Finder where they will be copied back into your IOS device automatically.

For example, drag the profiles folder to the Mac desktop and open it. The screenshot example below shows a Finder window with the contents of the profiles folder containing 6 custom profiles.



You can use Finder to back up your folders on your Mac or to load new files into your IOS device. To Share custom profiles with another user, copy any new profiles in or out of the profiles folder while it's on your desktop.

Important Note: There is a potential compatibility issue between IOS filenames and OSX filenames. IOS will allow you to create two files with the same name using different letter case, for example "scene 1" and "Scene 1". OSX will see these as the same file name. This can cause error warnings if you try to transfer files like this between your IOS device and your OSX device. Try to prevent this type of duplicate file naming to avoid this problem.

Idle Timer and Background State

The Idle timer on your IOS device determines when your device will automatically turn off its screen and call Auto-Lock. This is something that you would normally want to happen as it helps preserve battery life and prevent unwanted access. This app will temporarily disable the idle timer under certain conditions like when it's running a timed effect or a timed show. This insures that there will be no interruption in the playback. When there are no longer any effects or shows running, the timer is re-enabled.

As with most IOS apps, certain events can cause the Airstream DMX app to enter the background state. For example, when the idle timer expires, when you press the home button, press the sleep/wake button or if you receive an incoming phone call, the app will enter the background state. When the app goes to the background, it will request extra time from IOS to continue running any effects or shows while in the background. This is granted typically for around 3 minutes. After that time is up, all timers will stop and the connection to the Airstream DMX Bridge is temporarily closed until you return the app to the foreground. The bridge can continue to output the most recent DMX512 and Wifly signals while the app is asleep but any effects or shows that were running will pause after the 3 minute time allotment. When the app is recalled from the background state any paused effect or show will then continue.

IOS devices were designed to work this way as things like LCD screens and Wi-Fi connections consume battery life. If battery life is not an issue and you would like to keep the app and screen active all the time, go to your IOS device Settings, General, Auto-Lock and select "Never". This will keep your screen on all the time unless you manually shut it down using the sleep/wake button.

Revision History

1.1 First release.

1.1.1 Bug fix for 16 bit channels.

1.2 Add momentary feature to scene buttons.
Bug fixes for show playback and color FX playback.

1.3 Can assign images from the photo library to buttons.
Manual patching of DMX start addresses allowed.
Will ignore letter case on keywords.
Add “Clear” button to scenes pages.
Add spread offset feature to shape effects.

1.4 Add more fixtures to the library.
Bug fix in the profile editor.

1.5 Support landscape mode and multitasking on IPad.
Add “Advanced Settings” for additional Wi-Fi network settings.
Add fixture color offset slider to the color effect editor.
Add a 2 color effect to the color effect editor.
Add more fixtures to the library.

1.6 Add master fader.
Add more fixtures and manufacturers to the library.
Library sections can now expand and collapse.
Add search bar to library.
Support default scene in the bridge.

1.7 Add tap sync button.
Add support for sACN.
Add more fixtures to the library.

1.8 Bug fix in profile editor when manually overriding a DMX start address.
Add more fixtures to the library.

2.0 Change look of button pages with addition of menu pulldowns and page controls.
Add more pages for fixtures, scenes, effects and shows.
Add more fixtures and photos to the built-in libraries.
Make the show editor easier to use.
Add archive feature for backing up entire setups.

2.1 Fix bug when loading archives.
Fix tool options in channels tab.

2.2 Fix effects button lit states.

2.3 Add ability to select groups of fixtures.

Fix IPhone X display.
Add button names when displaying lists of buttons.
Add “clear fixtures” feature
Fix FX button highlighting bug.
Fix fading bug when running sACN mode.
Effects and shows can now run for several minutes when app is in background state.

2.4 Add support for IOS Files app.

2.5 Fix issues related to IOS 13 including using device in dark mode.

2.6 Add random color effect.
Add more fixtures to the library.
Fix minor bugs.

2.7 Improve random color effect.
Add more fixtures to the library.
Fix minor bugs.

2.8 Fixture library updates.
Network security updates for IOS 14.
Fix minor bugs.

2.9 Fixture library updates.
Fix minor bugs.
Improved button layout for newer devices.

3.0 Add online library support.
Improved color mixing.
Fix minor bugs.

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Contacts

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